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Amon:	
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New Partners Specialists to SSS mode:	
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Mad March Hare:	
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## Changes:





Skill	Stats			
Provocation	Cooldown: 25s Attack Range: Itself Target: Around Enemy in 7 cell Mana: 9400 mp  — Attracts enemies to 2 fields from you  — Has a 100% chance of causing [ Atrocity]  — This ability will be triggered every 15 deciseconds for 50 deciseconds around 7 cell  — Has a 100% chance of causing [Shadow Element] (ignores debuff protection)  Spell Tinder  General Buff (Level 2) Duration: 9.0 seconds  — Every 4 seconds: Recovers + 75 90% of the defense as HP  — Damage received -10%			
	Connectio	n Level		
Amon's Connection (Level 1)	— Damage received -10%	Amon's Connection (Level 4)	Damage received -10%     Defence +25%     Defense power scaling: +45%     Searing Bolt  Side Effect: after 0.1 seconds     Mana Recovery stat +20%	
Amon's Connection (Level 2)	— Damage received -10% — Defence +25%	Amon's Connection (Level 5)	Damage received -10%     Defence +25%     Defense power scaling: +45%  of Searing Bolt  Side Effect: after 0.1 seconds     [PvE] Healing bonus +20%     Defense power scaling: +90%  of Colossal Quake	
Amon's Connection (Level 3)	Damage received -10%     Defence +25%     Defense power scaling: +45%     Searing Bolt	Amon's Connection (Level 6)	— Shield protection bonus +50% — Increases by 50% the duration of [ Demon Shield] — [PvE] Healing bonus +20% — Recovers 4700 MP after using the skill [ Provocation] (ignores MP recovery stat) — Changes the retriggering skill duration to 65 deciseconds for the	

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Frankenstein:

MP recovery per ascension = 3|4



Skill	Stats
Flashing Slice	Cooldown: 5 s Attack Range: 14 cell Target: Around Enemy in 3 cell Mana: 0 mp  — Elemental energy scaling: 250% Range Attack Power +900 — Shadow element scaling: 105% Shadow Energies +750  — Has a 100% chance of causing [ Vicious Wound] — [SSS] Recovers 705 MP [Shadow Element] is applied (ignores debuff protection)  — Vicious Wound  General Debuff (Level 2) Duration: 10.0 seconds  — Movement speed -2 — Every 2 seconds: Decreases HP by 30 35% of the caster's shadow elemental energies — Shadow Resistance -10  Side Effect: after 0.1 seconds — [PVE] Healing bonus -15% — Damage received by shadow skills +10%
Ghost Ship	Cooldown: 20s Attack Range: 12 cell Target: Around Enemy in 4 cell Mana: 0 mp  — Elemental energy scaling: 450% Range Attack Power +1150 — Shadow element scaling: 105% Shadow Energies +750  — Has a 100% chance of causing [ Plunder] to all Souls — Has a 100% chance of causing [ Fast Plunder] to all Souls — [SSS] Recovers 1410 MP [Shadow Element] is applied (ignores debuff protection)    Plunder
Thundering dark cannon shots	Cooldown: 23s Attack Range: 13 cell Target: Around Enemy in 4 cell Mana: 16 450 mp

	— Elemental energy scaling: 500% Range Attack Power + 1750 — Shadow element scaling: 110% Shadow Energies + 800 1200 — This ability will be triggered every — Cannot be evaded There's a 100% chance of causing [S — Has a 100% chance of causing [S — Has a 100% chance of causing [S — When the service of causing [S — Shadow resistance drain +10 — Recovers HP by 65 75% of the ca — 100% to resistance to the effect:	ster's shadow elemental energies	ection)
	Connectio	n Level	
Daniel Ducats's Connection (Level 1)	— Shadow resistance drain +10	Daniel Ducats's Connection (Level 4)	— Shadow resistance drain +10 — Increases in 1 2 cell the area of the skill  Thundering Dark Cannon Shots and its retriggering — Elemental energy power scaling: +100% of Thundering Dark Cannon Shots Side Effect: after 0.1 seconds — Changes the retriggering interval to 25 deciseconds for the Thundering Dark Cannon Shots skill
Daniel Ducats's Connection (Level 2)	— Shadow resistance drain +10 — Increases in 2 cell the area of the skill Thundering Dark Cannon Shots and its retriggering	Daniel Ducats's Connection (Level 5)	— Shadow resistance drain +10 — Increases in 2 cell the area of the skill Thundering Dark Cannon Shots and its retriggering — Elemental energy power scaling: +100% of Thundering Dark Cannon Shots Side Effect: after 0.1 seconds — Changes the retriggering interval to 25 deciseconds for the Thundering Dark Cannon Shots skill — Elemental energy power scaling: +90% of Ghost Ship
Daniel Ducats's Connection (Level 3)	— Shadow resistance drain +10 — Increases in 2 cell the area of the skill Thundering Dark Cannon Shots and its retriggering — Elemental energy power scaling: +100% of Thundering Dark Cannon Shots	Daniel Ducats's Connection (Level 6)	- Changes the retriggering skill duration to 180 deciseconds for the Thundering Dark Cannon Shots skill - Shadow resistance drain +5 - Shadow skill resistance drain +15 - Increases by 50% the duration of [Vicious Wound] - Increases by 20% the duration of [Plunder] - Damage of skills increases +50% of user's elemental energies

## **New Partners Specialists to SSS mode:**



DPS - AoE Basic Attacks (Atk) Debuffer

Skill	Stats
Bomb Attack Counts as basic attack	Cooldown: 0.6s Attack Range: 10 cell Target: Around Enemies in 0 cell Mana: 0 mp  — Attack power scaling: 90% Ranged attack power +200 — Shadow element scaling: 60% Shadow Energies +100 — Every 3 attacks, recovers 470 MP  — Attack power +450 if [ Ruthless Conspiracy] is active
Rotten Egg Bomb  Counts as basic attack	Cooldown: 5.5 seconds Attack Range 10 cell Target: Around Enemies in 2 cell Mana: 0 mp  — Attack power scaling: 125% Ranged attack power 1250 — Shadow element scaling: 65% Shadow Enement scaling: 65% Shadow Element ji sapplied (ignores debuff protection) — 100% chance to cause or receive: [10] Toxic bomb] — If [2] Ruthless Conspiracy] is active has 100% chance of causing [2] Nausea]  — Toxic bomb General Debuff (Level 5) — Every 2 seconds: Decreases 20% of the caster's plain attack +0% HP — Basic damage received +2% if the attacker has [2] Ruthless Conspiracy] active  — Nausea General Debuff (Level 5) — Unation: 1.0. seconds — Every 2 seconds: Decreases 30% of the caster's plain attack +0% HP — Basic damage received +2% if the attacker has [2] Ruthless Conspiracy] active
Crazy Egg Bomb  Counts as basic attack	Cooldown: 11.5 seconds Attack Range: 10 cell Target: Around Enemy in 3 cell Mana: 0 mp  — Attack power scaling: 175% Ranged attack power +350 — Shadow element scaling: 70% Shadow Energies +450 — [SSS] Recovers 1410 MP  [Shadow Element] is applied (ignores debuff protection) — 100% chance to cause or receive: [Clouded Mind] — If [Ruthless Conspiracy] is active has 100% chance of causing [National Clouded Mind]





	Magic Debuff (Level 3) Duration: 300 seconds  — Basic Attack Power +15%		Magic Debuff (Level 3) Duration: 300 seconds  — Basic Attack Power +15%  — Damage caused +10% if active: [ Ruthless Conspiracy]
3	Connection Lvl3  Magic Debuff (Level 3) Duration: 300 seconds  — Basic Attack Power +20%  — Damage caused +10% if active: [ Ruthless Conspiracy]  — Attack power scaling: +35% of [ Crazy Egg Bomb]	4	Connection Lvl4  Magic Debuff (Level 3) Duration: 300 seconds  — Basic Attack Power +25%  — Damage caused +15% if active: [ Ruthless Conspiracy]  — Attack power scaling: +35% of [ Crazy Egg Bomb]  — Shadow basic attack resistance drain +15
5	Connection Lvl5  Magic Debuff (Level 3) Duration: 300 seconds  — Basic Attack Power +25%  — Damage caused +20% if active: [ Ruthless Conspiracy]  — Attack power scaling: +35% of [ Crazy Egg Bomb] — Shadow basic attack resistance drain +15  — Attack power scaling: +25% of [ Rotten egg bomb]	6 This buff + Connection LvI 5 buff	Connection Lvl6  Magic Debuff (Level 3) Duration: 300 seconds  — Attack power scaling: +15%  — Recovers 4700 MP after using the skill [ Steely Resolve] (ignores MP recovery stat)  — Crits ignore 15% of the enemy's defence  — +50% duration increase for: [ Ruthless Conspiracy]  — +50% duration increase for: [ Steely Resolve]



Healer - Atk SubDPS

Skill	Stats
Natural Power	Cooldown: 0.6s Attack Range: 10 cell Target: Around Enemies in 0 cell Mana: 0 mp  — Attack power scaling: 40% Magic attack power +75 — Water element scaling: 45% Water Energies +50 — Every 3 attacks, recovers 470 MP — Each 2 attacks cast grants: [Water imbution]
Forest Vines	Cooldown: 10 seconds Attack Range: 11 cell Target: Around Enemies in 3 cell Mana: 0 mp  — Attack power scaling: 175% Magic attack power +425 — Water element scaling: 95% Water Energies +400 — [SSS] Recovers 940 MP  [
Nature's Forces	Cooldown: 20 seconds Attack Range: Itself Target: Select One Mana: 0 mp  — Heals 65% of caster's Attack Power  — Has a 100% chance of causing [ Nature's Forces] to all Souls  — 100% chance to cause or receive: [ Nymph Forces]  — [SSS] Recovers 1175 MP  Nature's Forces Magic Buff (Level 10) Duration: 12 seconds  — All attack power +35% of caster's Attack Power  — Soft damage +15%  — Soft chance +5%  — Heals 5% of caster's Attack Power

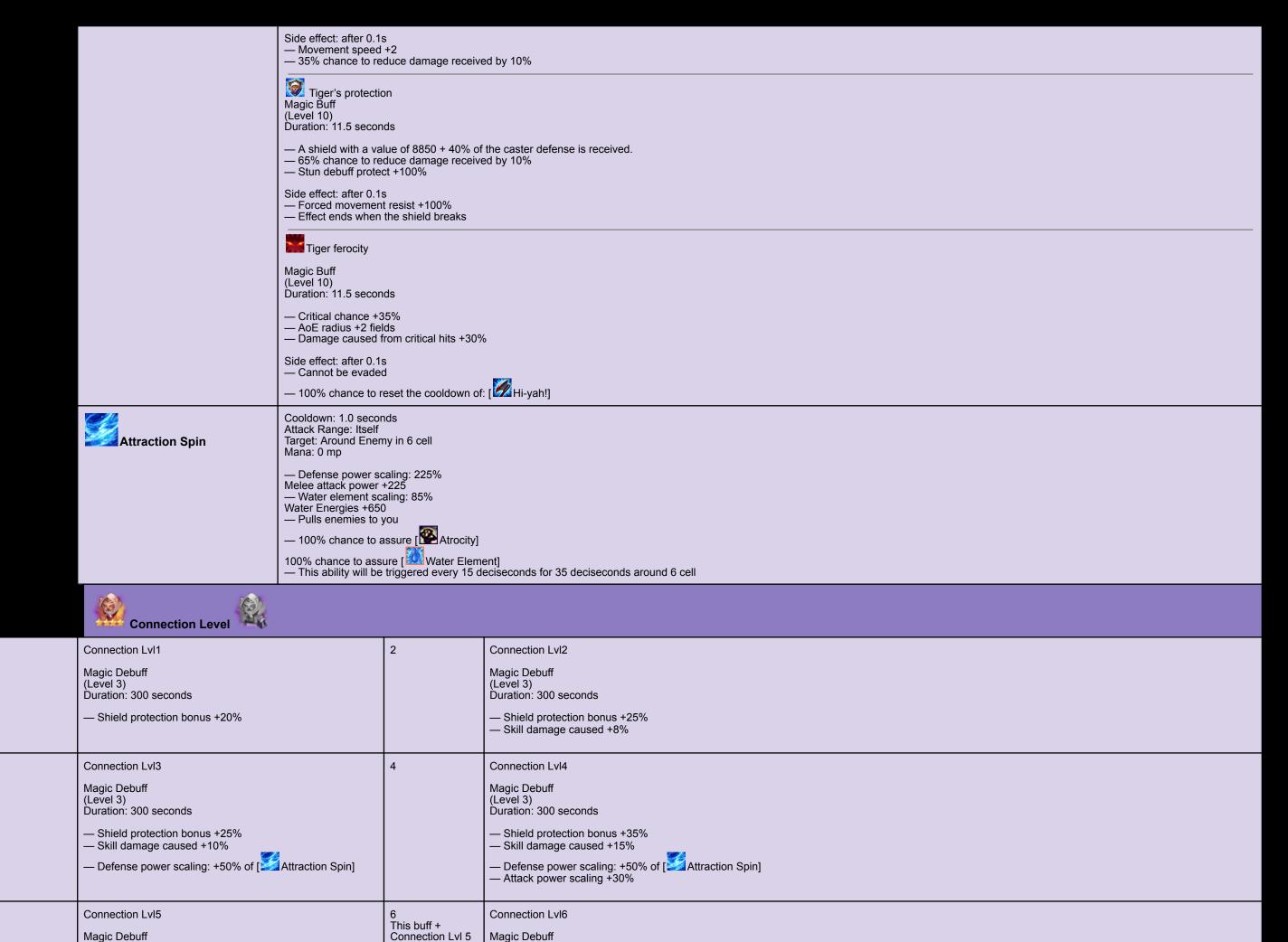
Ny Ny	mph Forces
Magic E	kuff
(Level 5	
Duratio	n: 20 seconds
— All at	tack power +12% of caster's HP/10 er Skill Resistance Drain +10
	y 40 deciseconds, [See Natural Flow] is triggered (with the buff caster's stats)
	enemy has [Slowing Vines], receives [Wymph Punishment] (ignores debuff protection)
— If the	enemy has [WSylvan Forest Curse], receives [WSSylvan Punishment] (ignores debuff protectio
و(سر)	
3 4	N. and D. Maria
Magic D	Nymph Punishment Debuff
(Level 1	0)
Duratioi	n: 0.1 seconds
— Ever	y 1 deciseconds, [ Forest Fury] is triggered (with the buff caster's stats)
Once th	e effect's duration is over, [  Already Punished] is received with a chance of 100%
(3)	Already Punished
Magic E	Debuff <sup>*</sup>
(Level f Duration	n: 3.9 seconds
<u> </u>	6 resistance to the effect: [ Nymph Punishment]
$\approx$	Sylvan Punishment
Magic E	Debuff
(Level 1	0) n: 0.1 seconds
Duration	1. 0.1 3000103
<b>—</b> +25%	6 damage received by [ Forest Fury]
	y 1 deciseconds, [ Forest Fury] is triggered (with the buff caster's stats)
	979
Once th	e effect's duration is over, [  Already Hard Punished] is received with a chance of 100%
(S)	
	Already Hard Punished
Magic E (Level 4	
Duration	n: 2.9 seconds
	√ resistance to the effect: [🥰 Sylvan Punishment]

Sylvan Whirlwind	— 100% chance to as 100% chance to ass — This ability will be Sylvan Forest C Magic Debuff (Level 5) Duration: 5.0 second — Magic Defence -1 — Magic damage re— Damage received	Il my in 4 cell ing: 350% +500 aling: 95% osed +30% of Healing assure a debuff: [Warden with triggered every 35 defended with the water elem with the water elem end of the cell was assured to the cell was assured as a debuff: [Warden with the water elem with the wat	Sylvan Forest Curse] ater Element] eciseconds for 105 deciseconds around 3 cell
Natural Flow	Cooldown: 0.1 secon Attack Range: Itself Target: Around Allies Mana: 0 mp  — 100% chance to o		Nature's Forces]
Forest Fury Counts as basic attack	Cooldown: 0.1 secon Attack Range: Itself Target: Around Ener Mana: 0 mp  — Attack power scal Magic attack power - — Water element sc Water Energies +150  — 100% chance to a — Skill damage caus	my in 1 cell ing: 150% +225 aling: 90%	Water Element] bonus
Connection Level			
Connection Lvl1  Magic Debuff (Level 3)  Duration: 300 seconds  — Damage caused +8% if active: [	Nymph Forces]	2	Connection Lvl2  Magic Debuff (Level 3) Duration: 300 seconds  — Damage caused +12% if active: [ Nymph Forces]  — Recovers 4700 MP after using the skill [ Sylvan Whirlwind] (ignores MP recovery stat)
Connection Lvl3  Magic Debuff (Level 3) Duration: 300 seconds  — Damage caused +12% if active: [ — Recovers 4700 MP after using the ski	Value 10	4	Connection Lvl4  Magic Debuff (Level 3) Duration: 300 seconds  — Damage caused +20% if active: [ Nymph Forces]  — Recovers 4700 MP after using the skill [ Sylvan Whirlwind]

	Whirlwind] (ignores MP recovery stat)  — Attack power scaling: +75% of [ Sylvan Whirlwind]		(ignores MP recovery stat)  — Attack power scaling: +75% of [ Sylvan Whirlwind]  — Water skill resistance drain +15
5	Connection Lvl5  Magic Debuff (Level 3) Duration: 300 seconds  — Damage caused +20% if active: [ Nymph Forces] — Recovers 7050 MP after using the skill [ Sylvan Whirlwind] (ignores MP recovery stat)  — Attack power scaling: +90% of [ Sylvan Whirlwind] — Water skill resistance drain +15  — Attack power scaling: +40% of [ Forest Fury]	6 This buff + Connection Lvl 5 buff	Connection Lvl6  Magic Debuff (Level 3) Duration: 300 seconds  — Skill damage caused +15% — Changes the retriggering skill duration to 141 deciseconds for the [  Sylvan Whirlwind] skill  — Changes the retriggering interval to 20 deciseconds for the [  Sylvan Whirlwind] skill  — 60% duration decrease for: [  Already Punished]  — 50% duration decrease for: [  Already Hard Punished]



Skill	Stats
Tiger Axe  Counts as a basic attack	Cooldown: 0.6s Attack Range: 1 cell Target: Around Enemies in 0 cell Mana: 0 mp  — Attack power scaling: 65% Melee attack power +425 — Water element scaling: 65% Water Energies +300 — Every 3 attacks, recovers 470 MP
Hi-yah!	Cooldown: 6 seconds Attack Range: 7 cell Target: Around Enemies in 1 cell Mana: 0 mp  — Attack power scaling: 85% Melee attack power +175 — Defense power scaling: 160% Melee attack power +150 — Water element scaling: 80% Water Energies +300 — [SSS] Recovers 350 MP  [Water Element] is applied (ignores debuff protection) — 100% chance to cause or receive: [Well Blood Loss]  Blood Loss General Debuff
	Clevel 5) Duration: 12.0 seconds  — Every 2 seconds: Decreases 30% of the caster's defense as HP  — Melee defence -10%  — Movement speed -3  — Damage received +90% if the attacker has [ Tiger ferocity] active  — Damage received +10% if the attacker has [ Tiger power] active
Spin Up	Cooldown: 26.5 seconds Attack Range: Itself Target: Around Enemy in 6 cell Mana: 0 mp  — Attack power scaling: 165% Melee attack power +250 — Defense power scaling: 350% Melee attack power +500 — Water element scaling: 90% Water Energies +650 — [SSS] Recovers 1645 MP  [Water Element] is applied (ignores debuff protection) — 100% chance to combo with [WaterCombo Spin]
Tiger Power	Cooldown: 27 seconds Attack Range: Itself Target: Select One Mana: 16450 mp  - 100% chance to cause on all souls: Tiger power] - 100% chance to cause on all souls: Tiger power] - 100% chance to cause or receive: Tiger ferocity]  Tiger power  Magic Buff (Level 10) Duration: 18 seconds - Attack power +10% - Melee attack power +15% - Attack upgrade Level +2



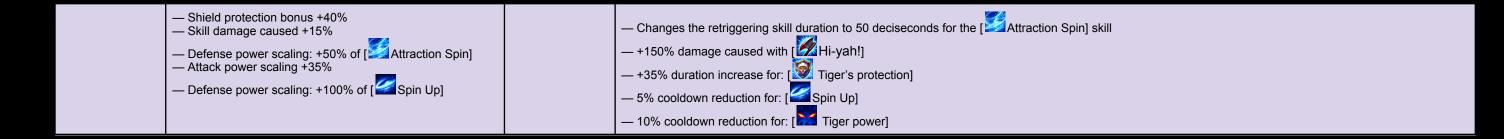
(Level 3)

Duration: 300 seconds

buff

(Level 3)

Duration: 300 seconds





Skill	Stats
Ninja Attack	Cooldown: 0.5s Attack Range: 1 cell Target: Around Enemies in 0 cell Mana: 0 mp  — Attack power scaling: 30% Melee attack power +350 — Shadow element scaling: 75% Shadow Energies +75 — Every 3 attacks, recovers 470 MP
Knife Thrust	Cooldown: 4.5 seconds Attack Range: 6 cell Target: Around Enemies in 3 cell Mana: 0 mp  — Attack power scaling: 225% Ranged attack power +450 — Shadow element scaling: 85% Shadow Energies +250 — [SSS] Recovers 705 MP  [SSS] Recovers 705 MP  [Shadow Element] is applied (ignores debuff protection) — 0% chance to combo with [Darker Knife Thrust]
Shadow-step	Cooldown: 12 seconds Attack Range: Itself Target: Around Enemy in 2 cell Mana: 0 mp  — Attack power scaling: 350% Melee attack power +650 — Shadow element scaling: 90% Shadow Energies +450 — Has a 100% probability of causing [ Embrace of Darkness] — [SSS] Recovers 1410 MP  [ Shadow Element] is applied (ignores debuff protection)
	Embrace of Darkness Magic Buff (Level 3) Duration: 0.1 seconds  — If [ Darkborne] is active, [ Dark lock] is received.  — Has a 100% probability of causing [ Kniving around] to all Souls  Once the effect's duration is over, [ Fast Step] is received with a chance of 100%
	Dark lock  Magic Buff (Level 3) Duration: 3.5 seconds  — Whenever you are attacked, you have a 100% chance of generating [  Final damage received -97%  — Debuff protection (Iv.5) +100%  — Forced movement resist +100%





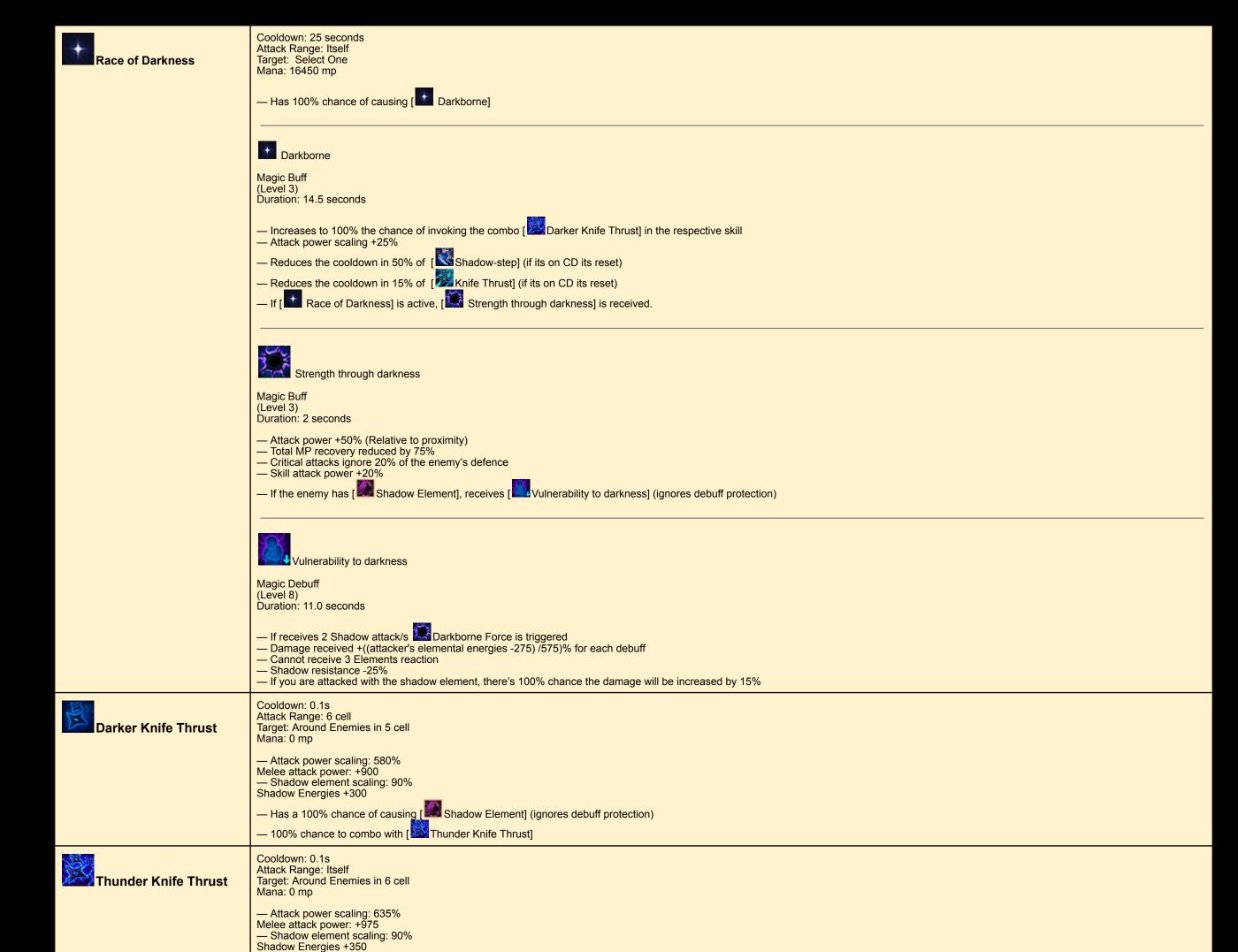
Magic Buff (Level 4) Duration: 11 seconds

— Every 25 deciseconds, [Section Rotating knives] is triggered (with the buff caster's stats)



Magic Buff (Level 4) Duration: 2.5 seconds

- Movement Speed +10
  A shadowy figure appears after 0.5 seconds:
  Movement Speed -6

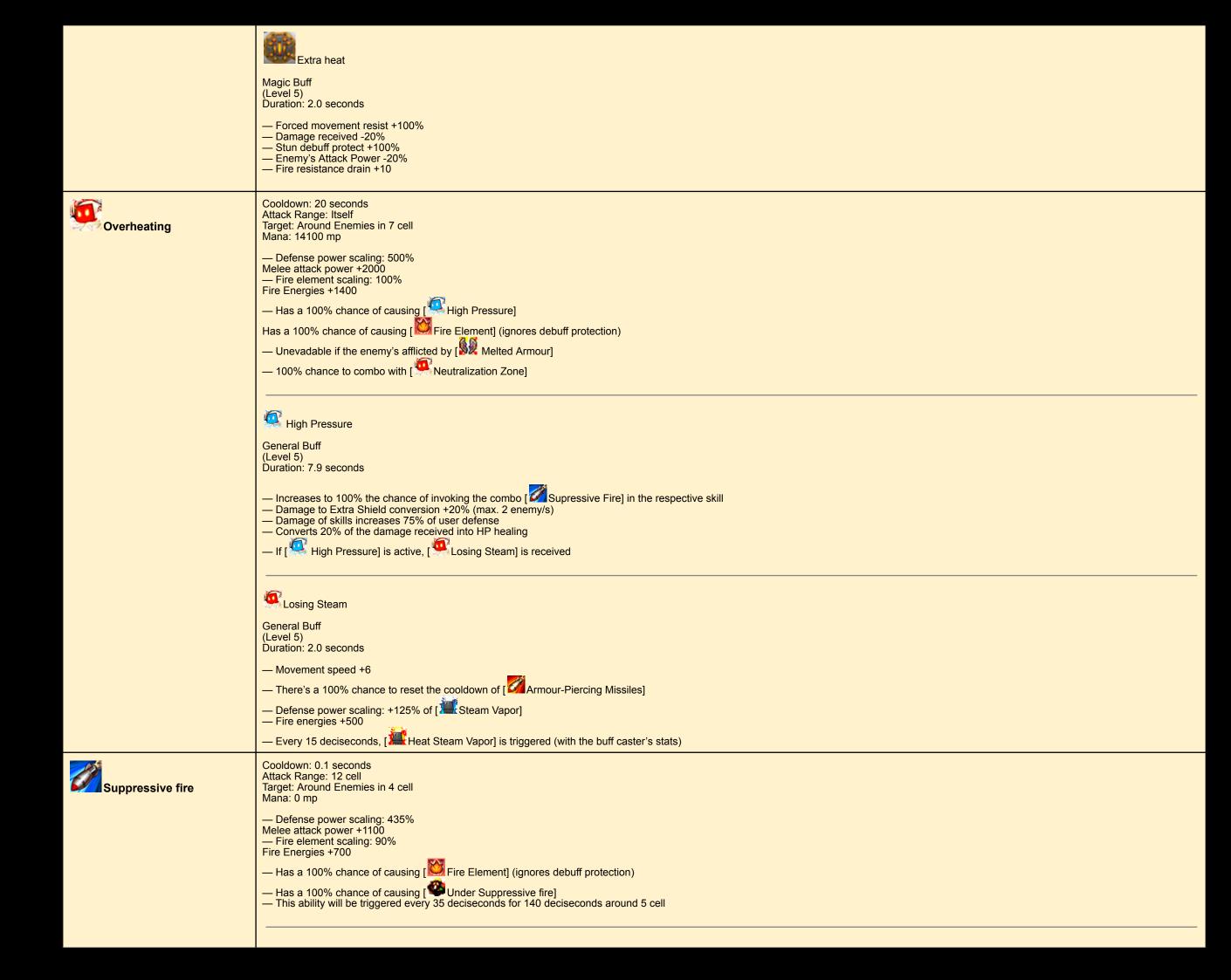


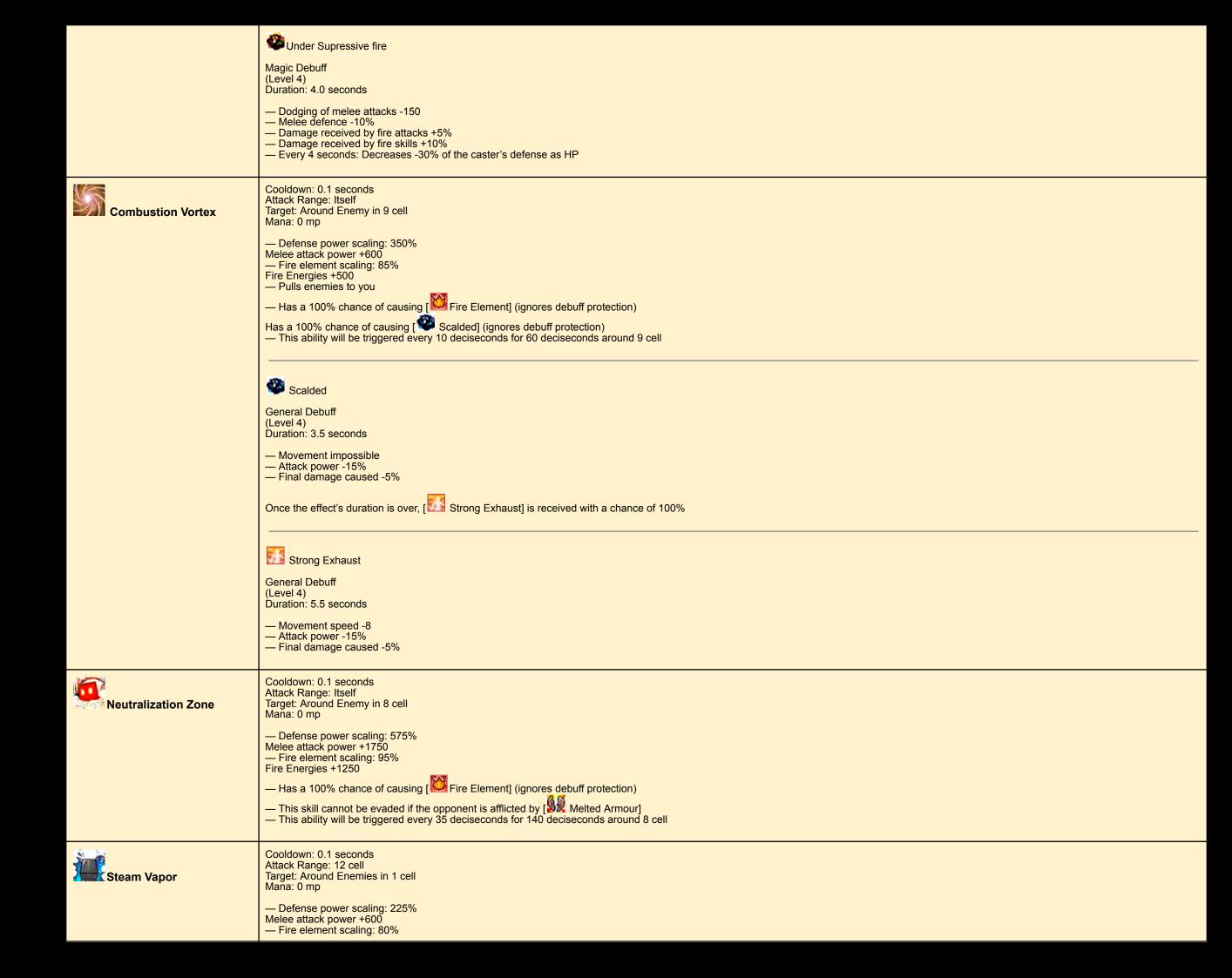
	— Has a 100% chan — 100% chance to c	<u></u>	hadow Element] (ignores debuff protection)
Thunderbolt	Cooldown: 0.1s Attack Range: Itself Target: Around Enem Mana: 0 mp  — Attack power scal Melee attack power: — Shadow element s Shadow Energies +6  — Has a 100% chan — This ability will be	ing: 500% +1250 scaling: 100% 50	hadow Element] (ignores debuff protection) eciseconds for 35 deciseconds around 6 cell
Rotating knives	Cooldown: 0.1s Attack Range: itself Target: Around Enemies in 3 cell Mana: 0 mp  — Attack power scaling: 200% Melee attack power: +200 — Shadow element scaling: 85% Shadow Energies +90  — Has a 100% chance of causing [ Shadow Element] (ignores debuff protection)		
Connection Level			
Connection Lvl1  Magic Debuff (Level 3) Duration: 300 seconds  — Attack power +15%		2	Connection Lvl2  Magic Debuff (Level 3) Duration: 300 seconds  — Attack power +20%  — Recovers 8225 MP after using the skill [ ** Race of Darkness] (ignores MP recovery stat)

1	Connection Lvl1  Magic Debuff (Level 3) Duration: 300 seconds  — Attack power +15%	2	Connection Lvl2  Magic Debuff (Level 3) Duration: 300 seconds  — Attack power +20%  — Recovers 8225 MP after using the skill [ Race of Darkness] (ignores MP recovery stat)
3	Connection Lvl3  Magic Debuff (Level 3) Duration: 300 seconds  — Attack power +25%  — Recovers 8225 MP after using the skill [ Race of Darkness] (ignores MP recovery stat)  — Attack power scaling: +75% of [ Shadow-step]	4	Connection Lvl4  Magic Debuff (Level 3) Duration: 300 seconds  — Attack power +35%  — Recovers 8225 MP after using the skill [ Race of Darkness] (ignores MP recovery stat)  — Attack power scaling: +75% of [ Shadow-step]  — Changes the retriggering skill duration to 65 deciseconds for the [ Thunderbolt] skill
5	Connection Lvl5  Magic Debuff (Level 3) Duration: 300 seconds  — Attack power +40%  — Recovers 8225 MP after using the skill [ Race of Darkness] (ignores MP recovery stat)  — Attack power scaling: +75% of [ Shadow-step]  — Changes the retriggering skill duration to 65 deciseconds for the [ Thunderbolt] skill  — Attack power scaling: +100% of [ Rotating knives]	6 This buff + Connection Lvl 5 buff	Connection Lvl6  Magic Debuff (Level 3) Duration: 300 seconds  — Damage caused +15% if active: [ Darkborne]  — Damage caused +35% if active: [ Keen sense]  — Attack power scaling: +50% of [ Rotating knives]  — +25% duration increase for: [ Darkborne]  — Shadow skill resistance drain +15



Skill	Stats
Metal Fist	Cooldown: 0.6s Attack Range: 2 cell Target: Around Enemies in 0 cell Mana: 0 mp  — Attack power scaling: 85% Melee attack power +575 — Fire element scaling: 85% Fire Energies +500 — Every 3 attacks, recovers 470 MP
Armour-Piercing Missiles	Cooldown: 8.5 seconds Attack Range: 11 cell Target: Around Enemies in 3 cell Mana: 0 mp  — Defense power scaling: 325% Melee attack power +800 — Fire element scaling: 85% Fire Energies +550 — [SSS] Recovers 235 MP  [IMAGE Element] is applied (ignores debuff protection)  — Has a 100% chance of causing [IMAGE Armour] — 0% chance to combo with [IMAGE Armour]  Magic Debuff (Level 7) Duration: 15.0 seconds
	<ul> <li>— Defence -18%</li> <li>— All elemental resistances -10%</li> <li>— Fire resistance -10%</li> <li>— With a 100% probability fire attack damage +10%</li> <li>— Every 4 seconds: Decreases -20% of the caster's defense as HP</li> </ul>
Heat Jet	Cooldown: 18 seconds Attack Range: Itself Target: Around Enemy in 8 cell Mana: 0 mp  — Defense power scaling: 550% Melee attack power +1425 — Fire element scaling: 95% Fire Energies +850 — [SSS] Recovers 1410 MP  [Fire Element] is applied (ignores debuff protection)  — Has a 100% probability of causing [IME] Steam heat shield] to all souls — 100% chance to combo with [IME] Combustion Vortex]
	Steam heat shield  Magic Buff (Level 5) Duration: 13.5 seconds  — Every 2 attacks received, [ Steam Vapor] is triggered (with the buff caster's stats)  — A shield with a value of 10750 + 50% of the caster defense is received.  — Fire Skill damage caused +10%  — If [ Steam heat protection] is active, [ Extra heat] is received  — Effect ends when the shield breaks.





	Fire Energies +500  — Has a 100% chance of causing [Fire Element] (ignores debuff protection)  — Damage to Extra Shield conversion +10% (max. 1 enemy/s)
Heat vapor aura	Cooldown: 0.1 seconds Attack Range: Itself Target: Around Enemies in 3 cell Mana: 0 mp
	<ul> <li>Defense power scaling: 350%</li> <li>Melee attack power +675</li> <li>Fire element scaling: 90%</li> <li>Fire Energies +650</li> <li>Has a 100% chance of causing [ Fire Element] (ignores debuff protection)</li> <li>Damage to Extra Shield conversion +15% (max. 2 enemy/s)</li> </ul>
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## Connection Level

1	Connection Lvl1  Magic Debuff (Level 3) Duration: 300 seconds  — Damage of skills increases 20% of user defense	2	Connection Lvl2  Magic Debuff (Level 3) Duration: 300 seconds  — Damage of skills increases 30% of user defense  — Recovers 4700 MP after using the skill [ Overheating] (ignores MP recovery stat)
3	Connection Lvl3  Magic Debuff (Level 3) Duration: 300 seconds  — Damage of skills increases 35% of user defense  — Recovers 7050 MP after using the skill [ Overheating] (ignores MP recovery stat)  — Defense power scaling: +90% of [ Suppressive fire]	4	Connection Lvl4  Magic Debuff (Level 3) Duration: 300 seconds  — Damage of skills increases 35% of user defense  — Recovers 7050 MP after using the skill [ Overheating] (ignores MP recovery stat)  — Defense power scaling: +100% of [ Suppressive fire]  — Changes the retriggering skill duration to 80 deciseconds for the [ Combustion Vortex] skill
5	Connection Lvl5  Magic Debuff (Level 3) Duration: 300 seconds  — Damage of skills increases 40% of user defense  — Recovers 7050 MP after using the skill [ Overheating] (ignores MP recovery stat)  — Defense power scaling: +100% of [ Suppressive fire] — Changes the retriggering skill duration to 80 deciseconds for the [ Combustion Vortex] skill  — Defense power scaling: +120% of [ Neutralization Zone]	6 This buff + Connection Lvl 5 buff	Connection Lvl6  Magic Debuff (Level 3) Duration: 300 seconds  — 35% duration increase for: [ Steam heat shield]  — 35% duration increase for: [ High Pressure]  — Damage caused +15% if active: [ High Pressure]  — Fire skill resistance drain +20  — Fire skill damage caused +10%

## Weapons & Armors:

Ancient Partner Sword	Min Damage: 1082   1205 Max Damage: 1190   1360 Hit Rate: 1520 Crit Chance: 4 Crit Damage: 85   75  — Resistance drain +45 Elemental energies +275 — Has a 15% chance to increase damage caused by 25 30% (does half damage on PvP)  — [Weapon] Defense +(4+Range*2)% — [Weapon] HP + (3+Range*1)%  — [Weapon] Healing bonus +(8+Reforge*2)%  — [Weapon] Basic attack damage +(8+Reforge*2)% of user's defense — [Weapon] Skill damage caused + (9+Reforge*3)% of Healing bonus
Expert Partner Tunic	Melee Defense: 650 Ranged Defense: 650 Magic Defense: 650 Dodge: 640  — Elemental resistance +25 Enemy's crit damage -45% — Maximum HP +6500 — Has a 15% chance to increase damage caused by 15% (does half damage on PvP) — [Armor] Mana Recovery +(2+Range/2)%  — [Armor] Elemental Damage +(1+Reforge/2)% — [Armor] If the wearer isn't hit (12s): 40+(10 * Reforge)% chance to restore 235 MP on hit to all Souls (Scales w/ Wearer's MP Rec.) [CD:16s -Reforge]
Expert Partner Robe	Melee Defense: 565 Ranged Defense: 565 Magic Defense: 565 Dodge: 725  — Elemental resistance +25 Enemy's crit damage -45% — Maximum HP +6250 — Has a 15% chance to increase damage caused by 25% (does half damage on PvP) — [Armor] HP +(3   1 + Range /2   *1 )% — [Armor] Healing bonus +(4+Reforge*1)%
[NEW] Armored Partner Sword (Shild+Defe melee)	Min Damage: 1082 Max Damage: 1190 Hit Rate: 1465 Crit Chance: 5 Crit Damage: 50  — Resistance drain +45 Elemental energies +275

	— Has a 15% chance to increase damage caused by 25% (does half damage on PvP)  — [Weapon] Defense +(7+Range*2)%  — [Weapon] Shield Protection +(8+Reforge*2)%  — [Weapon] Basic attack damage +(8+Reforge*2)% of user's defense
[NEW] Sacred Partner Bow (Healer Range)	Min Damage: 1205 Max Damage: 1360 Hit Rate: 1465 Crit Chance: 7 Crit Damage: 60  — Resistance drain +45 Elemental energies +250 — Has a 15% chance to increase damage caused by 30% (does half damage on PvP) — [Weapon] HP + (3+Range*1)% — [Weapon] Healing bonus +(8+Reforge*2)% — [Weapon] Skill damage caused + (9+Reforge*3)% of Healing bonus
Sacred Partner Catalyst (Healer mágicos)	Min Damage: 1265 Max Damage: 1435 Hit Rate: 90 Crit Chance: 0 Crit Damage: 0  — Resistance drain +45 Elemental energies +250 — Has a 15% chance to increase damage caused by 35% (does half damage on PvP) — [Weapon] Mana Recovery +(7+Range*4)% — [Weapon] Healing bonus +(8+Reforge*2)% — [Weapon] Skill damage caused + (9+Reforge*3)% of Healing bonus
[NEW] Unbreakable Mechanical Gauntlet	Min Damage: 1385 Max Damage: 1575 Hit Rate: 1865 Crit Chance: 6 Crit Damage: 125  — Resistance drain +55 Elemental energies +300 — Has a 20% chance to increase damage caused by 35% (does half damage on PvP) — [Weapon] Defense +(6+Range*4)% — [Weapon] Shield Protection +(12+Reforge*3)% — [Weapon] Skill attack damage +(12+Reforge*3)% of user's defense  If this weapon is equipped with Alitus XV, it will grant an additional buff  Alitus's weapon of choice General Buff (Level 5)

Duration: 300 seconds

- [Weapon] Defense +(3+Reforge\*2)% [Weapon] Skill attack damage +(4+Reforge\*2)% of user's defense Ignores 8% of enemy's defense