1. SPECIALIST

1.1 SWORDMAN

Warrior

Samurai

Gladiator

Renegade

Waterfall Berserker

1.2 ARCHER

[PVE] Ranger

Assassin

Destroyer

[PVE] Fire Cannoneer

Fire Cannoneer

Scout

Demon Hunter

Avenging Angel

Blaster

1.3 MAGICIAN

Red

Blue Magician

Volcano

Seer

Voodoo Priest

1.4 MARTIAL ARTIST

Draconic Fist

Mystic Arts

Flame Druid

Hydraulic Fist

1. COSTUMES

2. JEWELRY & RESISTANCES

- 3. TITLES
- 4. TATTOOS
- 5. WINGS
- **6. WEAPON COVERS**
- 7. BATTLE CRYSTALS
- 8. NEW CRAFTS

1.SPECIALIST

1.1 SWORDMAN



Warrio

Role:

Main: Tank

Name	Original	New
[PvP] Earth Shock	Cooldown: 40s — Attack power scaling: 30% — Melee attack power +1500 — [PvP] Fire energies +400 — Has a 100% chance of causing [PvP] Shock] — [PvP] Damage +6% of the enemy's total HP	Cooldown: 30s — Attack power scaling: 30% — Melee attack power +1300 — [PvP] Fire energies +400 — Has a 100% chance of causing [PvP] Shock] — [PvP] Damage +5% of the enemy's current HP
[PvP] Finishing Blow	 Attack power scaling: 25% Melee attack power +750 [PvP] Fire energies +350 [PvP] Damage +4% of the enemy's total HP 	 — Attack power scaling: 25% — Melee attack power +750 — [PvP] Fire energies +350 — [PvP] Damage +4% of the enemy's total HP [NEW] — Has a 100% chance of invoking the combo [PvP] Letal Blow]
[PvP] Lethal Blow		Cooldown: 1s Attack Range: 3 cell Target: Special Area Mana: 65 mp — Attack power scaling: 30% — Melee attack power +800 — [PvP] Fire energies + 400 — [PvP] Damage +4% of the enemy's current HP
[PvP] Iron Skin	— Has a 100% chance of causing [PvP] Iron Skin]	— Has a 100% chance of causing [[PvP] Iron Skin] [NEW] — Has a 100% chance of causing [PvP] Iron Fury]
[PvP] Iron Fury		General Buff Level 2 Duration 600 seconds — The duration of caused debuffs +20% — [PvP] Defence +99 (Player level *1)



Role: Main: DPS

[PvP] Cross Cutting	— Attack power scaling: 80% — Melee attack power +120 — [PvP] Water energies +100 — Has a 100% chance of invoking the combo [PvP] Second Cross Cutting]	— Attack power scaling: 60% — Melee attack power +80 — [PvP] Water energies +100 — Has a 100% chance of invoking the combo [PvP] Second Cross Cutting]
[PvP] Second Cross Cutting	Attack Range: 10 cell — Attack power scaling: 80% — Melee attack power +160 — [PvP] Water energies +100 — Has a 100% chance of invoking the combo [PvP] Third Cross Cutting]	Attack Range: 8 cell — Attack power scaling: 60% — Melee attack power +100 — [PvP] Water energies +100 — Has a 100% chance of invoking the combo [PvP] Third Cross Cutting]
[PvP] Third Cross Cutting	Attack Range: 11 cell — Attack power scaling: 80% — Melee attack power +180 — [PvP] Water energies +100 — Has a 100% chance of invoking the combo [PvP] Second Cross Cutting]	Attack Range: 8 cell — Attack power scaling: 60% — Melee attack power +125 — [PvP] Water energies +100 — Has a 100% chance of invoking the combo [PvP] Second Cross Cutting]



Role:

Main: Assassin		
Name	Original	New
[PvP] Double Blow	 — Attack power scaling: 75% — Melee attack power +50 — [PvP] Fire energies +100 — Has a minimum 50% chance of inflicting critical hits — Has a 45% chance of causing [PvP] Slight Paralysis] 	 Attack power scaling: 75% Melee attack power +50 [PvP] Fire energies +100 Has a minimum 50% chance of inflicting critical hits Has a 45% chance of causing [PvP] Slight Paralysis]
[PvP] Lightning Surge	— Attack power scaling: 85% — Melee attack power +100 — [PvP] Fire energies +200 — Has a 100% chance of causing [PvP] Critical Bleeding]	 Attack power scaling: 85% Melee attack power +100 [PvP] Fire energies +200 Has a 100% chance of causing [PvP] Critical Bleeding]
[PvP] Shield Attack	— Attack power scaling: 65% — Melee attack power +75 — [PvP] Fire energies +300 — Has a 35% chance of causing [PvP] Slight Paralysis]	 — Attack power scaling: 65% — Melee attack power +75 — [PvP] Fire energies +300 — Has a 45% chance of causing [№ [PvP] Slight Paralysis] [NEW] — Has a 100% chance to ignore 5% of the target's defence
[PvP] Hunting Horn	— Attack power scaling: 95% — Melee attack power +250 — [PvP] Fire energies +350 [REMOVED] — Push your opponent back 1 field (s) — Has a 100% chance of causing [PvP] Knockdown] (ignores debuff protection)	 Attack power scaling: 95% Melee attack power +250 [PvP] Fire energies +350 Has a 100% chance of causing [PvP] Knockdown] (ignores debuff protection) [NEW] — Cannot be evaded
[PvP] Knockdown	Side effect: after 0,1 seconds Damage received +15% if the user is afflicted by [PvP] Mark of the Gladiator] Disappears upon receiving a hit	Side effect: after 0,1 seconds Damage received +5% if the user is afflicted by [PvP] Mark of the Gladiator] Disappears upon receiving a hit
[PvP] Taunt	Cooldown: 30s	Cooldown: 22s
[PvP] Enormously Shaky Status	[PvP] Melee damage received +10%	[PvP] Melee damage received +5%
[PvP] Declaration of War	Cooldown: 40s — Attack power scaling: 90% — Melee attack power +1000 — [PvP] Fire energies +500 — Has a 100% chance of causing [PvP] Victory Cry]	Cooldown: 25s — Attack power scaling: 80% — Melee attack power +650 — [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's a 100% chance of causing [PvP] Loser's Sigh] (ignores debuff protection) — If the enemy isn't afflicted by [PvP] Mark of the Gladiator], there's a 100% chance of causing [PvP] Loser's Sigh] 	— If the enemy is afflicted by [PvP] Mark of the Gladiator], there's a 100% chance of causing [New Power Pow
[PvP] Loser's Sigh	Duration: 4 seconds [REMOVED] — Final damage received +20% if the enemy attacks with [PvP]Execution]	Duration: 3 seconds [NEW] — Movement Impossible [NEW] — No attack possible
[PvP] Victory Cry	 — [PvP] Reduces by 45% the cooldown of [[PvP] Execution] — [PvP] Attack power +10% — Critical damage +25% of the user's total Side Effect: after 0.1 seconds — [PvP] Movement speed +4 — A shadowy figure appears 	— [PvP] Reduces by 45% the cooldown of [[PvP]Execution] — [PvP] Attack power +5% — Critical damage +10% Side Effect: after 0.1 seconds — [PvP] Movement speed +4 — A shadowy figure appears
[PvP] Execution	Cooldown: 45s Attack Range: 7 cell Target: Special Area Mana: 600 mp — Attack power scaling: 100% — 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. — If [[PvP] The legendary Battle Cry]], causes [[PvP] Joker] — Has a 100% chance of invoking the combo [PvP] Arrogant Humiliation	Cooldown: 45s Attack Range: 7 cell Target: Special Area Mana: 600 mp — Attack power scaling: 90% — Melee attack power +850 — 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. — If [[PvP] The legendary Battle Cry]], causes [[PvP] Joker] — Has a 100% chance of invoking the combo [PvP] Arrogant Humiliation
[PvP] The legendary Battle Cry	Magic buff (Level 3) Duration: 4 seconds — Always inflicts critical hits — Has a 100% chance of ignoring 1500 defence from the enemy — Has a 100% chance of increase damage caused by 10% Side Effect: after 0.1 seconds — Cannot be evade — Disappears upon inflicts a hit	Magic buff (Level 3) Duration: 4 seconds — Always inflicts critical hits — Has a 100% chance of ignoring 750 defence from the enemy — Has a 100% chance of increase damage caused by 10% Side Effect: after 0.1 seconds — Cannot be evade — Disappears upon inflicts a hit

[PvP] Joker	[NEW] — There's 100% chance that [[PvP] Iron Roll] cannot be evaded [NEW] — [PvP] Reduces by 80% the cooldown of [[PvP] Iron Roll] — Dances
	Side effect: after 0,1 seconds — Disappears upon landing a hit



Role: Main: Bruiser

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

	econdary: Tank, Assassin or DPS (Depends on the chosen buff)		
Name	Original	New	
[PvP] Basic Spear Attack	Cooldown: 0.7s — Attack power scaling: 35% — Melee attack power +75 — [PvP] Water energies +40 — [PvP] Damage +2% of the enemy's total HP if [Ref [PvP] Spirit of Temperance] is active — Attack power scaling: -30% if [Ref [PvP] Spiritual Strength] is active	Cooldown: 0.5s — Attack power scaling: 35% — Melee attack power +75 — [PvP] Water energies +40 — [PvP] Damage +2% of the enemy's total HP if [[PvP] Spirit of Temperance] is active [NEW] — Attack power scaling -10% if [[PvP] Spiritual Strength] is active [NEW] — [PvP] Attack power scaling +10% if [[PvP] Spirit of Enlightenment] is active	
[PvP] Divided Sea [NEW] Count as basic attack	— Attack power scaling: 35% — Melee attack power +375 [REMOVED] — [PvP] Water energies +120 — [PvP] Damage +3% of the enemy's total HP if [— Attack power scaling: 35% — Melee attack power +375 — [PvP] Damage +3% of the enemy's total HP if [[PvP] Spirit of Temperance] is active — Has a 10% chance of causing [PvP] Energy Deficiency] [NEW] — Attack power scaling +15% if [PvP] Spiritual Strength] is active [NEW] — [PvP] Attack power scaling +10% if [PvP] Spirit of Enlightenment] 	
[PvP] Targeted Stab	 — Attack power scaling: 25% — Melee attack power +150 [REMOVED] — Attack power scaling: -25% if [[PvP] Spiritual Strength] is active — [PvP] Skill cooldown -60% if [[PvP] Spirit of Enlightenment] is active — Has a 100% chance of causing [[PvP] Internal Injury 1st Degree] — [PvP] Damage +5% of the enemy's current HP if [[PvP] Spirit of Temperance] is active 	— Attack power scaling: 25% — Melee attack power +150 [NEW] — Attack power scaling +20% if [[PvP]] Spiritual Strength] is active — [PvP] Skill cooldown -60% if [[PvP]] Spirit of Enlightenment] is active — Has a 100% chance of causing [[PvP]] Internal Injury 1st Degree] — [PvP] Damage +5% of the enemy's current HP if [[PvP]] Spirit of Temperance] is active	
[PvP] Mighty Hurricane	 — Attack power scaling: 35% — Melee attack power +825 — [PvP] Water energies +330 — [PvP] Damage +8% of the enemy's current HP if [[PvP] Spirit of Temperance] is active — Has a 40% chance of causing [[PvP] Strong Energy Deficiency] 	 — Attack power scaling: 35% — Melee attack power +825 — [PvP] Water energies +330 — [PvP] Damage +8% of the enemy's current HP if [[PvP] Spirit of Temperance] is active — Has a 40% chance of causing [[PvP] Strong Energy Deficiency] 	

		[NEW] — if [PvP] Spiritual Strength] is active has a 100% chance of causing [PvP] Hurricane Blockade]
[PvP] Hurricane Blockade		General Buff (Level 5) Duration: 3 seconds — [PvP] damage received -75%
		— [PvP] Debuff protect. (lv.5) +75% — Resists forced movement with 100% chance. Side Effect: after 0.1 seconds
		— [PvP] Movement speed +3 if use's defence reduction is equal or higher than 150
[PvP] Strong Energy Deficiency	[REMOVED] — [PvP] Damage received +12% if the attacker has [PvP] Spiritual Strength] active	[NEW] — Critical damage received +12% if the attacker has [PvP] Spiritual Strength] active
[PvP] Seven Stabs	 Attack power scaling: 30% Melee attack power +225 [REMOVED] — Attack power scaling: -35% if [PvP] Spiritual Strength] is active — [PvP] Skill cooldown -60% if [PvP] Spirit of Enlightenment] is active — Has a 100% chance of causing [PvP] Internal Injury 1st Degree] — Has a 100% chance of invoking the combo 2nd Phase 	— Attack power scaling: 30% — Melee attack power +225 — [PvP] Skill cooldown -60% if [PvP] Spirit of Enlightenment] is active — Has a 100% chance of causing [PvP] Internal Injury 1st Degree] — Has a 100% chance of invoking the combo [PvP] Seven Stabs 2nd Phase [NEW] — Attack power scaling +25% if [PvP] Spiritual Strength] is active
[PvP] Seven Stabs 2nd Phase	 — Attack power scaling: 30% — Melee attack power +300 [REMOVED] — Attack power scaling: -35% if [PvP] Spiritual Strength] is active — [PvP] Damage +2% of the enemy's total HP if [PvP] Spirit of Temperance] is active — Has a 30% chance of causing [PvP] Severe Trauma] — Has a 100% chance of invoking the combo [PvP] Dragon Harpoon] 	 Attack power scaling: 30% Melee attack power +300 [PvP] Damage +2% of the enemy's total HP if [PvP] Spirit of Temperance] is active Has a 30% chance of causing [PvP] Severe Trauma] Has a 100% chance of invoking the combo [PvP] Dragon Harpoon] [NEW] — Attack power scaling: +25% if [PvP] Spiritual Strength] is active
[PvP] Dragon Harpoon	 Attack power scaling: 40% Melee attack power +525 [REMOVED] — Attack power scaling: -35% if [PvP] Spiritual Strength] is active — [PvP] Damage +3% of the enemy's total HP if [PvP] Spirit of Temperance] is active 	 Attack power scaling: 40% Melee attack power +525 [PvP] Damage +3% of the enemy's total HP if [Ref [PvP] Spirit of Temperance] is active Has a 20% chance of causing [PvP] Internal Injury 3rd Degree] Has a 60% chance of causing [PvP] Shackling Trauma]

	— Has a 20% chance of causing [☑ [PvP] Internal Injury 3rd Degree] — Has a 20% chance of causing [☑ [PvP] Shackling Trauma]	[NEW] — Attack power scaling: +20% if [PvP] Spiritual Strength] is active
[PvP] Cyclone	 — Attack power scaling: 35% — Melee attack power +300 [REMOVED] — [PvP] Damage +4% of the enemy's total HP if [PvP] Spirit of Temperance] is active — Has a 35% chance of causing [PvP] Strong Energy Deficiency] — Has a 100% chance of invoking the combo [PvP] Dragon Spear — Attracts enemies to 1 fields from you 	 — Attack power scaling: 35% — Melee attack power +300 — Has a 35% chance of causing [PvP] Strong Energy Deficiency] — Has a 100% chance of invoking the combo [PvP] Dragon Spear [NEW] — Attack power scaling: +25% if [PvP] Spiritual Strength] is active — Attracts enemies to 1 fields from you
[PvP] Dragon Spear	 — Attack power scaling: 40% — Melee attack power +600 — [PvP] Damage +4% of the enemy's total HP if [PvP] Spirit of Temperance] is active — Has a 100% chance of inflicting critical hits if [PvP] Spiritual Strength] is active [REMOVED] — Push your opponent back 3 fields — Has a 80% chance of causing [PvP] Energy Deficiency] 	 Attack power scaling: 40% Melee attack power +600 [PvP] Damage +8% of the enemy's total HP if [PvP] Spirit of Temperance] is active Has a 100% chance of inflicting critical hits if [PvP] Spiritual Strength] is active Has a 80% chance of causing [PvP] Energy Deficiency] [NEW] — Attack power scaling: +25% if [PvP] Spiritual Strength] is active
[PvP] Sacrifice	[REMOVED] — Has a 100% chance of causing Noble Gesture [REMOVED] — There is a 100% chance that Sacrifice causes Spirit of Sacrifice.	Cooldown: 20s [NEW] — If [PvP] Spiritual Strength] is active causes [PvP] Noble Power] on your ally [NEW] — If [PvP] Spiritual Strength] is active that Sacrifice causes [PvP] [PvP] Sacrifice Absorption [NEW] — If [PvP] Spirit of Enlightenment] is active that Sacrifice causes [PvP] Sacrifice Enlightenment [NEW] — If [PvP] Spirit of Temperance] is active causes [PvP] Noble Gesture on your ally [NEW] — if [PvP] Spirit of Temperance] is active that Sacrifice causes [PvP] Spirit of Sacrifice
		[PvP] Noble Power General Buff (Level 2) Duration: 3 seconds — Attack power 10% [PvP] Sacrifice Absorption General Buff (Level 5)

		Duration: 3 seconds
		— [PvP] Damage received -75% — [PvP] Debuff protect. (lv.5) +75% — Resists forced movement with 100% chance.
		Side Effect: after 0.1 seconds
		— [PvP] Movement speed +3 if use's defence reduction is equal or higher than 150 — [PvP] Damage caused -10%
		[PvP] Sacrifice Enlightenment General Buff (Level 2) Duration: 600 seconds
		— [PvP] Final damage received from basic attacks-(user's critical chance/5)% — [PvP] Final damage received from critical basic attacks-(user's critical chance/10)%
	[PvP] Noble Gesture General Buff (Level 2) Duration: 30 seconds	[PvP] Noble Gesture General Buff (Level 2) Duration: 20 seconds
	Reduces 75% of the damage that another player within range receives Instead you take 75% of that player's damage	— Reduces 10% of the damage that another player within range receives Instead you take 25% of that player's damage
	[PvP] Sacrifice Spirit General Buff (Level 2) Duration: 30 seconds	[PvP] Sacrifice Spirit General Buff (Level 2) Duration: 20 seconds
	 Enemy's Attack power -30% Every 2 seconds: Recovers 297 (Player Level*3) HP Every 4 seconds: Recovers 396 (Player Level*4) MP 	— Enemy's Attack power <mark>-20%</mark> — Every 2 seconds: Recovers 396 (Player Level*4) HP Every 4 seconds: Recovers 396 (Player Level*4) MP
	Side Effect: after 0.1 seconds — Has a 70% chance to reduce damage caused by 25% [REMOVED] — Reflects the maximum received damage from 792 (Player Level *8)	Side Effect: after 0.1 seconds — Has a 50% chance to reduce damage caused by 25% [NEW] — On defence.causes 20% of the user's final defence as damage to the enemy (max 3250 in PvP)
[PvP] Spiral Spear	Cooldown: 50s Attack Range: 10 cell Target: Special Area Mana: 150 mp	Cooldown: 35s Attack Range: 10 cell Target: Special Area Mana: 150 mp
	— Attack power scaling: 40%	— Attack power scaling: <mark>45%</mark>

	 Melee attack power +450 Water energies +230 [PvP] Damage +6% of the enemy's total HP if [PvP] Spirit of Temperance] is active Has a 50% chance of inflicting critical hits if [PvP] Spiritual Strength] is active [REMOVED] — Has a 30% chance of causing [Value Critical Trauma] 	— Melee attack power +450 — Water energies +230 — [PvP] Damage +4% of the enemy's total HP if [Ref [PvP] Spirit of Temperance] is active — Has a 100% chance of inflicting critical hits if [Ref [PvP] Spiritual Strength] is active [NEW] — Has a 80% chance of causing [Ref [PvP] Internal Injury 2nd]
[PvP] Internal Injury 2nd Degree	Duration: 15 seconds HP restored by healing and leeching effects -5% [PvP] Damage caused -5% if the target has if [PvP] Spirit of	Degree] Duration: 8 seconds HP restored by healing and leeching effects -5% [PvP] Damage caused -5% if the target has if [RvP] Spirit of
	Temperance] is active [PvP] Damage received +5% if the target has if [PvP] Spiritual Strength] is active	Temperance] is active [PvP] Damage received +5% if the target has if [PvP] Spiritual Strength] is active
[PvP] Restart	Cooldown: 120s — Attack power scaling: 60% — Melee attack power +1350 — [PvP] Damage +16% of the enemy's total HP if [[PvP] Spirit of Temperance] is active — Has a 100% chance of inflicting critical hits if [PvP] Spiritual Strength] is active [REMOVED] — Has a 75% chance of causing [Shackling Trauma] — Has a 75% chance of causing [PvP] Critical Energy Deficiency]	Cooldown: 45s — Attack power scaling: 70% — Melee attack power +900 — [PvP] Damage +8% of the enemy's total HP if [
[PvP] Critical Energy Deficiency	[REMOVED] — [PvP] Damage received +20% if the attacker has [PvP] Spiritual Strength] active	[NEW] — Critical damage received +20% if the attacker has [PvP] Spiritual Strength] active
[PvP] Spiritual Strength	General Buff (Level 3) Duration: 600.0 seconds — [PvP] Attack Power +10% [REMOVED] — Critical damage +20% of the user's total — [PvP] Hit rate +396(Player Level*4) Side effect: after 1.0 seconds — Attack Power scaling +55% [REMOVED] — Skill Attack Power +20%	General Buff (Level 3) Duration: 600.0 seconds — [PvP] Attack Power +10% [NEW] — Critical damage +15% — [PvP] Hit rate +396(Player Level*4) Side effect: after 1.0 seconds — Attack Power scaling +25% — Movement speed +1



Role: Main: Bruiser Secondary: Assassin

Name	Original	New
[PvP] Judgement of Light	Cooldown: 4 seconds — Attack power scaling: 75% — Melee attack power +200 — [PvP] Light energies +220 — [PvP] Damage +3% of the enemy's current HP	Cooldown: 3 seconds — Attack power scaling: 75% — Melee attack power +200 — [PvP] Light energies +220 — [PvP] Damage +1% of the enemy's current HP — Has a 35% chance of causing [PvP] Critical Bleeding]
[PvP] Justice	 — Has a 35% chance of causing [PvP] Critical Bleeding] — Attack power scaling: 90% — Melee attack power +350 — [PvP] Light energies +250 — [PvP] Damage +5% of the enemy's current HP — Has a 80% chance of causing [PvP] Judgement] 	— Has a 35% chance of causing [PVP] Critical Bleeding] — Attack power scaling: 90% — Melee attack power +350 — [PvP] Light energies +250 — [PvP] Damage +3% of the enemy's current HP — Has a 80% chance of causing [PvP] Judgement]
[PvP] Sanctuary	 Attack power scaling: 80% Melee attack power +350 [PvP] Light energies +330 Has a 100% chance of causing [PvP] Sanctuary] [PvP] Damage +4% of the enemy's total HP 	— Attack power scaling: 80% — Melee attack power +350 — [PvP] Light energies +330 — Has a 100% chance of causing [PvP] Sanctuary] — [PvP] Damage +2% of the enemy's current HP
[PvP] Blade of the Cross	 Attack power scaling: 75% Melee attack power +500 [PvP] Light energies +440 [PvP] Damage +5% of the enemy's current HP Has a 60% chance of causing [PvP] Visual Impairment] 	- Attack power scaling: 75% - Melee attack power +500 - [PvP] Light energies +440 - [PvP] Damage +3% of the enemy's current HP - Has a 60% chance of causing [Short Blackout] - Has a 100% chance of causing [PvP] Visual Impairment]



Role: Main: Bruiser

Main: Bruiser		
Name	Original	New
[PvP] Axe Throw	 Attack power scaling: 70% Melee attack power +500 [PvP] Damage +2% of the enemy's current HP Has a 50% chance of causing [Slight Paralysis] Has a 10% chance of causing [PvP] Serious Injury] The Rage bar +12% 	 — Attack power scaling: 70% — Melee attack power +500 — [PvP] Damage +2% of the enemy's current HP — Has a 50% chance of causing [Sight Paralysis] — Has a 10% chance of causing [PvP] Serious Injury] — The Rage bar +20%
[PvP] Storm Charge	 Attack power scaling: 70% Melee attack power +450 [PvP] Water energies +450 [PvP] Damage +2% of the enemy's current HP Has a 80% chance of causing [Blackout] The Rage bar +12% 	— Attack power scaling: 70% — Melee attack power +450 — [PvP] Water energies +450 — [PvP] Damage +2% of the enemy's current HP — Has a 80% chance of causing [Blackout] — The Rage bar +15%
[PvP] Axe of Fury	 Attack power scaling: 75% Melee attack power +800 [PvP] Water energies +400 Has a 20% chance of causing [PvP] Serious Injury] The Rage bar +12% [PvP] Damage +5% of the enemy's current HP 	 — Attack power scaling: 75% — Melee attack power +800 — [PvP] Water energies +400 — Has a 20% chance of causing [PvP] Serious Injury] — The Rage bar +20% — [PvP] Damage +5% of the enemy's current HP
[PvP] Riptide	 Attack power scaling: 80% Melee attack power +1000 [PvP] Damage +3% of the enemy's total HP Attracts enemies to 1 fields from you Has a 60% chance of causing [Water Splash] The Rage bar +14% 	 — Attack power scaling: 80% — Melee attack power +1000 — [PvP] Damage +3% of the enemy's total HP — Attracts enemies to 1 fields from you — Has a 60% chance of causing [Water Splash] — The Rage bar +20%
[PvP] Rampage	 — Attack power scaling: 65% — Melee attack power +450 — [PvP] Water energies +200 — Has a 100% chance of invoking the combo [PvP] Berserker Rampage] — [PvP] Damage +1% of the enemy's total HP — The Rage bar +5% 	 Attack power scaling: 65% Melee attack power +450 [PvP] Water energies +200 Has a 100% chance of invoking the combo [PvP] Berserker Rampage] [PvP] Damage +1% of the enemy's total HP The Rage bar +10%
[PvP] Berserker Rampage	 Attack power scaling: 70% Melee attack power +550 [PvP] Water energies +200 Has a 100% chance of invoking the combo [PvP] Raging Torrent] [PvP] Damage +2% of the enemy's total HP 	— Attack power scaling: 70% — Melee attack power +550 — [PvP] Water energies +200 — Has a 100% chance of invoking the combo [PvP] Raging Torrent] — [PvP] Damage +2% of the enemy's total HP — The Rage bar +15%

	— The Rage bar +10%	
[PvP] Raging Torrent	 Attack power scaling: 75% Melee attack power +550 [PvP] Damage +3% of the enemy's total HP Has a 20% chance of causing [PvP] Serious Injury] Has a 50% chance of causing [Water Splash] The Rage bar +10% 	 Attack power scaling: 75% Melee attack power +550 [PvP] Damage +3% of the enemy's total HP Has a 20% chance of causing [PvP] Serious Injury] Has a 50% chance of causing [Water Splash] The Rage bar +20%
[PvP] Under the Waterfall	— Has a 100% chance of causing [PvP] Under the Waterfall]	— Has a 100% chance of causing [[PvP] Under the Waterfall] [NEW] — [PvP] If you are attacked while blocking, The Rage bar is increased by 50%
[PvP] Whirlpool	 Attack power scaling: 105% Melee attack power +1100 [PvP] Water energies +900 Has a 40% chance of causing [PvP] Serious Injury] The attack power +50% of the current Rage bar while this in turn drops if [Wave Riding] is active The Rage bar +14% 	— Attack power scaling: 105% — Melee attack power +1100 — [PvP] Water energies +900 — Has a 40% chance of causing [PvP] Serious Injury] — The attack power +50% of the current Rage bar while this in turn dropsif [Wave Riding] is active — The Rage bar +25%
[PvP] Waterfall Ire	— [PvP] Melee damage caused +3% — When you use an attack skill, current HP is reduced by 2% — Resists forced movement with 20% chance	— [PvP] Melee damage caused +2% — When you use an attack skill, current HP is reduced by 2% — Resists forced movement with 20% chance
[PvP] Waterfall Fury	— [PvP] Melee damage caused +10% — When you use an attack skill, current HP is reduced by 4% — Resists forced movement with 60% chance	— [PvP] Melee damage caused +7% — When you use an attack skill, current HP is reduced by 4% — Resists forced movement with 60% chance
[PvP] Waterfall Frenzy	— [PvP] Melee damage caused +20% — Resists forced movement with 100% chance — Converts (missing HP/3)% of the damage caused into HP healing Side effect: after 5.0 seconds — Removes all debuffs up to level 4	— [PvP] Melee damage caused +10% — Resists forced movement with 100% chance — Converts (missing HP/3)% of the damage caused into HP healing Side effect: after 5.0 seconds — Removes all debuffs up to level 4

1.2 ARCHER

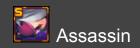


Role: Damage Dealer Useful in: Slaying lured monsters Main attacking method: Skill

Name	Original	New
Head Shot	Cooldown: 8s Attack Range: 11 cell Target: Around enemy 2 Mana: 45 mp Casting time: 0.6 seconds — Attack power scaling: 100% — [PvE] Ranged attack power +180 — Water element scaling: 105% — Water energies +250 — Always inflicts critical hits — Has a 100% chance to cause [Expose Weaknesses]	Cooldown: 8s Attack Range: 11 cell Target: Around enemy 2 Mana: 45 mp Casting time: 0.2 seconds — Attack power scaling: 100% — [PvE] Ranged attack power +180 — Water element scaling: 105% — Water energies +250 — Always inflicts critical hits — Has a 100% chance to cause [Expose Weaknesses]
Hawk Eye	Cooldown: 30s Attack Range: 0 cell Target: Select One Mana: 100 mp Casting time: 1.0 seconds — There is a 100% chance of causing Hawk Eye Hawk Eye Magic Buff (Level 2) Duration: 600 seconds — There's a 90% chance that every attack hits. — Elemental damage +3% (Relative to Distance) — Has a 20% chance of decrease critical damage received by 40% of the opponent's total	Cooldown: 30s Attack Range: 0 cell Target: Select One Mana: 100 mp Casting time: 0.2 seconds — There is a 100% chance of causing Hawk Eye Hawk Eye Magic Buff (Level 2) Duration: 600 seconds — There's a 90% chance that every attack hits. — Elemental damage +3% (Relative to Distance) — Has a 20% chance of decrease critical damage received by 40% of the opponent's total
Wind Walker	Cooldown: 60s Attack Range: 0 cell Target: Select One Mana: 100 mp Casting time: 1.0 seconds — There is a 100% chance of causing [Wind Walker]	Cooldown: 60s Attack Range: 0 cell Target: Select One Mana: 100 mp Casting time: 0.2 seconds — There is a 100% chance of causing [Wind Walker]

	Wind Walker	Wind Walker
	Magic Buff	Magic Buff
	(Level 3) Duration: 600 seconds	(Level 3) Duration: 600 seconds
	Duration. 000 seconds	Duration: 000 seconds
	— Movement speed +2	— Movement speed +2
	— A shadowy figure appears.	— A shadowy figure appears.
Flashbang	Cooldown: 30s Attack Range: 11 cell Target: Around Enemy in 4 cell Mana: 150 mp Casting time: 1.0 seconds	Cooldown: 30s Attack Range: 11 cell Target: Around Enemy in 4 cell Mana: 150 mp Casting time: 0.2 seconds
	 Attack power scaling: 100% [PvE] Ranged attack power +150 Water element scaling: 110% Water energies +250 	— Attack power scaling: 100% — [PvE] Ranged attack power +150 — Water element scaling: 110% Water energies +250
	— There is a 100% chance of causing [Flashbang]	— There is a 100% chance of causing [Flashbang]
	Flashbang Magic Debuff (Level 3) Duration: 4 seconds	Flashbang Magic Debuff (Level 3) Duration: 4 seconds
	— Always receives critical hits— Enemy's crit. Damage +20%	— Always receives critical hits — Enemy's crit. Damage +20%
	Expose Weaknesses occurs, in releasing at the probability of 100%	Expose Weaknesses occurs, in releasing at the probability of 100%
Triple Arrow	Cooldown: 3s Attack Range: 11 cell Target: Around Enemy in 3 cell Mana: 80 mp Casting time: 0.3 seconds	Cooldown: 3s Attack Range: 11 cell Target: Around Enemy in 3 cell Mana: 80 mp Casting time: 0.2 seconds
	 Has a 35% chance to cause [Expose Weaknesses] Attack power scaling: 100% [PvE] Ranged attack power +250 Water element scaling: 110% Water energies +400 There is a 100% chance of invoking the combo [There aren't two without three] 	— Has a 35% chance to cause [Expose Weaknesses] — Attack power scaling: 100% [PvE] Ranged attack power +250 — Water element scaling: 110% Water energies +400 — There is a 100% chance of invoking the combo [Interpretation of the combo without three]
Range Boost	Cooldown: 28s Attack Range: 16 cell Target: Select One	Cooldown: 28s Attack Range: 16 cell Target: Select One

	Mana: 120 mp Casting time: 0.4 seconds — Attack power scaling: 105% [PvE] Ranged attack power +500 — Water element scaling: 115% Water energies +1000 — Chance of inflicting critical hits is increased by (Player Level / 4)% — There is a 50% chance of causing Dismount	Mana: 120 mp Casting time: 0.2 seconds — Attack power scaling: 105% [PvE] Ranged attack power +500 — Water element scaling: 115% Water energies +1000 — Chance of inflicting critical hits is increased by (Player Level / 4)% — There is a 50% chance of causing Dismount
Screw Bolt	Cooldown: 16s Attack Range: 11 cell Target: Around enemies in 3 fields Mana: 100 mp Casting time: 0.4 seconds — Attack power scaling: 100% [PvE] Ranged attack power +550 — Water element scaling: 110% Water energies +1000 — Has a 25% chance of causing [Frozen]	Cooldown: 16s Attack Range: 11 cell Target: Around enemies in 3 fields Mana: 100 mp Casting time: 0.2 seconds — Attack power scaling: 100% [PvE] Ranged attack power +550 — Water element scaling: 110% Water energies +1000 — Has a 25% chance of causing [Arozen]
Rapid Recovery	Cooldown: 45s Attack Range: 0 cell Target: Select One Mana: 300 mp Casting time: 1.0 seconds — There is a 100% chance of causing [Image: Rapid] Rapid Magic Buff (Level 3) Duration: 600 seconds — Damage received -10% — Every 3 attacks, [Image: Frost Instincts] is received — Skill cooldown -20% (max. 30%) — Water energies +297 (Player Level * 3) Frost Instincts Magic buff (Level 3) Duration: 3s — Water resistance drain +10 Side effect: after 0.1 seconds — Disappears upon landing a hit	Cooldown: 45s Attack Range: 0 cell Target: Select One Mana: 300 mp Casting time: 0.2 seconds — There is a 100% chance of causing [Image: Rapid] Rapid Magic Buff (Level 3) Duration: 600 seconds — Damage received -10% — Every 3 attacks, [Image: Prost Instincts] is received — Skill cooldown -20% (max. 30%) — Water energies +297 (Player Level * 3) Frost Instincts Magic buff (Level 3) Duration: 3s — Water resistance drain +10 Side effect: after 0.1 seconds — Disappears upon landing a hit



Role: Main: Assassin Secondary:

[PvP] Deadly Strike	Cooldown: 60s Attack Range: 3 cell Target: Select One Mana: 90 mp — Attack power scaling: 120% Melee attack power +150 — [PvP] Shadow energies +500 — Ambush attacks cause 2200 additional attack power.	Cooldown: 60s Attack Range: 3 cell Target: Select One Mana: 90 mp — Attack power scaling: 120% Melee attack power +150 — [PvP] Shadow energies +500 — Ambush attacks cause 1750 additional attack power.
[PvP] Pact of Darkness	General buff (Level 3) Duration: 4 seconds — [PvP] Has a 100% chance to increase damage caused by 10% — Always inflicts critical hits — Has a 100% chance of ignoring 1600 defence from the enemy Side Effect: after 0.1 seconds — Disappears upon landing a hit — Cannot be evaded	General buff (Level 3) Duration: 4 seconds — [PvP] Has a 100% chance to increase damage caused by 10% — Always inflicts critical hits — Has a 100% chance of ignoring 800 defence from the enemy Side Effect: after 0.1 seconds — Disappears upon landing a hit — Cannot be evaded
[PvP] Hideout	[REMOVED] — Movement speed -3	
[PvP] Tumble	[REMOVED] — Has a 100% chance of causing [PvP] Evade] [PvP] Evade General buff (Level 5) 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] — On defence, has a 100% chance to receive [PvP] Improved Charging]	[NEW] — Has a 100% chance of causing [[PvP] Tumble] [PvP] Tumble General buff (Level 5) 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] Small Charging]



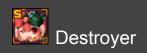
General buff (Level 4) Duration: 5 seconds

[PvP] Attack power +5% [PvP] Critical damage +10%

Side Effect: after 0.1 seconds

— Disappears upon landing a hit

— Cannot be evaded



Role: Main: Assassin Secondary:

[PvP] Rapid Shot	 Attack power scaling: 75% Ranged attack power +300 [PvP] Fire energies +350 Has a 70% chance of causing [Paralysis] 	 Attack power scaling: 75% Ranged attack power +300 [PvP] Fire energies +350 Has a 70% chance of causing [Paralysis] Count as skill
[PvP] Lucky Wideshot	Cooldown: 8s 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 — Has a minimum 65% chance of inflicting critical hits	Cooldown: 8s 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 — Has a minimum 65% chance of inflicting critical hits [NEW] — Has a 100% chance of invoking the combo [XIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIII
[PvP] Delayed Shot		Cooldown: 1s Attack Range: 9 cell Target: Around Enemy in 2 cell Mana: 70 mp — Attack power scaling: 90% Ranged attack power +450 — [PvP] Fire energies +700 — Always inflicts critical hits Count as skill
[PvP] Bomber	Cooldown: 20s Attack Range: 9 cell Target: Select One Mana: 100 mp — There's a 100% chance that [[PvP] Bomb] will be caused at the set location.	Cooldown: 15s Attack Range: 9 cell Target: Select One Mana: 100 mp — There's a 100% chance that [[PvP] Bomb] will be caused at the set location. [INFORMATION] — There's a 100% chance the summons cast [PvP] Landmine Explosion]
[PvP] Landmine Explosion	Attack Range: Itself Target: Around Enemies in 4 cell	Attack Range: Itself Target: Around Enemies in 4 cell

	— Attack power scaling: 80% — Ranged attack power +600 — [PvP] Fire energies +900 — Damage caused -30% [REMOVED] — Has a 100% chance of causing [PvP] Landmine Explosion]	— Attack power scaling: 80% — Ranged attack power +600 — [PvP] Fire energies +900 — Damage caused -30% [NEW] — Has a 100% chance of causing [PvP] Shrapnel] (ignores debuff protection) [NEW] — Cannot be evaded
[PvP] Shrapnel	(Level 4) Duration: 8 seconds [REMOVED] — [PvP] Fire resistance -15 — Movement speed -10% — [PvP] Defence level upgrade -2 Side effect: after 0.1 seconds — [PvP] Dodge -200 — [REMOVED] — Final damage received +20% if the enemy attacks with [PvP] Hell Drop]	(Level 5) Duration: 5 seconds — Movement speed -10% — [PvP] Defence level upgrade -2 Side effect: after 0.1 seconds — [PvP] Dodge -200 [NEW] — Damage received +5%
[PvP] Burst Shot	Cooldown: 23 seconds — Attack power scaling: 95% — Ranged attack power +600 — [PvP] Fire energies +1500 — [PvP] Critical damage +30% [REMOVED] — There's a 100% chance of moving back 4 field(s) [REMOVED] — Push your opponent back 1 fields.	Attack power scaling: 95% Ranged attack power +600 [PvP] Fire energies +1500 [PvP] Critical damage +30% [NEW] — There's a 100% chance of moving back 5 field(s)
[PvP] Strengthened	Cooldown: 60s Attack Range: Itself Target: Select One Mana: 85 mp Has a 100% chance of causing [PvP] Strengthened]	Cooldown: 15s Attack Range: Itself Target: Select One Mana: 85 mp Has a 100% chance of causing [PvP] Strengthened] [NEW] — Has a 100% chance of causing [PvP] Flame Blockade
[PvP] Flame Blockade		General Buff (Level 5) Duration: 3 seconds — [PvP] Damage received -75% — [PvP] Debuff protect. (Iv.5) +75% — Resists forced movement with 100% chance. Side Effect: after 0.1 seconds — [PvP] Movement speed +3 if use's defence reduction is equal or higher than 150



Cooldown: 45s Attack Range: 9 cell Target: Around Enemy in 2 cell Mana: 90 mp — Has a 100% chance of causing [PvP] Poison Gas] (ignores debuff protection) [PvP] Poison Gas [Magic Debuff (Level 6) Duration: 4.5 seconds [REMOVED] — Final damage received +10% if the enemy attacks with [PvP] Hell Drop — Defense -495 (Player Level * 5) Side Effect: after 0.1 seconds [REMOVED] — Has 100% of receiving a critical hit if the enemy attacks with [PvP] Hell Drop [REMOVED] — Disappears upon receiving a hit [PvP] The 2nd Poison Gas occurs, in releasing at the probability of 100% [PvP] The 2nd Poison Gas Magic Debuff (Level 6) Duration: 4.5 seconds — Final damage received +20% if the enemy attacks with [PvP] Hell Drop [REMOVED] — Defense -990 (Player Level * 10) — Movement speed -40% Side Effect: after 0.1 seconds — Has 100% of receiving a critical hit if the enemy attacks with 🎑 [PvP] Hell [REMOVED] — Disappears upon receiving 3 hits

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Cooldown: 30s
Attack Range: 9 cell
Target: Around Enemy in 2 cell
Mana: 90 mp
 — Has a 100% chance of causing [🌠 [PvP] Poison Gas] (ignores debuff
[PvP] Poison Gas
[Magic Debuff
(Level 6)
Duration: 5 seconds
[NEW] — Damage received +5% if the enemy attacks with [PvP] Boom
Shot
— Defense -297 (Player Level * 3)
Side Effect: after 0.1 seconds
[NEW] — Has 100% of receiving a critical hit if the enemy attacks with
[PvP] Boom Shot
[NEW] — There's 100% chance that [ [ [PvP] Boom Shot] cannot be
evaded
[PvP] The 2nd Poison Gas
 occurs, in releasing at the probability of 100%
[PvP] The 2nd Poison Gas
Magic Debuff
(Level 6)
Duration: 10 seconds
 — Final damage received <mark>+10%</mark> if the enemy attacks with 🌇 [PvP] Hell Drop
[NEW] — Enemy ignoring 650 of your defence if attacks with [PvP] Hell
Drop
 - Movement speed -40%
Side Effect: after 0.1 seconds
 — Has 100% of receiving a critical hit if the enemy attacks with 🎑 [PvP] Hell
                                                 [ [PvP] Hell Drop]
[NEW] — [PvP] Reduces by 20% the cooldown of
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[PvP] Strengthened	Attack power +2% (Relative to proximity) [PvP] Attack power +10% [REMOVED] — [PvP] Damage received -10% Side Effect: after 0.1 seconds No penalty for ranged attacks at close range	Attack power +1% (Relative to proximity) [PvP] Attack power +10% [NEW] — Critical damage +10% Side Effect: after 0.1 seconds No penalty for ranged attacks at close range [NEW] — Hit rate +198 (Player Level *2)
[PvP] Fire Mine	Cooldown: 15s Attack Range: Itself Target: Select One Mana: 160 mp — Plants x3 [fire mines]	Cooldown: 10s Attack Range: 9 cell Target: Select One Mana: 160 mp Skillshot — Plants 3 [fire mines] [INFORMATION] — There's a 100% chance the summons cast [PvP] Fire Mine Explosion]
[PvP] Fire Mine Explosion	Attack Range: Itself Target: Around Enemies in 5 cell — Attack power scaling: 80% — Ranged attack power +600 — [PvP] Fire energies +900 — Damage caused -30% [REMOVED] — Has a 100% chance of causing [PvP] Landmine Explosion]	Attack Range: Itself Target: Around Enemies in 5 cell — Attack power scaling: 70% — Ranged attack power +550 — [PvP] Fire energies +750 — Damage caused30% [NEW] — Has a 100% chance of causing [Short Blackout] [NEW] — Cannot be evaded
[PvP] Hell Drop	Cooldown: 45s Attack Range: 12 cell Target: Around Enemy in 5 cell Mana: 200 mp — Attack power scaling: 105% Ranged attack power +1400 — [PvP] Fire energies +1500 — Has a 100% chance of causing [Deadly Blackout] (ignores debuff protection) — This skill cannot be evaded if the opponent is afflicted by [PvP] The 2nd Poison Gas]	Cooldown: 45s Attack Range: 12 cell Target: Around Enemy in 5 cell Mana: 200 mp — Attack power scaling: 100% — Ranged attack power +1000 — [PvP] Fire energies +1500 — Has a 100% chance of causing [Deadly Blackout] (ignores debuff protection) — This skill cannot be evaded if the opponent is afflicted by [PvP] The 2nd Poison Gas]



Role: Skills / Elemental Main: DPS Skils

Name	Original	New
Cannon Panning	Cooldown: 16s Attack Range: 2 cell Target: Around Enemy in 1 cell Mana: 110 mp — Attack power scaling: 105% — Ranged attack power: 500 — Fire element scaling 115% — Fire Energies +1000 — Has a 100% chance of causing [lt's bomber time!] — No penalty for ranged attacks at close range lt's bomber time! Magic Debuff (Level 6) Duration: 5 seconds — Damage received from skills +5% — Final damage received +15% if the enemy attacks with [ltimate Cannon]	Cooldown: 16s Attack Range: 2 cell Target: Around Enemy in 1 cell Mana: 110 mp — Attack power scaling: 105% — Ranged attack power: 500 — Fire element scaling 115% — Fire Energies +1000 [REMOVED] — Has a 100% chance of causing [IVI It's bomber time!] — No penalty for ranged attacks at close range — Has a 100% chance of invoking the combo [VI Overcharge Boom]
Overcharge Boom		Cooldown: 16s Attack Range: 2 cell Target: Around Enemy in 1 cell Mana: 110 mp — Attack power scaling: 105% — Ranged attack power: 500 — Fire element scaling 115% — Fire Energies +1000 — Has a 100% chance of causing [It's bomber time!] — No penalty for ranged attacks at close range — Cannot be evaded It's bomber time! Magic Debuff (Level 6) Duration: 5 seconds — Damage received from skills +5% — Final damage received +15% if the enemy attacks with [

		Ultimate Cannon]
Cannon Shot	Cooldown: 16s Attack Range: 11 cell Target: Select One Mana: 200 mp — Attack power scaling: 100% — Ranged attack power: 150 — Fire element scaling 115%	Cooldown: 16s Attack Range: 14 cell Target: Select One Mana: 200 mp — Attack power scaling: 100% — Ranged attack power: 150 — Fire element scaling 115%
	 Fire Energies +300 [REMOVED] — Has a 60% chance of causing [Blackout] — Chance of inflicting critical hits is increased by (Player Level / 2)% — No penalty for ranged attacks at close range 	— Fire Energies +300 — Chance of inflicting critical hits is increased by (Player Level / 2)% [NEW] — Has a 100% chance of causing [PvE] True Aim] — No penalty for ranged attacks at close range
		[PvE] True Aim Magic buff (Level 5) Duration: 4s — Always inflicts critical hits
Shot with Targeting	Cooldown: 12s Attack Range: 18 cell Target: Around Enemy in 1 cell Mana: 100 mp	Cooldown: 12s Attack Range: 14 cell Target: Single Target Mana: 100 mp
	 Attack power scaling: 105% Ranged attack power: 550 Fire element scaling 115% Fire Energies +1100 All elemental energies +3% (Relative to distance) 	 — Attack power scaling: 105% — Ranged attack power: 550 — Fire element scaling 115% — Fire Energies +1100 — All elemental damage +4% (Relative to distance)
Hand Grenade	Cooldown: 18s Attack Range: 11 cell Target: Special Area Mana: 90 mp	Cooldown: 18s Attack Range: 11 cell Target: Around Enemy in 0 cell Mana: 90 mp
	 Attack power scaling: 100% Ranged attack power: 550 Fire element scaling 105% Fire Energies +1000 [NEW] — Has a 100% chance of causing [Fire Power] 	 — Attack power scaling: 100% — Ranged attack power: 550 — Fire element scaling 105% — Fire Energies +1000 [NEW] — Has a 100% chance of causing [Fire Power]
	— No penalty for ranged attacks at close range Fire Power Magic buff (Lovel 3)	— No penalty for ranged attacks at close range Fire Power Magic buff (Lovel 3)
	(Level 3) Duration: 10s — Fire resistance drain +10	(Level 3) Duration: 10s — Fire resistance drain +10

Signal Rocket	Cooldown: 10s Attack Range: 11 cell Target: Around Enemy in 2 cell Mana: 100 mp — Attack power scaling: 105% — Ranged attack power: 600 — Fire element scaling 115% — Fire Energies +1000 — No penalty for ranged attacks at close range	Cooldown: 10s Attack Range: 11 cell Target: Around Enemy in 2 cell Mana: 100 mp — Attack power scaling: 105% — Ranged attack power: 600 — Fire element scaling 115% — Fire Energies +1000 — No penalty for ranged attacks at close range — Has a 100% chance of invoking the combo [Lexplosive Fire]
Explosive Fire		Cooldown: 10s Attack Range: 11 cell Target: Single target Mana: 100 mp — Attack power scaling: 105% — Ranged attack power: 600 — Fire element scaling 115% — Fire Energies +1000 — No penalty for ranged attacks at close range



Role: Main: Tank

Name	Original	New
[PvP] Cannon Shot	 Attack power scaling: 25% Ranged attack power +600 [PvP] Fire energies +1000 [REMOVED] — Has a 65% chance of causing [Minor Explosive Shockwave] [PvP] Damage +3% of the enemy's total HP No penalty for ranged attacks at close range 	— Attack power scaling: 25% — Ranged attack power +600 — [PvP] Fire energies +1000 [NEW] — Has a 100% chance of causing [Minor Explosive Shockwave] (ignore debuff protection) — [PvP] Damage +3% of the enemy's total HP — No penalty for ranged attacks at close range
[PvP] Shot with Targeting	Cooldown: 12s — Attack power scaling: 45% — Ranged attack power +450 — [PvP] Fire energies +700 — Attack Power +2% (Relative to Distance) — Has a 50% chance of causing [Minor Explosive Shockwave] — [PvP] Damage +7% of the enemy's current HP	Cooldown: 10s — Attack power scaling: 45% — Ranged attack power +450 — [PvP] Fire energies +700 — Attack Power +2% (Relative to Distance) — Has a 50% chance of causing [Minor Explosive Shockwave] — [PvP] Damage +7% of the enemy's current HP
PvP] Turbo Loader	— [PvP] Enemy's defense is decreased by ((enemy's total HP -60000) /3750)%[PvP] Hit rate +297 (Player Level * 3) — [PvP] Skills cooldown -10% (max.30%)	— [PvP] Enemy's defense is decreased by ((enemy's total HP -60000) /3750)% — [PvP] Hit rate +297 (Player Level * 3) — [PvP] Skills cooldown -10% (max.30%) Side Effect: after 0.1 seconds [NEW] — The duration of caused debuffs +20%



Role: Main: DPS Secondary: Assassin

[PvP] Lightning Reload	Cooldown: 10s Attack Range: 8 cell Target: Select One Mana: 400 mp — Attack power scaling: 75% — 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]	Cooldown: 10s Attack Range: 8 cell Target: Select One Mana: 400 mp — Attack power scaling: 60% — Ranged attack power +75 — [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] Rotating Arrow – Level 1	Cooldown: 0.3s Attack Range: 8 cell Target: Special Area Mana: 180 mp — Attack power scaling: 75% — 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] — [PvP] Critical chance +35% of the user's total	Cooldown: 0.3s Attack Range: 8 cell Target: Special Area Mana: 180 mp — Attack power scaling: 60% — Ranged attack power +90 — Has a 100% chance of invoking the combo [PvP] Rotating Arrow – Level 2 — Has a 100% chance of causing [Quick Evasion] — [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: 75% — Ranged attack power +100 — Has a 100% chance of invoking the combo [PvP] Rotating Arrow – Level 1 — [PvP] There's a 60% chance of pushing your opponent back 1 field(s) — If it is used 1 times, Ambush – Preparation 1 is produced. Can increase to maximum level 2. — If it is used 2 times, Ambush – Preparation 2 is produced. Can increase to maximum level 2.	Cooldown: 0.3s Attack Range: 9 cell Target: Special Area Mana: 220 mp — Attack power scaling: 60% Ranged attack power +120 — Has a 100% chance of invoking the combo [PvP] Rotating Arrow – Level 1 — [PvP] There's a 60% chance of pushing your opponent back 1 field(s) — If it is used 1 times, Ambush – Preparation 1 is produced. Can increase to maximum level 2. — If it is used 2 times, Ambush – Preparation 2 is produced. Can increase to maximum level 2.

Ambush-Preparation 1	Duration: 40 seconds	Duration: 4 seconds
Ambush-Preparation 2	Duration: 40 seconds	Duration: 8 seconds



Role: Main: Assassin or Offtank (Depends on the buff chosen) Secondary: DPS

Name	Original	New
[PvP] Berserk Spirit	Magic Buff Level 3 Duration 600 seconds	Magic Buff Level 3 Duration 600 seconds
	— [PvP] Melee Attack Power +20% — [PvP] Critical damage +25% — Movement speed +2	— [PvP] Melee Attack Power <mark>+10%</mark> — [PvP] Critical damage <mark>+10%</mark> — Movement speed +2
	Side Effect: after 0,1 seconds [REMOVED] — [PvP] User's defence -10%	Side Effect: after 0,1 seconds [NEW] — [PvP] Hit rate +198(Player Level *2)
[PvP] Calm Spirit	Magic Buff Level 2 Duration 600 seconds	Magic Buff Level 2 Duration 600 seconds
	[REMOVED] — [PvP] Damage received -8% [REMOVED] — [PvP] Enemy's Critical damage -20% — [PvP] Base attack +300	[NEW]— [PvP] Damage received is decreased by player's total HP/ 35000 [NEW] — [PvP] Maximum HP +10000 — [PvP] Base attack +300
	Side Effect: after 0,1 seconds — On attack, has a 8% chance to cause [PvP Gunshot Wound] — [PvP] Has a 10% chance to decrease melee damage by 30%	Side Effect: after 0,1 seconds — On attack, has a 8% chance to cause [PvP Gunshot Wound] — [PvP] Has a 10% chance to decrease melee damage by 30%
[PvP] Bullet Storm	— Attack power scaling: 85% — Ranged attack power +350 — [PvP] Shadow energies +250 [REMOVED] — If [☑ [PvP] Calm Spirit] is active, causes [☑ Serious Wounds]	[NEW] — Damage +1% of the enemy's current HP If [[PvP] Calm Spirit] is active — Attack power scaling: 85% — Ranged attack power +350 — [PvP] Shadow energies +250
[PvP] Vengeful Spirit Onslaught	 Attack power scaling: 80% Ranged attack power +800 [PvP] Shadow energies +800 [REMOVED] Has a 30% chance of causing [Deadly Blackout] Push your opponent back 5 fields If [PvP] Calm Spirit] is active 	 — Attack power scaling: 80% — Ranged attack power +800 — [PvP] Shadow energies +800 — Push your opponent back 5 fields If [[PvP] Calm Spirit] is active [NEW] — Damage +4% of the enemy's current HP If [[PvP] Calm Spirit] is active [NEW] — This skill cannot be evade if [[PvP] Calm Spirit] is active
[PvP] Vengeful Spirit Rain	— Attack power scaling: 85% — Ranged attack power +950 — [PvP] Shadow energies +1200	— Attack power scaling: 85% — Ranged attack power +950 — [PvP] Shadow energies +1200

	— [PvP] Damage +9% of the enemy's current HP if [[PvP] Calm Spirit] is active — If [[PvP] Calm Spirit] is active has 100% chance of causing [Blackout]	— Damage +5% of the enemy's current HP If [[PvP] Calm Spirit] is active — If [[PvP] Calm Spirit] is active has 100% chance of causing [Blackout]
[PvP] Spirit Summons	 Attack power scaling: 80% Ranged attack power +700 [PvP] Shadow energies +950 [PvP] Damage +5% of the enemy's current HP if [PvP] Calm Spirit] is active Has a 20% chance of causing [Deadly Blackout] 	— Attack power scaling: 80% — Ranged attack power +700 — [PvP] Shadow energies +950 — Damage +3% of the enemy's current HP If [PvP] Calm Spirit] is active — Has a 20% chance of causing [Deadly Blackout]
[PvP] Spirit Explosion	Cooldown: 30s — Attack power scaling: 95% — Melee attack power +450 — [PvP] Shadow energies +900 [REMOVED] — Has a 100% chance of causing [Paralysis] — Has a 100% chance of inflicting critical hits if [PvP] Berserk Spirit] is active — [PvP] Damage to HP conversion +20%	Cooldown: 22s — Attack power scaling: 95% — Melee attack power +450 — [PvP] Shadow energies +900 — if [PvP] Berserk Spirit] is active receives [Spirit Absorption] — Has a 100% chance of inflicting critical hits if [PvP] Berserk Spirit] is active — [PvP] Damage to HP conversion +20%
[PvP] Spirit Absorption		General Buff (Level 5) Duration: 3 seconds — [PvP] damage received -75% — [PvP] Debuff protect. (lv.5) +75% — Resists forced movement with 100% chance. Side Effect: after 0.1 seconds [PvP] Movement speed +3 if use's defence reduction is equal or higher than 150



Role: Main: DPS

Name	Original	New
[PvP] Golden Spell]	[PvP] Golden Spell	[PvP] Golden Spell
	General Buff (Level 2)	General Buff (Level 2)
	Duration: 600 seconds	Duration: 600 seconds
	— [PvP] Critical chance +60% of the user's total [REMOVED] — [PvP] Attack Power +198 (Player Level * 2) — [PvP] Hit rate +198(Player Level *2)	— [PvP] Critical chance +60% of the user's total — [PvP] Hit rate +198(Player Level *2) [NEW] — [PvP] Final damage received from basic attacks-(user's critical chance/4)%
	Side effect: after 0.1 seconds [REMOVED] — [PvP] Has a 20% chance to decrease melee damage by 10% [REMOVED] — Every 2 seconds: Recovers 495 (Player Level *5)	Side effect: after 0.1 seconds [NEW] — [PvP] Final damage received from critical basic attacks-(user's critical chance/9)%
[PvP] Shadow Walk	Duration: 6 seconds [REMOVED] This effect has a cooldown of 25 seconds	Duration: 3 seconds



Role: Main: Bruiser

Name	Original	New
[PvP] Blaster"s Determination		— [PvP] Base Attack +482 — [PvP] Attack Power -800 — [PvP] Final critical damage -25% of its total — [PvP] User's soft damage -15% — [PvP] Base HP +6500
[PvP] Launching Grenades	 — Attack power scaling: 85% — Ranged attack power +130 — [PvP] Fire energies +170 — You receive 2 Heat Points. 	 — Attack power scaling: 85% — Ranged attack power +130 — [PvP] Fire energies +170 — You receive 1 Heat Points.
[PvP] Shock Grenade	— Attack power scaling: 85% — 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 20 Heat Points.	— Attack power scaling: 85% — 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.
[PvP] Steep Shot	— Attack power scaling: 85% — Ranged attack power +500 — [PvP] Fire energies +250 — You receive 5 Heat Points. — Pulls enemies from 2 spaces around the target together in one place if [PvP] High Heating] is active	— Attack power scaling: 85% — Ranged attack power +500 — [PvP] Fire energies +250 — You receive 6 Heat Points. — Pulls enemies from 2 spaces around the target together in one place if [PvP] High Heating] is active
[PvP] Napalm Grenade	 — Attack power scaling: 90% — Ranged attack power +500 — [PvP] Fire energies +600 — You receive 25 Heat Points. [REMOVED] — Has a 50% chance of causing [Fatal Burn] — Depending on your Heat Points, your attack power is increased from 3% to 15% 	 Attack power scaling: 90% Ranged attack power +500 [PvP] Fire energies +600 You receive 8 Heat Points. [NEW] — Has a 50% chance of causing [PvP] Fatal Burn] Depending on your Heat Points, your attack power is increased from 3% to 15%
[PvP] Reload	Cooldown: 10s Attack Range: Itself Target: Select One Mana: 200 mp	Cooldown: 10s Attack Range: Itself Target: Select One Mana: 200 mp
	[REMOVED] — Can only be used with a buff of [☑ [PvP] Heating] or higher [REMOVED] — You lose 40 Heat Points — Has a 100% chance of causing [☑ [PvP] Reload]	— Has a 100% chance of causing [[PvP] Reload] [NEW] — Can only be used if you have 10 heat points [PvP] Reload

	[PvP] Reload General Buff (Level 4) Duration: 30 seconds — [PvP] Ranged damage caused +25% — [PvP] Hit rate +297 (Player level *3)	General Buff (Level 4) Duration: 600 seconds — [PvP] Ranged damage caused +5% — [PvP] Hit rate +99 (Player level *1)
[PvP] Draconium Energy Shield	[REMOVED] — The opponent's HP is reduced by 20% of the damage you take if [PvP] High Heating or higher is active [REMOVED] — Damage received -10% [REMOVED] [Pvp] all elemental resistances +10 [REMOVED] [PvP] Final damage received from basic attacks -(user's critical chance/4)% [REMOVED] [PvP] Final damage received from critical basic attacks -(user's critical chance/8)%	[NEW] — Damage received is decreased by player's total HP/13000 [NEW] — Enemy's attack bonus strength -5% (max. 75%)
[PvP] Gravity Grenade	 Attack power scaling: 90% Ranged attack power +600 Always inflicts critical hits. Has a 100% chance of causing [High Pressure] Pulls enemies from 4 spaces around the target together in one place You receive 30 Heat Points. 	 Attack power scaling: 90% Ranged attack power +600 Always inflicts critical hits. Has a 100% chance of causing [High Pressure] Pulls enemies from 4 spaces around the target together in one place You receive 12 Heat Points.
[PvP] Increased Firepower	[REMOVED] — You lose 40 Heat Points. [REMOVED] — Can only be used with a buff of [PvP] Heating] or higher. — Has a 100% chance of causing [PvP] Increased Firepower] [PvP] Increased Firepower General Buff (Level 4) Duration: 80 seconds [REMOVED] — Depending on your Heat Points, your attack range is increased from 1 to 5	[NEW] — Can only be used if you have 50 heart points — Has a 100% chance of causing [PvP] Increased Firepower] [PvP] Increased Firepower General Buff (Level 4) Duration: 600 seconds [NEW]— Attack range is increased +3 [NEW]— Attack power is increased +5%
[PvP] HEAT Shot	[REMOVED] — Depending on your Heat Points, your attack power is increased from 2% to 10% — Attack power scaling: 95% — Ranged attack power +1000 — [PvP] Fire energies +1000 — Depending on your Heat Points, your attack power is increased from 4% to 20% — Has a 100% chance to ignore 20% of the target's defence. — You receive 30 Heat Points.	 — Attack power scaling: 95% — Ranged attack power +1000 — [PvP] Fire energies +1000 — Depending on your Heat Points, your attack power is increased from 4% to 20% — Has a 100% chance to ignore 20% of the target's defence. — You receive 15 Heat Points.

[PvP] Energy Conversion	[REMOVED] — You lose 50 Heat Points. — Has a 100% chance of causing [PvP] Energy Conversion] [REMOVED]— Can only be used with a buff of [PvP] Heating] or higher. [PvP] Energy Conversion General Buff (Level 4) Duration: 55 seconds [REMOVED] — Fairy's Element +10 [REMOVED] — Depending on your Heat Points, your attack power is increased from 2% to 10% [REMOVED] — Recovers user's critical chance *15 HP for each basic attack landed	[NEW] — Can only be used if you have 100 heart points — Has a 100% chance of causing [PvP] Energy Conversion] [PvP] Energy Conversion General Buff (Level 4) Duration: 600 seconds [NEW] — [PvP] Critical chance +20% [NEW] — [PvP] Attack power +15% of the user's base attack stat [NEW] — [PvP] Movement speed +1
[PvP] Dragon's Breath	Cooldown: 75s — Attack power scaling: 100% — Ranged attack power +1150 [REMOVED] — Fire energies +1500 — All Heat Points are consumed and the damage +50% of the consumed Heat Points [REMOVED] — Has a 100% chance of causing [PvP] Burned by Dragon's Breath]	Cooldown: 100s — Attack power scaling: 100% — Ranged attack power +1150 — All Heat Points are consumed and the damage +50% of the consumed Heat Points [NEW] — Remove all blaster booster buffs on use [NEW] — Always inflicts critical hits [NEW] — This skill cannot be evaded if [PvP] Ultra High Heating] is active
[PvP] Preheating	[REMOVED] — Fairy's Element +5 — [PvP] Hit rate +99(Player Level *1)	— [PvP] Hit rate +99 (Player Level *1)
[PvP] Heating	[REMOVED] — Fairy's Element +10 — [PvP] Hit rate +99 (Player Level *1) [REMOVED] — On attack, has a 10% chance to cause [PvP] Magic Burn]	— [PvP] Hit rate +198 (Player Level *2) [NEW — On attack, has a 10% chance to cause [₹ [PvP] Slightly Critical Burn] [NEW — [PvP] Damage +1% of the enemy's current HP
[PvP] High Heating	[REMOVED] — Fairy's Element +15 — [PvP] Hit rate +99 (Player Level *1) [REMOVED] — No penalty for ranged attacks at close range Side effect: after 0.1 seconds — On attack, has a 20% chance to cause [₹ [PvP] Slightly Critical Burn]	 [NEW] — [PvP] Damage received -5% — [PvP] Hit rate +198 (Player Level *2) — On attack, has a 20% chance to cause [№ [PvP] Slightly Critical Burn] [NEW — [PvP] Damage +1% of the enemy's current HP
[PvP] Ultra High Heating	Cooldown: 6s — [PvP] Hit rate +198 (Player Level *2) — [PvP] Attack Power +5% [REMOVED] — Only basic attacks are possible [REMOVED] — You lose 90 Heat Points	Cooldown: 300s — [PvP] Hit rate +198 (Player Level *2) — [PvP] Attack Power +5% [NEW] — Damage received -5%

[NEW] — On attack, has 20% chance to cause [PvP] Slightly Critical Burn [NEW — [PvP] Damage +2% of the enemy's current HP

1.3 MAGICIAN



Role:

Main: Assassin

C	Cooldown: 5s	Cooldown: 5s
[PvP] Fire Burst A	Attack Range: 9 cell	Attack Range: 9 cell
Ta	arget: Around Enemy in 1 cell	Target: Around Enemy in 1 cell
M	Mana: 65 mp	Mana: 65 mp
	– Attack power scaling: 85%	— Attack power scaling: <mark>65%</mark>
	– Magic attack power +125	— Magic attack power <mark>+100</mark>
_	– [PvP] Fire energies +650	— [PvP] Fire energies +650
l 📉 c	Cooldown: 12s	Cooldown: 10s
[PvP] Fiery Breath	Attack Range: 9 cell	Attack Range: 9 cell
Ta	arget: Select One	Target: Select One
M	/lana: 140 mp	Mana: 140 mp
	A11 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	A44 1 15 7004
	- Attack power scaling: 100%	— Attack power scaling: 70%
	– Magic attack power +250	— Magic attack power +150
	– [PvP] Fire energies +700	— [PvP] Fire energies +700
-	– Has a 80% chance of causing [PvP] Magic Burn]	— Has a 100% chance of causing [[PvP] Arcane Mark]
		Magic Buff
[PvP] Arcane Mark		Level 4
[FVF] Alcalle Walk		Duration 3 seconds
		— Skills cooldown -5% (max. 90%)
		Side Effect: after 0.1 seconds
		Disappears upon landing a hit
	214	
₩	Cooldown: 60s	Cooldown: 20s
	Attack Range: Itself	Attack Range: Itself
	arget: Select One	Target: Select One
	∕/ana: 220 mp	Mana: 220 mp
	REMOVED] — Has a 100% chance of causing [MPvP] Mana ransfusion]	[NEW] — Has a 100% chance of causing [VVP] Fiery Blockade]
u u		General Buff
		(Level 5)
		Duration: 3 seconds
		ID. Di decesso accesso de 750/
		— [PvP] damage received -75%
		— [PvP] Debuff protect. (lv.5) +75%
		— Resists forced movement with 100% chance.
		Side Effect: after 0.1 seconds

		[PvP] Movement speed +3 if use's defence reduction is equal or higher than 150
[PvP] Fire Blessing	— Has a 100% chance of causing [MPvP] Fire Blessing]	— Has a 100% chance of causing [PvP] Fire Blessing] [NEW] — Has a 100% chance of causing [PvP] Mana transfusion]
[PvP] Firestorm	Cooldown: 30s Attack Range: Itself Target: Around Enemy in 3 cell Mana: 230 mp	Cooldown: 22s Attack Range: Itself Target: Around Enemy in 3 cell Mana: 230 mp
	Attack power scaling: 110% Magic attack power +200 [PvP] Fire energies +800 Has a 100% chance of causing [Short Paralysis]	Attack power scaling: 75% Magic attack power +175 [PvP] Fire energies +800 Has a 100% chance of causing [Short Paralysis]
	Attracts enemies to 1 fields from you Cooldown: 40s	Attracts enemies to 1 fields from you Cooldown: 35s
[PvP] Firelance	Attack Range: 13 cell Target: Select One Mana: 100 mp	Attack Range: 13 cell Target: Select One Mana: 100 mp
	Attack power scaling: 110% Magic attack power +900 [PvP] Fire energies +1200	Attack power scaling: 85% Magic attack power +350 [PvP] Fire energies +1200
	Has a 100% chance of invoking the combo ထ [PvP] Double Spear	Has a 100% chance of invoking the combo 🎑 [PvP] Double Spear
[PvP] Double Spear	Cooldown: 1s Attack Range: 13 cell Target: Select One Mana: 200 mp	Cooldown: 1s Attack Range: 13 cell Target: Select One Mana: 200 mp
	Attack power scaling: 115% Magic attack power +400 [PvP] Fire energies +1200 Has a 100% chance of causing [PvP] Weaken Defence Power]	Attack power scaling: 85% Magic attack power +400 [PvP] Fire energies +1200 Has a 100% chance of causing [PvP] Weaken Defence Power]
[PvP] Weaken Defence Power	General Debuff (Level 4) Duration: 6 seconds	General Debuff (Level 4) Duration: 5 seconds
	[PvP] Damage received +15%	[PvP] Damage received +5%
[PvP] Firewall	Cooldown: 45s Attack Range: 13 cell Target: Allies Special Area Mana: 340 mp	Cooldown: 40s Attack Range: 13 cell Target: Allies Special Area Mana: 340 mp
	— Attack power scaling: 110% Magic attack power +700 — [PvP] Fire energies +1500	— Attack power scaling: 90% Magic attack power +300 — [PvP] Fire energies +1500

[PvP] Meteor Shower	Cooldown: 45s Attack Range: 13 cell Target: Around Enemy in 3 cell Mana: 370 mp — Attack power scaling: 115% Magic attack power +600 — [PvP] Fire energies +1000 [REMOVED] — Has a 60% chance of causing [Blackout]	Cooldown: 40s Attack Range: 13 cell Target: Around Enemy in 3 cell Mana: 370 mp — Attack power scaling: 90% Magic attack power +300 — [PvP] Fire energies +1000 [NEW] — Has a 80% chance of causing [Paralysis]
[PvP] Inferno	Cooldown: 60s Attack Range: Itself Target: Around Enemy in 4 cell Mana: 380 mp — Attack power scaling: 120% Magic attack power +500 — [PvP] Fire energies +2000 [REMOVED] — Has a 100% chance of causing [PvP] Fatal Burn] (ignores debuff protection)	Cooldown: 50s Attack Range: Itself Target: Around Enemy in 4 cell Mana: 380 mp — Attack power scaling: 95% Magic attack power +350 — [PvP] Fire energies +2000 [NEW] — Has a 100% chance of causing [PvP] Magic Burn] (ignores debuff protection)
	[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	[PvP] Magic Burn Disease Debuff (Level 2) Duration: 30 seconds — [PvP] Fire resistance -20 — Every 2 seconds: Decreases 297 (Player Level * 3) HP — Final damage received +5% if the enemy attacks with [PvP] Firewall
[PvP] Meteor Strike	Cooldown: 120s Attack Range: 13 cell Target: Around Enemy in 4 cell Mana: 450 mp Attack power scaling: 135% Magic attack power +1400 [PvP] Fire energies +1800 Has a 80% chance of causing [Deadly Blackout]	Cooldown: 90s Attack Range: 13 cell Target: Around Enemy in 4 cell Mana: 450 mp Attack power scaling: 105% Magic attack power +700 [PvP] Fire energies +1800 Has a 80% chance of causing [Deadly Blackout]



Role: Main: DPS

Secondary: Assassin

Secondary: Assassin	Original	Nov
Name	Original	New
[PvP] Blue Magician's Determination		[New] — Soft damage -40% [New] — Soft chance +15%
[PvP] Ice Ball	Cooldown: 0,6s — Attack power scaling: 85% — Magic attack power +50 — [PvP] Water energies +250	Cooldown: 0,6s — Attack power scaling: 85% — Magic attack power +50 — [PvP] Water energies +250
[PvP] Ice Shard	Cooldown: 5.5s — Attack power scaling: 65% — Magic attack power +50 — [PvP] Water energies +600 — Has a 100% chance of invoking the combo [December of the combo provided in	Cooldown: 4.5s — Attack power scaling: 45% — Magic attack power +50 — [PvP] Water energies +600 — Has a 100% chance of invoking the combo [[PvP] Shard Storm] — [PvP] Final damage caused +(enemy's total HP/75000)% of the enemy's total HP
[PvP] Shard Storm	 Attack power scaling: 65% Magic attack power +75 [PvP] Water energies +600 Has a 100% chance of invoking the combo [[PvP] Intense Shard Storm] [PvP] Final damage caused increased by (enemy's total HP/70000)% of the enemy's total HP 	— Attack power scaling: 45% — Magic attack power +50 — [PvP] Water energies +600 — Has a 100% chance of invoking the combo [[PvP] Intense Shard Storm] — [PvP] Final damage caused +(enemy's total HP/70000)% of the enemy's total HP
[PvP] Intense Shard Storm	— Attack power scaling: 65% — Magic attack power +110 — [PvP] Water energies +900 — [PvP] Final damage caused +(enemy's total HP/65000)% of the enemy's total HP	— Attack power scaling: 45% — Magic attack power +50 — [PvP] Water energies +900 — [PvP] Final damage caused +(enemy's total HP/65000)% of the enemy's total HP
[PvP] Glacier	Cooldown: 25s — Attack power scaling: 80% — Magic attack power +500 — [PvP] Water energies +1000 — Has a 80% chance of causing [TevP] Cold Cutting]	Cooldown: 25s — Attack power scaling: 80% — Magic attack power +500 — [PvP] Water energies +1000 — Has a 80% chance of causing [[PvP] Cold Cutting]
[PvP] Frost Shield	— Reduces 20% of damage received by consuming MP— Damage to HP conversion +10%	— Reduces 20% of damage received by consuming MP — [PvP] Damage to HP conversion +10%

	— Every 2 seconds: Around 2 fields inflict [[PvP] Weak Shirvering Frost] on enemies	— Every 2 seconds: Around 2 fields inflict [[PvP] Weak Shirvering Frost] on enemies
	Side Effect after 0.1 — Every 4 seconds: Around 2 fields inflict [PvP] Blessing of Water]	Side Effect after 0.1 [REMOVED] — Every 4 seconds: Around 2 fields inflict [PvP]
	on enemies	Blessing of Water] on enemies
[PvP] Weak Shivering Frost	Duration: 10 seconds [REMOVED] — [PvP] Magic defence -5%	Duration: 4 seconds
[PvP] Shivering Frost	Duration: 15 seconds [PvP] Magic defence -10%	Duration: <mark>8</mark> seconds [PvP] Magic defence -5%
[PvP] Heavy Hail	Cooldown: 30s — Attack power scaling: 100% — Magic attack power +500 — [PvP] Water energies +1200 — Has a 50% chance of causing [Blackout]	Cooldown: 30s — Attack power scaling: 90% — Magic attack power +500 — [PvP] Water energies +1200 — Has a 75% chance of causing [Blackout]
[PvP] Intense Cold	 — Attack power scaling: 95% — Magic attack power +750 — [PvP] Water energies +2000 — Has a 100% chance of causing [VPVP] Magic Frost] (ignores debuff protection) 	— Attack power scaling: 85% — Magic attack power +750 — [PvP] Water energies +2000 — Has a 100% chance of causing [VVP] Magic Frost] (ignores debuff protection)
[PvP] Magic Frost	[REMOVED] — [PvP] Magic defence -10%	
[PvP] Blizzard	Cooldown: 90s — Attack power scaling: 100% — Magic attack power +1400 — [PvP] Water energies +2000 — Has a 80% chance of causing [PvP] Frozen]	Cooldown: 90s — Attack power scaling: 100% — Magic attack power +1400 — [PvP] Water energies +2000 — Has a 80% chance of causing [PvP] Frozen]



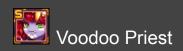
Role: Main: Bruiser

Name	Original	New
[PvP] Volcanic Roar	Attack Range: 9 cell	Attack Range: <mark>13</mark> cell



Role: Main: DPS

Name	Original	New
[PvP] Seer's Determination		[NEW] — Soft damage -40% [NEW] — Soft chance +15%
[PvP] Blade Changer	- Attack power scaling: 60% - Magic attack power +50 - [PvP] Shadow energies +100 [REMOVED] — [PvP] Has a 100% chance of leeching 1% of the enemy's total HP - Has a 100% chance of invoking the combo [PvP] Blade Changer]	— Attack power scaling: 55% — Magic attack power +50 — [PvP] Shadow energies +100 [NEW] — [PvP] Damage to HP conversion +3% — Has a 100% chance of invoking the combo [▶ [PvP] Blade Changer]
[PvP] Blade Changer	— Attack power scaling: 60% — Magic attack power +50 — [PvP] Shadow energies +100 [REMOVED] — [PvP] Has a 100% chance of leeching 1% of the enemy's total HP — Has a 20% chance of causing [SPVP] Blade Changer] — Has a 100% chance of invoking the combo [SPVP] Blade Changer]	— Attack power scaling: 55% — Magic attack power +50 — [PvP] Shadow energies +100 [NEW] — [PvP] Damage to HP conversion +3% — Has a 20% chance of causing [Section Property of PvP] Blade Changer] — Has a 100% chance of invoking the combo [Section PvP] Blade Changer]
[PvP] Blade Changer	 Attack power scaling: 60% Magic attack power +50 [PvP] Shadow energies +100 [REMOVED] — [PvP] Has a 100% chance of leeching 1% of the enemy's total HP Has a 25% chance of causing [VPVP] Weak Dark Energy] Has a 100% chance of invoking the combo [VPVP] Blade Changer] 	 — Attack power scaling: 55% — Magic attack power +50 — [PvP] Shadow energies +100 [NEW] — [PvP] Damage to HP conversion +3% — Has a 25% chance of causing [№ [PvP] Weak Dark Energy] — Has a 100% chance of invoking the combo [№ [PvP] Blade Changer]
[PvP] Weak Dark Energy	[REMOVED] — [PvP] There's a 65% chance that damage received from magic attacks +2% — Movement speed -1	[NEW] — Enemy's Magic Attack Power +4% — Movement speed -1
[PvP] Dark Energy	[REMOVED] — [PvP] There's a 70% chance that damage received from magic attacks +4% — Movement speed -1	[NEW] — Enemy's Magic Attack Power +8% — Movement speed -1
[PvP] Strong Dark Energy	[REMOVED] — [PvP] There's a 75% chance that damage received from magic attacks +8% — Movement speed -2	[NEW] — Enemy's Magic Attack Power +10% — Movement speed -2



Role: Main: Debuffer

Name	Original	New
[PvP] Curse beam	— Attack power scaling: 65% — Magic attack power +100 — [PvP] Shadow energies +200 [REMOVED] — Has a 2% chance of causing [Voodoo Priest Curse]	Attack power scaling: 65% Magic attack power +100 [PvP] Shadow energies +200 [NEW] Has a 2% chance of causing [Voodoo Priest Curse] (Ignore debuff protection)
[PvP] Toxin Cloud	 Attack power scaling: 80% Magic attack power +200 [PvP] Shadow energies +500 [REMOVED] — Has a 60% chance of causing [PvP] Venomous Snake Curse] Has a 15% chance of causing [Voodoo Priest Curse] [REMOVED] — There is a 15% chance of causing [Voodoo Priest Curse] 	 Attack power scaling: 80% Magic attack power +200 [PvP] Shadow energies +500 [NEW] — Has a 100% chance of causing [PvP] Venomous Snake Curse] Has a 15% chance of causing [Voodoo Priest Curse] [NEW] — Has a 15% chance of causing [Woodoo Priest Curse] (Ignore debuff protection)
[PvP] Limbo Soul	— Attack power scaling: 90% — Magic attack power +900 — [PvP] Shadow energies +900 — Has a 80% chance of causing [Stiff Body] [REMOVED] — Has a 20% chance of causing [Voodoo Priest Curse]	- Attack power scaling: 90% - Magic attack power +900 - [PvP] Shadow energies +900 - Has a 80% chance of causing [Stiff Body] [NEW] — Has a 20% chance of causing [Voodoo Priest Curse] (Ignore debuff protection)
[PvP] Voodoo Doll	— Has a 100% chance of causing [[PvP] Voodoo Doll] [REMOVED] — There is a 5% chance of causing W Voodoo Priest Curse	— Has a 100% chance of causing [[PvP Voodo Doll] [NEW] — Has a 5% chance of causing [Voodoo Priest Curse] (Ignore debuff protection)
[PvP] M-M-Moth!	— Has a 100% chance of causing [Moth Curse] [REMOVED] — There is a 20% chance of causing Voodoo Priest Curse	— Has a 100% chance of causing [Moth Curse] [NEW] — Has a 20% chance of causing [Voodoo Priest Curse] (Ignore debuff protection)
[PvP] Soulripper	 — Attack power scaling: 75% — Magic attack power +300 — [PvP] Shadow energies +1200 — [PvP] Has a 100% chance of leeching 1% of the enemy's total HP — Has a 100% chance of causing [PvP] Concentrated Soul Force] [REMOVED] — Has a 20% chance of causing [Voodoo Priest Curse] 	 — Attack power scaling: 75% — Magic attack power +300 — [PvP] Shadow energies +1200 — [PvP] Has a 100% chance of leeching 1% of the enemy's total HP — Has a 100% chance of causing [PvP] Concentrated Soul Force] [NEW] — Has a 20% chance of causing [Voodoo Priest Curse] (Ignore debuff protection)

1.4 MARTIAL ARTIST



Role:

Main: Assassin/DPS			
Name	Original	New	
[PvP] Beast Claw	Cooldown: 3s Attack Range: 2 cell Target: Special Area Mana: 25 mp	Cooldown: 7s Attack Range: 3 cell Target: Special Area Mana: 25 mp	
	 Attack power scaling: 85% Melee attack power +300 [PvP] Fire energies +30 REMOVED] — Has a 30% chance of causing [Short Blackout] 	— Attack power scaling: 70% — Melee attack power +100 — [PvP] Fire energies +30 [NEW] — Has a 100% chance of invoking the combo [PvP] Second Beast Claw]	
[PvP] Second Beast Claw		Cooldown: 0,1s Attack Range: 3 cell Target: Special Area Mana: 25 mp	
		— Attack power scaling: 70% — Melee attack power +150 — [PvP] Water energies +100 [NEW] — Has a 100% chance of invoking the combo [PvP] Third Beast Claw]	
[PvP] Third Beast Claw		Cooldown: 0,1s Attack Range: 3 cell Target: Special Area Mana: 25 mp	
		— Attack power scaling: 70% — Melee attack power +200 — [PvP] Water energies +100	
[PvP] Claw Swipe	Cooldown: 7s Attack Range: 2 cell Target: Around Enemy in 1 cell Mana: 60 mp	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	Attack power scaling: 85% Melee attack power +650 [PvP] Fire energies +35 [NEW] — Has a 50% chance of causing [Short Blackout]	

[PvP] Bite	 — Attack power scaling: 90% — Melee attack power +700 — [PvP] Fire energies +40 — Has a 100% chance of causing [PvP] Dragon's Fist Mark] (ignores debuff protection] 	— Attack power scaling: 90% — Melee attack power +700 — [PvP] Fire energies +40 REMOVED] — Has a 100% chance of causing [PvP] Dragon's Fist Mark] (ignores debuff protection]
[PvP] Knuckle Buster	Cooldown: 7s Target: Around Enemy in 3 cell — Attack power scaling: 75% — Melee attack power +300 — [PvP] Fire energies +777 — Teleports you to a selected location. — Has a 60% chance of causing [Short Blackout]	Cooldown: 5s Target: Around Enemy in 1 cell — Attack power scaling: 75% — Melee attack power +300 — [PvP] Fire energies +777 — Teleports you to a selected location. — Has a 40% chance of causing [Short Blackout]
[PvP] Flame Swing	Cooldown: 18s — Attack power scaling: 100% — Melee attack power +400 [REMOVED] — Has a 35% chance of causing [Damage Defensive Weapon]	Cooldown: 8s — Attack power scaling: 80% — Melee attack power +400 [NEW] — Has 100% chance of causing [Critical Bleeding]
[PvP] Blaze	Cooldown: 10s — Attack power scaling: 85% — Melee attack power +200 — [PvP] Fire energies +1200	Cooldown: 8s [NEW] — Attack power scaling: 80% — Melee attack power +300 — [PvP] Fire energies +1200 [NEW] — Has a 100% chance of invoking the combo [Dragon Strike] Dragon Strike Cooldown: 1s Attack range: 13 cellG Target: Select One Mana: 150 mp [NEW] — Attack power scaling: 90% [NEW] — Melee attack power +400 [NEW] — Melee attack power +400 [NEW] — [PvP] Fire energies +1500 [NEW] — Always inflicts critical hits.
[PvP] Dragon Back	Cooldown: 40s [PvP] Shimmering Flame Duration: 6s [REMOVED] — [PvP] Critical damage +25% [REMOVED] — Always inflicts critical hits. [REMOVED] — Movement speed +2 Side Effect: after 0.1 seconds [REMOVED] — Enemy's magic soft damage -25%	Cooldown: 15s [PvP] Shimmering Flame Duration: 3s [NEW] — [PvP] Damage received -75% [NEW] — [PvP] Debuff protect. (lv.5) +75% [NEW] — Resists forced movement with 100% chance. Side Effect: after 0.1 seconds

	[REMOVED] — Damage received from basic attacks -30%	[NEW] — [PvP] Movement speed +3 if use's defence reduction is equal or higher than 150
	Cooldown: 40s	Cooldown: 15s
[PvP] Dragon Leap (hacia adelante)	[PvP] Shimmering Flame Duration: 6s	[PvP] Shimmering Flame Duration: 3s
	[PvP] Critical damage +25% Always inflicts critical hits. Movement speed +2 Side Effect: after 0.1 seconds	— [PvP] Critical damage +10% — Always inflicts critical hits. — [PvP] Movement speed +2 if use's defence reduction is equal or higher than 150
	[REMOVED] — Enemy's magic soft damage -25% [REMOVED] — Damage received from basic attacks -30%	
×.	Cooldown: 15s	Cooldown: 15s
[PvP] Crossfire	— Attack power scaling: 95% —Melee attack power +250 — [PvP] Fire energies +800	— Attack power scaling: 90% — Melee attack power +500 — [PvP] Fire energies +800
	[REMOVED] — Has a 50% chance of causing [[PvP] Critical Burn]	[NEW] — Has a 100% chance of causing [PvP] Dragon's Fist Mark]
[PvP] Dragon's Fist Mark	[REMOVED] — [PvP] Fire resistance -25 — Final damage received +15% if the enemy attacks with [PvP] Final Flame] — There's a 100% chance for this effect to disappear if the user is attacked with [PvP] Final Flame]	[PvP] Dragon's Fist Mark Magic buff Level 3
		Duration 6 seconds
		[NEW] — [PvP] Reduces by 20% the cooldown of [PvP] Final Flame] [NEW] — [PvP] Attack Power +10% [NEW] — Critical damage +10%
		— There's a 100% chance for this effect to disappear if the user is attacked with [PvP] Final Flame]
[PvP] Final Flame	Cooldown: 60s Target: Around Enemy in 7 cell	Cooldown: 40s Target: Around Enemy in 8 cell
	— Attack power scaling: 120% —Melee attack power +800	— Attack power scaling: 100% — Melee attack power +1000
	— Has a 70% chance of causing [Final Flame]	— Has a 100% chance of causing [Final Flame]
[PvP] Dragon Energy	— [PvP] Attack power 15% — [PvP] Critical damage +30% [REMOVED] — [PvP] Attack power +198 (Player level *2)	— [PvP] Attack power 15% — [PvP] Critical damage +30% — [PvP] Hit rate +198(Player Level *2)
	Side Effect: after 0.1 seconds — [PvP] Hit rate +198(Player Level *2)	

	[REMOVED] — Attack power scaling: +5%	
[PvP] Transformation	Cooldown: 5 seconds	Cooldown: 15 seconds



Role: Main: Bruiser / DPS

[PvP] Lotus Snare	Cooldown: 25s Attack Range: 0 cell Target: Around Enemy in 4 cell Mana: 230 mp — Attack power scaling: 85% — Melee attack power +700 — [PvP] Water energies +1000 — Has a 100% chance of causing [PvP] Petal Hell] — [PvP] Damage is increased by 6% of the enemy's current HP	Cooldown: 25s Attack Range: 0 cell Target: Around Enemy in 4 cell Mana: 230 mp — Attack power scaling: 85% — Melee attack power +700 — [PvP] Water energies +1000 — Has a 100% chance of causing [PvP] Petal Hell] — [PvP] Damage is increased by 4% of the enemy's current HP
[PvP] Gathering Petals	[PvP] Damage +2% of the enemy's total HP	[PvP] Damage +1% of the enemy's total HP
[PvP] Bed of Lotus Flowers		[NEW] — [PvP] Damage +1% of the enemy's total HP
[PvP] Lotus Seed	Cooldown: 60 seconds — Summons x2 [[PvP] Lotus Flower]	Cooldown: 15 seconds — Summons x2 [[PvP] Lotus Flower] [INFORMATION] — There's a 100% chance the summons cast [[PvP] Lotus Attack]
[PvP] Lotus Attack	Attack Range: Itself Target: Around Enemies in 5 cell — Attack power scaling: 60% — Ranged attack power +200 — [PvP] Water energies +200 — Has a 8% chance of causing [Short Blackout] — Damage caused -30%	Attack Range: Itself Target: Around Enemies in 5 cell — Attack power scaling: 60% — Ranged attack power +200 — [PvP] Water energies +200 [NEW] — Cannot be evaded — Has a 60% chance of causing [Short Blackout] — Damage caused -30%



Role: Main: Tank

Name	Original	New	
[PvP] Stomp	Cooldown: 25s — Attack power scaling: 35% — Melee attack power +1000 — [PvP] Fire energies +800 [REMOVED] — [PvP] Damage +4% of the enemy's total HP — Has a 30% chance of causing [PvP] Shock]	Cooldown: 30s — Attack power scaling: 35% — Melee attack power +1000 — [PvP] Fire energies +800 [NEW] — [PvP] Damage +4% of the enemy's current HP — Has a 100% chance of causing [Shock]	
[PvP] Firewall	— [PvP] All elemental energies +198(Player Level *2) — [PvP] All elemental resistances +5	— [PvP] All elemental energies +198(Player Level *2) — [PvP] All elemental resistances +5 [NEW] — The duration of caused debuffs +20%	
[PvP] Bucking Blow	— Attack power scaling: 35% — Melee attack power +650 — [PvP] Fire energies +800 — [PvP] Damage +4% of the enemy's current HP [REMOVED] — [PvP] Push your opponent back 3 fields (s) [REMOVED] — Has a 80% chance of causing [Figure 1] [Short Paralysis]	— Attack power scaling: 35% — Melee attack power +650 — [PvP] Fire energies +800 — [PvP] Damage +4% of the enemy's current HP [NEW] — Has a 60% chance of causing [Short Blackout]	
[PvP] Emberpunch	 Attack power scaling: 60% Melee attack power +900 [PvP] Fire energies +1500 [REMOVED] — [PvP] Damage +8% of the enemy's total HP [REMOVED] — Has a 70% chance of causing [PvP] Explosive Shock] Has a 100% chance of causing [PvP] Third-Degree Burns] 	 — Attack power scaling: 60% — Melee attack power +900 — [PvP] Damage +8% of the enemy's current HP — Has a 100% chance of causing [PvP] Third-Degree Burns] [NEW] — Cannot be evaded 	
[PvP] Roar of the Bear Loa	Cooldown: 45 seconds [REMOVED] — [PvP] Damage +6% of the enemy's total HP	Cooldown: 25 seconds — [PvP] Damage +4% of the enemy's current HP	
[PvP] Bear Taunt	Duration: 10 seconds [REMOVED] — [PvP] Damage received -20%	General buff (Level 5) Duration 7 seconds 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 Side effect: after 0.1 seconds If the HP granted by the shield is lost this effect disappears [PvP] Enemy's soft damage -10%	

[PvP] Absorbing Flames	[REMOVED] — On defence, has a 100% chance to receive [PvP] Flaming Armour	
[PvP] Bear Loa Energy	[REMOVED] — Has a 30% chance of reflecting 5% of the damage received (max. 7500 in PvP)	
[PvP] Brown Bear Energy	[REMOVED] — Maximum HP +30% of the user's base amount (max. 10.000)	



Role: Main: Assassin

Name	Original	New	
[PvP] Draconic Punch	 — Attack power scaling: 105% — Melee attack power +900 — [PvP] Shadow energies +900 — Has a 100% chance of causing [Magic Shock] — Has a 100% chance of causing [PvP] Improved Magic Barrier] [REMOVED] — You consume 25 Fuel Points to increase damage caused by 30% 	 Attack power scaling: 105% Melee attack power +900 [PvP] Shadow energies +900 Has a 100% chance of causing [Magic Shock] Has a 100% chance of causing [PvP] Improved Magic Barrier] [NEW] — You consume 25 Fuel Points to increase damage caused by 30% if [PvP] Improved Excess Fuel] is active 	

1.COSTUMES

Name	Original	New
Aqua Bushi Hat	— [PvP] Defence +60 — [PvP] Maximum HP +3% of the user's base stat — Every 3 enemy attacks [Aqua Shield] is received	— [PvP] Defence +60 — [PvP] Maximum HP <mark>+10%</mark> of the user's base stat — Every <mark>5</mark> enemy attacks [Aqua Shield] is received
Aqua Shield	This effect has a cooldown of 8 seconds Duration: 6s	This effect has a cooldown of <mark>10</mark> seconds Duration: <mark>3s</mark>
	— Defence +30% — Damage received -10%	— [PvP] Defence <mark>+15%</mark> — [PvP] Damage received <mark>-5%</mark>
	[REMOVED] — Disappears upon receiving a hit	
Aqua Bushi Costume	— [PvP] Maximum HP +3% of the user's base stat [REMOVED] — Enemy's critical damage -4 [REMOVED] — Defence +60	— [PvP] Maximum HP +10% of the user's base stat [NEW] — [PvP] Enemy's critical chance -5% [NEW]— [PvP] Defence +60
Hunter Cap	— Every 3 basic attacks [[Hunter's Bloodthirst] is received [REMOVED] — Attack power +80 — Critical chance +2%	 — Every 5 basic attacks [[Hunter's Bloodthirst] received [NEW] — [PvP] Final damage +3% of user's plain attack (max 30%) — Critical chance +2%
Hunter's Bloodthirst	— [PvP] Final damage of basic attacks is increased by user's critical chance * 8	— [PvP] Final damage of basic attacks is increased by user's critical chance * 12
Kitsune Costume	— [PvP] Attack Power +30 — [PvP] Critical chance +1% — Movement speed is increased by user's critical chance/40 (max 2)	— [PvP] Attack Power +50 — [PvP] Critical chance +5% — Movement speed is increased by user's critical chance/35 (max 2)
Oto-Fox Hat	— Every 4 basic attacks [Three-tailed Fox] is received [REMOVED] — Attack Power +40 [REMOVED] — Critical chance +2%	— Every 6 basic attacks [Three-tailed Fox] is received [NEW] — [PvP] Attack Power +40 [NEW] — [PvP] Critical chance +2%
Three-tailed Fox	— [PvP] Final damage of basic attacks is increased by user's critical chance * 5	— [PvP] Final damage of basic attacks is increased by user's critical chance *8
Oto-Fox Costume	— [PvP] Critical chance +1% — Movement speed is increased by user's critical chance/40 (max 2)	— [PvP] Critical chance +2% [NEW] — [PvP] Attack Power +30 — Movement speed is increased by user's critical chance/35 (max 2)
Bunny Curse	Duration: 2 seconds [REMOVED] — Damage received from basic attacks +10%	Duration: 2 seconds

Fluffy Rabbit Costume	[REMOVED] — [PvP] Final damage +3% of user's plain attack (max 30%) [REMOVED] — On defence, has a 25% chance to receive [PvP] Agility]	[NEW] — Every 5 enemy attacks [[PvP] Agility] is received [NEW] — [PvP] Movement speed +1	
[PvP] Agility	Duration: 6 seconds — [PvP] Movement speed +2	Duration: 4 seconds [NEW] — This effect has a cooldown of 15 seconds — [PvP] Movement speed +1	
Snow White Tiger Hat	[REMOVED] — Attack power +60 [REMOVED] — Critical damage +4% [REMOVED] — On attack, has a 15% chance to receive [PvP] Hunting]	[NEW] — [PvP] Attack power +60 [NEW] — [PvP] Critical chance +2% [NEW] — Every 7 ranged basic attacks [PvP] Hunting] is received	
[PvP] Hunting	Duration: 4 s This effect has a cooldown of 50 seconds [REMOVED] — [PvP] Damage caused +25% (max 25%) [REMOVED] — Movement speed +2	Duration: 8s This effect has a cooldown of 15 seconds [NEW] — The attack range +2 [NEW] — [PvP] Always critical hits [NEW] — Damage caused -5% Side effect: after 0.1 seconds [NEW] — Disappears upon landing 3 hits	
Snow White Tiger Costume	[REMOVED] — [PvP] Attack power +60 — [PvP] Movement speed +2	[NEW] — [PvP] Final damage +3% of user's plain attack (max 30%) — [PvP] Movement speed +2	
Magic Hat of Shadow	— Defence +60 — Enemy debuff protect (IvI 4) -5% [REMOVED] — On attack, has a 35% chance to cause [Arcane Curse]	— Defence +60 — Enemy debuff protect (IvI 4) -10% [NEW] — Every 1 skills [Shadow Curse] is received	
[PvP] Shadow Curse		General Buff Level 3 Duration 6 seconds This effect has a cooldown of 30 seconds — Cannot be evaded — [PvP]Enemy's debuff protect (IvI5) -100% Side effect: after 0.1 seconds — Disappears upon landing a hit	
Magic Robe of Shadow	[REMOVED] — Defence +60 [REMOVED] — Maximum HP +1000 [REMOVED] — Maximum MP +1000 [REMOVED] — Skills cooldown -5% (max 20%)	[NEW] — [PvP] Caused debuff duration +5% [NEW] — [PvP] Movement speed +1	
Police Uniform	[REMOVED] — Attack Power +20 [REMOVED] — Skills cooldown -5% (max 20%) [REMOVED] — Movement speed +1 — If [Police on duty] is active receives	 [NEW] — [PvP] Attack power +60 [NEW] — [PvP] Critical chance +2% [NEW] — [PvP] Movement speed +1 — If [Police on duty] is active receives 	

	[Police chase]		
Honeybee Crown	[REMOVED] — [PvP] Attack power +10% of the user's base attack stat [REMOVED] — [PvP] Maximum HP 3% of the user's base stat — On attack, has a 35% chance to receive [Honey Pride]	[NEW] — [PvP] Attack power +50 [NEW] — [PvP] Defence +50 On attack, has a 35% chance to receive [Honey Pride]	
Honey Pride	[REMOVED]— [PvP] Attack power +75% of the user's base attack stat [REMOVED]— [PvP] Damage received - (user's base attack power / 150)% [REMOVED]— [PvP] Damage received -(user's total HP / 9999)%	[NEW] — [Red Zone] Damage caused 10% Side effect: after 0.1 seconds [NEW] — Disappears upon landing 1 hits	
Honeybee Costume	[REMOVED] [PvP] Attack power +14% of the user's base attack stat [REMOVED] [PvP] Maximum HP 4% of the user's base stat — Movement speed +1	[NEW] — Maximum HP +3% [NEW] — If [Honey Pride] is active receives [Honey Speed] — Movement speed +1	
Honey Speed		General Buff Level 5 Duration: 4 seconds [NEW] — [Red Zone] Movement speed +2	
Honeybee Costume Wings	[REMOVED] Every 4 enemy attacks [Honeybee] is received	[NEW] — [PvP] All resistance drain +5 [NEW] — All elemental energies + 200 [NEW] — [PvP] Attack power +10%	
Honeybee Blessing	[REMOVED] — Skills cooldown -7% (max 20%) — On defence, has a 5% chance to cause [Paralysing Toxin]	[NEW] — The radius of all area attacks +1 — On defence, has a 5% chance to cause [Paralysing Toxin]	
Concierge Hat	[REMOVED] — Attack Power +70 [REMOVED] — [PvP] Enemy's defence -40 [REMOVED] — Upon casting [PvP] Treacherous Strike has 100% chance to receive [☑ End of service]	— [PvP] Attack Power +50 [NEW] — [PvP] Defence +50	
Concierge Uniform	[REMOVED] — [PvP] Enemy's defence -10 [REMOVED] — [PvP] Movement speed +1 if user's defence reduction is equal or higher than 200 — Movement speed +1	[NEW] — Maximum HP +3% — Movement speed +1	
Concierge Blessing		[NEW] — After going through 30 fields you receive [End of service]	
End of service	[REMOVED] — On skill usage, there's a 100% chance of summoning an onyx clone to carry an additional attack and deal 30% of the damage you have already inflicted.	General Buff Level 5 Duration: 10 seconds	

Side Effect: after 0.1 seconds

[REMOVED] — Disappears upon landing a hit

[REMOVED] [Second Burst Phase] occurs, in releasing at the probability of 100%

[NEW] — The attack range +2
[NEW] — Damage caused 10%
[NEW] — Movement speed +1

Side effect: after 0.1 seconds
[NEW] — Disappears upon landing 1 hits

2. JEWELRY & RESISTANCES

[PvP] Legendary Necklace	Maximum HP +2500 [PvP] All elemental energies +100 [REMOVED] — [PvP] All resistance drain +1 [PvP] Has a 4% chance to increase damage caused by 1% Recovers user's critical chance * 4 HP for each basic attack landed	Maximum HP +2500 [PvP] All elemental energies +100 [REMOVED] — [PvP] Basic attack power +20 [PvP] Has a 4% chance to increase damage caused by 1% Recovers user's critical chance * 4 HP for each basic attack landed	
[PvP] Legendary Ring	— Maximum HP +2000 — [PvP] All elemental energies +100 [REMOVED] — [PvP] All resistance drain +1 — [PvP] Has a 3% chance to increase damage caused by 1% — Recovers user's critical chance * 4 HP for each basic attack landed	- Maximum HP +2000 - [PvP] All elemental energies +100 [REMOVED] — [PvP] Basic attack power +20 - [PvP] Has a 3% chance to increase damage caused by 1% - Recovers user's critical chance * 4 HP for each basic attack landed	
[PvP] Legendary Bracelet	— Maximum HP +2000 — [PvP] All elemental energies +100 [REMOVED] — [PvP] All resistance drain +1 — [PvP] Has a 4% chance to increase damage caused by 1% — Recovers user's critical chance * 4 HP for each basic attack landed	- Maximum HP +2000 - [PvP] All elemental energies +100 [REMOVED] — [PvP] Basic attack power +20 - [PvP] Has a 4% chance to increase damage caused by 1% - Recovers user's critical chance * 4 HP for each basic attack landed	
[PvP] Legendary Gloves	[REMOVED] — [PvP] Attack power +20 [PvP] Dodge +100 [PvP] Hit rate +200 [PvP] Has a 4% chance to increase damage caused by 1% [PvP] Critical chance +5%	[REMOVED] — [PvP] Basic attack power +20 [PvP] Dodge +100 [PvP] Hit rate +200 [PvP] Has a 4% chance to increase damage caused by 1% [PvP] Critical chance +5%	
[PvP] Legendary Boots	— [PvP] Dodge +100 — [PvP] Critical chance +3% — Movement speed is increased by user's critical chance / 40 (max. 2)	— [PvP] Dodge +100 — [PvP] Critical chance +4% — Movement speed is increased by user's critical chance / 35 (max. 2)	
[PvP] Bone Necklace	— Max. HP +15% of the base stat [REMOVED] — [PvP] Enemy's soft damage -2%	— Max. HP +15% of the base stat [NEW] — [PvP] Enemy's soft damage -(HP -120000)/60000% (max 2%)	
[PvP] Bone Ring	— Max. HP +12% of the base stat [REMOVED] — [PvP] Enemy's soft damage -2%	— Max. HP +12% of the base stat [NEW] — [PvP] Enemy's soft damage -(HP -120000)/60000% (max 2%)	
[PvP] Bone Bracelet	— Max. HP +15% of the base stat [REMOVED] — [PvP] Enemy's soft damage -2%	— Max. HP +15% of the base stat [NEW] — [PvP] Enemy's soft damage -(HP -120000)/60000% (max 2%)	
[PvP] Spiky Helmet	— Max. HP +5% of the base stat [REMOVED] — [PvP] Enemy's magic soft damage -5% [REMOVED] — [PvP] Enemy's critical damage -8% — [PvP] Debuff protect. (Lvl 4) +15%	— Max. HP +5% of the base stat [NEW] — [PvP] Enemy's magic soft damage -(user's total H -120000)/24000% (max 5%) [NEW] — [PvP] Enemy's critical damage - (user's total HP-120000)/15000% (max 8%)	

[PvP] Mask of the Master	— Max. HP +8% of the base stat [REMOVED] — [PvP] Enemy's magic soft damage -5% [REMOVED] — [PvP] Enemy's critical damage -6% — [PvP] Debuff protect. (Lvl 4) +10%	— Max. HP +8% of the base stat [NEW] — [PvP] Enemy's magic soft damage -(HP -120000)/18000% (max 5%) [NEW] — [PvP] Enemy's critical damage - (user's total HP-120000)/20000% (max 6%)	
[PvP] Tough Gloves	— Max. HP +10% of the base stat [REMOVED] — [PvP] Enemy's soft damage -3% [REMOVED] — [PvP] Hit rate +150	— Max. HP +10% of the base stat [NEW] — [PvP] Enemy's soft damage -(HP -120000)/40000% (max 3%) [NEW] — [PvP] Hit rate + (user's total HP -120000)/800 (max 150)	
[PvP] Black Leather Shoes	[REMOVED] — [PvP] Enemy's Attack Power -10% — Max. HP +25% of the base stat — Movement speed +1	[NEW] — [PvP] Enemy's Attack Power - (user's total HP -120000)/ 12000% (max. 10%) — Max. HP +25% of the base stat — Movement speed +1	
Plague Mask/Hat (Permanent)	— Max. HP +15% of the base stat [REMOVED] — Every 5 enemy attacks, [Health Shield] is received — Experience Gain +5%	— Max. HP +15% of the base stat [NEW] — Every 20 -(user's total HP/16500) enemy attacks, [Website of the base stat [NEW] — Experience Gain +5%	
	Wealth Shield	Health Shield	
	General Buff (Level 4)	General Buff (Level 4)	
	Duration: 3 seconds	Duration: 3 seconds	
	This effect has a cooldown of 8 seconds.	This effect has a cooldown of 8 seconds.	
	— A shield with a value of 3% of the user's total HP is received	— A shield with a value of 3% 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	Side Effect: after 0.1 seconds — If the HP granted by the shield is lost, this effect disappears	
Karate Gi (Permanent)	[REMOVED] — On defence, causes 15% of the user's final defence as damage to the enemy (max. 3250 in PvP) — [PvP] Maximum HP +15% of the user's base stat — [PvP] Movement speed +1	[NEW] — On defence, causes 0,0015% of the user's total HP as damage to the enemy (max. 3250 in PvP) — [PvP] Maximum HP +15% of the user's base stat — [PvP] Movement speed +1	

3.TITLES

Name	Original	New	
Black Knight (Tank)		[NEW] — [PvP] Defence +60 [NEW] — [PvP] Maximum HP +12% of the user's base stat [NEW]— [PvP] Enemy's critical damage -4% of their total [NEW]— [PvP] Enemy's magic soft damage -4%	
Super Saiyajin (Bruiser)	— Max.HP +4% of the user's base stat — [PvP] Attack power +5% of the user's base attack stat	[NEW] — [PvP] Movement speed +1 — Max.HP +6% of the user's base stat — [PvP] Attack power +10% of the user's base attack stat	
Hunter X Hunter (DPS)	[REMOVED] — Attack Power +60 — [PvP] Critical chance +2% — [PvP] Movement speed +1	— [PvP] Basic attack Power +150 — [PvP] Critical chance +3% — [PvP] Movement speed +1	
White Knight (Assasin)	[REMOVED] — Attack Power +60 [REMOVED] — Magic Attack Power +30 [REMOVED] — [PvP] Critical damage +4% — [PvP] Movement speed +1	[NEW] — [PvP] Skill attack power +150 [NEW] — [PvP] Skills cooldown -5% (max 20%) [NEW] — [PvP] Magic Attack Power +30 — [PvP] Movement speed +1	

4.TATTOOS

Name	Original	New	
Bear Stamina	[REMOVED] — Maximum HP +1% of the user's base amount	[NEW] — Maximum HP +1%	
Bear Stamina +1	[REMOVED] — Maximum HP +1% of the user's base amount	[NEW] — Maximum HP +1%	
Bear Stamina +2	[REMOVED] — Maximum HP +2% of the user's base amount	[NEW] — Maximum HP +2%	
Bear Stamina +3	[REMOVED] — Maximum HP +2% of the user's base amount	[NEW] — Maximum HP +2%	
Bear Stamina +4	[REMOVED] — Maximum HP +3% of the user's base amount	[NEW] — Maximum HP +3%	
Bear Stamina +5	[REMOVED] — Maximum HP +3% of the user's base amount	[NEW] — Maximum HP +3%	
Bear Stamina +6	[REMOVED] — Maximum HP +4% of the user's base amount	[NEW] — Maximum HP +4%	
Bear Stamina +7	[REMOVED] — Maximum HP +4% of the user's base amount	[NEW] — Maximum HP +4%	
Bear Stamina +8	[REMOVED] — Maximum HP +6% of the user's base amount	[NEW] — Maximum HP +6%	
Bear Stamina +9	[REMOVED] — Maximum HP +10% of the user's base amount	[NEW] — Maximum HP +10%	

Paimon's Deadly Curse	— Has a 100% chance of causing [Paimon's Deadly Curse]	[NEW] — Every 9 skills [Paimon's Booster] is received	Paimon's Booster — [PvP] Magic damage caused +4% Side effect: after 0.1 seconds [NEW] — Disappears upon landing a hit
Paimon's Deadly Curse +1	— Has a 100% chance of causing [Paimon's Deadly Curse]	[NEW] — Every 8 skills [Paimon's Booster] is received	Paimon's Booster — [PvP] Magic damage caused +4% Side effect: after 0.1 seconds [NEW] — Disappears upon landing a hit
Paimon's Deadly Curse +2	— Has a 100% chance of causing [Paimon's Deadly Curse]	[NEW] — Every 8 skills [Paimon's Booster] is received	Paimon's Booster — [PvP] Magic damage caused +4% Side effect: after 0.1 seconds [NEW] — Disappears upon landing a hit
Paimon's Deadly Curse +3	— Has a 100% chance of causing [Paimon's Deadly Curse]	[NEW] — Every 7 skills [Paimon's Booster] is received	Paimon's Booster (Level 2) — [PvP] Magic damage caused +6% Side effect: after 0.1 seconds [NEW] — Disappears upon landing a hit
Paimon's Deadly Curse +4	— Has a 100% chance of causing [Paimon's Deadly Curse]	[NEW] — Every 7 skills [Paimon's Booster] is received	Paimon's Booster (Level 2) — [PvP] Magic damage caused +6% Side effect: after 0.1 seconds [NEW] — Disappears upon landing a hit
Paimon's Deadly Curse +5	— Has a 100% chance of causing [Paimon's Deadly Curse]	[NEW] — Every 6 skills [Paimon's Booster] is received	Paimon's Booster (Level 2) — [PvP] Magic damage caused +6% Side effect: after 0.1 seconds [NEW] — Disappears upon landing a hit
Paimon's Deadly Curse +6	— Has a 100% chance of causing [Paimon's Deadly Curse]	[NEW] — Every 6 skills [Paimon's Booster] is received	Paimon's Booster (Level 3) — [PvP] Magic damage caused +8%

			Side effect: after 0.1 seconds [NEW] — Disappears upon landing a hit
Paimon's Deadly	— Has a 100% chance of causing [Paimon's Deadly Curse]	[NEW] — Every 5 skills [Paimon's Booster] is received	Paimon's Booster (Level 3)
Curse +7			— [PvP] Magic damage caused +8%
			Side effect: after 0.1 seconds [NEW] — Disappears upon landing a hit
Paimon's Deadly	— Has a 100% chance of causing [Paimon's Deadly Curse]	[NEW] — Every 5 skills [Paimon's Booster] is received	Paimon's Booster (Level 3)
Curse +8	, .		— [PvP] Magic damage caused +8%
			Side effect: after 0.1 seconds [NEW] — Disappears upon landing a hit
Paimon's Deadly	— Has a 100% chance of causing [Paimon's Deadly Curse]	[NEW] — Every 3 skills [Paimon's Booster] is received	Paimon's Booster (Level 4)
Curse +9			— [PvP] Magic damage caused +10%
			Side effect: after 0.1 seconds [NEW] — Disappears upon landing a hit

5.WINGS

Name	Original	New
PvP] Zephyr	Every 5 attacks [Zephyr Force] — [PvP] Attack power +60 Side Effect: after 0.1 seconds — [PvP] Received debuff duration -15% (max. 50%) — [PvP] Movement speed +2	Every 4 attacks [Zephyr Force] — [PvP] Attack power +60 Side Effect: after 0.1 seconds — [PvP] Received debuff duration -20% (max. 50%) — [PvP] Movement speed +2
[PvP] Rainbow Wings	— [PvP] Attack power +80 — [PvP] Defence +40 Side Effect: after 0.1 seconds — [PvP] Movement speed +1	— [PvP] Attack power +80 — [PvP] Defence +80 [NEW] — Max. HP +5% of the base stat Side Effect: after 0.1 seconds — [PvP] Movement speed +2
	[PvP] Rainbow Boost Duration: 5s [REMOVED] — [PvP] Attack power +10%	[PvP] Rainbow Boost Duration: 8s [NEW] — [PvP] Damage caused +10%

	— [PvP] Has a 10% chance to increase damage caused by 10% [REMOVED] — Movement Speed +1	— [PvP] Has a 10% chance to increase damage caused by 10% [NEW] — Damage received -15% [NEW] — [PvP] Hit rate +198 (Player Level *2) Side Effect: after 0,1 seconds Disappears upon landing a hit
Golden Eagle Costume Wings	— If the user receives a life shield effect has a 100% chance of receiving [Golden Eagle Shield]	— If the user receives a life shield effect has a 100% chance of receiving [Golden Eagle Shield]
	Golden Eagle Shield	Golden Eagle Shield
	— [PvP] Damage received is decreased by player's total HP/9500 [REMOVED] — On defence, causes 10% of the user's final defence as damage to the enemy (max 3250 in PvP)	— [PvP] Damage received is decreased by player's total HP/9500 [NEW] — On defence, causes 0,0013% of the user's total HP as damage to the enemy (max. 3250 in PvP)

6. WEAPON COVERS

Sharp Wand Skin	[REMOVED] — [PvP] Skill magic damage caused +3% — Attack Power +65	[NEW] — Skill attack power +5% — Attack Power +65
Tennis Racquet Skin	[REMOVED] — [PvP] Skill magic damage caused +5% — Attack Power +100	[NEW] — Skill attack power +10% — Attack Power +100
Jotun Khal Power Wand	[REMOVED] — [PvP] Skill magic damage caused +10% — Attack Power +200	[NEW] — Skill attack power +20% — Attack Power +200

7.BATTLE CRYSTALS

[PvP] Brawler Shield	A shield with a value of 5% of the user's total HP is received [PvP] Damage caused +10% Movement speed +15%	A shield with a value of 10% of the user's total HP is received [PvP] Damage caused +10% Movement speed +15%
	Side effect: after 0.1 seconds If the HP granted by the shield is lost this effect disappears	Side effect: after 0.1 seconds If the HP granted by the shield is lost this effect disappears
	Once the effect's duration is over, [PvP] Shield Explosion] occurs, in releasing at the probability of 100%	Once the effect's duration is over, [[PvP]Courage Shield] occurs, in releasing at the probability of 100%
	[PvP] Courage Shield Buff (Level 5) Duration: 2,5 seconds [REMOVED] — Within a radius of 2 fields the explosion causes Total Player HP/10% damage at the end.	[PvP] Courage Shield Buff (Level 5) Duration: 30 seconds [NEW] [PvP] Attack power +5% of the user's base attack stat [NEW] — [PvP] Damage received - [user's base attack
[PvP] Titan Soul	[PvP] Titan Skin General Buff Level 3 Duration 25 seconds [PvP] Defence +198 (Player Level *2) [PvP] Defence +15% [PvP] Enemy's soft damage -5%	power/150)% [PvP] Titan Skin General Buff Level 3 Duration 35 seconds [PvP] Defence +99 (Player Level *1) [PvP] Defence +5% [PvP] Enemy's soft damage -5%

8.NEW CRAFTS

[PvP] Frost Champions Wings		[NEW] 200
[PvP] Crystal Wings		[NEW] 200
[PvP] Rainbow Wings		[NEW] 200
[PvP] Mega Titan Wings	2000	[NEW] 200
[PvP] Lightning Wings	8000	[NEW] 200
[PvP] Zephyr Wings	8000	[NEW] 200