Specialists	· · · · · · · · · · · · · · · · · · ·
Swordman	:
Samurai	
Berserker	;
Death Reaper	;
Waterfall Berserker	•
Dragon Knight	•
Archer	
Assassin	
Fire Cannoneer	9
Scout	1;
Avenging Angel	14
Name	14
Blaster	1:
Magician	2
Volcano	2
Tide Lord	22
Seer	24
Archmage	29
Voodoo	2
Martial Artist	29
Draconic Fist	29
Mystic Arts	30
Master Wolf	38
Demon Warrior	3:
Flame Druid	3:
Jotun Set	40

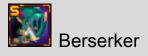
Specialists

Swordman



Main: DPS

Name	Original	New
[PvP] Cross Cutting		The cooldown on this skill cannot be decreased.



Name	Original	New
[PvP] Break Armour	[PvP] Defence level upgrade -8	[PvP] Defence level upgrade -5
[PvP] Rage	[REMOVED] — Has a 100% chance of causing [Blackout] (ignores debuff protection)	Has a 100% chance of causing [Blackout]



Main: Assassin

Name	Original	New
Card Passive		[PvP] Attack power scaling +(enemy's total HP/13000)% (Min.190000 max enemy's HP) Base HP -6000 [Jotunheim] Damage caused -20% Movement speed +2
[PvP] Death's Scythe	Cooldown: 0.6s Attack Range: 2 cell Target: Around Enemy in 1 cell Mana: 0 mp — Attack power scaling: 35% — Melee attack power +150 [REMOVED] — [PvP] Damage +1% of the enemy total HP	Cooldown: 0,6s Attack Range: 2 cell Target: Around Enemy in 1 cell Mana: 0 mp — Attack power scaling: 65% — Melee attack power +100
[PvP] Slasher	Cooldown: 5s Attack Range: 2 cell Target: Select One Mana: 50 mp — Attack power scaling: 35% — Melee attack power +350 — [PvP] Has a 75% chance of leeching 1% of the enemy's total HP [REMOVED] — [PvP] Damage +2% of the enemy total HP [REMOVED] — Has a 100% chance of causing [PvP] Grievous Wound]	Cooldown: 7s Attack Range: 2 cell Target: Select One Mana: 50 mp — Attack power scaling: 70% — Melee attack power +50 — [PvP] Has a 100% chance of leeching 1% of the enemy's total HP
[PvP] Bloodsucker	Cooldown: 25s Attack Range: Itself Target: Around Enemy in 4 cell Mana: 75 mp Attack power scaling: 45% Melee attack power +650 [PvP] Has a 100% chance of leeching 3% of the enemy's total HP [PvP] Recovers 2% HP [REMOVED] — Has a 25% chance of causing [Fatal Bleeding] [REMOVED] — Has a 100% chance of causing [PvP] Blood Shield]	Cooldown: 15s Attack Range: Itself Target: Around Enemy in 4 cell Mana: 75 mp Attack power scaling: 80% Melee attack power +75 [PvP] Has a 100% chance of leeching 2% of the enemy's total HP [PvP] Recovers 1% HP [NEW] — Has a 100% chance of causing[PvP] Critical Bleeding]

[PvP] Death Approaches	Cooldown: 7s Attack Range: 7 cell Target: Select One Mana: 50 mp — Attack power scaling: 25% — Melee attack power +400 [REMOVED] — [PvP] Damage +3% of the enemy total HP	Cooldown: 7s (no se puede bajar cd) Attack Range: 10 cell Target: Select One Mana: 50 mp — Attack power scaling: 65% Melee attack power +75
[PvP] Death Approaches 2		Cooldown: 1s Attack Range: 5 cell Target: Select One Mana: 50 mp — Attack power scaling: 65% Melee attack power +75 [NEW] — Has a 100% chance of causing [PvP] Reaper Burst]
[PvP] Reaper Burst		Duration: 2s [NEW] — Always critical hits [NEW] — [PvP] Movement speed +2 if user's defence reduction is equal or higher than 150 Side effect: Disappears upon landing a hit
[PvP] Soul Bash	Cooldown: 15s Attack Range: 2 cell Target: Special Area Mana: 120 mp — Attack power scaling: 40% Melee attack power +600 [REMOVED] — [PvP] Damage +4% of the enemy total HP	Cooldown: 18s Attack Range: 3 cell Target: Special Area Mana: 120 mp — Attack power scaling: 80% — Melee attack power +100
[PvP] Infinite Armour	Duration: 600 seconds Cooldown: 60s [REMOVED] — [PvP] Damage received - (player's total HP/8500)% [REMOVED] — [PvP] Enemy's soft damage -10% — Resists forced movement with 80% chance Side Effect: After 0,1 seconds [REMOVED] — [PvP] Enemy's defence - ((enemy's total HP -60000)/4000)%	Duration: 2s Cooldown: 22s [PvP] Damage received -75% [PvP] Debuff protect. (IvI5) +75% — Resists forced movement with 100% chance Side Effect: after 0,1 seconds [PvP] Movement speed +3 if user's defence reduction is equal or higher than 150 The cooldown on this skill cannot be decreased.

[PvP] Spirit Catcher	Cooldown: 17s Attack range: 7	Cooldown: 30s Attack range: 8
[PvP] Reaper's Scythe	Cooldown: 25s Attack Range: 8 cell Target: Special Area Mana: 80 mp	Cooldown: 25s Attack Range: 10 cell Target: Special Area Mana: 80 mp
	 Attack power scaling: 45% Melee attack power +750 [REMOVED] — [PvP] Damage +4% of the enemy total HP 	— Attack power scaling: 85% — Melee attack power +300
[PvP] Shadow of Death	Cooldown: 60s Attack Range: Itself Target: Around Enemy in 6 cell Mana: 300 mp	Cooldown: 50s Attack Range: Itself Target: Around Enemy in 7 cell Mana: 300 mp
	 Attack power scaling: 35% Melee attack power +400 [REMOVED] — Has a 100% chance of causing [PvP] Mark of Death] (ignores debuff protection) 	— Attack power scaling: 80% — Melee attack power +250 [NEW] — Has a 100% chance of causing [PvP] Mark of Death]
[PvP] Mark of Death	General debuff Duration 8s [REMOVED] — Movement speed -2 [REMOVED] — There's a 100% chance that the enemy's print Splitter cannot be evaded [REMOVED] — Pvp the enemy heals 2% of ther total HP if the user is attack with [PvP] Spirit Splitter Side Effect: after 0,1 seconds [REMOVED] — Final damage received +25% if the enemy attacks with [PvP] Spirit Splitter [REMOVED] — There's a 100% chance for this effect disappear if the user is attacked with [PvP] Spirit Splitter	General buff Duration: 8s [NEW] — [PvP] Reduces by 45% the cooldown of [PvP] Spirit Splitter [NEW] — [PvP] Reduces by 35% the cooldown of [PvP] Shadow of Death Side effect: after 0,1 seconds [NEW] — Movement speed +4 [NEW] — A shadowy figure appears
[PvP] Spiritual Release	[PvP] Hit rate +198 (Player Level *2) [REMOVED] — [PvP] Has a 45% chance of healing 1% of the user's total HP on hit [REMOVED] — Healing and leeching efficacy +5% (max. 45%)	[NEW] — Attack power +10% [NEW] — Critical damage +10% [NEW] — Movement speed +1 [PvP] Hit rate +198 (Player Level *2)
[PvP] Strong Spiritual Release	Duration: 8s [REMOVED] — [PvP] Reduces by 45% the cooldown of PvP] Spirit Splitter [REMOVED] — [PvP] Reduces by 35% the cooldown of PvP] Shadow of Death	General buff Duration 5s [NEW] — Has a 100% chance of ignoring 750 defence from the enemy [NEW] — [PvP] Has a 100% chance to increase damage caused by 10% [NEW] — Always inflicts critical hits

	[REMOVED] — There's a 100% chance that every attack hits Side effect: after 0,1 seconds Movement speed +4 A shadowy figure appears	Side effect: Disappears upon landing a hit Cannot be evaded
[PvP] Spirit Splitter	Cooldown: 90s Attack Range: 2 cell Target: Around Enemy in 2 cell Mana: 150 mp — Attack power scaling: 60% Melee attack power +1200 [REMOVED] — [PvP] Damage +5% of the enemy total HP [REMOVED] — [PvP] Has a 100% chance of leeching 3% of the enemy's total HP if they've been afflicted by [PvP] Weak Mark of Death]	Cooldown: 90s Attack Range: 3 cell Target: Around Enemy in 5 cell Mana: 150 mp — Attack power scaling: 90% Melee attack power +850 [NEW] — If you kill the enemy, you have a 50% chance of resetting the cooldown of this skill. [NEW] — Cannot be evaded



Name	Original	New
[PvP] Storm Charge	Cooldown: 12s Attack Range: 8 cell Target: Select one Mana: 80 mp [REMOVED] — Has a 80% chance of causing [Figure Blackout] — The Rage bar +12%	Cooldown: 12s Attack Range: 8 cell Target: Select one Mana: 80 mp [NEW] — Has a 80% chance of causing [Paralysis] — The Rage bar +12%
[PvP] Axe Throw	Has a 50% chance of causing [Slight Paralysis]	Has a 80% chance of causing [Slight Paralysis]
[PvP] Rune Power of Water	Damage received -15% Restores 20% of HP lost	Damage received -10% Restores 15% of HP lost
[PvP] Raging Waterfall	 — [PvP] Damage is increased by 6% of the enemy's total HP — Attack power scaling: 85% Melee attack power +1350 — [PvP] Water energies +1000 — Has a 100% chance of causing [PvP] Waterfall Strike] — The attack power +60% of the current Rage bar while this in turn drops if [PvP] Waterfall Frenzy is active 	 — [PvP] Damage is increased by 5% of the enemy's total HP — Attack power scaling: 85% Melee attack power +1000 — [PvP] Water energies +1000 — Has a 100% chance of causing [VPVP] Waterfall Strike] — The attack power +30% of the current Rage bar while this in turn drops if [PvP] Waterfall Frenzy is active



Role: Main: Tank

Secondary: DPS/Anti Tank

Name	Original	New
[PvP] Lunge	Cooldown: 0.7 Casting time: 0s	Cooldown: 0,8 Casting time: 0,2s
[PvP] Serious Wound	[REMOVED] — Every 2 seconds: Decreases 1188 (Player Level *12) HP	
PvP] Shield Strike	Cooldown 7s Casting time: 0s	Cooldown 12s Casting time: 0,3s
[PvP] Lance Dash	Cooldown 10s	Cooldown 6s
[PvP] Holy Whirlwind	Target: Around Enemy in 4 cell Cooldown: 25s	Target: Around Enemy in 6 cell Cooldown: 30s
[PvP] Draconium Shield	Side effect: After 0,1 seconds [REMOVED] — On defence has a 100% chance to receive [PvP] Perfect block]	
[PvP] Lance Throw	Cooldown 15s Attack range: 8 cell	Cooldown 12s Attack range: 10 cell
[PvP] Triple Lunge	Cooldown 22s Casting time: 0s Attack range: 3 cell	Cooldown 15s Casting time: 0,3s Attack range: 4 cell
[PvP] Light of Protection	— [PvP] Damage received -(player's total HP/10000)%	— [PvP] Damage received -(player's total HP/22000)%

[PvP] Fully Pierced Armour	Pinpoints attacks in addition the damage bonus +25%	Pinpoints attacks in addition the damage bonus +15%
[PvP] Piercing Dragon	[REMOVED] — Critical damage +20% of the user's total if [PvP] Sharp Lance] is active Counts as a Pinpoint attack, damage increased by 15% against targets with [PvP] Fully Pierced Armour]] or higher	Critical chance +100% if [PvP] Sharp Lance] is active Counts as a Pinpoint attack, damage increased by 10% against targets with [PvP] Fully Pierced Armour]] or higher
[PvP] Light Speed	Duration: 7s	Duration: 7s [NEW] — Movement speed +3 [NEW] — Hit rate +198 (Player Level *3)

Archer



Role:

Main: Assassin

Name	Original	New
[PvP] Slash	Attack power scaling: 85%	Attack power scaling: 65%
[PvP] Shadow		The cooldown on this skill cannot be decreased.



Main: Assassin

Name	Original	New
Card Passive		[NEW] — [PvP] Attack power scaling +(enemy's total HP/13000)% (Min.190000 max enemy's HP) [NEW] — [Jotunheim] Damage caused -20%
[PvP] Cannon Fire	Cooldown: 0.9s Attack Range: 7 cell Target: Around Enemy in 1 cell Mana: 0 mp — Attack power scaling: 35% Ranged attack power +110 — [PvP] Fire energies +150 — No penalty for ranged attacks at close range [REMOVED] — [PvP] Damage +1% of the enemy's total HP	Cooldown: 0.4s Attack Range: 11 cell Target: Around Enemy in 0 cell Mana: 0 mp — Attack power scaling: 65% — Ranged attack power +110 — [PvP] Fire energies +150 — No penalty for ranged attacks at close range
[PvP] Staggered Fire	Cooldown: 8s Attack Range: 7 cell Target: Around Enemy in 0 cell Mana: 120 mp — Attack power scaling: 30% Ranged attack power +220 [REMOVED] — Has a 100% chance of causing [[PvP] Grievous Wound] — Has a 50% chance of causing [Burn] — Has a 50% chance of causing [Leg Sweeper] [REMOVED] — [PvP] Damage +3% of the enemy's total HP	Cooldown: 5s Attack Range: 11 cell Target: Around Enemy in 0 cell Mana: 120 mp — Attack power scaling: 70% — Ranged attack power +220 — [PvP] Fire energies +380 — Has a 50% chance of causing [Burn] — Has a 50% chance of causing [Leg Sweeper]
[PvP] Cannon Panning	Cooldown: 15s Attack Range: 2 cell Target: Around Enemy in 1 cell Mana: 110 mp — Attack power scaling: 35% Ranged attack power +400 — [PvP] Fire energies +500 [REMOVED] — Has a 100% chance of causing [Minor Explosive Shockwave] — No penalty for ranged attacks at close range [REMOVED] — [PvP] Damage +4% of the enemy's total HP	Cooldown: 15s Attack Range: 2 cell Target: Around Enemy in 2 cell Mana: 110 mp — Attack power scaling: 75% Ranged attack power +250 — [PvP] Fire energies +500 — No penalty for ranged attacks at close range y este
[PvP] Cannon Shot	Cooldown: 13s Attack Range: 11 cell Target: Select One	Cooldown: 18s Attack Range: 11 cell Target: Select One

	Mana: 200 mp	Mana: 200 mp
	— Attack power scaling: 25% Ranged attack power +600 — [PvP] Fire energies +1000	— Attack power scaling: 80% Ranged attack power +300 — [PvP] Fire energies +1000
	[REMOVED] — Has a 65% chance of causing [Minor Explosive Shockwave]	[NEW] — Has a 100% chance of causing [[PvP] Cannon Burst]— No penalty for ranged attacks at close range
	— No penalty for ranged attacks at close range	The cooldown on this skill cannot be decreased.
	[REMOVED] — [PvP] Damage +3% of the enemy's total HP	The cooldown on this skill cannot be decreased.
[PvP] Cannon Burst]		[NEW] — [PvP] Critical +10% [NEW] — Always critical hits [NEW] — [PvP] Movement speed +2 if user's defence reduction is equal or higher than 150
[PvP] Shot with Targeting	Cooldown: 12s Casting time: 0.3s Attack Range: 18 cell Target: Around Enemy in 1 cell Mana: 100 mp	Cooldown: 12s Casting time: 0.1s Attack Range: 18 cell Target: Around Enemy in 2 cell Mana: 100 mp
	— Attack power scaling: 45% Ranged attack power +450 — [PvP] Fire energies +700 — Attack Power +2% (Relative to Distance) [REMOVED] — Has a 50% chance of causing [Minor Explosive]	— Attack power scaling: 70% — Ranged attack power +350 — [PvP] Fire energies +700 — Attack Power +1% (Relative to Distance)
	Shockwave] [REMOVED] — [PvP] Damage +7% of the enemy's current HP	
[PvP] Hand Grenade	Cooldown: 30s Attack Range: 7 cell Target: Special Area Mana: 90 mp	Cooldown: 18s Attack Range: 11 cell Target: Special Area Mana: 90 mp
	— Attack power scaling: 40% Ranged attack power +250 — [PvP] Fire energies +800 — Has a 65% chance of causing [PvP] Slight Shock] — No penalty for ranged attacks at close range [REMOVED] — [PvP] Damage +5% of the enemy's total HP	— Attack power scaling: 75% Ranged attack power +300 — [PvP] Fire energies +800 — Has a 50% chance of causing [PvP] Slight Shock] — No penalty for ranged attacks at close range
[PvP] Hellfire	Cooldown: 15s Attack Range: 7 cell Target: Around Enemy in 1 cell Mana: 75 mp	Cooldown: 30s Attack Range: 11 cell Target: Around Enemy in 2 cell Mana: 75 mp
	— Attack power scaling: 30% Ranged attack power +500 — [PvP] Fire energies +900 [REMOVED] — Has a 100% chance of causing [VP] Grievous	— Attack power scaling: 90% Ranged attack power +500 — [PvP] Fire energies +900 — No penalty for ranged attacks at close range

	Wound]	
	No penalty for ranged attacks at close range [REMOVED] — [PvP] Damage +3% of the enemy's total HP	
[PvP] Signal Rocket	Cooldown: 40s Attack Range: 7 cell Target: Around Enemy in 2 cell Mana: 100 mp	Cooldown: 30s Attack Range: 11 cell Target: Around Enemy in 3 cell Mana: 100 mp
	 Attack power scaling: 35% Ranged attack power +600 — [PvP] Fire energies +1200 — Has a 100% chance of causing [Explosive Shockwave] — No penalty for ranged attacks at close range [REMOVED] — [PvP] Damage +5% of the enemy's total HP 	— Attack power scaling: 90% Ranged attack power +600 — [PvP] Fire energies +1200 — Has a 100% chance of causing [Explosive Shockwave] — No penalty for ranged attacks at close range
[PvP] Rocket Riding	Cooldown: 15s Attack Range: Itself Target: Around Enemy in 1 cell Mana: 120 mp	Cooldown: 22s Attack Range: Itself Target: Around Enemy in 4 cell Mana: 120 mp
	 Attack power scaling: 35% Ranged attack power +350 — [PvP] Fire energies +700 [REMOVED] — Has a 100% chance of causing [Minor Explosive Shockwave] (ignores debuff protection) — Teleports you within a radius of 7 fields. [REMOVED] — [PvP] Damage +8% of the enemy's current HP 	— Attack power scaling: 80% Ranged attack power +350 — [PvP] Fire energies +700 [NEW] — Has a 100% chance of causing [PvP] Rocket Shield — Teleports you within a radius of 8 fields.
[PvP] Rocket Shield		Duration: 2s [PvP] Damage received -75% [PvP] Debuff protect. (IvI5) +75% — Resists forced movement with 100% chance Side Effect: after 0,1 seconds [PvP] Movement speed +3 if user's defence reduction is equal or higher than 150
[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]	Cooldown: 35s 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] The cooldown on this skill cannot be decreased.
	[PvP] Turbo Loader	

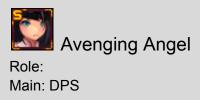
	General Buff (Level 3) Duration: 600 seconds [REMOVED] — [PvP] Enemy's defense is decreased by ((enemy's total HP -60000) / 3000)%	[PvP] Turbo Loader General Buff (Level 3) Duration: 600 seconds
	— [PvP] Hit rate +297 (Player Level * 3) [REMOVED]— [PvP] Skills cooldown -10% (max. 30%)	[NEW] — [PvP] Attack Power +10% — [PvP] Hit rate +198 (Player Level * 2) [NEW] — Critical damage +10% [NEW] — Movement speed +1
	[PvP] Explosive Enhancement General Buff (Level 3)	[PvP] Explosive Enhancement General Buff
	Duration: 7.5 seconds [REMOVED] — A shield with a value of 3% of the user's total HP is received — The radius of all area attacks +3 — The attack range +4	(Level 3) Duration: 600 seconds — The radius of all area attacks +2 — The attack range +2
	Side effect: after 0.1 seconds [REMOVED] — If the HP granted by the shield is lost, this effect disappears [REMOVED] — [PvP] Enemy's soft damage -10%	[PvP] Explosion Weapon
	[PvP] Weapon Defence General Buff (Level 3) Duration: 600 seconds	General Buff (Level 3) Duration: 6 seconds [NEW] — [PvP] Has a 100% chance to increase damage caused by 10%
	[REMOVED] — [PvP] Damage received is decreased by player's total HP / 7250	Side effect: [NEW] —Disappears upon landing a hit [NEW] —Cannot be evaded
[PvP] Ultimate Cannon	Cooldown: 120s Attack Range: Itself Target: Around Enemy in 4 cell Mana: 250 mp	Cooldown: 50s Attack Range: Itself Target: Around Enemy in 6 cell Mana: 250 mp
	 Attack power scaling: 75% Ranged attack power +900 Has a 100% chance of causing [Great Explosive Shockwave] (ignores debuff protection) No penalty for ranged attacks at close range [REMOVED] — [PvP] Damage +12% of the enemy's total HP Cannot be evaded 	— Attack power scaling: 100% Ranged attack power +1000 — Has a 100% chance of causing [Great Explosive Shockwave] (ignores debuff protection) — No penalty for ranged attacks at close range — Cannot be evaded



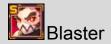
Role: Main: DPS

Name	Original	New
[PvP] Lightning Reload	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 [V Strong Mandra Poison]	Cooldown: 10s Attack Range: 8 cell Target: Select One Mana: 400 mp — Attack power scaling: 50% — 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] [NEW] — Push your opponent back 1 fields The cooldown on this skill cannot be decreased.
[PvP] Rotating Arrow – Level 1	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	Cooldown: 0.3s Attack Range: 8 cell Target: Special Area Mana: 180 mp — Attack power scaling: 50% — 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
[PvP] Rotating Arrow – 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 [REMOVED] — [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: 50% — Ranged attack power +75 — Has a 100% chance of invoking the combo [PvP] Rotating Arrow – Level 1 — 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.

[PvP] Falcon Nosedive	Attack power scaling: 75% Has a 70% chance of invoking the combo [PvP] Rotating Arrow – Highest Level	Attack power scaling: 65% Has a 100% chance of invoking the combo [PvP] Rotating Arrow – Highest Level
[PvP] Rotating Arrow – Highest Level	Ranged attack power +350	Ranged attack power +200



Name	Original	New
[PvP] Darkness		On defence, has a 100% chance to receive [PvP] [Shadow Walk] Side effect: [NEW] — Disappears upon landing a hit



Name	Original	New
[PvP] Launching Grenades	Attack Range: 9 cell Target: Around Enemy in 1 cell Casting time: 0.1s Cooldown: 0.7 MP Cost: 0 Attack power scaling: 85% Ranged attack power +130 [PvP] Fire energies +170 You receive 1 Heat Points.	Attack Range: 9 cell Target: Around Enemy in 1 cell Casting time: 0.1s Cooldown: 0.7 MP Cost: 0 Attack power scaling: 85% Ranged attack power +130 [PvP] Fire energies +170 [NEW] — [PvP] Damage +1% of the enemy's current HP You receive 5 Heat Points.
[PvP] Shock Grenade	Attack Range: 8 cell Target: Around Enemy in 1 cell Casting time: 0.1s Cooldown: 10.0 MP Cost: 60 Attack power scaling: 85% Ranged attack power +400 [PvP] Fire energies +400 [REMOVED] [PvP] Push your opponent back 3 field(s) Has a 70% chance of causing [Short Blackout] You receive 5 Heat Points.	Attack Range: 8 cell Target: Around Enemy in 1 cell Casting time: 0.1s Cooldown: 10.0 MP Cost: 60 Attack power scaling: 85% Ranged attack power +400 [PvP] Fire energies +400 [NEW] — [PvP] Damage +2% of the enemy's current HP Has a 70% chance of causing [Short Blackout] You receive 10 Heat Points.
[PvP] Steep Shot	Attack Range: 10 cell Target: Around Enemy in 1 cell Casting time: 0.3s Cooldown: 4.0 MP Cost: 60 Attack power scaling: 85% Ranged attack power +500 [PvP] Fire energies +250 You receive 6 Heat Points. [REMOVED] Pulls enemies from 2 spaces around the target together in one place if [VPP] High Heating] is active	Attack Range: 10 cell Target: Around Enemy in 1 cell Casting time: 0.3s Cooldown: 4.0 MP Cost: 60 Attack power scaling: 85% Ranged attack power +500 [PvP] Fire energies +250 You receive 20 Heat Points. [NEW] — [PvP] Damage +2% of the enemy's current HP
[PvP] Napalm Grenade	Attack Range: 9 cell Target: Around Enemy in 2 cell Casting time: 0.3s Cooldown: 18.0	Attack Range: 9 cell Target: Around Enemy in 2 cell Casting time: 0.3s Cooldown: 18.0

	MP Cost: 130	MP Cost: 130
	Attack power scaling: 90% Ranged attack power +500 [REMOVED] [PvP] Fire energies +600 You receive 8 Heat Points. [REMOVED] Has a 50% chance of causing [PvP] Fatal Burn] Depending on your Heat Points, your attack power is increased from 3% to 15%	Attack power scaling: 90% Ranged attack power +500 You receive 15 Heat Points. [NEW] — If [PvP] Ultra High Heating] is active has a 100% chance of causing [PvP] Slightly Critical Burn] Depending on your Heat Points, your attack power is increased from 1% to 5% [NEW] — [PvP] Damage +2% of the enemy's current HP
[PvP] Reload	Attack Range: Itself Target: Select One	Attack Range: Itself Target: Select One
	Casting time: 0.0s Cooldown: 10.0 MP Cost: 200	Casting time: 0.0s Cooldown: 10.0 MP Cost: 200
	[REMOVED] Can only be used if you have 10 or more Heat points Has a 100% chance of causing [PvP] Reload]	Has a 100% chance of causing [PvP] Reload] [NEW] — You receive 20 Heat Points.
	[PvP] Reload General Buff (Level 4) Duration: 600.0 sec	[PvP] Reload General Buff (Level 4) Duration: 30.0 sec
	[REMOVED] [PvP] Ranged damage caused +5% [PvP]Hit rate +99 (Player Level *1)	[NEW] — Attack power +10% of the user's base attack stat. [PvP]Hit rate +198 (Player Level *2)
[PvP] Draconium	Attack Range: Itself Target: Select One	Attack Range: Itself Target: Select One
Energy Shield	Casting time: 0.1s Cooldown: 15.0 MP Cost: 200	Casting time: 0.1s Cooldown: 12.0 MP Cost: 200
	Has a 100% chance of causing [[PvP] Draconium Energy Shield] Has a 100% chance of causing [Draconium Reflection Shield]	Has a 100% chance of causing [[PvP] Draconium Energy Shield] Has a 100% chance of causing [Draconium Reflection Shield]
	[PvP] Draconium Energy Shield General Buff (Level 4) Duration: 600.0 sec	[PvP] Draconium Energy Shield General Buff (Level 4) Duration: 600.0 sec
	[PvP] Damage received -(Player's total HP /13000)% [PvP] Enemy's attack bonus strength -5% (max. 75%)	[PvP] Damage received -(Player's total HP /13000)% [PvP] Enemy's attack bonus strength -5% (max. 75%)
	Draconium Reflection Shield General Buff (Level 10) Duration: 2.0 sec	Draconium Reflection Shield General Buff (Level 10) Duration: 2.0 sec
	No HP consumption	No HP consumption

	[REMOVED] Cannot receive debuffs from skills that cause damage cannot be displaced by skills that cause damage	 [NEW] — Reflects 10% of the damage received (max 7500 in PvP) [NEW] — Reflects an opponent's debuff with a certain chance Side effect: after 0.1 seconds cannot be displaced by skills that cause damage
[PvP] Gravity Grenade	Attack Range: 10 cell Target: Around Enemy in 3 cell	Attack Range: 10 cell Target: Around Enemy in 3 cell
	Casting time: 0.3s Cooldown: 25.0 MP Cost: 200	Casting time: 0.3s Cooldown: 25.0 MP Cost: 200
	Attack power scaling: 95% Ranged attack power +1000 [PvP] Fire energies +1000 [REMOVED] Always inflicts critical hits Has a 100% chance of causing [High Pressure] Pulls enemies from 4 spaces around the target together in one place	Attack power scaling: 95% Ranged attack power +1000 [PvP] Fire energies +1000 [NEW] — [PvP] Damage +3% of the enemy's current HP Has a 100% chance of causing [High Pressure] Pulls enemies from 4 spaces around the target together in one place You receive 20 Heat Points.
	You receive 12 Heat Points. High Pressure Debuff (level 4) Duration: 6.0 sec	High Pressure Debuff (level 4) Duration: 6.0 sec
	Movement speed -2 Skills cooldown +20% Dodge -20%	Movement speed -2 Skills cooldown +20% Dodge -20%
		Side effect: after 0.1 seconds [NEW] — Final damage received +3% if the enemy attacks with [PvP] Dragon's Breath]
[PvP] Increased	Attack Range: Itself Target: Select One	Attack Range: Itself Target: Select One
Firepower	Casting time: 0.1s Cooldown: 40.0 MP Cost: 250	Casting time: 0.1s Cooldown: 30.0 MP Cost: 250
	Can only be used if you have 50 or more Heat points Has a 100% chance of causing [PvP] Increased Firepower]	Can only be used if you have 20 or more Heat points Has a 100% chance of causing [PvP] Increased Firepower]
	[PvP] Increased Firepower General Buff (Level 4) Duration: 600.0 sec	[PvP] Increased Firepower General Buff (Level 4) Duration: 25.0 sec
	The attack range +3 [REMOVED] [PvP] Attack power +5%	The attack range +3 [NEW] — [PvP] Damage to HP conversion +10%

	1	
	[REMOVED] Recovers user's critical chance *10 HP for each basic attack landed	[NEW] — Once the effect's duration is over, [PvP] Weak Increased Firepower] is received with a chance of 100% [PvP] Weak Increased Firepower General Buff (Level 4) Duration: 600.0 sec The attack range +1 [PvP] Damage to HP conversion +5%
[PvP] HEAT Shot	Attack Range: 11 cell Target: Select One Casting time: 0.1s Cooldown: 30.0 MP Cost: 200	Attack Range: 11 cell Target: Select One Casting time: 0.1s Cooldown: 30.0 MP Cost: 200
	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% [REMOVED] Has a 100% chance to ignore 20% of the target's defence. You receive 15 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 2% to 10% [NEW] — [PvP] Damage +4% of the enemy's total HP (este deja total) You receive 15 Heat Points.
[PvP] Energy Conversion	Attack Range: Itself Target: Select One Casting time: 0.1s Cooldown: 50.0 MP Cost: 300 [REMOVED] Can only be used if you have 100 or more Heat points	Attack Range: Itself Target: Select One Casting time: 0.1s Cooldown: 50.0 MP Cost: 300 Has a 100% chance of causing [PvP] Energy Conversion]
	Has a 100% chance of causing [PvP] Energy Conversion] [PvP] Energy Conversion] General Buff (Level 4) Duration: 600.0 sec [REMOVED] [PvP] Critical Chance +20% [PvP] Attack power +15% of the user's base attack stat [PvP] Movement Speed +1	[PvP] Energy Conversion] General Buff (Level 4) Duration: 600.0 sec [PvP] Attack power +15% of the user's base attack stat [PvP] Movement Speed +1
[PvP] Dragon's Breath	Attack Range: 13 cell Target: Special Area Casting time: 0.5s Cooldown: 100.0 MP Cost: 400	Attack Range: 13 cell Target: Special Area Casting time: 0.5s Cooldown: 85.0 MP Cost: 400

Attack power scaling: 100%

Ranged attack power +1150
[REMOVED] All Heat Points are consumed and the damage +50% of the consumed Heat Points

[REMOVED] Always inflicts critical hits.

This skill cannot be evaded if [[PvP] Ultra High Heating] is active [REMOVED] Remove all blaster booster buffs on use

Attack power scaling: 100%

Ranged attack power +1150
[NEW] — Depending on your Heat Points, your attack power is increased from 10% to 50%

[NEW] — [PvP] Damage +5% of the enemy's total HP

[NEW] — Has a 100% chance of causing [[PvP] Burned by Dragon's Breath]

— This skill cannot be evaded if [[[PvP] Ultra High Heating] is active

[PvP] Burned by Dragon's Breath (ID 25963)

Debuff (Level 4)

Duration: 8.0 sec

[PvP] Fire resistance -20 HP -10% of damage given.

[PvP] Enemy's critical chance +30%

Side Effect: after 0.1 seconds

[NEW] — Disappears upon receiving 2 hits from the user that caused the debuff

Heat Buff [PvP] Preheating [PvP] Preheating General Buff General Buff (Level 10) (Level 10) Duration: 3000.0 sec Duration: 3000.0 sec [PvP] Hit rate +99(Player Level *1) [PvP] Hit rate +99(Player Level *1) [PvP] Heating [PvP] Heating General Buff General Buff (Level 11) (Level 11) Duration: 3000.0 sec Duration: 3000.0 sec [PvP] Hit rate +198 (Player Level *2) [PvP] Hit rate +198 (Player Level *2) [REMOVED] [PvP] Damage +1% of the enemy's current HP [NEW] — [PvP] Critical Chance +3% On attack, has a 10% chance to cause [PvP Slightly Critical Burn] On attack, has a 2% chance to cause [PvP Slightly Critical Burn] [PvP] High Heating [PvP] High Heating General Buff General Buff (Level 12) (Level 12) Duration: 3000.0 sec Duration: 3000.0 sec [PvP] Hit rate +198 (Player Level *2) [REMOVED] [PvP] Damage received -5% [PvP] Hit rate +198 (Player Level *2) [NEW] — [PvP] Critical Chance +10% [REMOVED] [PvP] Damage +1% of the enemy's current HP On attack, has a 20% chance to cause [PvP Slightly Critical Burn] On attack, has a 5% chance to cause [PvP Slightly Critical Burn] [PvP] Ultra High Heating [PvP] Ultra High Heating General Buff General Buff (Level 13) (Level 13) Duration: 3000.0 sec Duration: 10.0 sec [REMOVED] [PvP] Damage received -10% [PvP] Hit rate +198 (Player Level *3) [PvP] Hit rate +198 (Player Level *2) [NEW] — [PvP] Critical Chance +20% [REMOVED] [PvP] Attack power +5% NEW] — Attack Power +1% (Relative to Distance) Side Effect: after 0.1 seconds Side Effect: after 0.1 seconds [REMOVED] [PvP] Damage +2% of the enemy's current HP On attack, has a 8% chance to cause [PvP Slightly Critical Burn] On attack, has a 20% chance to cause [PvP Slightly Critical Burn] [NEW] — Once the effect's duration is over, [S] [PvP] Lose High Heating] is received with a chance of 100% [PvP] Lose High Heating] General Buff (Level 13) Duration: 1.0 sec You lose 100 Heat Points

Magician



Volcano

Role:

Name	Original	New
n e		[NEW] — Movement speed +2
[PvP] Magma Plating	Cooldown: 45.0 [REMOVED] Has a 100% chance of causing [PvP] Magma Shield] Has a 100% chance of causing [PvP] Magma Plating]	Cooldown: 25.0 Has a 100% chance of causing [PvP] Magma Plating]
[PvP] Magma Plating]	[REMOVED] Suffers a maximum of 7000 critical damage when attacked (3 times). [REMOVED] PvP] Damage received -15% [REMOVED] [PvP] Enemy's soft damage -10% Side Effect: after 0.1 seconds [REMOVED] Movement speed +3 [REMOVED] A shadowy figure appears.	Duration: 2s [NEW] — No HP consumption [NEW] — Cannot receive debuffs from skills that cause damage [NEW] — Cannot be displaced by skills that cause damage
[PvP] Power of the Volcano		[NEW] Has a 100% chance of causing [PvP] Magma Shield]



Name	Original	New
[PvP] Tide Lord's Determination		[PvP] Base HP 12000 [PvP] Base attack +484 [PvP] Base MP +5000 User's soft damage -15% of the user's total [PvP] User's attack power -584
[PvP] Thunder Trident	Attack power scaling: 65% Magic attack power +135 [PvP] Water energies +150	Attack power scaling: 65% Magic attack power +100 [PvP] Water energies +150 [NEW] — [PvP] Damage +1% of the enemy's current HP
[PvP] Typhoon	Attack power scaling: 65% Magic attack power +100 [PvP] Water energies +300	Attack power scaling: 65% Magic attack power +100 [PvP] Water energies +450 [NEW] — [PvP] Damage +1% of the enemy's current HP
[PvP] The Large Trident	Attack power scaling: 70% Magic attack power +150 [PvP] Water energies +450	Attack power scaling: 65% Magic attack power +150 [PvP] Water energies +500 [NEW] — [PvP] Damage +2% of the enemy's current HP
[PvP] Ocean's Blessing	Magic Buff (Level 2) Duration: 600 seconds	Magic Buff (Level 2) Duration: 600 seconds
Target: Select One	[REMOVED] [PvP] Defence +198 (Player Level *2) [REMOVED] [PvP] Debuff protect (lv.4) +10%	[NEW] — [PvP] Water energies +99 (Player Level *1) [NEW] — Maximum HP +10%
[PvP] Lightning Strike	Target: Select One Attack power scaling: 80% Magic attack power +350 [PvP] Water energies +600 Has a 80% chance of causing [VVP] Electric Shock] [REMOVED] Has a 80% chance of invoking the combo VVP] Double Lightning	Target: Around Enemy in 2 cell Attack power scaling: 70% Magic attack power +250 [PvP] Water energies +600 [NEW] — [PvP] Damage +3% of the enemy's current HP Has a 50% chance of causing [VV [PvP] Electric Shock] [NEW] — Has a 100% chance of invoking the combo VV [PvP] Lightning Storm
[PvP] Lightning Storm	Target :Around Enemy in 10 cell Attack power scaling:95% Magic attack power +600 [PvP] Water energies +1500 — Has a 100% chance of causing [PvP] Big Electric Shock] [REMOVED] — Has a 100% chance of removing 15% of the remaining MP	Target :Around Enemy in 6 cell Attack power scaling: 80% Magic attack power +350 [PvP] Water energies +900 [NEW] — [PvP] Damage +4% of the enemy's current HP — Has a 80% chance of causing [VVP] Electric Shock]

	[PvP] Small Electric Shock Magic Debuff (Level 2) Duration: 1 seconds [REMOVED] No attack possible	[PvP] Small Electric Shock Magic Debuff (Level 2) Duration: 10.0 seconds [NEW] — Movement speed -10%
	[REMOVED] Movement impossible	[NEW] — Once the effect's duration is over [VP] Big Electric Shock] is received with a chance of 25%.
	[PvP] Electric Shock Magic Debuff (Level 3) Duration: 2 seconds	[PvP] Electric Shock Magic Debuff (Level 3) Duration: 8.0 seconds
	[REMOVED] No attack possible [REMOVED] Movement impossible Water resistance -5	[NEW] — Movement speed -20% Water resistance -5 [NEW] — Once the effect's duration is over [VP] Big Electric Shock] is received with a chance of 80%.
	[PvP] Big Electric Shock Magic Debuff (Level 4) Duration: 2.5 seconds No attack possible Movement impossible Water resistance -10	[PvP] Big Electric Shock Magic Debuff (Level 4) Duration: 3.0 seconds No attack possible Movement impossible Water resistance -10
[PvP] Feeding Time	Attack power scaling: 105% Magic attack power +800 [PvP] Water energies +950	Attack power scaling: 80% Magic attack power +500 [PvP] Water energies +500 [NEW] — [PvP] Damage +3% of the enemy's current HP
[PvP] Song of the Sirens	Attack Range: 10 cell Target: Around Enemy in 4 cell Casting time: 0.2s Cooldown: 35.0 MP Cost: 250	Attack Range: 10 cell Target: Around Enemy in 4 cell Casting time: 0.2s Cooldown: 50.0 MP Cost: 250
	[REMOVED] Has a 100% chance of causing [[PvP] Song of the Sirens] (ignores debuff protection)	[NEW] — Has a 100% chance of causing [[PvP] Song of the Sirens]
[PvP] Tsunami	Attack power scaling: 85% Magic attack power +400 [PvP] Water energies +2000	Attack power scaling: 70% Magic attack power +400 [PvP] Water energies +650 [NEW] — [PvP] Damage +4% of the enemy's current HP
[PvP] Water Bubble	Cooldown: 30s Has a 100% chance of causing [[PvP] Water Bubble]	Cooldown: 50s Has a 100% chance of causing [PvP] Water Bubble]

	Has a 100% chance of causing [[PvP] Water Plating] Has a 100% chance of causing [PvP] Ocean Sprint]	Has a 100% chance of causing [[PvP] Water Plating] Has a 100% chance of causing [PvP] Ocean Sprint]
[PvP] Water Bubble	Reduces 25% of damage received by consuming MP	[NEW] — Reduces 15% of damage received by consuming MP
[PvP] Water Plating]	Duration: 2s Cannot receive negative effects from level 4 or lower	Duration: 10s [NEW] — Suffers a maximum of 7000 critical damage when attacked (3 times) [NEW] — [PvP] Damage received -15% [NEW] — [PvP] Enemy's soft damage -10%
[PvP] Head's Up, Blue Whale!	Attack power scaling: 110% Magic attack power +1750 [PvP] Water energies +1850 Has a 80% chance of causing [PvP] Water Pressure]	Attack power scaling: 85% Magic attack power +1000 [PvP] Water energies +1000 Has a 80% chance of causing [PvP] Water Pressure] [PvP] Damage +7% of the enemy's total HP
	[PvP] Water Pressure Magic Debuff (Level 4) Duration: 2.5 seconds	[PvP] Water Pressure Magic Debuff (Level 4) Duration: 4.0 seconds
	No attack possible [REMOVED] Movement impossible Water resistance -10	No attack possible [NEW] — Movement speed -20% Water resistance -10
	Once the effect's duration is over [[PvP] Waterfall] is received with a chance of 100%.	Once the effect's duration is over [[PvP] Waterfall] is received with a chance of 100%.



Role: Main: DPS

Name	Original	New
[PvP] Death Cage	Cooldown: 18s	Cooldown: 16s
[PvP] Mind Sink	Cooldown: 28s	Cooldown: 20s
[PVP] Mind Sink		The cooldown on this skill cannot be decreased.
[PvP] Blade Changer		The cooldown on this skill cannot be decreased.



Main: Bruiser Secondary: Tank

Name	Original	New
[PvP] Archmage's Determination		[PvP] Base HP 12000 [PvP] Base attack +484 [PvP] Base MP +5000 User's soft damage -15% of the user's total [PvP] User's attack power -484
[PvP] Light Spell	— Attack power scaling: 65% — Magic attack power +100	— Attack power scaling: 55% — Magic attack power: 100 [PvP] Damage +1% of the enemy's current HP
[PvP] Light Catalyst	— Attack power scaling: 85% — Magic attack power +150	— Attack power scaling: 60% — Magic attack power: 150 [PvP] Damage +1% of the enemy's current HP
[PvP] Suppression	— Attack power scaling: 100% — Magic attack power +325	— Attack power scaling: 75% — Magic attack power: 250 [PvP] Damage +2% of the enemy's current HP
[PvP] Holy Prism	— Attack power scaling: 95% — Magic attack power +500 [REMOVED] — Has a 30% chance of causing [PvP] Slight Horror]	— Attack power scaling: 80% — Magic attack power: 325 [PvP] Damage +3% of the enemy's current HP
[PvP] Holy Explosion	— Attack power scaling: 95% — Magic attack power +250	— Attack power scaling: 65% — Magic attack power: 250 [PvP] Damage +1% of the enemy's current HP
[PvP] Magic Catalyst	Duration: 20.0s [REMOVED] — [PvP] Attack power +5% [REMOVED] — [PvP] Damage received -5%	Duration: 600.0s [NEW] — [PvP] Attack power +15% of the user's base attack stat [NEW] — Maximum HP +10%
[PvP] Spellbook Scholar	Reduces 25% of damage received by consuming MP	Reduces 20% of damage received by consuming MP
[PvP] Sacred Mist	[REMOVED] — Has a 100% chance of causing [PvP]Horror]	[NEW] — Has a 100% chance of causing [[PvP] Slight Horror]
[PvP] Sacred Tree Teleport	Cooldown: 1s [REMOVED] — Has a 100% chance of causing [[PvP] Arcane Wind]	Cooldown: 180s [NEW] — Teleports Sacred Tree in your position The cooldown on this skill cannot be decreased.

[PvP] Meteorite Fall	— Attack power scaling: 80% — Magic attack power +500	— Attack power scaling: 80% — Magic attack power: 300 [PvP] Damage +1% of the enemy's current HP
[PvP] Meteor Shower	— Attack power scaling: 85% — Magic attack power +500	— Attack power scaling: 85% — Magic attack power: 400 [PvP] Damage +3% of the enemy's current HP
[PvP] Meteor Storm	Attack power scaling: 90% Magic attack power +500	Attack power scaling: 90% Magic attack power: 1200 [PvP] Damage +5% of the enemy's current HP
[PvP] Sacred Tree]	Cooldown: 180s Duration: 10s	Cooldown: 180 Duration: 32s
	[REMOVED] — Every 2 seconds: [PvP] Recovers 8% HP. [REMOVED] — [PvP] Debuff protect. (lv.4) +50% [REMOVED] — [PvP] Enemy's critical chance -10%	[NEW] — Summons 1 [[PvP] Sacred Tree] [NEW] — There's a 100% chance the summons cast [PvP] Sacred Tree Powers]
		The cooldown on this skill cannot be decreased.
		— Has a 100% chance of causing [[PvP] Sacred Tree Powers]
		Every 4 seconds: Around 8 fields apply [PvP] Illumination] on the user and all allies
		[PvP] Illumination
		Magic Buff (Level 4) Duration: 5 seconds
		— [PvP] Recovers 2% HP — [PvP] Received debuff duration -20% (max. 50%) — [PvP] Damage received -5%



Role: Main: Debuffer Secondary: Assassin

Name	Original	New
Voodoo Passive		[NEW] — [PvP] Attack power scaling +(enemy's total HP /13000)% (min. 190000 Max Enemy's HP) [NEW] — User's soft damage -20% of the user's total [NEW] — [Jotuheim] Damage caused -10%
[PvP] Curse Beam	— Magic attack power +100	— Magic attack power +85
[PvP] Toxin Cloud	Attack Range: 8 cell Target: Around Enemies in 3 cell Casting time: 0.1 sec Cooldown: 7.0 sec MP: 100 — Attack power scaling: 80% — Magic attack power +200 — [PvP] Shadow energies +100	Attack Range: 8 cell Target: Around Enemies in 3 cell Casting time: 0.1 sec Cooldown: 5.0 sec MP: 100 — Attack power scaling: 65% — Magic attack power +100 — [PvP] Shadow energies +100
[PvP] Soulwalk	Cooldown: 40s Duration: 7s [REMOVED] — There's a 100% probability to remove debuffs of level 4 or lower [REMOVED] — Every 2 seconds: recovers 990 (Player Level*10(HP [REMOVED] — No attack possible Side effect: After 0,1 seconds [REMOVED] — You are invisible this state will not change if you are attacked	Cooldown: 20s (No se puede bajar CD) Duration: 2s No HP consumption [NEW] — Cannot receive debuffs from skills that cause damage [NEW] — Cannot be displaced by skills that cause damage Side effect: After 0,1 seconds [NEW] — On defence, has a 100% chance to receive [Woodoo Priest Curse]
[PvP] Limbo Soul	Attack power scaling: 90% Magic attack power +900	Attack power scaling: 70% Magic attack power +300
[PvP] Locust Swarm	Cooldown: 20.0 sec [REMOVED] — [PvP] Has a 100% chance of leeching 2% of the enemy's total HP	Cooldown: 40.0 sec
[PvP] Voodoo Doll	Cooldown: 60s	Cooldown: 45s

[PvP] M-M-Moth!	Cooldown: 70s	Cooldown: 60s
[PvP] Soulripper	Cooldown: 30.0 sec [REMOVED] — [PvP] Has a 100% chance of leeching 1% of the enemy's total HP	Cooldown: 45.0 sec
[PvP] Concentrated Soul Force	[PvP] Final damage +400 (for debuff applied to the enemy (max 3200)) Side Effect: After 0,2 seconds Disappears upon landing a hit	[PvP] Final damage +1000 (for debuff applied to the enemy (max 5000)) Side Effect: After 0,2 seconds Disappears upon landing 2 hits
[PvP] Electrostatic Curse	Cooldown: 120.0 sec Attack power scaling: 100% Magic attack power +1500 [PvP] Final damage +1000 (for debuff applied to the enemy (max. 4500))	Cooldown: 90.0 sec Attack power scaling: 80% Magic attack power +500 [PvP] Final damage +1500 (for debuff applied to the enemy (max. 9000))

Martial Artist



Role:

Main: Assassin/DPS

Name	Original	New
[PvP] Dragon Leap The cooldown on this skill cannot be decreased.	Cooldown: 20s	Cooldown: 18s
[PvP] Knuckle Buster	Cooldown: 7s	Cooldown: 5s The cooldown on this skill cannot be decreased.
[PvP] Crossfire	Cooldown: 40s	Cooldown: 20s
[PvP] Dragon's Fist Mark	[REMOVED] — Attack power +10% [REMOVED] — Critical damage +10%	
[PvP] Flame Blockade	[REMOVED] — On defence has a 100% chance to receive [[PvP] Small Charging]	



Role: Bruiser / DPS

Main: DPS

Secondary: Bruiser

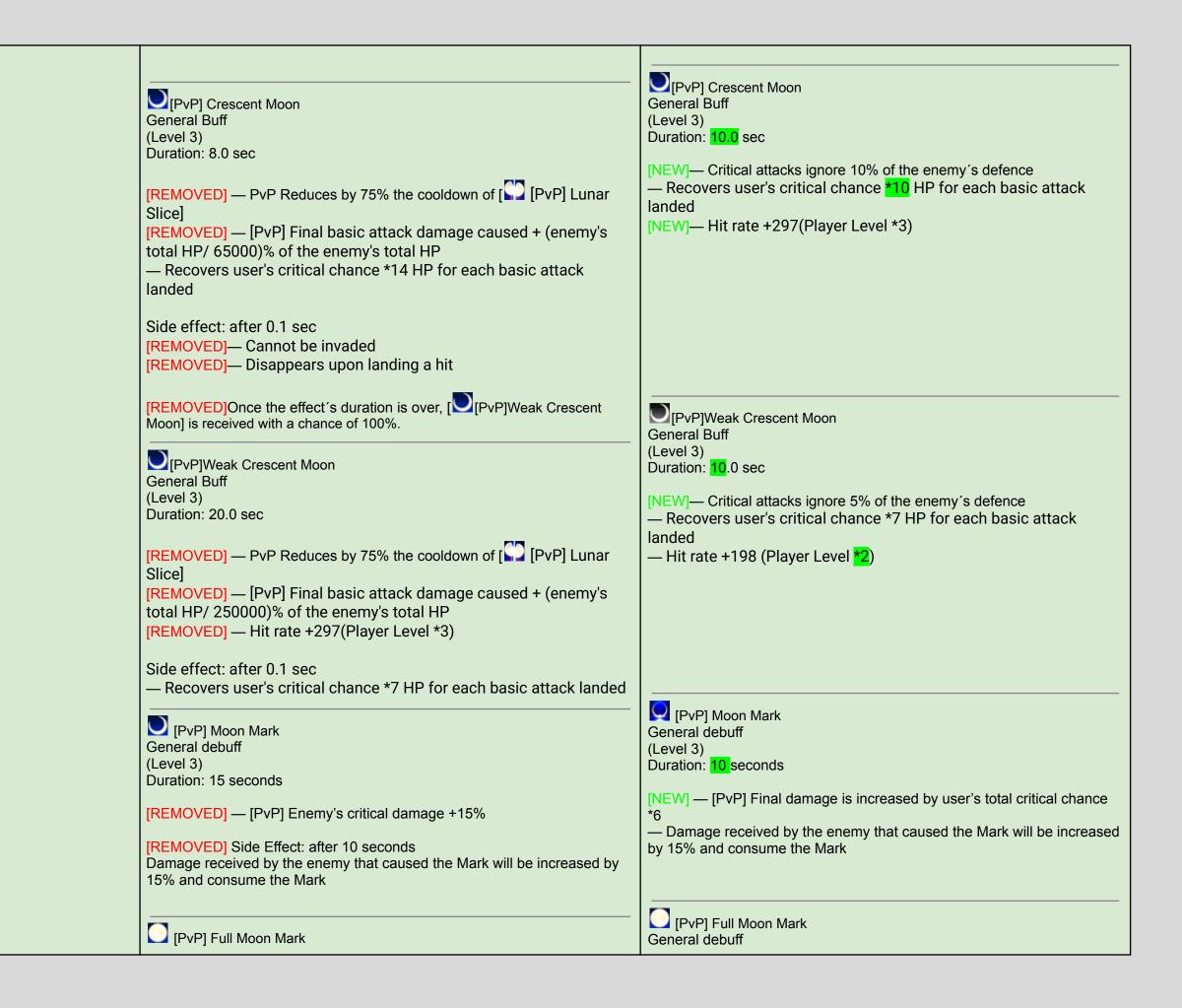
Name	Original	New
[PvP] Mystic Arts (Bruiser form)		— [PvP] Base attack +482 — [PvP] Final critical damage -20% of its total — Base HP +6800 — User's attack power -482 — [PvP] User's soft damage -10%
[PvP] Palm Attack	Attack Range: 1 cell Target: Select One Casting time: 0.1 sec Cooldown: 0.5 sec MP: 0 — Attack power scaling: 75% — Melee attack power +120 — [PvP] Water energies +100 — Damage +1% of the enemy's total HP if [VVP] Bed of Lotus Flowers is active	Attack Range: 2 cell Target: Select One Casting time: 0.1 sec Cooldown: 0.5 sec MP: 0 — Attack power scaling: 75% — Melee attack power +100 — [PvP] Water energies +100 — Damage +1% of the enemy's total HP if [VVP] Bed of Lotus Flowers is active
[PvP] Shockwave Counts as a basic attack	Attack Range: 1 cell Target: Select One Casting time: 0.2 sec Cooldown: 4.0 sec MP: 90	Attack Range: 3 cell Target: Select One Casting time: 0.0 sec Cooldown: 35.0 sec MP: 30
	 — Attack power scaling: 80% — Melee attack power +300 — [PvP] Water energies +300 [REMOVED] — Has a 50% chance of causing [PvP] Internal Injuries] Counts as a basic attack 	 — Attack power scaling: 50% — Melee attack power +65 — [PvP] Water energies +100 [NEW] — [PvP] Skill cooldown -90% if [PvP] Moonlight Absorption] is active. [NEW] — Has a 100% chance of invoking the combo [PvP] Lunar Shockwave I]
[PvP] Lunar Shockwave I Counts as a basic attack		Attack Range: 8 cell Target: Select One Casting time: 0.0 sec Cooldown: 0.1 sec MP: 30 — Attack power scaling: 10% — Melee attack power +65

		— [PvP] Attack power scaling +40% if [[PvP] Moonlight Absorption] is active
		— Critical chance +25% of the user's total If [[PvP] Bathed in Moonlight] is active
		— Has a 100% chance of invoking the combo [[PvP] Lunar Shockwave II]
[PvP] Lunar Shockwave II		Attack Range: 8 cell Target: Select One
Counts as a basic attack		Casting time: 0.0 sec Cooldown: 0.1 sec MP: 30
		— Attack power scaling: 10% — Melee attack power +65
		— [PvP] Attack power scaling +40% if [[PvP] Moonlight Absorption] is active
		— Critical chance +50% of the user's total If [PvP] Bathed in Moonlight] is active
		— Has a 50% chance of causing [PvP] Internal Injuries]
		Counts as a basic attack
[PvP] Shadowless Legs	Attack Range: 7 cell Target: Select One	Attack Range: 9 cell Target: Select One
Counts as a basic attack	Casting time: 0.2 sec Cooldown: 9.0 sec MP: 110	Casting time: 0.2 sec Cooldown: 6.0 sec MP: 110
	— Attack power scaling: 70% — Melee attack power +150 — [PvP] Water energies +300	— Attack power scaling: 70% — Melee attack power +50 — [PvP] Water energies +300
	[REMOVED]— Has a 100% chance of causing [[PvP] Featherweight]	[NEW] — Receives [[PvP] Featherweight] if [[PvP] Moonlight Absorption] is active
		[NEW] — If [[PvP] Bathed in Moonlight] is active has a 25% chance of causing [Paralysis]
[PvP] Sidestep	Attack Range: Itself Target: Select One	Attack Range: Itself Target: Select One
	Casting time: 0.1 sec Cooldown: 10.0 sec MP: 80	Casting time: 0.1 sec Cooldown: 12.0 sec MP: 80
	Has a 100% chance of causing [PvP] Sidestep]	Has a 100% chance of causing [[PvP] Sidestep]
	[PvP] Sidestep]	The cooldown on this skill cannot be decreased.

	General Buff (Level 3) Duration: 2.0 sec — No HP consumption — Cannot receive debuffs from skills that cause damage — Cannot be displaced by skills that cause damage. Side effect: after 0.1 sec [REMOVED] — On defence, has a 100% chance to received [Enlightenment]	[PvP] Sidestep] General Buff (Level 3) Duration: 2.0 sec — No HP consumption — Cannot receive debuffs from skills that cause damage — Cannot be displaced by skills that cause damage. Side effect: after 0.1 sec [NEW] — Recovers 3% of the user's max. HP for every attack (Max 1 times)
[PvP] Moonlight Absorption The cooldown on this skill cannot be decreased and is shared with the Bruiser Form blessing. (DPS form)	Attack Range: Itself Target: Select One Casting time: 0.3 sec Cooldown: 30.0 sec MP: 150 Has a 100% chance of causing [PvP] Moonlight Absorption]	Attack Range: Itself Target: Select One Casting time: 0.3 sec Cooldown: 300.0 sec MP: 150 Has a 100% chance of causing [PvP] Moonlight Absorption] [NEW] — Has a 100% chance of causing [PvP] Bathed in Moonlight] [PvP] Moonlight Absorption General Buff
	[PvP] Moonlight Absorption General Buff (level 3) Duration: 600.0 sec — Allows you to use Full Moon skills — Critical chance +60% of the user's total — Hit rate of melee attacks +198(Player Level *2) Side Effect: after 0.1 sec — [PvP] Final damage received from basic attacks -(User's critical chance /5)% basic attacks -(user's critical chance /8)% [PvP] Bathed in Moonlight General Buff (level 3) Duration: 30.0 sec Attack Power +10% [REMOVED] [PvP] Critical chance +20% of the user's total [REMOVED] Attack power scaling: +10%	(level 3) Duration: 600.0 sec — Allows you to use Full Moon skills — Critical chance +75% of the user's total — Hit rate of melee attacks +198(Player Level *2) Side Effect: after 0.1 sec — [PvP] Final damage received from basic attacks -(User's critical chance /5)% basic attacks -(user's critical chance /8)% [PvP] Bathed in Moonlight General Buff (level 3) Duration: 600.0 sec Attack Power +10% [NEW] — [PvP] Critical damage +9(Player Level /10)%
[PvP] Crescent Moon Dance	Attack Range: Itself Target: Around Enemy in 2 cell Casting time: 0.2 sec	Attack Range: Itself Target: Around Enemy in 3 cell Casting time: 0.2 sec

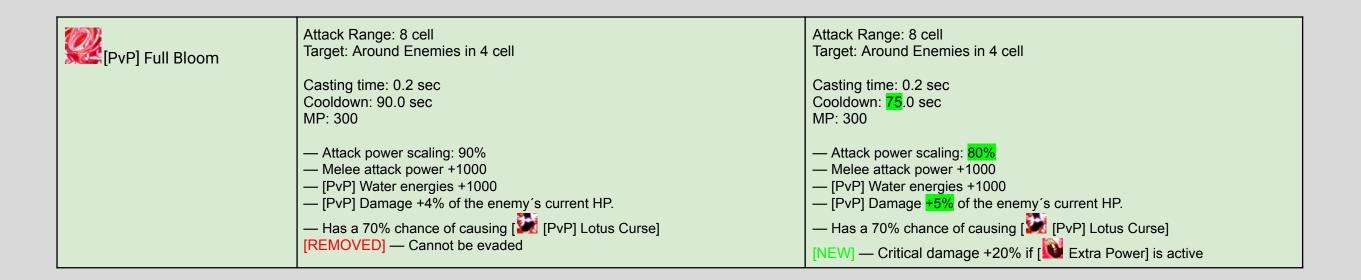
Counts as a basic attack	Cooldown: 20.0 sec MP: 150	Cooldown: 20.0 sec MP: 150
	 Attack power scaling: 85% Melee attack power +600 [PvP] Water energies +700 Has a 100% chance of causing [Blackout] Receives [PvP] Lunar Hideout] if [Extra Power] is active Counts as a basic attack	 Attack power scaling: 85% Melee attack power +300 [PvP] Water energies +700 Has a 50% chance of causing [Blackout] Receives [PvP] Lunar Hideout] if [Extra Power] is active
	[PvP] Lunar Hideout Buff (Level 4) Duration: 8.0 sec	[PvP] Lunar Hideout Buff (Level 4) Duration: 5.0 sec
	Movement speed -1 Side effect: after 0.1 sec Sneak in	Movement speed -1 [NEW] — On defence, has a 100% chance to cause [PvP] Bound by Moonlight [NEW] — Has 40% chance of causing [Paralysis]
		Side effect: after 0.1 sec Sneak in
[PvP] Lunar Slice	Attack Range: 6 cell Target: Special Area	Attack Range: 6 cell Target: Special Area
Counts as a basic attack	Casting time: 0.4 sec Cooldown: 3.5 sec MP: 180	Casting time: 0.4 sec Cooldown: 20.0 sec MP: 180
	— Attack power scaling: 65% — Melee attack power +600 — [PvP] Water energies +900	— Attack power scaling: 80% — Melee attack power +500 — [PvP] Water energies +900 [NEW] — If [Extra Power] is active has a 100% chance of causing [PvP] Critical Armour Breach]
		[PvP] Critical Armour Breach Debuff: (Level 5) Duration: 8.0 sec
- GDA	Attack Range: 8 cell	Received critical hits decrease (user's total HP / 8000)% of user's defence Attack Range: 8 cell
[PvP] Bound by Moonlight	Target: Select One	Target: Select One
Counts as a basic attack	Casting time: 0.3 sec Cooldown: 25.0 sec MP: 150	Casting time: 0.3 sec Cooldown: 25.0 sec MP: 150

	 Attack power scaling: 90% Melee attack power +750 [PvP] Water energies +1200 Has a 100% chance of causing [PvP] Bound by Moonlight] [REMOVED]— Removes all debuffs up to level 4 if [XM Extra Power] is active 	— Attack power scaling: 80% — Melee attack power +450 — [PvP] Water energies +1200 — Has a 100% chance of causing [PvP] Bound by Moonlight] [NEW] — If [Extra Power] is active has a 100% chance of causing [PvP] Bound by the Full Moon's Light]
	[PvP] Bound by Moonlight General debuff (Level 4) Duration: 3 seconds [REMOVED]— Movement impossible	[PvP] Bound by Moonlight General debuff (Level 4) Duration: 5 seconds [NEW] — Movement Speed -10% — Enemy's critical chance +10%
	— Enemy's critical chance +20% [REMOVED]— Side Effect: after 0.1 seconds [REMOVED]— Disappears upon receiving a hit [PvP] Bound by the Full Moon's Light General debuff (Level 4)	[PvP] Bound by the Full Moon's Light General debuff (Level 5) Duration: 4 seconds [NEW] — Movement Speed -20% From y's critical shapes 1,25%
	Duration: 3 seconds [REMOVED] — Movement impossible Enemy's critical chance +40% [REMOVED] — [PvP] Defence -15% [REMOVED] — Side Effect: after 0.1 seconds — Disappears upon receiving a hit	— Enemy's critical chance +25%
[PvP] Lunar Eclipse	Attack Range: 10 cell Target: Select One Casting time: 0.4 sec Cooldown: 60.0 sec MP: 200	Attack Range: 10 cell Target: Select One Casting time: 0.4 sec Cooldown: 44.0 sec MP: 200
	— Has a 100% chance of causing [PvP] Moon Mark] (ignores debuff protection) [REMOVED]— Has a 100% chance of causing [PvP] Crescent Moon] [REMOVED]— If [PvP] Bound by Moonlight] is active on your opponent it's replaced by [PvP] Bound by the Full Moon's Light] — Has a 100% chance of causing [PvP] Lunar Hideout] — If [Extra Power] is active, has 100% chance of causing [PvP] Full Moon Mark] (ignores debuff protection)	[NEW]— Has a 100% chance of causing [PvP] Weak Crescent Moon] [NEW]— If [Extra Power] is active receives [PvP] Crescent Moon] — Has a 100% chance of causing [PvP] Moon Mark] (ignores debuff protection) — Has a 100% chance of causing [PvP] Lunar Hideout] — If [Extra Power] is active, has 100% chance of causing [PvP] Full Moon Mark] (ignores debuff protection)



	General debuff (Level 4) Duration: 15 seconds [REMOVED] — [PvP] Enemy's critical damage +25% [REMOVED] Side Effect: after 10 seconds Damage received by the enemy that caused the Mark will be increased by 20% and consume the Mark	(Level 3) Duration: 10 seconds [NEW] — [PvP] Final damage is increased by user's total critical chance *18 — Damage received by the enemy that caused the Mark will be increased by 20% and consume the Mark
[PvP] Gathering Petals The cooldown on this skill cannot be decreased and is shared with	Attack Range: Itself Target: Select One Casting time: 0.3 sec Cooldown: 30.0 sec	Attack Range: Itself Target: Select One Casting time: 0.3 sec Cooldown: 300.0 sec
the Bruiser Form blessing. (Bruiser form)	MP: 150 Has a 100% chance of causing [[PvP] Gathering Petals]	MP: 150 Has a 100% chance of causing [PvP] Gathering Petals] [NEW] — Has a 100% chance of causing [PvP] Bed of Lotus Flowers] [NEW] — Has a 100% chance of causing [PvP] Mystic Arts Bruiser] (Pasiva oculta)
	[PvP] Gathering Petals General Buff (Level 3) Duration: 600.0 sec — Allows you to use Lotus Flowers Skills — [PvP] Damage received -(Player's total HP / 16750)% — [PvP] Enemy's soft damage -10% Side Effect: after 0.1 sec [REMOVED]— Hit rate of melee attacks +198 (Player Level *2) — [PvP] Enemy's crit. damage -5% of their total	[PvP] Gathering Petals General Buff (Level 3) Duration: 600.0 sec — Allows you to use Lotus Flowers Skills — [PvP] Damage received -(Player's total HP / 35000)% — [PvP] Enemy's soft damage -15% Side Effect: after 0.1 sec — [PvP] Enemy's crit. damage -10% of their total [PvP] Bed of Lotus Flowers General Buff (Level 3)
	[PvP] Bed of Lotus Flowers General Buff (Level 3) Duration: 30.0 sec [REMOVED] — [PvP] Damage received -(Player's total HP / 33000)% [REMOVED]— [PvP] Enemy's soft damage -10% [REMOVED] — [PvP] Enemy's crit. damage -10% of their total	Duration: 600.0 sec [NEW] — Attack power +25% of the user's base attack stat. [NEW] — Hit rate of melee attacks +198 (Player Level *2)
[PvP] Lotus Leap	Attack Range: 7 cell Target: Select One Casting time: 0.2 sec	Attack Range: 10 cell Target: Select One Casting time: 0.2 sec

	T	T
	Cooldown: 13.0 sec MP: 130	Cooldown: 13.0 sec MP: 130
	— Attack power scaling: 75% — Melee attack power +350 — [PvP] Water energies +800 — Skill cooldown reset if [Extra Power] is active [REMOVED] — Counts as a basic attack	— Attack power scaling: 75% — Melee attack power +350 — [PvP] Water energies +800 — Skill cooldown reset if [Extra Power] is active [NEW] — [PvP] Damage +2% of the enemy's current HP.
[PvP] Lotus Seed	Attack Range: Itself Target: Select One	Attack Range: Itself Target: Around Enemy in 3 cell
The first of the f	Casting time: 0.1 sec Cooldown: 15.0 sec MP: 200	Casting time: 0.1 sec Cooldown: 25.0 sec MP: 200
	— Summons 2 [[PvP] Lotus Flower] — There's a 100% chance the summons cast [PvP] Lotus Attack	[NEW] — Attack power scaling: 70% [NEW] — Melee attack power +500 [NEW] — [PvP] Damage +4% of the enemy's current HP. — Summons 2 [[PvP] Lotus Flower]
	Using this skill while [Extra Power] is active summons two additional Lotus Flowers.	— There's a 100% chance the summons cast [PvP] Lotus Attack
		Using this skill while [Extra Power] is active summons two additional Lotus Flowers.
	[PvP] Lotus Attack Attack Range: 3 cell Target: Around Enemies in 3 cell Cooldown: 2s	[PvP] Lotus Attack Attack Range: 3 cell Target: Around Enemies in 3 cell Cooldown: 2s
	— Attack power scaling: 60% — Melee attack power +200 — [PvP] Water energies +200 — Cannot be evaded	— Attack power scaling: 60% — Melee attack power +200 — [PvP] Water energies +200 — Cannot be evaded
	— Has a 20% chance of causing [Short Blackout] — Damage caused -30%	 — Has a 40% chance of causing [Short Paralysis] — Damage caused -30%
[PvP] Lotus Snare	Attack Range: Itself Target: Around Enemies in 4 cell	Attack Range: Itself Target: Around Enemies in 4 cell
	Casting time: 0.2 sec Cooldown: 22.0 sec MP: 230	Casting time: 0.2 sec Cooldown: 22.0 sec MP: 230
	— Attack power scaling: 85% — Melee attack power +500 — [PvP] Water energies +1000 — [PvP] Damage +3% of the enemy's current HP.	— Attack power scaling: 85% — Melee attack power +500 — [PvP] Water energies +1000 — [PvP] Damage +3% of the enemy's current HP.
	— Has a 100% chance of causing [[PvP] Petal Hell]	— Has a 100% chance of causing [PvP] Petal Hell] [NEW] — Removes all debuffs up to level 4 if [Western Power] is active





Role: Main: Bruiser Secondary: Debuffer

Name	Original	New
[PvP] Block	Has a 100% chance of causing [PvP] Block] [PvP] Block General Buff (level 3) Duration: 2.0s — If you are attacked while blocking, you earn 1000 ultimate points [REMOVED] — Cannot receive debuffs from skills that cause damage [REMOVED] — Cannot be displaced by skills that cause damage.	Has a 100% chance of causing [PvP] Cover Aura] NEW] — Has a 100% chance of causing [PvP] Block] [PvP] Cover Aura General Buff (level 3) Duration: 2.0s — If you are attacked while blocking, you earn 1000 ultimate points — Cannot receive debuffs from skills that cause damage — Cannot be displaced by skills that cause damage. NEW] — Disappears upon receiving a hit [PvP] Block General Buff (level 3) Duration: 2.0s — No HP Consumption — Cannot receive debuffs from skills that cause damage — Cannot be displaced by skills that cause damage
[PvP] Inspiration	Cooldown: 70.0	Cooldown: 40.0

[PvP] Sonic Wave	[REMOVED] Has a 25% chance of causing [PvP] Energy hit in a weak point]	NEW]— If [PvP] Warrior Meditation] is active, has 25% chance of causing [PvP] Energy hit in a weak point]
	[PvP] Energy hit in a weak point Magic debuff (level 2) Duration: 10.0s	[PvP] Energy hit in a weak point Magic debuff (level 2) Duration: 5.0s
	[REMOVED] [PvP] Damage received from basic attacks +10% Light resistance -25 Movement speed -2	[NEW]— Damage received +10% Light resistance -25 Movement speed -2
	Once the effect's duration is over, [Handicapped] is received with a chance of 10%	Once the effect's duration is over, [Handicapped] is received with a chance of 80%
[PvP] Ultimate Sonic Wave	[REMOVED] Has a 60% chance of causing [PvP] Energy hit in a weak point]	NEW]— If [PvP] Warrior Meditation] is active, has 100% chance of causing [PvP] Energy hit in a weak point]



Demon Warrior

Role: Main: Bruiser Secondary: Debuffer

Name	Original	New
[PvP] Shadow Storm	Target: Around Enemy in 3 cell	Target: Around Enemy in 5 cell
[PvP] Bats Infection	Duration: 12s — Every 6 seconds: [PvP] Decreases 1% HP	Duration: 10s — Every 5 seconds: [PvP] Decreases 1% HP
[PvP] Blood Chains	Attack Range: 5 cell Attack power scaling: 30%	Attack Range: 8 cell Attack power scaling: 75%



Role: Main: Tank

Name	Original	New
Healing Flames		Now this skill is used in bear form.

Jotun Set

[PvP] Jotun's Berserk Gene	— On skill usage, there's a 100% chance of summoning an onyx clone to carry and additional attack and deal 50% of the damage you have already inflicted	— On skill usage, there's a 100% chance of summoning an onyx clone to carry and additional attack and deal 35% of the damage you have already inflicted
[PvP] Jotun's Weak Berserk Gene	— On skill usage, there's a 100% chance of summoning an onyx clone to carry and additional attack and deal 35% of the damage you have already inflicted	— On skill usage, there's a 100% chance of summoning an onyx clone to carry and additional attack and deal 20% of the damage you have already inflicted
Jotunheim Dragon's Costume Wings	[PvP] If the user reduces 14% of their enemy's total HP from a single blow, Solution Jotunheim Dragon's Breath is received	[PvP] If the user reduces 10% of their enemy's total HP from a single blow, Solumbeim Dragon's Breath is received
Jotunheim Dragon's Breath	[PvP] Damage caused +30%	[PvP] Damage caused +20%
Weak Jotunheim Dragon's Breath	[PvP] Damage caused +20%	[PvP] Damage caused +10%
Onyx Trick	On skill usage, there's a 100% chance of summoning an onyx clone to carry and additional attack and deal 30% of the damage you have already inflicted	On skill usage, there's a 100% chance of summoning an onyx clone to carry and additional attack and deal 20% of the damage you have already inflicted
Second Trick	On skill usage, there's a 100% chance of summoning an onyx clone to carry and additional attack and deal 15% of the damage you have already inflicted	On skill usage, there's a 100% chance of summoning an onyx clone to carry and additional attack and deal 5% of the damage you have already inflicted
Winter's Berserk Mode	On skill usage, there's a 100% chance of summoning an onyx clone to carry and additional attack and deal 25% of the damage you have already inflicted	On skill usage, there's a 100% chance of summoning an onyx clone to carry and additional attack and deal 15% of the damage you have already inflicted
Concierge Blessing	On skill usage, there's a 100% chance of summoning an onyx clone to carry and additional attack and deal 15% of the damage you have already inflicted	On skill usage, there's a 100% chance of summoning an onyx clone to carry and additional attack and deal 5% of the damage you have already inflicted