

















# BALANCE PVP

## ITEMS




Name	Explanation	Original	New
Hats			
 [PvP] Caligor's Severed Head	Bruiser	<del>[REMOVED]</del> — [PvP] Enemy's magic soft damage -5% <del>[REMOVED]</del> — [PvP] Debuff protect. (lv.3) +10% — [PvP] Debuff protect. (lv.4) +15%	<b>[NEW]</b> — [PvP] Attack power +12% of the user's base attack stat <b>[NEW]</b> — Max. HP +3% of the base stat — [PvP] Debuff protect. (lv.4) +15%
 [PvP] Rainbow Feathered Hat	Assassin	— [PvP] Hit rate +100 <del>[REMOVED]</del> — [PvP] Critical damage +10% — [PvP] All resistance drain +6 — [PvP] Debuff protect. (lv.4) +15%	<b>[NEW]</b> — [PvP] Skill attack power +100 <b>[NEW]</b> — Enemy's defence -25 — [PvP] Hit rate +100 — [PvP] All resistance drain +6 — [PvP] Debuff protect. (lv.4) +15%
 [PvP] Spiky Helmet	Tank	— [PvP] Enemy's critical chance -4% — Max. HP +5% of the base stat — [PvP] Enemy's critical damage -8% — [PvP] Debuff protect. (lv.4) +15%	<b>[NEW]</b> — [PvP] Enemy's magic soft damage -5% — Max. HP +5% of the base stat — [PvP] Enemy's critical damage -8% — [PvP] Debuff protect. (lv.4) +15%
 [PvP] Legendary Headband	DPS	— [PvP] Critical chance +5% — [PvP] All resistance drain +6 — [PvP] Hit rate +100 — [PvP] Debuff protect. (lv.4) +15%	— [PvP] Critical chance +5% — [PvP] All resistance drain +6 — [PvP] Hit rate +100 — [PvP] Debuff protect. (lv.4) +15% <b>[NEW]</b> — [PvP] Final damage of basic attacks is increased by user's total critical chance * 1
Masks			
 [PvP] Mask of the Master	Tank	— [PvP] Enemy's critical chance -3% — [PvP] Enemy's critical damage -6% — Max. HP +8% of the base stat — [PvP] Debuff protect. (lv.4) +10%	<b>[NEW]</b> — [PvP] Enemy's magic soft damage -5% — [PvP] Enemy's critical damage -6% — Max. HP +8% of the base stat — [PvP] Debuff protect. (lv.4) +10%










 [PvP] Knight Mask	Assassin	<ul style="list-style-type: none"> <li>— [PvP] Hit rate +100</li> <li><b>[REMOVED]</b> — [PvP] Critical damage +8%</li> <li>— [PvP] All resistance drain +6</li> <li>— [PvP] Debuff protect. (lv.4) +10%</li> </ul>	<ul style="list-style-type: none"> <li><b>[NEW]</b> — [PvP] Skill attack power +80</li> <li><b>[NEW]</b> — Enemy's defence -20</li> <li>— [PvP] Hit rate +100</li> <li>— [PvP] All resistance drain +6</li> <li>— [PvP] Debuff protect. (lv.4) +10%</li> </ul>
 [PvP] Jötunheim Beast's Mask	Bruiser	<ul style="list-style-type: none"> <li><b>[REMOVED]</b> — [PvP] Enemy's magic soft damage -5%</li> <li>— Max. HP +5% of the base stat</li> <li>— Debuff protection (lv.4) +10%</li> </ul>	<ul style="list-style-type: none"> <li><b>[NEW]</b> — [PvP] Attack power +9% of the user's base attack stat</li> <li>— Max. HP <b>+6%</b> of the base stat</li> <li>— Debuff protection (lv.4) +10%</li> </ul>
 [PvP] Legendary Mask	DPS	<ul style="list-style-type: none"> <li>— [PvP] Critical chance +4%</li> <li>— [PvP] All resistance drain +6</li> <li>— [PvP] Hit rate +100</li> <li>— [PvP] Debuff protect. (lv.4) +10%</li> </ul>	<ul style="list-style-type: none"> <li>— [PvP] Critical chance +4%</li> <li>— [PvP] All resistance drain +6</li> <li>— [PvP] Hit rate +100</li> <li>— [PvP] Debuff protect. (lv.4) +10%</li> <li><b>[NEW]</b> — [PvP] Final damage of basic attacks is increased by user's total critical chance * 1</li> </ul>
Jewelry			
 [PvP] Lich Energy Necklace	Assassin		<b>[NEW]</b> — [PvP] Skill attack power +80
 [PvP] Lich Energy Ring	Assassin		<b>[NEW]</b> — [PvP] Skill attack power +80
 [PvP] Lich Energy Bracelet	Assassin		<b>[NEW]</b> — [PvP] Skill attack power +80
 [PvP] Legendary Necklace	DPS		<b>[NEW]</b> — Recovers user's critical chance * 5 HP for each basic attack landed
 [PvP] Legendary Ring	DPS		<b>[NEW]</b> — Recovers user's critical chance * 4 HP for each basic attack landed
 [PvP] Legendary Bracelet	DPS		<b>[NEW]</b> — Recovers user's critical chance * 5 HP for each basic attack landed
<b>[NEW]</b>  [PvP] Jotunheim Sky Dragon's Necklace	Bruiser		<ul style="list-style-type: none"> <li>— [PvP] Attack power +10% of the user's base attack stat</li> <li>— [PvP] Has a 2% chance to increase damage caused by 1%</li> <li>— Max. HP +8% of the base stat</li> </ul>

 [NEW] [PvP] Jotunhëim Sky Dragon's Ring	Bruiser		<ul style="list-style-type: none"> <li>— [PvP] Attack power +10% of the user's base attack stat</li> <li>— [PvP] Has a 1% chance to increase damage caused by 1%</li> <li>— Max. HP +7% of the base stat</li> </ul>
 [NEW] [PvP] Jotunhëim Sky Dragon's Bracelet	Bruiser		<ul style="list-style-type: none"> <li>— [PvP] Attack power +10% of the user's base attack stat</li> <li>— [PvP] Has a 2% chance to increase damage caused by 1%</li> <li>— Max. HP +8% of the base stat</li> </ul>
Gloves			
 [PvP] Dragonrider's Gloves	Assassin	<p>[REMOVED] — [PvP] Critical damage +10%</p> <ul style="list-style-type: none"> <li>— [PvP] All elemental energies +150</li> <li>— [PvP] Has a 1% chance to increase damage caused by 4%</li> <li>— [PvP] Hit rate +100</li> </ul>	<p>[NEW] — [PvP] Attack power +100</p> <p>[NEW] — Enemy's defence -25</p> <ul style="list-style-type: none"> <li>— [PvP] All elemental energies +150</li> <li>— [PvP] Has a 1% chance to increase damage caused by 4%</li> <li>— [PvP] Hit rate +100</li> </ul>
 [NEW] [PvP] Jotunhëim Sky Dragon's Gloves	Bruiser		<ul style="list-style-type: none"> <li>— [PvP] Attack power +10% of the user's base attack stat</li> <li>— Max. HP +7% of the base stat</li> <li>— [PvP] Hit rate +150</li> </ul>
 [PvP] Legendary Gloves	DPS	<p>[REMOVED] — [PvP] All elemental energies +150</p> <ul style="list-style-type: none"> <li>— [PvP] Dodge +200</li> <li>— [PvP] Hit rate +200</li> <li>— [PvP] Has a 4% chance to increase damage caused by 1%</li> </ul>	<p>Dodge: 200</p> <p>[NEW] — [PvP] Attack power +20</p> <p>[NEW] — [PvP] Critical chance +5%</p> <ul style="list-style-type: none"> <li>— [PvP] Hit rate +200</li> <li>— [PvP] Has a 4% chance to increase damage caused by 1%</li> </ul>
Boots			
 [PvP] Dragonrider's Shoes	Assassin	<p>[REMOVED] — [PvP] Critical chance +4%</p> <ul style="list-style-type: none"> <li>— [PvP] All elemental energies +200</li> <li>— Movement speed +1</li> </ul>	<p>[NEW] — [PvP] Attack power +50</p> <p>[NEW] — [PvP] Movement speed +1 if user's defence reduction is equal or higher than 200</p> <ul style="list-style-type: none"> <li>— [PvP] All elemental energies +200</li> <li>— Movement speed +1</li> </ul>
 [NEW] [PvP] Jotunhëim Sky Dragon's Shoes			<ul style="list-style-type: none"> <li>— [PvP] Attack power +20% of the user's base attack stat</li> <li>— Max. HP +18% of the base stat</li> <li>— Movement speed +1</li> </ul>
 [PvP] Black Leather Shoes	Tanky	<ul style="list-style-type: none"> <li>— [PvP] Enemy's attack power -10%</li> <li>— Max. HP +25% of the base stat</li> </ul>	<p>[NEW] — Movement speed +1</p> <ul style="list-style-type: none"> <li>— [PvP] Enemy's attack power -10%</li> <li>— Max. HP +25% of the base stat</li> </ul>













 [PvP] Legendary Boots	DPS	<p>— [PvP] Dodge +150</p> <p><b>[REMOVED]</b> — Movement speed +2</p>	<p><b>[NEW]</b> — [PvP] Critical chance +3%</p> <p><b>[NEW]</b> — Movement speed is increased by user's critical chance /40 (max. 2)</p> <p>— [PvP] Dodge +150</p>
Trophies			
 [PvP] Mystical Meteorite I	Tank		<b>[NEW]</b> — User's soft damage -2%
 [PvP] Mystical Meteorite II	Tank		<b>[NEW]</b> — User's soft damage -4%
 [PvP] Mystical Meteorite III	Tank		<b>[NEW]</b> — User's soft damage -6%
 [PvP] Viking Axe I	Bruiser	<p><b>[REMOVED]</b> — [PvP] Attack power +40</p> <p>— [PvP] Skills cooldown -2% (max. 20%)</p> <p>— Max. HP +6% of the base stat</p>	<p><b>[NEW]</b> — [PvP] Attack power +10% of the user's base attack stat</p> <p>— [PvP] Skills cooldown -2% (max. 20%)</p> <p>— Max. HP +7% of the base stat</p>
 [PvP] Viking Axe II	Bruiser	<p><b>[REMOVED]</b> — [PvP] Attack power +80</p> <p>— [PvP] Skills cooldown -5% (max. 20%)</p> <p>— Max. HP +12% of the base stat</p>	<p><b>[NEW]</b> — [PvP] Attack power +20% of the user's base attack stat</p> <p>— [PvP] Skills cooldown -5% (max. 20%)</p> <p>— Max. HP +14% of the base stat</p>
 [PvP] Viking Axe III	Bruiser	<p><b>[REMOVED]</b> — [PvP] Attack power +150</p> <p>— [PvP] Skills cooldown -10% (max. 20%)</p> <p>— Max. HP +25% of the base stat</p>	<p><b>[NEW]</b> — [PvP] Attack power +40% of the user's base attack stat</p> <p>— [PvP] Skills cooldown -10% (max. 20%)</p> <p>— Max. HP +28% of the base stat</p>
 [PvP] Forgotten Hero's Arrowhead I	DPS (Basic attack)	<p>— [PvP] Hit rate +30</p> <p><b>[REMOVED]</b> — Every 8 attacks, [Hunter's Sharp Eye I] is received</p> <p>— [PvP] Critical chance +2%</p> <hr/> <p> Hunter's Sharp Eye I</p> <p>Magic Buff (Level 3) Duration: 3 seconds</p> <p>— [PvP] Damage +1% of the enemy's current HP</p> <p><b>[REMOVED]</b> — [PvP] Final damage is</p>	<p><b>[NEW]</b> — Every 7 basic attacks, [Hunter's Sharp Eye I] is received</p> <p>— [PvP] Critical chance +2%</p> <p>— [PvP] Hit rate +30</p> <hr/> <p> Hunter's Sharp Eye I</p> <p>Magic Buff (Level 3) Duration: 3 seconds</p> <p>— [PvP] Damage +1% of the enemy's current HP</p> <p><b>[NEW]</b> — [PvP] Final damage of basic</p>

		<p>increased by user's total critical chance *2</p> <p>Side Effect: after 0.1 seconds Disappears upon landing a hit</p>	<p>attacks is increased by user's total critical chance *2</p> <p>Side Effect: after 0.1 seconds Disappears upon landing a hit</p>
 [PvP] Forgotten Hero's Arrowhead II	DPS (Basic attack)	<p>— [PvP] Hit rate +80</p> <p><b>[REMOVED]</b> — Every 6 attacks, [Hunter's Sharp Eye II] is received</p> <p>— [PvP] Critical chance +4%</p> <hr/> <p> Hunter's Sharp Eye II</p> <p>Magic Buff (Level 3) Duration: 4 seconds</p> <p>— [PvP] Damage +2% of the enemy's current HP</p> <p><b>[REMOVED]</b> — [PvP] Final damage is increased by user's total critical chance *5</p> <p>Side Effect: after 0.1 seconds Disappears upon landing a hit</p>	<p><b>[NEW]</b> — Every 5 basic attacks, [Hunter's Sharp Eye II] is received</p> <p>— [PvP] Critical chance +4%</p> <p>— [PvP] Hit rate +80</p> <hr/> <p> Hunter's Sharp Eye II</p> <p>Magic Buff (Level 3) Duration: 4 seconds</p> <p>— [PvP] Damage +2% of the enemy's current HP</p> <p><b>[NEW]</b> — [PvP] Final damage of basic attacks is increased by user's total critical chance *4</p> <p>Side Effect: after 0.1 seconds Disappears upon landing a hit</p>
 [PvP] Forgotten Hero's Arrowhead III	DPS (Basic attack)	<p>— [PvP] Hit rate +150</p> <p><b>[REMOVED]</b> — Every 4 attacks, [Hunter's Sharp Eye III] is received</p> <p>— [PvP] Critical chance +8%</p> <hr/> <p> Hunter's Sharp Eye III</p> <p>Magic Buff (Level 3) Duration: 5 seconds</p> <p>— [PvP] Damage +3% of the enemy's current HP</p> <p><b>[REMOVED]</b> — [PvP] Final damage is increased by user's total critical chance *12</p> <p>Side Effect: after 0.1 seconds Disappears upon landing a hit</p>	<p><b>[NEW]</b> — Every 3 basic attacks, [Hunter's Sharp Eye III] is received</p> <p>— [PvP] Critical chance +8%</p> <p>— [PvP] Hit rate +150</p> <hr/> <p> Hunter's Sharp Eye III</p> <p>Magic Buff (Level 3) Duration: 5 seconds</p> <p>— [PvP] Damage +3% of the enemy's current HP</p> <p><b>[NEW]</b> — [PvP] Final damage of basic attacks is increased by user's total critical chance *8</p> <p>Side Effect: after 0.1 seconds Disappears upon landing a hit</p>

 [PvP] Rusty Knife Edge I	Assassin	[REMOVED] — [PvP] Attack power +30	[NEW] — [PvP] Skill attack power +30
 [PvP] Rusty Knife Edge II	Assassin	[REMOVED] — [PvP] Attack power +90	[NEW] — [PvP] Skill attack power +90
 [PvP] Rusty Knife Edge II	Assassin	[REMOVED] — [PvP] Attack power +180	[NEW] — [PvP] Skill attack power +180


Name	Explanation	Original	New
Costume Hats			
 Frost Warrior's Helm (Permanent)		[REMOVED] — Every 4 attacks, [  Sharpened Instinct] is received	[NEW] — Every 3 basic attacks, [  Sharpened Instinct] is received <hr/>  Sharpened Instinct  General Buff (Level 5) Duration: 4 seconds  You receive the ability to see through your enemy's weak spot.  — [PvP] Final damage caused by basic attacks +1% of the enemy's total HP  Side Effect: after 0.1 seconds — Disappears upon landing a basic attack
 Illusionist's Top Hat (Permanent)		— Attack Power +50 — Critical damage +3% — If the user's ability to move is negatively affected, there's a 100% chance of receiving [  Trickery] <hr/>  Trickery  General Buff (Level 1) Duration: 4 seconds  [REMOVED] — Sneak in	— Attack Power +50 — Critical damage +3% — If the user's ability to move is negatively affected, there's a 100% chance of receiving [  Tricks] <hr/>  Tricks  General Buff (Level 1) Duration: 10 seconds  This effect has a cooldown of 25 seconds




		<p><b>[REMOVED]</b> — Movement speed -20%</p> <p><b>[REMOVED]</b> — Has a 100% chance of removing all stunning effects</p> <p>Side Effect: after 0.1 seconds</p> <p><b>[REMOVED]</b> — Disappears upon landing a hit</p>	<p><b>[NEW]</b> — Movement speed +5</p> <p><b>[NEW]</b> — Resists forced movement with 100% chance</p>
 Hunter Cap (Permanent)	Best in Slot DPS	<p>— Attack Power +60</p> <p>— Critical chance +2%</p> <p><b>[REMOVED]</b> — Every 4 attacks,  Hunter's Bloodthirst] is received</p> <hr/> <p> Hunter's Bloodthirst</p> <p>General Buff (Level 3) Duration: 5 seconds</p> <p>This effect has 16 seconds of cooldown.</p> <p><b>[REMOVED]</b> — [PvP] Final damage +20% of user's plain attack (max. 30%)</p> <p>Side Effect: after 2 seconds</p> <p>— Movement speed +1</p>	<p><b>[NEW]</b> — Every <b>3 basic</b> attacks,  Hunter's Bloodthirst] is received</p> <p>— Attack Power <b>+80</b></p> <p>— Critical chance +2%</p> <hr/> <p> Hunter's Bloodthirst</p> <p>General Buff (Level 3) Duration: <b>3</b> seconds</p> <p><b>[REMOVED]</b> This effect has 16 seconds of cooldown.</p> <p><b>[NEW]</b> — [PvP] Final damage of basic attacks is increased by user's total critical chance * 8</p> <p>Side Effect: after 2 seconds</p> <p>— Movement speed +1</p>
 Fluffy Rabbit Ears (m) (Permanent)		<p><b>[REMOVED]</b> — Every 3 attacks,  Bunny Power] is received</p> <hr/> <p> Bunny Power</p> <p>Magic Buff (Level 1) Duration: 4 seconds</p> <p>This effect has 8 seconds of cooldown.</p> <p>— On attack, there's a 100% chance of inflicting  Bunny Curse] on your opponent (ignores debuff protection)</p> <p>Side Effect: after 0.1 seconds</p> <p><b>[REMOVED]</b> — Disappears upon landing a hit</p>	<p><b>[NEW]</b> — Every 3 basic attacks,  Bunny Power] is received</p> <hr/> <p> Bunny Power</p> <p>Magic Buff (Level 1) Duration: 4 seconds</p> <p>This effect has 8 seconds of cooldown.</p> <p>— On attack, there's a 100% chance of inflicting  Bunny Curse] on your opponent (ignores debuff protection)</p> <p>Side Effect: after 0.1 seconds</p> <p><b>[NEW]</b> — Disappears upon landing a basic attack</p>

		 Bunny Curse General Debuff (Level 5) Duration: 2 seconds  [REMOVED] — Enemy's critical chance +15% — Movement speed -2	 Bunny Curse General Debuff (Level 5) Duration: 2 seconds  [NEW] — [PvP] Damage received from basic attacks +10% — Movement speed -2
 Magic Hat of Light (Permanent)	DPS Skill	— Every 5 attacks, [  Arcane Accelerator] is received <hr/>  Arcane Accelerator  Magic Buff (Level 1) Duration: 6 seconds  This effect has 60 seconds of cooldown.  [REMOVED] — Damage caused from magic attacks +25% — Skill Cooldown -15% (max. 30%)  Side Effect: after 0.1 seconds — Disappears upon landing a hit	[NEW] — Attack power +60 [NEW] — Every 4 skills, [  Arcane Accelerator] is received <hr/>  Arcane Accelerator  Magic Buff (Level 1) Duration: 8 seconds  — Skill Cooldown -10% (max. 30%) — [PvP] Damage to HP conversion +15% [NEW] — [PvP] Final damage caused by skills increased by (enemy's total HP/50000)%  Side Effect: after 0.1 seconds [NEW] — Disappears upon landing 2 hits
 Karate Hairstyle (Permanent)	Best in Slot Bruiser	[REMOVED] — Attack Power +30 [REMOVED] — Defence +30 [REMOVED] — Maximum HP +1000 [REMOVED] — Upon parrying an incoming attack successfully, there's a 100% chance of receiving [  Saiyan Pride] <hr/>  Saiyan Pride  General Buff (Level 5) Duration: 4 seconds  This effect has 12 seconds of cooldown.  [REMOVED] — [PvP] Attack Power +15% [REMOVED] — [PvP] Damage received	[NEW] — [PvP] Attack power +15% of the user's base attack stat [NEW] — Max. HP +7% of the base stat [NEW] — On attack, has a 40% chance to receive [  Saiyan Pride] <hr/>  Saiyan Pride  General Buff (Level 5) Duration: 4 seconds  This effect has 8 seconds of cooldown.  [NEW] — [PvP] Final damage is increased by user's base attack power *1 [NEW] — [PvP] Damage received -(user's base attack power / 100)% [NEW] — [PvP] Damage received -(user's








		-30%	total HP / 9500)%
 Jotun Khal's Hat (Permanent)	Best in Slot Assassin	<p>[REMOVED] — Critical chance +2%</p> <p>[REMOVED] — Magic Attack Power +30</p> <p>[REMOVED] — Critical damage +4%</p> <p>— Attack Power +60</p>	<p>[NEW] — Upon casting [PvP] Treacherous Strike has 100% chance to receive [Jotun's Fury]</p> <p>— Attack Power +150</p> <p>— Enemy's defence -40</p> <hr/> <p>Jotun's Berserk Gene</p> <p>General Buff (Level 5) Duration: 3 seconds</p> <p>— On skill usage, there's a 100% chance of summoning an onyx clone to carry an additional attack and deal 50% of the damage you have already inflicted.</p> <p>Side effect: after 0.1 seconds</p> <p>— This effect disappears upon landing a hit</p> <p>Jotun's Weak Berserk Gene occurs, in releasing at the probability of 100%</p> <hr/> <p>Jotun's Weak Berserk Gene</p> <p>General Buff (Level 5) Duration: 3 seconds</p> <p>— On skill usage, there's a 100% chance of summoning an onyx clone to carry an additional attack and deal 35% of the damage you have already inflicted.</p> <p>Side effect: after 0.1 seconds</p> <p>— This effect disappears upon landing a hit</p>
 Plague Mask/Hat (Permanent)	Best in Slot Tank	<p>[REMOVED] — Defence +80</p> <p>[REMOVED] — On defence, has a 5% chance to receive [Health Shield]</p> <p>— Experience Gain +5%</p> <hr/> <p> Health Shield</p> <p>General Buff</p>	<p>[NEW] — Max. HP +15% of the base stat</p> <p>[NEW] — Every 5 enemy attacks, [Health Shield] is received.</p> <p>— Experience Gain +5%</p> <hr/> <p> Health Shield</p> <p>General Buff</p>

		(Level 4) Duration: 2 seconds  This effect has a cooldown of 24 seconds.  — A shield with a value of 15% of the user's total HP is received  Side Effect: after 0.1 seconds — If the HP granted by the shield is lost, this effect disappears	(Level 4) Duration: 3 seconds  This effect has a cooldown of 8 seconds.  — A shield with a value of <b>3%</b> of the user's total HP is received  Side Effect: after 0.1 seconds — If the HP granted by the shield is lost, this effect disappears
Costumes			
 Kitsune Costume (Permanent)	Best in Slot DPS	— Attack Power +30 — Critical chance +1% — [PvP] Movement speed +2	<b>[NEW]</b> — Movement speed is increased by user's critical chance /40 (max. 2) — Attack Power +30 — Critical chance +1%
 Jotun Khal's Costume (Permanent)	Best in Slot Assassin	<b>[REMOVED]</b> — Magic Attack Power +30 <b>[REMOVED]</b> — Critical damage +4% — Attack Power +60 — [PvP] Movement speed +1	<b>[NEW]</b> — Enemy's defence -10 — Attack Power <b>+60</b> <b>[NEW]</b> — [PvP] Movement speed +1 if user's defence reduction is equal or higher than 200 — [PvP] Movement speed +1
 Black Dino Costume (Permanent)	Best in Slot Bruiser		<b>[NEW]</b> — [PvP] Attack power +20% of the user's base attack stat <b>[NEW]</b> — Max. HP +10% of the base stat — [PvP] Movement speed +1
 Karate Gi (Permanent)	Best in Slot Tank	<b>[REMOVED]</b> — Attack Power +30 <b>[REMOVED]</b> — Defence +30 <b>[REMOVED]</b> — [PvP] Dashing Skill Damage +3% (max. 20) — [PvP] Movement speed +1	<b>[NEW]</b> — On defence, causes 15% of the user's final defence as damage to the enemy (max. 3250 in PvP) <b>[NEW]</b> — Max. HP +15% of the base stat — [PvP] Movement speed +1
Costume Wings			
 Phoenix Costume Wings	Best in Slot DPS	<b>[REMOVED]</b> — When attacking, there's a 20% chance to cast phoenix flame that deals 15% of the original attack's damage	<b>[NEW]</b> — Every 3 basic attacks, [Phoenix Aura] is received  <hr/> Phoenix Aura  General Buff (Level 4) Duration: 3 seconds  <b>[NEW]</b> — When attacking, there's a 100% chance to cast a phoenix flame that deals 20% of the original basic attack's damage

			<p>Side effect: after 0.1 seconds.</p> <p><b>[NEW]</b> — Disappears upon landing a basic attack</p>
<p><b>[NEW]</b>  Gears of War Costume Wings</p>	Best in Slot Bruiser		<p>— Every 4 attacks,  Like Clockwork is received</p> <hr/> <p> Like Clockwork</p> <p>General Buff (Level 4) Duration: 10 seconds</p> <p>— Base damage +30% — [PvP] Damage to HP conversion +10% — Disappears upon landing 2 hits</p>
<p> Jötunheim Dragon's Costume Wings</p>	Best in Slot Assassin	<p><b>[REMOVED]</b> — [PvP] If the user reduces 8% of their enemy's total HP from a single blow, [  Jötunheim Dragon's Breath ] is caused (ignores debuff protection)</p> <hr/> <p> Jötunheim Dragon's Breath</p> <p>Disease Debuff (Level 3) Duration: 6 seconds</p> <p>This effect has 16 seconds of cooldown.</p> <p>— Defence level upgrade -3 — Every 2 seconds: Decreases 400 HP — Every 2 seconds: Around 2 fields apply [  Jötunheim Dragon's Breath ] on allies</p> <hr/> <p> Jötunheim Dragon's Breath</p> <p>Disease Debuff (Level 3) Duration: 6 seconds</p> <p>This effect has 16 seconds of cooldown.</p> <p>— Defence level upgrade -3</p>	<p><b>[NEW]</b> — [PvP] If the user reduces 14% of their enemy's total HP from a single blow, [  Jötunheim Dragon's Breath ] is received</p> <hr/> <p> Jötunheim Dragon's Breath</p> <p>Buff (Level 3) Duration: 5 seconds</p> <p>This effect has 30 seconds of cooldown.</p> <p>— [PvP] Damage caused +30%</p> <p>Side effect: after 0.1 seconds</p> <p>— This effect disappears upon landing a hit</p> <hr/> <p>[  Weak Jötunheim Dragon's Breath ] occurs, in releasing at the probability of 100%</p> <hr/> <p> Weak Jötunheim Dragon's Breath</p> <p>Buff (Level 2) Duration: 4 seconds</p> <p>— [PvP] Damage caused +20%</p> <p>Side effect: after 0.1 seconds</p>










		<div>— Every 2 seconds: Decreases 400 HP</div> <div>— Every 2 seconds: Around 2 fields</div> <div>apply [ Jötunheim Dragon's Breath] on allies</div>	<div>— This effect disappears upon landing a hit</div> <div>[ Sky Dragon's Sneak] occurs, in releasing at the probability of 100%</div> <div><div> Sky Dragon's Sneak</div><div>Buff</div><div>(Level 1)</div><div>Duration: 6 seconds</div></div> <div>— Sneak in</div> <div>— Movement speed +3</div>
<div>[NEW]  Golden Eagle Costume Wings</div>	Best in Slot Tank		<div>— If the user receives a life shield effect, [ Golden Eagle Shield] is received</div> <div><div> Golden Eagle Shield</div><div>General Buff</div><div>(Level 4)</div><div>Duration: 4 seconds</div></div> <div>— [PvP] Damage received is decreased by player's total HP / 9500</div> <div>— On defence, causes 10% of the user's final defence as damage to the enemy (max. 3250 in PvP)</div>
Weapon Cover			
<div> Winter Sword (Permanent)</div> <div> Winter Bow (Permanent)</div> <div> Winter Wand (Permanent)</div> <div> Winter Gauntlets (Permanent)</div>		<div>[REMOVED] — When attacking, there's a 25% chance to cast a freezing blast that deals 10% of the original attack's damage</div> <div>— Attack Power +80</div>	<div>[NEW] — Every 4 basic attacks, [ Freezing Blast] is received</div> <div>— Attack Power +80</div> <div><div> Freezing Blast</div><div>General Buff</div><div>(Level 5)</div><div>Duration: 3 seconds</div></div> <div>[NEW] — There's a 100% chance to cast a freezing blast that deals 15% of the original basic attack's damage</div> <div>Side effect: after 0.1 seconds.</div> <div>[NEW] — Disappears upon landing a basic</div>















			attack
<div>[NEW]  Laser Sword (Permanent)</div> <div>[NEW]  Laser Bow (Permanent)</div> <div>[NEW]  Laser Wand (Permanent)</div> <div>[NEW]  Laser Glove (Permanent)</div>	Best in Slot DPS		<p>— Every 4 basic attacks, [ Energy prism] is received</p> <p>— Attack Power +100</p> <hr/> <p> Energy prism</p> <p>General Buff (Level 5) Duration: 3 seconds</p> <p>[NEW] — There's a 100% chance to cast a freezing blast that deals 20% of the user's basic attack's damage</p> <p>[NEW] — Recovers user's critical chance * 25 HP for each basic attack landed</p> <p>Side effect: after 0.1 seconds. [NEW] — Disappears upon landing a basic attack</p>
<div> Jotun Khal Power Sword</div> <div> Jötunheim Beasts Bow</div> <div> Jötunheim Beast Glove</div>	Best in Slot Assassin	[All prior stats REMOVED]	<p>[NEW] — [PvP] Attack power +200</p> <p>[NEW] — [PvP] Critical damage +30%</p>
<div> Jotun Khal Power Wand</div>	Best in Slot Assassin	[All prior stats REMOVED]	<p>[NEW] — [PvP] Attack power +200</p> <p>[NEW] — [PvP] Skill magic damage caused +10%</p>
<div>[NEW]  Magic Wind Sword (Permanent)</div> <div>[NEW]  Magic Wind Bow (Permanent)</div> <div>[NEW]  Magic Wind Wand (Permanent)</div> <div>[NEW]  Magic Wind Mechanical Gloves (Permanent)</div>	Best in Slot Bruiser		<p>— Attack power +100</p> <p>— [PvP] Attack power +15% of the user's base attack stat</p>

 Heavy Claymore <b>[NEW]</b> (Permanent)	Best in Slot Tank		— [PvP] Final damage is increased by ((player's total HP - 185000 / 45) — On defence, causes 7% of the user's final defence as damage to the enemy (max. 3250 in PvP)
 Titanium Bow <b>[NEW]</b> (Permanent)			
 Steel Wing Wand <b>[NEW]</b> (Permanent)			
 Heavy Rock Gloves <b>[NEW]</b> (Permanent)			
Wing Cover			
 Titan Wings		General Buff (Level 10) Duration: 300 seconds  — Max. HP +5% of the base stat — Defence +80  — Every 4 enemy attacks, [Titanium Spikes] is received   Titanium Spikes  General Buff (Level 4) Duration: 8 seconds  — On defence, causes 20% of the user's final defence as damage to the enemy (max. 3250 in PvP) — On defence, has a 100% chance to cause [Not so Serious Wounds] on your opponent (ignores debuff protection)	General Buff (Level 10) Duration: 300 seconds  — Max. HP +5% of the base stat — Defence +80  — Every 4 enemy attacks, [Titanium Spikes] is received   Titanium Spikes  General Buff (Level 4) Duration: 8 seconds  — On defence, causes 15% of the user's final defence as damage to the enemy (max. 3250 in PvP) — On defence, has a 100% chance to cause [Not so Serious Wounds] on your opponent (ignores debuff protection)
 Golden Wings		General Buff (Level 10) Duration: 300 seconds  <b>[REMOVED]</b> — When attacking, there's a 20% chance of firing an arrow that deals 15% of the original attack's damage — Critical chance +20% of the user's total — Movement speed +1	General Buff (Level 10) Duration: 300 seconds  <b>[NEW]</b> — Every 4 basic attacks [Golden Arrow] is received — Critical chance +20% of the user's total — Movement speed +1

			 Golden Arrow  Buff (Level 3) Duration: 3.0 seconds <b>[NEW]</b> — There's a 100% chance of firing an arrow that deals 15% of the original basic attack's damage  Side Effect: after 0.1 seconds <b>[NEW]</b> — Disappears upon landing a basic attack
 [PvP] Zephyr Wings		General Buff (Level 10) Duration: 300 seconds  <b>[REMOVED]</b> — Every 4 attacks,  [PvP] Agile as the wind] is received — [PvP] Attack power +60 — Every 10 seconds: Has a 100% chance of removing all stunning effects  Side Effect: after 0.1 seconds <b>[REMOVED]</b> — [PvP] Movement speed +2	General Buff (Level 10) Duration: 300 seconds  <b>[NEW]</b> — Every 3 basic attacks,  [PvP] Agile as the wind] is received — [PvP] Attack power +60 — Every 10 seconds: Has a 100% chance of removing all stunning effects  Side Effect: after 0.1 seconds <b>[NEW]</b> — Received debuff duration -15% (max. 50%) <b>[NEW]</b> — Movement speed is increased by user's critical chance /40 (max. 2)
 [PvP] Frost Champion Wings		<b>[REMOVED]</b> — Every 3 attacks,  [PvP] Unmatched] is received — [PvP] Critical chance +30% of the user's total — [PvP] Movement speed +2  <hr/>  Unmatched  Magic Buff (Level 4) Duration: 4 seconds  <b>[REMOVED]</b> — [PvP] Has a 15% chance to increase damage caused by 5% <b>[REMOVED]</b> — [PvP] Final damage +20% of user's plain attack (max. 30%) — On attack, has a 15% chance to cause  Slight Paralysis]	<b>[NEW]</b> — Every 3 basic attacks  [PvP] Unmatched] is received — [PvP] Critical chance +30% of the user's total — [PvP] Movement speed +2  <hr/>  Unmatched  Magic Buff (Level 4) Duration: 4 seconds  <b>[NEW]</b> — There's a 100% chance to cast a freezing blast that deals 25% of the original basic attack's damage <b>[NEW]</b> — [PvP] Final damage of basic attacks is increased by user's total critical chance *10 — On attack, has a 15% chance to cause [








		<p>Side Effect: after 0.1 seconds  <del>[REMOVED]</del> — Disappears upon landing a hit</p>	<p>Slight Paralysis]</p> <p>Side Effect: after 0.1 seconds  <del>[NEW]</del> — Disappears upon landing a basic attack</p>
 [PvP] Mega Titan Wings		<p>General Buff            (Level 10)            Duration: 300 seconds</p> <p><del>[REMOVED]</del> — [PvP] Attack power +50  <del>[REMOVED]</del> — [PvP] Defence +50            — If user's HP is reduced below 20% of its total,  Titan Shield] is received</p> <p>Side Effect: after 0.1 seconds            — Every 4 enemy attacks,  Titan Fury] is received            — [PvP] Movement speed +1</p> <hr/> <p> Titan Shield</p> <p>General Buff            (Level 4)            Duration: 10 seconds</p> <p>This effect has a cooldown of 90 seconds.</p> <p>— A shield with a value of 15% of the user's total HP is received            — Never receives critical hits            — Damage received from magic attacks -20%</p> <p>Side Effect: after 0.1 seconds            — If the HP granted by the shield is lost, this effect disappears</p> <hr/> <p> Titan Fury</p> <p>General Buff            (Level 4)            Duration: 6 seconds</p> <p>This effect has a cooldown of 12 seconds.</p>	<p>General Buff            (Level 10)            Duration: 300 seconds</p> <p><del>[NEW]</del> — Attack power +10% of the user's base attack stat  <del>[NEW]</del> — Max. HP +6% of the base stat            — If user's HP is reduced below 20% of its total,  Titan Shield] is received</p> <p>Side Effect: after 0.1 seconds            — Every 4 enemy attacks,  Titan Fury] is received            — [PvP] Movement speed +1</p> <hr/> <p> Titan Shield</p> <p>General Buff            (Level 4)            Duration: 10 seconds</p> <p>This effect has a cooldown of 90 seconds.</p> <p>— A shield with a value of 15% of the user's total HP is received            — Never receives critical hits            — Damage received from magic attacks -20%</p> <p>Side Effect: after 0.1 seconds            — If the HP granted by the shield is lost, this effect disappears</p> <hr/> <p> Titan Fury</p> <p>General Buff            (Level 4)            Duration: 6 seconds</p> <p>This effect has a cooldown of <del>8</del> seconds.</p> <p><del>[NEW]</del> — [PvP] Damage received -(user's</p>



		<p>— [PvP] Final damage caused +1500</p> <p>Side Effect: after 0.1 seconds  <del>[REMOVED]</del> — There's a 100% chance of causing   Titan Swift  — Disappears upon landing a hit</p>	<p>base attack power / 100)%  — [PvP] Final damage is increased by user's base attack power *2</p> <p>Side Effect: after 0.1 seconds  — Disappears upon landing a hit</p>
 [PvP] Lightning Wings		<p>General Buff  (Level 3)  Duration: 300 seconds</p> <p><del>[REMOVED]</del> — [PvP] Defence +80  <del>[REMOVED]</del> — Maximum HP +10%</p> <p>— Every 6 enemy attacks,  Electrizing Aura is received</p> <p>Side Effect: after 0.1 seconds  Movement speed +1  <del>[REMOVED]</del> — Chance to cause a debuff (lvl.4) +15%</p> <hr/> <p> Electrizing Aura</p> <p>General Buff  (Level 3)  Duration: 12 seconds  This effect has a cooldown of 18 seconds</p> <p>— Every 2 seconds: Around 3 fields inflict  Electrocuted on enemies  — Movement speed +1</p>	<p>General Buff  (Level 3)  Duration: 300 seconds</p> <p><span style="color: green;">[NEW]</span> — On defence, causes 15% of the user's final defence as damage to the enemy (max. 3250 in PvP)  <span style="color: green;">[NEW]</span> — Maximum HP +10% of the user's base stat</p> <p>— Every 6 enemy attacks,  Electrizing Aura is received</p> <p>Side Effect: after 0.1 seconds  — Movement speed +1</p> <hr/> <p> Electrizing Aura</p> <p>General Buff  (Level 3)  Duration: 12 seconds  This effect has a cooldown of 18 seconds</p> <p>— Every 2 seconds: Around 3 fields inflict  Electrocuted on enemies  — Movement speed +1</p>
Weapon			
 [PvP] Courageous Dragonslayer		<p>Min Damage: 1350  Min Damage: 1390  Hit Rate: 260  Crit Chance: 20  Crit Damage: 260</p> <p>— [PvP] Has a 55% chance to increase melee damage by 65%  — [PvP] All elemental energies +230  — [PvP] All resistance drain +35</p>	<p>Min Damage: 1500  Min Damage: 1540  Hit Rate: 260  Crit Chance: 20  Crit Damage: 250</p> <p>— [PvP] Has a 55% chance to increase melee damage by <span style="color: green;">60%</span>  — [PvP] All elemental energies +230  — [PvP] All resistance drain +35</p>

		<p>— Upon using a dash, there is a 100% chance of receiving  [PvP] Courage]</p> <p>— Has a 100% chance to unlock  [PvP] Explosive Shield</p>	<p>— Upon using a dash, there is a 100% chance of receiving  [PvP] Courage]</p> <p>— Has a 100% chance to unlock  [PvP] Explosive Shield</p>
 [PvP] Courageous Dragon Crystal Crossbow		<p>Min Damage: 1238 Min Damage: 1278 Hit Rate: 225 Crit Chance: 22 Crit Damage: 225</p> <p>— [PvP] Has a 60% chance to increase ranged damage by 70%</p> <p>— [PvP] All elemental energies +70</p> <p>— [PvP] All resistance drain +25</p> <p>— Upon using a dash, there is a 100% chance of receiving  [PvP] Courage]</p> <p>— Has a 100% chance to unlock  [PvP] Explosive Shield</p>	<p>Min Damage: 1388 Min Damage: 1428 Hit Rate: 225 Crit Chance: 22 Crit Damage: 215</p> <p>— [PvP] Has a 60% chance to increase ranged damage by <b>65%</b></p> <p>— [PvP] All elemental energies +70</p> <p>— [PvP] All resistance drain +25</p> <p>— Upon using a dash, there is a 100% chance of receiving  [PvP] Courage]</p> <p>— Has a 100% chance to unlock  [PvP] Explosive Shield</p>
 [PvP] Courageous Breath of Destruction		<p>Min Damage: 940 Min Damage: 1000 Hit Rate: 240 Crit Chance: 34 Crit Damage: 240</p> <p>— [PvP] Has a 60% chance to increase ranged damage by 75%</p> <p>— [PvP] All elemental Energies +200%</p> <p>— [PvP] All resistance drain +35</p> <p>— Upon using a dash, there is a 100% chance of receiving  [PvP] Courage]</p> <p>— Has a 100% chance to unlock  [PvP] Explosive Shield</p>	<p>Min Damage: <b>1090</b> Min Damage: <b>1150</b> Hit Rate: 240 Crit Chance: 34 Crit Damage: <b>230</b></p> <p>— [PvP] Has a 60% chance to increase ranged damage by <b>70%</b></p> <p>— [PvP] All elemental Energies +200%</p> <p>— [PvP] All resistance drain +35</p> <p>— Upon using a dash, there is a 100% chance of receiving  [PvP] Courage]</p> <p>— Has a 100% chance to unlock  [PvP] Explosive Shield</p>






 [PvP] Courageous Dragon Bone Dagger		Min Damage: 680 Min Damage: 790 Hit Rate: 380 Crit Chance: 15 Crit Damage: 380  — [PvP] Has a 40% chance to increase melee damage by 90% — [PvP] All elemental energies +70 — [PvP] All resistance drain +20 — Upon using a dash, there is a 100% chance of receiving [👊][PvP] Courage] — Has a 100% chance to unlock [🛡️][PvP] Explosive Shield	Min Damage: 780 Min Damage: 890 Hit Rate: 380 Crit Chance: 15 Crit Damage: 370  — [PvP] Has a 40% chance to increase melee damage by 85% — [PvP] All elemental energies +70 — [PvP] All resistance drain +20 — Upon using a dash, there is a 100% chance of receiving [👊][PvP] Courage] — Has a 100% chance to unlock [🛡️][PvP] Explosive Shield
 [PvP] Courageous Freeze Spell Gun		Min Damage: 820 Min Damage: 870 Crit Chance: 22 Crit Damage: 220  — [PvP] Has a 60% chance to increase ranged damage by 75% — [PvP] Maximum MP +14000 — [PvP] All resistance drain +20 — Upon using a dash, there is a 100% chance of receiving [👊][PvP] Courage] — Has a 100% chance to unlock [🛡️][PvP] Explosive Shield	Min Damage: 970 Min Damage: 1020 Crit Chance: 22 Crit Damage: 210  — [PvP] Has a 60% chance to increase ranged damage by 70% — [PvP] Maximum MP +14000 — [PvP] All resistance drain +20 — Upon using a dash, there is a 100% chance of receiving [👊][PvP] Courage] — Has a 100% chance to unlock [🛡️][PvP] Explosive Shield
 [PvP] Courageous Frost Claw		Min Damage: 960 Min Damage: 1010 Hit Rate: 225 Crit Chance: 24 Crit Damage: 225  — [PvP] Has a 40% chance to increase melee damage by 95% — [PvP] All elemental energies +300 — [PvP] All resistance drain +35 — Upon using a dash, there is a 100% chance of receiving [👊][PvP] Courage] — Has a 100% chance to unlock [🛡️][PvP] Explosive Shield	Min Damage: 1110 Min Damage: 1160 Hit Rate: 225 Crit Chance: 24 Crit Damage: 215  — [PvP] Has a 40% chance to increase melee damage by 90% — [PvP] All elemental energies +300 — [PvP] All resistance drain +35 — Upon using a dash, there is a 100% chance of receiving [👊][PvP] Courage] — Has a 100% chance to unlock [🛡️][PvP] Explosive Shield





 [PvP] Malicious Dragon Soul Wand		Min Damage: 900 Min Damage: 940 — [PvP] Has a 60% chance to increase magic damage by 115% — [PvP] All elemental energies +370 — [PvP] All resistance drain +35 — [PvP] If the user reduces 8% of their enemy's total HP from a single blow, [  [PvP] Shadow Strike] is received — Has a 100% chance to unlock [  [PvP] Treacherous Strike]	Min Damage: 900 Min Damage: 940 — [PvP] Has a 60% chance to increase magic damage by <b>95%</b> — [PvP] All elemental energies +370 — [PvP] All resistance drain +35 — [PvP] If the user reduces 8% of their enemy's total HP from a single blow, [  [PvP] Shadow Strike] is received — Has a 100% chance to unlock [  [PvP] Treacherous Strike]
 [PvP] Accurate Dragon Soul Wand		Min Damage: 900 Min Damage: 940 — [PvP] Has a 75% chance to increase magic damage by 95% — [PvP] All elemental energies +370 — [PvP] All resistance drain +35 — [PvP] If the user reduces 10% of their enemy's total HP from a single blow, [  [PvP] Magic Arrow] is received — Has a 100% chance to unlock [  [PvP] Accurate Strike]	Min Damage: 900 Min Damage: 940 — [PvP] Has a 70% chance to increase magic damage by <b>65%</b> — [PvP] All elemental energies +370 — [PvP] All resistance drain +35 — [PvP] If the user reduces 10% of their enemy's total HP from a single blow, [  [PvP] Magic Arrow] is received — Has a 100% chance to unlock [  [PvP] Accurate Strike]
 [PvP] Courageous Dragon Soul Wamatand		Min Damage: 1000 Min Damage: 1040 — [PvP] Has a 60% chance to increase magic damage by 105% — [PvP] All elemental energies +370 — [PvP] All resistance drain +35 — Upon using a dash, there is a 100% chance of receiving [  [PvP] Courage] — Has a 100% chance to unlock [  [PvP] Explosive Shield]	Min Damage: <b>1200</b> Min Damage: <b>1240</b> — [PvP] Has a 60% chance to increase magic damage by <b>80%</b> — [PvP] All elemental energies +370 — [PvP] All resistance drain +35 — Upon using a dash, there is a 100% chance of receiving [  [PvP] Courage] — Has a 100% chance to unlock [  [PvP] Explosive Shield]
 [PvP] Sturdy Dragon Soul Wand		Min Damage: 900 Min Damage: 940 — [PvP] Has a 60% chance to increase magic damage by 95% — [PvP] All elemental energies +370 — [PvP] All resistance drain +35 — Every 3 enemy attacks, [  [PvP]]	Min Damage: 900 Min Damage: 940 — [PvP] Has a 60% chance to increase magic damage by <b>80%</b> — [PvP] All elemental energies +370 — [PvP] All resistance drain +35 — Every 3 enemy attacks, [  [PvP]]

		Resilient Spirit] is received — Has a 100% chance to unlock  [PvP] Titan Soul	Resilient Spirit] is received — Has a 100% chance to unlock  [PvP] Titan Soul
 [PvP] Dragon Soul Wand		Min Damage: 900 Min Damage: 940  — [PvP] Has a 60% chance to increase magic damage by 95% — [PvP] All elemental energies +370 — [PvP] All resistance drain +35	Min Damage: 900 Min Damage: 940  — [PvP] Has a 60% chance to increase magic damage by <b>80%</b> — [PvP] All elemental energies +370 — [PvP] All resistance drain +35
 [PvP] Dragon Magic Wand		Min Damage: 850 Min Damage: 890  — [PvP] Has a 60% chance to increase magic damage by 85% — [PvP] All elemental energies +340 — [PvP] All resistance drain +32	Min Damage: 850 Min Damage: 890  — [PvP] Has a 60% chance to increase magic damage by <b>70%</b> — [PvP] All elemental energies +340 — [PvP] All resistance drain +32
 [PvP] Spirit King's Staff		Min Damage: 800 Min Damage: 840  — [PvP] Has a 60% chance to increase magic damage by 80% — [PvP] All elemental energies +310 — Maximum MP +9000 — [PvP] All resistance drain +30	Min Damage: 800 Min Damage: 840  — [PvP] Has a 60% chance to increase magic damage by <b>65%</b> — [PvP] All elemental energies +310 — Maximum MP +9000 — [PvP] All resistance drain +30
 [PvP] Snake Loa Staff		Min Damage: 650 Min Damage: 690  — [PvP] Has a 50% chance to increase magic damage by 75% — [PvP] All elemental energies +285 — [PvP] All resistance drain +25 — [PvP] Maximum MP +8500	Min Damage: 650 Min Damage: 690  — [PvP] Has a 50% chance to increase magic damage by <b>60%</b> — [PvP] All elemental energies +285 — [PvP] All resistance drain +25 — [PvP] Maximum MP +8500
Title			
 Super Saiyajin		<b>[REMOVED]</b> — Attack Power +30 <b>[REMOVED]</b> — Defence +30 <b>[REMOVED]</b> — Maximum HP +1000 <b>[REMOVED]</b> — [PvP] Dashing Skill Damage +4% (max. 20)	<b>[NEW]</b> — Attack power +5% of the user's base attack stat <b>[NEW]</b> — Max. HP +4% of the base stat
Armor			


 [PvP] Dragonslayer Armour		Melee Defense: 1281 Ranged Defense: 1107 Magic Defense: 1130 Dodge: 600	Melee Defense: 1281 Ranged Defense: 1107 Magic Defense: <b>1165</b> Dodge: 600
 [PvP] Draconian Scout Uniform		Melee Defense: 967 Ranged Defense: 1107 Magic Defense: 1044 Dodge: 910	Melee Defense: <b>1027</b> Ranged Defense: 1107 Magic Defense: 1044 Dodge: <b>790</b>

## TATTOOS

Name	Explanation	Original	New
 Blessed Pelt	DPS (Basic Attack)  The value changes according to the upgrade but they are still the same as before.	General Buff (Level 5) Duration: 600 seconds  <b>[REMOVED]</b> — Every x attacks,  Sharpened Instinct] is received — [PvP] Has a 10% chance to ignore 1% of the enemy's defence — Movement speed +1   Sharpened Instinct  General Buff (Level 5) Duration: 4 seconds  <b>[REMOVED]</b> — [PvP] Final damage caused +1% of the enemy's total HP  Side Effect: after 0.1 seconds — Disappears upon landing a hit	General Buff (Level 5) Duration: 600 seconds  <b>[NEW]</b> — Every x basic attacks,  Sharpened Instinct] is received — [PvP] Has a 10% chance to ignore 1% of the enemy's defence — Movement speed +1   Sharpened Instinct  General Buff (Level 5) Duration: 4 seconds  <b>[NEW]</b> — [PvP] Final damage caused by basic attack increased by (enemy's total HP/50 000)% of the enemy's total HP <b>[NEW]</b> — [PvP] Enemy's defense is decreased by ((enemy's total HP -100 000) / 3000)% for basic attacks  Side Effect: after 0.1 seconds — Disappears upon landing a basic attack






 Resentful Mind	Skill  The value changes according to the upgrade but they are still the same as before.	General Buff (Level 5) Duration: 600 seconds  [REMOVED] — Every x attacks, [  Hatred] is received	General Buff (Level 5) Duration: 600 seconds  [NEW] — Every x skills, [  Hatred] is received
 Bear Stamina	Tank  The value changes according to the upgrade but they are still the same as before.	General Buff (Level 5) Duration: 600 seconds  The blessing of the bear loa grants you more stamina.  [REMOVED] — Maximum HP +x% (cannot be stacked)	General Buff (Level 5) Duration: 600 seconds  The blessing of the bear loa grants you more stamina.  [NEW] — Maximum HP +x% of the user's base amount

## BATTLE CRYSTALS

Name	Explanation	Original	New
 [PvP] Treacherous Strike		Element: None Job level: 0 Lv Attack Range: 10 cell Target: Around Enemy in 3 cell  Cooldown: 90s MP cost: 250  — Attack power scaling: 135% — Attack power +900 — [PvP] All elemental energies +5000 — No penalty for ranged attacks at close range — Never inflicts critical hit — Cannot be evaded	Element: None Job level: 0 Lv Attack Range: 10 cell Target: Around Enemy in 3 cell  Cooldown: <b>85s</b> MP cost: 250  — Attack power scaling: <b>100%</b> — Attack power <b>+400</b> — [PvP] All elemental energies <b>+3000</b> — No penalty for ranged attacks at close range — Never inflicts critical hit — Cannot be evaded

 [PvP] Accurate Strike		<p>Element: None Job level: 0 Lv Attack Range: Itself Target: Select One</p> <p>Casting time: 0s Cooldown: 90s MP cost: 100</p> <p>— Has a 100% chance of causing  [PvP] Accurate Strike]</p>	<p>Element: None Job level: 0 Lv Attack Range: Itself Target: Select One</p> <p>Casting time: 0s Cooldown: <b>20s</b> MP cost: 100</p> <p>— Has a 100% chance of causing  [PvP] Accurate Strike]</p>
 [PvP] Accurate Strike		<p>General Buff (Level 5) Duration: 3 seconds</p> <p><b>[REMOVED]</b> — [PvP] Critical damage +30% — Always inflicts critical hits.</p> <p>Side Effect: after 0.1 seconds — Disappears upon landing a hit — Cannot be evaded</p> <p> [PvP] Weak Accurate Strike occurs, in releasing at the probability of 100%</p>	<p>General Buff (Level 5) Duration: 3 seconds</p> <p>— Always inflicts critical hits.</p> <p>Side Effect: after 0.1 seconds — Disappears upon landing a hit <b>[NEW]</b> — [PvP] Has a 100% chance to increase magic damage by 5% — Cannot be evaded</p> <p> [PvP] Weak Accurate Strike occurs, in releasing at the probability of 100%</p>
 [PvP] Weak Accurate Strike		<p>General Buff (Level 5) Duration: 15 seconds</p> <p><b>[REMOVED]</b> — [PvP] Critical damage +10% — [PvP] Critical chance +15%</p>	<p>General Buff (Level 5) Duration: <b>18</b> seconds</p> <p><b>[NEW]</b> — Every 3 attacks,  Pierce Shot] is received <b>[NEW]</b> — [PvP] Final damage is increased by user's total critical chance * 3 — [PvP] Critical chance +10%</p> <p>Side Effect: after 0.1 seconds <b>[NEW]</b> — [PvP] Magic Attack Power +297(Player Level *3) <b>[NEW]</b> — [PvP] Has a 10% chance to increase magic damage by 5%</p> <hr/> <p> Pierce Shot Buff (Level 2)</p>



			<p>Duration: 3 seconds</p> <p>[NEW] — [PvP] Final damage caused +2% of the enemy's total HP</p> <p>Side effect: after 0.1 seconds</p> <p>[NEW] — Disappears upon landing a hit</p>
 [PvP] Titan Soul		<p>General Buff (Level 5) Duration: 5 seconds</p> <p>[REMOVED] — Damage received -75% — A shield with a value of 20% of the user's total HP is received — Damage caused -75% — The size of your character increases.</p> <p>Side Effect: after 0.1 seconds [REMOVED] — Cannot receive negative effects from level 5 or lower — If the HP granted by the shield is lost, this effect disappears</p>	<p>General Buff (Level 5) Duration: 5 seconds</p> <p>[NEW] — [PvP] Damage received is decreased by player's total HP / 3000 — A shield with a value of 10% of the user's total HP is received — Every 2 seconds: Recovers 2% HP — Damage caused -75% — The size of your character increases.</p> <p>Side Effect: after 0.1 seconds — If the HP granted by the shield is lost, this effect disappears</p>
 [PvP] Explosive Shield		<p>General Buff (Level 5) Duration: 8 seconds</p> <p>— A shield with a value of 10% of the user's total HP is received</p>	<p>General Buff (Level 5) Duration: 5 seconds</p> <p>— A shield with a value of 5% of the user's total HP is received</p>
 [PvP] Courage		<p>General Buff (Level 3) Duration: 2.5 seconds</p> <p>This effect has a cooldown of 8 seconds</p> <p>[REMOVED] — A shield with a value of 1% of the user's total HP is received — Damage received -10% Movement speed +1</p> <p>Side Effect: after 0.1 seconds [REMOVED] — If the HP granted by the shield is lost, this effect disappears</p>	<p>General Buff (Level 3) Duration: 2.5 seconds</p> <p>This effect has a cooldown of 8 seconds</p> <p>[NEW] — [PvP] Attack power +10% of user's base attack stat [NEW] — [PvP] Damage received is decreased by user's base attack power / 100 Movement speed +1</p>

 [PvP] Accurate Dragonslayer		Crit Chance: 30 Crit Damage: 250	Crit Chance: <b>35</b> Crit Damage: <b>240</b>
 [PvP] Accurate Dragon Crystal Crossbow		Crit Chance: 32 Crit Damage: 215	Crit Chance: <b>35</b> Crit Damage: <b>210</b>
 [PvP] Accurate Dragon Bone Dagger		Crit Chance: 25 Crit Damage: 370	Crit Chance: <b>35</b> Crit Damage: <b>350</b>
 [PvP] Accurate Freeze Spell Gun		Crit Chance: 32 Crit Damage: 210	Crit Chance: <b>35</b> Crit Damage: <b>205</b>
 [PvP] Accurate Frost Claw		Crit Chance: 34 Crit Damage: 215	Crit Chance: <b>35</b> Crit Damage: <b>213</b>

## SPECIALIST CHANGES

### ROLES

Swordman

 Warrior Role Main: Tank	 Samurai Role Main: DPS	 Crusader Role Main: Bruiser Secondary: DPS	 Berserker Role Main: Bruiser	 Gladiator Role Main: Assassin
 Battle Monk Role Main: Bruiser Secondary: Tank, Assassin or DPS (Depends on	 Death Reaper Role Main: Tank	 Renegade Role Main: Bruiser Secondary: Assassin	 Waterfall Berserker Role Main: Bruiser	 Dragon Knight Role Main: Tank Secondary: Anti-tank

the chosen buff)				
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## Archer

 <b>Ranger</b>  Role: Main: DPS	 <b>Assassin</b>  Role Main: Assassin	 <b>Destroyer</b>  Role Main: Assassin	 <b>Wild Keeper</b>  Role Main: Bruiser Secondary: DPS	 <b>Fire Cannoneer</b>  Role Main: Tank
 <b>Scout</b>  Role Main: DPS Secondary: Assassin	 <b>Demon Hunter</b>  Role Main: Assassin or offtank (Depends on the buff chosen) Secondary: DPS	 <b>Avenging Angel</b>  Role Main: Assassin Secondary: DPS	 <b>Sunchaser</b>  Role Main: DPS	 <b>Blaster</b>  Role Main: DPS Secondary: Bruiser

## Magician


 <b>Red Magician</b>  Role Main: Burst mage (Assassin)	 <b>Holy Magician</b>  Role Main: Support / Burst mage (Assassin)	 <b>Blue Magician</b>  Role Main: Skill DPS	 <b>Dark Gunner</b>  Role Main: DPS	 <b>Volcano</b>  Role Main: Bruiser
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 Tide Lord Role Main: Crowd Control Skill Mage Secondary: Burst mage (Assassin)	 Seer Role Main: Skill DPS Secondary: Debuffer	 Archmage Role Main: Skill Caster	 Voodoo Priest Role Main: Debuffer	 Gravity Role Main: Burst Mage (Assassin) Secondary: DPS
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### Martial Artist

 Draconic Fist Role: Main: DPS / Assassin	 Mystic Arts Role: Main: Bruiser / DPS	 Master Wolf Role: Main: Bruiser Secondary: Tank, Assassin or DPS (Depends on the buff)
 Demon Warrior Role: Main: Bruiser	 Flame Druid Role: Main: Tank	 Hydraulic Fist Role: Main: Assassin Secondary: Bruiser

### SWORDMAN

 Warrior  
 Role:  
 Main: Tank

Name	Description	Original	New
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 Passive			<ul style="list-style-type: none"> <li>— Base HP +7000</li> <li>— -300 Dodge</li> <li>— [PvP] Final critical damage -25% of its total</li> <li>— [PvP] User's soft damage -10%</li> </ul>
 [PvP] Iron Skin		 [PvP] Iron Skin  General Buff (Level 2) Duration: 600 seconds  — [PvP] Damage received is decreased by player's total HP / 5000 — [PvP] Enemy's defense is decreased by ((enemy's total HP -70000) / 2000)%  Side Effect: after 0.2 seconds — [PvP] Skills cooldown -10% (max. 20%) — [PvP] Hit rate +396 (Player Level * 4)	 [PvP] Iron Skin  General Buff (Level 2) Duration: 600 seconds  — [PvP] Damage received is decreased by player's total HP / 6000 — [PvP] Enemy's defense is decreased by ((enemy's total HP -60000) / 3000)%  Side Effect: after 0.2 seconds — [PvP] Skills cooldown -10% (max. 20%) — [PvP] Hit rate +396 (Player Level * 4)
 [PvP] Provoke		Cooldown: 30s Attack Range: 0 cell Target: Around Enemy in 8 cell Mana: 80 mp  — Has a 100% chance of causing [Provoked] (ignores debuff protection) — Attracts enemies to 1 cell from you	Cooldown: 30s Attack Range: 0 cell Target: Around Enemy in 8 cell Mana: 80 mp  — Has a 100% chance of causing [Provoked] (ignores debuff protection) — Attracts enemies to 1 cell from you [NEW] — Has a 100% chance of causing [PvP] Battle Thirst  <hr/>  [PvP] Battle Thirst  General Buff (Level 4) Duration: 7 seconds  — A shield with a value of 5% of the user's total HP is received — [PvP] Stun debuff protection +25% — Resists forced movement with 35% chance.  Side effect: after 0.1 seconds — If the HP granted by the shield is lost, this effect disappears







— [PvP] Enemy's soft damage -10%













Samurai




Role:









Main: DPS

Name	Description	Original	New
 Passive		— Movement speed +2	<b>[NEW]</b> — [PvP] Base HP -7000 <b>[NEW]</b> — [PvP] User's critical damage -35% — Movement speed +2
 [PvP] Basic Slash		Cooldown: 0.6s Attack Range: 2 cell Target: Select One Mana: 0 mp  — Attack power scaling: 100% Melee attack power +70 — [PvP] Water energies +70	Cooldown: <b>0.4s</b> Attack Range: 2 cell Target: Select One Mana: 0 mp  — Attack power scaling: <b>85%</b> Melee attack power +70 — [PvP] Water energies +70
 [PvP] Cross Cutting		Cooldown: 6.5s Attack Range: 2 cell Target: Select One Mana: 18 mp  — Attack power scaling: 105% Melee attack power +120 — [PvP] Water energies +100 <b>[REMOVED]</b> — [PvP] Critical chance +50% of the user's total	Cooldown: <b>7.5s</b> Attack Range: 2 cell Target: Select One Mana: 18 mp  — Attack power scaling: <b>80%</b> Melee attack power +120 — [PvP] Water energies +100 — Has a 100% chance of invoking the combo  [PvP] Second Cross Cutting]
<b>[NEW]</b>  [PvP] Second Cross Cutting			Cooldown: 0.3s Attack Range: 10 cell Target: Select One Mana: 18 mp  — Attack power scaling: 80% Melee attack power +160 — [PvP] Water energies +100 — Has a 100% chance of invoking the combo  [PvP] Third Cross Cutting]

  3 [PvP] Third Cross Cutting			Cooldown: 0.3s Attack Range: 11 cell Target: Select One Mana: 18 mp  — Attack power scaling: 80% Melee attack power +180 — [PvP] Water energies +100 — Has a 100% chance of invoking the combo  [PvP] Second Cross Cutting]
 [PvP] Energy Blade		Cooldown: 8s Attack Range: 8 cell Target: Special Area Mana: 45 mp  — Attack power scaling: 105% Melee attack power +250 — [PvP] Water energies +650 — Has a 25% chance of removing 20% of the remaining MP	Cooldown: <b>16s</b> Attack Range: 8 cell Target: Special Area Mana: 45 mp  — Attack power scaling: <b>90%</b> Melee attack power +250 — [PvP] Water energies +650 — Has a 25% chance of removing 20% of the remaining MP <b>[NEW]</b> — [PvP] Critical chance +35% of the user's total
 [PvP] Chain Attack		Cooldown: 20s Attack Range: 2 cell Target: Special Area Mana: 27 mp  — Attack power scaling: 110% Melee attack power +380 — [PvP] Water energies +400 <b>[REMOVED]</b> — Has a 40% chance of causing [  Blackout]	Cooldown: 20s Attack Range: 2 cell Target: Special Area Mana: 27 mp  — Attack power scaling: <b>95%</b> Melee attack power +380 — [PvP] Water energies +400 <b>[NEW]</b> — Has a 65% chance of causing [  [PvP] Slight Shock]
 [PvP] Blade Protection		Cooldown: 12s Attack Range: Itself Target: Select One Mana: 85 mp  — Has a 100% chance of causing  [PvP] Blade Protection] <hr/>  [PvP] Blade Protection General Buff	Cooldown: 12s Attack Range: Itself Target: Select One Mana: 85 mp  — Has a 100% chance of causing  [PvP] Blade Protection] <hr/>  [PvP] Blade Protection General Buff

		<p>(Level 5) Duration: 2 seconds</p> <ul style="list-style-type: none"> <li>— No HP consumption</li> <li>— Cannot receive debuffs from skills that cause damage</li> <li>— Cannot be displaced by skills that cause damage</li> </ul> <p>Side Effect: after 0.1 seconds — On defence, has a 100% chance to receive [  [PvP] Improved Charging]</p> <hr/> <p> [PvP] Improved Charging</p> <p>General Buff (Level 4) Duration: 5 seconds</p> <ul style="list-style-type: none"> <li>— [PvP] Attack Power +10%</li> <li><del>[REMOVED]</del> — [PvP] Critical chance +100%</li> </ul> <p>Side Effect: after 0.1 seconds — Disappears upon landing a hit</p>	<p>(Level 5) Duration: 2 seconds</p> <ul style="list-style-type: none"> <li>— No HP consumption</li> <li>— Cannot receive debuffs from skills that cause damage</li> <li>— Cannot be displaced by skills that cause damage</li> </ul> <p>Side Effect: after 0.1 seconds — On defence, has a 100% chance to receive [  [PvP] Improved Charging]</p> <hr/> <p> [PvP] Improved Charging</p> <p>General Buff (Level 4) Duration: 5 seconds</p> <ul style="list-style-type: none"> <li>— [PvP] Attack Power +10%</li> <li><b>[NEW]</b> — [PvP] Critical Damage +25%</li> <li><b>[NEW]</b> — [PvP] Critical chance +50% of the user's total</li> </ul> <p>Side Effect: after 0.1 seconds — Disappears upon landing a hit <b>[NEW]</b> — Cannot be evaded</p>
 [PvP] Sword Storm		<p>Cooldown: 30s Attack Range: 1 cell Target: Around Enemy in 3 cell Mana: 80 mp</p> <ul style="list-style-type: none"> <li>— Attack power scaling: 100%</li> <li>Melee attack power +300</li> <li>— [PvP] Water energies +500</li> <li>— Has a 60% chance of causing [  Heavy Bleeding]</li> <li>— Has a 70% chance of causing [  [PvP] Wounded Leg]</li> <li>— Has a 100% chance of causing [  [PvP] Wind Protection]</li> </ul>	<p>Cooldown: <b>25s</b> Attack Range: 1 cell Target: Around Enemy in 3 cell Mana: 80 mp</p> <ul style="list-style-type: none"> <li>— Attack power scaling: 100%</li> <li>Melee attack power +300</li> <li>— [PvP] Water energies +500</li> <li>— Has a 60% chance of causing [  Heavy Bleeding]</li> <li>— Has a 70% chance of causing [  [PvP] Wounded Leg]</li> <li>— Has a 100% chance of causing [  [PvP] Wind Protection]</li> </ul>

 [PvP] Light Speed Attack		<p>Cooldown: 8s  Attack Range: 7 cell  Target: Select One  Mana: 120 mp</p> <p>— Attack power scaling: 90%  Melee attack power +200  — [PvP] Water energies +200</p>	<p>Cooldown: 6s  Attack Range: 9 cell  Target: Select One  Mana: 120 mp</p> <p>— Attack power scaling: 70%  Melee attack power +50  — [PvP] Water energies +200  [NEW] — Has a 100% chance of causing [  [PvP] Speed of Light]</p> <hr/> <p> [PvP] Speed of Light</p> <p>General Buff  (Level 4)  Duration: 2.5 seconds</p> <p>— Movement speed is increased by user's critical chance /30</p>
 [PvP] Breath of Recovery		<p>Cooldown: 50s  Attack Range: 0 cell  Target: Select One  Mana: 0 mp</p> <p>[REMOVED] — Recovers (Player Level * 50) HP  — Recovers (Player Level * 20) MP  — Removes all debuffs up to level 4</p>	<p>Cooldown: 45s  Attack Range: 0 cell  Target: Select One  Mana: 0 mp</p> <p>[NEW] — Recovers 125% of the user's plain attack +1% HP  — Recovers (Player Level * 20) MP  — Removes all debuffs up to level 4</p>
 [PvP] Lethal Blow		<p>Cooldown: 60s  Attack Range: 2 cell  Target: Special Area  Mana: 180 mp</p> <p>— Attack power scaling: 110%  Melee attack power +480  — [PvP] Water energies +600  [REMOVED] — Has a 60% chance of causing [  [PvP] Armour Breach]</p> <hr/> <p> [PvP] Armour Breach</p> <p>General Debuff</p>	<p>Cooldown: 30s  Attack Range: 2 cell  Target: Special Area  Mana: 180 mp</p> <p>— Attack power scaling: 100%  Melee attack power +500  — [PvP] Water energies +600  [NEW] — Has a 100% chance of causing [  [PvP] Critical Armour Breach] (ignores debuff protection)</p> <hr/> <p> [PvP] Critical Armour Breach</p> <p>General Debuff</p>

		(Level 4) Duration: 12 seconds  <b>[REMOVED]</b> — Defence -50%	<b>(Level 5)</b> Duration: <b>15</b> seconds  <b>[NEW]</b> — Received critical hits decrease (user's total HP / 5000)% of user's defence
 [PvP] Sharp Edge		Cooldown: 60s Attack Range: 0 cell Target: Select One Mana: 300 mp  — Has a 100% chance of causing  [PvP] Sharp Edge  <hr/>  [PvP] Sharp Edge  General Buff (Level 3) Duration: 600 seconds  Sharpens the weapon's blade.  — [PvP] Hit rate +198 (Player Level * 2) — [PvP] Critical chance +30% of the user's total	Cooldown: 60s Attack Range: 0 cell Target: Select One Mana: 300 mp  — Has a 100% chance of causing  [PvP] Sharp Edge  <hr/>  [PvP] Sharp Edge  General Buff (Level 3) Duration: 600 seconds  Sharpens the weapon's blade.  — [PvP] Hit rate +198 (Player Level * 2) — [PvP] Critical chance <b>+75%</b> of the user's total — Critical attacks ignore 10% of the enemy's defence <b>[NEW]</b> — [PvP] Final Damage received from basic attacks -(user's critical chance / 4)% <b>[NEW]</b> — [PvP] Final Damage received from critical basic attacks -(user's critical chance / 8)%
 [PvP] Dancing Sword		Cooldown: 90s Attack Range: 2 cell Target: Around Enemy in 2 cell Mana: 200 mp  — Attack power scaling: 115% Melee attack power +1300 — [PvP] Water energies +1000  — Has a 100% chance of causing  [PvP] Shock	Cooldown: 90s Attack Range: 2 cell Target: Around Enemy in 2 cell Mana: 200 mp  — Attack power scaling: <b>105%</b> Melee attack power +1300 — [PvP] Water energies +1000  — Has a 100% chance of causing  [PvP] Shock <b>[NEW]</b> — [PvP] Critical chance +35% of the user's total







## Crusader

Role:

Main: Bruiser









Secondary: DPS

Name	Description	Original	New
 Passive		— Movement Speed +1	<b>[NEW]</b> — [PvP] Final critical damage -10% of its total <b>[NEW]</b> — [PvP] User's soft damage -5% <b>[NEW]</b> — [PvP] Base attack +270 <b>[NEW]</b> — [PvP] Attack Power -270 — Movement Speed +1
 [PvP] Elemental Attack		Cooldown: 0.7s Attack Range: 11 cell Target: Around Enemy in 1 cell Mana: 0 mp  — Attack power scaling: 100% Ranged attack power +160 — [PvP] Light energies +200	Cooldown: 0.7s Attack Range: 11 cell Target: Around Enemy in 1 cell Mana: 0 mp  — Attack power scaling: <b>80%</b> Ranged attack power <b>+40</b> — [PvP] Light energies +200 <b>[NEW]</b> — [PvP] Damage +1% of the enemy's total HP
 [PvP] Holy Bolt		Cooldown: 7s Attack Range: 11 cell Target: Around Enemy in 1 cell Mana: 60 mp  — Attack power scaling: 100% Ranged attack power +300 — [PvP] Light energies +450 — Has a 10% chance of causing  [PvP] Magic Light — Has a 80% chance of invoking the combo  [PvP] Second Bolt	Cooldown: <b>9s</b> Attack Range: 11 cell Target: Around Enemy in 1 cell Mana: 60 mp  — Attack power scaling: <b>80%</b> Ranged attack power <b>+75</b> — [PvP] Light energies +450 — Has a 10% chance of causing  [PvP] Magic Light — Has a 80% chance of invoking the combo  [PvP] Second Bolt <b>[NEW]</b> — [PvP] Damage +1% of the enemy's total HP
 [PvP] Second Bolt		Cooldown: 1s Attack Range: 11 cell Target: Around Enemy in 1 cell Mana: 60 mp  — Attack power scaling: 100% Ranged attack power +200	Cooldown: 1s Attack Range: 11 cell Target: Around Enemy in 1 cell Mana: 60 mp  — Attack power scaling: <b>80%</b> Ranged attack power <b>+85</b>

		<ul style="list-style-type: none"> <li>— [PvP] Light energies +200</li> <li>— Has a 10% chance of causing [PvP] Magic Light</li> <li>— Has a 100% chance of invoking the combo</li> </ul>  [PvP] Third Bolt	<ul style="list-style-type: none"> <li>— [PvP] Light energies +200</li> <li>— Has a 10% chance of causing [PvP] Magic Light</li> <li>— Has a 100% chance of invoking the combo</li> </ul>  [PvP] Third Bolt [NEW] — [PvP] Damage +1% of the enemy's total HP
 [PvP] Third Bolt		Cooldown: 1s Attack Range: 11 cell Target: Around Enemy in 1 cell Mana: 60 mp  <ul style="list-style-type: none"> <li>— Attack power scaling: 105%</li> <li>Ranged attack power +150</li> <li>— [PvP] Light energies +200</li> </ul>	Cooldown: 1s Attack Range: 12 cell Target: Around Enemy in 1 cell Mana: 60 mp  <ul style="list-style-type: none"> <li>— Attack power scaling: 85%</li> <li>Ranged attack power +100</li> <li>— [PvP] Light energies +200</li> <li>[NEW] — [PvP] Damage +2% of the enemy's total HP</li> <li>[NEW] — [PvP] Critical chance +50% of the user's total</li> </ul>
 [PvP] Triple Bolt		Cooldown: 20s Attack Range: 7 cell Target: Special Area Mana: 42 mp  <ul style="list-style-type: none"> <li>— Attack power scaling: 105%</li> <li>Ranged attack power +700</li> <li>— [PvP] Light energies +500</li> <li>— Attack Power +2% (Relative to Distance)</li> </ul>	Cooldown: 14s Attack Range: 7 cell Target: Special Area Mana: 42 mp  <ul style="list-style-type: none"> <li>— Attack power scaling: 85%</li> <li>Ranged attack power +150</li> <li>— [PvP] Light energies +500</li> <li>— [PvP] Damage +4% of the enemy's total HP</li> <li>[NEW] — [PvP] Critical chance +50% of the user's total</li> <li>— Attack Power +2% (Relative to Distance)</li> </ul>
 [PvP] Holy Breath		Cooldown: 30s Attack Range: 0 cell Target: Around Enemy in 5 cell Mana: 60 mp  [REMOVED] — Has a 100% chance of causing [PvP] Holy Breath  [PvP] Holy Breath	Cooldown: 30s Attack Range: 0 cell Target: Around Enemy in 5 cell Mana: 60 mp  [NEW] — Has a 100% chance of causing [PvP] Holy Breath (ignores debuff protection)  [PvP] Holy Breath
 [PvP] Triple Charging		Cooldown: 50s Attack Range: Itself Target: Select One Mana: 90 mp	Cooldown: 55s Attack Range: Itself Target: Select One Mana: 90 mp

		<p>— Has a 100% chance of causing [🏰][PvP] The 1st Triple Charging</p> <hr/> <p>🏰[PvP] The 1st Triple Charging</p> <p>Magic Buff (Level 3) Duration: 20 seconds</p> <p>— [PvP] Attack Power +5%</p> <p>🏰[PvP] The 2nd Triple Charging occurs, in releasing at the probability of 100%</p> <hr/> <p>🏰[PvP] The 2nd Triple Charging</p> <p>Magic Buff (Level 3) Duration: 15 seconds</p> <p>— [PvP] Attack Power +10%</p> <p>🏰[PvP] The 3rd Triple Charging occurs, in releasing at the probability of 100%</p> <hr/> <p>🏰[PvP] The 3rd Triple Charging</p> <p>Magic Buff (Level 3) Duration: 10 seconds</p> <p>— [PvP] Attack Power +20%</p>	<p>— Has a 100% chance of causing [🏰][PvP] The 1st Triple Charging</p> <hr/> <p>🏰[PvP] The 1st Triple Charging</p> <p>Magic Buff (Level 3) Duration: 20 seconds</p> <p>— [PvP] Attack Power +5%</p> <p>🏰[PvP] The 2nd Triple Charging occurs, in releasing at the probability of 100%</p> <hr/> <p>🏰[PvP] The 2nd Triple Charging</p> <p>Magic Buff (Level 3) Duration: 18 seconds</p> <p>— [PvP] Attack Power +10% [NEW] — [PvP] Attack power +5% of Base Attack [NEW] — The attack range +1</p> <p>🏰[PvP] The 3rd Triple Charging occurs, in releasing at the probability of 100%</p> <hr/> <p>🏰[PvP] The 3rd Triple Charging</p> <p>Magic Buff (Level 3) Duration: 15 seconds</p> <p>— [PvP] Attack Power +20% [NEW] — [PvP] Attack power +10% of Base Attack [NEW] — The attack range +3</p>
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 [PvP] Shining Effect		<p>Cooldown: 35s  Attack Range: 3 cell  Target: Select One  Mana: 40 mp</p> <p>[REMOVED] — Recovers 10% HP</p>	<p>Cooldown: 25s  Attack Range: 3 cell  Target: Select One  Mana: 40 mp</p> <p>[NEW] — Recovers 80% of user's plain attack + 7% HP</p>
 [PvP] Holy Cross		<p>Cooldown: 15s  Attack Range: 11 cell  Target: Special Area  Mana: 55 mp</p> <p>— Attack power scaling: 110%  Ranged attack power +600  — [PvP] Light energies +500</p> <p>— Has a 30% chance of causing [PvP] Heavenly Light]</p>	<p>Cooldown: 17s  Attack Range: 11 cell  Target: Special Area  Mana: 55 mp</p> <p>— Attack power scaling: 90%  Ranged attack power +175  — [PvP] Light energies +500</p> <p>— Has a 65% chance of causing [PvP] Heavenly Light]</p> <p>[NEW] — [PvP] Damage +5% of the enemy's current HP</p> <p>[NEW] — Around 4 fields apply [PvP] Cross Energy] on the user and all allies</p> <hr/> <p> [PvP] Cross Energy</p> <p>General Buff  (Level 4)  Duration: 12 seconds</p> <p>— Every 4 attacks, [ [PvP] Holy Cross Blessing] is received</p> <hr/> <p>[PvP] Holy Cross Blessing</p> <p>General Buff  (Level 4)  Duration: 2 seconds</p> <p>— Recovers 20% of user's plain attack + 1% HP</p>
 [PvP] Growth Shield		<p>Cooldown: 30s  Attack Range: 0 cell  Target: Around Allies in 3 cell  Mana: 300 mp</p>	





		— Has a 100% chance of causing [  ] [PvP] Magical Shield]	
 [PvP] Prayer of Defence			
 [PvP] Prayer of Offence			
 [PvP] Concentrated Power		<p>Cooldown: 120s  Attack Range: 11 cell  Target: Around Enemy in 3 cell  Mana: 180 mp</p> <p>— Attack power scaling: 115%  Ranged attack power +1500  <del>[REMOVED]</del> — [PvP] Light energies +2500  — Has a 80% chance of causing [] Deadly Blackout]  — No penalty for ranged attacks at close range</p>	<p>Cooldown: 90s  Attack Range: 14 cell  Target: Around Enemy in 4 cell  Mana: 180 mp</p> <p>— Attack power scaling: 100%  Ranged attack power +1000  — Has a 100% chance of causing [] Deadly Blackout]  — No penalty for ranged attacks at close range  [NEW] — [PvP] Damage +5% of the enemy's total HP  [NEW] — Around 4 fields apply [] [PvP] Power Boost] on me and allies</p> <hr/> <p> [PvP] Power Boost</p> <p>General Buff  (Level 4)  Duration: 20 seconds</p> <p>— Light Energies +297 (Player Level * 3)  — Attack Power +10%</p>





















## Berserker





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
Main: Bruiser

Name	Description	Original	New
 Passive			<p>[NEW] — [PvP] Base Attack +482</p> <p>[NEW] — [PvP] Final critical damage -25% of its total</p> <p>[NEW] — [PvP] User's soft damage -10%</p> <p>[NEW] — [PvP] Base HP +1500</p>
 [PvP] Axe Swing		<p>Cooldown: 0.5s</p> <p>Attack Range: 2 cell</p> <p>Target: Around Enemy in 1 cell</p> <p>Mana: 0 mp</p> <p>— Attack power scaling: 100%</p> <p>Melee attack power +15</p> <p>— [PvP] Shadow energies +150</p>	<p>Cooldown: 0.5s</p> <p>Attack Range: 2 cell</p> <p>Target: Around Enemy in 1 cell</p> <p>Mana: 0 mp</p> <p>— Attack power scaling: 75%</p> <p>Melee attack power +15</p> <p>— [PvP] Shadow energies +150</p>
 [PvP] Bash		<p>Cooldown: 5.5s</p> <p>Attack Range: 2 cell</p> <p>Target: Around Enemy in 1 cell</p> <p>Mana: 20 mp</p> <p>— Attack power scaling: 105%</p> <p>Melee attack power +60</p> <p>— [PvP] Shadow energies +500</p> <p>— Has a 20% chance of causing [🔥 Electric Shock]</p>	<p>Cooldown: 4s</p> <p>Attack Range: 3 cell</p> <p>Target: Around Enemy in 1 cell</p> <p>Mana: 20 mp</p> <p>— Attack power scaling: 75%</p> <p>Melee attack power +40</p> <p>— [PvP] Shadow energies +500</p> <p>— Has a 20% chance of causing [🔥 Electric Shock]</p> <p>[NEW] — [PvP] Damage +1% of the enemy's total HP</p>
 [PvP] Big Swing		<p>Cooldown: 18s</p> <p>Attack Range: Itself</p> <p>Target: Around Enemy in 3 cell</p> <p>Mana: 120 mp</p> <p>— Attack power scaling: 110%</p> <p>Melee attack power +90</p> <p>— [PvP] Shadow energies +200</p> <p>[REMOVED] — Has a 40% chance of causing [🌩 Blackout]</p> <p>[REMOVED] — Has a 80% chance of invoking the combo</p>	<p>Cooldown: 18s</p> <p>Attack Range: Itself</p> <p>Target: Around Enemy in 4 cell</p> <p>Mana: 120 mp</p> <p>— Attack power scaling: 80%</p> <p>Melee attack power +90</p> <p>— [PvP] Shadow energies +200</p> <p>[NEW] — [PvP] Damage +5% of the enemy's current HP</p> <p>[NEW] — Has a 60% chance of causing [🔥 Electric Shock]</p>

		 [PvP] Incessant Swing	
 [PvP] Incessant Swing			
 [PvP] Berserker		<p>Cooldown: 120s Attack Range: Itself Target: Select One Mana: 100 mp</p> <p>— Has a 100% chance of causing  [PvP] Berserker]</p> <hr/> <p> [PvP] Berserker</p> <p>General Buff (Level 1) Duration: 600 seconds</p> <p><b>[REMOVED]</b> — [PvP] Attack Power +30% — [PvP] Damage to HP conversion +10% — Movement speed +2</p> <p>Side Effect: after 0.1 seconds <b>[REMOVED]</b> — [PvP] Defence -25% <b>[REMOVED]</b> — Every 4 seconds: [PvP] Decreases 1% HP</p>	<p>Cooldown: <b>60s</b> Attack Range: Itself Target: Select One Mana: 100 mp</p> <p>— Has a 100% chance of causing  [PvP] Berserker]</p> <hr/> <p> [PvP] Berserker</p> <p>General Buff (Level 1) Duration: 600 seconds</p> <p><b>[NEW]</b> — [PvP] Attack power +15% of the user's base attack stat — [PvP] Damage to HP conversion <b>+5%</b> — Movement speed <b>+1</b></p> <p>Side Effect: after 0.1 seconds <b>[NEW]</b> — On defence, has a 100% chance to receive  [PvP] Psychotic Rage] <b>[NEW]</b> — [PvP] Hit rate +198 (Player Level * 2)</p> <hr/> <p> [PvP] Psychotic Rage</p> <p>General Buff (Level 3) Duration: 4 seconds</p> <p><b>[NEW]</b> — Every 2 seconds: [PvP] HP -30% of the caster's plain attack</p>
 [PvP] Sonic Rush		<p>Cooldown: 4s Attack Range: 8 cell Target: Select One Mana: 120 mp</p> <p>— Attack power scaling: 85% Melee attack power +50 — [PvP] Shadow energies +150</p>	<p>Cooldown: 4s Attack Range: 8 cell Target: Select One Mana: 120 mp</p> <p>— Attack power scaling: <b>65%</b> Melee attack power +50 — [PvP] Shadow energies +150</p>

			[NEW] — [PvP] Damage +2% of the enemy's current HP
 [PvP] Rage		Cooldown: 19s Attack Range: 2 cell Target: Around Enemy in 1 cell Mana: 55 mp  — Attack power scaling: 110% Melee attack power +200 — [PvP] Shadow energies +720 [REMOVED] — Has a 100% chance of causing [  Blackout]	Cooldown: 19s Attack Range: 2 cell Target: Around Enemy in 1 cell Mana: 55 mp  — Attack power scaling: 85% Melee attack power +200 — [PvP] Shadow energies +720 [NEW] — [PvP] Damage +2% of the enemy's total HP  [NEW] — Has a 100% chance of causing [  Blackout] (ignores debuff protection)
 [PvP] Frenzied Attack		Cooldown: 32s Attack Range: Itself Target: Around Enemy in 3 cell Mana: 150 mp  — Attack power scaling: 110% Melee attack power +200 [REMOVED] — [PvP] Light energies +950 — Has a 100% chance of causing [  [PvP] Incapacitated] — Has a 100% chance of causing [  [PvP] Darkness of DOOM]	Cooldown: 32s Attack Range: Itself Target: Around Enemy in 3 cell Mana: 150 mp  — Attack power scaling: 95% Melee attack power +200 [NEW] — [PvP] Shadow energies +950 [NEW] — [PvP] Damage +2% of the enemy's total HP  — Has a 100% chance of causing [  [PvP] Incapacitated] — Has a 100% chance of causing [  [PvP] Darkness of DOOM]
 [PvP] Break Armour		Cooldown: 35s Attack Range: 2 cell Target: Select One Mana: 250 mp  — Has a 100% chance of causing [  [PvP] Break Armour] (ignores debuff protection)	
 [PvP] Adrenaline Strike		Cooldown: 40s Attack Range: 2 cell Target: Special Area Mana: 180 mp  — Attack power scaling: 115% — Melee attack power +200 [REMOVED] — [PvP] Shadow energies +1200 — Has a 60% chance of causing [  [PvP] Shock]	Cooldown: 40s Attack Range: 6 cell Target: Special Area Mana: 180 mp  — Attack power scaling: 90% — Melee attack power +200 [NEW] — [PvP] Damage +3% of the enemy's total HP

		— Cannot be evaded	— Has a 80% chance of causing [PvP] Shock — Cannot be evaded
 [PvP] Life and Death		Cooldown: 45s Attack Range: Itself Target: Select One Mana: 200 mp  [REMOVED] — The lower your HP, the stronger the effect. — Has a 100% chance of causing [Adrenaline] [REMOVED] — Reduces remaining HP by 10%	Cooldown: 45s Attack Range: Itself Target: Select One Mana: 200 mp  — If current HP is higher than 70% receives [PvP] Weak Life and Death — If current HP is higher than 40% receives [PvP] Life and Death — If current HP is higher than 1% receives [PvP] Strong Life and Death — Has a 100% chance of causing [Adrenaline] <hr/>  [PvP] Weak Life and Death  General Buff (Level 1) Duration: 600 seconds  — Movement speed +1 — [PvP] Damage to HP conversion +10% — [PvP] Stunning debuffs protect. +10% — [PvP] Skills cooldown -5% — [PvP] Attack power +10% of Base Attack <hr/>  [PvP] Life and Death  General Buff (Level 1) Duration: 600 seconds  — Movement speed +2 — [PvP] Damage to HP conversion +25% — [PvP] Stunning Debuff protect. +25% — [PvP] Skills cooldown -10% — [PvP] Attack power +20% of Base Attack <hr/>  [PvP] Strong Life and Death  General Buff





			<p>(Level 1) Duration: 600 seconds</p> <ul style="list-style-type: none"><li>— Movement speed +3</li><li>— [PvP] Damage to HP conversion +45%</li><li>— [PvP] Stunning Debuff protect. +50%</li><li>— [PvP] Skills cooldown -25%</li><li>— [PvP] Attack power +40% of Base Attack</li></ul>
 [PvP] Split Tornado		<p>Cooldown: 120s Attack Range: Itself Target: Around Enemy in 4 cell Mana: 200 mp</p> <ul style="list-style-type: none"><li>— Attack power scaling: 120% Melee attack power +500</li><li>— [PvP] Shadow energies +1700</li><li>— Has a 100% chance of causing [  Armour Breach]</li></ul>	<p>Cooldown: 120s Attack Range: Itself Target: Around Enemy in 4 cell Mana: 200 mp</p> <ul style="list-style-type: none"><li>— Attack power scaling: 100% Melee attack power +500</li><li>— [PvP] Shadow energies +1700</li><li>[NEW] — [PvP] Damage +6% of the enemy's total HP</li><li>— Has a 100% chance of causing [  Armour Breach]</li></ul>







## Gladiator
















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








Main: Assassin

Name	Description	Original	New
 Passive			<b>[NEW]</b> — [PvP] Base HP -6000 <b>[NEW]</b> — Movement speed +1
 [PvP] Basic Attack		Cooldown: 0.6s Attack Range: 2 cell Target: Select One Mana: 0 mp  — Attack power scaling: 95% Melee attack power +100 — [PvP] Fire energies +70	Cooldown: 0.6s Attack Range: 2 cell Target: Select One Mana: 0 mp  — Attack power scaling: <b>65%</b> Melee attack power <b>+30</b> — [PvP] Fire energies +70
 [PvP] Double Blow		Cooldown: 7s Attack Range: 2 cell Target: Select One Mana: 70 mp  — Attack power scaling: 100% Melee attack power +350 — [PvP] Fire energies +100 — Has a minimum 50% chance of inflicting critical hits	Cooldown: <b>10s</b> Attack Range: 2 cell Target: Select One Mana: 70 mp  — Attack power scaling: <b>75%</b> Melee attack power <b>+50</b> — [PvP] Fire energies +100 — Has a minimum 50% chance of inflicting critical hits <b>[NEW]</b> — Has a 45% chance of causing [  [PvP] Slight Paralysis]  <hr/>  [PvP] Slight Paralysis  General Debuff (Level 1) Duration: 3.5 seconds  — Movement Speed -4
 [PvP] Lightning Surge		Cooldown: 16s Attack Range: 2 cell Target: Special Area Mana: 90 mp  — Attack power scaling: 105%	Cooldown: 16s Attack Range: 2 cell Target: Special Area Mana: 90 mp  — Attack power scaling: <b>85%</b>

		Melee attack power +400 — [PvP] Fire energies +200 — Has a 20% chance of causing [🔪][PvP] Critical Bleeding]	Melee attack power <b>+100</b> — [PvP] Fire energies +200 — Has a <b>100%</b> chance of causing [🔪][PvP] Critical Bleeding]
 [PvP] Shield Attack		Cooldown: 25s Attack Range: 7 cell Target: Select One Mana: 80 mp  — Attack power scaling: 100% Melee attack power +350 — [PvP] Fire energies +300 <del>REMOVED</del> — Has a 100% chance of causing [🛡️][PvP] Knockdown] (ignores debuff protection)	Cooldown: <b>6s</b> Attack Range: <b>8</b> cell Target: Select One Mana: 80 mp  — Attack power scaling: <b>65%</b> Melee attack power <b>+75</b> — [PvP] Fire energies +300 <b>[NEW]</b> — Has a 35% chance of causing [🛡️][PvP] Slight Paralysis]
 [PvP] Hunting Horn		Cooldown: 12s Attack Range: 7 cell Target: Around Enemy in 2 cell Mana: 200 mp  — Attack power scaling: 95% Melee attack power +750 — [PvP] Fire energies +350 — [PvP] Push your opponent back 1 field(s)	Cooldown: <b>22s</b> Attack Range: 7 cell Target: Around Enemy in 2 cell Mana: 200 mp  — Attack power scaling: 95% Melee attack power <b>+250</b> — [PvP] Fire energies +350 — [PvP] Push your opponent back 1 field(s) <b>[NEW]</b> — Has a 100% chance of causing [🛡️][PvP] Knockdown] (ignores debuff protection)
 [PvP] Taunt		Cooldown: 30s Attack Range: 12 cell Target: Select One Mana: 90 mp  — Has a 100% chance of causing [🏹][PvP] Mark of the Gladiator] (ignores debuff protection) — If you taunt an opponent that has a Knockdown, there's a 100% chance of causing [🏹][PvP] Enormously Shaky Status] — If you taunt an opponent in a normal status, there's a 100% chance to cause [🏹][PvP] Shaky Status]	
 [PvP] Magical Reflection		Cooldown: 12s Attack Range: Itself Target: Select One	Cooldown: <b>8s</b> Attack Range: Itself Target: Select One

		<p>Mana: 300 mp</p> <p>— Has a 100% chance of causing [  Magical Reflection]</p>	<p>Mana: 300 mp</p> <p>— Has a 100% chance of causing [  Magical Reflection]</p>
 [PvP] Iron Roll		<p>Cooldown: 32s  Attack Range: 0 cell  Target: Around Enemy in 4 cell  Mana: 320 mp</p> <p>— Attack power scaling: 110%  Melee attack power +900  — [PvP] Fire energies +400  <del>REMOVED</del> — Has a 50% chance of causing [  [PvP] Knockdown]</p> <p>— Has a 100% chance of causing [  [PvP] Iron Blockade]</p>	<p>Cooldown: <b>22s</b>  Attack Range: 0 cell  Target: Around Enemy in 4 cell  Mana: 320 mp</p> <p>— Attack power scaling: <b>85%</b>  Melee attack power <b>+450</b>  — [PvP] Fire energies +400  <b>[NEW]</b> — Has a 100% chance of causing [  [PvP] Slight Paralysis]</p> <p>— Has a 100% chance of causing [  [PvP] Iron Blockade]</p> <hr/> <p> [PvP] Iron Blockade</p> <p>General Buff  (Level 5)  Duration: 3 seconds</p> <p>— [PvP] Damage received -75%  — [PvP] Debuff protect. (lv.5) +75%  — Resists forced movement with 100% chance.</p> <p><b>[NEW]</b> — [PvP] Movement speed +3 if user's defence reduction is equal or higher than 150</p>
 [PvP] Engorgement		<p>Cooldown: 60s  Attack Range: 0 cell  Target: Select One  Mana: 150 mp</p> <p>— Has a 100% chance of causing [  [PvP] Engorgement]</p>	<p>Cooldown: <b>20s</b>  Attack Range: 0 cell  Target: Select One  Mana: 150 mp</p> <p>— Has a 100% chance of causing [  [PvP] Engorgement]</p> <p><b>[NEW]</b> — If you attack while [  [PvP] Victory Cry] is active, there's a 100% chance of causing [  [PvP] The legendary Battle Cry]</p>

			 [PvP] The legendary Battle Cry  General Buff (Level 5) Duration: 4 seconds  — Has 100% of chance of ignoring 1500 defense from the enemy — [PvP] Has a 45% chance to increase damage caused by 30% — Always inflicts critical hits.  Side Effect: after 0.1 seconds — Disappears upon landing a hit — Cannot be evaded
 [PvP] Declaration of War		Cooldown: 60s Attack Range: 12 cell Target: Select One Mana: 90 mp  — Attack power scaling: 105% Melee attack power +1000 — [PvP] Fire energies +500  — Has a 100% chance of causing  [PvP] Victory Cry  — If the enemy is afflicted by  [PvP] Mark of the Gladiator], there is a 100% chance of causing  Loser's Sigh] (ignores debuff protection) — If the enemy isn't afflicted by  [PvP] Mark of the Gladiator], there is a 100% chance of causing  Loser's Sigh]  <hr/>  [PvP] Victory Cry  General Buff (Level 3) Duration: 6 seconds  — [PvP] Attack Power +10% <del>[REMOVED]</del> — [PvP] Critical damage +15%	Cooldown: <del>40s</del> Attack Range: 12 cell Target: Select One Mana: 90 mp  — Attack power scaling: <del>90%</del> Melee attack power +1000 — [PvP] Fire energies +500  — Has a 100% chance of causing  [PvP] Victory Cry  — If the enemy is afflicted by  [PvP] Mark of the Gladiator], there is a 100% chance of causing  Loser's Sigh] (ignores debuff protection) — If the enemy isn't afflicted by  [PvP] Mark of the Gladiator], there is a 100% chance of causing  Loser's Sigh]  <hr/>  [PvP] Victory Cry  General Buff (Level 3) Duration: 6 seconds  <del>[NEW]</del> — [PvP] Skill cooldown -45% to the skill  [PvP] Execution

		Side Effect: after 0.1 seconds — Movement speed +4 — A shadowy figure appears.	— [PvP] Attack Power +10% [NEW] — [PvP] Critical damage +25% of the user's total  Side Effect: after 0.1 seconds — Movement speed +4 — A shadowy figure appears.
 [PvP] Execution		Cooldown: 120s Attack Range: 7 cell Target: Special Area Mana: 600 mp  — Attack power scaling: 120% Melee attack power +1550 [REMOVED] — [PvP] Fire energies +1000 [REMOVED] — Has a 100% chance of causing [  Short Blackout] — This skill cannot be evaded if the opponent is afflicted by [  [PvP] Mark of the Gladiator] — 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  — Attack power scaling: 125% Melee attack power +1000  — This skill cannot be evaded if the opponent is afflicted by [  [PvP] Mark of the Gladiator] — If you are successful in defeating the opponent with this skill, there is a 100% chance that [  Cheer of the Crowd] will occur. [NEW] — If [  [PvP] The legendary Battle Cry]], causes [  [PvP] Joker] [NEW] — Has a 100% chance of invoking the combo  [PvP] Arrogant Humiliation  <hr/>  [PvP] Joker  General Buff (Level 4) Duration: 8.5 seconds  — Dances
 [PvP] Arrogant Humiliation			Cooldown: 5s Attack Range: 12 cell Target: Select One Mana: 90 mp  — Has a 100% chance of causing [  [PvP] Arrogant Attempt] (ignores debuff protection) — If [  [PvP] Joker]] is active has 100% chance of causing [  [PvP] Humiliation] (ignores debuff protection)

			<div><div></div><div>[PvP] Arrogant Attempt</div><div>Magic Debuff (Level 4) Duration: 7 seconds</div><div>— Movement speed +5</div></div> <div><div></div><div>[PvP] Humiliation</div><div>Magic Debuff (Level 5) Duration: 8.5 seconds</div><div>— No attack possible — Movement impossible — [PvP] Damage received -85%</div><div>Side Effect: after 0.1 seconds — Disappears upon receiving a hit — Falls to the ground</div></div>
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













## Battle Monk





Role:












Main: Tank, Assassin or DPS (Depends on the chosen buff)




















Secondary: Bruiser




Name	Description	Original	New
 Passive			[NEW] — [PvP] Base HP -5000
 [PvP] Basic Spear Attack		Cooldown: 0.7s Attack Range: 2 cell Target: Around Enemy in 0 cell Mana: 0 mp  — Attack power scaling: 85% Melee attack power +75 — [PvP] Water energies +40	Cooldown: 0.7s Attack Range: 2 cell Target: Around Enemy in 0 cell Mana: 0 mp  — Attack power scaling: 35% Melee attack power +75 — [PvP] Water energies +40 [NEW] — [PvP] Damage +2% of the enemy's total HP if  [PvP] Spirit of Temperance] is active  [NEW] — Attack power scaling: -30% if  [PvP] Spiritual Strength] is active
 [PvP] Divided Sea		Cooldown: 7s Attack Range: 2 cell Target: Around Enemy in 2 cell Mana: 110 mp  — Attack power scaling: 85% Melee attack power +375 — [PvP] Water energies +120  — Has a 10% chance of causing [  [PvP] Energy Deficiency]	Cooldown: 7s Attack Range: 2 cell Target: Around Enemy in 2 cell Mana: 110 mp  — Attack power scaling: 35% Melee attack power +375 — [PvP] Water energies +120  — Has a 10% chance of causing [  [PvP] Energy Deficiency] [NEW] — [PvP] Damage +3% of the enemy's total HP if [  [PvP] Spirit of Temperance] is active  [NEW] — Attack power scaling: -30% if  [PvP] Spiritual Strength] is active

 [PvP] Targeted Stab		<p>Cooldown: 14s  Attack Range: 13 cell  Target: Around Enemy in 2 cell  Mana: 80 mp</p> <p>— Attack power scaling: 90%  Melee attack power +150  [REMOVED] — [PvP] Water energies +190</p> <p>— [PvP] Skill cooldown -40% if [🧘][PvP] Spirit of Enlightenment] is active</p> <p>— Has a 100% chance of causing [🔥][PvP] Internal Injury 1st Degree]  [REMOVED] — Has a 30% chance of causing [👤][PvP] Severe Trauma]</p>	<p>Cooldown: 14s  Attack Range: 13 cell  Target: Around Enemy in 2 cell  Mana: 80 mp</p> <p>— Attack power scaling: 25%  Melee attack power +150</p> <p>— [PvP] Skill cooldown -50% if [🧘][PvP] Spirit of Enlightenment] is active</p> <p>— Has a 100% chance of causing [🔥][PvP] Internal Injury 1st Degree]</p> <p>[NEW] — Attack power scaling: -25% if [🧘][PvP] Spiritual Strength] is active  [NEW] — [PvP] Damage is increased by 5% of the enemy's current HP if [🧘][PvP] Spirit of Temperance] is active</p>
 [PvP] Mighty Hurricane		<p>Cooldown: 25s  Attack Range: 10 cell  Target: Special Area  Mana: 200 mp</p> <p>— Attack power scaling: 80%  Melee attack power +825  — [PvP] Water energies +330  — [PvP] Damage is increased by 8% of the enemy's current HP if [🧘][PvP] Spirit of Temperance] is active</p> <p>— Has a 40% chance of causing [⚡][PvP] Strong Energy Deficiency]</p>	<p>Cooldown: 25s  Attack Range: 10 cell  Target: Special Area  Mana: 200 mp</p> <p>— Attack power scaling: 35%  Melee attack power +825  — [PvP] Water energies +330  — [PvP] Damage is increased by 8% of the enemy's current HP if [🧘][PvP] Spirit of Temperance] is active</p> <p>— Has a 40% chance of causing [⚡][PvP] Strong Energy Deficiency]</p>
 [PvP] Seven Stabs		<p>Cooldown: 14s  Attack Range: 3 cell  Target: Special Area  Mana: 90 mp</p> <p>— Attack power scaling: 85%  Melee attack power +525  [REMOVED] — [PvP] Water energies +80  — [PvP] The cooldown of this skill is reduced by 30% if [🧘][PvP] Spirit of Enlightenment] is active</p> <p>— Has a 100% chance of causing [🔥][PvP] Internal Injury 1st Degree]  [REMOVED] — Has a 100% chance of invoking the combo [🐉][PvP] Dragon Harpoon]</p>	<p>Cooldown: 20s  Attack Range: 3 cell  Target: Special Area  Mana: 90 mp</p> <p>— Attack power scaling: 30%  Melee attack power +225  — [PvP] The cooldown of this skill is reduced by 55% if [🧘][PvP] Spirit of Enlightenment] is active</p> <p>— Has a 100% chance of causing [🔥][PvP] Internal Injury 1st Degree]  [NEW] — Has a 100% chance of invoking the combo [❄️][PvP] Seven Stabs 2nd phase]</p>


			<b>[NEW]</b> — Attack power scaling: -35% if [🧘][PvP] Spiritual Strength is active
 [PvP] Cyclone		Cooldown: 25s Attack Range: 0 cell Target: Around Enemy in 4 cell Mana: 280 mp  — Attack power scaling: 90% Melee attack power +300 <b>[REMOVED]</b> — [PvP] Water energies +300 — Attracts enemies to 1 cell from you — Has a 35% chance of causing [🧘][PvP] Strong Energy Deficiency — Has a 100% chance of invoking the combo [🗡️][PvP] Dragon Spear	Cooldown: 25s Attack Range: 0 cell Target: Around Enemy in 4 cell Mana: 280 mp  — Attack power scaling: <b>35%</b> Melee attack power +300 — Attracts enemies to 1 cell from you — Has a 35% chance of causing [🧘][PvP] Strong Energy Deficiency — Has a 100% chance of invoking the combo [🗡️][PvP] Dragon Spear <b>[NEW]</b> — [PvP] Damage is increased by 4% of the enemy's total HP if [🧘][PvP] Spirit of Temperance is active
 [PvP] Sacrifice		Cooldown: 40s Attack Range: 20 cell Target: Select One Mana: 400 mp  — There is a 100% chance of causing [🔥][PvP] Noble Gesture — There is a 100% chance that Sacrifice causes [🌱][PvP] Spirit of Sacrifice.	
 [PvP] Short Meditation		Cooldown: 300s Attack Range: 0 cell Target: Select One Mana: 220 mp  — Has a 100% chance of causing [🧘][PvP] Spirit of Temperance — Has a 100% chance of invoking the combo [🧘][PvP] Medium Meditation	
		 [PvP] Spirit of Temperance  General Buff (Level 2) Duration: 600 seconds	General Buff (Level 2) Duration: 600 seconds  — The duration of caused debuffs +35% <b>[NEW]</b> — [PvP] Damage received is decreased by player's total HP / 7500

		<p>[REMOVED] — [PvP] Damage received -20%</p> <p>— The duration of caused debuffs +35%</p> <p>[REMOVED] — Maximum HP +25% of the user's base amount (max. 10.000)</p>	<p>[NEW] — [PvP] Enemy's defense is decreased by ((enemy's total HP -60000) / 3750)%</p> <p>[NEW] — [PvP] Base HP +12000</p> <p>[NEW] — [PvP] User's dodge -300</p>
 [PvP] Spiral Spear		<p>Cooldown: 50s</p> <p>Attack Range: 10 cell</p> <p>Target: Special Area</p> <p>Mana: 150 mp</p> <p>— Attack power scaling: 100%</p> <p>Melee attack power +450</p> <p>— [PvP] Water energies +230</p> <p>— Has a 50% chance of inflicting critical hits if [  [PvP] Spiritual Strength] is active</p> <p>— There is a 30% chance of causing  Critical Trauma</p>	<p>Cooldown: 50s</p> <p>Attack Range: 10 cell</p> <p>Target: Special Area</p> <p>Mana: 150 mp</p> <p>[NEW] — [PvP] Damage is increased by 6% of the enemy's total HP if [  [PvP] Spirit of Temperance] is active</p> <p>— Attack power scaling: 40%</p> <p>Melee attack power +450</p> <p>— [PvP] Water energies +230</p> <p>— Has a 50% chance of inflicting critical hits if [  [PvP] Spiritual Strength] is active</p> <p>— There is a 30% chance of causing  Critical Trauma</p>
 [PvP] Buddha's Words		<p>Cooldown: 1s</p> <p>Attack Range: 0 cell</p> <p>Target: Around Allies in 6 cell</p> <p>Mana: 900 mp</p> <p>— There's a 100% probability to remove debuffs of level 5 or lower</p> <p>[REMOVED] — Recovers PlayerLevel*10 HP</p> <p>— Has a 100% chance of causing [  Buddha's Words]</p> <hr/> <p> Buddha's Words</p> <p>Magic Buff (Level 4) Duration: 3600 seconds</p> <p>[REMOVED] — Every 10 seconds: Recovers 495 (Player Level * 5) HP</p> <p>— Every 10 seconds: Removes all debuffs up to level 2</p> <p>— Every 10 seconds: Decreases 1980 (Player Level * 20) MP</p>	<p>Cooldown: 1s</p> <p>Attack Range: 0 cell</p> <p>Target: Around Allies in 6 cell</p> <p>Mana: 900 mp</p> <p>— There's a 100% probability to remove debuffs of level 5 or lower</p> <p>[NEW] — Recovers 25% of user's plain attack + 3% HP</p> <p>— Has a 100% chance of causing [  Buddha's Words]</p> <hr/> <p> Buddha's Words</p> <p>Magic Buff (Level 4) Duration: 3600 seconds</p> <p>[NEW] — Every 10 seconds: Recovers 10% of user's plain attack + 1% HP</p> <p>— Every 10 seconds: Removes all debuffs up to level 2</p> <p>— Every 10 seconds: Decreases 1980 (Player Level * 20) MP</p>

 [PvP] Restart		<p>Cooldown: 120s  Attack Range: 0 cell  Target: Around Enemy in 5 cell  Mana: 600 mp</p> <p>— Attack power scaling: 100%  Melee attack power +1350  [REMOVED] — [PvP] Water energies +1150  — Has a 100% chance of inflicting critical hits if [  [PvP] Spiritual Strength] is active</p> <p>— There is a 55% chance of causing  Shackling Trauma</p> <p>— There is a 55% chance of causing  [PvP] Critical Energy Deficiency</p>	<p>Cooldown: 120s  Attack Range: 0 cell  Target: Around Enemy in 5 cell  Mana: 600 mp</p> <p>— Attack power scaling: 60%  Melee attack power +1350  — Has a 100% chance of inflicting critical hits if [  [PvP] Spiritual Strength] is active</p> <p>— There is a 75% chance of causing  Shackling Trauma</p> <p>— There is a 75% chance of causing  [PvP] Critical Energy Deficiency  [NEW] — [PvP] Damage is increased by 16% of the enemy's total HP if [  [PvP] Spirit of Temperance] is active</p>
 [PvP] Dragon Harpoon		<p>Cooldown: 1s  Attack Range: 7 cell  Target: Special Area  Mana: 250 mp</p> <p>— Attack power scaling: 90%  Melee attack power +375  [REMOVED] — [PvP] Water energies +330  — Has a 20% chance of causing [  [PvP] Internal Injury 3rd Degree]</p> <p>— Has a 20% chance of causing [  Shackling Trauma]  [REMOVED] — Has a 50% chance of invoking the combo [  [PvP] Dragon Spear]</p>	<p>Cooldown: 1s  Attack Range: 7 cell  Target: Special Area  Mana: 250 mp</p> <p>[NEW] — [PvP] Damage is increased by 3% of the enemy's total HP if [  [PvP] Spirit of Temperance] is active</p> <p>— Attack power scaling: 40%  Melee attack power +525</p> <p>— Has a 20% chance of causing [  [PvP] Internal Injury 3rd Degree]</p> <p>— Has a 20% chance of causing [  Shackling Trauma]</p> <p>[NEW] — Attack power scaling: -35% if [  [PvP] Spiritual Strength] is active</p>
 [PvP] Dragon Spear		<p>Cooldown: 1s  Attack Range: 0 cell  Target: Around Enemy in 4 cell  Mana: 270 mp</p> <p>— Attack power scaling: 80%  Melee attack power +600  [REMOVED] — [PvP] Damage is increased by 6% of the enemy's current HP if [  [PvP] Spirit of Temperance] is active  [REMOVED] — [PvP] Chance of inflicting critical hits is increased by 50% of the user's total</p>	<p>Cooldown: 1s  Attack Range: 0 cell  Target: Around Enemy in 4 cell  Mana: 270 mp</p> <p>— Attack power scaling: 40%  Melee attack power +600  [NEW] — [PvP] Damage is increased by 5% of the enemy's total HP if [  [PvP] Spirit of Temperance] is active  [NEW] — Has a 100% chance of inflicting</p>

		<p>— [PvP] Push your opponent back 3 field(s)</p> <p>— Has a 80% chance of causing [👹] [PvP] Energy Deficiency]</p>	<p>critical hits if [👹] [PvP] Spiritual Strength] is active</p> <p>— [PvP] Push your opponent back 3 field(s)</p> <p>— Has a 80% chance of causing [👹] [PvP] Energy Deficiency]</p>
 [PvP] Medium Meditation		<p>Cooldown: 1s Attack Range: 0 cell Target: Select One Mana: 0 mp</p> <p>— Has a 100% chance of causing [👹] [PvP] Spirit of Enlightenment]</p> <p>— Has a 100% chance of invoking the combo [👹] Long Meditation]</p>	
		<p> [PvP] Spirit of Enlightenment</p> <p>General Buff (Level 1) Duration: 600 seconds</p> <p><b>[REMOVED]</b> — [PvP] Attack Power +10%</p> <p>— [PvP] Critical chance +45% of the user's total</p> <p><b>[REMOVED]</b> — Movement speed +2</p> <p>Side Effect: after 0.1 seconds</p> <p>— On attack, has a 20% chance to cause [👹] Leg Sweeper]</p> <p>— [PvP] Hit rate +198 (Player Level * 2)</p>	<p> [PvP] Spirit of Enlightenment</p> <p>General Buff (Level 1) Duration: 600 seconds</p> <p><b>[NEW]</b> — Attack power scaling: 50%</p> <p>— [PvP] Critical chance +55% of the user's total</p> <p><b>[NEW]</b> — Movement speed is increased by user's critical chance /40 (max. 2)</p> <p>Side Effect: after 0.1 seconds</p> <p>— On attack, has a 20% chance to cause [👹] Leg Sweeper]</p> <p>— [PvP] Hit rate +396 (Player Level * 4)</p>

 [PvP] Long Meditation		<p>Cooldown: 1s  Attack Range: 0 cell  Target: Select One  Mana: 0 mp</p> <p>— Has a 100% chance of causing [  [PvP] Spiritual Strength]</p>	
		 [PvP] Spiritual Strength <p>General Buff  (Level 3)  Duration: 600 seconds</p> <p>The spirit is freed by meditation.</p> <p>— [PvP] Attack Power +25%  <del>[REMOVED]</del> — [PvP] Critical damage +20%  — [PvP] Hit rate (Player Level * 4)</p>	 [PvP] Spiritual Strength <p>General Buff  (Level 3)  Duration: 600 seconds</p> <p>The spirit is freed by meditation.</p> <p>— [PvP] Attack Power <b>+10%</b>  <del>[NEW]</del> — [PvP] Critical damage +25% of the user's total  — [PvP] Hit rate (Player Level * 4)  <del>[NEW]</del> — Attack power scaling: +60%  <del>[NEW]</del> — [PvP] Skill Attack Power +20%</p>
 [PvP] Seven Stabs 2nd phase		<p>Cooldown: 2s  Attack Range: 3 cell  Target: Special Area  Mana: 90 mp</p> <p>— Attack power scaling: 35%  Melee attack power +300</p> <p>— Attack power scaling: -35% if [  [PvP] Spiritual Strength] is active</p> <p>— Has a 30% chance of causing [  Severe Trauma]</p> <p>— Has a 100% chance of invoking the combo [  Dragon Harpoon]</p>	







		— [PvP] Damage is increased by 2% of the enemy's total HP if [  [PvP] Spirit of Temperance] is active	
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


## Death Reaper











Role:

Main: Tank

Name	Description	Original	New
 Passive			<p>[NEW] — [PvP] Base HP +7000</p> <p>[NEW] — [PvP] User's dodge -300</p> <p>[NEW] — [PvP] Final critical damage -25% of its total</p> <p>[NEW] — [PvP] User's soft damage -10%</p>
 [PvP] Death's Scythe		<p>Cooldown: 0.6s</p> <p>Attack Range: 2 cell</p> <p>Target: Around Enemy in 1 cell</p> <p>Mana: 0 mp</p> <p>— [PvP] Deals 90% of the user's plain attack stat plus an extra 150 as melee attack power</p> <p>— [PvP] Shadow energies are increased by 75</p>	<p>Cooldown: 0.6s</p> <p>Attack Range: 2 cell</p> <p>Target: Around Enemy in 1 cell</p> <p>Mana: 0 mp</p> <p>— Attack power scaling: <b>35%</b></p> <p>Melee attack power +150</p> <p>— [PvP] Shadow energies are increased by 75</p> <p>— [NEW] [PvP] Damage is increased by 2% of the enemy's total HP</p>
 [PvP] Slasher		<p>Cooldown: 7s</p> <p>Attack Range: 2 cell</p> <p>Target: Select One</p> <p>Mana: 50 mp</p> <p>— [PvP] Deals 95% of the user's plain attack stat plus an extra 350 as melee attack power</p> <p>— [PvP] Shadow energies are increased by 90</p> <p>[REMOVED] — Has a 100% chance of leeching PlayerLevel* 2 HP from the enemy</p> <p>— Has a 100% chance of inflicting</p> <p>[] [PvP] Grievous Wounds on your opponent</p>	<p>Cooldown: <b>5s</b></p> <p>Attack Range: 2 cell</p> <p>Target: Select One</p> <p>Mana: 50 mp</p> <p>— Attack power scaling: <b>35%</b></p> <p>Melee attack power +350</p> <p>— [PvP] Shadow energies are increased by 90</p> <p>— Has a 100% chance of inflicting</p> <p>[] [PvP] Grievous Wounds on your opponent</p> <p>[NEW] — [PvP] Has a 75% chance of leeching 1% of the enemy's total HP</p> <p>— [NEW] [PvP] Damage +2% of the enemy's total HP</p>
 [PvP] Bloodsucker		<p>Cooldown: 25s</p> <p>Attack Range: 0 cell</p> <p>Target: Around Enemy in 3 cell</p> <p>Mana: 75 mp</p> <p>— [PvP] Deals 80% of the user's plain attack stat</p>	<p>Cooldown: 25s</p> <p>Attack Range: 0 cell</p> <p>Target: Around Enemy in 3 cell</p> <p>Mana: 75 mp</p> <p>— Attack power scaling: <b>45%</b></p>

		<p>plus an extra 650 as melee attack power  <del>[REMOVED]</del> — [PvP] Shadow energies are increased by 180  — [PvP] Has a 100% chance of leeching 2% of the enemy's total HP  — Has a 25% chance of causing [Fatal Bleeding]</p>	<p>Melee attack power +650  — [PvP] Has a 100% chance of leeching 3% of the enemy's total HP  — Has a 25% chance of causing [Fatal Bleeding]  <del>[NEW]</del> — [PvP] Recovers 2% HP  <del>[NEW]</del> — Has a 100% chance of causing [[PvP] Blood Shield]</p> <hr/> <p>[PvP] Blood Shield</p> <p>General Buff  (Level 4)  Duration: 7 seconds</p> <p>— A shield with a value of 5% of the user's total HP is received  — [PvP] Stun debuff protect. +25%  — Resists forced movement with 35% chance.</p> <p>Side effect: after 0.1 seconds  — If the HP granted by the shield is lost, this effect disappears  — [PvP] Enemy's soft damage -10%</p>
 [PvP] Death Approaches		<p>Cooldown: 14s  Attack Range: 10 cell  Target: Select One  Mana: 50 mp</p> <p>— [PvP] Deals 85% of the user's plain attack stat plus an extra 250 as melee attack power  — [PvP] Shadow energies are increased by 200  — Has a 50% chance of causing [Bled Out]</p>	<p>Cooldown: 7s  Attack Range: 9 cell  Target: Select One  Mana: 50 mp</p> <p>— Attack power scaling: 25%  Melee attack power +400  <del>[REMOVED]</del> — [PvP] Shadow energies are increased by 200  — Has a 50% chance of causing [Bled Out]  <del>[NEW]</del> — Has a 65% chance of causing [Short Blackout]  <del>[NEW]</del> — [PvP] Damage +3% of the enemy's current HP</p>
 [PvP] Soul Bash		<p>Cooldown: 15s  Attack Range: 2 cell  Target: Special Area  Mana: 120 mp</p> <p>— [PvP] Deals 95% of the user's plain attack stat</p>	<p>Cooldown: 15s  Attack Range: 2 cell  Target: Special Area  Mana: 120 mp</p> <p>— Attack power scaling: 40%</p>

		<p>plus an extra 600 as melee attack power  <del>[REMOVED]</del> — [PvP] Shadow energies are increased by 600  — [PvP] Push your opponent back 2 field(s)  — Has a 100% chance of causing  Paralysis]</p>	<p>Melee attack power +600  — [PvP] Push your opponent back 2 field(s)  — Has a 100% chance of causing  Paralysis]  <del>[NEW]</del> — [PvP] Damage +5% of the enemy's current HP  — <del>[NEW]</del> [PvP] Recovers 1% HP</p>
 [PvP] Infinite Armour		<p>Cooldown: 60s  Attack Range: 0 cell  Target: Select One  Mana: 100 mp</p> <p>— Has a 100% chance of causing  [PvP] Infinite Armour]</p> <hr/> <p> [PvP] Infinite Armour</p> <p>General Buff  (Level 3)  Duration: 600 seconds</p> <p><del>[REMOVED]</del> — [PvP] Damage received -25%  — [PvP] Enemy's soft damage -10%  — Resists forced movement with 80% chance.</p>	<p>Cooldown: 60s  Attack Range: 0 cell  Target: Select One  Mana: 100 mp</p> <p>— Has a 100% chance of causing  [PvP] Infinite Armour]</p> <hr/> <p> [PvP] Infinite Armour</p> <p>General Buff  (Level 3)  Duration: 600 seconds</p> <p>— [PvP] Enemy's soft damage -10%  — Resists forced movement with 80% chance.  <del>[NEW]</del> — [PvP] Damage received is decreased by player's total HP / 7500  <del>[NEW]</del> — [PvP] Enemy's defense is decreased by ((enemy's total HP -60000) / 3650)%</p>
 [PvP] Spirit Catcher		<p>Cooldown: 20s  Attack Range: 6 cell  Target: Around Enemy in 1 cell  Mana: 120 mp</p> <p>— [PvP] Has a 100% chance of leeching 2% of the enemy's total HP  — Has a 100% chance of causing  Paralysis]  — Has a 80% chance of causing  Spirit Absorption]  — Attracts enemies to 1 cell from you</p> <hr/>	<p>Cooldown: <del>17s</del>  Attack Range: <del>7 cell</del>  Target: Around Enemy in 1 cell  Mana: 120 mp</p> <p>— [PvP] Has a 100% chance of leeching 2% of the enemy's total HP  — Has a 100% chance of causing  Paralysis]  — Has a <del>100%</del> chance of causing  Spirit Absorption]  — Attracts enemies to 1 cell from you</p> <hr/>

		 Spirit Absorption  General Buff (Level 3) Duration: 7 seconds  — HP restored by healing and leeching effects +10% [REMOVED] — Every 2 seconds: Recovers 297 (Player Level * 3) HP [REMOVED] — Has a 50% chance of reflecting 30% of the damage received (max. 7500 in PvP)	 Spirit Absorption  General Buff (Level 3) Duration: 7 seconds  — HP restored by healing and leeching effects <b>+5%</b> [NEW] — Every 4 seconds: Recovers 1% HP
 [PvP] Reaper's Scythe		Cooldown: 25s Attack Range: 8 cell Target: Special Area Mana: 80 mp  — [PvP] Deals 85% of the user's plain attack stat plus an extra 750 as melee attack power — [PvP] Shadow energies are increased by 750 — There is a 75% chance of causing [PvP] Weak Mark of Death [REMOVED] — [PvP] Has a 100% chance of leeching 1% of the enemy's total HP  <hr/>  [PvP] Weak Mark of Death  General Debuff (Level 2) Duration: 6 seconds  — Movement speed -2 — [PvP] Shadow resistance -10 — Final damage received +25% if the enemy attacks with  [PvP] Spirit Splitter  Side Effect: after 0.1 seconds — There's a 100% chance for this effect to disappear if the user is attacked with  [PvP] Spirit Splitter	Cooldown: 25s Attack Range: 8 cell Target: Special Area Mana: 80 mp  — Attack power scaling: <b>45%</b> Melee attack power +750 — [PvP] Shadow energies are increased by 750 — There is a 75% chance of causing [PvP] Weak Mark of Death [NEW] — [PvP] Damage +4% of the enemy's total HP [NEW] — [PvP] Recovers 2% HP  <hr/>  [PvP] Weak Mark of Death  General Debuff (Level 2) Duration: 6 seconds  — Movement speed -2 — [PvP] Shadow resistance -10 — Final damage received +25% if the enemy attacks with  [PvP] Spirit Splitter  Side Effect: after 0.1 seconds — There's a 100% chance for this effect to disappear if the user is attacked with  [PvP] Spirit Splitter [NEW] — [PvP] The enemy heals 2% of their total HP if the user is attacked with  [PvP] Spirit Splitter



[PvP] Shadow of Death

Cooldown: 60s  
Attack Range: 0 cell  
Target: Around Enemy in 13 cell  
Mana: 300 mp

[REMOVED] — Has a 100% chance of causing [PvP] Mark of Death



[PvP] Mark of Death

General Debuff  
(Level 5)  
Duration: 8 seconds

- Movement speed -2
- [PvP] Shadow resistance -20

Side Effect: after 0.1 seconds  
— Final damage received +50% if the enemy attacks with [PvP] Spirit Splitter  
— There's a 100% chance for this effect to disappear if the user is attacked with [PvP] Spirit Splitter

Cooldown: 60s  
Attack Range: 0 cell  
Target: Around Enemy in 13 cell  
Mana: 300 mp

[NEW] — Has a 100% chance of causing [PvP] Mark of Death (ignores debuff protection)



[PvP] Mark of Death

General Debuff  
(Level 5)  
Duration: 8 seconds

- Movement speed -2
- [PvP] Shadow resistance -20
- [NEW] — [PvP] The enemy heals 4% of their total HP if the user is attacked with [PvP] Spirit Splitter

Side Effect: after 0.1 seconds  
— Final damage received +50% if the enemy attacks with [PvP] Spirit Splitter  
— There's a 100% chance for this effect to disappear if the user is attacked with [PvP] Spirit Splitter



[PvP] Time Twister

Cooldown: 45s  
Attack Range: 0 cell  
Target: Select One  
Mana: 350 mp

- There is a probability of 100% that [PvP] Strong Spiritual Release will be applied if an absorbed spirit is present.
- There is a probability of 100% that [PvP] Spiritual Release will be applied if no absorbed spirit is present.



[PvP] Strong Spiritual Release










Cooldown: 15s  
Attack Range: 0 cell  
Target: Select One  
Mana: 350 mp

- There is a probability of 100% that [PvP] Strong Spiritual Release will be applied if an absorbed spirit is present.
- There is a probability of 100% that [PvP] Spiritual Release will be applied if no absorbed spirit is present.



[PvP] Strong Spiritual Release

General Buff

		<p>General Buff (Level 3) Duration: 15 seconds</p> <p><b>[REMOVED]</b> — [PvP] Skills cooldown -30% (max. 30%)  <b>[REMOVED]</b> — [PvP] Shadow energies +396 (Player Level * 4)  <b>[REMOVED]</b> — [PvP] Hit rate +99 (Player Level * 1)</p> <p>Side Effect: after 0.1 seconds  — Movement speed +2  — A shadowy figure appears.</p> <hr/> <p> [PvP] Spiritual Release</p> <p>General Buff (Level 2) Duration: 600 seconds</p> <p><b>[REMOVED]</b> — [PvP] Skills cooldown -10% (max. 20%)  <b>[REMOVED]</b> — [PvP] Shadow energies +198 (Player Level * 2)  — [PvP] Hit rate +99 (Player Level * 1)</p>	<p>(Level 3) Duration: <b>8 s</b> seconds</p> <p><b>[NEW]</b> — [PvP] Skills cooldown -45% to the skill  [PvP] Spirit Splitter  <b>[NEW]</b> — [PvP] Skills cooldown -35% to the skill  [PvP] Shadow of Death  <b>[NEW]</b> — There's a 100% chance that every attack hits.</p> <p>Side Effect: after 0.1 seconds  — Movement speed <b>+4</b>  — A shadowy figure appears.</p> <hr/> <p> [PvP] Spiritual Release</p> <p>General Buff (Level 2) Duration: 600 seconds</p> <p>— [PvP] Hit rate +198 (Player Level * <b>2</b>)  <b>[NEW]</b> — [PvP] Has a 45% chance of healing 1% of the user's total HP on hit.  <b>[NEW]</b> — HP restored by healing and leeching effects +5%</p>
 [PvP] Spirit Splitter		<p>Cooldown: 90s Attack Range: 2 cell Target: Around Enemy in 2 cell Mana: 150 mp</p> <p>— [PvP] Deals 100% of the user's plain attack stat plus an extra 1200 as melee attack power  <b>[REMOVED]</b> — [PvP] Shadow energies are increased by 900  — [PvP] Has a 100% chance of leeching 8% of the enemy's total HP if they've been afflicted by [  [PvP] Mark of Death]  — [PvP] Has a 100% chance of leeching 4% of the enemy's total HP if they've been afflicted by [  [PvP] Weak Mark of Death]</p>	<p>Cooldown: 90s Attack Range: 2 cell Target: Around Enemy in 2 cell Mana: 150 mp</p> <p>— Attack power scaling: <b>60%</b>  Melee attack power +1200  <b>[NEW]</b> — [PvP] Damage +5% of the enemy's total HP  — [PvP] Has a 100% chance of leeching <b>7%</b> of the enemy's total HP if they've been afflicted by [  [PvP] Mark of Death]  — [PvP] Has a 100% chance of leeching <b>3%</b> of the enemy's total HP if they've been afflicted by [  [PvP] Weak Mark of Death]</p>









## Renegade

Role:

Main: Bruiser

Secondary: Assassin

Name	Description	Original	New
 Passive			<p>[NEW] — [PvP] Base Attack +482</p> <p>[NEW] — [PvP] Attack Power -482</p> <p>[NEW] — [PvP] Final critical damage -20% of its total</p> <p>[NEW] — [PvP] User's soft damage -10%</p> <p>[NEW] — [PvP] Base HP +1500</p>
 [PvP] Punch and slash		<p>Cooldown: 0.5s</p> <p>Attack Range: 2 cell</p> <p>Target: Select One</p> <p>Mana: 0 mp</p> <p>— [PvP] Deals 100% of the user's plain attack stat plus an extra 75 as melee attack power</p> <p>— [PvP] Light energies are increased by 70</p>	<p>Cooldown: 0.5s</p> <p>Attack Range: 2 cell</p> <p>Target: Select One</p> <p>Mana: 0 mp</p> <p>— [PvP] Deals 75% of the user's plain attack stat plus an extra 75 as melee attack power</p> <p>— [PvP] Light energies are increased by 70</p>
 [PvP] Judgement of light		<p>Cooldown: 5s</p> <p>Attack Range: 4 cell</p> <p>Target: Special Area</p> <p>Mana: 60 mp</p> <p>— [PvP] Deals 100% of the user's plain attack stat plus an extra 200 as melee attack power</p> <p>— [PvP] Light energies are increased by 220</p> <p>— Has a 25% chance of causing  [PvP] Critical Bleeding]</p>	<p>Cooldown: 4s</p> <p>Attack Range: 4 cell</p> <p>Target: Special Area</p> <p>Mana: 60 mp</p> <p>— [PvP] Deals 75% of the user's plain attack stat plus an extra 200 as melee attack power</p> <p>— [PvP] Light energies are increased by 220</p> <p>— Has a 25% chance of causing  [PvP] Critical Bleeding]</p> <p>[NEW] — [PvP] Damage +3% of the enemy's current HP</p>
 [PvP] Judgement of Damnation		<p>Cooldown: 12s</p> <p>Attack Range: 3 cell</p> <p>Target: Around Enemy in 1 cell</p> <p>Mana: 180 mp</p> <p>— [PvP] Deals 105% of the user's plain attack stat plus an extra 300 as melee attack power</p>	<p>Cooldown: 8s</p> <p>Attack Range: 3 cell</p> <p>Target: Around Enemy in 1 cell</p> <p>Mana: 180 mp</p> <p>— [PvP] Deals 75% of the user's plain attack stat plus an extra 300 as melee attack power</p>

		<p>— [PvP] Light energies are increased by 150</p> <p>— Has a 35% chance of causing [🔥][PvP] Judgement of Damnation]</p>	<p>— [PvP] Light energies are increased by 150</p> <p>— Has a 35% chance of causing [🔥][PvP] Judgement of Damnation]</p> <p>[NEW] — [PvP] Has a 100% chance of leeching 3% of the enemy's total HP</p>
 [PvP] Justice		<p>Cooldown: 16s</p> <p>Attack Range: 10 cell</p> <p>Target: Around Enemy in 4 cell</p> <p>Mana: 90 mp</p> <p>— [PvP] Deals 105% of the user's plain attack stat plus an extra 350 as melee attack power</p> <p>— [PvP] Light energies are increased by 250</p> <p>— Has a 80% chance of causing [🔥][PvP] Judgement]</p> <hr/> <p> [PvP] Judgement</p> <p>General Debuff (Level 2) Duration: 5 seconds</p> <p>— Cannot evade incoming attacks</p> <p>— [PvP] Light resistance -15</p> <p>[REMOVED] — [PvP] Enemy's critical damage +10%</p>	<p>Cooldown: 24s</p> <p>Attack Range: 10 cell</p> <p>Target: Around Enemy in 4 cell</p> <p>Mana: 90 mp</p> <p>— [PvP] Deals 90% of the user's plain attack stat plus an extra 350 as melee attack power</p> <p>— [PvP] Light energies are increased by 250</p> <p>— Has a 80% chance of causing [🔥][PvP] Judgement]</p> <p>[NEW] — [PvP] Damage +5% of the enemy's current HP</p> <hr/> <p> [PvP] Judgement</p> <p>General Debuff (Level 2) Duration: 5 seconds</p> <p>— Cannot evade incoming attacks</p> <p>— [PvP] Light resistance -15</p>
 [PvP] Double Ripper		<p>Cooldown: 6s</p> <p>Attack Range: 8 cell</p> <p>Target: Around Enemy in 3 cell</p> <p>Mana: 120 mp</p> <p>— [PvP] Deals 100% of the user's plain attack stat plus an extra 100 as melee attack power</p> <p>— [PvP] Light energies are increased by 400</p> <p>— Has a 40% chance of causing [🩸][PvP] Bled Out]</p> <p>— Has a 40% chance of causing [🧊][PvP] Paralysis]</p> <p>— Has a 100% chance of causing [👊][PvP] Courage]</p>	<p>Cooldown: 5s</p> <p>Attack Range: 8 cell</p> <p>Target: Around Enemy in 3 cell</p> <p>Mana: 120 mp</p> <p>— [PvP] Deals 65% of the user's plain attack stat plus an extra 100 as melee attack power</p> <p>— [PvP] Light energies are increased by 400</p> <p>— Has a 40% chance of causing [🩸][PvP] Bled Out]</p> <p>— Has a 40% chance of causing [🧊][PvP] Paralysis]</p> <p>— Has a 100% chance of causing [👊][PvP] Courage]</p>
 [PvP] Sanctuary		<p>Cooldown: 18s</p> <p>Attack Range: 0 cell</p> <p>Target: Around Enemy in 4 cell</p> <p>Mana: 200 mp</p> <p>— [PvP] Deals 110% of the user's plain attack stat</p>	<p>Cooldown: 20s</p> <p>Attack Range: 0 cell</p> <p>Target: Around Enemy in 4 cell</p> <p>Mana: 200 mp</p> <p>— [PvP] Deals 80% of the user's plain attack stat plus</p>

		<p>plus an extra 350 as melee attack power</p> <p>— [PvP] Light energies are increased by 330</p> <p>— Has a 100% chance of causing [PvP] Sanctuary</p>	<p>an extra 350 as melee attack power</p> <p>— [PvP] Light energies are increased by 330</p> <p>— Has a 100% chance of causing [PvP] Sanctuary</p> <p>[NEW] — [PvP] Damage is increased by 4% of the enemy's total HP</p>
 [PvP] Ignition		<p>Cooldown: 60s</p> <p>Attack Range: 0 cell</p> <p>Target: Select One</p> <p>Mana: 175 mp</p> <p>— Has a 100% chance of causing [PvP] Ignition</p> <hr/> <p> [PvP] Ignition</p> <p>General Buff (Level 2) Duration: 600 seconds</p> <p>[REMOVED] — [PvP] Attack Power +10%</p> <p>[REMOVED] — [PvP] Critical damage +15%</p> <p>— [PvP] Light energies +495 (Player Level * 5)</p> <p>Side Effect: after 0.1 seconds</p> <p>— [PvP] Hit rate +198 (Player Level * 2)</p>	<p>Cooldown: 60s</p> <p>Attack Range: 0 cell</p> <p>Target: Select One</p> <p>Mana: 175 mp</p> <p>— Has a 100% chance of causing [PvP] Ignition</p> <hr/> <p> [PvP] Ignition</p> <p>General Buff (Level 2) Duration: 600 seconds</p> <p>[NEW] — [PvP] Attack power +25% of the user's base attack stat</p> <p>— [PvP] Light energies +495 (Player Level * 5)</p> <p>Side Effect: after 0.1 seconds</p> <p>— [PvP] Hit rate +198 (Player Level * 2)</p>
 [PvP] Blade of the Cross		<p>Cooldown: 20s</p> <p>Attack Range: 5 cell</p> <p>Target: Special Area</p> <p>Mana: 85 mp</p> <p>— [PvP] Deals 110% of the user's plain attack stat plus an extra 500 as melee attack power</p> <p>— [PvP] Light energies are increased by 440</p> <p>— Has a 100% chance of causing [PvP] Short Blackout</p> <p>— Has a 100% chance of causing [PvP] Visual Impairment</p> <hr/> <p> [PvP] Visual Impairment</p> <p>General Debuff (Level 5) Duration: 4 seconds</p>	<p>Cooldown: 12s</p> <p>Attack Range: 5 cell</p> <p>Target: Special Area</p> <p>Mana: 85 mp</p> <p>— [PvP] Deals 75% of the user's plain attack stat plus an extra 500 as melee attack power</p> <p>— [PvP] Light energies are increased by 440</p> <p>— Has a 100% chance of causing [PvP] Short Blackout</p> <p>— Has a 100% chance of causing [PvP] Visual Impairment</p> <p>[NEW] — [PvP] Damage +6% of the enemy's current HP</p> <hr/> <p> [PvP] Visual Impairment</p> <p>General Debuff (Level 5)</p>

		<ul style="list-style-type: none"> <li>— [PvP] Hit rate -495 (Player Level * 5)</li> <li>— Movement speed -2</li> </ul>	Duration: 2 seconds <ul style="list-style-type: none"> <li>— [PvP] Hit rate -198 (Player Level * 2)</li> <li>— Movement speed -2</li> </ul>
 [PvP] Reignition		Cooldown: 45s Attack Range: 0 cell Target: Select One Mana: 150 mp  <ul style="list-style-type: none"> <li>— Has a 100% chance of causing  [PvP] Reignition]</li> <li>— Has a 100% chance of causing  Dark Dash]</li> </ul>	
 [PvP] Corruption		Cooldown: 40s Attack Range: 10 cell Target: Around Enemy in 4 cell Mana: 300 mp  <ul style="list-style-type: none"> <li>— [PvP] Deals 115% of the user's plain attack stat plus an extra 500 as melee attack power</li> <li>— [PvP] Light energies are increased by 650</li> <li>— Has a 100% chance of causing  [PvP] Corruption]</li> </ul> <hr/>  [PvP] Corruption General Debuff (Level 5) Duration: 4 seconds  <ul style="list-style-type: none"> <li>— Movement impossible</li> <li>— [PvP] Light resistance -20</li> <li>— Receives 50% additional damage with  [PvP] Convert and disappears</li> </ul>	Cooldown: 40s Attack Range: 10 cell Target: Around Enemy in 4 cell Mana: 300 mp  <ul style="list-style-type: none"> <li>— [PvP] Deals 95% of the user's plain attack stat plus an extra 500 as melee attack power</li> <li>— [PvP] Light energies are increased by 650</li> <li>— Has a 100% chance of causing  [PvP] Corruption]</li> <li><b>[NEW]</b> — [PvP] Has a 100% chance of leeching 4% of the enemy's total HP</li> </ul> <hr/>  [PvP] Corruption General Debuff (Level 5) Duration: 4 seconds  <ul style="list-style-type: none"> <li>— Movement impossible</li> <li>— [PvP] Light resistance -20</li> <li>— Receives 15% additional damage with  [PvP] Convert and disappears</li> <li><b>[NEW]</b> — Always receives critical hits</li> </ul>
 [PvP] Convert		Cooldown: 75s Attack Range: 6 cell Target: Around Enemy in 6 cell Mana: 777 mp  <ul style="list-style-type: none"> <li>— [PvP] Deals 125% of the user's plain attack stat plus an extra 1250 as melee attack power</li> </ul>	Cooldown: 75s Attack Range: 6 cell Target: Around Enemy in 6 cell Mana: 777 mp  <ul style="list-style-type: none"> <li>— [PvP] Deals 100% of the user's plain attack stat plus an extra 1250 as melee attack power</li> </ul>


		<div><div>— [PvP] Light energies are increased by 1100</div><div>[REMOVED] — [PvP] Damage caused from critical hits is increased by 40%</div><div>— Has a 80% chance of causing [Deadly Blackout]</div></div>	<div><div>— [PvP] Light energies are increased by 1100</div><div>— Has a 100% chance of causing [Deadly Blackout]</div><div>[NEW] — [PvP] Damage is increased by 6% of the enemy's total HP</div></div>
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## Waterfall Berserker

Role:

Main: Bruiser

Name	Description	Original	New
 Passive			<div><div>[NEW]</div> — [PvP] Base Attack +482</div> <div><div>[NEW]</div> — [PvP] Attack Power -482</div> <div><div>[NEW]</div> — [PvP] Final critical damage -20% of its total</div> <div><div>[NEW]</div> — [PvP] User's soft damage -10%</div> <div><div>[NEW]</div> — [PvP] Base HP +1500</div>



## Dragon Knight



Role:









Main: Tank

Secondary: Anti-tank




Name	Description	Original	New
 Passive			<p>[NEW] — [PvP] Base HP +7000</p> <p>[NEW] — [PvP] User's dodge -300</p> <p>[NEW] — [PvP] Final critical damage -25% of its total</p> <p>[NEW] — [PvP] User's soft damage -10%</p>
 [PvP] Lunge		<p>Cooldown: 0.7s</p> <p>Attack Range: 2 cell</p> <p>Target: Around Enemy in 0 cell</p> <p>Mana: 0 mp</p> <p>— [PvP] Deals 100% of the user's plain attack stat plus an extra 175 as melee attack power</p> <p>— [PvP] Light energies are increased by 170</p> <p>— You receive 5 Sharpness Points</p> <p>— If you attack while [Sharp Lance] is active, there is a 100% chance of causing [Serious Wound]</p>	<p>Cooldown: 0.7s</p> <p>Attack Range: 2 cell</p> <p>Target: Around Enemy in 0 cell</p> <p>Mana: 0 mp</p> <p>— [PvP] Deals 25% of the user's plain attack stat plus an extra 175 as melee attack power</p> <p>— [PvP] Light energies are increased by 170</p> <p>— You receive 5 Sharpness Points</p> <p>— If you attack while [Sharp Lance] is active, there is a 100% chance of causing [Serious Wound]</p> <p>[NEW] — [PvP] Damage is increased by 2% of the enemy's total HP</p>
 [PvP] Long Lunge		<p>Cooldown: 5s</p> <p>Attack Range: 4 cell</p> <p>Target: Special Area</p> <p>Mana: 50 mp</p> <p>— [PvP] Deals 100% of the user's plain attack stat plus an extra 250 as melee attack power</p> <p>— [PvP] Light energies are increased by 370</p> <p>— Counts as a Pinpoint attack, damage increased by 8% against targets with [Pierced Armour] or higher</p>	<p>Cooldown: 5s</p> <p>Attack Range: 4 cell</p> <p>Target: Special Area</p> <p>Mana: 50 mp</p> <p>— [PvP] Deals 25% of the user's plain attack stat plus an extra 250 as melee attack power</p> <p>— [PvP] Light energies are increased by 370</p> <p>— Counts as a Pinpoint attack, damage increased by 5% against targets with [Pierced Armour] or higher</p> <p>[NEW] — [PvP] Damage is increased by 2% of the enemy's total HP</p>
 [PvP] Shield Strike		<p>Cooldown: 8s</p> <p>Attack Range: 2 cell</p> <p>Target: Around Enemy in 2 cell</p> <p>Mana: 80 mp</p>	<p>Cooldown: 8s</p> <p>Attack Range: 2 cell</p> <p>Target: Around Enemy in 2 cell</p> <p>Mana: 80 mp</p>

		<ul style="list-style-type: none"> <li>— [PvP] Deals 100% of the user's plain attack stat plus an extra 400 as melee attack power</li> <li>— [PvP] Light energies are increased by 500</li> <li>— Has a 60% chance of causing [Slight Blackout]</li> </ul>	<ul style="list-style-type: none"> <li>— [PvP] Deals 25% of the user's plain attack stat plus an extra 400 as melee attack power</li> <li>— [PvP] Light energies are increased by 500</li> <li>— Has a 85% chance of causing [Slight Blackout]</li> <li>[NEW] — [PvP] Damage is increased by 3% of the enemy's total HP</li> </ul>
 [PvP] Lance Dash		<p>Cooldown: 14s Attack Range: 8 cell Target: Special Area Mana: 130 mp</p> <ul style="list-style-type: none"> <li>— [PvP] Deals 95% of the user's plain attack stat plus an extra 200 as melee attack power</li> <li>[REMOVED] — [PvP] Light energies are increased by 400</li> <li>— Has a 30% chance of causing [Serious Wound]</li> <li>— You receive 30 Sharpness Points</li> <li>— Counts as a Pinpoint attack, damage increased by 12% against targets with [Pierced Armour] or higher</li> </ul>	<p>Cooldown: 14s Attack Range: 8 cell Target: Special Area Mana: 130 mp</p> <ul style="list-style-type: none"> <li>— [PvP] Deals 25% of the user's plain attack stat plus an extra 200 as melee attack power</li> <li>— Has a 30% chance of causing [Serious Wound]</li> <li>— You receive 30 Sharpness Points</li> <li>— Counts as a Pinpoint attack, damage increased by 8% against targets with [Pierced Armour] or higher</li> <li>[NEW] — [PvP] Damage +4% of the enemy's current HP</li> </ul>
 [PvP] Holy Whirlwind		<p>Cooldown: 20s Attack Range: 0 cell Target: Around Enemy in 4 cell Mana: 140 mp</p> <ul style="list-style-type: none"> <li>— [PvP] Deals 105% of the user's plain attack stat plus an extra 600 as melee attack power</li> <li>[REMOVED] — [PvP] Light energies are increased by 900</li> <li>— Attracts enemies to 1 fields from you</li> <li>— You receive 50 Sharpness Points</li> <li>[REMOVED] — Has a 80% chance of causing [Blackout]</li> </ul>	<p>Cooldown: 20s Attack Range: 0 cell Target: Around Enemy in 4 cell Mana: 140 mp</p> <ul style="list-style-type: none"> <li>— [PvP] Deals 30% of the user's plain attack stat plus an extra 600 as melee attack power</li> <li>— Attracts enemies to 1 fields from you</li> <li>— You receive 50 Sharpness Points</li> <li>[NEW] — [PvP] Damage is increased by 4% of the enemy's total HP</li> <li>[NEW] — Has a 100% chance of causing [PvP] White Knight's Shield]</li> </ul> <hr/> <p> [PvP] White Knight's Shield</p> <p>General Buff (Level 4) Duration: 7 seconds</p> <p>— A shield with a value of 5% of the user's</p>

			<p>total HP is received</p> <ul style="list-style-type: none"> <li>— [PvP] Stunning Debuff protect. +25%</li> <li>— Resists forced movement with 35% chance.</li> </ul> <p>Side effect: after 0.1 seconds</p> <ul style="list-style-type: none"> <li>— If the HP granted by the shield is lost, this effect disappears</li> <li>— [PvP] Enemy's soft damage -10%</li> </ul>
 [PvP] Lance Throw		<p>Cooldown: 18s            Attack Range: 8 cell            Target: Special Area            Mana: 160 mp</p> <ul style="list-style-type: none"> <li>— [PvP] Deals 105% of the user's plain attack stat plus an extra 550 as melee attack power</li> <li>— [PvP] Light energies are increased by 750</li> <li>— You receive 40 Sharpness Points</li> <li>— Has a 50% chance of causing [Pierced Armour]</li> </ul>	<p>Cooldown: 18s            Attack Range: 8 cell            Target: Special Area            Mana: 160 mp</p> <ul style="list-style-type: none"> <li>— [PvP] Deals 80% of the user's plain attack stat plus an extra 550 as melee attack power</li> <li>— [PvP] Light energies are increased by 750</li> <li>— You receive 40 Sharpness Points</li> <li>— Has a 50% chance of causing [Pierced Armour]</li> <li>[NEW] — [PvP] Damage +5% of the enemy's current HP</li> </ul>
 [PvP] Triple Lunge		<p>Cooldown: 25s            Attack Range: 3 cell            Target: Around Enemy in 2 cell            Mana: 200 mp</p> <ul style="list-style-type: none"> <li>— [PvP] Deals 110% of the user's plain attack stat plus an extra 850 as melee attack power</li> <li>[REMOVED] — [PvP] Light energies are increased by 940</li> <li>— You receive 60 Sharpness Points</li> <li>— Counts as a Pinpoint attack, damage increased by 15% against targets with [Pierced Armour] or higher</li> <li>— Has a 70% chance of causing [Serious Wound]</li> </ul>	<p>Cooldown: 25s            Attack Range: 3 cell            Target: Around Enemy in 2 cell            Mana: 200 mp</p> <ul style="list-style-type: none"> <li>— [PvP] Deals 40% of the user's plain attack stat plus an extra 850 as melee attack power</li> <li>— You receive 60 Sharpness Points</li> <li>— Counts as a Pinpoint attack, damage increased by 12% against targets with [Pierced Armour] or higher</li> <li>— Has a 70% chance of causing [Serious Wound]</li> <li>[NEW] — [PvP] Damage +7% of the enemy's current HP</li> </ul>
 [PvP] Draconium Shield		<p>Cooldown: 10s            Attack Range: 0 cell            Target: Select One            Mana: 150 mp</p> <ul style="list-style-type: none"> <li>— There is a 100% chance of causing [PvP] Draconium Shield]</li> </ul>	<p>Cooldown: 10s            Attack Range: 0 cell            Target: Select One            Mana: 150 mp</p> <ul style="list-style-type: none"> <li>— There is a 100% chance of causing [PvP] Draconium Shield]</li> </ul>

		 [PvP] Draconium Shield  General Buff (Level 10) Duration: 2 seconds  — No HP consumption — Cannot receive debuffs from skills that cause damage — Cannot be displaced by skills that cause damage  Side Effect: after 0.1 seconds [REMOVED] — Recovers 3% of the user's max. HP for every attack received (max. 1 times)	 [PvP] Draconium Shield  General Buff (Level 10) Duration: 2 seconds  — No HP consumption — Cannot receive debuffs from skills that cause damage — Cannot be displaced by skills that cause damage  Side Effect: after 0.1 seconds [NEW] — On defence, has a 100% chance to receive  [PvP] Perfect Block
 [PvP] Armour Demolition	Note: Skillshot removed due to strange misses caused by the awkward AoE	Cooldown: 30s Attack Range: 9 cell Target: Around Enemy in 3 cell Mana: 300 mp  — [PvP] Deals 110% of the user's plain attack stat plus an extra 1000 as melee attack power — [PvP] Light energies are increased by 900 — Increases the chance of inflicting a critical hit by 10% if  Sharp Lance] is active — Has a 100% chance of causing  Fully Pierced Armour] (ignores debuff protection)	Cooldown: 30s Attack Range: 9 cell Target: Around Enemy in 3 cell Mana: 300 mp  — [PvP] Deals <b>35%</b> of the user's plain attack stat plus an extra 1000 as melee attack power — [PvP] Light energies are increased by 900 — Increases the chance of inflicting a critical hit by 10% if  Sharp Lance] is active — Has a 100% chance of causing  Fully Pierced Armour] (ignores debuff protection) [NEW] — [PvP] Damage +5% of the enemy's total HP

 [PvP] Light of Protection		<p>Cooldown: 60s Attack Range: 0 cell Target: Select One Mana: 300 mp</p> <p>— Has a 100% chance of causing  [PvP] Light of Protection]</p> <hr/> <p> [PvP] Light of Protection</p> <p>General Buff (Level 4) Duration: 600 seconds</p> <p><b>[REMOVED]</b> — [PvP] Damage received -10% <b>[REMOVED]</b> — [PvP] All elemental resistances +20 <b>[REMOVED]</b> — [PvP] Debuff protect. (lv.4) +10%</p> <p>Side Effect: after 0.1 seconds <b>[REMOVED]</b> — [PvP] Hit rate +99 (Player Level * 1) — [PvP] Enemy's soft damage -5%</p>	<p>Cooldown: 60s Attack Range: 0 cell Target: Select One Mana: 300 mp</p> <p>— Has a 100% chance of causing  [PvP] Light of Protection]</p> <hr/> <p> [PvP] Light of Protection</p> <p>General Buff (Level 4) Duration: 600 seconds</p> <p><b>[NEW]</b> — [PvP] Damage received is decreased by player's total HP / 7000 <b>[NEW]</b> — [PvP] Enemy's defense is decreased by ((enemy's total HP -60000) / 3750)% <b>[NEW]</b> — [PvP] Stunning Debuff protect. +20%</p> <p>Side Effect: after 0.1 seconds — [PvP] Enemy's soft damage -10%</p>
 [PvP] Piercing Dragon		<p>Cooldown: 80s Attack Range: 8 cell Target: Special Area Mana: 300 mp</p> <p>— [PvP] Deals 120% of the user's plain attack stat plus an extra 1150 as melee attack power <b>[REMOVED]</b> — [PvP] Light energies are increased by 1300</p> <p>— Increases critical damage by 50% if  Sharp Lance is active — Counts as a Pinpoint attack, damage increased by 40% against targets with  Pierced Armour] or higher</p>	<p>Cooldown: <b>120s</b> Attack Range: 8 cell Target: Special Area Mana: 300 mp</p> <p>— [PvP] Deals <b>55%</b> of the user's plain attack stat plus an extra 1150 as melee attack power — [PvP] Light energies are increased by 1300</p> <p>— Increases critical damage by 50% if  Sharp Lance is active — Counts as a Pinpoint attack, damage increased by <b>25%</b> against targets with  Pierced Armour] or higher <b>[NEW]</b> — [PvP] Damage +10% of the enemy's total HP <b>[NEW]</b> — Cannot be evaded</p>
		<p> [PvP] Polished Lance</p> <p>General Buff (Level 12) Duration: 15 seconds</p>	<p> [PvP] Polished Lance</p> <p>General Buff (Level 12) Duration: 15 seconds</p>

		<p><b>[REMOVED]</b> — Attack Power +5%</p> <p>— Hit rate +99 (Player Level * 1)</p>	<p>— Hit rate +99 (Player Level * 1)</p> <p><b>[NEW]</b> — Has a 100% chance to ignore 5% of the target's defence.</p>
		<p> [PvP] Pointed Lance</p> <p>General Buff (Level 12) Duration: 15 seconds</p> <p><b>[REMOVED]</b> — Attack Power +10%</p> <p>— Has a 50% chance to ignore 10% of the target's defence.</p> <p>— Hit rate +198 (Player Level * 2)</p>	<p> [PvP] Pointed Lance</p> <p>General Buff (Level 12) Duration: 15 seconds</p> <p>— Has a <b>100%</b> chance to ignore 10% of the target's defence.</p> <p>— Hit rate +198 (Player Level * 2)</p>
		<p> [PvP] Sharp Lance</p> <p>General Buff (Level 12) Duration: 15 seconds</p> <p><b>[REMOVED]</b> — Attack Power +10%</p> <p>— Has a 100% chance to ignore 10% of the target's defence.</p> <p>— Hit rate +297 (Player Level * 3)</p> <p>Side Effect: after 14.6 seconds</p> <p>— You lose 250 Sharpness Points</p>	<p> [PvP] Sharp Lance</p> <p>General Buff (Level 12) Duration: 15 seconds</p> <p>— Has a 100% chance to ignore 15% of the target's defence.</p> <p>— Hit rate +297 (Player Level * 3)</p> <p>Side Effect: after 14.6 seconds</p> <p>— You lose 250 Sharpness Points</p> <p><b>[NEW]</b> — Has a 100% chance of causing [ [PvP] Light Shield]</p> <hr/> <p> [PvP] Light Shield</p> <p>General Buff (Level 4) Duration: 7 seconds</p> <p><b>[NEW]</b> — A shield with a value of 5% of the user's total HP is received</p> <p>— [PvP] Enemy's soft damage <b>-10%</b></p> <p>Side effect: after 0.1 seconds</p> <p><b>[NEW]</b>— If the HP granted by the shield is lost, this effect disappears</p>

## ARCHER













Ranger

Role:

Main: DPS

Name	Description	Original	New
 [PvP] Archery		Cooldown: 0.6s Attack Range: 11 cell Target: Select One Mana: 0 mp  — Attack power scaling: 100% Ranged attack power +100 — [PvP] Water energies +120	Cooldown: 0.6s Attack Range: 11 cell Target: Select One Mana: 0 mp  — Attack power scaling: 85% Ranged attack power +100 — [PvP] Water energies +120
 [PvP] Head Shot		Cooldown: 10s Attack Range: 11 cell Target: Select One Mana: 45 mp  — Attack power scaling: 95% Ranged attack power +100 — Has a 40% chance of causing [Short Paralysis] [PvP] Critical chance +80% of the user's total — Push your opponent back 3 fields. — Cannot be evaded	Cooldown: 10s Attack Range: 11 cell Target: Select One Mana: 45 mp  — Attack power scaling: 80% Ranged attack power +100 — Has a 40% chance of causing [Short Paralysis] [PvP] Critical chance +80% of the user's total — Push your opponent back 3 fields. — Cannot be evaded
 [PvP] Flashbang		Cooldown: 30s Attack Range: 11 cell Target: Around Enemy in 2 cell Mana: 150 mp  — Attack power scaling: 110% Ranged attack power +200 — [PvP] Water energies +150 — Has a 80% chance of causing [PvP] Flashbang]	Cooldown: 30s Attack Range: 11 cell Target: Around Enemy in 2 cell Mana: 150 mp  — Attack power scaling: 80% Ranged attack power +200 — [PvP] Water energies +150 — Has a 80% chance of causing [PvP] Flashbang]
 [PvP] Triple Arrow		Cooldown: 20s Attack Range: 11 cell Target: Special Area Mana: 80 mp	Cooldown: 20s Attack Range: 11 cell Target: Special Area Mana: 80 mp

		<ul style="list-style-type: none"> <li>— Attack power scaling: 105%</li> <li>Ranged attack power +600</li> <li>— [PvP] Water energies +250</li> <li>— [PvP] Critical chance +60% of the user's total</li> </ul>	<ul style="list-style-type: none"> <li>— Attack power scaling: 90%</li> <li>Ranged attack power +600</li> <li>— [PvP] Water energies +250</li> <li>— [PvP] Critical chance +60% of the user's total</li> </ul>
 [PvP] Range Boost		Cooldown: 35s Attack Range: 16 cell Target: Select One Mana: 120 mp  <ul style="list-style-type: none"> <li>— Attack power scaling: 110%</li> <li>Ranged attack power +1200</li> <li>— [PvP] Water energies +500</li> <li>— [PvP] Critical chance +4% (Relative to Distance)</li> <li>— Has a 50% chance of causing [  [PvP] Dismount]</li> </ul>	Cooldown: 35s Attack Range: 16 cell Target: Select One Mana: 120 mp  <ul style="list-style-type: none"> <li>— Attack power scaling: 95%</li> <li>Ranged attack power +1200</li> <li>— [PvP] Water energies +500</li> <li>— [PvP] Critical chance +4% (Relative to Distance)</li> <li>— Has a 50% chance of causing [  [PvP] Dismount]</li> </ul>
 [PvP] Screw Bolt		Cooldown: 20s Attack Range: 11 cell Target: Special Area Mana: 100 mp  <ul style="list-style-type: none"> <li>— Attack power scaling: 105%</li> <li>Ranged attack power +500</li> <li>— [PvP] Water energies +1300</li> <li>— Has a 30% chance of causing [  [PvP] Frozen]</li> </ul>	Cooldown: 20s Attack Range: 11 cell Target: Special Area Mana: 100 mp  <ul style="list-style-type: none"> <li>— Attack power scaling: 90%</li> <li>Ranged attack power +500</li> <li>— [PvP] Water energies +1300</li> <li>— Has a 30% chance of causing [  [PvP] Frozen]</li> </ul>
 [PvP] Covering Fire		Cooldown: 60s Attack Range: Itself Target: Around Enemy in 4 cell Mana: 135 mp  <ul style="list-style-type: none"> <li>— Attack power scaling: 100%</li> <li>Ranged attack power +800</li> <li>— [PvP] Water energies +400</li> <li>— Has a 100% chance of causing [  [PvP] Dismount]</li> <li>— No penalty for ranged attacks at close range</li> </ul>	Cooldown: 60s Attack Range: Itself Target: Around Enemy in 4 cell Mana: 135 mp  <ul style="list-style-type: none"> <li>— Attack power scaling: 85%</li> <li>Ranged attack power +800</li> <li>— [PvP] Water energies +400</li> <li>— Has a 100% chance of causing [  [PvP] Dismount]</li> <li>— No penalty for ranged attacks at close range</li> </ul>
 [PvP] Rapid Recovery		Cooldown: 45s Attack Range: Itself Target: Select One Mana: 300 mp	Cooldown: 45s Attack Range: Itself Target: Select One Mana: 300 mp


		<p>Has a 100% chance of causing [PvP] Rapid]</p> <hr/> <p>[PvP] Rapid</p> <p>Magic Buff (Level 3) Duration: 600 seconds</p> <p>[REMOVED] — [PvP] Damage received -5%</p> <p>— Every 3 attacks, [PvP] Frost Instincts] is received</p> <p>— [PvP] Skills cooldown -20% (max. 30%)</p>	<p>Has a 100% chance of causing [PvP] Rapid]</p> <hr/> <p>[PvP] Rapid</p> <p>Magic Buff (Level 3) Duration: 600 seconds</p> <p>[NEW] — [PvP] Final damage received from basic attacks -(user's critical chance / 4)%</p> <p>[NEW] — [PvP] Final damage received from critical basic attacks -(user's critical chance / 9)%</p> <p>— Every 3 attacks, [PvP] Frost Instincts] is received</p> <p>— [PvP] Skills cooldown -20% (max. 30%)</p>
 [PvP] Thunderstorm		<p>Cooldown: 120s Attack Range: 12 cell Target: Around Enemy in 3 cell Mana: 350 mp</p> <p>— Attack power scaling: 120%</p> <p>Ranged attack power +1200</p> <p>— [PvP] Water energies +800</p> <p>— Has a 50% chance of causing [Frozen]</p> <p>— No penalty for ranged attacks at close range</p>	<p>Cooldown: 120s Attack Range: 12 cell Target: Around Enemy in 3 cell Mana: 350 mp</p> <p>— Attack power scaling: 100%</p> <p>Ranged attack power +1000</p> <p>— [PvP] Water energies +800</p> <p>— Has a 50% chance of causing [Frozen]</p> <p>— No penalty for ranged attacks at close range</p>







## Assassin

Role:

Main: Assassin

Name	Description	Original	New
 Card Passive			
 [PvP] Dagger Attack		Cooldown: 0.7s Attack Range: 1 cell Target: Select One Mana: 0 mp  — Attack power scaling: 85% Melee attack power +10 — [PvP] Shadow energies +80	Cooldown: <b>0.8s</b> Attack Range: 1 cell Target: Select One Mana: 0 mp  — Attack power scaling: <b>65%</b> Melee attack power +10 — [PvP] Shadow energies +80
 [PvP] Slash		Cooldown: 4s Attack Range: 6 cell Target: Select One Mana: 15 mp  — Attack power scaling: 90% Melee attack power +15 — [PvP] Shadow energies +50 — Has a 65% chance of causing [  [PvP] Critical Bleeding] — Ambush attacks cause 270 additional damage.	Cooldown: 4s Attack Range: 6 cell Target: Select One Mana: 15 mp  — Attack power scaling: <b>75%</b> Melee attack power +15 — [PvP] Shadow energies +50 — Has a 65% chance of causing [  [PvP] Critical Bleeding] — Ambush attacks cause 270 additional damage.
 [PvP] Tomahawk		Cooldown: 30s Attack Range: 5 cell Target: Around Enemy in 2 cell Mana: 120 mp  — Attack power scaling: 100% Melee attack power +350 — [PvP] Shadow energies +500 — Has a 70% chance of causing [  Mental Poison]	Cooldown: 30s Attack Range: 5 cell Target: Around Enemy in 2 cell Mana: 120 mp  — Attack power scaling: <b>105%</b> Melee attack power +350 — [PvP] Shadow energies +500 — Has a 70% chance of causing [  Mental Poison]
 [PvP] Storm Slash		Cooldown: 30s Attack Range: Itself Target: Around Enemy in 3 cell Mana: 50 mp	

		<ul style="list-style-type: none"> <li>— Attack power scaling: 115%</li> <li>Melee attack power +500</li> <li>— [PvP] Shadow energies +600</li> <li>— Has a 100% chance of causing [  [PvP] Wounded Leg]</li> <li>— Ambush attacks cause 900 additional damage.</li> </ul>	
 [PvP] Deadly Strike		<p>           Cooldown: 60s            Attack Range: 2 cell            Target: Select One            Mana: 90 mp         </p> <ul style="list-style-type: none"> <li>— Attack power scaling: 140%</li> <li>Melee attack power +150</li> <li>— [PvP] Shadow energies +500</li> <li>— Ambush attacks cause 2750 additional damage.</li> </ul>	<p>           Cooldown: 60s            Attack Range: 2 cell            Target: Select One            Mana: 90 mp         </p> <ul style="list-style-type: none"> <li>— Attack power scaling: 135%</li> <li>Melee attack power +150</li> <li>— [PvP] Shadow energies +500</li> <li>— Ambush attacks cause 2750 additional damage.</li> </ul>
 [PvP] Bomb		<p>           Cooldown: 90s            Attack Range: Itself            Target: Around Enemy in 3 cell            Mana: 80 mp         </p> <ul style="list-style-type: none"> <li>— Attack power scaling: 125%</li> <li>Melee attack power +1000</li> <li>— [PvP] Shadow energies +1800</li> <li>— Has a 100% chance of causing [  [PvP] Reinforcing Poison] (ignores debuff protection)</li> </ul>	












## Destroyer

Role:




Main: Assassin

Name	Description	Original	New
 Card Passive			
 [PvP] Fire Shotgun		Cooldown: 0.6s Attack Range: 9 cell Target: Around Enemy in 1 cell Mana: 0 mp  — Attack power scaling: 100% Ranged attack power +100 — [PvP] Fire energies +180	Cooldown: 0.8s Attack Range: 9 cell Target: Around Enemy in 1 cell Mana: 0 mp  — Attack power scaling: 65% Ranged attack power +100 — [PvP] Fire energies +180
 [PvP] Rapid Shot		Cooldown: 7s Attack Range: 9 cell Target: Special Area Mana: 50 mp  — Attack power scaling: 105% Ranged attack power +300 — [PvP] Fire energies +350 — Has a 70% chance of causing  Paralysis]	Cooldown: 7s Attack Range: 9 cell Target: Special Area Mana: 50 mp  — Attack power scaling: 75% Ranged attack power +300 — [PvP] Fire energies +350 — Has a 70% chance of causing  Paralysis]
 [PvP] Lucky Wideshot		Cooldown: 12s Attack Range: 9 cell Target: Around Enemy in 2 cell Mana: 70 mp  — Attack power scaling: 110% Ranged attack power +300 — [PvP] Fire energies +700 [REMOVED] — Has a 100% chance of invoking the combo  [PvP] Delayed Shot	Cooldown: 12s Attack Range: 9 cell Target: Around Enemy in 2 cell Mana: 70 mp  — Attack power scaling: 85% Ranged attack power +300 — [PvP] Fire energies +700 [NEW] — Has a minimum 65% chance of inflicting critical hits
 [PvP] Booster On		Cooldown: 25s Attack Range: Itself Target: Select One Mana: 200 mp	Cooldown: 25s Attack Range: Itself Target: Select One Mana: 200 mp

		<p>Has a 100% chance of causing [ [PvP] Booster On]</p> <hr/> <p> [PvP] Booster On</p> <p>General Buff (Level 5) Duration: 6 seconds</p> <ul style="list-style-type: none"> <li>— Movement speed +13</li> <li>— A shadowy figure appears.</li> <li>— [PvP] Damage received -5%</li> </ul> <p> Haste occurs, in releasing at the probability of 100%</p> <hr/> <p> Haste</p> <p>Magic Buff (Level 2) Duration: 600 seconds</p> <ul style="list-style-type: none"> <li>— Movement speed +2</li> <li>— A shadowy figure appears.</li> </ul>	<p>Has a 100% chance of causing [ [PvP] Booster On]</p> <hr/> <p> [PvP] Booster On</p> <p>General Buff (Level 5) Duration: 6 seconds</p> <ul style="list-style-type: none"> <li>— Movement speed +13</li> <li>— A shadowy figure appears.</li> <li>— [PvP] Damage received -5%</li> </ul> <p>Side Effect: after 0.1 seconds <b>[NEW]</b> — Critical damage +20%</p> <p> Haste occurs, in releasing at the probability of 100%</p> <hr/> <p> Haste</p> <p>Magic Buff (Level 2) Duration: 600 seconds</p> <ul style="list-style-type: none"> <li>— Movement speed +2</li> <li>— A shadowy figure appears.</li> </ul>
 [PvP] Bomber		<p>Cooldown: 25s Attack Range: 9 cell Target: Select One Mana: 100 mp</p> <p>— There's a 100% chance that [[PvP] Bomb] will be caused at the set location.</p>	
 [PvP] Poison Gas Shell	(ignores debuff protection)	<p>Cooldown: 40s Attack Range: 9 cell Target: Around Enemy in 2 cell Mana: 90 mp</p> <p><b>[REMOVED]</b> — Has a 100% chance of causing [ [PvP] Poison Gas]</p>	<p>Cooldown: <b>35s</b> Attack Range: 9 cell Target: Around Enemy in 2 cell Mana: 90 mp</p> <p><b>[NEW]</b> — Has a 100% chance of causing [ [PvP] Poison Gas] (ignores debuff</p>

		<p> [PvP] Poison Gas</p> <p>Magic Debuff (Level 5) Duration: 15 seconds</p> <p>[PvP] Defence level upgrade -1 [PvP] Enemy's critical chance +20%</p> <p> [PvP] The 2nd Poison Gas occurs, in releasing at the probability of 75%</p> <hr/> <p> [PvP] The 2nd Poison Gas</p> <p>Magic Debuff (Level 6) Duration: 4 seconds</p> <p>[REMOVED] — No dodge possible [REMOVED] — [PvP] Defence level upgrade -2 [REMOVED] — [PvP] Enemy's critical chance +40%</p> <p>Side Effect: after 0.2 seconds [REMOVED] — No attack possible</p>	<p>protection)</p> <hr/> <p> [PvP] Poison Gas</p> <p>Magic Debuff (Level 5) Duration: 10 seconds</p> <p>[PvP] Defence level upgrade -1 [PvP] Enemy's critical chance +20%</p> <p> [PvP] The 2nd Poison Gas occurs, in releasing at the probability of 100%</p> <hr/> <p> [PvP] The 2nd Poison Gas</p> <p>Magic Debuff (Level 6) Duration: 4.5 seconds</p> <p>[NEW] — Final damage received +20% if the enemy attacks with  [PvP] Hell Drop [NEW] — Defense -1386 (Player Level * 14) [NEW] — Movement speed -40%</p> <p>Side Effect: after 0.1 seconds [NEW] — Has 100% of receiving a critical hit if the enemy attacks with  [PvP] Hell Drop [NEW] — Disappears upon receiving a hit</p>
 [PvP] Burst Shot		<p>Cooldown: 23s Attack Range: 9 cell Target: Select One Mana: 110 mp</p> <p>— Attack power scaling: 105% Ranged attack power +600 — [PvP] Fire energies +1500 — [PvP] Critical damage +30% — There's a 100% chance of moving back 4 field(s) — Push your opponent back 1 fields.</p>	<p>Cooldown: 23s Attack Range: 9 cell Target: Select One Mana: 110 mp</p> <p>— Attack power scaling: 95% Ranged attack power +600 — [PvP] Fire energies +1500 — [PvP] Critical damage +30% — There's a 100% chance of moving back 4 field(s) — Push your opponent back 1 fields.</p>

 [PvP] Strengthened		<p>Cooldown: 60s  Attack Range: Itself  Target: Select One  Mana: 85 mp</p> <p>— Has a 100% chance of causing  [PvP] Strengthened]</p> <hr/> <p> [PvP] Strengthened</p> <p>General Buff  (Level 4)  Duration: 600 seconds</p> <p>— Attack power +2% (Relative to proximity)  — [PvP] Attack Power +10%  — [PvP] Damage received -10%</p> <p>Side Effect: after 0.1 seconds  — No penalty for ranged attacks at close range</p>	
 [PvP] Boom Shot		<p>Cooldown: 25s  Attack Range: 10 cell  Target: Around Enemy in 2 cell  Mana: 150 mp</p> <p>— Attack power scaling: 110%  Ranged attack power +900  — [PvP] Fire energies +1100  — Has a 30% chance of causing  Burn]</p>	<p>Cooldown: <b>30s</b>  Attack Range: 10 cell  Target: Around Enemy in 2 cell  Mana: 150 mp</p> <p>— Attack power scaling: <b>105%</b>  Ranged attack power +900  — [PvP] Fire energies +1100  — Has a 30% chance of causing  Burn]  <b>[NEW]</b> — Has a 100% chance of causing  [PvP] Critical Bleeding] (ignores debuff protection)</p>
 [PvP] Fire Mine		<p>Cooldown: 40s  Attack Range: Itself  Target: Select One  Mana: 160 mp</p> <p>— Plants x3 [fire mines]</p>	
 [PvP] Hell Drop		<p>Cooldown: 100s  Attack Range: 12 cell  Target: Around Enemy in 5 cell  Mana: 200 mp</p>	<p>Cooldown: <b>60s</b>  Attack Range: 12 cell  Target: Around Enemy in 5 cell  Mana: 200 mp</p>

		<div>— Attack power scaling: 130%</div> <div>Ranged attack power +1400</div> <div>— [PvP] Fire energies +1500</div> <div>[REMOVED] — Has a 100% chance of causing [ Deadly Blackout]</div> <div>[REMOVED] — Cannot be evaded</div>	<div>— Attack power scaling: 120%</div> <div>Ranged attack power +1400</div> <div>— [PvP] Fire energies +1500</div> <div>[NEW] — Has a 100% chance of causing [ Deadly Blackout] (ignores debuff protection)</div> <div>[NEW] — This skill cannot be evaded if the opponent is afflicted by [ [PvP] The 2nd Poison Gas]</div>
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





## Wild Keeper





Role:

Main: Bruiser

Secondary: DPS

Name	Description	Original	New
 Passive			<p>[NEW] — [PvP] Base Attack +482</p> <p>[NEW] — [PvP] Attack Power -482</p> <p>[NEW] — [PvP] Final critical damage -20% of its total</p> <p>[NEW] — [PvP] User's soft damage -10%</p> <p>[NEW] — [PvP] Base HP +8000</p>
 [PvP] Boomerang Blast		<p>Cooldown: 0.7s</p> <p>Attack Range: 9 cell</p> <p>Target: Select One</p> <p>Mana: 0 mp</p> <p>— Attack power scaling: 90%</p> <p>Ranged attack power +150</p> <p>— [PvP] Light energies +160</p>	<p>Cooldown: 0.7s</p> <p>Attack Range: 9 cell</p> <p>Target: Select One</p> <p>Mana: 0 mp</p> <p>— Attack power scaling: 75%</p> <p>Ranged attack power +150</p> <p>— [PvP] Light energies +160</p>
 [PvP] Snake Rush		<p>Cooldown: 8s</p> <p>Attack Range: 9 cell</p> <p>Target: Around Enemy in 3 cell</p> <p>Mana: 75 mp</p> <p>— Attack power scaling: 95%</p> <p>Ranged attack power +450</p> <p>— [PvP] Light energies +350</p> <p>Has a 40% chance of causing  Blackout]</p>	<p>Cooldown: 8s</p> <p>Attack Range: 9 cell</p> <p>Target: Around Enemy in 3 cell</p> <p>Mana: 75 mp</p> <p>— Attack power scaling: 75%</p> <p>Ranged attack power +450</p> <p>— [PvP] Light energies +350</p> <p>Has a 40% chance of causing  Blackout]</p> <p>[NEW] — [PvP] Damage is increased by 2% of the enemy's total HP</p>
 [PvP] Beast Claw		<p>Cooldown: 20s</p> <p>Attack Range: 9 cell</p> <p>Target: Special Area</p> <p>Mana: 85 mp</p> <p>— Attack power scaling: 90%</p> <p>Ranged attack power +800</p> <p>— PvP] Light energies +350</p> <p>— Has a 30% chance of causing  [PvP] Heavy Bleeding]</p> <p>— [PvP] Damage +6% of the enemy's current HP</p>	<p>Cooldown: 20s</p> <p>Attack Range: 9 cell</p> <p>Target: Special Area</p> <p>Mana: 85 mp</p> <p>— Attack power scaling: 80%</p> <p>Ranged attack power +800</p> <p>— PvP] Light energies +350</p> <p>— Has a 30% chance of causing  [PvP] Heavy Bleeding]</p> <p>— [PvP] Damage +6% of the enemy's current HP</p>

 [PvP] Eagle Spirit			
 [PvP] Elemental Shining			
 [PvP] Boomerang Throw		Cooldown: 25s Attack Range: Itself Target: Around Enemy in 3 cell Mana: 125 mp  — Attack power scaling: 95% Ranged attack power +1100 — [PvP] Light energies +650 <del>[REMOVED]</del> — [PvP] Damage +8% of the enemy's current HP — No penalty for ranged attacks at close range	Cooldown: 25s Attack Range: Itself Target: Around Enemy in 3 cell Mana: 125 mp  — Attack power scaling: 85% Ranged attack power +1100 — [PvP] Light energies +650 [NEW] — [PvP] Damage is increased by 3% of the enemy's total HP — No penalty for ranged attacks at close range
 [PvP] Wolf Spirit		Cooldown: 180s Attack Range: 0 cell Target: Around Allies in 4 cell Mana: 120 mp  — Has a 100% chance of causing  [PvP] Wolf Spirit	
 [PvP] Elemental Leech		Cooldown: 42s Attack Range: 2 cell Target: Around Enemy in 3 cell Mana: 90 mp  — Has a 100% chance of causing  [PvP] Elemental Leech] (ignores debuff protection)	
 [PvP] Ivy		Cooldown: 45s Attack Range: Itself Target: Around Enemy in 4 cell Mana: 180 mp  — Attack power scaling: 100% Ranged attack power +1400 — [PvP] Light energies +1500 — Has a 70% chance of causing  [PvP] Shock — No penalty for ranged attacks at close range	Cooldown: 35s Attack Range: Itself Target: Around Enemy in 4 cell Mana: 180 mp  — Attack power scaling: 90% Ranged attack power +1000 — [PvP] Light energies +1500 — Has a 100% chance of causing  [PvP] Shock — No penalty for ranged attacks at close range [NEW] — [PvP] Damage is increased by 4% of the enemy's total HP



 [PvP] Bear Spirit			
 [PvP] Forest Power		<p>Cooldown: 110s Attack Range: 9 cell Target: Around Enemy in 4 cell Mana: 200 mp</p> <ul style="list-style-type: none"><li>— Attack power scaling: 100%</li><li>Ranged attack power +1900</li><li>— [PvP] Light energies +1800</li><li>— Has a 80% chance of causing  [PvP] Cut]</li><li>— Cannot be evaded</li></ul>	<p>Cooldown: <b>90s</b> Attack Range: 9 cell Target: Around Enemy in 4 cell Mana: 200 mp</p> <ul style="list-style-type: none"><li>— Attack power scaling: 100%</li><li>Ranged attack power <b>+1750</b></li><li>— [PvP] Light energies +1800</li><li>— Has a 80% chance of causing  [PvP] Cut]</li><li>— Cannot be evaded</li></ul> <p><b>[NEW]</b> — [PvP] Damage is increased by 6% of the enemy's total HP</p>



## Fire Cannoneer













Role:




Main: Tank

Name	Description	Original	New
 Passive			<p>[NEW] — [PvP] Base HP +13 000</p> <p>[NEW] — [PvP] User's dodge -300</p> <p>[NEW] — [PvP] Final critical damage -30% of its total</p> <p>[NEW] — [PvP] User's soft damage -15%</p>
 [PvP] Cannon Fire		<p>Cooldown: 0.9s</p> <p>Attack Range: 11 cell</p> <p>Target: Around Enemy in 0 cell</p> <p>Mana: 0 mp</p> <p>— Attack power scaling: 95%</p> <p>Ranged attack power +110</p> <p>— [PvP] Fire energies +150</p> <p>— No penalty for ranged attacks at close range</p>	<p>Cooldown: 0.9s</p> <p>Attack Range: 7 cell</p> <p>Target: Around Enemy in 1 cell</p> <p>Mana: 0 mp</p> <p>— Attack power scaling: 35%</p> <p>Ranged attack power +110</p> <p>— [PvP] Fire energies +150</p> <p>— No penalty for ranged attacks at close range</p> <p>[NEW] — [PvP] Damage +1% of the enemy's total HP</p>
 [PvP] Staggered Fire		<p>Cooldown: 8s</p> <p>Attack Range: 11 cell</p> <p>Target: Around Enemy in 0 cell</p> <p>Mana: 120 mp</p> <p>— Attack power scaling: 100%</p> <p>Ranged attack power +220</p> <p>[REMOVED] — [PvP] Fire energies +380</p> <p>— Has a 50% chance of causing  Burn]</p> <p>— Has a 50% chance of causing  Leg Sweeper]</p>	<p>Cooldown: 8s</p> <p>Attack Range: 7 cell</p> <p>Target: Around Enemy in 0 cell</p> <p>Mana: 120 mp</p> <p>— Attack power scaling: 30%</p> <p>Ranged attack power +220</p> <p>[NEW] — Has a 100% chance of causing  [PvP] Grievous Wound]</p> <p>— Has a 50% chance of causing  Burn]</p> <p>— Has a 50% chance of causing  Leg Sweeper]</p> <p>[NEW] — [PvP] Damage +3% of the enemy's total HP</p>
 [PvP] Cannon Panning		<p>Cooldown: 40s</p> <p>Attack Range: 2 cell</p> <p>Target: Around Enemy in 1 cell</p> <p>Mana: 110 mp</p> <p>— Attack power scaling: 120%</p> <p>Ranged attack power +400</p>	<p>Cooldown: 15s</p> <p>Attack Range: 2 cell</p> <p>Target: Around Enemy in 1 cell</p> <p>Mana: 110 mp</p> <p>— Attack power scaling: 35%</p> <p>Ranged attack power +400</p>

		<ul style="list-style-type: none"> <li>— [PvP] Fire energies +500</li> <li><b>[REMOVED]</b> — Has a 100% chance of causing [  [PvP] Weaken Defence Power]</li> <li>— No penalty for ranged attacks at close range</li> </ul>	<ul style="list-style-type: none"> <li>— [PvP] Fire energies +500</li> <li><b>[NEW]</b> — Has a 100% chance of causing [  Minor Explosive Shockwave]</li> <li>— No penalty for ranged attacks at close range</li> <li><b>[NEW]</b> — [PvP] Damage +4% of the enemy's total HP</li> </ul>
 [PvP] Cannon Shot		<p>Cooldown: 50s Attack Range: 11 cell Target: Select One Mana: 200 mp</p> <ul style="list-style-type: none"> <li>— Attack power scaling: 115%</li> <li>Ranged attack power +600</li> <li>— [PvP] Fire energies +1000</li> <li><b>[REMOVED]</b> — Has a 100% chance of causing [  [PvP] Cannon Burst]</li> <li><b>[REMOVED]</b> — Has a 100% chance of causing [  Blackout]</li> <li>— No penalty for ranged attacks at close range</li> </ul>	<p>Cooldown: <b>13s</b> Attack Range: 11 cell Target: Select One Mana: 200 mp</p> <ul style="list-style-type: none"> <li>— Attack power scaling: <b>25%</b></li> <li>Ranged attack power +600</li> <li>— [PvP] Fire energies +1000</li> <li><b>[NEW]</b> — Has a 65% chance of causing [  Minor Explosive Shockwave]</li> <li>— No penalty for ranged attacks at close range</li> <li><b>[NEW]</b> — [PvP] Damage +3% of the enemy's total HP</li> </ul>
 [PvP] Shot with Targeting		<p>Cooldown: 12s Attack Range: 18 cell Target: Around Enemy in 1 cell Mana: 100 mp</p> <ul style="list-style-type: none"> <li>— Attack power scaling: 95%</li> <li>Ranged attack power +450</li> <li>— [PvP] Fire energies +700</li> <li>— Attack Power +2% (Relative to Distance)</li> <li><b>[REMOVED]</b> — Has a 20% chance of causing [  Great Explosive Shockwave]</li> </ul>	<p>Cooldown: 12s Attack Range: 18 cell Target: Around Enemy in 1 cell Mana: 100 mp</p> <ul style="list-style-type: none"> <li>— Attack power scaling: <b>45%</b></li> <li>Ranged attack power +450</li> <li>— [PvP] Fire energies +700</li> <li>— Attack Power +2% (Relative to Distance)</li> <li><b>[NEW]</b> — Has a 50% chance of causing [  Minor Explosive Shockwave]</li> <li><b>[NEW]</b> — [PvP] Damage +7% of the enemy's current HP</li> </ul>
 [PvP] Hand Grenade		<p>Cooldown: 15s Attack Range: 11 cell Target: Special Area Mana: 90 mp</p> <ul style="list-style-type: none"> <li>— Attack power scaling: 105%</li> <li>Ranged attack power +250</li> <li>— [PvP] Fire energies +800</li> <li><b>[REMOVED]</b> — Has a 20% chance of causing [  Explosive Shockwave]</li> <li>— No penalty for ranged attacks at close range</li> </ul>	<p>Cooldown: <b>30s</b> Attack Range: <b>7</b> cell Target: Special Area Mana: 90 mp</p> <ul style="list-style-type: none"> <li>— Attack power scaling: <b>40%</b></li> <li>Ranged attack power +250</li> <li>— [PvP] Fire energies +800</li> <li><b>[NEW]</b> — Has a 65% chance of causing [  [PvP] Slight Shock]</li> <li>— No penalty for ranged attacks at close range</li> <li><b>[NEW]</b> — [PvP] Damage +5% of the enemy's total HP</li> </ul>

 [PvP] Hellfire		<p>Cooldown: 30s  Attack Range: 11 cell  Target: Around Enemy in 1 cell  Mana: 75 mp</p> <p>— Attack power scaling: 110%  Ranged attack power +500  — [PvP] Fire energies +900  [REMOVED] — Has a 60% chance of causing [  [PvP] Critical Burn]  — No penalty for ranged attacks at close range</p>	<p>Cooldown: 15s  Attack Range: 7 cell  Target: Around Enemy in 1 cell  Mana: 75 mp</p> <p>— Attack power scaling: 30%  Ranged attack power +500  — [PvP] Fire energies +900  [NEW] — Has a 100% chance of causing [  [PvP] Grievous Wound]  — No penalty for ranged attacks at close range  [NEW] — [PvP] Damage +3% of the enemy's total HP</p>
 [PvP] Signal Rocket		<p>Cooldown: 30s  Attack Range: 11 cell  Target: Around Enemy in 2 cell  Mana: 100 mp</p> <p>— Attack power scaling: 115%  Ranged attack power +600  — [PvP] Fire energies +1200  — Has a 60% chance of causing [  Explosive Shockwave]  — No penalty for ranged attacks at close range</p>	<p>Cooldown: 40s  Attack Range: 7 cell  Target: Around Enemy in 2 cell  Mana: 100 mp</p> <p>— Attack power scaling: 35%  Ranged attack power +600  — [PvP] Fire energies +1200  — Has a 100% chance of causing [  Explosive Shockwave]  — No penalty for ranged attacks at close range  [NEW] — [PvP] Damage +5% of the enemy's total HP</p>
 [PvP] Rocket Riding		<p>Cooldown: 15s  Attack Range: Itself  Target: Around Enemy in 1 cell  Mana: 120 mp</p> <p>— Attack power scaling: 100%  Ranged attack power +350  — [PvP] Fire energies +700  [REMOVED] — Has a 100% chance of causing [  Minor Explosive Shockwave]  — Teleports you within a radius of 8 fields.</p>	<p>Cooldown: 15s  Attack Range: Itself  Target: Around Enemy in 1 cell  Mana: 120 mp</p> <p>— Attack power scaling: 35%  Ranged attack power +350  — [PvP] Fire energies +700  [NEW] — Has a 100% chance of causing [  Minor Explosive Shockwave] (ignores debuff protection)  — Teleports you within a radius of 7 fields.  [NEW] — [PvP] Damage +8% of the enemy's current HP</p>
 [PvP] Weapon Master		<p>Cooldown: 35s  Attack Range: Itself  Target: Select One  Mana: 100 mp</p>	<p>Cooldown: 27s  Attack Range: Itself  Target: Select One  Mana: 100 mp</p>

		<div>— Has a 100% chance of causing [  [PvP] Turbo Loader]</div> <div>— Has a 100% chance of causing [  [PvP] Explosive Enhancement]</div> <div>— Has a 100% chance of causing [  [PvP] Weapon Defence]</div> <div></div> <div> [PvP] Turbo Loader</div> <div>General Buff (Level 3) Duration: 7 seconds</div> <div><div>[REMOVED]</div> — [PvP] Attack Power +10%</div> <div>— [PvP] Hit rate +297 (Player Level * 3)</div> <div>— [PvP] Skills cooldown -30% (max. 30%)</div> <div></div> <div> [PvP] Explosive Enhancement</div> <div>General Buff (Level 3) Duration: 600 seconds</div> <div><div>[REMOVED]</div> — [PvP] Hit rate +198 (Player Level * 2)</div> <div>— The radius of all area attacks +2</div> <div>— The attack range +2</div> <div></div> <div> [PvP] Weapon Defence</div> <div>General Buff (Level 3) Duration: 600 seconds</div> <div><div>[REMOVED]</div> — [PvP] Damage received -10%</div>	<div>— Has a 100% chance of causing [  [PvP] Turbo Loader]</div> <div>— Has a 100% chance of causing [  [PvP] Explosive Enhancement]</div> <div>— Has a 100% chance of causing [  [PvP] Weapon Defence]</div> <div></div> <div> [PvP] Turbo Loader</div> <div>General Buff (Level 3) Duration: 600 seconds</div> <div><div>[NEW]</div> — [PvP] Enemy's defense is decreased by ((enemy's total HP -60000) / 3000)%</div> <div>— [PvP] Hit rate +297 (Player Level * 3)</div> <div>— [PvP] Skills cooldown -10% (max. 30%)</div> <div></div> <div> [PvP] Explosive Enhancement</div> <div>General Buff (Level 3) Duration: 7.5 seconds</div> <div><div>[NEW]</div> — A shield with a value of 3% of the user's total HP is received</div> <div>— The radius of all area attacks +3</div> <div>— The attack range +4</div> <div>Side effect: after 0.1 seconds</div> <div><div>[NEW]</div> — If the HP granted by the shield is lost, this effect disappears</div> <div><div>[NEW]</div> — [PvP] Enemy's soft damage -10%</div> <div></div> <div> [PvP] Weapon Defence</div> <div>General Buff (Level 3) Duration: 600 seconds</div> <div><div>[NEW]</div> — [PvP] Damage received is decreased by player's total HP / 7250</div>
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 [PvP] Ultimate Cannon		<p>Cooldown: 100s Attack Range: Itself Target: Around Enemy in 3 cell Mana: 250 mp</p> <p>— Attack power scaling: 135% Ranged attack power +900 [REMOVED] — [PvP] Fire energies +1500 [REMOVED] — Has a 70% chance of causing [ Great Explosive Shockwave] — No penalty for ranged attacks at close range</p>	<p>Cooldown: 120s Attack Range: Itself Target: Around Enemy in 4 cell Mana: 250 mp</p> <p>— Attack power scaling: 75% Ranged attack power +900 [NEW] — Has a 100% chance of causing [ Great Explosive Shockwave] (ignores debuff protection) — No penalty for ranged attacks at close range [NEW] — [PvP] Damage +12% of the enemy's total HP [NEW] — Cannot be evaded</p>
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











## Scout

Role:





Main: DPS









Secondary: Assassin

Name	Description	Original	New
 [PvP] Elemental Attack		Cooldown: 0.4s Attack Range: 8 cell Target: Select One Mana: 0 mp  — Attack power scaling: 100% Ranged attack power +100 — [PvP] Water energies +100	Cooldown: 0.4s Attack Range: 8 cell Target: Select One Mana: 0 mp  — Attack power scaling: 85% Ranged attack power +100 — [PvP] Water energies +100
 [PvP] Falcon Nosedive		Cooldown: 7s Attack Range: 10 cell Target: Around Enemy in 2 cell Mana: 150 mp  — Attack power scaling: 100% Ranged attack power +200 — [PvP] Water energies +300 — [PvP] Critical chance +10% — Has a 70% chance of invoking the combo  [PvP] Rotating Arrow – Highest Level	Cooldown: 7s Attack Range: 10 cell Target: Around Enemy in 2 cell Mana: 150 mp  — Attack power scaling: 80% Ranged attack power +200 — [PvP] Water energies +300 — [PvP] Critical chance +10% — Has a 70% chance of invoking the combo  [PvP] Rotating Arrow – Highest Level
 [PvP] Hunting Falcon		Cooldown: 30s Attack Range: 13 cell Target: Select One Mana: 100 mp  — Attack power scaling: 110% Ranged attack power +550 — [PvP] Water energies +200 — Always inflicts critical hits.	Cooldown: 30s Attack Range: 13 cell Target: Select One Mana: 100 mp  — Attack power scaling: 95% Ranged attack power +550 — [PvP] Water energies +200 — Always inflicts critical hits.
 [PvP] Recoil		Cooldown: 15s Attack Range: 8 cell Target: Select One Mana: 50 mp  — Attack power scaling: 105% Ranged attack power +500 — [PvP] Water energies +550 — Has a 30% chance of causing  Mandra	Cooldown: 15s Attack Range: 8 cell Target: Select One Mana: 50 mp  — Attack power scaling: 80% Ranged attack power +500 — [PvP] Water energies +550 — Has a 30% chance of causing 

		<p>Poison]</p> <ul style="list-style-type: none"> <li>— Has a 100% chance of causing [  [PvP] Recoil]</li> <li>— There's a 100% chance of moving back 8 field(s)</li> </ul>	<p>Mandra Poison]</p> <ul style="list-style-type: none"> <li>— Has a 100% chance of causing [  [PvP] Recoil]</li> <li>— There's a 100% chance of moving back 8 field(s)</li> </ul>
 [PvP] Vital Energy		<p>Cooldown: 75s  Attack Range: Itself  Target: Select One  Mana: 300 mp</p> <ul style="list-style-type: none"> <li>— Has a 100% chance of causing [  [PvP] Vital Energy]</li> <li>— Has a 100% chance of causing [  [PvP] Eagle Eye]</li> <li>— Has a 100% chance of causing [  [PvP] Life Shield]</li> </ul> <hr/> <p> [PvP] Vital Energy</p> <p>Magic Buff  (Level 2)  Duration: 600 seconds</p> <p>[REMOVED] — Every 4 attacks, [  [PvP] Bull's Eye] is received  — [PvP] Critical damage +9 (Player Level / 10)%</p> <p>Side Effect: after 0.1 seconds  — Protection to level 3 (or lower) toxic debuffs +10%  — Protection to level 3 (or lower) disease debuffs +10%</p> <hr/> <p> [PvP] Bull's Eye</p> <p>General Buff  (Level 5)  Duration: 3 seconds</p> <p>[REMOVED] — [PvP] Critical chance +50%  — [PvP] Final damage is increased by user's total</p>	<p>Cooldown: 60s  Attack Range: Itself  Target: Select One  Mana: 300 mp</p> <ul style="list-style-type: none"> <li>— Has a 100% chance of causing [  [PvP] Vital Energy]</li> <li>— Has a 100% chance of causing [  [PvP] Eagle Eye]</li> <li>— Has a 100% chance of causing [  [PvP] Life Shield]</li> </ul> <hr/> <p> [PvP] Vital Energy</p> <p>Magic Buff  (Level 2)  Duration: 600 seconds</p> <p>— [PvP] Critical damage +9 (Player Level / 10)%</p> <p>Side Effect: after 0.1 seconds  — Protection to level 3 (or lower) toxic debuffs +10%  — Protection to level 3 (or lower) disease debuffs +10%</p> <hr/> <p> [PvP] Bull's Eye</p> <p>General Buff  (Level 5)  Duration: 3 seconds</p> <p>[NEW] — [PvP] Critical chance +75% of the user's total  — [PvP] Final damage is increased by user's total critical chance * 15</p>

		<p>critical chance * 15</p> <p>Side Effect: after 0.1 seconds — Disappears upon landing a hit</p> <hr/> <p> [PvP] Eagle Eye</p> <p>General Buff (Level 2) Duration: 240 seconds</p> <p>— [PvP] Hit rate +297 (Player Level * 3) — The attack range +4</p> <hr/> <p> [PvP] Life Shield</p> <p>Magic Buff (Level 2) Duration: 300 seconds</p> <p>[REMOVED] — Enemy's critical damage -40%</p>	<p>Side Effect: after 0.1 seconds — Disappears upon landing a hit</p> <hr/> <p> [PvP] Eagle Eye</p> <p>General Buff (Level 2) Duration: 600 seconds</p> <p>— [PvP] Hit rate +297 (Player Level * 3) — The attack range +4</p> <p>[NEW] — Every 4 attacks,  [PvP] Bull's Eye] is received</p> <hr/> <p> [PvP] Life Shield</p> <p>Magic Buff (Level 2) Duration: 600 seconds</p> <p>[NEW] — [PvP] Final Damage received from basic attacks is reduced by (user's critical chance / 4)% [NEW] — [PvP] Final Damage received from critical basic attacks -(user's critical chance / 9)%</p>
 [PvP] Falcon's Astuteness		<p>Cooldown: 12s Attack Range: 10 cell Target: Around Enemy in 4 cell Mana: 180 mp</p> <p>— Attack power scaling: 105% Ranged attack power +850 — [PvP] Water energies +900 — [PvP] Critical chance +10%</p> <p>— Has a 100% chance of causing  [PvP] Under Sniper's Gaze] (ignores debuff protection)</p>	<p>Cooldown: 25s Attack Range: 10 cell Target: Around Enemy in 4 cell Mana: 180 mp</p> <p>— Attack power scaling: 100% Ranged attack power +850 — [PvP] Water energies +900 — [PvP] Critical chance +10%</p> <p>— Has a 100% chance of causing  [PvP] Under Sniper's Gaze] (ignores debuff protection)</p>
 [PvP] Lightning		<p>Cooldown: 10s Attack Range: 8 cell</p>	

Reload		Target: Select One Mana: 400 mp  — Attack power scaling: 80% Ranged attack power +50 — [PvP] Water energies +400 — Has a 100% chance of invoking the combo  [PvP] Rotating Arrow – Level 1 — Has a 30% chance of causing [  Strong Mandra Poison]	
 [PvP] Sniper		Cooldown: 50s Attack Range: 12 cell Target: Special Area Mana: 750 mp  — Attack power scaling: 120% Ranged attack power +1200 — [PvP] Water energies +1000 — Has a 90% chance of causing [  Mandra Stun] — Has a 45% chance of causing [  Lethal Mandra Poison] — [PvP] Critical damage +20% <del>[REMOVED]</del> — Critical damage +20%	Cooldown: <b>60s</b> Attack Range: 12 cell Target: Special Area Mana: 750 mp  — Attack power scaling: <b>110%</b> Ranged attack power +1200 — [PvP] Water energies +1000 — Has a 90% chance of causing [  Mandra Stun] — Has a 45% chance of causing [  Lethal Mandra Poison] — [PvP] Critical damage +20%
 [PvP] Rotating Arrow – Level 1		Cooldown: 0.3s Attack Range: 8 cell Target: Special Area Mana: 180 mp  — Attack power scaling: 80% Ranged attack power +75 — Has a 100% chance of invoking the combo  [PvP] Rotating Arrow – Level 2 — Has a 100% chance of causing [  Quick Evasion] <del>[REMOVED]</del> — [PvP] Critical chance +10%	Cooldown: 0.3s Attack Range: 8 cell Target: Special Area Mana: 180 mp  — Attack power scaling: 80% Ranged attack power +75 — Has a 100% chance of invoking the combo  [PvP] Rotating Arrow – Level 2 — Has a 100% chance of causing [  Quick Evasion] <b>[NEW]</b> — [PvP] Critical chance +35% of the user's total
 [PvP] Rotating Arrow – Level 2		Cooldown: 0.3s Attack Range: 9 cell Target: Special Area Mana: 220 mp  — Attack power scaling: 80% Ranged attack power +100	

		<p>— Has a 100% chance of invoking the combo</p> <p> [PvP] Rotating Arrow – Level 1</p> <p>— [PvP] There's a 60% chance of pushing your opponent back 1 field(s)</p> <p>— If it is used 1 times,</p> <p> Ambush – Preparation 1 is produced. Can increase to maximum level 2.</p> <p>— If it is used 2 times,</p> <p> Ambush – Preparation 2 is produced. Can increase to maximum level 2.</p>	
<p> [PvP] Rotating Arrow – Highest Level</p>		<p>Cooldown: 1s  Attack Range: 10 cell  Target: Around Enemy in 3 cell  Mana: 75 mp</p> <p>— Attack power scaling: 105%  Ranged attack power +350</p> <p>— [PvP] Water energies +300</p> <p>— Has a 10% chance of causing [  Mandra Stun]</p> <p>— Has a 15% chance of causing [  Weak Mandra Poison]</p> <p>— [PvP] Critical chance +20%</p>	<p>Cooldown: 1s  Attack Range: 10 cell  Target: Around Enemy in 3 cell  Mana: 75 mp</p> <p>— Attack power scaling: 85%  Ranged attack power +350</p> <p>— [PvP] Water energies +300</p> <p>— Has a 10% chance of causing [  Mandra Stun]</p> <p>— Has a 15% chance of causing [  Weak Mandra Poison]</p> <p>— [PvP] Critical chance +20%</p>





























## Demon Hunter





Role:





Main: Assassin or off-tank (Depends on the buff chosen)


Secondary: DPS

Name	Description	Original	New
 [PvP] Devil Shot		Cooldown: 0.8s Attack Range: 10 cell Target: Select One Mana: 0 mp  — Attack power scaling: 100% Ranged attack power +100 — [PvP] Shadow energies +120	Cooldown: 0.8s Attack Range: 10 cell Target: Select One Mana: 0 mp  — Attack power scaling: <b>85%</b> Ranged attack power +100 — [PvP] Shadow energies +120
 [PvP] Bullet Storm		Cooldown: 7s Attack Range: 11 cell Target: Select One Mana: 50 mp  — Attack power scaling: 100% Ranged attack power +350 [PvP] Shadow energies +250 — If [  ] [PvP] Calm Spirit] is active, causes [  ] [PvP] Grievous Wound]	Cooldown: 7s Attack Range: 11 cell Target: Select One Mana: 50 mp  — Attack power scaling: <b>85%</b> Ranged attack power +350 [PvP] Shadow energies +250 — If [  ] [PvP] Calm Spirit] is active, causes [  ] Serious Wounds]
 [PvP] Grievous Wound		General Debuff (Level 4) Duration: 6 seconds  — Every 6 seconds: [PvP] Decreases 1% HP — HP restored by healing and leeching effects -20%	 Serious Wounds  General Debuff (Level 4) Duration: 6 seconds  A debilitating wound that reduces the capacities of its victim. This debuff has a cooldown of 3.5 seconds.  Every 4 seconds: [PvP] Decreases 1% HP HP restored by healing and leeching effects -45%
 [PvP] Throwing Blade		Cooldown: 20s Attack Range: 11 cell Target: Select One Mana: 90 mp	Cooldown: 20s Attack Range: 11 cell Target: Select One Mana: 90 mp

		<ul style="list-style-type: none"> <li>— Attack power scaling: 105% Ranged attack power +550</li> <li>— [PvP] Shadow energies +450</li> <li>— Has a 100% chance of invoking the combo  [PvP] Moon Shadow Pendulum</li> <li>— [PvP] Skill cooldown -30% if  [PvP] Berserk Spirit] is active</li> </ul>	<ul style="list-style-type: none"> <li>— Attack power scaling: 80% Ranged attack power +550</li> <li>— [PvP] Shadow energies +450</li> <li>— Has a 100% chance of invoking the combo  [PvP] Moon Shadow Pendulum</li> <li>— [PvP] Skill cooldown -30% if  [PvP] Berserk Spirit] is active</li> </ul>
 [PvP] Vengeful Spirit Rain		<p>Cooldown: 25s Attack Range: 11 cell Target: Around Enemy in 3 cell Mana: 100 mp</p> <ul style="list-style-type: none"> <li>— Attack power scaling: 85% Ranged attack power +950</li> <li>— [PvP] Shadow energies +1200</li> <li>— [PvP] Damage +9% of the enemy's current HP if  [PvP] Calm Spirit] is active</li> <li>— If  [PvP] Calm Spirit] is active has 100% chance of causing  Blackout]</li> </ul>	
 [PvP] Vengeful Spirit Pendulum 1		<p>Cooldown: 6.5s Attack Range: 3 cell Target: Around Enemy in 3 cell Mana: 120 mp</p> <ul style="list-style-type: none"> <li>— Attack power scaling: 90% Melee attack power +100</li> <li>— [PvP] Skill cooldown -50% if  [PvP] Berserk Spirit] is active</li> <li>— If  [PvP] Calm Spirit] is active, causes  [PvP] Violet's Spirit Pendulum]</li> <li>— If  [PvP] Berserk Spirit] is active, causes  [PvP] Crimson's Spirit Pendulum]</li> <li>— Has a 100% chance of invoking the combo  [PvP] Vengeful Spirit Pendulum 2</li> </ul>	<p>Cooldown: 6.5s Attack Range: 3 cell Target: Around Enemy in 3 cell Mana: 120 mp</p> <ul style="list-style-type: none"> <li>— Attack power scaling: 80% Melee attack power +100</li> <li>— [PvP] Skill cooldown -50% if  [PvP] Berserk Spirit] is active</li> <li>— If  [PvP] Calm Spirit] is active, causes  [PvP] Violet's Spirit Pendulum]</li> <li>— If  [PvP] Berserk Spirit] is active, causes  [PvP] Crimson's Spirit Pendulum]</li> <li>— Has a 100% chance of invoking the combo  [PvP] Vengeful Spirit Pendulum 2</li> </ul>
 [PvP] Vengeful Spirit Onslaught		<p>Cooldown: 20s Attack Range: 13 cell Target: Select One Mana: 120 mp</p> <ul style="list-style-type: none"> <li>— Attack power scaling: 105% Ranged attack power +800</li> </ul>	<p>Cooldown: 20s Attack Range: 13 cell Target: Select One Mana: 120 mp</p> <ul style="list-style-type: none"> <li>— Attack power scaling: 80% Ranged attack power +800</li> </ul>

		<ul style="list-style-type: none"> <li>— [PvP] Shadow energies +800</li> <li>— Has a 30% chance of causing [🔥] Deadly Blackout]</li> <li>— Push your opponent back 5 fields If [🌀] [PvP] Calm Spirit] is active</li> </ul>	<ul style="list-style-type: none"> <li>— [PvP] Shadow energies +800</li> <li>— Has a 30% chance of causing [🔥] Deadly Blackout]</li> <li>— Push your opponent back 5 fields If [🌀] [PvP] Calm Spirit] is active</li> </ul>
 [PvP] Berserk Spirit		Cooldown: 180s Attack Range: 0 cell Target: Select One Mana: 100 mp <ul style="list-style-type: none"> <li>— Has a 100% chance of causing [🌀] [PvP] Calm Spirit]</li> <li>— Has a 100% chance of invoking the combo [🔥] [PvP] Berserk Spirit]</li> </ul>	
 [PvP] Berserk Spirit (skill)		Cooldown: 1s Attack Range: 0 cell Target: Select One Mana: 100 mp <ul style="list-style-type: none"> <li>— Has a 100% chance of causing [🔥] [PvP] Berserk Spirit]</li> </ul>	
 [PvP] Spirit Summons		Cooldown: 12s Attack Range: 10 cell Target: Special Area Mana: 100 mp <ul style="list-style-type: none"> <li>— Attack power scaling: 80%</li> <li>— Ranged attack power +700</li> <li>— [PvP] Shadow energies +950</li> <li>— [PvP] Damage +5% of the enemy's current HP if [🌀] [PvP] Calm Spirit] is active</li> <li>— Has a 20% chance of causing [🔥] Deadly Blackout]</li> </ul>	
 [PvP] Spirit Explosion		Cooldown: 30s Attack Range: Itself Target: Around Enemy in 3 cell Mana: 125 mp <ul style="list-style-type: none"> <li>— Attack power scaling: 120%</li> <li>Melee attack power +450</li> <li>— [PvP] Shadow energies +900</li> </ul>	Cooldown: 30s Attack Range: Itself Target: Around Enemy in 3 cell Mana: 125 mp <ul style="list-style-type: none"> <li>— Attack power scaling: 95%</li> <li>Melee attack power +450</li> <li>— [PvP] Shadow energies +900</li> </ul>

		<ul style="list-style-type: none"> <li>— Has a 100% chance of causing [Paralysis]</li> <li>— Has a 100% chance of inflicting critical hits if [PvP] Berserk Spirit] is active</li> </ul>	<ul style="list-style-type: none"> <li>— Has a 100% chance of causing [Paralysis]</li> <li>— Has a 100% chance of inflicting critical hits if [PvP] Berserk Spirit] is active</li> <li><b>[NEW]</b> — [PvP] Damage to HP conversion +20%</li> </ul>
 [PvP] Possession		Cooldown: 60s Attack Range: 10 cell Target: Select One Mana: 220 mp  — Has a 100% chance of causing [PvP] Strong Possession]	
 [PvP] Soul Sword		Cooldown: 75s Attack Range: Itself Target: Around Enemy in 8 cell Mana: 333 mp  — Attack power scaling: 135% Melee attack power +1200 — [PvP] Shadow energies +1200 — Has a 100% chance of causing [Infernal Horror] — Has a 100% chance of inflicting critical hits if [PvP] Berserk Spirit] is active — [PvP] Critical damage +20% if [PvP] Berserk Spirit] is active	Cooldown: 75s Attack Range: Itself Target: Around Enemy in 8 cell Mana: 333 mp  — Attack power scaling: <b>110%</b> Melee attack power +1200 — [PvP] Shadow energies +1200 — Has a 100% chance of causing [Infernal Horror] — Has a 100% chance of inflicting critical hits if [PvP] Berserk Spirit] is active — [PvP] Critical damage +20% if [PvP] Berserk Spirit] is active
 [PvP] Moon Shadow Pendulum		Cooldown: 2s Attack Range: 13 cell Target: Select One Mana: 75 mp  — Attack power scaling: 110% Melee attack power +700 — [PvP] Shadow energies +300 — Has a 20% chance of causing [PvP] Cut] — Has a 50% chance of inflicting critical hits if [PvP] Berserk Spirit] is active	Cooldown: 2s Attack Range: 13 cell Target: Select One Mana: 75 mp  — Attack power scaling: <b>95%</b> Melee attack power +700 — [PvP] Shadow energies +300 — Has a 20% chance of causing [PvP] Cut] — Has a 50% chance of inflicting critical hits if [PvP] Berserk Spirit] is active
 [PvP] Vengeful Spirit Pendulum 2		Cooldown: 2s Attack Range: 0 cell Target: Around Enemy in 2 cell	Cooldown: 2s Attack Range: 0 cell Target: Around Enemy in 2 cell

		<p>Mana: 150 mp</p> <ul style="list-style-type: none"> <li>— Attack power scaling: 100%</li> <li>Melee attack power +200</li> <li>— [PvP] Shadow energies are increased by 300</li> <li>— If [PvP] Berserk Spirit] is active, causes [PvP] Crimson's Spirit Pendulum]</li> <li>— If [PvP] Calm Spirit] is active, causes [PvP] Violet's Spirit Pendulum]</li> <li>— Has a 100% chance of invoking the combo [Vengeful Spirit Pendulum 3]</li> </ul>	<p>Mana: 150 mp</p> <ul style="list-style-type: none"> <li>— Attack power scaling: 85%</li> <li>Melee attack power +200</li> <li>— [PvP] Shadow energies are increased by 300</li> <li>— If [PvP] Berserk Spirit] is active, causes [PvP] Crimson's Spirit Pendulum]</li> <li>— If [PvP] Calm Spirit] is active, causes [PvP] Violet's Spirit Pendulum]</li> <li>— Has a 100% chance of invoking the combo [Vengeful Spirit Pendulum 3]</li> </ul>
 [PvP] Vengeful Spirit Pendulum 3		<p>Cooldown: 2s Attack Range: 3 cell Target: Around Enemy in 3 cell Mana: 180 mp</p> <ul style="list-style-type: none"> <li>— Attack power scaling: 105%</li> <li>Melee attack power +300</li> <li>— [PvP] Shadow energies +200</li> <li>— If [PvP] Calm Spirit] is active, causes [PvP] Violet's Spirit Pendulum]</li> <li>— If [PvP] Berserk Spirit] is active, causes [PvP] Crimson's Spirit Pendulum]</li> </ul>	<p>Cooldown: 2s Attack Range: 3 cell Target: Around Enemy in 3 cell Mana: 180 mp</p> <ul style="list-style-type: none"> <li>— Attack power scaling: 90%</li> <li>Melee attack power +300</li> <li>— [PvP] Shadow energies +200</li> <li>— If [PvP] Calm Spirit] is active, causes [PvP] Violet's Spirit Pendulum]</li> <li>— If [PvP] Berserk Spirit] is active, causes [PvP] Crimson's Spirit Pendulum]</li> </ul>













## Avenging Angel

Role:

Main: Assassin

Secondary: DPS

Name	Description	Original	New
 [PvP] Swordmastery		Cooldown: 0.4s Attack Range: 6 cell Target: Select One Mana: 0 mp  — Attack power scaling: 100% Melee attack power +100 — [PvP] Light energies +110	Cooldown: <b>0.6s</b> Attack Range: 6 cell Target: Select One Mana: 0 mp  — Attack power scaling: <b>75%</b> Melee attack power +100 — [PvP] Light energies +110
 [PvP] Flying Dagger		Cooldown: 8s Attack Range: 6 cell Target: Select One Mana: 80 mp  — Attack power scaling: 105% Melee attack power +125 — [PvP] Light energies +230 — [PvP] Critical damage +15%	Cooldown: <b>6s</b> Attack Range: 6 cell Target: Select One Mana: 80 mp  — Attack power scaling: <b>85%</b> Melee attack power +125 — [PvP] Light energies +230 — [PvP] Critical damage +15%
 [PvP] Stinging Explosion		Cooldown: 14s Attack Range: 6 cell Target: Special Area Mana: 70 mp  — Attack power scaling: 100% Melee attack power +200 — [PvP] Light energies +500 — [PvP] Critical chance +50%	Cooldown: 14s Attack Range: 6 cell Target: Special Area Mana: 70 mp  — Attack power scaling: <b>80%</b> Melee attack power +200 — [PvP] Light energies +500 — [PvP] Critical chance <b>+25%</b>
 [PvP] Sword of Justice		Cooldown: 10s Attack Range: 6 cell Target: Special Area Mana: 100 mp  — Attack power scaling: 105% Melee attack power +350 — [PvP] Light energies +700  <b>[REMOVED]</b> — Has a 30% chance of causing  Short Blackout]	Cooldown: <b>8s</b> Attack Range: 6 cell Target: Special Area Mana: 100 mp  — Attack power scaling: <b>85%</b> Melee attack power +350 — [PvP] Light energies +700  <b>[NEW]</b> — Has a 30% chance of causing  [PvP] Slight Shock]

 [PvP] Shadow Bond		<p>Cooldown: 25s Attack Range: 9 cell Target: Select One Mana: 125 mp</p> <p>[REMOVED] — [PvP] Deals 100% of the user's plain attack stat as ranged attack power — [PvP] Light energies +280</p> <p>— Has a 100% chance of causing [🌑] [PvP] Dark Spell]</p> <p>— Has a 100% chance of causing [🛑] Interrupt Move]</p> <p>— Attracts enemies to 1 fields from you</p>	<p>Cooldown: 25s Attack Range: 9 cell Target: Select One Mana: 125 mp</p> <p>[NEW] — Attack power scaling: 80% Ranged attack power +300 — [PvP] Light energies +280</p> <p>— Has a 100% chance of causing [🌑] [PvP] Dark Spell]</p> <p>— Has a 100% chance of causing [🛑] Interrupt Move]</p> <p>— Attracts enemies to 1 fields from you</p>
 [PvP] Lightning Blade		<p>Cooldown: 13s Attack Range: 12 cell Target: Around Enemy in 3 cell Mana: 150 mp</p> <p>— Attack power scaling: 105% Melee attack power +450 — [PvP] Light energies +450</p> <p>[REMOVED] — Has a 60% chance of causing [⚡] Electric Shock]</p>	<p>Cooldown: <b>20s</b> Attack Range: 12 cell Target: Around Enemy in 3 cell Mana: 150 mp</p> <p>— Attack power scaling: <b>100%</b> Melee attack power +450 — [PvP] Light energies +450</p> <p>[NEW] — Has a 100% chance of causing [⚡] Electric Shock] (ignores debuff protection)</p>
 [PvP] Cut and Run		<p>Cooldown: 25s Attack Range: 15 cell Target: Select One Mana: 100 mp</p> <p>— Attack power scaling: 110% Ranged attack power +300 — [PvP] Light energies +350</p> <p>— Has a 100% chance of causing [🌟] [PvP] Golden Spell]</p> <p>— Has a 100% chance of causing [🏃] Cut and Run]</p> <p>— Has a minimum 100% chance of inflicting critical hits</p>	<p>Cooldown: 25s Attack Range: 15 cell Target: Select One Mana: 100 mp</p> <p>— Attack power scaling: <b>90%</b> Ranged attack power +300 — [PvP] Light energies +350</p> <p>— Has a 100% chance of causing [🌟] [PvP] Golden Spell]</p> <p>— Has a 100% chance of causing [🏃] Cut and Run]</p> <p>— Has a minimum 100% chance of inflicting critical hits</p>
 [PvP] Magical Spell		<p>Cooldown: 25s Attack Range: Itself Target: Select One Mana: 150 mp</p> <p>— Has a 100% chance of causing [💡] [PvP] Blue Spell]</p>	

 [PvP] Meteor Thrust		Cooldown: 25s Attack Range: 6 cell Target: Around Enemy in 3 cell Mana: 250 mp  — Attack power scaling: 100% Melee attack power +500 — [PvP] Light energies +750 — Has a 100% chance of causing  [PvP] Red Spell]	Cooldown: 25s Attack Range: 6 cell Target: Around Enemy in 3 cell Mana: 250 mp  — Attack power scaling: <b>85%</b> Melee attack power +500 — [PvP] Light energies +750 — Has a 100% chance of causing  [PvP] Red Spell]
 [PvP] Divine Blade		Cooldown: 45s Attack Range: 6 cell Target: Around Enemy in 4 cell Mana: 200 mp  — Attack power scaling: 110% Melee attack power +750 — [PvP] Light energies +1100 — Has a 100% chance of causing  [PvP] Shock] — Ambush attacks cause 1000 additional damage.	
 [PvP] Spirit Lance		Cooldown: 80s Attack Range: 6 cell Target: Around Enemy in 3 cell Mana: 400 mp  — Attack power scaling: 120% Melee attack power +1250 — [PvP] Light energies +1250 — [PvP] Critical damage +50% — Has a 100% chance of causing  [PvP] Critical Bleeding]	Cooldown: <b>90s</b> Attack Range: 6 cell Target: Around Enemy in 3 cell Mana: 400 mp  — Attack power scaling: 120% Melee attack power <b>+1000</b> — [PvP] Light energies +1250 — [PvP] Critical damage +50% — Has a 100% chance of causing  [PvP] Critical Bleeding]
		Cooldown: 7s Attack Range: Itself Target: Select One Mana: 200 mp  — Has a 100% chance of causing  [PvP] Evade] — If  [PvP] Red Spell] is active, causes  [PvP] Flame] — If  [PvP] Blue Spell] is active, causes  [PvP] Ice] — If  [PvP] Golden Spell] is active, causes  [PvP] Halo]	

		— If [  [PvP] Dark Spell] is active, causes [  [PvP] Darkness]	
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## Sunchaser



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



Main: DPS

Name	Description	Original	New
 [PvP] Spear		Cooldown: 0.7s Attack Range: 9 cell Target: Select One Mana: 0 mp  — Attack power scaling: 100% Ranged attack power +125 — [PvP] Light energies +100	Cooldown: <b>0.5s</b> Attack Range: 9 cell Target: Select One Mana: 0 mp  — Attack power scaling: <b>85%</b> Ranged attack power +125 — [PvP] Light energies +100
 [PvP] Wolf Charge		Cooldown: 7s Attack Range: 9 cell Target: Select One Mana: 50 mp  — There's a 100% chance the Sun Wolf receives the command to cast  [PvP] Wolf Charge on the target.	
 [PvP] Lightning Fury		Cooldown: 25s Attack Range: 9 cell Target: Select One Mana: 50 mp  — Attack power scaling: 110% Ranged attack power +500 — [PvP] Light energies +200  — Has a 20% chance of causing  [PvP] Death's Touch — Has a 100% chance of invoking the combo  [PvP] Rapid Retreat	Cooldown: 25s Attack Range: 9 cell Target: Select One Mana: 50 mp  — Attack power scaling: <b>80%</b> Ranged attack power +500 — [PvP] Light energies +200  — Has a 20% chance of causing  [PvP] Death's Touch — Has a 100% chance of invoking the combo  [PvP] Rapid Retreat
 [PvP] Solar Spear		Cooldown: 18s Attack Range: 14 cell Target: Special Area Mana: 100 mp  — Attack power scaling: 105% Ranged attack power +500 — [PvP] Light energies +600 — Has a 20% chance of causing  [PvP]	Cooldown: 18s Attack Range: 14 cell Target: Special Area Mana: 100 mp  — Attack power scaling: <b>85%</b> Ranged attack power +500 — [PvP] Light energies +600 — Has a 20% chance of causing  [PvP] Blinding

		Blinding Light] — Attack Power +2% (Relative to Distance)	Light] — Attack Power +2% (Relative to Distance)
 [PvP] Nature's Healing		Cooldown: 80s Attack Range: Itself Target: Select One Mana: 200 mp  — If the Sun Wolf is already dead, it is resurrected with 50% HP. — Has a 100% chance of causing  [PvP] Nature's Healing]	
 [PvP] Solar Shower		Cooldown: 15s Attack Range: 9 cell Target: Around Enemy in 3 cell Mana: 150 mp  — Attack power scaling: 105% Ranged attack power +350 — [PvP] Light energies +900 — Has a 20% chance of causing  [PvP] Blinding Light]	Cooldown: 15s Attack Range: 9 cell Target: Around Enemy in 3 cell Mana: 150 mp  — Attack power scaling: 90% Ranged attack power +350 — [PvP] Light energies +900 — Has a 20% chance of causing  [PvP] Blinding Light]
 [PvP] Back Kick		Cooldown: 20s Attack Range: 9 cell Target: Select One Mana: 80 mp  — There's a 100% chance the Sun Wolf receives the command to cast  [PvP] Back Kick on the target.	
 [PvP] Spear of Binding		Cooldown: 50s Attack Range: 9 cell Target: Select One Mana: 120 mp  — Attack power scaling: 110% Ranged attack power +650 — [PvP] Light energies +500 — Has a 70% chance of causing  Interrupt Move] — Has a 100% chance of invoking the combo  [PvP] Wolf Pack	Cooldown: 50s Attack Range: 9 cell Target: Select One Mana: 120 mp  — Attack power scaling: 85% Ranged attack power +650 — [PvP] Light energies +500 — Has a 70% chance of causing  Interrupt Move] — Has a 100% chance of invoking the combo  [PvP] Wolf Pack

 [PvP] Solar Eruption		<p>Cooldown: 30s  Attack Range: 9 cell  Target: Select One  Mana: 80 mp</p> <p>— There's a 100% chance the Sun Wolf receives the command to cast  [PvP] Solar Eruption on the target.</p> <p>— Has a 100% chance of invoking the combo  [PvP] Sunspot Explosion</p>	
 [PvP] Call of the Wild		<p>Cooldown: 120s  Attack Range: Itself  Target: Select One  Mana: 100 mp</p> <p>— The Sun Wolf and caster have a 100% chance to receive  [PvP] Call of the Wild]</p> <p>— The Sun Wolf and caster have a 100% chance to receive  [PvP] Restored Lifeforce]</p> <hr/> <p> [PvP] Call of the Wild</p> <p>General Buff  (Level 4)  Duration: 180 seconds</p> <p>— [PvP] Critical chance +9 (Player Level / 10)%  — [PvP] Damage received -8%</p>	<p>Cooldown: <b>60s</b>  Attack Range: Itself  Target: Select One  Mana: 100 mp</p> <p>— The Sun Wolf and caster have a 100% chance to receive  [PvP] Call of the Wild]</p> <p>— The Sun Wolf and caster have a 100% chance to receive  [PvP] Restored Lifeforce]</p> <hr/> <p> [PvP] Call of the Wild</p> <p>General Buff  (Level 4)  Duration: <b>600 seconds</b></p> <p>— [PvP] Critical chance +9 (Player Level / 10)%  — [PvP] Damage received -8%</p>
 [PvP] Light Net		<p>Cooldown: 70s  Attack Range: 9 cell  Target: Around Enemy in 4 cell  Mana: 100 mp</p> <p>— Attack power scaling: 115%  Ranged attack power +450  — [PvP] Light energies +500</p> <p>— Has a 100% chance of causing  [PvP] Holy Net]</p> <p>— Has a 100% chance of invoking the combo  [PvP] Whirling Wolf</p>	<p>Cooldown: <b>90s</b>  Attack Range: 9 cell  Target: Around Enemy in 4 cell  Mana: 100 mp</p> <p>— Attack power scaling: <b>85%</b>  Ranged attack power +450  — [PvP] Light energies +500</p> <p>— Has a 100% chance of causing  [PvP] Holy Net]</p> <p>— Has a 100% chance of invoking the combo  [PvP] Whirling Wolf</p>

 [PvP] Rapid Retreat		<p>Cooldown: 1s  Attack Range: 9 cell  Target: Select One  Mana: 0 mp</p> <p>— There's a 100% chance that [[PvP] Bear Trap] will be caused at the set location.  Teleports you within a radius of 8 fields.</p>	
 [PvP] Wolf Pack		<p>Cooldown: 15s  Attack Range: 9 cell  Target: Select One  Mana: 80 mp</p> <p>— There's a 100% chance the Sun Wolf receives the command to cast  [PvP] Wolf Pack on the target.</p>	
 [PvP] Sunspot Explosion		<p>Cooldown: 65s  Attack Range: 9 cell  Target: Around Enemy in 4 cell  Mana: 80 mp</p> <p>— Attack power scaling: 110%  Ranged attack power +550  — [PvP] Light energies +900  — Has a 50% chance of causing  [PvP] Sunspot Explosion Aftermath]</p>	<p>Cooldown: <b>55s</b>  Attack Range: 9 cell  Target: Around Enemy in 4 cell  Mana: 80 mp</p> <p>— Attack power scaling: <b>90%</b>  Ranged attack power +550  — [PvP] Light energies +900  — Has a 50% chance of causing  [PvP] Sunspot Explosion Aftermath]</p>
 [PvP] Whirling Wolf		<p>Cooldown: 30s  Attack Range: 9 cell  Target: Select One  Mana: 100 mp</p> <p>— There's a 100% chance the Sun Wolf receives the command to cast  [PvP] Whirling Wolf on the target.  — Has a 100% chance of invoking the combo  [PvP] Judgement of the Sun</p>	
 [PvP] Judgement of the Sun		<p>Cooldown: 35s  Attack Range: 9 cell  Target: Around Enemy in 4 cell  Mana: 150 mp</p> <p>— Attack power scaling: 120%  Ranged attack power +1300  — [PvP] Light energies +1000</p>	<p>Cooldown: 35s  Attack Range: 9 cell  Target: Around Enemy in 4 cell  Mana: 150 mp</p> <p>— Attack power scaling: <b>100%</b>  Ranged attack power +1300  — [PvP] Light energies +1000</p>

		<div>— Has a 100% chance of causing  [PvP] Power of the Sun</div> <div>— Has a 100% chance of causing  [PvP] Blinding Light</div>	<div>— Has a 100% chance of causing  [PvP] Power of the Sun</div> <div>— Has a 100% chance of causing  [PvP] Blinding Light</div>
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






## Blaster







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
Main: DPS




Secondary: Bruiser

Name	Description	Original	New
 Passive			
 [PvP] Launching Grenades		Cooldown: 0.9s Attack Range: 9 cell Target: Around Enemy in 1 cell Mana: 0 mp  — Attack power scaling: 100% Ranged attack power +130 — [PvP] Fire energies +170 — You receive 2 Heat Points.	Cooldown: <b>0.7s</b> Attack Range: 9 cell Target: Around Enemy in 1 cell Mana: 0 mp  — Attack power scaling: <b>85%</b> Ranged attack power +130 — [PvP] Fire energies +170 — You receive 2 Heat Points.
 [PvP] Shock Grenade		Cooldown: 10s Attack Range: 8 cell Target: Around Enemy in 1 cell Mana: 60 mp  — Attack power scaling: 100% Ranged attack power +400 [PvP] Fire energies +400 — [PvP] Push your opponent back 3 field(s) — Has a 70% chance of causing [  Short Blackout] — You receive 5 Heat Points.	Cooldown: 10s Attack Range: 8 cell Target: Around Enemy in 1 cell Mana: 60 mp  — Attack power scaling: <b>85%</b> Ranged attack power +400 — [PvP] Fire energies +400 — [PvP] Push your opponent back 3 field(s) — Has a 70% chance of causing [  Short Blackout] — You receive <b>20</b> Heat Points.
 [PvP] Steep Shot		Cooldown: 10s Attack Range: 10 cell Target: Around Enemy in 1 cell Mana: 60 mp  — Attack power scaling: 105% Ranged attack power +500 — [PvP] Fire energies +400 — You receive 20 Heat Points. — Pulls enemies from 2 spaces around the target together in one place if [  [PvP] High Heating] is active	Cooldown: <b>4s</b> Attack Range: 10 cell Target: Around Enemy in 1 cell Mana: 60 mp  — Attack power scaling: <b>85%</b> Ranged attack power <b>+250</b> — [PvP] Fire energies +400 — You receive <b>5</b> Heat Points. — Pulls enemies from 2 spaces around the target together in one place if [  [PvP] High Heating] is active

 [PvP] Napalm Grenade		<p>Cooldown: 12s  Attack Range: 9 cell  Target: Around Enemy in 2 cell  Mana: 130 mp</p> <ul style="list-style-type: none"> <li>— Attack power scaling: 105%</li> <li>Ranged attack power +500</li> <li>— [PvP] Fire energies +600</li> <li>— You receive 20 Heat Points.</li> <li>— Has a 50% chance of causing  Fatal Burn]</li> <li>— Depending on your Heat Points, your attack power is increased from 3% to 15%</li> </ul>	<p>Cooldown: <b>18s</b>  Attack Range: 9 cell  Target: Around Enemy in 2 cell  Mana: 130 mp</p> <ul style="list-style-type: none"> <li>— Attack power scaling: <b>90%</b></li> <li>Ranged attack power +500</li> <li>— [PvP] Fire energies +600</li> <li>— You receive <b>25</b> Heat Points.</li> <li>— Has a 50% chance of causing  Fatal Burn]</li> <li>— Depending on your Heat Points, your attack power is increased from 3% to 15%</li> </ul>
 [PvP] Reload		<p>Cooldown: 10s  Attack Range: 0 cell  Target: Select One  Mana: 200 mp</p> <ul style="list-style-type: none"> <li>— Can only be used with a buff of  [PvP] Heating] or higher.</li> <li>— You lose 40 Heat Points.</li> <li>— Has a 100% chance of causing  [PvP] Reload]</li> </ul> <hr/> <p> [PvP] Reload</p> <p>General Buff  (Level 4)  Duration: 30 seconds</p> <ul style="list-style-type: none"> <li>— [PvP] Damage caused by ranged attacks +25%</li> <li>— [PvP] Hit rate +297 (Player Level * 3)</li> </ul>	
 [PvP] Draconium Energy Shield		<p>Cooldown: 15s  Attack Range: 0 cell  Target: Select One  Mana: 200 mp</p> <ul style="list-style-type: none"> <li>— Has a 100% chance of causing  [PvP] Draconium Energy Shield</li> <li>— Has a 100% chance of causing  Draconium Reflection Shield]</li> </ul> <hr/>	<p>Cooldown: 15s  Attack Range: 0 cell  Target: Select One  Mana: 200 mp</p> <ul style="list-style-type: none"> <li>— Has a 100% chance of causing  [PvP] Draconium Energy Shield</li> <li>— Has a 100% chance of causing  Draconium Reflection Shield]</li> </ul> <hr/>

		 [PvP] Draconium Energy Shield General Buff (Level 4) Duration: 20 seconds <ul style="list-style-type: none"> <li>— [PvP] All elemental resistances +10</li> <li>— [PvP] Damage received -10%</li> <li>— The opponent's HP is reduced by 20% of the damage you take if  [PvP] High Heating or higher is active</li> </ul> <hr/>  Draconium Reflection Shield General Buff (Level 10) Duration: 2 seconds <ul style="list-style-type: none"> <li>— No HP consumption</li> <li>— Cannot receive debuffs from skills that cause damage</li> <li>— Cannot be displaced by skills that cause damage</li> </ul>	 [PvP] Draconium Energy Shield General Buff (Level 4) Duration: 600 seconds <ul style="list-style-type: none"> <li>— [PvP] All elemental resistances +10</li> <li>— [PvP] Damage received -10%</li> <li>— The opponent's HP is reduced by 20% of the damage you take if  [PvP] High Heating or higher is active</li> </ul> [NEW] — [PvP] Final damage received from basic attacks -(user's critical chance / 4)% [NEW] — [PvP] Final damage received from critical basic attacks -(user's critical chance / 9)%
 [PvP] Gravity Grenade		Cooldown: 25s Attack Range: 10 cell Target: Select One Mana: 200 mp <ul style="list-style-type: none"> <li>— Attack power scaling: 110%</li> <li>Ranged attack power +600</li> <li>— Always inflicts critical hits.</li> <li>— Has a 100% chance of causing  High Pressure]</li> <li>— Pulls enemies from 4 spaces around the target together in one place</li> <li>— You receive 30 Heat Points.</li> </ul>	Cooldown: 25s Attack Range: 10 cell Target: Select One Mana: 200 mp <ul style="list-style-type: none"> <li>— Attack power scaling: 90%</li> <li>Ranged attack power +600</li> <li>— Always inflicts critical hits.</li> <li>— Has a 100% chance of causing  High Pressure]</li> <li>— Pulls enemies from 4 spaces around the target together in one place</li> <li>— You receive 30 Heat Points.</li> </ul>
 [PvP] Increased Firepower		Cooldown: 40s Attack Range: 0 cell Target: Select One Mana: 250 mp <ul style="list-style-type: none"> <li>— Has a 100% chance of causing  [PvP] Increased Firepower]</li> </ul>	Cooldown: 40s Attack Range: 0 cell Target: Select One Mana: 250 mp <ul style="list-style-type: none"> <li>— Has a 100% chance of causing  [PvP] Increased Firepower]</li> </ul>

		<p>— You lose 40 Heat Points.</p> <p>— Can only be used with a buff of [ [PvP] Heating] or higher.</p> <hr/> <p> [PvP] Increased Firepower</p> <p>General Buff (Level 4) Duration: 70 seconds</p> <p>— Depending on your Heat Points, your attack range is increased from 1 to 5</p> <p>— Depending on your Heat Points, your attack power is increased from 2% to 10%</p> <p><b>[REMOVED]</b> — [PvP] Damage received -10%</p>	<p>— You lose 40 Heat Points.</p> <p>— Can only be used with a buff of [ [PvP] Heating] or higher.</p> <hr/> <p> [PvP] Increased Firepower</p> <p>General Buff (Level 4) Duration: <b>80</b> seconds</p> <p>— Depending on your Heat Points, your attack range is increased from 1 to 5</p> <p>— Depending on your Heat Points, your attack power is increased from 2% to 10%</p> <p><b>[NEW]</b> — Recovers user's critical chance * 10 HP for each basic attack landed</p>
 [PvP] HEAT Shot		<p>Cooldown: 24s Attack Range: 11 cell Target: Select One Mana: 200 mp</p> <p>— Attack power scaling: 105%</p> <p>Ranged attack power +1000</p> <p>— [PvP] Fire energies +1000</p> <p>— Depending on your Heat Points, your attack power is increased from 4% to 20%</p> <p>— Has a 100% chance to ignore 20% of the target's defence.</p> <p>— You receive 30 Heat Points.</p>	<p>Cooldown: <b>30s</b> Attack Range: 11 cell Target: Select One Mana: 200 mp</p> <p>— Attack power scaling: <b>95%</b></p> <p>Ranged attack power +1000</p> <p>— [PvP] Fire energies +1000</p> <p>— Depending on your Heat Points, your attack power is increased from 4% to 20%</p> <p>— Has a 100% chance to ignore 20% of the target's defence.</p> <p>— You receive 30 Heat Points.</p>
 [PvP] Energy Conversion		<p>Cooldown: 60s Attack Range: 0 cell Target: Select One Mana: 300 mp</p> <p>— You lose 50 Heat Points.</p> <p>— Has a 100% chance of causing</p> <p> [PvP] Energy Conversion</p> <p>— Can only be used with a buff of [ [PvP] Heating] or higher.</p> <hr/> <p> [PvP] Energy Conversion</p>	<p>Cooldown: <b>50s</b> Attack Range: 0 cell Target: Select One Mana: 300 mp</p> <p>— You lose 50 Heat Points.</p> <p>— Has a 100% chance of causing</p> <p> [PvP] Energy Conversion</p> <p>— Can only be used with a buff of [ [PvP] Heating] or higher.</p> <hr/> <p> [PvP] Energy Conversion</p>



		<p>General Buff (Level 4) Duration: 50 seconds</p> <ul style="list-style-type: none"> <li>— Fairy's Element +10</li> <li>— Movement speed +1</li> <li>— Depending on your Heat Points, your attack power is increased from 2% to 10%</li> </ul>	<p>General Buff (Level 4) Duration: 55 seconds</p> <ul style="list-style-type: none"> <li>— Fairy's Element +10</li> <li>— Movement speed +1</li> <li>— Depending on your Heat Points, your attack power is increased from 2% to 10%</li> <li>[NEW] — Recovers user's critical chance * 15 HP for each basic attack landed</li> </ul>
 [PvP] Dragon's Breath		<p>Cooldown: 70s Attack Range: 13 cell Target: Special Area Mana: 400 mp</p> <ul style="list-style-type: none"> <li>— Attack power scaling: 120%</li> <li>Ranged attack power +1150</li> <li>— Fire Energies +1500</li> <li>— All Heat Points are consumed and the damage +50% of the consumed Heat Points</li> <li>— Has a 100% chance of causing  [PvP] Burned by Dragon's Breath]</li> </ul>	<p>Cooldown: 75s Attack Range: 13 cell Target: Special Area Mana: 400 mp</p> <ul style="list-style-type: none"> <li>— Attack power scaling: 100%</li> <li>Ranged attack power +1150</li> <li>— Fire Energies +1500</li> <li>— All Heat Points are consumed and the damage +50% of the consumed Heat Points</li> <li>— Has a 100% chance of causing  [PvP] Burned by Dragon's Breath]</li> </ul>

MAGICIAN



Red

Role:  
Main: Burst mage (Assassin)

Name	Description	Original	New
 [PvP] Fiery Breath		<p>Cooldown: 15s Attack Range: 9 cell Target: Select One Mana: 140 mp</p> <p>— Attack power scaling: 100% Magic attack power +250 — [PvP] Fire energies +700</p> <p>— Has a 80% chance of causing  [PvP] Magic Burn]</p> <hr/> <p> [PvP] Magic Burn</p> <p>Disease Debuff (Level 1) Duration: 20 seconds</p> <p>— [PvP] Fire resistance -10 — Every 2 seconds: Decreases 198 (Player Level * 2) HP — Final damage received +10% if the enemy attacks with  [PvP] Firewall</p>	<p>Cooldown: 15s Attack Range: 9 cell Target: Select One Mana: 140 mp</p> <p>— Attack power scaling: 100% Magic attack power +250 — [PvP] Fire energies +700</p> <p>— Has a 80% chance of causing  [PvP] Magic Burn]</p> <hr/> <p> [PvP] Magic Burn</p> <p>Disease Debuff (Level 1) Duration: 20 seconds</p> <p>— [PvP] Fire resistance -10 — Every 2 seconds: Decreases 198 (Player Level * 2) HP — Final damage received <span style="color: green;">+5%</span> if the enemy attacks with  [PvP] Firewall</p>
 [PvP] Mana Transfusion		<p>Cooldown: 60s Attack Range: Itself Target: Select One Mana: 220 mp</p> <p>— Has a 100% chance of causing  [PvP] Mana Transfusion]</p> <hr/>	<p>Cooldown: 60s Attack Range: Itself Target: Select One Mana: 220 mp</p> <p>— Has a 100% chance of causing  [PvP] Mana Transfusion]</p> <hr/>













		 [PvP] Mana Transfusion  Magic Buff (Level 4) Duration: 600 seconds  — Reduces 30% of damage received by consuming MP — [PvP] Attack Power +10% <del>[REMOVED]</del> — Movement speed +1	 [PvP] Mana Transfusion  Magic Buff (Level 4) Duration: 600 seconds  — Reduces 20% of damage received by consuming MP — [PvP] Attack Power +5%
 [PvP] Inferno		Cooldown: 60s Attack Range: Itself Target: Around Enemy in 4 cell Mana: 380 mp  — Attack power scaling: 130% Magic attack power +500 — [PvP] Fire energies +2000  — Has a 100% chance of causing  [PvP] Fatal Burn] (ignores debuff protection)  <hr/>  [PvP] Fatal Burn  Disease Debuff (Level 2) Duration: 30 seconds  — [PvP] Fire resistance -20 — Every 2 seconds: Decreases 297 (Player Level * 3) HP — Final damage received +30% if the enemy attacks with  [PvP] Firewall	Cooldown: 60s Attack Range: Itself Target: Around Enemy in 4 cell Mana: 380 mp  — Attack power scaling: 130% Magic attack power +500 — [PvP] Fire energies +2000  — Has a 100% chance of causing  [PvP] Fatal Burn] (ignores debuff protection)  <hr/>  [PvP] Fatal Burn  Disease Debuff (Level 2) Duration: 30 seconds  — [PvP] Fire resistance -20 — Every 2 seconds: Decreases 297 (Player Level * 3) HP — Final damage received +10% if the enemy attacks with  [PvP] Firewall



## Blue Magician

Role

Main: Skill DPS

Name	Description	Original	New
 [PvP] Frozen Shield		<p>Cooldown: 15s Attack Range: Itself Target: Select One Mana: 220 mp</p> <p>— Has a 100% chance of causing  [PvP] Frozen Shield]</p> <p>— Has a 100% chance of causing  [PvP] Frost Shield]</p> <hr/> <p> [PvP] Frost Shield</p> <p>Magic Buff (Level 1) Duration: 600 seconds</p> <p>— Reduces 30% of damage received by consuming MP</p> <p>— Every 2 seconds: Around 2 fields inflict  [PvP] Weak Shivering Frost] on enemies</p>	<p>Cooldown: 15s Attack Range: Itself Target: Select One Mana: 220 mp</p> <p>— Has a 100% chance of causing  [PvP] Frozen Shield]</p> <p>— Has a 100% chance of causing  [PvP] Frost Shield]</p> <hr/> <p> [PvP] Frost Shield</p> <p>Magic Buff (Level 1) Duration: 600 seconds</p> <p>— Reduces <b>20%</b> of damage received by consuming MP</p> <p><b>[NEW]</b> — [PvP] Damage to HP conversion +10%</p> <p>— Every 2 seconds: Around 2 fields inflict  [PvP] Weak Shivering Frost] on enemies</p>
 [PvP] Ice Shard		<p>Cooldown: 4s Attack Range: 10 cell Target: Around Enemy in 1 cell Mana: 60 mp</p> <p>— Attack power scaling: 90%</p> <p>Magic attack power +50</p> <p>— [PvP] Water energies +600</p> <p>— Has a 80% chance of invoking the combo  [PvP] Shard Storm</p>	<p>Cooldown: 4s Attack Range: 10 cell Target: Around Enemy in 1 cell Mana: 60 mp</p> <p>— Attack power scaling: 90%</p> <p>Magic attack power +50</p> <p>— [PvP] Water energies +600</p> <p>— Has a 80% chance of invoking the combo  [PvP] Shard Storm</p> <p><b>[NEW]</b> — [PvP] Final damage is increased by (enemy's total HP/75000)%</p>



[PvP] Shard  
Storm

Cooldown: 1s  
Attack Range: 10 cell  
Target: Around Enemy in 1 cell  
Mana: 100 mp

— Attack power scaling: 95%  
Magic attack power +75  
— [PvP] Water energies +400

Cooldown: 1s  
Attack Range: 10 cell  
Target: Around Enemy in 1 cell  
Mana: 100 mp







— Attack power scaling: 95%  
Magic attack power +75  
— [PvP] Water energies +400  
**[NEW]** — [PvP] Final damage is increased by  
(enemy's total HP/75000)%





















## Dark Gunner

Role:

Main: DPS

Name	Description	Original	New
 [PvP] Spell Revolver		Cooldown: 0.7s Attack Range: 12 cell Target: Around Enemy in 0 cell Mana: 0 mp  — Attack power scaling: 100% Ranged attack power +100 — [PvP] Shadow energies +250 — [PvP] Critical chance +20% of the user's total	Cooldown: <b>0.4s</b> Attack Range: 12 cell Target: Around Enemy in 0 cell Mana: 0 mp  — Attack power scaling: <b>85%</b> Ranged attack power +100 — [PvP] Shadow energies +250 — [PvP] Critical chance +20% of the user's total
 [PvP] Combination Shot		Cooldown: 6s Attack Range: 12 cell Target: Around Enemy in 2 cell Mana: 50 mp  — Attack power scaling: 100% — Ranged attack power +170 — [PvP] Shadow energies +580 — [PvP] Critical chance +20% of the user's total — Has a 100% chance of invoking the combo  [PvP] Perfect Combination	Cooldown: <b>7.5s</b> Attack Range: 12 cell Target: Around Enemy in 2 cell Mana: 50 mp  — Attack power scaling: <b>85%</b> — Ranged attack power +170 — [PvP] Shadow energies +580 — [PvP] Critical chance +20% of the user's total — Has a 100% chance of invoking the combo  [PvP] Perfect Combination
 [PvP] Perfect Combination		Cooldown: 0.3s Attack Range: 12 cell Target: Around Enemy in 2 cell Mana: 100 mp  — Attack power scaling: 105% Ranged attack power +250 — [PvP] Shadow energies +580 — [PvP] Critical chance +10% of the user's total	Cooldown: <b>2s</b> Attack Range: <b>13 cell</b> Target: Around Enemy in 2 cell Mana: 100 mp  — Attack power scaling: <b>90%</b> Ranged attack power +250 — [PvP] Shadow energies +580 — [PvP] Critical chance <b>+40%</b> of the user's total <b>[NEW]</b> — Has a 100% chance of invoking the combo  [PvP] Optimal combination

 [PvP] Optimal combination <span style="color: green;">[NEW]</span>		<p>           Cooldown: 0.3s            Attack Range: 14 cell            Target: Around Enemy in 2 cell            Mana: 100 mp         </p> <p>           — Attack power scaling: 95%            Ranged attack power +500            — [PvP] Shadow energies +580            — [PvP] Critical chance +60% of the user's total            — Cannot be evaded            — Has a 100% chance of invoking the combo         </p> <p>  [PvP] Perfect Combination         </p>	
 [PvP] Magic Blitz		<p>           Cooldown: 14s            Attack Range: 12 cell            Target: Around Enemy in 3 cell            Mana: 120 mp         </p> <p>           — Attack power scaling: 105%            Ranged attack power +250            — [PvP] Shadow energies +700            — [PvP] Critical chance +60% of the user's total  <span style="color: red;">[REMOVED]</span> — Has a 50% chance of causing [            Blackout]         </p>	<p>           Cooldown: 14s            Attack Range: 12 cell            Target: Around Enemy in 3 cell            Mana: 120 mp         </p> <p>           — Attack power scaling: <span style="color: green;">90%</span>            Ranged attack power +250            — [PvP] Shadow energies +700            — [PvP] Critical chance <span style="color: green;">+50%</span> of the user's total  <span style="color: green;">[NEW]</span> — Has a 65% chance of causing [            [PvP] Slight Shock]         </p>
 [PvP] Ghost Guard		<p>           Cooldown: 120s            Attack Range: 7 cell            Target: Select One            Mana: 500 mp         </p> <p>           — Has a 100% chance of causing [            [PvP] Ghost Guard]         </p> <hr/> <p>  [PvP] Ghost Guard         </p> <p>           Magic Buff            (Level 3)            Duration: 600 seconds         </p> <p>           — Reduces 30% of damage received by consuming MP            — [PvP] Critical damage +30%            — [PvP] Critical chance +30% of the user's total         </p>	<p>           Cooldown: <span style="color: green;">60s</span>            Attack Range: 7 cell            Target: Select One            Mana: 500 mp         </p> <p>           — Has a 100% chance of causing [            [PvP] Ghost Guard]         </p> <hr/> <p>  [PvP] Ghost Guard         </p> <p>           Magic Buff            (Level 3)            Duration: 600 seconds         </p> <p>           — Reduces <span style="color: green;">25%</span> of damage received by consuming MP            — [PvP] Critical damage +30%            — [PvP] Critical chance +30% of the user's total  <span style="color: green;">[NEW]</span> — Every 3 critical basic attacks, [            [PvP] Ghostly help] is received         </p>

			<p>[NEW]   [PvP] Ghostly help</p> <p>Magic Buff  (Level 3)  Duration: 5 seconds</p> <p>— Recovers HP +20% of the user's plain attack  — Damage to HP conversion +10%</p> <p>Side Effect: after 0.1 seconds  Disappears upon landing a hit</p>
 [PvP] Curse Blitz		<p>Cooldown: 20s  Attack Range: 12 cell  Target: Around Enemy in 2 cell  Mana: 140 mp</p> <p>— Attack power scaling: 105%  Ranged attack power +650  — [PvP] Shadow energies +1300</p> <p>— Has a 65% chance of causing [  [PvP] Hand of Death]</p>	<p>Cooldown: 20s  Attack Range: 12 cell  Target: Around Enemy in 2 cell  Mana: 140 mp</p> <p>— Attack power scaling: 95%  Ranged attack power +650  — [PvP] Shadow energies +1300</p> <p>— Has a 75% chance of causing [  [PvP] Hand of Death]</p>
 [PvP] Possession		<p>Cooldown: 40s  Attack Range: 10 cell  Target: Select One  Mana: 95 mp</p> <p>[REMOVED] — Has a 100% chance of causing [  [PvP] Possession]</p> <hr/> <p> [PvP] Possession</p> <p>Magic Debuff  (Level 4)  Duration: 20 seconds</p> <p>— [PvP] Defence -5%  — [PvP] Dodge -198 (Player Level * 2)</p> <p>Side Effect: after 17 seconds  — Move in a different direction against the player's will for 3 seconds.</p>	<p>Cooldown: 40s  Attack Range: 10 cell  Target: Select One  Mana: 95 mp</p> <p>[NEW] — Has a 100% chance of causing [  [PvP] Possession] (ignores debuff protection)</p> <hr/> <p> [PvP] Possession</p> <p>Magic Debuff  (Level 4)  Duration: 20 seconds</p> <p>— [PvP] Defence -5%  — [PvP] Dodge -198 (Player Level * 2)  [NEW] — Received critical hits decrease (user's total HP / 9000)% of user's defence</p> <p>Side Effect: after 17 seconds</p>

			— Move in a different direction against the player's will for 3 seconds.
 [PvP] Ghost Recharge		Cooldown: 25s Attack Range: 11 cell Target: Special Area Mana: 180 mp  — Attack power scaling: 110% Ranged attack power +900 — [PvP] Shadow energies +650 — Has a 100% chance of causing  [PvP] Darkness of DOOM] — [PvP] Push your opponent back 5 field(s)	Cooldown: 25s Attack Range: 12 cell Target: Special Area Mana: 180 mp  — Attack power scaling: 100% Ranged attack power +900 — [PvP] Shadow energies +650 — Has a 100% chance of causing  [PvP] Darkness of DOOM] — [PvP] Push your opponent back 5 field(s) [NEW] — Cannot be evaded
 [PvP] Evil Potion		Cooldown: 60s Attack Range: 10 cell Target: Select One Mana: 180 mp  [REMOVED] — Has a 100% chance of causing [  Evil Potion]  <hr/>  Evil Potion  Magic Debuff (Level 4) Duration: 15 seconds  [X] — Afflicted by a HP draining effect. [X] — Every 2 seconds: HP is reduced by 990 (Player Level * 10) and given to the effect's caster. — Shadow Resistance -10	Cooldown: 60s Attack Range: 10 cell Target: Select One Mana: 180 mp  [NEW] — Has a 100% chance of causing [[PvP]  Evil Potion] (ignores debuff protection)  <hr/> [NEW]  [PvP] Evil Potion  Magic Debuff (Level 5) Duration: 15 seconds  — Every 2 seconds: HP is decreased by 25% of the caster's plain attack and given to the effect's caster. — Shadow Resistance -10
 [PvP] Requiem		Cooldown: 45s Attack Range: Itself Target: Around Enemy in 3 cell Mana: 240 mp  [REMOVED] — Has a 100% chance of causing [  [PvP] Requiem]  <hr/>	Cooldown: 45s Attack Range: Itself Target: Around Enemy in 3 cell Mana: 240 mp  [NEW] — Has a 100% chance of causing [  [PvP] Requiem] (ignores debuff protection)  <hr/>








		 [PvP] Requiem General Debuff (Level 5) Duration: 8 seconds — Movement speed -2 [REMOVED] — Every 2 seconds: [PvP] Decreases 2% HP — [PvP] All elemental resistances -10 Side Effect: after 0.1 seconds — [PvP] Enemy's critical chance +15% — [PvP] Enemy's critical damage +20%	 [PvP] Requiem General Debuff (Level 5) Duration: 8 seconds — Movement speed -2 [NEW] — Every 2 seconds: [PvP] Decreases 40% of the caster's plain attack +1% HP — [PvP] All elemental resistances -10 Side Effect: after 0.1 seconds — [PvP] Enemy's critical chance +15% — [PvP] Enemy's critical damage +20%
 [PvP] Ghost Invasion		Cooldown: 140s Attack Range: Itself Target: Around Enemy in 4 cell Mana: 360 mp — Attack power scaling: 115% Ranged attack power +1350 — [PvP] Shadow energies +2200 — Has a 75% chance of causing  [PvP] Plague — No penalty for ranged attacks at close range <hr/>  [PvP] Plague Disease Debuff (Level 4) Duration: 20 seconds [REMOVED] — Every 4 seconds: [PvP] Decreases 1% HP — Every 4 seconds: [PvP] Decreases 1% MP — Movement speed -1	Cooldown: 120s Attack Range: Itself Target: Around Enemy in 4 cell Mana: 360 mp — Attack power scaling: 110% Ranged attack power +1350 — [PvP] Shadow energies +2200 — Has a 75% chance of causing  [PvP] Plague — No penalty for ranged attacks at close range <hr/>  [PvP] Plague Disease Debuff (Level 6) Duration: 20 seconds [NEW] — Every 4 seconds: HP is decreased by 15% of the caster's plain attack and given to the effect's caster. — Every 4 seconds: [PvP] Decreases 1% MP — Movement speed -1



Volcano

Role:

Main: Bruiser

Name	Description	Original	New
 Passive		<ul style="list-style-type: none"> <li>— [PvP] Base HP +10000</li> <li><del>[REMOVED]</del> — [PvP] User's dodge -150</li> <li>— [PvP] Base MP +5000</li> </ul>	<ul style="list-style-type: none"> <li><b>[NEW]</b> — [PvP] Base attack +484</li> <li><b>[NEW]</b> — [PvP] Attack Power -484</li> <li><b>[NEW]</b> — [PvP] User's soft damage -15%</li> <li>— [PvP] Base HP <b>+12000</b></li> <li>— [PvP] Base MP +5000</li> </ul>
 [PvP] Magma Ball		<p>Cooldown: 0.7s  Attack Range: 8 cell  Target: Select One  Mana: 20 mp</p> <ul style="list-style-type: none"> <li>— Attack power scaling: 70%</li> <li>Magic attack power +125</li> <li>— [PvP] Fire energies +180</li> <li>— [PvP] Damage +1% of the enemy's total HP</li> </ul>	<p>Cooldown: 0.7s  Attack Range: 8 cell  Target: Select One  Mana: 20 mp</p> <ul style="list-style-type: none"> <li>— Attack power scaling: 70%</li> <li>Magic attack power +125</li> <li>— [PvP] Fire energies +180</li> <li><del>[REMOVED]</del> — [PvP] Damage +1% of the enemy's total HP</li> </ul>
 [PvP] Power of the Volcano		<p>Cooldown: 90s  Attack Range: Itself  Target: Select One  Mana: 300 mp</p> <p>— Has a 100% chance of causing  [PvP] Power of the Volcano]</p> <hr/> <p> [PvP] Power of the Volcano</p> <p>Magic Buff  (Level 2)  Duration: 600 seconds</p> <ul style="list-style-type: none"> <li><del>[REMOVED]</del> — [PvP] Attack Power +5%</li> <li>— [PvP] Fire energies +99 (Player Level * 1)</li> </ul>	<p>Cooldown: <b>60s</b>  Attack Range: Itself  Target: Select One  Mana: 300 mp</p> <p>— Has a 100% chance of causing  [PvP] Power of the Volcano]</p> <hr/> <p> [PvP] Power of the Volcano</p> <p>Magic Buff  (Level 2)  Duration: 600 seconds</p> <ul style="list-style-type: none"> <li><b>[NEW]</b> — [PvP] Attack power +15% of the user's base attack stat</li> <li>— [PvP] Fire energies +99 (Player Level * 1)</li> </ul>










Seer

Role:

Main: Skill DPS

Secondary: Debuffer

Name	Description	Original	New
 [PvP] Blink		<p>Cooldown: 35s Attack Range: Itself Target: Select One Mana: 90 mp</p> <p>— Teleports you within a radius of 4 fields.</p> <p>— Has a 100% chance of causing  [PvP] Armour of Darkness]</p> <p>— Has a 60% chance of invoking the combo  [PvP] Blink</p> <hr/> <p> [PvP] Armour of Darkness</p> <p>Magic Buff (Level 3) Duration: 120 seconds</p> <p>— Reduces 25% of damage received by consuming MP <del>[REMOVED]</del> — [PvP] Damage received -5% — Movement speed +1</p>	<p>Cooldown: 35s Attack Range: Itself Target: Select One Mana: 90 mp</p> <p>— Teleports you within a radius of 4 fields.</p> <p>— Has a 100% chance of causing  [PvP] Armour of Darkness]</p> <p>— Has a 60% chance of invoking the combo  [PvP] Blink</p> <hr/> <p> [PvP] Armour of Darkness</p> <p>Magic Buff (Level 3) Duration: <b>300</b> seconds</p> <p>— Reduces <b>20%</b> of damage received by consuming MP <b>[NEW]</b> — [PvP] Damage to HP conversion +10% — Movement speed +2</p>














Tide Lord

Role:

Main: Skill Crowd Control

Secondary: Burst Mage (Assassin)

Name	Description	Original	New
 [PvP] Water Bubble		<p>Cooldown: 30s Attack Range: Itself Target: Select One Mana: 380 mp</p> <p>— Has a 100% chance of causing  [PvP] Water Bubble]</p> <p>— Has a 100% chance of causing  [PvP] Water Plating]</p> <p>— Has a 100% chance of causing  [PvP] Ocean Sprint]</p> <hr/> <p> [PvP] Water Bubble</p> <p>Magic Buff (Level 4) Duration: 600 seconds</p> <p>— Reduces 25% of damage received by consuming MP <b>[REMOVED]</b> — [PvP] Damage received -15% — [PvP] Enemy's attack bonus strength -25% (max. 75%)</p> <p>Side Effect: after 0.1 seconds <b>[REMOVED]</b> — [PvP] Has a 5% chance to decrease magic damage by 15%</p> <hr/> <p> [PvP] Water Plating</p> <p>Magic Buff (Level 5) Duration: 6 seconds</p>	<p>Cooldown: 30s Attack Range: Itself Target: Select One Mana: 380 mp</p> <p>— Has a 100% chance of causing  [PvP] Water Bubble]</p> <p>— Has a 100% chance of causing  [PvP] Water Plating]</p> <p>— Has a 100% chance of causing  [PvP] Ocean Sprint]</p> <hr/> <p> [PvP] Water Bubble</p> <p>Magic Buff (Level 4) Duration: 600 seconds</p> <p>— Reduces 25% of damage received by consuming MP — [PvP] Enemy's attack bonus strength <b>-5%</b> (max. 75%)</p> <p>Side Effect: after 0.1 seconds <b>[NEW]</b> — [PvP] Enemy's magic soft damage -5%</p> <hr/> <p> [PvP] Water Plating</p> <p>Magic Buff (Level 5) Duration: <b>2</b> seconds</p> <p>— Cannot receive negative effects from level 4 or lower</p>








		— Cannot receive negative effects from level 4 or lower	
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## Voodoo Priest

Role:

Main: Debuffer

Name	Description	Original	New
 [PvP] Vengeful Soul		<p>Cooldown: 60s Attack Range: Itself Target: Select One Mana: 700 mp</p> <p>— Has a 100% chance of causing  [PvP] Vengeful Soul]</p> <p>— Has a 100% chance of causing  [PvP] Soul Shield]</p> <hr/> <p> [PvP] Soul Shield</p> <p>Magic Buff (Level 5) Duration: 600 seconds</p> <p>— Reduces 30% of damage received by consuming MP <del>[REMOVED]</del> — [PvP] Damage received -10%</p>	<p>Cooldown: 60s Attack Range: Itself Target: Select One Mana: 700 mp</p> <p>— Has a 100% chance of causing  [PvP] Vengeful Soul]</p> <p>— Has a 100% chance of causing  [PvP] Soul Shield]</p> <hr/> <p> [PvP] Soul Shield</p> <p>Magic Buff (Level 5) Duration: 600 seconds</p> <p>— Reduces <b>25%</b> of damage received by consuming MP</p>

## MARTIAL ARTIST













Draconic Fist

Role:



Main: DPS / Assassin

Name	Description	Original	New
Passive			[NEW] — [PvP] Base HP -1000
[PvP] Jab		Cooldown: 0.7s Attack Range: 1 cell Target: Select One Mana: 0 mp  — Attack power scaling: 100% Melee attack power +120 — [PvP] Fire energies +20	Cooldown: 0.7s Attack Range: 1 cell Target: Select One Mana: 0 mp  — Attack power scaling: 85% Melee attack power +75 — [PvP] Fire energies +20
[PvP] Beast Claw		Cooldown: 3s Attack Range: 2 cell Target: Special Area Mana: 25 mp  — Attack power scaling: 100% Melee attack power +500 — [PvP] Fire energies +30  — Has a 30% chance of causing  Short Blackout]	Cooldown: 3s Attack Range: 2 cell Target: Special Area Mana: 25 mp  — Attack power scaling: 85% Melee attack power +300 — [PvP] Fire energies +30  — Has a 30% chance of causing  Short Blackout]
[PvP] Claw Swipe		Cooldown: 7s Attack Range: 2 cell Target: Around Enemy in 1 cell Mana: 60 mp  — Attack power scaling: 105% Melee attack power +650 — [PvP] Fire energies +35	Cooldown: 7s Attack Range: 2 cell Target: Around Enemy in 1 cell Mana: 60 mp  — Attack power scaling: 85% Melee attack power +650 — [PvP] Fire energies +35
[PvP] Claw Hold		Cooldown: 14s Attack Range: 3 cell Target: Around Enemy in 3 cell Mana: 80 mp  — Attack power scaling: 105%	Cooldown: 14s Attack Range: 3 cell Target: Around Enemy in 3 cell Mana: 80 mp  — Attack power scaling: 90%

		<p>Melee attack power +550  — [PvP] Fire energies +35  — Attracts enemies to 1 fields from you  — Has a 80% chance of causing [  Interrupt Move]</p>	<p>Melee attack power +550  — [PvP] Fire energies +35  — Attracts enemies to 1 fields from you  — Has a 100% chance of causing [  Interrupt Move]</p>
 [PvP] Haetae Energy		<p>Cooldown: 180s  Attack Range: Itself  Target: Select One  Mana: 120 mp</p> <p>— Has a 100% chance of causing [  [PvP] Haetae Energy]</p> <hr/> <p> [PvP] Haetae Energy</p> <p>General Buff  (Level 2)  Duration: 600 seconds</p> <p>— [PvP] Attack Power +10%  [REMOVED] — [PvP] Critical chance +15%  [REMOVED] — [PvP] Attack power +198 (Player Level * 2)</p> <p>Side Effect: after 0.1 seconds  — [PvP] Hit rate +198 (Player Level * 2)  [REMOVED] — [PvP] Damage received -10%</p>	<p>Cooldown: 60s  Attack Range: Itself  Target: Select One  Mana: 120 mp</p> <p>— Has a 100% chance of causing [  [PvP] Haetae Energy]</p> <hr/> <p> [PvP] Haetae Energy</p> <p>General Buff  (Level 2)  Duration: 600 seconds</p> <p>[NEW] — [PvP] Final Damage received from basic attacks is reduced by (user's critical chance / 3)%  [NEW] — [PvP] Final Damage received from critical basic attacks -(user's critical chance / 7)%  — [PvP] Attack Power +10%</p> <p>Side Effect: after 0.1 seconds  — [PvP] Hit rate +198 (Player Level * 2)  [NEW] — [PvP] Critical chance +20%</p>
 [PvP] Haetae Leap		<p>Cooldown: 8s  Attack Range: 7 cell  Target: Select One  Mana: 280 mp</p> <p>— Attack power scaling: 95%  Melee attack power +200  — [PvP] Fire energies +25</p> <p>— Has a 100% chance of causing [  [PvP] Bestial Sprint]</p>	<p>Cooldown: 8s  Attack Range: 7 cell  Target: Select One  Mana: 280 mp</p> <p>— Attack power scaling: 80%  Melee attack power +200  — [PvP] Fire energies +25</p> <p>— Has a 100% chance of causing [  [PvP] Bestial Sprint]</p>
 [PvP] Bite		<p>Cooldown: 13s  Attack Range: 7 cell</p>	<p>Cooldown: 13s  Attack Range: 7 cell</p>

		<p>Target: Around Enemy in 2 cell Mana: 65 mp</p> <p>— Attack power scaling: 110% Melee attack power +700 — [PvP] Fire energies +40 <b>[REMOVED]</b> — Has a 100% chance of causing [  [PvP] Dragon's Fist Mark]</p>	<p>Target: Around Enemy in 2 cell Mana: 65 mp</p> <p>— Attack power scaling: <b>90%</b> Melee attack power +700 — [PvP] Fire energies +40 <b>[NEW]</b> — Has a 100% chance of causing [  [PvP] Dragon's Fist Mark] (ignores debuff protection)</p>
 [PvP] Transformation		<p>Cooldown: 5s Attack Range: Itself Target: Select One Mana: 100 mp</p> <p>— Has a 100% chance of causing [  [PvP] Transformation] — Has a 100% chance of causing [  [PvP] Dragon Energy]</p> <hr/> <p> [PvP] Dragon Energy</p> <p>General Buff (Level 3) Duration: 600 seconds</p> <p>Improves flame attacks.</p> <p>— [PvP] Attack Power +10% — [PvP] Critical damage +30% — [PvP] Attack power +198 (Player Level * 2)</p> <p>Side Effect: after 0.1 seconds — [PvP] Hit rate +198 (Player Level * 2)</p>	<p>Cooldown: 5s Attack Range: Itself Target: Select One Mana: 100 mp</p> <p>— Has a 100% chance of causing [  [PvP] Transformation] — Has a 100% chance of causing [  [PvP] Dragon Energy]</p> <hr/> <p> [PvP] Dragon Energy</p> <p>General Buff (Level 3) Duration: 600 seconds</p> <p>Improves flame attacks.</p> <p>— [PvP] Attack Power <b>+15%</b> — [PvP] Critical damage +30% — [PvP] Attack power +198 (Player Level * 2)</p> <p>Side Effect: after 0.1 seconds — [PvP] Hit rate +198 (Player Level * 2) <b>[NEW]</b> — Attack power scaling: 5%</p>
 [PvP] Flaming Yo-yo		<p>Cooldown: 0.7s Attack Range: 8 cell Target: Around Enemy in 1 cell Mana: 8 mp</p> <p>— Attack power scaling: 95% Melee attack power +20 — [PvP] Fire energies +120 — Has a 8% chance of causing [  Slight Burn]</p>	<p>Cooldown: <b>0.8s</b> Attack Range: 8 cell Target: Around Enemy in 1 cell Mana: 8 mp</p> <p>— Attack power scaling: <b>65%</b> Melee attack power +20 — [PvP] Fire energies +120 — Has a 8% chance of causing [  Slight Burn]</p>

 [PvP] Knuckle Buster		Cooldown: 15s Attack Range: 7 cell Target: Around Enemy in 3 cell Mana: 120 mp  — Attack power scaling: 110% Melee attack power +300 — [PvP] Fire energies +777 — Teleports you to a selected location. — Has a 60% chance of causing  Short Blackout]	Cooldown: <b>7s</b> Attack Range: 7 cell Target: Around Enemy in 3 cell Mana: 120 mp  — Attack power scaling: <b>75%</b> Melee attack power +300 — [PvP] Fire energies +777 — Teleports you to a selected location. — Has a 60% chance of causing  Short Blackout]
 [PvP] Flame Swing		Cooldown: 18s Attack Range: 2 cell Target: Special Area Mana: 60 mp  — Attack power scaling: 115% Melee attack power +400 — [PvP] Fire energies +700 — Has a 35% chance of causing  Damage Defensive Weapon]	Cooldown: 18s Attack Range: 2 cell Target: Special Area Mana: 60 mp  — Attack power scaling: <b>100%</b> Melee attack power +400 — [PvP] Fire energies +700 — Has a 35% chance of causing  Damage Defensive Weapon]
 [PvP] Blaze		Cooldown: 10s Attack Range: 10 cell Target: Around Enemy in 2 cell Mana: 90 mp  — Attack power scaling: 105% Melee attack power +200 — [PvP] Fire energies +1200	Cooldown: 10s Attack Range: 10 cell Target: Around Enemy in 2 cell Mana: 90 mp  — Attack power scaling: <b>85%</b> Melee attack power +200 — [PvP] Fire energies +1200
 [PvP] Dragon Leap		Cooldown: 60s Attack Range: Itself Target: Select One Mana: 80 mp  — Teleports you within a radius of 4 fields. — Has a 100% chance of causing  [PvP] Shimmering Flame]	
 [PvP] Crossfire		Cooldown: 15s Attack Range: 10 cell Target: Special Area Mana: 130 mp  — Attack power scaling: 110% Melee attack power +250 — [PvP] Fire energies +800	Cooldown: 15s Attack Range: 10 cell Target: Special Area Mana: 130 mp  — Attack power scaling: <b>95%</b> Melee attack power +250 — [PvP] Fire energies +800

		— Has a 50% chance of causing [🔥] [PvP] Critical Burn]	— Has a 50% chance of causing [🔥] [PvP] Critical Burn]
 [PvP] Final Flame		Cooldown: 90s Attack Range: Itself Target: Around Enemy in 7 cell Mana: 200 mp  — Attack power scaling: 125% Melee attack power +800 — [PvP] Fire energies +2000  — Has a 70% chance of causing [🔥] Final Flame]	Cooldown: 60s Attack Range: Itself Target: Around Enemy in 7 cell Mana: 200 mp  — Attack power scaling: 120% Melee attack power +800 — [PvP] Fire energies +2000  — Has a 70% chance of causing [🔥] Final Flame] [NEW] — This skill cannot be evaded if the opponent is afflicted by [🐉] [PvP] Dragon's Fist Mark]
 [PvP] Transformation		Cooldown: 5s Attack Range: Itself Target: Select One Mana: 100 mp  — Transform and assume the Haetae Stance with which you can carry out attacks using the power of the beast.  — Has a 100% chance of causing [🐉] [PvP] Haetae Energy]	














## Mystic Arts














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













Main: Bruiser / DPS

Name	Description	Original	New
 Passive			
 [PvP] Palm Attack		Cooldown: 0.6s Attack Range: 1 cell Target: Select One Mana: 0 mp  — [PvP] Deals 100% of the user's plain attack stat plus an extra 120 as melee attack power — [PvP] Water energies are increased by 100	Cooldown: 0.6s Attack Range: 1 cell Target: Select One Mana: 0 mp  — [PvP] Deals <b>75%</b> of the user's plain attack stat plus an extra 120 as melee attack power — [PvP] Water energies are increased by 100
 [PvP] Shockwave		Cooldown: 5s Attack Range: 1 cell Target: Select One Mana: 90 mp  — [PvP] Deals 100% of the user's plain attack stat plus an extra 400 as melee attack power — [PvP] Water energies are increased by 300 — Has a 20% chance of causing [🔥 Internal Injuries]	Cooldown: 5s Attack Range: 1 cell Target: Select One Mana: 90 mp  — [PvP] Deals <b>75%</b> of the user's plain attack stat plus an extra 400 as melee attack power — [PvP] Water energies are increased by 300 — Has a 20% chance of causing [🔥 Internal Injuries]
 [PvP] Shadowless Legs		Cooldown: 9s Attack Range: 7 cell Target: Select One Mana: 110 mp  — [PvP] Deals 95% of the user's plain attack stat plus an extra 150 as melee attack power — [PvP] Water energies are increased by 300 — Has a 100% chance of causing [👁️ [PvP] Featherweight]	Cooldown: 9s Attack Range: 7 cell Target: Select One Mana: 110 mp  — [PvP] Deals <b>65%</b> of the user's plain attack stat plus an extra 150 as melee attack power — [PvP] Water energies are increased by 300 — Has a 100% chance of causing [👁️ [PvP] Featherweight]
 [PvP] Sidestep			
 [PvP] Moonlight		Cooldown: 30s Attack Range: 0 cell Target: Select One	Cooldown: 30s Attack Range: 0 cell Target: Select One

Absorption		<p>Mana: 150 mp</p> <p>— Has a 100% chance of causing [ Moonlight Absorption]</p> <p>[HARDCODED] — If the user has the [ Enlightenment] effect active while using this skill, [ Bathed in Moonlight] is also received</p> <hr/> <p> [PvP] Moonlight Absorption</p> <p>General Buff (Level 3) Duration: 600 seconds</p> <p>— Allows you to use Full Moon skills. [REMOVED] — [PvP] Attack Power +5% — Critical chance +10% of the user's total</p> <p>Side Effect: after 0.1 seconds — Hit rate of melee attacks +198 (Player Level * 2)</p>	<p>Mana: 150 mp</p> <p>— Has a 100% chance of causing [ Moonlight Absorption]</p> <p>[HARDCODED] — If the user has the [ Enlightenment] effect active while using this skill, [ Bathed in Moonlight] is also received</p> <hr/> <p> [PvP] Moonlight Absorption</p> <p>General Buff (Level 3) Duration: 600 seconds</p> <p>— Allows you to use Full Moon skills. — Critical chance +25% of the user's total [NEW] — Attack power scaling: 15%</p> <p>Side Effect: after 0.1 seconds — Hit rate of melee attacks +198 (Player Level * 2) [NEW] — [PvP] Final Damage received from basic attacks is reduced by (user's critical chance / 3)%</p>
 [PvP] Gathering Petals		<p>Cooldown: 30s Attack Range: 0 cell Target: Select One Mana: 150 mp</p> <p>— Has a 100% chance of causing [ Gathering Petals]</p> <p>[HARDCODED] — If the user has the [ Enlightenment] effect active while using this skill, [ Bed of Lotus Flowers] is also received</p> <hr/> <p> [PvP] Gathering Petals</p>	<p>Cooldown: 30s Attack Range: 0 cell Target: Select One Mana: 150 mp</p> <p>— Has a 100% chance of causing [ Gathering Petals]</p> <p>[HARDCODED] — If the user has the [ Enlightenment] effect active while using this skill, [ Bed of Lotus Flowers] is also received</p> <hr/> <p> [PvP] Gathering Petals</p>

		<p>General Buff (Level 3) Duration: 600 seconds</p> <ul style="list-style-type: none"> <li>— Allows you to use Lotus Flower skills.</li> <li>— [PvP] Damage received -5%</li> <li>— [PvP] Enemy's soft damage -10%</li> </ul> <p>Side Effect: after 0.1 seconds</p> <ul style="list-style-type: none"> <li>— Hit rate of melee attacks +198 (Player Level * 2)</li> </ul>	<p>General Buff (Level 3) Duration: 600 seconds</p> <ul style="list-style-type: none"> <li>— Allows you to use Lotus Flower skills.</li> <li>— [PvP] Damage received -10%</li> <li>— [PvP] Enemy's soft damage -15%</li> </ul> <p>Side Effect: after 0.1 seconds</p> <ul style="list-style-type: none"> <li>— Hit rate of melee attacks +198 (Player Level * 2)</li> <li><b>[NEW]</b> — [PvP] Damage is increased by 2% of the enemy's total HP</li> </ul>
 [PvP] Withstand			
 [PvP] Crescent Moon Dance		<p>Cooldown: 30s Attack Range: 0 cell Target: Around Enemy in 2 cell Mana: 150 mp</p> <ul style="list-style-type: none"> <li>— [PvP] Deals 115% of the user's plain attack stat plus an extra 600 as melee attack power</li> <li>— [PvP] Water energies are increased by 700</li> <li>— There is a 100% chance of causing  Blackout</li> </ul> <p><b>[HARDCODED]</b> — If the user has the  Opportunity to Attack effect active while using this skill, there is a 100% chance of receiving  Crescent Moonshade</p>	<p>Cooldown: 30s Attack Range: 0 cell Target: Around Enemy in 2 cell Mana: 150 mp</p> <ul style="list-style-type: none"> <li>— [PvP] Deals 80% of the user's plain attack stat plus an extra 600 as melee attack power</li> <li>— [PvP] Water energies are increased by 700</li> <li>— There is a 100% chance of causing  Blackout</li> </ul> <p><b>[HARDCODED]</b> — If the user has the  Opportunity to Attack effect active while using this skill, there is a 100% chance of receiving  Crescent Moonshade</p>
 [PvP] Lunar Slice		<p>Cooldown: 25s Attack Range: 5 cell Target: Special Area Mana: 180 mp</p> <ul style="list-style-type: none"> <li>— [PvP] Deals 120% of the user's plain attack stat plus an extra 600 as melee attack power</li> <li>— [PvP] Water energies are increased by 900</li> </ul> <p><b>[HARDCODED]</b> — If the user has the  Opportunity to Attack effect active while using this skill PlayerLevel*20 MP will be stolen from the opponent.</p>	<p>Cooldown: 25s Attack Range: 5 cell Target: Special Area Mana: 180 mp</p> <ul style="list-style-type: none"> <li>— [PvP] Deals 85% of the user's plain attack stat plus an extra 600 as melee attack power</li> <li>— [PvP] Water energies are increased by 900</li> </ul> <p><b>[HARDCODED]</b> — If the user has the  Opportunity to Attack effect active while using this skill PlayerLevel*20 MP will be stolen from the opponent.</p>

 [PvP] Bound by Moonlight		<p>Cooldown: 35s Attack Range: 8 cell Target: Select One Mana: 150 mp</p> <ul style="list-style-type: none"> <li>— [PvP] Deals 125% of the user's plain attack stat plus an extra 750 as melee attack power</li> <li>— [PvP] Water energies are increased by 1200</li> <li>— Has a 100% chance of causing  Bound by Moonlight]</li> </ul> <p>[HARDCODED] — If the user has the  Opportunity to Attack effect active while using this skill, all negative effects under level 4 will be removed</p>	<p>Cooldown: 35s Attack Range: 8 cell Target: Select One Mana: 150 mp</p> <ul style="list-style-type: none"> <li>— [PvP] Deals <b>90%</b> of the user's plain attack stat plus an extra 750 as melee attack power</li> <li>— [PvP] Water energies are increased by 1200</li> <li>— Has a 100% chance of causing  Bound by Moonlight]</li> </ul> <p>[HARDCODED] — If the user has the  Opportunity to Attack effect active while using this skill, all negative effects under level 4 will be removed</p>
 [PvP] Lunar Eclipse		<p>Cooldown: 90s Attack Range: 10 cell Target: Select One Mana: 200 mp</p> <ul style="list-style-type: none"> <li>— Has a 100% chance of causing  [PvP] Mark of the Moon]</li> <li>— Has a 100% chance of causing  [PvP] Crescent Moonshade]</li> <li>— If the effect Bound by Moonlight is active on your opponent, you will trigger  Bound by the Full Moon's Light] [Can't right-click the effect in game]</li> </ul> <p>[HARDCODED] — If the user has the  Opportunity to Attack effect active while using this skill,  Mark of the Full Moon] will be caused</p>	
 [PvP] Lotus Leap		<p>Cooldown: 13s Attack Range: 7 cell Target: Around Enemy in 2 cell Mana: 130 mp</p> <ul style="list-style-type: none"> <li>— [PvP] Deals 90% of the user's plain attack stat plus an extra 700 as melee attack power</li> <li>— [PvP] Water energies are increased by 800</li> </ul> <p>[HARDCODED] — If the user has the  Opportunity to Attack effect active while using this</p>	<p>Cooldown: 13s Attack Range: 7 cell Target: Around Enemy in 2 cell Mana: 130 mp</p> <ul style="list-style-type: none"> <li>— [PvP] Deals <b>80%</b> of the user's plain attack stat plus an extra 700 as melee attack power</li> <li>— [PvP] Water energies are increased by 800</li> </ul> <p>[NEW] — [PvP] Damage is increased by 2% of the enemy's total HP</p>

		skill, the cooldown of this skill will be reset	<b>[HARDCODED]</b> — If the user has the  Opportunity to Attack effect active while using this skill, the cooldown of this skill will be reset
 [PvP] Lotus Seed			
 [PvP] Lotus Snare		Cooldown: 25s Attack Range: 0 cell Target: Around Enemy in 4 cell Mana: 230 mp  — [PvP] Deals 100% of the user's plain attack stat plus an extra 800 as melee attack power — [PvP] Water energies are increased by 1000 — Has a 100% chance of causing  [PvP] Petal Hell] — [PvP] Damage is increased by 8% of the enemy's current HP	Cooldown: 25s Attack Range: 0 cell Target: Around Enemy in 4 cell Mana: 230 mp  — [PvP] Deals <b>90%</b> of the user's plain attack stat plus an extra 800 as melee attack power — [PvP] Water energies are increased by 1000 — Has a 100% chance of causing  [PvP] Petal Hell] — [PvP] Damage is increased by 8% of the enemy's current HP
 [PvP] Full Bloom		Cooldown: 90s Attack Range: 8 cell Target: Around Enemy in 4 cell Mana: 300 mp  — [PvP] Deals 105% of the user's plain attack stat plus an extra 1600 as melee attack power — [PvP] Water energies are increased by 1000 — Cannot be evaded — Has a 70% chance of causing  [PvP] Lotus Curse] <b>[REMOVED]</b> — [PvP] Damage is increased by 5% of the enemy's current HP  <b>[HARDCODED]</b> — If the user has the  Opportunity to Attack effect active while using this skill, the chance of causing  [PvP] Lotus Curse is increased by 50%. If the opponent is already afflicted by Lotus Curse,  [PvP] Petal Hell will be caused instead	Cooldown: 90s Attack Range: 8 cell Target: Around Enemy in 4 cell Mana: 300 mp  — [PvP] Deals <b>100%</b> of the user's plain attack stat plus an extra 1600 as melee attack power — [PvP] Water energies are increased by 1000 — Cannot be evaded — Has a 70% chance of causing  [PvP] Lotus Curse] <b>[NEW]</b> — [PvP] Damage is increased by 6% of the enemy's total HP  <b>[HARDCODED]</b> — If the user has the  Opportunity to Attack effect active while using this skill, the chance of causing  [PvP] Lotus Curse is increased by 50%. If the opponent is already afflicted by Lotus Curse,  [PvP] Petal Hell will be caused instead



















## Master Wolf

Role:










Main: Bruiser













Secondary: Tank, Assassin or DPS (Depends on the buff)







Name	Description	Original	New
 Passive			<p>[NEW] — [PvP] Base Attack +482</p> <p>[NEW] — [PvP] Attack Power -482</p> <p>[NEW] — [PvP] Final critical damage -25% of its total</p> <p>[NEW] — [PvP] User's soft damage -10%</p> <p>[NEW] — [PvP] Base HP +6800</p>
 [PvP] Basic Attack		<p>Cooldown: 0.6s</p> <p>Attack Range: 1 cell</p> <p>Target: Select One</p> <p>Mana: 0 mp</p> <p>— Attack power scaling: 95%</p> <p>Melee attack power +150</p> <p>— [PvP] Light energies +100</p> <p>— If the attack is successful, you earn 100 ultimate points</p>	<p>Cooldown: <b>0.8s</b></p> <p>Attack Range: 1 cell</p> <p>Target: Select One</p> <p>Mana: 0 mp</p> <p>— Attack power scaling: <b>75%</b></p> <p>Melee attack power +150</p> <p>— [PvP] Light energies +100</p> <p>— If the attack is successful, you earn 100 ultimate points</p>
 [PvP] Low Kick		<p>Cooldown: 5s</p> <p>Attack Range: 2 cell</p> <p>Target: Around Enemy in 1 cell</p> <p>Mana: 50 mp</p> <p>— Attack power scaling: 100%</p> <p>Melee attack power +550</p> <p>— [PvP] Light energies +300</p> <p>— If the attack is successful, you earn 150 ultimate points</p>	<p>Cooldown: 5s</p> <p>Attack Range: 2 cell</p> <p>Target: Around Enemy in 1 cell</p> <p>Mana: 50 mp</p> <p>— Attack power scaling: <b>80%</b></p> <p>Melee attack power +550</p> <p>— [PvP] Light energies +300</p> <p>— If the attack is successful, you earn 150 ultimate points</p>
 [PvP] Flying Kick		<p>Cooldown: 10s</p> <p>Attack Range: 6 cell</p> <p>Target: Around Enemy in 1 cell</p> <p>Mana: 80 mp</p> <p>— Attack power scaling: 100%</p> <p>Melee attack power +800</p> <p>— [PvP] Light energies +600</p> <p>— If the attack is successful, you earn 200 ultimate points</p>	<p>Cooldown: <b>8s</b></p> <p>Attack Range: 6 cell</p> <p>Target: Around Enemy in 1 cell</p> <p>Mana: 80 mp</p> <p>— Attack power scaling: <b>70%</b></p> <p>Melee attack power +800</p> <p>— [PvP] Light energies +600</p> <p>— If the attack is successful, you earn 200 ultimate points</p>

 [PvP] Sonic Wave		<p>Cooldown: 15s  Attack Range: 7 cell  Target: Around Enemy in 3 cell  Mana: 150 mp</p> <ul style="list-style-type: none"> <li>— Attack power scaling: 100%</li> <li>Melee attack power +500</li> <li>— Damage caused from critical hits is increased by 25% if  [PvP] Sacred Will] is active</li> <li>— Has a 25% chance of causing  Energy hit in a weak point]</li> <li>— Has a 25% chance of causing  [PvP] Knocked Out]</li> <li>— If the attack is successful, you earn 100 ultimate points</li> </ul>	<p>Cooldown: 15s  Attack Range: 7 cell  Target: Around Enemy in 3 cell  Mana: 150 mp</p> <ul style="list-style-type: none"> <li>— Attack power scaling: <b>85%</b></li> <li>Melee attack power +500</li> <li>— Damage caused from critical hits is increased by 25% if  [PvP] Sacred Will] is active</li> <li>— Has a 25% chance of causing  Energy hit in a weak point]</li> <li>— Has a 25% chance of causing  [PvP] Knocked Out]</li> <li>— If the attack is successful, you earn 100 ultimate points</li> </ul>
 [PvP] Tornado Kick		<p>Cooldown: 15s  Attack Range: 0 cell  Target: Around Enemy in 3 cell  Mana: 120 mp</p> <ul style="list-style-type: none"> <li>— Attack power scaling: 105%</li> <li>Melee attack power +850</li> <li>— Has a 50% chance of inflicting a critical hit if  [PvP] Warrior Meditation] is active</li> <li>— [PvP] There is a 40% chance of causing  Wounded Leg</li> <li>— [PvP] Attracts enemies to 1 fields from you</li> <li>— If the attack is successful, you earn 300 ultimate points</li> </ul>	<p>Cooldown: 15s  Attack Range: 0 cell  Target: Around Enemy in 3 cell  Mana: 120 mp</p> <ul style="list-style-type: none"> <li>— Attack power scaling: <b>85%</b></li> <li>Melee attack power +850</li> <li>— Has a 50% chance of inflicting a critical hit if  [PvP] Warrior Meditation] is active</li> <li>— [PvP] There is a 40% chance of causing  Wounded Leg</li> <li>— [PvP] Attracts enemies to 1 fields from you</li> <li>— If the attack is successful, you earn 300 ultimate points</li> </ul>
 [PvP] Uppercut		<p>Cooldown: 15s  Attack Range: 1 cell  Target: Around Enemy in 1 cell  Mana: 150 mp</p> <ul style="list-style-type: none"> <li>— Attack power scaling: 95%</li> <li>Melee attack power +900</li> <li>— [PvP] Light energies +800</li> <li>— [PvP] Damage is increased by 4 % of the enemy's current HP if  [PvP] Imperturbable Mind] is active</li> <li>— Provides a (missing HP/max. HP * 10)% chance to inflict  Shadow of Death on your opponent.</li> <li>— If the attack is successful, you earn 350</li> </ul>	<p>Cooldown: 15s  Attack Range: 1 cell  Target: Around Enemy in 1 cell  Mana: 150 mp</p> <ul style="list-style-type: none"> <li>— Attack power scaling: <b>80%</b></li> <li>Melee attack power +900</li> <li>— [PvP] Light energies +800</li> <li>— [PvP] Damage is increased by 4 % of the enemy's current HP if  [PvP] Imperturbable Mind] is active</li> <li>— Provides a (missing HP/max. HP * 10)% chance to inflict  Shadow of Death on your opponent.</li> <li>— If the attack is successful, you earn 350</li> </ul>

		ultimate points	ultimate points
 [PvP] Block		Cooldown: 7s Attack Range: 0 cell Target: Select One Mana: 100 mp  — Has a 100% chance of causing [  Block]	
 [PvP] Inspiration		Cooldown: 70s Attack Range: 0 cell Target: Select One Mana: 300 mp  — Has a 100% chance of causing [  Holy Energy] — Removes all debuffs up to level 4	
 [PvP] Ultimate Stance		Cooldown: 10s Attack Range: 0 cell Target: Select One Mana: 100 mp  — Has a 100% chance of causing [  Ultimate Stance]	
 [PvP] Imperturbable Mind		Cooldown: 300s Attack Range: 0 cell Target: Select One Mana: 100 mp  — Has a 100% chance of causing [  [PvP] Imperturbable Mind] — There is a 100% chance of invoking the combo [  [PvP] Sacred Will]  <hr/>  [PvP] Imperturbable Mind  General Buff (Level 2) Duration: 600 seconds  <b>[REMOVED]</b> — [PvP] Damage received -20% — Maximum HP +15% of the user's base amount	Cooldown: 300s Attack Range: 0 cell Target: Select One Mana: 100 mp  — Has a 100% chance of causing [  [PvP] Imperturbable Mind] — There is a 100% chance of invoking the combo [  [PvP] Sacred Will]  <hr/>  [PvP] Imperturbable Mind  General Buff (Level 2) Duration: 600 seconds  <b>[NEW]</b> — [PvP] Damage received is decreased by player's total HP / 7000

		(max. 10.000) Side Effect: after 1 seconds — The duration of caused debuffs +25%	— Maximum HP +15% of the user's base amount (max. 10.000) Side Effect: after 1 seconds — The duration of caused debuffs <b>+15%</b>
 [PvP] Sacred Will		Cooldown: 0.1s Attack Range: 0 cell Target: Select One Mana: 100 mp — Has a 100% chance of causing  [PvP] Sacred Will — There is a 100% chance of invoking the combo  [PvP] Warrior Meditation]	
 [PvP] Warrior Meditation		Cooldown: 0.1s Attack Range: 0 cell Target: Select One Mana: 100 mp — Has a 100% chance of causing  [PvP] Warrior Meditation]	
 [PvP] Tri-Combo		Cooldown: 70s Attack Range: 7 cell Target: Select One Mana: 150 mp — Attack power scaling: 115% Melee attack power +1000 — [PvP] Light energies +1000 — Has a 80% chance of causing  Weak Wound — Has a 25% chance of causing  Weak Impulse — If the attack is successful, you earn 400 ultimate points	Cooldown: 70s Attack Range: 7 cell Target: Select One Mana: 150 mp — Attack power scaling: <b>110%</b> Melee attack power +1000 — [PvP] Light energies +1000 — Has a 80% chance of causing  Weak Wound — Has a 25% chance of causing  Weak Impulse — If the attack is successful, you earn 400 ultimate points
 [PvP] Ultimate Sonic Wave		Cooldown: 15s Attack Range: 8 cell Target: Around Enemy in 4 cell Mana: 150 mp — Attack power scaling: 105% Melee attack power +650 — [PvP] Critical damage +50% if  [PvP] Sacred	Cooldown: 15s Attack Range: 8 cell Target: Around Enemy in 4 cell Mana: 150 mp — Attack power scaling: <b>100%</b> Melee attack power +650 — [PvP] Critical damage +50% if  [PvP]

		<p>Will] is active</p> <ul style="list-style-type: none"> <li>— Has a 60% chance of causing  Energy hit in a weak point</li> <li>— Has a 50% chance of causing  [PvP] Knocked Out]</li> <li>— If the attack is successful, you earn 100 ultimate points</li> </ul>	<p>Sacred Will] is active</p> <ul style="list-style-type: none"> <li>— Has a 60% chance of causing  Energy hit in a weak point</li> <li>— Has a 50% chance of causing  [PvP] Knocked Out]</li> <li>— If the attack is successful, you earn 100 ultimate points</li> </ul>
 [PvP] Ultimate Tornado Kick		<p>Cooldown: 15s Attack Range: 0 cell Target: Around Enemy in 4 cell Mana: 120 mp</p> <ul style="list-style-type: none"> <li>— Attack power scaling: 110%</li> <li>Melee attack power +1500</li> <li>— [PvP] Light energies +1400</li> <li>— Has a 65% chance of causing  Wounded Leg</li> <li>— Attracts enemies to 1 fields from you</li> <li>— If the attack is successful, you earn 300 ultimate points</li> </ul>	<p>Cooldown: 15s Attack Range: 0 cell Target: Around Enemy in 4 cell Mana: 120 mp</p> <ul style="list-style-type: none"> <li>— Attack power scaling: <b>105%</b></li> <li>Melee attack power +1500</li> <li>— [PvP] Light energies +1400</li> <li>— Has a 65% chance of causing  Wounded Leg</li> <li>— Attracts enemies to 1 fields from you</li> <li>— If the attack is successful, you earn 300 ultimate points</li> </ul>
 [PvP] Ultimate Uppercut		<p>Cooldown: 15s Attack Range: 2 cell Target: Around Enemy in 2 cell Mana: 150 mp</p> <ul style="list-style-type: none"> <li>— Attack power scaling: 90%</li> <li>Melee attack power +1000</li> <li>— [PvP] Damage is increased by 7 % of the enemy's current HP if  [PvP] Imperturbable Mind] is active</li> <li>— [PvP] Provides a (missing HP/max. HP * 100)% chance to inflict  Shadow of Death on your opponent.</li> <li>— There is a 100% chance that every attack hits.</li> <li>— Has a 100% chance of causing  [PvP] Knocked Out]</li> </ul>	
 [PvP] Ultimate Tri-Combo		<p>Cooldown: 70s Attack Range: 7 cell Target: Around Enemy in 1 cell Mana: 150 mp</p> <ul style="list-style-type: none"> <li>— Attack power scaling: 135%</li> <li>Melee attack power +1250</li> <li>— Has a 100% chance of inflicting a critical hit if [</li> </ul>	<p>Cooldown: 70s Attack Range: 7 cell Target: Around Enemy in 1 cell Mana: 150 mp</p> <ul style="list-style-type: none"> <li>— Attack power scaling: <b>110%</b></li> <li>Melee attack power +1250</li> <li>— Has a 100% chance of inflicting a critical</li> </ul>



		<div> [PvP] Warrior Meditation] is active</div> <div>— Has a 100% chance of causing</div> <div><div> Fatal Wound]</div><div>— If the attack is successful, you earn 400 ultimate points</div></div> <div>— Has a 50% chance of causing <div> Strong Impulse]</div></div>	<div>hit if <div> [PvP] Warrior Meditation] is active</div></div> <div>— Has a 100% chance of causing</div> <div><div> Fatal Wound]</div><div>— If the attack is successful, you earn 400 ultimate points</div></div> <div>— Has a 50% chance of causing <div> Strong Impulse]</div></div>
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








## Demon Warrior








Role:

Main: Bruiser

Name	Description	Original	New
 Passive			<p>[NEW] — [PvP] Base Attack +482</p> <p>[NEW] — [PvP] Attack Power -482</p> <p>[NEW] — [PvP] Final critical damage -25% of its total</p> <p>[NEW] — [PvP] User's soft damage -10%</p> <p>[NEW] — [PvP] Base HP +6800</p>
 [PvP] Claw Strike		<p>Cooldown: 0.8s</p> <p>Attack Range: 2 cell</p> <p>Target: Select One</p> <p>Mana: 0 mp</p> <p>— Attack power scaling: 100%</p> <p>Melee attack power +150</p> <p>— [PvP] Shadow energies +100</p>	<p>Cooldown: 0.8s</p> <p>Attack Range: 2 cell</p> <p>Target: Select One</p> <p>Mana: 0 mp</p> <p>— Attack power scaling: 75%</p> <p>Melee attack power +150</p> <p>— [PvP] Shadow energies are increased by 100</p>
 [PvP] Nosedive		<p>Cooldown: 14s</p> <p>Attack Range: 7 cell</p> <p>Target: Around Enemy in 2 cell</p> <p>Mana: 50 mp</p> <p>— Attack power scaling: 90%</p> <p>Melee attack power +400</p> <p>— [PvP] Shadow energies +300</p> <p>— Has a 30% chance of causing [👄] [PvP] Demonical Blood-Sucking]</p> <p>[REMOVED] — Has a 100% chance of invoking the combo  [PvP] Double Nosedive</p>	<p>Cooldown: 12s</p> <p>Attack Range: 7 cell</p> <p>Target: Around Enemy in 2 cell</p> <p>Mana: 50 mp</p> <p>— Attack power scaling: 75%</p> <p>Melee attack power +400</p> <p>— [PvP] Shadow energies +300</p> <p>— Has a 60% chance of causing [👄] [PvP] Demonical Blood-Sucking]</p> <p>[NEW] — [PvP] Damage +4% of the enemy's current HP</p>
 Double Nosedive		<p>Target: Around Enemy in 2 cell</p> <p>Casting time: 0.2s</p> <p>Cooldown: 1s</p> <p>MP cost: 50</p> <p>— Attack power scaling: 105%</p> <p>Melee attack power +450</p> <p>— [PvP] Shadow energies +300</p> <p>— Has a 35% chance of causing [👄] [PvP] Demonical Blood-Sucking]</p>	

 [PvP] Swarm of Bats		Cooldown: 40s Attack Range: 0 cell Target: Select One Mana: 80 mp  — Has a 100% chance of causing  Swarm of Bats]	
 [PvP] Shadow Storm		Cooldown: 12s Attack Range: 0 cell Target: Around Enemy in 3 cell Mana: 150 mp  — Attack power scaling: 105% Melee attack power +550 — [PvP] Shadow energies +800 — Has a 100% chance of causing  [PvP] Darkness of DOOM] — Has a 20% chance of causing  [PvP] Demonical Blood-Sucking]	Cooldown: 12s Attack Range: 0 cell Target: Around Enemy in 3 cell Mana: 150 mp  — Attack power scaling: 80% Melee attack power +550 — [PvP] Shadow energies +800 — Has a 100% chance of causing  [PvP] Darkness of DOOM] — Has a 20% chance of causing  [PvP] Demonical Blood-Sucking] [NEW] — [PvP] Damage is increased by 2% of the enemy's total HP
 [PvP] Demon Fire		Cooldown: 12s Attack Range: 7 cell Target: Special Area Mana: 120 mp  — Attack power scaling: 100% Melee attack power +1000 — [PvP] Shadow energies are increased by 1000 — Has a 30% chance of causing  [PvP] Night Terror]	Cooldown: 12s Attack Range: 7 cell Target: Special Area Mana: 120 mp  — Attack power scaling: 80% Melee attack power +1000 — [PvP] Shadow energies are increased by 1000 — Has a 30% chance of causing  [PvP] Night Terror] [NEW] — [PvP] Damage is increased by 3% of the enemy's total HP
 [PvP] Double Spinning Kick		Cooldown: 15s Attack Range: 2 cell Target: Select One Mana: 150 mp  — Attack power scaling: 85% Melee attack power +900 — [PvP] Shadow energies +900 — Has a 20% chance of causing  [PvP] Shackle]	

		— Has a 25% chance of causing [  Short Blackout]	
 [PvP] Wing Counter		Cooldown: 10s Attack Range: 0 cell Target: Select One Mana: 100 mp  — Has a 100% chance of causing [  Reflect]	
 [PvP] Blood Chains		Cooldown: 30s Attack Range: 5 cell Target: Around Enemy in 2 cell Mana: 300 mp  — Attack power scaling: 95% Melee attack power +550 — [PvP] Shadow energies +800 <b>[REMOVED]</b> — [PvP] Damage +4% of the enemy's current HP — Has a 50% chance of causing [  [PvP] Shackle]	Cooldown: 30s Attack Range: 5 cell Target: Around Enemy in 2 cell Mana: 300 mp  — Attack power scaling: <b>90%</b> Melee attack power +550 — [PvP] Shadow energies +800 — Has a 50% chance of causing [  [PvP] Shackle] <b>[NEW]</b> — [PvP] Damage is increased by 4% of the enemy's total HP
 [PvP] Death from Above		Cooldown: 8s Attack Range: Itself Target: Around Enemy in 3 cell Mana: 100 mp  — Attack power scaling: 100% Melee attack power +1100 — [PvP] Shadow energies +1000 — Has a 80% chance of causing [  [PvP] Anti-Gravity]	Cooldown: 8s Attack Range: Itself Target: Around Enemy in 3 cell Mana: 100 mp  — Attack power scaling: <b>80%</b> Melee attack power +1100 — [PvP] Shadow energies +1000 — Has a 80% chance of causing [  [PvP] Anti-Gravity] <b>[NEW]</b> — [PvP] Damage is increased by 2% of the enemy's total HP
 [PvP] Demonic Powers		Cooldown: 60s Attack Range: 0 cell Target: Around Allies in 5 cell Mana: 100 mp  — Has a 100% chance of causing [  [PvP] Demonic Powers] <hr/>	Cooldown: 60s Attack Range: 0 cell Target: Around Allies in 5 cell Mana: 100 mp  — Has a 100% chance of causing [  [PvP] Demonic Powers] <hr/>









		 [PvP] Demonic Powers General Buff (Level 4) Duration: 600 seconds  [REMOVED] — [PvP] Attack Power +5% — [PvP] Damage received -5% — [PvP] Damage to HP conversion +10%  Side Effect: after 0.1 seconds — Attack and defence powers +2% per debuff active on the user — [PvP] Hit rate +198 (Player Level * 2)	 [PvP] Demonic Powers General Buff (Level 4) Duration: 600 seconds  [NEW] — [PvP] Attack power +15% of the user's base attack stat — [PvP] Damage received -5% — [PvP] Damage to HP conversion +10%  Side Effect: after 0.1 seconds — Attack and defence powers +2% per debuff active on the user — [PvP] Hit rate +198 (Player Level * 2)
 [PvP] Lucifer's Judgement		Cooldown: 90s Attack Range: 8 cell Target: Special Area Mana: 150 mp  — Attack power scaling: 105% Melee attack power +900 — [PvP] Shadow energies +1000 [REMOVED] — [PvP] Damage +6% of the enemy's current HP — Has a 100% chance of causing  [PvP] This judgement causes worlds to perish — Has a 100% chance of causing  [PvP] Lucifer's Wrath	Cooldown: 90s Attack Range: 8 cell Target: Special Area Mana: 150 mp  — Attack power scaling: 100% Melee attack power +900 — [PvP] Shadow energies +1000 [NEW] — [PvP] Damage is increased by 8% of the enemy's total HP — Has a 100% chance of causing  [PvP] This judgement causes worlds to perish — Has a 100% chance of causing  [PvP] Lucifer's Wrath



## Flame Druid


Role:















Main: Tank







Name	Description	Original	New
 Card Passive			<p>[NEW] — [PvP] Base HP +12 000</p> <p>[NEW] — [PvP] User's dodge -300</p> <p>[NEW] — [PvP] Final critical damage -25% of its total</p> <p>[NEW] — [PvP] User's soft damage -10%</p>
 [PvP] Sharp Claws		<p>Cooldown: 1s</p> <p>Attack Range: 2 cell</p> <p>Target: Select One</p> <p>Mana: 0 mp</p> <p>— Attack power scaling: 100%</p> <p>Melee attack power +100</p> <p>— [PvP] Fire energies +150</p>	<p>Cooldown: 1s</p> <p>Attack Range: 2 cell</p> <p>Target: Select One</p> <p>Mana: 0 mp</p> <p>— Attack power scaling: 35%</p> <p>Melee attack power +100</p> <p>— [PvP] Fire energies +150</p> <p>[NEW] — [PvP] Damage +2% of the enemy's total HP</p>
 [PvP] Bear Loa Energy		<p>Cooldown: 120s</p> <p>Attack Range: 0 cell</p> <p>Target: Select One</p> <p>Mana: 150 mp</p> <p>— Has a 100% chance of causing</p> <p> [PvP] Bear Loa Energy</p> <p>— Has a 100% chance of causing</p> <p> [PvP] Firewall</p> <p>— Has a 100% chance of causing</p> <p> [PvP] Brown Bear Skin</p> <hr/> <p> [PvP] Bear Loa Energy</p> <p>General Buff (Level 3) Duration: 3600 seconds</p> <p>[REMOVED] — [PvP] Damage received -15%</p> <p>— Has a 30% chance of reflecting 5% of the damage received (max. 7500 in PvP)</p>	<p>Cooldown: 60s</p> <p>Attack Range: 0 cell</p> <p>Target: Select One</p> <p>Mana: 150 mp</p> <p>— Has a 100% chance of causing</p> <p> [PvP] Bear Loa Energy</p> <p>— Has a 100% chance of causing</p> <p> [PvP] Firewall</p> <p>— Has a 100% chance of causing</p> <p> [PvP] Brown Bear Skin</p> <hr/> <p> [PvP] Bear Loa Energy</p> <p>General Buff (Level 3) Duration: 3600 seconds</p> <p>[NEW] — [PvP] Damage received is decreased by player's total HP / 8500</p> <p>[NEW] — [PvP] Enemy's defense is</p>

			<p>decreased by ((enemy's total HP -60000) / 3750)%          — Has a 30% chance of reflecting 5% of the damage received (max. 7500 in PvP)</p>
 [PvP] Healing Flames		<p>Cooldown: 80s          Attack Range: 0 cell          Target: Select One          Mana: 300 mp</p> <p>— Has a 100% chance of causing   [PvP] Healing Flames</p> <hr/> <p> [PvP] Demonic Powers</p> <p>General Buff          (Level 3)          Duration: 20 seconds</p> <p>— Blocks 3 debuffs up to level 4  <del>REMOVED</del> — Every 2 seconds: Recovers 495(Player Level*5) HP</p>	<p>Cooldown: 80s          Attack Range: 0 cell          Target: Select One          Mana: 300 mp</p> <p>— Has a 100% chance of causing   [PvP] Healing Flames</p> <hr/> <p> [PvP] Demonic Powers</p> <p>General Buff          (Level 3)          Duration: 20 seconds</p> <p>— Blocks 3 debuffs up to level 4  <del>NEW</del> — Every 4 seconds: Recovers 1% HP</p>
 [PvP] Cinderroot		<p>Cooldown: 50s          Attack Range: 10 cell          Target: Around Enemy in 1 cell          Mana: 200 mp</p> <p>— [PvP] Deals 100% of the user's plain attack stat plus an extra 450 as melee attack power          — [PvP] Fire energies are increased by 800          — Has a 100% chance of causing   [PvP] Cinderroot</p>	<p>Cooldown: 50s          Attack Range: 10 cell          Target: Around Enemy in 1 cell          Mana: 200 mp</p> <p>— [PvP] Deals <del>80%</del> of the user's plain attack stat plus an extra 450 as melee attack power          — [PvP] Fire energies are increased by 800          — Has a 100% chance of causing   [PvP] Cinderroot  <del>NEW</del> — [PvP] Damage +6% of the enemy's current HP</p>
 [PvP] Flame Bear		<p>Cooldown: 5s          Attack Range: 0 cell          Target: Select One          Mana: 0 mp</p> <p>— Has a 100% chance of causing   Brown Bear Energy</p>	
 Flame Leopard		<p>Cooldown: 5s          Attack Range: 0 cell</p>	

		Target: Select One Mana: 0 mp — Has a 100% chance of causing [🔥 Red Leopard Energy]	
 [PvP] Claw Swipe		Cooldown: 1s Attack Range: 2 cell Target: Select one Mana: 0 mp — Attack power scaling: 85% Melee attack power +70 — [PvP] Fire energies +150	Cooldown: 1s Attack Range: 2 cell Target: Select one Mana: 0 mp — Attack power scaling: 35% Melee attack power +70 — [PvP] Fire energies +150 [NEW] — [PvP] Damage +2% of the enemy's total HP
 [PvP] Fireball		Cooldown: 10s Attack Range: 8 cell Target: Around Enemy in 1 cell Mana: 50 mp — Attack power scaling: 85% Melee attack power +150 — [PvP] Fire energies +400 — Has a 80% chance of causing [👤 Paralysis]	Cooldown: 10s Attack Range: 8 cell Target: Around Enemy in 1 cell Mana: 50 mp — Attack power scaling: 30% Melee attack power +150 — [PvP] Fire energies +400 — Has a 80% chance of causing [👤 Paralysis] [NEW] — [PvP] Damage +5% of the enemy's current HP
 [PvP] Flame Swing		Cooldown: 12s Attack Range: 2 cell Target: Special Area Mana: 130 mp — Attack power scaling: 85% Melee attack power +600 — [PvP] Fire energies +600 [🔥] [PvP] Grievous Wounds on your opponent	Cooldown: 12s Attack Range: 2 cell Target: Special Area Mana: 130 mp — Attack power scaling: 35% Melee attack power +600 — [PvP] Fire energies +600 [🔥] [PvP] Grievous Wounds on your opponent [NEW] — [PvP] Damage +3% of the enemy's total HP
 [PvP] Roar of the Bear Loa		Cooldown: 45s Attack Range: 0 cell Target: Around Enemy in 5 cell Mana: 160 mp — Attack power scaling: 90%	Cooldown: 45s Attack Range: 0 cell Target: Around Enemy in 5 cell Mana: 160 mp — Attack power scaling: 45%

		Melee attack power +700 [REMOVED] — [PvP] Fire energies +800 — Has a 100% chance of causing  [PvP] Bear Taunt — Has a 100% chance of causing  [PvP] Nervous — Attracts enemies to 1 fields from you	Melee attack power +700 — Has a 100% chance of causing  [PvP] Bear Taunt — Has a 100% chance of causing  [PvP] Nervous — Attracts enemies to 1 fields from you [NEW] — [PvP] Damage +6% of the enemy's total HP
 [PvP] Blowing Blow		Cooldown: 15s Attack Range: 2 cell Target: Around Enemy in 0 cell Mana: 150 mp  — Attack power scaling: 75% Melee attack power +650 — [PvP] Fire energies +800 — [PvP] Damage +4% of the enemy's current HP — [PvP] Push your opponent back 3 field(s) — Has a 80% chance of causing  [PvP] Paralysis	Cooldown: 15s Attack Range: 2 cell Target: Around Enemy in 0 cell Mana: 150 mp  — Attack power scaling: 35% Melee attack power +650 — [PvP] Fire energies +800 — [PvP] Damage +4% of the enemy's current HP — [PvP] Push your opponent back 3 field(s) — Has a 80% chance of causing  [PvP] Paralysis
 [PvP] Absorbing Flames		Cooldown: 14s Attack Range: 0 cell Target: Select One Mana: 120 mp  — Has a 100% chance of causing  [PvP] Absorbing Flames	
 [PvP] Firequake		Cooldown: 35s Attack Range: 5 cell Target: Special Area Mana: 180 mp  — Attack power scaling: 80% Melee attack power +600 — [PvP] Fire energies +900 [REMOVED] — [PvP] Damage +8% of the enemy's current HP — Has a 60% chance of causing  [PvP] Slightly Critical Burn	Cooldown: 35s Attack Range: 5 cell Target: Special Area Mana: 180 mp  — Attack power scaling: 40% Melee attack power +600 — [PvP] Fire energies +900 [NEW] — [PvP] Damage +5% of the enemy's total HP — Has a 60% chance of causing  [PvP] Slightly Critical Burn
 [PvP] Stomp		Cooldown: 25s Attack Range: Itself Target: Around Enemy in 5 cell Mana: 200 mp	Cooldown: 25s Attack Range: Itself Target: Around Enemy in 5 cell Mana: 200 mp

		<ul style="list-style-type: none"> <li>— Attack power scaling: 85%</li> <li>Melee attack power +1000</li> <li>— [PvP] Fire energies +800</li> <li><b>[REMOVED]</b> — [PvP] Damage +4% of the enemy's current HP</li> <li>— Has a 30% chance of causing</li> <li> Shock</li> </ul>	<ul style="list-style-type: none"> <li>— Attack power scaling: <b>35%</b></li> <li>Melee attack power +1000</li> <li>— [PvP] Fire energies +800</li> <li><b>[NEW]</b> — [PvP] Damage +4% of the enemy's total HP</li> <li>— Has a 30% chance of causing</li> <li> Shock</li> </ul>
 [PvP] Purifying Flames		Cooldown: 80s Attack Range: 0 cell Target: Select One Mana: 200 mp  <ul style="list-style-type: none"> <li>— Has a 100% chance of causing</li> <li> [PvP] Purifying Flames</li> </ul>	
 [PvP] Firenado		Cooldown: 35s Attack Range: 8 cell Target: Around Enemy in 2 cell Mana: 100 mp  <ul style="list-style-type: none"> <li>— Attack power scaling: 85%</li> <li>Melee attack power +500</li> <li>— [PvP] Fire energies +600</li> <li>— Has a 70% chance of causing</li> <li> Blackout</li> <li>— There is a 100% chance of invoking the combo</li> <li> Blazing Leap</li> </ul>	Cooldown: 35s Attack Range: 8 cell Target: Around Enemy in 2 cell Mana: 100 mp  <ul style="list-style-type: none"> <li>— Attack power scaling: <b>40%</b></li> <li>Melee attack power +500</li> <li>— [PvP] Fire energies +600</li> <li>— Has a 70% chance of causing</li> <li> Blackout</li> <li>— There is a 100% chance of invoking the combo</li> <li> Blazing Leap</li> <li><b>[NEW]</b> — [PvP] Damage +4% of the enemy's total HP</li> </ul>
 [PvP] Blazing Leap		Cooldown: 60s Attack Range: 0 cell Target: Around Enemy in 3 cell Mana: 100 mp  <ul style="list-style-type: none"> <li>— Attack power scaling: 90%</li> <li>Melee attack power +700</li> <li>— [PvP] Fire energies +1000</li> <li>— Has a 100% chance of causing</li> <li> Burn</li> <li>— There is a 100% chance of invoking the combo</li> <li> Emberpunch</li> </ul>	Cooldown: <b>120s</b> Attack Range: 0 cell Target: Around Enemy in 3 cell Mana: 100 mp  <ul style="list-style-type: none"> <li>— Attack power scaling: <b>25%</b></li> <li>Melee attack power +700</li> <li>— [PvP] Fire energies +1000</li> <li>— Has a 100% chance of causing</li> <li> Burn</li> <li>— There is a 100% chance of invoking the combo</li> <li> Emberpunch</li> <li><b>[NEW]</b> — [PvP] Damage +4% of the enemy's total HP</li> </ul>






 [PvP] Emberpunch		<p>Cooldown: 70s Attack Range: 2 cell Target: Around Enemy in 5 cell Mana: 150 mp</p> <p>— Attack power scaling: 95% Melee attack power +900 — [PvP] Fire energies +1500 — [PvP] Damage +6% of the enemy's total HP — Has a 100% chance of causing [ Blackout] — Has a 100% chance of causing [ Third-Degree Burns]</p>	<p>Cooldown: 5s Attack Range: 2 cell Target: Around Enemy in 5 cell Mana: 150 mp</p> <p>— Attack power scaling: 60% Melee attack power +1050 — [PvP] Fire energies +1500 — [PvP] Damage +8% of the enemy's total HP — Has a 100% chance of causing [ Blackout] — Has a 100% chance of causing [ Third-Degree Burns]</p>
 [PvP] Druid		<p>Cooldown: 20s Attack Range: 0 cell Target: Select One Mana: 0 mp</p> <p>— You transform back into a druid.</p>	




























## Hydraulic Fist












Role:

Main: Assassin

Name	Description	Original	New
 [PvP] Heavy Punch		Cooldown: 0.9s Attack Range: 1 cell Target: Select One Mana: 0 mp  — Attack power scaling: 100% Melee attack power +120 — [PvP] Shadow energies +190	Cooldown: 0.9s Attack Range: 1 cell Target: Select One Mana: 0 mp  — Attack power scaling: <b>65%</b> Melee attack power +120 — [PvP] Shadow energies +190
 [PvP] Fuelling		Cooldown: 7s Attack Range: Itself Target: Select One Mana: 0 mp  — You lose 8% of your max. MP and receive 50 Fuel Points.	
 [PvP] Leap Attack		Cooldown: 15s Attack Range: 7 cell Target: Around Enemy in 2 cell Mana: 80 mp  — Attack power scaling: 100% Melee attack power +200 — [PvP] Shadow energies +400 — There is a 100% chance of invoking the combo [  [PvP] Hammer Attack]	Cooldown: 15s Attack Range: 7 cell Target: Around Enemy in 2 cell Mana: 80 mp  — Attack power scaling: <b>50%</b> Melee attack power +200 — [PvP] Shadow energies +400 — There is a 100% chance of invoking the combo [  [PvP] Hammer Attack]
 [PvP] Hammer Attack		Cooldown: 1s Attack Range: 2 cell Target: Around Enemy in 3 cell Mana: 140 mp  — Attack power scaling: 110% Melee attack power +400 — [PvP] Shadow energies +600 <b>[REMOVED]</b> — You consume 5 Fuel Points and ignore 20% of the opponent's defence. — Has a 80% chance of causing [  Paralysis]	Cooldown: 1s Attack Range: 2 cell Target: Around Enemy in 3 cell Mana: 140 mp  — Attack power scaling: <b>65%</b> Melee attack power +400 — [PvP] Shadow energies +600 <b>[NEW]</b> — You consume 5 Fuel Points and increase damage caused by 5% — Has a 80% chance of causing [  Paralysis]

 [PvP] Crumple		<p>Cooldown: 14s  Attack Range: 3 cell  Target: Around Enemy in 3 cell  Mana: 130 mp</p> <p>— Attack power scaling: 100%  Melee attack power +600  — [PvP] Shadow energies +400  — Attracts enemies to 0 fields from you  — You consume 10 Fuel Points and increase by 100% the chance of causing  Paralysis]</p>	<p>Cooldown: 14s  Attack Range: 3 cell  Target: Around Enemy in 3 cell  Mana: 130 mp</p> <p>— Attack power scaling: <b>75%</b>  Melee attack power +600  — [PvP] Shadow energies +400  — Attracts enemies to 0 fields from you  — You consume 10 Fuel Points and increase by 100% the chance of causing  Paralysis]</p>
 [PvP] Recovery Protocol		<p>Cooldown: 30s  Attack Range: Itself  Target: Select One  Mana: 140 mp</p> <p>— All fuel is consumed. For every 10 Fuel Points consumed, you recover 2% HP  — Has a 100% chance of causing  [PvP] Recovery Protocol]</p>	
 [PvP] Ground Destruction		<p>Cooldown: 12s  Attack Range: Itself  Target: Around Enemy in 3 cell  Mana: 160 mp</p> <p>— Attack power scaling: 105%  Melee attack power +700  — [PvP] Shadow energies +550  — Has a 80% chance of causing  Ground Vibration]  — You consume 15 Fuel Points and increase damage caused by 15%</p>	<p>Cooldown: 12s  Attack Range: Itself  Target: Around Enemy in 3 cell  Mana: 160 mp</p> <p>— Attack power scaling: <b>70%</b>  Melee attack power +700  — [PvP] Shadow energies +550  — Has a 80% chance of causing  Ground Vibration]  — You consume 15 Fuel Points and increase damage caused by 15%</p>
 [PvP] Frontal Block		<p>Cooldown: 15s  Attack Range: 0 cell  Target: Select One  Mana: 150 mp</p> <p>— Has a 100% chance of causing  Frontal Block  — You consume 15 Fuel Points and receive the  Magic Barrier effect.</p>	<p>Cooldown: <b>9.5s</b>  Attack Range: 0 cell  Target: Select One  Mana: 150 mp</p> <p>— Has a 100% chance of causing  Frontal Block  — You consume 15 Fuel Points and receive the  Magic Barrier effect.</p>

 [PvP] Strong Leap Attack		Cooldown: 20s Attack Range: 8 cell Target: Around Enemy in 2 cell Mana: 200 mp  — Attack power scaling: 110% Melee attack power +500 — [PvP] Shadow energies +600 — There is a 100% chance of invoking the combo  Smashing Attack — You consume 15 Fuel Points and the damage is increased by 15%	Cooldown: 20s Attack Range: 8 cell Target: Around Enemy in 2 cell Mana: 200 mp  — Attack power scaling: 80% Melee attack power +500 — [PvP] Shadow energies +600 — There is a 100% chance of invoking the combo  Smashing Attack — You consume 15 Fuel Points and the damage is increased by 15%
 [PvP] Smashing Attack		Cooldown: 1s Attack Range: 3 cell Target: Special Area Mana: 150 mp  — Attack power scaling: 110% Melee attack power +600 — [PvP] Shadow energies +900 — Has a 100% chance of causing  [PvP] Crushed Body — You consume 10 Fuel Points and the damage is increased by 25%	Cooldown: 1s Attack Range: 3 cell Target: Special Area Mana: 150 mp  — Attack power scaling: 95% Melee attack power +600 — [PvP] Shadow energies +900 — Has a 100% chance of causing  [PvP] Crushed Body — You consume 10 Fuel Points and the damage is increased by 25%
 [PvP] Charging Punch		Cooldown: 20s Attack Range: 8 cell Target: Special Area Mana: 200 mp  — Attack power scaling: 110% Melee attack power +650 — [PvP] Shadow energies +600 — Has a 100% chance of causing  [PvP] Raging Attack — You consume 10 Fuel Points. There's a 50% chance to reset the cooldown of the used skill	Cooldown: 16s Attack Range: 8 cell Target: Special Area Mana: 200 mp  — Attack power scaling: 80% Melee attack power +650 — [PvP] Shadow energies +600 — Has a 100% chance of causing  [PvP] Raging Attack — You consume 10 Fuel Points. There's a 50% chance to reset the cooldown of the used skill
 [PvP] Excess Fuel	Cambiar cómo funciona, haciendo que te puedas echar ambos	Cooldown: 20s Attack Range: 0 cell Target: Select One Mana: 300 mp  — Has a 100% chance of causing  [PvP] Excess Fuel — You consume 20 Fuel Points and receive the [	Cooldown: 40s Attack Range: 0 cell Target: Select One Mana: 300 mp  — Has a 100% chance of causing  [PvP] Excess Fuel — You consume 25 Fuel Points and receive

		 [PvP] Improved Excess Fuel] effect.  <hr/>  [PvP] Excess Fuel  General Buff (Level 3) Duration: 600 seconds  — [PvP] Attack Power +5% — [PvP] Hit rate +198 (Player Level * 2) — Movement speed +1  <hr/>  [PvP] Improved Excess Fuel  General Buff (Level 4) Duration: 600 seconds  [REMOVED] — [PvP] Attack Power +10% [REMOVED] — Every 4 seconds: You consume 4 Fuel Points to increase damage caused by 10% [REMOVED] — Movement speed +2  Side Effect: after 0.1 seconds [REMOVED] — The radius of all area attacks +1 [REMOVED] — [PvP] Hit rate +297 (Player Level * 3)	the  [PvP] Improved Excess Fuel] effect.  <hr/>  [PvP] Excess Fuel  General Buff (Level 3) Duration: 600 seconds  — [PvP] Attack Power +10% — [PvP] Hit rate +297 (Player Level * 3) — Movement speed +2  <hr/>  [PvP] Improved Excess Fuel  General Buff (Level 4) Duration: 6 seconds  [NEW] — Has 100% of chance of ignoring 1350 defense from the enemy [NEW] — [PvP] Has a 50% chance to increase damage caused by 25% [NEW] — Always inflicts critical hits.  Side Effect: after 0.1 seconds [NEW] — Disappears upon landing a hit [NEW] — Cannot be evaded
 [PvP] Draconic Punch		Cooldown: 80s Attack Range: 8 cell Target: Special Area Mana: 300 mp  — Attack power scaling: 125% Melee attack power +1000 — [PvP] Shadow energies +900 — Has a 100% chance of causing  Magic Shock] — There is a 100% chance of causing  [PvP] Improved Magic Barrier] — You consume 25 Fuel Points and the damage is increased by 30%	Cooldown: 60s Attack Range: 8 cell Target: Special Area Mana: 300 mp  — Attack power scaling: 120% Melee attack power +1000 — [PvP] Shadow energies +900 — Has a 100% chance of causing  Magic Shock] — There is a 100% chance of causing  [PvP] Improved Magic Barrier] — You consume 25 Fuel Points and the damage is increased by 30%

