


Rebalance - Specialist Cards

[Negative Effects](#)
[Positive Effects](#)






Warrior

Role:
Main: Tank.

Name	Description	Original	New
 [PvP] Two-Handed Sword Attack	Note: The third animation has been removed	Cooldown: 0.5s Attack Range: 2 cell Target: Around Enemy in 1 cell Mana: 0 mp [REMOVED] — Melee attack power is increased by 80 [REMOVED] — Fire energies are increased by 180	Cooldown: 0.5s Attack Range: 1 cell Target: Select One Mana: 0 mp [NEW] — [PvP] Deals 100% of the user's plain attack stat plus an extra 140 as melee attack power [NEW] — [PvP] Fire energies are increased by 180
 [PvP] Triple Slash		Cooldown: 6s Attack Range: 2 cell Target: Around Enemy in 1 cell Mana: 20 mp [REMOVED] — Melee attack power is increased by 700 [REMOVED] — Fire energies are increased by 400 [REMOVED] — There is a 30% chance of causing  Weaken Defence Power [REMOVED] — There is a 100% chance that every attack hits.	Cooldown: 6s Attack Range: 1 cell Target: Select One Mana: 20 mp [NEW] — [PvP] Deals 115% of the user's plain attack stat plus an extra 900 as melee attack power [NEW] — [PvP] Fire energies are increased by 400 [NEW] — Has a 100% chance of inflicting  [PvP] Grievous Wounds on your opponent
 [PvP] Finishing Blow		Cooldown: 15s Attack Range: 4 cell Target: Special Area Mana: 65 mp	Cooldown: 15s Attack Range: 2 cell Target: Special Area Mana: 65 mp

		<p>[REMOVED] — Increases chance of inflicting critical hit by (player Level/4) %</p> <p>[REMOVED] — Melee attack power is increased by 650</p> <p>[REMOVED] — Fire energies are increased by 350</p>	<p>[NEW] — [PvP] Deals 85% of the user's plain attack stat plus an extra 700 as melee attack power</p> <p>[NEW] — [PvP] Fire energies are increased by 350</p> <p>[NEW] — [PvP] Damage is increased by 7% of the enemy's current HP</p>
 [PvP] Iron Skin		<p>Cooldown: 29s Attack Range: 0 cell Target: Select One Mana: 120 mp</p> <p>— There is a 100% chance of causing  Iron Skin</p>	<p>Cooldown: 30s Attack Range: 0 cell Target: Select One Mana: 120 mp</p> <p>— Has a 100% chance of causing [] [PvP] Iron Skin</p>
 [PvP] Whirlwind		<p>Cooldown: 15s Attack Range: 0 cell Target: Around Enemy in 4 cell Mana: 58 mp</p> <p>[REMOVED] — Melee attack power is increased by 250</p> <p>[REMOVED] — Fire energies are increased by 200</p> <p>— There is a 30% chance of causing  Blackout</p>	<p>Cooldown: 15s Attack Range: 0 cell Target: Around Enemy in 3 cell Mana: 58 mp</p> <p>[NEW] — [PvP] Deals 100% of the user's plain attack stat plus an extra 550 as melee attack power</p> <p>[NEW] — [PvP] Damage is increased by 5% of the enemy's current HP</p> <p>[NEW] — [PvP] Fire energies are increased by 200</p> <p>— Has a 100% chance of causing [] Blackout</p>
 [PvP] Provoke	Note: The animation and visual effect of this skill has been restored to the original one	<p>Cooldown: 30s Attack Range: 0 cell Target: Around Enemy in 8 cell Mana: 80 mp</p> <p>[REMOVED] — There is a 100% chance of causing  Provocation</p> <p>[REMOVED] — There is a 100% chance of causing  Paralysis</p> <p>— Attracts enemies to 1 cell from you</p>	<p>Cooldown: 30s Attack Range: 0 cell Target: Around Enemy in 8 cell Mana: 80 mp</p> <p>[NEW] — Has a 100% chance of causing [] Blackout (ignores debuff protection)</p> <p>— Attracts enemies to 1 cell from you</p>
 [PvP] Intimidate		<p>Cooldown: 20s Attack Range: 0 cell Target: Around Enemy in 8 cell Mana: 150 mp</p> <p>[REMOVED] — There is a 100% chance of causing  Total Absorption</p> <p>— There is a 100% chance of causing  Fear</p>	<p>Cooldown: 20s Attack Range: 0 cell Target: Around Enemy in 6 cell Mana: 150 mp</p> <p>— Has a 100% chance of causing [] [PvP] Fear</p>

 [PvP] Shoulder Charge		Cooldown: 8s Attack Range: 10 cell Target: Select One Mana: 100 mp [REMOVED] — There is a 60% chance of invoking the combo  Continuous Load [REMOVED] — Melee attack power is increased by 200 [REMOVED] — Fire energies are increased by 100 — There is a 25% chance of causing  Blackout	Cooldown: 13s Attack Range: 8 cell Target: Select One Mana: 100 mp [NEW] — [PvP] Deals 85% of the user's plain attack stat plus an extra 600 as melee attack power [NEW] — [PvP] Fire energies are increased by 100 — Has a 60% chance of causing  Blackout
 [PvP] Fury		Cooldown: 35s Attack Range: 0 cell Target: Around Allies in 5 cell Mana: 220 mp — There is a 100% chance of causing  Morale Increase — There is a 100% chance of causing  Sprint	
 Earth Shock	Note: The animation of this skill has been restored to the original one	Cooldown: 35s Attack Range: 0 cell Target: Around Enemy in 5 cell Mana: 140 mp [REMOVED] — Melee attack power is increased by 800 [REMOVED] — Fire energies are increased by 400 — There is a 70% chance of causing  Shock	Cooldown: 40s Attack Range: 0 cell Target: Around Enemy in 4 cell Mana: 140 mp [NEW] — [PvP] Deals 85% of the user's plain attack stat plus an extra 800 as melee attack power [NEW] — [PvP] Fire energies are increased by 400 [NEW] — [PvP] Damage is increased by 12% of the enemy's current HP — Has a 100% chance of causing  Shock
 Rising Dragon	Note: The size of this skill's visual effect has been adapted to suit the new AoE range.	Cooldown: 100s Attack Range: 3 cell Target: Around Enemy in 3 cell Mana: 180 mp [REMOVED] — Melee attack power is increased by 900 [REMOVED] — Fire energies are increased by 1500 — There is a 80% chance of causing  Destroy Shield	Cooldown: 100s Attack Range: 3 cell Target: Around Enemy in 2 cell Mana: 180 mp [NEW] — [PvP] Deals 95% of the user's plain attack stat plus an extra 900 as melee attack power [NEW] — [PvP] Fire energies are increased by 1500 [NEW] — [PvP] Damage is increased by 8% of the enemy's total HP

			<div>— Has a 100% chance of causing [ Destroy Shield]</div> <div>— Cannot be evaded</div>
<div> Continuous Load</div>	[REMOVED]	<div>Cooldown: 12s</div> <div>Attack Range: 10 cell</div> <div>Target: Select One</div> <div>Mana: 100 mp</div> <div><div>— Melee attack power is increased by 400</div><div>— Fire energies are increased by 300</div><div>— There is a 100% chance of causing  Blackout</div></div>	



Samurai













Role:


Main: Bruiser

Secondary: DPS

Name	Description	Original	New
 [PvP] Basic Slash		Cooldown: 0.6s Attack Range: 2 cell Target: Select One Mana: 0 mp [REMOVED] — Melee attack power is increased by 90 [REMOVED] — Water energies are increased by 70	Cooldown: 0.6s Attack Range: 2 cell Target: Select One Mana: 0 mp [NEW] — [PvP] Deals 100% of the user's plain attack stat plus an extra 70 as melee attack power [NEW] — [PvP] Water energies are increased by 70
 [PvP] Cross Cutting		Cooldown: 6.5s Attack Range: 2 cell Target: Select One Mana: 18 mp [REMOVED] — Melee attack power is increased by 300 [REMOVED] — Water energies are increased by 100 [REMOVED] — Chance of inflicting critical hits is increased by 30%	Cooldown: 6.5s Attack Range: 2 cell Target: Select One Mana: 18 mp [NEW] — [PvP] Deals 105% of the user's plain attack stat plus an extra 250 as melee attack power [NEW] — [PvP] Water energies are increased by 100 [NEW] — [PvP] Chance of inflicting a critical hit is increased by 50% of the user's total
 [PvP] Energy Blade		Cooldown: 8s Attack Range: 6 cell Target: Special Area Mana: 45 mp [REMOVED] — Melee attack power is increased by 150 [REMOVED] — Water energies are increased by 650 — There is a 25% chance that 20% of the remaining MP is lost.	Cooldown: 8s Attack Range: 8 cell Target: Special Area Mana: 45 mp [NEW] — [PvP] Deals 105% of the user's plain attack stat plus an extra 250 as melee attack power [NEW] — [PvP] Water energies are increased by 650 — There is a 25% chance that 20% of the remaining MP is lost.

 [PvP] Chain Attack	<p>Note: the speed of this animation has been increased slightly</p>	<p>Cooldown: 20s Attack Range: 2 cell Target: Special Area Mana: 27 mp</p> <p>[REMOVED] — Melee attack power is increased by 600 [REMOVED] — Water energies are increased by 400 — There is a 40% chance of causing  Blackout</p>	<p>Cooldown: 20s Attack Range: 2 cell Target: Special Area Mana: 27 mp</p> <p>[NEW] — [PvP] Deals 110% of the user's plain attack stat plus an extra 550 as melee attack power [NEW] — [PvP] Water energies are increased by 400 — Has a 40% chance of causing  Blackout</p>
 [PvP] Blade Protection		<p>Cooldown: 12s Attack Range: 0 cell Target: Select One Mana: 85 mp</p> <p>— There is a 100% chance of causing  [PvP] Blade Protection</p>	
 [PvP] Sword Storm		<p>Cooldown: 30s Attack Range: 1 cell Target: Around Enemy in 3 cell Mana: 80 mp</p> <p>[REMOVED] — Melee attack power is increased by 400 [REMOVED] — Water energies are increased by 500 [REMOVED] — There is a 100% chance of causing  Evade — There is a 60% chance of causing  Heavy Bleeding — There is a 70% chance of causing  Wounded Leg</p>	<p>Cooldown: 30s Attack Range: 1 cell Target: Around Enemy in 3 cell Mana: 80 mp</p> <p>[NEW] — [PvP] Deals 100% of the user's plain attack stat plus an extra 300 as melee attack power [NEW] — [PvP] Water energies are increased by 500 [NEW] — Has a 100% chance of causing  [PvP] Wind Protection — Has a 60% chance of causing  Heavy Bleeding — Has a 70% chance of causing  Wounded Leg</p>
 [PvP] Light Speed Attack		<p>Cooldown: 10s Attack Range: 9 cell Target: Select One Mana: 120 mp</p> <p>[REMOVED] — Melee attack power is increased by 400 [REMOVED] — Water energies are increased by 200 [REMOVED] — There is a 30% chance of causing  Weaken Defence Power</p>	<p>Cooldown: 8s Attack Range: 7 cell Target: Select One Mana: 120 mp</p> <p>[NEW] — [PvP] Deals 90% of the user's plain attack stat plus an extra 200 as melee attack power [NEW] — [PvP] Water energies are increased by 200</p>

		<p>[REMOVED] — There is a 60% chance of invoking the combo  You won't escape</p>	
 [PvP] Breath of Recovery		<p>Cooldown: 40s Attack Range: 0 cell Target: Select One Mana: 0 mp</p> <p>[REMOVED] — Recovers 7% HP [REMOVED] — Recovers 5% MP — Removes all debuffs up to level 4</p>	<p>Cooldown: 50s Attack Range: 0 cell Target: Select One Mana: 0 mp</p> <p>[NEW] — Recovers PlayerLevel*50 HP [NEW] — Recovers PlayerLevel*10 MP — Removes all debuffs up to level 5</p>
 [PvP] Lethal Blow		<p>Cooldown: 60s Attack Range: 2 cell Target: Special Area Mana: 180 mp</p> <p>[REMOVED] — Melee attack power is increased by 1000 [REMOVED] — Water energies are increased by 600 — There is a 60% chance of causing  Weak Cut</p>	<p>Cooldown: 60s Attack Range: 2 cell Target: Special Area Mana: 180 mp</p> <p>[NEW] — [PvP] Deals 115% of the user's plain attack stat plus an extra 600 as melee attack power [NEW] — [PvP] Water energies are increased by 600 — Has a 60% chance of causing [ Weak Cut]</p>
 [PvP] Sharp Edge		<p>Cooldown: 60s Attack Range: 0 cell Target: Select One Mana: 300 mp</p> <p>— There is a 100% chance of causing [ Sharp Edge]</p>	<p>Cooldown: 60s Attack Range: 0 cell Target: Select One Mana: 300 mp</p> <p>— Has a 100% chance of causing [ [PvP] Sharp Edge]</p>
 [PvP] Dancing Sword		<p>Cooldown: 90s Attack Range: 2 cell Target: Around Enemy in 2 cell Mana: 200 mp</p> <p>[REMOVED] — Melee attack power is increased by 1800 [REMOVED] — Water energies are increased by 1000 — There is a 70% chance of causing [ Shock]</p>	<p>Cooldown: 90s Attack Range: 2 cell Target: Around Enemy in 2 cell Mana: 200 mp</p> <p>[NEW] — [PvP] Deals 120% of the user's plain attack stat plus an extra 1550 as melee attack power [NEW] — [PvP] Water energies are increased by 1000 — Has a 100% chance of causing [ Shock]</p>
 [PvP] You won't escape		<p>Cooldown: 16s Attack Range: 5 cell Target: Select One</p>	














		<p>Mana: 200 mp</p> <ul style="list-style-type: none">— Melee attack power is increased by 700— Water energies are increased by 300— There is a 60% chance of causing  Paralysis	
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Crusader

Role:
Main: DPS
Secondary: Bruiser

Name	Description	Original	New
 [PvP] Elemental Attack		Cooldown: 0.6s Attack Range: 11 cell Target: Around Enemy in 1 cell Mana: 0 mp [REMOVED] — No penalty for ranged attacks at close range — Ranged attack power is increased by 150 — Light energies are increased by 200	Cooldown: 0.7s Attack Range: 11 cell Target: Around Enemy in 1 cell Mana: 0 mp [NEW] — [PvP] Deals 100% of the user's plain attack stat plus an extra 160 as ranged attack power [NEW] — [PvP] Light energies are increased by 200
 [PvP] Holy Bolt		Cooldown: 7.5s Attack Range: 11 cell Target: Around Enemy in 1 cell Mana: 60 mp [REMOVED] — No penalty for ranged attacks at close range — Ranged attack power is increased by 570 — Light energies are increased by 450 — There's a 10% chance of causing  [Magic Light] — There's a 80% chance of invoking the combo  [Second Bolt]	Cooldown: 7s Attack Range: 11 cell Target: Around Enemy in 1 cell Mana: 60 mp [NEW] — [PvP] Deals 100% of the user's plain attack stat plus an extra 300 as ranged attack power [NEW] — [PvP] Light energies are increased by 450 — Has a 10% chance of causing  [PvP Magic Light] — Has a 80% chance of invoking the combo  [Second Bolt]
 [PvP] Second Bolt		Cooldown: 7.5s Attack Range: 11 cell Target: Around Enemy in 1 cell Mana: 60 — Ranged attack power is increased by 200 — Light energies are increased by 200 — There's a 10% chance of causing  [Magic Light] — There's a 70% chance of invoking the combo  [Third Bolt]	Cooldown: 1s Attack Range: 11 cell Target: Around Enemy in 1 cell Mana: 60 mp [NEW] — [PvP] Deals 100% of the user's plain attack stat plus an extra 200 as ranged attack power [NEW] — [PvP] Light energies are increased by 200 — Has 10% chance of causing  [PvP Magic Light] — Has a 100% chance of invoking the combo  [Third Bolt]

 [PvP] Third Bolt		Cooldown: 7.5s Attack Range: 11 cell Target: Around Enemy in 1 cell Mana: 60 — Ranged attack power is increased by 200 — Light energies are increased by 200	Cooldown: 1s Attack Range: 11 cell Target: Around Enemy in 1 cell Mana: 60 mp [NEW] — [PvP] Deals 105% of the user's plain attack stat plus an extra 150 as ranged attack power [NEW] — [PvP] Light energies are increased by 200
 [PvP] Triple Bolt		Cooldown: 22s Attack Range: 7 cell Target: Special Area Mana: 42 mp [REMOVED] — No penalty for ranged attacks at close range [REMOVED] — Ranged attack power is increased by 750 [REMOVED] — Light energies are increased by 500 — Chance of inflicting critical hits is increased by 33 (Player Level / 3)%	Cooldown: 20s Attack Range: 7 cell Target: Special Area Mana: 42 mp [NEW] — [PvP] Deals 105% of the user's plain attack stat plus an extra 700 as ranged attack power [NEW] — [PvP] Light energies are increased by 500 — Chance of inflicting critical hits is increased by 30%
 [PvP] Holy Breath		Cooldown: 30s Attack Range: 0 cell Target: Around Enemy in 5 cell Mana: 60 mp — There's a 100% chance of causing  Holy Breath	Cooldown: 30s Attack Range: 0 cell Target: Around Enemy in 5 cell Mana: 60 mp — Has a 100% chance of causing  [PvP] Holy Breath
 [PvP] Triple Charging		Cooldown: 50s Attack Range: 0 cell Target: Select One Mana: 90 mp — There's a 100% chance of causing  The 1st Triple Charging	
 [PvP] Shining Effect		Cooldown: 35s Attack Range: 3 cell Target: Select One Mana: 40 mp — Recovers 10% HP	
 [PvP] Holy Cross		Cooldown: 22s Attack Range: 11 cell Target: Special Area Mana: 55 mp	Cooldown: 15s Attack Range: 11 cell Target: Special Area Mana: 55 mp

		<p>[REMOVED] — Ranged attack power is increased by 700</p> <p>[REMOVED] — Light energies are increased by 500</p> <p>[REMOVED] — There's a 60% chance of invoking the combo</p> <p> Divine Cross</p> <p>[REMOVED] — No penalty for ranged attacks at close range</p> <p>— There's a 70% chance of causing [ Heavenly Light]</p>	<p>[NEW] — [PvP] Deals 110% of the user's plain attack stat plus an extra 600 as ranged attack power</p> <p>[NEW] — [PvP] Light energies are increased by 500</p> <p>— Has a 30% chance of causing [ [PvP] Heavenly Light]</p>
 [PvP] Divine Cross		<p>Cooldown: 22s Attack Range: 11 cell Target: Special Area Mana: 55</p> <p>— Ranged attack power is increased by 400</p> <p>— Light energies are increased by 1000</p> <p>— No penalty for ranged attacks at close range</p> <p>— There's a 40% chance of causing [ Weak Heavenly Light]</p>	
 [PvP] Growth Shield		<p>Cooldown: 25s Attack Range: 0 cell Target: Around Allies in 2 cell Mana: 300 mp</p> <p>— There's a 100% chance of causing [ [PvP] Magical Shield]</p>	<p>Cooldown: 30s Attack Range: 0 cell Target: Around Allies in 3 cell Mana: 300 mp</p> <p>— Has a 100% chance of causing [ [PvP] Magical Shield]</p>
 [PvP] Prayer of Defence		<p>Cooldown: 180s Attack Range: 0 cell Target: Around Allies in 4 cell Mana: 100 mp</p> <p>— There's a 100% chance of causing [ Prayer of Defence]</p>	
 [PvP] Prayer of Offence		<p>Cooldown: 180s Attack Range: 0 cell Target: Around Allies in 4 cell Mana: 120 mp</p> <p>— There's a 100% chance of causing [ Prayer of Offence]</p>	
 [PvP] Concentrated Power		<p>Cooldown: 120s Attack Range: 11 cell Target: Around Enemy in 3 cell Mana: 180 mp</p>	<p>Cooldown: 120s Attack Range: 11 cell Target: Around Enemy in 3 cell Mana: 180 mp</p>

		<p>[REMOVED] — Ranged attack power is increased by 1500</p> <p>[REMOVED] — Light energies are increased by 2500</p> <p>— There's a 80% chance of causing [ Deadly Blackout]</p> <p>— No penalty for ranged attacks at close range</p>	<p>[NEW] — [PvP] Deals 115% of the user's plain attack stat plus an extra 1500 as ranged attack power</p> <p>[NEW] — [PvP] Light energies are increased by 2500</p> <p>— Has a 80% chance of causing [ Deadly Blackout]</p> <p>— No penalty for ranged attacks at close range</p>
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
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



Role:




Main: DPS

Secondary: Assassin

Name	Description	Original	New
 [PvP] Axe Swing		Cooldown: 0.5s Attack Range: 2 cell Target: Around Enemy in 1 cell Mana: 0 mp [REMOVED] — Melee attack power is increased by 120 [REMOVED] — Shadow energies are increased by 150	Cooldown: 0.5s Attack Range: 2 cell Target: Around Enemy in 1 cell Mana: 0 mp [NEW] — [PvP] Deals 100% of the user's plain attack stat plus an extra 15 as melee attack power [NEW] — [PvP] Shadow energies are increased by 150
 [PvP] Bash		Cooldown: 5.5s Attack Range: 2 cell Target: Around Enemy in 1 cell Mana: 20 mp [REMOVED] — Melee attack power is increased by 360 [REMOVED] — Shadow energies are increased by 500 — There is a 20% chance of causing  Electric Shock	Cooldown: 5.5s Attack Range: 2 cell Target: Around Enemy in 1 cell Mana: 20 mp [NEW] — [PvP] Deals 105% of the user's plain attack stat plus an extra 60 as melee attack power [NEW] — [PvP] Shadow energies are increased by 500 — Has a 20% chance of causing [ Electric Shock]
 [PvP] Big Swing		Cooldown: 18s Attack Range: 0 cell Target: Around Enemy in 3 cell Mana: 120 mp [REMOVED] — Melee attack power is increased by 260 [REMOVED] — Shadow energies are increased by 200 — There is a 70% chance of invoking the combo  Incessant Swing — There is a 40% chance of causing  Blackout	Cooldown: 18s Attack Range: 0 cell Target: Around Enemy in 3 cell Mana: 120 mp [NEW] — [PvP] Deals 110% of the user's plain attack stat plus an extra 90 as melee attack power [NEW] — [PvP] Shadow energies are increased by 200 — Has a 80% chance of invoking the combo [ Incessant Swing] — Has a 40% chance of causing  Blackout
 [PvP] Berserker		Cooldown: 150s Attack Range: 0 cell Target: Select One Mana: 100 mp	Cooldown: 120s Attack Range: 0 cell Target: Select One Mana: 100 mp

		— There is a 100% chance of causing  Berserker	— Has a 100% chance of causing [] PvP Berserker
 [PvP] Sonic Rush		Cooldown: 5s Attack Range: 8 cell Target: Select One Mana: 120 mp [REMOVED] — Melee attack power is increased by 100 [REMOVED] — Shadow energies are increased by 150 [REMOVED] — There is a 15% chance of causing  Sonic Noise [REMOVED] — There is a 60% chance of invoking the combo [] Sonic Speed	Cooldown: 4s Attack Range: 8 cell Target: Select One Mana: 120 mp [NEW] — [PvP] Deals 85% of the user's plain attack stat plus an extra 50 as melee attack power [NEW] — [PvP] Shadow energies are increased by 150
 [PvP] Rage		Cooldown: 19s Attack Range: 2 cell Target: Around Enemy in 1 cell Mana: 55 mp [REMOVED] — Melee attack power is increased by 570 [REMOVED] — Shadow energies are increased by 720 — There is a 55% chance of causing  Blackout	Cooldown: 19s Attack Range: 2 cell Target: Around Enemy in 1 cell Mana: 55 mp [NEW] — [PvP] Deals 110% of the user's plain attack stat plus an extra 150 as melee attack power [NEW] — [PvP] Shadow energies are increased by 720 [NEW] — [PvP] Decreases 2% HP — Has a 100% chance of causing [] Blackout
 [PvP] Frenzied Attack		Cooldown: 32s Attack Range: 0 cell Target: Around Enemy in 3 cell Mana: 150 mp [REMOVED] — Melee attack power is increased by 700 [REMOVED] — Shadow energies are increased by 950 — There is a 100% chance of causing  Incapacitated	Cooldown: 32s Attack Range: 0 cell Target: Around Enemy in 3 cell Mana: 150 mp [NEW] — [PvP] Deals 110% of the user's plain attack stat plus an extra 200 as melee attack power [NEW] — [PvP] Shadow energies are increased by 950 [NEW] — [PvP] Decreases 3% HP — Has a 100% chance of causing [] Incapacitated — Has a 100% chance of causing [] PvP Darkness of DOOM
 [PvP] Break		Cooldown: 35s Attack Range: 2 cell	Cooldown: 35s Attack Range: 2 cell

Armour		Target: Select One Mana: 250 mp — Has a 100% chance of causing  Break Armour	Target: Select One Mana: 250 mp — Has a 100% chance of causing  [PvP] Break Armour (ignores debuff protection)
 [PvP] Adrenaline Strike		Cooldown: 50s Attack Range: 2 cell Target: Special Area Mana: 180 mp [REMOVED] — Melee attack power is increased by 1100 [REMOVED] — Shadow energies are increased by 1200 [REMOVED] — There's a 100% chance of leeching (Player Level * 12) HP from the enemy. — There is a 60% chance of causing  Shock	Cooldown: 40s Attack Range: 2 cell Target: Special Area Mana: 180 mp [NEW] — [PvP] Deals 115% of the user's plain attack stat plus an extra 200 as melee attack power [NEW] — [PvP] Shadow energies are increased by 1200 [NEW] — [PvP] Decreases 2% HP [NEW] — Cannot be evaded — Has a 60% chance of causing  Shock
 [PvP] Life and Death		Cooldown: 45s Attack Range: 0 cell Target: Select One Mana: 200 mp — The lower your HP, the stronger the effect: -  Weak Life and Death -  Life and Death -  Strong Life and Death — There is a 100% chance of causing  Adrenaline — Reduces remaining HP by 10%.	
 [PvP] Split Tornado		Cooldown: 120s Attack Range: 0 cell Target: Around Enemy in 4 cell Mana: 200 mp [REMOVED] — Melee attack power is increased by 1400 [REMOVED] — Shadow energies are increased by 1700 — There is a 80% chance of causing  Destroy Shield	Cooldown: 120s Attack Range: 0 cell Target: Around Enemy in 4 cell Mana: 200 mp [NEW] — [PvP] Deals 120% of the user's plain attack stat plus an extra 500 as melee attack power [NEW] — [PvP] Shadow energies are increased by 1700 [NEW] — [PvP] Decreases 5% HP — Has a 100% chance of causing  Break Defensive Weapon
 [PvP] Sonic Speed		Cooldown: 10s Attack Range: 12 cell Target: Select One Mana: 160 mp	Cooldown: 1s Attack Range: 12 cell Target: Select One Mana: 160 mp

		<p>[REMOVED] — Melee attack power is increased by 200</p> <p>[REMOVED] — Shadow energies are increased by 300</p> <p>[REMOVED] — There is a 50% chance of causing  Loud Sonic Noise</p> <p>[REMOVED] — There is a 80% chance of causing  Sonic Fury</p>	<p>[NEW] — [PvP] Deals 90% of the user's plain attack stat plus an extra 75 as melee attack power</p> <p>[NEW] — [PvP] Shadow energies are increased by 300</p>
 [PvP] Incessant Swing		<p>Cooldown: 20s</p> <p>Attack Range: 0 cell</p> <p>Target: Around Enemy in 3 cell</p> <p>Mana: 170 mp</p> <p>[REMOVED] — Melee attack power is increased by 420</p> <p>[REMOVED] — Shadow energies are increased by 300</p> <p>[REMOVED] — There's a 100% chance of leeching (Player Level * 8) HP from the enemy.</p>	<p>Cooldown: 1s</p> <p>Attack Range: 0 cell</p> <p>Target: Around Enemy in 3 cell</p> <p>Mana: 170 mp</p> <p>[NEW] — [PvP] Deals 95% of the user's plain attack stat plus an extra 100 as melee attack power</p> <p>[NEW] — [PvP] Shadow energies are increased by 300</p>











Gladiator



















Role:











Main: Bruiser

Secondary: Assassin

Name	Description	Original	New
 [PvP] Basic Attack		Cooldown: 0.6s Attack Range: 2 cell Target: Select One Mana: 0 mp [REMOVED] — Melee attack power is increased by 90 [REMOVED] — Fire energies are increased by 70	Cooldown: 0.6s Attack Range: 2 cell Target: Select One Mana: 0 mp [NEW] — [PvP] Deals 100% of the user's plain attack stat plus an extra 100 as melee attack power [NEW] — [PvP] Fire energies are increased by 70
 [PvP] Double Blow		Cooldown: 6s Attack Range: 2 cell Target: Select One Mana: 70 mp [REMOVED] — Melee attack power is increased by 300 [REMOVED] — Fire energies are increased by 100 [REMOVED] — There is a 10% chance of causing  Knockdown — Chance of inflicting critical hits is increased by 30%	Cooldown: 7s Attack Range: 2 cell Target: Select One Mana: 70 mp [NEW] — [PvP] Deals 100% of the user's plain attack stat plus an extra 350 as melee attack power [NEW] — [PvP] Fire energies are increased by 100 [NEW] — Has a 30% chance of inflicting a critical hit
 [PvP] Lightning Surge		Cooldown: 20s Attack Range: 2 cell Target: Special Area Mana: 90 mp [REMOVED] — Melee attack power is increased by 150 [REMOVED] — Fire energies are increased by 200 — There is a 30% chance of causing  Bleeding	Cooldown: 16s Attack Range: 2 cell Target: Special Area Mana: 90 mp [NEW] — [PvP] Deals 105% of the user's plain attack stat plus an extra 400 as melee attack power [NEW] — [PvP] Fire energies are increased by 200 — Has a 25% chance of causing [ [PvP] Critical Bleeding]
 [PvP] Shield Attack		Cooldown: 22s Attack Range: 7 cell Target: Select One Mana: 80 mp	Cooldown: 25s Attack Range: 7 cell Target: Select One Mana: 80 mp

		<p>[REMOVED] — Melee attack power is increased by 450</p> <p>[REMOVED] — Fire energies are increased by 300</p> <p>— There is a 60% chance of causing  Knockdown</p>	<p>[NEW] — [PvP] Deals 100% of the user's plain attack stat plus an extra 350 as melee attack power</p> <p>[NEW] — [PvP] Fire energies are increased by 300</p> <p>— Has a 100% chance of causing [ Knockdown] (ignores debuff protection)</p>
 [PvP] Hunting Horn		<p>Cooldown: 16s Attack Range: 7 cell Target: Around Enemy in 2 cell Mana: 200 mp</p> <p>[REMOVED] — Melee attack power is increased by 600</p> <p>[REMOVED] — Fire energies are increased by 350</p> <p>[REMOVED] — If the enemy is afflicted by  Mark of the Gladiator, there is a 100% chance of causing  Knockdown</p> <p>[REMOVED] — If the enemy isn't afflicted by  Mark of the Gladiator, there is a 25% chance of causing  Knockdown</p> <p>— There is a 60% chance of causing  Weaken Defence Power</p>	<p>Cooldown: 12s Attack Range: 7 cell Target: Around Enemy in 2 cell Mana: 200 mp</p> <p>[NEW] — [PvP] Deals 95% of the user's plain attack stat plus an extra 750 as melee attack power</p> <p>[NEW] — [PvP] Fire energies are increased by 350</p> <p>[NEW] — [PvP] Push your opponent back 1 fields</p>
 [PvP] Taunt		<p>Cooldown: 25s Attack Range: 12 cell Target: Select One Mana: 90 mp</p> <p>— There is a 100% chance of causing  Mark of the Gladiator (ignores debuff protection)</p> <p>— If you taunt an opponent that has a  Knockdown, there is a 100% chance that Enormously Shaky Status will occur.</p> <p>— If you taunt an opponent in a normal status, there is a 100% chance that  Shaky Status will occur.</p>	<p>Cooldown: 30s Attack Range: 12 cell Target: Select One Mana: 90 mp</p> <p>— Has 100% chance of causing [ [PvP] Mark of the Gladiator] (ignores debuff protection)</p> <p>— If you taunt an opponent that has a [ Knockdown], there is a 100% chance that [ [PvP] Enormously Shaky Status] will occur</p> <p>— If you taunt an opponent in a normal status, there is a 100% chance that [ [PvP] Shaky Status] will occur.</p>

 [PvP] Magical Reflection		Cooldown: 12s Attack Range: 0 cell Target: Select One Mana: 300 mp — There is a 100% chance of causing  Magical Reflection	
 [PvP] Iron Roll		Cooldown: 20s Attack Range: 0 cell Target: Around Enemy in 4 cell Mana: 320 mp [REMOVED] — Melee attack power is increased by 900 [REMOVED] — Fire energies are increased by 400 — There is a 15% chance of causing  Knockdown — There is a 100% chance of causing Iron Blockade	Cooldown: 32s Attack Range: 0 cell Target: Around Enemy in 4 cell Mana: 320 mp [NEW] — [PvP] Deals 110% of the user's plain attack stat plus an extra 900 as melee attack power [NEW] — [PvP] Fire energies are increased by 400 — Has a 80% chance of causing  Knockdown — Has a 100% chance of causing  [PvP] Iron Blockade
 [PvP] Engorgement		Cooldown: 40s Attack Range: 0 cell Target: Select One Mana: 150 mp [REMOVED] — Recovers 7% HP — There is a 100% chance of causing  Engorgement — There is a 100% chance of causing  Victory Cry	Cooldown: 60s Attack Range: 0 cell Target: Select One Mana: 150 mp — Has a 100% chance of causing  [PvP] Engorgement
 [PvP] Declaration of War		Cooldown: 60s Attack Range: 12 cell Target: Select One Mana: 90 mp [REMOVED] — Melee attack power is increased by 500 [REMOVED] — Fire energies are increased by 500 — If the enemy is afflicted by  Mark of the Gladiator , there is a 100% chance of causing Loser's Sigh (ignores debuff protection) — If the enemy isn't afflicted by  Mark of the Gladiator , there is a 100% chance of causing 	Cooldown: 60s Attack Range: 12 cell Target: Select One Mana: 90 mp [NEW] — [PvP] Deals 110% of the user's plain attack stat plus an extra 1000 as melee attack power [NEW] — [PvP] Fire energies are increased by 500 [NEW] — Has a 100% chance of causing  [PvP] Victory Cry — If the enemy is afflicted by  [PvP] Mark of the Gladiator , there is a 100% chance of

		Loser's Sigh	causing [ Loser's Sigh] (ignores debuff protection) — If the enemy isn't afflicted by [ [PvP] Mark of the Gladiator], there is a 100% chance of causing [ Loser's Sigh]
 [PvP] Execution		Cooldown: 100s Attack Range: 7 cell Target: Special Area Mana: 600 mp [REMOVED] — Melee attack power is increased by 1800 [REMOVED] — Fire energies are increased by 1000 — There is a 80% chance of causing  Short Blackout — This skill cannot be evaded if the opponent is afflicted by  Mark of the Gladiator — If you are successful in defeating the opponent with this skill, there is a 100% chance that  Cheer of the Crowd will occur.	Cooldown: 120s Attack Range: 7 cell Target: Special Area Mana: 600 mp [NEW] — [PvP] Deals 130% of the user's plain attack stat plus an extra 1750 as melee attack power [NEW] — [PvP] Fire energies are increased by 1000 — Has a 100% chance of causing [ Short Blackout] — This skill cannot be evaded if the opponent is afflicted by [ [PvP] Mark of the Gladiator] — If you are successful in defeating the opponent with this skill, there is a 100% chance that [ Cheer of the Crowd] will occur.



Battle Monk



















Role:











Main: Bruiser











Secondary: Tank, Assassin or DPS (Depends on the chosen buff)

Name	Description	Original	New
 [PvP] Basic Spear Attack		Cooldown: 0.7s Attack Range: 2 cell Target: Around Enemy in 0 cell Mana: 0 mp [REMOVED] — Melee attack power is increased by 60 [REMOVED] — Water energies are increased by 40	Cooldown: 0.7s Attack Range: 2 cell Target: Around Enemy in 0 cell Mana: 0 mp [NEW] — [PvP] Deals 85% of the user's plain attack stat plus an extra 75 as melee attack power [NEW] — [PvP] Water energies are increased by 40
 [PvP] Divided Sea		Cooldown: 7s Attack Range: 2 cell Target: Around Enemy in 2 cell Mana: 110 mp [REMOVED] — Melee attack power is increased by 180 [REMOVED] — Water energies are increased by 120 — There is a 10% chance of causing  Energy Deficiency	Cooldown: 7s Attack Range: 2 cell Target: Around Enemy in 2 cell Mana: 110 mp [NEW] — [PvP] Deals 85% of the user's plain attack stat plus an extra 375 as melee attack power [NEW] — [PvP] Water energies are increased by 120 — Has a 10% chance of causing [ [PvP] Energy Deficiency]
 [PvP] Targeted Stab		Cooldown: 12s Attack Range: 13 cell Target: Around Enemy in 2 cell Mana: 80 mp [REMOVED] — Melee attack power is increased by 330 [REMOVED] — Water energies are increased by 190 — There is a 100% chance of causing  Internal Injury 1st Degree — There is a 30% chance of causing  Severe Trauma	Cooldown: 14s Attack Range: 13 cell Target: Around Enemy in 2 cell Mana: 80 mp [NEW] — [PvP] Deals 90% of the user's plain attack stat plus an extra 150 as melee attack power [NEW] — [PvP] Water energies are increased by 190 [NEW] — [PvP] The cooldown of this skill is reduced by 40% if [ [PvP] Spirit of Enlightenment] is active — Has a 100% chance of causing [ [PvP] Internal Injury 1st Degree] — Has a 30% chance of causing [ [PvP] Severe Trauma]

 [PvP] Mighty Hurricane		<p>Cooldown: 25s Attack Range: 10 cell Target: Special Area Mana: 200 mp</p> <p>[REMOVED] — Melee attack power is increased by 440 [REMOVED] — Water energies are increased by 330 — There is a 40% chance of causing  Strong Energy Deficiency</p>	<p>Cooldown: 25s Attack Range: 10 cell Target: Special Area Mana: 200 mp</p> <p>[NEW] — [PvP] Deals 80% of the user's plain attack stat plus an extra 825 as melee attack power [NEW] — [PvP] Water energies are increased by 330 [NEW] — [PvP] Damage is increased by 8% of the enemy's current HP if  [PvP] Spirit of Temperance is active — Has a 40% chance of causing  [PvP] Strong Energy Deficiency]</p>
 [PvP] Seven Stabs		<p>Cooldown: 12s Attack Range: 3 cell Target: Special Area Mana: 90 mp</p> <p>[REMOVED] — Melee attack power is increased by 120 [REMOVED] — Water energies are increased by 80 — There is a 100% chance of causing  Internal Injury 1st Degree — There is a 15% chance of causing  Trauma — There is a 100% chance of invoking the combo  Dragon Harpoon</p>	<p>Cooldown: 14s Attack Range: 3 cell Target: Special Area Mana: 90 mp</p> <p>[NEW] — [PvP] Deals 85% of the user's plain attack stat plus an extra 525 as melee attack power [NEW] — [PvP] Water energies are increased by 80 [NEW] — [PvP] The cooldown of this skill is reduced by 30% if  [PvP] Spirit of Enlightenment is active — Has a 100% chance of causing  [PvP] Internal Injury 1st Degree] — Has a 100% chance of invoking the combo  Dragon Harpoon</p>
 [PvP] Cyclone		<p>Cooldown: 25s Attack Range: 0 cell Target: Around Enemy in 4 cell Mana: 280 mp</p> <p>[REMOVED] — Melee attack power is increased by 550 [REMOVED] — Water energies are increased by 300 — Attracts enemies to 1 cell from you — There is a 35% chance of causing  Strong Energy Deficiency — There is a 100% chance of invoking the combo  Dragon Spear</p>	<p>Cooldown: 25s Attack Range: 0 cell Target: Around Enemy in 4 cell Mana: 280 mp</p> <p>[NEW] — [PvP] Deals 90% of the user's plain attack stat plus an extra 300 as melee attack power [NEW] — [PvP] Water energies are increased by 300 — Attracts enemies to 1 cell from you — Has a 35% chance of causing  [PvP] Strong Energy Deficiency] — Has a 100% chance of invoking the combo  Dragon Spear</p>

 [PvP] Sacrifice		<p>Cooldown: 40s Attack Range: 20 cell Target: Select One Mana: 400 mp</p> <p>[REMOVED] — Removes all debuffs up to level 3 — There is a 100% chance of causing  Noble Gesture — There is a 100% chance that Sacrifice causes  Spirit of Sacrifice.</p>	<p>Cooldown: 40s Attack Range: 20 cell Target: Select One Mana: 400 mp</p> <p>— There is a 100% chance of causing  Noble Gesture — There is a 100% chance that Sacrifice causes  Spirit of Sacrifice.</p>
 [PvP] Short Meditation		<p>Cooldown: 300s Attack Range: 0 cell Target: Select One Mana: 220 mp</p> <p>— There is a 100% chance of causing  Spirit of Temperance — There is a 100% chance of invoking the combo  Medium Meditation</p>	<p>Cooldown: 300s Attack Range: 0 cell Target: Select One Mana: 220 mp</p> <p>— Has a 100% chance of causing [ [PvP] Spirit of Temperance] — Has a 100% chance of invoking the combo [ [PvP] Medium Meditation]</p>
 [PvP] Spiral Spear		<p>Cooldown: 50s Attack Range: 10 cell Target: Special Area Mana: 150 mp</p> <p>— Melee attack power is increased by 330 — Water energies are increased by 230 — Chance of inflicting critical hits is increased by 15% — There is a 30% chance of causing  Critical Trauma</p>	<p>Cooldown: 50s Attack Range: 10 cell Target: Special Area Mana: 150 mp</p> <p>[NEW] — [PvP] Deals 100% of the user's plain attack stat plus an extra 450 as melee attack power [NEW] — [PvP] Water energies are increased by 230 [NEW] — Has a 50% chance of inflicting critical hits if [ [PvP] Spiritual Strength] is active — There is a 30% chance of causing  Critical Trauma</p>
 [PvP] Buddha's Words		<p>Cooldown: 1s Attack Range: 0 cell Target: Around Allies in 6 cell Mana: 900 mp</p> <p>[REMOVED] — There is a 100% probability to remove debuffs of level 3 or lower [REMOVED] — Recovers 11% of the total HP if  Spirit of Temperance is active [REMOVED] — Recovers 8% of the total HP if  Spirit of Temperance is not active</p>	<p>Cooldown: 1s Attack Range: 0 cell Target: Around Allies in 6 cell Mana: 900 mp</p> <p>[NEW] — Removes all debuffs up to level 4 [NEW] — Recovers PlayerLevel*10 HP — Has a 100% chance of causing [ Buddha's Words]</p>

		<ul style="list-style-type: none"> — Recovers 4% MP — There is a 100% chance of causing  Buddha's Words 	
 [PvP] Restart		<p>Cooldown: 100s Attack Range: 0 cell Target: Around Enemy in 5 cell Mana: 600 mp</p> <p>[REMOVED] — Melee attack power is increased by 1350 [REMOVED] — Water energies are increased by 1150</p> <ul style="list-style-type: none"> — There is a 55% chance of causing  Shackling Trauma — There is a 55% chance of causing  Critical Energy Deficiency 	<p>Cooldown: 120s Attack Range: 0 cell Target: Around Enemy in 5 cell Mana: 600 mp</p> <p>[NEW] — [PvP] Deals 100% of the user's plain attack stat plus an extra 1350 as melee attack power [NEW] — [PvP] Water energies are increased by 1150 [NEW] — Has a 100% chance of inflicting critical hits if  [PvP] Spiritual Strength is active</p> <ul style="list-style-type: none"> — There is a 55% chance of causing  Shackling Trauma — There is a 55% chance of causing  [PvP] Critical Energy Deficiency
 [PvP] Dragon Harpoon		<p>Cooldown: 20s Attack Range: 7 cell Target: Special Area Mana: 250 mp</p> <p>[REMOVED] — Melee attack power is increased by 330 [REMOVED] — Water energies are increased by 330</p> <ul style="list-style-type: none"> — There is a 20% chance of causing  Internal Injury 3rd Degree — There is a 20% chance of causing  Shackling Trauma — There is a 50% chance of invoking the combo  Dragon Spear 	<p>Cooldown: 1s Attack Range: 7 cell Target: Special Area Mana: 250 mp</p> <p>[NEW] — [PvP] Deals 90% of the user's plain attack stat plus an extra 375 as melee attack power [NEW] — [PvP] Water energies are increased by 330</p> <ul style="list-style-type: none"> — Has a 20% chance of causing  [PvP] Internal Injury 3rd Degree — Has a 20% chance of causing  Shackling Trauma — Has a 50% chance of invoking the combo  [PvP] Dragon Spear
 [PvP] Dragon Spear		<p>Cooldown: 50s Attack Range: 0 cell Target: Around Enemy in 4 cell Mana: 270 mp</p> <p>[REMOVED] — Melee attack power is increased by 700 [REMOVED] — Water energies are increased by 1000</p> <ul style="list-style-type: none"> — Chance of inflicting critical hits is increased by (Player Level / 2)% 	<p>Cooldown: 1s Attack Range: 0 cell Target: Around Enemy in 4 cell Mana: 270 mp</p> <p>[NEW] — [PvP] Deals 80% of the user's plain attack stat plus an extra 600 as melee attack power [NEW] — [PvP] Damage is increased by 6% of the enemy's current HP if  [PvP] Spirit</p>

		<ul style="list-style-type: none">— [PvP] Push your opponent back 3 field(s)— There is a 80% chance of causing  Energy Deficiency	of Temperance is active [NEW] — [PvP] Chance of inflicting critical hits is increased by 50% of the user's total — [PvP] Push your opponent back 3 field(s) — Has a 80% chance of causing [ [PvP] Energy Deficiency]
 [PvP] Medium Meditation		Cooldown: 1s Attack Range: 0 cell Target: Select One Mana: 0 mp <ul style="list-style-type: none">— There is a 100% chance of causing  Spirit of Enlightenment— There is a 100% chance of invoking the combo  Long Meditation	Cooldown: 1s Attack Range: 0 cell Target: Select One Mana: 0 mp <ul style="list-style-type: none">— Has a 100% chance of causing [ [PvP] Spirit of Enlightenment]— Has a 100% chance of invoking the combo [ Long Meditation]
 [PvP] Long Meditation		Cooldown: 1s Attack Range: 0 cell Target: Select One Mana: 0 mp <ul style="list-style-type: none">— There is a 100% chance of causing  Spiritual Strength	Cooldown: 1s Attack Range: 0 cell Target: Select One Mana: 0 mp <ul style="list-style-type: none">— Has a 100% chance of causing [ [PvP] Spiritual Strength]































Death Reaper




Role:

Main: Bruiser

Name	Description	Original	New
 [PvP] Death's Scythe		Cooldown: 0.6s Attack Range: 2 cell Target: Around Enemy in 1 cell Mana: 0 mp [REMOVED] — Melee attack power is increased by 85 [REMOVED] — Shadow energies are increased by 75	Cooldown: 0.6s Attack Range: 2 cell Target: Around Enemy in 1 cell Mana: 0 mp [NEW] — [PvP] Deals 90% of the user's plain attack stat plus an extra 150 as melee attack power [NEW] — [PvP] Shadow energies are increased by 75
 [PvP] Slasher		Cooldown: 6s Attack Range: 2 cell Target: Select One Mana: 50 mp [REMOVED] — Melee attack power is increased by 330 [REMOVED] — Shadow energies are increased by 90 — There's a 60% chance of leeching PlayerLevel* 5 HP from the enemy. — There is a 15% chance of causing  Deep Cut	Cooldown: 7s Attack Range: 2 cell Target: Select One Mana: 50 mp [NEW] — [PvP] Deals 95% of the user's plain attack stat plus an extra 350 as melee attack power [NEW] — [PvP] Shadow energies are increased by 90 — Has a 100% chance of leeching PlayerLevel* 2 HP from the enemy [NEW] — Has a 100% chance of inflicting  [PvP] Grievous Wounds on your opponent
 [PvP] Bloodsucker		Cooldown: 14s Attack Range: 0 cell Target: Around Enemy in 3 cell Mana: 75 mp [REMOVED] — Melee attack power is increased by 200 [REMOVED] — Shadow energies are increased by 180 [REMOVED] — There's a 100% chance of leeching (Player Level * 8) HP from the enemy.	Cooldown: 35s Attack Range: 0 cell Target: Around Enemy in 3 cell Mana: 75 mp [NEW] — [PvP] Deals 80% of the user's plain attack stat plus an extra 650 as melee attack power [NEW] — [PvP] Shadow energies are increased by 180 [NEW] — [PvP] Has a 100% chance of leeching 2% of the enemy's total HP [NEW] — Has a 25% chance of causing  Fatal Bleeding

 [PvP] Death Approaches		<p>Cooldown: 12s Attack Range: 10 cell Target: Select One Mana: 50 mp</p> <p>[REMOVED] — Shadow energies are increased by 200</p> <p>— There is a 50% chance of causing  Bled Out</p> <p>— There is a 80% chance of invoking the combo  Death Approaches</p>	<p>Cooldown: 14s Attack Range: 10 cell Target: Select One Mana: 50 mp</p> <p>[NEW] — [PvP] Deals 85% of the user's plain attack stat plus an extra 250 as melee attack power</p> <p>[NEW] — [PvP] Shadow energies are increased by 200</p> <p>— Has a 50% chance of causing  Bled Out</p> <p>— Has a 100% chance of invoking the combo  Death Approaches</p>
 [PvP] Soul Bash		<p>Cooldown: 15s Attack Range: 2 cell Target: Special Area Mana: 120 mp</p> <p>[REMOVED] — Melee attack power is increased by 500</p> <p>[REMOVED] — Shadow energies are increased by 600</p> <p>— [PvP] Push your opponent back 2 field(s)</p> <p>— There is a 100% chance of causing  Paralysis</p>	<p>Cooldown: 15s Attack Range: 2 cell Target: Special Area Mana: 120 mp</p> <p>[NEW] — [PvP] Deals 95% of the user's plain attack stat plus an extra 600 as melee attack power</p> <p>[NEW] — [PvP] Shadow energies are increased by 600</p> <p>— [PvP] Push your opponent back 2 field(s)</p> <p>— Has a 100% chance of causing  Paralysis</p>
 [PvP] Infinite Armour		<p>Cooldown: 30s Attack Range: 0 cell Target: Select One Mana: 100 mp</p> <p>— There is a 100% chance of causing  Infinite Armour</p>	<p>Cooldown: 60s Attack Range: 0 cell Target: Select One Mana: 100 mp</p> <p>— Has a 100% chance of causing  [PvP] Infinite Armour</p>
 [PvP] Spirit Catcher		<p>Cooldown: 20s Attack Range: 8 cell Target: Around Enemy in 1 cell Mana: 120 mp</p> <p>— Attracts enemies to 1 cell from you</p> <p>— There is a 100% chance of causing  Paralysis</p> <p>— There is a 80% chance of causing  Spirit Absorption</p> <p>— There's a 50% chance of leeching (Player Level * 12) HP from the enemy.</p>	<p>Cooldown: 20s Attack Range: 6 cell Target: Around Enemy in 1 cell Mana: 120 mp</p> <p>[NEW] — [PvP] Has a 100% chance of leeching 2% of the enemy's total HP</p> <p>— Has a 100% chance of causing  Paralysis</p> <p>— Has a 80% chance of causing  Spirit Absorption</p> <p>— Attracts enemies to 1 cell from you</p>

 [PvP] Reaper's Scythe		<p>Cooldown: 20s Attack Range: 8 cell Target: Special Area Mana: 80 mp</p> <p>[REMOVED] — Melee attack power is increased by 800 [REMOVED] — Shadow energies are increased by 750 — There is a 75% chance of causing  Mark of Death — There's a 60% chance of leeching (Player Level * 7) HP from the enemy.</p>	<p>Cooldown: 25s Attack Range: 8 cell Target: Special Area Mana: 80 mp</p> <p>[NEW] — [PvP] Deals 85% of the user's plain attack stat plus an extra 750 as melee attack power [NEW] — [PvP] Shadow energies are increased by 750 — There is a 75% chance of causing  [PvP] Weak Mark of Death [NEW] — [PvP] Has a 100% chance of leeching 1% of the enemy's total HP</p>
 [PvP] Shadow of Death		<p>Cooldown: 30s Attack Range: 0 cell Target: Around Enemy in 13 cell Mana: 300 mp</p> <p>— There is a 100% chance of causing  Mark of Death</p>	<p>Cooldown: 60s Attack Range: 0 cell Target: Around Enemy in 13 cell Mana: 300 mp</p> <p>— Has a 100% chance of causing  [PvP] Mark of Death (ignores debuff protection)</p>
 [PvP] Time Twister		<p>Cooldown: 45s Attack Range: 0 cell Target: Select One Mana: 350 mp</p> <p>— There is a probability of 100% that  Strong Spiritual Release will be applied if an absorbed spirit is present. — There is a probability of 100% that  Spiritual Release will be applied if no absorbed spirit is present.</p>	<p>Cooldown: 45s Attack Range: 0 cell Target: Select One Mana: 350 mp</p> <p>— There is a probability of 100% that  [PvP] Strong Spiritual Release will be applied if an absorbed spirit is present. — There is a probability of 100% that  [PvP] Spiritual Release will be applied if no absorbed spirit is present.</p>
 [PvP] Spirit Splitter		<p>Cooldown: 70s Attack Range: 2 cell Target: Around Enemy in 2 cell Mana: 150 mp</p> <p>[REMOVED] — Melee attack power is increased by 1200 [REMOVED] — Shadow energies are increased by 900 — There is a 70% chance of causing  Break Defensive Weapon</p>	<p>Cooldown: 90s Attack Range: 2 cell Target: Around Enemy in 2 cell Mana: 150 mp</p> <p>[NEW] — [PvP] Deals 100% of the user's plain attack stat plus an extra 1200 as melee attack power [NEW] — [PvP] Shadow energies are increased by 900 [NEW] — [PvP] Has a 100% chance of leeching 8% of the enemy's total HP if they've been afflicted by  [PvP] Mark of Death [NEW] — [PvP] Has a 100% chance of leeching 4% of the enemy's total HP if they've been afflicted by  [PvP] Weak Mark of</p>

















			Death
 [PvP] Death Approaches (2)		<p>Cooldown: 5s Attack Range: 5 cell Target: Select One Mana: 75 mp</p> <p>[REMOVED] — Melee attack power is increased by 700 [REMOVED] — Shadow energies are increased by 400 — There is a 100% chance of causing  Blackout</p>	<p>Cooldown: 1s Attack Range: 5 cell Target: Select One Mana: 75 mp</p> <p>[NEW] — [PvP] Deals 85% of the user's plain attack stat plus an extra 250 as melee attack power [NEW] — [PvP] Shadow energies are increased by 400 — Has a 100% chance of causing [ Short Blackout]</p>



Renegade

Role:
Main: Bruiser
Secondary: Assassin

Name	Description	Original	New
 [PvP] Punch and slash		Cooldown: 0.4s Attack Range: 2 cell Target: Select One Mana: 0 mp [REMOVED] — Melee attack power is increased by 85 [REMOVED] — Light energies are increased by 70	Cooldown: 0.5s Attack Range: 2 cell Target: Select One Mana: 0 mp [NEW] — [PvP] Deals 100% of the user's plain attack stat plus an extra 75 as melee attack power [NEW] — [PvP] Light energies are increased by 70
 [PvP] Judgement of light		Cooldown: 3s Attack Range: 4 cell Target: Special Area Mana: 60 mp [REMOVED] — Melee attack power is increased by 200 [REMOVED] — Light energies are increased by 220 — There is a 25% chance of causing  Bled Out	Cooldown: 5s Attack Range: 4 cell Target: Special Area Mana: 60 mp [NEW] — [PvP] Deals 100% of the user's plain attack stat plus an extra 200 as melee attack power [NEW] — [PvP] Light energies are increased by 220 — Has a 25% chance of causing [ [PvP] Critical Bleeding]
 [PvP] Judgement of Damnation		Cooldown: 12s Attack Range: 3 cell Target: Around Enemy in 1 cell Mana: 180 mp [REMOVED] — Melee attack power is increased by 300 [REMOVED] — Light energies are increased by 150 — There is a 35% chance of causing  Judgement of Damnation	Cooldown: 12s Attack Range: 3 cell Target: Around Enemy in 1 cell Mana: 180 mp [NEW] — [PvP] Deals 105% of the user's plain attack stat plus an extra 300 as melee attack power [NEW] — [PvP] Light energies are increased by 150 — Has a 35% chance of causing [ [PvP] Judgement of Damnation]
 [PvP] Justice		Cooldown: 16s Attack Range: 10 cell	Cooldown: 16s Attack Range: 10 cell

		<p>Target: Around Enemy in 4 cell Mana: 90 mp</p> <p>[REMOVED] — Melee attack power is increased by 350 [REMOVED] — Light energies are increased by 250 — There is a 70% chance of causing  Judgement</p>	<p>Target: Around Enemy in 4 cell Mana: 90 mp</p> <p>[NEW] — [PvP] Deals 105% of the user's plain attack stat plus an extra 350 as melee attack power [NEW] — [PvP] Light energies are increased by 250 — Has a 80% chance of causing [ [PvP] Judgement]</p>
 [PvP] Double Ripper		<p>Cooldown: 6s Attack Range: 8 cell Target: Around Enemy in 3 cell Mana: 120 mp</p> <p>[REMOVED] — Melee attack power is increased by 550 [REMOVED] — Light energies are increased by 400 — There is a 40% chance of causing  Bled Out — There is a 40% chance of causing  Paralysis — There is a 100% chance of causing  Courageous</p>	<p>Cooldown: 6s Attack Range: 8 cell Target: Around Enemy in 3 cell Mana: 120 mp</p> <p>[NEW] — [PvP] Deals 100% of the user's plain attack stat plus an extra 100 as melee attack power [NEW] — [PvP] Light energies are increased by 400 — Has a 40% chance of causing [ Bled Out] — Has a 40% chance of causing [ Paralysis] — Has a 100% chance of causing [ [PvP] Courage]</p>
 [PvP] Sanctuary		<p>Cooldown: 18s Attack Range: 0 cell Target: Around Enemy in 4 cell Mana: 200 mp</p> <p>[REMOVED] — Melee attack power is increased by 450 [REMOVED] — Light energies are increased by 330 — There is a 100% chance of causing  Sanctuary</p>	<p>Cooldown: 18s Attack Range: 0 cell Target: Around Enemy in 4 cell Mana: 200 mp</p> <p>[NEW] — [PvP] Deals 110% of the user's plain attack stat plus an extra 350 as melee attack power [NEW] — [PvP] Light energies are increased by 330 — Has a 100% chance of causing [ [PvP] Sanctuary]</p>
 [PvP] Ignition		<p>Cooldown: 45s Attack Range: 0 cell Target: Select One Mana: 175 mp</p> <p>— There is a 100% chance of causing  Ignition</p>	<p>Cooldown: 60s Attack Range: 0 cell Target: Select One Mana: 175 mp</p> <p>— Has a 100% chance of causing [ [PvP] Ignition]</p>
 [PvP] Blade of the		<p>Cooldown: 20s Attack Range: 5 cell</p>	<p>Cooldown: 20s Attack Range: 5 cell</p>

Cross		<p>Target: Special Area Mana: 85 mp</p> <p>[REMOVED] — Melee attack power is increased by 900 [REMOVED] — Light energies are increased by 440 — There is a 100% chance of causing  Short Blackout — There is a 100% chance of causing  Visual Impairment</p>	<p>Target: Special Area Mana: 85 mp</p> <p>[NEW] — [PvP] Deals 110% of the user's plain attack stat plus an extra 500 as melee attack power [NEW] — [PvP] Light energies are increased by 440 — Has a 100% chance of causing  Short Blackout — Has a 100% chance of causing  Visual Impairment</p>
 [PvP] Reignition		<p>Cooldown: 35s Attack Range: 0 cell Target: Select One Mana: 150 mp</p> <p>— There is a 100% chance of causing  Reignition — There is a 100% chance of causing  Dark Dash</p>	<p>Cooldown: 45s Attack Range: 0 cell Target: Select One Mana: 150 mp</p> <p>— Has a 100% chance of causing  [PvP] Reignition — Has a 100% chance of causing  Dark Dash</p>
 [PvP] Corruption		<p>Cooldown: 40s Attack Range: 10 cell Target: Around Enemy in 4 cell Mana: 300 mp</p> <p>[REMOVED] — Melee attack power is increased by 500 [REMOVED] — Light energies are increased by 650 — There is a 80% chance of causing  Corruption</p>	<p>Cooldown: 40s Attack Range: 10 cell Target: Around Enemy in 4 cell Mana: 300 mp</p> <p>[NEW] — [PvP] Deals 115% of the user's plain attack stat plus an extra 500 as melee attack power [NEW] — [PvP] Light energies are increased by 650 — Has a 80% chance of causing  [PvP] Corruption</p>
 [PvP] Convert		<p>Cooldown: 75s Attack Range: 6 cell Target: Around Enemy in 6 cell Mana: 777 mp</p> <p>[REMOVED] — Melee attack power is increased by 1700 [REMOVED] — Light energies are increased by 1100 — Increases damage from critical hits by 40% — There is a 80% chance of causing  Deadly Blackout</p>	<p>Cooldown: 75s Attack Range: 6 cell Target: Around Enemy in 6 cell Mana: 777 mp</p> <p>[NEW] — [PvP] Deals 125% of the user's plain attack stat plus an extra 1250 as melee attack power [NEW] — [PvP] Light energies are increased by 1100 [NEW] — [PvP] Damage caused from critical hits is increased by 40% — Has a 80% chance of causing  Deadly Blackout</p>





Waterfall Berserker









Role:

Main: Bruiser

Name	Description	Original	New
 [PvP] Axe Swing		Cooldown: 0.7s Attack Range: 2 cell Target: Around Enemy in 1 cell Mana: 0 mp [REMOVED] — Melee attack power is increased by 200 [REMOVED] — Water energies are increased by 150 — The Rage bar is increased by 2%	Cooldown: 0.7s Attack Range: 2 cell Target: Around Enemy in 1 cell Mana: 0 mp [NEW] — [PvP] Deals 100% of the user's plain attack stat plus an extra 150 as melee attack power [NEW] — [PvP] Water energies are increased by 150 — The Rage bar is increased by 2%
 [PvP] Axe Throw		Cooldown: 7s Attack Range: 8 cell Target: Select One Mana: 50 mp [REMOVED] — Melee attack power is increased by 500 [REMOVED] — Water energies are increased by 250 — There is a 50% chance of causing  Slight Paralysis — There is a 10% chance of causing  Serious Injury — The Rage bar is increased by 10%	Cooldown: 7s Attack Range: 8 cell Target: Select One Mana: 50 mp [NEW] — [PvP] Deals 100% of the user's plain attack stat plus an extra 500 as melee attack power [NEW] — [PvP] Water energies are increased by 250 — Has a 50% chance of causing  Slight Paralysis — Has a 10% chance of causing  Serious Injury — The Rage bar is increased by 12%
 [PvP] Storm Charge		Cooldown: 12s Attack Range: 8 cell Target: Around Enemy in 1 cell Mana: 80 mp [REMOVED] — Melee attack power is increased by 650 [REMOVED] — Water energies are increased by 450 — There is a 80% chance of causing  Blackout — The Rage bar is increased by 10%	Cooldown: 12s Attack Range: 8 cell Target: Select one Mana: 80 mp [NEW] — [PvP] Deals 95% of the user's plain attack stat plus an extra 450 as melee attack power [NEW] — [PvP] Water energies are increased by 450 — Has a 80% chance of causing  Blackout — The Rage bar is increased by 12%

 [PvP] Axe of Fury		<p>Cooldown: 15s Attack Range: 2 cell Target: Around Enemy in 2 cell Mana: 130 mp</p> <p>[REMOVED] — Melee attack power is increased by 800 [REMOVED] — Water energies are increased by 400 — There is a 20% chance of causing  Serious Injury — The Rage bar is increased by 10%</p>	<p>Cooldown: 15s Attack Range: 2 cell Target: Around Enemy in 2 cell Mana: 130 mp</p> <p>[NEW] — [PvP] Deals 105% of the user's plain attack stat plus an extra 800 as melee attack power [NEW] — [PvP] Water energies are increased by 400 — Has a 20% chance of causing  Serious Injury — The Rage bar is increased by 12%</p>
 [PvP] Rune Power of Water		<p>Cooldown: 60s Attack Range: 0 cell Target: Select One Mana: 150 mp</p> <p>— There is a 100% chance of causing  Energy of Pure Water — Restores 20% of HP lost.</p>	<p>Cooldown: 60s Attack Range: 0 cell Target: Select One Mana: 150 mp</p> <p>— Has a 100% chance of causing  [PvP] Energy of Pure Water — Restores 20% of HP lost.</p>
 [PvP] Riptide		<p>Cooldown: 30s Attack Range: 0 cell Target: Around Enemy in 6 cell Mana: 140 mp</p> <p>[REMOVED] — Melee attack power is increased by 1000 [REMOVED] — Water energies are increased by 550 — Attracts enemies to 1 fields from you — There is a 60% chance of causing  Water Splash — The Rage bar is increased by 10%</p>	<p>Cooldown: 30s Attack Range: 0 cell Target: Around Enemy in 6 cell Mana: 140 mp</p> <p>[NEW] — [PvP] Deals 110% of the user's plain attack stat plus an extra 1000 as melee attack power [NEW] — [PvP] Water energies are increased by 550 — Attracts enemies to 1 fields from you — Has a 60% chance of causing  Water Splash — The Rage bar is increased by 14%</p>
 [PvP] Rampage		<p>Cooldown: 18s Attack Range: 2 cell Target: Around Enemy in 2 cell Mana: 150 mp</p> <p>[REMOVED] — Melee attack power is increased by 300 [REMOVED] — Water energies are increased by 200 — There is a 100% chance of invoking the combo  Berserker Rampage — The Rage bar is increased by 5%</p>	<p>Cooldown: 18s Attack Range: 2 cell Target: Around Enemy in 2 cell Mana: 150 mp</p> <p>[NEW] — [PvP] Deals 105% of the user's plain attack stat plus an extra 450 as melee attack power [NEW] — [PvP] Water energies are increased by 200 — Has a 100% chance of invoking the combo  [PvP] Berserker Rampage — The Rage bar is increased by 5%</p>

 [PvP] Under the Waterfall		<p>Cooldown: 12s Attack Range: 0 cell Target: Select One Mana: 150 mp</p> <p>— There is a 100% chance of causing  Under the Waterfall</p>	<p>Cooldown: 12s Attack Range: 0 cell Target: Select One Mana: 150 mp</p> <p>— Has a 100% chance of causing [] Under the Waterfall</p>
 [PvP] Whirlpool		<p>Cooldown: 25s Attack Range: 0 cell Target: Around Enemy in 4 cell Mana: 120 mp</p> <p>[REMOVED] — Melee attack power is increased by 1100 [REMOVED] — Water energies are increased by 900 [REMOVED] — There is a 30% chance of causing  Waterfall</p> <p>— There is a 20% chance of causing  Serious Injury</p> <p>— If you have reached Waterfall Frenzy, the attack power is increased by 50% of the current Rage bar while this in turn drops by 50%</p> <p>[HARDCODED] — The Rage bar is increased by 14%</p>	<p>Cooldown: 25s Attack Range: 0 cell Target: Around Enemy in 4 cell Mana: 120 mp</p> <p>[NEW] — [PvP] Deals 105% of the user's plain attack stat plus an extra 1100 as melee attack power [NEW] — [PvP] Water energies are increased by 900</p> <p>— Has a 40% chance of causing [] Serious Injury</p> <p>— If you have reached Waterfall Frenzy, the attack power is increased by 50% of the current Rage bar while this in turn drops by 50%</p> <p>— The Rage bar is increased by 14%</p>
 [PvP] Power of the Waterfall		<p>Cooldown: 120s Attack Range: 0 cell Target: Select One Mana: 100 mp</p> <p>— There is a 100% chance of causing  Energy of the Waterfall</p>	<p>Cooldown: 120s Attack Range: 0 cell Target: Select One Mana: 100 mp</p> <p>— Has a 100% chance of causing [] [PvP] Energy of the Waterfall</p>
 [PvP] Raging Waterfall		<p>Cooldown: 80s Attack Range: 2 cell Target: Around Enemy in 4 cell Mana: 150 mp</p> <p>[REMOVED] — Melee attack power is increased by 1100 [REMOVED] — Water energies are increased by 1000</p> <p>— There is a 100% chance of causing  Waterfall Strike</p> <p>— If you have reached Waterfall Frenzy, the attack power is increased by 60% of the current Rage bar while this in turn drops by 60%</p>	<p>Cooldown: 80s Attack Range: 2 cell Target: Around Enemy in 4 cell Mana: 150 mp</p> <p>[NEW] — [PvP] Deals 120% of the user's plain attack stat plus an extra 1350 as melee attack power [NEW] — [PvP] Water energies are increased by 1000</p> <p>— Has a 100% chance of causing [] Waterfall Strike</p> <p>— If you have reached Waterfall Frenzy, the attack power is increased by 60% of the current Rage bar while this in turn drops by 60%</p>

 [PvP] Berserker Rampage		<p>Cooldown: 15s Attack Range: 2 cell Target: Around Enemy in 2 cell Mana: 50 mp</p> <p>[REMOVED] — Melee attack power is increased by 400 [REMOVED] — Water energies are increased by 200 — There is a 100% chance of invoking the combo</p> <p> Raging Torrent — The Rage bar is increased by 10%</p>	<p>Cooldown: 1s Attack Range: 2 cell Target: Around Enemy in 2 cell Mana: 50 mp</p> <p>[NEW] — [PvP] Deals 105% of the user's plain attack stat plus an extra 550 as melee attack power [NEW] — [PvP] Water energies are increased by 200 — Has a 100% chance of invoking the combo</p> <p>[ Raging Torrent] — The Rage bar is increased by 10%</p>
 [PvP] Raging Torrent		<p>Cooldown: 15s Attack Range: 2 cell Target: Around Enemy in 3 cell Mana: 50 mp</p> <p>[REMOVED] — Melee attack power is increased by 500 [REMOVED] — Water energies are increased by 400 — There is a 20% chance of causing  Serious Injury — There is a 50% chance of causing  Water Splash — The Rage bar is increased by 10%</p>	<p>Cooldown: 1s Attack Range: 2 cell Target: Around Enemy in 3 cell Mana: 50 mp</p> <p>[NEW] — [PvP] Deals 105% of the user's plain attack stat plus an extra 650 as melee attack power [NEW] — [PvP] Water energies are increased by 400 — Has a 20% chance of causing [ Serious Injury] — Has a 50% chance of causing [ Water Splash] — The Rage bar is increased by 10%</p>



Dragon Knight

Role:





Main: Bruiser

Secondary: DPS

Name	Description	Original	New
 [PvP] Lunge		Cooldown: 0.7s Attack Range: 2 cell Target: Around Enemy in 0 cell Mana: 0 mp [REMOVED] — Melee attack power is increased by 180 [REMOVED] — Light energies are increased by 170 — You receive 5 Sharpness Points — If you attack while  Sharp Lance is active, there is a 100% chance of causing  Serious Wound	Cooldown: 0.7s Attack Range: 2 cell Target: Around Enemy in 0 cell Mana: 0 mp [NEW] — [PvP] Deals 100% of the user's plain attack stat plus an extra 175 as melee attack power [NEW] — [PvP] Light energies are increased by 170 — You receive 5 Sharpness Points — If you attack while  Sharp Lance is active, there is a 100% chance of causing  Serious Wound
 [PvP] Long Lunge		Cooldown: 5s Attack Range: 4 cell Target: Special Area Mana: 50 mp [REMOVED] — Melee attack power is increased by 530 [REMOVED] — Light energies are increased by 370 — You receive 20 Sharpness Points — Counts as a Pinpoint attack, damage increased by 8% against targets with  Pierced Armour higher	Cooldown: 5s Attack Range: 4 cell Target: Special Area Mana: 50 mp [NEW] — [PvP] Deals 100% of the user's plain attack stat plus an extra 250 as melee attack power [NEW] — [PvP] Light energies are increased by 370 — Counts as a Pinpoint attack, damage increased by 8% against targets with  Pierced Armour or higher
 [PvP] Shield Strike		Cooldown: 8s Attack Range: 2 cell Target: Around Enemy in 2 cell Mana: 80 mp [REMOVED] — Melee attack power is increased by 500 [REMOVED] — Light energies are increased by 500 — There is a 60% chance of causing  Slight Blackout	Cooldown: 8s Attack Range: 2 cell Target: Around Enemy in 2 cell Mana: 80 mp [NEW] — [PvP] Deals 100% of the user's plain attack stat plus an extra 400 as melee attack power [NEW] — [PvP] Light energies are increased by 500 — Has a 60% chance of causing  Slight Blackout

 [PvP] Lance Dash		<p>Cooldown: 14s Attack Range: 8 cell Target: Special Area Mana: 130 mp</p> <p>[REMOVED] — Melee attack power is increased by 800 [REMOVED] — Light energies are increased by 400 — There is a 30% chance of causing  Serious Wound — You receive 30 Sharpness Points — Counts as a Pinpoint attack, damage increased by 12% against targets with  Pierced Armour or higher</p>	<p>Cooldown: 14s Attack Range: 8 cell Target: Special Area Mana: 130 mp</p> <p>[NEW] — [PvP] Deals 95% of the user's plain attack stat plus an extra 200 as melee attack power [NEW] — [PvP] Light energies are increased by 400 — Has a 30% chance of causing  Serious Wound — You receive 30 Sharpness Points — Counts as a Pinpoint attack, damage increased by 12% against targets with  Pierced Armour or higher</p>
 [PvP] Holy Whirlwind		<p>Cooldown: 20s Attack Range: 0 cell Target: Around Enemy in 4 cell Mana: 140 mp</p> <p>— Attracts enemies to 1 fields from you [REMOVED] — Melee attack power is increased by 750 [REMOVED] — Light energies are increased by 900 — You receive 50 Sharpness Points — There is a 40% chance of causing  Blackout</p>	<p>Cooldown: 20s Attack Range: 0 cell Target: Around Enemy in 4 cell Mana: 140 mp</p> <p>[NEW] — [PvP] Deals 105% of the user's plain attack stat plus an extra 600 as melee attack power [NEW] — [PvP] Light energies are increased by 900 — Attracts enemies to 1 fields from you — You receive 50 Sharpness Points — Has a 80% chance of causing  Blackout</p>
 [PvP] Lance Throw		<p>Cooldown: 18s Attack Range: 8 cell Target: Special Area Mana: 160 mp</p> <p>[REMOVED] — Melee attack power is increased by 600 [REMOVED] — Light energies are increased by 750 — You receive 40 Sharpness Points — There is a 50% chance of causing  Pierced Armour</p>	<p>Cooldown: 18s Attack Range: 8 cell Target: Special Area Mana: 160 mp</p> <p>[NEW] — [PvP] Deals 105% of the user's plain attack stat plus an extra 550 as melee attack power [NEW] — [PvP] Light energies are increased by 750 — You receive 40 Sharpness Points — Has a 50% chance of causing  Pierced Armour</p>
 [PvP] Triple Lunge		<p>Cooldown: 25s Attack Range: 3 cell Target: Around Enemy in 2 cell Mana: 200 mp</p> <p>[REMOVED] — Melee attack power is increased</p>	<p>Cooldown: 25s Attack Range: 3 cell Target: Around Enemy in 2 cell Mana: 200 mp</p> <p>[NEW] — [PvP] Deals 110% of the user's</p>

		<p>by 1200 [REMOVED] — Light energies are increased by 940 — You receive 60 Sharpness Points — Counts as a Pinpoint attack, damage increased by 15% against targets with Pierced Armour or higher — There is a 70% chance of causing Serious Wound</p>	<p>plain attack stat plus an extra 850 as melee attack power [NEW] — [PvP] Light energies are increased by 940 — You receive 60 Sharpness Points — Counts as a Pinpoint attack, damage increased by 15% against targets with Pierced Armour or higher — Has a 70% chance of causing Serious Wound</p>
[PvP] Draconium Shield		<p>Cooldown: 12s Attack Range: 0 cell Target: Select One Mana: 150 mp</p> <p>— There is a 100% chance of causing Draconium Shield</p>	<p>Cooldown: 12s Attack Range: 0 cell Target: Select One Mana: 150 mp</p> <p>— There is a 100% chance of causing [PvP] Draconium Shield</p>
[PvP] Armour Demolition	Note: Skillshot removed due to strange misses caused by the awkward AoE	<p>Cooldown: 30s Attack Range: 9 cell Target: Around Enemy in 3 cell Mana: 300 mp</p> <p>[REMOVED] — Melee attack power is increased by 700 [REMOVED] — Light energies are increased by 900 — Increases the chance of inflicting a critical hit by 10% if Sharp Lance is active — There is a 100% chance of causing Fully Pierced Armour (ignores debuff protection)</p>	<p>Cooldown: 30s Attack Range: 9 cell Target: Around Enemy in 3 cell Mana: 300 mp</p> <p>[NEW] — [PvP] Deals 110% of the user's plain attack stat plus an extra 1000 as melee attack power [NEW] — [PvP] Light energies are increased by 900 — Increases the chance of inflicting a critical hit by 10% if Sharp Lance is active — Has a 100% chance of causing Fully Pierced Armour (ignores debuff protection)</p>
[PvP] Light of Protection		<p>Cooldown: 60s Attack Range: 0 cell Target: Select One Mana: 300 mp</p> <p>— There is a 100% chance of causing Light of Protection</p>	<p>Cooldown: 60s Attack Range: 0 cell Target: Select One Mana: 300 mp</p> <p>— Has a 100% chance of causing [PvP] Light of Protection</p>
[PvP] Piercing Dragon		<p>Cooldown: 80s Attack Range: 8 cell Target: Special Area Mana: 300 mp</p> <p>[REMOVED] — Melee attack power is increased by 950 [REMOVED] — Light energies are increased by 1300</p>	<p>Cooldown: 80s Attack Range: 8 cell Target: Special Area Mana: 300 mp</p> <p>[NEW] — [PvP] Deals 120% of the user's plain attack stat plus an extra 1150 as melee attack power [NEW] — [PvP] Light energies are increased</p>

		<p>[REMOVED] — Increases the chance of inflicting a critical hit by 50% if  Sharp Lance is active</p> <p>— Counts as a Pinpoint attack, damage increased by 40% against targets with  Pierced Armour or higher</p>	<p>by 1300</p> <p>[NEW] — Increases critical damage by 50% if  Sharp Lance is active</p> <p>— Counts as a Pinpoint attack, damage increased by 40% against targets with [ Pierced Armour] or higher</p>
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








Ranger

Role:

Main: DPS

Name	Description	Original	New
 [PvP] Archery	Note: Second and third animation removed Rollback animation changes	Cooldown: 0.5s Attack Range: 11 cell Target: Select One Mana: 0 mp [REMOVED] — Ranged attack power is increased by 80 [REMOVED] — Water energies are increased by 120	Cooldown: 0.6s Attack Range: 11 cell Target: Select One Mana: 0 mp [NEW] — [PvP] Deals 100% of the user's plain attack stat plus an extra 100 as ranged attack power [NEW] — [PvP] Water energies are increased by 120
 [PvP] Head Shot		Cooldown: 10s Attack Range: 11 cell Target: Select One Mana: 45 mp [REMOVED] — Ranged attack power is increased by 250 [REMOVED] — Water energies are increased by 180 [REMOVED] — There is a 60% chance of causing  Brain Freeze [REMOVED] — There is a 25% chance of causing  Paralysis [REMOVED] — Chance of inflicting critical hits is increased by (Player Level / 2)% — Push your opponent back 4 fields.	Cooldown: 10s Attack Range: 11 cell Target: Select One Mana: 45 mp [NEW] — [PvP] Deals 105% of the user's plain attack stat plus an extra 225 as ranged attack power [NEW] — [PvP] Water energies are increased by 180 [NEW] — [PvP] Chance of inflicting critical hits is increased by 80% of the user's total [NEW] — Has a 25% chance of causing  Short Paralysis — Push your opponent back 4 fields
 [PvP] Hawk Eye		Cooldown: 30s Attack Range: 0 cell Target: Select One Mana: 100 mp — There is a 100% chance of causing  [PvP] Hawk Eye	
 [PvP] Wind Walker		Cooldown: 60s Attack Range: 0 cell Target: Select One Mana: 100 mp — There is a 100% chance of causing  [PvP] Wind Walker	

		Wind Walker	
 [PvP] Flashbang		Cooldown: 30s Attack Range: 11 cell Target: Around Enemy in 3 cell Mana: 150 mp [REMOVED] — Ranged attack power is increased by 250 [REMOVED] — Water energies are increased by 150 — There is a 80% chance of causing  Flashbang	Cooldown: 30s Attack Range: 11 cell Target: Around Enemy in 2 cell Mana: 150 mp [NEW] — [PvP] Deals 110% of the user's plain attack stat plus an extra 200 as ranged attack power [NEW] — [PvP] Water energies are increased by 150 — There is a 80% chance of causing  Flashbang
 [PvP] Triple Arrow		Cooldown: 12s Attack Range: 11 cell Target: Around Enemy in 2 cell Mana: 80 mp [REMOVED] — Ranged attack power is increased by 400 [REMOVED] — Water energies are increased by 250 [REMOVED] — There is a 60% chance of invoking the combo [There aren't two without three]	Cooldown: 20s Attack Range: 11 cell Target: Special Area Mana: 80 mp [NEW] — [PvP] Deals 105% of the user's plain attack stat plus an extra 600 as ranged attack power [NEW] — [PvP] Water energies are increased by 250 [NEW] — [PvP] Chance of inflicting critical hits is increased by 60% of the user's total
 [PvP] Range Boost		Cooldown: 28s Attack Range: 16 cell Target: Select One Mana: 120 mp [REMOVED] — Ranged attack power is increased by 1000 [REMOVED] — Water energies are increased by 500 [REMOVED] — Chance of inflicting critical hits is increased by (Player Level / 4)% — There is a 50% chance of causing  Dismount	Cooldown: 35s Attack Range: 16 cell Target: Select One Mana: 120 mp [NEW] — [PvP] Deals 110% of the user's plain attack stat plus an extra 1200 as ranged attack power [NEW] — [PvP] Water energies are increased by 500 [NEW] — [PvP] Critical chance is increased by 4% for each field of distance with the enemy — Has a 50% chance of causing  Dismount
 [PvP] Screw Bolt	Note: This skill needs to be a bit faster	Cooldown: 20s Attack Range: 11 cell Target: Special Area Mana: 100 mp [REMOVED] — Ranged attack power is increased by 550 [REMOVED] — Water energies are increased by 1300	Cooldown: 20s Attack Range: 11 cell Target: Special Area Mana: 100 mp [NEW] — [PvP] Deals 105% of the user's plain attack stat plus an extra 500 as ranged attack power [NEW] — [PvP] Water energies are increased




		<p>[REMOVED] — There is a 30% chance of causing  Frozen</p>	<p>by 1300</p> <p>[NEW] — Has a 30% chance of causing  Frozen</p>
 [PvP] Covering Fire		<p>Cooldown: 30s Attack Range: 0 cell Target: Around Enemy in 4 cell Mana: 135 mp</p> <p>[REMOVED] — Ranged attack power is increased by 800 [REMOVED] — Water energies are increased by 400 [REMOVED] — Chance of inflicting critical hits is increased by (Player Level * 1)% — There is a 15% chance of causing  Dismount — No penalty for ranged attacks at close range</p>	<p>Cooldown: 60s Attack Range: 0 cell Target: Around Enemy in 4 cell Mana: 135 mp</p> <p>[NEW] — [PvP] Deals 100% of the user's plain attack stat plus an extra 800 as ranged attack power [NEW] — [PvP] Water energies are increased by 400 — Has a 100% chance of causing  Dismount — No penalty for ranged attacks at close range</p>
 [PvP] Rapid Recovery		<p>Cooldown: 45s Attack Range: 0 cell Target: Select One Mana: 300 mp</p> <p>— There is a 100% chance of causing  [PvP] Rapid</p>	
 [PvP] Thunderstorm	Note: Not a skillshot anymore	<p>Cooldown: 150s Attack Range: 12 cell Target: Around Enemy in 3 cell Mana: 350 mp</p> <p>[REMOVED] — Ranged attack power is increased by 1200 [REMOVED] — Water energies are increased by 800 — No penalty for ranged attacks at close range — There is a 35% chance of causing  Frozen</p>	<p>Cooldown: 120s Attack Range: 12 cell Target: Around Enemy in 3 cell Mana: 350 mp</p> <p>[NEW] — [PvP] Deals 120% of the user's plain attack stat plus an extra 1200 as ranged attack power [NEW] — [PvP] Water energies are increased by 800 — No penalty for ranged attacks at close range — Has a 50% chance of causing  Frozen</p>
 [PvP] There aren't two without three	[REMOVED]	<p>Cooldown: 12s Attack Range: 11 cell Target: Around Enemy in 2 cell Mana: 80 mp</p> <p>— Ranged attack power is increased by 600 — Water energies are increased by 450 — There is a 50% chance of causing  Frozen Bleeding</p>	



Assassin

Role:

Main: Assassin

Name	Description	Original	New
 [PvP] Dagger Attack		Cooldown: 0.7s Attack Range: 2 cell Target: Select One Mana: 0 mp [REMOVED] — Melee attack power is increased by 50 [REMOVED] — Shadow energies are increased by 80	Cooldown: 0.7s Attack Range: 1 cell Target: Select One Mana: 0 mp [NEW] — [PvP] Deals 90% of the user's plain attack stat plus an extra 10 as melee attack power [NEW] — [PvP] Shadow energies are increased by 80
 [PvP] Slash		Cooldown: 4s Attack Range: 6 cell Target: Select One Mana: 15 mp [REMOVED] — Melee attack power is increased by 80 [REMOVED] — Shadow energies are increased by 50 [REMOVED] — There is a 50% chance of causing  Fatal Bleeding — Ambush attacks cause 270 additional damage.	Cooldown: 4s Attack Range: 6 cell Target: Select One Mana: 15 mp [NEW] — [PvP] Deals 100% of the user's plain attack stat plus an extra 15 as melee attack power [NEW] — [PvP] Shadow energies are increased by 100 — Has a 50% chance of causing  [PvP] Critical Bleeding — Ambush attacks cause 270 additional damage.
 [PvP] Thick Smog		Cooldown: 36s Attack Range: 0 cell Target: Around Enemy in 4 cell Mana: 100 mp [REMOVED] — There is a 100% chance of causing  Fleet of Foot — There is a 100% chance of causing  Smog	Cooldown: 60s Attack Range: 0 cell Target: Around Enemy in 4 cell Mana: 100 mp — Has a 100% chance of causing  [PvP] Smog (ignores debuff protection)
 [PvP] Critical Hit		Cooldown: 40s Attack Range: 0 cell Target: Select One Mana: 100 mp — There is a 100% chance of causing  [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 [5][PvP] Pact of Darkness
 [PvP] Chain Hook Throw		Cooldown: 20s Attack Range: 10 cell Target: Select One Mana: 150 mp — There is a 60% chance of causing  Shock — Attracts enemies to 1 fields from you	Cooldown: 20s Attack Range: 7 cell Target: Select One Mana: 150 mp — Has a 100% chance of causing  Shock — Attracts enemies to 1 fields from you
 [PvP] Tumble		Cooldown: 7s Attack Range: 0 cell Target: Select One Mana: 120 mp — There is a 100% chance of causing  Evade	
 [PvP] Tomahawk		Cooldown: 30s Attack Range: 5 cell Target: Around Enemy in 2 cell Mana: 120 mp [REMOVED] — Ranged attack power is increased by 600 [REMOVED] — Shadow energies are increased by 500 — There is a 70% chance of causing  Mental Poison — Ambush attacks cause 600 additional damage.	Cooldown: 30s Attack Range: 5 cell Target: Around Enemy in 2 cell Mana: 120 mp [NEW] — [PvP] Deals 110% of the user's plain attack stat plus an extra 350 as melee attack power [NEW] — [PvP] Shadow energies are increased by 500 — Has a 70% chance of causing  Mental Poison — Ambush attacks cause 600 additional damage.
 [PvP] Shadow		Cooldown: 35s Attack Range: 6 cell Target: Select One Mana: 400 mp [REMOVED] — There is a 100% chance of causing  Pact of Darkness — There is a 100% chance of causing  Hideout — Teleports you to a selected location.	Cooldown: 35s Attack Range: 6 cell Target: Select One Mana: 400 mp — Has a 100% chance of causing  Hideout — Teleports you to a selected location.

 [PvP] Storm Slash		<p>Cooldown: 40s Attack Range: 0 cell Target: Around Enemy in 3 cell Mana: 50 mp</p> <p>[REMOVED] — Melee attack power is increased by 900 [REMOVED] — Shadow energies are increased by 600 — There is a 90% chance of causing  Wounded Leg — Ambush attacks cause 900 additional damage.</p>	<p>Cooldown: 40s Attack Range: 0 cell Target: Around Enemy in 2 cell Mana: 50 mp</p> <p>[NEW] — [PvP] Deals 115% of the user's plain attack stat plus an extra 500 as melee attack power [NEW] — [PvP] Shadow energies are increased by 600 — Has a 100% chance of causing [ Wounded Leg] — Ambush attacks cause 900 additional damage.</p>
 [PvP] Deadly Strike		<p>Cooldown: 50s Attack Range: 1 cell Target: Select One Mana: 90 mp</p> <p>— Melee attack power is increased by 300 — Shadow energies are increased by 500 — Ambush attacks cause 2500 additional damage.</p>	<p>Cooldown: 60s Attack Range: 1 cell Target: Select One Mana: 90 mp</p> <p>[NEW] — [PvP] Deals 140% of the user's plain attack stat plus an extra 150 as melee attack power [NEW] — [PvP] Shadow energies are increased by 500 — Ambush attacks cause 2750 additional damage.</p>
 [PvP] Bomb	Visual effect rollbacked	<p>Cooldown: 90s Attack Range: 0 cell Target: Around Enemy in 4 cell Mana: 80 mp</p> <p>— Melee attack power is increased by 1000 — Shadow energies are increased by 1800 — There is a 80% chance of causing  Reinforcing Poison [REMOVED] — There is a 100% chance of causing  Short Blackout</p>	<p>Cooldown: 90s Attack Range: 0 cell Target: Around Enemy in 3 cell Mana: 80 mp</p> <p>[NEW] — [PvP] Deals 125% of the user's plain attack stat plus an extra 1000 as melee attack power [NEW] — [PvP] Shadow energies are increased by 1800 — Has a 100% chance of causing [ Reinforcing Poison] (ignores debuff protection)</p>



Destroyer

Role:

Main: Assassin

Secondary: DPS

Name	Description	Original	New
 [PvP] Fire Shotgun		Cooldown: 0.6s Attack Range: 9 cell Target: Around Enemy in 1 cell Mana: 0 mp [REMOVED] — Ranged attack power is increased by 200 [REMOVED] — Fire energies are increased by 180	Cooldown: 0.6s Attack Range: 9 cell Target: Around Enemy in 1 cell Mana: 0 mp [NEW] — [PvP] Deals 100% of the user's plain attack stat plus an extra 100 as ranged attack power [NEW] — [PvP] Fire energies are increased by 180 .
 [PvP] Rapid Shot		Cooldown: 7s Attack Range: 9 cell Target: Special Area Mana: 50 mp [REMOVED] — Ranged attack power is increased by 300 [REMOVED] — Fire energies are increased by 350 [REMOVED] — Chance of inflicting critical hits is increased by 15% [REMOVED] — There is a 60% chance of invoking the combo [ Machine Gun]	Cooldown: 7s Attack Range: 9 cell Target: Special Area Mana: 50 mp [NEW] — [PvP] Deals 105% of the user's plain attack stat plus an extra 300 as ranged attack power [NEW] — [PvP] Fire energies are increased by 350 [NEW] — Has a 50% chance of causing [ Paralysis] .
 [PvP] Lucky Wideshot		Cooldown: 20s Attack Range: 9 cell Target: Around Enemy in 2 cell Mana: 70 mp [REMOVED] — Ranged attack power is increased by 700 [REMOVED] — Fire energies are increased by 700 [REMOVED] — Chance of inflicting critical hits is increased by (Player Level / 5)% — There is a 80% chance of invoking the combo  Delayed Shot	Cooldown: 20s Attack Range: 9 cell Target: Around Enemy in 2 cell Mana: 70 mp [NEW] — [PvP] Deals 110% of the user's plain attack stat plus an extra 300 as ranged attack power [NEW] — [PvP] Fire energies are increased by 700 — Has a 100% chance of invoking the combo [ Delayed Shot]

 [PvP] Booster On		Cooldown: 25s Attack Range: 0 cell Target: Select One Mana: 200 mp There is a 100% chance of causing  [PvP] Booster On	
 [PvP] Bomber		Cooldown: 25s Attack Range: 9 cell Target: Select One Mana: 100 mp — There is a 100% chance that Bomb will be caused at the set location.	Cooldown: 25s Attack Range: 9 cell Target: Select One Mana: 100 mp — There is a 100% chance that [[PvP] Bomb] will be caused at the set location.
 [PvP] Poison Gas Shell		Cooldown: 40s Attack Range: 9 cell Target: Around Enemy in 2 cell Mana: 90 mp — There is a 100% chance of causing  Poison Gas	
 [PvP] Burst Shot		Cooldown: 23s Attack Range: 9 cell Target: Select One Mana: 110 mp [REMOVED] — Ranged attack power is increased by 650 [REMOVED] — Fire energies are increased by 1500 [REMOVED] — Chance of inflicting critical hits is increased by (Player Level / 4)% — There is a 100% chance of moving back 4 field(s) — Push your opponent back 1 fields.	Cooldown: 23s Attack Range: 9 cell Target: Select One Mana: 110 mp [NEW] — [PvP] Deals 105% of the user's plain attack stat plus an extra 600 as ranged attack power [NEW] — [PvP] Fire energies are increased by 1500 [NEW] — Damage of critical hits is increased by 30% — There is a 100% chance of moving back 4 field(s) — Push your opponent back 1 fields.
 [PvP] Strengthened		Cooldown: 60s Attack Range: 0 cell Target: Select One Mana: 85 mp — There is a 100% chance of causing  [PvP] Strengthened	Cooldown: 60s Attack Range: 0 cell Target: Select One Mana: 85 mp — Has a 100% chance of causing  [PvP] Strengthened
 [PvP] Boom Shot		Cooldown: 25s Attack Range: 10 cell Target: Around Enemy in 2 cell Mana: 150 mp	Cooldown: 25s Attack Range: 10 cell Target: Around Enemy in 2 cell Mana: 150 mp

		<p>[REMOVED] — Ranged attack power is increased by 1100</p> <p>[REMOVED] — Fire energies are increased by 1100</p> <p>[REMOVED] — There is a 30% chance of causing  Burn</p>	<p>[NEW] — [PvP] Deals 110% of the user's plain attack stat plus an extra 900 as ranged attack power</p> <p>[NEW] — [PvP] Fire energies are increased by 1100</p> <p>[NEW] — Has a 30% chance of causing [ Burn]</p>
 [PvP] Fire Mine		<p>Cooldown: 40s Attack Range: 0 cell Target: Select One Mana: 160 mp</p> <p>— Plants 3 fire mines.</p>	
 [PvP] Hell Drop		<p>Cooldown: 100s Attack Range: 12 cell Target: Around Enemy in 5 cell Mana: 200 mp</p> <p>[REMOVED] — Ranged attack power is increased by 1200</p> <p>[REMOVED] — Fire energies are increased by 1500</p> <p>[REMOVED] — There is a 80% chance of causing  Deadly Blackout</p> <p>[REMOVED] — Damage received from critical hits is increased by 15%.</p>	<p>Cooldown: 100s Attack Range: 12 cell Target: Around Enemy in 5 cell Mana: 200 mp</p> <p>[NEW] — [PvP] Deals 125% of the user's plain attack stat plus an extra 1100 as ranged attack power</p> <p>[NEW] — [PvP] Fire energies are increased by 1500</p> <p>[NEW] — [PvP] There is a 80% chance of causing  Deadly Blackout</p> <p>[NEW] — Cannot be evaded</p>
 Machine Gun	[REMOVED]	<p>Cooldown: 7s Attack Range: 9 cell Target: Special Area Mana: 50 mp</p> <p>— Ranged attack power is increased by 300</p> <p>— Fire energies are increased by 350</p> <p>— There is a 30% chance of causing  Blackout</p> <p>— Chance of inflicting critical hits is increased by 15%</p>	
 [PvP] Delayed Shot		<p>Cooldown: 1s Attack Range: 9 cell Target: Around Enemy in 2 cell Mana: 70 mp</p> <p>[REMOVED] — Ranged attack power is increased by 700</p> <p>[REMOVED] — Fire energies are increased by 700</p> <p>[REMOVED] — Chance of inflicting critical hits is increased by (Player Level / 4)%</p>	<p>Cooldown: 1s Attack Range: 9 cell Target: Around Enemy in 2 cell Mana: 70 mp</p> <p>[NEW] — [PvP] Deals 115% of the user's plain attack stat plus an extra 450 as ranged attack power</p> <p>[NEW] — [PvP] Fire energies are increased by 700</p> <p>[NEW] — Always inflicts critical hits</p>



Wild Keeper







Role:

Main: DPS

Secondary: Bruiser

Name	Description	Original	New
 [PvP] Boomerang Blast		Cooldown: 0.7s Attack Range: 6 cell Target: Around Enemy in 1 cell Mana: 0 mp [REMOVED] — Ranged attack power is increased by 110 [REMOVED] — Light energies are increased by 160	Cooldown: 0.7s Attack Range: 6 cell Target: Select One Mana: 0 mp [NEW] — [PvP] Deals 100% of the user's plain attack stat plus an extra 300 as ranged attack power [NEW] — [PvP] Light energies are increased by 160
 [PvP] Snake Rush		Cooldown: 8s Attack Range: 6 cell Target: Around Enemy in 3 cell Mana: 75 mp [REMOVED] — Ranged attack power is increased by 240 [REMOVED] — Light energies are increased by 350 — There is a 40% chance of causing  Blackout	Cooldown: 8s Attack Range: 6 cell Target: Around Enemy in 3 cell Mana: 75 mp [NEW] — [PvP] Deals 100% of the user's plain attack stat plus an extra 450 as ranged attack power [NEW] — [PvP] Light energies are increased by 350 — Has a 40% chance of causing [ Blackout]
 [PvP] Beast Claw		Cooldown: 25s Attack Range: 6 cell Target: Special Area Mana: 85 mp [REMOVED] — Ranged attack power is increased by 360 [REMOVED] — Light energies are increased by 500 [REMOVED] — There is a 60% chance of causing  Fatal Bleeding	Cooldown: 20s Attack Range: 6 cell Target: Special Area Mana: 85 mp [NEW] — [PvP] Deals 90% of the user's plain attack stat plus an extra 800 as ranged attack power [NEW] — [PvP] Light energies are increased by 350 [NEW] — Has a 60% chance of causing [ Fatal Bleeding] [NEW] — [PvP] Damage is increased by 6% of the enemy's current HP
 [PvP] Eagle Spirit		Cooldown: 60s Attack Range: 0 cell Target: Select One	

		<p>Mana: 150 mp</p> <p>— There is a 100% chance of causing  [PvP] Eagle Spirit</p>	
 [PvP] Elemental Shining		<p>Cooldown: 180s Attack Range: 0 cell Target: Around Allies in 2 cell Mana: 70 mp</p> <p>— There is a 100% chance of causing  Elemental Shining</p>	
 [PvP] Boomerang Throw		<p>Cooldown: 18s Attack Range: 0 cell Target: Around Enemy in 3 cell Mana: 125 mp</p> <p>[REMOVED] — Ranged attack power is increased by 800 [REMOVED] — Light energies are increased by 650 — No penalty for ranged attacks at close range</p>	<p>Cooldown: 25s Attack Range: 0 cell Target: Around Enemy in 3 cell Mana: 125 mp</p> <p>[NEW] — [PvP] Deals 95% of the user's plain attack stat plus an extra 1100 as ranged attack power [NEW] — [PvP] Light energies are increased by 650 [NEW] — [PvP] Damage is increased by 8% of the enemy's current HP — No penalty for ranged attacks at close range</p>
 [PvP] Wolf Spirit		<p>Cooldown: 180s Attack Range: 0 cell Target: Around Allies in 4 cell Mana: 120 mp</p> <p>— There is a 100% chance of causing  Wolf Spirit</p>	<p>Cooldown: 180s Attack Range: 0 cell Target: Around Allies in 4 cell Mana: 120 mp</p> <p>— Has a 100% chance of causing [] [PvP] Wolf Spirit</p>
 [PvP] Elemental Leech		<p>Cooldown: 60s Attack Range: 2 cell Target: Around Enemy in 3 cell Mana: 90 mp</p> <p>— There is a 100% chance of causing  Elemental Leech</p>	<p>Cooldown: 42s Attack Range: 2 cell Target: Around Enemy in 3 cell Mana: 90 mp</p> <p>— Has a 100% chance of causing [] [PvP] Elemental Leech (ignores debuff protection)</p>
 [PvP] Ivy		<p>Cooldown: 45s Attack Range: 0 cell Target: Around Enemy in 4 cell Mana: 180 mp</p> <p>[REMOVED] — Ranged attack power is increased by 1200 [REMOVED] — Light energies are increased by</p>	<p>Cooldown: 45s Attack Range: 0 cell Target: Around Enemy in 4 cell Mana: 180 mp</p> <p>[NEW] — [PvP] Deals 105% of the user's plain attack stat plus an extra 1400 as ranged attack power</p>

		1500 [REMOVED] — There is a 70% chance of causing  Shock — No penalty for ranged attacks at close range	[NEW] — [PvP] Light energies are increased by 1500 [NEW] — Has a 70% chance of causing  Shock — No penalty for ranged attacks at close range
 [PvP] Bear Spirit		Cooldown: 180s Attack Range: 0 cell Target: Around Allies in 4 cell Mana: 200 mp — There is a 100% chance of causing  Bear Spirit	
 [PvP] Forest Power		Cooldown: 110s Attack Range: 6 cell Target: Around Enemy in 4 cell Mana: 200 mp [REMOVED] — Ranged attack power is increased by 1700 [REMOVED] — Light energies are increased by 1800 [REMOVED] — There is a 80% chance of causing  Cut	Cooldown: 110s Attack Range: 6 cell Target: Around Enemy in 4 cell Mana: 200 mp [NEW] — [PvP] Deals 105% of the user's plain attack stat plus an extra 1900 as ranged attack power [NEW] — [PvP] Light energies are increased by 1800 [NEW] — Has a 80% chance of causing  Cut [NEW] — Cannot be evaded














Fire Cannoneer

Role:






Main: Assassin

Secondary: DPS

Name	Description	Original	New
 [PvP] Cannon Fire		Cooldown: 0.9s Attack Range: 11 cell Target: Around Enemy in 0 cell Mana: 0 mp [REMOVED] — Ranged attack power is increased by 100 [REMOVED] — Fire energies are increased by 150 — No penalty for ranged attacks at close range	Cooldown: 0.9s Attack Range: 11 cell Target: Around Enemy in 0 cell Mana: 0 mp [NEW] — [PvP] Deals 95% of the user's plain attack stat plus an extra 110 as ranged attack power [NEW] — [PvP] Fire energies are increased by 150 — No penalty for ranged attacks at close range
 [PvP] Staggered Fire		Cooldown: 10s Attack Range: 11 cell Target: Around Enemy in 0 cell Mana: 120 mp [REMOVED] — Ranged attack power is increased by 220 [REMOVED] — Fire energies are increased by 380 [REMOVED] — There is a 35% chance of causing  Explosive Shock — There is a 20% chance of causing  Burn — There is a 20% chance of causing  Leg Sweeper	Cooldown: 8s Attack Range: 11 cell Target: Around Enemy in 0 cell Mana: 120 mp [NEW] — [PvP] Deals 100% of the user's plain attack stat plus an extra 220 as ranged attack power [NEW] — [PvP] Fire energies are increased by 380 — Has a 50% chance of causing  Burn — Has a 50% chance of causing  Leg Sweeper
 [PvP] Cannon Panning		Cooldown: 25s Attack Range: 2 cell Target: Around Enemy in 1 cell Mana: 110 mp [REMOVED] — Ranged attack power is increased by 400 [REMOVED] — Fire energies are increased by 500 [REMOVED] — [PvP] Push your opponent back 8 field(s)	Cooldown: 40s Attack Range: 2 cell Target: Around Enemy in 1 cell Mana: 110 mp [NEW] — [PvP] Deals 120% of the user's plain attack stat plus an extra 400 as ranged attack power [NEW] — [PvP] Fire energies are increased by 500 — Has a 100% chance of causing  Weaken Defence Power — No penalty for ranged attacks at close

			range
 [PvP] Cannon Shot		Cooldown: 15s Attack Range: 11 cell Target: Select One Mana: 200 mp [REMOVED] — Ranged attack power is increased by 500 [REMOVED] — Fire energies are increased by 1000 [REMOVED] — Chance of inflicting critical hits is increased by (Player Level / 2)% — There is a 60% chance of causing  Blackout — No penalty for ranged attacks at close range	Cooldown: 50s Attack Range: 11 cell Target: Select One Mana: 200 mp [NEW] — [PvP] Deals 115% of the user's plain attack stat plus an extra 600 as ranged attack power [NEW] — [PvP] Fire energies are increased by 1000 [NEW] — Has a 100% chance of causing  [PvP] Cannon Burst — Has a 100% chance of causing  Blackout — No penalty for ranged attacks at close range
 [PvP] Shot with Targeting		Cooldown: 12s Attack Range: 18 cell Target: Around Enemy in 1 cell Mana: 100 mp [REMOVED] — Ranged attack power is increased by 900 [REMOVED] — Fire energies are increased by 700 [REMOVED] — No penalty for ranged attacks at close range — There is a 30% chance of causing  The Great Explosive Shockwave wipes everything in its path.	Cooldown: 12s Attack Range: 18 cell Target: Around Enemy in 1 cell Mana: 100 mp [NEW] — [PvP] Deals 95% of the user's plain attack stat plus an extra 450 as ranged attack power [NEW] — [PvP] Fire energies are increased by 700 [NEW] — Attack power is increased by 1% for each field of distance with the enemy — Has a 20% chance of causing  Great Explosive Shockwave
 [PvP] Hand Grenade		Cooldown: 15s Attack Range: 11 cell Target: Special Area Mana: 90 mp — Ranged attack power is increased by 800 — Fire energies are increased by 800 [REMOVED] — There is a 20% chance of causing  Great Explosive Shockwave — No penalty for ranged attacks at close range	Cooldown: 15s Attack Range: 11 cell Target: Special Area Mana: 90 mp [NEW] — [PvP] Deals 105% of the user's plain attack stat plus an extra 250 as ranged attack power [NEW] — [PvP] Fire energies are increased by 800 — Has a 20% chance of causing  Great Explosive Shockwave — No penalty for ranged attacks at close range
 [PvP] Hellfire		Cooldown: 30s Attack Range: 11 cell	Cooldown: 30s Attack Range: 11 cell

		<p>Target: Around Enemy in 1 cell Mana: 75 mp</p> <p>[REMOVED] — Ranged attack power is increased by 650 [REMOVED] — Fire energies are increased by 900</p> <p>— There is a 60% chance of causing Critical Burn</p> <p>— No penalty for ranged attacks at close range</p>	<p>Target: Around Enemy in 1 cell Mana: 75 mp</p> <p>[NEW] — [PvP] Deals 110% of the user's plain attack stat plus an extra 500 as ranged attack power [NEW] — [PvP] Fire energies are increased by 900</p> <p>— Has a 60% chance of causing [] [PvP] Critical Burn</p> <p>— No penalty for ranged attacks at close range</p>
[PvP] Signal Rocket		<p>Cooldown: 20s Attack Range: 11 cell Target: Around Enemy in 2 cell Mana: 100 mp</p> <p>[REMOVED] — Ranged attack power is increased by 700 [REMOVED] — Fire energies are increased by 1200 [REMOVED] — Chance of inflicting critical hits is increased by (Player Level / 3)%</p> <p>— There is a 50% chance of causing Great Explosive Shockwave</p> <p>— No penalty for ranged attacks at close range</p>	<p>Cooldown: 30s Attack Range: 11 cell Target: Around Enemy in 2 cell Mana: 100 mp</p> <p>[NEW] — [PvP] Deals 115% of the user's plain attack stat plus an extra 600 as ranged attack power [NEW] — [PvP] Fire energies are increased by 1200</p> <p>— Has a 60% chance of causing [] Great Explosive Shockwave</p> <p>— No penalty for ranged attacks at close range</p>
[PvP] Rocket Riding		<p>Cooldown: 15s Attack Range: 0 cell Target: Around Enemy in 1 cell Mana: 120 mp</p> <p>[REMOVED] — Ranged attack power is increased by 600 [REMOVED] — Fire energies are increased by 700</p> <p>— There is a 100% chance of causing Explosive Shock</p> <p>— Teleports you within a radius of 10 fields.</p>	<p>Cooldown: 15s Attack Range: 0 cell Target: Around Enemy in 1 cell Mana: 120 mp</p> <p>[NEW] — [PvP] Deals 100% of the user's plain attack stat plus an extra 350 as ranged attack power [NEW] — [PvP] Fire energies are increased by 700 [NEW] — No penalty for ranged attacks at close range</p> <p>— Has a 100% chance of causing [] Explosive Shock</p> <p>— Teleports you within a radius of 8 fields.</p>
[PvP] Weapon Master		<p>Cooldown: 60s Attack Range: 0 cell Target: Select One Mana: 100 mp</p> <p>[REMOVED] — There is a 100% chance of causing Explosive Enhancement</p> <p>— There is a 100% chance of causing [PvP] Turbo Loader</p>	<p>Cooldown: 35s Attack Range: 0 cell Target: Select One Mana: 100 mp</p> <p>— Has a 100% chance of causing [] [PvP] Turbo Loader</p> <p>— Has a 100% chance of causing [] [PvP] Turbo Loader</p>

		Weapon Defence — There is a 100% chance of causing  Turbo Loader	Weapon Defence — Has a 100% chance of causing [ Explosive Enhancement]
 [PvP] Ultimate Cannon		Cooldown: 100s Attack Range: 0 cell Target: Around Enemy in 3 cell Mana: 250 mp [REMOVED] — Ranged attack power is increased by 1100 [REMOVED] — Fire energies are increased by 1500 — There is a 70% chance of causing  The Great Explosive Shockwave wipes everything in its path. — No penalty for ranged attacks at close range	Cooldown: 100s Attack Range: 0 cell Target: Around Enemy in 3 cell Mana: 250 mp [NEW] — [PvP] Deals 135% of the user's plain attack stat plus an extra 900 as ranged attack power [NEW] — [PvP] Fire energies are increased by 1500 — Has a 70% chance of causing [ The Great Explosive Shockwave wipes everything in its path.] — No penalty for ranged attacks at close range












Scout
















Role:







Main: DPS


Secondary: Assassin

Name	Description	Original	New
 [PvP] Elemental Attack		Cooldown: 0.4s Attack Range: 8 cell Target: Select One Mana: 0 mp [REMOVED] — Ranged attack power is increased by 100 [REMOVED] — Water energies are increased by 100	Cooldown: 0.4s Attack Range: 8 cell Target: Select One Mana: 0 mp [NEW] — [PvP] Deals 100% of the user's plain attack stat plus an extra 100 as ranged attack power [NEW] — [PvP] Water energies are increased by 100
 [PvP] Falcon Nosedive		Cooldown: 7s Attack Range: 10 cell Target: Around Enemy in 2 cell Mana: 150 mp [REMOVED] — Ranged attack power is increased by 200 [REMOVED] — Water energies are increased by 300 [REMOVED] — Chance of inflicting critical hits is increased by 10% — There is a 70% chance of invoking the combo  Rotating Arrow – Highest Level	Cooldown: 7s Attack Range: 10 cell Target: Around Enemy in 2 cell Mana: 150 mp [NEW] — [PvP] Deals 100% of the user's plain attack stat plus an extra 200 as ranged attack power [NEW] — [PvP] Water energies are increased by 300 [NEW] — [PvP] Chance of inflicting critical hits is increased by 10% — Has a 70% chance of invoking the combo  [PvP] Rotating Arrow – Highest Level
 [PvP] Mobile Trap	NOTE: Increase the time required for the traps to be able to activate to 1 second so melee enemies are able to play around them.	Cooldown: 20s Attack Range: 0 cell Target: Select One Mana: 120 mp — There is a 100% chance that Mobile Trap will be caused at the set location.	
 [PvP] Hunting Falcon		Cooldown: 30s Attack Range: 13 cell Target: Select One Mana: 100 mp [REMOVED] — Ranged attack power is increased by 300 [REMOVED] — Water energies are increased by 200	Cooldown: 30s Attack Range: 13 cell Target: Select One Mana: 100 mp [NEW] — [PvP] Deals 110% of the user's plain attack stat plus an extra 550 as ranged attack power [NEW] — [PvP] Water energies are increased

		[REMOVED] — Chance of inflicting critical hits is increased by 100%	by 200 [NEW] — Always inflicts critical hits
 [PvP] Recoil		Cooldown: 10s Attack Range: 8 cell Target: Select One Mana: 50 mp [REMOVED] — Ranged attack power is increased by 800 [REMOVED] — Water energies are increased by 550 — There is a 30% chance of causing  Mandra Poison — There is a 100% chance of moving back 8 field(s)	Cooldown: 15s Attack Range: 8 cell Target: Select One Mana: 50 mp [NEW] — [PvP] Deals 105% of the user's plain attack stat plus an extra 500 as ranged attack power [NEW] — [PvP] Water energies are increased by 550 — Has a 30% chance of causing  Mandra Poison — Has a 100% chance of causing  [PvP] Recoil] — There is a 100% chance of moving back 8 field(s)
 [PvP] Vital Energy		Cooldown: 60s Attack Range: 0 cell Target: Select One Mana: 300 mp — There is a 100% chance of causing  Vital Energy — There is a 100% chance of causing  Eagle Eye	Cooldown: 75s Attack Range: 0 cell Target: Select One Mana: 300 mp — Has a 100% chance of causing  [PvP] Vital Energy] — Has a 100% chance of causing [ [PvP] Eagle Eye] — Has a 100% chance of causing [ [PvP] Life Shield]
 [PvP] Fog Arrow		Cooldown: 40s Attack Range: 8 cell Target: Select One Mana: 160 mp — There is a 100% chance that Smog Cloud will be caused at the set location. [ Blinded]	Cooldown: 50s Attack Range: 8 cell Target: Select One Mana: 160 mp — There is a 100% chance that Smog Cloud will be caused at the set location. [ [PvP] Blinded]
 [PvP] Falcon's Astuteness		Cooldown: 12s Attack Range: 10 cell Target: Around Enemy in 4 cell Mana: 180 mp [REMOVED] — Ranged attack power is increased by 850 [REMOVED] — Water energies are increased by 900	Cooldown: 12s Attack Range: 10 cell Target: Around Enemy in 4 cell Mana: 180 mp [NEW] — [PvP] Deals 105% of the user's plain attack stat plus an extra 850 as ranged attack power [NEW] — [PvP] Water energies are increased

		<p>[REMOVED] — Chance of inflicting critical hits is increased by 10%</p> <p>— There is a 100% chance of causing  Under Sniper's Gaze (ignores debuff protection)</p>	<p>by 900</p> <p>[NEW] — Chance of inflicting critical hits is increased by 10%</p> <p>— There is a 100% chance of causing  Under Sniper's Gaze (ignores debuff protection)</p>
 [PvP] Lightning Reload		<p>Cooldown: 15s Attack Range: 8 cell Target: Select One Mana: 400 mp</p> <p>[REMOVED] — Ranged attack power is increased by 350</p> <p>[REMOVED] — Water energies are increased by 400</p> <p>— There is a 80% chance of invoking the combo  Rotating Arrow – Level 1</p> <p>— There is a 10% chance of causing  Strong Mandra Poison</p>	<p>Cooldown: 15s Attack Range: 8 cell Target: Select One Mana: 400 mp</p> <p>[NEW] — [PvP] Deals 100% of the user's plain attack stat plus an extra 150 as ranged attack power</p> <p>[NEW] — [PvP] Water energies are increased by 500</p> <p>— Has a 80% chance of invoking the combo  [PvP] Rotating Arrow – Level 1</p> <p>— Has a 30% chance of causing  Strong Mandra Poison</p>
 [PvP] Ambush		<p>Cooldown: 60s Attack Range: 8 cell Target: Select One Mana: 300 mp</p> <p>— There is a 100% chance of causing  Ambush</p> <p>— Teleports you to a selected location.</p>	
 [PvP] Sniper		<p>Cooldown: 50s Attack Range: 12 cell Target: Special Area Mana: 750 mp</p> <p>[REMOVED] — If you are successful in defeating the opponent with this skill, there is a 100% chance that  Executed will occur.</p> <p>[REMOVED] — Ranged attack power is increased by 1200</p> <p>[REMOVED] — Water energies are increased by 1000</p> <p>— There is a 90% chance of causing  Mandra Stun</p> <p>— There is a 45% chance of causing  Lethal Mandra Poison</p> <p>— Increases damage from critical hits by 20%.</p>	<p>Cooldown: 50s Attack Range: 12 cell Target: Special Area Mana: 750 mp</p> <p>[NEW] — [PvP] Deals 120% of the user's plain attack stat plus an extra 1200 as ranged attack power</p> <p>[NEW] — [PvP] Water energies are increased by 1000</p> <p>[NEW] — [PvP] Damage caused from critical hits is increased by 20%</p> <p>— Has a 90% chance of causing  Mandra Stun</p> <p>— There is a 45% chance of causing  Lethal Mandra Poison</p>

 [PvP] Rotating Arrow – Highest Level		<p>Cooldown: 7s Attack Range: 10 cell Target: Around Enemy in 2 cell Mana: 150 mp</p> <p>[REMOVED] — Ranged attack power is increased by 450 [REMOVED] — Water energies are increased by 300 [REMOVED] — Chance of inflicting critical hits is increased by 20%</p> <p>— There is a 10% chance of causing  Mandra Stun — There is a 15% chance of causing  Weak Mandra Poison</p>	<p>Cooldown: 1s Attack Range: 10 cell Target: Around Enemy in 2 cell Mana: 150 mp</p> <p>[NEW] — [PvP] Deals 105% of the user's plain attack stat plus an extra 350 as ranged attack power [NEW] — [PvP] Water energies are increased by 300 [NEW] — [PvP] Chance of inflicting critical hits is increased by 20%</p> <p>— Has a 10% chance of causing  Mandra Stun — Has a 15% chance of causing  Weak Mandra Poison</p>
 [PvP] Rotating Arrow – Level 1		<p>Cooldown: 0.3s Attack Range: 8 cell Target: Select One Mana: 180 mp</p> <p>[REMOVED] — Ranged attack power is increased by 200 [REMOVED] — Chance of inflicting critical hits is increased by 10% — There is a 100% chance of invoking the combo  Rotating Arrow – Level 2</p> <p>— There is a 100% chance of causing  Quick Evasion</p>	<p>Cooldown: 0.3s Attack Range: 8 cell Target: Select One Mana: 180 mp</p> <p>[NEW] — [PvP] Deals 100% of the user's plain attack stat plus an extra 175 as ranged attack power [NEW] — [PvP] Water energies are increased by 150 [NEW] — [PvP] Chance of inflicting critical hits is increased by 10% — Has a 100% chance of invoking the combo  [PvP] Rotating Arrow – Level 2</p> <p>— Has a 100% chance of causing  Quick Evasion — Has a 20% chance of causing  Mandra Stun</p>
 [PvP] Rotating Arrow – Level 2		<p>Cooldown: 0.3s Attack Range: 8 cell Target: Select One Mana: 180 mp</p> <p>[REMOVED] — Ranged attack power is increased by 200 — There is a 100% chance of invoking the combo  Rotating Arrow – Level 1</p> <p>— [PvP] There is a 60% chance of pushing your opponent back 1 field(s) — If it is used 1 times,  Ambush – Preparation 1 is produced. Can increase to maximum level 2. — If it is used 2 times,  Ambush – Preparation 1</p>	<p>Cooldown: 0.3s Attack Range: 8 cell Target: Select One Mana: 180 mp</p> <p>[NEW] — [PvP] Deals 100% of the user's plain attack stat plus an extra 200 as ranged attack power — There is a 100% chance of invoking the combo  [PvP] Rotating Arrow – Level 1</p> <p>— [PvP] There is a 100% chance of pushing your opponent back 1 field(s) — If it is used 1 times,  Ambush – Preparation 1 is produced. Can increase to maximum level 2.</p>

		2] is produced. Can increase to maximum level 2.	— If it is used 2 times, [ Ambush – Preparation 2] is produced. Can increase to maximum level 2.
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

















Demon Hunter

Role:














Main: Assassin or bruiser (Depends on the buff chosen)














Secondary: DPS

Name	Description	Original	New
 [PvP] Devil Shot		Cooldown: 0.6s Attack Range: 10 cell Target: Select One Mana: 0 mp [REMOVED] — Ranged attack power is increased by 110 [REMOVED] — Shadow energies are increased by 120 [REMOVED] — There is a 1% chance of causing  Gunshot Wound	Cooldown: 0.8s Attack Range: 10 cell Target: Select One Mana: 0 mp [NEW] — [PvP] Deals 100% of the user's plain attack stat plus an extra 100 as ranged attack power [NEW] — [PvP] Shadow energies are increased by 120
 [PvP] Bullet Storm		Cooldown: 10s Attack Range: 11 cell Target: Select One Mana: 50 mp [REMOVED] — Ranged attack power is increased by 180 [REMOVED] — Shadow energies are increased by 250 [REMOVED] — There is a 10% chance of causing  Gunshot Wound	Cooldown: 7s Attack Range: 11 cell Target: Select One Mana: 50 mp [NEW] — [PvP] Deals 100% of the user's plain attack stat plus an extra 350 as ranged attack power [NEW] — [PvP] Shadow energies are increased by 250 [NEW] — If [ [PvP] Calm Spirit] is active, causes [ [PvP] Grievous Wounds]
 [PvP] Throwing Blade		Cooldown: 15s Attack Range: 11 cell Target: Select One Mana: 90 mp [REMOVED] — Ranged attack power is increased by 330 [REMOVED] — Shadow energies are increased by 450 [REMOVED] — There is a 20% chance of causing  Gunshot Wound — There is a 100% chance of invoking the combo  Moon Shadow Pendulum	Cooldown: 20s Attack Range: 11 cell Target: Select One Mana: 90 mp [NEW] — [PvP] Deals 105% of the user's plain attack stat plus an extra 550 as ranged attack power [NEW] — [PvP] Shadow energies are increased by 450 [NEW] — [PvP] The cooldown of this skill is reduced by 30% if [ [PvP] Berserk Spirit] is active — Has a 100% chance of invoking the combo [ [PvP] Moon Shadow Pendulum]

 [PvP] Vengeful Spirit Rain		<p>Cooldown: 34s Attack Range: 11 cell Target: Around Enemy in 3 cell Mana: 100 mp</p> <p>[REMOVED] — Ranged attack power is increased by 600 [REMOVED] — Shadow energies are increased by 1200 [REMOVED] — There is a 40% chance of causing  Weak Infernal Horror — There is a 20% chance of causing  Blackout</p>	<p>Cooldown: 25s Attack Range: 11 cell Target: Around Enemy in 3 cell Mana: 100 mp</p> <p>[NEW] — [PvP] Deals 95% of the user's plain attack stat plus an extra 950 as ranged attack power [NEW] — [PvP] Shadow energies are increased by 450 [NEW] — [PvP] Damage is increased by 9% of the enemy's current HP if  [PvP] Calm Spirit is active [NEW] — [PvP] If  [PvP] Calm Spirit is active, there's a 100% chance of inflicting  Blackout</p>
 [PvP] Vengeful Spirit Pendulum 1		<p>Cooldown: 6.5s Attack Range: 0 cell Target: Around Enemy in 2 cell Mana: 120 mp</p> <p>[REMOVED] — Melee attack power is increased by 100 [REMOVED] — Shadow energies are increased by 200 [REMOVED] — There's a 50% chance of leeching (Player Level * 2) HP from the enemy. [REMOVED] — There is a 100% chance of causing  Vengeful Spirit Pendulum — There is a 100% chance of invoking the combo  Vengeful Spirit Pendulum 2</p>	<p>Cooldown: 6.5s Attack Range: 0 cell Target: Around Enemy in 2 cell Mana: 120 mp</p> <p>[NEW] — [PvP] Deals 90% of the user's plain attack stat plus an extra 100 as melee attack power [NEW] — [PvP] The cooldown of this skill is reduced by 50% if  [PvP] Berserk Spirit is active [NEW] — If  [PvP] Calm Spirit is active, causes  [PvP] Violet's Spirit Pendulum [NEW] — If  [PvP] Berserk Spirit is active, causes  [PvP] Crimson's Spirit Pendulum — Has a 100% chance of invoking the combo  Vengeful Spirit Pendulum 2</p>
 [PvP] Vengeful Spirit Onslaught		<p>Cooldown: 18s Attack Range: 13 cell Target: Select One Mana: 120 mp</p> <p>[REMOVED] — Ranged attack power is increased by 800 [REMOVED] — Shadow energies are increased by 800 [REMOVED] — There is a 100% chance of invoking the combo  Moon Shadow Pendulum — Push your opponent back 5 fields. — There is a 30% chance of causing  Deadly Blackout</p>	<p>Cooldown: 20s Attack Range: 13 cell Target: Select One Mana: 120 mp</p> <p>[NEW] — [PvP] Deals 105% of the user's plain attack stat plus an extra 800 as ranged attack power [NEW] — [PvP] Shadow energies are increased by 800 — There is a 30% chance of causing  Deadly Blackout [NEW] — If  [PvP] Calm Spirit is active, the skill will push the opponent back 5 field(s)</p>

 [PvP] Berserk Spirit		Cooldown: 30s Attack Range: 0 cell Target: Select One Mana: 100 mp — There is a 100% chance of causing  Weak Berserk Spirit	Cooldown: 180s Attack Range: 0 cell Target: Select One Mana: 100 mp — Has a 100% chance of causing [ [PvP] Calm Spirit] — Has a 100% chance of invoking the combo [ [PvP] Berserk Spirit]
 [PvP] Berserk Spirit (skill)			Cooldown: 1s Attack Range: 0 cell Target: Select One Mana: 100 mp — Has a 100% chance of causing [ [PvP] Berserk Spirit]
 [PvP] Spirit Summons		Cooldown: 12s Attack Range: 10 cell Target: Special Area Mana: 100 mp [REMOVED] — Ranged attack power is increased by 650 [REMOVED] — Shadow energies are increased by 950 [REMOVED] — [PvP] Push your opponent back 4 field(s) — There is a 20% chance of causing  Deadly Blackout	Cooldown: 12s Attack Range: 10 cell Target: Special Area Mana: 100 mp [NEW] — [PvP] Deals 90% of the user's plain attack stat plus an extra 700 as ranged attack power [NEW] — [PvP] Shadow energies are increased by 950 [NEW] — [PvP] Damage is increased by 5% of the enemy's current HP if [ [PvP] Calm Spirit] is active — Has a 20% chance of causing [ Deadly Blackout]
 [PvP] Spirit Explosion		Cooldown: 20s Attack Range: 0 cell Target: Around Enemy in 3 cell Mana: 125 mp — Melee attack power is increased by 600 — Shadow energies are increased by 900 [REMOVED] — There's a 90% chance of leeching (Player Level * 11) HP from the enemy. — There is a 60% chance of causing  Paralysis	Cooldown: 30s Attack Range: 0 cell Target: Around Enemy in 3 cell Mana: 125 mp [NEW] — [PvP] Deals 120% of the user's plain attack stat plus an extra 450 as melee attack power [NEW] — [PvP] Shadow energies are increased by 900 — There is a 100% chance of causing [ Paralysis] — Has a 100% chance of inflicting critical hits if [ [PvP] Berserk Spirit] is active

 [PvP] Possession		<p>Cooldown: 60s Attack Range: 10 cell Target: Select One Mana: 220 mp</p> <p>— There is a 100% chance of causing [ Strong Possession]</p>	<p>Cooldown: 60s Attack Range: 10 cell Target: Select One Mana: 220 mp</p> <p>— Has a 100% chance of causing [ [PvP] Strong Possession]</p>
 [PvP] Soul Sword		<p>Cooldown: 75s Attack Range: 0 cell Target: Around Enemy in 8 cell Mana: 333 mp</p> <p>[REMOVED] — Melee attack power is increased by 1200 [REMOVED] — Shadow energies are increased by 1200 [REMOVED] — There's a 50% chance of leeching (Player Level * 3) HP from the enemy. — There is a 80% chance of causing [ Infernal Horror] — Increases damage from critical hits by 15%.</p>	<p>Cooldown: 75s Attack Range: 0 cell Target: Around Enemy in 8 cell Mana: 999 mp</p> <p>[NEW] — [PvP] Deals 135% of the user's plain attack stat plus an extra 1200 as melee attack power [NEW] — [PvP] Shadow energies are increased by 1200 [NEW] — Has a 100% chance of inflicting critical hits if [ [PvPI Berserk Spirit]] is active [NEW] — [PvP] Damage caused from critical hits is increased by 20% if [ [PvPI Berserk Spirit]] is active — There is a 100% chance of causing [ Infernal Horror]</p>
 [PvP] Moon Shadow Pendulum		<p>Cooldown: 2s Attack Range: 13 cell Target: Select One Mana: 75 mp</p> <p>[REMOVED] — Melee attack power is increased by 900 [REMOVED] — Shadow energies are increased by 300 [REMOVED] — There's a 50% chance of leeching (Player Level * 2) HP from the enemy. — There is a 20% chance of causing [ Cut]</p>	<p>Cooldown: 1s Attack Range: 13 cell Target: Select One Mana: 75 mp</p> <p>[NEW] — [PvP] Deals 110% of the user's plain attack stat plus an extra 700 as melee attack power [NEW] — [PvP] Shadow energies are increased by 300 — Has a 50% chance of inflicting critical hits if [ [PvPI Berserk Spirit]] is active — Has a 20% chance of causing [ Cut]</p>
 [PvP] Vengeful Spirit Pendulum 2		<p>Cooldown: 4s Attack Range: 0 cell Target: Around Enemy in 2 cell Mana: 150 mp</p> <p>— Melee attack power is increased by 200 — Shadow energies are increased by 200 — There's a 50% chance of leeching (Player Level * 4) HP from the enemy.</p>	<p>Cooldown: 2s Attack Range: 0 cell Target: Around Enemy in 2 cell Mana: 150 mp</p> <p>[NEW] — [PvP] Deals 100% of the user's plain attack stat plus an extra 200 as melee attack power [NEW] — [PvP] Shadow energies are</p>

		<div>— There is a 100% chance of causing </div> <div>Vengeful Spirit Pendulum</div> <div>— There is a 100% chance of invoking the combo</div> <div> Vengeful Spirit Pendulum 3</div>	increased by 300 [NEW] — If [ PvP Berserk Spirit] is active, causes [ PvP Crimson's Spirit Pendulum] [NEW] — If [ PvP Calm Spirit] is active, causes [ PvP Violet's Spirit Pendulum] — Has a 100% chance of invoking the combo [ Vengeful Spirit Pendulum 3]
 [PvP] Vengeful Spirit Pendulum 3		<div>Cooldown: 2s</div> <div>Attack Range: 0 cell</div> <div>Target: Around Enemy in 2 cell</div> <div>Mana: 180 mp</div> <div>— Melee attack power is increased by 300</div> <div>— Shadow energies are increased by 200</div> <div>— There's a 50% chance of leeching (Player Level * 4) HP from the enemy.</div> <div>— There is a 100% chance of causing </div> <div>Vengeful Spirit Pendulum</div>	<div>Cooldown: 2s</div> <div>Attack Range: 0 cell</div> <div>Target: Around Enemy in 2 cell</div> <div>Mana: 180 mp</div> <div>[NEW] — [PvP] Deals 105% of the user's plain attack stat plus an extra 300 as melee attack power</div> <div>[NEW] — [PvP] Shadow energies are increased by 300</div> <div>[NEW] — [PvP] Has a 60% chance to push the enemy 4 field(s)</div> <div>[NEW] — If [ PvP Berserk Spirit] is active, causes [ PvP Crimson's Spirit Pendulum]</div> <div>[NEW] — If [ PvP Calm Spirit] is active, causes [ PvP Violet's Spirit Pendulum]</div>















Avenging Angel

Role:




















Main: Assassin





Secondary: DPS

Name	Description	Original	New
 [PvP] Swordmastery		Cooldown: 0.4s Attack Range: 6 cell Target: Select One Mana: 0 mp [REMOVED] — Melee attack power is increased by 105 [REMOVED] — Light energies are increased by 110	Cooldown: 0.4s Attack Range: 6 cell Target: Select One Mana: 0 mp [NEW] — [PvP] Deals 100% of the user's plain attack stat plus an extra 100 as melee attack power [NEW] — [PvP] Light energies are increased by 110
 [PvP] Flying Dagger		Cooldown: 8s Attack Range: 6 cell Target: Select One Mana: 80 mp [REMOVED] — Melee attack power is increased by 175 [REMOVED] — Light energies are increased by 230 [REMOVED] — Increases damage from critical hits by 15%. [REMOVED] — There is a 100% chance of causing  No Element	Cooldown: 8s Attack Range: 6 cell Target: Select One Mana: 80 mp [NEW] — [PvP] Deals 105% of the user's plain attack stat plus an extra 125 as melee attack power [NEW] — [PvP] Light energies are increased by 230 [NEW] — [PvP] Damage caused by critical hits is increased by 15%.
 [PvP] Stinging Explosion		Cooldown: 14s Attack Range: 6 cell Target: Special Area Mana: 70 mp [REMOVED] — Melee attack power is increased by 400 [REMOVED] — Light energies are increased by 500 [REMOVED] — Chance of inflicting critical hits is increased by 50%	Cooldown: 14s Attack Range: 6 cell Target: Special Area Mana: 70 mp [NEW] — [PvP] Deals 100% of the user's plain attack stat plus an extra 200 as melee attack power [NEW] — [PvP] Light energies are increased by 230 [NEW] — [PvP] Chance of inflicting critical hits is increased by 50%
 [PvP] Sword of Justice		Cooldown: 10s Attack Range: 6 cell Target: Special Area Mana: 100 mp	Cooldown: 10s Attack Range: 6 cell Target: Special Area Mana: 100 mp

		<p>[REMOVED] — Melee attack power is increased by 550</p> <p>[REMOVED] — Light energies are increased by 700</p> <p>— There is a 30% chance of causing  Short Blackout</p>	<p>[NEW] — [PvP] Deals 105% of the user's plain attack stat plus an extra 350 as melee attack power</p> <p>[NEW] — [PvP] Light energies are increased by 230</p> <p>— Has a 30% chance of causing [ Short Blackout]</p>
 [PvP] Shadow Bond		<p>Cooldown: 25s Attack Range: 12 cell Target: Select One Mana: 125 mp</p> <p>[REMOVED] — There is a 100% chance of causing  Darkness</p> <p>— There is a 50% chance of causing  Interrupt Move</p> <p>— Attracts enemies to 1 fields from you</p>	<p>Cooldown: 25s Attack Range: 9 cell Target: Select One Mana: 125 mp</p> <p>[NEW] — [PvP] Deals 100% of the user's plain attack stat plus an extra 550 as ranged attack power</p> <p>[NEW] — [PvP] Light energies are increased by 280</p> <p>[NEW] — Has a 100% chance of causing [ [PvP] Dark Spell]</p> <p>— There is a 50% chance of causing  Interrupt Move</p> <p>— Attracts enemies to 1 fields from you</p>
 [PvP] Lightning Blade		<p>Cooldown: 13s Attack Range: 12 cell Target: Around Enemy in 3 cell Mana: 150 mp</p> <p>[REMOVED] — Melee attack power is increased by 380</p> <p>[REMOVED] — Light energies are increased by 450</p> <p>[REMOVED] — There is a 100% chance of causing  Halo</p> <p>[REMOVED] — There is a 100% chance of causing  Evade</p> <p>— There is a 60% chance of causing  Electric Shock</p>	<p>Cooldown: 13s Attack Range: 12 cell Target: Around Enemy in 3 cell Mana: 150 mp</p> <p>[NEW] — [PvP] Deals 105% of the user's plain attack stat plus an extra 450 as melee attack power</p> <p>[NEW] — [PvP] Light energies are increased by 450</p> <p>— Has a 60% chance of causing [ Electric Shock]</p>
 [PvP] Cut and Run		<p>Cooldown: 30s Attack Range: 15 cell Target: Select One Mana: 100 mp</p> <p>[REMOVED] — Ranged attack power is increased by 300</p> <p>[REMOVED] — Light energies are increased by 350</p> <p>— There is a 90% chance of causing  Cut and Run</p>	<p>Cooldown: 25s Attack Range: 15 cell Target: Select One Mana: 100 mp</p> <p>[NEW] — [PvP] Deals 110% of the user's plain attack stat plus an extra 300 as ranged attack power</p> <p>[NEW] — [PvP] Light energies are increased by 350</p> <p>[NEW] — Has a 100% chance of inflicting a</p>

			critical hit — Has a 100% chance of causing [ [PvP] Golden Spell] — Has a 100% chance of causing [ Cut and Run]
 [PvP] Magical Fetters		Cooldown: 30s Attack Range: 0 cell Target: Select One Mana: 150 mp [REMOVED] — There is a 100% chance of causing  Magical Fetters	Cooldown: 25s Attack Range: 0 cell Target: Select One Mana: 150 mp [NEW] — Has a 100% chance of causing [ [PvP] Blue Spell]
 [PvP] Meteor Thrust		Cooldown: 40s Attack Range: 6 cell Target: Around Enemy in 3 cell Mana: 250 mp [REMOVED] — Melee attack power is increased by 650 [REMOVED] — Light energies are increased by 750 [REMOVED] — There is a 80% chance of causing  Flame	Cooldown: 25s Attack Range: 6 cell Target: Around Enemy in 3 cell Mana: 250 mp [NEW] — [PvP] Deals 100% of the user's plain attack stat plus an extra 500 as melee attack power [NEW] — [PvP] Light energies are increased by 750 [NEW] — Has a 100% chance of causing [ [PvP] Red Spell]
 [PvP] Divine Blade		Cooldown: 45s Attack Range: 6 cell Target: Around Enemy in 4 cell Mana: 200 mp [REMOVED] — Melee attack power is increased by 800 [REMOVED] — Light energies are increased by 1100 — There is a 60% chance of causing  Shock	Cooldown: 45s Attack Range: 6 cell Target: Around Enemy in 4 cell Mana: 200 mp [NEW] — [PvP] Deals 110% of the user's plain attack stat plus an extra 750 as melee attack power [NEW] — [PvP] Light energies are increased by 1100 [NEW] — Ambush attacks cause 1000 additional damage — Has a 100% probability of causing [ Shock]
 [PvP] Spirit Lance		Cooldown: 80s Attack Range: 6 cell Target: Around Enemy in 3 cell Mana: 400 mp [REMOVED] — Melee attack power is increased by 1300 [REMOVED] — Light energies are increased by 1250 [REMOVED] — There is a 80% chance of causing	Cooldown: 80s Attack Range: 6 cell Target: Around Enemy in 3 cell Mana: 400 mp [NEW] — [PvP] Deals 120% of the user's plain attack stat plus an extra 1250 as melee attack power [NEW] — [PvP] Light energies are increased by 1250

		 Fatal Bleeding [REMOVED] — There is a 100% chance of causing  Ice	<p>[NEW] — [PvP] Damage caused by critical hits is increased by 50%.</p> <p>[NEW] — [PvP] Has a 100% chance of causing  [PvP] Critical Bleeding</p>
 [PvP] Magical Absorption			<p>Cooldown: 7s Attack Range: 0 cell Target: Select One Mana: 120 mp</p> <p>[NEW] — Has a 100% chance of causing  Evade</p> <p>[NEW] — If  [PvP] Red Spell is active, causes  [PvP] Flame</p> <p>[NEW] — If  [PvP] Blue Spell is active, causes  [PvP] Ice</p> <p>[NEW] — If  [PvP] Golden Spell is active, causes  [PvP] Halo</p> <p>[NEW] — If  [PvP] Dark Spell is active, causes  [PvP] Darkness</p>
 No Element		<p>Cooldown: 40s Attack Range: 0 cell Target: Select One Mana: 200 mp</p> <p>— There is a 100% chance of causing  No Element</p> <p>— Recovers 2475 (Player Level * 25) HP</p> <p>— Recovers 792 (Player Level * 8) MP</p>	
 Darkness		<p>Cooldown: 15s Attack Range: 0 cell Target: Select One Mana: 250 mp</p> <p>— Quickly teleport 4 fields forwards.</p> <p>— There is a 100% chance of causing  Darkness</p>	
 Halo		<p>Cooldown: 20s Attack Range: 0 cell Target: Select One Mana: 250 mp</p> <p>— There is a 100% chance of causing  Halo</p> <p>— Recovers 3465 (Player Level * 35) HP</p> <p>— Recovers 1980 (Player Level * 20) MP</p>	

		— Removes all debuffs up to level 4	
 Flame		Cooldown: 18s Attack Range: 0 cell Target: Select One Mana: 250 mp — There is a 100% chance of causing  Flame — Recovers 2475 (Player Level * 25) HP	
 Ice		Cooldown: 16s Attack Range: 0 cell Target: Select One Mana: 250 mp — There is a 100% chance of causing  Ice — Quickly teleport 4 fields forwards.	



Sunchaser

Role:




Main: DPS










Name	Description	Original	New
 [PvP] Spear		Cooldown: 0.7s Target: Select one Range: 10 cell Area: None Mana: 0 mp [REMOVED] — Ranged attack power is increased by 150 [REMOVED] — Light energies are increased by 100	Cooldown: 0.7s Target: Select one Range: 10 cell Area: None Mana: 0 mp [NEW] — [PvP] Deals 100% of the user's plain attack stat plus an extra 125 as ranged attack power [NEW] — [PvP] Light energies are increased by 100
 [PvP] Wolf Charge		Cooldown: 8.0s Target: Select one Range: 10 cell Area: None Mana: 300 mp [REMOVED] — Ranged attack power is increased by 500 [REMOVED] — Light energies are increased by 300 — There is a 60% chance of causing  Fatal Bleeding [REMOVED] — There is a 100% chance of invoke  Whirling Wolf Combo	Cooldown: 7.0s Target: Select one Range: 10 cell Area: None Mana: 300 mp [NEW] — There's a 100% chance the Sun Wolf receives the command to cast  Wolf Charge on the target.
 [PvP] Wolf Charge (wolf)			Cooldown: 0s Target: Select one Range: 9 cell Area: None Mana: 0 mp [NEW] — [PvP] Deals 100% of the user's plain attack stat plus an extra 300 as ranged attack power [NEW] — [PvP] Light energies are increased by 300 — Has a 40% probability of causing  [PvP] Critical Bleeding [NEW] — No penalty for ranged attacks at close range


 [PvP] Lightning Fury		<p>Cooldown: 25.0s Target: Select one Range: 10 cell Area: Around enemies in 2 cell Mana: 50 mp</p> <p>— Ranged attack power is increased by 400 — Light energies are increased by 200 — There is a 100% chance of causing  .Rapid Retreat Combo</p>	<p>Cooldown: 25.0s Target: Select one Range: 10 cell Area: Around enemies in 2 cell Mana: 50 mp</p> <p>[NEW] — [PvP] Deals 110% of the user's plain attack stat plus an extra 500 as ranged attack power [NEW] — [PvP] Light energies are increased by 200 [NEW] — Has a 20% chance of causing  [PvP] Death's Touch — Has a 100% chance of invoking the combo  .Rapid Retreat</p>
 [PvP] Solar Shower		<p>Cooldown: 15.0s Target: Select one Range: 9 cell Area: Around enemies in 3 cell Mana: 150 mp</p> <p>[REMOVED] — Ranged attack power is increased by 600 [REMOVED] — Light energies are increased by 800 [REMOVED] — Increases attack power by 2% proportional to distance  .Sunspot Explosion Combo — There is a 20% chance of causing  .Blinding Light</p>	<p>Cooldown: 15.0s Target: Select one Range: 9 cell Area: Around enemies in 3 cell Mana: 150 mp</p> <p>[NEW] — [PvP] Deals 105% of the user's plain attack stat plus an extra 350 as ranged attack power [NEW] — [PvP] Light energies are increased by 900 — Has a 20% chance of causing  [PvP] Blinding Light</p>
 [PvP] Back Kick		<p>Cooldown: 35.0s Target: Select one Range: 10 cell Area: Around enemies in 1 field Mana: 80 mp</p> <p>[REMOVED] — Ranged attack power is increased by 400 [REMOVED] — Light energies are increased by 600 [REMOVED] — There is a 60% chance of causing  .Blackout [REMOVED] — [PvP] Push your opponent back 4 cell</p>	<p>Cooldown: 20.0s Target: Select one Range: 10 cell Area: Around enemies in 1 field Mana: 80 mp</p> <p>[NEW] — There's a 100% chance the Sun Wolf receives the command to cast  .Back Kick on the target.</p>

 [PvP] Back Kick (wolf)			<p>Cooldown: 0s Target: Select one Range: 2 cell Area: Select One Mana: 0 mp</p> <p>[NEW] — [PvP] Deals 110% of the user's plain attack stat plus an extra 400 as ranged attack power [NEW] — [PvP] Light energies are increased by 800 [NEW] — [PvP] Push your opponent back 4 cell [NEW] — Has a 100% chance of causing  Short Paralysis [NEW] — No penalty for ranged attacks at close range</p>
 [PvP] Spear of Binding		<p>Cooldown: 30.0s Target: Select one Range: 9 cell Area: Around enemies in 1 field Mana: 120 mp</p> <p>[REMOVED] — Ranged attack power is increased by 500 [REMOVED] — Light energies are increased by 500 [REMOVED] — There is a 80% chance of causing  Slight Paralysis — There is a 80% chance of invoke  Wolf Pack Combo</p>	<p>Cooldown: 50.0s Target: Select one Range: 9 cell Area: Around enemies in 1 field Mana: 120 mp</p> <p>[NEW] — [PvP] Deals 110% of the user's plain attack stat plus an extra 650 as ranged attack power [NEW] — [PvP] Light energies are increased by 500 — There is a 70% chance of causing  Interrupt Move — Has a 100% chance of invoking the combo  Wolf Pack</p>
 [PvP] Solar Spear		<p>Cooldown: 25.0s Target: Select one Range: 16 cell Area: Special area Mana: 100 mp</p> <p>[REMOVED] — Ranged attack power is increased by 700 [REMOVED] — Light energies are increased by 600 — There is a 60% chance of causing  Blinding Light — Increases attack power by 2% proportional to distance</p>	<p>Cooldown: 18.0s Target: Select one Range: 14 cell Area: Special area Mana: 100 mp</p> <p>[NEW] — [PvP] Deals 105% of the user's plain attack stat plus an extra 500 as ranged attack power [NEW] — [PvP] Light energies are increased by 600 — Has a 20% chance of causing  [PvP] Blinding Light — Increases attack power by 2% proportional to distance</p>

 [PvP] Nature's Healing		Cooldown: 50.0s Target: Itself Range: Itself Area: None Mana: 200 mp [REMOVED] — Recovers 10% HP [REMOVED] — Removes all debuffs up to level 4	Cooldown: 80.0s Target: Itself Range: Itself Area: None Mana: 200 mp [NEW] — If the Sun Wolf is already dead, it is resurrected with 50% HP. [NEW] — The Sun Wolf and caster have a 100% chance to receive  [PvP] Nature's Healing
 [PvP] Solar Eruption		Cooldown: 45.0s Target: Itself Range: 5 cell Area: Around enemies Mana: 200 mp — Ranged attack power is increased by 800 — Light energies are increased by 700 — There is a 20% chance of causing  Expose Weaknesses	Cooldown: 30.0s Target: Itself Range: 9 cell Area: Select One Mana: 200 mp [NEW] — There's a 100% chance the Sun Wolf receives the command to cast  Solar Eruption on the target. — Has a 100% chance of invoking the combo  Sunspot Explosion
 [PvP] Solar Eruption (wolf)			Cooldown: 0.0s Target: Around Enemy in 2 cell Range: 1 cell Area: Select One Mana: 0 mp [NEW] — [PvP] Deals 105% of the user's plain attack stat plus an extra 600 as ranged attack power [NEW] — [PvP] Light energies are increased by 700 [NEW] — Has a 80% chance of causing  Blackout [NEW] — No penalty for ranged attacks at close range
 [PvP] Call of the Wild		Cooldown: 60.0s Target: Itself Range: None Area: None Mana: 100 mp — There is a 100% chance of causing  Call of the Wild — There is a 100% chance of causing  Restored Lifeforce	Cooldown: 60.0s Target: Itself Range: None Area: None Mana: 100 mp [NEW] — The Sun Wolf and caster have a 100% chance to receive  [PvP] Call of the Wild [NEW] — The Sun Wolf and caster have a

			100% chance to receive [👤] [PvP] Restored Lifeforce
 [PvP] Light Net		<p>Cooldown: 40.0s Target: Select one Range: 9 cell Area: Around enemies in 4 cell Mana: 100 mp</p> <p>[REMOVED] — Ranged attack power is increased by 600 [REMOVED] — Light energies are increased by 500 — There is a 70% chance of causing  Interrupt Move — There is a 100% chance of invoke  Judgement of the Sun Combo</p>	<p>Cooldown: 60.0s Target: Select one Range: 9 cell Area: Around enemies in 4 cell Mana: 100 mp</p> <p>[NEW] — [PvP] Deals 115% of the user's plain attack stat plus an extra 450 as ranged attack power [NEW] — [PvP] Light energies are increased by 500 [NEW] — Has a 100% chance of causing  [PvP] Holy Net — Has a 80% chance of invoking the combo  Whirling Wolf</p>
 [PvP] Rapid Retreat	Combo	<p>Cooldown: 20.0s Target: Itself Range: 8 cell Area: None Mana: 10 mp</p> <p>— There is a 100% chance that Bear Trap will be caused at the set location — Teleports you within a radius of 8 cell [REMOVED] — There is a 50% chance of causing  Outshine</p> <p>If Rapid Retreat is successful:</p> <p>— There is a 100% chance of causing  Fatal Bleeding — There is a 100% chance of causing  Interrupt Move</p>	<p>Cooldown: 1.0s Target: Itself Range: 8 cell Area: None Mana: 10 mp</p> <p>— There is a 100% chance that Bear Trap will be caused at the set location — Teleports you within a radius of 8 cell</p> <hr/> <p>If the user steps into the Bear Trap: — Has is a 100% chance of causing  [PvP] Critical Bleeding — Has a 100% chance of causing  Interrupt Move</p>
 [PvP] Wolf Pack	Combo	<p>Cooldown: 30.0s Target: Select one Range: 10 cell Area: Around enemies in 4 cell Mana: 80 mp</p> <p>[REMOVED] — There is a 80% chance of causing  Wounding Light [REMOVED] — Ranged attack power is increased by 800 [REMOVED] — Light energies are increased by 600</p>	<p>Cooldown: 1.0s Target: Select one Range: 10 cell Area: Select One Mana: 80 mp</p> <p>[NEW] — There's a 100% chance the Sun Wolf receives the command to cast  Wolf Pack on the target.</p>

 [PvP] Wolf Pack (wolf)			Cooldown: 0s Target: Select one Range: 9 cell Area: Around Enemies in 1 cell Mana: 80 mp [NEW] — [PvP] Deals 115% of the user's plain attack stat plus an extra 500 as ranged attack power [NEW] — [PvP] Light energies are increased by 800 — Has a 80% chance of causing  [PvP] Wounding Light [NEW] — No penalty for ranged attacks at close range
 [PvP] Sunspot Explosion	Combo	Cooldown: 40.0s Target: Select one Range: 10 cell Area: Around enemies in 5 cell Mana: 80 mp [REMOVED] — Ranged attack power is increased by 1000 [REMOVED] — Light energies are increased by 900 — There is a 50% chance of causing  Sunspot Explosion Aftermath	Cooldown: 1.0s Target: Select one Range: 10 cell Area: Around enemies in 5 cell Mana: 80 mp [NEW] — [PvP] Deals 110% of the user's plain attack stat plus an extra 550 as ranged attack power [NEW] — [PvP] Light energies are increased by 900 — Has a 50% chance of causing  [PvP] Sunspot Explosion Aftermath
 [PvP] Whirling Wolf	Combo	Cooldown: 20.0s Target: Itself Range: 8 cell Area: None Mana: 100 mp [REMOVED] — Teleports you within a radius of 8 cell	Cooldown: 30.0s Target: Select One Range: 9 cell Area: None Mana: 100 mp [NEW] — There's a 100% chance the Sun Wolf receives the command to cast  Whirling Wolf on the target. — Has a 80% chance of invoking the combo  Judgement of the Sun
 [PvP] Whirling Wolf (wolf)			Cooldown: 0.0s Target: Around enemies in 3 cell Range: 2 cell Area: None Mana: 0 mp [NEW] — [PvP] Deals 110% of the user's plain attack stat plus an extra 350 as ranged attack power

			<p>[NEW] — [PvP] Light energies are increased by 600</p> <p>— Has a 60% chance of causing [🔥] [PvP] Wounding Light</p> <p>[NEW] — No penalty for ranged attacks at close range</p>
 [PvP] Judgement of the Sun	Combo	<p>Cooldown: 100.0s</p> <p>Target: Select one</p> <p>Range: 10 cell</p> <p>Area: Around enemies in 4 cell</p> <p>Mana: 400 mp</p> <p>[REMOVED] — Ranged attack power is increased by 1300</p> <p>[REMOVED] — Light energies are increased by 1000</p> <p>[REMOVED] — There is a 80% chance of causing [🔥] Deadly Blackout</p> <p>— There is a 100% chance of causing [🔥] Power of the Sun</p>	<p>Cooldown: 35.0s</p> <p>Target: Select one</p> <p>Range: 10 cell</p> <p>Area: Around enemies in 4 cell</p> <p>Mana: 400 mp</p> <p>[NEW] — [PvP] Deals 120% of the user's plain attack stat plus an extra 1300 as ranged attack power</p> <p>[NEW] — [PvP] Light energies are increased by 1000</p> <p>— Has a 100% chance of causing [🔥] [PvP] Power of the Sun</p> <p>— Has a 100% chance of causing [🔥] [PvP] Blinding Light</p>





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Role:
Main: DPS
Secondary: Bruiser

Name	Description	Original	New
 [PvP] Launching Grenades		Cooldown: 0.9s Target: Select one Range: 9 cell Area: Around enemies in 1 field Mana: 0 mp [REMOVED] — Ranged attack power is increased by 150 [REMOVED] — Fire energies are increased by 170 — You receive 2 Heat Points.	Cooldown: 0.9s Target: Select one Range: 9 cell Area: Around enemies in 1 field Mana: 0 mp [NEW] — [PvP] Deals 100% of the user's plain attack stat plus an extra 130 as ranged attack power [NEW] — [PvP] Fire energies are increased by 170 — You receive 2 Heat Points.
 [PvP] Shock Grenade		Cooldown: 6.0s Target: Select one Range: 8 cell Area: Around enemies in 1 field Mana: 60 mp [REMOVED] — Ranged attack power is increased by 500 [REMOVED] — Fire energies are increased by 400 — [PvP] Push your opponent back 4 field(s) — There is a 80% chance of causing  Slight Blackout — You receive 5 Heat Points.	Cooldown: 6.0s Target: Select one Range: 8 cell Area: Around enemies in 1 field Mana: 60 mp [NEW] — [PvP] Deals 100% of the user's plain attack stat plus an extra 400 as ranged attack power [NEW] — [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.
 [PvP] Steep Shot		Cooldown: 10.0s Target: Select one Range: 10 cell Area: Around enemies in 1 field Mana: 60 mp — Ranged attack power is increased by 500 — Fire energies are increased by 400 — You receive 20 Heat Points — Pulls enemies from 2 spaces around the target together in one place If  High Heating is active	Cooldown: 10.0s Target: Select one Range: 10 cell Area: Around enemies in 1 field Mana: 60 mp [NEW] — [PvP] Deals 105% of the user's plain attack stat plus an extra 500 as ranged attack power [NEW] — [PvP] Fire energies are increased by 400 — You receive 20 Heat Points — Pulls enemies from 2 spaces around the

			target together in one place If [ [PvP] High Heating] is active
 [PvP] Napalm Grenade		Cooldown: 12s Target: Around Enemy in 2 cell Attack Range: 9 cell Mana: 130 mp — Ranged attack power is increased by 700 — Fire energies are increased by 600 — You receive 20 Heat Points. — There is a 50% chance of causing  Fatal Burn — Depending on your Heat Points, your attack power is increased from 3% to 15%	Cooldown: 12s Target: Around Enemy in 2 cell Attack Range: 9 cell Mana: 130 mp [NEW] — [PvP] Deals 105% of the user's plain attack stat plus an extra 500 as ranged attack power [NEW] — [PvP] Fire energies are increased by 600 — You receive 20 Heat Points. — Has a 50% chance of causing  Fatal Burn — Depending on your Heat Points, your attack power is increased from 2% to 8%
 [PvP] Reload		Cooldown: 10s Attack Range: 0 cell Target: Select One Mana: 200 mp — Can only be used with a buff of  Heating or higher. — You lose 40 Heat Points. — There is a 100% chance of causing  Reload	Cooldown: 10s Attack Range: 0 cell Target: Select One Mana: 200 mp — Can only be used with a buff of [ PvP Heating] or higher. — You lose 40 Heat Points. — Has a 100% chance of causing [ PvP Reload]
 [PvP] Draconium Energy Shield		Cooldown: 15s Attack Range: 0 cell Target: Select One Mana: 200 mp — There is a 100% chance of causing  Draconium Energy Shield — There is a 100% chance of causing  Draconium Reflection Shield	Cooldown: 15s Attack Range: 0 cell Target: Select One Mana: 200 mp — Has a 100% chance of causing  [PvP] Draconium Energy Shield — Has a 100% chance of causing [ Draconium Reflection Shield]
 [PvP] Gravity Grenade		Cooldown: 25s Attack Range: 10 cell Target: Select One Mana: 200 mp — There is a 100% chance that Gravity Grenade will be caused at the set location. — You receive 30 Heat Points.	Cooldown: 25s Attack Range: 10 cell Target: Select One Mana: 200 mp [NEW] — [PvP] Deals 110% of the user's plain attack stat plus an extra 600 as ranged attack power [NEW] — [PvP] Fire energies are increased by 500

			<p>[NEW] — Has a 100% chance of causing [High Pressure]</p> <p>[NEW] — Pulls enemies from 4 spaces around the target together in one place</p> <p>— You receive 30 Heat Points.</p>
 [PvP] Increased Firepower		<p>Cooldown: 40s Attack Range: 0 cell Target: Select One Mana: 250 mp</p> <p>— There is a 100% chance of causing  Increased Firepower</p> <p>— You lose 40 Heat Points.</p> <p>— Can only be used with a buff of  Heating or higher.</p>	<p>Cooldown: 40s Attack Range: 0 cell Target: Select One Mana: 250 mp</p> <p>— Has a 100% chance of causing [ [PvP] Increased Firepower]</p> <p>— You lose 40 Heat Points.</p> <p>— Can only be used with a buff of [ [PvP] Heating] or higher.</p>
 [PvP] HEAT Shot		<p>Cooldown: 24s Attack Range: 11 cell Target: Select One Mana: 200 mp</p> <p>— Depending on your Heat Points, your attack power is increased from 4% to 20%</p> <p>— Ranged attack power is increased by 1000</p> <p>— Fire energies are increased by 1000</p> <p>— There's a 100% chance to ignore 30% of the target's defence.</p> <p>— You receive 30 Heat Points.</p>	<p>Cooldown: 24s Attack Range: 11 cell Target: Select One Mana: 200 mp</p> <p>[NEW] — [PvP] Deals 105% of the user's plain attack stat plus an extra 1000 as ranged attack power</p> <p>[NEW] — [PvP] Fire energies are increased by 1000</p> <p>— Depending on your Heat Points, your attack power is increased from 3% to 12%</p> <p>— There's a 100% chance to ignore 20% of the target's defence.</p> <p>— You receive 30 Heat Points.</p>
 [PvP] Energy Conversion		<p>Cooldown: 60s Attack Range: 0 cell Target: Select One Mana: 300 mp</p> <p>— Can only be used with a buff of  Heating or higher.</p> <p>— You lose 50 Heat Points.</p> <p>— There is a 100% chance of causing  Energy Conversion</p>	<p>Cooldown: 60s Attack Range: 0 cell Target: Select One Mana: 300 mp</p> <p>— Can only be used with a buff of [ [PvP] Heating] or higher.</p> <p>— You lose 50 Heat Points.</p> <p>— Has a 100% chance of causing [ [PvP] Energy Conversion]</p>
 [PvP] Dragon's Breath		<p>Cooldown: 70s Attack Range: 13 cell Target: Special Area Mana: 400 mp</p> <p>— Ranged attack power is increased by 1300</p> <p>— Fire energies are increased by 1500</p> <p>— All Heat Points are consumed and the damage</p>	<p>Cooldown: 70s Attack Range: 13 cell Target: Special Area Mana: 400 mp</p> <p>[NEW] — [PvP] Deals 115% of the user's plain attack stat plus an extra 1150 as ranged attack power</p>







		<p>is increased by 50% of the consumed Heat Points</p> <p>— There is a 100% chance of causing</p> <p> Burned by Dragon's Breath</p>	<p>[NEW] — [PvP] Fire energies are increased by 1500</p> <p>— All Heat Points are consumed and the damage is increased by 50% of the consumed Heat Points</p> <p>— Has a 100% chance of causing</p> <p>[ [PvP] Burned by Dragon's Breath]</p>
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












Red Magician



Role:

Main: Burst mage (Assassin)

Name	Description	Original	New
 [PvP] Fire Bolt	Skill	Cooldown: 0.2s Target: Select one Range: 13 cell Area: Around enemies in 1 field Mana: 20 mp [REMOVED] — Magic attack power is increased by 100 [REMOVED] — Fire energies are increased by 250	Cooldown: 0.8s CastTime: 0.4s Target: Select one Range: 13 cell Area: Around enemies in 1 field Mana: 20 mp [NEW] — [PvP] Deals 80% of the user's plain attack stat plus an extra 110 as magic attack power [NEW] — [PvP] Fire energies are increased by 250
 [PvP] Fire Burst	Skill	Cooldown: 7.0s Target: Select one Range: 13 cell Area: Around enemies in 1 field Mana: 65 mp [REMOVED] — Magic attack power increased by 250 [REMOVED] — Fire energies are increased by 650	Cooldown: 7.0s Target: Select one Range: 13 cell Area: Around enemies in 1 field Mana: 65 mp [NEW] — [PvP] Deals 105% of the user's plain attack stat plus an extra 150 as magic attack power [NEW] — [PvP] Fire energies are increased by 650
 [PvP] Fiery breath	Skill	Cooldown: 15.0s Target: Select one Range: 13 cell Area: None Mana: 140 mp [REMOVED] — Magic attack power is increased by 450 [REMOVED] — Fire energies are increased by 700 — There is a 80% chance of causing  <u>Burn</u>	Cooldown: 15.0s Target: Select one Range: 13 cell Area: None Mana: 140 mp [NEW] — [PvP] Deals 100% of the user's plain attack stat plus an extra 250 as magic attack power [NEW] — [PvP] Fire energies are increased by 700 [NEW] — Has a 80% chance of causing [ <u>Burn</u>]
 [PvP] Mana		Cooldown: 20.0s Target: Itself Range: None	Cooldown: 60.0s Target: Itself Range: None

Transfusion		Area: None Mana: 220 mp [REMOVED] — There is a 100% chance of causing  Fiery Shield — There is a 100% chance of causing  Mana Transfusion	Area: None Mana: 220 mp [NEW] — Has a 100% chance of causing  [PvP] Mana Transfusion
 [PvP] Firestorm		Cooldown: 23.0s Target: Itself Range: 5 cell Area: Around enemies Mana: 230 mp [REMOVED] — Magic attack power is increased by 300 [REMOVED] — Fire energies are increased by 800 — Draws enemies to 1 cell away from you	Cooldown: 30.0s Target: Itself Range: 3 cell Area: Around enemies Mana: 230 mp [NEW] — [PvP] Deals 110% of the user's plain attack stat plus an extra 200 as magic attack power [NEW] — [PvP] Fire energies are increased by 800 [NEW] — Has a 100% chance of causing  Short Paralysis — Draws enemies to 1 cell away from you
 [PvP] Firelance		Cooldown: 30.0s Target: Select one Range: 13 cell Area: None Mana: 100 mp [REMOVED] — There is a 70% chance of causing  Weaken Defence Power — There is a 80% chance of invoke  Double Spear Combo — Magic attack power is increased by 700 — Fire energies are increased by 1200	Cooldown: 40.0s Target: Select one Range: 13 cell Area: None Mana: 100 mp [NEW] — [PvP] Deals 110% of the user's plain attack stat plus an extra 900 as magic attack power [NEW] — [PvP] Fire energies are increased by 1200 — There is a 100% chance of invoke  Double Spear Combo
 [PvP] Double Spear		Cooldown: 30.0s Target: Select one Range: 13 cell Area: None Mana: 200 mp [REMOVED] — Magic attack power is increased by 850 [REMOVED] — Fire energies are increased by 1200 [REMOVED] — There is a 50% chance of causing  Burn	Cooldown: 1.0s Target: Select one Range: 13 cell Area: None Mana: 200 mp [NEW] — [PvP] Deals 85% of the user's plain attack stat plus an extra 400 as magic attack power [NEW] — [PvP] Fire energies are increased by 1200 [NEW] — Has a 100% chance of causing  [PvP] Weaken Defence Power

 [PvP] Fire Blessing		Cooldown: 180.0s Target: Itself Range: 5 cell Area: Around friends Mana: 570 mp — There is a 100% chance of causing  [PvP] Fire Blessing	
 [PvP] Firewall		Cooldown: 15.0s Target: Select one Range: 13 cell Area: Special area Mana: 340 mp [REMOVED] — Magic attack power is increased by 400 [REMOVED] — Fire energies are increased by 1500 [REMOVED] — There is a 50% chance of causing  Blackout	Cooldown: 45.0s Target: Select one Range: 13 cell Area: Special area Mana: 340 mp [NEW] — [PvP] Deals 120% of the user's plain attack stat plus an extra 800 as magic attack power [NEW] — [PvP] Fire energies are increased by 1500
 [PvP] Meteor Shower		Cooldown: 25.0s Target: Select one Range: 13 cell Area: Around enemies in 3 cell Mana: 370 mp [REMOVED] — Magic attack power is increased by 800 [REMOVED] — Fire energies are increased by 1000 — There is a 60% chance of causing  Blackout	Cooldown: 45.0s Target: Select one Range: 13 cell Area: Around enemies in 3 cell Mana: 370 mp [NEW] — [PvP] Deals 120% of the user's plain attack stat plus an extra 700 as magic attack power [NEW] — [PvP] Fire energies are increased by 1000 [NEW] — Has a 60% chance of causing  Blackout
 [PvP] Inferno		Cooldown: 40.0s Target: Itself Range: 5 cell Area: Around enemies Mana: 380 mp [REMOVED] — Magic attack power is increased by 300 [REMOVED] — Fire energies are increased by 2000 — There is a 70% chance of causing  Fatal Burn	Cooldown: 60.0s Target: Itself Range: 4 cell Area: Around enemies Mana: 380 mp [NEW] — [PvP] Deals 130% of the user's plain attack stat plus an extra 500 as magic attack power [NEW] — [PvP] Fire energies are increased by 2000 [NEW] — Has a 100% chance of causing  Fatal Burn (ignores debuff protection)
 [PvP] Meteor		Cooldown: 120.0s Target: Select one	Cooldown: 120.0s Target: Select one

Strike		<p>Range: 13 cell Area: Around enemies in 4 cell Mana: 450 mp</p> <p>[REMOVED] — Magic attack power is increased by 1200 [REMOVED] — Fire energies are increased by 1800</p> <p>— There is a 80% chance of causing  Deadly Blackout</p>	<p>Range: 13 cell Area: Around enemies in 4 cell Mana: 450 mp</p> <p>[NEW] — [PvP] Deals 135% of the user's plain attack stat plus an extra 1400 as magic attack power [NEW] — [PvP] Fire energies are increased by 1800</p> <p>[NEW] — Has a 80% chance of causing  Deadly Blackout</p>
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Holy Magician

Role: Support

Main: Burst mage (Assassin)

Name	Description	Original	New
 [PvP] Holy Attack		Cooldown: 0.4s Target: Select one Range: 12 cell Area: Around enemies in 1 field Mana: 0 mp [REMOVED] — Magic attack power is increased by 40 [REMOVED] — Light energies are increased by 90	Cooldown: 0.4s Target: Select one Range: 11 cell Area: Around enemies in 1 field Mana: 0 mp [NEW] — [PvP] Deals 100% of the user's plain attack stat plus an extra 40 as magic attack power [NEW] — [PvP] Light energies are increased by 90
 [PvP] Healing		Cooldown: 6.5s Target: Select one Range: 2 cell Area: None Mana: 0 mp — Recovers 500 + 2% HP	Cooldown: 6s Target: Select one Range: 2 cell Area: None Mana: 0 mp [NEW] — Has a 100% chance of causing [ [PvP] Holy Reinforcement] — Recovers 500 + 2% HP
 [PvP] Holy Light		Cooldown: 8.0s Target: Select one Range: 11 cell Area: Around enemies in 3 cell Mana: 65 mp [REMOVED] — Magic attack power is increased by 200 [REMOVED] — Light energies are increased by 500 — There is a 45% chance of causing  Magic Light — There is a 45% chance of invoke  Blessed Light Combo	Cooldown: 12.0s Target: Select one Range: 11 cell Area: Around enemies in 2 cell Mana: 65 mp [NEW] — [PvP] Deals 115% of the user's plain attack stat plus an extra 100 as magic attack power [NEW] — [PvP] Light energies are increased by 500 — Has a 45% chance of causing [ [PvP] Magic Light] — Has a 100% chance of invoke the combo [ [PvP] Blessed Light]
 [PvP] Blessed		Cooldown: 8.0s Target: Select one Range: 11 cell	Cooldown: 1.0s Target: Select one Range: 11 cell

Light		<p>Area: Around enemies in 3 cell Mana: 85 mp</p> <p>[REMOVED] — Magic attack power is increased by 750 [REMOVED] — Light energies are increased by 950 — There is a 55% chance of causing  Divine Punishment</p>	<p>Area: Around enemies in 3 cell Mana: 85 mp</p> <p>[NEW] — [PvP] Deals 115% of the user's plain attack stat plus an extra 100 as magic attack power [NEW] — [PvP] Light energies are increased by 950 — Has a 55% chance of causing  [PvP] Divine Punishment</p>
 [PvP] Mana Shield		<p>Cooldown: 30.0s Target: Itself Range: None Area: None Mana: 300 mp</p> <p>— There is a 100% chance of causing  Mana Shield</p>	
 [PvP] Heaven Song		<p>Cooldown: 50.0s Target: Itself Range: 7 cell Area: Around enemies Mana: 216 mp</p> <p>— There is a 100% chance of causing  Heaven Song</p>	<p>Cooldown: 50.0s Target: Itself Range: 7 cell Area: Around enemies Mana: 216 mp [NEW] — Has a 100% chance of causing  [PvP] Drowsy — Has a 100% chance of causing  [PvP] Heaven Song</p>
 [PvP] Cure All		<p>Cooldown: 35.0s Target: Itself Range: 4 cell Area: Around friends Mana: 140 mp</p> <p>[REMOVED] — There is a 100% chance of causing  Holy Shield — There is a 100% probability to remove debuffs of level 8 or lower — Recovers 12% MP</p>	<p>Cooldown: 35.0s Target: Itself Range: 4 cell Area: Around friends Mana: 140 mp</p> <p>— There is a 100% probability to remove debuffs of level 5 or lower — Recovers 12% MP</p>
 [PvP] Impure Purge		<p>Cooldown: 30.0s Target: Itself Range: 5 cell Area: Around enemies Mana: 216 mp</p> <p>[REMOVED] — Magic attack power is increased by 500 [REMOVED] — Light energies are increased by 1300</p>	<p>Cooldown: 30.0s Target: Itself Range: 5 cell Area: Around enemies Mana: 216 mp</p> <p>[NEW] — [PvP] Deals 120% of the user's plain attack stat plus an extra 250 as magic attack power [NEW] — [PvP] Light energies are increased</p>

		<ul style="list-style-type: none"> — Inflicts damage on undead with lower level — There is a 70% chance of causing  God Punish 	by 1300 — Has a 70% chance of causing [ [PvP] God's Punishment]
 [PvP] Group Healing		Cooldown: 25.5s Target: Itself Range: 8 cell Area: Around friends Mana: 0 mp — Recovers 1250 + 6% HP	Cooldown: 25s Target: Itself Range: 8 cell Area: Around friends Mana: 0 mp — Recovers 1250 + 6% HP
 [PvP] Holy Weapon		Cooldown: 180.0s Target: Itself Range: 4 cell Area: Around friends Mana: 150 mp — There is a 100% chance of causing  Holy Weapon	Cooldown: 180.0s Target: Itself Range: 4 cell Area: Around friends Mana: 150 mp — Has a 100% chance of causing [ Holy Weapon]
 [PvP] Holy Shield		Cooldown: 180.0s Target: Itself Range: 4 cell Area: Around friends Mana: 150 mp — There is a 100% chance of causing  Holy Shield	Cooldown: 180.0s Target: Itself Range: 4 cell Area: Around friends Mana: 150 mp — Has a 100% chance of causing [ Holy Shield]
 [PvP] Holy Hammer		Cooldown: 100.0s Target: Select one Range: 11 cell Area: Around enemies in 3 cell Mana: 270 mp [REMOVED] — Magic attack power is increased by 1200 [REMOVED] — Light energies are increased by 1800 — There is a 80% chance of causing  Deadly Blackout	Cooldown: 100.0s Target: Select one Range: 11 cell Area: Around enemies in 3 cell Mana: 270 mp [NEW] — [PvP] Deals 130% of the user's plain attack stat plus an extra 900 as magic attack power [NEW] — [PvP] Light energies are increased by 1800 — Has a 100% chance of causing [ Slight horror]















Blue Magician







Role: Anti-tank

Main: DPS

Name	Description	Original	New
 [PvP] Ice Ball		Cooldown: 0.3s Target: Select one Range: 14 cell Area: Around enemies in 1 field Mana: 10 mp [REMOVED] — Magic attack power is increased by 120 [REMOVED] — Water energies are increased by 250	Cooldown: 0.6s CastTime: 0.3s Target: Select one Range: 14 cell Area: Around enemies in 1 field Mana: 10 mp [NEW] — [PvP] Deals 90% of the user's plain attack stat plus an extra 50 as magic attack power [NEW] — [PvP] Water energies are increased by 250
 [PvP] Ice Shard		Cooldown: 6.0s Target: Select one Range: 14 cell Area: Around enemies in 1 field Mana: 60 mp [REMOVED] — Magic attack power is increased by 250 [REMOVED] — Water energies are increased by 600	Cooldown: 4.0s Target: Select one Range: 14 cell Area: Around enemies in 1 field Mana: 60 mp [NEW] — [PvP] Deals 100% of the user's plain attack stat plus an extra 150 as magic attack power [NEW] — [PvP] Water energies are increased by 600 [NEW] — There is a 80% chance of invoking the combo [ [PvP] Shard Storm]
 [PvP] Shard Storm			Cooldown: 1.0s Target: Select one Range: 14 cell Area: Around enemies in 1 field Mana: 100 mp [NEW] — [PvP] Deals 100% of the user's plain attack stat plus an extra 175 as magic attack power [NEW] — [PvP] Water energies are increased by 400
 [PvP] Freezing		Cooldown: 15.0s Target: Select one Range: 14 cell	Cooldown: 30.0s Target: Select one Range: 14 cell

Blast		<p>Area: Around enemies in 1 field Mana: 120 mp</p> <p>[REMOVED] — Magic attack power is increased by 500 [REMOVED] — Water energies are increased by 800 — There is a 60% chance of causing  Shivering Frost</p>	<p>Area: Around enemies in 1 field Mana: 120 mp</p> <p>[NEW] — [PvP] Deals 110% of the user's plain attack stat plus an extra 650 as magic attack power [NEW] — [PvP] Water energies are increased by 800 — Has a 100% chance of causing [] [PvP] Shivering Frost</p>
 [PvP] Ice Lance		<p>Cooldown: 35.0s Target: Select one Range: 1 cell Area: Around enemies in 1 field Mana: 120 mp</p> <p>— Magic attack power is increased by 600 — Water energies are increased by 400 — There is a 80% chance of causing  Weaken Defence Power — There is a 65% chance of causing  Frozen Bleeding [REMOVED] — There is a 80% chance of invoke  Double Lance Combo</p>	<p>Cooldown: 20.0s Target: Select one Range: 1 cell Area: Around enemies in 1 field Mana: 120 mp</p> <p>[NEW] — [PvP] Deals 105% of the user's plain attack stat plus an extra 300 as magic attack power [NEW] — [PvP] Water energies are increased by 400 — There is a 80% chance of causing  Weaken Defence Power — There is a 30% chance of causing  Frozen Bleeding</p>
 Double Lance		<p>Cooldown: 35.0s Target: Select one Range: 14 cell Area: Around enemies in 1 field Mana: 120 mp</p> <p>— Magic attack power is increased by 900 — Water energies are increased by 1400 There is a 50% chance of causing  Shivering Frost</p>	
 [PvP] Ice Chain		<p>Cooldown: 30.0s Target: Select one Range: 11 cell Area: Special area Mana: 320 mp</p> <p>— Magic attack power is increased by 600 — Water energies are increased by 1600 — There is a 70% chance of causing  Frozen</p>	<p>Cooldown: 30.0s Target: Select one Range: 8 cell Area: Special area Mana: 320 mp</p> <p>[NEW] — [PvP] Deals 105% of the user's plain attack stat plus an extra 250 as magic attack power [NEW] — [PvP] Water energies are increased by 1600 — There is a 80% chance of causing [] [PvP] Frozen</p>

 [PvP] Frozen Shield		<p>Cooldown: 15.s Target: Itself Range: None Area: None Mana: 220 mp</p> <p>— There is a 100% chance of causing  [PvP] Frozen Shield</p> <p>— There is a 100% chance of causing  [PvP] Frost Shield</p>	
 [PvP] Glacier		<p>Cooldown: 25.0s Target: Itself Range: 4 cell Area: Around enemies Mana: 200 mp</p> <p>— Magic attack power is increased by 500 — Water energies are increased by 1000 — There is a 75% chance of causing  Frozen Bleeding</p>	<p>Cooldown: 32.0s Target: Itself Range: 4 cell Area: Around enemies Mana: 200 mp</p> <p>[NEW] — [PvP] Deals 110% of the user's plain attack stat plus an extra 500 as magic attack power [NEW] — [PvP] Water energies are increased by 1000 [NEW] — Has a 100% chance of causing  [PvP] Weak Frozen Shield — Has a 100% chance of causing  Frozen Bleeding</p>
 [PvP] Blessing of Water		<p>Cooldown: 180.0s Target: Itself Range: 3 cell Area: Around friends Mana: 550 mp</p> <p>— There is a 100% chance of causing  Blessing of Water</p>	
 [PvP] Heavy Hail		<p>Cooldown: 35.0s Target: Select one Range: 14 cell Area: Around enemies in 3 cell Mana: 360 mp</p> <p>— Magic attack power is increased by 1000 — Water energies are increased by 1200 — There is a 60% chance of causing  Blackout</p>	<p>Cooldown: 30.0s Target: Select one Range: 14 cell Area: Around enemies in 3 cell Mana: 360 mp</p> <p>[NEW] — [PvP] Deals 105% of the user's plain attack stat plus an extra 500 as magic attack power [NEW] — [PvP] Water energies are increased by 1200 — Has a 50% chance of causing  Blackout</p>

 [PvP] Intense Cold		<p> Cooldown: 40.0s Target: Select one Range: 14 cell Area: Around enemies in 3 cell Mana: 300 mp </p> <ul style="list-style-type: none"> — Magic attack power increases by 500 — Water energies increased by 2000 — There is a 50% chance of causing  Magic Frost 	<p> Cooldown: 43.0s Target: Select one Range: 14 cell Area: Around enemies in 3 cell Mana: 300 mp </p> <p> [NEW] — [PvP] Deals 110% of the user's plain attack stat plus an extra 750 as magic attack power [NEW] — [PvP] Water energies are increased by 2000 — Has a 100% chance of causing  Magic Frost </p>
 [PvP] Blizzard		<p> Cooldown: 110.0s Target: Select one Range: 14 cell Area: Around enemies in 6 cell Mana: 400 mp </p> <ul style="list-style-type: none"> — Magic attack power increases by 1500 — Water energies increased by 2000 — There is a 80% chance of causing  Frozen 	<p> Cooldown: 110.0s Target: Select one Range: 14 cell Area: Around enemies in 6 cell Mana: 400 mp </p> <p> [NEW] — [PvP] Deals 120% of the user's plain attack stat plus an extra 1400 as magic attack power [NEW] — [PvP] Water energies are increased by 2000 — Has a 80% chance of causing  Frozen </p>



Dark Gunner





Role:

Main: DPS

Name	Description	Original	New
 [PvP] Spell Revolver		Cooldown: 0.7s Target: Select one Range: 12 cell Area: Around enemies in 0 cell Mana: 0 mp [REMOVED] — Ranged attack power increases by 200 [REMOVED] — Shadow energies increased by 250 [REMOVED] — There is a 1% chance of causing  Spell Revolver	Cooldown: 0.7s Target: Select one Range: 12 cell Area: None Mana: 0 mp [NEW] — [PvP] Deals 100% of the user's plain attack stat plus an extra 100 as ranged attack power [NEW] — [PvP] Shadow energies are increased by 250 [NEW] — [PvP] Chance of inflicting critical hits is increased by 20% of the user's total
 [PvP] Combination Shot		Cooldown: 6.0s Target: Select one Range: 12 cell Area: Around enemies in 2 cell Mana: 50 mp [REMOVED] — Ranged attack power increases by 270 [REMOVED] — Shadow energies increased by 580 [REMOVED] — Increases chance of inflicting critical hits by 10% — There is a 80% chance of invoke  Perfect Combination	Cooldown: 6.0s Target: Select one Range: 12 cell Area: None Mana: 50 mp [NEW] — [PvP] Deals 100% of the user's plain attack stat plus an extra 150 as ranged attack power [NEW] — [PvP] Shadow energies are increased by 580 [NEW] — [PvP] Chance of inflicting critical hits is increased by 20% of the user's total — Has a 80% chance of invoking the combo [ [PvP] Perfect Combination]
 [PvP] Perfect Combination		Cooldown: 6.0s Target: Select one Range: 12 cell Area: Around enemies in 2 field Mana: 100 mp [REMOVED] — Ranged attack power increases by 270 [REMOVED] — Shadow energies increased by 580	Cooldown: 1.0s Target: Select one Range: 12 cell Area: None Mana: 100 mp [NEW] — [PvP] Deals 105% of the user's plain attack stat plus an extra 250 as ranged attack power [NEW] — [PvP] Shadow energies are

		[REMOVED] — Increases chance of inflicting critical hits by 5%	increased by 580 [NEW] — [PvP] Chance of inflicting critical hits is increased by 10% of the user's total
 [PvP] Magic Blitz		Cooldown: 14.0s Target: Select one Range: 12 cell Area: Around enemies in 3 field Mana: 120 mp [REMOVED] — Ranged attack power increases by 500 [REMOVED] — Shadow energies increased by 700 [REMOVED] — Increases chance of inflicting critical hits by 30%	Cooldown: 14.0s Target: Select one Range: 12 cell Area: Around enemies in 3 field Mana: 120 mp [NEW] — [PvP] Deals 105% of the user's plain attack stat plus an extra 400 as ranged attack power [NEW] — [PvP] Shadow energies are increased by 700 [NEW] — [PvP] Chance of inflicting critical hits is increased by 60% of the user's total
 [PvP] Ghost Guard		Cooldown: 30.0s Target: Select one Range: 7 cell Area: None Mana: 500 mp [REMOVED] — Teleports you to a selected location. — There is a 100% chance of causing  [PvP] Ghost Guard — There is a 100% chance of causing  [PvP] Ghostly Power	
 [PvP] Curse Blitz		Cooldown: 20.0s Target: Select one Range: 12 cell Area: Around enemies in 2 cell Mana: 140 mp [REMOVED] — Ranged attack power increases by 900 [REMOVED] — Shadow energies increases by 1300 — There is a 65% chance of causing  Hand of Death	Cooldown: 20.0s Target: Select one Range: 12 cell Area: Around enemies in 2 cell Mana: 140 mp [NEW] — [PvP] Deals 105% of the user's plain attack stat plus an extra 650 as ranged attack power [NEW] — [PvP] Shadow energies are increased by 1300 [NEW] — Has a 65% chance of causing  [PvP] Hand of Death
 [PvP] Dark Force		Cooldown: 180.0s Target: Itself Range: 2 cell Area: Around friends Mana: 160 mp	Cooldown: 180.0s Target: Itself Range: 2 cell Area: Around friends Mana: 160 mp

		— There is a 100% chance of causing  Dark Force	— Has a 100% chance of causing [] PvP Dark Force
 [PvP] Possession		Cooldown: 40.0s Target: Select one Range: 10 cell Area: None Mana: 95 mp — There is a 100% chance of causing  PvP Possession	
 [PvP] Ghost Recharge		Cooldown: 25.0s Target: Select one Range: 11 cell Area: Special area Mana: 180 mp [REMOVED] — Ranged attack power increases by 1500 [REMOVED] — Shadow energies increases by 650 — There is a 75% chance of causing  Darkness of DOOM — [PvP] Push your opponent back 5 cell	Cooldown: 25.0s Target: Select one Range: 11 cell Area: Special area Mana: 180 mp [NEW] — [PvP] Deals 110% of the user's plain attack stat plus an extra 900 as ranged attack power [NEW] — [PvP] Shadow energies are increased by 650 — Has a 100% chance of causing [] PvP Darkness of DOOM — Push your opponent back 5 cell
 [PvP] Evil Potion		Cooldown: 60.0s Target: Select one Range: 10 cell Area: None Mana: 180 mp — There is a 100% chance of causing  Evil Potion	
 [PvP] Requiem		Cooldown: 45.0s Target: Itself Range: 3 cell Area: Around enemies Mana: 240 mp — There is a 100% chance of causing  PvP Requiem	Cooldown: 45.0s Target: Itself Range: 3 cell Area: Around enemies Mana: 240 mp — Has a 100% chance of causing [] PvP Requiem
 [PvP] Ghost Invasion		Cooldown: 140.0s Target: Itself Range: 4 cell Area: Around enemies Mana: 360 mp [REMOVED] — Ranged attack power increases	Cooldown: 140.0s Target: Itself Range: 4 cell Area: Around enemies Mana: 360 mp [NEW] — [PvP] Deals 115% of the user's

		<p>by 1500 [REMOVED] — Shadow energies increases by 2200 — There is a 75% chance of causing  Plague — No penalty for ranged attacks at close range</p>	<p>plain attack stat plus an extra 1350 as ranged attack power [NEW] — [PvP] Shadow energies are increased by 2200 [NEW] — [PvP] There is a 75% chance of causing  [PvP] Plague — No penalty for ranged attacks at close range</p>
 [PvP] Hide in the dark		<p>Cooldown: 50s Attack Range: 0 cell Target: Around Allies in 2 cell Mana: 500 mp</p> <p>Has a 100% chance of causing [ Hide in shadows]</p>	





















Volcano





Role: CC

Main: Burst Mage (Assassin)

Name	Description	Original	New
 [PvP] Magma Ball		Cooldown: 0.6s Target: Select one Range: 9 cell Area: None Mana: 20 mp [REMOVED] — Magic attack power increases by 100 [REMOVED] — Fire energies increased by 180	Cooldown: 0.7s Target: Select one Range: 9 cell Area: None Mana: 20 mp [NEW] — [PvP] Deals 85% of the user's plain attack stat plus an extra 125 as magic attack power [NEW] — [PvP] Fire energies are increased by 180
 [PvP] Volcanic Eruption		Cooldown: 7.0s Target: Select one Range: 9 cell Area: Special area Mana: 190 mp [REMOVED] — Magic attack power increased by 250 [REMOVED] — Fire energies increased by 450 — There is a 45% chance of causing  Lava Gush	Cooldown: 7.0s Target: Select one Range: 9 cell Area: Special area Mana: 190 mp [NEW] — [PvP] Deals 100% of the user's plain attack stat plus an extra 200 as magic attack power [NEW] — [PvP] Fire energies are increased by 450 — Has a 25% chance of causing [ [PvP] Lava Gush]
 [PvP] Volcanic Gas		Cooldown: 22.0s Target: Itself Range: 4 cell Area: Around enemies Mana: 210 mp [REMOVED] — Magic attack power increases by 450 [REMOVED] — Fire energies increased by 650 — There is a 50% chance of causing  Poisonous Volcanic Gas	Cooldown: 25.0s Target: Itself Range: 3 cell Area: Around enemies Mana: 210 mp [NEW] — [PvP] Deals 110% of the user's plain attack stat plus an extra 400 as magic attack power [NEW] — [PvP] Fire energies are increased by 650 — Has a 50% chance of causing [ [PvP] Poisonous Volcanic Gas]
 [PvP] Magma		Cooldown: 30.0s Target: Itself	Cooldown: 48.0s Target: Itself

Plating		Range: None Area: None Mana: 550 mp — There is a 100% chance of causing  Magma Shield — There is a 100% chance of causing  Magma Plating	Range: None Area: None Mana: 550 mp — Has a 100% chance of causing [] PvP Magma Shield — Has a 100% chance of causing [] PvP Magma Plating
 [PvP] Lava Wave		Cooldown: 40.0s Target: Select one Range: 11 cell Area: Special area Mana: 340 mp [REMOVED] — Magic attack power increases by 700 [REMOVED] — Fire energies increases by 1200 [REMOVED] — [PvP] Push your opponent back 2 cell — There is a 70% chance of causing  Large Lava Gush	Cooldown: 50.0s Target: Select one Range: 11 cell Area: Special area Mana: 340 mp [NEW] — [PvP] Deals 120% of the user's plain attack stat plus an extra 600 as magic attack power [NEW] — [PvP] Fire energies are increased by 1200 — Has a 100% chance of causing [] Large Lava Gush
 [PvP] Power of the Volcano		Cooldown: 90.0s Target: Itself Range: 5 cell Area: Around friends Mana: 300 mp — There is a 100% chance of causing  Power of the Volcano	Cooldown: 90.0s Target: Itself Range: 5 cell Area: Around friends Mana: 300 mp — Has a 100% chance of causing [] PvP Power of the Volcano
 [PvP] Earthquake		Cooldown: 15.0s Target: Itself Range: 3 cell Area: Around enemies Mana: 310 mp [REMOVED] — Magic attack power increases by 800 [REMOVED] — Fire energies increases by 900 — There is a 45% chance of causing  Lava Gush	Cooldown: 20.0s Target: Itself Range: 3 cell Area: Around enemies Mana: 310 mp [NEW] — [PvP] Deals 105% of the user's plain attack stat plus an extra 350 as magic attack power [NEW] — [PvP] Fire energies are increased by 900 — Has a 45% chance of causing [] Lava Gush
 [PvP] Volcanic Roar		Cooldown: 12.0s Target: Select one Range: 9 cell Area: Around enemies in 3 cell Mana: 300 mp	Cooldown: 13.0s Target: Select one Range: 9 cell Area: Around enemies in 3 cell Mana: 300 mp

		<p>[REMOVED] — Magic attack power increases by 400</p> <p>[REMOVED] — Fire energies increased by 600</p> <p>[REMOVED] — There is a 50% chance of invoke  Carbonize</p> <p>— There is a 30% chance of causing  Paralysis</p> <p>— Teleports you to a selected location</p>	<p>[NEW] — [PvP] Deals 105% of the user's plain attack stat plus an extra 300 as magic attack power</p> <p>[NEW] — [PvP] Fire energies are increased by 600</p> <p>— Teleports you to a selected location</p> <p>— Has a 50% chance of causing [] Short Paralysis</p>
 Carbonize		<p>Cooldown: 20.0s</p> <p>Target: Select one</p> <p>Range: 9 cell</p> <p>Area: Around enemies in 3 field</p> <p>Mana: 460 mp</p> <p>— Magic attack power increases by 800</p> <p>— Fire energies increases by 1000</p> <p>— There is a 80% chance of causing  Lava Rigour</p>	
 [PvP] Lava Swamp		<p>Cooldown: 30.0s</p> <p>Target: Itself</p> <p>Range: 4 cell</p> <p>Area: Around enemies</p> <p>Mana: 380 mp</p> <p>— There is a 100% chance of causing  Lava Swamp</p>	<p>Cooldown: 50.0s</p> <p>Target: Itself</p> <p>Range: 4 cell</p> <p>Area: Around enemies</p> <p>Mana: 380 mp</p> <p>— Has a 100% chance of causing [] [PvP] Lava Swamp</p>
 [PvP] Magma Sword		<p>Cooldown: 45.0s</p> <p>Target: Select one</p> <p>Range: 13 cell</p> <p>Area: Around enemies in 2 cell</p> <p>Mana: 420 mp</p> <p>— Magic attack power increases by 500</p> <p>— Fire energies increases by 1200</p> <p>— There is a 50% chance of causing  Bubbling Lava Gush</p> <p>[REMOVED] — There is a 35% chance of causing  Ignition</p>	<p>Cooldown: 55.0s</p> <p>Target: Select one</p> <p>Range: 13 cell</p> <p>Area: Around enemies in 2 cell</p> <p>Mana: 420 mp</p> <p>[NEW] — [PvP] Deals 125% of the user's plain attack stat plus an extra 850 as magic attack power</p> <p>[NEW] — [PvP] Fire energies are increased by 1200</p> <p>— Has a 90% chance of causing [] [PvP] Bubbling Lava Gush</p>
 Ignition		<p>Cooldown: 60.0s</p> <p>Target: Select one</p> <p>Range: 13 cell</p> <p>Area: Around enemies in 2 field</p> <p>Mana: 420 mp</p> <p>— Magic attack power increases by 800</p> <p>— Fire energies increases by 2000</p>	

		— There is a 90% chance of causing  Burning Lava Gush	
 [PvP] Ash Storm		Cooldown: 120.0s Target: Select one Range: 5 cell Area: Around enemies Mana: 1100 mp [REMOVED] — Magic attack power increases by 1500 [REMOVED] — Fire energies increases by 2000 — There is a 50% chance of causing  First Shockwave	Cooldown: 120.0s Target: Select one Range: 5 cell Area: Around enemies Mana: 1100 mp [NEW] — [PvP] Deals 135% of the user's plain attack stat plus an extra 1250 as magic attack power [NEW] — [PvP] Fire energies are increased by 2000 — Has a 70% chance of causing [] [PvP] First Shockwave









Tide Lord













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




Main: Crowd Control Mage (Bruiser)

Secondary: DPS

Name	Description	Original	New
 [PvP] Thunder Trident		Cooldown: 0.6s CastTime: 0.3s Target: Select one Range: 10 cell Area: Around enemies in 0 cell Mana: 50 mp [REMOVED] — Magic attack power increases by 100 [REMOVED] — Water energies increased by 150	Cooldown: 0.6s CastTime: 0.4s Target: Select one Range: 10 cell Area: Around enemies in 0 cell Mana: 50 mp [NEW] — [PvP] Deals 85% of the user's plain attack stat plus an extra 135 as magic attack power [NEW] — [PvP] Water energies are increased by 150
 [PvP] Typhoon		Cooldown: 5.0s Target: Select one Range: 12 cell Area: Around enemies in 3 cell Mana: 120 mp [REMOVED] — Magic attack power increases by 350 [REMOVED] — Water energies increased by 300 — There is a 10% chance of causing  Small Waterfall	Cooldown: 7.0s Target: Select one Range: 12 cell Area: Around enemies in 3 cell Mana: 120 mp [NEW] — [PvP] Deals 100% of the user's plain attack stat plus an extra 300 as magic attack power [NEW] — [PvP] Water energies are increased by 300 — Has is a 30% chance of causing [ Small Waterfall]
 [PvP] The Large Trident		Cooldown: 10.0s CastTime: 0.2s Target: Select one Range: 12 cell Area: Special area Mana: 180 mp [REMOVED] — Magic attack power increases by 600 [REMOVED] — Water energies increased by 450 — There is a 20% chance of causing  Small Electric Shock	Cooldown: 12.0s CastTime: 0.4s Target: Select one Range: 12 cell Area: Special area Mana: 180 mp [NEW] — [PvP] Deals 100% of the user's plain attack stat plus an extra 450 as magic attack power [NEW] — [PvP] Water energies are increased by 450 — Has a 40% chance of causing [ Small Electric Shock]

 [PvP] Ocean's Blessing		Cooldown: 180.0s Target: Itself Range: 4 cell Area: Around friends Mana: 250 mp — There is a 100% chance of causing  Ocean's Blessing	Cooldown: 60.0s Target: Itself Range: 4 cell Area: Around friends Mana: 250 mp — Has a 100% chance of causing [] [PvP] Ocean's Blessing
 [PvP] Lightning Strike		Cooldown: 30.0s Target: Select one Range: 13 cell Area: None Mana: 200 mp [REMOVED] — Magic attack power increases by 850 [REMOVED] — Water energies increased by 600 — There is a 50% chance of causing  Electric Shock — There is a 80% chance of invoke  Double Lightning	Cooldown: 25.0s Target: Select one Range: 13 cell Area: None Mana: 200 mp [NEW] — [PvP] Deals 105% of the user's plain attack stat plus an extra 550 as magic attack power [NEW] — [PvP] Water energies are increased by 600 — Has a 50% chance of causing [] [PvP] Electric Shock — Has a 80% chance of invoke [] [PvP] Double Lightning
 [PvP] Double Lightning		Cooldown: 30.0s Target: Select one Range: 13 cell Area: Around enemies in 4 field Mana: 0 mp [REMOVED] — Magic attack power increases by 1000 [REMOVED] — Water energies increases by 650 — There is a 40% chance of causing  Big Electric Shock — There is a 20% chance of invoke  Lightning Storm Combo	Cooldown: 1.0s Target: Select one Range: 13 cell Area: Around enemies in 4 field Mana: 0 mp [NEW] — [PvP] Deals 105% of the user's plain attack stat plus an extra 750 as magic attack power [NEW] — [PvP] Water energies are increased by 650 — Has a 40% chance of causing [] [PvP] Big Electric Shock — Has a 40% chance of invoking the combo [] [PvP] Lightning Storm
 [PvP] Lightning Storm		Cooldown: 30.0s Target: Select one Range: 13 cell Area: Around enemies in 15 field Mana: 900 mp [REMOVED] — Magic attack power increases by 1800 [REMOVED] — Water energies increases by 1500 — There is a 100% chance of causing  Big Electric Shock	Cooldown: 1.0s Target: Select one Range: 13 cell Area: Around enemies in 10 field Mana: 900 mp [NEW] — [PvP] Deals 110% of the user's plain attack stat plus an extra 1000 as magic attack power [NEW] — [PvP] Water energies are increased by 300

		<p>— There is a 100% chance that 60% of the remaining MP is lost</p>	<p>— Has a 100% chance of causing [ Big Electric Shock]</p> <p>— There is a 100% chance that 15% of the remaining MP is lost</p>
 [PvP] Feeding Time		<p>Cooldown: 34.0s Target: Select one Range: 18 cell Area: Around enemies in 2 field Mana: 600 mp</p> <p>[REMOVED] — Magic attack power increases by 950 [REMOVED] — Water energies increases by 950</p> <p>— There is a 60% chance of causing  Shark Bite</p> <p>— There is a 20% chance of causing  Waterfall</p>	<p>Cooldown: 40.0s Target: Select one Range: 18 cell Area: Around enemies in 2 field Mana: 600 mp</p> <p>[NEW] — [PvP] Deals 105% of the user's plain attack stat plus an extra 800 as magic attack power [NEW] — [PvP] Water energies are increased by 950</p> <p>— Has a 60% chance of causing [ [PvP] Shark Bite]</p> <p>— Has a 60% chance of causing [ Waterfall]</p>
 [PvP] Giant Swirl		<p>Cooldown: 25.0s Target: Select one Range: 12 cell Area: Around enemies in 5 cell Mana: 450 mp</p> <p>— There is a 100% chance that Giant Swirl will be caused at the set location</p> <p>If Giant Swirl is successful: — There is a 100% chance of causing  Waterfall</p>	<p>Cooldown: 25.0s Target: Select one Range: 12 cell Area: Around enemies in 5 cell Mana: 450 mp</p> <p>— There is a 100% chance that Giant Swirl will be caused at the set location</p> <p>If Giant Swirl is successful: — Has a 100% chance of causing [ [PvP] Waterfall]</p>
 [PvP] Song of the Sirens		<p>Cooldown: 45.0s Target: Select one Range: 4 cell Area: Around enemies Mana: 250 mp</p> <p>— There is a 100% chance of causing  Song of the Sirens</p>	<p>Cooldown: 35.0s Target: Select one Range: 4 cell Area: Around enemies Mana: 250 mp</p> <p>— Has a 100% chance of causing [ [PvP] Song of the Sirens]</p>
 [PvP] Tsunami		<p>Cooldown: 50.0s Target: Itself Range: 5 cell Area: Around enemies Mana: 220 mp</p> <p>[REMOVED] — Magic attack power increases by 600</p>	<p>Cooldown: 30.0s Target: Itself Range: 5 cell Area: Around enemies Mana: 220 mp</p> <p>[NEW] — [PvP] Deals 105% of the user's plain attack stat plus an extra 600 as magic</p>

		<p>[REMOVED] — Water energies increases by 2000</p> <p>— There is a 70% chance of causing  Large Waterfall</p>	<p>attack power</p> <p>[NEW] — [PvP] Water energies are increased by 2000</p> <p>[NEW] — [PvP] Push the enemy away 2 field(s)</p> <p>— Has a 70% chance of causing [] Large Waterfall</p>
 [PvP] Water Bubble		<p>Cooldown: 15.0s Target: Itself Range: None Area: None Mana: 380 mp</p> <p>— There is a 100% chance of causing  Water Bubble</p> <p>— There is a 100% chance of causing  Water Plating</p> <p>— There is a 100% chance of causing  Ocean Sprint</p>	<p>Cooldown: 20.0s Target: Itself Range: None Area: None Mana: 380 mp</p> <p>— Has a 100% chance of causing [] Water Bubble</p> <p>— Has a 100% chance of causing [] Water Plating</p> <p>— Has a 100% chance of causing [] Ocean Sprint</p>
 [PvP] Head's Up, Blue Whale!		<p>Cooldown: 110.0s Target: Select one Range: 10 cell Area: Around enemies in 6 cell Mana: 1200 mp</p> <p>[REMOVED] — Magic attack power increases by 1950</p> <p>[REMOVED] — Water energies increases by 1850</p> <p>There is a 80% chance of causing  Water Pressure</p>	<p>Cooldown: 110.0s Target: Select one Range: 10 cell Area: Around enemies in 6 cell Mana: 1200 mp</p> <p>[NEW] — [PvP] Deals 115% of the user's plain attack stat plus an extra 1750 as magic attack power</p> <p>[NEW] — [PvP] Water energies are increased by 1850</p> <p>Has a 80% chance of causing [] Water Pressure</p>



Seer





Role:









Main: DPS

Secondary: Debuffer (Bruiser)

Name	Description	Original	New
 [PvP] Magic Ball		Cooldown: 0.8s Target: Select one Range: 0 cell Area: Around enemies in 0 cell Mana: 20 mp [REMOVED] — Magic attack power increases by 120 [REMOVED] — Shadow energies increased by 120	Cooldown: 0.8s Target: Select one Range: 0 cell Area: Around enemies in 0 cell Mana: 20 mp [NEW] — [PvP] Deals 85% of the user's plain attack stat plus an extra 135 as magic attack power [NEW] — [PvP] Shadow energies are increased by 120
 [PvP] Confusion		Cooldown: 15.0s Target: Select one Range: 12 cell Area: Around enemies in 3 cell Mana: 100 mp [REMOVED] — Magic attack power increases by 200 [REMOVED] — Shadow energies increased by 300 — There is a 100% chance of causing  Confusion — There is a 100% chance of causing  Weak Dark Energy	Cooldown: 12.0s Target: Select one Range: 12 cell Area: Around enemies in 3 cell Mana: 100 mp [NEW] — [PvP] Deals 100% of the user's plain attack stat plus an extra 175 as magic attack power [NEW] — [PvP] Shadow energies are increased by 300 — Has a 100% chance of causing  [PvP] Confusion — Has a 100% chance of causing  [PvP] Weak Dark Energy
 [PvP] Death Cage		Cooldown: 16s Attack Range: 12 cell Target: Around Enemy in 3 cell Mana: 100 mp [REMOVED] — Magic attack power is increased by 300 [REMOVED] — Shadow energies are increased by 400 — There is a 70% chance of causing  Dark Energy — There is a 50% chance of causing  Interrupt Move	Cooldown: 16s Attack Range: 12 cell Target: Around Enemy in 2 cell Mana: 100 mp [NEW] — [PvP] Deals 105% of the user's plain attack stat plus an extra 250 as magic attack power [NEW] — [PvP] Shadow energies are increased by 400 — Has a 70% chance of causing  [PvP] Dark Energy — Has a 50% chance of causing

			[ Interrupt Move]
 [PvP] Blink		Cooldown: 15s Attack Range: 0 cell Target: Select One Mana: 90 mp — Teleports you within a radius of 4 cell. — There is a 100% chance of causing  Armour of Darkness — There is a 60% chance of invoking the combo  Blink	Cooldown: 35s Attack Range: 0 cell Target: Select One Mana: 90 mp — Teleports you within a radius of 4 cell. — Has a 100% chance of causing  [PvP] Armour of Darkness — There is a 60% chance of invoking the combo [ [PvP] Blink]
 [PvP] Cursed Hands		Cooldown: 15s Attack Range: 12 cell Target: Around Enemy in 2 cell Mana: 180 mp [REMOVED] — Magic attack power is increased by 550 [REMOVED] — Shadow energies are increased by 800 — There is a 60% chance of causing  Cursed Hands — There is a 30% chance of causing  Dark Energy	Cooldown: 15s Attack Range: 12 cell Target: Around Enemy in 2 cell Mana: 180 mp [NEW] — [PvP] Deals 105% of the user's plain attack stat plus an extra 425 as magic attack power [NEW] — [PvP] Shadow energies are increased by 800 — Has a 45% chance of causing  [PvP] Cursed Hands — Has a 30% chance of causing  [PvP] Dark Energy
 [PvP] Illusion		Cooldown: 30s Attack Range: 15 cell Target: Around Enemy in 2 cell Mana: 500 mp — There is a 100% chance of causing  Illusion — There is a 100% chance of causing  Strong Dark Energy	Cooldown: 30s Attack Range: 15 cell Target: Around Enemy in 2 cell Mana: 500 mp — Has a 100% chance of causing  [PvP] Illusion — Has a 100% chance of causing  [PvP] Strong Dark Energy
 [PvP] Mana Extraction		Cooldown: 25s Attack Range: 9 cell Target: Special Area Mana: 350 mp [REMOVED] — Magic attack power is increased by 1000 [REMOVED] — Shadow energies are increased by 1000 — There's a 100% chance of leeching 10 MP from your enemy. — There is a 20% chance of causing	Cooldown: 25s Attack Range: 9 cell Target: Special Area Mana: 350 mp [NEW] — [PvP] Deals 110% of the user's plain attack stat plus an extra 750 as magic attack power [NEW] — [PvP] Shadow energies are increased by 1000 — There's a 100% chance of leeching 2970 (PlayerLevel*30) MP from your enemy. — Has a 20% chance of causing



		 Weak Dark Energy	 [PvP] Weak Dark Energy
 [PvP] Mind Sink		Cooldown: 20s Attack Range: 0 cell Target: Select One Mana: 450 mp — There is a 100% chance of causing  Mind Sink	Cooldown: 18s Attack Range: 0 cell Target: Select One Mana: 450 mp — Has a 100% chance of causing  Mind Sink
 [PvP] Blade Changer		Cooldown: 15s Attack Range: 12 cell Target: Around Enemy in 1 cell Mana: 230 mp [REMOVED] — Magic attack power is increased by 100 [REMOVED] — Shadow energies are increased by 100 [REMOVED] — [PvP] Caused damage is decreased by 8% — There is a 100% chance of invoking the combo  Blade Changer	Cooldown: 16s Attack Range: 12 cell Target: Around Enemy in 1 cell Mana: 230 mp [NEW] — [PvP] Deals 85% of the user's plain attack stat plus an extra 100 as magic attack power [NEW] — [PvP] Shadow energies are increased by 100 — Has a 100% chance of invoking the combo  [PvP] Blade Changer
 [PvP] Blade Changer		Cooldown: 0.3s Attack Range: 14 cell Target: Around Enemy in 1 cell Mana: 350 mp [REMOVED] — Magic attack power is increased by 100 [REMOVED] — Shadow energies are increased by 100 [REMOVED] — [PvP] Caused damage is decreased by 8% — There is a 10% chance of causing  Blade Changer — There is a 100% chance of invoking the combo  Blade Changer	Cooldown: 0.3s Attack Range: 14 cell Target: Around Enemy in 1 cell Mana: 350 mp [NEW] — [PvP] Deals 85% of the user's plain attack stat plus an extra 100 as magic attack power [NEW] — [PvP] Shadow energies are increased by 100 — Has a 10% chance of causing  Blade Changer — Has a 100% chance of invoking the combo  [PvP] Blade Changer
 [PvP] Blade Changer		Cooldown: 0.3s Attack Range: 15 cell Target: Around Enemy in 1 cell Mana: 350 mp [REMOVED] — Magic attack power is increased by 100 [REMOVED] — Shadow energies are increased by 100 [REMOVED] — [PvP] Caused damage is decreased by 8% — There is a 10% chance of causing	Cooldown: 0.3s Attack Range: 15 cell Target: Around Enemy in 1 cell Mana: 350 mp [NEW] — [PvP] Deals 85% of the user's plain attack stat plus an extra 100 as magic attack power [NEW] — [PvP] Shadow energies are increased by 100 — Has a 10% chance of causing

		 Weak Dark Energy — There is a 100% chance of invoking the combo  Blade Changer	[ [PvP] Weak Dark Energy] — Has a 100% chance of invoking the combo [ [PvP] Blade Changer]
 [PvP] Time Loss		Cooldown: 60s Attack Range: 12 cell Target: Around Enemy in 2 cell Mana: 350 mp — There is a 100% chance of causing  Strong Time Void	Cooldown: 45s Attack Range: 12 cell Target: Around Enemy in 2 cell Mana: 350 mp — Has a 100% chance of causing [ [PvP] Strong Time Void]
 [PvP] Super Abracadabra		Cooldown: 60s Attack Range: 12 cell Target: Select One Mana: 2000 mp — There is a 100% chance that up to 4 Dark Clones will be summoned.	

Archmage

Role:
Main: DPS
Secondary: Bruiser

Playstyle:

Name	Description	Original	New
 [PvP] Light Spell		Cooldown: 0.7s CastTime: 0.3s Attack Range: 10 cell Target: Around Enemy in 1 cell Mana: 0 mp [REMOVED] — Magic attack power is increased by 80 [REMOVED] — 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 [NEW] — [PvP] Deals 85% of the user's plain attack stat plus an extra 140 as magic attack power [NEW] — [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 [REMOVED] — Magic attack power is increased by 250 [REMOVED] — Light energies are increased by 450 — There is a 80% chance of causing  Illuminating Powder	Cooldown: 7s Attack Range: 10 cell Target: Around Enemy in 3 cell Mana: 130 mp [NEW] — [PvP] Deals 100% of the user's plain attack stat plus an extra 250 as magic attack power [NEW] — [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 [REMOVED] — Magic attack power is increased by 350 [REMOVED] — Light energies are increased by 500 — There is a 15% chance of causing  Slight Paralysis	Cooldown: 12s Attack Range: 10 cell Target: Around Enemy in 3 cell Mana: 180 mp [NEW] — [PvP] Deals 105% of the user's plain attack stat plus an extra 325 as magic attack power [NEW] — [PvP] Light energies are increased by 500 — Has a 15% chance of causing  [PvP] Slight Paralysis

 [PvP] Holy Prism		<p>Cooldown: 18s Attack Range: 11 cell Target: Special Area Mana: 330 mp</p> <p>[REMOVED] — Magic attack power is increased by 550 [REMOVED] — Light energies are increased by 1250 — There is a 60% chance of causing  Slight Horror</p>	<p>Cooldown: 20s Attack Range: 8 cell Target: Special Area Mana: 330 mp</p> <p>[NEW] — [PvP] Deals 110% of the user's plain attack stat plus an extra 550 as magic attack power [NEW] — [PvP] Light energies are increased by 1250 — Has a 50% chance of causing  [PvP] Slight Horror</p>
 [PvP] Holy Explosion		<p>Cooldown: 14s Attack Range: 10 cell Target: Around Enemy in 3 cell Mana: 200 mp</p> <p>[REMOVED] — Magic attack power is increased by 280 [REMOVED] — Light energies are increased by 450 — There is a 10% chance of causing  Paralysis</p>	<p>Cooldown: 8s Attack Range: 10 cell Target: Around Enemy in 3 cell Mana: 200 mp</p> <p>[NEW] — [PvP] Deals 105% of the user's plain attack stat plus an extra 250 as magic attack power [NEW] — [PvP] Light energies are increased by 450 — Has a 10% chance of causing  Paralysis</p>
 [PvP] Fast Lane		<p>Cooldown: 30s Attack Range: 0 cell Target: Select One Mana: 300 mp</p> <p>— There is a 100% chance of causing  Fast Lane 1</p>	<p>Cooldown: 30s Attack Range: 0 cell Target: Select One Mana: 300 mp</p> <p>— Has a 100% chance of causing  [PvP] Fast Lane 1</p>
 [PvP] Spellbook Scholar		<p>Cooldown: 60s Attack Range: 0 cell Target: Select One Mana: 250 mp</p> <p>— There is a 100% chance of causing  Spellbook Scholar</p>	<p>Cooldown: 60s Attack Range: 0 cell Target: Select One Mana: 250 mp</p> <p>— Has a 100% chance of causing  [PvP] Spellbook Scholar</p>
 [PvP] Sacred Mist		<p>Cooldown: 40s Attack Range: 10 cell Target: Select One Mana: 400 mp</p> <p>— There is a 100% chance of causing  Horror</p>	<p>Cooldown: 40s Attack Range: 10 cell Target: Select One Mana: 400 mp</p> <p>— Has a 100% chance of causing  [PvP] Horror</p>

 [PvP] Mass Teleport		<p>Cooldown: 1s Attack Range: 0 cell Target: Around Allies in 5 cell Mana: 350 mp</p> <p>— There is a 100% chance of causing  Memorial</p> <p>— Teleports you and 5 group members to the saved location.</p>	<p>Cooldown: 1s Attack Range: 0 cell Target: Around Allies in 5 cell Mana: 350 mp</p> <p>— Has a 100% chance of causing  [PvP] Memorial</p> <p>— Teleports you and 5 group members to the saved location.</p>
 [PvP] Meteorite Fall		<p>Cooldown: 90s Attack Range: 13 cell Target: Around Enemy in 4 cell Mana: 450 mp</p> <p>[REMOVED] — Magic attack power is increased by 1200 [REMOVED] — Light energies are increased by 1400 — There is a 60% chance of invoking the combo  Meteor Shower</p>	<p>Cooldown: 90s Attack Range: 13 cell Target: Around Enemy in 4 cell Mana: 450 mp</p> <p>[NEW] — [PvP] Deals 115% of the user's plain attack stat plus an extra 1000 as magic attack power [NEW] — [PvP] Light energies are increased by 1400 — Has a 100% chance of invoking the combo  [PvP] Meteor Shower</p>
 [PvP] Meteor Shower		<p>Cooldown: 1s Attack Range: 13 cell Target: Around Enemy in 4 cell Mana: 600 mp</p> <p>[REMOVED] — Magic attack power is increased by 1200 [REMOVED] — Light energies are increased by 1400 — There is a 60% chance of invoking the combo  Meteor Storm</p>	<p>Cooldown: 1s Attack Range: 13 cell Target: Around Enemy in 4 cell Mana: 600 mp</p> <p>[NEW] — [PvP] Deals 120% of the user's plain attack stat plus an extra 1100 as magic attack power [NEW] — [PvP] Light energies are increased by 1400 — Has a 50% chance of invoking the combo  [PvP] Meteor Storm</p>
 [PvP] Meteor Storm		<p>Cooldown: 90s Attack Range: Itself Target: Select One Mana: 2800</p> <p>— Causes 10 (+5) meteorites to rain down.</p> <p>Unleashes a Meteorite Storm that falls randomly within 7 cell and causes Blackout with 70% on impact.</p>	
 [PvP] Illumination		<p>Cooldown: 180s Attack Range: 0 cell Target: Around Allies in 5 cell Mana: 1000 mp</p> <p>— There is a 100% chance of causing</p>	<p>Cooldown: 180s Attack Range: 0 cell Target: Around Allies in 5 cell Mana: 1000 mp</p> <p>— Has a 100% chance of causing</p>

		 Illumination	 [PvP] Illumination
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






Voodoo Priest

Role:

Main: Debuffer (Tank)

Name	Description	Original	New
 Deadly Skull >  [PvP] Curse Beam		Cooldown: 0.8s Attack Range: 10 cell Target: Around Enemy in 1 cell Mana: 50 mp [REMOVED] — Magic attack power is increased by 150 [REMOVED] — Shadow energies are increased by 200 — There is a 2% chance of causing  Voodoo Priest Curse	Cooldown: 1s Attack Range: 10 cell Target: Around Enemy in 1 cell Mana: 50 mp [NEW] — [PvP] Deals 80% of the user's plain attack stat plus an extra 100 as magic attack power [NEW] — [PvP] Shadow energies are increased by 200 — Has a 2% chance of causing  Voodoo Priest Curse
 [PvP] Toxin Cloud		Cooldown: 7s Attack Range: 10 cell Target: Around Enemy in 3 cell Mana: 100 mp [REMOVED] — Magic attack power is increased by 300 [REMOVED] — Shadow energies are increased by 500 — There is a 60% chance of causing  Venomous Snake Curse — There is a 15% chance of causing  Voodoo Priest Curse	Cooldown: 7s Attack Range: 10 cell Target: Around Enemy in 3 cell Mana: 100 mp [NEW] — [PvP] Deals 90% of the user's plain attack stat plus an extra 200 as magic attack power [NEW] — [PvP] Shadow energies are increased by 500 — Has a 60% chance of causing  [PvP] Venomous Snake Curse — Has a 15% chance of causing  Voodoo Priest Curse
 [PvP] Soul Spider		Cooldown: 25s Attack Range: 10 cell Target: Select One Mana: 120 mp — Summons 3 x [Soul Spider]	Cooldown: 25s Attack Range: 10 cell Target: Select One Mana: 120 mp — Summons 3 x [[PvP] Soul Spider] On attack, the spider can cause  [PvP] Spider Curse
 [PvP] Soulwalk		Cooldown: 40s Attack Range: 0 cell Target: Around Allies in 2 cell Mana: 180 mp	Cooldown: 40s Attack Range: 0 cell Target: Select One Mana: 180 mp

		<p>— There is a 100% chance of causing  Soulwalk</p>	<p>— Has a 100% chance of causing  [PvP] Soulwalk</p>
 [PvP] Limbo Soul		<p>Cooldown: 25s Attack Range: 10 cell Target: Around Enemy in 2 cell Mana: 200 mp</p> <p>[REMOVED] — Magic attack power is increased by 900 [REMOVED] — Shadow energies are increased by 900 — There is a 80% chance of causing  Stiff Body — There is a 20% chance of causing  Voodoo Priest Curse</p>	<p>Cooldown: 25s Attack Range: 10 cell Target: Around Enemy in 2 cell Mana: 200 mp</p> <p>[NEW] — [PvP] Deals 95% of the user's plain attack stat plus an extra 900 as magic attack power [NEW] — [PvP] Shadow energies are increased by 900 — Has a 80% chance of causing  [PvP] Stiff Body — Has a 20% chance of causing  [PvP] Voodoo Priest Curse</p>
 [PvP] Locust Swarm		<p>Cooldown: 20s Attack Range: 10 cell Target: Around Enemy in 4 cell Mana: 700 mp</p> <p>[REMOVED] — Magic attack power is increased by 500 [REMOVED] — Shadow energies are increased by 1200 — There is a 40% chance of causing  Locust infection — There's a 90% chance of leeching PlayerLevel*12 HP from the enemy.</p>	<p>Cooldown: 20s Attack Range: 10 cell Target: Around Enemy in 4 cell Mana: 700 mp</p> <p>[NEW] — [PvP] Deals 90% of the user's plain attack stat plus an extra 500 as magic attack power [NEW] — [PvP] Shadow energies are increased by 1200 [NEW] — [PvP] Has a 90% chance of leeching 2% of the enemy's total HP — Has a 40% chance of causing  [PvP] Locust infection</p>
 [PvP] Vengeful Soul		<p>Cooldown: 60s Attack Range: 0 cell Target: Select One Mana: 700 mp</p> <p>— There is a 100% chance of causing  Vengeful Soul — There is a 100% chance of causing  Soul Shield</p>	<p>Cooldown: 60s Attack Range: 0 cell Target: Select One Mana: 700 mp</p> <p>— Has a 100% chance of causing  [PvP] Vengeful Soul — Has a 100% chance of causing  [PvP] Soul Shield</p>
 [PvP] Voodoo Doll		<p>Cooldown: 55s Attack Range: 10 cell Target: Around Enemy in 5 cell Mana: 700 mp</p> <p>— There is a 100% chance of causing</p>	<p>Cooldown: 60s Attack Range: 10 cell Target: Around Enemy in 2 cell Mana: 700 mp</p> <p>— Has a 100% chance of causing</p>

		 Voodoo Doll — There is a 5% chance of causing  Voodoo Priest Curse	 [PvP] Voodoo Doll — Has a 5% chance of causing  [PvP] Voodoo Priest Curse
 [PvP] M-M-Moth!		Cooldown: 70s Attack Range: 10 cell Target: Around Enemy in 5 cell Mana: 250 mp — There is a 100% chance of causing  Moth Curse — There is a 20% chance of causing  Voodoo Priest Curse	Cooldown: 70s Attack Range: 10 cell Target: Around Enemy in 2 cell Mana: 250 mp — Has a 100% chance of causing  [PvP] Moth Curse — Has a 20% chance of causing  [PvP] Voodoo Priest Curse
 [PvP] Soulripper		Cooldown: 100s Attack Range: 0 cell Target: Around Enemy in 7 cell Mana: 200 mp [REMOVED] — Magic attack power is increased by 1000 [REMOVED] — Shadow energies are increased by 1200 — There is a 100% chance of causing  Concentrated Soul Force — There is a 20% chance of causing  Voodoo Priest Curse — Stores 30% of the damage caused by this skill (max. 3000 per target).	Cooldown: 100s Attack Range: 0 cell Target: Around Enemy in 5 cell Mana: 200 mp [NEW] — [PvP] Deals 95% of the user's plain attack stat plus an extra 900 as magic attack power [NEW] — [PvP] Shadow energies are increased by 1200 [NEW] — [PvP] Has a 100% chance of leeching 4% of the enemy's total HP — Has a 100% chance of causing  [PvP] Concentrated Soul Force — Has a 20% chance of causing  [PvP] Voodoo Priest Curse
 [PvP] Electrostatic Curse		Cooldown: 100s Attack Range: 0 cell Target: Around Enemy in 6 cell Mana: 200 mp [REMOVED] — Magic attack power is increased by 1500 [REMOVED] — Shadow energies are increased by 1000 [REMOVED] — Increases attack power by 1500 per debuff stack (max. 6000) — There is a 100% chance of causing  Deathly Curse — Only applies to enemies with debuffs above level 1.	Cooldown: 120s Attack Range: 0 cell Target: Around Enemy in 6 cell Mana: 200 mp [NEW] — [PvP] Deals 100% of the user's plain attack stat plus an extra 1500 as magic attack power [NEW] — [PvP] Shadow energies are increased by 1000 [NEW] — Final damage caused is increased by 1000 for each debuff applied to the enemy — Has a 100% chance of causing  [PvP] Deathly Curse — Only applies to enemies with debuffs above level 1.





Gravity


















Role:

Main: DPS

Secondary: Burst Mage (Assassin)

Name	Description	Original	New
 [PvP] Telekinesis		Cooldown: 0.8s Attack Range: 10 cell Target: Around Enemy in 1 cell Mana: 50 mp [REMOVED] — Magic attack power is increased by 200 [REMOVED] — Water energies are increased by 190	Cooldown: 0.8s Attack Range: 10 cell Target: Around Enemy in 1 cell Mana: 50 mp [NEW] — [PvP] Deals 85% of the user's plain attack stat plus an extra 100 as magic attack power [NEW] — [PvP] Water energies are increased by 190
 [PvP] Pull		Cooldown: 9s Attack Range: 12 cell Target: Around Enemy in 3 cell Mana: 100 mp [REMOVED] — Magic attack power is increased by 300 [REMOVED] — Water energies are increased by 500 — Attracts enemies to 1 fields from you — There is a 80% chance of causing  Paralysis — You receive 10 Grav Points and lose 0 Antigrav Points.	Cooldown: 9s Attack Range: 12 cell Target: Around Enemy in 2 cell Mana: 100 mp [NEW] — [PvP] Deals 100% of the user's plain attack stat plus an extra 125 as magic attack power [NEW] — [PvP] Water energies are increased by 500 — Attracts enemies to 1 fields from you — Has a 60% chance of causing  Short Paralysis — You receive 10 Grav Points and lose 0 Antigrav Points.
 [PvP] Push		Cooldown: 9s Attack Range: 3 cell Target: Around Enemy in 2 cell Mana: 60 mp [REMOVED] — Magic attack power is increased by 400 [REMOVED] — Water energies are increased by 600 — There is a 60% chance of causing  Paralysis — [PvP] Push your opponent back 8 field(s) — You receive 10 Anti-Grav Points and lose 0	Cooldown: 9s Attack Range: 3 cell Target: Around Enemy in 2 cell Mana: 60 mp [NEW] — [PvP] Deals 105% of the user's plain attack stat plus an extra 125 as magic attack power [NEW] — [PvP] Water energies are increased by 600 — Has a 60% chance of causing  Short Paralysis

		Grav Points.	<ul style="list-style-type: none">— [PvP] Push your opponent back 8 field(s)— You receive 10 Anti-Grav Points and lose 0 Grav Points.
 [PvP] Squash		Cooldown: 20s Attack Range: 10 cell Target: Around Enemy in 4 cell Mana: 150 mp [REMOVED] — Magic attack power is increased by 800 [REMOVED] — Water energies are increased by 800 <ul style="list-style-type: none">— If you attack while  Gravitational Equilibrium is active, there is a 100% chance of causing  Deadly Blackout— There is a 35% chance of causing  Deadly Blackout— You receive 25 Grav Points and lose 15 Antigrav Points.	Cooldown: 20s Attack Range: 10 cell Target: Around Enemy in 3 cell Mana: 150 mp [NEW] — [PvP] Deals 110% of the user's plain attack stat plus an extra 550 as magic attack power [NEW] — [PvP] Water energies are increased by 800 <ul style="list-style-type: none">— If you attack while  [PvP] Gravitational Equilibrium is active, there is a 100% chance of causing  Deadly Blackout— Has a 35% chance of causing  Deadly Blackout— You receive 25 Grav Points and lose 15 Antigrav Points.
 [PvP] Anti-Gravitation Field		Cooldown: 60s Attack Range: 0 cell Target: Select One Mana: 150 mp <ul style="list-style-type: none">— There is a 100% chance of causing  Anti-Gravitation Field— You receive 30 Anti-Grav Points and lose 10 Grav Points.	Cooldown: 60s Attack Range: 0 cell Target: Select One Mana: 150 mp <ul style="list-style-type: none">— There is a 100% chance of causing  Anti-Gravitation Field— You receive 30 Anti-Grav Points and lose 10 Grav Points.
 [PvP] Rapid Escape		Cooldown: 20s Attack Range: 6 cell Target: Select One Mana: 200 mp [REMOVED] — Magic attack power is increased by 700 [REMOVED] — Water energies are increased by 900 <ul style="list-style-type: none">— There is a 100% chance of moving back 4 field(s)— If you attack while  Gravitational Equilibrium is active, there is a 100% chance of causing  Gravitational Consequences— You receive 20 Anti-Grav Points and lose 5 Grav Points.	Cooldown: 20s Attack Range: 6 cell Target: Select One Mana: 200 mp [NEW] — [PvP] Deals 110% of the user's plain attack stat plus an extra 500 as magic attack power [NEW] — [PvP] Water energies are increased by 900 <ul style="list-style-type: none">— There is a 100% chance of moving back 4 field(s)— If you attack while  [PvP] Gravitational Equilibrium is active, there is a 100% chance of causing  [PvP] Gravitational Consequences— You receive 20 Anti-Grav Points and lose 5 Grav Points.

 <p>[PvP] Gravitation Field</p>		<p>Cooldown: 25s Attack Range: 0 cell Target: Around Enemy in 3 cell Mana: 300 mp</p> <p>[REMOVED] — Magic attack power is increased by 700 [REMOVED] — Water energies are increased by 900 — Attracts enemies to 1 fields from you — There is a 100% chance of causing  Gravitation Field — You receive 35 Grav Points and lose 15 Antigrav Points.</p>	<p>Cooldown: 25s Attack Range: 0 cell Target: Around Enemy in 3 cell Mana: 300 mp</p> <p>[NEW] — [PvP] Deals 110% of the user's plain attack stat plus an extra 550 as magic attack power [NEW] — [PvP] Water energies are increased by 900 — Attracts enemies to 1 fields from you — Has a 100% chance of causing  [PvP] Gravitation Field — You receive 35 Grav Points and lose 15 Antigrav Points.</p>
 <p>[PvP] Hyper-Gravity</p>		<p>Cooldown: 60s Attack Range: 0 cell Target: Select One Mana: 150 mp</p> <p>— There is a 100% chance of causing  Hyper-Gravity — MP consumption of skills (including magic) is reduced by 100% if  Gravitational Equilibrium is active — You receive 40 Grav Points and lose 10 Antigrav Points.</p>	<p>Cooldown: 60s Attack Range: 0 cell Target: Select One Mana: 150 mp</p> <p>— Has a 100% chance of causing  [PvP] Hyper-Gravity — MP consumption of skills (including magic) is reduced by 100% if  [PvP] Gravitational Equilibrium is active — You receive 40 Grav Points and lose 10 Antigrav Points.</p>
 <p>[PvP] Anti-Gravitational Reflection</p>		<p>Cooldown: 15s Attack Range: 0 cell Target: Select One Mana: 300 mp</p> <p>— If  Gravitational Equilibrium is already active,  Reactive Anti-Gravitation Field is triggered. — There is a 100% chance of causing  Anti-Gravitational Reflection — You receive 25 Anti-Grav Points and lose 10 Grav Points.</p>	<p>Cooldown: 18s Attack Range: 0 cell Target: Select One Mana: 300 mp</p> <p>— If  [PvP] Gravitational Equilibrium is already active,  Reactive Anti-Gravitation Field is triggered. — Has a 100% chance of causing  Anti-Gravitational Reflection — Has a 100% chance of causing  [PvP] Orbiting — You receive 25 Anti-Grav Points and lose 10 Grav Points.</p>
 <p>[PvP] Zero Gravity</p>		<p>Cooldown: 25s Attack Range: 0 cell Target: Around Enemy in 5 cell Mana: 250 mp</p> <p>[REMOVED] — Magic attack power is increased by 800</p>	<p>Cooldown: 25s Attack Range: 0 cell Target: Around Enemy in 5 cell Mana: 250 mp</p> <p>[NEW] — [PvP] Deals 115% of the user's plain attack stat plus an extra 600 as magic</p>

		<p>[REMOVED] — Water energies are increased by 1000</p> <p>— There is a 100% chance of causing  Zero Gravity</p> <p>— There is a 100% chance of causing  Floundering</p> <p>— You receive 30 Anti-Grav Points and lose 10 Grav Points.</p>	<p>attack power</p> <p>[NEW] — [PvP] Water energies are increased by 1000</p> <p>— Has a 100% chance of causing [ Zero Gravity]</p> <p>— There is a 100% chance of causing [ Floundering]</p> <p>— You receive 30 Anti-Grav Points and lose 10 Grav Points.</p>
 [PvP] Black Hole		<p>Cooldown: 60s Attack Range: 10 cell Target: Around Enemy in 5 cell Mana: 1300 mp</p> <p>[REMOVED] — Magic attack power is increased by 1100</p> <p>[REMOVED] — Water energies are increased by 1500</p> <p>— Pulls enemies from 5 spaces around the target together in one place</p> <p>— There is a 100% chance of causing  Severe Gravitational Consequences</p> <p>— Increases damage by (current number of Grav and Anti-Grav Points) * 40%. All Grav and Anti-Grav Points are consumed.</p>	<p>Cooldown: 120s Attack Range: 10 cell Target: Around Enemy in 5 cell Mana: 1300 mp</p> <p>[NEW] — [PvP] Deals 120% of the user's plain attack stat plus an extra 800 as magic attack power</p> <p>[NEW] — [PvP] Water energies are increased by 1500</p> <p>— Pulls enemies from 5 spaces around the target together in one place</p> <p>— Has a 100% chance of causing [ Severe Gravitational Consequences]</p> <p>— Increases damage by (current number of Grav and Anti-Grav Points) * 30%. All Grav and Anti-Grav Points are consumed.</p>



Draconic Fist












Role:













Main: DPS

Secondary: Assassin

Name	Description	Original	New
 [PvP] Jab		Cooldown: 0.7s Attack Range: 1 cell Target: Select One Mana: 0 mp [REMOVED] — Melee attack power is increased by 120 [REMOVED] — Fire energies are increased by 20	Cooldown: 0.7s Attack Range: 1 cell Target: Select One Mana: 0 mp [NEW] — [PvP] Deals 100% of the user's plain attack stat plus an extra 120 as melee attack power [NEW] — [PvP] Fire energies are increased by 20
 [PvP] Beast Claw		Cooldown: 5s Attack Range: 2 cell Target: Special Area Mana: 25 mp [REMOVED] — Melee attack power is increased by 700 [REMOVED] — Fire energies are increased by 30 — Has a 15% chance of causing [ Short Blackout]	Cooldown: 3s Attack Range: 2 cell Target: Special Area Mana: 25 mp [NEW] — [PvP] Deals 105% of the user's plain attack stat plus an extra 550 as melee attack power [NEW] — [PvP] Fire energies are increased by 30 — Has a 15% chance of causing [ Short Blackout]
 [PvP] Claw Swipe		Cooldown: 8s Attack Range: 2 cell Target: Around Enemy in 1 cell Mana: 60 mp [REMOVED] — Melee attack power is increased by 450 [REMOVED] — Fire energies are increased by 35 [REMOVED] — There's a 80% chance of leeching 5 HP from the enemy.	Cooldown: 7s Attack Range: 2 cell Target: Special Area Mana: 60 mp [NEW] — [PvP] Deals 105% of the user's plain attack stat plus an extra 750 as melee attack power [NEW] — [PvP] Fire energies are increased by 35
 [PvP] Claw Hold		Cooldown: 14s Attack Range: 3 cell Target: Around Enemy in 3 cell Mana: 80 mp	Cooldown: 14s Attack Range: 3 cell Target: Around Enemy in 3 cell Mana: 80 mp

		<p>[REMOVED] — Melee attack power is increased by 500</p> <p>[REMOVED] — Fire energies are increased by 35</p> <p>— Attracts enemies to 2 cell from you</p> <p>— There is a 60% chance of causing  Interrupt Move</p>	<p>[NEW] — [PvP] Deals 110% of the user's plain attack stat plus an extra 550 as melee attack power</p> <p>[NEW] — [PvP] Fire energies are increased by 35</p> <p>— Attracts enemies to 1 fields away from you</p> <p>— Has a 80% chance of causing  Interrupt Move</p>
 [PvP] Haetae Energy		<p>Cooldown: 180s</p> <p>Attack Range: 0 cell</p> <p>Target: Around Allies in 5 cell</p> <p>Mana: 120 mp</p> <p>— Has a 100% chance of causing  [PvP] Haetae Energy</p>	
 [PvP] Haetae Leap		<p>Cooldown: 12s</p> <p>Attack Range: 0 cell</p> <p>Target: Select One</p> <p>Mana: 280 mp</p> <p>[REMOVED] — There is a 100% chance of moving back 4 field(s)</p> <p>— There is a 100% chance of causing  Bestial Sprint</p>	<p>Cooldown: 8s</p> <p>Attack Range: 7 cell</p> <p>Target: Select One</p> <p>Mana: 280 mp</p> <p>[NEW] — [PvP] Deals 95% of the user's plain attack stat plus an extra 200 as melee attack power</p> <p>[NEW] — [PvP] Fire energies are increased by 25</p> <p>— Has a 100% chance of causing  [PvP] Bestial Sprint</p>
 [PvP] Bite		<p>Cooldown: 13s</p> <p>Attack Range: 7 cell</p> <p>Target: Around Enemy in 2 cell</p> <p>Mana: 65 mp</p> <p>CastTime: 0.4s</p> <p>[REMOVED] — Melee attack power is increased by 650</p> <p>[REMOVED] — Fire energies are increased by 40</p> <p>— There is a 80% chance of causing  Fatal Bleeding</p>	<p>Cooldown: 13s</p> <p>Attack Range: 7 cell</p> <p>Target: Around Enemy in 2 cell</p> <p>Mana: 65 mp</p> <p>CastTime: 0.4s</p> <p>[NEW] — [PvP] Deals 110% of the user's plain attack stat plus an extra 700 as melee attack power</p> <p>[NEW] — [PvP] Fire energies are increased by 40</p> <p>— There is a 100% chance of causing  [PvP] Dragon's Fist Mark</p>
 [PvP] Transformation		<p>Cooldown: 5s</p> <p>Attack Range: 0 cell</p> <p>Target: Select One</p> <p>Mana: 100 mp</p> <p>— There is a 100% chance of causing  Transformation</p>	<p>Cooldown: 5s</p> <p>Attack Range: 0 cell</p> <p>Target: Select One</p> <p>Mana: 100 mp</p> <p>[NEW] — Has a 100% chance of causing  Dragon Energy</p>

			— Has is a 100% chance of causing [ Transformation]
 [PvP] Flaming Yo-yo		Cooldown: 0.8s Attack Range: 8 cell Target: Around Enemy in 1 cell Mana: 8 mp CastTime: 0.2s [REMOVED] — Melee attack power is increased by 20 [REMOVED] — Fire energies are increased by 120 — There is a 8% chance of causing  Slight Burn	Cooldown: 0.7s Attack Range: 8 cell Target: Around Enemy in 1 cell Mana: 8 mp CastTime: 0.3s [NEW] — [PvP] Deals 95% of the user's plain attack stat plus an extra 20 as melee attack power [NEW] — [PvP] Fire energies are increased by 120 — Has is a 8% chance of causing  Slight Burn
 [PvP] Knuckle Buster		Cooldown: 15s Attack Range: 7 cell Target: Around Enemy in 3 cell Mana: 120 mp [REMOVED] — Melee attack power is increased by 80 [REMOVED] — Fire energies are increased by 1800 — Teleports you to a selected location. — There is a 80% chance of causing  Short Blackout	Cooldown: 15s Attack Range: 7 cell Target: Around Enemy in 3 cell Mana: 120 mp [NEW] — [PvP] Deals 110% of the user's plain attack stat plus an extra 300 as melee attack power [NEW] — [PvP] Fire energies are increased by 777 — Teleports you to a selected location. — Has a 80% chance of causing  Short Blackout
 [PvP] Flame Swing		Cooldown: 25s Attack Range: 2 cell Target: Special Area Mana: 60 mp [REMOVED] — Melee attack power is increased by 70 [REMOVED] — Fire energies are increased by 700 [REMOVED] — There is a 50% chance of causing  Dragon's Fist Mark — There is a 35% chance of causing  Damage Defensive Weapon	Cooldown: 18s Attack Range: 2 cell Target: Special Area Mana: 60 mp [NEW] — [PvP] Deals 115% of the user's plain attack stat plus an extra 400 as melee attack power [NEW] — [PvP] Fire energies are increased by 700 — Has a 35% chance of causing  Damage Defensive Weapon
 [PvP] Blaze		Cooldown: 10s Attack Range: 10 cell Target: Around Enemy in 2 cell Mana: 90 mp	Cooldown: 10s Attack Range: 10 cell Target: Around Enemy in 2 cell Mana: 90 mp

		<p>[REMOVED] — Melee attack power is increased by 85</p> <p>[REMOVED] — Fire energies are increased by 1200</p> <p>— There is a 35% chance of causing  Interrupt Move</p> <p>— There is a 80% chance of causing  Burn</p> <p>[REMOVED] — There is a 70% chance of invoking the combo</p> <p> Dragon Strike</p>	<p>NEW — [PvP] Deals 105% of the user's plain attack stat plus an extra 200 as melee attack power</p> <p>NEW — [PvP] Fire energies are increased by 1200</p> <p>— There is a 100% chance of causing  [PvP] Dragon's Breath</p>
 Dragon Strike		<p>Cooldown: 20s Attack Range: 13 cell Target: Select One Mana: 150 mp</p> <p>— Melee attack power is increased by 85</p> <p>— Fire energies are increased by 2000</p> <p>— There is a 80% chance of causing  Dragon's Breath</p>	
 Dragon Energy		<p>Cooldown: 180s Attack Range: 0 cell Target: Around Allies in 5 cell Mana: 120 mp</p> <p>— There is a 100% chance of causing  Dragon Energy</p>	
 [PvP] Dragon Leap		<p>Cooldown: 30s Attack Range: 0 cell Target: Select One Mana: 80 mp</p> <p>— Teleports you within a radius of 4 cell.</p> <p>— There is a 100% chance of causing  Shimmering Flame</p>	<p>Cooldown: 60s Attack Range: 4 cell Target: Select One Mana: 80 mp</p> <p>— Teleports you to a selected location.</p> <p>— There is a 100% chance of causing  [PvP] Shimmering Flame</p>
 [PvP] Crossfire		<p>Cooldown: 15s Attack Range: 10 cell Target: Around Enemy in 2 cell Mana: 130 mp</p> <p>[REMOVED] — Melee attack power is increased by 75</p> <p>[REMOVED] — Fire energies are increased by 800</p> <p>[REMOVED] — There is a 20% chance of causing</p>	<p>Cooldown: 15s Attack Range: 10 cell Target: Special Area Mana: 130 mp</p> <p>NEW — [PvP] Deals 110% of the user's plain attack stat plus an extra 250 as melee attack power</p> <p>NEW — [PvP] Fire energies are increased by 800</p>

		 Severe Burn	— Has a 50% chance of causing  Critical Burn
 [PvP] Final Flame		Cooldown: 90s Attack Range: 0 cell Target: Around Enemy in 10 cell Mana: 200 mp [REMOVED] — Melee attack power is increased by 500 [REMOVED] — Fire energies are increased by 2000 — There is a 70% chance of causing  Final Flame	Cooldown: 90s Attack Range: 0 cell Target: Around Enemy in 7 cell Mana: 200 mp [NEW] — [PvP] Deals 125% of the user's plain attack stat plus an extra 800 as melee attack power [NEW] — [PvP] Fire energies are increased by 2000 — Has a 70% chance of causing  Final Flame
 [PvP] Transformation		Cooldown: 12s Attack Range: 0 cell Target: Select One Mana: 100 mp — Transform and assume the Haetae Stance with which you can carry out attacks using the power of the beast. — There is a 100% chance of causing  Evade	Cooldown: 5s Attack Range: 0 cell Target: Select One Mana: 100 mp [NEW] — Has a 100% chance of causing  [PvP] Haetae Energy — Transform and assume the Haetae Stance with which you can carry out attacks using the power of the beast.




Mystic Arts
















Role:

















Main: Bruiser













Secondary: DPS

Name	Description	Original	New
 [PvP] Palm Attack		Cooldown: 0.6s Attack Range: 1 cell Target: Around Enemy in 1 cell Mana: 0 mp [REMOVED] — Melee attack power is increased by 100 [REMOVED] — Water energies are increased by 100	Cooldown: 0.6s Attack Range: 1 cell Target: Select One Mana: 0 mp [NEW] — [PvP] Deals 100% of the user's plain attack stat plus an extra 120 as melee attack power [NEW] — [PvP] Water energies are increased by 100
 [PvP] Shockwave		Cooldown: 5s Attack Range: 2 cell Target: Around Enemy in 2 cell Mana: 90 mp [REMOVED] — Melee attack power is increased by 300 [REMOVED] — Water energies are increased by 300 — There is a 20% chance of causing  Internal Injuries	Cooldown: 5s Attack Range: 1 cell Target: Select One Mana: 90 mp [NEW] — [PvP] Deals 100% of the user's plain attack stat plus an extra 400 as melee attack power [NEW] — [PvP] Water energies are increased by 300 — Has a 20% chance of causing [ Internal Injuries]
 [PvP] Shadowless Legs		Cooldown: 13s Attack Range: 7 cell Target: Around Enemy in 2 cell Mana: 110 mp [REMOVED] — Melee attack power is increased by 500 [REMOVED] — Water energies are increased by 300 — There is a 60% chance of causing  Featherweight [REMOVED] — There is a 20% chance of causing  Blackout	Cooldown: 9s Attack Range: 7 cell Target: Select One Mana: 110 mp [NEW] — [PvP] Deals 95% of the user's plain attack stat plus an extra 150 as melee attack power [NEW] — [PvP] Water energies are increased by 300 — Has a 100% chance of causing [ [PvP] Featherweight]

 [PvP] Sidestep		Cooldown: 10s Attack Range: 0 cell Target: Select One Mana: 80 mp — Has a 100% chance of causing  Sidestep	
 [PvP] Moonlight Absorption		Cooldown: 30s Attack Range: 0 cell Target: Select One Mana: 150 mp — There is a 100% chance of causing  Moonlight Absorption [HARDCODED] — If the user has the  Enlightenment effect active while using this skill,  Bathed in Moonlight is also received	Cooldown: 30s Attack Range: 0 cell Target: Select One Mana: 150 mp — Has a 100% chance of causing  Moonlight Absorption [HARDCODED] — If the user has the  Enlightenment effect active while using this skill,  Bathed in Moonlight is also received
 [PvP] Gathering Petals		Cooldown: 30s Attack Range: 0 cell Target: Select One Mana: 150 mp — There is a 100% chance of causing  Gathering Petals [HARDCODED] — If the user has the  Enlightenment effect active while using this skill,  Bed of Lotus Flowers is also received	Cooldown: 30s Attack Range: 0 cell Target: Select One Mana: 150 mp — Has a 100% chance of causing  Gathering Petals [HARDCODED] — If the user has the  Enlightenment effect active while using this skill,  Bed of Lotus Flowers is also received
 [PvP] Withstand		Cooldown: 10s Attack Range: 0 cell Target: Select One Mana: 100 mp — Has a 100% chance of causing  Withstand	
 [PvP] Crescent Moon Dance		Cooldown: 20s Attack Range: 0 cell Target: Around Enemy in 4 cell Mana: 150 mp [REMOVED] — Melee attack power is increased by 700 [REMOVED] — Water energies are increased by	Cooldown: 30s Attack Range: 0 cell Target: Around Enemy in 2 cell Mana: 150 mp [NEW] — [PvP] Deals 115% of the user's plain attack stat plus an extra 600 as melee attack power

		<p>700</p> <p>— There is a 40% chance of causing  Blackout</p> <p>[HARDCODED] — If the user has the  Opportunity to Attack effect active while using this skill, there is a 100% chance of receiving  Crescent Moonshade</p>	<p>[NEW] — [PvP] Water energies are increased by 700</p> <p>— There is a 100% chance of causing  Blackout</p> <p>[HARDCODED] — If the user has the  Opportunity to Attack effect active while using this skill, there is a 100% chance of receiving  Crescent Moonshade</p>
 [[PvP] Lunar Slice		<p>Cooldown: 12s Attack Range: 9 cell Target: Special Area Mana: 180 mp</p> <p>[REMOVED] — Melee attack power is increased by 700</p> <p>[REMOVED] — Water energies are increased by 900</p> <p>[REMOVED] — There's a 80% chance of leeching $\text{PlayerLevel} \times 8$ HP from the enemy.</p> <p>[HARDCODED] — If the user has the  Opportunity to Attack effect active while using this skill $\text{PlayerLevel} \times 20$ MP will be stolen from the opponent.</p>	<p>Cooldown: 25s Attack Range: 5 cell Target: Special Area Mana: 180 mp</p> <p>[NEW] — [PvP] Deals 120% of the user's plain attack stat plus an extra 600 as melee attack power</p> <p>[NEW] — [PvP] Water energies are increased by 900</p> <p>[HARDCODED] — If the user has the  Opportunity to Attack effect active while using this skill $\text{PlayerLevel} \times 20$ MP will be stolen from the opponent.</p>
 [[PvP] Bound by Moonlight		<p>Cooldown: 35s Attack Range: 8 cell Target: Around Enemy in 2 cell Mana: 150 mp</p> <p>— Melee attack power is increased by 900</p> <p>— Water energies are increased by 1200</p> <p>— There is a 100% chance of causing  Bound by Moonlight</p> <p>[HARDCODED] — If the user has the  Opportunity to Attack effect active while using this skill, all negative effects under level 4 will be removed</p>	<p>Cooldown: 35s Attack Range: 8 cell Target: Select One Mana: 150 mp</p> <p>[NEW] — [PvP] Deals 125% of the user's plain attack stat plus an extra 750 as melee attack power</p> <p>[NEW] — [PvP] Water energies are increased by 1200</p> <p>— Has a 100% chance of causing  Bound by Moonlight</p> <p>[HARDCODED] — If the user has the  Opportunity to Attack effect active while using this skill, all negative effects under level 4 will be removed</p>
 [[PvP] Lunar Eclipse		<p>Cooldown: 70s Attack Range: 10 cell Target: Select One Mana: 200 mp</p> <p>— There is a 100% chance of causing</p>	<p>Cooldown: 90s Attack Range: 10 cell Target: Select One Mana: 200 mp</p> <p>— Has a 100% chance of causing</p>

		 Mark of the Moon — There is a 100% chance of causing  Crescent Moonshade — If the effect Bound by Moonlight is active on your opponent, you will trigger  Bound by the Full Moon's Light . [Can't right-click the effect in game] [HARDCODED] — If the user has the  Opportunity to Attack effect active while using this skill,  Mark of the Full Moon will be caused	 [PvP] Mark of the Moon — Has a 100% chance of causing  [PvP] Crescent Moonshade — If the effect Bound by Moonlight is active on your opponent, you will trigger  Bound by the Full Moon's Light [Can't right-click the effect in game] [HARDCODED] — If the user has the  Opportunity to Attack effect active while using this skill,  [PvP] Mark of the Full Moon will be caused
 [PvP] Lotus Leap		Cooldown: 15s Attack Range: 7 cell Target: Around Enemy in 2 cell Mana: 130 mp [REMOVED] — Melee attack power is increased by 700 [REMOVED] — Water energies are increased by 800 [HARDCODED] — If the user has the  Opportunity to Attack effect active while using this skill, the cooldown of this skill will be reset	Cooldown: 13s Attack Range: 7 cell Target: Around Enemy in 2 cell Mana: 130 mp [NEW] — [PvP] Deals 90% of the user's plain attack stat plus an extra 700 as melee attack power [NEW] — [PvP] Water energies are increased by 800 [HARDCODED] — If the user has the  Opportunity to Attack effect active while using this skill, the cooldown of this skill will be reset
 [PvP] Lotus Seed		Cooldown: 60s Attack Range: 0 cell Target: Select One Mana: 200 mp — Summons 2 x Lotus Flower. [HARDCODED] — If the user has the  Opportunity to Attack effect active while using this skill, 2x additional Lotus Flowers are summoned	
 [PvP] Lotus Snare		Cooldown: 30s Attack Range: 0 cell Target: Around Enemy in 6 cell Mana: 230 mp [REMOVED] — Melee attack power is increased by 700 [REMOVED] — Water energies are increased by 1000	Cooldown: 25s Attack Range: 0 cell Target: Around Enemy in 4 cell Mana: 230 mp [NEW] — [PvP] Deals 100% of the user's plain attack stat plus an extra 800 as melee attack power [NEW] — [PvP] Water energies are increased

		<p>— There is a 70% chance of causing  Petal Hell</p> <p>[HARDCODED] — If the user has the  Opportunity to Attack effect active while using this skill, this skill will inflict 700 additional melee damage.</p>	<p>by 1000</p> <p>— Has a 100% chance of causing  [PvP] Petal Hell</p> <p>[NEW] — [PvP] Damage is increased by 8% of the enemy's current HP</p>
 [PvP] Full Bloom		<p>Cooldown: 120s Attack Range: 8 cell Target: Around Enemy in 4 cell Mana: 300 mp</p> <p>[REMOVED] — Melee attack power is increased by 1500</p> <p>[REMOVED] — Water energies are increased by 1000</p> <p>[REMOVED] — There is a 100% chance that every attack hits.</p> <p>There is a 70% chance of causing  Lotus Curse</p> <p>[HARDCODED] — If the user has the  Opportunity to Attack effect active while using this skill, the chance of causing  Lotus Curse is increased by 50%. If the opponent is already afflicted by Lotus Curse,  Petal Hell will be caused instead</p>	<p>Cooldown: 90s Attack Range: 8 cell Target: Around Enemy in 4 cell Mana: 300 mp</p> <p>[NEW] — [PvP] Deals 105% of the user's plain attack stat plus an extra 1600 as melee attack power</p> <p>[NEW] — [PvP] Water energies are increased by 1000</p> <p>[NEW] — Cannot be evaded</p> <p>— Has a 70% chance of causing  [PvP] Lotus Curse</p> <p>[NEW] — [PvP] Damage is increased by 5% of the enemy's current HP</p> <p>[HARDCODED] — If the user has the  Opportunity to Attack effect active while using this skill, the chance of causing  [PvP] Lotus Curse is increased by 50%. If the opponent is already afflicted by Lotus Curse,  [PvP] Petal Hell will be caused instead</p>











Master Wolf

Role:






Main: Bruiser

Secondary: Tank, Assassin or DPS (Depends on the buff)

Name	Description	Original	New
 [PvP] Basic Attack		<p>Cooldown: 0.6s Attack Range: 1 cell Target: Select One Mana: 0 mp</p> <p>[REMOVED] — Melee attack power is increased by 100 [REMOVED] — Light energies are increased by 100 — If the attack is successful, you earn 100 ultimate points</p>	<p>Cooldown: 0.6s Attack Range: 1 cell Target: Select One Mana: 0 mp</p> <p>[NEW] — [PvP] Deals 95% of the user's plain attack stat plus an extra 150 as melee attack power [NEW] — [PvP] Light energies are increased by 100 — If the attack is successful, you earn 100 ultimate points</p>
 [PvP] Low Kick		<p>Cooldown: 5s Attack Range: 2 cell Target: Around Enemy in 1 cell Mana: 50 mp</p> <p>[REMOVED] — Melee attack power is increased by 350 [REMOVED] — Light energies are increased by 300 — There is a 10% chance of causing  Knocked Down — If the attack is successful, you earn 150 ultimate points</p>	<p>Cooldown: 5s Attack Range: 2 cell Target: Around Enemy in 1 cell Mana: 50 mp</p> <p>[NEW] — [PvP] Deals 100% of the user's plain attack stat plus an extra 550 as melee attack power [NEW] — [PvP] Light energies are increased by 300 — Has a 10% chance of causing  Knocked Down — If the attack is successful, you earn 150 ultimate points</p>
 [PvP] Flying Kick		<p>Cooldown: 10s Attack Range: 6 cell Target: Around Enemy in 1 cell Mana: 80 mp</p> <p>[REMOVED] — Melee attack power is increased by 600 [REMOVED] — Light energies are increased by 600 — There is a 10% chance of causing  Knocked Out — If the attack is successful, you earn 200 ultimate points</p>	<p>Cooldown: 10s Attack Range: 6 cell Target: Around Enemy in 1 cell Mana: 80 mp</p> <p>[NEW] — [PvP] Deals 100% of the user's plain attack stat plus an extra 800 as melee attack power [NEW] — [PvP] Light energies are increased by 600 [NEW] — Has a 10% chance of causing  [PvP] Knocked Out — If the attack is successful, you earn 200 ultimate points</p>

 [PvP] Sonic Wave		<p>Cooldown: 15s Attack Range: 7 cell Target: Around Enemy in 3 cell Mana: 150 mp</p> <p>[REMOVED] — Melee attack power is increased by 300 [REMOVED] — Light energies are increased by 800 — There is a 25% chance of causing  Energy hit in a weak point — There is a 25% chance of causing  Knocked Out — If the attack is successful, you earn 100 ultimate points</p>	<p>Cooldown: 15s Attack Range: 7 cell Target: Around Enemy in 3 cell Mana: 150 mp</p> <p>[NEW] — [PvP] Deals 105% of the user's plain attack stat plus an extra 500 as melee attack power [NEW] — Damage caused from critical hits is increased by 25% if [ PvP Sacred Will] is active — Has a 25% chance of causing [ Energy hit in a weak point] — Has a 25% chance of causing [ PvP Knocked Out] — If the attack is successful, you earn 100 ultimate points</p>
 [PvP] Tornado Kick		<p>Cooldown: 15s Attack Range: 0 cell Target: Around Enemy in 3 cell Mana: 120 mp</p> <p>[REMOVED] — Melee attack power is increased by 800 [REMOVED] — Light energies are increased by 700 — There is a 40% chance of causing  Wounded Leg — Attracts enemies to 1 fields from you — If the attack is successful, you earn 300 ultimate points</p>	<p>Cooldown: 15s Attack Range: 0 cell Target: Around Enemy in 3 cell Mana: 120 mp</p> <p>[NEW] — [PvP] Deals 110% of the user's plain attack stat plus an extra 900 as melee attack power [NEW] — Has a 50% chance of inflicting a critical hit if [ PvP Warrior Meditation] is active [NEW] — [PvP] There is a 40% chance of causing  Wounded Leg [NEW] — [PvP] Attracts enemies to 1 fields from you — If the attack is successful, you earn 300 ultimate points</p>
 [PvP] Uppercut		<p>Cooldown: 15s Attack Range: 1 cell Target: Around Enemy in 1 cell Mana: 150 mp</p> <p>[REMOVED] — Melee attack power is increased by 1000 [REMOVED] — Light energies are increased by 800 — Provides a (missing HP/max. HP * 10)% chance to inflict  Shadow of Death on your opponent. — If the attack is successful, you earn 350 ultimate points</p>	<p>Cooldown: 15s Attack Range: 1 cell Target: Around Enemy in 1 cell Mana: 150 mp</p> <p>[NEW] — [PvP] Deals 95% of the user's plain attack stat plus an extra 900 as melee attack power [NEW] — [PvP] Light energies are increased by 800 [NEW] — [PvP] Damage is increased by 4 % of the enemy's current HP if [ PvP Imperturbable Mind] is active — Provides a (missing HP/max. HP * 10)% chance to inflict  Shadow of Death on your</p>

			<p>opponent.</p> <p>— If the attack is successful, you earn 350 ultimate points</p>
 [PvP] Block		<p>Cooldown: 7s Attack Range: 0 cell Target: Select One Mana: 100 mp</p> <p>— There is a 100% chance of causing  Block</p>	<p>Cooldown: 7s Attack Range: 0 cell Target: Select One Mana: 100 mp</p> <p>— Has a 100% chance of causing  Block</p>
 [PvP] Inspiration		<p>Cooldown: 70s Attack Range: 0 cell Target: Around Allies in 4 cell Mana: 300 mp</p> <p>— There is a 100% chance of causing  Holy Energy — Removes all debuffs up to level 4</p>	<p>Cooldown: 70s Attack Range: 0 cell Target: Select One Mana: 300 mp</p> <p>— Has a 100% chance of causing  Holy Energy — Removes all debuffs up to level 4</p>
 [PvP] Ultimate Stance		<p>Cooldown: 10s Attack Range: 0 cell Target: Select One Mana: 100 mp</p> <p>— There is a 100% chance of causing  Ultimate Stance</p>	<p>Cooldown: 10s Attack Range: 0 cell Target: Select One Mana: 100 mp</p> <p>— Has a 100% chance of causing  Ultimate Stance</p>
 [PvP] Imperturbable Mind		<p>Cooldown: 300s Attack Range: 0 cell Target: Select One Mana: 100 mp</p> <p>— There is a 100% chance of causing  Imperturbable Mind — There is a 100% chance of invoking the combo  Sacred Will</p>	<p>Cooldown: 300s Attack Range: 0 cell Target: Select One Mana: 100 mp</p> <p>— Has a 100% chance of causing  [PvP] Imperturbable Mind — There is a 100% chance of invoking the combo  [PvP] Sacred Will</p>
 [PvP] Sacred Will		<p>Cooldown: 0.1s Attack Range: 0 cell Target: Select One Mana: 100 mp</p> <p>— There is a 100% chance of causing  Sacred Will — There is a 100% chance of invoking the combo  Warrior Meditation</p>	<p>Cooldown: 0.1s Attack Range: 0 cell Target: Select One Mana: 100 mp</p> <p>— Has a 100% chance of causing  [PvP] Sacred Will — There is a 100% chance of invoking the combo  [PvP] Warrior Meditation</p>

 [PvP] Warrior Meditation		<p>Cooldown: 0.1s Attack Range: 0 cell Target: Select One Mana: 100 mp</p> <p>— There is a 100% chance of causing  Warrior Meditation</p>	<p>Cooldown: 0.1s Attack Range: 0 cell Target: Select One Mana: 100 mp</p> <p>— Has a 100% chance of causing  [PvP] Warrior Meditation</p>
 [PvP] Tri-Combo		<p>Cooldown: 70s Attack Range: 7 cell Target: Select One Mana: 150 mp</p> <p>[REMOVED] — Melee attack power is increased by 1200 [REMOVED] — Light energies are increased by 1000 — There is a 80% chance of causing  Weak Wound — If the attack is successful, you earn 400 ultimate points — There is a 25% chance of causing  Weak Impulse</p>	<p>Cooldown: 70s Attack Range: 7 cell Target: Select One Mana: 150 mp</p> <p>[NEW] — [PvP] Deals 115% of the user's plain attack stat plus an extra 1000 as melee attack power [NEW] — [PvP] Light energies are increased by 1000 [NEW] — Has a 80% chance of causing  Weak Wound [NEW] — Has a 25% chance of causing  Weak Impulse — If the attack is successful, you earn 400 ultimate points</p>
 [PvP] Ultimate Sonic Wave		<p>Cooldown: 15s Attack Range: 8 cell Target: Around Enemy in 4 cell Mana: 150 mp</p> <p>[REMOVED] — Melee attack power is increased by 600 [REMOVED] — Light energies are increased by 1600 — There is a 60% chance of causing  Energy hit in a weak point — There is a 50% chance of causing  Knocked Out — If the attack is successful, you earn 100 ultimate points</p>	<p>Cooldown: 15s Attack Range: 8 cell Target: Around Enemy in 4 cell Mana: 150 mp</p> <p>[NEW] — [PvP] Deals 105% of the user's plain attack stat plus an extra 650 as melee attack power [NEW] — Damage caused from critical hits is increased by 50% if  [PvP] Sacred Will is active [NEW] — Has a 60% chance of causing  Energy hit in a weak point [NEW] — Has a 50% chance of causing  [PvP] Knocked Out — If the attack is successful, you earn 100 ultimate points</p>
 [PvP] Ultimate Tornado Kick		<p>Cooldown: 15s Attack Range: 0 cell Target: Around Enemy in 4 cell Mana: 120 mp</p> <p>[REMOVED] — Melee attack power is increased by 1600 [REMOVED] — Light energies are increased by</p>	<p>Cooldown: 15s Attack Range: 0 cell Target: Around Enemy in 4 cell Mana: 120 mp</p> <p>[NEW] — [PvP] Deals 110% of the user's plain attack stat plus an extra 1500 as melee attack power</p>

		<p>1400</p> <ul style="list-style-type: none"> — There is a 65% chance of causing  Wounded Leg — Attracts enemies to 1 fields from you — If the attack is successful, you earn 300 ultimate points 	<p>[NEW] — [PvP] Light energies are increased by 800</p> <p>[NEW] — Has a 65% chance of causing  Wounded Leg</p> <ul style="list-style-type: none"> — Attracts enemies to 1 fields from you — If the attack is successful, you earn 300 ultimate points
 [PvP] Ultimate UpperCut		<p>Cooldown: 15s Attack Range: 2 cell Target: Around Enemy in 2 cell Mana: 150 mp</p> <p>[REMOVED] — Melee attack power is increased by 700</p> <p>[REMOVED] — Light energies are increased by 1600</p> <ul style="list-style-type: none"> — Provides a (missing HP/max. HP * 100)% chance to inflict  Shadow of Death on your opponent. — There is a 100% chance that every attack hits. — There is a 100% chance of causing  Knocked Out 	<p>Cooldown: 15s Attack Range: 2 cell Target: Around Enemy in 2 cell Mana: 150 mp</p> <p>[NEW] — [PvP] Deals 90% of the user's plain attack stat plus an extra 1000 as melee attack power</p> <p>[NEW] — [PvP] Damage is increased by 7 % of the enemy's current HP if  [PvP] Imperturbable Mind is active</p> <p>[NEW] — [PvP] Provides a (missing HP/max. HP * 100)% chance to inflict  Shadow of Death on your opponent.</p> <ul style="list-style-type: none"> — There is a 100% chance that every attack hits. — Has a 100% chance of causing  [PvP] Knocked Out
 [PvP] Ultimate Tri-Combo		<p>Cooldown: 70s Attack Range: 7 cell Target: Around Enemy in 1 cell Mana: 150 mp</p> <p>[REMOVED] — Melee attack power is increased by 2400</p> <p>[REMOVED] — Light energies are increased by 2000</p> <ul style="list-style-type: none"> — There is a 100% chance of causing  Fatal Wound — If the attack is successful, you earn 400 ultimate points — There is a 50% chance of causing  Strong Impulse 	<p>Cooldown: 70s Attack Range: 7 cell Target: Around Enemy in 1 cell Mana: 150 mp</p> <p>[NEW] — [PvP] Deals 135% of the user's plain attack stat plus an extra 1250 as melee attack power</p> <p>[NEW] — Has a 100% chance of inflicting a critical hit if  [PvP] Warrior Meditation is active</p> <p>[NEW] — Has a 100% chance of causing  Fatal Wound</p> <ul style="list-style-type: none"> — If the attack is successful, you earn 400 ultimate points [NEW] — Has a 50% chance of causing  Strong Impulse














Demon Warrior

Role:

Main: Bruiser

Name	Description	Original	New
 [PvP] Claw Strike		Cooldown: 0.8s Attack Range: 2 cell Target: Select One Mana: 0 mp [REMOVED] — Melee attack power is increased by 150 [REMOVED] — Shadow energies are increased by 100	Cooldown: 0.8s Attack Range: 2 cell Target: Select One Mana: 0 mp [NEW] — [PvP] Deals 100% of the user's plain attack stat plus an extra 150 as melee attack power [NEW] — [PvP] Shadow energies are increased by 100
 [PvP] Nosedive		Cooldown: 6s Attack Range: 7 cell Target: Around Enemy in 2 cell Mana: 50 mp [REMOVED] — Melee attack power is increased by 400 [REMOVED] — Shadow energies are increased by 300 [REMOVED] — There's a 90% chance of leeching PlayerLevel*5 HP from the enemy. [REMOVED] — There is a 100% chance of invoking the combo  Double Nosedive — There is a 20% chance of causing  Weak Blood-Sucking	Cooldown: 12s Attack Range: 7 cell Target: Around Enemy in 2 cell Mana: 50 mp [NEW] — [PvP] Deals 90% of the user's plain attack stat plus an extra 400 as melee attack power [NEW] — [PvP] Shadow energies are increased by 300 — Has a 30% chance of causing  [PvP] Demonical Blood-Sucking]
 Double Nosedive		Cooldown: 12s Attack Range: 5 cell Target: Around Enemy in 2 cell Mana: 50 — Melee attack power is increased by 400 — Shadow energies are increased by 300 — There's a 90% chance of leeching PlayerLevel*5 HP from the enemy.	
 [PvP] Swarm of Bats		Cooldown: 40s Attack Range: 0 cell Target: Select One Mana: 80 mp	Cooldown: 40s Attack Range: 0 cell Target: Select One Mana: 80 mp

		<p>— There is a 100% chance of causing  Swarm of Bats</p>	<p>— Has a 100% chance of causing  Swarm of Bats</p>
 [PvP] Shadow Storm		<p>Cooldown: 10s Attack Range: 0 cell Target: Around Enemy in 4 cell Mana: 150 mp</p> <p>[REMOVED] — Melee attack power is increased by 400 [REMOVED] — Shadow energies are increased by 800 [REMOVED] — There's a 80% chance of leeching 4 HP from the enemy. — There is a 10% chance of causing  Weak Blood-Sucking</p>	<p>Cooldown: 12s Attack Range: 0 cell Target: Around Enemy in 3 cell Mana: 150 mp</p> <p>[NEW] — [PvP] Deals 105% of the user's plain attack stat plus an extra 550 as melee attack power [NEW] — [PvP] Shadow energies are increased by 800 — Has a 100% chance of causing  [PvP] Darkness of DOOM — Has a 20% chance of causing  [PvP] Demonical Blood-Sucking</p>
 [PvP] Demon Fire		<p>Cooldown: 12s Attack Range: 7 cell Target: Special Area Mana: 120 mp</p> <p>[REMOVED] — Melee attack power is increased by 900 [REMOVED] — Shadow energies are increased by 1000 — There is a 30% chance of causing  Night Terror</p>	<p>Cooldown: 12s Attack Range: 7 cell Target: Special Area Mana: 120 mp</p> <p>[NEW] — [PvP] Deals 100% of the user's plain attack stat plus an extra 1000 as melee attack power [NEW] — [PvP] Shadow energies are increased by 1000 — Has a 30% chance of causing  [PvP] Night Terror</p>
 [PvP] Double Spinning Kick		<p>Cooldown: 15s Attack Range: 2 cell Target: Select One Mana: 150 mp</p> <p>[REMOVED] — Melee attack power is increased by 800 [REMOVED] — Shadow energies are increased by 900 — There is a 20% chance of causing  Shackle — There is a 25% chance of causing  Short Blackout</p>	<p>Cooldown: 15s Attack Range: 2 cell Target: Select One Mana: 150 mp</p> <p>[NEW] — [PvP] Deals 85% of the user's plain attack stat plus an extra 900 as melee attack power [NEW] — [PvP] Shadow energies are increased by 900 — Has a 20% chance of causing  [PvP] Shackle — Has a 25% chance of causing  [PvP] Short Blackout</p>
 [PvP] Wing Counter		<p>Cooldown: 10s Attack Range: 0 cell Target: Select One Mana: 100 mp</p>	<p>Cooldown: 10s Attack Range: 0 cell Target: Select One Mana: 100 mp</p>

		<p>— There is a 100% chance of causing  Reflect</p>	<p>— Has a 100% chance of causing  Reflect</p>
 [PvP] Blood Chains		<p>Cooldown: 30s Attack Range: 5 cell Target: Around Enemy in 2 cell Mana: 300 mp</p> <p>[REMOVED] — Melee attack power is increased by 500 [REMOVED] — Shadow energies are increased by 800 [REMOVED] — There's a 50% chance of leeching 5 HP from the enemy. — There is a 50% chance of causing  Shackle</p>	<p>Cooldown: 30s Attack Range: 5 cell Target: Around Enemy in 2 cell Mana: 300 mp</p> <p>[NEW] — [PvP] Deals 90% of the user's plain attack stat plus an extra 550 as melee attack power [NEW] — [PvP] Shadow energies are increased by 800 [NEW] — [PvP] Damage is increased by 8% of the enemy's current HP — Has a 50% chance of causing  [PvP] Shackle</p>
 [PvP] Death from Above		<p>Cooldown: 5s Attack Range: 0 cell Target: Around Enemy in 3 cell Mana: 100 mp</p> <p>[REMOVED] — Melee attack power is increased by 1000 [REMOVED] — Shadow energies are increased by 1000 — There is a 80% chance of causing  Anti-Gravity</p>	<p>Cooldown: 5s Attack Range: 0 cell Target: Around Enemy in 3 cell Mana: 100 mp</p> <p>[NEW] — [PvP] Deals 100% of the user's plain attack stat plus an extra 1100 as melee attack power [NEW] — [PvP] Shadow energies are increased by 1000 — Has a 80% chance of causing  [PvP] Anti-Gravity</p>
 [PvP] Demonic Powers		<p>Cooldown: 60s Attack Range: 0 cell Target: Around Allies in 5 cell Mana: 100 mp</p> <p>— There is a 100% chance of causing  Demonic Powers</p>	<p>Cooldown: 60s Attack Range: 0 cell Target: Around Allies in 5 cell Mana: 100 mp</p> <p>— Has a 100% chance of causing  [PvP] Demonic Powers</p>
 [PvP] Lucifer's Judgement		<p>Cooldown: 70s Attack Range: 8 cell Target: Special Area Mana: 150 mp</p> <p>[REMOVED] — Melee attack power is increased by 1200 [REMOVED] — Shadow energies are increased by 1200 — There is a 100% chance of causing  This judgement causes worlds to perish — There is a 100% chance of causing</p>	<p>Cooldown: 90s Attack Range: 8 cell Target: Special Area Mana: 150 mp</p> <p>[NEW] — [PvP] Deals 110% of the user's plain attack stat plus an extra 1000 as melee attack power [NEW] — [PvP] Shadow energies are increased by 1000 [NEW] — [PvP] Damage is increased by 8% of the enemy's current HP — Has a 100% chance of causing</p>

		 Lucifer's Wrath	 [PvP] This judgement causes worlds to perish — Has a 100% chance of causing  [PvP] Lucifer's Wrath
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











Flame Druid




Role:





Main: Tank



Name	Description	Original	New
 [PvP] Sharp Claws		Cooldown: 1s Attack Range: 2 cell Target: Select One Mana: 0 mp [REMOVED] — Melee attack power is increased by 150 [REMOVED] — Fire energies are increased by 150	Cooldown: 1s Attack Range: 2 cell Target: Select One Mana: 0 mp [NEW] — [PvP] Deals 100% of the user's plain attack stat plus an extra 100 as melee attack power [NEW] — [PvP] Fire energies are increased by 150
 [PvP] Bear Loa Energy		Cooldown: 120s Attack Range: 0 cell Target: Select One Mana: 150 mp — There is a 100% chance of causing  Bear Loa Energy	Cooldown: 120s Attack Range: 0 cell Target: Select One Mana: 150 mp — Has a 100% chance of causing  [PvP] Bear Loa Energy — Has a 100% chance of causing  [PvP] Firewall — Has a 100% chance of causing  [PvP] Brown Bear Skin
 Firewall		Cooldown: 120s Attack Range: 0 cell Target: Select One Mana: 200 mp — There is a 100% chance of causing  Firewall	
 Brown Bear Skin		Cooldown: 120s Attack Range: 0 cell Target: Select One Mana: 200 mp — There is a 100% chance of causing  Brown Bear Skin	
 [PvP] Healing		Cooldown: 60s Attack Range: 0 cell Target: Select One	Cooldown: 80s Attack Range: 0 cell Target: Select One

Flames		Mana: 300 mp [REMOVED] — Recovers 11% HP	Mana: 300 mp [NEW] — Has a 100% chance of causing [PvP Healing Flames]
 [PvP] Cinderroot		Cooldown: 50s Attack Range: 10 cell Target: Around Enemy in 1 cell Mana: 200 mp — Attack power is increased by 400 — Fire energies are increased by 800 — There is a 100% chance of causing  Cinderroot	Cooldown: 50s Attack Range: 10 cell Target: Around Enemy in 1 cell Mana: 200 mp [NEW] — [PvP] Deals 100% of the user's plain attack stat plus an extra 450 as melee attack power [NEW] — [PvP] Fire energies are increased by 800 — Has a 100% chance of causing  [PvP] Cinderroot
 [PvP] Flame Bear		Cooldown: 5s Attack Range: 0 cell Target: Select One Mana: 0 mp — There is a 100% chance of causing  Brown Bear Energy	Cooldown: 5s Attack Range: 0 cell Target: Select One Mana: 0 mp — Has a 100% chance of causing  Brown Bear Energy
 Flame Leopard		Cooldown: 5s Attack Range: 0 cell Target: Select One Mana: 0 mp — There is a 100% chance of causing  Red Leopard Energy	Cooldown: 5s Attack Range: 0 cell Target: Select One Mana: 0 mp — Has a 100% chance of causing  Red Leopard Energy
 [PvP] Claw Swipe		Cooldown: 0.4s Attack Range: 2 cell Target: Around Enemy in 1 cell Mana: 0 mp — Melee attack power is increased by 100 — Fire energies are increased by 150	Cooldown: 0.8s Attack Range: 2 cell Target: Select one Mana: 0 mp [NEW] — [PvP] Deals 90% of the user's plain attack stat plus an extra 70 as melee attack power [NEW] — [PvP] Fire energies are increased by 150
 [PvP] Fireball		Cooldown: 12s Attack Range: 8 cell Target: Around Enemy in 1 cell Mana: 50 mp — Melee attack power is increased by 300 — Fire energies are increased by 400	Cooldown: 10s Attack Range: 8 cell Target: Around Enemy in 1 cell Mana: 50 mp [NEW] — [PvP] Deals 85% of the user's plain attack stat plus an extra 150 as melee attack

		<p>— There is a 50% chance of causing  .Blackout</p>	<p>power [NEW] — [PvP] Fire energies are increased by 400 — Has a 80% chance of causing  .Paralysis</p>
 [PvP] Flaming Armour		<p>Cooldown: 50s Attack Range: 0 cell Target: Select One Mana: 200 mp</p> <p>— There is a 100% chance of causing  .Flaming Armour</p>	
 [PvP] Flame Swing		<p>Cooldown: 12s Attack Range: 2 cell Target: Special Area Mana: 130 mp</p> <p>[REMOVED] — There is a 60% chance of causing  .Slight Burn — Melee attack power is increased by 400 — Fire energies are increased by 600</p>	<p>Cooldown: 12s Attack Range: 2 cell Target: Special Area Mana: 130 mp</p> <p>[NEW] — [PvP] Deals 90% of the user's plain attack stat plus an extra 600 as melee attack power [NEW] — [PvP] Fire energies are increased by 600 [NEW] — Has a 100% chance of inflicting  [PvP] Grievous Wounds on your opponent</p>
 [PvP] Roar of the Bear Loa		<p>Cooldown: 45s Attack Range: 0 cell Target: Around Enemy in 5 cell Mana: 160 mp</p> <p>— Melee attack power is increased by 600 — Fire energies are increased by 800 — There is a 100% chance of causing  .Bear Taunt — There is a 100% chance of causing  .Nervous — Attracts enemies to 1 fields from you</p>	<p>Cooldown: 45s Attack Range: 0 cell Target: Around Enemy in 5 cell Mana: 160 mp</p> <p>[NEW] — [PvP] Deals 90% of the user's plain attack stat plus an extra 700 as melee attack power [NEW] — [PvP] Fire energies are increased by 800 — Has a 100% chance of causing  [PvP] Bear Taunt — Has a 100% chance of causing  [PvP] Nervous — Attracts enemies to 1 fields from you</p>
 [PvP] Bucking Blow		<p>Cooldown: 15s Attack Range: 2 cell Target: Around Enemy in 0 cell Mana: 150 mp</p> <p>— Melee attack power is increased by 500 — Fire energies are increased by 800 — [PvP] Push your opponent back 4 field(s)</p>	<p>Cooldown: 15s Attack Range: 2 cell Target: Around Enemy in 0 cell Mana: 150 mp</p> <p>[NEW] — [PvP] Deals 80% of the user's plain attack stat plus an extra 650 as melee attack power</p>

		<p>— There is a 80% chance of causing  Paralysis</p>	<p>[NEW] — [PvP] Fire energies are increased by 800 [NEW] — [PvP] Damage is increased by 6% of the enemy's current HP — [PvP] Push your opponent back 3 field(s) — Has a 80% chance of causing  Paralysis</p>
 [PvP] Absorbing Flames		<p>Cooldown: 14s Attack Range: 0 cell Target: Select One Mana: 120 mp</p> <p>— There is a 100% chance of causing  Absorbing Flames</p>	<p>Cooldown: 14s Attack Range: 0 cell Target: Select One Mana: 120 mp</p> <p>— Has a 100% chance of causing  [PvP] Absorbing Flames</p>
 [PvP] Firequake		<p>Cooldown: 35s Attack Range: 5 cell Target: Special Area Mana: 180 mp</p> <p>— Melee attack power is increased by 700 — Fire energies are increased by 900 — There is a 60% chance of causing  Fatal Burn</p>	<p>Cooldown: 35s Attack Range: 5 cell Target: Special Area Mana: 180 mp</p> <p>[NEW] — [PvP] Deals 80% of the user's plain attack stat plus an extra 600 as melee attack power [NEW] — [PvP] Fire energies are increased by 900 [NEW] — [PvP] Damage is increased by 10% of the enemy's current HP — Has a 60% chance of causing  [PvP] Slightly Critical Burn</p>
 [PvP] Stomp		<p>Cooldown: 25s Attack Range: 0 cell Target: Around Enemy in 5 cell Mana: 200 mp</p> <p>— Melee attack power is increased by 1000 — Fire energies are increased by 800 — There is a 30% chance of causing  Shock</p>	<p>Cooldown: 25s Attack Range: 0 cell Target: Around Enemy in 4 cell Mana: 200 mp</p> <p>[NEW] — [PvP] Deals 90% of the user's plain attack stat plus an extra 1000 as melee attack power [NEW] — [PvP] Fire energies are increased by 800 [NEW] — [PvP] Damage is increased by 5% of the enemy's current HP — Has a 30% chance of causing  Shock</p>
 [PvP] Purifying Flames		<p>Cooldown: 80s Attack Range: 0 cell Target: Select One Mana: 200 mp</p> <p>— There is a 100% chance of causing</p>	<p>Cooldown: 80s Attack Range: 0 cell Target: Select One Mana: 200 mp</p> <p>— Has a 100% chance of causing</p>

		 Purifying Flames	 [PvP] Purifying Flames
 [PvP] Firenado		Cooldown: 35s Attack Range: 8 cell Target: Around Enemy in 2 cell Mana: 100 mp [REMOVED] — Increases attack power by 5% proportional to distance — Melee attack power is increased by 500 — Fire energies are increased by 600 — There is a 70% chance of causing  Blackout — There is a 100% chance of invoking the combo  Blazing Leap	Cooldown: 35s Attack Range: 8 cell Target: Around Enemy in 2 cell Mana: 100 mp [NEW] — [PvP] Deals 85% of the user's plain attack stat plus an extra 500 as melee attack power [NEW] — [PvP] Fire energies are increased by 600 — Has a 70% chance of causing  Blackout — There is a 100% chance of invoking the combo  Blazing Leap
 [PvP] Blazing Leap		Cooldown: 60s Attack Range: 0 cell Target: Around Enemy in 4 cell Mana: 100 mp — Melee attack power is increased by 700 — Fire energies are increased by 1000 — There is a 100% chance of causing  Burn — There is a 100% chance of invoking the combo  Emberpunch	Cooldown: 60s Attack Range: 0 cell Target: Around Enemy in 3 cell Mana: 100 mp [NEW] — [PvP] Deals 90% of the user's plain attack stat plus an extra 700 as melee attack power [NEW] — [PvP] Fire energies are increased by 1000 [NEW] — [PvP] Damage is increased by 5% of the enemy's current HP — Has a 100% chance of causing  Burn — There is a 100% chance of invoking the combo  Emberpunch
 [PvP] Emberpunch		Cooldown: 70s Attack Range: 2 cell Target: Around Enemy in 5 cell Mana: 150 mp — Melee attack power is increased by 1300 — Fire energies are increased by 1500 — There is a 70% chance of causing  Explosive Shock — There is a 100% chance of causing  Third-Degree Burns	Cooldown: 70s Attack Range: 2 cell Target: Around Enemy in 5 cell Mana: 150 mp [NEW] — [PvP] Deals 95% of the user's plain attack stat plus an extra 900 as melee attack power [NEW] — [PvP] Fire energies are increased by 1500 [NEW] — [PvP] Damage is increased by 6% of the enemy's total HP — Has a 100% chance of causing  Blackout — Has a 100% chance of causing  Third-Degree Burns

 [PvP] Druid		Cooldown: 20s Attack Range: 0 cell Target: Select One Mana: 0 mp [REMOVED] — There is a 100% chance of causing  Absorbing Flames — You transform back into a druid.	Cooldown: 20s Attack Range: 0 cell Target: Select One Mana: 0 mp — You transform back into a druid.
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Hydraulic Fist




Role:







Main: Assassin

Secondary: Bruiser




Name	Description	Original	New
 [PvP] Heavy Punch		Cooldown: 0.9s Attack Range: 1 cell Target: Select One Mana: 0 mp — Melee attack power is increased by 180 — Shadow energies are increased by 190	Cooldown: 0.9s Attack Range: 1 cell Target: Select One Mana: 0 mp [NEW] — [PvP] Deals 100% of the user's plain attack stat plus an extra 120 as melee attack power [NEW] — [PvP] Shadow energies are increased by 190
 [PvP] Fuelling		Cooldown: 7s Attack Range: 0 cell Target: Select One Mana: 0 mp — You lose 8% of your max. MP and receive 50 Fuel Points.	
 [PvP] Leap Attack		Cooldown: 15s Attack Range: 7 cell Target: Around Enemy in 2 cell Mana: 80 mp — Melee attack power is increased by 600 — Shadow energies are increased by 400 — There is a 100% chance of invoking the combo  Hammer Attack	Cooldown: 15s Attack Range: 7 cell Target: Around Enemy in 2 cell Mana: 80 mp [NEW] — [PvP] Deals 100% of the user's plain attack stat plus an extra 200 as melee attack power [NEW] — [PvP] Shadow energies are increased by 400 — There is a 100% chance of invoking the combo [ PvP Hammer Attack]
 [PvP] Hammer Attack		Element: Shadow Job level: 0 Lv Attack Range: 2 cell Target: Around Enemy in 3 cell Casting time: 0.3s Cooldown: 1s MP cost: 140 — Melee attack power is increased by 800 — Shadow energies are increased by 600	Element: Shadow Job level: 0 Lv Attack Range: 2 cell Target: Around Enemy in 3 cell Casting time: 0.3s Cooldown: 1s MP cost: 140 [NEW] — [PvP] Deals 110% of the user's plain attack stat plus an extra 400 as melee








		<ul style="list-style-type: none"> — You consume 5 Fuel Points and ignore 20% of the opponent's defence. — There is a 80% chance of causing  Paralysis 	attack power [NEW] — [PvP] Shadow energies are increased by 600 — You consume 5 Fuel Points and ignore 20% of the opponent's defence. — Has a 80% chance of causing  Paralysis
 [PvP] Crumple		Cooldown: 14s Attack Range: 4 cell Target: Around Enemy in 4 cell Mana: 130 mp — Attracts enemies to 0 fields from you — Melee attack power is increased by 800 — Shadow energies are increased by 400 — You consume 10 Fuel Points and there is a 100% chance of causing  Paralysis	Cooldown: 14s Attack Range: 3 cell Target: Around Enemy in 3 cell Mana: 130 mp [NEW] — [PvP] Deals 100% of the user's plain attack stat plus an extra 600 as melee attack power [NEW] — [PvP] Shadow energies are increased by 400 — Attracts enemies to 0 fields from you — You consume 10 Fuel Points and increase by 100% the chance of causing  Paralysis
 [PvP] Ground Destruction		Cooldown: 12s Attack Range: 0 cell Target: Around Enemy in 4 cell Mana: 160 mp — Melee attack power is increased by 800 — Shadow energies are increased by 550 — There is a 80% chance of causing  Ground Vibration — You consume 15 Fuel Points and the damage is increased by 15%	Cooldown: 12s Attack Range: 0 cell Target: Around Enemy in 3 cell Mana: 160 mp [NEW] — [PvP] Deals 105% of the user's plain attack stat plus an extra 700 as melee attack power [NEW] — [PvP] Shadow energies are increased by 550 — Has a 80% chance of causing  Ground Vibration — You consume 15 Fuel Points and increase damage caused by 15%
 [PvP] Frontal Block		Cooldown: 15s Attack Range: 0 cell Target: Select One Mana: 150 mp — There is a 100% chance of causing  Frontal Block — You consume 15 Fuel Points and receive the  Magic Barrier effect.	Cooldown: 15s Attack Range: 0 cell Target: Select One Mana: 150 mp — Has a 100% chance of causing  Frontal Block — You consume 15 Fuel Points and receive the  Magic Barrier effect.
 [PvP] Strong Leap		Cooldown: 20s Attack Range: 8 cell Target: Around Enemy in 2 cell	Cooldown: 20s Attack Range: 8 cell Target: Around Enemy in 2 cell






Attack		<p>Mana: 200 mp</p> <ul style="list-style-type: none"> — Melee attack power is increased by 700 — Shadow energies are increased by 600 — There is a 100% chance of invoking the combo  Smashing Attack — You consume 15 Fuel Points and the damage is increased by 15% 	<p>Mana: 200 mp</p> <p>[NEW] — [PvP] Deals 115% of the user's plain attack stat plus an extra 500 as melee attack power</p> <p>[NEW] — [PvP] Shadow energies are increased by 600</p> <ul style="list-style-type: none"> — There is a 100% chance of invoking the combo  Smashing Attack — You consume 15 Fuel Points and the damage is increased by 15%
 [PvP] Smashing Attack		<p>Cooldown: 1s Attack Range: 3 cell Target: Special Area Mana: 150 mp</p> <ul style="list-style-type: none"> — Melee attack power is increased by 700 — Shadow energies are increased by 900 — There is a 100% chance of causing  Crushed Body — You consume 10 Fuel Points and the damage is increased by 25% 	<p>Cooldown: 1s Attack Range: 3 cell Target: Special Area Mana: 150 mp</p> <p>[NEW] — [PvP] Deals 115% of the user's plain attack stat plus an extra 600 as melee attack power</p> <p>[NEW] — [PvP] Shadow energies are increased by 900</p> <ul style="list-style-type: none"> — Has a 100% chance of causing  [PvP] Crushed Body — You consume 10 Fuel Points and the damage is increased by 25%
 [PvP] Charging Punch		<p>Cooldown: 20s Attack Range: 8 cell Target: Special Area Mana: 200 mp</p> <ul style="list-style-type: none"> — Melee attack power is increased by 800 — Shadow energies are increased by 600 — There is a 100% chance of causing  Raging Attack — You consume 10 Fuel Points. There's a 50% chance to reset the cooldown of the used skill 	<p>Cooldown: 20s Attack Range: 8 cell Target: Special Area Mana: 200 mp</p> <p>[NEW] — [PvP] Deals 110% of the user's plain attack stat plus an extra 650 as melee attack power</p> <p>[NEW] — [PvP] Shadow energies are increased by 600</p> <ul style="list-style-type: none"> — Has a 100% chance of causing  [PvP] Raging Attack — You consume 10 Fuel Points. There's a 50% chance to reset the cooldown of the used skill
 [PvP] Excess Fuel		<p>Cooldown: 20s Attack Range: 0 cell Target: Select One Mana: 300 mp</p> <ul style="list-style-type: none"> — There is a 100% chance of causing  Excess Fuel — You consume 20 Fuel Points and receive the  Improved Excess Fuel effect. 	<p>Cooldown: 20s Attack Range: 0 cell Target: Select One Mana: 300 mp</p> <ul style="list-style-type: none"> — Has a 100% chance of causing  [PvP] Excess Fuel — You consume 20 Fuel Points and receive the  [PvP] Improved Excess Fuel effect.







 <p>[PvP] Draconic Punch</p>		<p>Cooldown: 80s Attack Range: 8 cell Target: Special Area Mana: 300 mp</p> <ul style="list-style-type: none"> — Melee attack power is increased by 1300 — Shadow energies are increased by 900 — There is a 100% chance of causing  Magic Shock — There is a 100% chance of causing  Improved Magic Barrier — You consume 25 Fuel Points and the damage is increased by 30% 	<p>Cooldown: 80s Attack Range: 8 cell Target: Special Area Mana: 300 mp</p> <p>[NEW] — [PvP] Deals 125% of the user's plain attack stat plus an extra 1000 as melee attack power</p> <p>[NEW] — [PvP] Shadow energies are increased by 900</p> <ul style="list-style-type: none"> — Has a 100% chance of causing  Magic Shock — There is a 100% chance of causing  [PvP] Improved Magic Barrier — You consume 25 Fuel Points and the damage is increased by 30%
 <p>[PvP] Recovery Protocol</p>		<p>Cooldown: 40s Attack Range: 0 cell Target: Select One Mana: 140 mp</p> <ul style="list-style-type: none"> — All fuel is consumed and for every 10 Fuel Points consumed, you recover 3% HP. 	<p>Cooldown: 30s Attack Range: 0 cell Target: Select One Mana: 140 mp</p> <ul style="list-style-type: none"> — All fuel is consumed and for every 10 Fuel Points consumed, you recover 2% HP.

Positive effects





Name	Description	Original	New
 Outshine		Buff (Level 4) Duration: 5.0 seconds — Sneak in — No HP consumption	
 [PvP] Call of the Wild		Buff (Level 4) Duration: 600.0 seconds [REMOVED] — Enemy's ranged attack power decreases by 10%	Buff (Level 4) Duration: 600.0 seconds [NEW] — [PvP] Chance of inflicting critical hits is increased by 10% [NEW] — [PvP] Damage received is decreased by 8%
 [PvP] Restored Lifeforce		Buff (Level 2) Duration: 600.0 seconds [REMOVED] — Enemy's ranged attack power is increased by 10% [REMOVED] — Attack power is increased by 5% [REMOVED] — Hit rate of all attacks increases by 198 (Player Level*2) — Movement speed is increased by 2	Buff (Level 2) Duration: 600.0 seconds [NEW] — [PvP] Attack power is increased by 5% [NEW] — [PvP] Hit rate of all attacks increases by 198 (Player Level*2) — Movement speed is increased by 2
 [PvP] Power of the Sun		Buff (Level 4) Duration: 20.0 seconds [REMOVED] — Hit rate of all attacks increases by 99 (Player Level*1) [REMOVED] — Light energies are increased by 792 (Player Level*8) [REMOVED] — If you are attacked by the Sun Wolf, the attack power is increased by 20% [REMOVED] — Movement speed is increased by 2	Buff (Level 4) Duration: 20.0 seconds [NEW] — If the Sun Wolf has more than 50% HP, the Sunchaser's attack power is increased by 10% [NEW] — [PvP] Hit rate of all attacks increases by 99 (Player Level*1)
 [PvP] Mana Transfusion		Buff (Level 4) Duration: 600.0 seconds [REMOVED] — Every 2 seconds: Around 2 field(s), inflict  Slight Burn on our enemies — Converts 35% of received damage by reducing MP	Buff (Level 4) Duration: 600.0 seconds [NEW] — [PvP] Attack power is increases by 10% [NEW] — Movement speed is increased by 1 — Converts 30% of received damage by reducing MP

 Fiery Shield		Buff (Level 5) Duration: 2.0 seconds — When you're defending, there is a 80% chance of inflicting  Burn on your opponent (ignores debuff protection) — There is a 100% chance that damage from all attacks is reduced by 100%	
 [PvP] Fire Blessing		Buff (Level 2) Duration: 600.0 seconds [REMOVED] — Fire energies are increased by 792 (Player Level*8) [REMOVED] — Fire resistance is increased by 10	Buff (Level 2) Duration: 600.0 seconds [NEW] — [PvP] Fire energies are increased by 792 (Player Level*8) [NEW] — [PvP] Fire resistance is increased by 10
 [PvP] Iron Skin			General Buff (Level 2) Duration: 30 seconds [NEW] — [PvP] Damage received from magic attacks is decreased by 10% [NEW] — [PvP] Damage received from melee attacks is decreased by 20% [NEW] — [PvP] Damage received from ranged attacks is decreased by 50% Side Effect: after 0.1 seconds [NEW] — [PvP] Cooldown of skills is decreased by 15% (max. 30%) [NEW] — [PvP] Hit rate of all attacks is increased by 297 (PlayerLevel**)
 Total Absorption		Magic Buff (Level 5) Duration: 2 seconds — No HP consumption — Resists forced movement with a probability of 100%	
 Morale Increase		General Buff (Level 2) Duration: 600 seconds — Hit rate of all attacks is increased by (Player Level * 2) — Dodge is increased by (Player Level * 2)	
 Sprint		General Buff (Level 3)	









		Duration: 10 seconds — Movement speed is increased by 5 — A shadowy figure appears.	
 Blade Protection		General Buff (Level 5) Duration: 2 seconds — No HP consumption — Cannot receive negative effects of any level — Resists forced movement with a probability of 100%. Side Effect: after 0.1 seconds — When you're defending, there is a 100% chance of receiving	General Buff (Level 5) Duration: 2 seconds — No HP consumption — Cannot receive debuffs from skills that cause damage — Cannot be displaced by skills that cause damage Side Effect: after 0.1 seconds — When you're defending, there is a 100% chance of receiving  [PvP] Improved Charging
 [PvP] Wind Protection			General Buff (Level 5) Duration: 3 seconds [NEW] — [PvP] Damage received is decreased by 75% [NEW] — [PvP] Protection against level 4 or lower debuffs is increased by 75% [NEW] — Resists forced movement with a probability of 100%
 [PvP] Improved Charging		General Buff (Level 4) Duration: 3 seconds [REMOVED] — Chance of inflicting critical hits is increased by 50% — Attack power is increased by 15% — This effect disappears upon landing a hit	General Buff (Level 4) Duration: 5 seconds [NEW] — [PvP] Chance of inflicting a critical hit is increased by 100% — [PvP] Attack power is increased by 10% Side effect: after 0.1 seconds: — This effect disappears upon landing a hit
 [PvP] Evade		General Buff (Level 5) Duration: 2 seconds — No HP consumption — Cannot receive negative effects of any level — Resists forced movement with a probability of 100%.	General Buff (Level 5) Duration: 2 seconds — No HP consumption — Cannot receive debuffs from skills that cause damage — Cannot be displaced by skills that cause damage Side effect: after 0.1 seconds [NEW] — When defending, there's a 100%





			chance of receiving [ Recharge]
 Recharge			<p>General Buff (Level 5) Duration: 6 seconds</p> <p>[NEW] — [PvP] Attack power is increased by 10%</p> <p>[NEW] — [PvP] Chance of inflicting a critical hit is increased by 100%</p> <p>[NEW] — This effect disappears upon landing a hit</p>
 [PvP] Sharp Edge		<p>General Buff (Level 3) Duration: 120 seconds</p> <p>[REMOVED] — Attack power is increased by (Player Level * 2)</p> <p>[REMOVED] — Chance of inflicting critical hits is increased by 10%</p> <p>[REMOVED] — Hit rate of all attacks is increased by (Player Level * 1)</p>	<p>General Buff (Level 3) Duration: 300 seconds</p> <p>[NEW] — [PvP] Chance of inflicting a critical hit is increased by 30% of the user's total</p> <p>[NEW] — [PvP] Hit rate of all attacks is increased by (Player Level * 2)</p>
 [PvP] Berserker		<p>General Buff (Level 1) Duration: 45 seconds</p> <p>[REMOVED] — Melee attack power is increased by (Player Level * 3)</p> <p>— Movement speed is increased by 3</p> <p>— Attack power is increased by 10%</p> <p>Side Effect: after 20 seconds</p> <p>[REMOVED] — Defence is decreased by (Player Level * 1)</p> <p>— Every 4 seconds: Decreases (Player Level * 2) HP</p> <p>[REMOVED] Once the effect's duration is over, [ Psychotic] is received with a chance of 100%</p>	<p>General Buff (Level 1) Duration: 600 seconds</p> <p>[NEW] — [PvP] Attack power is increased by 20%</p> <p>[NEW] — [PvP] Converts 10% of the damage caused into HP healing</p> <p>— Movement speed is increased by 2</p> <p>Side effect: after 0.1 seconds</p> <p>[NEW] — [PvP] Defence is decreased by 25%</p> <p>[NEW] — Every 4 seconds: [PvP] Decreases 1% HP</p>
 [PvP] Psychotic Fury		<p>General Buff (Level 1) Duration: 180 seconds</p> <p>[REMOVED] — Melee attack power is increased by 396 (Player Level * 4)</p> <p>[REMOVED] — Movement speed is increased by 3</p> <p>[REMOVED] — Attack power is increased by 10%</p> <p>Side Effect: after 0.1 seconds</p>	<p>General Buff (Level 1) Duration: 3.0 seconds</p> <p>[NEW] — [PvP] Damage received is increased by 25%</p> <p>Side effect: after 0.1 seconds</p> <p>[NEW] — Disappears upon receiving a hit</p>









		<p>[REMOVED] — Defence is decreased by 198 (Player Level * 2)</p> <p>[REMOVED] — Decreases 297 (Player Level * 3) HP</p>	
 Sonic Fury		<p>Magic Buff (Level 4) Duration: 6 seconds</p> <p>— Hit rate of all attacks is increased by 297 (Player Level * 3)</p> <p>— Chance of inflicting critical hits is increased by 10%</p> <p>— Decreases 33 (Player Level / 3) HP</p>	
 Weak Life and Death		<p>Magic Buff (Level 2) Duration: 16 seconds</p> <p>[REMOVED] — Attack power is increased by 5%</p> <p>— Protection against level 4 or lower debuff is increased by 10%</p> <p>— The equipped fairy's element is increased by 3</p>	
 Life and Death		<p>Magic Buff (Level 3) Duration: 12 seconds</p> <p>[REMOVED] — Attack power is increased by 8%</p> <p>— Protection against level 4 or lower debuff is increased by 30%</p> <p>— The equipped fairy's element is increased by 5</p>	
 Strong Life and Death		<p>Magic Buff (Level 4) Duration: 6 seconds</p> <p>[REMOVED] — Attack power is increased by 10%</p> <p>— Cannot receive negative effects from level 4 or lower</p> <p>— Decreases HP without dying</p> <p>Side effect: after 0.1 seconds</p> <p>— The equipped fairy's element is increased by 5</p> <p>— Hit rate of all attacks is increased by (Player Level * 2)</p>	<p>Magic Buff (Level 4) Duration: 6 seconds</p> <p>— Cannot receive negative effects from level 5 or lower</p> <p>— Decreases HP without dying</p> <p>Side effect: after 0.1 seconds</p> <p>— The equipped fairy's element is increased by 5</p> <p>— Hit rate of all attacks is increased by (Player Level * 2)</p>
 Adrenaline		<p>General Buff (Level 3) Duration: 8 seconds</p> <p>— Movement speed is increased by 2</p> <p>— A shadowy figure appears.</p>	





 Magical Reflection		General Buff (Level 3) Duration: 2 seconds — No HP consumption — Reflects 50% of the received damage (max. 7500 in PvP) — Reflects an opponent's debuffs with a certain chance Side Effect: after 0.1 seconds — Resists forced movement with a probability of 100%.	General Buff (Level 3) Duration: 2 seconds — No HP consumption — Reflects 50% of the received damage (max. 7500 in PvP) — Reflects an opponent's debuffs with a certain chance Side Effect: after 0.1 seconds — Cannot be displaced by skills that cause damage
 [PvP] Engorgement		General Buff (Level 3) Duration: 600 seconds [REMOVED] — Attack power is increased by 10% [REMOVED] — Decreases the enemy's attack power by 10% (max. 30%) — Movement speed is increased by 1	General Buff (Level 3) Duration: 600 seconds [REMOVED] — Attack power is increased by 10% [REMOVED] — [PvP] Damage caused from critical hits is increased by 15% — Movement speed is increased by 1
 [PvP] Victory Cry		General Buff (Level 3) Duration: 8 seconds [REMOVED] — Probability to receive critical hits is decreased by 30% — Movement speed is increased by 4 — A shadowy figure appears. Side Effect: after 0.1 seconds [REMOVED] — Cooldown of skills is decreased by 25% (max. 90%) [REMOVED] — Attack power is increased by 250	General Buff (Level 3) Duration: 6 seconds [REMOVED] — [PvP] Attack power is increased by 20% [REMOVED] — [PvP] Damage caused from critical hits is increased by 35% — Movement speed is increased by 4 Side Effect: after 0.1 seconds — A shadowy figure appears.
 Cheer of the Crowd		Buff (Level 4) Duration: 10 seconds — No HP consumption — Cannot receive negative effects from level 5 or lower — There is a 100% probability to remove debuffs of level 5 or lower Side Effect: after 0.1 seconds — Every 2 seconds: Recovers 10% HP — Resist forced movement with a probability of 100%	



 [PvP] Preheating		<p>General Buff (Level 10) Duration: 3000 seconds</p> <ul style="list-style-type: none"> — The equipped fairy's element is increased by 5 — Hit rate of all attacks is increased by 99 (Player Level * 1) 	<p>General Buff (Level 10) Duration: 3000 seconds</p> <p>[NEW] — [PvP] The equipped fairy's element is increased by 5 [NEW] — [PvP] Hit rate of all attacks is increased by 99 (Player Level * 1)</p>
 [PvP] Heating		<p>General Buff (Level 11) Duration: 3000 seconds</p> <ul style="list-style-type: none"> — The equipped fairy's element is increased by 10 — On attack, there is a 10% chance of inflicting  Burn on your opponent. — Hit rate of all attacks is increased by 99 (Player Level * 1) 	<p>General Buff (Level 11) Duration: 3000 seconds</p> <p>[NEW] — [PvP] The equipped fairy's element is increased by 10 — On attack, there is a 10% chance of inflicting  [PvP] Burn on your opponent. [NEW] — [PvP] Hit rate of all attacks is increased by 99 (Player Level * 1)</p>
 [PvP] High Heating		<p>Buff (Level 12) Duration: 3000 seconds</p> <ul style="list-style-type: none"> — The equipped fairy's element is increased by 15 — On attack, there is a 20% chance of inflicting  Slightly Critical Burn on your opponent. — No penalty for ranged attacks at a close range <p>Side effect: after 0.1 seconds — Hit rate of all attacks is increased by PlayerLevel*1</p>	<p>Buff (Level 12) Duration: 3000 seconds</p> <p>[NEW] — [PvP] The equipped fairy's element is increased by 15 — On attack, there is a 20% chance of inflicting  [PvP] Slightly Critical Burn on your opponent. — No penalty for ranged attacks at a close range</p> <p>Side effect: after 0.1 seconds [NEW] — [PvP] Hit rate of all attacks is increased by PlayerLevel*1</p>
 [PvP] Ultra High Heating		<p>General Buff (Level 13) Duration: 6 seconds</p> <ul style="list-style-type: none"> — The equipped fairy's element is increased by 20 — On attack, there is a 20% chance of inflicting  Fatal Burn on your opponent. — Only basic attacks are possible <p>Side Effect: after 5.8 seconds You lose 90 Heat Points.</p>	<p>General Buff (Level 13) Duration: 6 seconds</p> <p>[NEW] — [PvP] The equipped fairy's element is increased by 20 — On attack, there is a 20% chance of inflicting  Fatal Burn on your opponent. — Only basic attacks are possible</p> <p>Side Effect: after 5.8 seconds You lose 90 Heat Points.</p>







 [PvP] Draconium Energy Shield		<p>General Buff (Level 4) Duration: 20 seconds</p> <p>[REMOVED] — All elemental resistances are increased by 10% of the user's total [REMOVED] — Decreases the enemy's attack power by 10% (max. 30%) — The opponent's HP is reduced by 20% of the damage you take if  High Heating or higher is active</p>	<p>General Buff (Level 4) Duration: 20 seconds</p> <p>[NEW] — [PvP] All elemental resistances are increased by 10 [NEW] — [PvP] Damage received is decreased by 10% — The opponent's HP is reduced by 20% of the damage you take if  [PvP] High Heating or higher is active</p>
 Draconium Reflection Shield		<p>General Buff (Level 10) Duration: 2 seconds</p> <p>— No HP consumption — Reflects an opponent's debuffs with a certain chance — Resists forced movement with a probability of 100%.</p>	<p>General Buff (Level 10) Duration: 2 seconds</p> <p>— No HP consumption — Reflects an opponent's debuffs with a certain chance — Cannot be displaced by skills that cause damage</p>
 [PvP] Increased Firepower		<p>General Buff (Level 4) Duration: 70 seconds</p> <p>— Depending on your Heat Points, your attack range is increased from 1 to 5 — Depending on your Heat Points, the chance of a critical hit is increased from 2% to 10%.</p>	<p>General Buff (Level 4) Duration: 70 seconds</p> <p>— 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 1% to 8%</p>
 [PvP] Energy Conversion		<p>General Buff (Level 4) Duration: 50 seconds</p> <p>[REMOVED] — The equipped fairy's element is increased by 10 — Movement speed is increased by 1 — Depending on your Heat Points, your attack power is increased from 3% to 15%</p>	<p>General Buff (Level 4) Duration: 50 seconds</p> <p>[NEW] — [PvP] The equipped fairy's element is increased by 10 — Movement speed is increased by 1 — Depending on your Heat Points, your attack power is increased from 1% to 8%</p>
 [PvP] Reload		<p>General Buff (Level 4) Duration: 30 seconds</p> <p>[REMOVED] — Ranged damage is increased by 25% [REMOVED] — Hit rate of all attacks is increased by 297 (Player Level * 3)</p>	<p>General Buff (Level 4) Duration: 30 seconds</p> <p>[NEW] — [PvP] Damage caused from ranged attacks is increased by 20% [NEW] — [PvP] Hit rate of all attacks is increased by 297 (Player Level * 3)</p>
 Noble Gesture		<p>General Buff (Level 2) Duration: 30 seconds</p>	








		<p>— Reduces 75% of the damage that another player within range receives. Instead you take 75% of that player's damage.</p>	
 [PvP] Spirit of Sacrifice		<p>Buff (Level 2) Duration: 30 seconds</p> <p>[REMOVED] — Enemy's attack power is decreased by 30% — Every 2 seconds: Recovers (Player Level * 3) HP — Every 4 seconds: Recovers (Player Level * 4) MP</p> <p>Side effect: after 0.1 seconds [REMOVED] — Provides a 70% chance to reduce damage by 25% [REMOVED] — Reflects the maximum received damage from (Player Level * 8)</p>	<p>Buff (Level 2) Duration: 30 seconds</p> <p>[NEW] — [PvP] Damage received is decreased by 20% — Every 2 seconds: Recovers (Player Level * 3) HP — Every 4 seconds: Recovers (Player Level * 4) MP</p> <p>Side effect: after 0.1 seconds [NEW] — [PvP] Damage caused is decreased by 15% [NEW] — Reflects 10% of the damage received (max. 7500 in PvP)</p>
 [PvP] Spirit of Temperance		<p>General Buff (Level 2) Duration: 600 seconds</p> <p>[REMOVED] — Defence is increased by (Player Level * 3) [REMOVED] — [PvP] Caused damage is decreased by 12% — Maximum HP is increased by 35% of the user's base amount, however not above 10000 HP</p> <p>Side Effect: after 1 seconds [REMOVED] — Damage received from critical hits is decreased by 25%. [REMOVED] — Decreases enemy's total soft damage by 10%</p>	<p>General Buff (Level 2) Duration: 600 seconds</p> <p>[NEW] — [PvP] Damage received is decreased by 20% [NEW] — The duration of caused debuffs is increased by 35% — Maximum HP is increased by 20% of the user's base amount (max. 10.000)</p>
 [PvP] Spirit of Enlightenment		<p>General Buff (Level 1) Duration: 600 seconds</p> <p>[REMOVED] — The radius of all area attacks is increased by 1 [REMOVED] — Hit rate of melee attacks is increased by (Player Level * 2) — Movement speed is increased by 2 — A shadowy figure appears.</p> <p>Side Effect: after 1 seconds [REMOVED] — Melee attack power is increased by (Player Level * 1) [REMOVED] — Defence is increased by (Player</p>	<p>General Buff (Level 1) Duration: 600 seconds</p> <p>[NEW] — [PvP] Attack power is increased by 15% [NEW] — [PvP] Chance of inflicting criticals is increased by 30% of the user's total — Movement speed is increased by 2</p> <p>Side Effect: after 1 seconds [NEW] — On attack, there's a 20% chance of causing  Leg Sweeper to your opponent [NEW] — [PvP] Hit rate of melee attacks is increased by (Player Level * 2)</p>






		Level * 1)	
 [PvP] Spiritual Strength		<p>General Buff (Level 3) Duration: 600 seconds</p> <ul style="list-style-type: none"> — Melee attack power is increased by (Player Level * 2) — Water energies are increased by (Player Level * 2) — Hit rate of melee attacks is increased by (Player Level * 3) — A shadowy figure appears. <p>Side Effect: after 1 seconds</p> <ul style="list-style-type: none"> — Attack power is increased by 10% — Chance of inflicting critical hits is increased by 8% 	<p>General Buff (Level 3) Duration: 600 seconds</p> <p>[NEW] — [PvP] Attack power is increased by 30%</p> <p>[NEW] — [PvP] Water energies are increased by (Player Level * 2)</p> <p>[NEW] — [PvP] Hit rate of melee attacks is increased by (Player Level * 3)</p> <p>Side Effect: after 1 seconds</p> <p>[NEW] — [PvP] Damage caused from critical hits is increased by 20%</p>
 [PvP] Buddha's Words		<p>Magic Buff (Level 4) Duration: 3600 seconds</p> <ul style="list-style-type: none"> — Recovers 3% of the total HP if  Spirit of Temperance is active — Recovers 2% of the total HP if  Spirit of Temperance is not active — Decreases 1250 MP — There is a 25% probability to remove debuffs of level 1 or lower 	<p>Magic Buff (Level 4) Duration: 3600 seconds</p> <ul style="list-style-type: none"> — Every 10 seconds: Recovers PlayerLevel*5 HP — Every 10 seconds: Removes all debuffs up to level 2 — Every 10 seconds: Decreases PlayerLevel*20 MP
 [PvP] Mana Shield		<p>Buff (Level 4) Duration: 600.0 seconds</p> <ul style="list-style-type: none"> — Converts 20% of received damage by reducing MP — Increases the amount of HP restored from cast and received healing skills by 300% — Every 6 seconds: Around 6 field(s), inflict  Healing Aura on our enemies 	<p>Buff (Level 4) Duration: 600.0 seconds</p> <ul style="list-style-type: none"> — Converts 35% of received damage by reducing MP — Increases the amount of HP restored from cast and received healing skills by 300% — Every 6 seconds: Around 6 field(s), inflict  Healing Aura on our enemies
 Healing Aura		<p>Buff (Level 3) Duration: 2.0 seconds</p> <ul style="list-style-type: none"> — There is a 40% probability to remove debuffs of level 3 or lower — Never receives critical hits — Every 2 seconds: Recovers 1980 (Player Level*20) HP 	








 [PvP] Infinite Armour		<p>General Buff (Level 3) Duration: 600 seconds</p> <p>[REMOVED] — Decreases the enemy's attack power by 15% (max. 30%) [REMOVED] — Defence is increased by 198 (Player Level * 2) — Resists forced movement with a probability of 80%.</p> <p>Side Effect: after 0.1 seconds [REMOVED] — Decreases enemy's total soft damage by 10%</p>	<p>General Buff (Level 3) Duration: 600 seconds</p> <p>[NEW] — [PvP] Damage received is decreased by 25% [NEW] — [PvP] Damage received from soft attacks is decreased by 10% [NEW] — Resists forced movement with a probability of 80%</p>
 Spirit Absorption		<p>General Buff (Level 3) Duration: 7 seconds</p> <p>[REMOVED] — The effectiveness of recovery items is increased by 15% —Every 2 seconds: Recovers 297 (Player Level * 3) HP — When you're defending, there is a 50% chance of 30% of the damage being reflected at the opponent (max. 7500 in PvP)</p>	<p>General Buff (Level 3) Duration: 6 seconds</p> <p>[NEW] — HP restored by healing and leeching effects is increased by 10% —Every 2 seconds: Recovers 297 (Player Level * 3) HP — When you're defending, there is a 50% chance of 30% of the damage being reflected at the opponent (max. 7500 in PvP)</p>
 [PvP] Spiritual Release		<p>Buff (Level 2) Duration: 600 seconds</p> <p>[REMOVED] — Cooldown of skills is decreased by 10% (max. 90%) [REMOVED] — Shadow energies are increased by (Player Level * 2)</p> <p>Side effect: after 0.2 seconds — Movement speed is increased by 1</p>	<p>Buff (Level 2) Duration: 600 seconds</p> <p>[NEW] — [PvP] Cooldown of skills is decreased by 10% (max. 20%) [NEW] — [PvP] Shadow energies are increased by (Player Level * 2)</p>
 [PvP] Strong Spiritual Release		<p>Buff (Level 3) Duration: 15 seconds</p> <p>[REMOVED] — Cooldown of skills is decreased by 40% (max. 90%) [REMOVED] — Shadow energies are increased by (Player Level * 4)</p> <p>Side effect: after 0.2 seconds — Movement speed is increased by 3 — A shadowy figure appears.</p>	<p>Buff (Level 3) Duration: 15 seconds</p> <p>[NEW] — [PvP] Cooldown of skills is decreased by 30% (max. 30%) [NEW] — [PvP] Shadow energies are increased by (Player Level * 4)</p> <p>Side effect: after 0.1 seconds — Movement speed is increased by 2 — A shadowy figure appears.</p>









 [PvP] Holy Shield		Buff (Level 3) Duration: 7.0 seconds — Never receives critical hits	
 [PvP] Holy Weapon		Buff (Level 3) Duration: 600.0 seconds [REMOVED] — Magic attack power is increased by 198 (Player Level*2) [REMOVED] — Melee attack power is increased by 198 (Player Level*2) [REMOVED] — Ranged attack power is increased by 198 (Player Level*2) [REMOVED] — Light energies are increased by 792 (Player Level*8) [REMOVED] — Shadow resistance is increased by 10	Buff (Level 3) Duration: 600.0 seconds [NEW] — [PvP] Attack power is increased by PlayerLevel*2 [NEW] — [PvP] Light energies are increased by 792 (Player Level*8) [NEW] — [PvP] Shadow resistance is increased by 10
 [PvP] Holy Shield		Buff (Level 4) Duration: 600.0 seconds [REMOVED] — Damage from critical hits is reduced by 16(Player Level/6) % — Defence increases by 198 (Player Level*2) — All elemental resistance is increased by 5	Buff (Level 4) Duration: 600.0 seconds [NEW] — [PvP] Defence is increased by PlayerLevel*2 [NEW] — [PvP] All elemental resistances are increased by 10
 [PvP] Holy Reinforcement			Buff (Level 4) Duration: 6.0 seconds [NEW] — [PvP] Attack power is increased by 5%
 [PvP] Courage		General Buff (Level 4) Duration: 2.5 seconds [REMOVED] — Attack power is increased by 20% — This effect disappears upon receiving a hit Side Effect: after 0.1 seconds — There is a 100% chance of causing  Pluckiness	General Buff (Level 4) Duration: 3 seconds [NEW] — [PvP] Damage caused is increased by 15% Side Effect: after 0.1 seconds — This effect disappears upon landing a hit — Has a 100% chance of causing  [PvP] Pluckiness
 [PvP] Resilience		General Buff (Level 4) Duration: 3 seconds [REMOVED] — Decreases the enemy's attack	General Buff (Level 4) Duration: 3 seconds [NEW] — A shield with a value of 1500 HP is





		power by 10% (max. 30%)	received [NEW] — [PvP] Damage received is decreased by 10% Side Effect: after 0.1 seconds [NEW] — If the HP granted by the shield is lost, this effect disappears
 [PvP] Ignition		General Buff (Level 2) Duration: 600 seconds [REMOVED] — Attack power is increased by (Player Level * 2) [REMOVED] — Light energies are increased by (Player Level * 5) [REMOVED] — Attack power is increased by 10% Side Effect: after 0.1 seconds [REMOVED] — Hit rate of melee attacks is increased by (Player Level * 2)	General Buff (Level 2) Duration: 600 seconds [NEW] — [PvP] Attack power is increased by 10% [NEW] — [PvP] Damage caused from a critical hit is increased by 15% [NEW] — [PvP] Light energies are increased by (Player Level * 5) Side effect: after 0.1 seconds [NEW] — [PvP] Hit rate of melee attacks is increased by (Player Level * 2)
 [PvP] Reignition		General Buff (Level 2) Duration: 600 seconds [REMOVED] — Decreases the enemy's attack power by 10% (max. 30%) — Movement speed is increased by 1 Side Effect: after 0.2 seconds [REMOVED] — Light resistance is increased by 5 [REMOVED] — Shadow resistance is increased by 5	General Buff (Level 2) Duration: 600 seconds [NEW] — [PvP] Damage received is decreased by 10% [NEW] — [PvP] Light resistance is increased by 10 [NEW] — [PvP] Shadow resistance is increased by 10 Side effect: after 0.1 seconds — Movement speed is increased by 1
 Dark Dash		General Buff (Level 3) Duration: 5 seconds — Movement speed is increased by 10 — A shadowy figure appears.	
 Frozen Shield		Buff (Level 5) Duration: 2.0 seconds — When you're defending, there is a 80% chance of inflicting  Slight Freeze on your opponent (ignores debuff protection) — No HP consumption — Protection against 4 level or lower debuffs increases by 100%	Buff (Level 5) Duration: 2.0 seconds — When you're defending, there is a 80% chance of inflicting  [PvP] Slight Freeze on your opponent (ignores debuff protection) — No HP consumption — Protection against 4 level or lower debuffs increases by 100%

			Side effect: after 0.1 seconds — Resists forced movement with a probability of 100%
 [PvP] Weak Frozen Shield			Buff (Level 1) Duration: 2.0 seconds [NEW] — [PvP] Damage received is decreased by 50% [NEW] — [PvP] Protection against 4 level or lower debuffs increases by 75% [NEW] — Resists forced movement with a probability of 100%
 [PvP] Frost Shield		Buff (Level 5) Duration: 600.0 seconds — Converts 30% of received damage by reducing MP — Every 2 seconds: Around 2 field(s), inflict  Weak Shivering Frost on our team	Buff (Level 5) Duration: 600.0 seconds — Converts 30% of received damage by reducing MP — Every 2 seconds: Around 2 field(s), inflict [ [PvP] Weak Shivering Frost] on our team
 [PvP] Blessing of Water		Buff (Level 2) Duration: 600.0 seconds — Water energies increases by 792 (Player Level*8) — Water resistance is increased by 10	Buff (Level 2) Duration: 600.0 seconds — [PvP] Water energies increases by 792 (Player Level*8) — [PvP] Water resistance is increased by 10
 [PvP] Ghost Guard		Buff (Level 3) Duration: 600.0 seconds — Converts 35% of received damage by reducing MP [REMOVED] — Increases chance of inflicting critical hits by 20% [REMOVED] — Increases damage from critical hits by 30%	Buff (Level 3) Duration: 600.0 seconds [NEW] — [PvP] Chance of inflicting critical hits is increased by 30% of the user's total [NEW] — [PvP] Damage caused from critical hits is increased by 30% — Converts 30% of received damage by reducing MP
 Hide in shadows		Magic Buff (Level 2) Duration: 16 seconds — Sneak in — Ambush attacks cause 396 (Player Level * 4) additional damage.	







 [PvP] Ghostly Power		<p>Buff (Level 4) Duration: 30.0 seconds</p> <p>— Hit rate of all attacks increases by 198 (Player Level*2) — Ranged attack power increases by 198 (Player Level*2)</p>	
 [PvP] Dark Force		<p>Buff (Level 3) Duration: 600.0 seconds</p> <p>[REMOVED] — Shadow energies increases by 792 (Player Level*8) [REMOVED] — Hit rate of all attacks increases by 99 (Player Level*1) [REMOVED] — Shadow resistance is increased by 10</p> <p>Side effect: after 0.1 seconds [REMOVED] — Chance to receive critical hits decreases by 20%</p>	<p>Buff (Level 3) Duration: 600.0 seconds</p> <p>[NEW] — [PvP] Shadow energies increases by 792 (Player Level*8) [NEW] — [PvP] Hit rate of all attacks increases by 198 (Player Level*2) [NEW] — [PvP] Shadow resistance is increased by 10</p> <p>Side effect: after 0.1 seconds [NEW] — Chance to receive critical hits decreases by 20%</p>
 [PvP] Magma Shield		<p>Buff (Level 4) Duration: 600.0 seconds</p> <p>— Converts 25% of received damage by reducing MP</p>	<p>Buff (Level 4) Duration: 600.0 seconds</p> <p>— Converts 30% of received damage by reducing MP</p>
 [PvP] Magma Plating		<p>Buff (Level 4) Duration: 15.0 seconds</p> <p>[REMOVED] — Protects from critical damage based on 25% of your HP [REMOVED] — Enemy's attack power decreases by 20% [REMOVED] — Decreases enemy's total soft damage by 5%</p> <p>Side effect: after 0.1 seconds — Movement speed is increased by 2 — A shadowy figure appears</p>	<p>Buff (Level 4) Duration: 15.0 seconds</p> <p>[NEW] — Suffers a maximum of 7000 critical damage when attacked (3 times) [NEW] — [PvP] Damage received is decreased by 15% [NEW] — [PvP] Decreases received from soft attacks is decreased by 10%</p> <p>Side effect: after 0.1 seconds — Movement speed is increased by 2 — A shadowy figure appears</p>
 Power of the Volcano		<p>Buff (Level 2) Duration: 600.0 seconds</p> <p>[REMOVED] — The fiery skill of the volcano are increased by 198 (Player Level*2) [REMOVED] — Magic attack power increases by 99 (Player Level*1)</p>	<p>Buff (Level 2) Duration: 600.0 seconds</p> <p>[NEW] — [PvP] Magic attack power is increased by 10% [NEW] — [PvP] Fire energies increases by 198 (Player Level*2)</p>






		[REMOVED] — Fire energies increases by 198 (Player Level*2)	
 [PvP] Ocean's Blessing		Buff (Level 2) Duration: 600.0 seconds [REMOVED] — Water energies increases by 297 (Player Level*3) [REMOVED] — Defence increases by 5% [REMOVED] — Protection against 4 level or lower debuffs increases by 10%	Buff (Level 2) Duration: 600.0 seconds [NEW] — [PvP] Defence is increased by 198 (PlayerLevel*2) [NEW] — [PvP] Protection against 4 level or lower debuffs increases by 10%
 [PvP] Water Bubble		Buff (Level 4) Duration: 600.0 seconds — Converts 30% of received damage by reducing MP [REMOVED] — Enemy's attack power decreases by 20% [REMOVED] — Every 2 seconds: Around 2 field(s), inflict  Small Waterfall on our team	Buff (Level 4) Duration: 600.0 seconds [NEW] — [PvP] Damage received is decreased by 15% [NEW] — [PvP] Enemy's attack bonus strength is decreased by 25% — Converts 25% of received damage by reducing MP
 [PvP] Water Plating		Buff (Level 5) Duration: 6.0 seconds [REMOVED] — Enemy's attack power is decreased by 20% [REMOVED] — Protection against level 5 or lower debuffs is increased by 20%	Buff (Level 5) Duration: 6.0 seconds [NEW] — [PvP] Cooldown of skills is decreased by 20% (max. 30%) [NEW] — [PvP] Protection against level 4 or lower debuffs is increased by 20%
 [PvP] Ocean Sprint		Magic Buff (Level 5) Duration: 3.0 seconds — Movement speed is increased by 5 — A shadowy figure appears.	
 [PvP] Armour of Darkness		Magic Buff (Level 3) Duration: 120 seconds — Converts 20% of received damage by reducing MP — Movement speed is increased by 2	Magic Buff (Level 3) Duration: 120 seconds [NEW] — [PvP] Damage received is decreased by 20% — Converts 20% of received damage by reducing MP — Movement speed is increased by 1
 [PvP] Mind Sink		Magic Buff (Level 4) Duration: 2 seconds	Magic Buff (Level 4) Duration: 2 seconds









		<ul style="list-style-type: none"> — No HP/MP consumption — Increases HP by 5% of max. HP for every attack received (max. 2 times). — Increases MP by 5% of max. MP for every attack received (max. 2 times). <p>Side Effect: after 0.1 seconds</p> <ul style="list-style-type: none"> — Cannot receive negative effects from level 4 or lower — Resists forced movement with a probability of 100%. 	<ul style="list-style-type: none"> — No HP/MP consumption — Increases HP by 5% of max. HP for every attack received (max. 2 times). — Increases MP by 5% of max. MP for every attack received (max. 2 times). <p>Side Effect: after 0.1 seconds</p> <ul style="list-style-type: none"> — Cannot receive debuffs from skills that cause damage — Cannot be displaced by skills that cause damage
 1 [PvP] Fast Lane 1		<p>General Buff (Level 1) Duration: 2 seconds</p> <p>[REMOVED] — Attack power is increased by 5%</p> <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: 15 seconds</p> <p>[NEW] — [PvP] Attack power is increased by 5%</p> <p>[NEW] — [PvP] Damage received is decreased by 5%</p> <p>Once the effect's duration is over,  Fast Lane 2 is received with a chance of 100%</p>
 2 [PvP] Fast Lane 2		<p>General Buff (Level 2) Duration: 8 seconds</p> <p>[REMOVED] — Attack power is increased by 10%</p> <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> <p>[NEW] — [PvP] Attack power is increased by 5%</p> <p>[NEW] — [PvP] Damage received is decreased by 5%</p> <p>[NEW] — [PvP] There's a 10% chance of increasing damage caused by 5%</p> <p>Once the effect's duration is over,  Fast Lane 3 is received with a chance of 100%</p>
 3 [PvP] Fast Lane 3		<p>General Buff (Level 3) Duration: 50 seconds</p> <p>[REMOVED] — Attack power is increased by 15%</p>	<p>General Buff (Level 3) Duration: 5 seconds</p> <p>[NEW] — [PvP] Attack power is increased by 10%</p> <p>[NEW] — [PvP] Damage received is decreased by 10%</p> <p>[NEW] — [PvP] There's a 20% chance of increasing damage caused by 5%</p>
 [PvP] Spellbook Scholar		<p>Magic Buff (Level 3) Duration: 600 seconds</p>	<p>Magic Buff (Level 3) Duration: 600 seconds</p>

		<p>[REMOVED] — Light energies are increased by 792 (Player Level * 8)</p> <p>— Converts 30% of received damage by reducing MP</p> <p>Side Effect: after 0.1 seconds</p> <p>— Movement speed is increased by 2</p>	<p>[NEW] — [PvP] Damage received is decreased by 10%</p> <p>— Converts 20% of received damage by reducing MP</p> <p>Side Effect: after 0.1 seconds</p> <p>— Movement speed is increased by 2</p>
 [PvP] Memorial		<p>Magic Buff (Level 3) Duration: 600 seconds</p> <p>— Decreases 99 (Player Level * 1) MP</p>	<p>Magic Buff (Level 3) Duration: 60 seconds</p> <p>[NEW] — Movement speed is increased by 2</p> <p>— Every 2 seconds: Decreases 396 (Player Level * 4) MP</p>
 [PvP] Illumination		<p>Magic Buff (Level 4) Duration: 10 seconds</p> <p>[REMOVED] — Every 2 seconds: Recovers 8% HP</p> <p>[REMOVED] — Probability to receive critical hits is decreased by 15%</p> <p>[REMOVED] — Protection against level 5 or lower debuffs is increased by 50%</p>	<p>Magic Buff (Level 4) Duration: 10 seconds</p> <p>[NEW] — Every 2 seconds: [PvP] Recovers 8% HP</p> <p>[NEW] — [PvP] Chance of receiving critical hits is decreased by 10%</p> <p>[NEW] — [PvP] Protection against level 4 or lower debuffs is increased by 50%</p>
 [PvP] Soulwalk		<p>Magic Buff (Level 5) Duration: 7 seconds</p> <p>— There is a 100% probability to remove debuffs of level 4 or lower</p> <p>— Recovers 990 (Player Level * 10) HP</p> <p>— No attack possible</p> <p>Side Effect: after 0.1 seconds</p> <p>— You are invisible. This state will not change if you are attacked.</p> <p>— No HP/MP recovery</p> <p>— Resists forced movement with a probability of 100%.</p>	<p>Magic Buff (Level 5) Duration: 7 seconds</p> <p>— There is a 100% probability to remove debuffs of level 4 or lower</p> <p>— Recovers 990 (Player Level * 10) HP</p> <p>— No attack possible</p> <p>Side Effect: after 0.1 seconds</p> <p>— You are invisible. This state will not change if you are attacked.</p> <p>— No HP/MP recovery</p> <p>— Cannot be displaced by skills that cause damage</p>
 [PvP] Vengeful Soul		<p>General Buff (Level 4) Duration: 8 seconds</p> <p>— When you're defending, there is a 50% chance of 30% of the damage being reflected at the opponent (max. 7500 in PvP)</p> <p>[REMOVED] — Movement speed is increased by 2</p>	<p>General Buff (Level 4) Duration: 10 seconds</p> <p>— Has a 100% chance of reflecting 30% of the damage received (max. 7500 in PvP)</p>






 [PvP] Soul Shield		<p>Magic Buff (Level 5) Duration: 600 seconds</p> <p>— Converts 20% of received damage by reducing MP</p>	<p>Magic Buff (Level 5) Duration: 600 seconds</p> <p>[NEW] — [PvP] Damage received is decreased by 25% — Converts 25% of received damage by reducing MP</p>
 [PvP] Concentrated Soul Force		<p>General Buff (Level 4) Duration: 20 seconds</p> <p>[REMOVED] — The attack power of the next skill is increased by the attack power stored by Soulripper (min. 300, max. 30000)</p>	<p>General Buff (Level 4) Duration: 20 seconds</p> <p>[NEW] — [PvP] Final damage caused is increased by 400 for each debuff applied to the enemy</p>
 [PvP] Haetae Energy		<p>General Buff (Level 2) Duration: 600 seconds</p> <p>[REMOVED] — Increases damage from critical hits by 10%. [REMOVED] — Attack power is increased by 198 (Player Level * 2) [REMOVED] — Chance of inflicting critical hits is increased by 10%</p>	<p>General Buff (Level 2) Duration: 3600 seconds</p> <p>[NEW] — [PvP] Attack power is increased by 10% [NEW] — [PvP] Chance of inflicting critical hits is increased by 15% [NEW] — [PvP] Attack power is increased by 198 (PlayerLevel*2)</p> <p>Side effect: after 0.1 seconds [NEW] — [PvP] Hit rate is increased by 198 (PlayerLevel*2)</p>
 [PvP] Bestial Sprint		<p>General Buff (Level 2) Duration: 6 seconds</p> <p>— Movement speed is increased by 2 [REMOVED] — Dodge is increased by 198 (Player Level * 2)</p>	<p>General Buff (Level 2) Duration: 3 seconds</p> <p>[NEW] — [PvP] Melee attack power is increased by Player Level * 2 [NEW] — [PvP] Chance of inflicting a critical hit is increased by 10% — Movement speed is increased by 1</p> <p>Side effect: after 0.1 seconds [NEW] — Hit rate of melee attacks is increased by 198 (Player Level * 2)</p>
 [PvP] Shimmering Flame		<p>General Buff (Level 2) Duration: 120 seconds</p> <p>[REMOVED] — Fire energies are increased by 396 (Player Level * 4) [REMOVED] — Fire resistance is increased by 20 [REMOVED] — Hit rate of melee attacks is</p>	<p>General Buff (Level 2) Duration: 6 seconds</p> <p>[NEW] — [PvP] Damage caused is increased by 25% [NEW] — Always inflicts critical hits</p>

		increased by 198 (Player Level * 2)	Side effect: after 0.1 seconds [NEW] — Disappears upon landing a hit
 [PvP] Transformation		General Buff (Level 4) Duration: 3600 seconds [REMOVED] — Enemy's fire resistance is decreased by 5 — Transform and assume the Haetae Stance with which you can carry out attacks using the power of the beast. — The equipped fairy's element is increased by 20	General Buff (Level 4) Duration: 3600 seconds [NEW] — [PvP] Enemy's fire resistance is decreased by 5 — Transform and assume the Haetae Stance with which you can carry out attacks using the power of the beast. — The equipped fairy's element is increased by 20
 [PvP] Dragon Energy		General Buff (Level 3) Duration: 600 seconds [REMOVED] — Defence is increased by 99 (Player Level * 1) [REMOVED] — Maximum HP is increased by 25% of the user's base amount, however not above 10000 HP [REMOVED] — Maximum MP is increased by 25% of the user's base amount, however not above 10000 MP	General Buff (Level 3) Duration: 3600 seconds [NEW] — [PvP] Attack power is increased by 10% [NEW] — [PvP] Damage caused by critical hits is increased by 30% [NEW] — [PvP] Attack power is increased by 198 (PlayerLevel*2) Side effect: after 0.1 seconds [NEW] — [PvP] Hit rate is increased by 198 (PlayerLevel*2)
 [PvP] Featherweight		General Buff (Level 3) Duration: 8 seconds — Movement speed is increased by 5 — Dodge is increased by 100	General Buff (Level 3) Duration: 4 seconds — Movement speed is increased by 2 — Dodge is increased by 100
 Sidestep		General Buff (Level 3) Duration: 3 seconds [REMOVED] — Dodge attacks and, with a probability of 100%, generate  Enlightenment	General Buff (Level 3) Duration: 2 seconds [NEW] — No HP consumption [NEW] — Cannot receive debuffs from skills that cause damage [NEW] — Resists forced movement with a probability of 100% Side effect: after 0.1 seconds [NEW] — When you're defending, there's a 100% chance of receiving  Enlightenment


 Enlightenment		<p>General Buff (Level 3) Duration: 5 seconds</p> <p>— Use a buff skill while enlightenment is active to receive additional effects</p>	
 Moonlight Absorption		<p>General Buff (Level 3) Duration: 600 seconds</p> <p>— Melee attack power is increased by 99 (Player Level * 1) — Chance of inflicting critical hits is increased by 20%</p> <p>Side Effect: after 0.1 seconds — Hit rate of melee attacks is increased by 99 (Player Level * 1)</p>	<p>General Buff (Level 3) Duration: 600 seconds</p> <p>[NEW] — [PvP] Attack power is increased by 5% [NEW] — [PvP] Chance of inflicting critical hits is increased by 20% of the user's total</p> <p>Side Effect: after 0.1 seconds — Hit rate of melee attacks is increased by 198 (Player Level * 2)</p>
 Bathed in Moonlight		<p>General Buff (Level 3) Duration: 60 seconds</p> <p>— Attack power is increased by 20% — MP recovery is increased by 30</p>	<p>General Buff (Level 3) Duration: 60 seconds</p> <p>[NEW] — [PvP] Attack power is increased by 5% [NEW] — [PvP] Chance of inflicting critical hits is increased by 10% of the user's total</p>
 [PvP] Gathering Petals		<p>General Buff (Level 3) Duration: 600 seconds</p> <p>[REMOVED] — Defence is increased by 99 (Player Level * 1) — Probability to receive critical hits is decreased by 20%</p> <p>Side Effect: after 0.1 seconds — Hit rate of melee attacks is increased by 99 (Player Level * 1)</p>	<p>General Buff (Level 3) Duration: 600 seconds</p> <p>[NEW] — [PvP] Defence is increased by 5% [NEW] — [PvP] Damage received from soft attacks is decreased by 10%</p> <p>Side Effect: after 0.1 seconds — Hit rate of melee attacks is increased by 198 (Player Level * 2)</p>
 [PvP] Bed of Lotus Flowers		<p>General Buff (Level 3) Duration: 60 seconds</p> <p>[REMOVED] — Defence is increased by 20% — Enemy's attack power is decreased by 10%</p>	<p>General Buff (Level 3) Duration: 60 seconds</p> <p>[NEW] — [PvP] Defence is increased by 5% [NEW] — [PvP] Damage received from soft attacks is decreased by 5%</p>
 Withstand		<p>General Buff (Level 3) Duration: 3 seconds</p>	





		— Whenever you are attacked, you have a 100% chance of generating  Opportunity to Attack .	
 Opportunity to Attack		Buff (Level 3) Duration: 5 seconds — After using an attack skill, there is a chance of receiving another Opportunity to Attack.	
 Crescent Moonshade		Buff (Level 3) Duration: 15 seconds — Sneak in	Buff (Level 3) Duration: 8 seconds — Sneak in Side effect: after 0.1 seconds [NEW] — Cannot be evaded
 [PvP] Energy of Pure Water		General Buff (Level 4) Duration: 120 seconds [REMOVED] — Defence is increased by 15% [REMOVED] — Water energies are increased by 396 (Player Level * 4)	General Buff (Level 4) Duration: 600 seconds [NEW] — [PvP] Damage received is decreased by 15% [NEW] — [PvP] Water energies are increased by 396 (Player Level * 4)
 [PvP] Under the Waterfall		General Buff (Level 4) Duration: 2 seconds [REMOVED] — When you're defending, there is a 40% chance of inflicting  Serious Injury on your opponent — Upon getting hit, removes one random debuff up to level 4 for each attack with a 100% chance. — No HP consumption Side Effect: after 0.2 seconds — Cannot receive debuffs from skills that cause damage — Resists forced movement with a probability of 100%.	General Buff (Level 4) Duration: 2 seconds [NEW] — When you're defending, there is a 50% chance of inflicting  [PvP] Serious Injury on your opponent (ignores debuff protection) — Upon getting hit, removes one random debuff up to level 4 for each attack with a 100% chance. — No HP consumption Side Effect: after 0.2 seconds — Cannot receive debuffs from skills that cause damage — Cannot be displaced by skills that cause damage
 [PvP] Energy of the Waterfall		General Buff (Level 3) Duration: 600 seconds — Movement speed is increased by 2	General Buff (Level 3) Duration: 600 seconds — Attack power is increased by 8% of the






		<p>— Every 4 seconds: The Rage bar is increased by 2%</p> <p>— Attack power is increased by 8% of the Rage bar</p> <p>Side Effect: after 0.1 seconds [REMOVED] — Hit rate of all attacks is increased by 198 (Player Level * 2)</p>	<p>Rage bar</p> <p>— Every 4 seconds: The Rage bar is increased by 2%</p> <p>— Movement speed is increased by 2</p> <p>Side Effect: after 0.1 seconds [NEW] — [PvP] Hit rate of all attacks is increased by 297(Player Level * 3)</p>
 [PvP] Waterfall Ire		<p>General Buff (Level 3) Duration: 3000 seconds</p> <p>[REMOVED] — Damage caused from melee attacks is increased by 3%</p> <p>— When you use an attack, current HP is reduced by 2%</p>	<p>General Buff (Level 3) Duration: 3000 seconds</p> <p>[NEW] — [PvP] Damage caused from melee attacks is increased by 3%</p> <p>[NEW] — Resists forced movement with a probability of 20%</p> <p>— When you use an attack, current HP is reduced by 2%</p>
 [PvP] Waterfall Anger		<p>General Buff (Level 3) Duration: 3000 seconds</p> <p>[REMOVED] — Damage caused from melee attacks is increased by 5%</p> <p>— When you use an attack, current HP is reduced by 3%</p>	<p>General Buff (Level 3) Duration: 3000 seconds</p> <p>[NEW] — [PvP] Damage caused from melee attacks is increased by 5%</p> <p>[NEW] — Resists forced movement with a probability of 40%</p> <p>— When you use an attack, current HP is reduced by 3%</p>
 [PvP] Waterfall Fury		<p>General Buff (Level 3) Duration: 3000 seconds</p> <p>[REMOVED] — Damage caused from melee attacks is increased by 10%</p> <p>— When you use an attack, current HP is reduced by 4%</p>	<p>General Buff (Level 3) Duration: 3000 seconds</p> <p>[NEW] — [PvP] Damage caused from melee attacks is increased by 10%</p> <p>[NEW] — Resists forced movement with a probability of 60%</p> <p>— When you use an attack, current HP is reduced by 4%</p>
 [PvP] Waterfall Frenzy		<p>General Buff (Level 3) Duration: 3000 seconds</p> <p>[REMOVED] — Damage caused from melee attacks is increased by 20%</p> <p>— Movement speed is increased by 2</p> <p>— Converts (missing HP/4)% of the damage caused into HP healing</p>	<p>General Buff (Level 3) Duration: 10 seconds</p> <p>[NEW] — [PvP] Damage caused from melee attacks is increased by 20%</p> <p>[NEW] — Resists forced movement with a probability of 100%</p> <p>— Converts (missing HP/4)% of the damage caused into HP healing</p>


			Side effect: after 8.0 seconds [NEW] — Removes all debuffs up level 4
 Polished Lance		Buff (Level 10) Duration: 300 seconds — Attack power is increased by 5% — Hit rate of all attacks is increased by (Player Level * 1)	
 Pointed Lance		Buff (Level 11) Duration: 40 seconds — Attack power is increased by 10% — There's a 50% chance to ignore 10% of the target's defence. — Hit rate of all attacks is increased by (Player Level * 2)	
 Sharp Lance		Buff (Level 12) Duration: 15 seconds — Attack power is increased by 20% — There's a 100% chance to ignore 15% of the target's defence. — Hit rate of all attacks is increased by (Player Level * 3) Side effect: after 14,6 seconds — You lose 250 Sharpness Points	
 Draconium Shield		General Buff (Level 10) Duration: 2 seconds — No HP consumption — Cannot receive negative effects of any level — Resists forced movement with a probability of 100%.	General Buff (Level 10) Duration: 2 seconds — No HP consumption — Cannot receive debuffs from skills that cause damage — Cannot be displaced by skills that cause damage Side effect: after 0.1 seconds [NEW] — Recovers 3% of the user's max. HP for every attack received (max. 1 times)
 [PvP] Light of Protection		General Buff (Level 4) Duration: 600 seconds [REMOVED] — All elemental resistances are increased by 20	General Buff (Level 4) Duration: 600 seconds [NEW] — [PvP] Damage received is decreased by 10%









		<p>[REMOVED] — Protection against level 4 or lower debuffs is increased by 10%</p> <p>Side Effect: after 0.1 seconds</p> <p>[REMOVED] — Hit rate of all attacks is increased by (Player Level * 1)</p>	<p>[NEW] — [PvP] Protection against level 4 or lower debuffs is increased by 10%</p> <p>[NEW] — [PvP] All elemental resistances are increased by 20</p> <p>Side effect: after 0.1 seconds</p> <p>[NEW] — [PvP] Hit rate of all attacks is increased by (Player Level * 1)</p>
 [PvP]Hawk Eye		<p>Magic Buff (Level 2) Duration: 600 seconds</p> <p>[REMOVED] — There's a 20% chance of the critical damage received being reduced by 40%. — Increases attack power by 3% proportional to distance — There is a 90% chance that every attack hits</p>	<p>Magic Buff (Level 2) Duration: 600 seconds</p> <p>— Increases attack power by 1% proportional to distance [NEW] — [PvP] Critical chance is increased by 2% for each field of distance with the enemy — There is a 90% chance that every attack hits</p>
 [PvP] Wind Walker		<p>Magic Buff (Level 3) Duration: 600 seconds</p> <p>— Movement speed is increased by 2 — A shadowy figure appears.</p>	
 [PvP] Rapid		<p>Magic Buff (Level 3) Duration: 600 seconds</p> <p>[REMOVED] — Decreases the enemy's attack power by 10% (max. 30%) [REMOVED] — Water energies are increased by (Player Level * 3) — Cooldown of skills is decreased by 20% (max. 90%)</p>	<p>Magic Buff (Level 3) Duration: 600 seconds</p> <p>[NEW] — [PvP] Damage received is decreased by 10% — [PvP] Cooldown of skills is decreased by 20% (max. 20%) [NEW] — Every 3 attacks, [Frost Instinct] is received</p>
Frost Instinct			<p>Magic Buff Duration: 4 seconds</p> <p>[NEW] — On attack, there's a 100% chance of inflicting [Frosted Legs] on your opponent</p>
 [PvP] Critical hit		<p>Magic Buff (Level 3) Duration: 20 seconds</p> <p>[REMOVED] — Chance of inflicting critical hits is increased by 25% [REMOVED] — Movement speed is increased by 1</p>	<p>Magic Buff (Level 3) Duration: 4 seconds</p> <p>[NEW] — Has a 100% chance of ignoring 2500 defence from the enemy [NEW] — [PvP] Damage from critical hits is increased by 100%</p>






		<p>[REMOVED] — A shadowy figure appears.</p> <p>Side Effect: after 0.1 seconds — Damage from critical hits is increased by 10%</p>	
 Fleet of Foot		<p>General Buff (Level 3) Duration: 2 seconds</p> <p>— Always dodge the target with a probability of 100%. — Ignore magic damage with a probability 20% A shadowy figure appears.</p>	
 Hideout		<p>General Buff (Level 4) Duration: 15 seconds</p> <p>— Movement speed is decreased by 4</p> <p>Side Effect: after 0.1 seconds — See hidden things</p>	
 [PvP] Pact of Darkness		<p>General Buff (Level 3) Duration: 4 seconds</p> <p>[REMOVED] — Chance of inflicting critical hits is increased by 30% [REMOVED] — Movement speed is increased by 1 [REMOVED] — Increases damage from critical hits by 20%.</p>	<p>General Buff (Level 3) Duration: 4 seconds</p> <p>[NEW] — [PvP] Attack power is increased by 20% [NEW] — Always inflicts critical hits</p> <p>Side effect: after 0.1 seconds [NEW] — Cannot be evaded [NEW] — This effect disappears upon landing a hit</p>
 Block		<p>General Buff (Level 3) Duration: 2 seconds</p> <p>— If you are attacked while blocking, you earn 1000 ultimate points — Cannot receive negative effects from level 4 or lower</p>	
 Holy Energy		<p>General Buff (Level 3) Duration: 600 seconds</p> <p>[REMOVED] — There is a 100% probability to remove debuffs of level 3 or lower — All elemental energies are increased by 198 (Player Level * 2) — Protection against level 2 or lower debuffs is</p>	<p>General Buff (Level 3) Duration: 600 seconds</p> <p>[NEW] — [PvP] Resists forced movement with a probability of 50% [NEW] — [PvP] Defence is increased by 198 (PlayerLevel*2)</p>


		increased by 30%	— [PvP] Protection against level 2 or lower debuffs is increased by 30%
 Ultimate Stance		General Buff (Level 3) Duration: 6 seconds — You can use ultimate skills.	
 [PvP] Imperturbable Mind		General Buff (Level 2) Duration: 600 seconds [REMOVED] — Defence is increased by Player Level * 2 [REMOVED] — All elemental resistances are increased by 10 [REMOVED] — A shadowy figure appears. — Maximum HP is increased by 25% of the user's base amount, however not above 10000 HP Side Effect: after 1 seconds [REMOVED] — Damage received from critical hits is decreased by 20%. [REMOVED] — Decreases enemy's total soft damage by 5%	General Buff (Level 2) Duration: 600 seconds [NEW] — [PvP] Damage received is decreased by 20% [NEW] — [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 [NEW] — [PvP] The duration of caused debuffs is increased by 35% [NEW] — On attack, there's a 20% chance of causing [Energy Bleeding]
 [PvP] Sacred Will		General Buff (Level 1) Duration: 600 seconds [REMOVED] — Melee attack power is increased by Player Level * 1 — Hit rate of melee attacks is increased by Player Level * 1 — Movement speed is increased by 1 Side Effect: after 1 seconds — Light energies are increased by Player Level * 1 — Defence is increased by Player Level * 1	General Buff (Level 1) Duration: 600 seconds [NEW] — [PvP] Chance of inflicting critical hits is increased by 50% of the user's total [NEW] — [PvP] Attack power is increased by PlayerLevel*2 — Movement speed is increased by 1 Side Effect: after 0.1 seconds [NEW] — On attack, there's a 20% chance of causing [Leg Sweeper] [NEW] — [PvP] Hit rate of melee attacks is increased by Player Level * 2
 [PvP] Warrior Meditation		General Buff (Level 2) Duration: 600 seconds — Melee attack power is increased by Player Level * 2 — Light energies are increased by Player Level * 2 — Hit rate of melee attacks is increased by Player Level * 2	General Buff (Level 1) Duration: 600 seconds [NEW] — [PvP] Attack power is increased by 15% [NEW] — [PvP] Damage caused from critical hits is increased by 30% [NEW] — [PvP] Hit rate of melee attacks is increased by Player Level * 3





		Side Effect: after 1 seconds — Attack power is increased by 8%	Side Effect: after 0.1 seconds [NEW] — [PvP] Light energies are increased by Player Level * 4
 Swarm of Bats		Magic Buff (Level 4) Duration: 5 seconds — Movement speed is increased by 3 — No HP consumption — Recovers Player Level * 10 HP Side Effect: after 0.1 seconds — Resists forced movement with a probability of 100%.	Magic Buff (Level 4) Duration: 5 seconds — Movement speed is increased by 3 — No HP consumption — Recovers Player Level * 10 HP Side Effect: after 0.1 seconds — Cannot be displaced by skills that cause damage
 [PvP] Booster On		General Buff (Level 5) Duration: 6 seconds — Movement speed is increased by 13 — A shadowy figure appears.	General Buff (Level 5) Duration: 8 seconds — Movement speed is increased by 13 — A shadowy figure appears. [NEW] — [PvP] Damage received is decreased by 5%
 [PvP] Strengthened		Buff (Level 4) Duration: 600 seconds [REMOVED] — Attack power increases as distance to the enemy is reduced — No penalty for ranged attacks at close range Side effect: after 0.1 seconds [REMOVED] — Attack power is increased by 10% [REMOVED] — Decreases the enemy's attack power by 15% (max. 30%)	Buff (Level 4) Duration: 600 seconds [NEW] — [PvP] Attack power is increased by 2% for each field of proximity with the enemy [NEW] — [PvP] Damage received is decreased by 10% — No penalty for ranged attacks at close range
 Reflect		General Buff (Level 4) Duration: 2 seconds — No HP consumption — Reflects 20% of the received damage (max. 7500 in PvP) — Reflects an opponent's debuffs with a certain chance Side Effect: after 0.1 seconds — Resists forced movement with a probability of 100%.	General Buff (Level 4) Duration: 2 seconds — No HP consumption — Reflects 20% of the received damage (max. 7500 in PvP) — Reflects an opponent's debuffs with a certain chance Side Effect: after 0.1 seconds — Cannot be displaced by skills that cause damage
 [PvP] Demonic		General Buff (Level 4)	General Buff (Level 4)

Powers		<p>Duration: 600 seconds</p> <p>[REMOVED] — Attack power is increased by 5%</p> <p>[REMOVED] — Decreases the enemy's attack power by 5% (max. 30%)</p> <p>— When debuffs are applied to you, attack and defence power are increased by 2% per debuff.</p> <p>Side Effect: after 0.1 seconds</p> <p>[REMOVED] — Hit rate of melee attacks is increased by 99 (Player Level * 1)</p>	<p>Duration: 600 seconds</p> <p>[NEW] — [PvP] Attack power is increased by 5%</p> <p>[NEW] — [PvP] Damage received is decreased by 5%</p> <p>[NEW] — [PvP] Converts 10% of the damage caused into HP healing (max. 5000)</p> <p>Side Effect: after 0.1 seconds</p> <p>— When debuffs are applied to you, attack and defence power are increased by 2% per debuff.</p> <p>[NEW] — [PvP] Hit rate of melee attacks is increased by 99 (Player Level * 1)</p>
 [PvP] Lucifer's Wrath		<p>General Buff (Level 4) Duration: 50 seconds</p> <p>[REMOVED] — Chance of inflicting critical hits is increased by 7%</p> <p>[REMOVED] — Movement speed is increased by 1</p>	<p>General Buff (Level 4) Duration: 8 seconds</p> <p>[NEW] — [PvP] Increases the amount of HP restored from all healing and leeching effects by 30%</p> <p>[NEW] — Resists forced movement with a probability of 100%</p> <p>[NEW] — Every 2 seconds: Around 2 field(s), inflict  [PvP] Demonical Blood-Sucking on enemies</p>
 [PvP] Bear Loa Energy		<p>General Buff (Level 3) Duration: 3600 seconds</p> <p>[REMOVED] — Defence is increased by 5%</p> <p>[REMOVED] — All elemental resistances are increased by 5</p> <p>[REMOVED] — [PvP] User's attack power is decreased by 3%</p>	<p>General Buff (Level 3) Duration: 3600 seconds</p> <p>[NEW] — [PvP] Damage received is decreased by 15%</p> <p>[NEW] — [PvP] When you're defending, there's a 30% chance of 10% of the damage being reflected at the opponent (max. 7500 in PvP)</p>
 Firewall (bear)		<p>General Buff (Level 3) Duration: 3600 seconds</p> <p>— If you are attacked with the fire element, there's a 100% chance the damage will be reduced by 10%.</p> <p>— Fire energies are increased by 495 (Player Level * 5)</p>	<p>General Buff (Level 3) Duration: 3600 seconds</p> <p>[NEW] — [PvP] All elemental energies are increased by 198 (PlayerLevel*2)</p> <p>[NEW] — [PvP] All elemental resistances are increased by 5</p>
 [PvP] Brown Bear Skin		<p>General Buff (Level 10) Duration: 3600 seconds</p>	<p>General Buff (Level 10) Duration: 3600 seconds</p>

		<ul style="list-style-type: none"> — Damage received from critical hits is decreased by 10% — Damage received from soft attacks is decreased by 10% 	<p>[NEW] — [PvP] Damage received from critical hits is decreased by 10%</p> <p>[NEW] — [PvP] Damage received from soft attacks is decreased by 10%</p>
 Brown Bear Energy		<p>General Buff (Level 10) Duration: 3600 seconds</p> <p>[REMOVED] — [PvP] Caused damage is decreased by 10%</p> <ul style="list-style-type: none"> — Maximum HP is increased by 30% of the user's base amount, however not above 10000 HP — You transform back into a druid. 	
 Red Leopard Energy		<p>General Buff (Level 10) Duration: 3000 seconds</p> <ul style="list-style-type: none"> — Dodge is increased by Player Level * 10 — You transform into the Flame Leopard mount 	
 [PvP] Flaming Armour		<p>General Buff (Level 4) Duration: 10 seconds</p> <ul style="list-style-type: none"> — When you're defending, there is a 100% chance of 20% of the damage being reflected at the opponent (max. 7500 in PvP) — When you're defending, there is a 10% chance of inflicting  Burn on your opponent 	<p>General Buff (Level 4) Duration: 6 seconds</p> <ul style="list-style-type: none"> — When you're defending, there is a 30% chance of 20% of the damage being reflected at the opponent (max. 7500 in PvP) — When you're defending, there is a 10% chance of inflicting  Burn on your opponent
 [PvP] Bear Taunt		<p>General Buff (Level 4) Duration: 10 seconds</p> <p>[REMOVED] — Enemy's attack power is decreased by 20%</p> <p>[REMOVED] — Defence is increased by 99 (Player Level * 1)</p> <p>[REMOVED] — [PvP] User's attack power is decreased by 10%</p>	<p>General Buff (Level 4) Duration: 10 seconds</p> <p>[NEW] — [PvP] Damage received is decreased by 20%</p>
 [PvP] Absorbing Flames		<p>General Buff (Level 4) Duration: 2 seconds</p> <ul style="list-style-type: none"> — When you're defending, there is a 100% chance of inflicting  Burn on your opponent (ignores debuff protection) [REMOVED] — Received damage is decreased by 70% 	<p>General Buff (Level 4) Duration: 2 seconds</p> <p>[NEW] — No HP consumption</p> <p>[NEW] — When you're defending, there's a 100% chance of receiving  [PvP] Flaming Armour</p>










		[REMOVED] — [PvP] Caused damage is decreased by 20%	
 Purifying Flames		General Buff (Level 4) Duration: 20 seconds — Provides a 5% chance per stack never to receive a debuff up to level 3 (max. 30%). — There is a 100% probability to remove debuffs of level 4 or lower	
 [PvP] Eagle Spirit		General Buff (Level 3) Duration: 600 seconds [REMOVED] — Hit rate of all attacks is increased by 198 (Player Level * 2) [REMOVED] — Chance of inflicting critical hits is increased by 10% — The attack range is increased by 3 Side Effect: after 0.1 seconds [REMOVED] — Decreases the enemy's attack power by 10% (max. 30%) [REMOVED] — Protects from critical damage based on 25% of your HP	General Buff (Level 3) Duration: 600 seconds [NEW] — [PvP] Hit rate of all attacks is increased by 297 (Player Level * 3) [NEW] — [PvP] Attack power is increased by 10% [NEW] — [PvP] Damage received is decreased by 10% Side Effect: after 0.1 seconds [NEW] — The attack range is increased by 3
 [PvP] Elemental Shining		General Buff (Level 1) Duration: 600 seconds [REMOVED] — All elemental resistances are increased by 10 [REMOVED] — All elemental energies are increased by (Player Level * 4)	General Buff (Level 1) Duration: 600 seconds [NEW] — [PvP] All elemental resistances are increased by 10 [NEW] — [PvP] All elemental energies are increased by (Player Level * 4)
 [PvP] Wolf Spirit		General Buff (Level 4) Duration: 600 seconds — Movement speed is increased by 2 [REMOVED] — Attack power is increased by (Player Level * 4)	General Buff (Level 4) Duration: 600 seconds Movement speed is increased by 2 [NEW] — [PvP] Attack power is increased by (Player Level * 4)
 Bear Spirit		Magic Buff (Level 11) Duration: 600 seconds — Maximum HP is increased by 30% of the user's base amount, however not above 10000 HP — Maximum MP is increased by 30% of the user's base amount, however not above 10000 MP	








 Frontal Block		<p>General Buff (Level 10) Duration: 2 seconds</p> <ul style="list-style-type: none"> — No HP consumption — Cannot receive negative effects from level 4 or lower — Increases MP by 5% of max. MP for every attack received (max. 2 times). <p>Side Effect: after 0.1 seconds</p> <ul style="list-style-type: none"> — Resists forced movement with a probability of 100%. 	<p>General Buff (Level 10) Duration: 2 seconds</p> <ul style="list-style-type: none"> — No HP consumption — Increases MP by 5% of max. MP for every attack received (max. 2 times). <p>Side Effect: after 0.1 seconds</p> <ul style="list-style-type: none"> — Cannot receive debuffs from skills that cause damage — Cannot be displaced by skills that cause damage
 Magic Barrier		<p>General Buff (Level 11) Duration: 2.5 seconds</p> <ul style="list-style-type: none"> — No HP consumption — Cannot receive negative effects from any level — Increases MP by 5% of max. MP for every attack received (max. 2 times). <p>Side Effect: after 0.1 seconds</p> <ul style="list-style-type: none"> — Resists forced movement with a probability of 100%. 	<p>General Buff (Level 11) Duration: 2.5 seconds</p> <ul style="list-style-type: none"> — No HP consumption — Increases MP by 5% of max. MP for every attack received (max. 2 times). <p>Side Effect: after 0.1 seconds</p> <ul style="list-style-type: none"> — Cannot receive debuffs from skills that cause damage — Cannot be displaced by skills that cause damage
 [PvP] Raging Attack		<p>General Buff (Level 4) Duration: 15 seconds</p> <p>[REMOVED] — Increases damage from critical hits by 20%.</p>	<p>General Buff (Level 4) Duration: 15 seconds</p> <p>[NEW] — [PvP] Damage caused from critical hits is increased by 20%</p>
 [PvP] Excess Fuel		<p>General Buff (Level 3) Duration: 600 seconds</p> <p>[REMOVED] — Hit rate of all attacks is increased by Player Level * 2</p> <ul style="list-style-type: none"> — Movement speed is increased by 1 <p>[REMOVED] — Attack power is increased by Player Level * 1</p>	<p>General Buff (Level 3) Duration: 600 seconds</p> <p>[NEW] — [PvP] Attack power is increased by 5%</p> <p>[NEW] — [PvP] Hit rate of all attacks is increased by Player Level * 2</p> <ul style="list-style-type: none"> — Movement speed is increased by 1
 [PvP] Improved Excess Fuel		<p>General Buff (Level 4) Duration: 600 seconds</p> <ul style="list-style-type: none"> — Every 4 seconds: You consume 4 Fuel Points and the damage is increased by 10% — Movement speed is increased by 2 <p>[REMOVED] — Hit rate of all attacks is increased by Player Level * 3</p>	<p>General Buff (Level 4) Duration: 600 seconds</p> <p>[NEW] — [PvP] Attack power is increased by 10%</p> <p>[NEW] — [PvP] Hit rate of all attacks is increased by 297 (Player Level * 3)</p> <ul style="list-style-type: none"> — Movement speed is increased by 2








		Side effect: after 0,1 seconds — The radius of all area attacks is increased by 1 [REMOVED] — Attack power is increased by Player Level * 2	Side effect: after 0,1 seconds — The radius of all area attacks is increased by 1 — Every 4 seconds: You consume 4 Fuel Points and the damage is increased by 10%
 [PvP] Improved Magic Barrier		General Buff (Level 4) Duration: 10 seconds [REMOVED] — Decreases the enemy's attack power by 15% (max. 30%)	General Buff (Level 4) Duration: 10 seconds [NEW] — [PvP] Damage received is decreased by 15%
 [PvP] Turbo Loader		General Buff (Level 3) Duration: 60 seconds — Ranged attack power is increased by 198 (Player Level * 2) — Fire energies are increased by 297 (Player Level * 3) — Hit rate of ranged attacks is increased by 198 (Player Level * 2)	General Buff (Level 3) Duration: 7 seconds [NEW] — [PvP] Attack power is increased by 10% [NEW] — [PvP] Hit rate of ranged attacks is increased by 297 (Player Level * 3) [NEW] — [PvP] Cooldown of skills is decreased by 30% (max. 30%)
 [PvP] Explosive Enhancement		General Buff (Level 3) Duration: 60 seconds — The radius of all area attacks is increased by 2 — Hit rate of ranged attacks is increased by 99 (Player Level * 1) — The attack range is increased by 2	General Buff (Level 3) Duration: 600 seconds [NEW] — [PvP] Hit rate of ranged attacks is increased by 198 (Player Level * 2) [NEW] — The attack range is increased by 2 [NEW] — The radius of all area attacks is increased by 2
 [PvP] Weapon Defence		General Buff (Level 3) Duration: 600 seconds — Maximum HP is increased by 20% of the user's base amount (greater apply) — Decreases the enemy's attack power by 15% (max. 30%)	General Buff (Level 3) Duration: 600 seconds [NEW] — [PvP] Damage received is decreased by 10%
 [PvP] Explosive Burst			General Buff (Level 3) Duration: 6 seconds [NEW] — [PvP] Attack power is increased by 4% for each field of proximity with the enemy [NEW] — [PvP] Damage caused from critical hits is increased by 40%

			[NEW] — Always inflicts critical hits
 [PvP] Vital Energy		<p>Magic Buff (Level 2) Duration: 600 seconds</p> <p>[REMOVED] — Chance of inflicting critical hits is increased by 14 (Player Level / 7)% [REMOVED] — Increases damage from critical hits by 9 (Player Level / 10)%. [REMOVED] — Protects from critical damage based on 25% of your HP</p> <p>Side Effect: after 1 seconds — Protection against level 3 or lower toxic debuffs is increased by 10% — Protection against level 3 or lower disease debuffs is increased by 10%</p>	<p>Magic Buff (Level 2) Duration: 600 seconds</p> <p>[NEW] — Every 3 attacks  [PvP] Bull's Eye is received [NEW] — [PvP] Damage caused from critical hits is increased by 10%</p> <p>Side Effect: after 1 seconds — Protection against level 3 or lower toxic debuffs is increased by 10% — Protection against level 3 or lower disease debuffs is increased by 10%</p>
 [PvP] Eagle Eye		<p>General Buff (Level 2) Duration: 240 seconds</p> <p>[REMOVED] — Hit rate of ranged attacks is increased by 297 (Player Level * 3) — The attack range is increased by 4</p> <p>Side Effect: after 0.1 seconds [REMOVED] — Decreases the enemy's attack power by 10% (max. 30%)</p>	<p>General Buff (Level 2) Duration: 240 seconds</p> <p>[NEW] — [PvP] Hit rate of ranged attacks is increased by 297 (Player Level * 3) — The attack range is increased by 4</p>
 [PvP] Life Shield			<p>General Buff (Level 2) Duration: 15 seconds</p> <p>[NEW] — Suffers a maximum of 7000 critical damage when attacked (3 times)</p> <p>Once the effect's duration is over,  [PvP] Weak Life Shield is received with 100% chance</p>
 [PvP] Weak Life Shield			<p>General Buff (Level 2) Duration: 300 seconds</p> <p>[NEW] — [PvP] Damage received from critical hits is reduced by 40%</p>
 [PvP] Recoil			<p>General Buff (Level 2) Duration: 1 seconds</p>



			<p>[NEW] — Attack range is increased by 8</p> <p>Side effect: after 0.1 seconds</p> <p>[NEW] — Disappears upon receiving a hit</p>
 [PvP] Bull's Eye			<p>General Buff (Level 3) Duration: 3 seconds</p> <p>[NEW] — [PvP] Chance of inflicting a critical hit is increased by 20%</p> <p>[NEW] — Final damage caused is increased by user's total critical chance * 15</p> <p>Side effect: 0.1 seconds</p> <p>[NEW] — Disappears upon landing a hit</p>
 Quick Evasion		<p>General Buff (Level 2) Duration: 1 seconds</p> <p>— Dodge is increased by (Player Level * 7)</p> <p>— Movement speed is increased by 3%</p> <p>— There is a 90% chance that every attack hits.</p>	
 Ambush		<p>Magic Buff (Level 2) Duration: 15 seconds</p> <p>— Movement speed is decreased by 4</p> <p>Side Effect: after 0.1 seconds</p> <p>— Disappear for a short time without a trace.</p>	
 Ambush – Preparation 1		<p>Buff (Level 1) Duration: 40 seconds</p> <p>— There is a 100% probability of a  Ambush - Position 1 being produced after an ambush attack.</p> <p>— Movement speed is increased by 1</p>	
 Ambush – Position 1		<p>Buff (Level 3) Duration: 0 seconds</p> <p>— There is a 100% probability of a  Sniper - Position 1 being produced after an ambush attack.</p> <p>— Movement speed is increased by 2</p>	
 Sniper - Position 1		<p>Buff (Level 5) Duration: 5 seconds</p>	






		<ul style="list-style-type: none"> — The attack range is increased by 2 — After a snipe attack, there is a 20% chance of causing  Head Shot 	
 Ambush – Preparation 2		Buff (Level 2) Duration: 40 seconds <ul style="list-style-type: none"> — There is a 100% probability of a  Ambush – Position 2 being produced after an ambush attack. — Movement speed is increased by 2 	
 Ambush – Position 2		Buff (Level 4) Duration: 0 seconds <ul style="list-style-type: none"> — There is a 100% probability of a  Sniper - Position 2 being produced after an ambush attack. — The attack range is increased by 4 — Ranged attack power is increased by (Player Level * 2) 	
 Sniper - Position 2		Buff (Level 5) Duration: 5 seconds <ul style="list-style-type: none"> — The attack range is increased by 4 — After a snipe attack, there is a 50% chance of causing  Head Shot — Ranged attack power is increased by 450 	
 Executed		Buff (Level 5) Duration: 8 seconds <ul style="list-style-type: none"> — Cooldown of skills is decreased by 15% (max. 90%) — Every 2 seconds: Recovers 8% HP — Attack power is increased by 20% 	
 [PvP] Violet's Spirit Pendulum		Magic Buff (Level 2) Duration: 4 seconds [REMOVED] — Defence is increased by (Player Level * 3) [REMOVED] — Enemy's attack power is decreased by 40% [REMOVED] — [PvP] Converts 10% of the damage caused into HP healing (max. 2500)	Magic Buff (Level 2) Duration: 4 seconds [NEW] — [PvP] Damage received is decreased by 30% [NEW] — [PvP] Dodge is increased by PlayerLevel*4










		Side effect: after 0.1 seconds [REMOVED] — [PvP] Caused damage is decreased by 25% [REMOVED] — No penalty for ranged attacks at close range	
 [PvP] Crimson's Spirit Pendulum			Magic Buff (Level 2) Duration: 4 seconds [NEW] — [PvP] Converts 10% of the damage caused into HP healing (max. 5000) [NEW] — [PvP] Damage caused from critical hits is increased by 25% — No penalty for ranged attacks at close range
 Weak Berserk Spirit		Magic Buff (Level 1) Duration: 5 seconds — Attack power is increased by 99 (Player Level * 1) — Shadow energies are increased by 99 (Player Level * 1)  Berserk Spirit occurs, in releasing at the probability of 100%	
 [PvP] Calm Spirit		Magic Buff (Level 2) Duration: 45 seconds — Attack power is increased by (Player Level * 2) — Shadow energies are increased by (Player Level * 2) [REMOVED]  Strong Berserk Spirit occurs, in releasing at the probability of 100%	Magic Buff (Level 2) Duration: 300 seconds [NEW] — [PvP] Damage received is decreased by 10% [NEW] — [PvP] Damage received from critical hits is decreased by 20% Side Effect: after 0.1 seconds [NEW] — On attack, there's a 8% chance of causing  [PvP] Gunshot Wound
 [PvP] Berserk Spirit		Magic Buff (Level 3) Duration: 20 seconds [REMOVED] — Attack power is increased by (Player Level * 3) [REMOVED] — Shadow energies are increased by (Player Level * 3) [REMOVED] — Increases damage from critical hits by 10%.	Magic Buff (Level 3) Duration: 300 seconds [NEW] — [PvP] Melee attack power is increased by 25% [NEW] — [PvP] Damage caused from critical hits is increased by 30% — Movement speed is increased by 2 Side Effect: after 10.0 seconds

		Side Effect: after 0.2 seconds — Movement speed is increased by 2 — A shadowy figure appears. [REMOVED]  Weak Berserk Spirit occurs, in releasing at the probability of 100%	[NEW] — [PvP] Damage received is increased by 10%
 No Element		General Buff (Level 2) Duration: 4 seconds — Chance of inflicting critical hits is increased by 5%	
 [PvP] Darkness		General Buff (Level 2) Duration: 3 seconds [REMOVED] — Movement speed is increased by 5% [REMOVED] — Enemy's attack power is decreased by 60%	General Buff (Level 2) Duration: 2 seconds [NEW] — When you're defending, there's a 100% chance of receiving [ [PvP] Shadow Walk]
 [PvP] Halo		General Buff (Level 2) Duration: 13 seconds [REMOVED] — Chance of inflicting critical hits is increased by 10% [REMOVED] — All elemental resistances are increased by 10	General Buff (Level 2) Duration: 2 seconds [NEW] — Recovers 10% of the user's max. HP for every attack received (max. 2 times)
 [PvP] Flame		General Buff (Level 2) Duration: 2 seconds [REMOVED] — Reflects the maximum received damage from 3000. [REMOVED] — Reflects an opponent's debuffs with a certain chance	General Buff (Level 2) Duration: 2 seconds [NEW] — Reflects 20% of the damage received (max. 7500 in PvP) [NEW] — Reflects an opponent's debuff with a certain chance
 [PvP] Ice		General Buff (Level 2) Duration: 2 seconds [REMOVED] — No HP recovery [REMOVED] — Resists forced movement with a probability of 100%.	General Buff (Level 2) Duration: 2 seconds [NEW] — When you're defending, there's a 100% chance of receiving [ [PvP] Improved Charging]
 [PvP] Magical Fetters		General Buff (Level 3) Duration: 600 seconds	General Buff (Level 2) Duration: 600 seconds

		<p>[REMOVED] — Defence is increased by (Player Level * 2)</p> <p>[REMOVED] — Enemy's attack power is decreased by 40%</p> <p>— Movement speed is increased by 1</p> <p>Side Effect: after 0.1 seconds</p> <p>[REMOVED] — Hit rate of all attacks is increased by (Player Level * 1)</p>	<p>[NEW] — [PvP] Defence is increased by (Player Level * 2)</p> <p>[NEW] — [PvP] Hit rate of all attacks is increased by (Player Level * 1)</p> <p>— Movement speed is increased by 1</p>
 [PvP] Red Spell			<p>General Buff (Level 3) Duration: 600 seconds</p> <p>[NEW] — [PvP] Chance of inflicting critical hits is increased by 20%</p> <p>[NEW] — [PvP] Hit rate of all attacks is increased by (Player Level * 2)</p> <p>[NEW] — [PvP] Attack power is increased by 10%</p>
 [PvP] Blue Spell			<p>General Buff (Level 3) Duration: 600 seconds</p> <p>[NEW] — [PvP] Chance of inflicting critical hits is increased by 20%</p> <p>[NEW] — [PvP] Hit rate of all attacks is increased by (Player Level * 2)</p> <p>[NEW] — Movement speed is increased by 2</p>
 [PvP] Golden Spell			<p>General Buff (Level 3) Duration: 600 seconds</p> <p>[NEW] — [PvP] Chance of inflicting critical hits is increased by 20%</p> <p>[NEW] — [PvP] Hit rate of all attacks is increased by (Player Level * 2)</p> <p>[NEW] — Every 4 seconds: Recovers PlayerLevel*6 HP</p>
 [PvP] Dark Spell			<p>General Buff (Level 3) Duration: 600 seconds</p> <p>[NEW] — [PvP] Chance of inflicting critical hits is increased by 20%</p> <p>[NEW] — [PvP] Hit rate of all attacks is increased by (Player Level * 2)</p> <p>[NEW] — [PvP] Damage caused from critical hits is increased by 25%</p>

 [PvP] Shadow Walk			<p>General Buff (Level 1) Duration: 6 seconds</p> <p>[NEW] — Removes all debuffs up to level 3 [NEW] — Movement speed is increased by 2</p> <p>Side effect: after 0.1 seconds [NEW] — This effect disappears upon landing a hit [NEW] — Ambush attacks cause 800 additional damage</p>
 [PvP] Gravitational Equilibrium		<p>Buff (Level 11) Duration: 3000 seconds</p> <p>[REMOVED] — MP consumption for using skills is reduced by 50% (max. 80%) [REMOVED] — Magic damage is increased by 20% [REMOVED] — Cooldown of skills is decreased by 25% (max. 90%)</p>	<p>Buff (Level 11) Duration: 3000 seconds</p> <p>[NEW] — [PvP] Attack power is increased by 10% [NEW] — [PvP] Cooldown of skills is decreased by 15% (max. 20%) [NEW] — Movement speed is increased by 2</p>
 [PvP] Anti-Gravitation Field		<p>General Buff (Level 5) Duration: 600 seconds</p> <p>— Converts 30% of received damage by reducing MP — All elemental resistances are increased by 30% of the user's total if  Gravitational Equilibrium is active</p>	
 [PvP] Excessive Gravitation Field		<p>General Buff (Level 10) Duration: 3000 seconds</p> <p>[REMOVED] — Damage caused from magic attacks is increased by 15% [REMOVED] — MP consumption for using skills is reduced by 20% (max. 80%) — Your Grav Points reduce by 2 each time you perform a basic attack</p>	<p>General Buff (Level 10) Duration: 3000 seconds</p> <p>[NEW] — [PvP] Attack power is increased by 10% [NEW] — MP consumption is decreased by 15%. (max. 80%) — Your Grav Points reduce by 2 each time you perform a basic attack</p>
 [PvP] Excessive Anti-Gravitation Field		<p>General Buff (Level 10) Duration: 3000 seconds</p> <p>[REMOVED] — Cooldown of skills is decreased by 20% (max. 90%) — Movement speed is increased by 2 — Your Anti-Grav Points reduce by 2 each time you perform a basic attack</p>	<p>General Buff (Level 10) Duration: 3000 seconds</p> <p>[NEW] — [PvP] Cooldown of skills is decreased by 15% (max. 20%) — Movement speed is increased by 2 — Your Anti-Grav Points reduce by 2 each time you perform a basic attack</p>






 [PvP] Hyper-Gravity		<p>General Buff (Level 4) Duration: 600 seconds</p> <p>[REMOVED] — The equipped fairy's element is increased by 20 [REMOVED] — The equipped fairy's element is increased by 10 if  Gravitational Equilibrium is active [REMOVED] — Magic attack power is increased by (Player Level * 2)</p> <p>Side Effect: after 15 seconds — Mana for using skills is increased by 10%. (Includes magic.)</p>	<p>General Buff (Level 4) Duration: 600 seconds</p> <p>[NEW] — [PvP] Magic attack power is increased by (Player Level * 2) — MP consumption is increased by 10%</p>
 [PvP] Orbiting			<p>General Buff (Level 4) Duration: 6 seconds</p> <p>[NEW] — [PvP] Damage caused by magic attacks is increased by 15% [NEW] — Has a 100% chance of ignoring 800 defence from the enemy</p> <p>Side Effect: after 0.1 seconds — MP consumption is increased by 200%</p>
 Reactive Anti-Gravitation Field		<p>Buff (Level 6) Duration: 3 seconds</p> <p>— No HP/MP consumption — Cannot receive negative effects from level 4 or lower — When you're defending, there is a 100% chance of 40% of the damage being reflected at the opponent (max. 7500 in PvP)</p> <p>Side Effect: after 0.1 seconds — Resist Forced movement with a probability of 100%</p>	
 Anti-Gravitational Reflection		<p>General Buff (Level 5) Duration: 2 seconds</p> <p>— No HP/MP recovery — Cannot receive negative effects from level 4 or lower — When you're defending, there is a 100% chance of 20% of the damage being reflected at the opponent (max. 7500 in PvP)</p>	<p>General Buff (Level 5) Duration: 2 seconds</p> <p>— No HP/MP recovery — When you're defending, there is a 100% chance of 20% of the damage being reflected at the opponent (max. 7500 in PvP)</p> <p>Side Effect: after 0.1 seconds — Cannot receive debuffs from skills that</p>


		Side Effect: after 0.1 seconds — Resists forced movement with a probability of 100%.	cause damage — Cannot be displaced by skills that cause damage
 Zero Gravity		General Buff (Level 4) Duration: 30 seconds — The attack range is increased by 2 — Movement speed is increased by 1	
 The 1st Triple Charging		Magic Buff (Level 3) Duration: 15 seconds [REMOVED] — Attack power is increased by 10% [ The 2nd Triple Charging] occurs, in releasing at the probability of 100%	Magic Buff (Level 3) Duration: 20 seconds [NEW] — [PvP] Attack power is increased by 5% [ The 2nd Triple Charging] occurs, in releasing at the probability of 100%
 The 2nd Triple Charging		Magic Buff (Level 3) Duration: 15 seconds [REMOVED] — Damage received from critical hits is decreased by 5% [REMOVED] — Attack power is increased by 20% [ The 3rd Triple Charging] occurs, in releasing at the probability of 100%	Magic Buff (Level 3) Duration: 15 seconds [NEW] — Attack power is increased by 10% [ The 3rd Triple Charging] occurs, in releasing at the probability of 100%
 The 3rd Triple Charging		Magic Buff (Level 3) Duration: 20 seconds [REMOVED] — Damage received from critical hits is decreased by 15% [REMOVED] — Attack power is increased by 30%	Magic Buff (Level 3) Duration: 10 seconds [NEW] — [PvP] Attack power is increased by 20%
 [PvP] Magical Shield		General Buff (Level 3) Duration: 2 seconds [REMOVED] — No HP consumption [REMOVED] — Reflects 50% of the received damage (max. 7500 in PvP) [REMOVED] — Reflects an opponent's debuffs with a certain chance Side Effect: after 0.1 seconds — Resists forced movement with a probability of 100%.	General Buff (Level 3) Duration: 10 seconds [NEW] — Cannot receive critical hits [NEW] — Damage received from magic attacks is decreased by 20% [NEW] — Resists forced movement with a probability of 100%










 [PvP] Prayer of Defence		<p>Magic Buff (Level 9) Duration: 600.0 seconds</p> <p>[REMOVED] — Maximum MP is increased by 15% of the user's base amount (greater apply) [REMOVED] — Defence is increased by 99 (PlayerLevel *1) — Maximum HP is increased by 15% of the user's base amount (greater apply)</p>	<p>Magic Buff (Level 9) Duration: 600.0 seconds</p> <p>[NEW] — [PvP] Defence is increased by 99 (PlayerLevel *1) — Maximum HP is increased by 15% of the user's base amount (greater apply)</p>
 [PvP] Prayer of Offence		<p>Magic Buff (Level 9) Duration: 600.0 seconds</p> <p>[REMOVED] — Attack power is increased by 99 (PlayerLevel*1) [REMOVED] — All elemental energies are increased by 297 (PlayerLevel*3)</p>	<p>Magic Buff (Level 9) Duration: 600.0 seconds</p> <p>[NEW] — [PvP] Attack power is increased by 99 (PlayerLevel*1) [NEW] — [PvP] Morale is increased by 10</p>
 [PvP] Healing Flames			<p>Buff (Level 3) Duration: 20.0 seconds</p> <p>[NEW] — Blocks 3 debuffs up to level 4. [NEW] — Every 2 seconds: Recovers 495 PlayerLevel*5 HP</p>
 [PvP] Nature's Healing			<p>Buff (Level 4) Duration: 12 seconds</p> <p>[NEW] — A shield with a value equal to 20% of the Sun Wolf's HP is received. (Cannot exceed 50% of the user's maximum HP) [NEW] — Removes debuffs from level 4 or lower [NEW] — Every 2 seconds: Restores 1980 (PlayerLevel*20) HP</p> <p>Side effect: after 0.1 seconds [NEW] — If the HP granted by the shield is lost, this effect disappears</p>
 [PvP] Iron Blockade		<p>Buff (Level 4) Duration: 3 seconds</p> <p>— [PvP] Damage received is decreased by 60% — [PvP] Protection against level 5 or lower debuffs is increased by 50%</p>	<p>Buff (Level 4) Duration: 3 seconds</p> <p>— [PvP] Damage received is decreased by 75% — [PvP] Protection against level 5 or lower debuffs is increased by 75% [NEW] — Resists forced movement with a</p>








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


Negative effects

Name	Description	Original	New
 Minor Bleeding		Disease Debuff (Level 1) Duration: 10 seconds — Decreases (Player Level * 1) HP	
 Bleeding		Magic Debuff (Level 2) Duration: 10 seconds — Decreases (Player Level * 2) HP  Minor Bleeding occurs, in releasing at the probability of 70%	
 Fatal Bleeding		Debuff (Level 4) Duration: 10.0 seconds — Attack power decreases by 396 (Player Level*4) — Every 6 seconds: Decreases 594 (Player Level*6) HP	
 Fatal Bleeding		Debuff (Level 4) Duration: 8.0 seconds — Never inflicts critical hits — Every 2 seconds: Decreases 495 (Player Level*5) HP	
 [PvP] Critical Bleeding			Debuff (Level 4) Duration: 8.0 seconds [NEW] — [PvP] Damage received from critical hits is increased by 20% [NEW] — Every 2 seconds: Decreases Player Level*8 HP
 Frozen Bleeding		Debuff (Level 4) Duration: 7.0 seconds — Never inflicts critical hits — Every 2 seconds: Decreases 297 (Player Level*3)	









 [PvP] Grievous Wound			Debuff (Level 4) Duration: 6 seconds [NEW] — Every 6 seconds: [PvP] Decreases 1% HP [NEW] — HP restored by healing and leeching effects is decreased by 20%
 Interrupt Move		Debuff (Level 1) Duration: 4.0 seconds — Movement impossible	Debuff (Level 1) Duration: 3.0 seconds — Movement impossible
 [PvP] Expose Weaknesses		Debuff (Level 4) Duration: 8.0 seconds [REMOVED] — Enemy's ranged attack power is increased by 10% [REMOVED] — The chance of receiving a critical hit is increased by 10%	Debuff (Level 4) Duration: 8.0 seconds [NEW] — [PvP] Damage received from ranged attacks is increased by 10% [NEW] — [PvP] Chance of receiving a critical hit is increased by 10%
 Slight Paralysis		Debuff (Level 1) Duration: 2.0 seconds — Movement speed is decreased by 5	
 [PvP] Blinding Light		Debuff (Level 4) Duration: 8.0 seconds [REMOVED] — Dodge is reduced by 50% — If you are attacked by the Sun Wolf, there's a 50% chance of causing  Expose Weaknesses is reduced by 50%	Debuff (Level 4) Duration: 8.0 seconds [NEW] — [PvP] Dodge is reduced by 50% — If you are attacked by the Sun Wolf, there's a 50% chance of causing  [PvP] Expose Weaknesses is reduced by 50%
 [PvP] Weaken Defence Power			General Debuff (Level 4) Duration: 6 seconds [NEW] — [PvP] Damage received is increased by 20%
 Short Blackout		General Debuff (Level 3) Duration: 2 seconds — Movement impossible — No attack possible — No dodge possible	


 Slight Blackout		Debuff (Level 1) Duration: 2.5 seconds — Movement impossible — No attack possible	
 Blackout		Debuff (Level 1) Duration: 3.0 seconds — Movement impossible — No attack possible	
 Blackout		General Debuff (Level 2) Duration: 4 seconds — Movement impossible — No attack possible	
 Deadly Blackout		Debuff (Level 3) Duration: 4.0 seconds — Movement impossible — No attack possible — No dodge possible	
 [PvP] Wounding Light		Debuff (Level 4) Duration: 10.0 seconds [REMOVED] — If you are attacked with the light element, there's a 100% chance the damage will be increased by 20% [REMOVED] — If you are attacked by the Sun Wolf, the attack power is increased by 10%	Debuff (Level 4) Duration: 10.0 seconds [NEW] — [PvP] Damage received is increased by 10% [NEW] — If you are attacked by the Sun Wolf, the damage is increased by 10%
 [PvP] Sunspot Explosion Aftermath		Debuff (Level 4) Duration: 6.0 seconds — Light resistance is reduced by 20% — You receive 100% of the damage of a critical hit through a  Judgement of the Sun skill	Debuff (Level 4) Duration: 6.0 seconds — [PvP] Light resistance is reduced by 20% — If you are attacked by the Sun Wolf, there's a 20% chance of receiving [ [PvP] Wounding Light]
 [PvP] Magic Burn		Buff (Level 2) Duration: 15.0 seconds — Fire resistance is decreased by 10 — Every 2 seconds: Decreases 198 (Player	Buff (Level 2) Duration: 15.0 seconds [NEW] — Damage received is increased by













		Level*2) HP	10% if the enemy uses the skill [ [PvP] Firewall] [NEW] — [PvP] Magic defence is decreased by PlayerLevel *2 [NEW] — [PvP] Fire resistance is decreased by 15 [NEW] — Every 2 seconds: Decreases 198 (Player Level*2) HP
 Slight Burn		Debuff (Level 1) Duration: 7.0 seconds — Fire resistance is decreased by 5 — Every 2 seconds: Decreases 99 (Player Level*1) HP	
 [PvP] Fatal Burn		Debuff (Level 2) Duration: 30.0 seconds — Fire resistance is decreased by 20 — Every 2 seconds: Decreases 297 (Player Level*3) HP	Debuff (Level 2) Duration: 30.0 seconds [NEW] — [PvP] Magic defence is decreased by PlayerLevel *4 [NEW] — Damage received is increased by 25% if the enemy uses the skill [ [PvP] Firewall] [NEW] — [PvP] Fire resistance is decreased by 30 — Every 2 seconds: Decreases 297 (Player Level*5) HP
 Severe Burn		Disease Debuff (Level 4) Duration: 20 seconds — Fire resistance is decreased by 25 — Chance of receiving critical hits is increased by 40%	
 [PvP] Slightly Critical Burn		Disease Debuff (Level 3) Duration: 20 seconds — Fire resistance is decreased by 15 — Chance of receiving critical hits is increased by 15%	Disease Debuff (Level 3) Duration: 20 seconds [NEW] — [PvP] Fire resistance is decreased by 15 [NEW] — [PvP] Chance of receiving critical hits is increased by 15%
 Burned by Dragon's Breath		General Debuff (Level 4) Duration: 8 seconds — Fire resistance is decreased by 20	


		<ul style="list-style-type: none"> — HP is decreased by 10% of damage given. — Chance of receiving critical hits is increased by 30% 	
 Short Paralysis		General Debuff (Level 2) Duration: 1 seconds <ul style="list-style-type: none"> — Movement impossible — No attack possible 	
 Paralysis		General Debuff (Level 3) Duration: 2.0 seconds <ul style="list-style-type: none"> — Movement impossible — No attack possible 	
 Deadly Paralysis		General Debuff (Level 3) Duration: 3 seconds <ul style="list-style-type: none"> — Movement impossible — No attack possible — No dodge possible 	
 Provocation			
 [PvP] Fear			General Debuff (Level 1) Duration: 10 seconds [NEW] — [PvP] Dodge is decreased by (Player Level * 2) [NEW] — [PvP] Defence is decreased by (Player Level * 2)
 Shock		General Debuff (Level 2) Duration: 5 seconds <ul style="list-style-type: none"> — No attack possible — No dodge possible — Movement speed is decreased by 3 	
 Destroy Shield		General Debuff (Level 4) Duration: 10 seconds <ul style="list-style-type: none"> — All defence is nullified. 	
 Heavy Bleeding		Disease Debuff (Level 3) Duration: 15 seconds	










		<ul style="list-style-type: none"> — Decreases (Player Level * 2) HP  Broken-Hearted occurs, in releasing at the probability of 33%	
 Broken-Hearted		Disease Debuff (Level 1) Duration: 10 seconds <ul style="list-style-type: none"> — Decreases (Player Level * 1) MP — Movement speed is decreased by 20%. 	
 Wounded Leg		Disease Debuff (Level 1) Duration: 10 seconds <ul style="list-style-type: none"> — Dodge is decreased by 120 — Movement speed is decreased by 30%. 	
 Weak Cut		General Debuff (Level 4) Duration: 13 seconds <ul style="list-style-type: none"> — Defence is decreased by 50% 	
 Cut		General Debuff (Level 4) Duration: 13 seconds <ul style="list-style-type: none"> — Reduces remaining MP by 40%. — Defence is decreased by 50% 	
 Electro Shock		General Debuff (Level 3) Duration: 5 seconds <ul style="list-style-type: none"> — Movement impossible — Decreases (Player Level * 1) HP 	
 Sonic Noise		Magic Debuff (Level 3) Duration: 15 seconds <ul style="list-style-type: none"> — Decreases 198 (Player Level * 2) HP — Movement speed is decreased by 1 	
 Loud Sonic Noise		Magic Debuff (Level 4) Duration: 8 seconds <ul style="list-style-type: none"> — Decreases 396 (Player Level * 4) HP — Chance of receiving critical hits is increased by 	

		10% — Movement speed is decreased by 2	
 [PvP] Incapacitated		Magic Debuff (Level 5) Duration: 15 seconds — Attack level upgrade reduced to 0 [REMOVED] — Defence level upgrade reduced to 0	Magic Debuff (Level 5) Duration: 10 seconds — Attack level upgrade reduced to 0
 [PvP] Break Armour		Magic Debuff (Level 5) Duration: 20 seconds — Defence level upgrade is decreased by 5	Magic Debuff (Level 5) Duration: 15 seconds [NEW] — [PvP] Defence level upgrade reduced by 5 [NEW] — Shadow resistance is decreased by 20
 Knockdown		General Debuff (Level 3) Duration: 3 seconds — Movement impossible — No attack possible — Damage received is increased by 25% if the user is afflicted by  Mark of the Gladiator Side Effect: after 0.1 seconds [REMOVED] — Total damage received is increased by 10% if the enemy uses the skill  Execution — This effect disappears upon receiving a hit	General Debuff (Level 3) Duration: 3 seconds — Movement impossible — No attack possible [NEW] — Cannot evade incoming attacks Side Effect: after 0.1 seconds — Damage received is increased by 15% if the user is afflicted by  [PvP] Mark of the Gladiator — Disappears upon receiving a hit
 [PvP] Shaky Status		Debuff (Level 2) Duration: 13 seconds [REMOVED] — Hit rate of all attacks is decreased by (Player Level * 2) [REMOVED] — Dodging of melee attacks is decreased by (Player Level * 2)	Debuff (Level 2) Duration: 13 seconds [NEW] — [PvP] Hit rate is decreased by (Player Level * 2) [NEW] — [PvP] Dodge is decreased by (Player Level * 2)
 [PvP] Enormously Shaky Status		Debuff (Level 3) Duration: 13 seconds [REMOVED] — Hit rate of all attacks is decreased by (Player Level * 4) [REMOVED] — There is a 100% chance that damage from melee attacks is increased by 20% [REMOVED] — Dodging of melee attacks is	Debuff (Level 3) Duration: 13 seconds [NEW] — [PvP] Damage received from melee attacks is increased by 10% [NEW] — [PvP] Hit rate is decreased by (Player Level * 4)






		decreased by (Player Level * 4)	[NEW] — [PvP] Dodge is decreased by (Player Level * 4)
 [PvP] Mark of the Gladiator		Debuff (Level 10) Duration: 15 seconds [REMOVED] — Attack power is decreased by 10% — There is a 100% chance for this effect to disappear if the user is attacked with  Execution	Debuff (Level 10) Duration: 6 seconds [NEW] — Always receives critical hits — There is a 100% chance for this effect to disappear if the user is attacked with  Execution
 Loser's Sigh		Debuff (Level 4) Duration: 4 seconds — Movement impossible — Total damage received is increased by 30% if the enemy uses the skill  Execution	Debuff (Level 4) Duration: 4 seconds — Movement impossible — Damage received is increased by 25% if the enemy uses the skill  Execution
 [PvP] Energy Deficiency		General Debuff (Level 2) Duration: 2 seconds [REMOVED] — Chance of receiving critical hits is increased by 5% — No attack possible — Movement impossible	General Debuff (Level 2) Duration: 2 seconds — No attack possible — Movement impossible [NEW] — Damage received from critical hits is increased by 6% if the opponent has  Spiritual Strength active [NEW] — Chance of receiving critical hits is increased by 3% if the opponent has  [PvP] Spirit of Enlightenment active
 [PvP] Strong Energy Deficiency		General Debuff (Level 3) Duration: 3 seconds [REMOVED] — Chance of receiving critical hits is increased by 10% — No attack possible — Movement impossible	General Debuff (Level 3) Duration: 3 seconds — No attack possible — Movement impossible [NEW] — Damage received from critical hits is increased by 12% if the opponent has  Spiritual Strength active [NEW] — Chance of receiving critical hits is increased by 6% if the opponent has  [PvP] Spirit of Enlightenment active
 [PvP] Critical		General Debuff (Level 4)	General Debuff (Level 4)





Energy Deficiency		Duration: 4 seconds [REMOVED] — Chance of receiving critical hits is increased by 10% — No attack possible — Movement impossible	Duration: 4 seconds — No attack possible — Movement impossible [NEW] — Damage received from critical hits is increased by 20% if the opponent has  [PvP] Spirit of Strength active [NEW] — Chance of receiving critical hits is increased by 10% if the opponent has  [PvP] Spirit of Enlightenment active
 [PvP] Internal Injury 1st Degree		General Debuff (Level 5) Duration: 25 seconds [REMOVED] — Attack power received from combo skills is increased by 5%	General Debuff (Level 5) Duration: 10 seconds [NEW] — [PvP] Damage caused is decreased by 3% if the target has  [PvP] Spirit of Temperance active [NEW] — [PvP] Damage received is increased by 3% if the attacker has  [PvP] Spirit of Strength active
 [PvP] Internal Injury 2nd Degree		General Debuff (Level 5) Duration: 25 seconds [REMOVED] — The effectiveness of recovery items is decreased by 10%. [REMOVED] — HP recovery is reduced by 10%. [REMOVED] — Attack power received from combo skills is increased by 10%	General Debuff (Level 5) Duration: 15 seconds [NEW] — Reduces the strength of healing and leeching effects by 5%. [NEW] — [PvP] Damage caused is decreased by 5% if the target has  [PvP] Spirit of Temperance active [NEW] — [PvP] Damage received is increased by 5% if the attacker has  [PvP] Spirit of Strength active
 [PvP] Internal Injury 3rd Degree		General Debuff (Level 7) Duration: 15 seconds [REMOVED] — The effectiveness of recovery items is decreased by 10%. [REMOVED] — HP recovery is reduced by 10%. [REMOVED] — Attack power received from combo skills is increased by 20%	General Debuff (Level 7) Duration: 20 seconds [NEW] — HP restored by healing and leeching effects is decreased by 10%. [NEW] — [PvP] Damage caused is decreased by 8% if the target has  [PvP] Spirit of Temperance active [NEW] — [PvP] Damage received is increased by 8% if the attacker has  [PvP] Spirit of Strength active
 Trauma		Disease Debuff (Level 1)	






		Duration: 8 seconds — Decreases (Player Level * 3) HP	
 Severe Trauma		Disease Debuff (Level 2) Duration: 6 seconds — Defence level upgrade is decreased by 1 — Decreases (Player Level * 4) HP	
 Critical Trauma		Disease Debuff (Level 3) Duration: 5 seconds — Movement speed is decreased by 1 — Defence level upgrade is decreased by 1 — Decreases (Player Level * 8) HP	
 Shackling Trauma		General Debuff (Level 3) Duration: 4 seconds — Movement speed is decreased by 2 — No attack possible — Decreases (Player Level * 5) HP	
 [PvP] Magic Light		Debuff (Level 2) Duration: 16.0 seconds — Light resistance is decreased by 10 — Every 4 seconds: Decreases 495 (Player Level*5) HP	Debuff (Level 2) Duration: 15.0 seconds [NEW] — [PvP] Light resistance is decreased by 10 — Every 4 seconds: Decreases 495 (Player Level*5) HP Side effect: after 10.0 seconds [NEW] — There is a 80% chance that every attack hits
 [PvP] Divine Punishment		Debuff (Level 4) Duration: 16.0 seconds [REMOVED] — Light resistance is decreased by 15 — Every 4 seconds: Decreases 594 (Player Level*6) HP	Debuff (Level 4) Duration: 15.0 seconds — Light resistance is decreased by 15 — Every 4 seconds: Decreases 594 (Player Level*6) HP Side effect: after 10.0 seconds [NEW] — There is a 70% chance that every attack hits
 Deep Cut		Disease Debuff (Level 4)	











		Duration: 6 seconds — Attack power is decreased by (Player Level * 2) — Decreases (Player Level * 5) HP	
 Bled Out		Disease Debuff (Level 2) Duration: 15 seconds — Attack power is decreased by 99 (Player Level * 2) — Decreases 99 (Player Level * 2) HP	
 Paralysis		General Debuff (Level 1) Duration: 6 seconds — Movement speed is decreased by 5	
 [PvP] Mark of Death		General Debuff (Level 5) Duration: 8 seconds — Movement speed is decreased by 2 — Shadow resistance is decreased by 10	General Debuff (Level 4) Duration: 8 seconds [NEW] — [PvP] Shadow resistance is decreased by 20 — Movement speed is decreased by 2 Side effect: after 0.1 seconds [NEW] — Damage received is increased by 35% if the enemy attacks with  [PvP Spirit Splitter] [NEW] — There's a 100% chance for this effect to disappear if the user is attacked with  [PvP Spirit Splitter]
 [PvP] Weak Mark of Death		General Debuff (Level 5) Duration: 5 seconds — Provides a 100% chance that  Spirit Splitter causes a critical hit — Movement speed is decreased by 2	General Debuff (Level 4) Duration: 6 seconds [NEW] — [PvP] Shadow resistance is decreased by 10 — Movement speed is decreased by 1 Side effect: after 0.1 seconds [NEW] — Damage received is increased by 15% if the enemy attacks with  [PvP Spirit Splitter] [NEW] — There's a 100% chance for this effect to disappear if the user is attacked with  [PvP Spirit Splitter]












 Break Defensive Weapon		General Debuff (Level 3) Duration: 12 seconds — Defence is decreased by 50%	General Debuff (Level 3) Duration: 8 seconds — Defence is decreased by 50%
 [PvP] Heaven Song		Debuff (Level 3) Duration: 10.0 seconds — No attack possible	Debuff (Level 3) Duration: 8.0 seconds — No attack possible Side effect: after 0.1 seconds [NEW] — Disappears upon receiving a hit
 [PvP] Drowsy			Debuff (Level 5) Duration: 10.0 seconds [NEW] — [PvP] Defence is decreased by 5%
 [PvP] God's Punishment		Debuff (Level 5) Duration: 15.0 seconds [REMOVED] — All elemental energies are decreased by 8%	Debuff (Level 5) Duration: 15.0 seconds [NEW] — Movement speed is decreased by 10%
 [PvP] Judgement of Damnation		General Debuff (Level 3) Duration: 5 seconds [REMOVED] — Defence level upgrade is decreased by 2 — No attack possible	General Debuff (Level 3) Duration: 5 seconds [NEW] — [PvP] Defence level upgrade is decreased by 2 — No attack possible Side effect: after 0.1 seconds
 [PvP] Judgement		General Debuff (Level 2) Duration: 7 seconds [REMOVED] — Chance of receiving critical hits is increased by 20% [REMOVED] — No dodge possible	General Debuff (Level 2) Duration: 7 seconds [NEW] — Cannot evade incoming attacks [NEW] — [PvP] Light resistance is decreased by 15 [NEW] — [PvP] Chance of receiving critical hits is increased by 20%
 [PvP] Sanctuary		General Debuff (Level 2) Duration: 15 seconds [REMOVED] — The effectiveness of recovery items is decreased by 45%.	General Debuff (Level 2) Duration: 15 seconds [NEW] — [PvP] Defence is decreased by 10%

		<p>[REMOVED] — Light resistance is decreased by 5</p> <p>[REMOVED] — HP recovery is reduced by 25%.</p>	<p>[NEW] — HP restored by healing and leeching effects is decreased by 30%</p> <p>[NEW] — [PvP] Light resistance is decreased by 20</p> <p>Side effect: after 0.1 seconds</p> <p>[NEW] — Damage received is increased by 20% if the enemy attacks with [PvP] Blade of the Cross]</p>
 [PvP] Visual Impairment		<p>General Debuff (Level 5) Duration: 5 seconds</p> <p>[REMOVED] — Hit rate of all attacks is decreased by (Player Level * 1) — Movement speed is decreased by 2</p>	<p>General Debuff (Level 5) Duration: 4 seconds</p> <p>[NEW] — Casting skill failed — Movement speed is decreased by 2</p>
 [PvP] Corruption		<p>General Debuff (Level 5) Duration: 4 seconds</p> <p>[REMOVED] — Light resistance is decreased by 20 — Movement impossible</p>	<p>General Debuff (Level 5) Duration: 4 seconds</p> <p>[NEW] — [PvP] Light resistance is decreased by 20 — Movement impossible</p>
 [PvP] Weak Shivering Frost		<p>Debuff (Level 1) Duration: 15.0 seconds</p> <p>— Water resistance is decreased by 10</p>	<p>Debuff (Level 1) Duration: 10.0 seconds</p> <p>[NEW] — [PvP] Magic defence is decreased by 5%</p> <p>[NEW] — Movement speed is decreased by 1</p> <p>[NEW] — [PvP] Water resistance is decreased by 10</p>
 [PvP] Shivering Frost		<p>Debuff (Level 1) Duration: 15.0 seconds</p> <p>— Movement speed is decreased by 2 — Water resistance is decreased by 10</p>	<p>Debuff (Level 1) Duration: 15.0 seconds</p> <p>[NEW] — [PvP] Magic defence is decreased by 10%</p> <p>[NEW] — [PvP] Water resistance is decreased by 20 — Movement speed is decreased by 2</p>
 [PvP] Frozen		<p>Debuff (Level 1) Duration: 5.0 seconds</p> <p>— Movement impossible — No attack possible — Water resistance is decreased by 10</p>	<p>Debuff (Level 1) Duration: 5.0 seconds</p> <p>[NEW] — [PvP] Water resistance is decreased by 10 — Movement impossible — No attack possible</p>









		Side effect: after 2.0s [REMOVED] — No dodge possible	Side effect: after 0.1s [NEW] — [PvP] Magic defence is decreased by 5%
 Slight Freeze		Debuff (Level 1) Duration: 2.0 seconds — Movement impossible — No attack possible — Water resistance is decreased by 5	
 [PvP] Magic Frost		Debuff (Level 3) Duration: 12.0 seconds — Enemy's magic attack power increases by 10% — Water resistance is decreased by 15	Debuff (Level 3) Duration: 20.0 seconds [NEW] — [PvP] Magic defence is decreased by 10% [NEW] — [PvP] Water resistance is decreased by 15
 Frosted Legs			Debuff (Level 3) Duration: 8.0 seconds — Movement speed is decreased by 10%
 Spell Revolver		Debuff (Level 4) Duration: 5.0 seconds — Increases chance of inflicting critical hits by 10% — Hit rate of all attacks increases by 99 (Player Level*1)	
 [PvP] Hand of Death		Debuff (Level 3) Duration: 4.0 seconds [REMOVED] — Enemy's attack power increases by 15% — No attack possible — Movement impossible Side effect: after 0.1 seconds [REMOVED] — Shadow resistance is decreased by 10	Debuff (Level 3) Duration: 4.0 seconds [NEW] — [PvP] Damage received is increased by 10% — No attack possible — Movement impossible Side effect: after 0.1 seconds [NEW] — [PvP] Shadow resistance is decreased by 20
 [PvP] Possession		Debuff (Level 4) Duration: 20.0 seconds	Debuff (Level 4) Duration: 20.0 seconds








		<ul style="list-style-type: none"> — Defence decreases by 5% — Dodge decreases by 198 (Player Level*2) Side effect: after 15.0s — Move in a different direction against the player's will for 5s [REMOVED] — Defence decreases by 5%	<ul style="list-style-type: none"> — [PvP] Defence decreases by 5% — [PvP] Dodge decreases by 198 (Player Level*2) Side effect: after 17.0s — Move in a different direction against the player's will for 3s
 [PvP] Darkness of DOOM		Debuff (Level 2) Duration: 15.0 seconds [REMOVED] — Shadow resistance is decreased by 20	Debuff (Level 2) Duration: 15.0 seconds [NEW] — [PvP] Shadow resistance is decreased by 30
 Evil Potion		Debuff (Level 4) Duration: 15.0 seconds — Cast Drain on the enemy — Every 2 seconds: The opponent's HP is reduced by 990 (Player Level*10) and the player's HP increased by the same — Shadow resistance is decreased by 10	
 [PvP] Requiem		Debuff (Level 5) Duration: 10.0 seconds [REMOVED] — Never inflicts critical hits [REMOVED] — All elemental resistance is decreased by 10 — Movement speed is decreased by 2 — Every 2 seconds: decreases 792 (Player Level*8) HP	Debuff (Level 5) Duration: 10.0 seconds [NEW] — [PvP] All elemental resistance is decreased by 10 [NEW] — Every 2 seconds: [PvP] Decreases 2% HP — Movement speed is decreased by 2
 [PvP] Plague		Debuff (Level 4) Duration: 20.0 seconds — Every 2 seconds: decreases 495 (Player Level*5) HP — Every 2 seconds: decreases 396 (Player Level*4) MP — Movement speed is decreased by 1	
 [PvP] Lava Gush		Debuff (Level 1) Duration: 10.0 seconds [REMOVED] — Fire resistance is decreased by 10 Once the effect's duration is over,  Lava Rigour is received with a chance of 20%	Debuff (Level 1) Duration: 10.0 seconds [NEW] — [PvP] Fire resistance is decreased by 10 Once the effect's duration is over,  [PvP] Lava Rigour is received with a chance of 20%








			Lava Rigour is received with a chance of 20%
 [PvP] Large Lava Gush		Debuff (Level 2) Duration: 10.0 seconds [REMOVED] — Fire resistance is decreased by 10 Once the effect's duration is over,  Lava Rigour is received with a chance of 40%	Debuff (Level 2) Duration: 10.0 seconds [NEW] — [PvP] Fire resistance is decreased by 10 Once the effect's duration is over,  [PvP] Lava Rigour is received with a chance of 40%
 [PvP] Lava Rigour		Debuff (Level 2) Duration: 3.0 seconds [REMOVED] — Fire resistance is decreased by 10 — Movement impossible — No attack possible	Debuff (Level 2) Duration: 3.0 seconds [NEW] — [PvP] Fire resistance is decreased by 10 — Movement impossible — No attack possible
 [PvP] Poisonous Volcanic Gas		Debuff (Level 3) Duration: 22.0 seconds [REMOVED] — Fire resistance is decreased by 10 — Every 4 seconds: Decreases 396 (Player Level*4) HP	Debuff (Level 3) Duration: 22.0 seconds [NEW] — [PvP] Fire resistance is decreased by 10 — Every 4 seconds: Decreases 396 (Player Level*4) HP
 [PvP] Lava Swamp		Debuff (Level 4) Duration: 6.0 seconds [REMOVED] — Fire resistance is decreased by 15 [REMOVED] — Hit rate of all attacks decreases by 396 (Player Level*4) — Movement speed is decreased by 5 Once the effect's duration is over,  Bubbling Lava Gush is received with a chance of 100%	Debuff (Level 4) Duration: 6.0 seconds [NEW] — [PvP] Fire resistance is decreased by 15 [NEW] — [PvP] Hit rate of all attacks decreases by 396 (Player Level*4) — Movement speed is decreased by 5 Once the effect's duration is over,  [PvP] Bubbling Lava Gush is received with a chance of 100%
 [PvP] Bubbling Lava Gush		Debuff (Level 3) Duration: 8.0 seconds [REMOVED] — Fire resistance is decreased by 15 Once the effect's duration is over,  Lava Rigour	Debuff (Level 3) Duration: 8.0 seconds [NEW] — [PvP] Fire resistance is decreased by 20








		is received with a chance of 60%	Once the effect's duration is over,  [PvP] Lava Rigour is received with a chance of 100%
 [PvP] Burning Lava Gush		Debuff (Level 4) Duration: 6.0 seconds [REMOVED] — Fire resistance is decreased by 20 Once the effect's duration is over,  Lava Rigour is received with a chance of 80%	Debuff (Level 4) Duration: 6.0 seconds [NEW] — [PvP] Fire resistance is decreased by 20 Once the effect's duration is over,  [PvP] Lava Rigour is received with a chance of 80%
 [PvP] First Shockwave		Debuff (Level 3) Duration: 3.0 seconds [REMOVED] — Fire resistance is decreased by 5 — Every 2 seconds: Decreases 594 (Player Level*6) HP Side effect: after 1.0s — No attack possible — Movement impossible Once the effect's duration is over,  Second Shockwave is received with a chance of 66%	Debuff (Level 3) Duration: 2.0 seconds [NEW] — [PvP] Fire resistance is decreased by 5 — Every 2 seconds: Decreases 594 (Player Level*6) HP Side effect: after 1.0s — No attack possible — Movement impossible Once the effect's duration is over,  [PvP] Second Shockwave is received with a chance of 66%
 [PvP] Second Shockwave		Debuff (Level 3) Duration: 3.0 seconds [REMOVED] — Fire resistance is decreased by 15 — Every 2 seconds: Decreases 297 (Player Level*3) HP — Every 2 seconds: Decreases 297 (Player Level*3) MP Side effect: after 1.5s — No attack possible — Movement impossible Once the effect's duration is over,  Third Shockwave is received with a chance of 33%	Debuff (Level 3) Duration: 3.0 seconds [NEW] — [PvP] Fire resistance is decreased by 15 — Every 2 seconds: Decreases 297 (Player Level*3) HP — Every 2 seconds: Decreases 297 (Player Level*3) MP Side effect: after 1.5s — No attack possible — Movement impossible Once the effect's duration is over,  [PvP] Third Shockwave is received with a chance of 33%
 [PvP] Third		Debuff (Level 4)	Debuff (Level 5)











Shockwave		Duration: 3.0 seconds [REMOVED] — Fire resistance is decreased by 15 — Every 2 seconds: Decreases 594 (Player Level*6) HP Side effect: after 1.5s — No attack possible — Movement impossible	Duration: 3.0 seconds [NEW] — [PvP] Fire resistance is decreased by 15 — Every 2 seconds: Decreases 594 (Player Level*6) HP Side effect: after 1.5s — No attack possible — Movement impossible
 [PvP] Small Electric Shock		Debuff (Level 2) Duration: 2.0 seconds — No attack possible — Movement impossible	
 [PvP] Electric Shock		Debuff (Level 3) Duration: 3.0 seconds — No attack possible — Movement impossible — Water resistance is decreased by 5	
 [PvP] Big Electric Shock		Debuff (Level 4) Duration: 4.0 seconds — No attack possible — Movement impossible — Water resistance is decreased by 10	
 [PvP] Shark Bite		Debuff (Level 4) Duration: 10.0 seconds [REMOVED] — Every 2 seconds: Decreases 495 (Player Level*5) HP — Never inflicts critical hits	Debuff (Level 4) Duration: 12.0 seconds [NEW] — Every 4 seconds: [PvP] Decreases 1% HP — Never inflicts critical hits
 [PvP] Small Waterfall		Debuff (Level 2) Duration: 5.0 seconds [REMOVED] — Water resistance is decreased by 10	Debuff (Level 2) Duration: 5.0 seconds [NEW] — [PvP] Water resistance is decreased by 10 [NEW] — Movement speed is decreased by 1
 [PvP] Waterfall		Debuff (Level 3) Duration: 5.0 seconds	Debuff (Level 2) Duration: 5.0 seconds







		<p>[REMOVED] — Water resistance is decreased by 10 — Movement speed is decreased by 5</p>	<p>[NEW] — [PvP] Water resistance is decreased by 20 [NEW] — Movement speed is decreased by 2</p>
 [PvP] Large Waterfall		<p>Debuff (Level 4) Duration: 12.0 seconds</p> <p>[REMOVED] — Water resistance is decreased by 10 [REMOVED] — Magic defence decreases by 198 (Player Level*2) — Movement speed is decreased by 2</p>	<p>Debuff (Level 4) Duration: 12.0 seconds</p> <p>[NEW] — [PvP] Water resistance is decreased by 30 [NEW] — [PvP] Magic defence decreases by 198 (Player Level*2) — Movement speed is decreased by 2</p>
 [PvP] Song of the Sirens		<p>Debuff (Level 5) Duration: 16.0 seconds</p> <p>[REMOVED] — Water resistance is decreased by 20 — No attack possible — Movement impossible</p>	<p>Debuff (Level 5) Duration: 5.0 seconds</p> <p>[NEW] — [PvP] Water resistance is decreased by 20 — No attack possible — Movement impossible</p>
 [PvP] Water Pressure		<p>Debuff (Level 4) Duration: 3.0 seconds</p> <p>[REMOVED] — Water resistance is decreased by 10 — No attack possible — Movement impossible</p> <p>Once the effect's duration is over,  Waterfall is received with a chance of 100%</p>	<p>Debuff (Level 4) Duration: 3.0 seconds</p> <p>[NEW] — [PvP] Water resistance is decreased by 10 — No attack possible — Movement impossible</p> <p>Once the effect's duration is over,  [PvP] Waterfall is received with a chance of 100%</p>
 [PvP] Confusion		<p>Magic Debuff (Level 5) Duration: 6 seconds</p> <p>[REMOVED] — Every 2 seconds: Decreases Player Level * 5 HP [REMOVED] — Every 2 seconds: Decreases Player Level * 5 MP</p>	<p>Magic Debuff (Level 5) Duration: 4 seconds</p> <p>[NEW] — Every 2 seconds: [PvP] Decreases 1% HP [NEW] — Every 2 seconds: [PvP] Decreases 1% MP</p>
 [PvP] Weak Dark Energy		<p>Magic Debuff (Level 4) Duration: 4 seconds</p> <p>[REMOVED] — Decreases Player Level * 8 HP [REMOVED] — There is a 50% chance that damage from the shadow element is increased by 25% while a shadow fairy is accompanying you — Movement speed is decreased by 1</p>	<p>Magic Debuff (Level 4) Duration:  seconds</p> <p>[NEW] — Every 2 seconds: [PvP] Decreases 1% HP [NEW] — [PvP] There's a 20% chance that damage received from magic attacks is increased by 20%.</p>




			— Movement speed is decreased by 1
 [PvP] Dark Energy		Magic Debuff (Level 4) Duration: 6 seconds [REMOVED] — Decreases Player Level * 10 HP [REMOVED] — There is a 50% chance that damage from the shadow element is increased by 50% while a shadow fairy is accompanying you — Movement speed is decreased by 1	Magic Debuff (Level 4) Duration: 8 seconds [NEW] — Every 2 seconds: [PvP] Decreases 1% HP [NEW] — [PvP] There's a 25% chance that damage received from magic attacks is increased by 25%. — Movement speed is decreased by 1
 [PvP] Strong Dark Energy		Magic Debuff (Level 5) Duration: 10 seconds — Movement speed is decreased by 1 [REMOVED] — Decreases Player Level * 12 HP [REMOVED] — There is a 50% chance that damage from the shadow element is increased by 75% while a shadow fairy is accompanying you	Magic Debuff (Level 5) Duration: 12 seconds [NEW] — Every 2 seconds: [PvP] Decreases 1% HP [NEW] — [PvP] There's a 35% chance that damage received from magic attacks is increased by 35%. — Movement speed is decreased by 1
 [PvP] Cursed Hands		Magic Debuff (Level 3) Duration: 10 seconds [REMOVED] — Defence is decreased by Player Level * 1 [REMOVED] — With a 50% probability shadow attack damage is increased by 15% — Movement speed is decreased by 2 Once the effect's duration is over,  Hand of Death is received with a chance of 30%	Magic Debuff (Level 3) Duration: 10 seconds [NEW] — [PvP] Magic defence is decreased by 198 (PlayerLevel*2) — Movement speed is decreased by 2 Once the effect's duration is over,  [PvP] Hand of Death is received with a chance of 30%
 Illusion		Magic Debuff (Level 3) Duration: 6 seconds — HP replenishing effects will be converted to damage with a probability of 100%. — Move in a different direction against the player's will for 6 seconds.	
 [PvP] Blade Changer		Magic Debuff (Level 2) Duration: 2 seconds [REMOVED] — The effectiveness of recovery items is decreased by 15%.	Magic Debuff (Level 2) Duration: 2 seconds [NEW] — HP restored by healing and leeching effects is decreased by 15%

 [PvP] Strong Time Void		<p>Magic Debuff (Level 4) Duration: 2 seconds</p> <p>[REMOVED] — There is a 100% chance that the enemy's skill cooldown will be increased by 100%. If the skill succeeds, your own skill cooldown time will be reduced.</p> <p>Once the effect's duration is over,  Time Void is received with a chance of 100%</p>	<p>Magic Debuff (Level 5) Duration: 4 seconds</p> <p>[NEW] — Skill cooldown is increased by 90% (max. 90%) [NEW] — 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 [NEW] — Disappears upon receiving a hit</p> <p>Once the effect's duration is over,  [PvP] Time Void is received with a chance of 100%</p>
 [PvP] Time Void		<p>Magic Debuff (Level 5) Duration: 3 seconds</p> <p>[REMOVED] — There is a 100% chance that the enemy's skill cooldown will be increased by 50%. If the skill succeeds, your own skill cooldown time will be reduced.</p> <p>[REMOVED] Once the effect's duration is over,  Weak Time Void is received with a chance of 100%</p>	<p>Magic Debuff (Level 4) Duration: 5 seconds</p> <p>[NEW] — Skill cooldown is increased by 50%</p>
 [PvP] Momentum			<p>Magic Buff (Level 4) Duration: 4 seconds</p> <p>[NEW] — [PvP] Skill cooldown is decreased by 30% (max. 30%)</p>
 Weak Time Void		<p>Magic Debuff (Level 6) Duration: 4 seconds</p> <p>— There is a 100% chance that the enemy's skill cooldown will be increased by 25%. If the skill succeeds, your own skill cooldown time will be reduced.</p>	
 [PvP] Illuminating Powder		<p>Magic Debuff (Level 2) Duration: 30 seconds</p> <p>[REMOVED] — Hit rate of all attacks is decreased by 99 (PlayerLevel*1) [REMOVED] — Light energies are decreased by</p>	<p>Magic Debuff (Level 2) Duration: 30 seconds</p> <p>[NEW] — [PvP] Hit rate of all attacks is decreased by 198 (PlayerLevel*2) [NEW] — [PvP] Light energies are decreased</p>









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 [PvP] Slight Horror		Magic Debuff (Level 1) Duration: 15 seconds [REMOVED] — Light resistance is decreased by 10 — Movement speed is decreased by 2	Magic Debuff (Level 1) Duration: 3 seconds [NEW] — No attack possible [NEW] — [PvP] Light resistance is decreased by 10 — Movement speed is decreased by 1
 [PvP] Horror		Magic Debuff (Level 2) Duration: 5 seconds [REMOVED] — Light resistance is decreased by 20 — No attack possible	Magic Debuff (Level 2) Duration: 5 seconds [NEW] — [PvP] Light resistance is decreased by 20 [NEW] — Movement speed is decreased by 2 — No attack possible
 Paralysis		General Debuff (Level 2) Duration: 12 seconds — Movement speed is decreased by 2	
 Voodoo Priest Curse		General Debuff (Level 10) Duration: 20 seconds — Increases the attack power from ongoing debuffs by 15% per stack (max. 100%)	General Debuff (Level 10) Duration: 20 seconds — For each negative effect received, the HP consumed by debuffs is increased by 15% (max. 100%)
 [PvP] Venomous Snake Curse		General Debuff (Level 2) Duration: 15 seconds [REMOVED] — Every 2 seconds: Decreases 198 (Player Level * 2) HP [REMOVED] — Shadow resistance is decreased by 3% of the user's total Once the effect's duration is over,  Mental Poison is received with a chance of 50%	General Debuff (Level 2) Duration: 16 seconds [NEW] — Every 8 seconds: [PvP] Decreases 1% HP [NEW] — [PvP] Shadow resistance is decreased by 5 Once the effect's duration is over,  Mental Poison is received with a chance of 50%
 Mental Poison		Poison Debuff (Level 3) Duration: 10 seconds — Reduces HP by 70% of MP consumed. [REMOVED] — Defence is decreased by 10%	Poison Debuff (Level 3) Duration: 30 seconds — Reduces HP by 100% of MP consumed.

 [PvP] Spider Curse			Magic Debuff (Level 2) Duration: 8 seconds [NEW] — [PvP] Damage received is increased by 20% [NEW] — [PvP] Shadow resistance is decreased by 15
 Stiff Body		Magic Debuff (Level 3) Duration: 4 seconds — No attack possible — Movement impossible	
 [PvP] Locust infection		Disease Debuff (Level 4) Duration: 10 seconds — Decreases Player Level * 2 HP — Movement speed is decreased by 2	Disease Debuff (Level 4) Duration: 12 seconds [NEW] — Every 4 seconds: [PvP] Decreases 1% HP — Movement speed is decreased by 1
 [PvP] Voodoo Doll		General Debuff (Level 5) Duration: 12 seconds [REMOVED] — Every 4 seconds: Decreases Player Level * 8 HP [REMOVED] — Shadow resistance is decreased by 20% of the user's total Once the effect's duration is over,  Voodoo Doll's Rage is received with a chance of 50%	General Debuff (Level 4) Duration: 16 seconds [NEW] — Every 4 seconds: [PvP] Decreases 1% HP [NEW] — [PvP] Shadow resistance is decreased by 20 Once the effect's duration is over,  [PvP] Voodoo Doll's Rage is received with a chance of 100%
 [PvP] Voodoo Doll's Rage		General Debuff (Level 5) Duration: 1 seconds [REMOVED] — Decreases Player Level * 80 HP [REMOVED] — Decreases Player Level * 40 MP — There is a 100% chance of causing  Deadly Blackout	General Debuff (Level 5) Duration: 1 seconds [NEW] — [PvP] Decreases 10% HP [NEW] — [PvP] Decreases 10% MP — There is a 100% chance of causing  Deadly Blackout
 Moth Curse		General Debuff (Level 10) Duration: 8 seconds — If the target is a monster, the attack power received is increased by 20%. Otherwise the player is forced to transform into the Moth	






		<p>— No attack possible</p> <p>— If you take attack 2 times,  Moth Curse disappears (excludes attack over time)</p> <p>Side Effect: after 0.1 seconds</p> <p>— Movement speed is decreased by 2</p>	
 [PvP] Deathly Curse		<p>General Debuff (Level 4) Duration: 20 seconds</p> <p>— If you are attacked with the shadow element, there's a 100% chance the damage will be increased by 20%.</p> <p>— Every 2 seconds: Decreases 495 (Player Level * 5) HP</p>	<p>General Debuff (Level 4) Duration: 16 seconds</p> <p>[NEW] — Attack power is decreased by 2% per each debuff active on the user</p> <p>— Every 4 seconds: [PvP] Decreases 1% HP</p>
 Damage Defensive Weapon		<p>General Debuff (Level 2) Duration: 12 seconds</p> <p>— Defence level upgrade is decreased by 2</p>	
 [PvP] Dragon's Fist Mark		<p>Magic Debuff (Level 3) Duration: 10 seconds</p> <p>[REMOVED] — Damage received from critical hits is increased by 15%.</p> <p>— Increases attack power received from Dragon Stance skills by 10%</p> <p>— Fire resistance is decreased by 5</p>	<p>Magic Debuff (Level 3) Duration: 8 seconds</p> <p>[NEW] — [PvP] Fire resistance is decreased by 25</p> <p>[NEW] — Damage received is increased by 25% if the enemy attacks with  [PvP] Final Flame]</p> <p>— Increases attack power received from Dragon Stance skills by 8%</p> <p>Side effect: after 0.1 seconds</p> <p>— There is a 100% chance for this effect to disappear if the user is attacked with  [PvP] Final Flame]</p>
 [PvP] Dragon's Breath		<p>Disease Debuff (Level 4) Duration: 15 seconds</p> <p>[REMOVED] — Fire resistance is decreased by 20</p> <p>[REMOVED] — Chance of receiving critical hits is increased by 10%</p>	<p>Disease Debuff (Level 3) Duration: 8 seconds</p> <p>[NEW] — Increases attack power received from Haetae Stance skills by 12%</p> <p>[NEW] — [PvP] Damage received from critical hits is increased by 20%</p> <p>[NEW] — [PvP] Fire resistance is decreased by 15</p>






 Internal Injuries		<p>General Debuff (Level 2) Duration: 4 seconds</p> <ul style="list-style-type: none"> — Casting skill failed — Loses 396 (Player Level * 4) HP while casting the skill 	
 Final Flame		<p>General Debuff (Level 2) Duration: 2 seconds</p> <ul style="list-style-type: none"> — No attack possible — Movement impossible <p>Once the effect's duration is over,  Final Flame is received with a chance of 40%</p>	
 Final Flame		<p>General Debuff (Level 3) Duration: 2 seconds</p> <ul style="list-style-type: none"> — Movement impossible — No attack possible — No dodge possible <p>Once the effect's duration is over,  Final Flame is received with a chance of 30%</p>	
 Final Flame		<p>General Debuff (Level 4) Duration: 3 seconds</p> <ul style="list-style-type: none"> — No attack possible — Movement impossible — No dodge possible <p>Side Effect: after 0.1 seconds Chance of receiving critical hits is increased by 10%</p>	
 [PvP] Bound by Moonlight		<p>General Debuff (Level 4) Duration: 4 seconds</p> <ul style="list-style-type: none"> — Movement impossible — Chance of receiving critical hits is increased by 20% 	<p>General Debuff (Level 4) Duration: 4 seconds</p> <p>[NEW] — [PvP] Chance of receiving critical hits is increased by 30% — Movement impossible</p>
 [PvP] Bound by the Full Moon's Light		<p>General Debuff (Level 4) Duration: 3 seconds</p> <ul style="list-style-type: none"> — Chance of receiving critical hits is increased by 	<p>General Debuff (Level 5) Duration: 4 seconds</p> <p>[NEW] — [PvP] Chance of receiving critical</p>












		50% — Movement impossible	hits is increased by 50% — Movement impossible
 [PvP] Mark of the Moon		General Debuff (Level 3) Duration: 20 seconds — The next damage you inflict on a marked enemy will be is increased by 25% and consume the Mark — Damage received from critical hits is increased by 25%.	General Debuff (Level 3) Duration: 15 seconds [NEW] — [PvP] Damage received from critical hits is increased by 15% Side effect: after 10 seconds — Damage received by the enemy that caused the Mark of the Moon will be increased 15% and consume it
 [PvP] Mark of the Full Moon		General Debuff (Level 4) Duration: 20 seconds — Damage received from critical hits is increased by 50%. — The next damage you inflict on a marked enemy will be is increased by 50% and consume the Mark	General Debuff (Level 4) Duration: 15 seconds [NEW] — [PvP] Damage received from critical hits is increased by 25%. Side effect: after 10 seconds — Damage received by the enemy that caused the Mark of the Full Moon will be increased 20% and consume it
 [PvP] Petal Hell		General Debuff (Level 3) Duration: 5 seconds [REMOVED] — Decreases 990 (Player Level * 10) HP [REMOVED] — Decreases Player Level * 5 MP — Movement impossible	General Debuff (Level 3) Duration: 6 seconds [NEW] — [PvP] Decreases 1% HP [NEW] — [PvP] Decreases 1% MP — Movement impossible
 [PvP] Lotus Curse		General Debuff (Level 4) Duration: 5 seconds [REMOVED] — Decreases 1584 (Player Level * 16) HP [REMOVED] — Decreases 594 (Player Level * 6) MP — Movement impossible	General Debuff (Level 3) Duration: 6 seconds [NEW] — [PvP] Decreases 2% HP [NEW] — [PvP] Decreases 2% MP — Movement impossible
 [PvP] Serious Injury		General Debuff (Level 4) Duration: 8 seconds [REMOVED] — Enemy's melee attack power is increased by 10% — When hit by another character's skill, there is a 10% chance to reset the cooldown of the skill	General Debuff (Level 4) Duration: 8 seconds [NEW] — [PvP] Damage received from melee attacks is increased by 10% — When hit by another character's skill, there is a 10% chance to reset the cooldown of the




		used	skill used
 Water Splash		General Debuff (Level 1) Duration: 15 seconds — Movement speed is decreased by 3 — Water resistance is decreased by 10	
 Waterfall Strike		General Debuff (Level 4) Duration: 8 seconds — Movement speed is decreased by 3 — If you are attacked with the water element, there's a 100% chance the damage will be increased by 20%.  Serious Injury occurs, in releasing at the probability of 100%	
 Serious Wound		Debuff (Level 3) Duration: 5 seconds — Every 2 seconds: Decreases (Player Level * 12) HP — Melee defence is reduced by 15%	
 Pierced Armour		Debuff (Level 4) Duration: 10 seconds — Pierces armour. Enables the damage bonus of Pinpoint attacks.	
 Fully Pierced Armour		Debuff (Level 10) Duration: 10 seconds — Pierces armour. Enables the damage bonus of Pinpoint attacks. In addition, the damage bonus is increased by 50%	
 Brain Freeze		Disease Debuff (Level 3) Duration: 8 seconds — Water resistance is decreased by 10 — Movement speed is decreased by 1  Expose Weaknesses occurs, in releasing at the probability of 30%	







 [PvP] Expose Weaknesses		<p>General Debuff (Level 3) Duration: 5 seconds</p> <p>[REMOVED] — Damage received from critical hits is increased by 20%. — Chance of receiving critical hits is increased by 40%</p>	<p>General Debuff (Level 3) Duration: 5 seconds</p> <p>— Always receives critical hits</p>
 Flashbang		<p>Magic Debuff (Level 2) Duration: 4 seconds</p> <p>— No attack possible</p> <p> Expose Weaknesses occurs, in releasing at the probability of 100%</p>	
 Dismount		<p>General Debuff (Level 2) Duration: 10 seconds</p> <p>— Movement speed is decreased by 2 — The duration of debuffs is increased by 20%</p>	
 [PvP] Smog		<p>General Debuff (Level 3) Duration: 10 seconds</p> <p>[REMOVED] — Shadow resistance is decreased by 15 [REMOVED] — There is a 40% chance that every attack hits. [REMOVED] — Magic attack power is decreased by 40%</p>	<p>General Debuff (Level 3) Duration: 6 seconds</p> <p>[NEW] — [PvP] There is a 30% chance that every attack hits. [NEW] — [PvP] Magic attack power is decreased by 90%</p>
 Reinforcing Poison		<p>Poison Debuff (Level 3) Duration: 20 seconds</p> <p>— Receives a critical hit with the chance of 50% — All elemental resistances are decreased by 10</p>	
 Knocked Down		<p>General Debuff (Level 2) Duration: 3 seconds</p> <p>— Movement impossible — No dodge possible</p>	
 [PvP] Knocked Out		<p>General Debuff (Level 2) Duration: 4 seconds</p>	<p>General Debuff (Level 2) Duration: 3 seconds</p>

		<ul style="list-style-type: none"> — Movement impossible — No attack possible — Chance of receiving critical hits is increased by 30% 	<p>[NEW] — No dodge possible</p> <ul style="list-style-type: none"> — Movement impossible — No attack possible <p>Side effect: after 0.1 seconds</p> <p>[NEW] — Damage received from critical hits is increased by 50% if the opponent has [ PvP Sacred Will] active</p>
 Energy hit in a weak point		<p>Magic Debuff (Level 2) Duration: 10 seconds</p> <ul style="list-style-type: none"> — Defence is decreased by 10% — Light resistance is decreased by 25 — Movement speed is decreased by 2 <p>Once the effect's duration is over,  Handicapped is received with a chance of 10%</p>	
 Handicapped		<p>General Debuff (Level 3) Duration: 10 seconds</p> <ul style="list-style-type: none"> — The enemy's attack power is inhibited. — Attack level upgrade is decreased by 4 	
 Energy Bleeding			<p>General Debuff (Level 3) Duration: 10 seconds</p> <ul style="list-style-type: none"> — Every 8 seconds: [PvP] Reduces 1% HP
 Wounded Leg		<p>Disease Debuff (Level 1) Duration: 10 seconds</p> <ul style="list-style-type: none"> — Dodge is decreased by 120 — Movement speed is decreased by 30%. 	
 Shadow of Death		<p>Debuff (Level 4) Duration: 5 seconds</p> <ul style="list-style-type: none"> — Movement impossible — No attack possible 	
 Weak Wound		<p>General Debuff (Level 4) Duration: 8 seconds</p> <ul style="list-style-type: none"> — [PvP] Attack power is decreased by 15% — All elemental resistances are decreased by 15 	

		<p>— Movement speed is decreased by 1</p> <p>Once the effect's duration is over,  Knocked Out is received with a chance of 40%</p>	
 Fatal Wound		<p>General Debuff (Level 5) Duration: 12 seconds</p> <p>— [PvP] Attack power is decreased by 20% — All elemental resistances are decreased by 25 — Movement speed is decreased by 2</p> <p>Once the effect's duration is over,  Knocked Out is received with a chance of 75%</p>	
 Weak Impulse		<p>General Debuff (Level 4) Duration: 5 seconds</p> <p>— Movement impossible</p> <p>Once the effect's duration is over,  Fatal Bleeding is received with a chance of 70%</p>	
 Strong Impulse		<p>General Debuff (Level 5) Duration: 8 seconds</p> <p>— Movement impossible</p> <p>Once the effect's duration is over,  Fatal Bleeding is received with a chance of 70%</p>	
 [PvP] Demonical Blood-Sucking		<p>Poison Debuff (Level 3) Duration: 10 seconds</p> <p>[REMOVED] — Decreases Player Level * 2 HP [REMOVED] — Attack level upgrade is decreased by 1 — Decreases the user's debuff protection of level 4 or lower by 30% (max. 50%)</p> <p>Side Effect: after 5 seconds — Cast Drain on the enemy. — Opponent's HP is reduced by Player Level * 13 and the player's HP increased by the same.</p>	<p>Poison Debuff (Level 3) Duration: 12 seconds</p> <p>[NEW] — Every 4 seconds: [PvP] Decreases 1% HP [NEW] — [PvP] Shadow resistance is decreased by 10 — Decreases the user's debuff protection of level 4 or lower by 30% (max. 50%)</p> <p>Side Effect: after 6 seconds — Afflicted by a HP draining effect. — Every 4 seconds: HP is reduced by Player Level*13 and given to the effect's caster.</p>
 Night Terror		General Debuff (Level 3)	General Debuff (Level 3)









		Duration: 8 seconds [REMOVED] — Shadow resistance is decreased by 25% of the user's total [REMOVED] — When you're attacked with a shadow element skill, there is a 10% chance of triggering  Heart Attack	Duration: 8 seconds [NEW] — [PvP] Shadow resistance is decreased by 35 [NEW] — [PvP] When you're defending, there's a 10% chance of receiving  Heart Attack
 Heart Attack		Disease Debuff (Level 2) Duration: 3 seconds — Movement speed is decreased by 5 — No attack possible	
 Shackle		Magic Debuff (Level 2) Duration: 6 seconds [REMOVED] — HP is decreased by 7% of damage given. [REMOVED] — Enemy's MP is increased by 5% of the damage I have received.	Magic Debuff (Level 2) Duration: 5 seconds [NEW] — [PvP] Damage caused is decreased by 5% [NEW] — Movement speed is decreased by 10%
 Poison Gas		Magic Debuff (Level 5) Duration: 15 seconds [REMOVED] — Defence level upgrade is decreased by 2 [REMOVED] — Chance of receiving critical hits is increased by 20%	Magic Debuff (Level 5) Duration: 15 seconds [NEW] — [PvP] Defence level upgrade is decreased by 2 [NEW] — [PvP] Chance of receiving critical hits is increased by 20%
 [PvP] Anti-Gravity		General Debuff (Level 3) Duration: 4 seconds — Movement impossible Once the effect's duration is over,  Night Terror is received with a chance of 30%	General Debuff (Level 3) Duration: 3 seconds — Movement impossible Once the effect's duration is over,  Night Terror is received with a chance of 30%
 [PvP] This judgement causes worlds to perish		Magic Debuff (Level 4) Duration: 20 seconds — Shadow resistance is decreased by 15% of the user's total — Decreases the user's debuff protection of level 5 or lower by 30% (max.50%) — Movement speed is decreased by 20% Once the effect's duration is over,  Night Terror	Magic Debuff (Level 4) Duration: 20 seconds [NEW] — [PvP] Shadow resistance is decreased by 25 — Decreases the user's debuff protection of level 5 or lower by 30% (max.50%) — Movement speed is decreased by 20% Once the effect's duration is over,  Night









		is received with a chance of 100%	Terror is received with a chance of 100%
 [PvP] Cinderroot		General Debuff (Level 3) Duration: 4 seconds — Movement impossible — Decreases Player Level * 10 HP	General Debuff (Level 3) Duration: 4 seconds — Movement impossible — [PvP] Decreases 2% HP
 [PvP] Nervous		General Debuff (Level 3) Duration: 7 seconds [REMOVED] — Damage is decreased by 10% [REMOVED] — When inflicting critical hits, damage is reduced by 50%.	General Debuff (Level 3) Duration: 8 seconds [NEW] — [PvP] Attack power is decreased by 10% [NEW] — [PvP] Damage caused from critical hits is decreased by 50%
 Shock		General Debuff (Level 2) Duration: 5 seconds — No attack possible — No dodge possible — Movement speed is decreased by 3	
 Explosive Shock		General Debuff (Level 3) Duration: 7 seconds — No dodge possible — Movement speed is decreased by 5	
 Third-Degree Burns		General Debuff (Level 4) Duration: 10 seconds — Cooldown of skills is increased by 50% — Reduces 300 HP per buff stack (max. 2400).	
 Ground Vibration		General Debuff (Level 4) Duration: 4 seconds — Movement speed is decreased by 3 — Dodge is reduced by 10%. — No attack possible	
 [PvP] Elemental Leech		General Debuff (Level 5) Duration: 12 seconds [REMOVED] — Chance of receiving critical hits is increased by 25%	General Debuff (Level 5) Duration: 12 seconds [NEW] — [PvP] Defence is decreased by 15%





		<p>[REMOVED] — All elemental resistances are decreased by 20</p> <p>[REMOVED] — Enemy's magic attack power is increased by 6%</p>	<p>[NEW] — [PvP] Light resistance is decreased by 35</p> <p>[NEW] — [PvP] Attack power is decreased by 15%</p>
 [PvP] Crushed Body		<p>General Debuff (Level 4) Duration: 10 seconds</p> <p>— Decreases Player Level * 8 HP — Defence is decreased by 15%</p>	<p>General Debuff (Level 4) Duration: 10 seconds</p> <p>— Every 2 seconds: [PvP] Decreases 1% HP — [PvP] Defence is decreased by 15%</p>
 Magic Shock		<p>General Debuff (Level 4) Duration: 6 seconds</p> <p>— Cooldown of skills is increased by 50% — Movement speed is decreased by 5 — Mana for using skills is increased by 50%. (Includes magic.)</p>	
 Explosive Shock		<p>General Debuff (Level 2) Duration: 1 seconds</p> <p>— Movement impossible — No attack possible</p> <p> Leg Sweeper occurs, in releasing at the probability of 30%</p>	
 Great Explosive Shockwave		<p>General Debuff (Level 3) Duration: 2 seconds</p> <p>— Movement impossible — No attack possible</p> <p> Leg Sweeper occurs, in releasing at the probability of 50%</p>	
 The Great Explosive Shockwave wipes everything in its path.		<p>General Debuff (Level 4) Duration: 3 seconds</p> <p>— Movement impossible — No attack possible — No dodge possible</p> <p> Leg Sweeper occurs, in releasing at the probability of 70%</p>	

 [PvP] Critical Burn		Disease Debuff (Level 3) Duration: 20 seconds [REMOVED] — Fire resistance is decreased by 30 [REMOVED] — Chance of receiving critical hits is increased by 30%	Disease Debuff (Level 3) Duration: 20 seconds [NEW] — [PvP] Fire resistance is decreased by 30 [NEW] — [PvP] Chance of receiving critical hits is increased by 30%
 Leg Sweeper		General Debuff (Level 3) Duration: 8 seconds — Movement speed is decreased by 2	
 Mandra Stun		Poison Debuff (Level 1) Duration: 2 seconds — Movement impossible — No attack possible — If you are killed by another player, their HP is increased by 2% of their missing HP	
 Weak Mandra Poison		Poison Debuff (Level 1) Duration: 12 seconds — Decreases (Player Level * 2) HP — If you are killed by another player, their HP is increased by 5% of their missing HP	
 Mandra Poison		Poison Debuff (Level 2) Duration: 10 seconds — Decreases 297 (Player Level * 4) HP — If you are killed by another player, their HP is increased by 10% of their missing HP	
 Strong Mandra Poison		Poison Debuff (Level 3) Duration: 8 seconds — Loses (Player Level * 6) HP while casting the skill — If you are killed by another player, their HP is increased by 20% of their missing HP	
 Lethal Mandra Poison		Poison Debuff (Level 3) Duration: 6 seconds The Mandra Poison severely attacks the nerves.	

		<ul style="list-style-type: none"> — Loses (Player Level * 8) HP while casting the skill — If you are killed by another player, their HP is increased by 30% of their missing HP 	
 [PvP] Blinded		Debuff (Level 3) Duration: 4 seconds [REMOVED] — Chance of receiving critical hits is increased by 10% [REMOVED] — Magic attack power is decreased by 40% — There is a 30% chance that every attack hits	Debuff (Level 3) Duration: 4 seconds [NEW] — [PvP] Magic attack power is decreased by 40% — There is a 30% chance that every attack hits
 Under Sniper's Gaze		Debuff (Level 3) Duration: 4 seconds — There is a 100% of receiving a critical hit if the enemy attacks with [ Sniper] — There is a 100% chance for this effect to disappear if the user is attacked with [ Sniper]	
 Head Shot		Debuff (Level 4) Duration: 12 seconds — Damage received from critical hits is increased by 15% — The effectiveness of recovery items is decreased by 80%	
 [PvP] Gunshot Wound		General Debuff (Level 2) Duration: 8 seconds — Movement speed is decreased by 2 [REMOVED] — Decreases (Player Level * 6) HP [REMOVED] — Chance of receiving critical hits is increased by 15%	General Debuff (Level 2) Duration: 8 seconds [NEW] — Every 2 seconds: [PvP] Decreases 1% HP [NEW] — [PvP] Attack power is decreased by 5% — Movement speed is decreased by 2
 Weak Infernal Horror		Magic Debuff (Level 2) Duration: 8 seconds — Shadow resistance is decreased by 10	

		— Damage received from critical hits is increased by 10%.	
 Infernal Horror		<p>Magic Debuff (Level 2) Duration: 12 seconds</p> <p>— No dodge possible — Shadow resistance is decreased by 20 — Damage received from critical hits is increased by 30%.</p>	
 [PvP] Strong Possession		<p>Disease Debuff (Level 4) Duration: 8 seconds</p> <p>[REMOVED] — Around 4 field(s), inflict  Possession on our team [REMOVED] — Decreases (Player Level * 12) HP [REMOVED] — Decreases (Player Level * 6) MP</p> <p>Side Effect: after 0.5 seconds — Movement speed is decreased by 2</p>	<p>Disease Debuff (Level 4) Duration: 8 seconds</p> <p>[NEW] — Every 2 seconds: [PvP] Decreases HP by 1% [NEW] — Every 2 seconds: [PvP] Decreases MP by 1% — Movement speed is decreased by 2</p> <p>Side Effect: after 0.1 seconds [NEW] — [PvP] Damage caused is decreased by 10% if the target has  [PvP] Calm Spirit active [NEW] — [PvP] Damage received is increased by 10% if the attacker has  [PvP] Berserk Spirit active</p>
 Possession		<p>Disease Debuff (Level 3) Duration: 8 seconds</p> <p>— Movement speed is decreased by 2 — Decreases (Player Level * 12) HP — Decreases (Player Level * 6) MP</p>	
 [PvP] Cut and Run		<p>General Debuff (Level 2) Duration: 16 seconds</p> <p>— Dodge is decreased by (Player Level * 3) — Movement speed is decreased by 1</p>	
 [PvP] Gravitation Field		<p>General Buff (Level 4) Duration: 10 seconds</p> <p>[REMOVED] — Magic damage is increased by 10% — Movement speed is increased by 1% — All opponents within 3 space(s) are cursed with</p>	<p>General Buff (Level 4) Duration: 10 seconds</p> <p>[NEW] — [PvP] Damage received from magic attacks is increased by 10% — Movement speed is increased by 1 — All opponents within 3 space(s) are cursed</p>

		 Gravitational Consequences every second.	with  Gravitational Consequences every second.
 Gravitational Consequences		General Debuff (Level 2) Duration: 4 seconds — Cooldown of skills is increased by 10% — Movement Speed is decreased by 2	
 Severe Gravitational Consequences		General Debuff (Level 4) Duration: 6 seconds — Movement speed is decreased by 5 — Cooldown of skills is increased by 30% — Every 2 seconds: Decreases (Player Level * 20) HP	
 Floundering		General Debuff (Level 4) Duration: 7 seconds — Movement speed is decreased by 2 — The attack range is reduced by 2. — Cooldown of skills is increased by 30% Side Effect: after 0.4 seconds — Ranged damage is decreased by 20% — Magic damage is decreased by 20%	
 [PvP] Shrapnel			— [PvP] Fire resistance is decreased by 15% — [PvP] Defence level upgrade is decreased by 2 — Movement speed is decreased by 10% Side effect: after 0.1 seconds — [PvP] Dodge of all attacks is decreased by 200 — Damage received is increased by 25% if the enemy uses the skill  Hell Drop]
 [PvP] Holy Breath		General Debuff (Level 5) Duration: 15 seconds [REMOVED] — All elemental resistances are decreased by 10 [REMOVED] — Chance of receiving critical hits is increased by 10%	General Debuff (Level 5) Duration: 15 seconds [NEW] — [PvP] All elemental resistances are decreased by 10 [NEW] — [PvP] Attack power is decreased by 5% [NEW] — [PvP] Defence is decreased by 5%

 Weak Heavenly Light		Magic Debuff (Level 2) Duration: 5 seconds — Movement speed is decreased by 2	
 [PvP] Heavenly Light		Magic Debuff (Level 3) Duration: 4 seconds — No attack possible — No dodge possible — Movement speed is decreased by 4	Magic Debuff (Level 3) Duration: 3 seconds — No attack possible — No dodge possible — Movement speed is decreased by 4
 Holy Net			Debuff (Level 4) Duration: 5 seconds [NEW] — Movement impossible [NEW] — If you are attacked by the Sun Wolf, the damage is increased by 50%.
 [PvP] Death's Touch			Debuff (Level 3) Duration: 8 seconds [NEW] — Every 2 seconds: [PvP] Decreases 1% HP [NEW] — If you are attacked by the Sun Wolf, there's a 100% chance of increasing the duration of this effect 2 seconds (max. 3 times)

SP Balance