

















## Tide Lord

Name	Original	New
 [PvP] Thunder Trident	— [PvP] Deals 85% of the user's plain attack stat plus an extra 135 as magic attack power	— [PvP] Deals <b>80%</b> of the user's plain attack stat plus an extra 135 as magic attack power
 [PvP] Typhoon	— [PvP] Deals 100% of the user's plain attack stat plus an extra 300 as magic attack power	— [PvP] Deals <b>95%</b> of the user's plain attack stat plus an extra 300 as magic attack power
 [PvP] Lightning Strike	— [PvP] Deals 105% of the user's plain attack stat plus an extra 550 as magic attack power — Has a 50% chance of causing  [PvP] Electric Shock]	— [PvP] Deals <b>100%</b> of the user's plain attack stat plus an extra 550 as magic attack power — Has a <b>30%</b> chance of causing  [PvP] Electric Shock]
 [PvP] Double Lightning	— [PvP] Deals 106% of the user's plain attack stat plus an extra 750 as magic attack power — Has a 40% chance of invoking the combo  [PvP] Lightning Storm	— [PvP] Deals <b>105%</b> of the user's plain attack stat plus an extra 750 as magic attack power — Has a <b>20%</b> chance of invoking the combo  [PvP] Lightning Storm



## Gravity

Name	Original	New
 [PvP] Telekinesis	— [PvP] Deals 85% of the user's plain attack stat plus an extra 100 as magic attack power	— [PvP] Deals <b>80%</b> of the user's plain attack stat plus an extra 100 as magic attack power
 [PvP] Black Hole	— [PvP] Deals 125% of the user's plain attack stat plus an extra 800 as magic attack power	— [PvP] Deals <b>120%</b> of the user's plain attack stat plus an extra 800 as magic attack power
 [PvP] Squash	— Has a 35% chance of causing  [PvP] Deadly Blackout]	— Has a <b>25%</b> chance of causing  [PvP] Deadly Blackout]
 [PvP] Rapid Escape	— [PvP] Deals 105% of the user's plain attack stat plus an extra 500 as magic attack power	— [PvP] Deals <b>95%</b> of the user's plain attack stat plus an extra 500 as magic attack power



## Dragon Knight

Name	Original	New
[PvP] Light of Protection	[REMOVED] — [PvP] Damage received is decreased by 10%	



## Gladiator

Name	Original	New
Loser's Sigh	— Damage received is increased by 25% if the enemy attacks with  [PvP] Execution	— Damage received is increased by 20% if the enemy attacks with  [PvP] Execution
[PvP] Double Blow	— Has a 30% chance of inflicting critical hits	— Has a 50% chance of inflicting critical hits
[PvP] Shield Attack	[REMOVED] — Has a 30% chance of causing  Knockdown]	[NEW] — Has a 100% chance of causing  Knockdown] (ignores debuff protection)
[PvP] Iron Roll	[REMOVED] — Has a 100% chance of causing  Knockdown] (ignores debuff protection)	[NEW] — Has a 50% chance of causing  Knockdown]
Knockdown	[REMOVED] — Disappears upon receiving a hit	
[PvP] Victory Cry	— [PvP] Attack power is increased by 15% — [PvP] Critical damage is increased by 20%	— [PvP] Attack power is increased by 10% — [PvP] Critical damage is increased by 15%










## Ranger





Name	Original	New
Card passive	[REMOVED] — Movement speed + 1	
[PvP] Archery	CastTime: 0.0 seconds	CastTime: 0.1 seconds




Seer

Name	Original	New
 [PvP] Strong Dark Energy	— [PvP] There's a 50% chance that damage received from magic attacks is increased by 35%	— [PvP] There's a 50% chance that damage received from magic attacks is increased by <b>25%</b>
 [PvP] Dark Energy	— [PvP] There's a 40% chance that damage received from magic attacks is increased by 25%	— [PvP] There's a 40% chance that damage received from magic attacks is increased by <b>15%</b>
 [PvP] Weak Dark Energy	— [PvP] There's a 35% chance that damage received from magic attacks is increased by 20%	— [PvP] There's a 35% chance that damage received from magic attacks is increased by <b>10%</b>


Name	Original	New
 Feron (Fire)	<b>[REMOVED]</b> — [PvP] Increases damage against players of the Angel faction by 10%. <b>[REMOVED]</b> — [PvP] Increases damage against players of the Demon faction by 10%. <b>[REMOVED]</b> — Attack power is increased by 5% — [PvE] Damage in Heroic Raids is increased by 10% — Damage received is decreased by 10%	<b>[NEW]</b> — [PvP] Damage caused is increased by 10% — [PvE] Damage in Heroic Raids is increased by 10% — Damage received is decreased by 10%
 Feron (Water)	<b>[REMOVED]</b> — [PvP] Increases damage against players of the Angel faction by 10%. <b>[REMOVED]</b> — [PvP] Increases damage against players of the Demon faction by 10%. <b>[REMOVED]</b> — Attack power is increased by 5% — [PvE] Damage in Heroic Raids is increased by 10% — Damage received is decreased by 10%	<b>[NEW]</b> — [PvP] Damage caused is increased by 10% — [PvE] Damage in Heroic Raids is increased by 10% — Damage received is decreased by 10%
 Feron (Light)	<b>[REMOVED]</b> — [PvP] Increases damage against players of the Angel faction by 10%. <b>[REMOVED]</b> — [PvP] Increases damage against players of the Demon faction by 10%. <b>[REMOVED]</b> — Attack power is increased by 5% — [PvE] Damage in Heroic Raids is increased by 10% — Damage received is decreased by 10%	<b>[NEW]</b> — [PvP] Damage caused is increased by 10% — [PvE] Damage in Heroic Raids is increased by 10% — Damage received is decreased by 10%
 Feron (Shadow)	<b>[REMOVED]</b> — [PvP] Increases damage against players of the Angel faction by 10%. <b>[REMOVED]</b> — [PvP] Increases damage against players of the Demon faction by 10%. <b>[REMOVED]</b> — Attack power is increased by 5% — [PvE] Damage in Heroic Raids is increased by 10%	<b>[NEW]</b> — [PvP] Damage caused is increased by 10% — [PvE] Damage in Heroic Raids is increased by 10% — Damage received is decreased by 10%

	— Damage received is decreased by 10%	
 [PvP] Feron (Fire)	<b>[REMOVED]</b> — [PvP] Increases damage against players of the Angel faction by 10%. <b>[REMOVED]</b> — [PvP] Increases damage against players of the Demon faction by 10%. <b>[REMOVED]</b> — [PvP] Attack power is increased by 5% — [PvP] Damage received is decreased by 10%	<b>[NEW]</b> — [PvP] Damage caused is increased by 10% — Damage received is decreased by 10%
 [PvP] Feron (Water)	<b>[REMOVED]</b> — [PvP] Increases damage against players of the Angel faction by 10%. <b>[REMOVED]</b> — [PvP] Increases damage against players of the Demon faction by 10%. <b>[REMOVED]</b> — [PvP] Attack power is increased by 5% — [PvP] Damage received is decreased by 10%	<b>[NEW]</b> — [PvP] Damage caused is increased by 10% — Damage received is decreased by 10%
 [PvP] Feron (Light)	<b>[REMOVED]</b> — [PvP] Increases damage against players of the Angel faction by 10%. <b>[REMOVED]</b> — [PvP] Increases damage against players of the Demon faction by 10%. <b>[REMOVED]</b> — [PvP] Attack power is increased by 5% — [PvP] Damage received is decreased by 10%	<b>[NEW]</b> — [PvP] Damage caused is increased by 10% — Damage received is decreased by 10%
 [PvP] Feron (Shadow)	<b>[REMOVED]</b> — [PvP] Increases damage against players of the Angel faction by 10%. <b>[REMOVED]</b> — [PvP] Increases damage against players of the Demon faction by 10%. <b>[REMOVED]</b> — [PvP] Attack power is increased by 5% — [PvP] Damage received is decreased by 10%	<b>[NEW]</b> — [PvP] Damage caused is increased by 10% — Damage received is decreased by 10%


Name	Original	New
 [Novice] Plunger Hat	<b>[REMOVED]</b> — Protection against level 4 or lower debuffs is increased by 10% <b>[REMOVED]</b> — Attack power is increased by 60 <b>[REMOVED]</b> — All enemy's elemental resistances are decreased by 6	<b>[NEW]</b> — [PvE] Attack power is increased by 80 <b>[NEW]</b> — [PvE] All elemental energies are increased by 80


Name	Original	New
 Trickery	Duration: 6 seconds  <b>[REMOVED]</b> — Always inflicts critical hits. — Sneak in — Removes all debuffs up to level 4	Duration: <b>4</b> seconds  <b>[NEW]</b> — Has a 100% chance of removing all stunning effects — Sneak in — Removes all debuffs up to level <b>3</b>




	Side Effect: after 0.1 seconds — Ambush attacks cause 594 (Player Level * 6) additional damage. — Disappears upon landing a hit	Side Effect: after 0.1 seconds — Ambush attacks cause 594 (Player Level * 6) additional damage. — Disappears upon landing a hit
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Name	Original	New
 Strong Armour Break	— Every 2 seconds: Decreases 792 (Player Level * 8) HP — Defence is decreased by 594 (Player Level * 6)	— Every 2 seconds: Decreases 594 (Player Level * 6) HP — Defence is decreased by 396 (Player Level * 4)




Name	Original	New
 Hunting	Duration: 6 seconds	Duration: 4 seconds




Name	Original	New
 Shadow Mark	General Debuff (Level 4) Duration: 10 seconds  — [PvP] Damage received is increased by 30% — [PvP] Critical damage received is increased by 40%	General Debuff (Level 4) Duration: 4 seconds  — [PvP] Damage received is increased by 25% — [PvP] Critical damage received is increased by 20%



Name	Original	New
 Phoenix Costume Wings	— When attacking, there's a 10% chance to cast phoenix flame that deals 35% of the original attack's damage	— When attacking, there's a 20% chance to cast phoenix flame that deals 15% of the original attack's damage


Name	Original	New
 Winter Sword (Permanent)  Winter Bow (Permanent)  Winter Wand (Permanent)	— When attacking, there's a 30% chance to cast a freezing blast that deals 10% of the original attack's damage	— When attacking, there's a 25% chance to cast a freezing blast that deals 10% of the original attack's damage

 Winter Gauntlets (Permanent)		
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Name	Original	New
 [PvP] Forgotten Hero's Arrowhead I	— [PvP] Final damage caused is increased by 3% of the user's plain attack stat (max. 30%)	— [PvP] Final damage caused is increased by <b>4%</b> of the user's plain attack stat (max. 30%)
 [PvP] Forgotten Hero's Arrowhead II	— [PvP] Critical chance is increased by 3% — [PvP] Final damage caused is increased by 5% of the user's plain attack stat (max. 30%)	— [PvP] Critical chance is increased by <b>4%</b> — [PvP] Final damage caused is increased by <b>10%</b> of the user's plain attack stat (max. 30%)
 [PvP] Forgotten Hero's Arrowhead III	— [PvP] Critical chance is increased by 5% — [PvP] Final damage caused is increased by 10% of the user's plain attack stat (max. 30%)	— [PvP] Critical chance is increased by <b>7%</b> — [PvP] Final damage caused is increased by <b>20%</b> of the user's plain attack stat (max. 30%)

Name	Original	New
 [PvP] Rusty Knife Edge I	— [PvP] Cooldown of skills is decreased by 1% (max. 20%) — [PvP] Critical damage is increased by 3%	— [PvP] Cooldown of skills is decreased by <b>2%</b> (max. 20%) — [PvP] Critical damage is increased by <b>4%</b>
 [PvP] Rusty Knife Edge II	— [PvP] Cooldown of skills is decreased by 2% (max. 20%) — [PvP] Critical damage is increased by 6%	— [PvP] Cooldown of skills is decreased by <b>5%</b> (max. 20%) — [PvP] Critical damage is increased by <b>8%</b>
 [PvP] Rusty Knife Edge III	— [PvP] Cooldown of skills is decreased by 5% (max. 20%) — [PvP] Critical damage is increased by 12%	— [PvP] Cooldown of skills is decreased by <b>10%</b> (max. 20%) — [PvP] Critical damage is increased by <b>15%</b>

Name	Original	New
 [PvP] Viking Axe I	— [PvP] Attack power is increased by 15 — [PvP] Defence is increased by 15 — [PvP] Cooldown of skills is decreased by 1% (max. 20%)	— [PvP] Attack power is increased by <b>40</b> — [PvP] Defence is increased by <b>40</b> — [PvP] Cooldown of skills is decreased by <b>2%</b> (max. 20%)
 [PvP] Viking Axe II	— [PvP] Attack power is increased by 30 — [PvP] Defence is increased by 30 — [PvP] Cooldown of skills is decreased by 2% (max. 20%)	— [PvP] Attack power is increased by <b>80</b> — [PvP] Defence is increased by <b>80</b> — [PvP] Cooldown of skills is decreased by <b>5%</b> (max. 20%)

 III [PvP] Viking Axe	<ul style="list-style-type: none"><li>— [PvP] Attack power is increased by 50</li><li>— [PvP] Defence is increased by 50</li><li>— [PvP] Cooldown of skills is decreased by 5% (max. 20%)</li></ul>	<ul style="list-style-type: none"><li>— [PvP] Attack power is increased by 150</li><li>— [PvP] Defence is increased by 150</li><li>— [PvP] Cooldown of skills is decreased by 10% (max. 20%)</li></ul>
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