

Role: Main: DPS

Name	Description	Original	New
[PvP] Sword Storm		Cooldown: 25s Attack Range: 1 cell Target: Around Enemy in 3 cell Mana: 80 mp — Attack power scaling: 100% Melee attack power +300 — [PvP] Water energies +500 — Has a 60% chance of causing [Heavy Bleeding] — Has a 70% chance of causing [PvP] Wounded Leg] — Has a 100% chance of causing [PvP] Wind Protection] — [PvP] Wind Protection General Buff (Level 5) Duration: 3 seconds [REMOVED] — [PvP] Damage received -75% — [PvP] Debuff protect. (Iv.5) +75% — Resists forced movement with 100% chance.	Cooldown: 25s Attack Range: 1 cell Target: Around Enemy in 3 cell Mana: 80 mp — Attack power scaling: 100% Melee attack power +300 — [PvP] Water energies +500 — Has a 60% chance of causing [Heavy Bleeding] — Has a 70% chance of causing [PvP] Wounded Leg] — Has a 100% chance of causing [PvP] Wind Protection] — [PvP] Wind Protection General Buff (Level 5) Duration: 3 seconds [NEW] — [PvP] Range damage received -75% [NEW] — [PvP] Magic damage received -75% — [PvP] Debuff protect. (Iv. 1+75% — Resists forced movement with 100% chance. [NEW] — [PvP] Melee damage received -10%



Role: Main: Tank

Secondary: Anti-tank

Name	Description	Original	New
[PvP] Lance Dash		Cooldown: 14s Attack Range: 8 cell Target: Special Area Mana: 130 mp — Attack power scaling: 25% Melee attack power +200 — [PvP] Damage +4% of the enemy's current HP — Has a 30% chance of causing [PvP] Serious Wound] — You receive 30 Sharpness Points — Counts as a Pinpoint attack, damage increased by 8% against targets with Pierced Armour] or higher	Cooldown: 14s Attack Range: 8 cell Target: Special Area Mana: 130 mp — Attack power scaling: 25% Melee attack power +200 — [PvP] Damage +3% of the enemy's current HP — Has a 30% chance of causing [PvP] Serious Wound] — You receive 30 Sharpness Points — Counts as a Pinpoint attack, damage increased by 5% against targets with [Pierced Armour] or higher
[PvP] Holy Whirlwind		Cooldown: 20s Attack Range: Itself Target: Around Enemy in 4 cell Mana: 140 mp — Attack power scaling: 30% Melee attack power +600 — Attracts enemies to 1 fields from you — You receive 50 Sharpness Points — [PvP] Damage +4% of the enemy's total HP — Has a 100% chance of causing [PvP] White Knight's Shield]	Cooldown: 25s Attack Range: Itself Target: Around Enemy in 4 cell Mana: 140 mp — Attack power scaling: 30% Melee attack power +600 — Attracts enemies to 1 fields from you — You receive 50 Sharpness Points — [PvP] Damage +4% of the enemy's total HP — Has a 100% chance of causing [VPP] White Knight's Shield]
[PvP] Lance Throw		Cooldown: 18s Attack Range: 8 cell Target: Special Area Mana: 160 mp — Attack power scaling: 30% Melee attack power +550	Cooldown: 18s Attack Range: 8 cell Target: Special Area Mana: 160 mp — Attack power scaling: 30% Melee attack power +550

	— [PvP] Light energies +750 — [PvP] Damage +5% of the enemy's current HP — You receive 40 Sharpness Points — Has a 50% chance of causing [Pierced Armour]	[PvP] Light energies +750 [PvP] Damage +4% of the enemy's current HP You receive 40 Sharpness Points Has a 50% chance of causing [
[PvP] Triple Lunge	Cooldown: 25s Attack Range: 3 cell Target: Around Enemy in 2 cell Mana: 200 mp — Attack power scaling: 40% Melee attack power +850 — [PvP] Damage +7% of the enemy's current HP — You receive 60 Sharpness Points — Counts as a Pinpoint attack, damage increased by 12% against targets with [Pierced Armour] or higher — Has a 70% chance of causing [PvP] Serious Wound]	Pierced Armour] Cooldown: 25s Attack Range: 3 cell Target: Around Enemy in 2 cell Mana: 200 mp — Attack power scaling: 40% Melee attack power +850 — [PvP] Damage +6% of the enemy's current HP — You receive 60 Sharpness Points — Counts as a Pinpoint attack, damage increased by 6% against targets with [Pierced Armour] or higher — Has a 70% chance of causing [PvP]
[PvP] Armour Demolition	Cooldown: 30s Attack Range: 9 cell Target: Around Enemy in 3 cell Mana: 300 mp — Attack power scaling: 35% Melee attack power +1000 — [PvP] Light energies +900 — Critical chance +10% of the user's total if [PvP] Sharp Lance] is active — [PvP] Damage +5% of the enemy's total HP — Has a 100% chance of causing [Fully Pierced Armour] (ignores debuff protection)	Serious Wound] Cooldown: 30s Attack Range: 9 cell Target: Around Enemy in 3 cell Mana: 300 mp — Attack power scaling: 35% Melee attack power +1000 — [PvP] Light energies +900 — Critical chance +10% of the user's total if [[PvP] Sharp Lance] is active — [PvP] Damage +4% of the enemy's total HP — Has a 100% chance of causing [Fully Pierced Armour] (ignores debuff protection)
	Fully Pierced Armour General Debuff (Level 10) Duration: 10 seconds — Pierces armour thoroughly. Enables the damage bonus of Pinpoint attacks. In addition, the	Fully Pierced Armour General Debuff (Level 10) Duration: 10 seconds — Pierces armour thoroughly. Enables the

	damage bonus +50%	damage bonus of Pinpoint attacks. In addition, the damage bonus +25%
[PvP] Light of Protection	Cooldown: 60s Attack Range: Itself Target: Select One Mana: 300 mp	Cooldown: 60s Attack Range: Itself Target: Select One Mana: 300 mp
	— Has a 100% chance of causing [PvP] Light of Protection]	— Has a 100% chance of causing [PvP] Light of Protection]
	General Buff (Level 4) Duration: 600 seconds	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] Stun debuff protect. +20%	— [PvP] Damage received is decreased by player's total HP / 10000 — [PvP] Enemy's defense is decreased by ((enemy's total HP -60000) / 3750)% — [PvP] Stun debuff protect. +20%
	Side Effect: after 0.1 seconds — [PvP] Enemy's soft damage -10%	Side Effect: after 0.1 seconds — [PvP] Enemy's soft damage -10%



Role: Main: Bruiser Secondary: Assassin

Name	Description	Original	New
[PvP] Judgement of Damnation		Cooldown: 8s Attack Range: 3 cell Target: Around Enemy in 1 cell Mana: 180 mp	Cooldown: 8s Attack Range: 3 cell Target: Around Enemy in 1 cell Mana: 180 mp
		— [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	— [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] — [PvP] Has a 100% chance of leeching 3% of the enemy's total HP	Has a 35% chance of causing [[PvP] Judgement of Damnation] [PvP] Has a 100% chance of leeching 3% of the enemy's total HP
	[PvP] Judgement of Damnation General Debuff (Level 3) Duration: 4 seconds — No attack possible [REMOVED] — [PvP] Defence level upgrade -2	[PvP] Judgement of Damnation General Debuff (Level 3) Duration: 2.5 seconds — No attack possible



Role: Main: Assassin

Name	Description	Original	New
[PvP] Slash		Cooldown: 4s Attack Range: 6 cell Target: Select One Mana: 15 mp — Attack power scaling: 75% Melee attack power +15 — [PvP] Shadow energies +50 — Has a 65% chance of causing [Image] [PvP] Critical Bleeding] — Ambush attacks cause 270 additional damage. [REMOVED] Counts as a basic attack	Cooldown: 4s Attack Range: 6 cell Target: Select One Mana: 15 mp — Attack power scaling: 70% Melee attack power +15 — [PvP] Shadow energies +50 — Has a 65% chance of causing [IVP] Critical Bleeding] — Ambush attacks cause 270 additional damage. No longer Counts as a basic attack (Now Counts as Skill)



Role:

Main: Assassin

Name	Description	Original	New
[PvP] Booster On		Cooldown: 25s Attack Range: Itself Target: Select One Mana: 200 mp — Has a 100% chance of causing [Select [PvP]] Booster On]	Cooldown: 25s Attack Range: Itself Target: Select One Mana: 200 mp — Has a 100% chance of causing [VPVP] Booster On]
		[PvP] Booster On General Buff (Level 5) Duration: 6 seconds — Movement speed +13 — A shadowy figure appears. — [PvP] Damage received -5% Side Effect: after 0.1 seconds — Critical damage +20% Haste occurs, in releasing at the probability of 100% Haste Magic Buff (Level 2) Duration: 600 seconds — Movement speed +2 — A shadowy figure appears.	General Buff (Level 5) Duration: 6 seconds — Movement speed +13 — A shadowy figure appears. — [PvP] Damage received -10% Side Effect: after 0.1 seconds — Critical damage +20% Haste occurs, in releasing at the probability of 100% Haste Magic Buff (Level 2) Duration: 600 seconds — Movement speed +2 — A shadowy figure appears. [NEW] — Enemy's magic soft damage -5% [NEW] — Damage received from basic attacks -10%

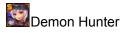


Role: Main: Bruiser

Name	Description	Original	New
Card Passive	VNUM: 26498	— [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] Base Attack +482 — [PvP] Attack Power 800 — [PvP] Final critical damage -25% of its total — [PvP] User's soft damage -15% — [PvP] Base HP +6500
[PvP] Boomerang Blast		Cooldown: 0.7s Attack Range: 9 cell Target: Select One Mana: 0 mp — Attack power scaling: 75% Ranged attack power +150 — [PvP] Light energies +160	Cooldown: 0.7s Attack Range: 8 cell Target: Select One Mana: 0 mp — Attack power scaling: 70% Ranged attack power +150 — [PvP] Light energies +160
[PvP] Snake Rush		Cooldown: 8s Attack Range: 9 cell Target: Around Enemy in 3 cell Mana: 75 mp — Attack power scaling: 75% Ranged attack power +450 — [PvP] Light energies +350 — Has a 40% chance of causing [Blackout] — [PvP] Damage +2% of the enemy's total HP	Cooldown: 8s Attack Range: 8 cell Target: Around Enemy in 3 cell Mana: 75 mp — Attack power scaling: 75% Ranged attack power +450 — [PvP] Light energies +350 — Has a 40% chance of causing [PvP] Damage +2% of the enemy's total HP
[PvP] Beast Claw		Cooldown: 20s Attack Range: 9 cell Target: Special Area Mana: 85 mp — Attack power scaling: 80% Ranged attack power +800 — [PvP] Light energies +350 — Has a 30% chance of causing [VPP] Heavy Bleeding] — [PvP] Damage +6% of the enemy's current HP	Cooldown: 20s Attack Range: 9 cell Target: Special Area Mana: 85 mp — Attack power scaling: 80% Ranged attack power +800 — [PvP] Light energies +350 — Has a 30% chance of causing [VPP] Heavy Bleeding] — [PvP] Damage +4% of the enemy's current HP
		[PvP] Heavy Bleeding	[PvP] Heavy Bleeding

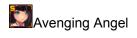
		Disease Debuff (Level 4) Duration: 8 seconds — [PvP] Critical damage -50% — Magic damage caused -20% — Every 2 seconds: Decreases 495 (Player Level * 5) HP	Disease Debuff (Level 4) Duration: 8 seconds — [PvP] Critical damage -15% — Magic damage caused -5% — Every 2 seconds: Decreases 495 (Player Level * 5) HP
[PvP] Eagle Spirit		Cooldown: 60s Attack Range: Itself Target: Select One Mana: 150 mp — Has a 100% chance of causing [PvP] Eagle Spirit]	Cooldown: 60s Attack Range: Itself Target: Select One Mana: 150 mp — Has a 100% chance of causing [PvP] Eagle Spirit]
		[PvP] Eagle Spirit General Buff (Level 3) Duration: 600 seconds — [PvP] Hit rate +198 (Player Level * 2) [REMOVED] — [PvP] Damage received -10% — [PvP] Enemy's attack bonus strength -5% (max. 75%)	[PvP] Eagle Spirit General Buff (Level 3) Duration: 600 seconds — [PvP] Hit rate +198 (Player Level * 2) [NEW] — [PvP] Damage received is decreased by player's total HP / 16000 — [PvP] Enemy's attack bonus strength -5% (max. 75%)
[PvP] Bear Spirit		Cooldown: 180s Attack Range: 0 cell Target: Around Allies in 4 cell Mana: 200 mp — Has a 100% chance of causing [PvP] Bear Spirit]	Cooldown: 180s Attack Range: 0 cell Target: Around Allies in 4 cell Mana: 200 mp — Has a 100% chance of causing [PvP] Bear Spirit]
	[PvP] Bear Spirit General Buff (Level 11) Duration: 600 seconds	[PvP] Bear Spirit General Buff (Level 11) Duration: 600 seconds	

	— Maximum HP +30% of the user's base amount (max. 10.000) — Maximum MP +30% of the user's base amount (max. 10.000)	Maximum HP +7% of the user`s base amount (max. 10.000) Maximum MP +15% of the user`s base amount (max. 10.000)
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Main: Assassin or Offtank (Depends on the buff chosen) Secondary: DPS

Name	Description	Original	New
[PvP] Calm Spirit		Cooldown: 180s Attack Range: Itself Target: Select One Mana: 100 mp	Cooldown: 60s Attack Range: Itself Target: Select One Mana: 100 mp
		— Has a 100% chance of causing [[PvP] Calm Spirit] — Has a 100% chance of invoking the combo [PvP] Berserk Spirit	Has a 100% chance of causing [[PvP] Calm Spirit] Has a 100% chance of invoking the combo [PvP] Berserk Spirit
		PvP] Calm Spirit	PvP] Calm Spirit
		Magic Buff (Level 2) Duration: 300 seconds	Magic Buff (Level 2) Duration: 600 seconds
		— [PvP] Damage received -8% — [PvP] Enemy's critical damage -20% Side Effect: after 0.1 seconds	— [PvP] Damage received -8% — [PvP] Enemy's critical damage -20% [NEW] — [PvP] Base Attack +300
		— On attack, has a 8% chance to cause [☑[PvP] Gunshot Wound] — [PvP] Has a 10% chance to decrease melee damage by 30%	Side Effect: after 0.1 seconds — On attack, has a 8% chance to cause [█️[PvP] Gunshot Wound] — [PvP] Has a 10% chance to decrease melee damage by 30%



Main: Assassin / DPS

Secondary:

Name	Description	Original	New
[PvP] Swordmastery		Cooldown: 0.6s Attack Range: 6 cell Target: Select One Mana: 0 mp — Attack power scaling: 75% Melee attack power +100 — [PvP] Light energies +110	Cooldown: 0.5s Attack Range: 6 cell Target: Select One Mana: 0 mp — Attack power scaling: 80% Melee attack power +100 — [PvP] Light energies +110
[PvP] Lightning Blade		Cooldown: 20s Attack Range: 12 cell Target: Around Enemy in 3 cell Mana: 150 mp — Attack power scaling: 100% Melee attack power +450 — [PvP] Light energies +450 — Has a 100% chance of causing [WE Electric Shock] (ignores debuff protection)	Cooldown: 20s Attack Range: 12 cell Target: Around Enemy in 3 cell Mana: 150 mp — Attack power scaling: 110% Melee attack power +450 — [PvP] Light energies +450 — Has a 100% chance of causing [WE Electric Shock] (ignores debuff protection)
[PvP] Sword of Justice		Cooldown: 8s Attack Range: 6 cell Target: Special Area Mana: 100 mp — Attack power scaling: 85% Melee attack power +350 — [PvP] Light energies +700 — Has a 30% chance of causing [PvP] Slight Shock]	Cooldown: 8s Attack Range: 6 cell Target: Special Area Mana: 100 mp — Attack power scaling: 85% Melee attack power +450 — [PvP] Light energies +700 — Has a 30% chance of causing [VPP] Slight Shock]
[PvP] Cut and Run		Cooldown: 25s Attack Range: 15 cell Target: Select One Mana: 100 mp	Cooldown: 25s Attack Range: 15 cell Target: Select One Mana: 100 mp

	— Attack power scaling: 90% Ranged attack power +300 — [PvP] Light energies +350 — Has a 100% chance of causing [PvP] Golden Spell] — Has a 100% chance of causing [Cut and Run] — Has a minimum 100% chance of inflicting critical hits	— Attack power scaling: 90% Ranged attack power +700 — [PvP] Light energies +350 — Has a 100% chance of causing [VP] Golden Spell] — Has a 100% chance of causing [VP] Cut and Run] — Has a minimum 100% chance of inflicting critical hits
[PvP] Meteor Thrust	Cooldown: 25s Attack Range: 6 cell Target: Around Enemy in 3 cell Mana: 250 mp — Attack power scaling: 85% Melee attack power +500 — [PvP] Light energies +750 — Has a 100% chance of causing [PvP] Red Spell]	Cooldown: 25s Attack Range: 6 cell Target: Around Enemy in 3 cell Mana: 250 mp — Attack power scaling: 100% Melee attack power +500 — [PvP] Light energies +750 — Has a 100% chance of causing [PvP] Red Spell]
[PvP] Divine Blade	Cooldown: 45s Attack Range: 6 cell Target: Around Enemy in 4 cell Mana: 200 mp — Attack power scaling: 110% Melee attack power +750 — [PvP] Light energies +1100 — Has a 100% chance of causing [PvP] Shock] — Ambush attacks cause 1000 additional damage.	Cooldown: 60s Attack Range: 6 cell Target: Around Enemy in 4 cell Mana: 200 mp — Attack power scaling: 125% Melee attack power +750 — [PvP] Light energies +1100 — Has a 100% chance of causing [PvP] Shock] — Ambush attacks cause 1000 additional damage.
[PvP] Spirit Lance	Cooldown: 90s Attack Range: 6 cell Target: Around Enemy in 3 cell Mana: 400 mp — Attack power scaling: 120% Melee attack power +1000 — [PvP] Light energies +1250 — [PvP] Critical damage +50% — Has a 100% chance of causing [VPP] Critical Bleeding]	Cooldown: 90s Attack Range: 6 cell Target: Around Enemy in 3 cell Mana: 400 mp — Attack power scaling: 105% Melee attack power +1000 — [PvP] Light energies +1250 — [PvP] Critical damage +50% — Has a 100% chance of causing [IVP] Critical Bleeding]



Role

Main: DPS Skill Caster Secondary: Anti-tank

Name	Description	Original	New
[PvP] Ice Shard		Cooldown: 4s Attack Range: 10 cell Target: Around Enemy in 1 cell Mana: 60 mp — Attack power scaling: 90%	Cooldown: 5.5s Attack Range: 12 cell Target: Around Enemy in 1 cell Mana: 60 mp — Attack power scaling: 65%
		Magic attack power +50 — [PvP] Water energies +600 — Has a 80% chance of invoking the combo [PvP] Shard Storm — [PvP] Final damage caused increased by (enemy's total HP/75000)% of the enemy's total HP	Magic attack power +50 — [PvP] Water energies +600 — Has a 100% chance of invoking the combo [PvP] Shard Storm — [PvP] Final damage caused increased by (enemy's total HP/75000)% of the enemy's total HP
[PvP] Shard Storm		Cooldown: 1s Attack Range: 10 cell Target: Around Enemy in 1 cell Mana: 100 mp — Attack power scaling: 95% Magic attack power +75 — [PvP] Water energies +400 — [PvP] Final damage caused increased by (enemy's total HP/75000)% of the enemy's total	Cooldown: 0.2s Attack Range: 12 cell Target: Around Enemy in 1 cell Mana: 100 mp — Attack power scaling: 65% Magic attack power +75 — [PvP] Water energies +600 — [PvP] Final damage caused increased by (enemy's total HP/70000)% of the enemy's total HP [NEW] — Has a 100% chance of invoking the combo
[PvP] Intense Shard Storm [NEW]			Cooldown: 0.2s Attack Range: 12 cell Target: Around Enemy in 1 cell Mana: 160 mp — Attack power scaling: 65% Magic attack power +110 — [PvP] Water energies +900 — [PvP] Final damage caused increased by (enemy's total HP/65000)% of the enemy's total HP

[PvP] Freezing Blast	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 [VPP] Shivering Frost] (ignores debuff protection)	Cooldown: 20s Attack Range: 14 cell Target: Around Enemy in 1 cell Mana: 120 mp — Attack power scaling: 75% Magic attack power +500 — [PvP] Water energies +800 — Has a 100% chance of causing [PvP] Shivering Frost] (ignores debuff protection)
[PvP] Ice Lance	Cooldown: 20s Attack Range: 11 cell Target: Around Enemy in 1 cell Mana: 120 mp — Attack power scaling: 100% Magic attack power +300 — [PvP] Water energies +400 [REMOVED] — Has a 15% chance of causing [Cooldown: 25s Attack Range: 11 cell Target: Around Enemy in 1 cell Mana: 120 mp — Attack power scaling: 90% Magic attack power +300 — [PvP] Water energies +400 [NEW] — Has a 80% chance of causing [Weaken Defence Power]
[PvP] Ice Chain	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 [Magic PvP] Frozen]	Cooldown: 35s Attack Range: 8 cell Target: Special Area Mana: 320 mp — Attack power scaling: 85% Magic attack power +250 — [PvP] Water energies +1600 — Has a 80% chance of causing [[PvP] Frozen]
[PvP] Frozen Shield	Cooldown: 28s Attack Range: Itself Target: Select One Mana: 220 mp — Has a 100% chance of causing [[PvP] Frozen Shield] [REMOVED] — Has a 100% chance of causing [Cooldown: 28s Attack Range: Itself Target: Select One Mana: 220 mp — Has a 100% chance of causing [PvP] Frozen Shield]

[PvP] Glacier	Cooldown: 25s Attack Range: Itself Target: Around Enemy in 4 cell Mana: 200 mp — Attack power scaling: 95% Magic attack power +500 — [PvP] Water energies +1000 — Has a 100% chance of causing [VPP] Cold Cutting]	Cooldown: 28s Attack Range: Itself Target: Around Enemy in 4 cell Mana: 200 mp — Attack power scaling: 80% Magic attack power +500 — [PvP] Water energies +1000 — Has a 80% chance of causing [VvP] Cold Cutting]
[PvP] Blessing of Water	Cooldown: 180s Attack Range: Itself Target: Around Allies in 3 cell Mana: 550 mp — Has a 100% chance of causing [PvP] Blessing of Water]	Cooldown: 60s Attack Range: Itself Iarget: Select One Mana: 550 mp — Has a 100% chance of causing [[PvP] Blessing of Water] [NEW] — Has a 100% chance of causing [[PvP] Frost Shield] — [PvP] Frost Shield Magic Buff (Level 1) Duration: 600 seconds — Reduces 20% of damage received by consuming MP — Damage to HP conversion +10% — Every 2 seconds: Around 2 fields inflict [[PvP] Weak Shivering Frost] on enemies [NEW] — Every 4 seconds: Around 4 fields apply [[PvP] Blessing of Water] on allies
[PvP] Heavy Hail	Cooldown: 30s Attack Range: 14 cell Target: Around Enemy in 3 cell Mana: 360 mp — Attack power scaling: 100% Magic attack power +500 — [PvP] Water energies +1200 — Has a 50% chance of causing [Blackout]	Cooldown: 25s Attack Range: 14 cell Target: Around Enemy in 3 cell Mana: 360 mp — Attack power scaling: 85% Magic attack power +500 — [PvP] Water energies +1200 — Has a 50% chance of causing [Blackout]

[PvP] Intense Cold	Cooldown: 40s Attack Range: 14 cell Target: Around Enemy in 3 cell Mana: 300 mp — Attack power scaling: 105% Magic attack power +750 — [PvP] Water energies +2000 — Has a 100% chance of causing [VPP] Magic Frost] (ignores debuff protection)	Cooldown: 40s Attack Range: 14 cell Target: Around Enemy in 3 cell Mana: 300 mp — Attack power scaling: 95% Magic attack power +750 — [PvP] Water energies +2000 — Has a 100% chance of causing [VPP] Magic Frost] (ignores debuff protection)
[PvP] Blizzard	Cooldown: 90s Attack Range: 14 cell Target: Around Enemy in 6 cell Mana: 400 mp — Attack power scaling: 110% Magic attack power +1400 — [PvP] Water energies +2000 — Has a 80% chance of causing [PvP] Frozen]	Cooldown: 90s Attack Range: 14 cell Target: Around Enemy in 6 cell Mana: 400 mp — Attack power scaling: 100% Magic attack power +1400 — [PvP] Water energies +2000 — Has a 80% chance of causing [VPP] Frozen]



Role: Main: Bruiser

Name	Description	Original	New
[PvP] Magma Ball		Cooldown: 0.7s Attack Range: 8 cell Target: Select One Mana: 20 mp — Attack power scaling: 70% Magic attack power +125 — [PvP] Fire energies +180	Cooldown: 0.7s Attack Range: 8 cell Target: Select One Mana: 20 mp — Attack power scaling: 75% Magic attack power +125 — [PvP] Fire energies +180
[PvP] Magma Plating		Cooldown: 50s Attack Range: Itself Target: Select One Mana: 550 mp	Cooldown: 45s Attack Range: Itself Target: Select One Mana: 550 mp

	Has a 100% chance of causing [PvP] Magma Shield] Has a 100% chance of causing [PvP] Magma Plating]	Has a 100% chance of causing [PvP] Magma Shield] Has a 100% chance of causing [PvP] Magma Plating]
[PvP] Power of the Volcano	Cooldown: 60s Attack Range: Itself Target: Select One Mana: 300 mp — Has a 100% chance of causing [PvP] Power of the Volcano]	Cooldown: 60s Attack Range: Itself Target: Select One Mana: 300 mp — Has a 100% chance of causing [PvP] Power of the Volcano]
	[PvP] Power of the Volcano Magic Buff (Level 2) Duration: 600 seconds — [PvP] Attack power +15% of the user's base attack stat — [PvP] Fire energies +99 (Player Level * 1)	[PvP] Power of the Volcano Magic Buff (Level 2) Duration: 600 seconds — [PvP] Attack power +25% of the user's base attack stat — [PvP] Fire energies +99 (Player Level * 1)



Role Main: DPS Skill Caster

Name	Description	Original	New
[PvP] Death Cage		Cooldown: 16s Attack Range: 12 cell Target: Around Enemy in 2 cell Mana: 100 mp	Cooldown: 16s Attack Range: 12 cell Target: Around Enemy in 2 cell Mana: 100 mp
		— Attack power scaling: 95% Magic attack power +150 — [PvP] Shadow energies +400 — Has a 70% chance of causing [▼ [PvP] Dark Energy]	— Attack power scaling: 90% Magic attack power +150 — [PvP] Shadow energies +400 — Has a 70% chance of causing [▶ [PvP] Dark Energy]

	— Has a 50% chance of causing [[™] Interrupt Move] [PvP] Dark Energy Magic Debuff	— Has a 50% chance of causing [Interrupt Move] [PvP] Dark Energy Magic Debuff
	(Level 5) Duration: 8 seconds — [PvP] There's a 70% chance that damage received from magic attacks +4% — Movement speed -1	(Level 5) Duration: 9 seconds — [PvP] There's a 70% chance that damage received from magic attacks +4% — Movement speed -2
[PvP] Illusion	Cooldown: 30s Attack Range: 15 cell Target: Around Enemy in 2 cell Mana: 500 mp [REMOVED] — Has a 100% chance of causing [[PvP] Illusion] — Has a 100% chance of causing [PvP] Strong Dark Energy] (ignores debuff protection)	Cooldown: 30s Attack Range: 15 cell Target: Around Enemy in 2 cell Mana: 500 mp [NEW] — Has a 100% chance of causing [PvP] Illusion] (ignores debuff protection) — Has a 100% chance of causing [PvP] Strong Dark Energy] (ignores debuff protection)
	[PvP] Strong Dark Energy Magic Debuff (Level 6) Duration: 12 seconds — [PvP] There's a 75% chance that damage received from magic attacks +8% — Movement speed -1	Magic Debuff (Level 6) Duration: 12 seconds — [PvP] There's a 75% chance that damage received from magic attacks +8% — Movement speed -3
[PvP] Mana Extraction	Cooldown: 25s Attack Range: 9 cell Target: Special Area Mana: 350 mp — Attack power scaling: 110% Magic attack power +750 — [PvP] Shadow energies +1000 — Has a 100% chance of leeching 2970 (Player	Cooldown: 25s Attack Range: 9 cell Target: Special Area Mana: 350 mp — Attack power scaling: 95% Magic attack power +750 — [PvP] Shadow energies +1000 — Has a 100% chance of leeching 2970 (Player

	Level * 30) MP from your enemy. [REMOVED] — Has a 20% chance of causing [[PvP] Weak Dark Energy]	Level * 30) MP from your enemy. [NEW] — Has a 75% chance of causing [VPP] Dark Energy]
[PvP] Blade Changer	Cooldown: 12s Attack Range: 12 cell Target: Around Enemy in 1 cell Mana: 230 mp	Cooldown: 10s Attack Range: 12 cell Target: Around Enemy in 1 cell Mana: 230 mp
	— Attack power scaling: 80% Magic attack power +50 — [PvP] Shadow energies +100 — Has a 100% chance of invoking the combo [PvP] Blade Changer	— Attack power scaling: 70% Magic attack power +50 — [PvP] Shadow energies +100 — Has a 100% chance of invoking the combo
[PvP] Blade Changer	Cooldown: 0.3s Attack Range: 14 cell Target: Around Enemy in 1 cell Mana: 350 mp	Cooldown: 0.3s Attack Range: 14 cell Target: Around Enemy in 1 cell Mana: 350 mp
	— Attack power scaling: 80% Magic attack power +50 — [PvP] Shadow energies +100	— Attack power scaling: 70% Magic attack power +50 — [PvP] Shadow energies +100
	Has a 10% chance of causing [[PvP] Blade Changer] Has a 100% chance of invoking the combo [PvP] Blade Changer	— Has a 20% chance of causing [PvP] Blade Changer] — Has a 100% chance of invoking the combo [PvP] Blade Changer [NEW] — [PvP] Has a 75% chance of leeching 1% of the enemy's total HP
[PvP] Blade Changer	Cooldown: 0.3s Attack Range: 15 cell Target: Around Enemy in 1 cell Mana: 350 mp	Cooldown: 0.3s Attack Range: 15 cell Target: Around Enemy in 1 cell Mana: 350 mp
	— Attack power scaling: 80% Magic attack power +50 — [PvP] Shadow energies +100	— Attack power scaling: 70% Magic attack power +50 — [PvP] Shadow energies +100
	— Has a 10% chance of causing [[PvP] Weak Dark Energy]	— Has a 25% chance of causing [[PvP] Weak Dark Energy]
	— Has a 100% chance of invoking the combo [PvP] Blade Changer	— Has a 100% chance of invoking the combo [PvP] Blade Changer [NEW] — [PvP] Has a 75% chance of leeching 1% of the enemy's total HP



Main: Assassin/DPS Secondary:

Name	Description	Original	New
[PvP] Dragon Leap		Cooldown: 60s Attack Range: Itself Target: Select One Mana: 80 mp — Teleports you within a radius of 4 fields. — Has a 100% chance of causing [FVP] Shimmering Flame]	Cooldown: 40s Attack Range: Itself Target: Select One Mana: 80 mp — Teleports you within a radius of 4 fields. — Has a 100% chance of causing [FvP] Shimmering Flame]
		General Buff (Level 2) Duration: 6 seconds — [PvP] Critical damage +25% — Always inflicts critical hits. — Movement speed +2 Side Effect: after 0.1 seconds [REMOVED] — A shadowy figure appears.	General Buff (Level 2) Duration: 6 seconds — [PvP] Critical damage +25% — Always inflicts critical hits. — Movement speed +2 Side Effect: after 0.1 seconds [NEW] — Enemy's magic soft damage -25% [NEW] — Damage received from basic attacks -60%



Role:

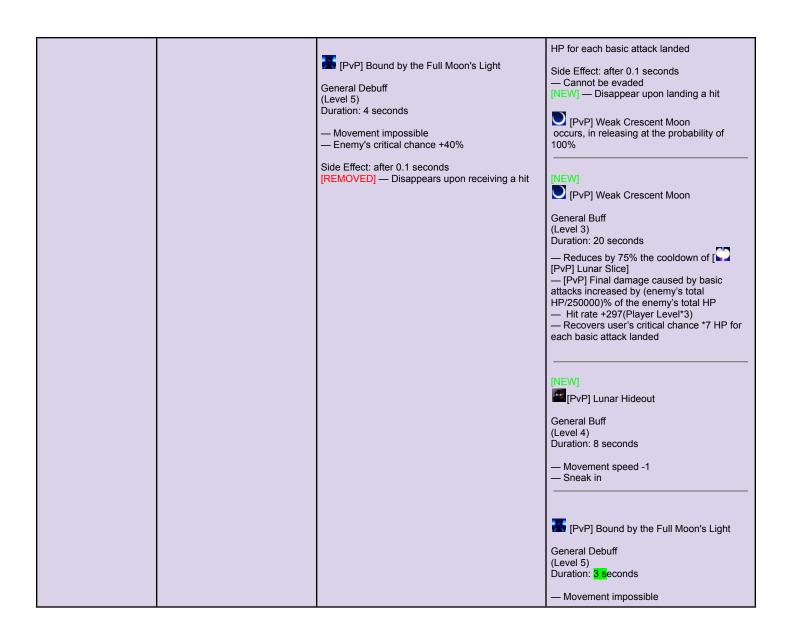
Main: Bruiser / DPS depends of buff Secondary:

Name Description Original New	
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[PvP] Palm Attack	Cooldown: 0.6s Attack Range: 1 cell Target: Select One Mana: 0 mp — [PvP] Deals 75% of the user's plain attack stat plus an extra 120 as melee attack power — [PvP] Water energies are increased by 100	Cooldown: 0.5s Attack Range: 1 cell Target: Select One Mana: 0 mp — [PvP] Deals 75% of the user's plain attack stat plus an extra 120 as melee attack power — [PvP] Water energies are increased by 100
[PvP] Shockwave	Cooldown: 5s Attack Range: 1 cell Target: Select One Mana: 90 mp — [PvP] Deals 75% of the user's plain attack stat plus an extra 400 as melee attack power — [PvP] Water energies are increased by 300 — Has a 20% chance of causing [Image: Internal Injuries]	Cooldown: 4s Attack Range: 1 cell Target: Select One Mana: 90 mp — [PvP] Deals 80% of the user's plain attack stat plus an extra 400 as melee attack power — [PvP] Water energies are increased by 300 — Has a 20% chance of causing [Material Injuries]
[PvP] Shadowless Legs	Cooldown: 9s Attack Range: 7 cell Target: Select One Mana: 110 mp — [PvP] Deals 65% of the user's plain attack stat plus an extra 150 as melee attack power — [PvP] Water energies are increased by 300 — Has a 100% chance of causing [PvP] Featherweight]	Cooldown: 9s Attack Range: 7 cell Target: Select One Mana: 110 mp — [PvP] Deals 70% of the user's plain attack stat plus an extra 200 as melee attack power — [PvP] Water energies are increased by 300 — Has a 100% chance of causing [IPvP] Featherweight]
[PvP] Moonlight Absorption	Cooldown: 30s Attack Range: 0 cell Target: Select One Mana: 150 mp — Has a 100% chance of causing [Cooldown: 30s Attack Range: 0 cell Target: Select One Mana: 150 mp — Has a 100% chance of causing [Moonlight Absorption] [HARDCODED] — If the user has the [Enlightenment] effect active while using this skill, [Bathed in Moonlight] is also received [PvP] Moonlight Absorption

	General Buff (Level 3) Duration: 600 seconds — Allows you to use Full Moon skills. — Critical chance +25% of the user's total — Attack power scaling: 15% Side Effect: after 0.1 seconds — Hit rate of melee attacks +198 (Player Level * 2) — [PvP] Final Damage received from basic attacks is reduced by (user's critical chance / 3)%	General Buff (Level 3) Duration: 600 seconds — Allows you to use Full Moon skills. — Critical chance +60% of the user's total — Attack power scaling: 10% Side Effect: after 0.1 seconds — Hit rate of melee attacks +198 (Player Level * 2) — [PvP] Final Damage received from basic attacks is reduced by (user's critical chance / 3)%
[PvP] Crescent Moon Dance	Cooldown: 30s Attack Range: 0 cell Target: Around Enemy in 2 cell Mana: 150 mp — [PvP] Deals 80% of the user's plain attack stat plus an extra 600 as melee attack power — [PvP] Water energies are increased by 700 — There is a 100% chance of causing Blackout [HARDCODED] — If the user has the Opportunity to Attack effect active while using this skill, there is a 100% chance of receiving Crescent Moonshade	Cooldown: 20s Attack Range: 0 cell Target: Around Enemy in 2 cell Mana: 150 mp — [PvP] Deals 85% of the user's plain attack stat plus an extra 600 as melee attack power — [PvP] Water energies are increased by 700 — There is a 100% chance of causing Blackout [HARDCODED] — If the user has the Opportunity to Attack effect active while using this skill, there is a 100% chance of receiving Crescent Moonshade
[PvP] Lunar Slice	Cooldown: 25s Attack Range: 5 cell Target: Special Area Mana: 180 mp — [PvP] Deals 85% of the user's plain attack stat plus an extra 600 as melee attack power — [PvP] Water energies are increased by 900 [HARDCODED] — If the user has the Opportunity to Attack effect active while using this skill PlayerLevel*20 MP will be stolen from the opponent.	Cooldown: 3.5s Attack Range: 6 cell Target: Special Area Mana: 180 mp — [PvP] Deals 65% of the user's plain attack stat plus an extra 600 as melee attack power — [PvP] Water energies are increased by 900 [HARDCODED] — If the user has the Opportunity to Attack effect active while using this skill PlayerLevel*20 MP will be stolen from the opponent. Now counts as basic attack

[PvP] Bound by Moonlight	Cooldown: 30s Attack Range: 8 cell Target: Select One Mana: 150 mp — [PvP] Deals 90% of the user's plain attack stat plus an extra 750 as melee attack power — [PvP] Water energies are increased by 1200 — Has a 100% chance of causing [Martin Bound by Moonlight] [HARDCODED] — If the user has the Opportunity to Attack effect active while using this skill, all negative effects under level 4 will be removed	Cooldown: 25s Attack Range: 8 cell Target: Select One Mana: 150 mp — [PvP] Deals 90% of the user's plain attack stat plus an extra 750 as melee attack power — [PvP] Water energies are increased by 1200 — Has a 100% chance of causing [Bound by Moonlight] [HARDCODED] — If the user has the Opportunity to Attack effect active while using this skill, all negative effects under level 4 will
[PvP] Lunar Eclipse	Cooldown: 70s Attack Range: 10 cell Target: Select One Mana: 200 mp — Has a 100% chance of causing [[PvP] Mark of the Moon] (ignores debuff protection) — Has a 100% chance of causing [[PvP] Crescent Moon] — If [[PvP] Bound by Moonlight] is active on your opponent it's replaced by [[PvP] Bound by the Full Moon's Light]	Cooldown: 60s Attack Range: 10 cell Target: Select One Mana: 200 mp — Has a 100% chance of causing [PvP] Mark of the Moon] (ignores debuff protection) — Has a 100% chance of causing [PvP] Crescent Moon] — If [PvP] Bound by Moonlight] is active on your opponent it's replaced by [PvP] Bound by the Full Moon's Light] [NEW] — Has a 100% chance of causing [
	[PvP] Crescent Moon General Buff (Level 3) Duration: 8 seconds [REMOVED] — Sneak in Side Effect: after 0.1 seconds — Cannot be evaded	[PvP] Crescent Moon General Buff (Level 3) Duration: 8 seconds [NEW] — Reduces by 75% the cooldown of [[PvP] Lunar Slice] [NEW] — [PvP] Final damage caused by basic attacks increased by (enemy's total HP/65000)% of the enemy's total HP [NEW] — Recovers user's critical chance *14



		— Enemy's critical chance +40% [NEW] — [PvP] Defence -15%
[PvP] Full Bloom	Cooldown: 90s Attack Range: 8 cell Target: Around Enemy in 4 cell Mana: 300 mp — [PvP] Deals 100% of the user's plain attack stat plus an extra 1600 as melee attack power — [PvP] Water energies are increased by 1000 — Cannot be evaded — Has a 70% chance of causing [Image: [PvP] Lotus Curse] — [PvP] Damage +4% of the enemy's current HP [HARDCODED] — If the user has the Image: [PvP] Damage that the Copportunity to Attack effect active while using this skill, the chance of causing Image: [PvP] Lotus Curse is increased by 50%. If the opponent is already afflicted by Lotus Curse, Image: [PvP] Petal Hell will be caused instead	Cooldown: 90s Attack Range: 8 cell Target: Around Enemy in 4 cell Mana: 300 mp — [PvP] Deals 95% of the user's plain attack stat plus an extra 1600 as melee attack power — [PvP] Water energies are increased by 1000 — Cannot be evaded — Has a 70% chance of causing [IVPP] Lotus Curse] — [PvP] Damage 16% of the enemy's current HP [HARDCOD ED] — If the user has the Opportunity to Attack effect active while using this skill, the chance of causing [PvP] Lotus Curse is increased by 50%. If the opponent is already afflicted by Lotus Curse, [PvP] Petal Hell will be caused instead



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

Secondary:

Name	Description	Original	New
[PvP] Sonic Wave		Cooldown: 15s Attack Range: 7 cell Target: Around Enemy in 3 cell Mana: 150 mp	Cooldown: 15s Attack Range: 7 cell Target: Around Enemy in 3 cell Mana: 150 mp
		— Attack power scaling: 85%	— Attack power scaling: 85%

Melee attack power +500 Melee attack power +500 [PvP] Critical damage +25% if [🚨 [PvP] — [PvP] Critical damage +25% if [🏙 Sacred Will] is active [PvP] Sacred Will] is active — Has a 25% chance of causing [👪 Energy — Has a 25% chance of causing [🚻 hit in a weak point] [PvP] Energy hit in a weak point] – Has a 25% chance of causing [🕰 [PvP] – Has a 25% chance of causing [🔯 Knocked Out] [PvP] Knocked Out] - If the attack is successful, you earn 100 — If the attack is successful, you earn 100 ultimate points ultimate points Energy hit in a weak point [PvP] Energy hit in a weak point Magic Debuff Magic Debuff (Level 2) (Level 2) Duration: 10 seconds Duration: 10 seconds [NEW] — [PvP] Damage received from [REMOVED] — Defence -10% basic attacks +10% - Light Resistance -25 - Movement speed -2 — Light Resistance -25 - Movement speed -2 - 🔯 Handicapped Mandicapped occurs, in releasing at the probability of 10% occurs, in releasing at the probability of [PvP] Knocked Out [PvP] Knocked Out General Debuff (Level 2) Duration: 3 seconds General Debuff (Level 2) - Movement impossible Duration: 2.2 seconds - No attack possible — No dodge possible - Movement impossible — No attack possible Side Effect: after 0.1 seconds - No dodge possible - Critical damage received +50% if the Side Effect: after 0.1 seconds opponent has [[PvP] Sacred Will] active — Critical damage received +50% if the opponent has [[PvP] Sacred Will] active

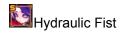
[PvP] Tornado Kick	Cooldown: 15s Attack Range: Itself Target: Around Enemy in 3 cell Mana: 120 mp — Attack power scaling: 85% Melee attack power +850 — Has a 50% chance of inflicting critical hits if [PvP] Warrior Meditation] is active — Has a 40% chance of causing [Manage of the color of the co	Cooldown: 15s Attack Range: Itself Target: Around Enemy in 3 cell Mana: 120 mp — Attack power scaling: 85% Melee attack power +850 — Has a 50% chance of inflicting critical hits if [[[PvP] Warrior Meditation] is active — Has a 40% chance of causing [[Rhocked Down] — Attracts enemies to 1 fields from you — If the attack is successful, you earn 300 ultimate points [PvP] Knocked Down General Debuff (Level 2) Duration: 2.2 seconds
[PvP] Uppercut	— Movement impossible — No dodge possible Cooldown: 15s Attack Range: 1 cell Target: Around Enemy in 1 cell Mana: 150 mp — Attack power scaling: 80% Melee attack power +900 — [PvP] Light energies +800 — Provides a (missing HP/max. HP * 10)% chance to inflict [PvP] Shadow of Death on your opponent. — [PvP] Damage +4% of the enemy's current HP if [PvP] Imperturbable Mind] is active — If the attack is successful, you earn 350 ultimate points	— Movement impossible — No dodge possible Cooldown: 15s Attack Range: 1 cell Target: Around Enemy in 1 cell Mana: 150 mp — Attack power scaling: 80% Melee attack power +900 — [PvP] Light energies +800 — Provides a (missing HP/max. HP * 10)% chance to inflict

	[PvP] Shadow of Death General Debuff (Level 4) Duration: 4 seconds — Movement impossible — No attack possible — No dodge possible	[PvP] Shadow of Death General Debuff (Level 4) Duration: 3 seconds — Movement impossible — No attack possible — No dodge possible
[PvP] Imperturbable Mind	Cooldown: 300s Attack Range: Itself Target: Select One Mana: 100 mp — Has a 100% chance of causing [[PvP] Imperturbable Mind] — Has a 100% chance of invoking the combo [PvP] Sacred Will [PvP] Imperturbable Mind General Buff (Level 2) Duration: 600 seconds — [PvP] Damage received is decreased by player's total HP / 8500 — Maximum HP +15% of the user's base amount (max. 10.000) Side Effect: after 1 seconds — The duration of caused debuffs +25%	Cooldown: 300s Attack Range: Itself Target: Select One Mana: 100 mp — Has a 100% chance of causing [[PvP] Imperturbable Mind] — Has a 100% chance of invoking the combo [PvP] Sacred Will [PvP] Imperturbable Mind General Buff (Level 2) Duration: 600 seconds — [PvP] Damage received is decreased by player's total HP / 8500 — Maximum HP +15% of the user's base amount (max. 10.000) Side Effect: after 0.1 seconds — The duration of caused debuffs +35%



Main: Assassin/DPS Secondary:

Name	Description	Original	New
[PvP] Bear Loa Energy	Description	Cooldown: 60s Attack Range: Itself Target: Select One Mana: 150 mp — Has a 100% chance of causing [[PvP] Bear Loa Energy] — Has a 100% chance of causing [[PvP] Brown Bear Skin] — Has a 100% chance of causing [[PvP] Firewall] [PvP] Bear Loa Energy General Buff (Level 3) Duration: 3600 seconds — [PvP] Damage received is decreased by player's total HP / 8500 — [PvP] Enemy's defense is decreased by ((enemy's total HP -60000) / 3750)% — Has a 30% chance of reflecting 5% of the damage received (max. 7500 in PvP)	Cooldown: 60s Attack Range: Itself Target: Select One Mana: 150 mp — Has a 100% chance of causing [[PvP] Bear Loa Energy] — Has a 100% chance of causing [[PvP] Brown Bear Skin] — Has a 100% chance of causing [[PvP] Firewall] [PvP] Bear Loa Energy General Buff (Level 3) Duration: 3600 seconds — [PvP] Damage received is decreased by player's total HP / 8500 — [PvP] Enemy's defense is decreased by ((enemy's total HP -60000) / 3750)% — Has a 30% chance of reflecting 5% of the damage received (max. 7500 in PvP)
		, ,	[NEW] — [PvP] Hit rate +198(Player Level * 2)



Main: Assassin

Name	Description	Original	New
[PvP] Fuelling		Cooldown: 7s Attack Range: Itself Target: Select One Mana: 0 mp	Cooldown: 7s Attack Range: Itself Target: Select One Mana: 0 mp
		— You lose 8% of your max. MP and receive 50 Fuel Points.	— You lose 8% of your max. MP and receive 50 Fuel Points.

		TOTAL CONTRACTOR OF THE PROPERTY OF THE PROPER
		[NEW] — Has a 100% chance of causing [PvP] Excess Fuel]
[PvP] Leap Attack	Cooldown: 15s Attack Range: 7 cell Target: Around Enemy in 2 cell Mana: 80 mp — Attack power scaling: 50%	Cooldown: 15s Attack Range: 7 cell Target: Around Enemy in 2 cell Mana: 80 mp — Attack power scaling: 60%
	Melee attack power +200 — [PvP] Shadow energies +400 — Has a 100% chance of invoking the combo [PvP] Hammer Attack	Melee attack power +200 — [PvP] Shadow energies +400 — Has a 100% chance of invoking the combo [PvP] Hammer Attack
[PvP] Recovery Protocol	Cooldown: 30s Attack Range: Itself Target: Select One Mana: 140 mp	Cooldown: 30s Attack Range: Itself Target: Select One Mana: 140 mp
	— All fuel is consumed. For every 10 Fuel Points consumed, you recover 2% HP — Has a 100% chance of causing [PvP] Recovery Protocol]	— All fuel is consumed. For every 10 Fuel Points consumed, you recover 2% HP — Has a 100% chance of causing [PvP] Recovery Protocol]
	[PvP] Recovery Protocol	[PvP] Recovery Protocol
	General Buff (Level 5) Duration: 5 seconds	General Buff (Level 5) Duration: 5.5 seconds
	[REMOVED] — [PvP] Damage to HP conversion +4% (max. 2500)	[NEW] — [PvP] Damage to HP conversion +5% [NEW] — A shield with a value of 4% of the user's total HP is received [NEW] — Enemy's magic soft damage -20% [NEW] — Damage received from basic attacks -50%
[PvP] Strong Leap	Cooldown: 20s Attack Range: 8 cell Target: Around Enemy in 2 cell Mana: 200 mp	Cooldown: 20s Attack Range: 8 cell Target: Around Enemy in 2 cell Mana: 200 mp
	— Attack power scaling: 60% Melee attack power +500 — [PvP] Shadow energies +600	— Attack power scaling: 75% Melee attack power +500 — [PvP] Shadow energies +600

	Has a 100% chance of invoking the combo [PvP] Smashing Attack You consume 15 Fuel Points to increase damage caused by 15%	Has a 100% chance of invoking the combo [PvP] Smashing Attack You consume 15 Fuel Points to increase damage caused by 15%
[PvP] Excess Fuel	Cooldown: 40s Attack Range: Itself Target: Select One Mana: 300 mp	Cooldown: 40s Attack Range: Itself Target: Select One Mana: 300 mp
	[REMOVED] — Has a 100% chance of causing [[PvP] Excess Fuel] — You consume 25 Fuel Points and receive [[PvP] Improved Excess Fuel]	— You consume 25 Fuel Points and receive [PvP] Improved Excess Fuel]
[PvP] Hammer Attack	Cooldown: 1s Attack Range: 2 cell Target: Around Enemy in 3 cell Mana: 140 mp — Attack power scaling: 65% Melee attack power +400 — [PvP] Shadow energies +600	Cooldown: 1s Attack Range: 3 cell Target: Around Enemy in 3 cell Mana: 140 mp — Attack power scaling: 75% Melee attack power +400 — [PvP] Shadow energies +600
	- You consume 5 Fuel Points to increase damage caused by 5% - Has a 80% chance of causing [** Short Paralysis]	You consume 5 Fuel Points to increase damage caused by 5% Has a 80% chance of causing [Short Paralysis]
[PvP] Smashing Attack	Cooldown: 1s Attack Range: 3 cell Target: Special Area Mana: 150 mp	Cooldown: 1s Attack Range: 4 cell Target: Special Area Mana: 150 mp
	— Attack power scaling: 95% Melee attack power +600 — [PvP] Shadow energies +900	— Attack power scaling: 95% Melee attack power +600 — [PvP] Shadow energies +900
	Has a 100% chance of causing [[[PvP] Crushed Body] You consume 10 Fuel Points to increase damage caused by 25%	Has a 100% chance of causing [

Items





[PvP] Mega Titan Wings

General Buff (Level 10)

Duration: 300 seconds

- Attack power +10% of the user's base attack stat
- Max. HP +6% of the base stat
- If user's HP is reduced below 20% of

its total, [Titan Shield] is received

Side Effect: after 0.1 seconds

- Every 4 enemy attacks, [🌉 Titan Fury] is received
- [PvP] Movement speed +1



General Buff (Level 4)

Duration: 10 seconds

This effect has a cooldown of 90 seconds

- A shield with a value of 15% of the user's total HP is received
- Never receives critical hits
- Damage received from magic attacks -20%

Side Effect: after 0.1 seconds - If the HP granted by the shield is lost, this effect disappears



Titan Fury

General Buff (Level 4) Duration: 6 seconds

This effect has a cooldown of 8 seconds.



[PvP] Mega Titan Wings

General Buff (Level 10)

Duration: 300 seconds

- Attack power +10% of the user's base attack stat
- Max. HP +6% of the base stat
- If user's HP is reduced below 20% of its total, [Titan Shield] is received

Side Effect: after 0.1 seconds

- Every 4 enemy attacks, [Partian Fury] is received
- [PvP] Movement speed +1



General Buff (Level 4) Duration: 10 seconds

This effect has a cooldown of 60 seconds.

- A shield with a value of 15% of the user's total HP is received
- Never receives critical hits
- Damage received from magic attacks

-20%

Side Effect: after 0.1 seconds - If the HP granted by the shield is lost, this effect disappears



General Buff (Level 4)

Duration: 6 seconds

This effect has a cooldown of 8 seconds.

- [PvP] Damage received -(user's base

[PvP] Legendary Gloves	— [PvP] Damage received -(user's base attack power / 100)% — [PvP] Final damage is increased by user's base attack power *2 Side Effect: after 0.1 seconds — Disappears upon landing a hit Melee Defense: 0 Ranged Defense: 0 Magic Defense: 0 Dodge: 200 — [PvP] Attack power +20 — [PvP] Dodge +200 — [PvP] Hit rate +200 — [PvP] Has a 4% chance to increase damage caused by 1% — [PvP] Critical chance +5%	attack power / 100)% — [PvP] Final damage is increased by user's base attack power *2 Side Effect: after 0.1 seconds — Disappears upon landing a hit Melee Defense: 0 Ranged Defense: 0 Magic Defense: 0 Dodge: 0 [PvP] Attack power +20 [PvP] Dodge #100 [PvP] Hit rate +200 [PvP] Has a 4% chance to increase damage caused by 1% [PvP] Critical chance +5%
[PvP] Legendary Boots	Melee Defense: 0 Ranged Defense: 0 Magic Defense: 0 Dodge: 0 — [PvP] Dodge +150 — [PvP] Critical chance +3% — Movement speed is increased by user's critical chance / 40 (max. 2)	Melee Defense: 0 Ranged Defense: 0 Magic Defense: 0 Dodge: 0 — [PvP] Dodge +100 — [PvP] Critical chance +3% — Movement speed is increased by user's critical chance / 40 (max. 2)

[PvP] Dragonrider's Gloves	Melee Defense: 0 Ranged Defense: 0 Magic Defense: 0 Dodge: 0 — [PvP] Attack power +100 — [PvP] Enemy's defence -25 — [PvP] All elemental energies +150 — [PvP] Has a 1% chance to increase damage caused by 4%	Melee Defense: 0 Ranged Defense: 0 Magic Defense: 0 Dodge: 0 — [PvP] Attack power +100 — [PvP] Enemy's defence -25 — [PvP] All elemental energies +150 — [PvP] Has a 1% chance to increase damage caused by 4%	
	— [PvP] Hit rate +100	— [PvP] Hit rate <mark>±150</mark>	