

Rebalance - Specialist Cards



Warrior

Whirlwind	<ul style="list-style-type: none">— Attack power scaling: 70%[PvE] Melee attack power +250— Fire element scaling: 80%Fire energies +200	<ul style="list-style-type: none">[NEW] — Attack power scaling: 65%[PvE] Melee attack power +220[NEW] — Fire element scaling: 75%Fire energies +180
Strong Whirlwind	<ul style="list-style-type: none">— Attack power scaling: 70%[PvE] Melee attack power +400— Fire element scaling: 80%Fire energies +300	<ul style="list-style-type: none">[NEW] — Attack power scaling: 65%[PvE] Melee attack power +350[NEW] — Fire element scaling: 75%Fire energies +280












Berserker






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

Name	Description	Original	New
Axe Swing	Basic attack	<p>Cooldown: 0.5s Attack Range: 2 cell Target: Around Enemy in 1 cell Mana: 0 mp</p> <p>[REMOVED] — Melee attack power +120 [REMOVED] — Shadow energies are increased by 150</p>	<p>Cooldown: 0.5s Attack Range: 2 cell Target: Around Enemy in 1 cell Mana: 0 mp</p> <p>[NEW] — Attack power scaling: 100% [NEW] — Melee attack power: 150 [NEW] — Shadow element scaling 80% [NEW] — Shadow Energies +50</p>
Bash	Basic attack	<p>Cooldown: 5.5s Attack Range: 2 cell Target: Around Enemy in 1 cell Mana: 20 mp</p>	<p>[NEW] — Cooldown: 3s Attack Range: 2 cell Target: Around Enemy in 1 cell Mana: 20 mp</p>

		<p>[REMOVED] — Melee attack power +360</p> <p>[REMOVED] — Shadow energies are increased by 500</p> <p>— There is a 20% chance of causing  Electric Shock</p>	<p>[NEW] — Attack power scaling: 100%</p> <p>[NEW] — Melee attack power: +400</p> <p>[NEW] — Shadow element scaling 90%</p> <p>[NEW] — Shadow Energies +70</p> <p>[NEW] — Has a 100% chance of invoking the combo [Bash combo]</p> <p>[REMOVED] — Has a 20% chance of causing [ Electric Shock]</p>
 Combo Bash	Basic attack		<p>Attack Range: 2 cell</p> <p>Target: Around Enemy in 1 cell</p> <p>Casting time: 0.1s</p> <p>Cooldown: 1.0 seconds</p> <p>Mana: 25 mp</p> <p>[NEW] — Attack power scaling: 105%</p> <p>[NEW] — Melee attack power: +500</p> <p>[NEW] — Shadow element scaling 90%</p> <p>[NEW] — Shadow Energies +70</p>
 Big Swing	Basic attack	<p>Cooldown: 18s</p> <p>Attack Range: 0 cell</p> <p>Target: Around Enemy in 3 cell</p> <p>Mana: 120 mp</p> <p>[REMOVED] — Melee attack power +260</p> <p>[REMOVED] — Shadow energies are increased by 200</p> <p>— There is a 70% chance of invoking the combo</p> <p> Incessant Swing</p> <p>— There is a 40% chance of causing  Blackout</p>	<p>[NEW] — Cooldown: 10s</p> <p>Attack Range: 0 cell</p> <p>Target: Around Enemy in 3 cell</p> <p>Mana: 120 mp</p> <p>[NEW] — Attack power scaling: 105%</p> <p>[NEW] — Melee attack power: 500</p> <p>[NEW] — Shadow element scaling 80%</p> <p>[NEW] — Shadow Energies +80</p> <p>— Has a 100% chance of invoking the combo</p> <p>[ Incessant Swing]</p> <p>[REMOVED] — Has a 40% chance of causing  Blackout</p>
 Berserker			<p>Cooldown: 120s</p> <p>Attack Range: 0 cell</p> <p>[NEW] — Casting Time: 0.2</p> <p>Target: Select One</p> <p>Mana: 100 mp</p> <p>— Has a 100% chance of causing [ Berserker]</p>
 Berserker			<p>[NEW] — Duration: 600 seconds</p> <p>[NEW] — Melee Attack power +396(Player Level*4)</p>

			<p>[NEW] — Hit rate + 297(Player Level*3)</p> <p>[NEW] — Attack Power +10%</p> <p>[REMOVED] — Movement speed +3</p> <p>[REMOVED] — Defence -297(Player Level*3)</p> <p>[REMOVED] — Every 4 seconds: Decreases</p>
 Sonic Rush		<p>Cooldown: 5s</p> <p>Attack Range: 8 cell</p> <p>Target: Select One</p> <p>Mana: 120 mp</p> <p>[REMOVED] — Melee attack power +100</p> <p>[REMOVED] — Shadow energies are increased by 150</p> <p>[REMOVED] — There is a 15% chance of causing  Sonic Noise</p> <p>[REMOVED] — There is a 60% chance of invoking the combo [</p>	<p>[NEW] — Cooldown: 10s</p> <p>Attack Range: 8 cell</p> <p>Target: Select One</p> <p>Mana: 120 mp</p> <p>[REMOVED] — There is a 15% chance of causing  Sonic Noise</p> <p>[REMOVED] — There is a 60% chance of invoking the combo [</p> <p>[NEW] — Attack power scaling: 105%</p> <p>[NEW] — Melee attack power: 400</p> <p>[NEW] — Shadow element scaling 85%</p> <p>[NEW] — Shadow Energies +150</p>
 Rage	Basic attack		<p>[NEW] — Cooldown: 20s</p> <p>Attack Range: 2 cell</p> <p>[NEW] — Casting Time: 0.1</p> <p>Target: Around Enemy in 1 cell</p> <p>Mana: 55 mp</p> <p>[NEW] — Attack power scaling: 105%</p> <p>[NEW] — Melee attack power: 800</p> <p>[NEW] — Shadow element scaling 90%</p> <p>[NEW] — Shadow Energies +150</p> <p>[NEW] — Has a 100% chance of invoking the combo [Bash combo]</p> <p>[REMOVED] — Has a 55% chance of causing [</p>
 Evil Rage	Basic attack		<p>Attack Range: 2 cell</p> <p>Target: Around Enemy in 1 cell</p> <p>Casting time: 0.1s</p> <p>Cooldown: 1.0 seconds</p> <p>Mana: 60 mp</p> <p>[NEW] — Attack power scaling: 110%</p> <p>[NEW] — Melee attack power: 1000</p> <p>[NEW] — Shadow element scaling 95%</p> <p>[NEW] — Shadow Energies +150</p>
 Frenzied Attack		<p>Cooldown: 32s</p> <p>Attack Range: 0 cell</p> <p>Target: Around Enemy in 3 cell</p>	<p>Cooldown: 32s</p> <p>Attack Range: 0 cell</p> <p>Target: Around Enemy in 3 cell</p>

		<p>Mana: 150 mp</p> <p>[REMOVED] — Melee attack power +700</p> <p>[REMOVED] — Shadow energies are increased by 950</p> <p>— There is a 100% chance of causing  Incapacitated</p>	<p>Mana: 150 mp</p> <p>[NEW] — Attack power scaling: 100%</p> <p>[NEW] — Melee attack power: 1000</p> <p>[NEW] — Shadow element scaling 95%</p> <p>[NEW] — Shadow Energies +200</p> <p>— Has a 100% chance of causing  Incapacitated]</p>
 Break Armour			<p>Cooldown: 35s</p> <p>Attack Range: 2 cell</p> <p>[NEW] — Casting Time: 0.1</p> <p>[NEW] — Magic Debuff (Level 6)</p> <p>Target: Select One</p> <p>Mana: 250 mp</p> <p>— Has a 100% chance of causing  Break Armour] (ignores debuff protection)</p> <p>[NEW] — Defence level upgrade -7</p>
 Adrenaline Strike	Basic attack		<p>Cooldown: 50s</p> <p>[NEW] — Attack Range: 6 cell</p> <p>[NEW] — Casting Time: 0.2</p> <p>Target: Special Area</p> <p>Mana: 180 mp</p> <p>[NEW] — Attack power scaling:110%</p> <p>[NEW] — Melee attack power: 1100</p> <p>[NEW] — Shadow element scaling 90%</p> <p>[NEW] — Shadow Energies +150</p> <p>[NEW] — Has a 100% chance of causing [Buffo de ataque básico]</p> <p>[REMOVED] — Has a 60% chance of causing Shock</p> <p>[REMOVED] — Has a 100% chance of leeching 1188(Player Level*12) HP from the enemy</p>
 Strong Breath			<p>Duration: 5.0 seconds</p> <p>[NEW] — Basic attack damage +10%</p>
 Life and Death		<p>Cooldown: 45s</p> <p>Attack Range: 0 cell</p> <p>Target: Select One</p> <p>Mana: 200 mp</p>	<p>— The lower your HP, the stronger the effect:</p> <ul style="list-style-type: none"> -  Weak Life and Death -  Life and Death -  Strong Life and Death <p>— There is a 100% chance of causing </p>

			Adrenaline [REMOVED] — Reduces remaining HP by 10%.
 Adrenaline			[NEW] — Duration: 600 seconds [NEW] — Critical chance +10% [NEW] — Movement speed +2
 Split Tornado			Cooldown: 120s Attack Range: 0 cell Target: Around Enemy in 4 cell Mana: 200 mp [NEW] — Attack power scaling: 130% [NEW] — Melee attack power: 1500 [NEW] — Shadow element scaling +100% [NEW] — Shadow Energies +500 [NEW] — Has a 100% chance of causing [ Destroy Shield]
 Sonic Speed			
 Incessant Swing	Basic attack	Cooldown: 20s Attack Range: 0 cell Target: Around Enemy in 3 cell Mana: 170 mp [REMOVED] — Melee attack power +420 [REMOVED] — Shadow energies are increased by 300 [REMOVED] — There's a 100% chance of leeching (Player Level * 8) HP from the enemy.	Cooldown: 1s Attack Range: 0 cell Target: Around Enemy in 3 cell Mana: 170 mp [NEW] — Attack power scaling: 105% [NEW] — Melee attack power: 600 [NEW] — Shadow element scaling 85% [NEW] — Shadow Energies +100 [REMOVED] — There's a 100% chance of leeching (Player Level * 8) HP from the enemy.
















Gladiator



Role: Autos / Power attack


Main: DPS








Secondary: Assassin

Name	Description	Original	New
 Basic Attack	Basic attack	Cooldown: 0.6s Attack Range: 2 cell Target: Select One Mana: 0 mp [REMOVED] — Melee attack power +90 [REMOVED] — Fire energies +70	Cooldown: 0.6s Attack Range: 2 cell Target: Select One Mana: 0 mp [NEW] — Attack power scaling: 105% [NEW] — Melee attack power: 170 [NEW] — Fire element scaling 85% [NEW] — Fire Energies +70
 Double Blow	Basic attack	Cooldown: 6s Attack Range: 2 cell Target: Select One Mana: 70 mp [REMOVED] — Melee attack power +300 [REMOVED] — Fire energies +100 [REMOVED] — There is a 10% chance of causing  Knockdown — Chance of inflicting critical hits is increased by 30%	Cooldown: 6s Attack Range: 2 cell Target: Select One Mana: 70 mp [NEW] — Attack power scaling: 105% [NEW] — Melee attack power: 400 [NEW] — Fire element scaling 90% [NEW] — Fire Energies +70 Critical chance +30% [REMOVED] — There is a 10% chance of causing  Knockdown
 Lightning Surge	Basic attack	Cooldown: 20s Attack Range: 2 cell Target: Special Area Mana: 90 mp [REMOVED] — Melee attack power +150 [REMOVED] — Fire energies +200 — There is a 30% chance of causing  Bleeding	Cooldown: 10s Attack Range: 2 cell Target: Special Area Mana: 90 mp [NEW] — Attack power scaling: 105% [NEW] — Melee attack power: 500 [NEW] — Fire element scaling 90% [NEW] — Fire Energies +80 [REMOVED] — There is a 30% chance of causing  Bleeding
 Shield Attack		Cooldown: 22s Attack Range: 7 cell Target: Select One Mana: 80 mp [REMOVED] — Melee attack power +450 [REMOVED] — Fire energies +300 — There is a 60% chance of causing  Knockdown	Cooldown: 25s Attack Range: 7 cell Target: Select One Mana: 80 mp [NEW] — Attack power scaling: 105% [NEW] — Melee attack power: 400 [NEW] — Fire element scaling 85%

		Knockdown	<p>[NEW] — Fire Energies +150</p> <p>[NEW] — There is a 100% chance of causing  Knockdown</p>
 Knockdown			<p>Debuff</p> <p>[NEW] — (Level 6)</p> <p>Duration: 3.0</p> <p>The opponent has been stunned by the shield attack. Will it be the end of them or will they manage to recover in time?</p> <p>[REMOVED] — Movement impossible</p> <p>[REMOVED] — No attack possible</p> <p>— Cannot evade incoming attacks</p> <p>[NEW] — Damage received from the user that caused the debuff +20%</p> <p>Side effect: after 0.1 seconds</p> <p>[REMOVED] — Damage received +15% if the user is afflicted by  Mark of the Gladiator</p> <p>[NEW] — Disappears upon receiving a hit from the user that caused the debuff</p>
 Hunting Horn	Basic attack	<p>Cooldown: 16s</p> <p>Attack Range: 7 cell</p> <p>Target: Around Enemy in 2 cell</p> <p>Mana: 200 mp</p> <p>[REMOVED] — Melee attack power +600</p> <p>[REMOVED] — Fire energies +350</p> <p>[REMOVED] — If the enemy is afflicted by  Mark of the Gladiator, there is a 100% chance of causing  Knockdown</p> <p>[REMOVED] — If the enemy isn't afflicted by  Mark of the Gladiator, there is a 25% chance of causing  Knockdown</p> <p>— There is a 60% chance of causing  Weaken Defence Power</p>	<p>Cooldown: 12s</p> <p>Attack Range: 7 cell</p> <p>Target: Around Enemy in 2 cell</p> <p>Mana: 200 mp</p> <p>[NEW] — Attack power scaling: 110%</p> <p>[NEW] — Melee attack power: 750</p> <p>[NEW] — Fire element scaling 95%</p> <p>[NEW] — Fire Energies +100</p> <p>— If the enemy is afflicted by  Mark of the Gladiator, there is a 100% chance of causing  Knockdown</p> <p>— If the enemy isn't afflicted by  Mark of the Gladiator, there is a 25% chance of causing  Knockdown</p>
 Taunt			<p>Cooldown: 12s</p> <p>Attack Range: 12 cell</p> <p>Target: Select One</p> <p>Mana: 90 mp</p> <p>[NEW] — Attack power scaling: 100%</p> <p>[NEW] — Melee attack power: 500</p> <p>[NEW] — Fire element scaling 90%</p> <p>[NEW] — Fire Energies +90</p> <p>— There is a 100% chance of causing </p>

			<p>Mark of the Gladiator (ignores debuff protection)</p> <p>— If you taunt an opponent that has a  Knockdown, there is a 100% chance that Enormously Shaky Status will occur.</p> <p>— If you taunt an opponent in a normal status, there is a 100% chance that  Shaky Status will occur.</p>
 Mark of the Gladiator			<p>Debuff (Level 10)</p> <p>Duration: 15.0 seconds</p> <p>[REMOVED] — Attack power -10%</p> <p>[NEW] — Enemy's attack power +10%</p>
 Enormously Shaky Status			<p>Debuff</p> <p>[NEW] — (Level 5)</p> <p>[NEW] — Duration: 10.0 seconds</p>
 Shaky Status			<p>Debuff</p> <p>[NEW] — (Level 5)</p> <p>[NEW] — Duration: 10.0 seconds</p>
 Magical Reflection		<p>Cooldown: 12s</p> <p>Attack Range: 0 cell</p> <p>Target: Select One</p> <p>Mana: 300 mp</p> <p>— There is a 100% chance of causing  Magical Reflection</p>	
 Iron Roll		<p>Cooldown: 20s</p> <p>Attack Range: 0 cell</p> <p>Target: Around Enemy in 4 cell</p> <p>Mana: 320 mp</p> <p>[REMOVED] — Melee attack power +900</p> <p>[REMOVED] — Fire energies +400</p> <p>— There is a 15% chance of causing  Knockdown</p> <p>— There is a 100% chance of causing Iron Blockade</p>	<p>Cooldown: 32s</p> <p>Attack Range: 0 cell</p> <p>Target: Around Enemy in 4 cell</p> <p>Mana: 320 mp</p> <p>[NEW] — Attack power scaling: 110%</p> <p>[NEW] — Melee attack power: 1000</p> <p>[NEW] — Fire element scaling 90%</p> <p>[NEW] — Fire Energies +150</p> <p>[NEW] — Has a 100% chance of causing  Flames protection</p>
 Flames protection			<p>[NEW] — Buff</p> <p>[NEW] — (Level 5)</p> <p>[NEW] — Duration 3.0 seconds</p> <p>[NEW] — [PvE] Damage received -75%</p> <p>[NEW] — [PvE] Debuff protect. (lv.5) +75%</p> <p>[NEW] — Resists forced movement with 100% chance.</p>

 Engorgement			Cooldown: 40s Attack Range: 0 cell Target: Select One Mana: 150 mp [REMOVED] — Recovers 7% HP — There is a 100% chance of causing  Engorgement — There is a 100% chance of causing  Victory Cry
 Engorgement		Cooldown: 40s Attack Range: 0 cell Target: Select One Mana: 150 mp [REMOVED] — Recovers 7% HP — There is a 100% chance of causing  Engorgement — There is a 100% chance of causing  Victory Cry	Buff (Level 3) Duration: 600.0 seconds [NEW] — Hit rate +297 (Player level *3) — Attack Power +10% — Movement speed +1
 Victory Cry			Buff (Level 3) Duration: 8.0 seconds — Movement speed +4 [REMOVED] — Enemy's critical chance -30% of their total — A shadowy figure appears. Side effect: after 0.1 seconds [REMOVED] — Skills cooldown -25% (max. 90%) — Attack Power +250 [NEW] — [PvE] Basic attack damage +10%
 Declaration of War	Basic attack	Cooldown: 60s Attack Range: 12 cell Target: Select One Mana: 90 mp [REMOVED] — Melee attack power +500 [REMOVED] — Fire energies +500 — If the enemy is afflicted by  Mark of the Gladiator, there is a 100% chance of causing  Loser's Sigh (ignores debuff protection) — If the enemy isn't afflicted by  Mark of the Gladiator, there is a 100% chance of causing  Loser's Sigh	Cooldown: 60s Attack Range: 12 cell Target: Select One Mana: 90 mp [NEW] — Attack power scaling: 110% [NEW] — Melee attack power: 1000 [NEW] — Fire element scaling 95% [NEW] — Fire Energies +200 — If the enemy is afflicted by  Mark of the Gladiator, there is a 100% chance of causing  Loser's Sigh (ignores debuff protection) — If the enemy isn't afflicted by  Mark of

			the Gladiator, there is a 100% chance of causing  Loser's Sigh
 Loser's Sigh			Debuff (Level 4) Duration: 4.0 seconds [REMOVED] — Movement impossible [REMOVED] — No attack possible [NEW] — Final damage received +20% if the enemy attacks with [ Execution]
 Execution	Basic attack	Cooldown: 100s Attack Range: 7 cell Target: Special Area Mana: 600 mp [REMOVED] — Melee attack power +1800 [REMOVED] — Fire energies +1000 [REMOVED] — There is a 80% chance of causing  Short Blackout [REMOVED] — This skill cannot be evaded if the opponent is afflicted by  Mark of the Gladiator [REMOVED] — If you are successful in defeating the opponent with this skill, there is a 100% chance that  Cheer of the Crowd will occur.	Cooldown: 120s Attack Range: 7 cell Target: Special Area Mana: 600 mp [NEW] — Attack power scaling: 120% [NEW] — Melee attack power: 1900 [NEW] — Fire element scaling 100% [NEW] — Fire Energies +500 [NEW] — Cannot be evaded [NEW] — Always inflicts critical hits








Wild Keeper

Role: Autos / Attack power



Main: Support

Secondary: DPS

Name	Description	Original	New
 Boomerang Blast	Basic attack	Cooldown: 0.7s Attack Range: 6 cell Target: Around Enemy in 1 cell Mana: 0 mp [REMOVED] — Ranged attack power +110 [REMOVED] — Light energies are increased by 160	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
 Snake Rush	Basic attack	Cooldown: 8s Attack Range: 6 cell Target: Around Enemy in 3 cell Mana: 75 mp [REMOVED] — Ranged attack power +240 [REMOVED] — Light energies are increased by 350 — There is a 40% chance of causing  Blackout	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 [REMOVED] — Has a 40% chance of causing  Blackout — Has a 100% chance of invoking the combo [Snake rush x2]
 Second Snake Rush	Basic attack	Cooldown: 8s Attack Range: 6 cell Target: Around Enemy in 3 cell Mana: 75 mp [REMOVED] — Ranged attack power +240 [REMOVED] — Light energies are increased by 350 — There is a 40% chance of causing  Blackout	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 [REMOVED] — Has a 40% chance of causing  Blackout — Has a 100% chance of invoking the combo [Snake rush x3]
 Third Snake Rush	Basic attack	Cooldown: 8s 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

		<p>[REMOVED] — Ranged attack power +240</p> <p>[REMOVED] — Light energies are increased by 350</p> <p>— There is a 40% chance of causing  Blackout</p>	<p>[NEW] — Attack power scaling: 110%</p> <p>[NEW] — Ranged attack power: 700</p> <p>[NEW] — Light element scaling 90%</p> <p>[NEW] — Light Energies +150</p> <p>[REMOVED] — Has a 40% chance of causing  Blackout]</p>
 Beast Claw	Basic attack	<p>Cooldown: 25s</p> <p>Attack Range: 6 cell</p> <p>Target: Special Area</p> <p>Mana: 85 mp</p> <p>[REMOVED] — Ranged attack power +360</p> <p>[REMOVED] — Light energies are increased by 500</p> <p>[REMOVED] — There is a 60% chance of causing  Fatal Bleeding</p>	<p>[NEW] — Cooldown: 15s</p> <p>Attack Range: 6 cell</p> <p>Target: Special Area</p> <p>Mana: 85 mp</p> <p>[NEW] — Attack power scaling: 110%</p> <p>[NEW] — Ranged attack power: 1000</p> <p>[NEW] — Light element scaling 80%</p> <p>[NEW] — Light Energies +50</p> <p>[NEW] — Has a 100% chance of causing [Nature Power]</p> <p>[REMOVED] — Has a 60% chance of causing  Fatal Bleeding]</p>
 Nature Power			<p>Duration: 7.5 seconds</p> <p>[NEW] — [PvE] Basic attack damage +10%</p>
 Eagle Spirit		<p>Cooldown: 60s</p> <p>Attack Range: 0 cell</p> <p>Target: Select One</p> <p>Mana: 150 mp</p> <p>— There is a 100% chance of causing  Eagle Spirit</p>	<p>General Buff (Level 3)</p> <p>Duration: 600 seconds</p> <p>[NEW] — Hit rate of all attacks is increased by 297 (Player Level * 3)</p> <p>— Chance of inflicting critical hits is increased by 10%</p>
 Elemental Shining		<p>Cooldown: 180s</p> <p>Attack Range: 0 cell</p> <p>Target: Around Allies in 2 cell</p> <p>Mana: 70 mp</p> <p>— There is a 100% chance of causing  Elemental Shining</p>	<p>Buff (Level 1)</p> <p>Duration: 600 seconds</p> <p>[PvE] All elemental resistances +10</p> <p>[REMOVED] — [PvE] All elemental energies +396(Player Level*4)</p> <p>[NEW] — Fairy's element +10</p> <p>[NEW] — All elemental energies 10%</p>
 Boomerang Throw		<p>Cooldown: 18s</p> <p>Attack Range: 0 cell</p> <p>Target: Around Enemy in 3 cell</p> <p>Mana: 125 mp</p> <p>[REMOVED] — Ranged attack power +800</p> <p>[REMOVED] — Light energies are increased by 650</p> <p>— No penalty for ranged attacks at close range</p>	<p>Cooldown: 18s</p> <p>Attack Range: 0 cell</p> <p>Target: Around Enemy in 3 cell</p> <p>Mana: 125 mp</p> <p>[NEW] — Attack power scaling: 105%</p> <p>[NEW] — Ranged attack power: 800</p> <p>[NEW] — Light element scaling 80%</p> <p>[NEW] — Light Energies +50</p>

			— 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 — There is a 100% chance of causing  Wolf Spirit	Cooldown: 180s Attack Range: 0 cell Target: Around Allies in 4 cell Mana: 120 mp — Has a 100% chance of causing [ Wolf Spirit]
 Elemental Leech		Cooldown: 60s Attack Range: 2 cell Target: Around Enemy in 3 cell Mana: 90 mp — There is a 100% chance of causing  Elemental Leech	Cooldown: 42s Attack Range: 2 cell Target: Around Enemy in 3 cell Mana: 90 mp — Has a 100% chance of causing [ Elemental Leech] (ignores debuff protection)
 Ivy		Cooldown: 45s Attack Range: 0 cell Target: Around Enemy in 4 cell Mana: 180 mp [REMOVED] — Ranged attack power +1200 [REMOVED] — Light energies are increased by 1500 [REMOVED] — There is a 70% chance of causing  Shock — No penalty for ranged attacks at close range	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 [ Special Shock] — No penalty for ranged attacks at close range
 Special Shock			Debuff (Level 4) Duration: 5.0 seconds No attack possible No dodge possible [REMOVED] — Movement speed -3
 Bear Spirit		Cooldown: 180s Attack Range: 0 cell Target: Around Allies in 4 cell Mana: 200 mp — There is a 100% chance of causing  Bear Spirit	
 Forest Power		Cooldown: 110s Attack Range: 6 cell	Cooldown: 110s Attack Range: 6 cell

		<p>Target: Around Enemy in 4 cell Mana: 200 mp</p> <p>[REMOVED] — Ranged attack power +1700 [REMOVED] — Light energies are increased by 1800 [REMOVED] — There is a 80% chance of causing  Cut</p>	<p>Target: Around Enemy in 4 cell Mana: 200 mp</p> <p>[NEW] — Attack power scaling: 140% [NEW] — Ranged attack power: 1800 [NEW] — Light element scaling 105% [NEW] — Light Energies +600 [NEW] — Has a 100% chance of causing [ Cut] [NEW] — Cannot be evaded [NEW] — Always inflicts critical hits</p>
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





Fire Cannoneer

Role: Skills / Elemental


Main: DPS

Secondary: Asesino

Name	Description	Original	New
 Cannon Fire		Cooldown: 0.9s Attack Range: 11 cell Target: Around Enemy in 0 cell Mana: 0 mp [REMOVED] — Ranged attack power +100 [REMOVED] — Fire energies +150 — No penalty for ranged attacks at close range	Cooldown: 0.9s Attack Range: 11 cell Target: Around Enemy in 0 cell Mana: 0 mp [NEW] — Attack power scaling: 80% [NEW] — Ranged attack power: 80 [NEW] — Fire element scaling 90% [NEW] — Fire Energies +120 — No penalty for ranged attacks at close range
 Staggered Fire	Skills	Cooldown: 10s Attack Range: 11 cell Target: Around Enemy in 0 cell Mana: 120 mp [REMOVED] — Ranged attack power +220 [REMOVED] — Fire energies +380 [REMOVED] — There is a 35% chance of causing  Explosive Shock — There is a 20% chance of causing  Burn — There is a 20% chance of causing  Leg Sweeper	[NEW] — Cooldown: 6s Attack Range: 11 cell Target: Around Enemy in 0 cell Mana: 120 mp [NEW] — Attack power scaling: 100% [NEW] — Ranged attack power: 250 [NEW] — Fire element scaling 110% [NEW] — Fire Energies +400 [REMOVED] — There is a 35% chance of causing  Explosive Shock — Has a 20% chance of causing [ Burn] — Has a 20% chance of causing [ Leg Sweeper]
 Cannon Panning	Skills	Cooldown: 25s Attack Range: 2 cell Target: Around Enemy in 1 cell Mana: 110 mp [REMOVED] — Ranged attack power +400 [REMOVED] — Fire energies +500 [REMOVED] — Push your opponent back 8 field(s)	Cooldown: 16s Attack Range: 2 cell Target: Around Enemy in 1 cell Mana: 110 mp [NEW] — Attack power scaling: 105% [NEW] — Ranged attack power: 500 [NEW] — Fire element scaling 115% [NEW] — Fire Energies +1000 [NEW] — Has a 100% chance of causing [ It's bomber time!] — No penalty for ranged attacks at close range


 It's bomber time!			<p>Magic Debuff (Level 5) Duration: 5 seconds</p> <p>[NEW] — Damage received from skills +5% [NEW] — Final damage received +15% if the enemy attacks with  Ultimate Cannon]</p>
 Cannon Shot	Skills	<p>Cooldown: 15s Attack Range: 11 cell Target: Select One Mana: 200 mp</p> <p>[REMOVED] — Ranged attack power +500 [REMOVED] — Fire energies +1000 [REMOVED] — Chance of inflicting critical hits is increased by (Player Level / 2)% — There is a 60% chance of causing  Blackout — No penalty for ranged attacks at close range</p>	<p>Cooldown: 16s Attack Range: 11 cell Target: Select One Mana: 200 mp</p> <p>[NEW] — Attack power scaling: 100% [NEW] — Ranged attack power: 150 [NEW] — Fire element scaling 115% [NEW] — Fire Energies +300 — Chance of inflicting critical hits is increased by (Player Level / 2)% — No penalty for ranged attacks at close range</p>
 Shot with Targeting	Skills	<p>Cooldown: 12s Attack Range: 18 cell Target: Around Enemy in 1 cell Mana: 100 mp</p> <p>[REMOVED] — Ranged attack power +900 [REMOVED] — Fire energies +700 [REMOVED] — No penalty for ranged attacks at close range — There is a 30% chance of causing  The Great Explosive Shockwave wipes everything in its path.</p>	<p>Cooldown: 12s Attack Range: 18 cell Target: Around Enemy in 1 cell Mana: 100 mp</p> <p>[NEW] — Attack power scaling: 105% [NEW] — Ranged attack power: 550 [NEW] — Fire element scaling 115% [NEW] — Fire Energies +1100 [NEW] — All elemental energies +3% (Relative to distance) [REMOVED] — No penalty for ranged attacks at close range</p>
 Hand Grenade	Skills	<p>Cooldown: 15s Attack Range: 11 cell Target: Special Area Mana: 90 mp</p> <p>— Ranged attack power +800 — Fire energies +800 [REMOVED] — There is a 20% chance of causing  Great Explosive Shockwave — No penalty for ranged attacks at close range</p>	<p>[NEW] — Cooldown: 10s Attack Range: 11 cell Target: Special Area Mana: 90 mp</p> <p>[NEW] — Attack power scaling: 100% [NEW] — Ranged attack power: 550 [NEW] — Fire element scaling 105% [NEW] — Fire Energies +1000 — No penalty for ranged attacks at close range</p>

 Hellfire	Skills	Cooldown: 30s Attack Range: 11 cell Target: Around Enemy in 1 cell Mana: 75 mp [REMOVED] — Ranged attack power +650 [REMOVED] — Fire energies +900 — There is a 60% chance of causing  Critical Burn — No penalty for ranged attacks at close range	Cooldown: 15s Attack Range: 11 cell Target: Around Enemy in 1 cell Mana: 75 mp [NEW] — Attack power scaling: 100% [NEW] — Ranged attack power: 400 [NEW] — Fire element scaling 100% [NEW] — Fire Energies +900 — There is a 60% chance of causing  Critical Burn — No penalty for ranged attacks at close range
 Signal Rocket	Skills	Cooldown: 20s Attack Range: 11 cell Target: Around Enemy in 2 cell Mana: 100 mp [REMOVED] — Ranged attack power +700 [REMOVED] — Fire energies +1200 [REMOVED] — Chance of inflicting critical hits is increased by (Player Level / 3)% — There is a 50% chance of causing  Great Explosive Shockwave — No penalty for ranged attacks at close range	Cooldown: 18s Attack Range: 11 cell Target: Around Enemy in 2 cell Mana: 100 mp [NEW] — Attack power scaling: 105% [NEW] — Ranged attack power: 600 [NEW] — Fire element scaling 115% [NEW] — Fire Energies +1000 — No penalty for ranged attacks at close range — Has a 100% chance of causing [ Fire Power]
 Fire Power			[NEW] — [ Fire Power] Magic buff (Level 3) Duration: 10s — Fire resistance drain +10
 Rocket Riding	Skills	Cooldown: 15s Attack Range: 0 cell Target: Around Enemy in 1 cell Mana: 120 mp [REMOVED] — Ranged attack power +600 [REMOVED] — Fire energies +700 — There is a 100% chance of causing  Explosive Shock — Teleports you within a radius of 10 fields.	Cooldown: 15s Attack Range: 0 cell Target: Around Enemy in 1 cell Mana: 120 mp [NEW] — Attack power scaling: 95% [NEW] — Ranged attack power: 500 [NEW] — Fire element scaling 105% [NEW] — Fire Energies +750 — Has a 100% chance of causing [ Explosive Shock] — Teleports you within a radius of 8 fields.
 Weapon Master		Cooldown: 60s Attack Range: 0 cell Target: Select One	Cooldown: 35s Attack Range: 0 cell Target: Select One

		Mana: 100 mp [REMOVED] — There is a 100% chance of causing  Explosive Enhancement — There is a 100% chance of causing  Weapon Defence — There is a 100% chance of causing  Turbo Loader	Mana: 100 mp — Has a 100% chance of causing  Turbo Loader — Has a 100% chance of causing  Weapon Defence — Has a 100% chance of causing  Explosive Enhancement]
 [Weapon Defence]			[NEW] — [PvE] Damage received -15% — Maximum HP +20% of the user's base amount (cannot be stacked)
 [Turbo Loader]			[NEW] — Fire Energies 10% [NEW] — Fire Energies +297(Player Level*3) [NEW] — Hit rate of ranged attacks +198(Player Level*2)
 Ultimate Cannon	Skills	Cooldown: 100s Attack Range: 0 cell Target: Around Enemy in 3 cell Mana: 250 mp [REMOVED] — Ranged attack power +1100 [REMOVED] — Fire energies +1500 — There is a 70% chance of causing  The Great Explosive Shockwave wipes everything in its path. — No penalty for ranged attacks at close range	Cooldown: 100s Attack Range: 0 cell Target: Around Enemy in 3 cell Mana: 250 mp [NEW] — Attack power scaling: 105% [NEW] — Ranged attack power: 1100 [NEW] — Fire element scaling 125% [NEW] — Fire Energies +1700 — No penalty for ranged attacks at close range — There is a 70% chance of causing  The Great Explosive Shockwave wipes everything in its path.








Holy Magician








 Holy Light		Cooldown: 4.0s	Cooldown: 6.0s
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





Dark Gunner

Role: Autos / Attack power
Main: DPS

Name	Description	Original	New
 Spell Revolver	Basic attack	Cooldown: 0.7s Target: Select one Range: 12 cell Area: Around enemies in 0 cell Mana: 0 mp [REMOVED] — Ranged attack power increases by 200 [REMOVED] — Shadow energies increased by 250 [REMOVED] — There is a 1% chance of causing  Spell Revolver	Cooldown: 0.7s Target: Select one Range: 12 cell Area: None Mana: 0 mp [NEW] — Attack power scaling: 105% [NEW] — Ranged attack power: 200 [NEW] — Shadow element scaling 80% [NEW] — Shadow Energies +50
 Combination Shot	Basic attack	Cooldown: 6.0s Target: Select one Range: 12 cell Area: Around enemies in 2 cell Mana: 50 mp [REMOVED] — Ranged attack power increases by 270 [REMOVED] — Shadow energies increased by 580 [REMOVED] — Increases chance of inflicting critical hits by 10% — There is a 80% chance of invoke  Perfect Combination	Cooldown: 6.0s Target: Select one Range: 12 cell Area: None Mana: 50 mp [NEW] — Attack power scaling: 110% [NEW] — Ranged attack power: 200 [NEW] — Shadow element scaling 80% [NEW] — Shadow Energies +50 Critical chance +10% — Has a 100% chance of invoking the combo [ Perfect Combination]
 Perfect Combination	Basic attack	Cooldown: 6.0s Target: Select one Range: 12 cell Area: Around enemies in 2 field Mana: 100 mp [REMOVED] — Ranged attack power increases by 270 [REMOVED] — Shadow energies increased by 580 [REMOVED] — Increases chance of inflicting	Cooldown: 1.0s Target: Select one Range: 12 cell Area: None Mana: 100 mp [NEW] — Attack power scaling: 110% [NEW] — Ranged attack power: 220 [NEW] — Shadow element scaling 80% [NEW] — Shadow Energies +50 Critical chance +5%

		critical hits by 5%	[NEW] — Has a 100% chance of invoking the combo [🔥 Perfect Combination x2]
 Combination Shot x3!	Basic attack	Cooldown: 6.0s Target: Select one Range: 12 cell Area: Around enemies in 2 field Mana: 100 mp [REMOVED] — Ranged attack power increases by 270 [REMOVED] — Shadow energies increased by 580 [REMOVED] — Increases chance of inflicting critical hits by 5%	Cooldown: 1.0s Target: Select one Range: 12 cell Area: None Mana: 100 mp [NEW] — Attack power scaling: 110% [NEW] — Ranged attack power: 250 [NEW] — Shadow element scaling 80% [NEW] — Shadow Energies +50 Critical chance +5%
 Magic Blitz	Basic attack	Cooldown: 14.0s Target: Select one Range: 12 cell Area: Around enemies in 3 field Mana: 120 mp [REMOVED] — Ranged attack power increases by 500 [REMOVED] — Shadow energies increased by 700 [REMOVED] — Increases chance of inflicting critical hits by 30%	Cooldown: 14.0s Target: Select one Range: 12 cell Area: Around enemies in 3 field Mana: 120 mp [NEW] — Attack power scaling: 100% [NEW] — Ranged attack power: 200 [NEW] — Shadow element scaling 75% [NEW] — Shadow Energies +50
 Ghost Guard		Cooldown: 30.0s Target: Select one Range: 7 cell Area: None Mana: 500 mp — There is a 100% chance of causing  Ghost Guard — There is a 100% chance of causing  Ghostly Power	
 Curse Blitz	Basic attack	Cooldown: 20.0s Target: Select one Range: 12 cell Area: Around enemies in 2 cell Mana: 140 mp [REMOVED] — Ranged attack power increases by 900 [REMOVED] — Shadow energies increases by 1300 — There is a 65% chance of causing  Hand of	Cooldown: 20.0s Target: Select one [NEW] — Casting Time: 0.2 Range: 12 cell Area: Around enemies in 2 cell Mana: 140 mp [NEW] — Attack power scaling: 115% [NEW] — Ranged attack power: 800 [NEW] — Shadow element scaling 85% [NEW] — Shadow Energies +60 [REMOVED] — Has a 65% chance of

		Death	causing  Hand of Death
 Dark Force		Cooldown: 180.0s Target: Itself Range: 2 cell Area: Around friends Mana: 160 mp — There is a 100% chance of causing  Dark Force	Cooldown: 180.0s Target: Itself [NEW] — Casting Time: 0.2 Range: 2 cell Area: Around friends Mana: 160 mp — Has a 100% chance of causing [ Dark Force]
 Possession		Cooldown: 40.0s Target: Select one Range: 10 cell Area: None Mana: 95 mp — There is a 100% chance of causing  Possession	
 Ghost Recharge	Basic attack	Cooldown: 25.0s Target: Select one Range: 11 cell Area: Special area Mana: 180 mp [REMOVED] — Ranged attack power increases by 1500 [REMOVED] — Shadow energies increases by 650 — There is a 75% chance of causing  Darkness of DOOM — Push your opponent back 5 cell	Cooldown: 25.0s Target: Select one [NEW] — Casting Time: 0.2 Range: 11 cell Area: Special area Mana: 180 mp [NEW] — Attack power scaling: 120% [NEW] — Ranged attack power: 800 [NEW] — Shadow element scaling 85% [NEW] — Shadow Energies +60 [NEW] — Has a 100% chance of causing [ Darkness of DOOM] [REMOVED] — Push your opponent back 5 cell
 Evil Potion		Cooldown: 60.0s Target: Select one Range: 10 cell Area: None Mana: 180 mp — There is a 100% chance of causing  Evil Potion	
 Requiem		Cooldown: 45.0s Target: Itself Range: 3 cell Area: Around enemies	Cooldown: 45.0s Target: Itself Range: 3 cell Area: Around enemies









		Mana: 240 mp — There is a 100% chance of causing  Requiem	Mana: 240 mp — Has a 100% chance of causing [ Requiem]
 Ghost Invasion		Cooldown: 140.0s Target: Itself Range: 4 cell Area: Around enemies Mana: 360 mp [REMOVED] — Ranged attack power increases by 1500 [REMOVED] — Shadow energies increases by 2200 — There is a 75% chance of causing  Plague — No penalty for ranged attacks at close range	Cooldown: 140.0s Target: Itself Range: 4 cell Area: Around enemies Mana: 360 mp [NEW] — Attack power scaling: 150% [NEW] — Ranged attack power: 1800 [NEW] — Shadow element scaling 90% [NEW] — Shadow Energies +450 [REMOVED] — There is a 75% chance of causing  Plague — No penalty for ranged attacks at close range
 Hide in the dark		Cooldown: 50s Attack Range: 0 cell Target: Around Allies in 2 cell Mana: 500 mp Has a 100% chance of causing [ Hide in shadows]	















Volcano

Role: Skill / Ataque

Main: Skill DPS










Name	Description	Original	New
 Magma Ball		Cooldown: 0.6s Target: Select one Range: 9 cell Area: None Mana: 20 mp [REMOVED] — Magic attack power increases by 100 [REMOVED] — Fire energies increased by 180	Cooldown: 0.7s Target: Select one Range: 9 cell Area: None Mana: 20 mp [NEW] — Attack power scaling: 80% [NEW] — Magic attack power +100 [NEW] — Fire element scaling: 80% [NEW] — Fire energies +200
 Volcanic Eruption	Skill	Cooldown: 7,0s Target: Select one Range: 9 cell Area: Special area Mana: 190 mp [REMOVED] — Magic attack power +250 [REMOVED] — Fire energies increased by 450 — There is a 45% chance of causing  Lava Gush	Cooldown: 6,0s Target: Select one Range: 9 cell Area: Special area Mana: 190 mp [NEW] — Attack power scaling: 85% [NEW] — Magic attack power +150 [NEW] — Fire element scaling: 90% [NEW] — Fire energies +220 — Has a 25% chance of causing [ Lava Gush] [NEW] — There is a 100% chance of causing  Volcanic eruption x2
 Lava Gush			Magic Debuff [NEW] — (Level 3) Duration: 10.0 seconds — Fire Resistance -10 [REMOVED] — Once the effect's duration is over, [ Lava Rigour] is received with a chance of 20%
 Volcanic Eruption x2	Skill	Cooldown: 7,0s Target: Select one Range: 9 cell Area: Special area Mana: 190 mp [REMOVED] — Magic attack power +250 [REMOVED] — Fire energies increased by 450	Cooldown: 1,0s Target: Select one Range: 9 cell Area: Special area Mana: 190 mp [NEW] — Attack power scaling: 90% [NEW] — Magic attack power +200 [NEW] — Fire element scaling: 95%

		<p>— There is a 45% chance of causing  Lava Gush</p>	<p>[NEW] — Fire energies +300 — Has a 25% chance of causing [ Lava Gush]</p>
 Volcanic Gas	Skill	<p>Cooldown: 22.0s Target: Itself Range: 4 cell Area: Around enemies Mana: 210 mp</p> <p>[REMOVED] — Magic attack power increases by 450 [REMOVED] — Fire energies increased by 650 — There is a 50% chance of causing  Poisonous Volcanic Gas</p>	<p>Cooldown: 22.0s Target: Itself Range: 3 cell Area: Around enemies Mana: 210 mp</p> <p>[NEW] — Attack power scaling: 95% [NEW] — Magic attack power +250 [NEW] — Fire element scaling: 95% [NEW] — Fire energies +320 [NEW] — Has a 100% chance of causing [ Poisonous Volcanic Gas]</p>
 Poisonous Volcanic Gas		<p>Debuff (Level 3) Duration: 22.0 seconds</p> <p>[REMOVED] — Fire resistance is decreased by 10 — Every 4 seconds: Decreases 396 (Player Level*4) HP</p>	<p>Debuff (Level 3) Duration: 22.0 seconds</p> <p>— Fire resistance is decreased by 10 [REMOVED] — Every 4 seconds: Decreases 396 (Player Level*4) HP</p>
 Magma Plating		<p>Cooldown: 30.0s Target: Itself Range: None Area: None Mana: 550 mp</p> <p>— There is a 100% chance of causing  Magma Shield — There is a 100% chance of causing  Magma Plating</p>	<p>Cooldown: 48.0s Target: Itself Range: None Area: None Mana: 550 mp</p> <p>— Has a 100% chance of causing [ Magma Shield] — Has a 100% chance of causing [ Magma Plating]</p>
 Magma Shield			<p>Magic Buff (Level 4) Duration: 600.0 seconds — Reduces 25% of damage received by consuming MP [NEW] — [PvE] Damage received -10% [NEW] — [PvE] Fire energies +99(Player Level*1)</p> <p>Side effect: after 0.1 seconds [NEW] — Fire energies +10% [NEW] — Magic attack power +198(Player Level*2)</p>

 Lava Wave	Skill	Cooldown: 40.0s Target: Select one Range: 11 cell Area: Special area Mana: 340 mp [REMOVED] — Magic attack power increases by 700 [REMOVED] — Fire energies increases by 1200 [REMOVED] — Push your opponent back 2 cell — There is a 70% chance of causing  Large Lava Gush	Cooldown: 18.0s Target: Select one Range: 11 cell Area: Special area Mana: 340 mp [NEW] — Attack power scaling: 100% [NEW] — Magic attack power +350 [NEW] — Fire element scaling: 95% [NEW] — Fire energies +380 — Has a 100% chance of causing  Large Lava Gush] NEW — Has 100% chance of receiving  Fire Power]
 Large Lava Gush			Magic Debuff [NEW] — (Level 4) Duration: 8.0 seconds — Fire Resistance -15
 Power of the Volcano		Cooldown: 90.0s Target: Itself Range: 5 cell Area: Around friends Mana: 300 mp — There is a 100% chance of causing  Power of the Volcano	Cooldown: 90.0s Target: Itself Range: 5 cell [NEW] — Area: Itself Mana: 300 mp — Has a 100% chance of causing  Power of the Volcano]
 Power of the Volcano			Magic Buff (Level 2) Duration: 600.0 seconds [REMOVED] — [PvE] Magic attack power +99(Player Level*1) — [PvE] Fire energies +198(Player Level *2) — [PvE] The fiery skills of the volcano +297(Player Level *3) [NEW] — [PvE] Fire elemental energies +10%
 Earthquake	Skill	Cooldown: 15.0s Target: Itself Range: 3 cell Area: Around enemies Mana: 310 mp [REMOVED] — Magic attack power increases by 800 [REMOVED] — Fire energies increases by 900	Cooldown: 15.0s Target: Itself Range: 3 cell Area: Around enemies Mana: 310 mp [NEW] — Attack power scaling: 105% [NEW] — Magic attack power +400 [NEW] — Fire element scaling: 105% [NEW] — Fire energies +500

		— There is a 45% chance of causing  Lava Gush	— Has a 45% chance of causing [ Lava Gush]
 Volcanic Roar	Skill	Cooldown: 12.0s Target: Select one Range: 9 cell Area: Around enemies in 3 cell Mana: 300 mp [REMOVED] — Magic attack power increases by 400 [REMOVED] — Fire energies increased by 600 [REMOVED] — There is a 50% chance of invoke  Carbonize — There is a 30% chance of causing  Paralysis — Teleports you to a selected location	Cooldown: 12.0s Target: Select one Range: 9 cell Area: Around enemies in 3 cell Mana: 300 mp [NEW] — Attack power scaling: 95% [NEW] — Magic attack power +350 [NEW] — Fire element scaling: 95% [NEW] — Fire energies +350 — Teleports you to a selected location [NEW] — There is a 100% chance of invoke  Carbonize [REMOVED] — There is a 30% chance of causing  Paralysis
 Carbonize		Cooldown: 20.0s Target: Select one Range: 9 cell Area: Around enemies in 3 field Mana: 460 mp — Magic attack power increases by 800 — Fire energies increases by 1000 — There is a 80% chance of causing  Lava Rigour	Cooldown: 1.0s Target: Select one Range: 9 cell Area: Around enemies in 3 cell Mana: 300 mp [NEW] — Attack power scaling: 100% [NEW] — Magic attack power +400 [NEW] — Fire element scaling: 100% [NEW] — Fire energies +450 [REMOVED] — There is a 80% chance of causing  Lava Rigour
 Lava Swamp		Cooldown: 30.0s Target: Itself Range: 4 cell Area: Around enemies Mana: 380 mp — There is a 100% chance of causing  Lava Swamp	Cooldown: 50.0s Target: Itself Range: 4 cell Area: Around enemies Mana: 380 mp — Has a 100% chance of causing [ Lava Swamp]
 Lava Swamp			Magic Debuff [NEW] — (Level 6) Duration: 6.0 seconds [REMOVED] — Movement speed -5 [REMOVED] — Fire Energies -15 [NEW] — Fire resistance -10 — Hit rate -396(Player level*4)

			Once the effect's duration is over, [ Bubbling Lava Gush] is received with a chance of 100%
 Bubbling Lava Gush			<p>Magic Debuff (Level 5) Duration: 8.0 seconds</p> <p>— Fire resistance -15</p> <p>[REMOVED] — There is a 60% chance of causing  Lava Rigour</p>
 Magma Sword	Skill	<p>Cooldown: 45.0s Target: Select one Range: 13 cell Area: Around enemies in 2 cell Mana: 420 mp</p> <p>— Magic attack power increases by 500 — Fire energies increases by 1200</p> <p>— There is a 50% chance of causing  Bubbling Lava Gush</p> <p>[REMOVED] — There is a 35% chance of causing  Ignition</p>	<p>Cooldown: 20.0s Target: Select one Range: 13 cell Area: Around enemies in 2 cell Mana: 420 mp</p> <p>[NEW] — Attack power scaling: 110% [NEW] — Magic attack power +900 [NEW] — Fire element scaling: 105% [NEW] — Fire energies +700</p> <p>[NEW] — Has a 50% chance of causing [ Bubbling Lava Gush]</p> <p>— There is a 100% chance of causing  Ignition</p>
 Ignition		<p>Cooldown: 60.0s Target: Select one Range: 13 cell Area: Around enemies in 2 field Mana: 420 mp</p> <p>— Magic attack power increases by 800 — Fire energies increases by 2000</p> <p>— There is a 90% chance of causing  Burning Lava Gush</p>	<p>Cooldown: 1s Target: Select one Range: 13 cell Area: Around enemies in 2 cell Mana: 420 mp</p> <p>[NEW] — Attack power scaling: 115% [NEW] — Magic attack power +1200 [NEW] — Fire element scaling: 110% [NEW] — Fire energies +900</p> <p>[NEW] — Has a 75% chance of causing [ Bubbling Lava Gush]</p>
 Ash Storm	Skill	<p>Cooldown: 120.0s Target: Select one Range: 5 cell Area: Around enemies Mana: 1100 mp</p> <p>[REMOVED] — Magic attack power increases by 1500 [REMOVED] — Fire energies increases by 2000</p>	<p>Cooldown: 120.0s Target: Select one Range: 5 cell Area: Around enemies Mana: 1100 mp</p> <p>[NEW] — Attack power scaling: 150% [NEW] — Magic attack power +1800 [NEW] — Fire element scaling: 130%</p>









		<p>— There is a 50% chance of causing  First Shockwave</p>	<p>[NEW] — Fire energies +1500</p> <p>— Has a 70% chance of causing [ First Shockwave]</p>
 First Shockwave		<p>Debuff (Level 3) Duration: 3.0 seconds</p> <p>[REMOVED] — Fire resistance is decreased by 5 — Every 2 seconds: Decreases 594 (Player Level*6) HP</p> <p>Side effect: after 1.0s — No attack possible — Movement impossible</p> <p>Once the effect's duration is over,  Second Shockwave is received with a chance of 66%</p>	<p>Debuff (Level 4) Duration: 3.0 seconds</p> <p>— Fire resistance is decreased by 5 [REMOVED] — Every 2 seconds: Decreases 594 (Player Level*6) HP</p> <p>Side effect: after 1.0s — No attack possible [REMOVED] — Movement impossible</p> <p>Once the effect's duration is over,  Second Shockwave] is received with a chance of 66%</p>
 Second Shockwave		<p>Debuff (Level 3) Duration: 3.0 seconds</p> <p>[REMOVED] — Fire resistance is decreased by 15 — Every 2 seconds: Decreases 297 (Player Level*3) HP — Every 2 seconds: Decreases 297 (Player Level*3) MP</p> <p>Side effect: after 1.5s — No attack possible — Movement impossible</p> <p>Once the effect's duration is over,  Third Shockwave is received with a chance of 33%</p>	<p>Debuff (Level 4) Duration: 3.0 seconds</p> <p>— Fire resistance is decreased by 15 [REMOVED] — Every 2 seconds: Decreases 297 (Player Level*3) HP [REMOVED] — Every 2 seconds: Decreases 297 (Player Level*3) MP</p> <p>Side effect: after 1.5s — No attack possible [REMOVED] — Movement impossible</p> <p>Once the effect's duration is over,  Third Shockwave] is received with a chance of 33%</p>
 Third Shockwave		<p>Debuff (Level 4) Duration: 3.0 seconds</p> <p>[REMOVED] — Fire resistance is decreased by 15 — Every 2 seconds: Decreases 594 (Player Level*6) HP</p> <p>Side effect: after 1.5s — No attack possible — Movement impossible</p>	<p>Debuff (Level 5) Duration: 3.0 seconds</p> <p>— Fire resistance is decreased by 15 [REMOVED] — Every 2 seconds: Decreases 594 (Player Level*6) HP</p> <p>Side effect: after 1.5s — No attack possible [REMOVED] — Movement impossible</p>





Demon Warrior

Role: Skills / Elemental



Main: Bruiser

Name	Description	Original	New
 Claw Strike		Cooldown: 0.8s Attack Range: 2 cell Target: Select One Mana: 0 mp [REMOVED] — Melee attack power +150 [REMOVED] — Shadow energies are increased by 100	Cooldown: 0.8s Attack Range: 2 cell Target: Select One Mana: 0 mp [NEW] — Attack power scaling: 80% [NEW] — Melee attack power: 20 [NEW] — Shadow element scaling 90% [NEW] — Shadow Energies +120
 Nosedive	Skill	Cooldown: 6s Attack Range: 7 cell Target: Around Enemy in 2 cell Mana: 50 mp [REMOVED] — Melee attack power +400 [REMOVED] — Shadow energies are increased by 300 [REMOVED] — There's a 90% chance of leeching PlayerLevel*5 HP from the enemy. [REMOVED] — There is a 100% chance of invoking the combo  Double Nosedive — There is a 20% chance of causing  Weak Blood-Sucking	Cooldown: 6s Attack Range: 7 cell Target: Around Enemy in 2 cell Mana: 50 mp [NEW] — Attack power scaling: 90% [NEW] — Melee attack power: 80 [NEW] — Shadow element scaling 105% [NEW] — 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.
 Double Nosedive		Cooldown: 12s Attack Range: 5 cell Target: Around Enemy in 2 cell Mana: 50 — Melee attack power +400 — Shadow energies are increased by 300 — There's a 90% chance of leeching PlayerLevel*5 HP from the enemy.	Cooldown: 0.1 s Attack Range: 7 cell Target: Around Enemy in 2 cell Mana: 50 mp [NEW] — Attack power scaling: 95% [NEW] — Melee attack power: 200 [NEW] — Shadow element scaling 110% [NEW] — Shadow Energies +1300
 Swarm of Bats		Cooldown: 40s Attack Range: 0 cell Target: Select One Mana: 80 mp	Cooldown: 40s Attack Range: 0 cell Target: Select One Mana: 80 mp

		<p>— There is a 100% chance of causing  Swarm of Bats</p>	<p>— Has a 100% chance of causing  Swarm of Bats]</p>
 Shadow Storm	Skill	<p>Cooldown: 10s Attack Range: 0 cell Target: Around Enemy in 4 cell Mana: 150 mp</p> <p>[REMOVED] — Melee attack power +400 [REMOVED] — Shadow energies are increased by 800 [REMOVED] — There's a 80% chance of leeching 4 HP from the enemy. — There is a 10% chance of causing  Weak Blood-Sucking</p>	<p>Cooldown: 12s Attack Range: 0 cell [NEW] — Target: Around Enemy in 5 cell Mana: 150 mp</p> <p>[NEW] — Attack power scaling: 90% [NEW] — Melee attack power: 750 [NEW] — Shadow element scaling 95% [NEW] — Shadow Energies +750</p> <p>[REMOVED] — Has a 10% chance of causing  Weak Blood-Sucking] [REMOVED] — There's a 80% chance of leeching 4 HP from the enemy.</p>
 Demon Fire	Skill	<p>Cooldown: 12s Attack Range: 7 cell Target: Special Area Mana: 120 mp</p> <p>[REMOVED] — Melee attack power +900 [REMOVED] — Shadow energies are increased by 1000 — There is a 30% chance of causing  Night Terror</p>	<p>Cooldown: 12s Attack Range: 7 cell Target: Special Area Mana: 120 mp</p> <p>[NEW] — Attack power scaling: 90% [NEW] — Melee attack power: 900 [NEW] — Shadow element scaling 90% [NEW] — Shadow Energies +600 — Has a 30% chance of causing  Night Terror]</p>
 Double Spinning Kick	Skill	<p>Cooldown: 15s Attack Range: 2 cell Target: Select One Mana: 150 mp</p> <p>[REMOVED] — Melee attack power +800 [REMOVED] — Shadow energies are increased by 900 — There is a 20% chance of causing  Shackle — There is a 25% chance of causing  Short Blackout</p>	<p>Cooldown: 15s Attack Range: 2 cell Target: Around enemy in 1 cell Mana: 150 mp</p> <p>[NEW] — Attack power scaling: 80% [NEW] — Melee attack power: 800 [NEW] — Shadow element scaling 85% [NEW] — Shadow Energies +500 — There is a 100% chance of invoking the combo Perfect spinning kick x2</p> <p>[REMOVED] — Has a 20% chance of causing  Shackle] [REMOVED] — Has a 25% chance of causing  Short Blackout]</p>

 Perfect Spinning Kick	Skill	Cooldown: 15s Attack Range: 2 cell Target: Select One Mana: 150 mp [REMOVED] — Melee attack power +800 [REMOVED] — Shadow energies are increased by 900 — There is a 20% chance of causing  Shackle — There is a 25% chance of causing  Short Blackout	[NEW] — Cooldown: 1.0s Attack Range: 2 cell Target: Around enemy in 1 cell Mana: 150 mp [NEW] — Attack power scaling: 90% [NEW] — Melee attack power: 900 [NEW] — Shadow element scaling 95% [NEW] — Shadow Energies +700 [REMOVED] — Has a 20% chance of causing  Shackle [REMOVED] — Has a 25% chance of causing  Short Blackout
 Wing Counter		Cooldown: 10s Attack Range: 0 cell Target: Select One Mana: 100 mp — There is a 100% chance of causing  Reflect	Cooldown: 10s Attack Range: 0 cell Target: Select One Mana: 100 mp — Has a 100% chance of causing  Reflect
 Blood Chains	Skill	Cooldown: 30s Attack Range: 5 cell Target: Around Enemy in 2 cell Mana: 300 mp [REMOVED] — Melee attack power +500 [REMOVED] — Shadow energies are increased by 800 [REMOVED] — There's a 50% chance of leeching 5 HP from the enemy. — There is a 50% chance of causing  Shackle	Cooldown: 30s Attack Range: 5 cell Target: Around Enemy in 2 cell Mana: 300 mp [NEW] — Attack power scaling: 100% [NEW] — Melee attack power: 1000 [NEW] — Shadow element scaling 105% [NEW] — Shadow Energies +800 [NEW] — Has a 100% chance of causing  [Shadow Power] [REMOVED] — Has a 50% chance of causing  Shackle
 Shadow Power			Magic Buff (Level 4) Duration: 10.0 seconds Shadow resistance drain +10 [REMOVED] — Attack power +10%
 Death from Above	Skill	Cooldown: 5s Attack Range: 0 cell	Cooldown: 5s Attack Range: 0 cell

		<p>Target: Around Enemy in 3 cell Mana: 100 mp</p> <p>[REMOVED] — Melee attack power +1000 [REMOVED] — Shadow energies are increased by 1000 — There is a 80% chance of causing  Anti-Gravity</p>	<p>[NEW] — Target: Around Enemy in 5 cell Mana: 100 mp</p> <p>[NEW] — Attack power scaling: 90% [NEW] — Melee attack power: 700 [NEW] — Shadow element scaling 100% [NEW] — Shadow Energies +700</p> <p>[REMOVED] — Has a 80% chance of causing [ Anti-Gravity]</p>
 Demonic Powers		<p>Cooldown: 60s Attack Range: 0 cell Target: Around Allies in 5 cell Mana: 100 mp</p> <p>— There is a 100% chance of causing  Demonic Powers</p>	<p>Cooldown: 60s Attack Range: 0 cell [NEW] Target: Itself Mana: 100 mp</p> <p>— Has a 100% chance of causing [ Demonic Powers]</p>
 Demonic Powers			<p>[NEW] — [PvE] Damaged received -15% [NEW] — [PvE] Fairy's element +10 [NEW] — Shadow energies +10% [REMOVED] — Shadow energies +99 (Player level*1)</p>
 Lucifer's Judgement	Skill	<p>Cooldown: 70s Attack Range: 8 cell Target: Special Area Mana: 150 mp</p> <p>[REMOVED] — Melee attack power +1200 [REMOVED] — Shadow energies are increased by 1200 — There is a 100% chance of causing  This judgement causes worlds to perish — There is a 100% chance of causing  Lucifer's Wrath</p>	<p>Cooldown: 90s Attack Range: 8 cell Target: Special Area Mana: 150 mp</p> <p>[NEW] — Attack power scaling: 110% [NEW] — Melee attack power: 1800 [NEW] — Shadow element scaling 120% [NEW] — Shadow Energies +1900</p> <p>[REMOVED] — Has a 100% chance of causing [ This judgement causes worlds to perish] [NEW] — Has a 100% chance of causing [ Night Terror]</p> <p>— Has a 100% chance of causing [ Lucifer's Wrath]</p>
 Night Terror			<p>Debuff (Level 5) Duration: 8.0 seconds</p> <p>[NEW] — Shadow resistance -10</p>

			<div><div>[REMOVED]</div> — Shadow resistance -25%</div> <div><div>[REMOVED]</div> — When you're attacked with a shadow element skill, there's a 10% chance of triggering [ Heart Attack]</div>
<div><div></div><div>Lucifer's Wrath</div></div>			<div>Buff (Level 3)</div> <div><div>[NEW]</div> — Duration: 30.0 seconds</div> <div><div>[REMOVED]</div> — Critical chance +7%</div> <div><div>[NEW]</div> — Shadow elemental energies 15%</div> <div>— Movement speed +1</div>