

Specialists



Samurai

Role:

Main: DPS

[PvP] Cross Cutting	Cooldown: 7.5s Attack Range: 2 cell Target: Select One Mana: 18 mp — Attack power scaling: 105% Melee attack power +120 — [PvP] Water energies +100	Cooldown: 7.5s Attack Range: 3 cell Target: Select One Mana: 18 mp — Attack power scaling: 80% Melee attack power +120 — [PvP] Water energies +100 — Has a 100% chance of invoking the combo [PvP] Second Cross Cutting] [NEW] The combo will be executed even if the hit misses.
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







Crusader

Role:

Main: Bruiser

Secondary: DPS

Card Passive	— [PvP] Final critical damage -10% of its total — [PvP] User's soft damage -5% — [PvP] Base attack +270 — [PvP] Attack Power -270 — Movement Speed +1	[NEW] — [PvP] Final critical damage -15% of its total [NEW] — [PvP] User's soft damage -10% — [PvP] Base attack +270 [NEW] — [PvP] Attack Power -540 — Movement Speed +1
[PvP] Elemental Attack	Cooldown: 0.7s Attack Range: 11 cell Target: Around Enemy in 1 cell Mana: 0 mp — Attack power scaling: 80% Ranged attack power +40 — [PvP] Light energies +200	Cooldown: 0.7s Attack Range: 11 cell Target: Around Enemy in 1 cell Mana: 0 mp [NEW] — Attack power scaling: 75% [NEW] Ranged attack power +30 — [PvP] Light energies +200









	[Removed] — [PvP] Damage +1% of the enemy's total HP	
 [PvP] Holy Bolt	Cooldown: 9s Attack Range: 11 cell Target: Around Enemy in 1 cell Mana: 60 mp — Attack power scaling: 80% Ranged attack power +75 — [PvP] Light energies +450 — Has a 10% chance of causing [ [PvP] Magic Light] — Has a 80% chance of invoking the combo  [PvP] Second Bolt [Removed] — [PvP] Damage +1% of the enemy's total HP	Cooldown: 9s Attack Range: 11 cell Target: Around Enemy in 1 cell Mana: 60 mp [NEW] — Attack power scaling: 75% Ranged attack power +35 [NEW] — [PvP] Light energies +450 — Has a 10% chance of causing [ [PvP] Magic Light] — Has a 80% chance of invoking the combo  [PvP] Second Bolt
 [PvP] Second Bolt	Cooldown: 1s Attack Range: 11 cell Target: Around Enemy in 1 cell Mana: 60 mp — Attack power scaling: 80% Ranged attack power +85 — [PvP] Light energies +200 — Has a 10% chance of causing [ [PvP] Magic Light] — Has a 100% chance of invoking the combo  [PvP] Third Bolt [Removed] — [PvP] Damage +1% of the enemy's total HP	Cooldown: 1s Attack Range: 11 cell Target: Around Enemy in 1 cell Mana: 60 mp [NEW] — Attack power scaling: 75% [NEW] Ranged attack power +50 — [PvP] Light energies +200 — Has a 10% chance of causing [ [PvP] Magic Light] — Has a 100% chance of invoking the combo  [PvP] Third Bolt
 [PvP] Third Bolt	Cooldown: 1s Attack Range: 12 cell Target: Around Enemy in 1 cell Mana: 60 mp — Attack power scaling: 85% Ranged attack power +100 — [PvP] Light energies +200 — [PvP] Damage +2% of the enemy's total HP — [PvP] Critical chance +50% of the user's total	Cooldown: 1s Attack Range: 12 cell Target: Around Enemy in 1 cell Mana: 60 mp [NEW] — Attack power scaling: 80% [NEW] Ranged attack power +75 — [PvP] Light energies +200 — [PvP] Damage + 1% of the enemy's total HP — [PvP] Critical chance +35% of the user's total



Gladiator

Role:
Main: Assassin

 [PvP] Double Blow	<p>Cooldown: 10s Attack Range: 2 cell Target: Select One Mana: 70 mp</p> <p>— Attack power scaling: 75% Melee attack power +50 — [PvP] Fire energies +100 — Has a minimum 50% chance of inflicting critical hits — Has a 45% chance of causing [ [PvP] Slight Paralysis</p>	<p>Cooldown: 7s Attack Range: 2 cell Target: Select One Mana: 70 mp</p> <p>— Attack power scaling: 75% Melee attack power +50 — [PvP] Fire energies +100 — Has a minimum 50% chance of inflicting critical hits — Has a 45% chance of causing [ [PvP] Slight Paralysis]</p> <hr/> <p> [PvP] Slight Paralysis</p> <p>General Debuff (Level 1) Duration: 3.5 seconds</p> <p>— Movement Speed -4</p>
 [PvP] Lightning Surge	<p>Cooldown: 12s Attack Range: 2 cell Target: Special Area Mana: 90 mp</p> <p>— Attack power scaling: 85% Melee attack power +100 — [PvP] Fire energies +200 — Has a 100% chance of causing [ [PvP] Critical Bleeding]</p>	<p>Cooldown: 8s Attack Range: 2 cell Target: Special Area Mana: 90 mp</p> <p>— Attack power scaling: 85% Melee attack power +100 — [PvP] Fire energies +200 — Has a 100% chance of causing [ [PvP] Critical Bleeding]</p>
 [PvP] Engorgement	<p>Cooldown: 20s Attack Range: 0 cell Target: Select One Mana: 150 mp</p> <p>— Has a 100% chance of causing [ [PvP] Engorgement]</p> <p>— If you attack while [ [PvP] Victory Cry] is active, there's a 100% chance of causing [[PvP]  The legendary Battle Cry]</p> <hr/> <p>[PvP] The legendary Battle Cry</p>	<p>Cooldown: 20s Attack Range: 0 cell Target: Select One Mana: 150 mp</p> <p>— Has a 100% chance of causing [ [PvP] Engorgement]</p> <p>— If you attack while [ [PvP] Victory Cry] is active, there's a 100% chance of causing [[PvP]  The legendary Battle Cry]</p> <hr/> <p>[PvP] The legendary Battle Cry</p>

	<p>General Buff (Level 5) Duration: 4 seconds</p> <ul style="list-style-type: none"> — Has 100% of chance of ignoring 1500 defense from the enemy — [PvP] Has a 45% chance to increase damage caused by 30% — Always inflicts critical hits. <p>Side Effect: after 0.1 seconds</p> <ul style="list-style-type: none"> — Disappears upon landing a hit — Cannot be evaded 	<p>General Buff (Level 5) Duration: 4 seconds</p> <ul style="list-style-type: none"> — Has 100% of chance of ignoring 1500 defense from the enemy [NEW] — [PvP] Has a 100% chance to increase damage caused by 10% — Always inflicts critical hits. <p>Side Effect: after 0.1 seconds</p> <ul style="list-style-type: none"> — Disappears upon landing a hit — Cannot be evaded
 Loser's Sigh	<p>General Debuff (Level 4) Duration: 4 seconds</p> <ul style="list-style-type: none"> — Movement Impossible — Final damage received +10% if the enemy attacks with  [PvP] Execution 	<p>General Debuff (Level 4) Duration: 4 seconds</p> <ul style="list-style-type: none"> — Movement Impossible — Final damage received +10% if the enemy attacks with  [PvP] Execution — [NEW] No attack possible
 [PvP] Execution	<p>Cooldown: 120s Attack Range: 7 cell Target: Special Area Mana: 600 mp</p> <ul style="list-style-type: none"> — Attack power scaling: 125% Melee attack power +1000 — This skill cannot be evaded if the opponent is afflicted by  [PvP] Mark of the Gladiator — If you are successful in defeating the opponent with this skill, there is a 100% chance that  Cheer of the Crowd will occur. — If [[PvP] The legendary Battle Cry]], causes [[PvP] Joker] — Has a 100% chance of invoking the combo [PvP] Arrogant Humiliation 	<p>Cooldown: 45s Attack Range: 7 cell Target: Special Area Mana: 600 mp</p> <p>[NEW] — Attack power scaling: 100% Melee attack power +1000</p> <ul style="list-style-type: none"> — This skill cannot be evaded if the opponent is afflicted by  [PvP] Mark of the Gladiator — If you are successful in defeating the opponent with this skill, there is a 100% chance that  Cheer of the Crowd will occur. — If [[PvP] The legendary Battle Cry]], causes [[PvP] Joker] — Has a 100% chance of invoking the combo [PvP] Arrogant Humiliation <hr/> <p>[PvP] Joker</p> <p>General Buff (Level 4) Duration: 8.5 seconds</p>

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Battle Monk

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

[PvP] Targeted Stab	<p>Cooldown: 14s Attack Range: 13 cell Target: Around Enemy in 2 cell Mana: 80 mp</p> <p>— Attack power scaling: 25% Melee attack power +150</p> <p>— [PvP] Skill cooldown -50% if [🧘] [PvP] Spirit of Enlightenment] is active</p> <p>— Has a 100% chance of causing [🔥] [PvP] Internal Injury 1st Degree]</p> <p>— Attack power scaling: -25% if [🧘] [PvP] Spiritual Strength] is active</p> <p>— [PvP] Damage is increased by 5% of the enemy's current HP if [🧘] [PvP] Spirit of Temperance] is active</p>	<p>Cooldown: 14s Attack Range: 13 cell Target: Around Enemy in 2 cell Mana: 80 mp</p> <p>— Attack power scaling: 25% Melee attack power +150</p> <p>— [PvP] Skill cooldown -60% if [🧘] [PvP] Spirit of Enlightenment] is active</p> <p>— Has a 100% chance of causing [🔥] [PvP] Internal Injury 1st Degree]</p> <p>— Attack power scaling: -25% if [🧘] [PvP] Spiritual Strength] is active</p> <p>— [PvP] Damage is increased by 5% of the enemy's current HP if [🧘] [PvP] Spirit of Temperance] is active</p>
[PvP] Seven Stabs	<p>Cooldown: 20s Attack Range: 3 cell Target: Special Area Mana: 90 mp</p> <p>— Attack power scaling: 30% Melee attack power +225</p> <p>— [PvP] The cooldown of this skill is reduced by 55% if [🧘] [PvP] Spirit of Enlightenment] is active</p> <p>— Has a 100% chance of causing [🔥] [PvP] Internal Injury 1st Degree]</p> <p>— Has a 100% chance of invoking the combo [🔥] [PvP] Seven Stabs 2nd phase]</p> <p>— Attack power scaling: -35% if [🧘] [PvP] Spiritual Strength] is active</p>	<p>Cooldown: 20s Attack Range: 3 cell Target: Special Area Mana: 90 mp</p> <p>— Attack power scaling: 30% Melee attack power +225</p> <p>— [PvP] The cooldown of this skill is reduced by 60% if [🧘] [PvP] Spirit of Enlightenment] is active</p> <p>— Has a 100% chance of causing [🔥] [PvP] Internal Injury 1st Degree]</p> <p>— Has a 100% chance of invoking the combo [🔥] [PvP] Seven Stabs 2nd phase]</p> <p>— Attack power scaling: -35% if [🧘] [PvP] Spiritual Strength] is active</p>

 [PvP] Medium Meditation	<p>Cooldown: 1s Attack Range: 0 cell Target: Select One Mana: 0 mp</p> <p>— Has a 100% chance of causing [ [PvP] Spirit of Enlightenment] — Has a 100% chance of invoking the combo [ Long Meditation]</p>	
	 [PvP] Spirit of Enlightenment <p>General Buff (Level 1) Duration: 600 seconds</p> <p>— Attack power scaling: 50% — [PvP] Critical chance +55% of the user's total — Movement speed is increased by user's critical chance /40 (max. 2)</p> <p>Side Effect: after 0.1 seconds — On attack, has a 20% chance to cause [ Leg Sweeper] — [PvP] Hit rate +396 (Player Level * 4)</p>	 [PvP] Spirit of Enlightenment <p>General Buff (Level 1) Duration: 600 seconds</p> <p>— Attack power scaling: 50% [NEW] — [PvP] Critical chance +75% of the user's total — Movement speed is increased by user's critical chance /40 (max. 2)</p> <p>Side Effect: after 0.1 seconds — On attack, has a 20% chance to cause [ Leg Sweeper] — [PvP] Hit rate +396 (Player Level * 4)</p>
 [PvP] Long Meditation	<p>Cooldown: 1s Attack Range: 0 cell Target: Select One Mana: 0 mp</p> <p>— Has a 100% chance of causing [ [PvP] Spiritual Strength]</p>	
	 [PvP] Spiritual Strength <p>General Buff (Level 3) Duration: 600 seconds</p> <p>The spirit is freed by meditation.</p> <p>— [PvP] Attack Power +10% — [PvP] Critical damage +25% of the user's total — [PvP] Hit rate +396 (Player Level * 4) — Attack power scaling: +60% — [PvP] Skill Attack Power +20%</p>	 [PvP] Spiritual Strength <p>General Buff (Level 3) Duration: 600 seconds</p> <p>The spirit is freed by meditation.</p> <p>— [PvP] Attack Power +10% [NEW] — [PvP] Critical damage +20% of the user's total — [PvP] Hit rate +396 (Player Level * 4) [NEW] — Attack power scaling: +55%</p>







— [PvP] Skill Attack Power +20%














Death Reaper

Role:

Main: Tank

Name	Original	New
 Card Passive	<ul style="list-style-type: none">— [PvP] Base HP +7000— [PvP] User's dodge -300— [PvP] Final critical damage -25% of its total— [PvP] User's soft damage -10%	<ul style="list-style-type: none">— [PvP] Base HP +7000— [PvP] User's dodge -300— [PvP] Final critical damage -25% of its total— [PvP] User's soft damage -10%
 [PvP] Death's Scythe	<p>Cooldown: 0.6s Attack Range: 2 cell Target: Around Enemy in 1 cell Mana: 0 mp</p> <ul style="list-style-type: none">— Attack power scaling: 35% <p>Melee attack power +150</p> <ul style="list-style-type: none">— [PvP] Shadow energies are increased by 75— [PvP] Damage is increased by 2% of the enemy's total HP	<p>Cooldown: 0.6s Attack Range: 2 cell Target: Around Enemy in 1 cell Mana: 0 mp</p> <ul style="list-style-type: none">— Attack power scaling: 35% <p>Melee attack power +150</p> <ul style="list-style-type: none">— [PvP] Shadow energies are increased by 75— [PvP] Damage is increased by 1% of the enemy's total HP
 [PvP] Slasher	<p>Cooldown: 5s Attack Range: 2 cell Target: Select One Mana: 50 mp</p> <ul style="list-style-type: none">— Attack power scaling: 35% <p>Melee attack power +350</p> <ul style="list-style-type: none">— [PvP] Shadow energies are increased by 90— Has a 100% chance of inflicting <p> [PvP] Grievous Wounds on your opponent [PvP] Has a 75% chance of leeching 1% of the enemy's total HP [PvP] Damage +2% of the enemy's total HP</p>	<p>Cooldown: 5s Attack Range: 2 cell Target: Select One Mana: 50 mp</p> <ul style="list-style-type: none">— Attack power scaling: 35% <p>Melee attack power +350</p> <ul style="list-style-type: none">— [PvP] Shadow energies are increased by 90— Has a 100% chance of inflicting <p> [PvP] Grievous Wounds on your opponent [PvP] Has a 75% chance of leeching 1% of the enemy's total HP — [NEW] [PvP] Damage +1% of the enemy's total HP</p>
 [PvP] Death Approaches	<p>Cooldown: 14s Attack Range: 10 cell Target: Select One Mana: 50 mp</p> <ul style="list-style-type: none">— Attack power scaling: 25% <p>Melee attack power +400</p>	<p>Cooldown: 7s Attack Range: 9 cell Target: Select One Mana: 50 mp</p> <ul style="list-style-type: none">— Attack power scaling: 25%

	<ul style="list-style-type: none"> — [PvP] Damage +3% of the enemy's current HP — Has a 50% chance of causing Bled Out 	Melee attack power +400 [NEW] — [PvP] Damage +2% of the enemy's current HP — Has a 50% chance of causing Bled Out
[PvP] Soul Bash	Cooldown: 15s Attack Range: 2 cell Target: Special Area Mana: 120 mp — Attack power scaling: 40% Melee attack power +600 — [PvP] Push your opponent back 2 field(s) — Has a 100% chance of causing Paralysis — [PvP] Damage +5% of the enemy's current HP — [PvP] Recovers 1% HP	Cooldown: 15s Attack Range: 2 cell Target: Special Area Mana: 120 mp — Attack power scaling: 40% Melee attack power +600 — [PvP] Push your opponent back 2 field(s) — Has a 100% chance of causing Paralysis [NEW] — [PvP] Damage +4% of the enemy's current HP — [PvP] Recovers 1% HP
[PvP] Reaper's Scythe	Cooldown: 25s Attack Range: 8 cell Target: Special Area Mana: 80 mp — Attack power scaling: 45% Melee attack power +750 — [PvP] Shadow energies are increased by 750 — There is a 75% chance of causing [PvP] Weak Mark of Death — [PvP] Damage +4% of the enemy's total HP — [PvP] Recovers 2% HP <hr/> [PvP] Weak Mark of Death General Debuff (Level 2) Duration: 6 seconds — Movement speed -2 — [PvP] Shadow resistance -10 — Final damage received +25% if the enemy attacks with [PvP] Spirit Splitter Side Effect: after 0.1 seconds — There's a 100% chance for this effect to disappear if the user is attacked with [PvP] Spirit Splitter — [PvP] The enemy heals 2% of their total HP if the user is attacked with [PvP] Spirit Splitter	Cooldown: 25s Attack Range: 8 cell Target: Special Area Mana: 80 mp — Attack power scaling: 45% Melee attack power +750 — [PvP] Shadow energies are increased by 750 — There is a 75% chance of causing [PvP] Weak Mark of Death — [PvP] Damage +4% of the enemy's total HP — [PvP] Recovers 2% HP <hr/> [PvP] Weak Mark of Death General Debuff (Level 2) Duration: 6 seconds — Movement speed -2 — [PvP] Shadow resistance -10 [NEW] — Final damage received +10% if the enemy attacks with [PvP] Spirit Splitter Side Effect: after 0.1 seconds — There's a 100% chance for this effect to disappear if the user is attacked with [PvP] Spirit Splitter — [PvP] The enemy heals 2% of their total HP if the user is attacked with [PvP] Spirit Splitter

 [PvP] Shadow of Death	<p> Cooldown: 60s Attack Range: 0 cell Target: Around Enemy in 13 cell Mana: 300 mp </p> <p> — Has a 100% chance of causing  [PvP] Mark of Death (ignores debuff protection) </p> <hr/> <p>  [PvP] Mark of Death </p> <p> General Debuff (Level 5) Duration: 8 seconds </p> <p> — Movement speed -2 — [PvP] Shadow resistance -20 — [PvP] The enemy heals 4% of their total HP if the user is attacked with  [PvP] Spirit Splitter </p> <p> Side Effect: after 0.1 seconds — Final damage received +50% if the enemy attacks with  [PvP] Spirit Splitter — There's a 100% chance for this effect to disappear if the user is attacked with  [PvP] Spirit Splitter </p>	<p> Cooldown: 60s Attack Range: 0 cell Target: Around Enemy in 13 cell Mana: 300 mp </p> <p> — Has a 100% chance of causing  [PvP] Mark of Death (ignores debuff protection) </p> <hr/> <p>  [PvP] Mark of Death </p> <p> General Debuff (Level 5) Duration: 8 seconds </p> <p> — Movement speed -2 — [PvP] Shadow resistance -20 [NEW] — [PvP] The enemy heals 2% of their total HP if the user is attacked with  [PvP] Spirit Splitter </p> <p> Side Effect: after 0.1 seconds [NEW] — Final damage received +25% if the enemy attacks with  [PvP] Spirit Splitter — There's a 100% chance for this effect to disappear if the user is attacked with  [PvP] Spirit Splitter </p>
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[PvP]
Time Twister

Cooldown: 15s
Attack Range: 0 cell
Target: Select One
Mana: 350 mp

- There is a probability of 100% that [PvP] Strong Spiritual Release] will be applied if an absorbed spirit is present.
- There is a probability of 100% that [PvP] Spiritual Release] will be applied if no absorbed spirit is present.

[PvP] Strong Spiritual Release

General Buff
(Level 3)
Duration: 8 seconds

- [PvP] Skills cooldown -45% to the skill [PvP] Spirit Splitter
- [PvP] Skills cooldown -35% to the skill
- [PvP] Shadow of Death
- There's a 100% chance that every attack hits.

Side Effect: after 0.1 seconds
— Movement speed +4
— A shadowy figure appears.

[PvP] Spiritual Release

General Buff
(Level 2)
Duration: 600 seconds

- [PvP] Hit rate +198 (Player Level * 2)
- [PvP] Has a 45% chance of healing 1% of the user's total HP on hit.
- HP restored by healing and leeching effects +5%

Cooldown: 15s
Attack Range: 0 cell
Target: Select One
Mana: 350 mp

- There is a probability of 100% that [PvP] Strong Spiritual Release] will be applied if an absorbed spirit is present.
- There is a probability of 100% that [PvP] Spiritual Release] will be applied if no absorbed spirit is present.

[PvP] Strong Spiritual Release

General Buff
(Level 3)
Duration: 8 seconds






- [PvP] Skills cooldown -45% to the skill [PvP] Spirit Splitter
- [PvP] Skills cooldown -35% to the skill
- [PvP] Shadow of Death
- There's a 100% chance that every attack hits.

Side Effect: after 0.1 seconds
— Movement speed +4
— A shadowy figure appears.

[PvP] Spiritual Release

General Buff
(Level 2)
Duration: 600 seconds







- [PvP] Hit rate +198 (Player Level * 2)
- [PvP] Has a 45% chance of healing 1% of the user's total HP on hit.
- HP restored by healing and leeching effects +2%


 [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 — [PvP] Damage +5% of the enemy's total HP — [PvP] Has a 100% chance of leeching 7% of the enemy's total HP if they've been afflicted by  [PvP] Mark of Death — [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: 2 cell Target: Around Enemy in 2 cell Mana: 150 mp — Attack power scaling: 60% Melee attack power +1200 — [PvP] Damage +5% of the enemy's total HP — [PvP] Has a 100% chance of leeching 7% of the enemy's total HP if they've been afflicted by  [PvP] Mark of Death — [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
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Renegade

Role:
 Main: Bruiser
 Secondary: Assassin

 Card Passive	— [PvP] Base Attack +482 — [PvP] Attack Power -600 — [PvP] Final critical damage -20% of its total — [PvP] User's soft damage -15% — [PvP] Base HP +1500	— [PvP] Base Attack +482 — [PvP] Attack Power -600 — [PvP] Final critical damage -20% of its total — [PvP] User's soft damage -15% — [PvP] Base HP +1500
 [PvP] Justice	Cooldown: 24s Attack Range: 10 cell Target: Around Enemy in 4 cell Mana: 90 mp — Attack power scaling: 90% Melee attack power +350 — [PvP] Light energies + 250 — Has a 80% chance of causing  [PvP] Judgement — [PvP] Damage +5% of the enemy's current HP <hr/>  [PvP] Judgement General Debuff	Cooldown: 24s Attack Range: 10 cell Target: Around Enemy in 4 cell Mana: 90 mp — Attack power scaling: 90% Melee attack power +350 — [PvP] Light energies + 250 — Has a 80% chance of causing  [PvP] Judgement — [PvP] Damage +5% of the enemy's current HP <hr/>  [PvP] Judgement General Debuff (Level 2)

	(Level 2) Duration: 8 seconds — PvP] Dodge -297 — [PvP] Light resistance -15	Duration: 4s [NEW] — Cannot evade incoming attacks — [PvP] Light resistance -15
 [PvP] Reignition	General Buff Level 2 Duration: 600 seconds — [PvP] Damage received is decreased by player's total HP/15000	General Buff Level 2 Duration: 600 seconds — [PvP] Damage received is decreased by player's total HP/ 35000








Ranger



Role:

Main: DPS

Secondary:

 [PvP] Archery	Cooldown: 0.6s Attack Range: 11 cell Target: Select One Mana: 0 mp — Attack power scaling: 85% Ranged attack power +100 — [PvP] Water energies +120	Cooldown: 0.6s Attack Range: 11 cell Target: Select One Mana: 0 mp [NEW] — Attack power scaling: 75% Ranged attack power +90 — [PvP] Water energies +120
 [PvP] Flashbang	Cooldown: 30s Attack Range: 11 cell Target: Around Enemy in 2 cell Mana: 150 mp — Attack power scaling: 80% Ranged attack power +200 — [PvP] Water energies +150 — Has a 80% chance of causing [Flashbang] [PvP] Flashbang]	Cooldown: 30s Attack Range: 11 cell Target: Around Enemy in 2 cell Mana: 150 mp — Attack power scaling: 80% Ranged attack power +200 — [PvP] Water energies +150 — Has a 80% chance of causing [Flashbang] [PvP] Flashbang]
 [PvP] Flashbang	 [PvP] Flashbang Magic Debuff (Level 2) Duration: 4 seconds	 [PvP] Flashbang Magic Debuff (Level 2) Duration: 3 seconds










	<p>No attack possible</p> <p> [PvP] Expose Weaknesses occurs, in releasing at the probability of 100%</p>	<p>No attack possible</p> <p> [PvP] Expose Weaknesses occurs, in releasing at the probability of 100%</p>
<p> [PvP] Rapid Recovery</p>	<p>Cooldown: 45s Attack Range: Itself Target: Select One Mana: 300 mp</p> <p>Has a 100% chance of causing  [PvP] Rapid</p> <hr/> <p> [PvP] Rapid</p> <p>Magic Buff (Level 3) Duration: 600 seconds — [PvP] Final damage received from basic attacks -(user's critical chance / 4)% — [PvP] Final damage received from critical basic attacks -(user's critical chance / 9)% — Every 3 attacks,  [PvP] Frost Instincts] is received — [PvP] Skills cooldown -20% (max. 30%)</p>	<p>Cooldown: 45s Attack Range: Itself Target: Select One Mana: 300 mp</p> <p>Has a 100% chance of causing  [PvP] Rapid</p> <hr/> <p> [PvP] Rapid</p> <p>Magic Buff (Level 3) Duration: 600 seconds — [PvP] Final damage received from basic attacks -(user's critical chance / 4)% — [PvP] Final damage received from critical basic attacks -(user's critical chance / 9)% [NEW]— Every  attacks,  [PvP] Frost Instincts] is received [NEW]— [PvP] Skills cooldown -10% (max. 30%)</p>
<p> [PvP] Frost Instincts</p>	<p>General Buff Level 5 Duration 3 seconds</p> <p>[REMOVED] — Critical damage +15 — On attack there's a 100% chance of inflicting [PvP] Frosted Legs] on your opponent (ignores debuff protection) — Attack power +1% (Relative to Distance)</p> <p>Side effect: after 0,1 seconds — Disappears upon landing a hit</p>	<p>General Buff Level 5 Duration 3 seconds</p> <p>— On attack there's a 100% chance of inflicting [PvP] Frosted Legs] on your opponent (ignores debuff protection) — Attack power +1% (Relative to Distance)</p> <p>Side effect: after 0,1 seconds — Disappears upon landing a hit</p>
<p> [PvP] Thunderstorm</p>	<p>Cooldown: 120s Attack Range: 12 cell Target: Around Enemy in 3 cell Mana: 350 mp</p> <p>— Attack power scaling: 100% Ranged attack power +1000 — [PvP] Water energies +800</p>	<p>Cooldown: 120s Attack Range: 12 cell Target: Around Enemy in 3 cell Mana: 350 mp</p> <p>— Attack power scaling: 100% Ranged attack power +1000 — [PvP] Water energies +800</p>





	<ul style="list-style-type: none">— Has a 50% chance of causing  Frozen— No penalty for ranged attacks at close range	<ul style="list-style-type: none">[NEW]— Has a 50% chance of causing  [PvP] Frozen— No penalty for ranged attacks at close range
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Assassin

Role:
Main: Assassin
Secondary:

 [PvP] Slash	<p>Cooldown: 4s Attack Range: 6 cell Target: Select One Mana: 15 mp</p> <p>— Attack power scaling: 75% Melee attack power +15 — [PvP] Shadow energies +50</p> <p>— Has a 65% chance of causing  [PvP] Critical Bleeding] — Ambush attacks cause 270 additional damage..</p>	<p>Cooldown: 4s Attack Range: 6 cell Target: Select One Mana: 15 mp</p> <p>[NEW]— Attack power scaling: 85% [NEW]Melee attack power +75 — [PvP] Shadow energies +50</p> <p>— Has a 65% chance of causing  [PvP] Critical Bleeding] — Ambush attacks cause 270 additional damage.</p>
 [PvP] Deadly Strike	<p>Cooldown: 60s Attack Range: 2 cell Target: Select One Mana: 90 mp</p> <p>— Attack power scaling: 135% Melee attack power +150 — [PvP] Shadow energies +500 — Ambush attacks cause 2750 additional damage.</p>	<p>Cooldown: 60s Attack Range: 3 cell Target: Select One Mana: 90 mp</p> <p>[NEW]— Attack power scaling: 120% Melee attack power +150 — [PvP] Shadow energies +500 [NEW]— Ambush attacks cause 2200 additional damage.</p>
 [PvP] Critical Hit	<p>Cooldown: 40s Attack Range: <i>Itself</i> Target: <i>Select One</i> Mana: 100 mp</p> <p>Has a 100% chance of causing  [PvP] Critical Hit</p> <hr/> <p> [PvP] Critical Hit</p>	<p>Cooldown: 30s Attack Range: <i>Itself</i> Target: <i>Select One</i> Mana: 100 mp</p> <p>Has a 100% chance of causing  [PvP] Critical Hit</p> <hr/> <p> [PvP] Critical Hit</p>

	<p>Magic Buff (Level 3) Duration: 4 seconds</p> <p>[REMOVED] — Has a 100% chance of ignoring 1600 defence from the enemy [REMOVED] — Critical damage +100%</p>	<p>Magic Buff (Level 3) Duration: 600 seconds</p> <p>[NEW] — [PvP] Attack Power +10% [NEW] — [PvP] Critical Damage +10%</p>
 [PvP] Pact of Darkness	<p>General buff (Level 3) Duration: 4 seconds</p> <p>[REMOVED] — [PvP] Attack Power +20% — [PvP] Has a 40% chance to increase damage caused by 35% — Always inflicts critical hits</p> <p>Side Effect: after 0.1 seconds — Disappears upon landing a hit — Cannot be evaded</p>	<p>General buff (Level 3) Duration: 4 seconds</p> <p>— [PvP] Has a 100% chance to increase damage caused by 10% — Always inflicts critical hits [NEW] — Has a 100% chance of ignoring 1600 defence from the enemy</p> <p>Side Effect: after 0.1 seconds — Disappears upon landing a hit — Cannot be evaded</p>
 [PvP] Shadow	<p><i>Cooldown: 35s</i> <i>Attack Range: 6 cell</i> <i>Target: Select One</i> <i>Mana: 400 mp</i></p> <p>— <i>Has a 100% chance of causing</i>  [PVP] Hideout — Teleports you to a selected location</p>	<p>Cooldown: 30s <i>Attack Range: 6 cell</i> <i>Target: Select One</i> <i>Mana: 400 mp</i></p> <p>— <i>Has a 100% chance of causing</i>  [PVP] Hideout — Teleports you to a selected location</p>




Destroyer








Role:

Main: Assassin

Secondary:

 [PvP] Lucky Wideshot	<p>Cooldown: 12s Attack Range: 9 cell Target: Around Enemy in 2 cell Mana: 70 mp</p> <p>— Attack power scaling: 85% Ranged attack power +300</p>	<p>Cooldown: 8s Attack Range: 9 cell Target: Around Enemy in 2 cell Mana: 70 mp</p> <p>— Attack power scaling: 85% Ranged attack power +300</p>
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
	<p>— [PvP] Fire energies +700</p> <p>— Has a minimum 65% chance of inflicting critical hits</p>	<p>— [PvP] Fire energies +700</p> <p>— Has a minimum 65% chance of inflicting critical hits</p>
 [PvP] Bomber	<p>Cooldown: 25s</p> <p>Attack Range: 9 cell</p> <p>Target: Select One</p> <p>Mana: 100 mp</p> <p>— There's a 100% chance that [[PvP] Bomb] will be caused at the set location.</p>	<p>Cooldown: 20s</p> <p>Attack Range: 9 cell</p> <p>Target: Select One</p> <p>Mana: 100 mp</p> <p>— There's a 100% chance that [[PvP] Bomb] will be caused at the set location.</p>
 [PvP] Poison Gas Shell	<p>Cooldown: 35s</p> <p>Attack Range: 9 cell</p> <p>Target: Around Enemy in 2 cell</p> <p>Mana: 90 mp</p> <p>— Has a 100% chance of causing [ [PvP] Poison Gas] (ignores debuff protection)</p> <hr/> <p> [PvP] Poison Gas</p> <p>[Magic Debuff (Level 5) Duration: 10 seconds</p> <p>[PvP] Defence level upgrade -1 [PvP] Enemy's critical chance +20%</p> <p> [PvP] The 2nd Poison Gas occurs, in releasing at the probability of 100%</p> <hr/> <p> [PvP] The 2nd Poison Gas</p> <p>Magic Debuff (Level 6) Duration: 4.5 seconds</p> <p>— Final damage received +20% if the enemy attacks with  [PvP] Hell Drop</p> <p>— Defense -1386 (Player Level * 14)</p> <p>— Movement speed -40%</p> <p>Side Effect: after 0.1 seconds</p> <p>— Has 100% of receiving a critical hit if the enemy attacks with  [PvP] Hell Drop</p> <p>[REMOVED] — Disappears upon receiving a hit</p>	<p>Cooldown: 45s</p> <p>Attack Range: 9 cell</p> <p>Target: Around Enemy in 2 cell</p> <p>Mana: 90 mp</p> <p>— Has a 100% chance of causing [ [PvP] Poison Gas] (ignores debuff protection)</p> <hr/> <p> [PvP] Poison Gas</p> <p>[Magic Debuff (Level 6) Duration: 4.5 seconds</p> <p>[NEW] — Final damage received +10% if the enemy attacks with  [PvP] Hell Drop</p> <p>[NEW] — Defense -495 (Player Level * 5)</p> <p>Side Effect: after 0.1 seconds</p> <p>[NEW] — Has 100% of receiving a critical hit if the enemy attacks with  [PvP] Hell Drop</p> <p>[NEW] — Disappears upon receiving a hit</p> <p> [PvP] The 2nd Poison Gas occurs, in releasing at the probability of 100%</p> <hr/> <p> [PvP] The 2nd Poison Gas</p> <p>Magic Debuff (Level 6) Duration: 4.5 seconds</p> <p>[NEW] — Final damage received +20% if the enemy attacks with  [PvP] Hell Drop</p> <p>[NEW] — Defense -990 (Player Level * 10)</p>

		<p>[NEW] — Movement speed -40%</p> <p>Side Effect: after 0.1 seconds</p> <p>[NEW] — Has 100% of receiving a critical hit if the enemy attacks with  [PvP] Hell Drop</p> <p>[NEW] — Disappears upon receiving 3 hits</p>
 [PvP] Fire Mine	<p>Cooldown: 40s Attack Range: Itself Target: Select One Mana: 160 mp</p> <p>— Plants x3 [fire mines]</p>	<p>Cooldown: 15s Attack Range: Itself Target: Select One Mana: 160 mp</p> <p>— Plants x3 [fire mines]</p>
 [PvP] Hell Drop	<p>Cooldown: 60s Attack Range: 12 cell Target: Around Enemy in 5 cell Mana: 200 mp</p> <p>— Attack power scaling: 120% Ranged attack power +1400 — [PvP] Fire energies +1500</p> <p>— Has a 100% chance of causing  Deadly Blackout] (ignores debuff protection) — This skill cannot be evaded if the opponent is afflicted by  [PvP] The 2nd Poison Gas]</p>	<p>Cooldown: 45s Attack Range: 12 cell Target: Around Enemy in 5 cell Mana: 200 mp</p> <p>[NEW] — Attack power scaling: 105% Ranged attack power +1400 — [PvP] Fire energies +1500</p> <p>— Has a 100% chance of causing  Deadly Blackout] (ignores debuff protection) — This skill cannot be evaded if the opponent is afflicted by  [PvP] The 2nd Poison Gas]</p>















Scout

Role:
 Main: DPS
 Secondary: Assassin

 [PvP] Elemental Attack	<p>Cooldown: 0.4s Attack Range: 8 cell Target: Select One Mana: 0 mp</p> <p>— Attack power scaling: 85% Ranged attack power +100 — [PvP] Water energies +100</p>	<p>Cooldown: 0.4s Attack Range: 8 cell Target: Select One Mana: 0 mp</p> <p>— Attack power scaling: 75% Ranged attack power +90 — [PvP] Water energies +100</p>
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 [PvP] Falcon Nosedive	<p>Cooldown: 7s Attack Range: 10 cell Target: Around Enemy in 2 cell Mana: 150 mp</p> <ul style="list-style-type: none"> — Attack power scaling: 80% Ranged attack power +200 — [PvP] Water energies +300 — [PvP] Critical chance +10% — Has a 70% chance of invoking the combo  [PvP] Rotating Arrow – Highest Level	<p>Cooldown: 7s Attack Range: 10 cell Target: Around Enemy in 2 cell Mana: 150 mp</p> <p>[NEW]— Attack power scaling: 75%</p> <p>Ranged attack power +125</p> <ul style="list-style-type: none"> — [PvP] Water energies +300 — [PvP] Critical chance +10% — Has a 70% chance of invoking the combo  [PvP] Rotating Arrow – Highest Level
 [PvP] Lightning Reload	<p>Cooldown: 10s Attack Range: 8 cell Target: Select One Mana: 400 mp</p> <ul style="list-style-type: none"> — Attack power scaling: 80% Ranged attack power +50 — [PvP] Water energies +400 — Has a 100% chance of invoking the combo  [PvP] Rotating Arrow – Level 1 <ul style="list-style-type: none"> — Has a 30% chance of causing [Strong Mandra Poison] 	<p>Cooldown: 10s Attack Range: 8 cell Target: Select One Mana: 400 mp</p> <p>[NEW]— Attack power scaling: 75%</p> <p>Ranged attack power +50</p> <ul style="list-style-type: none"> — [PvP] Water energies +400 — Has a 100% chance of invoking the combo  [PvP] Rotating Arrow – Level 1 <ul style="list-style-type: none"> — Has a 30% chance of causing [Strong Mandra Poison]
 [PvP] Rotating Arrow – Level 1	<p>Cooldown: 0.3s Attack Range: 8 cell Target: Special Area Mana: 180 mp</p> <ul style="list-style-type: none"> — Attack power scaling: 80% Ranged attack power +75 — Has a 100% chance of invoking the combo  [PvP] Rotating Arrow – Level 2 <ul style="list-style-type: none"> — Has a 100% chance of causing [Quick Evasion] — [PvP] Critical chance +35% of the user's total 	<p>Cooldown: 0.3s Attack Range: 8 cell Target: Special Area Mana: 180 mp</p> <p>[NEW]— Attack power scaling: 75%</p> <p>Ranged attack power +75</p> <ul style="list-style-type: none"> — Has a 100% chance of invoking the combo  [PvP] Rotating Arrow – Level 2 <ul style="list-style-type: none"> — Has a 100% chance of causing [Quick Evasion] — [PvP] Critical chance +35% of the user's total
 [PvP] Rotating Arrow – Level 2	<p>Cooldown: 0.3s Attack Range: 9 cell Target: Special Area Mana: 220 mp</p> <ul style="list-style-type: none"> — Attack power scaling: 80% Ranged attack power +100 — Has a 100% chance of invoking the combo  [PvP] Rotating Arrow – Level 1 <ul style="list-style-type: none"> — [PvP] There's a 60% chance of pushing your opponent back 1 field(s) — If it is used 1 times, 	<p>Cooldown: 0.3s Attack Range: 9 cell Target: Special Area Mana: 220 mp</p> <p>[NEW]— Attack power scaling: 75%</p> <p>Ranged attack power +100</p> <ul style="list-style-type: none"> — Has a 100% chance of invoking the combo  [PvP] Rotating Arrow – Level 1 <ul style="list-style-type: none"> — [PvP] There's a 60% chance of pushing your opponent back 1 field(s) — If it is used 1 times,

	 Ambush – Preparation 1 is produced. Can increase to maximum level 2. — If it is used 2 times,  Ambush – Preparation 2 is produced. Can increase to maximum level 2.	 Ambush – Preparation 1 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] Rotating Arrow – Highest Level	Cooldown: 1s Attack Range: 10 cell Target: Around Enemy in 3 cell Mana: 75 mp — Attack power scaling: 85% Ranged attack power +350 — [PvP] Water energies +300 — Has a 10% chance of causing [ Mandra Stun] — Has a 15% chance of causing [ Weak Mandra Poison] — [PvP] Critical chance +20%	Cooldown: 1s Attack Range: 10 cell Target: Around Enemy in 3 cell Mana: 75 mp [NEW]— Attack power scaling: 75% Ranged attack power +350 — [PvP] Water energies +300 — Has a 10% chance of causing [ Mandra Stun] — Has a 15% chance of causing [ Weak Mandra Poison] — [PvP] Critical chance +20%
 [PvP] Ambush	Cooldown: 60s Attack Range: 8 cell Target: Select One Mana: 300 mp Has a 100% chance of causing [ Ambush] Teleports you to a selected location	Cooldown: 40s Attack Range: 8 cell Target: Select One Mana: 300 mp Has a 100% chance of causing [ Ambush] Teleports you to a selected location










Demon Hunter

Role:

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

Secondary: DPS



 [PvP] Throwing Blade	Cooldown: 20s Attack Range: 11 cell Target: Select One Mana: 90 mp — Attack power scaling: 80% Ranged attack power +550 — [PvP] Shadow energies +450 — Has a 100% chance of invoking the combo  [PvP] Moon Shadow Pendulum — [PvP] Skill cooldown -30% if [ [PvP] Berserk Spirit] is	Cooldown: 20s Attack Range: 11 cell Target: Select One Mana: 90 mp — Attack power scaling: 80% Ranged attack power +550 — [PvP] Shadow energies +450 — Has a 100% chance of invoking the combo  [PvP] Moon Shadow Pendulum — [PvP] Skill cooldown -30% if [ [PvP] Berserk Spirit]
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	active	is active [NEW] Invocacion del combo se haga 100% incluso si missea la skill.
 [PvP] Possession	Cooldown: 60s Attack Range: 10 cell Target: Select One Mana: 220 mp — Has a 100% chance of causing [ [PvP] Strong Possession]	Cooldown: 60s Attack Range: 10 cell Target: Select One Mana: 220 mp [NEW] — Has a 100% chance of causing [ [PvP] Strong Possession] (ignore debuff protection)
 [PvP] Soul Sword	Cooldown: 75s Attack Range: Itself Target: Around Enemy in 8 cell Mana: 333 mp — Attack power scaling: 110% Melee attack power +1200 — [PvP] Shadow energies +1200 — Has a 100% chance of causing [ Infernal Horror] — Has a 100% chance of inflicting critical hits if [ [PvP] Berserk Spirit] is active [REMOVED] — [PvP] Critical damage +20% if [ [PvP] Berserk Spirit] is active	Cooldown: 75s Attack Range: Itself Target: Around Enemy in 8 cell Mana: 333 mp — Attack power scaling: 110% Melee attack power +1200 — [PvP] Shadow energies +1200 — Has a 100% chance of causing [ Infernal Horror] — Has a 100% chance of inflicting critical hits if [ [PvP] Berserk Spirit] is active [NEW] — This skill cannot be evaded if the opponent is afflicted by [ [PvP] Strong Possession]













Avenging Angel

Role:
Main: DPS





Name	Original	New
 AV passive		[NEW] [PvP] Final critical damage -15% of its total
 [PvP] Swordmastery	Cooldown: 0.4s Attack Range: 6 cell	Cooldown: 0.4s Attack Range: 6 cell

	Target: Select One Mana: 0 mp — Attack power scaling: 80% Melee attack power +100 — [PvP] Light energies +70	Target: Select One Mana: 0 mp — Attack power scaling: 80% [NEW] Melee attack power +80 — [PvP] Light energies +70
 [PvP] Stinging Explosion	Cooldown: 14s Attack Range: 6 cell Target: Special Area Mana: 70 mp — Attack power scaling: 80% Melee attack power +200 — [PvP] Light energies +500 [REMOVED] — [PvP] Critical chance +25%	Cooldown: 10s Attack Range: 6 cell Target: Special Area Mana: 70 mp — Attack power scaling: 80% Melee attack power +100 — [PvP] Light energies +500 Counts as a basic attack
 [PvP] Sword of Justice	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  [PvP] Slight Shock Counts as a basic attack	Cooldown: 8s Attack Range: 6 cell Target: Special Area Mana: 100 mp — Attack power scaling: 85% [NEW] Melee attack power +120 — [PvP] Light energies +700 — Has a 30% chance of causing  [PvP] Slight Shock Counts as a basic attack
 [PvP] Lightning Blade	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  Electric Shock (ignores debuff protection)	Cooldown: 25s Attack Range: 12 cell Target: Around Enemy in 3 cell Mana: 150 mp — Attack power scaling: 100% Melee attack power +300 — [PvP] Light energies +450 — Has a 100% chance of causing  Electric Shock (ignores debuff protection)
 [PvP] Cut and Run	Cooldown: 25s Attack Range: 15 cell Target: Select One Mana: 100 mp — Attack power scaling: 90% Ranged attack power +700 — [PvP] Light energies +350 — Has a 100% chance of causing  [PvP] Golden Spell — Has a 100% chance of causing  Cut and Run	Cooldown: 25s Attack Range: 15 cell Target: Select One Mana: 100 mp — Attack power scaling: 90% Ranged attack power +400 — [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	— 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: 100% 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: 85% Melee attack power +500 — [PvP] Light energies +750 — Has a 100% chance of causing [ [PvP] Red Spell]
 [PvP] Divine Blade	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.	Cooldown: 90s Attack Range: 6 cell Target: Around Enemy in 4 cell Mana: 200 mp [NEW] — Attack power scaling: 115% [NEW] Melee attack power +600 — [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: 105% Melee attack power +1000 — [PvP] Light energies +1250 — [PvP] Critical damage +50% — Has a 100% chance of causing [ [PvP] Critical Bleeding]	Cooldown: 90s Attack Range: 6 cell Target: Around Enemy in 3 cell Mana: 400 mp — Attack power scaling: 105% Melee attack power +900 — [PvP] Light energies +1250 — [PvP] Critical damage +25% — Has a 100% chance of causing [ [PvP] Critical Bleeding]
	Cooldown: 7s Attack Range: Itself Target: Select One Mana: 200 mp — Has a 100% chance of causing [ [PvP] Evade] — If [ [PvP] Red Spell] is active, causes [ [PvP] Flame] — If [ [PvP] Blue Spell] is active, causes [ [PvP] Ice] — If [ [PvP] Golden Spell] is active, causes [ [PvP] Halo] — If [ [PvP] Dark Spell] is active, causes [ [PvP] Darkness]	

 [PvP] Red Spell]	 [PvP] Red Spell General Buff (Level 2) Duration: 600 seconds [REMOVED] — [PvP] Critical Chance +20% [REMOVED] — [PvP] Attack Power +198 (Player Level * 2) — [PvP] Hit rate +198 (Player Level *2) Side Effect: after 0,1 seconds — [PvP] Has a 20% chance to decrease melee damage by 10% — [PvP] Attack Power +15% <hr/>  [PvP] Flame General Buff (Level 2) Duration: 2 seconds — Reflects 20% of the damage received (max 7500 in PvP) — Reflects and opponent's debuff with a certain chance	General Buff (Level 2) Duration: 600 seconds [NEW]— [PvP] Critical chance +60% of the user's total — [PvP] Hit rate +198 (Player Level *2) [NEW]— Every 4 basic attacks is received  (Red Force) \$AddMob 11474 0 Side Effect: after 0,1 seconds — [PvP] Has a 20% chance to decrease melee damage by 10% — [PvP] Attack Power +15% <hr/>  Red Force General buff Level 3 Duration 3.5 seconds [NEW] — [PvP] Final damage is increased by user's total critical chance *8 <hr/>  [PvP] Flame General Buff (Level 2) Duration: 2 seconds — Reflects 20% of the damage received (max 7500 in PvP) — Reflects and opponent's debuff with a certain chance
 [PvP] Blue Spell]	 [PvP] Blue Spell] General Buff (Level 2) Duration: 600 seconds [REMOVED] — [PvP] Critical Chance +20% — [PvP] Attack Power +198 (Player Level * 2) — [PvP] Hit rate +198 (Player Level *2) Side Effect: after 0,1 seconds — [PvP] Has a 20% chance to decrease melee damage by 10% Movement speed +2 <hr/>  [PvP] Ice General Buff (Level 2)	General Buff (Level 2) Duration: 600 seconds [NEW]— [PvP] Critical chance +60% of the user's total — [PvP] Hit rate +198 (Player Level *2) — Movement Speed +2 <hr/>  [PvP] Ice







	<p>Duration: 2 seconds</p> <p>— On defence has a 100% chance to receive [30%] [PvP] Improved Charging]</p>	<p>General Buff (Level 2) Duration: 2 seconds</p> <p>— On defence has a 100% chance to receive [30%] [PvP] Improved Charging]</p>
 [PvP] Golden Spell]	<p> [PvP] Golden Spell</p> <p>General Buff (Level 2) Duration: 600 seconds</p> <p>— [PvP] Critical Chance +20% — [PvP] Attack Power +198 (Player Level * 2) — [PvP] Hit rate +198 (Player Level *2)</p> <p>Side Effect: after 0,1 seconds — [PvP] Has a 20% chance to decrease melee damage by 10% — Every 2 seconds: Recovers 495 (Player Level *5)</p> <hr/> <p> [PvP] Halo</p> <p>General Buff (Level 2) Duration: 2 seconds</p> <p>— Recovers 5% of the user's max. HP for every attacks received (max 1 times)</p> <p>Side effect: after 0,1 seconds Disappears upon receiving a hit</p>	<p> [PvP] Golden Spell</p> <p>General Buff (Level 2) Duration: 600 seconds</p> <p>[NEW] — [PvP] Critical chance +60% of the user's total — [PvP] Hit rate +198 (Player Level *2) — Every 2 seconds: Recovers 495 (Player Level *5)</p> <hr/> <p> [PvP] Halo</p> <p>General Buff (Level 2) Duration: 2 seconds</p> <p>— Recovers 3% of the user's max. HP for every attacks received (max 1 times)</p> <p>Side effect: after 0,1 seconds Disappears upon receiving a hit</p>
 [PvP] Dark Spell]	<p> [PvP] Dark Spell]</p> <p>General Buff (Level 2) Duration: 600 seconds</p> <p>— [PvP] Critical Chance +20% — [PvP] Attack Power +198 (Player Level * 2) — [PvP] Hit rate +198 (Player Level *2)</p>	<p> [PvP] Dark Spell]</p> <p>General Buff (Level 2) Duration: 600 seconds</p> <p>[NEW] — [PvP] Critical chance +60% of the user's total — [PvP] Hit rate +198 (Player Level *2) —[PvP] Critical Damage +25%</p>

	<p>Side Effect: after 0,1 seconds</p> <ul style="list-style-type: none"> — [PvP] Has a 20% chance to decrease melee damage by 10% — [PvP] Critical Damage +25% <hr/> <p> [PvP] Darkness</p> <p>General Buff (Level 2) Duration: 2 seconds</p> <p>— One defence, has a 100% chance to receive  [PvP] Shadow Walk]</p>	<hr/> <p> [PvP] Darkness</p> <p>General Buff (Level 2) Duration: 2 seconds</p> <p>— One defence, has a 100% chance to receive  [PvP] Shadow Walk]</p> <p>[NEW] fix del CD de la invi de Shadow Walk, actualmente se puede spamear</p>
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Red

Role:
Main: Assassin

 [PvP] Fire Burst	<p><i>Cooldown: 7s</i> Attack Range: 9 cell Target: Around Enemy in 1 cell Mana: 65 mp</p> <p>— Attack power scaling: 85% Magic attack power +125 — [PvP] Fire energies +650</p>	<p><i>Cooldown: 6s</i> Attack Range: 9 cell Target: Around Enemy in 1 cell Mana: 65 mp</p> <p>— Attack power scaling: 85% Magic attack power +125 — [PvP] Fire energies +650</p>
 [PvP] Fiery Breath	<p>Cooldown: 15s Attack Range: 9 cell Target: Select One Mana: 140 mp</p> <p>— Attack power scaling: 100% Magic attack power +250 — [PvP] Fire energies +700 — Has a 80% chance of causing  [PvP] Magic Burn]</p> <hr/> <p> [PvP] Magic Burn</p> <p>Disease Debuff</p>	<p>Cooldown: 12s Attack Range: 9 cell Target: Select One Mana: 140 mp</p> <p>— Attack power scaling: 100% Magic attack power +250 — [PvP] Fire energies +700 — Has a 80% chance of causing  [PvP] Magic Burn]</p> <hr/> <p> [PvP] Magic Burn</p> <p>Disease Debuff</p>

	<p>(Level 1) Duration: 20 seconds</p> <ul style="list-style-type: none"> — [PvP] Fire resistance -10 — Every 2 seconds: Decreases 198 (Player Level * 2) HP — Final damage received +5% if the enemy attacks with  [PvP] Firewall 	<p>(Level 1) Duration: 20 seconds</p> <ul style="list-style-type: none"> — [PvP] Fire resistance -10 — Every 2 seconds: Decreases 198 (Player Level * 2) HP — Final damage received +5% if the enemy attacks with  [PvP] Firewall
 [PvP] Fiery Breath	<p>Cooldown: 15s Attack Range: 9 cell Target: Select One Mana: 140 mp</p> <ul style="list-style-type: none"> — Attack power scaling: 100% Magic attack power +250 — [PvP] Fire energies +700 — Has a 80% chance of causing  [PvP] Magic Burn <hr/> <p> [PvP] Magic Burn</p> <p>Disease Debuff (Level 1) Duration: 20 seconds</p> <ul style="list-style-type: none"> — [PvP] Fire resistance -10 — Every 2 seconds: Decreases 198 (Player Level * 2) HP — Final damage received +5% if the enemy attacks with  [PvP] Firewall 	<p>Cooldown: 8s Attack Range: 9 cell Target: Select One Mana: 140 mp</p> <ul style="list-style-type: none"> — Attack power scaling: 90% Magic attack power +250 — [PvP] Fire energies +700 — Has a 80% chance of causing  [PvP] Magic Burn <hr/> <p> [PvP] Magic Burn</p> <p>Disease Debuff (Level 1) Duration: 20 seconds</p> <ul style="list-style-type: none"> — [PvP] Fire resistance -10 — Every 2 seconds: Decreases 198 (Player Level * 2) HP — Final damage received +5% if the enemy attacks with  [PvP] Firewall
 [PvP] Firewall	<p>Cooldown: 45s Attack Range: 13 cell Target: Allies Special Area Mana: 340 mp</p> <ul style="list-style-type: none"> — Attack power scaling: 120% Magic attack power +800 — [PvP] Fire energies +1500 	<p>Cooldown: 45s Attack Range: 13 cell Target: Allies Special Area Mana: 340 mp</p> <ul style="list-style-type: none"> — Attack power scaling: 110% Magic attack power +700 — [PvP] Fire energies +1500
 [PvP] Meteor Shower	<p>Cooldown: 45s Attack Range: 13 cell Target: Around Enemy in 3 cell Mana: 370 mp</p> <ul style="list-style-type: none"> — Attack power scaling: 125% Magic attack power +700 	<p>Cooldown: 45s Attack Range: 13 cell Target: Around Enemy in 3 cell Mana: 370 mp</p> <ul style="list-style-type: none"> — Attack power scaling: 115% Magic attack power +600



	<ul style="list-style-type: none"> — [PvP] Fire energies +1000 — Has a 60% chance of causing [🔥] Blackout] 	<ul style="list-style-type: none"> — [PvP] Fire energies +1000 — Has a 60% chance of causing [🔥] Blackout]
 [PvP] Inferno	<p> Cooldown: 60s Attack Range: Itself Target: Around Enemy in 4 cell Mana: 380 mp </p> <ul style="list-style-type: none"> — Attack power scaling: 130% Magic attack power +500 — [PvP] Fire energies +2000 — Has a 100% chance of causing [🔥] [PvP] Fatal Burn] (ignores debuff protection) <hr/> <p>  [PvP] Fatal Burn </p> <p> Disease Debuff (Level 2) Duration: 30 seconds </p> <ul style="list-style-type: none"> — [PvP] Fire resistance -20 — Every 2 seconds: Decreases 297 (Player Level * 3) HP — Final damage received +10% if the enemy attacks with  [PvP] Firewall 	<p> Cooldown: 60s Attack Range: Itself Target: Around Enemy in 4 cell Mana: 380 mp </p> <ul style="list-style-type: none"> — Attack power scaling: 120% Magic attack power +500 — [PvP] Fire energies +2000 — Has a 100% chance of causing [🔥] [PvP] Fatal Burn] (ignores debuff protection) <hr/> <p>  [PvP] Fatal Burn </p> <p> Disease Debuff (Level 2) Duration: 30 seconds </p> <ul style="list-style-type: none"> — [PvP] Fire resistance -20 — Every 2 seconds: Decreases 297 (Player Level * 3) HP — Final damage received +10% if the enemy attacks with  [PvP] Firewall



Dark Gunner

Role:

Main: DPS

 [PvP] Spell Revolver	<p> Cooldown: 0.4s Attack Range: 12 cell Target: Around Enemy in 0 cell Mana: 0 mp </p> <ul style="list-style-type: none"> — Attack power scaling: 85% Ranged attack power +100 — [PvP] Shadow energies +250 — [PvP] Critical chance +20% of the user's total 	<p> Cooldown: 0.4s Attack Range: 12 cell Target: Around Enemy in 0 cell Mana: 0 mp </p> <p> [NEW] — Attack power scaling: 75% [NEW] Ranged attack power +90 </p> <ul style="list-style-type: none"> — [PvP] Shadow energies +250 — [PvP] Critical chance +20% of the user's total
 [PvP]	<p> Cooldown: 7.5s Attack Range: 12 cell </p>	<p> Cooldown: 7.5s Attack Range: 12 cell </p>








Combination Shot	<p>Target: Around Enemy in 2 cell Mana: 50 mp</p> <ul style="list-style-type: none"> — Attack power scaling: 85% — Ranged attack power +170 — [PvP] Shadow energies +580 — [PvP] Critical chance +20% of the user's total — Has a 100% chance of invoking the combo <p> [PvP] Perfect Combination</p>	<p>Target: Around Enemy in 2 cell Mana: 50 mp</p> <p>[NEW] — Attack power scaling: 70%</p> <ul style="list-style-type: none"> — Ranged attack power +170 — [PvP] Shadow energies +580 — [PvP] Critical chance +20% of the user's total — Has a 100% chance of invoking the combo <p> [PvP] Perfect Combination</p>
 [PvP] Perfect Combination	<p>Cooldown: 2s Attack Range: 13 cell Target: Around Enemy in 2 cell Mana: 100 mp</p> <ul style="list-style-type: none"> — Attack power scaling: 90% Ranged attack power +250 — [PvP] Shadow energies +580 — [PvP] Critical chance +40% of the user's total — Has a 100% chance of invoking the combo <p> [PvP] Optimal combination</p>	<p>Cooldown: 2s Attack Range: 13 cell Target: Around Enemy in 2 cell Mana: 100 mp</p> <p>[NEW] — Attack power scaling: 75%</p> <ul style="list-style-type: none"> Ranged attack power +250 — [PvP] Shadow energies +580 — [PvP] Critical chance +40% of the user's total — Has a 100% chance of invoking the combo <p> [PvP] Optimal combination</p>
 [PvP] Optimal combination (11153)	<p>Cooldown: 0.3s Attack Range: 14 cell Target: Around Enemy in 2 cell Mana: 100 mp</p> <ul style="list-style-type: none"> — Attack power scaling: 95% Ranged attack power +500 — [PvP] Shadow energies +580 — [PvP] Critical chance +60% of the user's total — Cannot be evaded — Has a 100% chance of invoking the combo <p> [PvP] Perfect Combination</p>	<p>Cooldown: 0.3s Attack Range: 14 cell Target: Around Enemy in 2 cell Mana: 100 mp</p> <ul style="list-style-type: none"> — Attack power scaling: 80% Ranged attack power +300 — [PvP] Shadow energies +580 — [PvP] Critical chance +60% of the user's total — Cannot be evaded — Has a 100% chance of invoking the combo <p> [PvP] Perfect Combination</p>

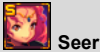


Poseidón

Role:








Main: Crowd Control Mage

 [PvP] Song of the Sirens	Cooldown: 35s Attack Range: 10 cell Target: Around Enemy in 4 cell Mana: 250 mp Has a 100% chance of causing  [PvP] Song of the Sirens]	Cooldown: 35s Attack Range: 10 cell Target: Around Enemy in 4 cell Mana: 250 mp [NEW] Has a 100% chance of causing  [PvP] Song of the Sirens] (ignores debuff protection)
 [PvP] Typhoon	Cooldown: 6s Attack Range: 9 cell Target: Around Enemy in 3 cell Mana: 120 mp	Cooldown: 5s Attack Range: 9 cell Target: Around Enemy in 3 cell Mana: 120 mp
 [PvP] The Large Trident	Cooldown: 12s Attack Range: 9 cell Target: Special Area Mana: 180 mp Has a 40% chance of causing  [PvP] Small Electric Shock]	Cooldown: 8s Attack Range: 9 cell Target: Special Area Mana: 180 mp [NEW] Has a 30% chance of causing  [PvP] Small Electric Shock]




Seer

Role:
Main: DPS Skill Caster

Name	Original	New
 [PvP] Death Cage	Cooldown: 16s Attack Range: 12 cell Target: Around Enemy in 2 cell Mana: 100 mp — 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]	Cooldown: 16s Attack Range: 12 cell Target: Around Enemy in 2 cell Mana: 100 mp [NEW]— Attack power scaling: 85% 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	 [PvP] Dark Energy




	<p>Magic Debuff (Level 5) Duration: 8 seconds</p> <p>— [PvP] There's a 70% chance that damage received from magic attacks +4% — Movement speed -1</p>	<p>Magic Debuff (Level 5) Duration: 8 seconds</p> <p>[NEW]— [PvP] There's a 100% chance that damage received from magic attacks +4% — Movement speed -1</p>
 [PvP] Illusion	<p>Cooldown: 30s Attack Range: 15 cell Target: Around Enemy in 2 cell Mana: 500 mp</p> <p>— Has a 100% chance of causing  [PvP] Illusion — Has a 100% chance of causing  [PvP] Strong Dark Energy (ignores debuff protection)</p> <hr/> <p> [PvP] Strong Dark Energy</p> <p>Magic Debuff (Level 6) Duration: 12 seconds</p> <p>— [PvP] There's a 75% chance that damage received from magic attacks +8% — Movement speed -3</p>	<p>Cooldown: 35s Attack Range: 15 cell Target: Around Enemy in 2 cell Mana: 500 mp</p> <p>— Has a 100% chance of causing  [PvP] Illusion (ignores debuff protection) — Has a 100% chance of causing  [PvP] Strong Dark Energy (ignores debuff protection)</p> <hr/> <p> [PvP] Strong Dark Energy</p> <p>Magic Debuff (Level 6) Duration: 12 seconds</p> <p>[NEW]— [PvP] There's a 100% chance that damage received from magic attacks +5% — Movement speed -2</p>
 [PvP] Blade Changer	<p>Cooldown: 10s Attack Range: 12 cell Target: Around Enemy in 1 cell Mana: 230 mp</p> <p>— Attack power scaling: 70% Magic attack power +50 — [PvP] Shadow energies +100 — Has a 100% chance of invoking the combo</p> <p> [PvP] Blade Changer — [PvP] Has a 100% chance of leeching 2% of the enemy's total HP</p>	<p>Cooldown: 10s Attack Range: 12 cell Target: Around Enemy in 1 cell Mana: 230 mp</p> <p>— Attack power scaling: 60% Magic attack power +50 — [PvP] Shadow energies +100 — Has a 100% chance of invoking the combo</p> <p> [PvP] Blade Changer — [PvP] Has a 100% chance of leeching 1% of the enemy's total HP</p>
 [PvP] Blade Changer	<p>Cooldown: 0.3s Attack Range: 14 cell Target: Around Enemy in 1 cell Mana: 350 mp</p> <p>— Attack power scaling: 70% Magic attack power +50 — [PvP] Shadow energies +100</p>	<p>Cooldown: 0.3s Attack Range: 14 cell Target: Around Enemy in 1 cell Mana: 350 mp</p> <p>— Attack power scaling: 60% Magic attack power +50 — [PvP] Shadow energies +100</p>

	<ul style="list-style-type: none"> — Has a 20% chance of causing [PvP] Blade Changer — Has a 100% chance of invoking the combo [PvP] Blade Changer — [PvP] Has a 75% chance of leeching 1% of the enemy's total HP 	<ul style="list-style-type: none"> — Has a 20% chance of causing [PvP] Blade Changer — Has a 100% chance of invoking the combo [PvP] Blade Changer — [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 <ul style="list-style-type: none"> — Attack power scaling: 70% Magic attack power +50 — [PvP] Shadow energies +100 — Has a 25% chance of causing [PvP] Weak Dark Energy — Has a 100% chance of invoking the combo [PvP] Blade Changer — [PvP] Has a 75% chance of leeching 1% of the enemy's total HP 	Cooldown: 0.3s Attack Range: 15 cell Target: Around Enemy in 1 cell Mana: 350 mp <ul style="list-style-type: none"> — Attack power scaling: 60% Magic attack power +50 — [PvP] Shadow energies +100 — Has a 25% chance of causing [PvP] Weak Dark Energy — Has a 100% chance of invoking the combo [PvP] Blade Changer



Martial Artist

Role:
 Main: Assassin/DPS
 Secondary:

Name	Original	New
 [PvP] Dragon Leap	Cooldown: 60s Attack Range: Itself Target: Select One Mana: 80 mp <ul style="list-style-type: none"> — Teleports you within a radius of 4 fields. — Has a 100% chance of causing [PvP] Shimmering Flame] <hr/>  [PvP] Shimmering Flame General Buff (Level 2) Duration: 6 seconds <ul style="list-style-type: none"> — [PvP] Critical damage +25% — Always inflicts critical hits. — Movement speed +2 	Cooldown: 40s Attack Range: Itself Target: Select One Mana: 80 mp <ul style="list-style-type: none"> — Teleports you within a radius of 4 fields. — Has a 100% chance of causing [PvP] Shimmering Flame] <hr/>  [PvP] Shimmering Flame General Buff (Level 2) Duration: 6 seconds <ul style="list-style-type: none"> — [PvP] Critical damage +25% — Always inflicts critical hits. — Movement speed +2

	Side Effect: after 0.1 seconds — Enemy's magic soft damage -25% — Damage received from basic attacks -60%	Side Effect: after 0.1 seconds — Enemy's magic soft damage -25% [NEW] — Damage received from basic attacks -30%
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Mystic Arts

Role:
Main: Bruiser / DPS
Secondary:

[PvP] Shockwave	Cooldown: 5s Attack Range: 1 cell Target: Select One Mana: 90 mp — Attack power scaling: 80% Melee attack power +400 — [PvP] Water energies +1000 — Has a 20% chance of causing [Internal Injuries]	Cooldown: 5s Attack Range: 1 cell Target: Select One Mana: 90 mp — Attack power scaling: 80% Melee attack power +300 — [PvP] Water energies +1000 — Has a 50% chance of causing [Internal Injuries]
[Internal Injuries]	General Debuff (Level 3) Duration: 3 seconds [REMOVED] — [PvP] Hit rate -495 Player Level*5) — Loses 495 (Player Level *5) HP while casting the skill	General Debuff (Level 3) Duration: 3 seconds — Loses 495 (Player Level *5) HP while casting the skill
[PvP] Lotus Leap	Cooldown: 13s Attack Range: 7 cell Target: Around Enemy in 2 cell Mana: 130 mp — Attack power scaling: 80% Melee attack power +700 — [PvP] Water energies +800 [HARDCODED] — If the user has the Opportunity to Attack effect active while using this skill, the cooldown of this skill will be reset	Cooldown: 13s Attack Range: 7 cell Target: Around Enemy in 2 cell Mana: 130 mp — Attack power scaling: 75% [NEW] Melee attack power +350 — [PvP] Water energies +800 [HARDCODED] — If the user has the Opportunity to Attack effect active while using this skill, the cooldown of this skill will be reset

 [PvP] Lotus Snare	<p>Cooldown: 25s Attack Range: 0 cell Target: Around Enemy in 4 cell Mana: 230 mp</p> <p>— Attack power scaling: 100% Melee attack power +800 — [PvP] Water energies +1000 — Has a 100% chance of causing</p> <p> [PvP] Petal Hell] — [PvP] Damage is increased by 6% of the enemy's current HP</p>	<p>Cooldown: 25s Attack Range: 0 cell Target: Around Enemy in 4 cell Mana: 230 mp</p> <p>— Attack power scaling: 85% [NEW] Melee attack power +700 — [PvP] Water energies +1000 — Has a 100% chance of causing</p> <p> [PvP] Petal Hell] — [PvP] Damage is increased by 6% of the enemy's current HP</p>
 [PvP] Full Bloom	<p>Cooldown: 90s Attack Range: 8 cell Target: Around Enemy in 4 cell Mana: 300 mp</p> <p>— Attack power scaling: 95% Melee attack power +1600 — [PvP] Water energies +1000 — Has a 100% chance of causing — Cannot be evaded — Has a 70% chance of causing</p> <p> [PvP] Lotus Curse] — [PvP] Damage is increased by 6% of the enemy's total HP</p> <p>[HARDCODED] — 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</p>	<p>Cooldown: 90s Attack Range: 8 cell Target: Around Enemy in 4 cell Mana: 300 mp</p> <p>— Attack power scaling: 90% [NEW] Melee attack power +1400 — [PvP] Water energies +1000 — Has a 100% chance of causing — Cannot be evaded — Has a 70% chance of causing</p> <p> [PvP] Lotus Curse] — [PvP] Damage is increased by 6% of the enemy's total HP</p> <p>[HARDCODED] — 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</p>




Master Wolf

Role:

Main: Bruiser

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

 [PvP] Basic Attack	<p>Cooldown: 0.6s Attack Range: 1 cell Target: Select One Mana: 0 mp</p> <p>— Attack power scaling: 75% Melee attack power +150 — [PvP] Light energies +100</p>	<p>Cooldown: 0.8s Attack Range: 1 cell Target: Select One Mana: 0 mp</p> <p>— Attack power scaling: 75% Melee attack power +150 — [PvP] Light energies +100</p>
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	— If the attack is successful, you earn 100 ultimate points	— If the attack is successful, you earn 100 ultimate points [NEW] — [PvP] Damage +2% of the enemy's total HP if [Imperturbable Mind] is active
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Demon Warrior

Role:

Main: Bruiser

Card Passive	<ul style="list-style-type: none"> — [PvP] Base Attack +482 — [PvP] Attack Power -482 — [PvP] Final critical damage -25% of its total — [PvP] User's soft damage -15% — [PvP] Base HP +6800 	<ul style="list-style-type: none"> — [PvP] Base Attack +482 [NEW] — [PvP] Attack Power -600 — [PvP] Final critical damage -25% of its total [NEW] — [PvP] User's soft damage -20% — [PvP] Base HP +6800
[PvP] Blood Chains	<p>Cooldown: 30s Attack Range: 5 cell Target: Around Enemy in 2 cell Mana: 300 mp</p> <ul style="list-style-type: none"> — Attack power scaling: 95% Melee attack power +550 — [PvP] Shadow energies +800 — Has a 50% chance of causing [PvP] Shackle — [PvP] Damage is increased by 4% of the enemy's total HP 	<p>Cooldown: 30s Attack Range: 5 cell Target: Around Enemy in 2 cell Mana: 300 mp</p> <p>[NEW]— Attack power scaling: 90%</p> <p>Melee attack power +550</p> <ul style="list-style-type: none"> — [PvP] Shadow energies +800 — Has a 50% chance of causing [PvP] Shackle — [PvP] Damage is increased by 4% of the enemy's total HP








Flame Druid

Role:

Main: Tank





[PvP] Fireball	<p>Cooldown: 16s Attack Range: 8 cell Target: Around Enemy in 1 cell Mana: 50 mp</p> <ul style="list-style-type: none"> — Attack power scaling: 30% Melee attack power +150 — [PvP] Fire energies +400 — Has a 80% chance of causing [Paralysis] — [PvP] Damage +5% of the enemy's current HP 	<p>Cooldown: 13s Attack Range: 8 cell Target: Around Enemy in 1 cell Mana: 50 mp</p> <ul style="list-style-type: none"> — Attack power scaling: 30% Melee attack power +150 — [PvP] Fire energies +400 — Has a 80% chance of causing [Paralysis] — [PvP] Damage +5% of the enemy's current HP
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

 [PvP] Firenado	<p>Cooldown: 35s Attack Range: 8 cell Target: Around Enemy in 2 cell Mana: 100 mp</p> <p>— Attack power scaling: 40% Melee attack power +500 — [PvP] Fire energies +600 — Has a 70% chance of causing  Blackout]</p> <p>— There is a 100% chance of invoking the combo  Blazing Leap] — [PvP] Damage +4% of the enemy's total HP</p>	<p>Cooldown: 35s Attack Range: 8 cell Target: Around Enemy in 2 cell Mana: 100 mp</p> <p>— Attack power scaling: 40% Melee attack power +500 — [PvP] Fire energies +600 — Has a 70% chance of causing  Blackout]</p> <p>— There is a 100% chance of invoking the combo  Blazing Leap] — [PvP] Damage +4% of the enemy's total HP</p> <p>[NEW] The combo will be executed even if the hit misses.</p>
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Hydraulic Fist












Role:
Main: Assassin

















 [PvP] Recovery Protocol]	<p>General Buff (Level 5) Duration: 5,5 seconds</p> <p>[PvP] Damage to HP conversion +4% A shield with a value of 5% of the user's total HP is received [PvP] Enemy's magic soft damage -20%</p> <p>Side Effect: after 0,1 seconds Damage received from basic attacks -50%</p>	<p>General Buff (Level 5) Duration: 5,5 seconds</p> <p>[PvP] Damage to HP conversion +4% A shield with a value of 5% of the user's total HP is received [PvP] Enemy's magic soft damage -20%</p> <p>Side Effect: after 0,1 seconds [NEW] Damage received from basic attacks -25%</p>
 [PvP] Ground Destruction	<p>Cooldown: 12s Attack Range: Itself Target: Around Enemy in 3 cell Mana: 160 mp</p> <p>— Attack power scaling: 70% Melee attack power +700 — [PvP] Shadow energies +550 — Has a 80% chance of causing  Ground Vibration]</p> <p>— You consume 15 Fuel Points and increase damage caused by 15%</p>	<p>Cooldown: 8s Attack Range: Itself Target: Around Enemy in 3 cell Mana: 160 mp</p> <p>— Attack power scaling: 70% Melee attack power +700 — [PvP] Shadow energies +550 — Has a 80% chance of causing  Ground Vibration]</p> <p>— You consume 15 Fuel Points and increase damage caused by 15%</p>

 [PvP] Excess Fuel	<p>Cooldown: 20s Attack Range: 0 cell Target: Select One Mana: 300 mp</p> <p>— Has a 100% chance of causing [ [PvP] Excess Fuel]</p> <p>— You consume 20 Fuel Points and receive the [ [PvP] Improved Excess Fuel] effect.</p> <hr/> <p> [PvP] Excess Fuel</p> <p>General Buff (Level 3) Duration: 600 seconds</p> <p>— [PvP] Attack Power +10% — [PvP] Hit rate +297 (Player Level * 3) — Movement speed +2</p> <hr/> <p> [PvP] Improved Excess Fuel</p> <p>General Buff (Level 4) Duration: 6 seconds</p> <p>— Has 100% of chance of ignoring 1350 defense from the enemy — [PvP] Has a 50% chance to increase damage caused by 25% — Always inflicts critical hits.</p> <p>Side Effect: after 0.1 seconds — Disappears upon landing a hit — Cannot be evaded</p>	<p>Cooldown: 40s Attack Range: 0 cell Target: Select One Mana: 300 mp</p> <p>— Has a 100% chance of causing [ [PvP] Excess Fuel]</p> <p>— You consume 25 Fuel Points and receive the [ [PvP] Improved Excess Fuel] effect.</p> <hr/> <p> [PvP] Excess Fuel</p> <p>General Buff (Level 3) Duration: 600 seconds</p> <p>— [PvP] Attack Power +10% — [PvP] Hit rate +297 (Player Level * 3) — Movement speed +2</p> <hr/> <p> [PvP] Improved Excess Fuel</p> <p>General Buff (Level 4) Duration: 6 seconds</p> <p>— Has 100% of chance of ignoring 1350 defense from the enemy [NEW] — [PvP] Has a 100% chance to increase damage caused by 10% — Always inflicts critical hits.</p> <p>Side Effect: after 0.1 seconds — Disappears upon landing a hit — Cannot be evaded</p>
 [PvP] Draconic Punch	<p>Cooldown: 60s Attack Range: 8 cell Target: Special Area Mana: 300 mp</p> <p>— Attack power scaling: 120% Melee attack power +1000 — [PvP] Shadow energies +900 — Has a 100% chance of causing [ Magic Shock]</p>	<p>Cooldown: 45s Attack Range: 8 cell Target: Special Area Mana: 300 mp</p> <p>[NEW] — Attack power scaling: 105% Melee attack power +900 — [PvP] Shadow energies +900 — Has a 100% chance of causing [ Magic Shock]</p>




	<ul style="list-style-type: none"> — There is a 100% chance of causing  [PvP] Improved Magic Barrier — You consume 25 Fuel Points and the damage is increased by 30% 	<ul style="list-style-type: none"> — There is a 100% chance of causing  [PvP] Improved Magic Barrier — You consume 25 Fuel Points and the damage is increased by 30%
 [PvP] Improved Magic Barrier	 [PvP] Improved Magic Barrier General Buff (Level 4) Duration: 10 seconds [PvP] Damage received -15%	 [PvP] Improved Magic Barrier General Buff (Level 4) Duration: 12 seconds [NEW] [PvP] Damage received -10%

Items

 [PvP] Legendary Necklace	— Recovers user's critical chance * 5 HP for each basic attack landed	— Recovers user's critical chance * 4 HP for each basic attack landed
 [PvP] Legendary Ring	— Recovers user's critical chance * 5 HP for each basic attack landed	— Recovers user's critical chance * 4 HP for each basic attack landed
 [PvP] Legendary Bracelet	— Recovers user's critical chance * 5 HP for each basic attack landed	— Recovers user's critical chance * 4 HP for each basic attack landed
 Light Sword Skin  Light Bow Skin  Light Wand Skin  Light Glove Skin	— Every 4 basic attacks,  Novice Freezing Blast] is received — Attack Power +30 <hr/>  Novice Freezing Blast General Buff (Level 5) Duration: 3 seconds — When attacking, there's a 100% chance to cast a freezing blast that deals 7% of the original basic attack's damage — Recovers user's critical chance * 7 HP for each basic attack landed Side Effect: after 0.1 seconds — Disappears upon landing a basic attack	— Every 4 basic attacks,  Novice Freezing Blast] is received — Attack Power +30 <hr/>  Novice Freezing Blast General Buff (Level 5) Duration: 3 seconds — When attacking, there's a 100% chance to cast a freezing blast that deals 7% of the original basic attack's damage — Recovers user's critical chance * 5 HP for each basic attack landed Side Effect: after 0.1 seconds — Disappears upon landing a basic attack

 Winter Sword  Winter Bow  Winter Wand  Winter Gauntlets	<p>— Every 4 basic attacks, [ Freezing Blast] is received</p> <p>— Attack Power +80</p> <hr/> <p> Freezing Blast</p> <p>General Buff (Level 5) Duration: 3 seconds</p> <p>— When attacking, there's a 100% chance to cast a freezing blast that deals 10% of the original basic attack's damage</p> <p>— Recovers user's critical chance * 10 HP for each basic attack landed</p> <p>Side Effect: after 0.1 seconds</p> <p>— Disappears upon landing a basic attack</p>	<p>— Every 4 basic attacks, [ Freezing Blast] is received</p> <p>— Attack Power +80</p> <hr/> <p> Freezing Blast</p> <p>General Buff (Level 5) Duration: 3 seconds</p> <p>— When attacking, there's a 100% chance to cast a freezing blast that deals 10% of the original basic attack's damage</p> <p>— Recovers user's critical chance * 7 HP for each basic attack landed</p> <p>Side Effect: after 0.1 seconds</p> <p>— Disappears upon landing a basic attack</p>
 Laser Sword  Laser Bow  Laser Wand  Laser Glove	<p>— Every 4 basic attacks, [ Energy Prism] is received</p> <p>— Attack Power +100</p> <hr/> <p> Energy Prism</p> <p>General Buff (Level 2) Duration: 3 seconds</p> <p>— When attacking, there's a 100% chance to cast a freezing blast that deals 20% of the original basic attack's damage</p> <p>— Recovers user's critical chance * 25 HP for each basic attack landed</p> <p>Side Effect: after 0.1 seconds</p> <p>— Disappears upon landing a basic attack</p>	<p>— Every 4 basic attacks, [ Energy Prism] is received</p> <p>— Attack Power +100</p> <hr/> <p> Energy Prism</p> <p>General Buff (Level 2) Duration: 3 seconds</p> <p>— When attacking, there's a 100% chance to cast a freezing blast that deals 20% of the original basic attack's damage</p> <p>— Recovers user's critical chance * 13 HP for each basic attack landed</p> <p>Side Effect: after 0.1 seconds</p> <p>— Disappears upon landing a basic attack</p>

 [PvP] Zephyr Wings	 [PvP] Zephyr Wings	 [PvP] Zephyr Wings
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	<p>General Buff (Level 10) Duration: 300 seconds</p> <p>[REMOVED] — Every 3 skills attacks, [ [PvP] Agile as the wind] is received — [PvP] Attack power +60 [REMOVED] — Every 10 seconds: Has a 100% chance of removing all stunning effects</p> <p>Side Effect: after 0.1 seconds — Received debuff duration -15% (max. 50%) [REMOVED] — Movement speed is increased by user's critical chance /40 (max. 2)</p>	<p>General Buff (Level 10) Duration: 300 seconds</p> <p>[NEW] — Every 5 attacks, [ [PvP] Zephyr Force] is received — [PvP] Attack power +60</p> <p>Side Effect: after 0.1 seconds — Received debuff duration -15% (max. 50%) [NEW] — [PvP] Movement speed +2</p>
 [PvP] Zephyr Force		<p>Magic buff Level 4 Duration: 4</p> <p>— [PvP] Has a 100% chance to increase damage caused by 15% — Attack power +693 (Player level *7) — Disappears upon landing a hit</p>