



Gladiator

Name	Original	New
Knockdown		[NEW] — Disappears upon receiving a hit



Demon Hunter


Name	Original	New
[PvP] Calm Spirit	— There's a 10% chance of decreasing melee damage caused by 25%	— There's a 10% chance of decreasing melee damage caused by 30%
[PvP] Vengeful Spirit Rain	— [PvP] Deals 95% of the user's plain attack stat plus an extra 950 as ranged attack power	— [PvP] Deals 85% of the user's plain attack stat plus an extra 950 as ranged attack power
[PvP] Spirit Summons	— [PvP] Deals 90% of the user's plain attack stat plus an extra 700 as ranged attack power	— [PvP] Deals 80% of the user's plain attack stat plus an extra 700 as ranged attack power










Fire Cannoneer


Name	Original	New
[PvP] Shot with Targeting	— Attack power is increased by 1% for each field of distance with the enemy	— Attack power is increased by 2% for each field of distance with the enemy


Name	Original	New
[PvP] Bear Loa Gauntlets	— [PvP] There's a 30% chance of increasing melee damage caused by 75%	— [PvP] There's a 35% chance of increasing melee damage caused by 70%

 [PvP] Beast King's Gauntlets	— [PvP] There's a 35% chance of increasing melee damage caused by 85%	— [PvP] There's a 40% chance of increasing melee damage caused by 80%
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 Tide Lord


Name	Original	New
 [PvP] Lightning Strike	— Has a 30% chance of causing  [PvP] Electric Shock]	— Has a 50% chance of causing  [PvP] Electric Shock]
 [PvP] Double Lightning	— Has a 20% chance of invoking the combo  [PvP] Lightning Storm	— Has a 30% chance of invoking the combo  [PvP] Lightning Storm


 Gravity


Name	Original	New
 [PvP] Anti-Gravitation Field	— Reduces 25% of damage received by reducing MP	— Reduces 30% of damage received by reducing MP

 Cowgirl Chloe

Name	Original	New
 Supporting Fire	Duration: 18 seconds — There's a 100% chance of increasing damage caused by 3/4/5/7/10/15%	Duration: 15 seconds — There's a 2/4/6/8/10/12/15% chance of increasing damage caused by 3/4/5/7/10/15%

Name	Original	New
 Shadow Mark	[REMOVED] — [PvP] Damage received is increased by 25% — [PvP] Critical damage received is increased by 20%	[NEW] — [PvP] Damage received is increased by 25% (max. 25%) — [PvP] Critical damage received is increased by 15%

Name	Original	New
 Hunting	This effect has 60 seconds of cooldown. [REMOVED] — [PvP] Damage caused is increased by 25% — Movement speed is increased by 1	This effect has 50 seconds of cooldown. [NEW] — [PvP] Damage caused is increased by 25% (max. 25%) — Movement speed is increased by 2

Name	Original	New
 End of Service	[REMOVED] — [PvP] Damage caused is increased by 20%	[NEW] — [PvP] Damage caused is increased by 20% (max. 20%)