









Rebalance - PvP Equipment






Main Weapon

Name	Original	New
 [PvP] Lion Loa Sword	Damage: 1094~1139 Critical Chance: 16 Critical Damage: 240 — There's a 40% chance of increasing damage caused by 45% — [PvP] All elemental energies are increased by 280 — [PvP] All enemy's elemental resistances are increased by 25%	Damage: 750~790 Critical Chance: 11 Critical Damage: 200 — There's a 15% chance of increasing damage caused by 35% — [PvP] All elemental energies are increased by 280 — [PvP] All enemy's elemental resistances are increased by 25%
 [PvP] Magic Sword of Belial	Damage: 1160~1190 Critical Chance: 18 Critical Damage: 260 — There's a 40% chance of increasing damage caused by 50% — [PvP] All elemental energies are increased by 320 — [PvP] All enemy's elemental resistances are increased by 30%	Damage: 850~890 Critical Chance: 16 Critical Damage: 215 — There's a 20% chance of increasing damage caused by 40% — [PvP] All elemental energies are increased by 320 — [PvP] All enemy's elemental resistances are increased by 30%
 [PvP] Eagle Loa Bow	Damage: 1600~1650 Critical Chance: 18 Critical Damage: 230 — There's a 35% chance of increasing damage caused by 55% — [PvP] All elemental energies are increased by 250 — [PvP] All enemy's elemental resistances are increased by 25%	Damage: 630~680 Critical Chance: 22 Critical Damage: 170 — There's a 25% chance of increasing damage caused by 30% — [PvP] All elemental energies are increased by 250 — [PvP] All enemy's elemental resistances are increased by 25%
 [PvP] Belial's Cursed Bow	Damage: 1700~1750 Critical Chance: 18 Critical Damage: 230 — There's a 40% chance of increasing damage caused by 55% — [PvP] All elemental energies are increased by 290 — [PvP] All enemy's elemental resistances are increased by 30%	Damage: 730~780 Critical Chance: 26 Critical Damage: 200 — There's a 25% chance of increasing damage caused by 40% — [PvP] All elemental energies are increased by 290 — [PvP] All enemy's elemental resistances are increased by 30%

 [PvP] Snake Loa Staff	<p>Damage: 1110~1150</p> <ul style="list-style-type: none"> — There's a 25% chance of increasing damage caused by 60% — [PvP] All elemental energies are increased by 500 — [PvP] All enemy's elemental resistances are increased by 25% — [PvP] Maximum MP is increased by 8500 	<p>Damage: 650-710</p> <ul style="list-style-type: none"> — There's a 25% chance of increasing damage caused by 50% — [PvP] All elemental energies are increased by 500 — [PvP] All enemy's elemental resistances are increased by 25% — [PvP] Maximum MP is increased by 8500
 [PvP] Spirit King's Staff	<p>Damage: 1160~1210</p> <ul style="list-style-type: none"> — There's a 25% chance of increasing damage caused by 65% — [PvP] All elemental energies are increased by 550 — [PvP] All enemy's elemental resistances are increased by 30% — [PvP] Maximum MP is increased by 9000 	<p>Damage: 800-840</p> <ul style="list-style-type: none"> — There's a 25% chance of increasing damage caused by 60% — [PvP] All elemental energies are increased by 550 — [PvP] All enemy's elemental resistances are increased by 30% — [PvP] Maximum MP is increased by 9000
 [PvP] Bear Loa Gauntlets	<p>Damage: 1099~1139 Critical Chance: 22 Critical Damage: 230</p> <ul style="list-style-type: none"> — There's a 40% chance of increasing damage caused by 50% — [PvP] All elemental energies are increased by 260 — [PvP] All enemy's elemental resistances are increased by 25% — [PvP] There's a 5% chance to ignore 10% of the target's defence 	<p>Damage: 680~740 Critical Chance: 16 Critical Damage: 190</p> <ul style="list-style-type: none"> — There's a 20% chance of increasing damage caused by 35% — [PvP] All elemental energies are increased by 260 — [PvP] All enemy's elemental resistances are increased by 25% — [PvP] There's a 5% chance to ignore 10% of the target's defence
 [PvP] Beast King's Gauntlets	<p>Damage: 1149~1189 Critical Chance: 24 Critical Damage: 240</p> <ul style="list-style-type: none"> — [PvP] There's a 5% chance to ignore 10% of the target's defence — There's a 40% chance of increasing damage caused by 55% — [PvP] All elemental energies are increased by 300 — [PvP] All enemy's elemental resistances are increased by 30% — [PvP] There's a 5% chance to ignore 10% of the target's defence 	<p>Damage: 780~830 Critical Chance: 20 Critical Damage: 200</p> <ul style="list-style-type: none"> — There's a 25% chance of increasing damage caused by 45% — [PvP] All elemental energies are increased by 300 — [PvP] All enemy's elemental resistances are increased by 30% — [PvP] There's a 5% chance to ignore 10% of the target's defence

Secondary Weapon





Name	Original	New
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 <p>[PvP] Lion Loa Crossbow</p>	<p>Damage: 1038~1088 Critical Chance: 20 Critical Damage: 220</p> <ul style="list-style-type: none"> — There's a 15% chance of increasing damage caused by 25% — [PvP] All elemental energies are increased by 220 — [PvP] All enemy's elemental resistances are increased by 15% — [PvP] Attack power is increased by 220 	<p>Damage: 688~728 Critical Chance: 16 Critical Damage: 190</p> <ul style="list-style-type: none"> — There's a 20% chance of increasing damage caused by 15% — [PvP] All elemental energies are increased by 220 — [PvP] All enemy's elemental resistances are increased by 15% — [PvP] Attack power is increased by 220
 <p>[PvP] Beast King's Crossbow</p>	<p>Damage: 1088~1128 Critical Chance: 22 Critical Damage: 230</p> <ul style="list-style-type: none"> — There's a 15% chance of increasing damage caused by 35% — [PvP] All elemental energies are increased by 250 — [PvP] All enemy's elemental resistances are increased by 20% — [PvP] Attack power is increased by 250 	<p>Damage: 788~828 Critical Chance: 18 Critical Damage: 200</p> <ul style="list-style-type: none"> — There's a 30% chance of increasing damage caused by 15% — [PvP] All elemental energies are increased by 250 — [PvP] All enemy's elemental resistances are increased by 20% — [PvP] Attack power is increased by 250
 <p>[PvP] Bat Loa Dagger</p>	<p>Damage: 1258~1298 Critical Chance: 22 Critical Damage: 320</p> <ul style="list-style-type: none"> — There's a 10% chance of increasing damage caused by 40% — [PvP] All elemental energies are increased by 150 — [PvP] All enemy's elemental resistances are increased by 15% — [PvP] Hit rate of all attacks is increased by 140 	<p>Damage: 460~550 Critical Chance: 8 Critical Damage: 310</p> <ul style="list-style-type: none"> — There's a 10% chance of increasing damage caused by 30% — [PvP] All elemental energies are increased by 150 — [PvP] All enemy's elemental resistances are increased by 15% — [PvP] Hit rate of all attacks is increased by 140
 <p>[PvP] Belial's Knife</p>	<p>Damage: 1308~1348 Critical Chance: 22 Critical Damage: 340</p> <ul style="list-style-type: none"> — There's a 15% chance of increasing damage caused by 40% — [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 	<p>Damage: 490~600 Critical Chance: 10 Critical Damage: 340</p> <ul style="list-style-type: none"> — 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
 <p>[PvP] Snake Loa Spell Gun</p>	<p>Damage: 1052~1092 Critical Chance: 19 Critical Damage: 242</p> <ul style="list-style-type: none"> — There's a 25% chance of increasing damage caused by 40% 	<p>Damage: 550~600 Critical Chance: 18 Critical Damage: 180 Hit rate: 816</p> <ul style="list-style-type: none"> — There's a 30% chance of increasing damage

	<ul style="list-style-type: none"> — [PvP] All elemental energies are increased by 200 — [PvP] All enemy's elemental resistances are increased by 15% — [PvP] Maximum MP is increased by 2500 	<ul style="list-style-type: none"> caused by 20% — [PvP] All elemental energies are increased by 200 — [PvP] All enemy's elemental resistances are increased by 15% — [PvP] Maximum MP is increased by 2500
 [PvP] Spirit King's Eternal Flame	Damage: 1102~1242 Critical Chance: 21 Critical Damage: 252 Hit rate: 616 <ul style="list-style-type: none"> — There's a 25% chance of increasing damage caused by 45% — [PvP] All elemental energies are increased by 250 — [PvP] All enemy's elemental resistances are increased by 20% — [PvP] Maximum MP is increased by 3000 	Damage: 650~700 Critical Chance: 20 Critical Damage: 190 Hit rate: 816 <ul style="list-style-type: none"> — There's a 35% chance of increasing damage caused by 20% — [PvP] All elemental energies are increased by 250 — [PvP] All enemy's elemental resistances are increased by 20% — [PvP] Maximum MP is increased by 3000
 [PvP] Blessed Sekraz Jade Token	Damage: 833~873 Critical Chance: 12 Critical Damage: 120 <ul style="list-style-type: none"> — There's a 15% chance of increasing damage caused by 45% — [PvP] All elemental energies are increased by 140 — [PvP] All enemy's elemental resistances are increased by 15% — [PvP] Attack power is increased by 220 — [PvP] Hit rate of all attacks is increased by 180 	Damage: 783~823 Critical Chance: 13 Critical Damage: 120 <ul style="list-style-type: none"> — There's a 10% chance of increasing damage caused by 35% — [PvP] All elemental energies are increased by 140 — [PvP] All enemy's elemental resistances are increased by 15% — [PvP] Attack power is increased by 220 — [PvP] Hit rate of all attacks is increased by 180
 [PvP] Bear Loa Token	Damage: 883~923 Critical Chance: 14 Critical Damage: 130 <ul style="list-style-type: none"> — There's a 15% chance of increasing damage caused by 50% — [PvP] All elemental energies are increased by 140 — [PvP] All enemy's elemental resistances are increased by 20% — [PvP] Attack power is increased by 220 — [PvP] Hit rate of all attacks is increased by 200 	Damage: 883~923 Critical Chance: 14 Critical Damage: 130 <ul style="list-style-type: none"> — There's a 10% chance of increasing damage caused by 40% — [PvP] All elemental energies are increased by 140 — [PvP] All enemy's elemental resistances are increased by 20% — [PvP] Attack power is increased by 240 — [PvP] Hit rate of all attacks is increased by 200

Armour

Name	Original	New
 [PvP] Lion Loa Sekraz Stone Armour	Melee Defence: 1041 Ranged Defence: 917 Magic Defence: 700	Melee Defence: 731 Ranged Defence: 557 Magic Defence: 580

	<p>Evade: 480</p> <p>— [PvP] Chance of receiving critical hits is increased by 10%</p> <p>— [PvP] Damage received from critical hits is decreased by 65%</p> <p>— Maximum HP is increased by 18000</p> <p>— All elemental resistances are increased by 20</p>	<p>Evade: 480</p> <p>[NEW] — [PvP] Chance of receiving critical hits is decreased by 15% of the enemy's total</p> <p>[NEW] — [PvP] Damage received from critical hits is decreased by 60% of the enemy's total</p> <p>— Maximum HP is increased by 10000</p> <p>— All elemental resistances are increased by 20</p>
 [PvP] Orc Warrior Bone Armour	<p>Melee Defence: 1071</p> <p>Ranged Defence: 947</p> <p>Magic Defence: 730</p> <p>Evade: 550</p> <p>[REMOVED] — [PvP] Chance of receiving critical hits is increased by 16%</p> <p>[REMOVED] — [PvP] Damage received from critical hits is decreased by 70%</p> <p>— Maximum HP is increased by 20000</p> <p>— All elemental resistances are increased by 30</p>	<p>Melee Defence: 831</p> <p>Ranged Defence: 657</p> <p>Magic Defence: 680</p> <p>Evade: 550</p> <p>[NEW] — [PvP] Chance of receiving critical hits is decreased by 24% of the enemy's total</p> <p>[NEW] — [PvP] Damage received from critical hits is decreased by 70% of the enemy's total</p> <p>— Maximum HP is increased by 12500</p> <p>— All elemental resistances are increased by 30</p>
 [PvP] Eagle Loa Leather Armour	<p>Melee Defence: 727</p> <p>Ranged Defence: 897</p> <p>Magic Defence: 764</p> <p>Evade: 774</p> <p>— [PvP] Chance of receiving critical hits is increased by 10%</p> <p>— [PvP] Damage received from critical hits is decreased by 50%</p> <p>— Maximum HP is increased by 15000</p> <p>— All elemental resistances are increased by 20</p>	<p>Melee Defence: 567</p> <p>Ranged Defence: 707</p> <p>Magic Defence: 644</p> <p>Evade: 580</p> <p>[NEW] — [PvP] Chance of receiving critical hits is decreased by 16% of the enemy's total</p> <p>[NEW] — [PvP] Damage received from critical hits is decreased by 55% of the enemy's total</p> <p>— Maximum HP is increased by 12000</p> <p>— All elemental resistances are increased by 20</p>
 [PvP] Dragonscale Leather Armour	<p>Melee Defence: 757</p> <p>Ranged Defence: 927</p> <p>Magic Defence: 794</p> <p>Evade: 830</p> <p>[REMOVED] — [PvP] Chance of receiving critical hits is increased by 16%</p> <p>[REMOVED] — [PvP] Damage received from critical hits is decreased by 55%</p> <p>— Maximum HP is increased by 16000</p> <p>— All elemental resistances are increased by 30</p>	<p>Melee Defence: 667</p> <p>Ranged Defence: 807</p> <p>Magic Defence: 744</p> <p>Evade: 680</p> <p>[NEW] — [PvP] Chance of receiving critical hits is decreased by 28% of the enemy's total</p> <p>[NEW] — [PvP] Damage received from critical hits is decreased by 65% of the enemy's total</p> <p>— Maximum HP is increased by 14000</p> <p>— All elemental resistances are increased by 30</p>
 [PvP] Snake Loa Battle Gear	<p>Melee Defence: 746</p> <p>Ranged Defence: 841</p> <p>Magic Defence: 1004</p> <p>Evade: 504</p> <p>— [PvP] Chance of receiving critical hits is increased by 10%</p> <p>— [PvP] Damage received from critical hits is decreased by 40%</p>	<p>Melee Defence: 586</p> <p>Ranged Defence: 701</p> <p>Magic Defence: 884</p> <p>Evade: 504</p> <p>[NEW] — [PvP] Chance of receiving critical hits is decreased by 16% of the enemy's total</p> <p>[NEW] — [PvP] Damage received from critical hits is decreased by 50% of the enemy's total</p>

	<ul style="list-style-type: none"> — Maximum HP is increased by 16500 — All elemental resistances are increased by 20 	<ul style="list-style-type: none"> — Maximum HP is increased by 11000 — All elemental resistances are increased by 20
 [PvP] Robe of Kings	Melee Defence: 776 Ranged Defence: 871 Magic Defence: 1034 Evade: 554 [REMOVED] — [PvP] Chance of receiving critical hits is increased by 16% [REMOVED] — [PvP] Damage received from critical hits is decreased by 45% — Maximum HP is increased by 16500 — All elemental resistances are increased by 30	Melee Defence: 686 Ranged Defence: 801 Magic Defence: 984 Evade: 554 [NEW] — [PvP] Chance of receiving critical hits is decreased by 28% of the enemy's total [NEW] — [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: 966 Ranged Defence: 832 Magic Defence: 680 Evade: 528 — [PvP] Chance of receiving critical hits is increased by 16% — [PvP] Damage received from critical hits is decreased by 55% — Maximum HP is increased by 18000 — All elemental resistances are increased by 20	Melee Defence: 656 Ranged Defence: 562 Magic Defence: 520 Evade: 528 [NEW] — [PvP] Chance of receiving critical hits is decreased by 14% of the enemy's total [NEW] — [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: 996 Ranged Defence: 852 Magic Defence: 720 Evade: 578 [REMOVED] — [PvP] Chance of receiving critical hits is increased by 20% [REMOVED] — [PvP] Damage received from critical hits is decreased by 60% — Maximum HP is increased by 19000 — All elemental resistances are increased by 30	Melee Defence: 756 Ranged Defence: 692 Magic Defence: 620 Evade: 578 [NEW] — [PvP] Chance of receiving critical hits is decreased by 26% of the enemy's total [NEW] — [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