











ITEMS

TIER I




It is crafted with the scroll () at a cost of 50 BM and the chest at a cost of 200 BM

Name	Explanation	New
Weapon Cover		
Sharp sword Skin (Permanent) Sharp bow Skin (Permanent) Sharp glove Skin (Permanent)	Assassin (Low Tier) 	— [PvP] Attack power +65 — [PvP] Critical damage +8%
Sharp wand Skin (Permanent)	Assassin (Low Tier)	— [PvP] Attack power +65 — [PvP] Skill magic damage caused +3%
Light sword Skin (Permanent) Light bow Skin (Permanent) Light wand Skin (Permanent) Light glove Skin	DPS (Low Tier) 	— Every 4 basic attacks, [Novice Freezing Blast] is received — Attack Power +30 <hr/> Novice Freezing Blast General Buff (Level 5) Duration: 3 seconds — When attacking, there's a 100% chance to cast a freezing blast that deals 7% of the original basic attack's damage

(Permanent)		— Recovers user's critical chance *7 HP for each basic attack landed Side Effect: after 0.1 seconds — Disappears upon landing a basic attack
 Heavy sword Skin (Permanent)  Heavy bow Skin (Permanent)  Heavy wand Skin (Permanent)  Heavy glove Skin (Permanent)	Tank (Low Tier) 	— [PvP] Final damage is increased by ((player's total HP - 185000 / 80) — On defence, causes 2% of the user's final defence as damage to the enemy (max. 3250 in PvP)
 Balanced sword Skin (Permanent)  Balanced bow Skin (Permanent)  Balanced wand Skin (Permanent)  Balanced glove Skin (Permanent)	Bruiser (Low Tier) 	— Attack Power +25 — [PvP] Attack power +6% of the user's base attack stat

TIER II









It is crafted with the scroll () at a cost of 50 BM and the chest at a cost of 400 BM






Name	Explanation	New
Costume Hats		

 Winter Hat (Permanent)	Assassin (Low Tier)	<p>— Upon casting [PvP] Treacherous Strike has 100% chance to receive [ Winter's Berserk Mode]</p> <p>— Attack Power +15</p> <p>— [PvP] Enemy's defence -40</p> <hr/> <p> Winter's Berserk Mode</p> <p>General Buff (Level 2) Duration: 3 seconds</p> <p>— On skill usage, there's a 100% chance of summoning an onyx clone to carry an additional attack and deal 25% of the damage you have already inflicted.</p> <p>Side Effect: after 0.1 seconds</p> <p>— Disappears upon landing a hit</p> <p> Second Burst Phase occurs, in releasing at the probability of 100%</p> <hr/> <p> Second Burst Phase</p> <p>General Buff (Level 5) Duration: 3 seconds</p> <p>— On skill usage, there's a 100% chance of summoning an onyx clone to carry an additional attack and deal 15% of the damage you have already inflicted.</p> <p>Side effect: after 0.1 seconds</p> <p>— This effect disappears upon landing a hit</p>
 Easter Bunny Hat (Permanent)	DPS (Low Tier)	<p>— Every 5 basic attacks, [ Novice Marksman's Eye] is received</p> <p>— Critical chance +2%</p> <hr/>




		 Marksman's Eye General Buff (Level 3) Duration: 3 seconds — [PvP] Final damage of basic attacks is increased by user's critical chance * 4
 Classic Bushi Hat (Permanent)	Tank (Low Tier)	— Max. HP +7% of the base stat — Every 8 enemy attacks, [ Bushi Shield] is received <hr/>  Bushi Shield General Buff (Level 4) Duration: 3 seconds This effect has a cooldown of 10 seconds. — A shield with a value of 2% 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
 Reindeer Hat (Permanent)	Bruiser (Low Tier)	— [PvP] Attack power +8% of the user's base attack stat — [PvP] Maximum HP +2% of the user's base stat — On attack, has a 30% chance to receive [ Reindeer Pride] <hr/>  Reindeer Pride General Buff (Level 5) Duration: 4 seconds This effect has 8 seconds of cooldown. — [PvP] Attack power +50% of the user's base attack stat

		<ul style="list-style-type: none"> — [PvP] Damage received - (user's base attack power / 175)% — [PvP] Damage received -(user's total HP / 9999)%
 Santa Bushtail Hat (Permanent)	DPS Skill Caster (Low Tier)	<ul style="list-style-type: none"> — Every 5 skills, [ Gift from Santa Bushtail] is received — Attack Power +10 — Skills cooldown -5% (max. 20%) <hr/> <p> Gift from Santa Bushtail</p> <p>Magic Buff (Level 1) Duration: 5 seconds</p> <p>Accelerates spells.</p> <ul style="list-style-type: none"> — [PvP] Damage to HP conversion +10% — [PvP] Final damage caused by skills increased by (enemy's total HP/70000)% of the enemy's total HP <p>Side Effect: after 0.1 seconds</p> <ul style="list-style-type: none"> — Disappears upon landing 2 hits







Costumes		
 Long Winter Coat (Permanent)	Assassin (Low Tier)	<ul style="list-style-type: none"> — [PvP] Enemy's defence -10 — [PvP] Movement speed +1 if user's defence reduction is equal or higher than 200 — [PvP] Movement speed +1
 Easter Bunny Costume (Permanent)	DPS (Low Tier)	<ul style="list-style-type: none"> — Movement speed is increased by user's critical chance / 40 (max. 2)
 Classic Bushi Costume (Permanent)	Tank (Low Tier)	<ul style="list-style-type: none"> — On defence, causes 7% of the user's final defence as damage to the enemy (max. 3250 in PvP) — [PvP] Maximum HP +5% of the user's base stat — [PvP] Movement speed +1

 Reindeer Costume (Permanent)	Bruiser (Low Tier)	<ul style="list-style-type: none"> — [PvP] Attack power +8% of the user's base attack stat — [PvP] Maximum HP +2% of the user's base stat — [PvP] Movement speed +1
 Santa Bushi Costume (Permanent)	DPS Skill Caster (Low Tier)	<ul style="list-style-type: none"> — Movement speed +1 — if [ Gift from Santa Bushtail] is active, receives [ Santa Bushtail Speed Boost] <hr/> <div>  Santa Bushtail Speed Boost </div> <p> Magic Buff (Level 1) Duration: 6 seconds </p> <ul style="list-style-type: none"> — Movement speed +1







TIER III












Name	Explanation	New
Costume Hats		
 Illusionist's Top Hat (Permanent)	Assassin (Mid Tier)	<ul style="list-style-type: none"> — Upon casting [PvP] Treacherous Strike has 100% chance to receive [ Onyx Trick] — Attack Power +70 — [PvP] Enemy's defence -40 <hr/> <div>  Onyx Trick </div> <p> General Buff (Level 2) Duration: 3 seconds </p> <ul style="list-style-type: none"> — 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. <p> Side Effect: after 0.1 seconds — Disappears upon landing a hit </p>

		<div> Second Burst Phase occurs, in releasing at the probability of 100%</div> <hr/> <div> Second Burst Phase</div> <div>General Buff (Level 5) Duration: 3 seconds</div> <div>— On skill usage, there's a 100% chance of summoning an onyx clone to carry an additional attack and deal 15% of the damage you have already inflicted.</div> <div>Side effect: after 0.1 seconds</div> <div>— This effect disappears upon landing a hit</div>
<div> Concierge Hat (Permanent)</div>	Assassin (Mid Tier)	<div>— Upon casting [PvP] Treacherous Strike has 100% chance to receive</div> <div> End of Service</div> <div>— Attack Power +70</div> <div>— [PvP] Enemy's defence -40</div> <hr/> <div> End of Service</div> <div>General Buff (Level 2) Duration: 3 seconds</div> <div>— 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.</div> <div>Side Effect: after 0.1 seconds</div> <div>— Disappears upon landing a hit</div> <div> Second Burst Phase occurs, in releasing at the probability of 100%</div> <hr/>












		 Second Burst Phase General Buff (Level 5) Duration: 3 seconds — On skill usage, there's a 100% chance of summoning an onyx clone to carry an additional attack and deal 15% of the damage you have already inflicted. Side effect: after 0.1 seconds — This effect disappears upon landing a hit
 Oto-Fox Hat (Permanent)	DPS (Mid Tier)	— Every 4 basic attacks, [ Three-tailed Fox] is received — Attack Power +40 — Critical chance +2% <hr/>  Three-tailed Fox General Buff (Level 3) Duration: 3 seconds — [PvP] Final damage of basic attacks is increased by user's critical chance * 5
 Captain's Hat (Permanent)	DPS (Mid Tier)	— Every 4 basic attacks, [ Pirate's Astuteness] is received — Attack Power +40 — Critical chance +2% <hr/>  Pirate's Astutenes General Buff (Level 3) Duration: 3 seconds — [PvP] Final damage of basic attacks is increased by user's critical chance * 5
 Ice Witch Hat (Permanent)	Tank (Mid Tier)	— Max. HP +10% of the base stat — Every 7 enemy attacks, [ Ice Witch's













		<p>Shield] is received</p> <hr/> <p> Ice Witch's Shield</p> <p>General Buff (Level 4) Duration: 3 seconds</p> <p>This effect has a cooldown of 8 seconds.</p> <p>— A shield with a value of 2% of the user's total HP is received</p> <p>Side Effect: after 0.1 seconds — If the HP granted by the shield is lost, this effect disappears</p>
<p> Groovy Beach Hat (Permanent)</p>		<p>— Max. HP +10% of the base stat — Every 7 enemy attacks, [ Sunblock] is received — Protects 100% of the radiant Summer Sun</p> <hr/> <p> Sunblock</p> <p>General Buff (Level 4) Duration: 3 seconds</p> <p>This effect has a cooldown of 8 seconds.</p> <p>— A shield with a value of 2% of the user's total HP is received</p> <p>Side Effect: after 0.1 seconds — If the HP granted by the shield is lost, this effect disappears</p>
<p> Honeybee Crown (Permanent)</p>	Bruiser (Mid Tier)	<p>— [PvP] Attack power +10% of the user's base attack stat — [PvP] Maximum HP +3% of the user's base stat — On attack, has a 35% chance to receive [ Honey Pride]</p> <hr/> <p> Honey Pride</p>








		<p>General Buff (Level 5) Duration: 4 seconds</p> <p>This effect has 8 seconds of cooldown.</p> <ul style="list-style-type: none"> — [PvP] Attack power +75% of the user's base attack stat — [PvP] Damage received - (user's base attack power / 150)% — [PvP] Damage received -(user's total HP / 9999)%
 Snorkelling Mask (Permanent)	Bruiser (Mid Tier)	<ul style="list-style-type: none"> — [PvP] Attack power +10% of the user's base attack stat — [PvP] Maximum HP +3% of the user's base stat — On attack, has a 35% chance to receive [ Dive Pride] <hr/> <p> Dive Pride</p> <p>General Buff (Level 5) Duration: 4 seconds</p> <p>This effect has 8 seconds of cooldown.</p> <ul style="list-style-type: none"> — [PvP] Attack power +75% of the user's base attack stat — [PvP] Damage received - (user's base attack power / 150)% — [PvP] Damage received -(user's total HP / 9999)%
 Police Cap (Permanent)	DPS Skill Caster (Mid Tier)	<ul style="list-style-type: none"> — Every 5 skills, [ Police on duty] is received — Attack Power +30 — Skills cooldown -7% (max. 20%) <hr/> <p> Police on duty</p> <p>Magic Buff (Level 1) Duration: 6.5 seconds</p>





		<ul style="list-style-type: none"> — [PvP] Damage to HP conversion +12% — [PvP] Final damage caused by skills increased by (enemy's total HP/62500)% of the enemy's total HP <p>Side Effect: after 0.1 seconds</p> <ul style="list-style-type: none"> — Disappears upon landing 2 hits
Costumes		
 Illusionist's Costume (Permanent)  Concierge Uniform (Permanent)	Assassin (Mid Tier)	<ul style="list-style-type: none"> — Attack Power +20 — [PvP] Enemy's defence -10 — [PvP] Movement speed +1 if user's defence reduction is equal or higher than 200 — [PvP] Movement speed +1
 Oto-Fox Costume (Permanent)  Sailing Costume (Permanent)	DPS (Mid Tier)	<ul style="list-style-type: none"> — Critical chance +1% — Movement speed is increased by user's critical chance / 40 (max. 2)
 Ice Witch Costume (Permanent)  Groovy Beach Costume (Permanent)	Tank (Mid Tier)	<ul style="list-style-type: none"> — On defence, causes 10% of the user's final defence as damage to the enemy (max. 3250 in PvP) — Maximum HP +8% of the user's base stat — Movement speed +1
 Honeybee Costume (Permanent)  Snorkelling Outfit (Permanent)	Bruiser (Mid Tier)	<ul style="list-style-type: none"> — [PvP] Attack power +14% of the user's base attack stat — [PvP] Maximum HP +4% of the user's base stat — Movement speed +1
 Police Uniform (Permanent)	DPS Skill Caster (Mid Tier)	<ul style="list-style-type: none"> — Skills cooldown -5% (max. 20%) — Attack Power +20 — Movement speed +1 — if [ Police on duty] is active, receives [ Police chase]

		 Police chase Magic Buff (Level 1) Duration: 7.5 seconds — Movement speed +1
Costume Wings		
 Shadow Costume Wings	Assassin (Mid Tier)	— [PvP] If the user reduces 16% of their enemy's total HP from a single blow, [ Shadow Mark] is received <hr/>  Shadow Mark General Buff (Level 3) Duration: 5 seconds This effect has 30 seconds of cooldown. — [PvP] Damage caused +20% Side Effect: after 0.1 seconds — Disappears upon landing 2 hits
 Belial Costume Wings	DPS (Mid Tier)	Every 5 basic attacks, [ Belial's Wrath] is received <hr/>  Belial's Wrath General Buff (Level 10) Duration: 3 seconds — When attacking, there's a 80% chance to cast phoenix flame that deals 15% of the original basic attack's damage Side Effect: after 0.1 seconds — Disappears upon landing a basic attack
 Cloudy Costume Wings	Tank (Mid Tier)	— If the user receives a life shield effect has a 80% chance of receiving [ Pristine] <hr/>  Pristine

		<p>General Buff (Level 4) Duration: 3 seconds</p> <p>— [PvP] Damage received is decreased by player's total HP / 9900 — On defence, causes 5% of the user's final defence as damage to the enemy (max. 3250 in PvP)</p>
 Steampunk Costume Wings	Bruiser (Mid Tier)	<p>— Every 5 attacks, [ Soul Energy] is received</p> <hr/> <p> Soul Energy</p> <p>General Buff (Level 2) Duration: 10 seconds</p> <p>— [PvP] Attack power +15% of the user's base attack stat — [PvP] Damage to HP conversion +8% — Disappears upon landing 2 hits</p>
Weapon Cover		
 Baseball Bat Skin (Permanent)  Recurve Bow Skin (Permanent)  Boxing Glove (Permanent)	Assassin (Mid Tier)	<p>— [PvP] Attack power +100 — [PvP] Critical damage +15%</p>
 Tennis Racquet Skin (Permanent)	Assassin (Mid Tier)	<p>— [PvP] Attack power +100 — [PvP] Skill magic damage caused +5%</p>
 Winter Sword (Permanent)  Winter Bow (Permanent)	DPS (Mid Tier)	<p>— Every 4 basic attacks, [ Freezing Blast] is received — Attack Power +60</p> <hr/> <p> Freezing Blast</p>








 Winter Wand (Permanent)  Winter Gauntlets (Permanent)		<p>General Buff (Level 5) Duration: 3 seconds</p> <p>— When attacking, there's a 100% chance to cast a freezing blast that deals 10% of the original basic attack's damage — Recovers user's critical chance *10 HP for each basic attack landed</p> <p>Side Effect: after 0.1 seconds — Disappears upon landing a basic attack</p>
 Imp Cudgel Skin (Permanent)  Wildflower Bow Skin (Permanent)  Uchiwa Skin (Permanent)  Thorns Fist (Permanent)	Tank (Mid Tier)	<p>— [PvP] Final damage is increased by ((player's total HP - 185000 / 65) — On defence, causes 4% of the user's final defence as damage to the enemy (max. 3250 in PvP)</p>
 Frozen Swordfish (Permanent)  Octobow (Permanent)  Coral Wand (Permanent)  Lobster Claw (Permanent)	Bruiser (Mid Tier)	<p>— Attack Power +50 — [PvP] Attack power +8% of the user's base attack stat</p>
Wing Cover		
 Onyx Wings	Assassin (Mid Tier)	 Onyx Wings <p>General Buff (Level 10) Duration: 300 seconds</p> <p>Titan Booster</p>



		<ul style="list-style-type: none"> — Attack Power +80 — On skill usage, there's a 25% chance of summoning an onyx clone to carry an additional attack and deal 30% of the damage you have already inflicted. — Movement speed +1
 Golden Wings	DPS (Mid Tier)	 Golden Wings General Buff (Level 10) Duration: 300 seconds <ul style="list-style-type: none"> — Every 4 basic attacks [ Golden Arrow] is received — Critical chance +20% of the user's total — Movement speed +1 <hr/>  Golden Arrow Buff (Level 3) Duration: 3.0 seconds <ul style="list-style-type: none"> — There's a 100% chance of firing an arrow that deals 15% of the original basic attack's damage Side Effect: after 0.1 seconds <ul style="list-style-type: none"> — Disappears upon landing a basic attack
 Titan Wings	Tank (Mid Tier)	General Buff (Level 10) Duration: 300 seconds Titan Booster <ul style="list-style-type: none"> — Max. HP +5% of the base stat — Defence +80 — Every 4 enemy attacks, [ Titanium Spikes] is received <hr/>  Titanium Spikes General Buff (Level 4) Duration: 8 seconds

		<ul style="list-style-type: none">— On defence, causes 15% of the user's final defence as damage to the enemy (max. 3250 in PvP)— On defence, has a 100% chance to cause [ Not so Serious Wounds] on your opponent (ignores debuff protection)
 Blade Wings	Bruiser (Mid Tier)	<div> Blade Wings</div> <div>General Buff (Level 10) Duration: 300 seconds</div> <div><ul style="list-style-type: none">— [PvP] Attack power +8% of the user's base attack stat— Max. HP +4% of the base stat— If user's HP is reduced below 12% of its total, [ Shield of Blades] is received</div> <div>Side Effect: after 0.1 seconds<ul style="list-style-type: none">— Every 5 enemy attacks, [Blade Fury] is received— [PvP] Movement speed +1</div> <div><hr/> Shield of Blades</div> <div>General Buff (Level 4) Duration: 8 seconds</div> <div>This effect has a cooldown of 90 seconds.</div> <div>A shield with a value of 8% of the user's total HP is received Never receives critical hits Magic damage received -20%</div> <div>Side Effect: after 0.1 seconds If the HP granted by the shield is lost, this effect disappears</div> <div><hr/>Blade Fury</div>






		<p>General Buff (Level 4) Duration: 6 seconds</p> <p>This effect has a cooldown of 8 seconds.</p> <p>[PvP] Final damage is increased by user's base attack power * 1 [PvP] Damage received - (user's base attack power / 200)%</p> <p>Side Effect: after 0.1 seconds Disappears upon landing a hit</p>
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TIER IV

Name	Explanation	Original	New
Costume Hats			
 Magic Hat of Light (Permanent)	DPS Caster	<p>— Every 4 skills, [ Arcane Accelerator] is received</p> <p>— Attack Power +60</p> <hr/> <p> Arcane Accelerator</p> <p>Magic Buff (Level 1) Duration: 8 seconds</p> <p>[REMOVED] — Skill Cooldown -10% (max. 30%)</p> <p>— [PvP] Damage to HP conversion +15%</p> <p>— [PvP] Final damage caused by skills increased by (enemy's total HP/50000)% of the enemy's total HP</p> <p>Side Effect: after 0.1 seconds — Disappears upon landing 2 hits</p>	<p>— Every 4 skills, [ Arcane Absorption] is received</p> <p>— Attack Power +60</p> <p>[NEW] — Skills cooldown -10% (max. 20%)</p> <hr/> <p> Arcane Absorption</p> <p>Magic Buff (Level 1) Duration: 8 seconds</p> <p>— [PvP] Damage to HP conversion +15%</p> <p>— [PvP] Final damage caused by skills increased by (enemy's total HP/50000)% of the enemy's total HP</p> <p>Side Effect: after 0.1 seconds — Disappears upon landing 2 hits</p>
 Magic Garment of Light (Permanent)	DPS Caster	<p>— Attack Power +60</p> <p>— Skills cooldown -5% (max. 20%)</p> <p>— Movement speed +1</p>	<p>— Attack Power +60</p> <p>— Skills cooldown -5% (max. 20%)</p> <p>— Movement speed +1</p> <p>— if [ Arcane Absorption] is active,</p>

			receives [ Arcane Accelerator]
			<div> Arcane Accelerator</div> <div>Magic Buff (Level 1) Duration: 9.5 seconds — Movement speed +1</div>

BATTLE CRYSTALS

Name	Original	New
 [PvP] Accurate Strike	<div>Element: None Job level: 0 Lv Attack Range: Itself Target: Select One</div> <div>Casting time: 0s Cooldown: 20s MP cost: 100</div> <div>— Has a 100% chance of causing [ [PvP] Accurate Strike]</div>	<div>Element: None Job level: 0 Lv Attack Range: Itself Target: Select One</div> <div>Casting time: 0s Cooldown: 20s MP cost: 100</div> <div>— Has a 100% chance of causing [ [PvP] Accurate Strike] [NEW] — Has a 100% chance of causing [ [PvP] Accurate Shot]</div> <div><div> [PvP] Accurate Shot</div><div>Magic Buff (Level 5) Duration: 20 seconds — Hit rate +298 (PlayerLevel*3)</div></div>


SPECIALIST CHANGES



Wild Keeper

Role:

Main: Bruiser

Secondary: DPS

Name	Original	New
 Passive	<ul style="list-style-type: none"> — [PvP] Base Attack +482 — [PvP] Attack Power -482 — [PvP] Final critical damage -20% of its total — [PvP] User's soft damage -10% — [PvP] Base HP +8000 	<ul style="list-style-type: none"> — [PvP] Base Attack +482 — [PvP] Attack Power +600 — [PvP] Final critical damage -25% of its total — [PvP] User's soft damage -15% — [PvP] Base HP +6500
 [PvP] Eagle Spirit	<p>Cooldown: 60s Attack Range: Itself Target: Select One Mana: 150 mp</p> <p>— Has a 100% chance of causing  [PvP] Eagle Spirit</p> <hr/> <p> [PvP] Eagle Spirit</p> <p>General Buff (Level 3) Duration: 600 seconds</p> <ul style="list-style-type: none"> — [PvP] Hit rate +198 (Player Level * 2) — [PvP] Damage received -15% 	<p>Cooldown: 60s Attack Range: Itself Target: Select One Mana: 150 mp</p> <p>— Has a 100% chance of causing  [PvP] Eagle Spirit</p> <hr/> <p> [PvP] Eagle Spirit</p> <p>General Buff (Level 3) Duration: 600 seconds</p> <ul style="list-style-type: none"> — [PvP] Hit rate +198 (Player Level * 2) — [PvP] Damage received -10% [NEW] — [PvP] Enemy's attack bonus strength -5% (max. 75%)
 [PvP] Forest Power	<p>Cooldown: 90s Attack Range: 9 cell Target: Around Enemy in 4 cell Mana: 200 mp</p> <ul style="list-style-type: none"> — Attack power scaling: 100% Ranged attack power +1750 — [PvP] Light energies +1800 — Has a 80% chance of causing  [PvP] Cut — Cannot be evaded 	<p>Cooldown: 90s Attack Range: 9 cell Target: Around Enemy in 4 cell Mana: 200 mp</p> <ul style="list-style-type: none"> — Attack power scaling: 95% Ranged attack power +1750 — [PvP] Light energies +1800 — Has a 80% chance of causing  [PvP] Cut — Cannot be evaded





	 [PvP] Cut General Debuff (Level 4) Duration: 13 seconds — Reduces remaining MP by 25%. — [PvP] Defence -50%	 [PvP] Cut General Debuff (Level 4) Duration: 13 seconds — Reduces remaining MP by 20%. — [PvP] Defence 25%
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Blue Magician

Role

Main: DPS Skill Caster

Name	Original	New
 [PvP] Freezing Blast	Cooldown: 30s Attack Range: 14 cell Target: Around Enemy in 1 cell Mana: 120 mp — Attack power scaling: 110% Magic attack power +650 — [PvP] Water energies +800 — Has a 100% chance of causing  [PvP] Shivering Frost] (ignores debuff protection)	Cooldown: 25s Attack Range: 14 cell Target: Around Enemy in 1 cell Mana: 120 mp — Attack power scaling: 90% Magic attack power +500 — [PvP] Water energies +800 — Has a 100% chance of causing  [PvP] Shivering Frost] (ignores debuff protection)
 [PvP] Ice Chain	Cooldown: 30s Attack Range: 8 cell Target: Special Area Mana: 320 mp — Attack power scaling: 105% Magic attack power +250 — [PvP] Water energies +1600 — Has a 80% chance of causing  [PvP] Frozen]	Cooldown: 30s Attack Range: 8 cell Target: Special Area Mana: 320 mp — Attack power scaling: 95% Magic attack power +250 — [PvP] Water energies +1600 — Has a 80% chance of causing  [PvP] Frozen]



[PvP] Frozen
Shield

Cooldown: 15s
Attack Range: Itself
Target: Select One
Mana: 220 mp

- Has a 100% chance of causing [] [PvP] Frozen Shield]
- Has a 100% chance of causing [] [PvP] Frost Shield]



[PvP] Frozen Shield

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

- On defence, has a 100% chance to cause [] [PvP] Slight Frozen] on your opponent (ignores debuff protection)



[PvP] Slight Frozen

Magic Debuff
(Level 1)
Duration: 2 seconds

- [REMOVED]** — Movement impossible
- No attack possible
- [PvP] Water resistance -5

Cooldown: **28s**
Attack Range: Itself
Target: Select One
Mana: 220 mp

- Has a 100% chance of causing [] [PvP] Frozen Shield]
- Has a 100% chance of causing [] [PvP] Frost Shield]



[PvP] Frozen Shield

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


- On defence, has a 100% chance to cause [] [PvP] Slight Frozen] on your opponent (ignores debuff protection)



[PvP] Slight Frozen

Magic Debuff
(Level 1)
Duration: 2 seconds

- [NEW]** — Movement speed -4
- No attack possible
- [PvP] Water resistance -5






 [PvP] Glacier	<p>Cooldown: 25s Attack Range: Itself Target: Around Enemy in 4 cell Mana: 200 mp</p> <p>— Attack power scaling: 110% Magic attack power +500 — [PvP] Water energies +1000 — Has a 100% chance of causing [ [PvP] Cold Cutting]</p>	<p>Cooldown: 25s Attack Range: Itself Target: Around Enemy in 4 cell Mana: 200 mp</p> <p>— Attack power scaling: 95% Magic attack power +500 — [PvP] Water energies +1000 — Has a 100% chance of causing [ [PvP] Cold Cutting]</p>
 [PvP] Heavy Hail	<p>Cooldown: 30s Attack Range: 14 cell Target: Around Enemy in 3 cell Mana: 360 mp</p> <p>— Attack power scaling: 105% Magic attack power +500 — [PvP] Water energies +1200 — Has a 50% chance of causing [ Blackout]</p>	<p>Cooldown: 30s Attack Range: 14 cell Target: Around Enemy in 3 cell Mana: 360 mp</p> <p>— Attack power scaling: 100% Magic attack power +500 — [PvP] Water energies +1200 — Has a 50% chance of causing [ Blackout]</p>
 [PvP] Intense Cold	<p>Cooldown: 43s Attack Range: 14 cell Target: Around Enemy in 3 cell Mana: 300 mp</p> <p>— Attack power scaling: 110% Magic attack power +750 — [PvP] Water energies +2000 [REMOVED] — Has a 100% chance of causing [ [PvP] Magic Frost]</p>	<p>Cooldown: 40s Attack Range: 14 cell Target: Around Enemy in 3 cell Mana: 300 mp</p> <p>— Attack power scaling: 105% Magic attack power +750 — [PvP] Water energies +2000 [NEW] — Has a 100% chance of causing [ [PvP] Magic Frost] (Ignores debuff protection)</p>
 [PvP] Blizzard	<p>Cooldown: 110s Attack Range: 14 cell Target: Around Enemy in 6 cell Mana: 400 mp</p> <p>— Attack power scaling: 120% Magic attack power +1400 — [PvP] Water energies +2000 — Has a 80% chance of causing [ [PvP] Frozen]</p>	<p>Cooldown: 90s Attack Range: 14 cell Target: Around Enemy in 6 cell Mana: 400 mp</p> <p>— Attack power scaling: 110% Magic attack power +1400 — [PvP] Water energies +2000 — Has a 80% chance of causing [ [PvP] Frozen]</p>



Death Reaper

Role:

Main: Tank

Name	Description	Original	New
 [PvP] Infinite Armour		<p>Cooldown: 60s Attack Range: 0 cell Target: Select One Mana: 100 mp</p> <p>— Has a 100% chance of causing [ [PvP] Infinite Armour]</p> <hr/> <p> [PvP] Infinite Armour</p> <p>General Buff (Level 3) Duration: 600 seconds</p> <p>— [PvP] Enemy's soft damage -10% — Resists forced movement with 80% chance. — [PvP] Damage received is decreased by player's total HP / 7500 — [PvP] Enemy's defense is decreased by ((enemy's total HP -60000) / 3650)%</p>	<p>Cooldown: 60s Attack Range: 0 cell Target: Select One Mana: 100 mp</p> <p>— Has a 100% chance of causing [ [PvP] Infinite Armour]</p> <hr/> <p> [PvP] Infinite Armour</p> <p>General Buff (Level 3) Duration: 600 seconds</p> <p>— [PvP] Enemy's soft damage -10% — Resists forced movement with 80% chance. — [PvP] Damage received is decreased by player's total HP / 8500 — [PvP] Enemy's defense is decreased by ((enemy's total HP -60000) / 4000)%</p>






Renegade













Role:

Main: Bruiser

Secondary: Assassin

Name	Original	New
 [PvP] Judgement of Damnation	<p>Cooldown: 8s Attack Range: 3 cell Target: Around Enemy in 1 cell Mana: 180 mp</p> <p>— [PvP] Deals 75% of the user's plain attack stat plus an extra 300 as melee attack power — [PvP] Light energies are increased by 150 — Has a 35% chance of causing [ [PvP] Judgement of Damnation]</p>	<p>Cooldown: 8s Attack Range: 3 cell Target: Around Enemy in 1 cell Mana: 180 mp</p> <p>— [PvP] Deals 75% of the user's plain attack stat plus an extra 300 as melee attack power — [PvP] Light energies are increased by 150 — Has a 35% chance of causing [ [PvP] Judgement of Damnation]</p>

	<p>— [PvP] Has a 100% chance of leeching 3% of the enemy's total HP</p>	<p>— [PvP] Has a 100% chance of leeching 2% of the enemy's total HP</p>
 [PvP] Justice	<p>Cooldown: 24s Attack Range: 10 cell Target: Around Enemy in 4 cell Mana: 90 mp</p> <p>— [PvP] Deals 90% of the user's plain attack stat plus an extra 350 as melee attack power — [PvP] Light energies are increased by 250 — Has a 80% chance of causing [ [PvP] Judgement] — [PvP] Damage +5% of the enemy's current HP</p> <hr/> <p> [PvP] Judgement</p> <p>General Debuff (Level 2) Duration: 5 seconds</p> <p>[REMOVED] — Cannot evade incoming attacks — [PvP] Light resistance -15</p>	<p>Cooldown: 24s Attack Range: 10 cell Target: Around Enemy in 4 cell Mana: 90 mp</p> <p>— [PvP] Deals 90% of the user's plain attack stat plus an extra 350 as melee attack power — [PvP] Light energies are increased by 250 — Has a 80% chance of causing [ [PvP] Judgement] — [PvP] Damage +5% of the enemy's current HP</p> <hr/> <p> [PvP] Judgement</p> <p>General Debuff (Level 2) Duration: 8 seconds</p> <p>[NEW] — [PvP] Dodge -297 (Player Level *3) — [PvP] Light resistance -15</p>
 [PvP] Double Ripper	<p>Cooldown: 5s Attack Range: 8 cell Target: Around Enemy in 3 cell Mana: 120 mp</p> <p>— [PvP] Deals 65% of the user's plain attack stat plus an extra 100 as melee attack power — [PvP] Light energies are increased by 400 — Has a 40% chance of causing [ Bled Out] — Has a 40% chance of causing [ Paralysis] [REMOVED] — Has a 100% chance of causing [ [PvP] Resilience]</p> <hr/> <p> [PvP] Resilience</p> <p>General Buff (Level 4) Duration: 3 seconds</p>	<p>Cooldown: 5s Attack Range: 8 cell Target: Around Enemy in 3 cell Mana: 120 mp</p> <p>— [PvP] Deals 65% of the user's plain attack stat plus an extra 100 as melee attack power — [PvP] Light energies are increased by 400 — Has a 40% chance of causing [ Bled Out] — Has a 40% chance of causing [ Paralysis] [NEW] — Has a 100% chance of causing [ [PvP] Courage]</p> <hr/> <p> [PvP] Resilience</p> <p>General Buff (Level 4) Duration: 3 seconds</p>

	<p>[REMOVED] — A shield with a value of 1500 HP is received</p> <p>[REMOVED] — [PvP] Damage received -10%</p> <p>Side Effect: after 0.1 seconds</p> <p>— If the HP granted by the shield is lost, this effect disappears</p>	<p>[NEW] — A shield with a value of 2% of the user's total HP is received</p> <p>[NEW] — [PvP] Damage received is decreased by player's total HP / 15000</p> <p>Side Effect: after 0.1 seconds</p> <p>— If the HP granted by the shield is lost, this effect disappears</p> <hr/> <p> [PvP] Courage</p> <p>General Buff (Level 4) Duration: 4 seconds</p> <p>— Basic attack damage +7%</p> <p>Side effect: after 0.1 seconds</p> <p>— Disappears upon landing a basic attack</p> <p>— There's a 100% chance of causing  [PvP] Resilience]</p>
<p> [PvP] Blade of the Cross</p>	<p>Cooldown: 12s Attack Range: 5 cell Target: Special Area Mana: 85 mp</p> <p>— [PvP] Deals 75% of the user's plain attack stat plus an extra 500 as melee attack power</p> <p>— [PvP] Light energies are increased by 440</p> <p>— Has a 100% chance of causing  Short Blackout]</p> <p>— Has a 100% chance of causing  [PvP] Visual Impairment]</p> <p>— [PvP] Damage +6% of the enemy's current HP</p>	<p>Cooldown: 15s Attack Range: 5 cell Target: Special Area Mana: 85 mp</p> <p>— [PvP] Deals 75% of the user's plain attack stat plus an extra 500 as melee attack power</p> <p>— [PvP] Light energies are increased by 440</p> <p>— Has a 100% chance of causing  Short Blackout]</p> <p>— Has a 100% chance of causing  [PvP] Visual Impairment]</p> <p>— [PvP] Damage +5% of the enemy's current HP</p>
<p> [PvP] Reignition</p>	<p>Cooldown: 45s Attack Range: 0 cell Target: Select One Mana: 150 mp</p> <p>— Has a 100% chance of causing  [PvP] Reignition]</p> <p>— Has a 100% chance of causing  Dark Dash]</p> <hr/>	<p>Cooldown: 45s Attack Range: 0 cell Target: Select One Mana: 150 mp</p> <p>— Has a 100% chance of causing  [PvP] Reignition]</p> <p>— Has a 100% chance of causing  Dark Dash]</p> <hr/>

	 [PvP] Reignition General Buff (Level 2) Duration: 600 seconds [REMOVED] — [PvP] Damage received -10% — [PvP] Light resistance +10 — [PvP] Shadow resistance +10 Side Effect: after 0.1 seconds — Movement speed +1	 [PvP] Reignition General Buff (Level 2) Duration: 600 seconds [NEW] — [PvP] Damage received is decreased by player's total HP / 15000 — [PvP] Light resistance +10 — [PvP] Shadow resistance +10 Side Effect: after 0.1 seconds — Movement speed +1
 [PvP] Corruption	Cooldown: 40s Attack Range: 10 cell Target: Around Enemy in 4 cell Mana: 300 mp — [PvP] Deals 95% of the user's plain attack stat plus an extra 500 as melee attack power — [PvP] Light energies are increased by 650 — [PvP] Has a 100% chance of leeching 4% of the enemy's total HP — Has a 100% chance of causing  [PvP] Corruption <hr/>  [PvP] Corruption General Debuff (Level 5) Duration: 4 seconds — Movement impossible — [PvP] Light resistance -20 — Receives 15% additional damage with  [PvP] Convert and disappears	Cooldown: 40s Attack Range: 10 cell Target: Around Enemy in 4 cell Mana: 300 mp — [PvP] Deals 90% of the user's plain attack stat plus an extra 500 as melee attack power — [PvP] Light energies are increased by 650 — [PvP] Has a 100% chance of leeching 3% of the enemy's total HP — Has a 100% chance of causing  [PvP] Corruption <hr/>  [PvP] Corruption General Debuff (Level 5) Duration: 4 seconds — Movement impossible — [PvP] Light resistance -20 — Receives 7% additional damage with  [PvP] Convert and disappears
 [PvP] Convert	Cooldown: 75s Attack Range: 6 cell Target: Around Enemy in 6 cell Mana: 777 mp — [PvP] Deals 100% of the user's plain attack stat	Cooldown: 75s Attack Range: 6 cell Target: Around Enemy in 6 cell Mana: 777 mp — [PvP] Deals 100% of the user's plain attack stat plus






	plus an extra 1250 as melee attack power — [PvP] Light energies are increased by 1100 — Has a 100% chance of causing [Deadly Blackout] — [PvP] Damage is increased by 6% of the enemy's total HP	an extra 850 as melee attack power — [PvP] Light energies are increased by 1100 — Has a 100% chance of causing [Deadly Blackout] — [PvP] Damage is increased by 5% of the enemy's total HP
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Dragon Knight

Role:
Main: Tank
Secondary: Anti-tank

Name	Original	New
[PvP] Draconium Shield	Cooldown: 10s Attack Range: 0 cell Target: Select One Mana: 150 mp — There is a 100% chance of causing [PvP] Draconium Shield]	Cooldown: 12s Attack Range: 0 cell Target: Select One Mana: 150 mp — There is a 100% chance of causing [PvP] Draconium Shield]
[PvP] Light of Protection	Cooldown: 60s Attack Range: 0 cell Target: Select One Mana: 300 mp — Has a 100% chance of causing [PvP] Light of Protection] <hr/> [PvP] Light of Protection General Buff (Level 4) Duration: 600 seconds — [PvP] Damage received is decreased by player's total HP / 7000 — [PvP] Enemy's defense is decreased by ((enemy's total HP -60000) / 3750)% — [PvP] Stunning Debuff protect. +20% Side Effect: after 0.1 seconds	Cooldown: 60s Attack Range: 0 cell Target: Select One Mana: 300 mp — Has a 100% chance of causing [PvP] Light of Protection] <hr/> [PvP] Light of Protection General Buff (Level 4) Duration: 600 seconds — [PvP] Damage received is decreased by player's total HP / 8250 — [PvP] Enemy's defense is decreased by ((enemy's total HP -60000) / 3750)% — [PvP] Stunning Debuff protect. +20% Side Effect: after 0.1 seconds




	— [PvP] Enemy's soft damage -10%	— [PvP] Enemy's soft damage -10%
 [PvP] Piercing Dragon	Cooldown: 120s Attack Range: 8 cell Target: Special Area Mana: 300 mp — [PvP] Deals 55% of the user's plain attack stat plus an extra 1150 as melee attack power — [PvP] Light energies are increased by 1300 — Increases critical damage by 50% if  Sharp Lance is active — Counts as a Pinpoint attack, damage increased by 25% against targets with  Pierced Armour] or higher — [PvP] Damage +10% of the enemy's total HP — Cannot be evaded	Cooldown: 120s Attack Range: 8 cell Target: Special Area Mana: 300 mp — [PvP] Deals 50% of the user's plain attack stat plus an extra 1250 as melee attack power — [PvP] Light energies are increased by 1300 — Increases critical damage by 20% if  Sharp Lance is active — Counts as a Pinpoint attack, damage increased by 15% against targets with  Pierced Armour] or higher — [PvP] Damage +8% of the enemy's total HP — Cannot be evaded





Fire Cannoneer

Role:

Main: Tank

Name	Original	New
 [PvP] Weapon Master	Cooldown: 27s Attack Range: Itself Target: Select One Mana: 100 mp — Has a 100% chance of causing [ [PvP] Turbo Loader] — Has a 100% chance of causing [ [PvP] Explosive Enhancement] — Has a 100% chance of causing [ [PvP] Weapon Defence] <hr/>  [PvP] Turbo Loader	Cooldown: 27s Attack Range: Itself Target: Select One Mana: 100 mp — Has a 100% chance of causing [ [PvP] Turbo Loader] — Has a 100% chance of causing [ [PvP] Explosive Enhancement] — Has a 100% chance of causing [ [PvP] Weapon Defence] <hr/>  [PvP] Turbo Loader

	<p>General Buff (Level 3) Duration: 600 seconds</p> <p>— [PvP] Enemy's defense is decreased by $((\text{enemy's total HP} - 60000) / 3000)\%$ — [PvP] Hit rate +297 (Player Level * 3) — [PvP] Skills cooldown -10% (max. 30%)</p> <hr/>	<p>General Buff (Level 3) Duration: 600 seconds</p> <p>— [PvP] Enemy's defense is decreased by $((\text{enemy's total HP} - 60000) / 3750)\%$ — [PvP] Hit rate +297 (Player Level * 3) — [PvP] Skills cooldown -10% (max. 30%)</p> <hr/>
	<p> [PvP] Weapon Defence</p> <p>General Buff (Level 3) Duration: 600 seconds</p> <p>— [PvP] Damage received is decreased by player's total HP / 7250</p>	<p> [PvP] Weapon Defence</p> <p>General Buff (Level 3) Duration: 600 seconds</p> <p>— [PvP] Damage received is decreased by player's total HP / 9000</p>