











SWORDMAN	2
Warrior	2
Gladiator	2
Battle Monk	3
Death Reaper	3
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Sunchaser	4
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SWORDSMAN

Warrior

Name	Original	New
 Iron Force		[NEW] — Element Scaling: +5%
 Rising Dragon	— Fire element scaling: 135%	— Fire element scaling: 130%

Gladiator

Name	Original	New
 Triple Blow		
 Reprise Blow		[NEW] — 100% chance to combo with  Last Blow
 Last Blow		— Attack power scaling: 105% — Melee attack power +400 — Fire element scaling: 90% — Fire energies +70
 Lightning Surge		
 Lightning Overvoltage		[NEW] — 100% chance to combo with  Lightning Overload
 [NEW] Overload		— Attack power scaling: 105% — Melee attack power +500 — Fire element scaling: 90% — Fire energies +80






Battle Monk

Name	Original	New
 Spirit of Enlightenment	— Element Scaling: +5%	— Element Scaling: +10%
 Restart	— Water element scaling: 130%	— Water element scaling: 125%



Death Reaper

Name	Original	New
 Death Reaper's Passive		[NEW] — [PvE] Movement Speed +1
 Infinite Armour	[REMOVED] — [PvE] Movement Speed +1	[NEW] — Element Scaling: +10%
 Spirit Splitter	— Shadow element scaling: 150%	— Shadow element scaling: 140%



Dragon Knight

Name	Original	New
 Light of Destruction	— Element Scaling: +5%	— Element Scaling: +10%
 Piercing Dragon	— Light element scaling: 140%	— Light element scaling: 135%

ARCHER

 Fire Cannonner

Name	Original	New
 Cannon Force	— Element Scaling: +15%	— Element Scaling: +20%









 Sunchaser

Name	Original	New
 Call of the Wild	— Element Scaling: +15%	— Element Scaling: +20%
 Light Net	— Light element scaling: 120%	— Light element scaling: 115%

MARTIAL ARTIST





Draconic Fist

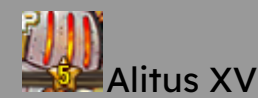
Name	Original	New
 Beast Claw		
 Beast Combo	[REMOVED] — 20% chance to cause or receive: [ Short Blackout]	[NEW] — 100% chance to combo with  Beast Jab
 [NEW] Beast Jab		— Attack power scaling: 105% — Melee attack power +800 — Fire element scaling: 80% — Fire energies +100 — 20% chance to cause or receive: [ Short Blackout]
 Claw Swipe	Cooldown: 12s	Cooldown: 8s [NEW] — 100% chance to combo with  Second Claw
 Second Claw		— Attack power scaling: 105% — Melee attack power +700 — Fire element scaling: 80% — Fire energies +30
 Haetae Energy		[NEW] — Attack Power Scaling: +10%



Master wolf

Name	Original	New
 Sacred Will	[REMOVED] — Light energies +99 [REMOVED] — Defence +99	
 Inspiration	[REMOVED] — Elemental Energies +297 [REMOVED] — Debuff Protect.(lv.2) +30%	[NEW] — [PvE] Light elemental damage +10%

PARTNER SPECIALIST



Skill	Stats
Alitus's XV Blessing (S)	<p>General Buff (Level 10) Duration: 300s</p> <p>— Damage received -5% — Damage caused +5% — [PvE] Critical chance 15%</p>
Steam Jet	<p>Cooldown: 15 seconds Attack Range: 4 cell Target: Around Enemies in 2 cell Mana: 0 mp</p> <p>— Melee Attack Power +200 (Skill level * 80) — Fire energies +200 (Skill level * 80) — Has a 100% chance of causing [BOOM!]</p> <hr/> <p> BOOM!</p> <p>General Buff (Level 5) Duration: 5 seconds</p> <p>— AoE radius +1 cells — Disappears after using a skill.</p> <p>Side effect 1.5s</p> <p>— Disappears after using an attack.</p>
Armour-Piercing Missiles	<p>Cooldown: 30 seconds Attack Range: itself Target: Around Enemies in 5 cell Mana: 0 mp</p> <p>— Melee Attack Power +375 (Skill level * 150) — Fire energies +375 (Skill level * 150) — Has a 100% chance of causing [Rocket injury]</p> <hr/> <p> Rocket injury</p> <p>General Debuff (Level 4) Duration: 8 seconds</p> <p>— Defence level -2 — Attack level -2</p>

<div><div>High Pressure</div></div>	<div>Attack Range: Itself Target: EastMate</div> <div>Casting time: 0.2s Cooldown: 35 seconds MP Cost: 500</div> <div>— Has 100% chance of causing [Steam control]</div>
	<div><div></div><div>Steam control</div></div> <div>General Buff (Level 4) Duration: 12 seconds</div> <div>— Melee damage caused +1% — [PvE] Skill damage caused +3% — Crit chance +3%</div> <div>Side Effect: After 0.1 seconds — Every 8 skills [Steam not undercontrol] is received</div>
	<div><div></div><div>Steam not under control</div></div> <div>General Buff (Level 4) Duration: 10 seconds</div> <div>— Melee skill damage +1% — [PvE] Skill damage caused +5% — Crit chance +6%</div> <div>Side Effect: After 0.1 seconds — Every 6 skills [Totally NOT under control] is received</div>
	<div><div></div><div>Totally NOT under control</div></div> <div>General Buff (Level 4) Duration: 8 seconds</div> <div>— Melee skill damage +2% — [PvE] Skill damage caused +7% — Crit chance +9%</div> <div>Side Effect: After 0.1 seconds — Every 4 skills [Overheated!] is received</div>
	<div><div></div><div>Overheated</div></div> <div>General Buff (Level 4) Duration: 3.5 seconds</div> <div>— You can't use skills. — Crit chance +20% — Movement speed -3</div>