ITEMS AND BUFFS	
SPECIALISTS	
Swordman	
Warrior	
Crusader	1
Berserker	1
Waterfall Berserker	2
Dragon Knight	2
Archer	2
Destroyer	2
Wild Keeper	3
Fire Cannoneer	3
Magician	4
Holy Magician	4
Dark Gunner	4
Volcano	4
Martial Artist	5
Mystic Arts	5
Demon Warrior	6

Flame Druid

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ITEMS AND BUFFS

Name	Original	New
Cursed Totem I	— [PvE] Healing skills effectiveness applied +10% [REMOVED] — [PvE] Enemy's debuff protect. (lvl.4) -10%	— [PvE] Healing skills effectiveness applied +10% [NEW] — Final damage caused -4% [NEW] — The duration of caused debuffs +5%
Cursed Totem II	— [PvE] Healing skills effectiveness applied +15% [REMOVED] — [PvE] Enemy's debuff protect. (lvl.4) -15%	— [PvE] Healing skills effectiveness applied +15% [NEW] — Final damage caused -6% [NEW] — [PvE] Skill cooldown -4% (max. 20%) [NEW] — The duration of caused debuffs +10%
Cursed Totem III The stats for buffs that activate with healing and debuffs have been reversed.	— [PvE] Healing skills effectiveness applied +25% [REMOVED] — [PvE] Enemy's debuff protect. (Ivi.5) -15% — Upon healing an ally, there's 100% chance of receive [Totem's Redemption (Level 1)] — Upon causing a debuff, there's 100% chance of receive [Totem's Soul Rapture (Level 1)] — Upon causing a debuff, there's 100% chance of receive [Totem's Soul Rapture (Level 1)] — Upon causing a debuff, there's 100% chance of receive [Totem's Soul Rapture (Level 1)] — Upon causing a debuff, there's 100% chance of receive [Totem's Soul Rapture (Level 1)] — Upon causing a debuff, there's 100% chance of receive [Totem's Soul Rapture (Level 1)] — Extreme] Damage caused +3% — Disappears upon landing a hit — Ipvel Damage caused +3% — Disappears upon landing a hit — Ipvel Damage caused +3% — Disappears upon landing a hit — Ipvel Damage caused +3% — Disappears upon landing a hit — Ipvel Damage caused +3% — Disappears upon landing a hit — Ipvel Damage caused +3% — Disappears upon landing a hit — Ipvel Damage caused +3% — Disappears upon landing a hit — Ipvel Damage caused +3% — Ipvel Damage caused	— [PvE] Healing skills effectiveness applied +25% [NEW] — Final damage caused -10% [NEW] — [PvE] Skill cooldown -6% (max. 20%) [NEW] — The duration of caused debuffs +15% — Upon healing an ally, there's 100% chance of receive [
		Every 2 3000 rids. Around o ricids apply [110 jy 110 jy 110 jr 1 jy 110 jy 110 jr 1 jy 110 j



	Cooldown: 16s — [PvE] All resistance drain +2 — [Extreme] All resistance drain +3	Buff (Level 5) Duration: 5s Cooldown: 6s — [PvE] Damage caused +4% [NEW] — [Extreme] Damage caused +6% — Disappears upon landing a hit
Blessed Shield I	— [PvE] Damage received -5% — [PvE] Maximum HP +5% — [Extreme] Keeps monsters following permanently	— [PvE] Damage received -5% — [PvE] Maximum HP +5% [NEW] — Final damage caused -5% — [Extreme] Keeps monsters following permanently
Blessed Shield II	— [PvE] Damage received -8% — [PvE] Maximum HP +8% — [Extreme] Keeps monsters following permanently	— [PvE] Damage received -8% — [PvE] Maximum HP +8% [NEW] — Final damage caused -10% — [Extreme] Keeps monsters following permanently
Blessed Shield III	 — [PvE] Damage received -12% — [PvE] Maximum HP +12% — Every 8 enemy attacks, [Shield Protection (Level 1)] is received — [Extreme] Keeps monsters following permanently 	 — [PvE] Damage received -12% — [PvE] Maximum HP +12% — Every 8 enemy attacks, [Shield Protection (Level 1)] is received [NEW] — Final damage caused -15% — [Extreme] Keeps monsters following permanently
Blessed Shield IV	 — [PvE] Damage received -15% — [PvE] Maximum HP +15% — Every 8 enemy attacks, [Shield Protection (Level 2)] is received — [Extreme] Keeps monsters following permanently 	 — [PvE] Damage received -15% — [PvE] Maximum HP +15% — Every 8 enemy attacks, [Shield Protection (Level 2)] is received [NEW] — Final damage caused -20% — [Extreme] Keeps monsters following permanently
Fortifying Potion	[REMOVED] — [PvE] Attack power +20% [REMOVED] — [PvE] Enemy's attack power -20% — Maximum HP +30% of the user's base amount (cannot be stacked) — Maximum MP +30% of the user's base amount (cannot be stacked)	— Maximum HP +10% of the user's base amount (cannot be stacked) — Maximum MP +10% of the user's base amount (cannot be stacked) [NEW] — [PvE] Healing skill effectiveness applied +10% [NEW] — [PvE] All elemental damage +5% [NEW] — All elemental resistances +5%
Boosting Potion	 — On attack, has a 5% chance to receive [Damage Boosting] — On defence, has a 5% chance to receive [Defence Boosting] 	— On attack, has a 5% chance to receive [Damage Boosting] — On defence, has a 5% chance to receive [Defence Boosting] [NEW] — [PvE] Attack power +20% [NEW] — [PvE] Enemy's attack power -20%
Healing Potion	— [PvE] Healing skill effectiveness applied +20%	[REMOVED]
Elemental Potion	— [PvE] All elemental damage +5% — All elemental resistances +5%	[REMOVED]

SPECIALISTS

Swordman



Role: Tank.

Useful in: Raid and slaying lured monsters

Main attacking method: Skill

Name	Original	New
Two-Handed Sword Attack	Cooldown: 0.7s Attack Range: 2 cell Target: Around Enemy in 0 cell Mana: 0 mp — Attack power scaling: 60% — Melee attack power +80 — Fire element scaling: 80% — Fire energies +180	Cooldown: 0.7s Attack Range: 2 cell Target: Around Enemy in 0 cell Mana: 0 mp — Attack power scaling: 60% — Melee attack power +80 — Fire element scaling: 80% — Fire energies +180 [NEW] — If you attack while [Iron Skin] is active, there's a chance of causing 25% [Weaken Offensive Power] Weaken Offensive Power General Debuff (Level 5) Duration: 5 seconds — Attack power -200
Triple Slash	Cooldown: 5s Attack Range: 2 cell Target: Around Enemy in 2 cell Mana: 20 mp — Attack power scaling: 110% — Melee attack power +1200 — Fire element scaling: 130% — Fire energies +1500 — There's a 100% chance that every attack hits. — Has a 100% chance of invoking the combo[Triple Smash]	Cooldown: 5s Attack Range: 2 cell Target: Around Enemy in 2 cell Mana: 20 mp — Attack power scaling: 100% — Melee attack power +1000 — Fire element scaling: 130% — Fire energies +1500 — There's a 100% chance that every attack hits. — Has a 100% chance of invoking the combo[In Triple Smash]
Triple Smash	Cooldown: 1s Attack Range: 2 cell Target: Around Enemy in 2 cell Mana: 20 mp	Cooldown: 1s Attack Range: 2 cell Target: Around Enemy in 2 cell Mana: 20 mp

	 Attack power scaling: 110% Melee attack power +1200 Fire element scaling: 130% Fire energies +1500 There's a 100% chance that every attack hits. Has a 30% chance of causing [Weaken Defense Power] 	 — Attack power scaling: 100% — Melee attack power +1000 — Fire element scaling: 130% — Fire energies +1500 — There's a 100% chance that every attack hits. — Has a 30% chance of causing [Weaken Defense Power]
Finishing Blow	Cooldown: 8s Attack Range: 4 cell Target: 0 Mana: 65 mp — Attack power scaling: 120% — Melee attack power +850 — Fire element scaling: 130% — Fire energies +1200 — Critical chance +24 (player Level/4) %	Cooldown: 8s Attack Range: 4 cell Target: 0 Mana: 65 mp — Attack power scaling: 110% — Melee attack power +650 — Fire element scaling: 130% — Fire energies +1200 — Critical chance +24 (player Level/4) % [NEW] — If [Iron Skin] is active receives [Iron Fire Force] Iron Fire Force General Buff (Level 4) Duration: 2 seconds — Every 2 seconds; Around 20 fields apply [Iron Fire Force Aura] on allies Iron Fire Force Aura General Buff (Level 3) Duration: 12 seconds — Fire elemental damage +3%
Iron Skin	Cooldown: 30s Attack Range: 0 cell Target: Select One Casting time: 0.8s Mana: 120 mp [REMOVED] — There is a 100% chance of causing [Strong Iron Skin] Strong Iron Skin General Buff (Level 4) Duration: 5 seconds — A shield with a value of 10% of the user's total HP is received — Damage received -60% — Maximum HP +10000	Cooldown: 300s Attack Range: 0 cell Target: Select One Casting time: 0.8s Mana: 120 mp [NEW] — There is a 100% chance of causing [Iron Skin] [NEW] — Has a 100% chance of invoking the combo [Iron Force] Iron Skin General Buff (Level 2) Duration: 600 seconds

	— The size of your character increase 5 time	Maximizes defense power.
	Side effect: after 0.1 seconds — If the HP granted by the shield is lost, this effect disappears. Once the effect's duration is over, [Iron Skin] is received with a chance of 100% Iron Skin General Buff (Level 2) Duration: 600 seconds Maximizes defense power. — [PvE] Enemy's critical damage -50% — [PvE] Movement speed +1 — [PvE]Maximum HP +10000	— Enemy's critical damage -50% — Maximum HP +10000 [NEW] — Damage caused -25% Side effect: after 0.1 seconds [NEW] — Skills cooldown +100% — [PvE] Movement speed +1 [NEW] — There is a 100% chance of causing [Image of causing [Image of causing of causi
		Side effect: after 0.1 seconds — Movement speed +2
Whirlwind	Cooldown: 8s CastTime: 0.0 seconds Attack Range: 0 cell Target: Around Enemy in 4 cell Mana: 58 mp	Cooldown: 8s CastTime: 0.0 seconds Attack Range: 0 cell Target: Around Enemy in 4 cell Mana: 58 mp
	— Attack power scaling: 105% — Melee attack power +900 — Fire element scaling: 130% — Fire energies +1200 — Has a 100% chance of invoking the combo [Strong Whirlwind]	— Attack power scaling: 100% — Melee attack power +800 — Fire element scaling: 130% — Fire energies +1200 — Has a 100% chance of invoking the combo [Strong Whirlwind]
	— Has a 30% chance of causing [Blackout]	— Has a 30% chance of causing [Blackout]
Strong Whirlwind	Cooldown: 0.5s CastTime: 0.2 seconds Attack Range: 0 cell Target: Around Enemy in 4 cell Mana: 58 mp	Cooldown: 0.5s CastTime: 0.2 seconds Attack Range: 0 cell Target: Around Enemy in 4 cell Mana: 58 mp
	— Attack power scaling: 110% — Melee attack power +950 — Fire element scaling: 130% — Fire energies +1400	— Attack power scaling: 100% — Melee attack power +750 — Fire element scaling: 130% — Fire energies +1400

Shoulder Charge	Cooldown: 8s Attack Range: 10 cell Target: Around Enemy in 2 cell Mana: 100 mp — Attack power scaling: 110% — Melee attack power +350 — Fire element scaling: 115%	Cooldown: 15s Attack Range: 10 cell Target: Around Enemy in 2 cell Mana: 100 mp — Attack power scaling: 100% — Melee attack power +350 — Fire element scaling: 115%
	— Fire energies +250	— Fire energies +250 [NEW] — Receives [Strong Iron Skin] if [Iron Skin] is active Strong Iron Skin General Buff (Level 4) Duration: 5 seconds — A shield with a value of 10% of the user's total HP is received — Damage received -60%
		— Maximum HP +10000 — The size of your character increase 5 time Side effect: after 0.1 seconds — If the HP granted by the shield is lost, this effect disappears.
Earth Shock	Cooldown: 15s CastTime: 0.3 sec Attack Range: 0 cell Target: Around Enemy in 5 cell Mana: 140 mp	Cooldown:15s CastTime: 0.3 sec Attack Range: 0 cell Target: Around Enemy in 5 cell Mana: 140 mp
	 Attack power scaling: 105% Melee attack power +1000 Fire element scaling: 140% Fire energies +1400 Always inflicts critical hits. There is a 100% chance of receiving [Flame sword] Has a 100% chance of invoking the combo [Flame Shock] 	 Attack power scaling: 100% Melee attack power +900 Fire element scaling: 140% Fire energies +1400 Always inflicts critical hits. There is a 100% chance of receiving [Flame sword] Has a 100% chance of invoking the combo [Earth Mega-Shock]
	Flame sword Buff (Level 2) Duration: 5 seconds	Flame sword Buff (Level 2) Duration: 5 seconds
	 — [PvE] Fire energies +500 — [PvE] Skill damage caused 5% — Disappears upon landing 2 hits 	— [PvE] Fire energies +500 — [PvE] Skill damage caused 5% — Disappears upon landing 2 hits
Earth Mega-Shock	Cooldown: 1s CastTime: 0.3 sec Attack Range: 0 cell Target: Around Enemy in 5 cell Mana: 140 mp	Cooldown: 1s CastTime: 0.3 sec Attack Range: 0 cell Target: Around Enemy in 5 cell Mana: 140 mp

	 — Attack power scaling: 120% — Melee attack power +1100 — Fire element scaling: 145% — Fire energies +1500 — Always inflicts critical hits. — There is a 70% chance of causing Shock. 	 — Attack power scaling: 105% — Melee attack power +1000 — Fire element scaling: 145% — Fire energies +1500 — Always inflicts critical hits. — There is a 70% chance of causing Shock.
Rising Dragon	Cooldown: 100s Attack Range: 3 cell Target: Around Enemy in 2 cell Mana: 180 mp — Attack power scaling: 125% — Melee attack power +1500 — Fire element scaling: 135% — Fire energies +2000 — Has a 100% chance of causing [Destroy Shield]	Cooldown: 80s Attack Range: 3 cell Target: Around Enemy in 2 cell Mana: 180 mp — Attack power scaling: 115% — Melee attack power +1300 — Fire element scaling: 135% — Fire energies +2000 — Has a 100% chance of causing [Destroy Shield]
	Has a 100% chance of causing [MDestroy Shield] Damage is increased by 1% of the enemy's missing HP Cannot be evaded	Has a 100% chance of causing [MalDestroy Shield] Damage is increased by 1% of the enemy's missing HP Cannot be evaded



Role: Main: DPS Secondary: Bruiser

Name	Original	New
Elemental Attack	Cooldown: 0.6s Attack Range: 11 cell Target: Around Enemy in 1 cell Mana: 0 mp	Cooldown: 0.6s Attack Range: 11 cell Target: Around Enemy in 1 cell Mana: 0 mp
	 —Attack power scaling: +95% — Ranged attack power: +150 — Light elemental scaling: 80% — Light energies +150 	—Attack power scaling: +80% — Ranged attack power: +50 — Light elemental scaling: 80% — Light energies +150
Holy Bolt	Cooldown: 6s Attack Range: 11 cell Target: Around Enemy in 1 cell Mana: 60 mp	Cooldown: 6s Attack Range: 11 cell Target: Around Enemy in 1 cell Mana: 60 mp
	 Attack power scaling: +80% Ranged attack power: +250 Light elemental scaling: 60% Light energies +250 [REMOVED] — Has a 10% chance of causing [Light Power] There's a 100% chance of invoking the combo [Second Bolt] 	 Attack power scaling: +70% Ranged attack power: +150 Light elemental scaling: 60% Light energies +250 There's a 100% chance of invoking the combo [NEW] — Receives [Sacred Healing Aura] if [Sacred Support] is active There's a 100% chance of invoking the combo [Second Bolt]
Second Bolt	Cooldown: 1s Attack Range: 11 cell Target: Around Enemy in 1 cell Mana: 60 mp — Attack power scaling: +80% — Ranged attack power: +250 — Light elemental scaling: 60% — Light energies +300 [REMOVED] — Has 10% chance of causing [Light Power] — Has a 100% chance of invoking the combo [Third Bolt]	Cooldown: 1s Attack Range: 11 cell Target: Around Enemy in 1 cell Mana: 60 mp — Attack power scaling: +70% — Ranged attack power: +150 — Light elemental scaling: 60% — Light energies +300 — Has a 100% chance of invoking the combo [Mana] Third Bolt]
Third Bolt	Cooldown: 1s Attack Range: 11 cell Target: Around Enemy in 1 cell Mana: 60 mp — Attack power scaling: +80%	Cooldown: 1s Attack Range: 11 cell Target: Around Enemy in 1 cell Mana: 60 mp — Attack power scaling: +70%

	 Ranged attack power: +350 Light elemental scaling: 60% Light energies +400 There's a 100% chance of invoking the combo [Fourth Bolt] [REMOVED] — Has 10% chance of causing [Light Power] 	— Ranged attack power: +200 — Light elemental scaling: 60% — Light energies +400 — There's a 100% chance of invoking the combo [Fourth Bolt]
Fourth Bolt	Cooldown: 1s Attack Range: 11 cell Target: Around Enemy in 1 cell Mana: 60 mp — Attack power scaling: +80%	Cooldown: 1s Attack Range: 11 cell Target: Around Enemy in 1 cell Mana: 60 mp — Attack power scaling: +70%
	— Attack power scaling. +60% — Ranged attack power: +350 — Light elemental scaling: 60% — Light energies +400 [REMOVED] — Has 10% chance of causing [Light Power]	— Ranged attack power: +200 — Light elemental scaling: 60% — Light energies +400
Sacred Healing Aura	[NEW]	Sacred Healing Aura Buff (Level 5) Duration: 1s
		Sacred healing aura is received Around 20 fields apply [Sacred Healing]
Sacred Healing	[NEW]	Buff (Level 5) Duration: 1s The sacred light heals you Recovers 180 +1% HP
		Removes all debuffs up to level 3
Triple Bolt [NEW] Counts as basic	Cooldown: 22s Attack Range: 7 cell Target: Special Area Mana: 42 mp	Cooldown: 22s Attack Range: 7 cell Target: Special Area Mana: 42 mp
	 Attack power scaling: +105% Ranged attack power: +700 Light elemental scaling: 90% Light energies +450 Critical chance +33 (Player Level / 3)% Has a 100% chance of causing [Blessed Energy] 	 Attack power scaling: +95% Ranged attack power: +400 Light elemental scaling: 90% Light energies +450 [NEW] — Critical damage +50% if [Sacred Strength] is active Has a 100% chance of causing [Blessed Energy]
Holy Breath	Cooldown: 30s Attack Range: 0 cell Target: Around Enemy in 5 cell Mana: 60 mp	Cooldown: 30s Attack Range: 0 cell Target: Around Enemy in 5 cell Mana: 60 mp

	[REMOVED] — Has a 100% chance of causing [Holy Breath]	[NEW] — If you attack while Sacred Strength] is active, there's a chance of causing 100% [Low Holy Breath] [NEW] — If you attack while [Low Sacred Support] is active, there's a chance of causing 100% [High Holy Breath]
Low Holy Breath	[NEW]	General Debuff (Level 5) Duration: 8 seconds Overall Resistances -5 Enemy's critical chance +5%
High Holy Breath	[NEW]	General Debuff (Level 6) Duration: 10 seconds Overall Resistances -15 Enemy's critical chance +10% Enemy's Critical damage +30%
Sacred Strength	[NEW]	Attack Range:Itself Target: Select One Cooldown: 300s [NEW] — There is a 100% chance of causing [Sacred Strength] [NEW] — Has a 100% chance of invoking the combo [Sacred Support]
Sacred Strength	[NEW]	— Duration: 600 seconds [NEW] — Ranged Attack power +99(Player Level*1) [NEW] — Critical damage +30% [NEW] — Attack Power +30%
Sacred Support	[NEW]	— Duration: 600 seconds [NEW] — Maximum MP +12000 [NEW] — [PvE] Healing skill effectiveness applied +300% [NEW] — Damage caused -50% [NEW] — The duration of caused debuffs +50% [NEW] — Movement speed +2
Shining Effect	Attack Range:Itself Target: Around Allies in 4 cell Cooldown: 45s — Recovers 40% HP — Removes all debuffs up to level 5	Attack Range:Itself Target: Around Allies in 8 cell Cooldown: 25.5s This skill will consume 20% of your total MP on usage. [NEW] — Recovers 500 + 3% HP [NEW] — Recovers 12% MP [NEW] — Removes all debuffs up to level 5 if [Sacred Strength] is active

		[NEW] —Removes all debuffs up to level 8 if [Sacred Support] is active
Holy Cross [NEW] Counts as basic	Cooldown: 22s Attack Range: 11 cell Target: Special Area Mana: 55 mp	Cooldown: 22s Attack Range: 11 cell Target: Special Area Mana: 55 mp
	— Attack power scaling: +110% — Ranged attack power +750 — Light element scaling: 95% — Light energies +600 — There's a 70% chance of causing [Cross energy]	 — Attack power scaling: +100% — Ranged attack power +500 — Light element scaling: 95% — Light energies +600 [NEW] — Critical damage +50% if [Sacred Strength] is active — There's a 100% chance of causing [Cross energy] [NEW] — There's a 10% chance to reset the cooldown of Concentrated Power
Growth Shield	Cooldown: 25s Attack Range: 0 cell Target: Around Allies in 2 cell Mana: 300 mp	Cooldown: 25s Attack Range: 0 cell Target: Around Allies in 3 cell Mana: 300 mp
	— Has a 100% chance of causing [Magical Reflection] [REMOVED] — Has a 100% chance of causing [Figure Growth Shield]	— Has a 100% chance of causing[Magical Reflection] [NEW] — Receives [Growth Shield] if [Sacred Support] is active
		Growth Shield Buff (Level 10) Duration: 1s [NEW] — Around 8 fields apply [Growth Shield Aura] on the users and all allies
		Growth Shield Aura Buff (Level 4) Duration: 8s — Damage received -10% — Resists forced movement with 100% chance — Cannot be displaced by skills tha cause damage
Prayer of Defence	Attack Range: Itself Target: Around Allies in 8 cell	Attack Range: Itself Target: Select one
	[REMOVED] — Has a 100% chance of causing [Prayer of Survival] [REMOVED] — Has a 100% chance of causing [Crusader's Kind Heart]	[NEW] — Receives [Prayer of Strength] if [Sacred Strength] is active [NEW] — Receives [Prayer of Survival] if [Sacred Support] is active
	[NEW]	Prayer of Strength Buff

		(Level 5) Duration: 600s [NEW] — [PVE] Maximum HP +10% of the user's base amount (max. 15.000) [NEW] — [PVE] Maximum MP +10% of the user's base amount (max. 15.000) [NEW] — [PVE] Movement speed +1
	[NEW]	Prayer of Survival Buff (Level 10) Duration: 1s [NEW] — Around 8 fields apply [Crusader's Kind Heart] on the user and all allies
	[NEW]	Crusader's Kind Heart Buff (Level 5) Duration: 600s [NEW] — [PVE] Maximum HP +20% of the user's base amount (max. 15.000) [NEW] — PVE] Maximum MP +20% of the user's base amount (max. 15.000) [NEW] — [PVE] Defence +198 (Player Level*2) [NEW] — [PVE] Maximum HP +2000 [NEW] — [PVE] Maximum MP +1000
Prayer of Offence	Attack Range: Itself Target: Around Allies in 8 cell [REMOVED] — Has a 100% chance of causing [Prayer of Offence]	Attack Range: Itself Target: Select one [NEW] — Receives [Market Prayer of Offence] if [Market Sacred Strength] is active [NEW] — Receives [Market Prayer of Power] if [Market Sacred Support] is active
	[NEW]	Prayer of Offence (Level 5) Duration: 600s [NEW] — [PVE] Attack power +198(Player Level*2) [NEW] — [PVE] Critical damage +30%
	[NEW]	Prayer of Power Buff (Level 10) Duration: 1s [NEW] — Around 8 fields apply [Market Crusader's Kind Weapon] on the user and all allies

	[NEW]	Crusader's Kind Weapon Buff (Level 5) Duration: 600s [NEW] — [PVE] Attack power +297(Player Level*3) [NEW] — [PVE] All elemental damage +5%
Concentrated Power	Cooldown: 120s Attack Range: 11 cell Target: Around Enemy in 3 cell Mana: 180 mp — Attack power scaling: +120% — Ranged attack power +1500 — Light element scaling: 100% — Light energies +2000 — No penalty for ranged attacks at close range — Has a 100% chance of causing [Power Boost]	Cooldown: 120s Attack Range: 11 cell Target: Around Enemy in 3 cell Mana: 180 mp — Attack power scaling: +100% — Ranged attack power +1200 — Light element scaling: 100% — Light energies +2000 [NEW] — Receives [Power Boost] if [Sacred Support] is active
Power Boost	General Buff (Level 4) Duration: 10 seconds [REMOVED] — Light energies +297 (Player Level *3) Attack Power +10%	General Buff (Level 4) Duration: 15 seconds — Attack Power +10% — Every 2 seconds: around 5 fields apply [Power Boost Echoes]
	[NEW]	Power Boost Echoes General Buff (Level 4) Duration: 15 seconds [NEW] — [PVE] Attack Power +20% [NEW] — [PVE] All elemental damage +6%



Role: Autos / Attack power Main: DPS Secondary: Debuffer

Name	Original	New
Axe Swing		Cooldown: 0.5s Attack Range: 2 cell

	Target: Around Enemy in 1 cell Mana: 0 mp — Attack power scaling: 100% — Melee attack power: 150 — Shadow element scaling 80% — Shadow Energies +50	Target: Around Enemy in 1 cell Mana: 0 mp — Attack power scaling: 85% — Melee attack power: +100 — Shadow element scaling 80% — Shadow Energies +50 [NEW] — If you attack while [Was Berserker Curse] is active, there's a chance of causing 25% [Weaken Defensive Power] Weaken Defensive Power General Debuff (Level 6) Duration: 5 seconds — Damage received +1%
Bash	Cooldown: 3s Attack Range: 2 cell Target: Around Enemy in 1 cell Mana: 20 mp — Attack power scaling: 100% — Melee attack power: +400 — Shadow element scaling 90% — Shadow Energies +70 — Has a 100% chance of invoking the combo [Fast Bash] [REMOVED] — Has a 20% chance of causing [Electric Shock]	Cooldown: 3s Attack Range: 2 cell Target: Around Enemy in 1 cell Mana: 20 mp — Attack power scaling: 85% — Melee attack power: +150 — Shadow element scaling 90% — Shadow Energies +70 — Has a 100% chance of invoking the combo [Fast Bash]
Fast Bash	Attack Range: 2 cell Target: Around Enemy in 1 cell Casting time: 0.1s Cooldown: 1.0 seconds Mana: 25 mp — Attack power scaling: 105% — Melee attack power: +500 — Shadow element scaling 90% — Shadow Energies +70	Attack Range: 2 cell Target: Around Enemy in 1 cell Casting time: 0.1s Cooldown: 1.0 seconds Mana: 25 mp — Attack power scaling: 85% — Melee attack power: +200 — Shadow element scaling 90% — Shadow Energies +70
Big Swing	Cooldown: 10s Attack Range: 0 cell Target: Around Enemy in 3 cell Mana: 120 mp — Attack power scaling: 105% — Melee attack power: 500 — Shadow element scaling 80% — Shadow Energies +80	— Cooldown: 10s Attack Range: 0 cell Target: Around Enemy in 3 cell Mana: 120 mp — Attack power scaling: 90% — Melee attack power: 350 — Shadow element scaling 80% — Shadow Energies +80

	— Has a 100% chance of invoking the combo [Incessant Swing] [REMOVED] — Has a 40% chance of causing Blackout	— Has a 100% chance of invoking the combo [Incessant Swing]
Berserker	Cooldown: 120s Attack Range: 0 cell Casting Time: 0.2 Target: Select One Mana: 100 mp	Cooldown: 300s Attack Range: 0 cell Casting Time: 0.2 Target: Select One Mana: 100 mp
	— Has a 100% chance of causing [Berserker]	[NEW] — There is a 100% chance of causing [NEW] — Berserker Power] [NEW] — Has a 100% chance of invoking the combo [Market Power]
Berserker Power		— Duration: 600 seconds [NEW] — Melee Attack power +396(Player Level*4) [NEW] — Critical damage +30% [NEW] — Attack Power +30%
Berserker Curse		— Duration: 600 seconds [NEW] — The duration of caused debuffs +50% [NEW] — Skills cooldown -10% (max. 90) [NEW] — Movement speed +1 [NEW] — Damage caused -30%
Sonic Rush	Cooldown: 10s Attack Range: 8 cell Target: Select One Mana: 120 mp	— Cooldown: 10s Attack Range: 8 cell Target: Select One Mana: 120 mp
	 Attack power scaling: 105% Melee attack power: 400 Shadow element scaling 85% Shadow Energies +150 	 — Attack power scaling: 95% — Melee attack power: 350 — Shadow element scaling 85% — Shadow Energies +150
Rage	Cooldown: 20s Attack Range: 2 cell Casting Time: 0.1 Target: Around Enemy in 1 cell Mana: 55 mp	— Cooldown: 20s Attack Range: 2 cell — Casting Time: 0.1 Target: Around Enemy in 1 cell Mana: 55 mp
	 Attack power scaling: 105% Melee attack power: 800 Shadow element scaling 90% Shadow Energies +150 Has a 100% chance of invoking the combo [WE Evil Rage] 	 — Attack power scaling: 90% — Melee attack power: 500 — Shadow element scaling 90% — Shadow Energies +150 — Has a 100% chance of invoking the combo [WE Evil Rage]
Evil Rage	Attack Range: 2 cell Target: Around Enemy in 1 cell	Attack Range: 2 cell Target: Around Enemy in 1 cell
Ü	Casting time: 0.1s	Casting time: 0.1s

	Cooldown: 1.0 seconds Mana: 60 mp	Cooldown: 1.0 seconds Mana: 60 mp
	 Attack power scaling: 110% Melee attack power: 1000 Shadow element scaling 95% Shadow Energies +150 	— Attack power scaling: 90% — Melee attack power: 600 — Shadow element scaling 95% — Shadow Energies +150
Frenzied Attack	Cooldown: 32s Attack Range: 0 cell Target: Around Enemy in 3 cell Mana: 150 mp	Cooldown: 32s Attack Range: 0 cell Target: Around Enemy in 3 cell Mana: 150 mp
	 Attack power scaling: 100% Melee attack power: 1000 Shadow element scaling 95% Shadow Energies +200 	— Attack power scaling: 90% — Melee attack power: 900 — Shadow element scaling 95% — Shadow Energies +200
	— Has a 100% chance of causing [Incapacitated]	[NEW] — If you attack while [Berserker Power] is active, there's a chance of causing 100% [Low Incapacitated] [NEW] — If you attack while [Berserker Curse]] is active, there's a chance of causing
		100% [High Incapacitated]
Low Incapacitated]		[Low Incapacitated] General Debuff (Level 5) Duration: 10 seconds — Defence Level upgrade -1
[High Incapacitated]		[High Incapacitated] General Debuff (Level 6) Duration: 12 seconds
		— Defence Level upgrade -5 [NEW] — Enemy's all elemental damage +5%
Break Armour	Cooldown: 35s Attack Range: 2 cell Casting Time: 0.1 Magic Debuff (Level 6) Target: Select One Mana: 250 mp	Cooldown: 35s Attack Range: 2 cell — Casting Time: 0.1 — Magic Debuff (Level 6) Target: Select One Mana: 250 mp
	— Has a 100% chance of causing [Break Armour] (ignores debuff protection)	[NEW] — If you attack while [Berserker Power] is active, there's a chance of causing 100% [Low Break Armour] [NEW] — If you attack while [Berserker Curse]] is active, there's a chance of causing
		100% [High Break Armour]

[Low Break Armour]	General Debuff (Level 5) Duration: 12 seconds — Defence level upgrade -7	General Debuff (Level 5) Duration: 10 seconds — Defence Level upgrade -3
[High Break Armour]		General Debuff (Level 6) Duration: 15 seconds — Defence Level upgrade -7 — Damage received +2%
Adrenaline Strike	Cooldown: 50s Attack Range: 6 cell Casting Time: 0.2 Target: Special Area Mana: 180 mp — Attack power scaling:110%	Cooldown: 50s — Attack Range: 6 cell — Casting Time: 0.2 Target: Special Area Mana: 180 mp — Attack power scaling: 100%
	 Melee attack power: 1100 Shadow element scaling 90% Shadow Energies +150 Has a 100% chance of causing [Strong Breath] 	Melee attack power: 900 Shadow element scaling 90% Shadow Energies +150 Has a 100% chance of causing [Strong Breath]
Strong Breath	Duration: 5.0 seconds — Basic attack damage +10%	Duration: 5.0 seconds — Basic attack damage +10%
Life and Death	— The lower your HP, the stronger the effect: - ₩ Weak Life and Death - ₩ Life and Death - ₩ Strong Life and Death — There is a 100% chance of causing Adrenaline [REMOVED] — Reduces remaining HP by 10%.	— The lower your HP, the stronger the effect: - ₩ Weak Life and Death - ₩ Life and Death - ₩ Strong Life and Death — There is a 100% chance of causing Adrenaline
Adrenaline	 — Duration: 600 seconds — Critical chance +10% — Movement speed +2 	— Duration: 600 seconds — Critical chance +10% — Movement speed +2
Split Tornado	Cooldown: 120s Attack Range: 0 cell Target: Around Enemy in 4 cell Mana: 200 mp	Cooldown: 90s Attack Range: 0 cell Target: Around Enemy in 4 cell Mana: 200 mp
	 Attack power scaling: 130% Melee attack power: 1500 Shadow element scaling +100% Shadow Energies +500 Has a 100% chance of causing [Destroy Shield] 	 — Attack power scaling: 120% — Melee attack power: 1300 — Shadow element scaling +100% — Shadow Energies +500 [NEW] — If you attack while [Berserker Power] is active, there's a chance of causing

		100% [Destroy Shield] [NEW] — If you attack while [Berserker Curse]] is active, there's a chance of causing 100% [High Destroy Shield]
[High Destroy Shield]		General Debuff (Level 6) Duration: 8 seconds — Damage caused +4%
incessant Swing	Target: Around Enemy in 3 cell	Cooldown: 1s Attack Range: 0 cell Target: Around Enemy in 3 cell Mana: 170 mp — Attack power scaling: 95% — Melee attack power: 500 — Shadow element scaling 85% — Shadow Energies +100



Role: Skills / Elemental

Name	Original	New
Axe Swing	Cooldown: 0.7s Attack Range: 2 cell Target: Around Enemy in 1 cell Mana: 0 mp — Attack power scaling: 70% — Melee attack power +80 — Water element scaling 95% — Water Energies +180 — The Rage bar +2%	Cooldown: 0.7s Attack Range: 2 cell Target: Around Enemy in 1 cell Mana: 0 mp — Attack power scaling: 70% — Melee attack power +80 — Water element scaling 95% — Water Energies +180 — The Rage bar +2% [NEW] — If you attack while [Water Armour] is active, there's a chance of causing 25% [Weaken Offensive Power] Weaken Offensive Power General Debuff
		(Level 5) Duration: 5 seconds — Attack power -200
Storm Charge	Cooldown: 12s Attack Range: 8 cell Target: Around Enemy in 2 cell Mana: 80 mp	Cooldown: 14s Attack Range: 8 cell Target: Around Enemy in 2 cell Mana: 80 mp
	 Attack power scaling: 100% Melee attack power +200 Water element scaling: 110% Water energies +350 The Rage bar +10% 	 Attack power scaling: 100% Melee attack power +200 Water element scaling: 110% Water energies +350 The Rage bar +10% Receives [Water Rune Cover] if [Rune Water Armour] is active
		Water Rune Cover General Buff (Level 4) Duration: 5 seconds — A shield with a value of 10% of the user's total HP is received
		— A shield with a value of 10% of the user's total HP is received — Damage received -20% — Maximum HP +5000

		— The size of your character increase 2 time Side effect: after 0.1 seconds — If the HP granted by the shield is lost, this effect disappears.
Axe of Fury	Cooldown: 5s Attack Range: 2 cell Target: Around Enemy in 2 cell Mana: 130 mp — Attack power scaling: 100% — Melee attack power +500 — Water element scaling 115% — Water Energies +800 — Has a 80% chance of causing — The Rage bar +4% Serious Injury	Cooldown:38 Attack Range: 2 cell Target: Around Enemy in 2 cell Mana: 130 mp — Attack power scaling: 100% — Melee attack power +500 — Water element scaling 115% — Water Energies +800 — Has a 80% chance of causing Serious Injury — The Rage bar +4% [NEW] — If you attack while [Wanne Water Armour] is active, there's a chance of receiving 100% [Wanne Water Force] Rune Water Force General Buff (Level 4) Duration: 2 seconds Description: Give water power to your allies. — Every 2 seconds; Around 20 fields apply [Wanne Water Force Aura] on allies Rune Water Force Aura General Buff (Level 3) Duration: 12 seconds Description: Your water power is increased. — Water elemental damage +3%
Rune Power of Water	Cooldown: 60s Attack Range: Itself Target: Select One Mana: 150 mp [REMOVED] — Has a 100% chance of causing Energy of Pure Water — Restores 20% of HP lost	Cooldown: 300s Attack Range: Itself Target: Select One Casting time: 0.8s Mana: 150 mp [NEW] — There is a 100% chance of causing [Water Armour] [NEW] — Has a 100% chance of invoking the combo [Waterfall Force] — Restores 20% of HP lost

		Rune Water Armour General Buff (Level 2) Duration: 600 seconds Maximizes defense power. — Enemy's critical damage -25% — Maximum HP +5000 Side effect: after 0.1 seconds [NEW] — Damage caused -25% [NEW] — Skill cooldown +100% [NEW] — There is a 100% chance of causing [Waterfall Force] Waterfall Force General Buff (Level 2) Duration: 600 seconds Maximizes offensive power. — Water elemental damage +10% — Skill damage caused +5%
Riptide	Cooldown: 30s Attack Range: Itself Target: Around Enemy in 8 cell Mana: 140 mp — Attack power scaling: 100% — Melee attack power +500 — Water element scaling 115% — Water Energies +700 — Attracts enemies to 1 fields from you — Receives [Provocation] if [Blessed Shield] is active — Has a 100% chance of causing Waterfall — The Rage bar +10%	— Water energies +198 (PlayerLvI *2) Cooldown: 20s(no se pueda bajar cd) Attack Range: Itself Target: Around Enemy in 8 cell Mana: 140 mp — Attack power scaling: 100% — Melee attack power +500 — Water element scaling 115% — Water Energies +700 — Attracts enemies to 1 fields from you — Receives [Provocation] if [Blessed Shield] is active — Has a 100% chance of causing Waterfall — The Rage bar +10%
Waterfall Ire	Neutral Effect (Level 7) Duration: 3000.0 seconds — [PvE] Skill damage +3% — When you use an attack skill, current HP is reduced by 2%	Neutral Effect (Level 7) Duration: 3000.0 seconds — [PvE] Skill damage +2% — When you use an attack skill, current HP is reduced by 2%

Waterfall Anger	Neutral Effect (Level 7) Duration: 3000.0 seconds	Neutral Effect (Level 7) Duration: 3000.0 seconds
	— [PvE] Skill damage +5% — When you use an attack skill, current HP is reduced by 3%	— [PvE] Skill damage <mark>+4%</mark> — When you use an attack skill, current HP is reduced by 3%
Waterfall Fury	Neutral Effect (Level 7) Duration: 3000.0 seconds	Neutral Effect (Level 7) Duration: 3000.0 seconds
	— [PvE] Skill damage +10% — When you use an attack skill, current HP is reduced by 4%	— [PvE] Skill damage <mark>+6%</mark> — When you use an attack skill, current HP is reduced by 4%
Waterfall Frenzy	Neutral Effect (Level 7) Duration: 3000.0 seconds	Neutral Effect (Level 7) Duration: 3000.0 seconds
	— [PvE] Skill damage +20% — Movement speed +2 — Converts (missing HP/4)% of the damage caused into HP healing	— [PvE] Skill damage +10% — Movement speed +2 — Converts (missing HP/5)% of the damage caused into HP healing

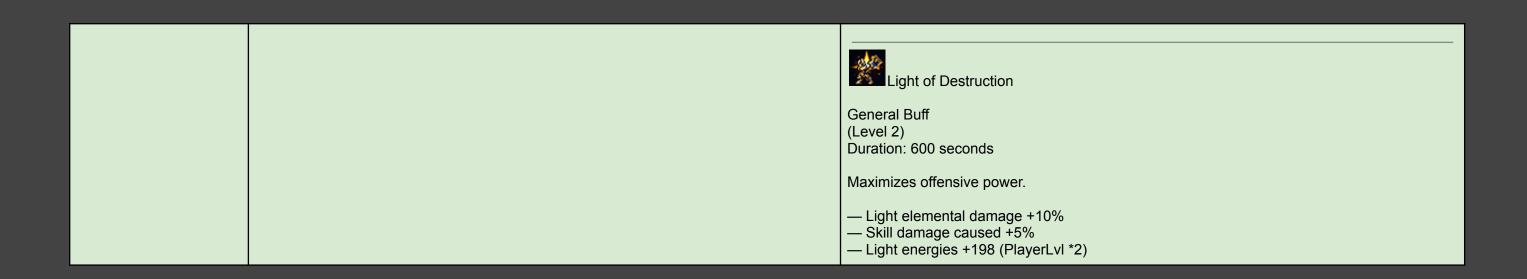


Role: Autos / Attack power Main: Bruiser

Main: Bruiser Secondary: DPS

Name	Original	New
Lunge	Cooldown: 0.7s Attack Range: 2 cell Target: Select One Mana: 0 mp — Attack power scaling: 90% — Melee attack power: 50 — Light element scaling 85%	[NEW] — If you attack while [Light of Protection] is active, there's a chance of causing 25% [Weaken Offensive Power] Weaken Offensive Power General Debuff
	— Light Energies +150 — You receive 5 Sharpness Points	(Level 5) Duration: 5 seconds — Attack power -200
Shield Strike	Cooldown: 20s Attack Range: 2 cell Target: Around Enemy in 2 cell Mana: 80 mp — Attack power scaling: 90% — Melee attack power: 200 — Light element scaling 110% — Light Energies +550 [REMOVED] — Has a 100% chance to causing [Shield Cover] — There is a 100% chance of invoking [Shield Blast]	Cooldown: 15s Attack Range: 2 cell Target: Around Enemy in 2 cell Mana: 80 mp — Attack power scaling: 90% — Melee attack power: 200 — Light element scaling 110% — Light Energies +550 [NEW] — Receives [Shield Cover] if [Light of Protection] is active — There is a 100% chance of invoking [Shield Blast]
	Shield Cover General Buff (Level 4) Duration: 5 seconds — A shield with a value of 5% of the user's total HP is received — Damage received -25% — Maximum HP +2000 — The size of your character increase 2 time Side effect: after 0.1 seconds — If the HP granted by the shield is lost, this effect disappears.	Shield Cover General Buff (Level 4) Duration: 5 seconds — A shield with a value of 5% of the user's total HP is received — Damage received -25% — Maximum HP +2000 — The size of your character increase 2 time Side effect: after 0.1 seconds — If the HP granted by the shield is lost, this effect disappears.
Shield Blast	— Attack power scaling: 90% — Melee attack power: 200 — Light element scaling 110% — Light Energies +550	— Attack power scaling: 90% — Melee attack power: 200 — Light element scaling 110% — Light Energies +550

	[REMOVED] — Has a 100% chance to causing [Shield Cover]	[NEW] — Receives [Shield Cover] if [Light of Protection] is active
Lance Dash	Cooldown: 14s Attack Range: 10 cell Target: Special Area Mana: 130 mp — Attack power scaling: 85% — Melee attack power: 150 — Light element scaling 105% — Light Energies +700 — You receive 40 Sharpness Points	Cooldown: Ss Attack Range: 10 cell Target: Special Area Mana: 130 mp — Attack power scaling: 85% — Melee attack power: 150 — Light element scaling 105% — Light Energies +700 — You receive 40 Sharpness Points [NEW] — If you attack while if [Schitch Light of Protection] is active is active, there's a chance of receiving 100% [Schitch Force] Light Force General Buff (Level 4) Duration: 2 seconds — Every 2 seconds; Around 20 fields apply [Schitch Force Aura] on allies Light Force Aura General Buff (Level 3) Duration: 12 seconds — Light elemental damage +3%
Light of Protection	Cooldown: 60s Attack Range: 0 cell Target: Select One Mana: 300 mp — There is a 100% chance of causing Light of Protection	— There is a 100% chance of causing Light of Protection [NEW] — Has a 100% chance of invoking the combo Light of Destruction] Light of Protection General Buff (Level 2) Duration: 600 seconds Maximizes defense power. — Enemy's critical damage -35% — Maximum HP +7500 [NEW] — Damage caused -25% Side effect: after 0.1 seconds [NEW] — Skill cooldown +100% [NEW] — There is a 100% chance of causing Light of Destruction]



Archer



Role: Main: DPS

Secondary: Debuffer

Name	Original	New
Fire Shotgun	Cooldown: 0.6s Attack Range: 9 cell Target: Around Enemy in 1 cell Mana: 0 mp — Attack power scaling: 80% — Ranged attack power +100 — Fire element scaling: 75% — Fire energies +150	Cooldown: 0.6s Attack Range: 9 cell Target: Around Enemy in 1 cell Mana: 0 mp — Attack power scaling: 80% — Ranged attack power +100 — Fire element scaling: 75% — Fire energies +150 [NEW] — If you attack while [Blast Debuffer] is active, there's a chance of causing 25% [Weaken Defensive Power] Weaken Defensive Power General Debuff (Level 5) Duration: 5 seconds —Damage received +1%
Rapid Shot	Cooldown: 3s Attack Range: 9 cell Target: Special Area Mana: 50 mp — Attack power scaling: 95% — Ranged attack power +350 — Fire element scaling: 90% Fire energies +200 [REMOVED] — Critical chance +15% — There is a 100% chance of invoking the combo [Kneel Shot]	Cooldown: 3s Attack Range: 9 cell Target: Special Area Mana: 50 mp — Attack power scaling: 95% — Ranged attack power +350 — Fire element scaling: 85% Fire energies +200 — There is a 100% chance of invoking the combo [Kneel Shot]
Kneel Shot]	Cooldown: 1s Attack Range: 9 cell Target: Special Area Mana: 50 mp	Cooldown: 1s Attack Range: 9 cell Target: Special Area Mana: 50 mp

	 Attack power scaling: 100% Ranged attack power +450 Fire element scaling: 90% Fire energies +350 [REMOVED] — Critical chance +15% 	 Attack power scaling: 100% Ranged attack power +450 Fire element scaling: 90% Fire energies +350 [NEW] — There is a 100% chance of invoking the combo [Final Shot]
[Final Shot]	[NEW]	Cooldown: 1s Attack Range: 9 cell Target: Special Area Mana: 50 mp — Attack power scaling: 100% — Ranged attack power +450 — Fire element scaling: 90% — Fire energies +350
Lucky Wideshot	Cooldown: 10s Attack Range: 9 cell Target: Around Enemy in 2 cell Mana: 70 mp — Attack power scaling: 105% — Ranged attack power +600 — Fire element scaling: 95% — Fire energies +500 [REMOVED] — Critical chance +15% — There is a 100% chance of invoking the combo [Delayed Shot]	Cooldown: 10s Attack Range: 9 cell Target: Around Enemy in 2 cell Mana: 70 mp — Attack power scaling: 105% — Ranged attack power +600 — Fire element scaling: 95% — Fire energies +500 — There is a 100% chance of invoking the combo [Delayed Shot]
Delayed Shot	Cooldown: 1s Attack Range: 9 cell Target: Around Enemy in 2 cell Mana: 70 mp — Attack power scaling: 110% — Ranged attack power +600 — Fire element scaling: 100% — Fire energies +500 [REMOVED] — Critical chance +20%	Cooldown: 1s Attack Range: 9 cell Target: Around Enemy in 2 cell Mana: 70 mp — Attack power scaling: 105% — Ranged attack power +600 — Fire element scaling: 85% — Fire energies +500

Bomber	Cooldown: 25s Attack Range: 9 cell Target: Select One Mana: 100 mp — There is a 100% chance that Bomb will be caused at the set location — There's a 100% chance the summons cast [Landmine Explosion] Landmine Explosion Attack Range: Itself Target: Around Enemy in 6 cell Casting time: 0s Cooldown: 0s MP Cost: 0 — Attack power scaling: 60% — Ranged attack power +800 — Fire element scaling: 70% — Fire energies +900 Has a 100% chance of causing [Shrapnel] Shrapnel Disease Debuff (Level 6) Duration: 8s — Enemy attack Power +5% — Dodge -200 — Defence -5% — Final damage received +5% if the enemy attacks with	Cooldown: 30s Attack Range: 9 cell Target: Select One Mana: 100 mp — There is a 100% chance that Bomb will be caused at the set location — There's a 100% chance the summons cast [Landmine Explosion] Landmine Explosion Attack Range: Itself Target: Around Enemy in 6 cell Casting time: 0s Cooldown: 0s MP Cost: 0 — Attack power scaling: 100% — Ranged attack power +800 — Fire element scaling: 70% — Fire energies +900 [NEW] — If you attack while [Strengthened] is active, there's a chance of causing 100% [Shrapnel Force] [NEW] — If you attack while [Blast Debuffer] is active, there's a chance of causing 100% [Shrapnel Weakening]
[Shrapnel Force]		Disease Debuff (Level 6) Duration: 8s — Final damage received +10% if the enemy attacks with Hell Drop [NEW] — Final damage received +20% if the enemy attacks with Rapid Shot [NEW] — Final damage received +20% if the enemy attacks with Kneel Shot] [NEW] — Final damage received +20% if the enemy attacks with Final Shot]
[Shrapnel Weakening]		Disease Debuff (Level 6) Duration: 8s [NEW] — Enemy attack Power +25% [NEW] — Dodge -200 [NEW] — Enemy's critical chance +20% [NEW] — Enemy all elements damage +5%

Poison Gas Shell	Cooldown: 40s Attack Range: 9 cell Target: Around Enemy in 2 cell Mana: 90 mp [REMOVED] — There is a 100% chance of causing Poison Gas Magic Debuff (Level 6) Duration: 10 seconds — Defence level upgrade -4 — Enemy's critical chance +20% Side effect: after 0.1 seconds. [REMOVED] — Damage received +5% if the enemy attacks with [Boom Shot] — Damage received +5% if the enemy attacks with [Hell Drop] [REMOVED]	Cooldown: 40s Attack Range: 9 cell Target: Around Enemy in 2 cell Mana: 90 mp [NEW] — If you attack while [Strengthened] is active, there's a chance of causing 100% [Low Poison Gas] [NEW] — If you attack while [Blast Debuffer] is active, there's a chance of causing 100% [Strong Poison Gas] Low Poison Gas Low Poison Gas Magic Debuff (Level 6) Duration: 10 seconds — Damage received received +10% if the enemy attacks with Lucky Wideshot [NEW] — Damage received +20% if the enemy attacks with Delayed Shot Strong Poison Gas Magic Debuff (Level 6) Duration: Seconds [NEW] — Defence level upgrade -4 [NEW] — Defence level upgrade -4 [NEW] — Enemy critical damage +30% [NEW] — Enemy all elements damage +10%
Burst Shot	Cooldown: 23s Attack Range: 9 cell Target: Select One Mana: 110 mp — Attack power scaling: 110% — Ranged attack power +650 — Fire element scaling: 95% — Fire energies +1000 [REMOVED] —Chance of inflicting critical hits is increased by (Player Level / 4)%	Cooldown: 23s Attack Range: 9 cell Target: Select One Mana: 110 mp — Attack power scaling: 120% — Ranged attack power +800 — Fire element scaling: 95% — Fire energies +1000 [NEW] — Critical damage +30%
Strengthened	Cooldown: 60s Attack Range: 0 cell	Cooldown: 300s Attack Range: 0 cell

	Target: Select One Mana: 85 mp	Target: Select One Mana: 85 mp
	[REMOVED] — There is a 100% chance of causing ⚠ Strengthened [REMOVED] — There is a 100% chance of causing [Blast Precision]	[NEW] — There is a 100% chance of causing [Strengthened] [NEW] — Has a 100% chance of invoking the combo [Blast Debuffer]
Strengthened	Strengthened	General Buff (Level 4) — Duration: 600 seconds
	General Buff (Level 4) Duration: 600 seconds — Attack power +15% to enemies in 3 or less fields — [PvE] Attack power +15% [REMOVED] — Damage received -15%	[NEW] — Ranged Attack power +396(Player Level*4) [NEW] — Critical damage +30% — Attack power +20% to enemies in 3 or less fields — [PvE] Attack power +20% [NEW] — Critical chance +15%
Blast Debuffer	General Buff (Level 4) Duration: 600 seconds	General Buff (Level 4) — Duration: 600 seconds
	— [PvE] Critical chance +5% No penalty for ranged attacks at close range There's a 90% chance that every attack hits in 3 or less fields	[NEW] — The duration of caused debuffs +50% [NEW] — Skills cooldown -10% (max. 90) [NEW] — The attack range +2 [NEW] — Damage caused -30%
Boom Shot	Cooldown: 30s Attack Range: 10 cell Target: Around Enemy in 2 cell Mana: 150 mp	Cooldown: 50s Attack Range: 10 cell Target: Around Enemy in 2 cell Mana: 150 mp
	 Attack power scaling: 100% Ranged attack power +1100 Fire element scaling: 125% Fire energies +1350 Has a 100% chance of causing [Demolition Fury] 	 Attack power scaling: 100% Ranged attack power +1100 Fire element scaling: 125% Fire energies +1350 Has a 100% chance of causing [Demolition Fury]
Fire Mine	Cooldown: 40s Attack Range: 9 cell Target: Skillshot Mana: 160 mp	Cooldown: 40s Attack Range: 9 cell Target: Skillshot Mana: 160 mp
	— Plants 3 fire mines. There's a 100% chance the summons cast [Fire mine explosion]	— Plants 3 fire mines. There's a 100% chance the summons cast [Fire mine explosion]
[Fire mine explosion]	Attack Range: Itself Target: around enemy in 2 cell	Attack Range: Itself Target: around enemy in 2 cell
	 Attack power scaling: 40% Ranged attack power +750 Fire element scaling: 50% Fire energies +750 	 Attack power scaling: 40% Ranged attack power +750 Fire element scaling: 50% Fire energies +750

	[REMOVED] — Has a 100% chance to cause [Atomic Residue]	[NEW] — If you attack while [Strengthened] is active, there's a chance of causing 100% [Strengthened] with Low Atomic Residue [NEW] — If you attack while [Strengthened] is active, there's a chance of causing 100% [Strong Atomic Residue]
[Low Atomic Residue]	Debuff (Level 6) Duration: 8 seconds — Defence -5% — Enemy's fire energies +300 — -200 Dodge. — Damage received +5% if the enemy attacks with [Main Hell Drop]	Debuff (Level 6) Duration: 8 seconds [NEW] — Final damage received +10% if the enemy attacks with Rapid Shot [NEW] — Final damage received +10% if the enemy attacks with Kneel Shot] [NEW] — Final damage received +10% if the enemy attacks with Final Shot]
Strong Atomic Residue		Disease Debuff (Level 6) Duration: 8s [NEW] — Enemy attack Power +10% [NEW] — Dodge -200 [NEW] — Enemy's critical chance +10% [NEW] — Enemy all elements damage +5%
Hell Drop	Cooldown: 150s Attack Range: 12 cell Target: Around Enemy in 5 cell Mana: 200 mp — Attack power scaling: 150% — Ranged attack power +1500 — Fire element scaling: 135% — Fire energies +1750 — Always inflicts critical hits [REMOVED] — Critical damage +15%	Cooldown: 90s Attack Range: 12 cell Target: Around Enemy in 5 cell Mana: 200 mp — Attack power scaling: 125% — Ranged attack power +1500 — Fire element scaling: 125% — Fire energies +1750 — Always inflicts critical hits [NEW] — Critical damage +40% If [Strengthened] is active [NEW] — If you attack while [Blast Debuffer]] is active, there's a chance of causing 100% [High Destroy Shield]
[High Destroy Shield]		General Debuff (Level 5) Duration: 8 seconds — Damage caused +4%



Role: Autos / Attack power

Main: Support Secondary: DPS

Name	Original	New
Boomerang Blast	Cooldown: 0.7s Attack Range: 6 cell Target: Select One Mana: 0 mp	Cooldown: 0.7s Attack Range: 6 cell Target: Select One Mana: 0 mp
	 [NEW] — Attack power scaling: 105% [NEW] — Ranged attack power: 200 [NEW] — Light element scaling 75% [NEW] — Light Energies +50 	— Attack power scaling: 85% — Ranged attack power: 100 — Light element scaling 75% — Light Energies +50
Snake Rush	Cooldown: 5s Attack Range: 6 cell Target: Around Enemy in 3 cell Mana: 75 mp	Cooldown: 5s Attack Range: 6 cell Target: Around Enemy in 3 cell Mana: 75 mp
	 [NEW] — Attack power scaling: 105% [NEW] — Ranged attack power: 500 [NEW] — Light element scaling 80% [NEW] — Light Energies +80 — Has a 100% chance of invoking the combo [Second Snake Rush] 	— Attack power scaling: 80% — Ranged attack power: 200 — Light element scaling 80% — Light Energies +80 — Has a 100% chance of invoking the combo [Second Snake Rush]
Second Snake Rush	Cooldown: 1s Attack Range: 6 cell Target: Around Enemy in 3 cell Mana: 75 mp	Cooldown: 1s Attack Range: 6 cell Target: Around Enemy in 3 cell Mana: 75 mp
	 [NEW] — Attack power scaling: 105% [NEW] — Ranged attack power: 600 [NEW] — Light element scaling 80% [NEW] — Light Energies +100 	— Attack power scaling: 80% — Ranged attack power: 200 — Light element scaling 80% — Light Energies +100
	— Has a 100% chance of invoking the combo [Third Snake Rush]	— Has a 100% chance of invoking the combo [Third Snake Rush]
Third Snake Rush	Cooldown: 1s Attack Range: 6 cell Target: Around Enemy in 3 cell Mana: 75 mp	Cooldown: 1s Attack Range: 6 cell Target: Around Enemy in 3 cell Mana: 75 mp
	[NEW] — Attack power scaling: 110% [NEW] — Ranged attack power: 700 [NEW] — Light element scaling 90% [NEW] — Light Energies +150	— Attack power scaling: 80% — Ranged attack power: 200 — Light element scaling 90% — Light Energies +150

Beast Claw	Cooldown: 15s Attack Range: 6 cell Target: Special Area Mana: 85 mp [NEW] — Attack power scaling: 110% [NEW] — Ranged attack power: 1000 [NEW] — Light element scaling 80% [NEW] — Light Energies +50 [NEW] — Has a 100% chance of causing [Nature Power]	Cooldown: 15s Attack Range: 6 cell Target: Special Area Mana: 85 mp — Attack power scaling: 100% — Ranged attack power: 700 — Light element scaling 80% — Light Energies +200 — Has a 100% chance of causing [Nature Power]
Nature Power	Duration: 7.5 seconds — [PvE] Basic attack damage +10%	Duration: 7.5 seconds — [PvE] Basic attack damage +10%
Eagle Spirit		Cooldown: 30s Attack Range: Itself Casting Time: 0.2 Target: Select One Mana: 100 mp [NEW] — Receives Eagle force if [Shining Force] is active [NEW] — Receives Eagle Spirit if [Shining Amplifier] is active
[Eagle force]		Buff (Level 5) Duration: 600 seconds [NEW] — Critical chance +10% [NEW] — The attack range +2
[Eagle spirit]		Buff (Level 10) Duration: 1 seconds — Around 8 fields apply [Eagle aura] on the user and all allies
[Eagle aura]		Buff (Level 5) Duration: 600 seconds [NEW] — All elemental resistances +10 [NEW] — All elemental damage +10% [NEW] — Fairy's element +10
Shining Force	Target: Around allies in 8 cell Cooldown: 90s [REMOVED] — Has a 100% chance of causing [Elemental Shinning] [REMOVED] — Has a 100% chance of causing [Elemental Nature Recovery] [REMOVED] — There's a 100% probability to remove debuff of level 4 or lower [REMOVED] — Recover 1500 +5% HP	Target: Itself Attack Range: Around allies in 8 cell Cooldown: 300s [NEW] — There is a 100% chance of receiving [Shining Force] on itself [NEW] — Has a 100% chance of invoking the combo [Shining Amplifier]

Shining Force		Buff (Level 5) Duration: 600 seconds [NEW] — [PvE] Attack Power +15%
		[NEW] — [PvE] Critical damage +20%
Shining Amplifier		Buff (Level 5) Duration: 600 seconds
		[NEW] — The duration of caused debuffs +50% [NEW] — Healing skill effectiveness applied +100% [NEW] — The attack range +2 [NEW] — Skills cooldown -10% (max. 90) [NEW] — Damage caused -40%
Boomerang Throw	Cooldown: 18s Attack Range: 0 cell Target: Around Enemy in 3 cell Mana: 125 mp	Cooldown: 18s Attack Range: 0 cell Target: Around Enemy in 3 cell Mana: 125 mp
	 [NEW] — Attack power scaling: 105% [NEW] — Ranged attack power: 800 [NEW] — Light element scaling 80% [NEW] — Light Energies +50 — No penalty for ranged attacks at close range 	— Attack power scaling: 95% — Ranged attack power: 700 — Light element scaling 80% — Light Energies +350 — No penalty for ranged attacks at close range
Wolf Spirit	Cooldown: 180s Attack Range: 0 cell Target: Around Allies in 4 cell Mana: 120 mp [REMOVED] — Has a 100% chance of causing [Wolf Spirit]	Cooldown: 30s Attack Range: Itself Casting Time: 0.2 Target: Select One Mana: 100 mp
		[NEW] — Receives Wolf Force if [W Shining Force] is active [NEW] — Receives Wolf Spirit if [W Shining Amplifier] is active
Wolf Force		Buff (Level 5) Duration: 600 seconds
		[NEW] — [PVE] Attack power +297(Player Level*3) [NEW] — [PVE] Movement speed +3
Wolf Spirit		Buff (Level 10) Duration: 1 seconds
		Around 8 fields apply [Wolf Aura] on the user and all allies
Wolf Aura		Buff (Level 5) Duration: 600 seconds

		[NEW] — [PVE] Attack power +297(Player Level*3) [NEW] — [PVE] Movement speed +2
Elemental Leech	Cooldown: 42s Attack Range: 2 cell Target: Around Enemy in 3 cell Mana: 90 mp	Cooldown: 42s Attack Range: 2 cell Target: Around Enemy in 3 cell Mana: 90 mp
	[REMOVED] — Has a 100% chance of causing [Elemental Leech]	[NEW] — If you attack while [Shining Force] is active, there's a chance of causing 100% [Low Elemental Leech] [NEW] — If you attack while [Shining Amplifier] is active, there's a chance of causing 100% [High Elemental Leech]
Low Elemental Leech		General Debuff (Level 5) Duration: 8 seconds
		— Enemy's critical chance +5% — Overall Resistances -5 — Enemy's Magic attack Power +8%
High Elemental Leech		General Debuff (Level 6) Duration: 10 seconds
		— Enemy's critical chance +25% — Overall Resistances -20 — Enemy's Magic attack Power +25%
lvy	Cooldown: 45s Attack Range: 0 cell Target: Around Enemy in 4 cell Mana: 180 mp	Cooldown: 45s Attack Range: 0 cell Target: Around Enemy in 4 cell Mana: 180 mp
	 [NEW] — Attack power scaling: 120% [NEW] — Ranged attack power: 1200 [NEW] — Light element scaling 80% [NEW] — Light Energies +50 [NEW] — Has a 100% chance of causing [Wound] — No penalty for ranged attacks at close range 	— Attack power scaling: 110% — Ranged attack power: 1000 — Light element scaling 80% — Light Energies +500 — Has a 100% chance of causing [Wound — No penalty for ranged attacks at close range
Bear Spirit	[REMOVED] — Has a 100% chance of causing [Bear Spirit]	Cooldown: 30s Attack Range: Itself Casting Time: 0.2 Target: Select One Mana: 100 mp
		[NEW] — Receives [Bear force] if [Shining Force] is active [NEW] — Receives [Bear spirit] if [Shining Amplifier] is active

Bear force	Buff (Level 5) Duration: 600 seconds Maximum HP +30% of the user's base amount (max. 10.000) Maximum MP +30% of the user's base amount (max. 10.000)	Buff (Level 5) Duration: 600 seconds [NEW] — [PVE] Maximum HP +30% of the user's base amount (max. 15.000) [NEW] — [PVE] Maximum MP +30% of the user's base amount (max. 15.000)
		[NEW] — [PVE] Critical Damage +20%
Bear spirit		Buff (Level 10) Duration: 1 seconds
		— Around 8 fields apply [Bear aura] on the user and all allies
Bear aura		Buff (Level 5) Duration: 600 seconds
		[NEW] — [PVE] Maximum HP +30% of the user's base amount (max. 15.000) [NEW] — [PVE] Maximum MP +30% of the user's base amount (max. 15.000) [NEW] — [Bear Nature Recovery] is received with a chance of 100%
		Side effect: after 0.1 seconds [NEW] — [PVE] Maximum HP +2000 [NEW] — [PVE] Maximum MP +1000
Bear Nature Recovery		Buff (Level 5) Duration: 4 seconds
		 [NEW] — Every 2 seconds: Recovers 6% MP [NEW] — Every 2 seconds: Recovers 1% HP [NEW] — Recover 1000 +3% HP [NEW] — Removes all debuffs up to level 4
Forest Power	Cooldown: 110s Attack Range: 6 cell Target: Around Enemy in 4 cell Mana: 200 mp	Cooldown: 110s Attack Range: 6 cell Target: Around Enemy in 4 cell Mana: 200 mp
	[NEW] — Attack power scaling: 140% [NEW] — Ranged attack power: 1800 [NEW] — Light element scaling 105% [NEW] — Light Energies +600	— Attack power scaling: 125% — Ranged attack power: 1600 — Light element scaling 105% — Light Energies +600
	 [NEW] — Has a 100% chance of causing [Cut] [NEW] — Cannot be evaded [NEW] — Always inflicts critical hits 	— Has a 100% chance of causing [Cut] — Cannot be evaded — Always inflicts critical hits



Role: Skills / Elemental and TANK

Main: DPS Secondary: TANK

Name	Original	New
Cannon Fire	Cooldown: 0.9s Attack Range: 11 cell Target: Around Enemy in 0 cell Mana: 0 mp — Attack power scaling: 80% — Ranged attack power: 80 — Fire element scaling 90% — Fire Energies +120 — No penalty for ranged attacks at close range	Cooldown: 0.9s Attack Range: 2 cell Target: Around Enemy in 0 cell Mana: 0 mp — Attack power scaling: 80% — Ranged attack power: 80 — Fire element scaling 90% — Fire Energies +120 — No penalty for ranged attacks at close range [NEW] — If you attack while [Cannon Defence] is active, there's a chance of causing 25% [Weaken Offensive Power] Weaken Offensive Power General Debuff (Level 5) Duration: 5 seconds — Attack power -200
Staggered Fire	 Cooldown:4s Attack Range: 11 cell Target: Around Enemy in 1 cell Mana: 120 mp Attack power scaling: 100% Ranged attack power: 250 Fire element scaling 110% Fire Energies +400 Has a 20% chance of causing [Weak Fire Power] 	— Cooldown: 4s Attack Range: 2 cell Target: Around Enemy in 1 cell Mana: 120 mp — Attack power scaling: 100% — Ranged attack power: 250 — Fire element scaling 110% — Fire Energies +400 Has a 20% chance of causing [Weak Fire Power]
Cannon Panning	Cooldown: 12s Attack Range: 2 cell Target: Around Enemy in 1 cell Mana: 110 mp — Attack power scaling: 105% — Ranged attack power: 500 — Fire element scaling 115% — Fire Energies +1000 — Has a 100% chance of invoking the combo [Sovercharge Boom] — No penalty for ranged attacks at close range	Cooldown: 12s Attack Range: itself Target: Around Enemy in 1 cell Mana: 110 mp — Attack power scaling: 105% — Ranged attack power: 500 — Fire element scaling 115% — Fire Energies +1000 [NEW] — Receives [Cannon Shield] if [Cannon Defence] is active [NEW] — Receives [Provoke] if [Blessed Shield] is active — Has a 100% chance of invoking the combo [Overcharge Boom] [REMOVED] — No penalty for ranged attacks at close range

		Cannon Shield General Buff (Level 4) Duration: 2 seconds — No HP consumption Cannot receive a debuffs from skills that cause damage — Cannot be displaced by skills that cause damage We provoke — Provokes enemies within 8 fields to target you
Overcharge Boom	Cooldown: 1s Attack Range: Itself Target: Around Enemy in 1 cell Mana: 110 mp — Attack power scaling: 105% — Ranged attack power: 500 — Fire element scaling 115% — Fire Energies +1000 — Has a 100% chance of causing [It's bomber time!] — No penalty for ranged attacks at close	Cooldown: 1s Attack Range: Itself Target: Around Enemy in 1 cell Mana: 110 mp — Attack power scaling: 105% — Ranged attack power: 500 — Fire element scaling 115% — Fire Energies +1000 — Has a 100% chance of causing [It's bomber time!] — No penalty for ranged attacks at close
Cannon Shot	Cooldown: 12s Attack Range: 11 cell Target: Select One Mana: 200 mp — Attack power scaling: 100% — Ranged attack power: 150 — Fire element scaling 115% — Fire Energies +300 — Has a 100% chance of causing [[PvE] True Aim] [REMOVED] — Critical chance +49 (Player Level / 2)% — No penalty for ranged attacks at close range	Cooldown: Ss Attack Range: 5 cell Target: Select One Mana: 200 mp — Attack power scaling: 100% — Ranged attack power: 150 — Fire element scaling 115% — Fire Energies +300 — Has a 100% chance of causing [[PvE] True Aim] — No penalty for ranged attacks at close range [NEW] — Receives [Cannon Fire Force] if [Cannon Defence] is active Cannon Fire Force General Buff (Level 4) Duration: 2 seconds — Every 2 seconds; Around 20 fields apply [Cannon Fire Force Aura] on allies

		Cannon Fire Force Aura
		General Buff (Level 3)
		Duration: 12 seconds
		— Fire elemental damage +3%
Shot with Targeting	Cooldown: 12s Attack Range: 14 cell	Cooldown: 12s Attack Range: 4 cell
	Target: Select One Mana: 100 mp	Target: Select One Mana: 100 mp
	— Attack power scaling: 105%	— Attack power scaling: 105%
	Ranged attack power: 550Fire element scaling 115%	— Ranged attack power: 550 — Fire element scaling 115%
	Fire Energies +1100All elemental energies +4% (Relative to distance)	— Fire Energies +1100 — All elemental energies +4% (Relative to distance)
Hand Grenade	Cooldown: 18s	Cooldown: 18s
Hand Grenade	Attack Range: 11 cell Target: Around Enemy in 0 cell	Attack Range: 1 cell Target: Around Enemy in 0 cell
	Mana: 90 mp	Mana: 90 mp
	— Attack power scaling: 100%— Ranged attack power: 550	— Attack power scaling: 100% — Ranged attack power: 550
	 Fire element scaling 105% Fire Energies +1000 	— Fire element scaling 105% — Fire Energies +1000
	— No penalty for ranged attacks at close range	— No penalty for ranged attacks at close range
	Has a 100% chance of causing [Fire power]	Has a 100% chance of causing [Fire power]
	Cooldown: 8s Attack Range: 11 cell	Cooldown: 15s Attack Range: <mark>2 cell</mark>
Hellfire	Target: Around Enemy in 2 cell	Target: Around Enemy in 2 cell
	Mana: 75 mp	Mana: 75 mp
	— Attack power scaling: 100%— Ranged attack power: 400	— Attack power scaling: 100% — Ranged attack power: 400
	— Fire element scaling 100% — Fire Energies +900	— Fire element scaling 120% — Fire Energies +1200
	[REMOVED] — There is a 60% chance of causing Critical Burn	— No penalty for ranged attacks at close range
	No penalty for ranged attacks at close range	[NEW] — Receives [Shield Cover] if [A Cannon Defence] is active
		Chiald Caver
		Shield Cover General Buff
		(Level 4) Duration: 5 seconds
		— A shield with a value of 10% of the user's total HP is received
		— Damage received -60%— Maximum HP +5000

		The size of your sharester in case a 2 times
		— The size of your character increase 3 time
		Side effect: after 0.1 seconds — If the HP granted by the shield is lost, this effect disappears.
Signal Rocket	Cooldown: 8s Attack Range: 11 cell Target: Around Enemy in 2 cell Mana: 100 mp — Attack power scaling: 105%	Cooldown: 8s Attack Range: 1 cell Target: Around Enemy in 2 cell Mana: 100 mp — Attack power scaling: 105%
	— Ranged attack power: 600 — Fire element scaling 115% — Fire Energies +1000 — No penalty for ranged attacks at close range — Has a 100% chance of invoking [Explosive Fire]	 Ranged attack power: 600 Fire element scaling 115% Fire Energies +1000 No penalty for ranged attacks at close range Has a 100% chance of invoking [Explosive Fire]
Explosive Fire	Cooldown: 1s Attack Range: 11 cell Target: Around Enemy in 2 cell Mana: 100 mp	Cooldown: 1s Attack Range: 1 cell Target: Around Enemy in 2 cell Mana: 100 mp
	— Attack power scaling: 105% — Ranged attack power: 600 — Fire element scaling 115% — Fire Energies +1000 — No penalty for ranged attacks at close range	— Attack power scaling: 105% — Ranged attack power: 600 — Fire element scaling 115% — Fire Energies +1000 — No penalty for ranged attacks at close range
Rocket Riding	Cooldown: 15s Attack Range: Itself Target: Around Enemy in 1 cell Mana: 120 mp	Cooldown: : 25s Attack Range: Itself Target: Around Enemy in 8 cell Mana: 120 mp
	 — Attack power scaling: 95% — Ranged attack power: 500 — Fire element scaling 105% — Fire Energies +750 [REMOVED] — Has a 100% chance of causing [Minor Explosive Shockwave] 	If [Cannon Defence] is not active, the skill targets enemies within 1 cell. — Attack power scaling: 95% — Ranged attack power: 500 — Fire element scaling 105%
	[REMOVED] — Teleports you within a radius of 8 fields.	— Fire Energies +750 [NEW] — Receives [♣ Provocation] if [▶ Blessed Shield] is active
		[NEW] — Teleports you within a radius of 8 fields if [Main Cannon Force] is active [NEW] — Attracts enemies to 2 cell from you if [Main Cannon Defence] is active
		Provocation
		— There's a 100% chance of receiving [Immunity] — Provokes enemies within 8 fields to target you — The size of your character increases 3 times
Weapon Master	Cooldown:60s Attack Range: 0 cell Target: Select One	Cooldown: 300s Attack Range: Itself Target: Select One

	Mana: 100 mp [REMOVED] — Has a 100% chance of causing [Explosive Enhancement] [REMOVED] — Has a 100% chance of causing [Turbo Loader] [REMOVED] — Has a 100% chance of causing [Weapon Defence]	Mana: 100 mp [NEW] — There is a 100% chance of causing [Cannon Defence] [NEW] — Has a 100% chance of invoking the combo [Cannon Force] [Cannon Defence] General Buff (Level 2) Duration: 600 seconds — Enemy's critical damage -80% — Base HP +15000 — Damage caused -25% Side effect: after 0.1 seconds — Skill cooldown +100% — Movement speed +1 [Cannon Force] General Buff (Level 2) Duration: 600 seconds — Fire elemental damage +10% — Skill damage caused +5% — Fire energies +198 (PlayerLvI *2) Side effect: after 0.1 seconds — The radius of all area attacks+2 — The attack range +10
Ultimate Cannon	Cooldown: 100s Attack Range: Itself Target: Around Enemy in 3 cell Mana: 250 mp — Attack power scaling: 105% — Ranged attack power: 1100 — Fire element scaling 125% — Fire Energies +1700 — No penalty for ranged attacks at close range — There is a 70% chance of causing everything in its path.	Cooldown: 100s Attack Range: Itself Target: Around Enemy in 3 cell Mana: 250 mp — Attack power scaling: 110% — Ranged attack power: 1300 — Fire element scaling 130% — Fire Energies +1800 — No penalty for ranged attacks at close range — There is a 70% chance of causing The Great Explosive Shockwave wipes everything in its path.

Magician

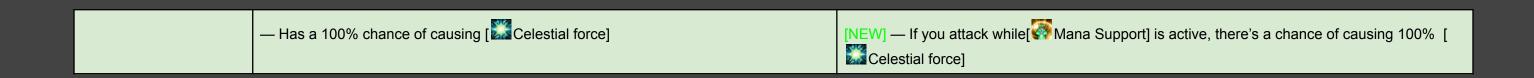


Holy Magician

Name	Original	New
Holy Attack	Cooldown: 1s Target: Select one Range: 11 cell Area: Around enemies in 1 field Mana: 0 mp — Attack power scaling: 80% — Magic attack power +40 — Light element scaling: 90% — Light energies +90	
Healing	Cooldown: 5s Target: Select one Range: 2 cell Area: None Mana: 0 mp — Recovers 500 + 2% HP [REMOVED] — There's a 100% probability to remove debuff of IvI 3 or lower [REMOVED] — Has a 100% chance of causing [PvE] Holy Reinforcement] — There's a 10% chance to reset the cooldown of Holy hammer	Cooldown: 5s Target: Select one Range: 2 cell Area: None Mana: 0 mp — Recovers 200 + 1% HP [NEW] — Removes all debuffs up to level 3 if [Mana Support] is active [NEW] — If you attack while [Mana Support] is active, there's a chance of causing 100% [PvE] Holy Reinforcement] — There's a 10% chance to reset the cooldown of Holy hammer
[PvE] Holy Reinforcement]	General buff (Level 4) Duration: 8s [PvE] Attack Power +8%	General buff (Level 4) Duration: 8s — [PvE] Attack Power +10% [NEW] — [PvE] All elemental damage +5%
Mana Shield	Cooldown: 30s Target: Itself Range: None Area: None Mana: 300 mp — There is a 100% chance of causing Mana Shield	Cooldown: 300s Target: Itself Range: None Area: None Mana: 300 mp [NEW] — There is a 100% chance of causing [Mana Force] [NEW] — Has a 100% chance of invoking the combo [Mana Support]
[Mana Force]		Magic Buff (level 4) Duration: 600s

		[NEW] — Reduces 20% of damage received by consuming MP
		[NEW] — Every 6 seconds: Around 8 fields apply [Healing Aura] on allies
[Mana Support]		Magic Buff (level 4) Duration: 600s
		[NEW] — [PvE] Healing skill effectiveness applied +300% [NEW] — Every 6 seconds: Around 8 fields apply [Strong Healing Aura] on allies [NEW] — Damage caused -40% [NEW] — The duration of caused debuffs +50% [NEW] — Reduces 20% of damage received by consuming MP
Cure All	Cooldown: 20s Target: Itself Range: 4 cell Area: Around friends Mana: 140 mp — Recovers 12% MP [REMOVED] — There is a 100% probability to remove debuffs of level 8 or lower — There is a 100% chance of causing [Holy Shield] — Summons x1 [Holy totem] (Disappear after a set amount of time)	[NEW] — Can only be used if [Mana Support] is active — Recovers 12% MP [NEW] — Removes all debuffs up to level 8 — There is a 100% chance of causing [Holy Shield] — Summons x1 [Holy totem] (Disappear after a set amount of time)
Impure Purge	Cooldown: 30.0s Target: Itself Range: 5 cell Area: Around enemies Mana: 216 mp — Attack power scaling: 95% — Magic attack power +50 — Light element scaling: 110% — Light energies +1200 [REMOVED] — Has a 75% chance of causing [Strong God Punish]	Cooldown: 30.0s Target: Itself Range: 5 cell Area: Around enemies Mana: 216 mp — Attack power scaling: 95% — Magic attack power +50 — Light element scaling: 110% — Light energies +1200 [NEW] — If you attack while Mana Support] is active, there's a chance of causing 100% [Strong God Punish]
Group Healing	Cooldown: 25.5s Target: Itself Range: 8 cell Area: Around friends Mana: 0 mp — Recovers 1250 + 6% HP [REMOVED] — There's a 100% probability to remove debuff of IvI 4 or lower [REMOVED] — Has a 100% chance of causing [PvE] Holy Reinforcement]	Cooldown: 25.5s Target: Itself Range: 8 cell Area: Around friends Mana: 0 mp — Recovers 500 + 3% HP [NEW] — Removes all debuffs up to level 4 if [Mana Support] is active If you attack while [Mana Support] is active, there's a chance of causing 100% [PvE] Holy Reinforcement]
Holy Weapon	Cooldown: 180.0s Target: Itself Range: 4 cell Area: Around friends	Cooldown: 30s Attack Range: Itself Casting Time: 0.2 Target: Select One

	Mana: 150 mp [REMOVED] — There is a 100% chance of causing [Holy Weapon]	Mana: 100 mp [NEW] — Receives [Holly Weapon Force] if [Mana Force] is active [NEW] — Receives [Holly Weapon] if [Mana Support] is active
[Holly Weapon Force]		Buff (Level 5) Duration: 600 seconds
		[NEW] — [PvE] Light energies +782 (Player Level *8) [NEW] — [PvE] Magic attack power +198 (Player Level *2) [NEW] — Light elemental damage +10% [NEW] — Skill damage caused +5%
[Holly Weapon]		Buff (Level 10) Duration: 1 seconds
		[NEW] — Around 8 fields apply [Holy Force Aura] on the user
[Holy Force Aura]		Buff (Level 5) Duration: 600 seconds
		[NEW] — [PvE] All energies +782 (Player Level *8) [NEW] — [PvE] attack power +198 (Player Level *2) [NEW] — [PvE] Magic attack power +198 (Player Level *2)
Holy Shield	Cooldown: 180.0s Target: Itself Range: 4 cell Area: Around friends Mana: 150 mp — There is a 100% chance of causing [Holy Shield	Cooldown: 30.0s
Holy Shield	Buff (Level 5) Duration: 600 seconds	Buff (Level 5) Duration: 600 seconds
	— [PvE] Defence +189 (Player Level *2) — [PvE] All elemental resistance +5 — [PvE] Enemy's critical damage -16 (Player Level /6)	— [PvE] Defence +189 (Player Level *2) — [PvE] All elemental resistance +10 — [PvE] Enemy's critical damage -30%
Holy Hammer	Cooldown: 100.0s Target: Select one Range: 11 cell Area: Around enemies in 3 cell Mana: 270 mp	Cooldown: 100.0s Target: Select one Range: 11 cell Area: Around enemies in 3 cell Mana: 270 mp
	— Attack power scaling: 100% — Magic attack power +100 — Light element scaling: 125% — Light energies +1800	— Attack power scaling: 100% — Magic attack power +100 — Light element scaling: 125% — Light energies +1800





Name	Original	New
lce Shard	— Water element scaling: 85%	Cooldown: 3s — Water element scaling: 80% — Water energies +450
Glacial Storm	— Damage Caused -35%	— Damage Caused <mark>-45%</mark>

Dark Gunner

Role: Autos / Attack power Main: DPS

Name	Original	New
Possession	Magic buff (Level 4) Duration: 5.0s	Magic buff (Level 4) Duration: 30.0s
	[REMOVED] — On skill usage, there's a 100% chance of summoning a shadow clone to carry an additional attack and deal 50% of the damage you have already inflicted	[NEW] — When attacking, there's a 100% chance to summon a shadow that makes an extra attack dealing 5% of basic attack damage



Role: Skill / Ataque Main: Skill DPS

Name	Original	New
Magma Ball	Cooldown: 0.7s Target: Select one Range: 9 cell Area: None Mana: 20 mp — Attack power scaling: 80% — Magic attack power +100 — Fire element scaling: 80% — Fire energies +200	Cooldown: 0.7s Target: Select one Range: 2 cell Area: None Mana: 20 mp — Attack power scaling: 80% — Magic attack power +100 — Fire element scaling: 80% — Fire energies +200 [NEW] — If you attack while [Magma armour] is active, there's a chance of causing 25% [Weaken Offensive Power] Weaken Offensive Power General Debuff (Level 5) Duration: 5 seconds — Attack power -200
Volcanic Eruption Weak Volcanic Drip	Cooldown: 6,0s Target: Select one Range: 9 cell Area: Special area Mana: 190 mp — Attack power scaling: 85% — Magic attack power +150 — Fire element scaling: 90% — Fire energies +220 — Has a 25% chance of causing [Weak Volcanic Drip] — There is a 100% chance of causing Magic buff — (Level 3)	Cooldown: 6,0s Target: Select one Range: 2 cell Area: Special area Mana: 190 mp — Attack power scaling: 85% — Magic attack power +150 — Fire element scaling: 90% — Fire energies +220 — Has a 25% chance of causing [Weak Volcanic Drip] — There is a 100% chance of causing Volcanic eruption x2 Magic buff — (Level 3)
	Duration: 10.0 seconds — Fire elemental damage +10%	Duration: 10.0 seconds — Fire elemental damage +10%
Volcanic Eruption x2	Cooldown: 1,0s Target: Select one Range: 9 cell	Cooldown: 1,0s Target: Select one Range: 2 cell

	Area: Special area Mana: 190 mp — Attack power scaling: 90% — Magic attack power +200 — Fire element scaling: 95% — Fire energies +300 — Has a 25% chance of causing [**Weak Volcanic Drip]	Area: Special area Mana: 190 mp — Attack power scaling: 90% — Magic attack power +200 — Fire element scaling: 95% — Fire energies +300 — Has a 25% chance of causing [**Weak Volcanic Drip]
Volcanic Gas	Cooldown: 22.0s Target: Itself Range: 3 cell Area: Around enemies Mana: 210 mp — Attack power scaling: 95% — Magic attack power +250 — Fire element scaling: 95% — Fire energies +320 [REMOVED] — Has a 100% chance of causing[Poisonous Volcanic Gas]	Cooldown: 15.0s Target: Itself Range: 3 cell Area: Around enemies Mana: 210 mp — Attack power scaling: 95% — Magic attack power +250 — Fire element scaling: 95% — Fire energies +320 [NEW] — Receives[Volcanic Gas Cover] if [Magma armour] is active [NEW] — Receives[Volcanic Gas Power] if [Volcanic Force] is active
		Volcanic Gas Power Buff (Level 3) Duration: 5 seconds [NEW] — Fire elemental damage +5%
		Volcanic Gas Cover Magic Buff (Ivl 4) Duration: 5 seconds [NEW] — A shield with a value of 15% of the user's total HP is received [NEW] — Damage received -30% [NEW] — Maximum HP +10000 [NEW] — The size of your character increase 3 time Side effect: after 0.1 seconds [NEW] — If the HP granted by the shield is lost, this effect disappears.

Magma Plating	Cooldown: 48.0s Target: Itself Range: None Area: None Mana: 550 mp [REMOVED] — Has a 100% chance of causing [Magma Shield] [REMOVED] — Has a 100% chance of causing [Magma Plating]	Cooldown: 30.0s Target: Itself Range: None Area: None Mana: 550 mp [NEW] — Receives [Magma Plating] if [Magma Shield] [NEW] — Has a 100% chance of causing [Magma Shield] [NEW] — Receives [Provoke] if [Magma Shield] is active [Magma Shield] General Buff (Level 4) Duration: 2 seconds [NEW] — No HP consumption Cannot receive a debuffs from skills that cause damage [NEW] — Cannot be displaced by skills that cause damage Provoke — Provokes enemies within 8 fields to target you Magma Plating Magic Buff (Level 4) Duration: 600.0 seconds — Reduces 25% of damage received by consuming MP — [PvE] Damage received -10%
Lava Wave	Cooldown: 18.0s Target: Select one Range: 11 cell Area: Special area Mana: 340 mp — Attack power scaling: 90% — Magic attack power +350 — Fire element scaling: 95% — Fire energies +380 — Has a 100% chance of causing [Volcanic Flow] — Has 100% chance of receiving [Volcanic Power]	Cooldown: 18.0s Target: Select one Range: 3 cell Area: Special area Mana: 340 mp — Attack power scaling: 90% — Magic attack power +350 — Fire element scaling: 95% — Fire energies +380 — Has a 100% chance of causing [Volcanic Flow] — Has 100% chance of receiving [Volcanic Power]
Volcanic Armour	Cooldown: 90.0s Target: Itself Range: 5 cell	Cooldown: 300s Target: Select one Range: 5 cell

	— Area: Itself Mana: 300 mp	— Area: Itself Mana: 300 mp
	[REMOVED] — Has a 100% chance of causing [Power of the Volcano]	[NEW] — There is a 100% chance of causing [Volcanic Armour] [NEW] — Has a 100% chance of invoking the combo [Volcanic Force]
		Volcanic Armour
		General Buff (Level 2) Duration: 600 seconds
		Maximizes defense power.
		— Enemy's critical damage -85% — Base HP +20000 [NEW] — Damage caused -25%
		Side effect: after 0.1 seconds [NEW] — Skills cooldown +100%
		[NEW] — There is a 100% chance of causing [Website Volcanic Force]
		Volcanic Force
		General Buff (Level 2) Duration: 600 seconds
		Maximizes offensive power.
		— Fire elemental damage +10% — Skill damage caused +5% — Fire energies +198 (PlayerLvl *2)
		Side effect: after 0.1 seconds — Movement speed +2 — The attack range +7
Earthquake	Cooldown: 15.0s Attack Range: Itself Target: Around enemies in 3 cells Mana: 310 mp	Cooldown: 8.0s Attack Range: Itself Target: Around enemies in 3 cells Mana: 310 mp
	 — Attack power scaling: 105% — Magic attack power +400 — Fire element scaling: 105% — Fire energies +500 	— Attack power scaling: 105% — Magic attack power +400 — Fire element scaling: 105% — Fire energies +500
	— Has a 45% chance of causing [ﷺWeak Volcanic Drip]	— Has a 50% chance of causing [ﷺWeak Volcanic Drip]

		[NEW] — If [Volcanic Armour] is active receives [Volcano Fire Force]
		Volcano Fire Force General Buff (Level 4) Duration: 2 seconds
		Description: Give fire power to your allies. — Every 2 seconds; Around 20 fields apply [Volcano Fire Force Aura] on allies
		— Every 2 seconds; Around 20 fields apply [Voicano Fire Force Aura] on ailies
		Volcano Fire Force Aura General Buff (Level 3) Duration: 12 seconds
		Description: Your fire power is increased.
		— Fire elemental damage +3%
Volcanic Roar	Cooldown: 12.0s Attack Range: 9 cell Target: Around enemies in 3 cell Mana: 300 mp	Cooldown: 12.0s Attack Range: 6 cell Target: Around enemies in 3 cell Mana: 300 mp
	 Attack power scaling: 95% Magic attack power +350 Fire element scaling: 95% Fire energies +350 Teleports you to a selected location There is a 100% chance of invoke 	 Attack power scaling: 95% Magic attack power +350 Fire element scaling: 95% Fire energies +350 Teleports you to a selected location There is a 100% chance of invoke
Carbonize	Cooldown: 1.0s Attack Range: 9 cell Target: Around enemies in 3 cell Mana: 300 mp	Cooldown: 1.0s Attack Range: 6 cell Target: Around enemies in 3 cell Mana: 300 mp
	— Attack power scaling: 100% — Magic attack power +400 — Fire element scaling: 100% — Fire energies +450	— Attack power scaling: 100% — Magic attack power +400 — Fire element scaling: 100% — Fire energies +450
Lava Swamp	Cooldown: 50.0s Target: Itself Range: 4 cell Area: Around enemies Mana: 380 mp	Cooldown: 22s Attack Range: Itself Target: Around Enemy in 8 cell Mana: 380 mp
	[REMOVED] — Has a 100% chance of causing [Lava Swamp]	[NEW] — If [Volcanic Force] is active has a 100% chance of causing [Lava Swamp] [NEW] — Attracts enemies to 2 cell from you if [Volcanic Armour] is active

		[NEW] — Receives [Provocation] if [Blessed Shield] is active
		Provocation — There's a 100% chance of receiving [Immunity] — Provokes enemies within 8 fields to target you — The size of your character increases 3 times
Magma Sword	Cooldown: 20.0s Target: Select one Range: 13 cell Area: Around enemies in 2 cell Mana: 420 mp — Attack power scaling: 95% — Magic attack power +900	Cooldown: 20.0s Target: Select one Range: 5 cell Area: Around enemies in 2 cell Mana: 420 mp — Attack power scaling: 95% — Magic attack power +900
	 — Magic attack power +900 — Fire element scaling: 105% — Fire energies +700 — Has a 50% chance of causing [Strong volcanic Burst] 	 — Magic attack power +900 — Fire element scaling: 105% — Fire energies +700 — Has a 50% chance of causing [Strong volcanic Burst]
	— There is a 100% chance of causing Ignition	— There is a 100% chance of causing lightion
Ignition	Cooldown: 1s Target: Select one Range: 13 cell Area: Around enemies in 0 cell Mana: 420 mp	Cooldown: 1s Target: Select one Range: 5 cell Area: Around enemies in 0 cell Mana: 420 mp
	 Attack power scaling: 95% Magic attack power +900 Fire element scaling: 105% Fire energies +900 Has a 75% chance of causing [Bubbling Lava Gush] 	 — Attack power scaling: 95% — Magic attack power +900 — Fire element scaling: 105% — Fire energies +900 — Has a 75% chance of causing [Bubbling Lava Gush]
Ash Storm	Cooldown: 120.0s Target: Select one Range: 5 cell Area: Around enemies Mana: 1100 mp	Cooldown: 120.0s Target: Select one Range: 5 cell Area: Around enemies Mana: 1100 mp
	 Attack power scaling: 150% Magic attack power +1800 Fire element scaling: 130% Fire energies +1500 	— Attack power scaling: 150% — Magic attack power +1800 — Fire element scaling: 130% — Fire energies +1500
	— Has a 100% chance of causing [Strong volcanic Burst]	— Has a 100% chance of causing [EStrong volcanic Burst]

Martial Artist



Role: Main: DPS / Healer

Name	Original	New
Meditation	Cooldown: 10s Attack Range: Itself Target: Select One Mana: 80 mp	Cooldown: 300s Attack Range: Itself Target: Select One Mana: 80 mp
	REMOVED] — Increase Lotus Points by 75 [REMOVED] — Increase Moon Points by 75	[NEW] — There is a 100% chance of causing [Meditation Force] [NEW] — Has a 100% chance of invoking the combo [Meditation Support]
Meditation Force		General Buff (Level 2) Duration: 600 seconds
		Maximizes offensive power.
		[NEW] — Water elemental damage +10% [NEW] — Skill damage caused +5% [NEW] — Water energies +198 (PlayerLvl *2)
Meditation Support		General Buff (Level 2) Duration: 600 seconds
		[NEW] — [PvE] Healing skill effectiveness applied +300% [NEW] — [PvE] Maximum MP +12000 [NEW] — Damage caused -40% [NEW] — The duration of caused debuffs +50% [NEW] — [PvE] Movement speed +2
Moonlight Absorption	Cooldown: 3s Attack Range: 0 cell Target: Select One Mana: 150 mp	Cooldown: 30s Attack Range: 0 cell Target: Select One Mana: 150 mp
	[REMOVED] — If the user at least 1 Moon Points receive [Moonlight Absorption]	[NEW] — Receives [Moon Force] if [Meditation Force] is active [NEW] — Receives [Moonlight Absorption] if [Meditation Support] is active
	[REMOVED] — If the user at least 100 Moon Points receive [Bathed in Moonlight]	
Moon Force	[NEW]	Buff (Level 5) Duration: 600s

	[NEW] — [PVE] Water energies +792 (Player Level *8) [NEW] — [PVE] Critical chance +20% [NEW] — [PVE] Skill cooldown -10%(max.30%) [NEW] — Movement speed +1
[NEW]	Buff (Level 5) Duration: 1s
[NEW]	[NEW] — Around 8 fields apply [⚠ Moon Energy] Buff (Level 5) Duration: 600s [NEW] — [PVE] All energies +297 (Player Level *3) [NEW] — [PVE] Critical damage +15%
Attack Range: Itself Target: Select One Casting time: 0.3s Cooldown: 3s	[NEW] — [PVE] Attack power +99 (Player Level*1) Attack Range: Itself Target: Select One Casting time: 0.3s Cooldown: 300s
[REMOVED] — If the user at least 1 Lotus Points receive [Gathering Petals] [REMOVED] — If the user at least 100 Lotus Points receive [Bed of Lotus Flowers]	MP Cost: 150 [NEW] — Receives [Lotus Force] if [Meditation Force] is active [NEW] — Around 8 fields apply [Gathering Petals] on the user and all allies if [Meditation Support] is active
[NEW]	Buff (Level 5) Duration: 600s [NEW] — [PVE] The radius of all area attacks+2 [NEW] — [PVE] Fairy element +10
[NEW]	Buff (Level 5) Duration: 600s [NEW] — [PVE] Defence +198 (Player Level*2) [NEW] — [PVE] All elemental resistances +10
Cooldown: 15s Attack Range: Itself Target: Around Enemy in 4 cell Mana: 150 mp — Attack power scaling: 110% — Melee attack power +800	Cooldown: 8s Attack Range: Itself Target: Around Enemy in 3 cell Mana: 150 mp — Attack power scaling: 100% — Melee attack power +600 — Water element scaling: 110%
	[NEW] Attack Range: Itself Target: Select One Casting time: 0.3s Cooldown: 3s MP Cost: 150 [REMOVED] — If the user at least 1 Lotus Points receive [Gathering Petals] [REMOVED] — If the user at least 100 Lotus Points receive [Bed of Lotus Flowers] [NEW] [NEW] [NEW] Cooldown: 15s Attack Range: Itself Target: Around Enemy in 4 cell Mana: 150 mp — Attack power scaling: 110%

	— Water energies +1000	— Water energies +800
Lunar Slice	Cooldown: 12s Attack Range: 9 cell Target: Special Area Mana: 180 mp	Cooldown: 12s Attack Range: 9 cell Target: Special Area Mana: 180 mp
	 — Attack power scaling: 100% — Melee attack power +500 — Water element scaling: 110% — Water energies +700 [REMOVED] — Increase Moon points by 3 [REMOVED] — Receives [Moonlight Bound] if [Extra Power] is active 	— Attack power scaling: 100% — Melee attack power +500 — Water element scaling: 110% — Water energies +700
Bound by Moonlight	Cooldown: 20s Attack Range: 8 cell Target: Around Enemy in 2 cell Mana: 150 mp	Cooldown: 20s Attack Range: 8 cell Target: Around Enemy in 1 cell Mana: 150 mp
	 — Attack power scaling: 115% — Melee attack power: +1000 — Water element scaling: 125% — Water energies: +1250 [REMOVED] — Removes all debuffs up to level 4 if [Extra Power] is active 	— Attack power scaling: 115% — Melee attack power: +1000 — Water element scaling: 125% — Water energies: +1250 .— Has a 100% chance of causing [Water Power]
	.— Has a 100% chance of causing [Water Power]	
Lunar Eclipse	Cooldown: 60s Attack Range: Itself Target: Select One Mana: 200 mp	Cooldown: 50s Attack Range: Itself Target: Select One Mana: 200 mp
	[REMOVED] — There is a 100% chance of causing Moon Boost [REMOVED] — There is a 100% chance of causing Crescent Moon [REMOVED] — If [Moonlight Bound] is active it's replaced by [Full Moonlight Bound]	[NEW] — Receives [Full Moon Boost] if [Meditation Force] is active [NEW] — Receives [Lunar Eclipse] if [Meditation Support] is active
	[REMOVED] — Inflicts [Full Moon Boost] if [Extra Power] is active	
Full Moon Boost	Buff (Level 5) Duration: 6s	Buff (Level 5) Duration: 6s
		— [PVE] Damage caused +10% with Lunar Slice [NEW] — [PvE] All resistance drain +4 [NEW] — [Extreme] All resistance drain +6
Lunar Eclipse		Buff (Level 10) Duration: 1s
		— Around 8 fields apply [Moon Boost] on the user

Moon Boost		Buff (Level 5) Duration: 12s [NEW] — [PvE] All resistance drain +4 [NEW] — [Extreme] All resistance drain +6
Healing Palm	Attack Range: Itself Target: Select one Casting time: 0s Cooldown: 8.0 MP Cost: 100	Attack Range: Itself or 12 cell Target: Select one Casting time: 0.2s Cooldown: 5.0 MP Cost: 0
	[REMOVED] — Has a 100% chance of causing [Withstand] [REMOVED] — If [Moonlight Absorption] is active, causes [Moon Sidestep] [REMOVED] — If [Bathed in Moonlight] is active, causes [Strong Moon Sidestep] [REMOVED] — If [Gathering Petals] is active, causes [Lotus Sidestep] [REMOVED] — If [Bed of Lotus Flowers] is active, causes [Strong Lotus Sidestep]	[NEW] — Recovers 200 +1% HP [NEW] — There's a 100% probability to remove debuffs of level 3 or lower [NEW] — The skill will consume 6% of your total MP on usage.
Lotus Leap	Attack Range: 7 cell Target: Around Enemy in 2 cell Casting time: 0.2s Cooldown: 6s Mana: 130 mp — Attack power scaling: 85% — Melee attack power: +500 — Water element scaling: 100% — Water energies: +750 [REMOVED] — Skill cooldown reset if [Extra Power] is active	Attack Range: 7 cell Target: Around Enemy in 1 cell Casting time: 0.2s Cooldown: 20s Mana: 130 mp — Attack power scaling: 95% — Melee attack power: +500 — Water element scaling: 105% — Water energies: +750 [NEW] — If you attack while [Meditation Support] is active, there's a chance of causing 100% [Meditation Support] is active, there's a chance of causing 100% [Meditation Support]
Lotus Seed	Cooldown: 20s Attack Range: Itself Target: Around Allies in 6 cell Mana: 200 mp — Recovers 950 +4% HP [REMOVED] — Summons 2 Lotus Flower if [Gathering Petals] is active [REMOVED] — Summons 2 Strong Lotus Flower if [Bed of Lotus Flowers] is active [REMOVED] — There's a 100% probability to remove debuffs of level 5 or lower [REMOVED] — Summons x2 additional Lotus Flowers if [Extra Power] is active	Cooldown: 25.5s Attack Range: Itself Target: Around Allies in 8 cell Mana: 200 mp The skill will consume 20% of your total MP on usage. — Recovers 500 + 3% HP [NEW] — Recovers 12% MP [NEW] — Summons 2 Lotus Flower if [Meditation Force] is active [NEW] — Summons 2 Strong Lotus Flower if [Meditation Support] is active [NEW] — Removes all debuffs up to level 8 if [Meditation Support] is active

Lotus Flower (Monster skill)	 Attack power scaling: 80% Melee attack power: +750 Water element scaling: 100% Water energies: +1000 Has a 100% chance of causing [Lotus Healing Aura] 	
Lotus Healing Aura	Buff (Level 4) Duration 1,0 seconds — Recovery 500 +2% HP	Buff (Level 4) Duration 1,0 seconds — Recovery 300 +2% HP
Strong Lotus Flower (Monster skill)	 Attack power scaling: 90% Melee attack power: +1000 Water element scaling: 115% Water energies: +1200 Has a 100% chance of causing [Strong Lotus Healing Aura] 	
Strong Lotus Healing Aura	Buff (Level 4) Duration 1,0 seconds — Recovery 1000 +4% HP	Buff (Level 4) Duration 1,0 seconds — Recovery 900 +2% HP
Petal Aura	General buff (Level 3) Duration: 10 seconds — Dodge +200 — Debuff protection (lv.5) +15% — Every 2 seconds: Around 5 fields apply [Lotus wind] on allies	
Lotus wind	General buff (Level 3) Duration: 2 seconds — Dodge +200 — Debuff protection (Iv.5) +15%	
Lotus Snare	Attack Range: Itself Target: Around Enemy in 6 cell Casting time: 0.2s Cooldown: 16s Mana: 230 mp — Attack power scaling: 95% — Melee attack power: +600 — Water element scaling: 110% — Water energies: +1000 — Receives [Petal Aura] if [Extra Power] is active	Attack Range: Itself Target: Around Enemy in 4 cell Casting time: 0.2s Cooldown: 16s Mana: 230 mp — Attack power scaling: 95% — Melee attack power: +600 — Water element scaling: 110% — Water energies: +1000 — Receives [Petal Aura] if [Meditation Support] is active



Cooldown: 60s

Attack Range: 8 cell Target: Around Enemy in 4 cell

Mana: 300 mp

Attack power scaling: 115%Melee attack power: +1400

Water element scaling: 140%

 Water energies: +1400

 Cannot be evaded

— Attack power +700 if [Extra Power] is active

— Has a 100% chance of inflicting critical hit if [Extra Power] is active

Cooldown: 60s

Attack Range: 8 cell
Target: Around Enemy in 3 cell

Mana: 300 mp

Attack power scaling: 115%Melee attack power: +1400

- Water element scaling: 140%

- Water energies: +1400

- Cannot be evaded

— Attack power +700 if [Meditation Force] is active

— Has a 100% chance of inflicting critical hit if [Meditation Force] is active



Name	Original	New
Claw Strike	Cooldown: 0.8s Attack Range: 2 cell Target: Select One Mana: 0 mp	[NEW] — If you attack while [Demonic Armour] is active, there's a chance of causing 25% [Weaken Offensive Power]
	[NEW] — Attack power scaling: 80% [NEW] — Melee attack power: 20 [NEW] — Shadow element scaling 90% [NEW] — Shadow Energies +120	Weaken Offensive Power General Debuff (Level 5) Duration: 5 seconds — Attack power -200
Nosedive	Cooldown: 6s Attack Range: 7 cell Target: Around Enemy in 2 cell Mana: 50 mp	Cooldown: 6s Attack Range: 7 cell Target: Around Enemy in 2 cell Mana: 50 mp
	 Attack power scaling: 90% Melee attack power: 80 Shadow element scaling 105% Shadow Energies +1200 	— Attack power scaling: 90% — Melee attack power: 80 — Shadow element scaling 100% — Shadow Energies +1200
	— There is a 100% chance of invoking the combo Double Nosedive [REMOVED] — Has a 30% chance of causing [Demonical Blood-Sucking] [REMOVED] — There's a 90% chance of leeching PlayerLevel*5 HP from the enemy.	— There is a 100% chance of invoking the combo Double Nosedive
Double Nosedive	Cooldown:0.1s Attack Range: 7 cell Target: Around Enemy in 2 cell Mana: 50 mp	Cooldown:0.1s Attack Range: 7 cell Target: Around Enemy in 2 cell Mana: 50 mp
	 Attack power scaling: 95% Melee attack power: 200 Shadow element scaling 110% Shadow Energies +1300 	— Attack power scaling: 95% — Melee attack power: 200 — Shadow element scaling 105% — Shadow Energies +1300
Swarm of Bats	Cooldown: 40s Attack Range: Itself Target: Select One Mana: 80 mp	Cooldown: 30s Attack Range: Itself Target: Select One Mana: 80 mp
	— Has a 100% chance of causing [Swarm of Bats]	[NEW] — Receives [Bat Swarm Shield] if [Demonic Armour] is active [NEW] — Receives [Bat Swarm Assault] if [Demonic Force] is active

Offensive Swarm of Bats		Bat Swarm Assault Magic Buff (Ivl 4) Duration: 10 seconds — Shadow elemental damage +5% Side Effect: after 0,1 seconds [NEW] — Movement speed +1
[Swarm of Bats]	Magic Buff (Ivl 4) Duration: 5 seconds [REMOVED] — No attack possible [REMOVED] — No HP consumption [REMOVED] — Every 2 seconds: Recovers 990 (Player Level *10) Side Effect: after 0,1 seconds [REMOVED] — Cannot receive debuffs from skills that cause damage [REMOVED] — Movement Speed +3	Bat Swarm Shield Magic Buff (Ivl 4) Duration: 5 seconds [NEW] — A shield with a value of 10% of the user's total HP is received [NEW] — Damage received -25% [NEW] — Maximum HP +5000 Side effect: after 0.1 seconds [NEW] — The size of your character increase 2 time [NEW] — If the HP granted by the shield is lost, this effect disappears.
Shadow Storm	Cooldown: 12s Attack Range: Itself Target: Around Enemy in 5 cell Mana: 150 mp — Attack power scaling: 90% — Melee attack power: 750 — Shadow element scaling 95% — Shadow Energies +750 [REMOVED] — Has a 10% chance of causing [Weak Blood-Sucking] [REMOVED] — There's a 80% chance of leeching 4 HP from the enemy.	Cooldown: 30s Attack Range: Itself Target: Around Enemy in 8 cell Mana: 150 mp — Attack power scaling: 90% — Melee attack power: 750 — Shadow element scaling 95% — Shadow Energies +750 [NEW] — Receives [Provocation] if [Blessed Shield] is active [NEW] — Attracts enemies to 2 cell from you if [Demonic Armour] is active Provocation — There's a 100% chance of receiving [Immunity] — Provokes enemies within 8 fields to target you — The size of your character increases 3 times
Demon Fire	Cooldown: 12s Attack Range: 7 cell Target: Special Area Mana: 120 mp — Attack power scaling: 90% — Melee attack power: 900 — Shadow element scaling 90% — Shadow Energies +600 — Has a 30% chance of causing [Night Terror]	Cooldown: 8s Attack Range: 7 cell Target: Special Area Mana: 120 mp — Attack power scaling: 90% — Melee attack power: 900 — Shadow element scaling 90% — Shadow Energies +600 — Has a 30% chance of causing [Night Terror]

		[NEW] — Receives [Demon Shadow Force] if [Demonic Armour] is active
		Demon Shadow Force General Buff (Level 4) Duration: 2 seconds
		Description: Give shadow power to your allies.
		— Every 2 seconds; Around 20 fields apply [Demon Shadow Force Aura] on allies
		Demon Shadow Force Aura General Buff (Level 3) Duration: 12 seconds
		Description: Your shadow power is increased.
		— Shadow elemental damage +3%
Wing Counter	Cooldown: 10s Attack Range: 0 cell Target: Select One Mana: 100 mp	Cooldown: 12s Attack Range: 0 cell Target: Select One Mana: 100 mp
	— Has a 100% chance of causing [Reflect]	— Has a 100% chance of causing [Reflect] [NEW] — Receives [Provoke] if [Blessed Shield] is active
		Provoke
		— Provokes enemies within 8 fields to target you
Demonic Powers	Cooldown: 60s Attack Range: Itself Target: Select One Mana: 100 mp — Has a 100% chance of causing [Demonic Powers]	Cooldown: 300s Attack Range: Itself Target: Select One Casting time: 0.8s Mana: 120 mp
	— Has a 100% chance of causing [He Demonic Powers]	[NEW] — There is a 100% chance of causing [Demonic Armour] [NEW] — Has a 100% chance of invoking the combo [Demonic Force]
		Demonic Armour
		General Buff (Level 2) Duration: 600 seconds

		Maximizes defense power. — Enemy's critical damage -35% — Maximum HP +10000 Side effect: after 0.1 seconds [NEW] — Damage caused -25% [NEW] — Skill cooldown +100%
		[NEW] — There is a 100% chance of causing [Demonic Force] Demonic Force General Buff (Level 2) Duration: 600 seconds Maximizes offensive power.
		Shadow elemental damage +10% Skill damage caused +5% Shadow energies +198 (PlayerLvl *2)
Lucifer's Judgement	Cooldown: 70s Attack Range: 8 cell Target: Special Area Mana: 150 mp — Attack power scaling: 110% — Melee attack power: 1800 — Shadow element scaling 120% — Shadow Energies +1900	Cooldown: 60s Attack Range: 8 cell Target: Special Area Mana: 150 mp — Attack power scaling: 110% — Melee attack power: 1800 — Shadow element scaling 120% — Shadow Energies +1900
	— Has a 100% chance of causing [Night Terror] — Has a 100% chance of causing [Lucifer's Wrath]	— Has a 100% chance of causing [Night Terror] — Has a 100% chance of causing [Lucifer's Wrath]



Role: Skills / Elemental

Main: Tank

Nota: Escalados bajos en general.

Name	Original	New
	, , , , , , , , , , , , , , , , , , , ,	

Sharp Claws	Cooldown: 1s Attack Range: 2 cell Target: Select One Mana: 0 mp — Attack power scaling: 80% — Melee attack power: 20 — Fire element scaling 90% — Fire Energies +120	[NEW] — If you attack while [Brown Bear Skin] is active, there's a chance of causing 25% [Weaken Offensive Power] Weaken Offensive Power General Debuff (Level 5) Duration: 5 seconds — Attack power -200
INEW] Brown Bear Skin		Cooldown: 300s Attack Range: Itself Target: Select One Mana: 150 mp — Has a 100% chance of causing [Brown Bear Skin] [NEW] — Has a 100% chance of invoking the combo [Bear Loa Energy] Bear Loa Energy General Buff (Level 2) Duration: 600 seconds [NEW] — Fire elemental damage +10% [NEW] — Skill damage caused +5% [NEW] — Fire energies +198 (PlayerLvI *2) Brown Bear Skin General Buff (Level 10) Duration: 600 seconds — Enemy's critical damage -50% — Maximum HP +10000 [NEW] — Damage caused -25% Side effect: after 0.1 seconds [NEW] — Skill cooldown +100% — Movement speed +1
Bear Loa Energy	Cooldown: 120s Attack Range: 0 cell Target: Select One Mana: 150 mp — Has a 100% chance of causing [Bear Loa Energy] [REMOVED] — Has a 100% chance of causing Brown Bear Skin	Cooldown: 300s Attack Range: 0 cell Target: Select One Mana: 150 mp — Has a 100% chance of causing [Bear Loa Energy]

Cinderroot	Cooldown: 50s Attack Range: 10 cell Target: Around Enemy in 1 cell Mana: 200 mp — Attack power scaling: 90% — Melee attack power: 200 — Fire element scaling 110% — Fire Energies +900	Cooldown: 50s Attack Range: 10 cell Target: Around Enemy in 1 cell Mana: 200 mp — Attack power scaling: 90% — Melee attack power: 200 — Fire element scaling 110% — Fire Energies +900 [NEW] — Has a 100% chance of causing [Cinderroot] Cinderroot General Debuff (Level 5) Duration: 15 seconds [NEW] — Attack power -200 [NEW] — Critical damage -25%
Flame Bear	Cooldown: 5s Attack Range: Itself Target: Select One Mana: 0 mp — Has a 100% chance of causing [Brown Bear Energy] Brown Bear Energy Buff (Level 11) — Maximum HP +8000 — You transform into a powerful fire bear. Side Effect: after 0.1 seconds [REMOVED] — Skill damage +10% [REMOVED] — Fairy element +10	Cooldown: 5s Attack Range: Itself Target: Select One Mana: 0 mp — Has a 100% chance of causing [Brown Bear Energy] Brown Bear Energy Buff (Level 11) — Maximum HP +10000 — You transform into a powerful fire bear.
Claw Swipe	Cooldown: 0.5s Attack Range: 2 cell Target: Around Enemy in 1 cell Mana: 0 mp — Attack power scaling: 85% — Melee attack power: 50 — Fire element scaling 95% — Fire Energies +180	[NEW] — If you attack while [Brown Bear Skin] is active, there's a chance of causing 25% [Weaken Offensive Power] Weaken Offensive Power General Debuff (Level 5) Duration: 5 seconds — Attack power -200
Fireball	Cooldown: 10s Attack Range: 8 cell Target: Around Enemy in 1 cell	Cooldown: 8s Attack Range: 8 cell Target: Around Enemy in 1 cell

	Mana: 50 mp	Mana: 50 mp
	— Attack power scaling: 90% — Melee attack power +300 — Fire element scaling: 105% — Fire energies +500	Attack power scaling: 90% Melee attack power +300 Fire element scaling: 105% Fire energies +500 [NEW] Receives [Bear Fire Force] If [Brown Bear Skin] is active
		Bear Fire Force General Buff (Level 4) Duration: 2 seconds
		— Every 2 seconds; Around 20 fields apply [Bear Fire Force Aura] on allies
		Bear Fire Force Aura General Buff (Level 3) Duration: 12 seconds
		— Fire elemental damage +3%
Flame Swing	Cooldown: 10s Attack Range: 2 cell Target: Special Area Mana: 130 mp	— Cooldown: 10s Attack Range: 2 cell Target: Special Area Mana: 130 mp
	 Attack power scaling: 85% Melee attack power: 200 Fire element scaling 100% Fire Energies +350 There is a 100% chance of causing [Flame Swing x2] [REMOVED] — There is a 60% chance of causing [Sight Elemental Burn] 	 — Attack power scaling: 85% — Melee attack power: 200 — Fire element scaling 100% — Fire Energies +350 — There is a 100% chance of causing [Flame Swing x2]
Flame Swing x2	Cooldown: 1s Attack Range: 2 cell Target: Special Area Mana: 130 mp	Cooldown: 1s Attack Range: 2 cell Target: Special Area Mana: 130 mp
	 Attack power scaling: 90% Melee attack power: 300 Fire element scaling 105% Fire Energies +500 [REMOVED] — There is a 70% chance of causing [Slight Elemental Burn] 	— Attack power scaling: 90% — Melee attack power: 300 — Fire element scaling 105% — Fire Energies +500
Absorbing Flames	Cooldown: 14s Attack Range: Itself Target: Select One Mana: 120 mp	Cooldown: 14s Attack Range: Itself Target: Select One Mana: 120 mp

	— Has a 100% chance of causing [Absorbing Flames] — Receives [Provoke] if [Blessed Shield] is active Absorbing Flames General Buff (Level 4) Duration: 2 seconds [REMOVED] — Damage received -70% [REMOVED] — On defence, has a 100% chance to cause [Slight Elemental Burn] (ignores debuff protection)	— Has a 100% chance of causing [Absorbing Flames] — Receives [Provoke] if [Blessed Shield] is active Absorbing Flames General Buff (Level 4) Duration: 2 seconds [NEW] — No HP consumption [NEW] — Cannot receive a debuffs from skills that cause damage [NEW] — Cannot be displaced by skills that cause damage
Firequake	Cooldown: 25s Attack Range: 5 cell Target: Special Area Mana: 180 mp — Attack power scaling: 100% — Melee attack power: 500 — Fire element scaling 110% — Fire Energies +800 [REMOVED] — Has a 60% chance of causing [Slightly Critical Burn]	Cooldown: 25s Attack Range: 5 cell Target: Special Area Mana: 180 mp — Attack power scaling: 95% — Melee attack power: 500 — Fire element scaling 100% — Fire Energies +800 [NEW — Has a 100% chance of causing [Image] Flame Claw] Flame Claw Buff (Level 2) Duration: 5 seconds — [PvE] Fire energies +500 — [PvE] Skill damage caused 5% — Disappears upon landing 2 hits
Purifying Flames	Cooldown: 80s Attack Range: Itself Target: Select One Mana: 200 mp — Has a 100% chance of causing [Purifying Flames]	Cooldown: 30s Attack Range: Itself Target: Select One Mana: 200 mp — Has a 100% chance of causing [Purifying Flames] [NEW] — Receives [Strong Bear Armour] if [Brown Bear Skin] is active Strong Bear Armour General Buff (Level 4) Duration: 5 seconds — A shield with a value of 10% of the user's total HP is received — Damage received -25% — Maximum HP +7500

		Side effect: after 0.1 seconds — The size of your character increase 3 time — If the HP granted by the shield is lost, this effect disappears.
Emberpunch	Cooldown: 70s Attack Range: 2 cell Target: Around Enemy in 5 cell Mana: 150 mp	
	 — Attack power scaling: 105% — Melee attack power: 1000 — Fire element scaling 130% — Fire Energies +1500 [REMOVED] — There is a 100% chance of causing [Fatal Elemental Burn] 	