






Ranger

Name	Original	New
 Card Passive		[NEW] — Movement speed +1
 [PvP] Archery	Cooldown: 0.6s CastTime: 0.1s Attack Range: 11 cell Target: Select One Mana: 0 mp — [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	Cooldown: 0.6s CastTime: 0.0s Attack Range: 11 cell Target: Select One Mana: 0 mp — [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



Destroyer

Name	Original	New
 Card Passive		[NEW] — Movement speed +1



Wild Keeper

Name	Old	New
 [PvP] Eagle Spirit	— [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	— [PvP] Hit rate of all attacks is increased by 198 (Player Level * 2) — [PvP] Damage received is decreased by 15% Side Effect: after 0.1 seconds — The attack range is increased by 3




Fire Cannoneer

Name	Original	New
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 Card Passive	— Movement speed +1	— Movement speed +2
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Scout

Name	Original	New
 Card Passive		[NEW] — Movement speed +1







Sunchaser

Name	Original	New
 Card Passive	— Movement speed +1	— Movement speed +2



Flame Druid

Name	Original	New
 [PvP] Bucking Blow	— [PvP] Deals 80% of the user's plain attack stat plus an extra 650 as melee attack power — [PvP] Damage is increased by 6% of the enemy's current HP	— [PvP] Deals 75% of the user's plain attack stat plus an extra 650 as melee attack power — [PvP] Damage is increased by 4% of the enemy's current HP
 [PvP] Firequake	— [PvP] Damage is increased by 10% of the enemy's current HP	— [PvP] Damage is increased by 8% of the enemy's current HP
 [PvP] Stomp	— [PvP] Damage is increased by 5% of the enemy's current HP	— [PvP] Damage is increased by 4% of the enemy's current HP
 [PvP] Blazing Leap	— [PvP] Damage is increased by 5% of the enemy's current HP	— [PvP] Damage is increased by 4% of the enemy's current HP