











Assassin

Name	Description	Original
 Item passive	Movement speed: +1	Movement speed: +2
 [PvP] Dagger Attack	Cooldown: 0.7s Attack Range: 1 cell Target: Select One Mana: 0 mp — [PvP] Deals 90% of the user's plain attack stat plus an extra 10 as melee attack power — [PvP] Shadow energies are increased by 80	Cooldown: 0.7s Attack Range: 1 cell Target: Select One Mana: 0 mp — [PvP] Deals 85% of the user's plain attack stat plus an extra 10 as melee attack power — [PvP] Shadow energies are increased by 80
 [PvP] Slash	Cooldown: 4s Attack Range: 6 cell Target: Select One Mana: 15 mp — [PvP] Deals 100% of the user's plain attack stat plus an extra 15 as melee attack power — [PvP] Shadow energies are increased by 100 — Has a 50% chance of causing  [PvP] Critical Bleeding — Ambush attacks cause 270 additional damage.	Cooldown: 4s Attack Range: 6 cell Target: Select One Mana: 15 mp — [PvP] Deals 90% of the user's plain attack stat plus an extra 15 as melee attack power — [PvP] Shadow energies are increased by 100 — Has a 65% chance of causing  [PvP] Critical Bleeding — Ambush attacks cause 270 additional damage.
 [PvP] Critical Hit	Cooldown: 65s Attack Range: 0 cell Target: Select One Mana: 100 mp — Has a 100% chance of causing  [PvP] Critical hit] — Has a 100% chance of causing  [PvP] Pact of Darkness]	Cooldown: 60s Attack Range: 0 cell Target: Select One Mana: 100 mp — Has a 100% chance of causing  [PvP] Critical hit] — Has a 100% chance of causing  [PvP] Pact of Darkness]
 [PvP] Pact of Darkness	General Buff (Level 3) Duration: 4 seconds — [PvP] Attack power is increased by 20% — Always inflicts critical hits Side effect: after 0.1 seconds — Cannot be evaded — This effect disappears upon landing a hit	General Buff (Level 3) Duration: 4 seconds [NEW] — There's a 40% chance of increasing damage caused by 50% — [PvP] Attack power is increased by 20% — Always inflicts critical hits Side effect: after 0.1 seconds — Cannot be evaded — This effect disappears upon landing a hit









Archmage

Name	Description	Original
 [PvP] Light Spell	Cooldown: 0.8s CastTime: 0.4s Attack Range: 10 cell Target: Around Enemy in 1 cell Mana: 0 mp — [PvP] Deals 85% of the user's plain attack stat plus an extra 140 as magic attack power — [PvP] Light energies are increased by 100	Cooldown: 0.8s CastTime: 0.4s Attack Range: 10 cell Target: Around Enemy in 1 cell Mana: 0 mp — [PvP] Deals 80% of the user's plain attack stat plus an extra 140 as magic attack power — [PvP] Light energies are increased by 100
 [PvP] Light Catalyst	Cooldown: 7s Attack Range: 10 cell Target: Around Enemy in 3 cell Mana: 130 mp — [PvP] Deals 100% of the user's plain attack stat plus an extra 250 as magic attack power — [PvP] Light energies are increased by 450 — Has a 80% chance of causing [ [PvP] Illuminating Powder]	Cooldown: 7s Attack Range: 10 cell Target: Around Enemy in 3 cell Mana: 130 mp — [PvP] Deals 95% of the user's plain attack stat plus an extra 250 as magic attack power — [PvP] Light energies are increased by 450 — Has a 80% chance of causing [ [PvP] Illuminating Powder]
 [PvP] Suppression	Cooldown: 12s Attack Range: 10 cell Target: Around Enemy in 3 cell Mana: 180 mp — [PvP] Deals 105% of the user's plain attack stat plus an extra 325 as magic attack power — [PvP] Light energies are increased by 500 — Has a 15% chance of causing [ Slight Paralysis]	Cooldown: 12s Attack Range: 10 cell Target: Around Enemy in 3 cell Mana: 180 mp — [PvP] Deals 100% of the user's plain attack stat plus an extra 325 as magic attack power — [PvP] Light energies are increased by 500 — Has a 15% chance of causing [ Slight Paralysis]
 [PvP] Holy Prism	Cooldown: 20s Attack Range: 8 cell Target: Special Area Mana: 330 mp — [PvP] Deals 110% of the user's plain attack stat plus an extra 550 as magic attack power — [PvP] Light energies are increased by 1250 — Has a 50% chance of causing [ [PvP] Slight Horror]	Cooldown: 20s Attack Range: 8 cell Target: Special Area Mana: 330 mp — [PvP] Deals 105% of the user's plain attack stat plus an extra 550 as magic attack power — [PvP] Light energies are increased by 1250 — Has a 30% chance of causing [ [PvP] Slight Horror]
 [PvP] Meteorite	Cooldown: 90s Attack Range: 13 cell Target: Around Enemy in 4 cell	Cooldown: 90s Attack Range: 13 cell Target: Around Enemy in 4 cell

Fall	<p>Mana: 450 mp</p> <ul style="list-style-type: none"> — [PvP] Deals 115% of the user's plain attack stat plus an extra 1000 as magic attack power — [PvP] Light energies are increased by 1400 — Has a 100% chance of invoking the combo <p>[ [PvP] Meteor Shower]</p>	<p>Mana: 450 mp</p> <ul style="list-style-type: none"> — [PvP] Deals 110% of the user's plain attack stat plus an extra 1000 as magic attack power — [PvP] Light energies are increased by 1400 — Has a 100% chance of invoking the combo <p>[ [PvP] Meteor Shower]</p>
 [PvP] Meteor Shower	<p>Cooldown: 1s Attack Range: 13 cell Target: Around Enemy in 4 cell Mana: 600 mp</p> <ul style="list-style-type: none"> — [PvP] Deals 120% of the user's plain attack stat plus an extra 1100 as magic attack power — [PvP] Light energies are increased by 1400 — Has a 50% chance of invoking the combo <p>[ [PvP] Meteor Storm]</p>	<p>Cooldown: 1s Attack Range: 13 cell Target: Around Enemy in 4 cell Mana: 600 mp</p> <ul style="list-style-type: none"> — [PvP] Deals 115% of the user's plain attack stat plus an extra 1100 as magic attack power — [PvP] Light energies are increased by 1400 — Has a 50% chance of invoking the combo <p>[ [PvP] Meteor Storm]</p>
 [PvP] Fast Lane 1	<p>General Buff (Level 1) Duration: 15 seconds</p> <ul style="list-style-type: none"> — [PvP] Attack power is increased by 5% — [PvP] Damage received is decreased by 5% <p>Once the effect's duration is over,  Fast Lane 2 is received with a chance of 100%</p>	<p>General Buff (Level 1) Duration: 20 seconds</p> <ul style="list-style-type: none"> — [PvP] Attack power is increased by 5% — [PvP] Damage received is decreased by 5% <p>Once the effect's duration is over,  Fast Lane 2 is received with a chance of 100%</p>
 [PvP] Fast Lane 2	<p>General Buff (Level 2) Duration: 10 seconds</p> <ul style="list-style-type: none"> — [PvP] Attack power is increased by 5% — [PvP] Damage received is decreased by 5% — [PvP] There's a 10% chance of increasing damage caused by 5% <p>Once the effect's duration is over,  Fast Lane 3 is received with a chance of 100%</p>	<p>General Buff (Level 2) Duration: 10 seconds</p> <ul style="list-style-type: none"> — [PvP] Attack power is increased by 5% — [PvP] Damage received is decreased by 5% — [PvP] There's a 5% chance of increasing damage caused by 5% <p>Once the effect's duration is over,  Fast Lane 3 is received with a chance of 100%</p>
 [PvP] Fast Lane 3	<p>General Buff (Level 3) Duration: 5 seconds</p> <ul style="list-style-type: none"> — [PvP] Attack power is increased by 10% — [PvP] Damage received is decreased by 10% — [PvP] There's a 20% chance of increasing damage caused by 5% 	<p>General Buff (Level 3) Duration: 4 seconds</p> <ul style="list-style-type: none"> — [PvP] Attack power is increased by 10% — [PvP] Damage received is decreased by 10% — [PvP] There's a 10% chance of increasing damage caused by 5% <p>Side effect: [NEW] — Disappears upon landing a hit</p>









Renegade

Name	Original	New
 [PvP] Corruption	Cooldown: 40s Attack Range: 10 cell Target: Around Enemy in 4 cell Mana: 300 mp [REMOVED] — Has a 80% chance of causing  [PvP] Corruption] — [PvP] Deals 115% of the user's plain attack stat plus an extra 500 as melee attack power — [PvP] Light energies are increased by 650	Cooldown: 45s Attack Range: 10 cell Target: Around Enemy in 4 cell Mana: 300 mp [NEW] — Has a 100% chance of causing  [PvP] Corruption] (ignores debuff protection) — [PvP] Deals 115% of the user's plain attack stat plus an extra 500 as melee attack power — [PvP] Light energies are increased by 650
 [PvP] Convert	Cooldown: 75s Attack Range: 6 cell Target: Around Enemy in 6 cell Mana: 777 mp — [PvP] Deals 125% of the user's plain attack stat plus an extra 1250 as melee attack power — [PvP] Light energies are increased by 1100 — [PvP] Damage caused from critical hits is increased by 40% — Has a 80% chance of causing  Deadly Blackout]	Cooldown: 75s Attack Range: 6 cell Target: Around Enemy in 6 cell Mana: 777 mp — [PvP] Deals 115% of the user's plain attack stat plus an extra 1250 as melee attack power — [PvP] Light energies are increased by 1100 — [PvP] Damage caused from critical hits is increased by 40% — Has a 80% chance of causing  Deadly Blackout]




Blaster

Name	Original	New
 [PvP] Gravity Grenade	Cooldown: 25s Attack Range: 10 cell Target: Select One Mana: 200 mp [REMOVED] — [PvP] Fire energies are increased by 500 — [PvP] Deals 110% of the user's plain attack stat plus an extra 600 as ranged attack power — Has a 100% chance of causing  High Pressure] — Pulls enemies from 4 spaces around the target together in one place — You receive 30 Heat Points.	Cooldown: 25s Attack Range: 10 cell Target: Select One Mana: 200 mp [NEW] — Always inflicts critical hits — [PvP] Deals 110% of the user's plain attack stat plus an extra 600 as ranged attack power — Has a 100% chance of causing  High Pressure] — Pulls enemies from 4 spaces around the target together in one place — You receive 30 Heat Points.
 [PvP] Dragon's Breath	Cooldown: 70s Attack Range: 13 cell Target: Special Area Mana: 400 mp — [PvP] Deals 115% of the user's plain attack stat plus an extra 1150 as ranged attack power	Cooldown: 70s Attack Range: 13 cell Target: Special Area Mana: 400 mp — [PvP] Deals 120% of the user's plain attack stat plus an extra 1150 as ranged attack power

	<ul style="list-style-type: none">— [PvP] Fire energies are increased by 1500— All Heat Points are consumed and the damage is increased by 50% of the consumed Heat Points— Has a 100% chance of causing  [PvP] Burned by Dragon's Breath]	<ul style="list-style-type: none">— [PvP] Fire energies are increased by 1500— All Heat Points are consumed and the damage is increased by 50% of the consumed Heat Points— Has a 100% chance of causing  [PvP] Burned by Dragon's Breath]
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Ranger

Name	Original	New
 [PvP] Archery	<p>Cooldown: 0.6s CastTime: 0.2s Attack Range: 11 cell Target: Select One Mana: 0 mp</p> <ul style="list-style-type: none">— [PvP] Deals 100% of the user's plain attack stat plus an extra 100 as ranged attack power— [PvP] Water energies are increased by 120	<p>Cooldown: 0.6s CastTime: 0.1s Attack Range: 11 cell Target: Select One Mana: 0 mp</p> <ul style="list-style-type: none">— [PvP] Deals 100% of the user's plain attack stat plus an extra 100 as ranged attack power— [PvP] Water energies are increased by 120











Gladiator

Name	Original	New
 [PvP] Lightning Surge	<p>Cooldown: 16s Attack Range: 2 cell Target: Special Area Mana: 90 mp</p> <ul style="list-style-type: none">— [PvP] Deals 105% of the user's plain attack stat plus an extra 400 as melee attack power— [PvP] Fire energies are increased by 200— Has a 25% chance of causing  [PvP] Critical Bleeding]	<p>Cooldown: 12s Attack Range: 2 cell Target: Special Area Mana: 90 mp</p> <ul style="list-style-type: none">— [PvP] Deals 105% of the user's plain attack stat plus an extra 400 as melee attack power— [PvP] Fire energies are increased by 200— Has a 20% chance of causing  [PvP] Critical Bleeding]
 [PvP] Shield Attack	<p>Cooldown: 25s Attack Range: 7 cell Target: Select One Mana: 80 mp</p> <p>[REMOVED] — Has a 100% chance of causing  Knockdown] (ignores debuff protection)</p> <ul style="list-style-type: none">— [PvP] Deals 100% of the user's plain attack stat plus an extra 350 as melee attack power— [PvP] Fire energies are increased by 300	<p>Cooldown: 20s Attack Range: 7 cell Target: Select One Mana: 80 mp</p> <p>[NEW] — Has a 30% chance of causing  Knockdown]</p> <ul style="list-style-type: none">— [PvP] Deals 100% of the user's plain attack stat plus an extra 350 as melee attack power— [PvP] Fire energies are increased by 300


 [PvP] Iron Roll	Cooldown: 32s Attack Range: 0 cell Target: Around Enemy in 4 cell Mana: 320 mp [REMOVED] — Has a 20% chance of causing  Knockdown — [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 100% chance of causing  [PvP] Iron Blockade]	Cooldown: 35s Attack Range: 0 cell Target: Around Enemy in 4 cell Mana: 320 mp [NEW] — Has a 100% chance of causing  Knockdown] (ignores debuff protection) — [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 100% chance of causing  [PvP] Iron Blockade]
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Samurai

Name	Description	Original
 Card Passive	— Movement speed is increased by 1	— Movement speed is increased by 2
 [PvP] Light Speed Attack	Cooldown: 10s Attack Range: 7 cell Target: Select One Mana: 120 mp — [PvP] Deals 90% of the user's plain attack stat plus an extra 200 as melee attack power — [PvP] Water energies are increased by 200	Cooldown: 8s Attack Range: 7 cell Target: Select One Mana: 120 mp — [PvP] Deals 90% of the user's plain attack stat plus an extra 200 as melee attack power — [PvP] Water energies are increased by 200
 [PvP] Lethal Blow	Cooldown: 60s Attack Range: 2 cell Target: Special Area Mana: 180 mp — [PvP] Deals 115% of the user's plain attack stat plus an extra 600 as melee attack power — [PvP] Water energies are increased by 600 — Has a 60% chance of causing  Weak Cut]	Cooldown: 60s Attack Range: 2 cell Target: Special Area Mana: 180 mp — [PvP] Deals 110% of the user's plain attack stat plus an extra 600 as melee attack power — [PvP] Water energies are increased by 600 — Has a 60% chance of causing  Weak Cut]
 [PvP] Dancing Sword	Cooldown: 90s Attack Range: 2 cell Target: Around Enemy in 2 cell Mana: 200 mp — [PvP] Deals 120% of the user's plain attack stat plus an extra 1550 as melee attack power — [PvP] Water energies are increased by 1000 — Has a 100% chance of causing  Shock]	Cooldown: 90s Attack Range: 2 cell Target: Around Enemy in 2 cell Mana: 200 mp — [PvP] Deals 115% of the user's plain attack stat plus an extra 1550 as melee attack power — [PvP] Water energies are increased by 1000 — Has a 100% chance of causing  Shock]







Master Wolf

Name	Description	Original
 [PvP] Imperturbable Mind	General Buff (Level 2) Duration: 600 seconds — [PvP] Damage received is decreased by 20% — [PvP] Damage received from critical hits is decreased by 15% — Maximum HP is increased by 20% of the user's base amount, however not above 10000 HP Side Effect: after 0.1 seconds [REMOVED] — On attack, there's a 20% chance of causing [Energy Bleeding] — [PvP] The duration of caused debuffs is increased by 35%	General Buff (Level 2) Duration: 600 seconds — [PvP] Damage received is decreased by 20% — [PvP] Damage received from critical hits is decreased by 10% — Maximum HP is increased by 20% of the user's base amount, however not above 10000 HP Side Effect: after 0.1 seconds — [PvP] The duration of caused debuffs is increased by 35%










Tide Lord








Name	Description	Original
 [PvP] Typhoon	Cooldown: 7.0s	Cooldown: 6.0s
 [PvP] Waterfall	Duration: 5.0 seconds	Duration: 10.0 seconds
 [PvP] Large Waterfall	Duration: 12.0 seconds	Duration: 18.0 seconds
 [PvP] Water Plating	Buff (Level 5) Duration: 6.0 seconds [REMOVED] — [PvP] Cooldown of skills is decreased by 20% (max. 30%) — [PvP] Protection against level 4 or lower debuffs is increased by 20%	Buff (Level 5) Duration: 6.0 seconds [NEW] — Cannot receive negative effects from level 4 or lower [NEW] — [PvP] Protection against level 5 or lower debuffs is increased by 30%
































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] Attack power is increased by 5% — [PvP] Damage received is decreased by 10% Side effect: after 0.1 seconds — No penalty for ranged attacks at close range	Buff (Level 4) Duration: 600 seconds — [PvP] Attack power is increased by 2% for each field of proximity with the enemy — [PvP] Attack power is increased by 10% — [PvP] Damage received is decreased by 10% Side effect: after 0.1 seconds — No penalty for ranged attacks at close range
 [PvP] Lucky Wideshot		Cooldown: 20s Attack Range: 9 cell Target: Around Enemy in 2 cell Mana: 70 mp — [PvP] Deals 110% of the user's plain attack stat plus an extra 300 as ranged attack power — [PvP] Fire energies are increased by 700 — Has a 100% chance of invoking the combo  Delayed Shot	Cooldown: 16s Attack Range: 9 cell Target: Around Enemy in 2 cell Mana: 70 mp — [PvP] Deals 110% of the user's plain attack stat plus an extra 300 as ranged attack power — [PvP] Fire energies are increased by 700 — Has a 100% chance of invoking the combo  Delayed Shot
 [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 1400 as ranged attack power — [PvP] Fire energies are increased by 1500 — [PvP] There is a 100% chance of causing  Deadly Blackout — Cannot be evaded



















Name	Original	New
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 Golden Instinct	Cooldown: 12 seconds — Has a 100% chance to ignore 10% of the target's defence	Cooldown: 8 seconds — Has a 100% chance to ignore 15 % of the target's defence
 Bunny Power	Cooldown: 5 seconds	Cooldown: 8 seconds
 Ancelloan's Wrath	Cooldown: 8 seconds	Cooldown: 12 seconds
 Tiger Presence	Cooldown: 7 seconds	Cooldown: 12 seconds
 Pristine	Cooldown: 30 seconds	Cooldown: 25 seconds
 Rocket Boost	Cooldown: 20 seconds	Cooldown: 16 seconds
 Shadow Mark	Cooldown: 40 seconds	Cooldown: 50 seconds

Name	Description	Original
 Shadow Costume Wings	<p>— [PvP] If the user reduces 15% of their enemy's total HP from a single blow, there is a 100% chance of causing [ Shadow Mark] (ignores debuff protection)</p> <hr/> <p> Shadow Mark Debuff (Level 4) Duration: 10.0 seconds (This effect has a cooldown of 40 seconds) — Damage received is increased by 30% — This effect disappears upon receiving a hit — Damage received from critical hits is increased by 40%</p>	<p>— [PvP] If the user reduces 10% of their enemy's total HP from a single blow, there is a 100% chance of causing [ Shadow Mark] (ignores debuff protection)</p> <hr/> <p> Shadow Mark Debuff (Level 4) Duration: 10.0 seconds (This effect has a cooldown of 40 seconds) — Damage received is increased by 30% — This effect disappears upon receiving a hit — Damage received from critical hits is increased by 40%</p>
 Pixie Costume Wings	<p>— [PvP] If the user reduces 15% of their enemy's total HP from a single blow, [ Fairy Glitter] is caused (ignores debuff protection)</p> <hr/> <p> Fairy Glitter Magic Debuff (Level 3) Duration: 4.0 seconds (This effect has a cooldown of 25 seconds) — When hit by an enemy's attack, there's a 100% chance of resetting the cooldown of the last used skill</p> <p>Side effect: after 0.1 seconds</p>	<p>[NEW] — [PvP] If the user reduces 10% of their enemy's total HP from a single blow, [ Fairy Glitter] is caused (ignores debuff protection)</p> <hr/> <p> Fairy Glitter Magic Debuff (Level 3) Duration: 4.0 seconds (This effect has a cooldown of 25 seconds) — When hit by an enemy's attack, there's a 100% chance of resetting the cooldown of the last used skill</p> <p>Side effect: after 0.1 seconds</p>


	— Disappears upon receiving a hit	— Disappears upon receiving a hit
 [PvP] Crystal Wings	<ul style="list-style-type: none"> — There is a 100% chance of receiving the  Arcane Shard] extra skill — [PvP] Attack power is increased by 100 — [PvP] If the user reduces 15% of their enemy's total HP with a single blow,  Strong Armour Break] is caused (ignores debuff protection) — Movement speed is increased by 2 <hr/>  Arcane Shard] Cooldown: 120.0s Target: Select one Range: 10 Fields Area: Around enemies in 3 fields Mana: 250 mp — [PvP] Deals 140% of the user's plain attack stat plus an extra 1000 as attack power — [PvP] All elemental energies are increased by 5000 — [PvP] No penalty for ranged attacks at close range — [PvP] Never inflicts critical hit — [PvP] Cannot be evaded	<ul style="list-style-type: none"> — There is a 100% chance of receiving the  Arcane Shard] extra skill — [PvP] Attack power is increased by 100 — [PvP] If the user reduces 10% of their enemy's total HP with a single blow,  Strong Armour Break] is caused (ignores debuff protection) — Movement speed is increased by 2 <hr/>  Arcane Shard] Cooldown: 120.0s Target: Select one Range: 10 Fields Area: Around enemies in 3 fields Mana: 250 mp — [PvP] Deals 140% of the user's plain attack stat plus an extra 1000 as attack power — [PvP] All elemental energies are increased by 5000 — [PvP] No penalty for ranged attacks at close range — [PvP] Never inflicts critical hit — [PvP] Cannot be evaded
 Jötunheim Dragon's Costume Wings	<ul style="list-style-type: none"> — If the user reduces 10% of their enemy's total HP,  Jötunheim Dragon's Breath] is caused (ignores debuff protection) <hr/>  Jötunheim Dragon's Breath Disease Debuff (Level 3) Duration: 6.0 seconds (This effect has 16 seconds of cooldown) — Defence level upgrade decreases by 3 — Every 2 seconds: Decreases 400 HP — Every 2 seconds: At a distance of 2, inflict  Jötunheim Dragon's Breath on our team	<ul style="list-style-type: none"> — If the user reduces 8% of their enemy's total HP,  Jötunheim Dragon's Breath] is caused (ignores debuff protection) <hr/>  Jötunheim Dragon's Breath Disease Debuff (Level 3) Duration: 6.0 seconds (This effect has 16 seconds of cooldown) — Defence level upgrade decreases by 3 — Every 2 seconds: Decreases 400 HP — Every 2 seconds: At a distance of 2, inflict  Jötunheim Dragon's Breath on our team
 Ancelloan Costume Wings	<ul style="list-style-type: none"> — If the user receives an attack that deals 6% or more of their total HP,  Ancelloan's Wrath] is received <hr/>  Ancelloan's Wrath Buff (Level 4)	<ul style="list-style-type: none"> — If the user receives an attack that deals 5% or more of their total HP,  Ancelloan's Wrath] is received <hr/>  Ancelloan's Wrath Buff (Level 4)

	<p>Duration: 4.0 seconds (This effect has a cooldown of 8 seconds) [REMOVED] — Attack power is increased by 50 [REMOVED] — Defence is increased by 50 — Movement speed is increased by 1</p>	<p>Duration: 4.0 seconds (This effect has a cooldown of 15 seconds) [NEW] — Attack power is increased by 5% [NEW] — Defence is increased by 5% — Movement speed is increased by 1</p>
 Cuddly Tiger Hat	<p>— Defence is increased by 50 — The duration of received debuffs is decreased by 15% (max. 35%) — If the user receives an attack that deals 8% or more of their total HP, [ Tiger Presence] is received</p> <hr/> <p> Tiger Presence General Buff (Level 3) Duration: 3 seconds</p> <p>— Cannot receive negative effects of level 4 or lower</p>	<p>— Defence is increased by 50 — The duration of received debuffs is decreased by 15% (max. 35%) — If the user receives an attack that deals 5% or more of their total HP, [ Tiger Presence] is received</p> <hr/> <p> Tiger Presence General Buff (Level 3) Duration: 3 seconds (This effect has 12 seconds of cooldown)</p> <p>— Cannot receive negative effects of level 3 or lower</p>
 Fluffy Rabbit Costume (Permanent)	<p>— Attack power is increased by 60 — Final damage is increased by 3% of the user's base attack power stat (max. 30%) — On defence, there's a 25% chance of receiving  Agility</p> <hr/> <p> Agility General Buff (Level 4) Duration: 4 seconds</p> <p>— Movement speed is increased by 2</p>	<p>— Attack power is increased by 60 — Final damage is increased by 3% of the user's base attack power stat (max. 30%) — On defence, there's a 25% chance of receiving  Agility</p> <hr/> <p> Agility General Buff (Level 4) Duration: 6 seconds</p> <p>— Movement speed is increased by 2</p>
 Rocketeer Costume Wings	<p>— If the user receives an attack that deals 6% or more of their total HP, [ Rocket Boost] is received</p> <hr/> <p> Rocket Boost Buff (Level 1) Duration: 4 seconds (This effect has a cooldown of 20 seconds)</p> <p>— Movement speed is increased by 5 — Decreases cooldown of skills by 20% (max. 30%) — A shadowy figure appears</p>	<p>— If the user receives an attack that deals 5% or more of their total HP, [ Rocket Boost] is received</p> <hr/> <p> Rocket Boost Buff (Level 1) Duration: 4 seconds (This effect has a cooldown of 20 seconds)</p> <p>— Movement speed is increased by 5 — Decreases cooldown of skills by 20% (max. 30%) — A shadowy figure appears</p>
 [PvP] Mega Titan Wings	<p>[NEW] — Every 5 enemy attacks, [Titan Fury] is received</p>	<p>[NEW] — Every 4 enemy attacks, [Titan Fury] is received</p>

 [PvP] Lightning Wings	— Every 8 enemy attacks,  Electrizing Aura] is received	— Every  enemy attacks,  Electrizing Aura] is received
 Ice Witch Costume Wings	— Every 6 enemy attacks,  Hard as Ice] is received	— Every  enemy attacks,  Hard as Ice] is received
 Honeybee Costume Wings	[NEW] — Every 6 enemy attacks,  Honeybee] is received	[NEW] — Every  enemy attacks,  Honeybee] is received
 Hunter Cap	— Attack power is increased by 60 — Chance of inflicting a critical hit is increased by 2% — Every 5 attacks,  Hunter's Bloodthirst]  Hunter's Bloodthirst General Buff (Level 3) Duration: 5 seconds — [PvP] Final damage caused is increased by 10% of the user's base attack power stat Side effect: after 2.0 seconds — Movement speed is increased by 1	— Attack power is increased by 60 — Chance of inflicting a critical hit is increased by 2% — Every  attacks,  Hunter's Bloodthirst]  Hunter's Bloodthirst General Buff (Level 3) Duration: 5 seconds — [PvP] Final damage caused is increased by 10% of the user's base attack power stat Side effect: after 2.0 seconds — Movement speed is increased by 1

Name	Description	Original
 [PvP] Fighter's Mask	[REMOVED] — [PvP] Attack power is increased by 3% [REMOVED] — [PvP] Defence is increased by 3% — [PvP] Protection against level 4 or lower debuffs is increased by 10%	[NEW] — [PvP] Damage caused from critical hits is increased by 3% [NEW] — [PvP] Chance of inflicting a critical hit is increased by 1% [NEW] — [PvP] Magic attack power is increased by 30 — [PvP] Protection against level 4 or lower debuffs is increased by 10%

Name	Description	Original
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 Piercing Gaze (Second Phase)	Duration: 120 seconds [NEW] — Damage caused from critical hits is increased by 1%/2%/4%/6%/8%/10%/12%/14%/16%/20%	Duration: 120 seconds [NEW] — Damage caused from critical hits is increased by 1%/2%/4%/6%/8%/10%/12%/14%/18%/25%
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