Specialists changes



Name	Description	Original	New
[PvP] Lunge	Cooldown: 0.7s Attack Range: 2 cell Target: Around Enemy in 0 cell Mana: 0 mp — [PvP] Attack power scaling: 100% — Melee attack power +175 — [PvP] Light energies +170 — You receive 5 Sharpness Points — If you attack while [Sharp Lance] is active, there is a 100% chance of causing [Serious Wound]	Cooldown: 0.7s Attack Range: 2 cell Target: Around Enemy in 0 cell Mana: 0 mp — [PvP] Attack power scaling: 70% — Melee attack power +175 — [PvP] Light energies +170 — You receive 5 Sharpness Points — If you attack while [Sharp Lance] is active, there is a 100% chance of causing [Serious Wound]	[PvP] Lunge
[PvP] Long Lunge	Cooldown: 5s Attack Range: 4 cell Target: Special Area Mana: 50 mp — [PvP] Attack power scaling: 100% — Melee attack power +250 — [PvP] Light energies +370 — You receive 20 Sharpness Points — Counts as a Pinpoint attack, damage increased by 5% against targets with [Pierced Armour] or higher	Cooldown: 5s Attack Range: 4 cell Target: Special Area Mana: 50 mp — [PvP] Attack power scaling: 75% — Melee attack power +250 — [PvP] Light energies +370 — You receive 20 Sharpness Points — Counts as a Pinpoint attack, damage increased by 5% against targets with [Pierced Armour] or higher	[PvP] Long Lunge
[PvP] Shield Strike	Cooldown: 8s Attack Range: 2 cell Target: Around Enemy in 2 cell Mana: 80 mp — [PvP] Attack power scaling:	Cooldown: 8s Attack Range: 2 cell Target: Around Enemy in 2 cell Mana: 80 mp — [PvP] Attack power scaling: 80%	[PvP] Shield Strike

	100% — Melee attack power +400 — [PvP] Light energies +500 — Has a 60% chance of causing [Slight Blackout]	Melee attack power +400 [PvP] Light energies +500 Has a 60% chance of causing [Slight Blackout]	
[PvP] Lance Dash	Cooldown: 14s Attack Range: 8 cell Target: Special Area Mana: 130 mp — [PvP] Attack power scaling: 95% — Melee attack power +200 — [PvP] Light energies +400 — Has a 30% chance of causing [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 — [PvP] Attack power scaling: 65% — Melee attack power +200 — [PvP] Light energies +400 — Has a 30% chance of causing [Serious Wound] — You receive 30 Sharpness Points — Counts as a Pinpoint attack, damage increased by 8% against targets with	[PvP] Lance Dash
[PvP] Holy Whirlwind	Cooldown: 20s Attack Range: 0 cell Target: Around Enemy in 4 cell Mana: 140 mp — [PvP] Attack power scaling: 105% — Melee attack power +600 — [PvP] Light energies +900 — Attracts enemies to 1 fields from you — You receive 50 Sharpness Points — Has a 80% chance of causing [Cooldown: 20s Attack Range: 0 cell Target: Around Enemy in 4 cell Mana: 140 mp — [PvP] Attack power scaling: 85% — Melee attack power +600 — [PvP] Light energies +900 — Attracts enemies to 1 fields from you — You receive 50 Sharpness Points — Has a 80% chance of causing [Blackout]	[PvP] Holy Whirlwind
[PvP] Lance Throw	Cooldown: 18s Attack Range: 8 cell Target: Special Area Mana: 160 mp — [PvP] Attack power scaling: 105% — Melee attack power +550	Cooldown: 18s Attack Range: 8 cell Target: Special Area Mana: 160 mp — [PvP] Attack power scaling: 85% — Melee attack power +550 — [PvP] Light energies +750	[PvP] Lance Throw

	— [PvP] Light energies +750 — You receive 40 Sharpness Points — Has a 50% chance of causing [Pierced Armour]	You receive 40 Sharpness Points Has a 50% chance of causing [Pierced Armour]	
[PvP] Triple Lunge	Cooldown: 25s Attack Range: 3 cell Target: Around Enemy in 2 cell Mana: 200 mp — [PvP] Attack power scaling: 110% — Melee attack power +850 — [PvP] Light energies +940 — 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 [Cooldown: 25s Attack Range: 3 cell Target: Around Enemy in 2 cell Mana: 200 mp — [PvP] Attack power scaling: 90% — Melee attack power +850 — [PvP] Light energies +940 — 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 [Serious Wound]	[PvP] Triple Lunge
	Serious Wound]		
[PvP] Draconium Shield	Cooldown: 10s Attack Range: 0 cell Target: Select One Mana: 150 mp — There is a 100% chance of causing [PvP] Draconium Shield]		[PvP] Draconium Shield
[PvP] Armour Demolition	Cooldown: 30s Attack Range: 9 cell Target: Around Enemy in 3 cell Mana: 300 mp — [PvP] Attack power scaling: 110% — Melee attack power +1000 — [PvP] Light energies +900 — Increases the chance of inflicting a critical hit by 10% if [Sharp Lance] is active — Has a 100% chance of causing [Fully Pierced Armour]	Cooldown: 30s Attack Range: 9 cell Target: Around Enemy in 3 cell Mana: 300 mp — [PvP] Attack power scaling: 90% — Melee attack power +1000 — [PvP] Light energies +900 — Increases the chance of inflicting a critical hit by 10% if [Sharp Lance] is active — Has a 100% chance of causing [Fully Pierced Armour] (ignores debuff protection)	[PvP] Armour Demolition

	(ignores debuff protection)		
[PvP] Light of Protection	Cooldown: 60s Attack Range: 0 cell Target: Select One Mana: 300 mp — Has a 100% chance of causing [PvP] Light of Protection]		[PvP] Light of Protection
[PvP] Piercing Dragon	Cooldown: 80s Attack Range: 8 cell Target: Special Area Mana: 300 mp — [PvP] Attack power scaling: 120% — Melee attack power +1150 — [PvP] Light energies +1300 — Critical damage +30% of the user's total if Sharp Lance is active — Counts as a Pinpoint attack, damage increased by 40% against targets with [Sherced Armour] or higher	Cooldown: 100s Attack Range: 8 cell Target: Special Area Mana: 300 mp — [PvP] Attack power scaling: 95% — Melee attack power +1150 — [PvP] Light energies +1300 — Critical damage +30% of the user's total if Sharp Lance is active — Counts as a Pinpoint attack, damage increased by 40% against targets with [Pierced Armour] or higher	[PvP] Piercing Dragon
[PvP] Sharp Lance	General Buff (Level 12) Duration: 15 seconds — Attack Power +20% — Has a 100% chance to ignore 10% of the target's defence. — Hit rate +297 (Player Level * 3) Side Effect: after 14.6 seconds — You lose 250 Sharpness Points	General Buff (Level 12) Duration: 15 seconds — Attack Power +10% — Has a 100% chance to ignore 10% of the target's defence. — Hit rate +297 (Player Level * 3) Side Effect: after 14.6 seconds — You lose 250 Sharpness Points	[PvP] Sharp Lance
[PvP] Light Of Protection	General Buff (Level 4) Duration: 600 seconds — [PvP] Damage received -5% — [PvP] All elemental resistances +20 — [PvP] Debuff protect. (lv.4) +10%	General Buff (Level 4) Duration: 600 seconds — [PvP] Damage received -10% — [PvP] All elemental resistances +20 — [PvP] Debuff protect. (lv.4) +10% Side Effect: after 0.1 seconds — [PvP] Hit rate +99 (Player Level * 1)	[PvP] Light Of Protection

Side Effect: after 0.1 seconds — [PvP] Hit rate +99 (Player Level * 1)	[NEW] — [PvP] Enemy's soft damage -5%	
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Name	Description	Original	New
[PvP] Hawk Eye		Cooldown: 30s Attack Range: Itself Target: Select One Mana: 100 mp	Cooldown: 30s Attack Range: Itself Target: Select One Mana: 100 mp
		Has a 100% chance of causing [[PvP] Hawk Eye]	Has a 100% chance of causing [██[PvP] Hawk Eye]
		[PvP] Hawk Eye	PvP] Hawk Eye
		Magic Buff (Level 2) Duration: 600 seconds	Magic Buff (Level 2) Duration: 600 seconds
		[REMOVED] — Attack Power +1% (Relative to Distance) — [PvP] Critical chance +2% (Relative to Distance) — There's a 90% chance that every attack hits.	— [PvP] Critical chance +2% (Relative to Distance) — There's a 90% chance that every attack hits.
[PvP] Rapid Recovery		Cooldown: 45s Attack Range: 0 cell Target: Select One Mana: 300 mp — There is a 100% chance of causing [PvP]	Cooldown: 45s Attack Range: 0 cell Target: Select One Mana: 300 mp

Rapid Magic Buff (Level 3) Duration: 600 seconds — [PvP] Skills cooldown -20% (max. 30%) — [PvP] Damage received -5% — Every 3 attacks, [[PvP] Frost Instincts] is received [PvP] Frost Instincts General Buff (Level 5) Duration: 3 seconds — Critical damage +15%	— There is a 100% chance of causing PvP] Rapid [PvP] Rapid Magic Buff (Level 3) Duration: 600 seconds — [PvP] Skills cooldown -20% (max. 30%) — [PvP] Damage received -5% — Every 3 attacks, [PvP] Frost Instincts] is received [PvP] Frost Instincts General Buff (Level 5) Duration: 3 seconds
— [PvP] Damage received -5% — Every 3 attacks, [[PvP] Frost Instincts] is	— [PvP] Skills cooldown -20% (max. 30%)
	Every 3 attacks, [
PvP] Frost Instincts	
(Level 5)	PvP] Frost Instincts
[PvP] Frosted Legs] on your opponent (ignores debuff protection)	— Critical damage +15% — On attack, there's a 100% chance of
Side Effect: after 0.1 seconds — Disappears upon landing a hit	inflicting [[PvP] Frosted Legs] on your opponent (ignores debuff protection) [NEW] — Attack Power +1% (Relative to Distance)
	Side Effect: after 0.1 seconds — Disappears upon landing a hit



Name	Description	Original	New
[PvP]		Cooldown: 60s Attack Range: Itself Target: Select One	Cooldown: 60s Attack Range: Itself Target: Select One

Strengthened	Mana: 85 mp	Mana: 85 mp
	— Has a 100% chance of causing [[PvP] Strengthened]	— Has a 100% chance of causing [[PvP] Strengthened]
	[PvP] Strengthened	[PvP] Strengthened
	General Buff (Level 4) Duration: 600 seconds	General Buff (Level 4) Duration: 600 seconds
	Attack power +2% (Relative to proximity) [PvP] Attack Power +20% [PvP] Damage received -10%	— Attack power +2% (Relative to proximity) — [PvP] Attack Power +10% — [PvP] Damage received -10%
	Side Effect: after 0.1 seconds — No penalty for ranged attacks at close range	Side Effect: after 0.1 seconds — No penalty for ranged attacks at close range



Name	Original	New
[PvP] Magma Ball	Cooldown: 0.7s Attack Range: 8 cell Target: Select One Mana: 20 mp	Cooldown: 0.7s Attack Range: 8 cell Target: Select One Mana: 20 mp
	— Attack power scaling: 65% Magic attack power +125 — [PvP] Damage is increased by 1% of the enemy's total HP — [PvP] Fire energies +180	Attack power scaling: 70% Magic attack power +125 [PvP] Damage is increased by 1% of the enemy's total HP [PvP] Fire energies +180

[PvP] Volcanic Eruption	Cooldown: 7s Attack Range: 8 cell Target: Special Area Mana: 190 mp — Attack power scaling: 70% Magic attack power +200 — [PvP] Damage +3% of the enemy's current HP — [PvP] Fire energies +450 — Has a 25% chance of causing [[PvP] Lava Gush]	Cooldown: 7s Attack Range: 8 cell Target: Special Area Mana: 190 mp — Attack power scaling: 70% Magic attack power +200 — [PvP] Damage +2% of the enemy's current HP — [PvP] Fire energies +450 — Has a 25% chance of causing [[PvP] Lava Gush]
[PvP] Volcanic Gas	Cooldown: 25s Attack Range: Itself Target: Around Enemy in 3 cell Mana: 210 mp — Attack power scaling: 75% Magic attack power +400 — [PvP] Damage is increased by 4% of the enemy's total HP — [PvP] Fire energies +650 — Has a 50% chance of causing [PvP] Poisonous Volcanic Gas]	Cooldown: 25s Attack Range: Itself Target: Around Enemy in 3 cell Mana: 210 mp — Attack power scaling: 70% Magic attack power +400 — [PvP] Damage is increased by 4% of the enemy's total HP — [PvP] Fire energies +650 — Has a 50% chance of causing [PvP] Poisonous Volcanic Gas]
[PvP] Magma Plating	Cooldown: 50s 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] [PvP] Magma Shield Magic Buff (Level 4) Duration: 600 seconds — Reduces 25% of damage received by consuming MP	Cooldown: 50s 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] [PvP] Magma Shield Magic Buff (Level 4) Duration: 600 seconds — Reduces 15% of damage received by consuming MP
	[PvP] Magma Plating	[NEW] — [PvP] Maximum HP +5%

	Magic Buff (Level 4) Duration: 10 seconds — Suffers a maximum of 7000 critical damage when attacked (3 times). — [PvP] Damage received -15% — [PvP] Enemy's soft damage -10% Side Effect: after 0.1 seconds — Movement speed +3 — A shadowy figure appears.	
[PvP] Lava Wave	Cooldown: 30s Attack Range: 11 cell Target: Special Area Mana: 340 mp — Attack power scaling: 80% Magic attack power +600 — [PvP] Damage +6% of the enemy's current HP — [PvP] Fire energies +1200 — Has a 100% chance of causing [PvP] Large Lava Gush]	Cooldown: 35s Attack Range: 11 cell Target: Special Area Mana: 340 mp — Attack power scaling: 75% Magic attack power +600 — [PvP] Damage +6% of the enemy's current HP — [PvP] Fire energies +1200 — Has a 100% chance of causing [PvP] Large Lava Gush]
[PvP] Power of the Volcano	Cooldown: 90s 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)	Cooldown: 90s 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 +10% — [PvP] Fire energies +198 (Player Level * 2)	Duration: 600 seconds — [PvP] Attack Power +5% — [PvP] Fire energies +99 (Player Level * 1)

[PvP] Volcanic Roar	Cooldown: 13s Attack Range: 9 cell Target: Around Enemy in 3 cell Mana: 300 mp — Attack power scaling: 70% Magic attack power +250 — [PvP] Damage is increased by 2% of the enemy's total HP — [PvP] Fire energies +600 — Has a 50% chance of causing [Praralysis]	Cooldown: 13s Attack Range: 9 cell Target: Around Enemy in 3 cell Mana: 300 mp — Attack power scaling: 60% Magic attack power +250 — [PvP] Damage is increased by 2% of the enemy's total HP — [PvP] Fire energies +600 — Has a 50% chance of causing [Paralysis]
	— Teleports you to a selected location.	Teleports you to a selected location.
[PvP] Magma Sword	Cooldown: 45s Attack Range: 13 cell Target: Around Enemy in 2 cell Mana: 420 mp	Cooldown: 45s Attack Range: 13 cell Target: Around Enemy in 2 cell Mana: 420 mp
	— Attack power scaling: 85% Magic attack power +950 — [PvP] Damage is increased by 4% of the enemy's total HP — [PvP] Fire energies +1200	— Attack power scaling: 80% Magic attack power +950 — [PvP] Damage is increased by 4% of the enemy's total HP — [PvP] Fire energies +1200
	— Has a 90% chance of causing [본 [PvP] Bubbling Lava Gush]	— Has a 90% chance of causing [본 [PvP] Bubbling Lava Gush]
[PvP] Ash Storm	Cooldown: 120s Attack Range: Itself Target: Around Enemy in 5 cell Mana: 1100 mp	Cooldown: 120s Attack Range: Itself Target: Around Enemy in 5 cell Mana: 1100 mp
	— Attack power scaling: 90% Magic attack power +1250 — [PvP] Damage is increased by 8% of the enemy's total HP — [PvP] Fire energies +2000	— Attack power scaling: 85% Magic attack power +1250 — [PvP] Damage is increased by 7% of the enemy's total HP — [PvP] Fire energies +2000
	— Has a 70% chance of causing [A [PvP] First Shockwave]	— Has a 70% chance of causing [🚣 [PvP] First Shockwave]



Name	Description	Original	New
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[PvP] Illusion	[REMOVED] — Has a 100% chance of causing [PvP] Strong Dark Energy]	[NEW] — Has a 100% chance of causing [[PvP] Strong Dark Energy] (ignores debuff protection)
PvP] Weak Dark Energy	— There's a 35% chance that damage received from magic attacks +2%	— There's a 65% chance that damage received from magic attacks +2%
PvP] Dark Energy	(Level 4) — There's a 40% chance that damage received from magic attacks +4%	(Level 5) — There's a 70% chance that damage received from magic attacks +4%
[PvP] Strong Dark Energy	(Level 5) — There's a 45% chance that damage received from magic attacks +8%	(Level 6) — There's a 75% chance that damage received from magic attacks +8%

Item changes

[PvP] Forgotten Hero's Arrowhead I	— [PvP] Hit rate +30 [REMOVED] — [PvP] Final damage is increased by user's total critical chance * 3 — Every 8 attacks, [Hunter's Sharp Eye I] is received — [PvP] Critical chance +2%
	Munter's Sharp Eye I
	Magic Buff (Level 3) Duration: 3 seconds
	— [PvP] Damage +1% of the enemy's current HP [NEW] — [PvP] Final damage is increased by user's total critical chance * 3
	Side Effect: after 0.1 seconds Disappears upon landing a hit

[PvP] Forgotten Hero's Arrowhead II	— [PvP] Hit rate +80 [REMOVED] — [PvP] Final damage is increased by user's total critical chance * 6 — Every 6 attacks, [Hunter's Sharp Eye II] is received — [PvP] Critical chance +5%
	Magic Buff (Level 3) Duration: 4 seconds
	— [PvP] Damage +2% of the enemy's current HP [NEW] — [PvP] Final damage is increased by user's total critical chance * 6 Side Effect: after 0.1 seconds Disappears upon landing a hit
[PvP] Forgotten Hero's Arrowhead III	— [PvP] Hit rate +150 [REMOVED] — [PvP] Final damage is increased by user's total critical chance * 12 — Every 4 attacks, [Hunter's Sharp Eye III] is received — [PvP] Critical chance +10%
	Hunter's Sharp Eye III Magic Buff (Level 3) Duration: 5 seconds
	— [PvP] Damage +3% of the enemy's current HP [NEW] — [PvP] Final damage is increased by user's total critical chance * 12 Side Effect: after 0.1 seconds Disappears upon landing a hit