






Name	Description	Original
 [PvP] Belial's Cursed Bow	Crit Chance: 26 Crit Damage: 200	Crit Chance: 30 Crit Damage: 210

Name	Description	Original
 Puppet Master's Hat	<p>— Defence is increased by 50</p> <p>— [PvP] Enemy's attack bonus strength is decreased by 10% (max 75%)</p> <p>— If the user's ability to move is negatively affected, there's a 100% chance of receiving [Side to side]</p> <hr/> <p> Side to side General Buff (Level 5) Duration: 3 seconds (This effect has a cooldown of 13 seconds)</p> <p>— Damage received is decreased by 30%</p> <p>Once the effect's duration is over, there's a 100% chance of receiving [Vengeful Bear]</p> <hr/> <p>Vengeful Bear General Buff (Level 5) Duration: 5 seconds</p> <p>— Final damage is increased by 1200</p> <p>— On attack, there's a 100% chance of inflicting [Blackout]</p> <p>Side effect: after 0.1 seconds</p> <p>— Disappears upon landing a hit</p>	<p>— Defence is increased by 50</p> <p>— [PvP] Enemy's attack bonus strength is decreased by 10% (max 75%)</p> <p>— If the user's ability to move is negatively affected, there's a 100% chance of receiving [Side to side]</p> <hr/> <p> Side to side General Buff (Level 5) Duration: 3 seconds (This effect has a cooldown of 13 seconds)</p> <p>— Damage received is decreased by 25%</p> <p>Once the effect's duration is over, there's a 100% chance of receiving [Vengeful Bear]</p> <hr/> <p>Vengeful Bear General Buff (Level 5) Duration: 5 seconds</p> <p>— Final damage is increased by 1200</p> <p>— On attack, there's a 50% chance of inflicting [Short Blackout]</p> <p>Side effect: after 0.1 seconds</p> <p>— Disappears upon landing a hit</p>


 Wild Keeper







Name	Description	Original
 [PvP] Ivy	Cooldown: 45s Attack Range: 0 cell Target: Around Enemy in 4 cell Mana: 180 mp	Cooldown: 45s Attack Range: 0 cell Target: Around Enemy in 4 cell Mana: 180 mp

	<ul style="list-style-type: none"> <li>— [PvP] Deals 105% of the user's plain attack stat plus an extra 1400 as ranged attack power</li> <li>— [PvP] Light energies are increased by 1500</li> <li>— Has a 70% chance of causing [Shock]</li> <li>— No penalty for ranged attacks at close range</li> </ul>	<ul style="list-style-type: none"> <li>— [PvP] Deals 100% of the user's plain attack stat plus an extra 1400 as ranged attack power</li> <li>— [PvP] Light energies are increased by 1500</li> <li>— Has a 70% chance of causing [Shock]</li> <li>— No penalty for ranged attacks at close range</li> </ul>
 [PvP] Forest Power	Cooldown: 110s Attack Range: 6 cell Target: Around Enemy in 4 cell Mana: 200 mp <ul style="list-style-type: none"> <li>— [PvP] Deals 105% of the user's plain attack stat plus an extra 1900 as ranged attack power</li> <li>— [PvP] Light energies are increased by 1800</li> <li>— Has a 80% chance of causing [Cut]</li> <li>— Cannot be evaded</li> </ul>	Cooldown: 110s Attack Range: 6 cell Target: Around Enemy in 4 cell Mana: 200 mp <ul style="list-style-type: none"> <li>— [PvP] Deals 100% of the user's plain attack stat plus an extra 1900 as ranged attack power</li> <li>— [PvP] Light energies are increased by 1800</li> <li>— Has a 80% chance of causing [Cut]</li> <li>— Cannot be evaded</li> </ul>
 [PvP] Eagle Spirit	General Buff (Level 3) Duration: 600 seconds <del>[REMOVED]</del> — [PvP] Attack power is increased by 10% — [PvP] Hit rate of all attacks is increased by 198(Player Level * 2) — [PvP] Damage received is decreased by 10% Side Effect: after 0.1 seconds — The attack range is increased by 3	General Buff (Level 3) Duration: 600 seconds [NEW] — [PvP] Attack power is increased by 198(Player Level * 2) — [PvP] Hit rate of all attacks is increased by 198(Player Level * 2) — [PvP] Damage received is decreased by 10% Side Effect: after 0.1 seconds — The attack range is increased by 3






## Sunchaser




Name	Description	Original
 [PvP] Back Kick (wolf)	Cooldown: 0s Target: Select one Range: 2 cell Area: Select One Mana: 0 mp <ul style="list-style-type: none"> <li>— [PvP] Deals 110% of the user's plain attack stat plus an extra 400 as ranged attack power</li> <li>— [PvP] Light energies are increased by 800</li> <li>— [PvP] Push your opponent back 4 cell</li> <li>— Has a 100% chance of causing [Short Paralysis]</li> <li>— No penalty for ranged attacks at close range</li> </ul>	Cooldown: 0s Target: Select one Range: 2 cell Area: Select One Mana: 0 mp <ul style="list-style-type: none"> <li>— [PvP] Deals 105% of the user's plain attack stat plus an extra 400 as ranged attack power</li> <li>— [PvP] Light energies are increased by 800</li> <li>— [PvP] Push your opponent back 4 cell</li> <li>— Has a 100% chance of causing [Short Paralysis]</li> <li>— No penalty for ranged attacks at close range</li> </ul>

 [PvP] Wolf Pack (wolf)	Cooldown: 0s Target: Select one Range: 9 cell Area: Around Enemies in 1 cell Mana: 80 mp — [PvP] Deals 115% of the user's plain attack stat plus an extra 500 as ranged attack power — [PvP] Light energies are increased by 800 — Has a 80% chance of causing  [PvP] Wounding Light — No penalty for ranged attacks at close range	Cooldown: 0s Target: Select one Range: 9 cell Area: Around Enemies in 1 cell Mana: 80 mp — [PvP] Deals 110% of the user's plain attack stat plus an extra 500 as ranged attack power — [PvP] Light energies are increased by 800 — Has a 80% chance of causing  [PvP] Wounding Light — No penalty for ranged attacks at close range
 [PvP] Whirling Wolf (wolf)	Cooldown: 0.0s Target: Around enemies in 3 cell Range: 2 cell Area: None Mana: 0 mp — [PvP] Deals 110% of the user's plain attack stat plus an extra 350 as ranged attack power — [PvP] Light energies are increased by 600 — Has a 60% chance of causing  [PvP] Wounding Light — No penalty for ranged attacks at close range	Cooldown: 0.0s Target: Around enemies in 3 cell Range: 2 cell Area: None Mana: 0 mp — [PvP] Deals 105% of the user's plain attack stat plus an extra 350 as ranged attack power — [PvP] Light energies are increased by 600 — Has a 60% chance of causing  [PvP] Wounding Light — No penalty for ranged attacks at close range




## Tide Lord


Name	Description	Original
 [PvP] Small Waterfall	Debuff (Level 2) Duration: 5.0 seconds — [PvP] Water resistance is decreased by 10 — Movement speed is decreased by 1	Debuff (Level 2) Duration: 5.0 seconds — [PvP] Water resistance is decreased by 5 — Movement speed is decreased by 1
 [PvP] Waterfall	Debuff (Level 2) Duration: 5.0 seconds — [PvP] Water resistance is decreased by 20 — Movement speed is decreased by 2	Debuff (Level 2) Duration: 5.0 seconds — [PvP] Water resistance is decreased by 10 — Movement speed is decreased by 2
 [PvP] Large Waterfall	Debuff (Level 4) Duration: 12.0 seconds — [PvP] Water resistance is decreased by 30 — [PvP] Magic defence decreases by 198 (Player Level*2)	Debuff (Level 4) Duration: 12.0 seconds — [PvP] Water resistance is decreased by 20 — [PvP] Magic defence decreases by 198 (Player Level*2)




	— Movement speed is decreased by 2	— Movement speed is decreased by 2
 [PvP] Song of the Sirens	Debuff (Level 5) Duration: 5.0 seconds  — [PvP] Water resistance is decreased by 20 — No attack possible — Movement impossible	Debuff (Level 5) Duration: 5.0 seconds  — [PvP] Water resistance is decreased by <b>10</b> — No attack possible — Movement impossible
 [PvP] Water Bubble	Cooldown: 20.0s	Cooldown: <b>30.0s</b>
 [PvP] Water Plating	Buff (Level 5) Duration: 6.0 seconds  <b>[REMOVED]</b> — [PvP] Protection against level 5 or lower debuffs is increased by 30% — Cannot receive negative effects from level 4 or lower	Buff (Level 5) Duration: 6.0 seconds  — Cannot receive negative effects from level 4 or lower

### Gravity


Name	Description	Original
 [PvP] Orbiting	General Buff (Level 4) Duration: 6 seconds  — [PvP] Damage caused by magic attacks is increased by 15% — Has a 100% chance of ignoring 800 defence from the enemy  Side Effect: after 0.1 seconds — MP consumption is increased by 200%	General Buff (Level 4) Duration: 6 seconds  — [PvP] Damage caused by magic attacks is increased by 15% — Has a 100% chance of ignoring 800 defence from the enemy  Side Effect: after 0.1 seconds <b>[NEW]</b> — Disappears upon landing a hit — MP consumption is increased by 200%


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
Name	Description	Original
 [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	General Buff (Level 4) Duration: 70 seconds  <b>[NEW]</b> — [PvP] Damage received is decreased by 10% — Depending on your Heat Points, your attack range is increased from 1 to 5

	2% to 10%	— Depending on your Heat Points, your attack power is increased from 2% to 10%
 [PvP] Shock Grenade	Cooldown: 6.0s Target: Select one Range: 8 cell Area: Around enemies in 1 field Mana: 60 mp  — [PvP] Deals 100% of the user's plain attack stat plus an extra 400 as ranged attack power — [PvP] Fire energies are increased by 400 — [PvP] Push your opponent back 4 field(s) — Has a 70% chance of causing  Short Paralysis — You receive 5 Heat Points.	Cooldown: 6.0s Target: Select one Range: 8 cell Area: Around enemies in 1 field Mana: 60 mp  — [PvP] Deals 100% of the user's plain attack stat plus an extra 400 as ranged attack power — [PvP] Fire energies are increased by 400 — [PvP] Push your opponent back 4 field(s) — Has a 70% chance of causing  Short Blackout — You receive 5 Heat Points.

## Berserker

Name	Description	Original
 [PvP] Berserker	General Buff (Level 1) Duration: 600 seconds  — [PvP] Attack power is increased by 20% — [PvP] Converts 10% of the damage caused into HP healing — Movement speed is increased by 2  Side effect: after 0.1 seconds — [PvP] Defence is decreased by 25% — Every 4 seconds: [PvP] Decreases 1% HP	General Buff (Level 1) Duration: 600 seconds  — [PvP] Attack power is increased by <b>30%</b> — [PvP] Converts 10% of the damage caused into HP healing — Movement speed is increased by 2  Side effect: after 0.1 seconds — [PvP] Defence is decreased by 25% — Every 4 seconds: [PvP] Decreases 1% HP

Name	Description	Original
 [PvP] Lion Loa Sekraz Stone Armour	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	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 <b>55%</b> of the enemy's total — Maximum HP is increased by 10000 — All elemental resistances are increased by 20

 <p>[PvP] Orc Warrior Bone Armour</p>	<p>Melee Defence: 1031 Ranged Defence: 857 Magic Defence: 880 Evade: 550</p> <ul style="list-style-type: none"> <li>— [PvP] Chance of receiving critical hits is decreased by 28% of the enemy's total</li> <li>— [PvP] Damage received from critical hits is decreased by 70% of the enemy's total</li> <li>— Maximum HP is increased by 12500</li> <li>— All elemental resistances are increased by 30</li> </ul>	<p>Melee Defence: 1031 Ranged Defence: 857 Magic Defence: 880 Evade: 550</p> <ul style="list-style-type: none"> <li>— [PvP] Chance of receiving critical hits is decreased by 28% of the enemy's total</li> <li>— [PvP] Damage received from critical hits is decreased by 65% of the enemy's total</li> <li>— Maximum HP is increased by 12500</li> <li>— All elemental resistances are increased by 30</li> </ul>
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