











CHANGES



Name	Original	New
 Trickery	[REMOVED] — Ambush attacks cause (Player Level * 6) additional damage	[NEW] — Movement speed -20%





SWORDSMAN

Warrior

Name	Original	New
 [PvP] Whirlwind	[REMOVED] — Has a 100% chance of causing  Blackout	[NEW] — Has a 100% chance of causing  Paralysis
 [PvP] Iron Skin	Duration: 30 seconds	Duration: 50 seconds
 [PvP] Rising Dragon	[REMOVED] — Has a 100% chance of causing  Destroy Shield <hr/>  Destroy Shield — All defense is nullified.	[NEW] — Has a 100% chance of causing  [PvP] Armour Breach <hr/>  [PvP] Armour Breach — Defence -50%


Samurai

Name	Original	New
 [PvP] Wounded Leg	Duration: 10 seconds	Duration: 5 seconds
 [PvP] Cross Cutting	— [PvP] Melee attack power +250	— [PvP] Melee attack power +120

 [PvP] Chain Attack	— [PvP] Melee attack power +550	— [PvP] Melee attack power +380
 [PvP] Light Speed Attack	Duration: 8 seconds	Duration: 9 seconds
 [PvP] Breath of Recovery	— Removes all debuff up to level 5	— Removes all debuff up to level 4
 [PvP] Lethal Blow	— [PvP] Melee attack power +600	— [PvP] Melee attack power +480









Crusader

Name	Original	New
 [PvP] Magical Reflection	Duration: 10 seconds	Duration: 7 seconds





Gladiator

Name	Original	New
 [PvP] Basic Attack	— [PvP] Attack power scaling: 100%	— [PvP] Attack power scaling: 95%
 [PvP] Shield Attack	Cooldown: 20 seconds	Cooldown: 25 seconds
 [PvP] Mark of the Gladiator	[REMOVED] — There's a 100% chance for this effect to disappear if the user is attacked with [PvP] Execution	[NEW] — Disappear upon receiving a hit
 [PvP] Execution	— Melee attack power +1750 [REMOVED] — This skill cannot be evaded if the opponent is afflicted by  [PvP] Mark of the Gladiator	— Melee attack power +1550 [NEW] — This skill cannot be evaded if the opponent is afflicted by  [PvP] Enormously Shaky Status

 [PvP] Enormously Shaky Status	[NEW] — There's a 100% of receiving a critical hit if the enemy attacks with  [PvP] Execution [NEW] — There's a 100% chance for this effect to disappear if the user is attacked with  [PvP] Execution
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Battle Monk

Name	Original	New
 [PvP] Spirit of Enlightenment	— [PvP] Attack Power +20% — [PvP] Critical chance +35% of the user's total	— [PvP] Attack Power +10% — [PvP] Critical chance +45% of the user's total
 [PvP] Spiritual Strength	[REMOVED] — [PvP] Water energies (Player Level * 2) — Hit rate (Player Level * 3)	— Hit rate (Player Level * 4)














Death Reaper

Name	Original	New
 [PvP] Spiritual Release		[NEW] — [PvP] Hit rate (Player Level *1)
 [PvP] Strong Spiritual Release		[NEW] — [PvP] Hit rate (Player Level *1)







Renegade

Name	Original	New
 [PvP] Double Ripper	— [PvP] Has a 40% chance of causing  Short Paralysis	— [PvP] Has a 20% chance of causing  Short Paralysis
 [PvP] Bled Out	Duration: 15 seconds	Duration: 10 seconds

 [PvP] Blade of the Cross	— [PvP] Has a 80% chance of causing  Short Blackout	— [PvP] Has a 60% chance of causing  Short Blackout
 [PvP] Judgement of Light	— [PvP] Has a 25% chance of causing  [PvP] Critical Bleeding	— [PvP] Has a 35% chance of causing  [PvP] Critical Bleeding
 [PvP] Judgement	Duration: 7 seconds [REMOVED] — [PvP] Enemy's critical chance +20%	Duration: 5 seconds [NEW] — [PvP] Enemy's critical damage +10%


















Waterfall Berserker

Name	Original	New
 [PvP] Energy of Pure Water	Duration: 120 seconds	Duration: 600 seconds
 [PvP] Energy of the Waterfall	— Movement speed +2	— Movement speed +1
 [PvP] Waterfall Frenzy	Duration: 10 seconds — Converts (missing HP/4)%% of the damage caused into HP healing	Duration: 6 seconds — Converts (missing HP/3)%% of the damage caused into HP healing
 [PvP] Axe Swing	— [PvP] Attack power scaling: 100% — The Rage bar +2%	— [PvP] Attack power scaling: 95% — The Rage bar +4%











Dragon Knight

Name	Original	New
 [PvP] Long Lunge	— Counts as a Pinpoint attack, damage increased by 8% against targets with  Pierced Armour or higher	— Counts as a Pinpoint attack, damage increased by 5% against targets with  Pierced Armour or higher
 [PvP] Lance Dash	— Counts as a Pinpoint attack, damage increased by 12% against targets with  Pierced Armour or higher	— Counts as a Pinpoint attack, damage increased by 8% against targets with  Pierced Armour or higher

 [PvP] Triple Lunge	— Counts as a Pinpoint attack, damage increased by 15% against targets with  Pierced Armour or higher	— Counts as a Pinpoint attack, damage increased by 12% against targets with  Pierced Armour or higher
 [PvP] Draconium Shield	Cooldown: 12	Cooldown: 10
 [PvP] Piercing Dragon	— Critical damage +50% of the user's total if  Sharp Lance is active — Counts as a Pinpoint attack, damage increased by 40% against targets with  Pierced Armour or higher	— Critical damage +30% of the user's total if  Sharp Lance is active — Counts as a Pinpoint attack, damage increased by 30% against targets with  Pierced Armour or higher










ARCHER



Name	Original	New
 [PvP] Screw Bolt	[REMOVED] — Has a 30% chance of causing  Frozen Frozen Duration: 5 seconds	[NEW] — Has a 30% chance of causing  [PvP] Frozen Frozen Duration: 3 seconds
 [PvP] Head Shot	— [PvP] Attack power scaling: 105% [REMOVED] — [PvP] Water energies +180	— [PvP] Attack power scaling: 95% [NEW] — Cannot be evaded
 [PvP] Frost Instincts	On attack, has a 80% chance to cause  [PvP] Frosted Legs Frosted Legs Duration: 8 seconds	On attack, has a 100% chance to cause  [PvP] Frosted Legs (Ignores debuff protection) Frosted Legs Duration: 4 seconds
 [PvP] Dismount	[REMOVED] — Movement speed -1	[NEW] — [PvP] Enemy's critical chance +15%










Assassin

Name	Original	New
 [PvP] Critical Hit	Cooldown: 50 seconds	Cooldown: 40 seconds It cannot be reset or decrease its cooldown.
 [PvP] Critical Hit	— Has a 100% chance of ignoring 2500 defense from the enemy	— Has a 100% chance of ignoring 1600 defense from the enemy
 [PvP] Pact of Darkness	— [PvP] Has a 40% chance to increase damage caused by 50%	— [PvP] Has a 40% chance to increase damage caused by 35%
 [PvP] Deadly Strike	Attack Range: 1	Attack Range: 2
 [PvP] Smog	— [PvP] Magic Attack Power -60%	— [PvP] Magic Attack Power -30%
 Hideout	— Movement speed -4	— Movement speed -3
 [PvP] Tomahawk	— [PvP] Attack power scaling: 110% [REMOVED] — [PvP] Ranged attack power +350 [REMOVED] — Ambush attacks cause 600 additional damage	— [PvP] Attack power scaling: 100% [NEW] — [PvP] Melee attack power +350
 [PvP] Storm Slash	Cooldown: 40 seconds	Cooldown: 30 seconds
 [PvP] Wounded Leg	Duration: 10 seconds	Duration: 5 seconds











Wild Keeper


Name	Original	New
 [PvP] Boomerang Blast	— [PvP] Attack power scaling: 100% — [PvP] Ranged attack power 300	— [PvP] Attack power scaling: 95% — [PvP] Ranged attack power 150



 [PvP] Beast Claw	[REMOVED] — Has a 60% chance of causing  Fatal Bleeding <hr/>  Fatal Bleeding [REMOVED] — Never inflicts critical hit	[NEW] — Has a 30% chance of causing  [PvP] Heavy Bleeding <hr/>  [PvP] Heavy Bleeding [NEW] — [PvP] Critical damage -50%
 [PvP] Cut	— Reduces remaining MP by 40%	— Reduces remaining MP by 25%

 Scout

Name	Original	New
 [PvP] Vital Energy	[REMOVED] — Has a 100% chance of causing  [PvP] Life Shield	[NEW] — Has a 100% chance of causing  [PvP] Life Shield <hr/>  [PvP] Life Shield — Enemy's critical damage -40%
 Mobile Trap	Duration: 5 seconds	Duration: 3 seconds
 [PvP] Lightning Reload	Cooldown: 15 seconds — [PvP] Ranged attack power 150	Cooldown: 10 seconds — [PvP] Ranged attack power 50
 [PvP] Rotating Arrow – Level 1	— [PvP] Ranged attack power 175	— [PvP] Ranged attack power 75
 [PvP] Rotating Arrow – Level 2	— [PvP] Ranged attack power 200	— [PvP] Ranged attack power 100



 Demon Hunter

Name	Original	New
 [PvP] Cut	— Reduces remaining MP by 40%	— Reduces remaining MP by 25%

 [PvP] Berserk Spirit	— [PvP] Melee Attack Power +25% — [PvP] Critical damage +30% — [PvP] Defense -15%	— [PvP] Melee Attack Power +20% — [PvP] Critical damage +25% — [PvP] Defense -10%
 [PvP] Calm Spirit	— [PvP] Damage received -10%	— [PvP] Damage received -8%







Avenging Angel

Name	Original	New
 [PvP] Shadow Walk	— Ambush attacks cause 800 additional damage	— Ambush attacks cause 400 additional damage
 [PvP] Halo	— Recovers 5% of the user's max. HP for every attack received (max. 2 times)	— Recovers 5% of the user's max. HP for every attack received (max. 1 times) [NEW] — Disappears upon receiving a hit





Sunchaser

Name	Original	New
 [PvP] Bear trap	[REMOVED] — Has a 100% chance of causing  Fatal Bleeding	[NEW] — Has a 100% chance of causing  [PvP] Critical Bleeding
 [PvP] Light Net	Cooldown: 60 seconds	Cooldown: 70 seconds



Blaster




Name	Original	New
 High Pressure	[REMOVED] — Movement speed -3	
 [PvP] Shock Grenade	Cooldown: 6 seconds — [PvP] Push your opponent back 4 field(s)	Cooldown: 10 seconds [PvP] Push your opponent back 3 field(s)

 [PvP] Ultra High Heating	[REMOVED] — Fairy's Element +20 [REMOVED] — On attack, has a 20% chance to cause  [PvP] Fatal Burn	[NEW] — [PvP] Hit rate (Player Level * 2) [NEW] — [PvP] Attack Power +5%
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MAGICIAN




Holy Mage

Name	Original	New
 [PvP] Holy Hammer	[REMOVED] — Has a 100% chance of causing  Slight Horror	[NEW] — Has a 100% chance of causing  [PvP] Deadly Blackout









Blue Magician

Name	Original	New
 [PvP] Frozen	Duration: 5 seconds	Duration: 3 seconds







Dark Gunner

Name	Original	New
 [PvP] Requiem	— [PvP] Enemy's critical chance +50%	— [PvP] Enemy's critical chance +15% [NEW] — [PvP] Enemy's critical damage +20%
 [PvP] Magic Blitz		[NEW] — Has a 50% chance of causing  Blackout
 [PvP] Combination Shot	— [PvP] Ranged attack power 150 — Has a 80% chance of invoking the combo  [PvP] Perfect Combination]	— [PvP] Ranged attack power 170 — Has a 100% chance of invoking the combo  [PvP] Perfect Combination]




Archmage

Name	Original	New
 [PvP] Meteor Storm	[REMOVED] — Causes 10 (+19 (Player Level / 5)) meteorites to rain down.	[NEW] — [PvP] Attack power scaling: 115% [NEW] — [PvP] Magic attack power +1200 [NEW] — [PvP] Light energies +1400 [NEW] — Has a 30% chance of causing  Blackout
 [PvP] Arcane Wind		[NEW] — [PvP] Cooldown of skills -5% (max. 20%)
 [PvP] Illumination		[NEW] — Has a 100% chance to remove a random debuff up to level 3















Seer

Name	Original	New
 [PvP] Time Loss	[REMOVED] Skillshot	



Voodoo Priest




Name	Original	New
 [PvP] Venomous Snake Curse	Debuff Level: 2	Debuff Level: 5
 [PvP] Locust infection	Debuff Level: 4	Debuff Level: 5
 [PvP] Voodoo Doll	Debuff Level: 4	Debuff Level: 5
 [PvP] Voodoo Doll's Rage	— [PvP] Decrease 10% HP — [PvP] Decrease 10% MP	— [PvP] Decrease 7% HP — [PvP] Decrease 7% MP
 Voodoo Priest Curse	— HP consumed by debuffs +15% per debuff active (max. 100)	— HP consumed by debuffs +10% per debuff active (max. 100)
 [PvP] Soul Shield	— Reduces 25% of damage received by	— Reduces 30% of damage received by



	consuming MP — [PvP] Damage received -25%	consuming MP — [PvP] Damage received -10%
 [PvP] Soulripper	Cooldown: 100 seconds — [PvP] Attack power scaling: 95% — [PvP] Magic attack power +900 — [PvP] Has a 100% chance of leeching 4% of the enemy's total HP	Cooldown: 30 seconds — [PvP] Attack power scaling: 75% — [PvP] Magic attack power +300 — [PvP] Has a 100% chance of leeching 1% of the enemy's total HP
 [PvP] Concentrated Soul Force		[NEW] — Disappear upon landing a hit
 [PvP] Locust Swarm	— Has a 40% chance of causing  [PvP] Locust infection	— Has a 100% chance of causing  [PvP] Locust infection
 [PvP] Electrostatic Curse	— [PvP] Final damage +1000 (for debuff applied to the enemy (max. 8000))	— [PvP] Final damage +1000 (for debuff applied to the enemy (max. 4500))

MARTIAL ARTIST





Draconic Fist

Name	Original	New
 [PvP] Beast Claw	— Has a 15% chance of causing  Short Blackout	— Has a 30% chance of causing  Short Blackout
 [PvP] Knuckle Buster	— Has a 80% chance of causing  Short Blackout	— Has a 60% chance of causing  Short Blackout
 [PvP] Dragon's Fist Mark	Cooldown: 8 seconds [REMOVED] — Increases attack power received from Dragon Stance skills by 8% — Damage received +25% if the enemy attacks with  [PvP] Final Flame	Cooldown: 10 seconds — Damage received +15% if the enemy attacks with  [PvP] Final Flame

 [PvP] Blaze	[REMOVED] — Has a 100% chance of causing  [PvP] Dragon's Breath	
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




Mystic Arts

Name	Original	New
 [PvP] Gathering Petals	[REMOVED] — [PvP] Defense +5%	[NEW] — [PvP] Damage received -5%
 [PvP] Bed of Lotus Flowers	[REMOVED] — [PvP] Defense +5%	[NEW] — [PvP] Damage received -5%



Master Wolf

Name	Original	New
 [PvP] Wounded Leg	Duration: 10 seconds	Duration: 5 seconds
 [PvP] Weak Impulse	Duration: 5 seconds [REMOVED] — Once the effect's duration is over,  Fatal Bleeding is received with a chance of 70%	Duration: 3 seconds [NEW] — Once the effect's duration is over,  [PvP] Heavy Bleeding is received with a chance of 70%
 [PvP] Strong Impulse	Duration: 8 seconds [REMOVED] — Once the effect's duration is over,  Fatal Bleeding is received with a chance of 70%	Duration: 5 seconds [NEW] — Once the effect's duration is over,  [PvP] Heavy Bleeding is received with a chance of 70%



Fatal Bleeding
 — Never inflicts critical hits
 — Damage caused from magic attacks -20%
 — Every 2 seconds: Decreases (Player Level * 5)



[PvP] Heavy Bleeding
 — [PvP] Critical damage -50%

- Damage caused from magic attacks -20%
- Every 2 seconds: Decreases (Player Level * 5)



Demon Warrior

Name	Original	New
[PvP] Lucifer's Judgment	— Attack power scaling: 110%	— Attack power scaling: 105%
[PvP] Lucifer's Wrath	— HP restored by healing and leeching effects +30%	— HP restored by healing and leeching effects +15%



Flame Druid

Name	Original	New
[PvP] Third-Degree Burns	Duration: 10 seconds	Duration: 6 seconds
[PvP] Explosive Shock	Duration: 7 seconds	Duration: 5 seconds



Hydraulic Fist

Name	Original	New
[PvP] Recovery Protocol		<p>[NEW] — Has a 100% chance of causing [PvP] Recovery Protocol</p> <hr/> <p> [PvP] Recovery Protocol Duration: 5 seconds — [PvP] Damage to HP conversion +4% (max. 2500)</p>