




















Renegade

Name	Description	Original	New
 [PvP] Sanctuary		General Debuff (Level 2) Duration: 15 seconds [REMOVED] — [PvP] Defence is decreased by 10% — HP restored by healing and leeching effects is decreased by 30% — [PvP] Light resistance is decreased by 20 Side effect: after 0.1 seconds — Damage received is increased by 20% if the enemy attacks with  [PvP] Blade of the Cross]	General Debuff (Level 2) Duration: 15 seconds — HP restored by healing and leeching effects is decreased by 30% — [PvP] Light resistance is decreased by 20 Side effect: after 0.1 seconds — Damage received is increased by 30% if the enemy attacks with  [PvP] Blade of the Cross]
 [PvP] Visual Impairment		General Debuff (Level 5) Duration: 4 seconds [REMOVED] — Casting skill failed — Movement speed is decreased by 2	General Debuff (Level 5) Duration: 4 seconds [NEW] — [PvP] Hit rate is decreased by 495 (PlayerLevel*5) — Movement speed is decreased by 2





Gladiator

Name	Description	Original	New
 [PvP] Iron Roll		Cooldown: 32s Attack Range: 0 cell Target: Around Enemy in 4 cell Mana: 320 mp — [PvP] Deals 110% of the user's plain attack stat plus an extra 900 as melee attack power — [PvP] Fire energies are increased by 400 — Has a 80% chance of causing  Knockdown] — Has a 100% chance of causing  [PvP] Iron Blockade]	Cooldown: 32s Attack Range: 0 cell Target: Around Enemy in 4 cell Mana: 320 mp — [PvP] Deals 110% of the user's plain attack stat plus an extra 900 as melee attack power — [PvP] Fire energies are increased by 400 — Has a 20% chance of causing  Knockdown] — Has a 100% chance of causing  [PvP] Iron Blockade]
 [PvP] Execution		Cooldown: 120s Attack Range: 7 cell Target: Special Area Mana: 600 mp — [PvP] Deals 130% of the user's plain attack stat	Cooldown: 120s Attack Range: 7 cell Target: Special Area Mana: 600 mp — [PvP] Deals 120% of the user's plain attack stat

		plus an extra 1750 as melee attack power — [PvP] Fire energies are increased by 1000 — Has a 100% chance of causing [ Short Blackout] — 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.	plus an extra 1750 as melee attack power — [PvP] Fire energies are increased by 1000 — Has a 100% chance of causing [ Short Blackout] — 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.
 [PvP] Victory Cry		General Buff (Level 3) Duration: 6 seconds — [PvP] Attack power is increased by 20% — [PvP] Damage caused from critical hits is increased by 35% — Movement speed is increased by 4 Side Effect: after 0.1 seconds — A shadowy figure appears.	General Buff (Level 3) Duration: 6 seconds — [PvP] Attack power is increased by 15% — [PvP] Damage caused from critical hits is increased by 20% — Movement speed is increased by 4 Side Effect: after 0.1 seconds — A shadowy figure appears.







Demon Hunter

Name	Description	Original	New
 [PvP] Violet's Spirit Pendulum		Magic Buff (Level 2) Duration: 4 seconds — [PvP] Damage received is decreased by 30% — [PvP] Dodge is increased by PlayerLevel*4	Magic Buff (Level 2) Duration: 4 seconds — [PvP] Damage received is decreased by 40% — [PvP] Dodge is increased by PlayerLevel*4
 [PvP] Berserk Spirit		Magic Buff (Level 3) Duration: 300 seconds — [PvP] Melee attack power is increased by 25% — [PvP] Damage caused from critical hits is increased by 30% — Movement speed is increased by 2 Side Effect: after 10.0 seconds [REMOVED] — [PvP] Damage received is increased by 10%	Magic Buff (Level 3) Duration: 300 seconds — [PvP] Melee attack power is increased by 25% — [PvP] Damage caused from critical hits is increased by 30% — Movement speed is increased by 2







Blaster

Name	Description	Original	New
 [PvP] Napalm Grenade		Cooldown: 12s Target: Around Enemy in 2 cell Attack Range: 9 cell Mana: 130 mp — [PvP] Deals 105% of the user's plain attack stat plus an extra 500 as ranged attack power — [PvP] Fire energies are increased by 600 — You receive 20 Heat Points. — Has a 50% chance of causing  Fatal Burn — Depending on your Heat Points, your attack power is increased from 2% to 8%	Cooldown: 12s Target: Around Enemy in 2 cell Attack Range: 9 cell Mana: 130 mp — [PvP] Deals 105% of the user's plain attack stat plus an extra 500 as ranged attack power — [PvP] Fire energies are increased by 600 — You receive 20 Heat Points. — Has a 50% chance of causing  Fatal Burn — Depending on your Heat Points, your attack power is increased from 3% to 15%
 [PvP] HEAT Shot		Cooldown: 24s Attack Range: 11 cell Target: Select One Mana: 200 mp — [PvP] Deals 105% of the user's plain attack stat plus an extra 1000 as ranged attack power — [PvP] Fire energies are increased by 1000 — Depending on your Heat Points, your attack power is increased from 3% to 12% — There's a 100% chance to ignore 20% of the target's defence. — You receive 30 Heat Points.	Cooldown: 24s Attack Range: 11 cell Target: Select One Mana: 200 mp — [PvP] Deals 105% of the user's plain attack stat plus an extra 1000 as ranged attack power — [PvP] Fire energies are increased by 1000 — Depending on your Heat Points, your attack power is increased from 4% to 20% — There's a 100% chance to ignore 20% of the target's defence. — You receive 30 Heat Points.
 [PvP] Energy Conversion		General Buff (Level 4) Duration: 50 seconds — [PvP] The equipped fairy's element is increased by 10 — Movement speed is increased by 1 — Depending on your Heat Points, your attack power is increased from 1% to 8%	General Buff (Level 4) Duration: 50 seconds — [PvP] The equipped fairy's element is increased by 10 — Movement speed is increased by 1 — Depending on your Heat Points, your attack power is increased from 2% to 10%
 [PvP] Increased Firepower		General Buff (Level 4) Duration: 70 seconds — Depending on your Heat Points, your attack range is increased from 1 to 5 — Depending on your Heat Points, your attack power is increased from 1% to 8%	General Buff (Level 4) Duration: 70 seconds — Depending on your Heat Points, your attack range is increased from 1 to 5 — Depending on your Heat Points, your attack power is increased from 2% to 10%




Destroyer

Name	Description	Original	New
 [PvP] Strengthened		Buff (Level 4) Duration: 600 seconds — [PvP] Attack power is increased by 2% for each field of proximity with the enemy — [PvP] Damage received is decreased by 10% — No penalty for ranged attacks at close range	Buff (Level 4) Duration: 600 seconds [NEW] — [PvP] Attack power is increased by 5% — [PvP] Attack power is increased by 2% for each field of proximity with the enemy — [PvP] Damage received is decreased by 10% Side effect: after 0.1 seconds — No penalty for ranged attacks at close range
 [PvP] Hell Drop		Cooldown: 100s Attack Range: 12 cell Target: Around Enemy in 5 cell Mana: 200 mp — [PvP] Deals 125% of the user's plain attack stat plus an extra 1100 as ranged attack power — [PvP] Fire energies are increased by 1500 — [PvP] There is a 80% chance of causing  Deadly Blackout — Cannot be evaded	Cooldown: 100s Attack Range: 12 cell Target: Around Enemy in 5 cell Mana: 200 mp — [PvP] Deals 130% of the user's plain attack stat plus an extra 1100 as ranged attack power — [PvP] Fire energies are increased by 1500 — [PvP] There is a 80% chance of causing  Deadly Blackout — Cannot be evaded










Mystic Arts

Name	Description	Original	New
 [PvP] Internal Injuries		General Debuff (Level 2) Duration: 4 seconds [REMOVED] — Casting skill failed — Loses 396 (Player Level * 4) HP while casting the skill	General Debuff (Level 2) Duration: 4 seconds [NEW] — [PvP] Hit rate is decreased by 495 (PlayerLevel*5) — Loses 396 (Player Level * 4) HP while casting the skill




Master Wolf




Name	Description	Original	New
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



 [PvP] Imperturbable Mind		<p>General Buff (Level 2) Duration: 600 seconds</p> <p>[REMOVED] — [PvP] Damage received from critical hits is decreased by 10% — [PvP] Damage received is decreased by 20% — Maximum HP is increased by 20% of the user's base amount, however not above 10000 HP</p> <p>Side Effect: after 0.1 seconds — [PvP] The duration of caused debuffs is increased by 35% — On attack, there's a 20% chance of causing [Energy Bleeding]</p>	<p>General Buff (Level 2) Duration: 600 seconds</p> <p>— [PvP] Damage received is decreased by 15% — Maximum HP is increased by 20% of the user's base amount, however not above 10000 HP</p> <p>Side Effect: after 0.1 seconds — [PvP] The duration of caused debuffs is increased by 35% — On attack, there's a 20% chance of causing [Energy Bleeding]</p>
 [PvP] Sacred Will		<p>General Buff (Level 1) Duration: 600 seconds</p> <p>— [PvP] Chance of inflicting critical hits is increased by 50% of the user's total — [PvP] Attack power is increased by PlayerLevel*2 — Movement speed is increased by 1</p> <p>Side Effect: after 0.1 seconds — On attack, there's a 20% chance of causing  Leg Sweeper — [PvP] Hit rate of melee attacks is increased by 198 (Player Level * 2)</p>	<p>General Buff (Level 1) Duration: 600 seconds</p> <p>— [PvP] Chance of inflicting critical hits is increased by 30% of the user's total — [PvP] Attack power is increased by PlayerLevel*2 — Movement speed is increased by 1</p> <p>Side Effect: after 0.1 seconds — On attack, there's a 20% chance of causing  Leg Sweeper — [PvP] Hit rate of melee attacks is increased by 198 (Player Level * 2)</p>
 [PvP] Warrior Meditation		<p>General Buff (Level 1) Duration: 600 seconds</p> <p>— [PvP] Attack power is increased by 15% — [PvP] Damage caused from critical hits is increased by 30% — [PvP] Hit rate of melee attacks is increased by Player Level * 3</p> <p>Side Effect: after 0.1 seconds — [PvP] Light energies are increased by Player Level * 4</p>	<p>General Buff (Level 1) Duration: 600 seconds</p> <p>— [PvP] Attack power is increased by 15% — [PvP] Damage caused from critical hits is increased by 15% — [PvP] Hit rate of melee attacks is increased by Player Level * 3</p> <p>Side Effect: after 0.1 seconds — [PvP] Light energies are increased by Player Level * 4</p>
 Shadow of Death		<p>Debuff (Level 4) Duration: 5 seconds</p> <p>— Movement impossible — No attack possible</p>	<p>Debuff (Level 4) Duration:  seconds</p> <p>— Movement impossible — No attack possible</p>










Flame Druid

Name	Description	Original	New
 [PvP] Bear Loa Energy		General Buff (Level 3) Duration: 3600 seconds — [PvP] Damage received is decreased by 15% — [PvP] When you're defending, there's a 30% chance of 10% of the damage being reflected at the opponent (max. 7500 in PvP)	General Buff (Level 3) Duration: 3600 seconds — [PvP] Damage received is decreased by 15% — [PvP] When you're defending, there's a 100% chance of 5% of the damage being reflected at the opponent (max. 7500 in PvP)

















Name	Description	Original
 [PvP] Lion Loa Sekraz Stone Armour	Melee Defence: 731 Ranged Defence: 557 Magic Defence: 580 Evade: 480 — [PvP] Chance of receiving critical hits is decreased by 15% of the enemy's total — [PvP] Damage received from critical hits is decreased by 60% of the enemy's total — Maximum HP is increased by 10000 — All elemental resistances are increased by 20	Melee Defence: 831 Ranged Defence: 657 Magic Defence: 680 Evade: 480 — [PvP] Chance of receiving critical hits is decreased by 20% of the enemy's total — [PvP] Damage received from critical hits is decreased by 60% of the enemy's total — Maximum HP is increased by 10000 — All elemental resistances are increased by 20
 [PvP] Orc Warrior Bone Armour	Melee Defence: 831 Ranged Defence: 657 Magic Defence: 680 Evade: 550 — [PvP] Chance of receiving critical hits is decreased by 24% of the enemy's total — [PvP] Damage received from critical hits is decreased by 70% of the enemy's total — Maximum HP is increased by 12500 — All elemental resistances are increased by 30	Melee Defence: 1031 Ranged Defence: 857 Magic Defence: 880 Evade: 550 — [PvP] Chance of receiving critical hits is decreased by 28% of the enemy's total — [PvP] Damage received from critical hits is decreased by 70% of the enemy's total — Maximum HP is increased by 12500 — All elemental resistances are increased by 30
 [PvP] Eagle Loa Leather Armour	Melee Defence: 567 Ranged Defence: 707 Magic Defence: 644 Evade: 580 — [PvP] Chance of receiving critical hits is decreased by 16% of the enemy's total — [PvP] Damage received from critical hits is decreased by 55% of the enemy's total — Maximum HP is increased by 12000 — All elemental resistances are increased by 20	Melee Defence: 667 Ranged Defence: 807 Magic Defence: 744 Evade: 580 — [PvP] Chance of receiving critical hits is decreased by 21% of the enemy's total — [PvP] Damage received from critical hits is decreased by 55% of the enemy's total — Maximum HP is increased by 12000 — All elemental resistances are increased by 20
















 [PvP] Dragonscale Leather Armour	Melee Defence: 667 Ranged Defence: 807 Magic Defence: 744 Evade: 680 — [PvP] Chance of receiving critical hits is decreased by 28% of the enemy's total — [PvP] Damage received from critical hits is decreased by 65% of the enemy's total — Maximum HP is increased by 14000 — All elemental resistances are increased by 30	Melee Defence: 867 Ranged Defence: 1007 Magic Defence: 944 Evade: 680 — [PvP] Chance of receiving critical hits is decreased by 32% of the enemy's total — [PvP] Damage received from critical hits is decreased by 65% of the enemy's total — Maximum HP is increased by 14000 — All elemental resistances are increased by 30
 [PvP] Snake Loa Battle Gear	Melee Defence: 586 Ranged Defence: 701 Magic Defence: 884 Evade: 504 — [PvP] Chance of receiving critical hits is decreased by 16% of the enemy's total — [PvP] Damage received from critical hits is decreased by 50% of the enemy's total — Maximum HP is increased by 11000 — All elemental resistances are increased by 20	Melee Defence: 686 Ranged Defence: 801 Magic Defence: 984 Evade: 504 — [PvP] Chance of receiving critical hits is decreased by 21% of the enemy's total — [PvP] Damage received from critical hits is decreased by 50% of the enemy's total — Maximum HP is increased by 11000 — All elemental resistances are increased by 20
 [PvP] Robe of Kings	Melee Defence: 686 Ranged Defence: 801 Magic Defence: 984 Evade: 554 — [PvP] Chance of receiving critical hits is decreased by 28% of the enemy's total — [PvP] Damage received from critical hits is decreased by 60% of the enemy's total — Maximum HP is increased by 13000 — All elemental resistances are increased by 30	Melee Defence: 886 Ranged Defence: 1001 Magic Defence: 1184 Evade: 554 — [PvP] Chance of receiving critical hits is decreased by 32% of the enemy's total — [PvP] Damage received from critical hits is decreased by 60% of the enemy's total — Maximum HP is increased by 13000 — All elemental resistances are increased by 30
 [PvP] Bear Loa Light Armour	Melee Defence: 656 Ranged Defence: 562 Magic Defence: 520 Evade: 528 — [PvP] Chance of receiving critical hits is decreased by 14% of the enemy's total — [PvP] Damage received from critical hits is decreased by 55% of the enemy's total — Maximum HP is increased by 14000 — All elemental resistances are increased by 30	Melee Defence: 756 Ranged Defence: 662 Magic Defence: 620 Evade: 528 — [PvP] Chance of receiving critical hits is decreased by 19% of the enemy's total — [PvP] Damage received from critical hits is decreased by 55% of the enemy's total — Maximum HP is increased by 14000 — All elemental resistances are increased by 30
 [PvP] Carlio's Wrath Armour	Melee Defence: 856 Ranged Defence: 762 Magic Defence: 720 Evade: 578 — [PvP] Chance of receiving critical hits is decreased by 26% of the	Melee Defence: 1056 Ranged Defence: 962 Magic Defence: 920 Evade: 578 — [PvP] Chance of receiving critical hits is decreased by 30% of the





	enemy's total — [PvP] Damage received from critical hits is decreased by 65% of the enemy's total — Maximum HP is increased by 14000 — All elemental resistances are increased by 30	enemy's total — [PvP] Damage received from critical hits is decreased by 65% of the enemy's total — Maximum HP is increased by 14000 — All elemental resistances are increased by 30
 [PvP] Belial's Knife	Damage: 490~600 Critical Chance: 10 Critical Damage: 340 — There's a 20% chance of increasing damage caused by 25% — [PvP] All elemental energies are increased by 200 — [PvP] All enemy's elemental resistances are increased by 20% — [PvP] Hit rate of all attacks is increased by 200	Damage: 540~650 Critical Chance: 14 Critical Damage: 340 — There's a 20% chance of increasing damage caused by 25% — [PvP] All elemental energies are increased by 200 — [PvP] All enemy's elemental resistances are increased by 20% — [PvP] Hit rate of all attacks is increased by 200

Name	Description	Original	New
 Blessed Pelt	Target: — PvP - Damage (armour penetration)	Skill Cooldown: 120 seconds Buff duration: 120 seconds — Movement speed is increased by 1 — Every 29/27/25/22/20/18/16/13/10/5 attacks,  Sharpened Instincts] is received — [PvP] Has a 10% /15% /20% /25% /30% /35% /40% /45% /50% /80% chance to ignore 1/1/2/2/3/4/5/6/7/10% of the enemy's defence  Sharpened Instincts Buff (Level 5) Duration: 4 seconds — Final damage is increased by 1% of the enemy's total HP Side effect: after 0.1 seconds — Disappears upon landing a hit	Skill Cooldown: 120 seconds Buff duration: 120 seconds — Movement speed is increased by 1 — Every 29/27/25/22/20/18/16/13/10/4 attacks,  Sharpened Instincts] is received — [PvP] Has a 10% /15% /20% /25% /30% /35% /40% /50% /70% /100% chance to ignore 1/1/1/2/2/3/3/4/4/5% of the enemy's defence  Sharpened Instincts Buff (Level 5) Duration: 4 seconds — Final damage is increased by 1% of the enemy's total HP Side effect: after 0.1 seconds — Disappears upon landing a hit
 Spiky Leather	Target: — PvP - Tank (reflection)	Skill Cooldown: 120 seconds Buff duration: 20 seconds [REMOVED] — Maximum HP is increased by 1/2/3/4/6/8/11/14/18/25% of the user's base stat [REMOVED] — Recovers 1/2/3/4/6/8/11/14/18/25% of the user's base HP — When you're defending, there is a 100% chance of 1/2/3/4/5/6/7/8/10/15% of the damage being reflected at the opponent (max 7500 in PvP)	Skill Cooldown: 120 seconds Buff duration: 120 seconds — When you're defending, there is a 10% /15% /20% /25% /30% /35% /40% /50% /70% /100% chance of 1/1/2/2/3/3/4/5/6/8% of the damage being reflected at the opponent (max 7500 in PvP)

Name	Description	Original	New
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 Frost Warrior's Armour (Permanent)	Obtention: Rotative Box Target: PvP — PvP - Damage (armour penetration)	— Attack power is increased by 50 — [PvP] Has a 50% chance to ignore 10% of the target's defence — Movement speed is increased by 1	— Attack power is increased by 50 — [PvP] Has a 100% chance to ignore 5% of the target's defence — Movement speed is increased by 1
 Yellow Party Diadem  Golden Peaked Cap	Obtention: Legendary Box Random Prize (700 PC or 2 billion gold each) Target: — PvP - Bruiser	— Attack power is increased by 30 — Defence is increased by 30 — Cooldown of skills is decreased by 4% — Upon using a dash, there's a 100% chance of receiving [ Golden Instinct]  Golden Instinct Buff (Level 3) Duration: 4.0 seconds (This effect has a cooldown of 12 seconds) — There's a 100% chance of ignoring 20% of the opponent's defence — This effect disappears upon landing a hit	— Attack power is increased by 30 — Defence is increased by 30 — Cooldown of skills is decreased by 4% — Upon using a dash, there's a 100% chance of receiving [ Golden Instinct]  Golden Instinct Buff (Level 3) Duration: 4.0 seconds (This effect has a cooldown of 12 seconds) — There's a 100% chance of ignoring 10% of the opponent's defence — This effect disappears upon landing a hit
 Rocketeer Headset	Obtention: Obtained as a reward for participating in an official tournament Target: — PvP - Bruiser	— [PvP] Attack power is increased by 40 — [PvP] Defence is increased by 40 — Every 3 enemy attacks, [ Overheat] is received  Overheat Buff (Level 3) Duration: 5 seconds — When you're defending, there's a 20% chance of 10% of the damage being reflected at the opponent (max. 7500 in PvP)	— [PvP] Attack power is increased by 40 — [PvP] Defence is increased by 40 — Every 3 enemy attacks, [ Overheat] is received  Overheat Buff (Level 3) Duration: 5 seconds — When you're defending, there's a 100% chance of 5% of the damage being reflected at the opponent (max. 7500 in PvP)
 Thorns Fist  Uchiwa Skin  Wildflower Bow Skin  Imp Cudgel Skin	Obtention: Rainbow Battle Rewards Target: PvP — PvP - Tank (damage reflection)	— When you're defending, there's a 30% chance of 5% of the damage being reflected at the opponent (max. 7500 in PvP) — Attack power is increased by 50	— When you're defending, there's a 100% chance of 5% of the damage being reflected at the opponent (max. 7500 in PvP) — Attack power is increased by 50

 Titan Wings	Obtention: — Rotative Boxes Target: — PvP (Tank)	— If the user's ability to move is negatively affected, [ Titanium Spikes] is received — [PvP] Defence is increased by 80  Titanium Spikes Buff Level 4 Duration: 12 seconds — When you're defending, there's a 20% chance of 15% of the damage being reflected at the opponent (max. 7500 in PvP)	— If the user's ability to move is negatively affected, [ Titanium Spikes] is received — [PvP] Defence is increased by 80  Titanium Spikes Buff Level 4 Duration: 12 seconds — When you're defending, there's a 100% chance of 10% of the damage being reflected at the opponent (max. 7500 in PvP)
 Golden Wings	Obtention: — Rotative Boxes Target: PvP — Damage (critical chance)	— Chance of inflicting a critical hit is increased by 30% of the user's total — On attack, there's a 20% chance of firing a magical arrow to fire an arrow that deals 15% of the original attack's damage — Movement speed is increased by 1	— Chance of inflicting a critical hit is increased by 20% of the user's total — On attack, there's a 20% chance of firing a magical arrow to fire an arrow that deals 15% of the original attack's damage — Movement speed is increased by 1
 Blade Wings	Obtention: — Rotative Boxes Target: — PvP - Damage (mobility)	— Damage caused from critical hits is increased by 20% — Upon using a dash, there's a 100% chance of receiving [ Shield of Blades] — Movement speed is increased by 1  Shield of Blades Buff (Level 4) Duration: 4.0 seconds (This effect has 8 seconds of cooldown) — Damage from critical hits is increased by 10% — Every 2 seconds: Around 3 fields inflict [ Deep Cut] on our enemies  Deep Cut Debuff (Level 4) Duration: 6.0 seconds (Cooldown: 12.0 seconds) — Chance of receiving a critical hit is increased by 40% — Every 2 seconds: Decreases PlayerLevel*4 HP Side effect: after 0.1 seconds — Disappears upon receiving a hit	— Damage caused from critical hits is increased by 20% — Upon using a dash, there's a 100% chance of receiving [ Shield of Blades] — Movement speed is increased by 1  Shield of Blades Buff (Level 4) Duration: 4.0 seconds (This effect has 8 seconds of cooldown) — Damage from critical hits is increased by 10% — Every 2 seconds: Around 3 fields inflict [ Deep Cut] on our enemies  Deep Cut Debuff (Level 4) Duration: 6.0 seconds (Cooldown: 12.0 seconds) — Chance of receiving a critical hit is increased by 30% — Every 2 seconds: Decreases PlayerLevel*4 HP Side effect: after 0.1 seconds — Disappears upon receiving a hit

<div></div> <div>Baseball Bat Skin Recurve Bow Skin Tennis Racket Boxing Glove</div>	<div>Obtention: Rotative Box</div> <div>Target: PvP — PvP - Damage (armour penetration)</div>	<div>— [PvP] There's a 100% chance of ignoring 6% of the enemy's defence</div> <div>— Attack power is increased by 80</div>	<div>— [PvP] There's a 100% chance of ignoring 5% of the enemy's defence</div> <div>— Attack power is increased by 80</div>
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