

All

Character/Class	Skill Name	Before Update	After
All	Adaptability		The maximum stat for Adaptability has been changed from 55% to 60%.
All	Polarisation: Hit/Damage Taken		The maximum stat for Polarisation: Hit/Damage Taken has been changed from 55% to 60%.
All	Group Synergies		The group synergy buffs/debuffs from Dius Aer, Surya, Overmind, Demersio, Florere, Radiant Soul, Nyx Pieta and Avarice can no longer be stacked. Reduces damage taken. Increases attack speed. Increases attack/magic attack. Increases all skill cooldown speeds. All Skill Damage Increase Reduces defence/magic defence. Debuff immunity/removal HP/MP regeneration per sec.
Title	Dogma	Adaptability: +5% (max. +60%) Ignore enemy defence +5% Ignore enemy magic defence +5% When using tenacity skills: cooldown for all tenacity skills -20% (waiting time for reactivation: 30 sec.). When using strength skills: cooldown for all strength skills -20% (waiting time for reactivation: 30 sec.). When using transcendence skills: cooldown for all transcendence skills -20%	Primordial Adaptability is applied even without the buff requirement. Adaptability: +5% (max. +60%) Ignore enemy defence +5% Ignore enemy magic defence +5% When using tenacity skills: cooldown for all tenacity skills - 20% (waiting time for reactivation: 30 sec.). When using strength skills: cooldown for all strength skills - 20% (waiting time for reactivation: 30 sec.). When using transcendence skills: cooldown for all transcendence skills -20% (waiting time for reactivation: 30 sec.).

		(waiting time for reactivation: 30 sec.). Consumes 1 Eldrit Essence every 30 seconds and grants Eye of the Prophecy (buff ends when all Eldrit Essences in the inventory have been used up). Eye of the Prophecy – Buff - Special active skill damage: +25% Applies the buff Suspicion to nearby allies (removing the title removes the buff). Suspicion – Buff - MP consumption -5% If both the Eye of the Prophecy and Suspicion buffs are applied simultaneously, the False Prophecy buff is applied (removing the title removes the buff). False Prophecy – Buff Primordial Adaptability +5% (not influenced by limits to Adaptability)	Consumes 1 Eldrit Essence every 30 seconds and grants Eye of the Prophecy (buff ends when all Eldrit Essences in the inventory have been used up). Eye of the Prophecy – Buff - Special active skill damage: +25% Applies the buff Suspicion to nearby allies (removing the title removes the buff). Suspicion – Buff - MP consumption -5% Primordial Adaptability +5% (not influenced by limits to Adaptability)
Solo Player Buff	Solo Fighter (Helper's Succour)	All skill damage +40%	All skill damage +60%
Solo Player Buff	Solo Fighter (Leader's Courage)	MP regeneration per second +30	MP regeneration per second +50

Elsword

Character/Class	Skill Name	Before Update	After
Knight of the Sword	Tear Armour	[Dungeon] Punch: 980% attack Armour break: enemy defence -30% Duration: 7 sec. [PvP] Strong Strike 245% attack Armour break: enemy defence -20% Duration: 7 sec.	Magic defence is reduced. [Dungeon] Strong strike: 980% attack Armour break: defence/magic defence -12% Duration: 7 sec. [PvP] Strong strike: 245% attack Armour break: defence/magic defence -6% Duration: 7 sec.
Knight of the Sword	Knight	Lv.4 [Dungeon] Attack: +15% All skill damage: +10% MP gain per hit: +10% [PvP] Attack: +6% All skill damage: +5% MP gain per hit: +5%	Lv.4 [Dungeon] Attack: +15% All skill damage: +15% MP gain per hit: +10% [PvP] Attack: +6% All skill damage: +7.5% MP gain per hit: +5%

High Knight	Grand Cross	You conduct sword energy into the surface of the ground and use this to create explosions around you. If you hold down the skill key the skill will charge up, increasing the range and damage of the explosions. Grand Cross - Charging uses 25 MP per 0.2 sec. (max. use: 50 MP) - Each charge increases the range by 50% and the damage by 25%. - Enemies hit receive the Overpowering debuff. Overpowering - Damage taken from attacks: +12% (PvP +6%) - Duration: 10 sec. Destruction Skill - As a Swordfighter of Destruction, your attack increases.	Damage taken from magic attacks is increased with Overpowering. You conduct sword energy into the surface of the ground and use this to create explosions around you. If you hold down the skill key the skill will charge up, increasing the range and damage of the explosions. Grand Cross - Charging uses 25 MP per 0.2 sec. (max. use: 50 MP) - Each charge increases the range by 50% and the damage by 25%. - Enemies hit receive the Overpowering debuff. Overpowering - Damage taken from attack/magic attack: +12% (PvP: +6%) - Duration: 10 sec. Destruction Skill - As a Swordfighter of Destruction, your attack increases.
-------------	-------------	--	--

High Knight	This Time for Real	Each time you use a skill with the Path of the Sword effect, your attack increases. [Dungeon] Attack: +2% (stackable max. 10x) Duration: 20 sec. (removes 5 stacks after duration) [PvP] Attack: +0.2% (stackable max. 10x) Duration: 20 sec. (removes 5 stacks after duration)	Reduces cooldown speed of special active skills. - Each time you use a skill with the Path of the Sword effect, your attack and special active skill cooldown speed increase. [Dungeon] Attack: +2% (stackable max. 10x) Duration: 20 sec. (removes 5 stacks after duration) Special active skill cooldown acceleration: +50% Duration: 5 sec. [PvP] Attack: +0.2% (stackable max. 10x) Duration: 20 sec. (removes 5 stacks after duration) Special active skill cooldown acceleration: +25% Duration: 5 sec.
Templar Knight	[Switch] Tear Armour	[Dungeon] Strong strike: 1,175% attack Armour break: enemy defence -50% Duration: 7 sec. Affected enemy's attack power: +12% Duration: 14 sec. [PvP] Strong strike: 293% attack Armour break: enemy defence -33% Duration: 7 sec. Affected enemy's attack power: +12% Duration: 14 sec.	Magic defence is reduced. [Dungeon] Strong strike: 1,175% attack Armour break: defence/magic defence -20% Duration: 7 sec. Affected enemy's attack power: +12% Duration: 14 sec. [PvP] Strong strike: 293% attack

			Armour break: defence/magic defence -10% Duration: 7 sec. Affected enemy's attack power: +12% Duration: 14 sec.
Knight Mage	Magic Shackles	Lv.4 [Dungeon] Activation probability: +50% Magic attack: +10% Magic defence: -20% Duration: 10 sec. [PvP] Activation probability: +50% Magic attack: +5% Magic defence: -20% Duration: 10 sec.	- Added defence reduction. Lv.4 [Dungeon] Activation probability: +50% Magic attack: +10% Defence/magic defence: -20% Duration: 10 sec. [PvP] Activation probability: +50% Magic attack: +5% Defence/magic defence: -10% Duration: 10 sec.
Rune Knight	Rune Master	Lv.4 [Dungeon] Skill damage: +10% Rune size: +53% Rune duration (range): +27% [PvP] Skill damage: +10% Rune size: +53% Rune duration (range): +27%	Lv.4 [Dungeon] Skill damage: +18% Rune size: +53% Rune duration (range): +27% [PvP] Skill damage: +9% Rune size: +53% Rune duration (range): +27%
Rune Knight	Rune Field	You slam the rune sword into the ground and establish a field of runes. Opponents within the rune field are marked with a rune seal that makes them suffer higher magical damage from your companions. All allies in	Magic attack increase has been removed. Damage from attack is increased on targets with a Rune Seal.

		the rune field have increased magic attack. Vitality Skill - As Swordfighter of Vitality, your MP consumption sinks and MP gain increases. [Dungeon] Generate field: 4,257% magic attack Magic attack: +15% Magic damage: +10% Duration: 10 sec. Buff duration: 10 sec. [PvP] Generate field: 1,711% magic attack Magic attack: +6% Magic damage: +2% Duration: 10 sec. Buff duration: 10 sec.	You slam the rune sword into the ground and establish a field of runes. Opponents within the rune field are marked with a rune seal that makes them suffer higher attack/magic attack damage. Vitality Skill - As Swordfighter of Vitality, your MP consumption sinks and MP gain increases. [Dungeon] Generate field: 4,257% magic attack Damage taken from attack/magic attack: +12% Duration: 10 sec. Buff duration: 10 sec. [PvP] Generate field: 1,711% magic attack Damage taken from attack/magic attack: +6% Duration: 10 sec. Buff duration: 10 sec.
Cornwell Knight	Sword Slam	[Dungeon] Each sword: 661% attack multiple times	[Dungeon] Each sword: 595% attack multiple times

		[PvP] Each sword: 226% attack multiple times	[PvP] Each sword: 203% attack multiple times
Immortal	[Switch] Cornwell Pursuer	You summon countless Cornwells that pierce through your opponents, performing unbelievable combo attacks. In the Cornwell area, the cooldown speed of you and your allies' special active skills is increased and your movement speed is increased. Vitality Skill - As Swordfighter of Vitality, your MP consumption sinks and MP gain increases. [Dungeon] Sword attack: 56% attack multiple times Infinite Power - Special active skill cooldown speed: +30% Movement speed: +30% - Duration: 10 sec. [PvP] Swords: 12% attack multiple times Infinite Power - Special active skill cooldown speed: +15% Movement speed: +30% - Duration: 5 sec.	The cooldown acceleration only applies to the player themselves. You summon countless Cornwells that pierce through your opponents, performing unbelievable combo attacks. In the Cornwell area, your special active skills cool down faster and your allies' movement speed is increased. Vitality Skill - As Swordfighter of Vitality, your MP consumption sinks and MP gain increases. [Dungeon] Sword attack: 56% attack multiple times Infinite Power Special active skill cooldown speeds: +30% Movement speed: +30% - Duration: 10 sec. [PvP] Swords: 12% attack multiple times

			Infinite Power Special active skill cooldown speed: +15% Movement speed: +30% - Duration: 5 sec.
Immortal	Battle Master	[Dungeon] Cornwell skill damage: +27% Cornwell skill hits trigger the Deep Wound debuff. - Movement speed: -50% - Damage taken from attacks: +22% - Duration: 10 sec. [PvP] Cornwell skill damage: +13.5% Cornwell skill hits trigger the Deep Wound debuff. - Movement speed: -50% - Damage taken from attacks: +11% - Duration: 10 sec.	Damage taken from magic attacks is increased with Deep Wound. [Dungeon] Cornwell skill damage: +27% Cornwell skill hits trigger the Deep Wound debuff. - Movement speed: -50% - Damage taken from attack/magic attack: +20% - Duration: 10 sec. [PvP] Cornwell skill damage: +13.5% Cornwell skill hits trigger the Deep Wound debuff. - Movement speed: -50% - Damage taken from attack/magic attack: +10% - Duration: 10 sec.
Temple Knight	Ambition	Lv.4 You sense that you've grown strong, but it's still not enough. You have to get even stronger! Resonance: Vitality skills increase all	Defence is reduced with Resonance: EL's Wrath. Lv.4

		defence stats and Resonance: Destruction skills increase the damage of special active skills. You can use [Resonance] EL Spin or [Resonance] EL's Wrath. [Resonance: EL Spin] - Activates when a Strength skill is used with the Vitality effect during Power Boost. - EL's energy is fired forwards. Reduces the cooldown of special active skills. [Resonance: EL's Wrath] - Activates when a Strength skill is used with the Destruction effect during Power Boost. - EL fragments rain down and deal damage. The defence/magic defence of hit opponents is reduced. [Dungeon] Defence/magic defence: +5% (stackable max. 4x) Duration: 20 sec. Special active skill damage: +5% (stackable max. 4x) Duration: 20 sec. EL Spin EL Energy: 101% magic attack multiple times Special active skill cooldown acceleration: +50% Duration: 5 sec. EL's Wrath EL Fragments: 268% magic attack multiple times Magic defence: -15% Duration: 10 sec. [PvP] Defence/magic defence: +2.5% (stackable max. 4x)	You sense that you've grown strong, but it's still not enough. You have to get even stronger! Resonance: Vitality skills increase all defence stats and Resonance: Destruction skills increase the damage of special active skills. You can use [Resonance] EL Spin or [Resonance] EL's Wrath. [Resonance: EL Spin] - Activates when a Strength skill is used with the Vitality effect during Power Boost. - EL's energy is fired forwards. Reduces the cooldown of special active skills. [Resonance: EL's Wrath] - Activates when a Strength skill is used with the Destruction effect during Power Boost. - EL fragments rain down and deal damage. The defence/magic defence of hit opponents is reduced. [Dungeon] Defence/magic defence: +5% (stackable max. 4x) Duration: 20 sec. Special active skill damage: +5% (stackable max. 4x) Duration: 20 sec. EL Spin EL Energy: 101% magic attack multiple times Special active skill cooldown acceleration: +50% Duration: 5 sec. EL's Wrath EL Fragments: 268% magic attack multiple times Defence/magic defence: -15%
--	--	---	--

		Duration: 20 sec. Special active skill damage: +2.5% (stackable max. 4x) Duration: 20 sec. EL Spin EL Energy: 39% magic attack multiple times Special active skill cooldown acceleration: +50% Duration: 5 sec. EL's Wrath EL Fragments: 107% magic attack multiple times Magic defence: -7.5% Duration: 10 sec.	Duration: 10 sec. [PvP] Defence/magic defence: +2.5% (stackable max. 4x) Duration: 20 sec. Special active skill damage: +2.5% (stackable max. 4x) Duration: 20 sec. EL Spin EL Energy: 39% magic attack multiple times Special active skill cooldown acceleration: +50% Duration: 5 sec. EL's Wrath EL Fragments: 107% magic attack multiple times Defence/magic defence: -7.5% Duration: 10 sec.
Temple Knight	Divine Rift	EL's energy enshrouds a Spear of Purification that is fired forwards. Enemies hit by the Spear of Purification suffer increased damage from magic attacks for a certain time. (Can also be used while jumping.) Vitality Skill - As Swordfighter of Vitality, your MP consumption sinks and MP gain increases. [Dungeon] Spear of Purification: 974% magic attack multiple times EL Energy: 1,248% magic attack multiple times Damage taken from magic attacks: +16% Duration: 10 sec. [PvP]	Damage taken from attacks is also increased. EL's energy enshrouds a Spear of Purification that is fired forwards. Enemies hit by the Spear of Purification suffer increased damage from attacks/magic attacks for a certain time. (Can also be used while jumping.) Vitality Skill - As Swordfighter of Vitality, your MP consumption sinks and MP gain increases. [Dungeon] Spear of Purification: 974% magic attack multiple times EL Energy: 1,248% magic attack multiple times

		Spear of Purification: 371% magic attack multiple times EL Energy: 475% magic attack multiple times Damage taken from magic attacks: +8% Duration: 10 sec.	Damage taken from attack/magic attack: +12% Duration: 10 sec. [PvP] Spear of Purification: 371% magic attack multiple times EL Energy: 475% magic attack multiple times Damage taken from attack/magic attack: +6% Duration: 10 sec.
Arch Knight	Destiny	[Dungeon] Resonance: EL's Pursuit: Enemy slowdown duration: 8 sec. Resonance: EL's Warning: Bleeding duration: 8 sec. Resonance: EL Spin: Special active skill cooldown: -70% [Resonance: EL's Wrath] - magic defence of opponents hit: -20% Resonance: EL's Honour: Incoming damage reduction also applies to group members Resonance: EL's Judgement: All damage: +10% Duration of Destiny: 20 sec. (you do not receive any stacks of Call of Destiny during this time.) [PvP] Resonance: EL's Pursuit: Enemy slowdown duration: 8 sec. Resonance: EL's Warning: Bleeding duration: 8 sec. Resonance: EL Spin: Special active skill cooldown: -70% [Resonance: EL's Wrath] - magic defence of opponents hit: -10% Resonance: EL's Honour: Incoming damage reduction also applies to group members Resonance: EL's Judgement – All	[Dungeon] Resonance: EL's Pursuit: Enemy slowdown duration: 8 sec. Resonance: EL's Warning: Bleeding duration: 8 sec. Resonance: EL Spin: Special active skill cooldown: -70% Resonance: EL's Wrath: Defence/magic defence: -20% Resonance: EL's Honour: Incoming damage reduction also applies to group members Resonance: EL's Judgement: All damage: +15% Duration of Destiny: 20 sec. (you do not receive any stacks of Call of Destiny during this time.) [PvP] Resonance: EL's Pursuit: Enemy slowdown duration: 8 sec. Resonance: EL's Warning: Bleeding duration: 8 sec. Resonance: EL Spin: Special active skill cooldown: -70% Resonance: EL's Wrath: Defence/magic defence: -10% Resonance: EL's Honour: Incoming damage reduction also applies to group members Resonance: EL's Judgement: All

		damage: +5% Duration of Destiny: 20 sec. (you do not receive any stacks of Call of Destiny during this time.)	damage: +7.5% Duration of Destiny: 20 sec. (you do not receive any stacks of Call of Destiny during this time.)
Arch Knight	[Switch] Divine Rift	Reinforced by EL energy, you thrust the Spear of Purification forward powerfully, and draw hit enemies towards you. Enemies hit by the Spear of Purification suffer increased damage from magic attacks for a certain time. Vitality Skill - As Swordfighter of Vitality, your MP consumption sinks and MP gain increases. [Dungeon] Spear of Purification: 416% magic attack multiple times EL Energy: 1,181% magic attack multiple times Damage taken from magic attacks: +16% Duration: 10 sec. [PvP] Spear of Purification: 151% magic attack multiple times EL Energy: 426% magic attack multiple times Damage taken from magic attacks: +8% Duration: 10 sec.	Damage taken from attacks is also increased. Reinforced by EL energy, you thrust the Spear of Purification forward powerfully, and draw hit enemies towards you. Enemies hit by the Spear of Purification suffer increased damage from attacks/magic attacks for a certain time. Vitality Skill - As Swordfighter of Vitality, your MP consumption sinks and MP gain increases. [Dungeon] Spear of Purification: 416% magic attack multiple times EL Energy: 1,181% magic attack multiple times Damage taken from attack/magic attack: +12% Duration: 10 sec. [PvP] Spear of Purification: 151% magic attack multiple times EL Energy: 426% magic attack multiple times Damage taken from attack/magic attack: +6% Duration: 10 sec.

Aisha

Character/Class	Skill Name	Before Update	After Update
High Mage	Emblem of Wisdom	You receive a special emblem which increases attack for you and all party members within range for the duration. [Dungeon] Magic attack: +25% Duration: 30 sec. [PvP] Magic attack: +10% Duration: 15 sec.	Attack increased. You receive a special emblem which increases attack for you and all party members within range for the duration. [Dungeon] - Attack/magic attack: +20% Duration: 30 sec. [PvP] - Attack/magic attack: +8% Duration: 15 sec.
Elemental Master	Harmony of Elements	Lv.4 [Dungeon] Resistances: +50 (Duration: 20 sec.) Magic attack: +4% (Duration: 20 sec.) MP gain: +10% [PvP] Resistances: +50 (Duration: 20 sec.) Magic attack: +2% (Duration: 20 sec.) MP gain: +5%	Lv.4 [Dungeon] Resistances: +50 (Duration: 20 sec.) Magic attack: +5% (Duration: 20 sec.) MP gain: +10% [PvP] Resistances: +50 (Duration: 20 sec.) Magic attack: +2.5% (Duration: 20 sec.) MP gain: +5%
Occult Mage	Emblem of Acceleration	[Dungeon] Attack: +15% Magic attack: +15%	[Dungeon] Attack/magic attack: +12%

		Space Acceleration - Attack speed: +10% - Jump power: +10% - Movement speed: +10% Duration: 30 sec. [PvP] Attack: +7.5% Magic attack: +7.5% Space Acceleration - Attack speed: +10% - Jump power: +10% - Movement speed: +10% Duration: 15 sec.	Space Acceleration - Attack speed: +10% - Jump power: +10% - Movement speed: +10% Duration: 30 sec. [PvP] Attack/magic attack: +6% Space Acceleration - Attack speed: +10% - Jump power: +10% - Movement speed: +10% Duration: 15 sec.
Soul Princess	Spectres of the Demon God	You summon a kobold that attaches itself to the first opponent it comes into contact with, reducing their magic defence by 20% per sec. for 5 sec. (The kobold can be sent away by pressing the left and right arrow keys multiple times.)	- Added defence reduction. You summon a kobold that attaches itself to the first opponent it comes into contact with, reducing their magic defence by 15% per sec. for 5 sec. (Send the Demon Gods away by pressing the left and right arrow keys multiple times.)
Oz Wizard	[Switch] Spectres of the Demon God	You summon 3 Demon Gods. They fly in a fan formation and attach themselves to the first opponent they come into contact with, reducing their magic defence by 30% per sec. for 5 sec. (The kobold can be sent away by pressing the left and right arrow keys multiple times.)	- Added defence reduction. You summon 3 Demon Gods. They fly in a fan formation and attach themselves to the first opponent they come into contact with, reducing their magic defence

			by 20% per sec. for 5 sec. (Send the Demon Gods away by pressing the left and right arrow keys multiple times.)
Oz Wizard	Dream of Oz	When you use a skill imbued with the power of a Demon God, the cooldown for all special active skills drops. The debuff ability of darkness skills is enhanced. Skills imbued with the power of a Demon God: Spectres of the Demon God, Phantom Breath, Cast into Hell, Spectres of the Demon God – Millions, Abyss Field, [Switch] Lightning Strike: Osmosis, and [Switch] Whirlwind: Barkhan [Dungeon] Cooldown: -15% (excludes hyper and partner skills) Ageing: attack speed/movement speed: -40%, all attacks: -20%, damage bonus: -100% Spectres of the Demon God: magic defence: -30% Phantom Breath: MP consumption per sec. -5 (duration 7 sec.), all resistances -150 [PvP] Cooldown: -15% (excludes hyper and partner skills) Ageing: attack speed/movement speed: -40%, all attacks: -20%, damage bonus: -100% Spectres of the Demon God: magic defence: -30% Phantom Breath: MP consumption per sec. -5 (duration 7 sec.), all resistances -150	Reduced defence has been added to the upgrade debuff from Spectres of the Demon God. When you use a skill imbued with the power of a Demon God, the cooldown for all special active skills drops. The debuff ability of darkness skills is enhanced. Skills imbued with the power of a Demon God: Spectres of the Demon God, Phantom Breath, Cast into Hell, Spectres of the Demon God – Millions, Abyss Field, [Switch] Lightning Strike: Osmosis, and [Switch] Whirlwind: Barkhan [Dungeon] Cooldown: -15% (excludes hyper and partner skills) Ageing: attack speed/movement speed: -40%, all attacks: -20%, damage bonus: -100% Spectres of the Demon God:

			defence/magic defence: -20% Phantom Breath: MP consumption per sec. -5 (duration 7 sec.), all resistances -150 [PvP] Cooldown: -15% (excludes hyper and partner skills) Ageing: attack speed/movement speed: -40%, all attacks: -20%, damage bonus: -100% Spectres of the Demon God: defence/magic defence: -20% Phantom Breath: MP consumption per sec. -5 (duration 7 sec.), all resistances -150
Battle Magician	Emblem of Power	You receive a special emblem which increases attack for you and all party members within range for the duration. [Dungeon] Attack: +20% Duration: 30 sec. [PvP] Attack: +10% Duration: 15 sec.	Attack is increased. You receive a special emblem which increases attack for you and all party members within range for the duration. [Dungeon] Attack/magic attack: +12% Duration: 30 sec. [PvP] Attack/magic attack: +6% Duration: 15 sec.

Dimension Witch	Freed Will: Dimension Witch	[Dungeon] Crit. hit: +15% Devastation: +15% [Energy Depletion] Defence: -12% Duration: 10 sec. Can be stacked max. 3x. Cooldown: 1 sec. [PvP] Crit. hit: +15% Devastation: +15% [Energy Depletion] Defence: -6% Duration: 10 sec. Can be stacked max. 3x. Cooldown: 1 sec.	Magic defence is reduced upon Energy Depletion. [Dungeon] Crit. hit: +15% Devastation: +15% [Energy Depletion] Defence/magic defence: -7% Duration: 10 sec. Can be stacked max. 3x. Cooldown: 1 sec. [PvP] Crit. hit: +15% Devastation: +15% [Energy Depletion] Defence/magic defence: -3.5% Duration: 10 sec. Can be stacked max. 3x. Cooldown: 1 sec.
Dimension Witch	Spatial Distortion	You generate an energy core that distorts the space around it. Opponents within the effective radius are pulled in by the energy core, take damage and resetting their K.O. value. The remaining cooldown time of special active skills is reduced by 0.7 sec. for each second allies spend in the effective radius.	The special active skill cooldown acceleration only applies to the player themselves. You generate an energy core that distorts the space around it. Opponents within the effective radius are pulled in by the energy core, take damage and resetting their K.O. value. The remaining cooldown time of special active skills is reduced by 1 sec. for each second spent in the effective radius.

Dimension Witch	Energetic Body	You increase the energy circulation in your body for a limited time and thereby strengthen your physical abilities. Increases attack and MP gain, but also increases damage suffered. [Dungeon] Attack: +15% MP gain: +20% Damage taken: +10% Duration: 7 sec. [PvP] Attack: +15% MP gain: +20% Damage taken: +10% Duration: 7 sec.	The increased damage taken has been replaced by the special active skill cooldown acceleration. You increase the energy circulation in your body for a limited time and thereby strengthen your physical abilities. Increases attack and MP gain and speeds up special active skill cooldowns. [Dungeon] Attack: +15% MP gain: +20% Special active skill cooldown speeds: +30% Duration: 10 sec. [PvP] Attack: +15% MP gain: +20% Special active skill cooldown speeds: +30% Duration: 10 sec.
Metamorphosis	Make-Up Enhancement	[Dungeon] Enhancement of the Magic Make-Up transformation ability Damage taken: -20% Special active skill damage: +15% Max. MP on transformation: +50 MP consumption when you use Magic Make-Up in Power Boost: -50% All skill cooldowns in Power Boost: -30% (excludes hyper and partner skills) [PvP] Enhancement of the Magic Make-Up transformation ability	[Dungeon] Enhancement of the Magic Make-Up transformation ability Damage taken: -20% Special active skill damage: +30% Max. MP on transformation: +50 MP consumption when you use Magic Make-Up in Power Boost: -50% All skill cooldowns in Power Boost: -30% (excludes hyper and partner skills) [PvP] Enhancement of the Magic Make-Up transformation ability

		Damage taken: -10% Special active skill damage: +15% Max. MP on transformation: +50 MP consumption when you use Magic Make-Up in Power Boost: -50% All skill cooldowns in Power Boost: -30% (excludes hyper and partner skills)	Damage taken: -10% Special active skill damage: +15% Max. MP on transformation: +50 MP consumption when you use Magic Make-Up in Power Boost: -50% All skill cooldowns in Power Boost: -30% (excludes hyper and partner skills)
Metamorph	Destruction Time?	[Dungeon] Crit. damage: +10% Attack power: +10% [PvP] Crit. damage: +10% Attack power: +10%	[Dungeon] Crit. damage: +17% Attack: +20% [PvP] Crit. damage: +8.5% Attack power: +10%
Wiz Mage	Morph Potion	[Dungeon] White: Increases crit. damage by +10% for 30 sec. Blue: Grants +30 MP regeneration per sec. for 30 sec. Yellow: Grants K.O. protection for 20 sec. Violet: Confusion for 2 sec. [PvP] White: Increases crit. damage by +5% for 5 sec. Blue: Grants +3 MP regeneration per sec. for 5 sec. Yellow: Grants K.O. protection for 5 sec. Violet: Confusion for 2 sec.	[Dungeon] White: Increases crit. damage by +5% for 30 sec. Blue: Grants +30 MP regeneration per sec. for 30 sec. Yellow: Grants K.O. protection for 20 sec. Violet: Confusion for 2 sec. [PvP] White: Increases crit. damage by +2.5% for 5 sec. Blue: Grants +3 MP regeneration per sec. for 5 sec. Yellow: Grants K.O. protection for 5 sec. Violet: Confusion for 2 sec.
Mystic Alchemist	Finesse	[Dungeon] Crystallisation: 1,407% attack - Defence/magic defence: -20% - Duration: 25 sec. [PvP] Crystallisation: 562% attack - Defence/magic defence: -10% - Duration: 15 sec.	[Dungeon] Crystallisation: 1,407% attack - Defence/magic defence: -10% - Duration: 25 sec. [PvP] Crystallisation: 562% attack - Defence/magic defence: -5% - Duration: 15 sec.

Mystic Alchemist	Cumulation	Lv.4 [Dungeon] Damage to poisoned enemies: +10% [PvP] Damage to poisoned enemies: +5%	Lv.4 [Dungeon] Damage to poisoned enemies: +5% [PvP] Damage to poisoned enemies: +2.5%
Mystic Alchemist	Philosopher's Stone	[Dungeon] Attack/magic attack: +10% - Duration: 15 sec. Quick slot cooldown: 15 sec. - Duration: 8 sec. [PvP] Attack/magic attack: +10% - Duration: 15 sec.	[Dungeon] Attack/magic attack: +5% - Duration: 15 sec. Quick slot cooldown: 15 sec. - Duration: 8 sec. [PvP] Attack/magic attack: +5% - Duration: 15 sec.
Mystic Alchemist	Sparkling Body	Aeris Skill A magical sparkle surrounds you. It absorbs parts of your received damage and poisons nearby enemies for 5 seconds. [Dungeon] Sparkle: 324% attack multiple times Damage taken: -20% Duration: 7 sec. [PvP] Sparkle: 115% attack multiple times Damage taken: -10% Duration: 7 sec.	Reduces cooldown speed of special active skills. Aeris Skill A magical sparkle surrounds you. It absorbs parts of your received damage, cools down special active skill faster, and poisons nearby enemies for 5 seconds. [Dungeon] Sparkle: 324% attack multiple times Damage taken: -20% Special active skill cooldown speed: +60% Duration: 12 sec. [PvP] Sparkle: 115% attack multiple times Damage taken: -10% Special active skill cooldown

			speed: +60% Duration: 12 sec.
Mystic Alchemist	[Strong] Sparkling Body	Aeris Skill A magical sparkle surrounds you. It absorbs parts of your received damage and poisons nearby enemies for 5 seconds. Strengthened - Attack/magic attack: +2% [Dungeon] Sparkle: 324% attack multiple times Damage taken: -20% Attack: +7% Duration: 7 sec. [PvP] Sparkle: 115% attack multiple times Damage taken: -10% Attack: +7% Duration: 7 sec.	Magic attack increase has been removed. Reduces cooldown speed of special active skills. Aeris Skill A magical sparkle surrounds you. It absorbs parts of your received damage, cools down special active skill faster, and poisons nearby enemies for 5 seconds. Strengthened - Attack: +15% [Dungeon] Sparkle: 324% attack multiple times Damage taken: -20% Attack: +15% Special active skill cooldown speed: +60% Duration: 12 sec. [PvP] Sparkle: 115% attack multiple times Damage taken: -10% Attack: +7.5% Special active skill cooldown speed: +60% Duration: 12 sec.

Rena

Character/Class	Skill Name	Before Update	After
-----------------	------------	---------------	-------

Battle Markswoman	Back Kick	You reduce your opponent's attack with a kick to the stomach. The defence of enemies hit falls for 10 seconds. (During the attack you cannot be knocked out). [Dungeon] Kick: 927% attack Defence/magic defence: -20% Duration: 10 sec. [PvP] Kick: 301% attack Defence/magic defence: -10% Duration: 10 sec.	You reduce your opponent's attack with a kick to the stomach. The defence of enemies hit falls for 10 seconds. (During the attack you cannot be knocked out). [Dungeon] Kick: 927% attack Defence/magic defence: -15% Duration: 10 sec. [PvP] Kick: 301% attack Defence/magic defence: -7.5% Duration: 10 sec.
Windrunner	Airelinna	You summon a fairy who fills you with her energy. You and nearby group members temporarily regenerate HP and your attack and all speeds are also increased. [Dungeon] MP regeneration: +5% MP/sec. Attack: +20% All speeds: +15% Duration: 30 sec. [PvP] MP regeneration: +0.5% MP/sec. Attack: +10% All speeds: +10% Duration: 15 sec.	Increases magic attack. You summon a fairy who fills you with her energy. You and nearby group members temporarily regenerate HP and your attack and all speeds are also increased. [Dungeon] MP regeneration: +5% MP/sec. Attack/magic attack: +12% All speeds: +15% Duration: 30 sec. [PvP] MP regeneration: +0.5% MP/sec. Attack/magic attack: +6% All speeds: +10% Duration: 15 sec.
Anemos	Assimilation with Nature	[Dungeon] Crit. hit chance: +20% Devastation: +20% Damage: +15%	[Dungeon] Crit. hit chance: +20% Devastation: +20% Damage: +20%

		Duration - 1 Power Boost: 30 sec. - 2 Power Boosts: 60 sec. - 3 Power Boosts: 90 sec. [PvP] Crit. hit chance: +20% Devastation: +20% Damage: +4.8% Duration - 1 Power Boost: 15 sec. - 2 Power Boosts: 30 sec. - 3 Power Boosts: 45 sec.	Duration - 1 Power Boost: 30 sec. - 2 Power Boosts: 60 sec. - 3 Power Boosts: 90 sec. [PvP] Crit. hit chance: +20% Devastation: +20% All damage: +6.4% Duration - 1 Power Boost: 15 sec. - 2 Power Boosts: 30 sec. - 3 Power Boosts: 45 sec.
Hunting Markswoman	Eagle Eye	Lv.4 [Dungeon] Magic attack: +15% Arrow range: +55% Skill damage: +8% [PvP] Magic attack: +6% Arrow range: +55% Skill damage: +8%	Lv.4 [Dungeon] Magic attack: +15% Arrow range: +55% Skill damage: +13% [PvP] Magic attack: +6% Arrow range: +55% Skill damage: +13%
Master Markswoman	Magical Stigma	You fire a magical arrow that leaves a stigma on your foes. Enemies hit suffer increased damage from magic attacks and critical hits for 10 seconds. [Dungeon] Arrow: 1,097% magic attack Damage from magic attacks: +5% Damage suffered from critical hits: +15% [PvP] Arrow: 274% magic attack Damage from magic attacks: +5%	Damage taken from attacks is also increased. You fire a magical arrow that leaves a stigma on your foes. Attack/magic attack/critical hit damage to enemies is increased for 10 seconds. [Dungeon] Arrow: 1,097% magic attack Damage taken from attack/magic attack: +5% Crit. hit damage taken: +10%

		Damage suffered from critical hits: +15%	[PvP] Arrow: 274% magic attack Damage taken from attack/magic attack: +5% Crit. hit damage taken: +10%
Daybreaker	Stigma's Trace	[Dungeon] Refined Stigma Damage from magic attacks: +10% Crit. hit damage: +15% Duration: 10 sec. Additional duration: 10 sec. (Cannot be combined with Arrow.) (Cooldown: 3 sec.) [PvP] Refined Stigma Damage from magic attacks: +10% Crit. hit damage: +15% Duration: 10 sec. Additional duration: 10 sec. (Cannot be combined with Arrow.) (Cooldown: 3 sec.)	Damage taken from attacks is also increased. [Dungeon] Refined Stigma Damage taken from attack/magic attack: +10% Crit. hit damage taken: +10% Duration: 10 sec. Additional duration: 10 sec. (Cannot be combined with Arrow.) (Cooldown: 3 sec.) [PvP] Refined Stigma Damage taken from attack/magic attack: +10% Crit. hit damage taken: +10% Duration: 10 sec. Additional duration: 10 sec. (Cannot be combined with Arrow.) Cooldown: 3 sec.

Erendil Markswoman	Wind Sphere	You place a seed on the ground and it immediately explodes there, releasing Camo Smoke. The Camo Smoke remains for 3 seconds. Any allies in the Camo Smoke take 20% less damage for 6 seconds (PvP: 10% for 3 seconds). Enemies in the Camo Smoke have 30% less defence for 20 seconds (PvP: 15% for 3 seconds).	Magic defence is reduced. You place a seed on the ground and it immediately explodes there, releasing Camo Smoke. The Camo Smoke remains for 3 seconds. Any allies in the Camo Smoke take 20% less damage for 6 seconds (PvP: 6% for 3 seconds). Enemies in the Camo Smoke have 20% less defence/magic defence for 20 seconds (PvP: 10% for 3 seconds).
Night Watcher	Arrow Trap – Poison Mushroom	You fire an arrow that explodes and spreads poisonous fog. The poison fog remains for 10 seconds and continually inflicts damage on enemies. The movement and attack speed are reduced on enemies who are within range, and they take increased damage from attacks. Consumes NF - Max. 2 NF on direct hit [Dungeon] Arrows: 128% attack Poison explosion: 2727% attack Poison fog: 109% attack multiple times Movement speed: -20% Attack speed -20%	Damage taken from magic attack has been increased. You fire an arrow that explodes and spreads poisonous fog. The poison fog remains for 10 seconds and continually inflicts damage on enemies. The movement and attack speed are reduced on enemies who are within range, and increases damage taken from attacks/magic attacks. Consumes NF - Max. 2 NF on direct hit

		Damage taken from attacks: +15% [PvP] Arrows: 43% attack Poison explosion: 924% attack Poison fog: 36% attack multiple times Movement speed: -20% Attack speed -20% Damage taken from attacks: +7.5%	[Dungeon] Arrows: 128% attack Poison explosion: 2727% attack Poison fog: 109% attack multiple times Movement speed: -20% Attack speed -20% Damage taken from attack/magic attack: +12% [PvP] Arrows: 43% attack Poison explosion: 924% attack Poison fog: 36% attack multiple times Movement speed: -20% Attack speed -20% Damage taken from attack/magic attack: +6%
Night Watcher	Sharpen Arrow		Passive skills replaced.
Twilight	[Switch] Arrow Trap – Poison Mushroom	You fire an arrow downwards that explodes and spreads poisonous fog. The poison fog remains for 10 seconds, continually inflicts damage on enemies and burns their mana. The movement and attack speed are reduced on enemies who are within range, and increases damage taken from attacks. (Can also be used while jumping.)	Damage taken from magic attack has been increased. You fire an arrow downwards that explodes and spreads poisonous fog. The poison fog remains for 10 seconds, continually inflicts damage on enemies and burns their mana. The movement and attack speed are reduced on enemies who are within range, and increases damage taken from attacks/magic attacks. (Can also be used while jumping.)

		Consumes NF - Max. 2 NF on direct hit [Dungeon] Arrows: 129% attack Poison explosion: 2901% attack Poison fog: 93% attack multiple times Movement speed: -20% Attack speed -20% Damage taken from attacks: +15% [PvP] Arrows: 38% attack Poison explosion: 858% attack Poison fog: 27% attack multiple times Movement speed: -20% Attack speed -20% Damage taken from attacks: +7.5%	Consumes NF - Max. 2 NF on direct hit [Dungeon] Arrows: 129% attack Poison explosion: 2901% attack Poison fog: 93% attack multiple times Movement speed: -20% Attack speed -20% Damage taken from attack/magic attack: +12% [PvP] Arrows: 38% attack Poison explosion: 858% attack Poison fog: 27% attack multiple times Movement speed: -20% Attack speed -20% Damage taken from attack/magic attack: +6%
--	--	---	---

Poetic Ranger	Literacy	Lv.4 When recording the language of the spirits, you sensed a power hitherto unknown, yet somehow familiar. It was the power contained within the words themselves. As you learned to understand the words, and formed new sentences with them, you comprehended their true meaning. A wondrous new world lies open to you. Max. MP and magic attack are increased. Changes the damage of all attack skills to magic attacks. Chaining certain skills together applies a Literacy effect according to the combination. Literacy: Tenacious Courage Using a strength skill after a tenacity skill accelerates allies' skill cooldown. [Dungeon] Max. MP: +100 Magic attack: +15% Literacy: Tenacious Courage All skill cooldown speeds: +20% Duration: 8 sec. [PvP] Max. MP: +100 Magic attack: +6% Literacy: Tenacious Courage All skill cooldown speeds: +20% Duration: 5 sec.	Literacy: Tenacious Courage only applies to the player themselves. Lv.4 When recording the language of the spirits, you sensed a power hitherto unknown, yet somehow familiar. It was the power contained within the words themselves. As you learned to understand the words, and formed new sentences with them, you comprehended their true meaning. A wondrous new world lies open to you. Max. MP and magic attack are increased. Changes the damage of all attack skills to magic attacks. Chaining certain skills together applies a Literacy effect according to the combination. Literacy: Tenacious Courage Using a strength skill after a tenacity skill accelerates your skill cooldowns. [Dungeon]
---------------	----------	---	---

			Max. MP: +100 Magic attack: +15% Literacy: Tenacious Courage All skill cooldowns: +30% Duration: 8 sec. [PvP] Max. MP: +100 Magic attack: +6% Literacy: Tenacious Courage All skill cooldown speeds: +20% Duration: 5 sec.
Tale Spinner	Song of Courage	Lv.4 Once upon a time, the people lived together with the spirits... The noble elf continued quietly. This is a story of a brave person from that time. The voice with which she told this old tale touched the listeners' hearts and gave them courage. If the Literacy effect is active, the damage of your special active skills will be increased for a certain time. You can use #CCCCFF66Literacy: Strong Will#CX. Literacy: Strong Will Using a transcendence skill after a strength skill increases allies'	Attack increases with Literacy: Strong Will. Lv.4 Once upon a time, the people lived together with the spirits... The noble elf continued quietly. This is a story of a brave person from that time. The voice with which she told this old tale touched the listeners' hearts and gave them courage.

		magic attack for a certain amount of time. [Dungeon] Special active damage: +15% Duration: 20 sec. Literacy: Strong Will Magic attack: +10% Duration: 30 sec. [PvP] Special active damage: +7.5% Duration: 20 sec. Literacy: Strong Will Magic attack: +5% Duration: 30 sec.	If the Literacy effect is active, the damage of your special active skills will be increased for a certain time. You can use #CCCFF66Literacy: Strong Will#CX. Literacy: Strong Will Using a transcendence skill after a strength skill increases allies' attack/magic attack for a certain amount of time. [Dungeon] Special active damage: +25% Duration: 20 sec. Literacy: Strong Will Attack/magic attack: +5% Duration: 30 sec. [PvP] Special active damage: +12.5% Duration: 20 sec. Literacy: Strong Will Attack/magic attack: +2.5% Duration: 30 sec.
--	--	---	--

Tale Spinner	Fickle Blessing	Dearest Rena, May you and your friends be blessed! How does this sound? Increases devastation. Use the special key to grant your allies a spirit blessing. (Using the special key again removes the previous blessing.) Fickle Blessing Activates one of the following effects at random: - When your allies use master skills, attacks and magic attacks increase by 1% (PvP: 0.5%) (stackable max. 10x). - Using a special active skill regenerates max. MP by 10% (PvP: 1%) - Using an active skill increases attack speed by 1% (PvP: +0.5%) (stackable max. 10x) - When your allies use hyper skills increases damage to bosses by 2.5% (stackable max. 4x) - Using Power Boost increases defence/magic defence by 1% (PvP: 0.5%) (stackable max. 10x) - During Power Boost max. MP is increased by 40 (PvP: 20)	Dearest Rena, May you and your friends be blessed! How does this sound? Increases devastation. Use the special key to grant your allies a spirit blessing. (Using the special key again removes the previous blessing.) Fickle Blessing Activates one of the following effects at random: - When your allies use master skills, attacks and magic attacks increase by 1% (PvP: 0.5%) (stackable max. 10x). - Using a special active skill regenerates max. MP by 10% (PvP: 1%) - Using an active skill increases attack speed by 1% (PvP: +0.5%) (stackable max. 10x) - When your allies use hyper skills increases damage to bosses by 2.5% (stackable max. 4x) - Using Power Boost increases defence/magic defence by 1% (PvP: 0.5%) (stackable max. 10x) - During Power Boost max. MP is increased by 40 (PvP: 20)
Prophetess	Mind's Eye	The more you commune with the spirits, the more you learn, the clearer the flow and the rules of the world become to you. Ever since the bond weakened and the spirits drifted apart, suffering and peril became ever more prominent. Realising this truth made everything clear and opened the path. Following this path, hand in	With active Literacy during Power Boost, special active skill cooldowns are reduced. The more you commune with the spirits, the more you learn, the clearer the flow and the rules of the world become to you. Ever since the bond weakened and the spirits drifted apart, suffering and

		hand, we will become ever stronger. In Power Boost, MP costs of special active skills is reduced. If Literacy is activated during Power Boost, crit. damage is increased for a certain period of time. When Fickle Blessing is activated, 2 effects are applied. (If the Fickle Blessing is activated by Mind's Eye, it cannot be reversed.) [Dungeon] Special active skill MP cost: -20% Crit. damage: +15% Crit. damage increase duration: 20 sec. [PvP] Special active skill MP cost: -10% Crit. damage: +7.5% Crit. damage increase duration: 20 sec.	peril became ever more prominent. Realising this truth made everything clear and opened the path. Following this path, hand in hand, we will become ever stronger. In Power Boost, MP costs of special active skills is reduced. If Literacy is activated during Power Boost, crit. damage is increased for a certain period of time. When Fickle Blessing is activated, 2 effects are applied. (If the Fickle Blessing is activated by Mind's Eye, it cannot be reversed.) [Dungeon] Special active skill MP cost: -20% Crit. damage: +18% Crit. damage increase duration: 20 sec. Special active skill cooldowns: -2 sec. [PvP] Special active skill MP cost: -10% Crit. damage: +9% Crit. damage increase duration: 20 sec. Special active skill cooldowns: -2 sec.
--	--	---	--

Prophetess	Song	The look that can reveal true form. The arrow that pierces the world. The song of light which echoes in the great flow of existence. Using skills of the same grade consecutively allows you to use Literacy: Song. Literacy: Tenacious Song Using a tenacity skill after a tenacity skill reduces the magic defence of enemies within a certain range and increases your tenacity skill damage. Literacy: Strong Song Using a strength skill after a strength skill reduces the damage allies take from bosses and increases your strength skill damage. Literacy: Transcendental Song Using a transcendence skill after a transcendence skill grants allies a shield and increases all damage. Increases your transcendence skill damage. [Dungeon] Literacy: Tenacious Song Magic defence: -20% Duration: 30 sec. Caster's tenacity skill damage: +20% Duration: 30 sec. Literacy: Strong Song Damage taken from bosses: -15% Caster's strength skill damage: +20%	Reduced defence with Literacy: Tenacious Song. The look that can reveal true form. The arrow that pierces the world. The song of light which echoes in the great flow of existence. Using skills of the same grade consecutively allows you to use Literacy: Song. Literacy: Tenacious Song Using a tenacity skill after a tenacity skill reduces the defence/magic defence of enemies within a certain range and increases your tenacity skill damage. Literacy: Strong Song Using a strength skill after a strength skill reduces the damage allies take from bosses and increases your strength skill damage. Literacy: Transcendental Song Using a transcendence skill after a transcendence skill grants allies a shield and
------------	------	---	---

		Duration: 30 sec. Literacy: Transcendental Song Shield: 10% of max. HP All damage: +10% Caster's transcendence skill damage: +20% Duration: 30 sec. [PvP] Literacy: Tenacious Song Magic defence: -10% Duration: 15 sec. Caster's tenacity skill damage: +10% Duration: 30 sec. Literacy: Strong Song Damage taken from bosses: -15% Caster's strength skill damage: +10% Duration: 30 sec. Literacy: Transcendental Song Shield: 5% of max. HP All damage: +5% Caster's transcendence skill damage: +10% Duration: 30 sec.	increases all damage. Increases your transcendence skill damage. [Dungeon] Literacy: Tenacious Song Defence/magic defence: -10% Duration: 30 sec. Caster's tenacity skill damage: +25% Duration: 30 sec. Literacy: Strong Song Damage taken from bosses: -15% Caster's strength skill damage: +25% Duration: 30 sec. Literacy: Transcendental Song Shield: 10% of max. HP All damage: +10% Caster's transcendence skill damage: +25% Duration: 30 sec. [PvP] Literacy: Tenacious Song Defence/magic defence: -5% Duration: 15 sec. Caster's tenacity skill damage: +12.5% Duration: 30 sec. Literacy: Strong Song Damage taken from bosses: -15% Caster's strength skill damage:
--	--	--	--

			+12.5% Duration: 30 sec. Literacy: Transcendental Song Shield: 5% of max. HP All damage: +5% Caster's transcendence skill damage: +12.5% Duration: 30 sec.
--	--	--	---

Raven

Character/Classes	Skill Name	Before Update	After
Swordbearer	Focus	Lv.4 [Dungeon] Attack speed: +13% Attack with Power Boost: +10% Power Boost duration: +10% [PvP] Attack speed: +4% Attack with Power Boost: +2% Power Boost duration: +10%	Lv.4 [Dungeon] Attack speed: +13% Attack with Power Boost: +18% Power Boost duration: +10% [PvP] Attack speed: +4% Attack with Power Boost: +7.2% Power Boost duration: +10%
Swordbearer	Split Armour	[Dungeon] Punch: 815% attack Armour break: enemy defence -25% Duration: 7 sec. [PvP] Punch: 203% attack Armour break: enemy defence -12.5% Duration: 7 sec.	Magic defence is reduced. [Dungeon] Punch: 815% attack Armour break: defence/magic defence -15% Duration: 20 sec. [PvP] Punch: 203% attack Armour break: defence/magic defence

			-7.5% Duration: 10 sec.
Master Swordsman	Foolproof Strategy	Lv.4 Every fifth combo hit gets a buff which increases MP gain. Cooldown 1 sec. (stackable max. 4x) If you attack your enemy with transcendence skills with Power Boost, the enemy suffers increased damage for a certain length of time. [Dungeon] MP regeneration: +5% Damage taken from attacks: +15% Duration: 10 sec. [PvP] MP regeneration: +5% Damage taken from attacks: +7.5% Duration: 10 sec.	Damage taken from magic attack has been increased. Lv.4 Every fifth combo hit gets a buff which increases MP gain. Cooldown 1 sec. (stackable max. 4x) If you attack your enemy with transcendence skills with Power Boost, the enemy suffers increased damage/magic damage for a certain length of time. [Dungeon] MP regeneration: +5% - Damage taken from attack/magic attack: +12% Duration: 10 sec. [PvP] MP regeneration: +5% - Damage taken from attack/magic attack: +6% Duration: 10 sec.

Master Swordsman	Attack	The third sword attack consumes a little MP and ignores part of the defence. Sword attack skills: Shock Wave – Scissors, Flying Blow, Singing Blow, Bloody Triumph, Giga Drive – Limiter, Shock Wave – Cutter, Hovering Dance, Well-dressed Murder, Sharpened Attack, [Switch] Powerful Onslaught: Destroyer, and [Switch] Seven-Fold Explosion: Ignition [Dungeon] - MP cost: -30% Ignore enemy defence: 30% [PvP] - MP cost: -10% Ignore enemy defence: 10%	With attack Sword Attack, special active skill cooldown speed is reduced. The third sword attack consumes a little MP and ignores part of the defence. After activation, the cooldown of special active skills is accelerated for a while. Sword attack skills: Shock Wave – Scissors, Flying Blow, Singing Blow, Bloody Triumph, Giga Drive – Limiter, Shock Wave – Cutter, Hovering Dance, Well-dressed Murder, Sharpened Attack, [Switch] Powerful Onslaught: Destroyer, and [Switch] Seven-Fold Explosion: Ignition [Dungeon] - MP cost: -30% Ignore enemy defence: 30% Special active skill cooldown speeds: +30% Duration: 5 sec. [PvP] - MP cost: -10% Ignore enemy defence: 10% Special active skill cooldown speed: +15% Duration: 5 sec.
Bladebearer	Flaming Nasod Hand	Lv.4 [Dungeon] Attack power of Nasod hand skills: +15% [PvP]	Lv.4 [Dungeon] Attack power of Nasod hand skills: +20% [PvP]

		Attack power of Nasod Hand skills: +3%	Attack power of Nasod hand skills: +4%
Rage Heart	Tempestuous Power	[Dungeon] Damage on repeated use of the skill: +12% Cooldown: -30% Reactivation cooldown: 4 sec. [PvP] Damage on repeated use of the skill: +6% Cooldown: -15% Reactivation cooldown: 4 sec.	[Dungeon] Damage on repeated use of the skill: +15% Cooldown: -30% Reactivation cooldown: 4 sec. [PvP] Damage on repeated use of the skill: +7.5% Cooldown: -15% Reactivation cooldown: 4 sec.
Rage Heart	[Switch] Nuclear Attack	You summon a gigantic Nasod spear that explodes and leaves behind thick smoke. The magic defence and resistance of opponents in the smoke is reduced for a certain length of time, while damage from critical hits is increased. [Dungeon] Crush: 922% magic attack Explosion: 267% magic attack multiple times Magic defence: -25% All resistances: -150 Crit. hit damage taken within the area: +18% Duration: 10 sec. [PvP] Crush: 297% magic attack Explosion: 76% magic attack multiple times Magic defence: -12.5% All resistances: -150 Crit. hit damage taken within	- Added defence reduction. You summon a gigantic Nasod spear that explodes and leaves behind thick smoke. The defence/magic defence and resistance of opponents in the smoke is temporarily reduced, while damage from critical hits is increased. [Dungeon] Crush: 922% magic attack Explosion: 267% magic attack multiple times Defence/magic defence: -20% All resistances: -150 Crit. hit damage taken within the area: +12% Duration: 10 sec. [PvP] Crush: 297% magic attack Explosion: 76% magic attack multiple times Defence/magic defence: -10% All resistances: -150 Crit. hit damage taken within the area:

		the area: +9% Duration: 10 sec.	+6% Duration: 10 sec.
Flame Commander	Mercenary Survival Strategy	Lv.4 [Dungeon] All allies gain Mercenary's Art of Survival when their HP is below 75%. - Attack/magic attack: +12% - Defence/magic defence: +12% Duration: 15 sec. (cooldown: 7 sec.) [PvP] All allies gain Mercenary's Art of Survival when their HP is below 20%. - Attack/magic attack: +4.8% - Defence/magic defence: +4.8% Duration: 15 sec. (cooldown: 7 sec.)	Lv.4 [Dungeon] All allies gain Mercenary's Art of Survival when their HP is below 75%. - Attack/magic attack: +10% - Defence/magic defence: +12% Duration: 15 sec. (cooldown: 7 sec.) [PvP] All allies gain Mercenary's Art of Survival when their HP is below 20%. - Attack/magic attack: +5% - Defence/magic defence: +4.8% Duration: 15 sec. (cooldown: 7 sec.)
Flame Commander	Ifrit Flame	[Dungeon] Explosion shell: 1,064% magic attack Hell Fire - 30% continual damage per second (average attack/magic attack) - Defence/magic defence: -15% - All resistances: -150 - Duration: 10 sec. [PvP] Explosion shell: 306% magic attack Hell Fire	Defence/magic defence is no longer reduced. [Dungeon] Explosion shell: 1.176% magic attack Hell Fire - 30% continual damage per second (average attack/magic attack) - All resistances: -150 - Duration: 10 sec. [PvP] Explosion shell: 338% magic attack

		- 30% continual damage per second (average attack/magic attack) - Defence/magic defence: -15% - All resistances: -150 - Duration: 10 sec.	Hell Fire - 30% continual damage per second (average attack/magic attack) - All resistances: -150 - Duration: 10 sec.
Flame Commander	Blistering Scream – Incineration	You release a wave of fire crows that sets your enemies on fire. Enemies hit are set on fire, inflict Burn to nearby enemies, and suffer increased magic attack damage. Overheat - Consumes HP for additional damage - Press the skill key again after activating the skill. - +5% attack power for 10 sec. [Dungeon] Fire Crow: 3,552% magic attack (Overheat: 4,937%) Burn - Continuous damage to you and your surroundings - Damage taken from magic attacks: +12% - Duration: 10 sec. (15 sec. with Overheat) [PvP] Fire Crow: 1,285% magic attack (Overheat: 1,787%) Burn	Damage taken from attacks is also increased. You release a wave of fire crows that sets your enemies on fire. Enemies hit are set on fire, inflict Burn to nearby enemies, and suffer increased attack/magic attack damage. Overheat - Consumes HP for additional damage - Press the skill key again after activating the skill. - +5% attack power for 10 sec. [Dungeon] Fire Crow: 3,552% magic attack (Overheat: 4,937%) Burn - Continuous damage to you

		- Continuous damage to you and your surroundings - Damage taken from magic attacks: +6% - Duration: 10 sec. (15 sec. with Overheat)	and your surroundings - Damage taken from attack/magic attack: +12% - Duration: 10 sec. (15 sec. with Overheat) [PvP] Fire Crow: 1,285% magic attack (Overheat: 1,787%) Burn - Continuous damage to you and your surroundings - Damage taken from attack/magic attack: +6% - Duration: 10 sec. (15 sec. with Overheat)
--	--	---	---

Nova Emperor	Battle Master	Modifying your body makes you perfectly equipped for combat. Attack Boost - Strengthens Combo attacks Heat Detection Mode - The Heat Detection buff is activated if Overheat is caused by skills. - When Heat Detection is stacked, critical hit, movement speed and jump power increase (stackable max. 5x). - At maximum Heat Detection stacks, you and your allies' MP regenerates immediately, and your MP regenerates for a certain time. - At max. Heat Detection stacks, your critical damage increases for a certain time. [Dungeon] Combo attacks: +10% Heat Detection - Crit. hit per stack: +4% - Movement speed and jump power per stack: +2% - Duration: 20 sec. - At max. stack: MP regeneration of allies: +100 - At max. stack: MP regeneration per second: +20 - At max. stack: Crit. damage +10% - Duration of max. stack: 10 sec. (cooldown: 5 sec.) [PvP] Combo attacks: +5% Heat Detection	With Attack Boost during Power Boost, special active skill damage is increased. Modifying your body makes you perfectly equipped for combat. Attack boost - Strengthens Combo attacks - Increases special active skill damage on Power Boost Heat Detection Mode - The Heat Detection buff is activated if Overheat is caused by skills. - When Heat Detection is stacked, critical hit, movement speed and jump power increase (stackable max. 5x). - At maximum Heat Detection stacks, you and your allies' MP regenerates immediately, and your MP regenerates for a certain time. - At max. Heat Detection stacks, your critical damage increases for a certain time. [Dungeon] Combo attacks: +10% Special active skill damage: +10%
--------------	---------------	--	---

		- Crit. hit per stack: +4% - Movement speed and jump power per stack: +1% - Duration: 20 sec. - At max. stack: MP regeneration of allies: +10 - At max. stack: MP regeneration per second: +0.5 - At max. stack: Crit. damage: +5% - Duration of max. stack: 10 sec. (cooldown: 5 sec.)	Heat Detection - Crit. hit per stack: +4% - Movement speed and jump power per stack: +2% - Duration: 20 sec. - At max. stack: MP regeneration of allies: +100 - At max. stack: MP regeneration per second: +20 - At max. stack: Crit. damage +10% - Duration of max. stack: 10 sec. (cooldown: 5 sec.) [PvP] Combo attacks: +5% Special active skill damage: +5% Heat Detection - Crit. hit per stack: +4% - Movement speed and jump power per stack: +1% - Duration: 20 sec. - At max. stack: MP regeneration of allies: +10 - At max. stack: MP regeneration per second: +0.5 - At max. stack: Crit. damage: +5% - Duration of max. stack: 10 sec. (cooldown: 5 sec.)
--	--	---	--

Nova Emperor	[Switch] Blistering Scream – Incineration	You release a wave of fire crows that explode and set your enemies on fire. Enemies hit are set on fire, inflict Burn to nearby enemies, and suffer increased magic attack damage. (Can also be used while jumping.) Overheat - Consumes HP for additional damage - Press the skill key again after activating the skill. - +5% attack power for 10 sec. [Dungeon] Fire Crows: 1,487% magic attack Explosion: 2,761% magic attack (Overheat: 3,838%) Burn - Continuous damage to you and your surroundings - Damage taken from magic attacks: +12% - Duration: 10 sec. (15 sec. with Overheat) [PvP] Fire Crows: 508% magic attack Explosion: 944% magic attack (Overheat: 1,312%) Burn - Continuous damage to you and your surroundings - Damage taken from magic attacks: +6% - Duration: 10 sec. (15 sec. with Overheat)	Damage taken from attacks is also increased. You release a wave of fire crows that explode and set your enemies on fire. Enemies hit are set on fire, inflict Burn to nearby enemies, and suffer increased attack/magic attack damage. (Can also be used while jumping.) Overheat - Consumes HP for additional damage - Press the skill key again after activating the skill. - +5% attack power for 10 sec. [Dungeon] Fire Crows: 1,487% magic attack Explosion: 2,761% magic attack (Overheat: 3,838%) Burn - Continuous damage to you and your surroundings - Damage taken from attack/magic attack: +12% - Duration: 10 sec. (15 sec. with Overheat)
--------------	--	---	--

			[PvP] Fire Crows: 508% magic attack Explosion: 944% magic attack (Overheat: 1,312%) Burn - Continuous damage to you and your surroundings - Damage taken from attack/magic attack: +6% - Duration: 10 sec. (15 sec. with Overheat)
--	--	--	--

Nova Emperor	[Switch] Seven-Fold Explosion: Mega- Explosion	An oversized crow appears above you, flapping its wing to drop napalm grenades on enemies in front of you. Overheat - Consumes HP for additional damage - Press the skill key again after activating the skill. - +5% attack power for 10 sec. [Dungeon] Explosion: 357% magic attack multiple times (with Overheat: 496%) [PvP] Explosion: 63% magic attack multiple times (with Overheat: 88%)	Ignores defence on explosion. An oversized crow appears above you, flapping its wing to drop napalm grenades on enemies in front of you. Deals damage to enemies which ignores part of the defence upon explosion. Overheat - Consumes HP for additional damage - Press the skill key again after activating the skill. - +5% attack power for 10 sec. [Dungeon] Explosion: 393% magic attack multiple times (with Overheat: 546%) Ignore defence: 40% [PvP] Explosion: 70% magic attack multiple times (with Overheat: 97%) Ignore defence: 10%
Venom Bearer	Soul Destruction	[Dungeon] Punch: 917% attack Enemies panic: 1 sec. Soul Destruction: Crit. hit damage taken: +6% Duration: 7 sec. [PvP] Punch: 326% attack Enemies panic: 1 sec. Soul Destruction: Crit. hit damage taken: +6% Duration: 7 sec.	[Dungeon] Punch: 917% attack Enemies panic: 1 sec. Soul Destruction: Crit. hit damage taken: +4% Duration: 20 sec. [PvP] Punch: 326% attack Enemies panic: 1 sec. Soul Destruction: Crit. hit damage taken: +2% Duration: 10 sec.

Venom Bearer	Valesia Aura	You cast a Blade Aura filled with Valesia forwards. Each time a target is hit, a Valesia tendril sprouts and attacks the target. (Can also be used while jumping.) Valesia Reaction Skill If a Valesia seed attaches to the target, they will take more damage. [Dungeon] Sword Energy: 1,607% attack multiple times Valesia Shoot: 901% attack multiple times Valesia Reaction Enemies suffer higher damage from attacks (depending on seed growth). Growth level 1: 8% Growth level 2: 10% Growth level 3: 12% Duration: 15 sec. [PvP] Sword Energy: 612% attack multiple times Valesia Shoot: 344% attack multiple times Valesia Reaction Enemies suffer higher damage from attacks (depending on seed growth). Growth level 1: 4% Growth level 2: 5% Growth level 3: 6% Duration: 15 sec.	Damage taken from magic attack has been increased. You cast a Blade Aura filled with Valesia forwards. Each time a target is hit, a Valesia tendril sprouts and attacks the target. (Can also be used while jumping.) Valesia Reaction Skill If a Valesia Seed attaches to the target, they will take more attack/magic attack damage. [Dungeon] Sword Energy: 1,607% attack multiple times Valesia Shoot: 1001% attack multiple times Valesia Reaction Enemies suffer higher damage from attack/magic attack (depending on seed growth). Growth level 1: 4% Growth level 2: +6% Growth level 3: +8% Duration: 15 sec. [PvP] Sword Energy: 612% attack multiple times Valesia Shoot: 382% attack multiple times Valesia Reaction
--------------	--------------	---	---

			Enemies suffer higher damage from attack/magic attack (depending on seed growth). Growth level 1: +2% Growth level 2: +3% Growth level 3: +4% Duration: 15 sec.
--	--	--	--

Mutant Blade	Sea Sick	Lv.4 The Valesia Seeds germinate in the bodies of your enemies eats them from the inside out. The parasitic plant uses the nutrients it obtains in doing this to strengthen itself and its master. Regenerates some of your HP and MP if you hit an enemy with a Valesia seed attached to them with a special active skill. Reduces all of the target's defences when allies use skills to hit an enemy with a Valesia seed attached to it. If the enemy has less than 50% HP, their defence can be destroyed even faster. [Dungeon] HP regeneration: +10% MP regeneration: +10% Enemies' defence/magic defence: -2% (stackable max. 5x) (If the target's HP is below 50%, 2 stacks are added per hit.) Duration: 30 sec. [PvP] HP restoration: 1% MP regeneration: +1% Enemies' defence/magic defence: -1% (stackable max. 5x) (If the target's HP is below 50%, 2 stacks are added per hit.) Duration: 30 sec.	Hitting infected enemies with special active skills, special active skills cool down faster. Lv.4 The Valesia Seeds germinate in the bodies of your enemies eats them from the inside out. The parasitic plant uses the nutrients it obtains in doing this to strengthen itself and its master. Hitting infected enemies with special active skills, special active skills cool down faster and regenerate some of your HP and MP. Reduces all of the target's defences when allies use skills to hit an enemy with a Valesia seed attached to it. If the enemy has less than 50% HP, their defence can be destroyed even faster. [Dungeon] HP regeneration: +10% MP regeneration: +10% Special active skill cooldown speeds: +30% Duration: 5 sec. Enemies' defence/magic
--------------	----------	--	---

			defence: -2% (stackable max. 5x) (If the target's HP is below 50%, 2 stacks are added per hit.) Duration: 30 sec. [PvP] HP restoration: 1% MP regeneration: +1% Special active skill cooldown speed: +15% Duration: 5 sec. Enemies' defence/magic defence: -1% (stackable max. 5x) (If the target's HP is below 50%, 2 stacks are added per hit.) Duration: 30 sec.
--	--	--	--

Mutant Blade	Catacomb	You summon a Resting Place where the souls of the dead abide. Valesia Reaction Skill If Valesia Seeds attach to hit targets, a soul of the dead escapes. Escaped souls float to your allies and increase the damage of certain skills. [Dungeon] Resting Place: 570% attack multiple times Valesia Reaction Increased skill damage for allies when absorbing souls of the dead (depending on seed growth). Growth Level 1: Tenacity skill damage +2% (stackable max. 5x) Growth Level 2: Tenacity/strength skill damage +2% (stackable max. 5x) Growth Level 3: Tenacity/strength/transcendence skill damage: +2% (stackable max. 5x) Duration: 30 sec. (removes 3 stacks after duration) [PvP] Resting Place: 217% attack multiple times Valesia Reaction Increased skill damage for allies when absorbing souls of the dead (depending on seed growth).	Escaped souls only float to you. You summon a Resting Place where the souls of the dead abide. Valesia Reaction Skill If Valesia Seeds attach to hit targets, a soul of the dead escapes. Escaped souls float towards you and are absorbed, increasing the damage of some of your skills. [Dungeon] Resting Place: 570% attack multiple times Valesia Reaction Increased skill damage for allies when absorbing souls of the dead (depending on seed growth). Growth level 1: Tenacity skill damage +3% (stackable max. 5x) Growth level 2: Tenacity/strength skill damage +3% (stackable max. 5x) Growth level 3: Tenacity/strength/transcendence skill damage: +3% (stackable
--------------	----------	--	---

		Growth Level 1: Tenacity skill damage +1% (stackable max. 5x) Growth Level 2: Tenacity/strength skill damage +1% (stackable max. 5x) Growth Level 3: Tenacity/strength/transcendence skill damage: +1% (stackable max. 5x) Duration: 30 sec. (removes 3 stacks after duration)	max. 5x) Duration: 30 sec. (removes 3 stacks after duration) [PvP] Resting Place: 217% attack multiple times Valesia Reaction Increased skill damage for allies when absorbing souls of the dead (depending on seed growth). Growth level 1: Tenacity skill damage +1.5% (stackable max. 5x) Growth level 2: Tenacity/strength skill damage +1.5% (stackable max. 5x) Growth level 3: Tenacity/strength/transcendence skill damage: +1.5% (stackable max. 5x) Duration: 30 sec. (removes 3 stacks after duration)
Mutant Blade	Disintegration	Lv.4 Wherever his journey takes him, Raven leaves nothing but a trail of revenge. If an enemy with a Valesia Seed attached to them dies, there is a certain probability that their Lost Soul will escape. Mini-bosses and bosses will release a Mighty Soul. The cooldown one of your	The cooldown acceleration only applies to the player themselves. Lv.4 Wherever his journey takes him, Raven leaves nothing but a trail of revenge.

		allies' skills within range of Lost Soul is reduced and all speeds are increased. (Special active skills are reduced first/excludes hyper skills) With the effects of Mighty Soul, all the effects of Lost Soul take effect. In addition, the MP gain on hits and damage taken is increased. [Dungeon] Probability of Lost Soul: 30% Mighty Soul chance: 100% Cooldown: -3 sec. Jump power, movement and attack speed: +10% Increased MP regeneration on hit and taking damage: +50% Duration: 20 sec. [PvP] Probability of Lost Soul: 30% Mighty Soul chance: 100% Cooldown: -3 sec. Jump power, movement and attack speed: +5% Increased MP regeneration on hit and taking damage: +25% Duration: 10 sec.	If an enemy with a Valesia Seed attached to them dies, there is a certain probability that their Lost Soul will escape. Mini-bosses and bosses will release a Mighty Soul. Reduces the cooldown of a skill currently on cooldown within Lost Soul and all allied speeds are increased. (Special active skills are reduced first/excludes hyper skills) With the effects of Mighty Soul, all the effects of Lost Soul take effect. In addition, the MP gain on hits and damage taken is increased. [Dungeon] Probability of Lost Soul: 30% Mighty Soul chance: 100% Cooldown: -3 sec. Jump power, movement and attack speed: +10% Increased MP regeneration on hit and taking damage: +50% Duration: 20 sec. [PvP] Probability of Lost Soul: 30% Mighty Soul chance: 100% Cooldown: -3 sec. Jump power, movement and attack speed: +5%
--	--	---	---

			Increased MP regeneration on hit and taking damage: +25% Duration: 10 sec.
Mutant Blade	Merciless Revenge	[Dungeon] Space Tear: 662% attack multiple times Valesia Reaction Enemies suffer higher damage from Space Tear (depending on seed growth). Growth level 1: +9% Growth level 2: +12% Growth level 3: +15% [PvP] Space Tear: 252% attack multiple times Valesia Reaction Enemies suffer higher damage from Space Tear (depending on seed growth). Growth level 1: 4% Growth level 2: +6% Growth level 3: +7%	[Dungeon] Space Tear: 732% attack multiple times Valesia Reaction Enemies suffer higher damage from Space Tear (depending on seed growth). Growth level 1: +9% Growth level 2: +12% Growth level 3: +15% [PvP] Space Tear: 279% attack multiple times Valesia Reaction Enemies suffer higher damage from Space Tear (depending on seed growth). Growth level 1: 4% Growth level 2: +6% Growth level 3: +7%
Mutant Blade	Freed Will: Mutant Blade	[Dungeon] Damage to targets with less than 50% HP: +10% Damage to targets with less than 10% HP: +15% Valesia Frenzy: 218% attack multiple times [PvP] Damage to targets with less than 50% HP: +5% Damage to targets with less than 10% HP: +7% Valesia Frenzy: 86% attack multiple times	[Dungeon] Damage to targets with less than 50% HP: +8% Damage to targets with less than 10% HP: +10% Valesia Frenzy: 218% attack multiple times [PvP] Damage to targets with less than 50% HP: +4% Damage to targets with less than 10% HP: +5% Valesia Frenzy: 86% attack multiple times

Revenant	[Switch] Valesia Aura	You sling Blade Aura full of Valesia diagonally in front of you. Each time a target is hit, a Valesia tendril sprouts and attacks the target. Valesia Reaction Skill If a Valesia seed attaches to the target, they will take more damage. [Dungeon] Sword Energy: 1,299% attack multiple times Valesia Shoot: 414% attack multiple times Valesia Reaction Enemies suffer higher damage from attacks (depending on seed growth). Growth level 1: 8% Growth level 2: 10% Growth level 3: 12% Duration: 15 sec. [PvP] Blade Aura: 494% attack multiple times Valesia Shoot: 158% attack multiple times Valesia Reaction Enemies suffer higher damage from attacks (depending on seed growth). Growth level 1: 4% Growth level 2: 5% Growth level 3: 6% Duration: 15 sec.	Damage taken from magic attack has been increased. You sling Blade Aura full of Valesia diagonally in front of you. Each time a target is hit, a Valesia tendril sprouts and attacks the target. Valesia Reaction Skill If a Valesia Seed attaches to the target, they will take more attack/magic attack damage. [Dungeon] Sword Energy: 1,299% attack multiple times Valesia Shoot: 414% attack multiple times Valesia Reaction Enemies suffer higher damage from attack/magic attack (depending on seed growth). Growth level 1: 4% Growth level 2: +6% Growth level 3: +8% Duration: 15 sec. [PvP] Blade Aura: 494% attack multiple times Valesia Shoot: 158% attack multiple times Valesia Reaction Enemies suffer higher damage from
----------	--------------------------	--	---

			attack/magic attack (depending on seed growth). Growth level 1: +2% Growth level 2: +3% Growth level 3: +4% Duration: 15 sec.
Revenant	Immortal Oath	When you close your eyes, hazy memories return. Your fiancée and your comrades who trusted you... Happy times. And finally, the moment of destruction. You pull yourself together and remember the vow that you made to yourself. One day, when I stand at the end of this path and return to you, perhaps you will reward me with a long-awaited smile... On the third Power Boost, the damage of the magnetic field and critical damage increases. The MP consumption of Valesia Reaction skills is	Increases attack on Power Boost 3. When you close your eyes, hazy memories return. Your fiancée and your comrades who trusted you... Happy times. And finally, the moment of destruction. You pull yourself together and remember the vow that you made to yourself. One day, when I stand at the end of this path and return to you, perhaps you will reward

		reduced. When the third Power Boost is activated, nearby enemies become confused. [Dungeon] Magnetic Field damage: +15% Crit. damage: +20% MP consumption of Valesia Reaction skills: -15% Confusion duration: 1.5 sec. [PvP] Magnetic Field damage: +7.5% Crit. damage: +10% MP consumption of Valesia Reaction skills: -7.5% Confusion duration: 1.5 sec.	me with a long-awaited smile... With three Power Boosts, the damage of the magnetic field increases. Attack and critical damage increase and the MP consumption of Valesia Reaction skills is reduced. When the third Power Boost is activated, nearby enemies become confused. [Dungeon] Magnetic Field damage: +15% Attack: +20% Crit. damage: +20% MP consumption of Valesia Reaction skills: -15% Confusion duration: 1.5 sec. [PvP] Magnetic Field damage: +7.5% Attack: +10% Crit. damage: +10% MP consumption of Valesia Reaction skills: -7.5% Confusion duration: 1.5 sec.
Revenant	[Switch] Seven-Fold Explosion: Damnation	You throw Valesia thorns. The growing thorns explode when touched by an enemy, or after a certain length of time, and send enemies hit straight to hell. Valesia Reaction Skill If the targets hit have a Valesia Seed, the explosive range and	Ignores defence on explosion. You throw Valesia thorns. The growing thorns explode when touched by an enemy, or after a certain length of time, and send enemies hit straight to hell. The explosion deals damage that ignores part of the defence.

		damage from the thorns increase. [Dungeon] Rampant Thorns: 151% attack Explosion: 330% attack multiple times Valesia Reaction Increased area of effect and damage (depending on seed growth) Growth level 1: 4% Growth level 2: +8% Growth level 3: 12% [PvP] Rampant Thorns: 28% attack Explosion: 63% attack multiple times Valesia Reaction Increased area of effect and damage (depending on seed growth) Growth level 1: +2% Growth level 2: +4% Growth level 3: 6%	Valesia Reaction Skill If the targets hit have a Valesia Seed, the explosive range and damage from the thorns increase. [Dungeon] Rampant Thorns: 151% attack Explosion: 367% attack multiple times Ignore defence: 50% Valesia Reaction Increased area of effect and damage (depending on seed growth) Growth level 1: 4% Growth level 2: +8% Growth level 3: 12% [PvP] Rampant Thorns: 28% attack Explosion: 70% attack multiple times Ignore defence: 10% Valesia Reaction Increased area of effect and damage (depending on seed growth) Growth level 1: +2% Growth level 2: +4% Growth level 3: 6%
Revenant	Path of the Dead	[Dungeon] Power Boost charge speed: +50% Damage to bosses: +15% Path of the Dead duration: 15 sec. Cooldown: 30 sec. [PvP] Power Boost charge speed: +50% Damage to bosses: +7.5% Path of the Dead duration: 9	[Dungeon] Power Boost charge speed: +50% Damage to bosses: +20% Path of the Dead duration: 30 sec. Cooldown: 30 sec. [PvP] Power Boost charge speed: +50% Damage to bosses: +10% Path of the Dead duration: 12 sec. Cooldown: 180 sec. (starts on activation)

		sec. Cooldown: 180 sec. (starts on activation)	
--	--	---	--

Eve

Character/Class	Skill Name	Before Update	After
Eve	Emblem of Obliteration	[Dungeon] Attack: +10% Magic attack: +10% Devastation: +20% Duration: 30 sec. [PvP] Attack: +5% Magic attack: +5% Devastation: +10% Duration: 15 sec.	[Dungeon] Attack: +15% Magic attack: +15% Devastation: +20% Duration: 30 sec. [PvP] Attack: +7.5% Magic attack: +7.5% Devastation: +10% Duration: 15 sec.
Nasod Avenger	Concentrated Energy	Lv.4 Emblem skills are strengthened. You receive an additional effect when using Emblem skills and if you attack enemies with special active skills during this time, their magic defence is reduced for a certain time. [Dungeon] Emblem Enhancement - Crit. damage: +15% - Duration: +25 sec. - MP cost: -20% Magic defence: -30% Duration: 10 sec. [PvP] Emblem Enhancement - Crit. damage: +7.5% - Duration: +12.5 sec. - MP cost: -5%	- Added defence reduction. Lv.4 Emblem skills are strengthened. You receive an additional effect when using Emblem skills and if you attack enemies with special active skills during this time, their magic defence is reduced for a certain time. [Dungeon] Emblem Enhancement - Crit. damage: +15% - Duration: +25 sec. - MP cost: -20%

		Magic defence: -15% Duration: 10 sec.	Defence/magic defence: -20% Duration: 10 sec. [PvP] Emblem Enhancement - Crit. damage: +7.5% - Duration: +12.5 sec. - MP cost: -5% Defence/magic defence: -10% Duration: 10 sec.
Nasod Nemesis	Cheat Code: Destruction	Mana gain from attacks greatly increases for a set period of time upon execution of The Queen's Throne. The cooldown of Nasod spear is reduced. The additional combo damage of Overcharge has a 100% chance. The damage from magic attacks suffered by enemies hit by Nasod spear with Power Boost is increased for a certain time. If the enemy has less than 50% HP, they suffer greater damage. [Dungeon] Mana gain (normal attack): +150% Nasod spear cooldown: -10% Overcharge activation chance: 100% Damage from magic attacks: +10% Damage taken from magic attacks by targets with less than 50% HP:	Damage taken from attacks is also increased. Mana gain from attacks greatly increases for a set period of time upon execution of The Queen's Throne. The cooldown of Nasod spear is reduced. The additional combo damage of Overcharge has a 100% chance. Attack/magic attack damage to enemies is temporarily increased when a Nasod Spear skill is used with Power Boost. If the enemy has less than 50% HP, they suffer greater damage. [Dungeon] Mana gain (normal attack): +150%

		+20% Duration: 15 sec. [PvP] Mana gain (normal attack): +150% Nasod spear cooldown: -5% Overcharge activation chance: 100% Damage from magic attacks: +5% Damage taken from magic attacks by targets with less than 50% HP: +10% Duration: 15 sec.	Nasod spear cooldown: -10% Overcharge activation chance: 100% Damage taken from attack/magic attack: +10% Damage taken from attacks/magic attacks by targets with less than 50% HP: +14% Duration: 15 sec. [PvP] Mana gain (normal attack): +150% Nasod spear cooldown: -5% Overcharge activation chance: 100% Damage taken from attack/magic attack: +5% Damage taken from attacks/magic attacks by targets with less than 50% HP: +7% Duration: 15 sec.
Nasod Nemesis	Atom Shield	You create an energy field using the Nasod machine. Allies within the field take less damage. Reduces strength and transcendence skill cooldowns. [Dungeon] Energy Field - Radius: 6 metres - Damage to allies: -30% - Strength/transcendence skill cooldown speeds: +30% - Duration: 10 sec. [PvP] Energy Field - Radius: 6 metres - Damage to allies: -12% - Strength/transcendence skill	The strength/transcendence skill cooldown acceleration only applies to the player themselves. You create an energy field using the Nasod machine. Allies within the field take less damage. Reduces your strength and transcendence skill cooldowns. [Dungeon] Energy Field - Radius: 6 metres - Damage to allies: -30% - Strength/transcendence skill

		cooldown speeds: +30% - Duration: 10 sec.	cooldown speeds: +30% - Duration: 10 sec. [PvP] Energy Field - Radius: 6 metres - Damage to allies: -12% - Strength/transcendence skill cooldown speeds: +30% - Duration: 10 sec.
Nasod Empress	The Queen's Reign	Lv.4 [Dungeon] Damage: +20% MP regeneration per stack of The Queen's Reign: 1.5 (stackable max. 10x) Duration: 30 sec. (removes 3 stacks after duration) [PvP] Damage: +2% MP regeneration per stack of The Queen's Reign: 0.3 (stackable max. 10x) Duration: 30 sec. (removes 3 stacks after duration)	Lv.4 [Dungeon] Damage: +30% MP regeneration per stack of The Queen's Reign: 1.5 (stackable max. 10x) Duration: 30 sec. (removes 3 stacks after duration) [PvP] Damage: +6% MP regeneration per stack of The Queen's Reign: 0.3 (stackable max. 10x) Duration: 30 sec. (removes 3 stacks after duration)

Nasod Empress	Cheat Code: Rule Break	[Dungeon] HP regeneration of summoned helpers: 5% Summoned helper damage: +150% (excludes hyper skills) Duration: 30 sec. Oberon Aura - Special active skill damage +15% - Duration: 10 sec. Ophelia's Aura - Damage taken: -20% - Duration: 10 sec. Ferdinand's Aura - Hyper skill damage: +30% - Duration: 180 sec. [PvP] Summoned helper HP regeneration: 5% Summoned helper damage: +12.5% (excludes hyper skills) Duration: 10 sec. Oberon Aura - Special active skill damage: +3% - Duration: 10 sec. Ophelia's Aura - Damage taken: -2% - Duration: 10 sec. Ferdinand's Aura - Hyper skill damage: +3% - Duration: 180 sec.	[Dungeon] HP regeneration of summoned helpers: 5% Summoned helper damage: +150% (excludes hyper skills) Duration: 30 sec. Oberon Aura - Special active skill damage +12% - Duration: 10 sec. Ophelia's Aura - Damage taken: -20% - Duration: 10 sec. Ferdinand's Aura - Hyper skill damage: +30% - Duration: 180 sec. [PvP] Summoned helper HP regeneration: 5% Summoned helper damage: +12.5% (excludes hyper skills) Duration: 10 sec. Oberon Aura - Special active skill damage: +3% - Duration: 10 sec. Ophelia's Aura - Damage taken: -2% - Duration: 10 sec. Ferdinand's Aura - Hyper skill damage: +3% - Duration: 180 sec.
---------------	---------------------------	--	--

Nasod Empress	Elevated Pride	You use the restricted codes to cover a whole region with powerful electricity and then it explodes. Enemies hit by the electricity have defence and all resistances reduced. A Dimension Gate appears, through which Ferdinand, Oberon and Ophelia are summoned. Core activation skill: - Successful attacks in Power Boost mode activate the core attack (only if already summoned). [Dungeon] Powerful Electricity: 4580% attack Fernando's Disk Grenades: 192% attack x8 Oberon's Series of Blows: 176% attack x4 Ophelia's Electric Field: 96% attack x8 Defence: -30% All resistances: -150 Duration: 30 sec. [PvP] Powerful Electricity: 1653% attack Fernando's Disk Grenades: 68% attack x8 Oberon's Series of Blows: 60% attack x4 Ophelia's Electric Field: 33% attack x8 Defence: -15% All resistances: -75 Duration: 30 sec.	Defence is no longer reduced. You use the restricted codes to cover a whole region with powerful electricity and then it explodes. Enemies hit by the electricity have all resistances reduced for a while. A Dimension Gate appears, through which Ferdinand, Oberon and Ophelia are summoned. Core activation skill: - Successful attacks in Power Boost mode activate the core attack (only if already summoned). [Dungeon] Powerful Electricity: 4580% attack Fernando's Disk Grenades: 192% attack x8 Oberon's Series of Blows: 176% attack x4 Ophelia's Electric Field: 96% attack x8 All resistances: -150 Duration: 30 sec. [PvP] Powerful Electricity: 1653% attack Fernando's Disk Grenades: 68% attack x8 Oberon's Series of Blows: 60% attack x4 Ophelia's Electric Field: 33% attack x8 All resistances: -75 Duration: 30 sec.
---------------	-------------------	--	--

Nasod Empress	Queen's Blessing	Lv.4 Increases summoned Scout, Oberon and Ophelia's critical hits. Depending on the number of The Queen's Reign stacks, the summoned helpers' skill cooldown is reduced. Hits with The Queen's Command increase damage to enemies from attacks for a certain amount of time. [Dungeon] Crit. hit chance: 50% - If you have less than 25% HP, the critical hit chance increases to 100% Summoned helper skill cooldown speed per stack of The Queen's Reign: -2% (stackable max. 10x) Damage taken from attacks: +12% Duration: 10 sec. [PVP] Crit. hit chance: 50% - If you have less than 25% HP, the critical hit chance increases to 100% Summoned helper skill cooldown per stack of The Queen's Reign: -1% (stackable max. 10x) Damage taken from attacks: +6% Duration: 10 sec.	Damage taken from magic attack has been increased. Lv.4 Increases summoned Scout, Oberon and Ophelia's critical hits. Depending on the number of The Queen's Reign stacks, the summoned helpers' skill cooldown is reduced. If you hit an enemy with The Queen's Command, they suffer increased damage from attacks/magic attacks for a certain time. [Dungeon] Crit. hit chance: 50% - If you have less than 25% HP, the critical hit chance increases to 100% Summoned helper skill cooldown speed per stack of The Queen's Reign: -2% (stackable max. 10x) Damage taken from attack/magic attack: +12% Duration: 10 sec.
---------------	------------------	---	--

			[PvP] Crit. hit chance: 50% - If you have less than 25% HP, the critical hit chance increases to 100% Summoned helper skill cooldown per stack of The Queen's Reign: -1% (stackable max. 10x) Damage taken from attack/magic attack: +6% Duration: 10 sec.
Nasod Essencia	[Switch] Dimension Covenant – Guardian: Scan	You use and improve the guardian's attack code and generate a scanning wave with Ophelia. The scan searches and annihilates enemies. The Queen's Command: Ophelia - Summoned Ophelia activates skills. Core activation skill: - Successful attacks in Power Boost mode activate the core attack (only if already summoned). [Dungeon] Scan Waves: 870% attack multiple times [PvP] Scan Waves: 157% attack multiple times	Ignores defence on hits with Scan Waves. You use and improve the guardian's attack code and generate a scanning wave with Ophelia. The scan searches for enemies, dealing damage which ignores part of the defence and annihilates them. The Queen's Command: Ophelia - Summoned Ophelia activates skills. Core activation skill: - Successful attacks in Power Boost mode activate the core attack (only if already summoned). [Dungeon] Scan Waves: 978% attack multiple times

			Ignore defence: 40% [PvP] Scan Waves: 177% attack multiple times Ignore defence: 10%
Nasod Essencia	[Switch] Deadly Cut	[Dungeon] Attack: 725% attack multiple times [PvP] Attack: 248% attack multiple times	[Dungeon] Attack: 758% attack multiple times [PvP] Attack: 259% attack multiple times
Nasod Battle Seraph	Tesla Shock: Spear		Using skills in Fusion mode only applies jolts of electricity to enemies.
Nasod Battle Seraph	Extreme Virtuality	You create energy fields on both sides which are connected by a giant beam. Within the fields, enemies hit suffer greater damage from magic attacks for a certain time. (Can also be used while jumping.) This skill is influenced by the Eldrit Crystal Spectrum. Core activation skill: - Strengthening Field (red): The beam that connects the two giant fields is fired from here. - Prism Field (blue): The beam binding the two fields attacks the enemies multiple	No longer increases damage taken from magic attacks. You create energy fields on both sides which are connected by a giant beam. (Can also be used while jumping.) This skill is influenced by the Eldrit Crystal Spectrum. Core activation skill: - Strengthening Field (red): The beam that connects the two giant fields is fired from here. - Prism Field (blue): The

		times. - Reaction Zone (green): Multiple electric homing spears are fired out from the centre of the fields. - Fusion Field: Creates 4 giant energy fields which fire out multiple electric homing spears from their centres. Core activation skill: - Successful attacks in Power Boost mode activate the core attack (only if already summoned). [Dungeon] Virtual Beam: 832% magic attack multiple times Strengthening Field – Virtual Beam: 998% magic attack multiple times Prism Field – Virtual Beams: 289% magic attack multiple times Reaction Zone – Electric Spears: 195% magic attack multiple times Fusion Field – Electric Spears: 103% magic attack multiple times Damage taken from magic attacks: +12% Duration: 15 sec.	beam binding the two fields attacks the enemies multiple times. - Reaction Zone (green): Multiple electric homing spears are fired out from the centre of the fields. - Fusion Field: Creates 4 giant energy fields which fire out multiple electric homing spears from their centres. Core activation skill: - Successful attacks in Power Boost mode activate the core attack (only if already summoned). [Dungeon] Virtual Beam: 832% magic attack multiple times Strengthening Field – Virtual Beam: 1048% magic attack multiple times Prism Field – Virtual Beams: 302% magic attack multiple times Reaction Zone – Electric Spears: 195% magic attack multiple times Fusion Field – Electric Spears: 103% magic attack multiple times
--	--	--	--

		[PvP] Virtual Beam: 301% magic attack multiple times Strengthening Field – Virtual Beam: 361% magic attack multiple times Prism Field – Virtual Beams: 104% magic attack multiple times Reaction Zone – Electric Spears: 79% magic attack multiple times Fusion Field – Electric Spears: 42% magic attack multiple times Damage taken from magic attacks: +6% Duration: 15 sec.	[PvP] Virtual Beam: 301% magic attack multiple times Strengthening Field – Virtual Beam: 379% magic attack multiple times Prism Field – Virtual Beams: 109% magic attack multiple times Reaction Zone – Electric Spears: 79% magic attack multiple times Fusion Field – Multiple Electric Spears: 42% magic attack multiple times
Nasod Battle Seraph	Electro Strikedown	You open the energy field and release a massive amount of energy vertically. (Can also be used while jumping.) Reduces the magic defence of enemies hit by the energy field for a period of time. Core activation skill: - Successful attacks in Power Boost mode activate the core attack (only if already summoned). [Dungeon] Energy Field: 423% magic attack multiple times Magic defence: -20% Duration: 15 sec.	- Added defence reduction. You open the energy field and release a massive amount of energy vertically. (Can also be used while jumping.) Reduces the defence/magic defence of enemies hit by the energy field. Core Activation Skill - Successful attacks in Power Boost mode activate the core attack (only if already summoned). [Dungeon] Energy Field: 423% magic attack

		[PvP] Energy Field: 137% magic attack multiple times Magic defence: -10% Duration: 15 sec.	multiple times Defence/magic defence: -20% Duration: 15 sec. [PvP] Energy Field: 137% magic attack multiple times Defence/magic defence: -10% Duration: 15 sec.
Nasod Sariel	[Switch] Electro Strikedown	You summon a powerful energy field in front of you. Reduces the magic defence of enemies hit by the energy field for a period of time. Core activation skill: - Successful attacks in Power Boost mode activate the core attack (only if already summoned). [Dungeon] Energy Field: 386% magic attack multiple times Magic defence: -20% Duration: 15 sec. [PvP] Energy Field: 125% magic attack multiple times Magic defence: -10% Duration: 15 sec.	- Added defence reduction. You summon a powerful energy field in front of you. Reduces the defence/magic defence of enemies hit by the energy field for a period of time. Core Activation Skill - Successful attacks in Power Boost mode activate the core attack (only if already summoned). [Dungeon] Energy Field: 386% magic attack multiple times Defence/magic defence: -20% Duration: 15 sec. [PvP] Energy Field: 125% magic attack multiple times

			Defence/magic defence: -10% Duration: 15 sec.
Nasod Sariel	Evolution	[Dungeon] Code: Evolution - Strengthening Field (Red): damage +20% - Prism Field (Blue): activation by double attack (activation probability: 100%) - Reaction Zone (green field): defence ignored - Fusion Field: damage +20%, activation by double attack, ignores defence - Attack speed: +10% - Duration: 10 sec. (cooldown: 15 sec.) Block Removal: Spectrum - Crit. damage taken: +10% - Duration: 10 sec. - Zone Limitation duration: 30 sec. [PvP] Code: Evolution - Strengthening Field (Red): damage +20% - Prism Field (Blue): activation by double attack (activation probability: 50%)	[Dungeon] Code: Evolution - Strengthening Field (Red): damage +20% - Prism Field (Blue): activation by double attack (activation probability: 100%) - Reaction Zone (green field): defence ignored - Fusion Field: damage +20%, activation by double attack, ignores defence - Attack speed: +10% - Duration: 10 sec. (cooldown: 15 sec.) Block Removal: Spectrum - Crit. hit damage taken: +12% - Duration: 10 sec. - Zone Limitation duration: 30 sec. [PvP] Code: Evolution - Strengthening Field (Red): damage +20% - Prism Field (Blue): activation by double attack (activation probability: 50%)

		- Reaction Zone (green field): defence ignored - Fusion Field: damage +20%, activation by double attack, ignores defence - Attack speed: +10% - Duration: 10 sec. (cooldown: 15 sec.) Block Removal: Spectrum - Crit. damage taken: +5% - Duration: 10 sec. - Zone Limitation duration: 30 sec.	probability: 50%) - Reaction Zone (green field): defence ignored - Fusion Field: damage +20%, activation by double attack, ignores defence - Attack speed: +10% - Duration: 10 sec. (cooldown: 15 sec.) Block Removal: Spectrum - Crit. hit damage taken: +6% - Duration: 10 sec. - Zone Limitation duration: 30 sec.
Nasod Sarel	[Switch] Giga Stream	[Dungeon] Energy Beam: 499% magic attack multiple times Strengthening Field – Beam: 599% magic attack multiple times Prism Field – Beam: 441% magic attack multiple times Reaction Zone – Multiple Electric Spears: 150% magic attack multiple times Fusion Field – Multiple Electric Spears: 74% magic attack multiple times Ignore defence: 50% [PvP] Energy Beam: 161% magic attack multiple times Strengthening Field – Beam: 193% magic attack multiple times Prism Field – Beam: 142% magic attack multiple times Reaction Zone – Multiple Electric Spears: 48% magic attack multiple times Fusion Field – Multiple Electric Spears: 23% magic attack multiple	[Dungeon] Energy Beam: 499% magic attack multiple times Strengthening Field – Beam: 629% magic attack multiple times Prism Field – Beam: 463% magic attack multiple times Reaction Zone – Multiple Electric Spears: 150% magic attack multiple times Fusion Field – Multiple Electric Spears: 74% magic attack multiple times Ignore defence: 50% [PvP] Energy Beam: 161% magic attack multiple times Strengthening Field – Beam: 203% magic attack multiple times Prism Field – Beam: 149% magic attack multiple times Reaction Zone – Multiple Electric Spears: 48% magic attack multiple times Fusion Field – Multiple Electric Spears: 23% magic attack

		times Ignore defence: 10%	multiple times Ignore defence: 10%
Nasod Absoluta	Masquerade	Moby's Access A masked ball is held at which you have no idea who is who or where you are. Fellow combatants at the masked ball have increased attack and receive 2 mysterious debuffs for 20 seconds. The higher the level of the Code: Negative, the stronger the effect. Core activation skill: - Successful attacks in Power Boost mode activate the core attack (only if already summoned). [Dungeon] Masquerade: 809% attack multiple times Damage: +10% for each level of Code: Negative Attack: +10% [PvP] Masquerade: 248% attack multiple times Damage: +5% for each level of Code: Negative Attack: +5%	Attack increased. Moby's Access A masked ball is held at which you have no idea who is who or where you are. Fellow combatants at the masked ball receive 2 mysterious debuffs for 20 seconds. The higher the level of the Code: Negative, the stronger the effect. Core activation skill: - Successful attacks in Power Boost mode activate the core attack (only if already summoned). [Dungeon]

		Opponents can inflict damage on each other.	Masquerade: 809% attack multiple times Damage: +10% for each level of Code: Negative [PvP] Masquerade: 248% attack multiple times Damage: +5% for each level of Code: Negative Opponents can inflict damage on each other.
Nasod Absoluta	Freed Will: Nasod Absoluta	Everything is in perfect order. What do you think is wrong? In the 3rd Power Boost level, the Nasod Core is strengthened. In the 3rd Power Boost level, the Nasod Core attack mode is strengthened. The attack type is changed, any enemies who get hit have reduced defence and take more damage from attacks. [Dungeon] Defence: -20% Damage taken from attacks: +12% Duration: 10 sec. [PvP] Defence: -10%	Magic defence is reduced. Damage taken from magic attack has been increased. Everything is in perfect order. What do you think is wrong? In the 3rd Power Boost level, the Nasod Core is strengthened. In the 3rd Power Boost level, the Nasod Core attack mode is

		Damage taken from attacks: +4.8% Duration: 5 sec.	strengthened. The attack type is changed, any enemies who get hit have reduced defence/magic defence and take more damage from attacks/magic attacks. [Dungeon] Defence/magic defence: - 20% Damage taken from attack/magic attack: +12% Duration: 10 sec. [PvP] Defence/magic defence: - 10% Damage taken from attack/magic attack: +4.8% Duration: 5 sec.
Nasod Absoluta	White Hat	Lv.4 'Code: Negative' is encrypted increasingly securely. The more you code it, the more damage Levy takes. Received damage is reduced even more. When using Code: Recovery – Awakening, your HP and MP are permanently regenerated. The MP consumption of special active skills decreases. [Dungeon] Reduces damage taken: +20% When using Code: Recovery –	When using Code: Recovery – Awakening special active skill cooldowns are accelerated. Lv.4 'Code: Negative' is encrypted increasingly securely. The more you code it, the more damage Levy takes. Received damage is

		Awakening: HP/MP regeneration: 5% Special active skill MP cost: -20% Duration: 25 sec. [PvP] Damage taken: -10% When using Code: Recovery – Awakening: HP/MP regeneration: 0.5% Special active skill MP cost: -8% Duration: 2.5 sec.	reduced even more. When using Code: Recovery – Awakening, your HP and MP are permanently regenerated. The MP consumption of special active skills decreases. [Dungeon] Reduces damage taken: +20% When using Code: Recovery – Awakening: HP/MP regeneration: 5% Special active skill MP cost: -20% Special active skill cooldowns: -25% Duration: 25 sec. [PvP] Damage taken: -10% When using Code: Recovery – Awakening: HP/MP regeneration: 0.5% Special active skill MP cost: -8% Special active skill cooldowns: -12.5% Duration: 2.5 sec.
--	--	---	---

Nasod Absoluta	Friday	[Dungeon] Friday: 100% attack multiple times Friday Code All speeds: +15% All skill cooldowns: +25% Duration: 25 sec.	[Dungeon] Friday: 100% attack multiple times Friday Code All speeds: +15% All skill cooldowns: +35% Duration: 25 sec.
		Hologram Wave All damage: +30%/Damage taken: +20% Duration: 15 sec.	Hologram Wave All damage: +30%/Damage taken: +20% Duration: 15 sec.
		[PvP] Friday: 32% attack multiple times Friday Code All speeds: +15% All skill cooldowns: +25% Duration: 12.5 sec.	[PvP] Friday: 32% attack multiple times Friday Code All speeds: +15% All skill cooldowns: +35% Duration: 12.5 sec.
		Hologram Wave All damage: +20%/Damage taken: +10% Duration: 15 sec.	Hologram Wave All damage: +20%/Damage taken: +10% Duration: 15 sec.

Chung

Character/Class	Skill Name	Before Update	After
Fury Guardian	Pandemonium	[Dungeon] Cry: 2,772% attack	Fear now increases damage taken from magic attacks.
		Fear - Damage taken from attacks: +15% - Duration: 15 sec.	[Dungeon] Cry: 2,772% attack
		[PvP] Cry: 501% attack	Fear - Damage taken from attack/magic attack: +12%
		Fear - Damage taken from attacks: +6%	- Duration: 15 sec.

		- Skill use impossible - Duration: 4 sec.	[PvP] Cry: 501% attack Fear - Damage taken from attack/magic attack: +6% - Skill use impossible - Duration: 4 sec.
Fury Guardian	Resistance Training	Lv.4 [Dungeon] Resistance against all attributes: +100 Resistance to Burn, Petrify, Freeze, Poison, Stamp, Wound, Bleeding, Stun and Curse: 60% If the sum of all resistance stats exceeds 1,000: special active skill damage +10% [PvP] Resistance against all attributes: +50 Resistance to Burn, Petrify, Freeze, Poison, Stamp, Wound, Bleeding, Stun and Curse: 30% If the sum of all resistance stats exceeds 1,000: special active skill damage +4%	Lv.4 [Dungeon] Resistance against all attributes: +100 Resistance to Burn, Petrify, Freeze, Poison, Stamp, Wound, Bleeding, Stun and Curse: 60% If the sum of all resistance stats exceeds 1,000: special active skill damage +20% [PvP] Resistance against all attributes: +50 Resistance to Burn, Petrify, Freeze, Poison, Stamp, Wound, Bleeding, Stun and Curse: 30% If the sum of all resistance stats exceeds 1,000: special active skill damage +8%
Adamant Paladin	Iron Cry	A cry that shatters iron. The cry pushes your opponents back and reduces their defence by 10% for 5 sec. Also removes debuffs from	Defence is no longer reduced. A cry that shatters iron. The cry knocks enemies back and removes debuffs from companions within the effective radius.

		companions within the effective radius.	
Adamant Paladin	Sentinel's Power	[Dungeon] Power Suppression Attack/magic attack: -10% (stackable max. 3x) Defence/magic defence: -5% (stackable max. 3x) Duration: 20 sec. [PvP] Power Suppression Attack/magic attack: -10% (stackable max. 3x) Defence/magic defence: -5% (stackable max. 3x) Duration: 8 sec.	[Dungeon] Power Suppression Attack/magic attack: -10% (stackable max. 2x) Defence/magic defence: -10% (stackable max. 2x) Duration: 20 sec. [PvP] Power Suppression Attack/magic attack: -10% (stackable max. 2x) Defence/magic defence: -10% (stackable max. 2x) Duration: 8 sec.
Adamant Paladin	Swift Guardian	You overwhelm the enemies with your cry and swap to the Swift Guardian state. (Can also be used while jumping.) [Dungeon] Cry: 4,934% attack Swift Guardian Cooldown speed: +30%: (excludes hyper and partner skills) MP regeneration on hit: +200% Attack speed: +8% Duration: 12 sec. [PvP] Cry: 1.879% attack	Swift Guardian only applies to the player themselves. You overwhelm nearby enemies with your cry and swap to the Swift Guardian state. (Can also be used while jumping.) [Dungeon] Cry: 4,934% attack Swift Guardian Cooldown speed: +60%: (excludes hyper and partner skills) MP regeneration on hit: +200% Attack speed: +8% Duration: 12 sec. [PvP] Cry: 1.879% attack

		Swift Guardian Cooldown speed: +15%: (excludes hyper and partner skills) MP regeneration on hit: +150% Attack speed: +8% Duration: 6 sec.	Swift Guardian Cooldown speed: +30%: (excludes hyper and partner skills) MP regeneration on hit: +150% Attack speed: +8% Duration: 6 sec.
Adamant Paladin	Metabolism Booster	Lv.4 [Dungeon] Probability of receiving a Power Boost Pearl on hits with a special active skill: 20% All skill cooldowns in Berserker Mode: -20% [PvP] Probability of receiving a Power Boost Pearl on hits with a special active skill: 10% All skill cooldowns in Berserker Mode: -10%	Lv.4 [Dungeon] Probability of receiving a Power Boost Pearl on hits with a special active skill: 20% All skill cooldowns in Berserker Mode: -30% [PvP] Probability of receiving a Power Boost Pearl on hits with a special active skill: 10% All skill cooldowns in Berserker Mode: -15%
Comet Crusader	[Switch] Wolf's Howl	[Dungeon] Shock wave: 320% attack multiple times Fear - Damage taken from attacks: +6% - Duration: 4 sec. [PvP] Shock Wave: 103% attack multiple times Fear - Damage taken from attacks: +3% - Skill use impossible - Duration: 1 sec.	Fear now increases damage taken from magic attacks. [Dungeon] Shock wave: 320% attack multiple times Fear - Damage taken from attack/magic attack: +6% - Duration: 4 sec. [PvP] Shock Wave: 103% attack

			multiple times Fear - Damage taken from attack/magic attack: +3% - Skill use impossible - Duration: 1 sec.
Shooting Guardian	Sharpshooter Syndrome	[Dungeon] Energy output: 510% magic attack multiple times Eye of the Master Marksman - Magic attack: +24% - Attack speed: +18% - Combo magical orb headshot chance: 15% - Duration: 30 sec. [PvP] Energy output: 96% magic attack multiple times Eye of the Master Marksman - Magic attack: +12% - Attack speed: +18% - Combo magical orb headshot chance: 15% - Duration: 30 sec.	Eye of the Master Marksman increases attack. [Dungeon] Energy output: 510% magic attack multiple times Eye of the Master Marksman - Attack/magic attack: +20% - Attack speed: +18% - Combo magical orb headshot chance: 15% - Duration: 30 sec. [PvP] Energy output: 96% magic attack multiple times Eye of the Master Marksman - Attack/magic attack: +10% - Attack speed: +18% - Combo magical orb headshot chance: 15% - Duration: 30 sec.

Deadly Messenger	Burning Penalty	[Dungeon] Magic Grenade: 820% magic attack multiple times [PvP] Magic Grenade: 223% magic attack multiple times	[Dungeon] Magic Grenade: 738% magic attack multiple times [PvP] Magic Grenade: 201% magic attack multiple times
Deadly Messenger	Buster Blast	[Dungeon] Chain explosion: 521% magic attack multiple times [PvP] Chain explosion: 148% magic attack multiple times	[Dungeon] Chain explosion: 466% magic attack multiple times [PvP] Chain explosion: 132% magic attack multiple times
Fatal Phantom	[Switch] Sharpshooter Syndrome	[Dungeon] Energy output: 561% magic attack multiple times Eye of the Master Marksman - Magic attack: +24% - Crit. hit: +10% - Combo magical orb headshot chance: 15% - Duration: 30 sec. [PvP] Energy output: 80% magic attack multiple times Eye of the Master Marksman - Magic attack: +12% - Crit. hit: +10% - Combo magical orb headshot chance: 15% - Duration: 30 sec.	Eye of the Master Marksman increases attack. [Dungeon] Energy output: 561% magic attack multiple times Eye of the Master Marksman - Attack/magic attack: +20% - Crit. hit: +10% - Combo magical orb headshot chance: 15% - Duration: 30 sec. [PvP] Energy output: 80% magic attack multiple times Eye of the Master Marksman - Attack/magic attack: +10% - Crit. hit: +10% - Combo magical orb

			headshot chance: 15% - Duration: 30 sec.
Commando Cannoneer	Deathly Cannon	You fire a strengthened cannonball forwards. Hit enemies have their magic defence lowered. Consumes cannonballs: - Uses 1 cannonball. [Dungeon] Explosion (Cannonball): 1,357% magic attack Magic defence: -20% (duration: 15 sec.) [PvP] Explosion (Cannonball): 457% magic attack Magic defence: -10% (duration: 7.5 sec.)	- Added defence reduction. You fire a cannonball. Hit enemies have their defence/magic defence lowered. Consumes Cannonballs - Uses 1 cannonball. [Dungeon] Explosion (Cannonball): 1,357% magic attack Defence/magic defence: -10% (duration: 15 sec.) [PvP] Explosion (Cannonball): 457% magic attack Defence/magic defence: -5% (duration: 7.5 sec.)
Commando Cannoneer	Gravity Field	[Dungeon] Generate field: 7,247% magic attack Gravity Field Damage from magic attacks: +10% Duration: 10 sec.	Damage taken from attacks is also increased. [Dungeon] Generate field: 7,247%

		[PvP] Generate field: 2,348% magic attack Gravity Field Cannot sprint/jump Damage from magic attacks: +5% Duration: 10 sec.	magic attack Gravity Field Damage taken from attack/magic attack: +12% Duration: 10 sec. [PvP] Generate field: 2,348% magic attack Gravity Field Cannot sprint/jump Damage taken from attack/magic attack: +6% Duration: 10 sec.
Commando Cannoneer	Reactive Armour	Lv.4 [Dungeon] Magic attack: +2% per Power Boost level -5% damage x amount of Power Boost Pearls Cooldown of skills in Berserker Mode: -20% [PvP] Magic attack: +2% per Power Boost level Damage: -2.5% x Power Boost level Cooldown of skills in Berserker Mode: -10%	Lv.4 [Dungeon] Magic attack: +3.5% per Power Boost level -5% damage x amount of Power Boost Pearls Cooldown of skills in Berserker Mode: -30% [PvP] Magic attack: +3.5% per Power Boost level Damage: -2.5% x Power Boost level Cooldown of skills in Berserker Mode: -15%
Centurion	[Switch] Tactical Field	[Dungeon] Generate Field: 759% magic attack multiple times You're invulnerable during the charge. Allies inside the field receive K.O. protection	[Dungeon] Generate Field: 759% magic attack multiple times You're invulnerable during the charge. Allies inside the field receive K.O. protection

		Damage to bosses/mini-bosses: +40% Damage: -40% MP regeneration: 6 per sec. Max. duration: 10 sec. [PvP] Generate Field: 170% magic attack multiple times Allies inside the field receive K.O. protection Damage to bosses/mini-bosses: +40% Damage: -20% MP regeneration: 3 per sec. Max. duration: 10 sec.	Damage to bosses/mini-bosses: +12% Damage: -40% MP regeneration: 6 per sec. Max. duration: 10 sec. [PvP] Generate Field: 170% magic attack multiple times Allies inside the field receive K.O. protection Damage to bosses/mini-bosses: +12% Damage: -20% MP regeneration: 3 per sec. Max. duration: 10 sec.
Centurion	[Strong] Deathly Cannon	Enhanced: - Reduces magic defence: +40% (PvP: +20%)	- Added defence reduction. Strengthened - Reduces defence/magic defence: +20% (PvP: +10%)
Centurion	[Switch] Deathly Cannon	You fire a strengthened cannonball into the enemies' back. Hit enemies have their magic defence lowered. Consumes cannonballs: - Uses 1 cannonball. [Dungeon] Explosion (Cannonball): 1,474% magic attack Magic defence: -40% (duration: 15 sec.) [PvP] Explosion (Cannonball):	- Added defence reduction. You fire a strengthened cannonball into the enemies' back. Hit enemies have their defence/magic defence lowered. Consumes cannonballs: - Uses 1 cannonball. [Dungeon] Explosion (Cannonball): 1,474% magic attack Defence/magic defence: -20% (duration: 15 sec.) [PvP] Explosion (Cannonball): 499% magic attack

		499% magic attack Magic defence: -20% (duration: 7.5 sec.)	Defence/magic defence: -10% (duration: 7.5 sec.)
Centurion	[Switch] Gravity Field	[Dungeon] Generate field: 5,834% magic attack Gravity Field Damage from magic attacks: +10% Duration: 10 sec. [PvP] Generate field: 2,111% magic attack Gravity Field Cannot sprint/jump Damage from magic attacks: +5% Duration: 10 sec.	Damage taken from attacks is also increased. [Dungeon] Generate field: 5,834% magic attack Gravity Field Damage taken from attack/magic attack: +12% Duration: 10 sec. [PvP] Generate field: 2,111% magic attack Gravity Field Cannot sprint/jump Damage taken from attack/magic attack: +6% Duration: 10 sec.

Divine Phanes	Holy Grail	[Dungeon] Holy Water: 682% attack multiple times All allies within range continuously 18% HP/MP regeneration Duration: 5 sec. [PvP] Holy Water: 231% attack multiple times All allies within range continuously 0.9% HP/MP regeneration Duration: 5 sec.	HP regenerates per second based on Battle Strength. The skill description has been improved. [Dungeon] Holy Water: 682% attack multiple times - HP/MP regeneration per second: 20% HP regeneration per 0.5 sec. for every 100,000 Battle Strength: +0.075% Duration: 5 sec. [PvP] Holy Water: 231% attack multiple times - HP/MP regeneration per second: 1% HP regeneration per 0.5 sec. for every 100,000 Battle Strength: +0.00375% Duration: 5 sec.
Divine Phanes	Deliverance	Lv.4 [Dungeon] Special active damage: +12% Allied HP/MP regeneration through Martyrdom: 5% [PvP] Special active damage: +6% Allied HP/MP regeneration through Martyrdom: 0.25%	Lv.4 [Dungeon] Special active damage: +18% Allied HP/MP regeneration through Martyrdom: 5% [PvP] Special active damage: +9% Allied HP/MP regeneration through Martyrdom: 0.25%

Divine Phanes	Oracle	Any enemies in range take damage. Ally attack/magic attack is temporarily increased. [Dungeon] Holy Light: 2,184% attack Light Orbs: 1,849% attack multiple times Attack/magic attack: +18% Duration: 12 sec. [PvP] Holy Light: 701% attack Light Orbs: 334% attack multiple times Attack/magic attack: +9% Duration: 6 sec.	Reduces the damage taken. Any enemies in range take damage. Ally attack/magic attack is temporarily increased and you suffer less damage. [Dungeon] Holy Light: 2,184% attack Light Orbs: 1,849% attack multiple times - Attack/magic attack: +12% - Damage taken: -20% - Duration: 60 sec. [PvP] Holy Light: 701% attack Light Orbs: 334% attack multiple times - Attack/magic attack: +6% Damage taken: -10% - Duration: 12 sec.
Divine Phanes	Radiant Sphere	You summon the Protection Stone. It shines bright with holy light that reduces all of the nearby enemies' resistances. [Dungeon] Ring of Light: 261% attack multiple times Attribute resistances: -120 [PvP] Ring of Light: 103% attack multiple times Attribute resistances: -60	Defence/magic defence are reduced. Debuff effects are no longer applied in a certain area, but instead applied for a fixed buff duration. You summon the Protection Stone. It shines bright with holy light that reduces all nearby enemies' resistances and defence/magic defence. [Dungeon] Ring of Light: 261% attack multiple times

			- Attribute resistances: -120 - Defence/magic defence: -15% - Duration: 60 sec. [PvP] Ring of Light: 103% attack multiple times - Attribute resistances: -60 - Defence/magic defence: -7.5% - Duration: 12 sec.
Divine Phanés	Philanthropy	You set up a large cross that emanates holy light. During the skill's duration, allies are freed from debuffs. (Can also be used while jumping.) [Dungeon] Ring of Light: 131% attack multiple times [PvP] Ring of Light: 45% attack multiple times	All skill cooldowns are accelerated. Debuff immunity/cleansing no longer apply in a certain area, but instead for a fixed buff duration. You set up a large cross that emanates holy light and accelerate allied skill cooldowns. During the skill's duration, allies' debuffs are removed and they become immune to debuffs. (Can also be used while jumping.) [Dungeon] Ring of Light: 131% attack multiple times - All skill cooldowns: +20% - Duration: 60 sec. Debuff immunity/removal - Duration: 8 sec. [PvP] Ring of Light: 45% attack multiple times

			- All skill cooldowns: +20% - Duration: 12 sec. Debuff immunity/removal - Duration: 8 sec.
Divine Phanes	Winged Crest	[Dungeon] Winged Crest: 3,165% attack Movement speed/Jump power: +15% Attack speed: +12% Duration: 15 sec. [PvP] Winged Crest: 1,072% attack Movement speed/Jump power: +15% Attack speed: +12% Duration: 15 sec.	Property changed: Safer (2) → Strengthened [Dungeon] Winged Crest: 3,165% attack Movement speed/Jump power: +15% Attack speed: +15% Duration: 60 sec. [PvP] Winged Crest: 1,072% attack Movement speed/Jump power: +15% Attack speed: +15% Duration: 12 sec.

Divine Phanes	Martyr's Valor	When Martyrdom is active, Martyr's Valor is granted. At this buff's second stack, Martyr's Blessing is activated, which reduces your special active skill cooldowns and increases your allies' skill damage. [Dungeon] Special active skill cooldowns: -2 sec. All allied skill damage: +18% Duration: 15 sec. [PvP] Special active skill cooldowns: -2 sec. All allied skill damage: +9% Duration: 15 sec.	MP gain is increased. When Martyrdom is active, Martyr's Valor is granted. At this buff's second stack, Martyr's Blessing is activated, which reduces your special active skill cooldowns and increases your allies' skill damage and MP gain. [Dungeon] Special active skill cooldowns: -1 sec. All allied skill damage: +12% MP gain: +40% Duration: 60 sec. [PvP] Special active skill cooldowns: -1 sec. All allied skill damage: +6% Allied MP gain: +20% Duration: 12 sec.
Dius Aer	Sacred Heart	Using Oracle your allies additionally receive K.O. protection.	The skill description has been improved. Using Oracle your allies additionally receive K.O. protection. [Dungeon] - K.O. protection for allies - Duration: 20 sec. [PvP] - K.O. protection for allies - Duration: 10 sec.

Dius Aer	[Switch] Radiant Sphere	It shines bright with a holy light that reduces all nearby enemies' resistances. (Can also be used while jumping.) [Dungeon] Ring of Light: 1.957% attack multiple times Attribute resistances: -150 Duration: 10 sec. [PvP] Ring of Light: 782% attack multiple times Attribute resistances: -75 Duration: 10 sec.	It shines bright with a holy light that reduces all nearby enemies' resistances and defence/magic defence. (Can also be used while jumping.) [Dungeon] Ring of Light: 1.957% attack multiple times - Attribute resistances: -150 - Defence/magic defence: -15% - Duration: 60 sec. [PvP] Ring of Light: 782% attack multiple times - Attribute resistances: -75 - Defence/magic defence: -7.5% - Duration: 12 sec.
Dius Aer	[Switch] Bodyguard	Using a holy aura, you push back enemies and reduce the damage taken by nearby allies. [Dungeon] Holy Light: 2,912% attack Damage resistance: +15% Duration: 15 sec. [PvP] Holy Light: 1,164% attack Damage resistance: +7.5% Duration: 15 sec.	Damage resistance is no longer reduced. Using a holy aura, you push back enemies. [Dungeon] Holy Light: 2,912% attack [PvP] Holy Light: 1,164% attack
Dius Aer	Dius Aer (Level 3)	You call forth an explosion of holy light from which a huge angel rises. The angel grants a buff for a certain time that increases special active skill cooldown speeds and lowers the special resource costs to 0. NF/Cannonballs/Spirit Energy/Dynamo Transition	Special resources are regenerated during the effect duration, instead of no consumption. Special active skill cooldown speed is no longer accelerated. You call forth an explosion of holy light from which a huge angel rises.

		Points/Combination Points/Power Points/Sensitivity Points/Gems [Dungeon] Ring of Light: 2,034% attack multiple times Angel's Wings: 6,563% attack Crosses: 3,886% attack Light Explosion: 4,194% attack Special active skill cooldown speeds: +20% Duration: 15 sec. [PvP] Ring of Light: 237% attack multiple times Angel's Wings: 682% attack Crosses: 454% attack Light Explosion: 490% attack Special active skill cooldown speeds: +12% Duration: 3 sec.	The angel grants a temporary buff that regenerates the following special resources: NF/Cannonballs/Spirit Energy/Dynamo Transition Points/Combination Points/Power Points/Sensitivity Points/Gems [Dungeon] Ring of Light: 2,034% attack multiple times Angel's Wings: 6,563% attack Crosses: 3,886% attack Light Explosion: 4,194% attack Special resource regeneration per sec.: +20% Duration: 15 sec. [PvP] Ring of Light: 237% attack multiple times Angel's Wings: 682% attack Crosses: 454% attack Light Explosion: 490% attack Special resource regeneration per sec.: +20% Duration: 3 sec.
--	--	--	---

Dius Aer	Dius Aer (Level 4)	For those he loves, Chung unfolds the sacred protection of Dius Aer. The angel grants a buff for a certain time that increases special active skill cooldown speeds and lowers the special resource costs to 0. NF/Cannonballs/Spirit Energy/Dynamo Transition Points/Combination Points/Power Points/Sensitivity Points/Gems [Dungeon] Ring of Light: 2,339% attack multiple times Angel's Wings: 8,021% attack Crosses: 4,194% attack Water Angel: 894% attack multiple times Light Explosion: 4,825% attack Special active skill cooldown speeds: +20% Duration: 15 sec. [PvP] Ring of Light: 238% attack multiple times Angel's Wings: 721% attack Crosses: 427% attack Water Angel: 91% attack multiple times Light Explosion: 492% attack Special active skill cooldown speeds: +12% Duration: 3 sec.	Special resources are regenerated during the effect duration, instead of no consumption. Special active skill cooldown speed is no longer accelerated. For those he loves, Chung unfolds the sacred protection of Dius Aer. The angel grants a temporary buff that regenerates the following special resources: NF/Cannonballs/Spirit Energy/Dynamo Transition Points/Combination Points/Power Points/Sensitivity Points/Gems [Dungeon] Ring of Light: 2,339% attack multiple times Angel's Wings: 8,021% attack Crosses: 4,194% attack Water Angel: 894% attack multiple times Light Explosion: 4,825% attack Special resource regeneration per sec.: +20% Duration: 15 sec. [PvP] Ring of Light: 238% attack multiple times Angel's Wings: 721% attack Crosses: 427% attack Water Angel: 91% attack multiple times Light Explosion: 492% attack
----------	-----------------------	--	---

			Special resource regeneration per sec.: +20% Duration: 3 sec.
--	--	--	---

Ara

Character/Class	Skill Name	Before Update	After
Ara	Suppression		The Suppression debuff from different paths can now be stacked at the same time.
Little Hsien	Suppression	[Dungeon] Suppression: 5400% attack Stun: 3 sec. Weakness - All speeds: -20% - Defence/magic defence: -25% - Duration: 8 sec. [PvP] Suppression: 1161% attack	[Dungeon] Suppression: 5400% attack Stun: 3 sec. Weakness - All speeds: -20% - Defence/magic defence: -10% - Duration: 8 sec. [PvP] Suppression: 1161% attack Stun: 3 sec.

		Stun: 3 sec. Weakness - All speeds: -20% - Defence/magic defence: -25% - Duration: 5 sec.	Weakness - All speeds: -20% - Defence/magic defence: -10% - Duration: 5 sec.
Little Hsien	[Strong] Suppression	You create a sphere of energy which draws enemies in and holds them. They are stunned and then are powerless for a while. Removes all emblem skill buffs. Consumes Spirit Energy: - 10 orbs Strengthened - Reduction of all speeds +10% - Defence and magic defence reduction +10% [Dungeon] Suppression: 5400% attack Stun: 3 sec. Weakness - All speeds: -30% - Defence/magic defence: -35% - Duration: 8 sec. [PvP] Suppression: 1161% attack Stun: 3 sec. Weakness - All speeds: -30% - Defence/magic defence: -35% - Duration: 5 sec.	You create a sphere of energy which draws enemies in and holds them. They are stunned and then are powerless for a while. Removes all emblem skill buffs. Consumes Spirit Energy: - 10 orbs Strengthened - Reduction of all speeds +10% - Reduces defence/magic defence: +5% [Dungeon] Suppression: 5400% attack Stun: 3 sec. Weakness - All speeds: -30% - Defence/magic defence: -15% - Duration: 8 sec. [PvP] Suppression: 1161% attack Stun: 3 sec. Weakness - All speeds: -30% - Defence/magic defence: -15% - Duration: 5 sec.

Little Hsien	Tiger Punch	[Dungeon] Tiger Power: 3,722% attack Aura of the Snow Tiger - Damage to all enemies excluding bosses/mini-bosses: +10% - Attack: +10% - Attack speed: +10% - Duration: 30 sec. [PvP] Tiger Power: 1,194% attack Aura of the Snow Tiger - Damage to all enemies excluding bosses/mini-bosses: +1% - Attack: +4% - Attack speed: +10% - Duration: 30 sec.	Attack increased. [Dungeon] Tiger Power: 3,722% attack Aura of the Snow Tiger - Damage to all enemies excluding bosses/mini-bosses: +10% - Attack speed: +10% - Duration: 30 sec. [PvP] Tiger Power: 1,194% attack Aura of the Snow Tiger - Damage to all enemies excluding bosses/mini-bosses: +1% - Attack speed: +10% - Duration: 30 sec.
Sakra Devanam	Shining Orchids	[Dungeon] Orchid Petals: 265% attack multiple times [PvP] Orchid Petals: 85% attack multiple times	[Dungeon] Orchid Petals: 281% attack multiple times [PvP] Orchid Petals: 90% attack multiple times
Sakra Devanam	Tiger Power	Increases the damage from the Tiger Secret Technique and the chain skills for the secret technique are carried out more quickly consecutively. Carry out the Tiger Secret Technique to apply the Tiger's	Tiger's Roar only applies to the player themselves. Lv.4

		Roar buff to your surroundings. [Dungeon] Secret Tiger Technique damage: +30% Secret Tiger Technique combo speed: - Tiger 1: +30% - Tiger 2: +20% - Tiger 3: +20% - Tiger 4: +20% Tiger's Roar Crit. damage: +15% Duration: 30 sec. [PvP] Secret Tiger Technique damage: +30% Secret Tiger Technique combo speed: - Tiger 1: +30% - Tiger 2: +20% - Tiger 3: +20% - Tiger 4: +20% Tiger's Roar Crit. damage: +15% Duration: 30 sec.	Increases the damage from the Tiger Secret Technique and the chain skills for the secret technique are carried out more quickly consecutively. Carry out the Tiger Secret Technique to apply the Tiger's Roar buff to your surroundings. [Dungeon] Secret Tiger Technique damage: +30% Secret Tiger Technique combo speed: - Tiger 1: +30% - Tiger 2: +20% - Tiger 3: +20% - Tiger 4: +20% Tiger's Roar Crit. damage: +15% Duration: 60 sec. [PvP] Secret Tiger Technique damage: +30% Secret Tiger Technique combo speed: - Tiger 1: +30% - Tiger 2: +20% - Tiger 3: +20% - Tiger 4: +20%
--	--	--	---

			Tiger's Roar Crit. damage: +15% Duration: 30 sec.
Sakra Devanam	Tiger 4: Storm Wave		Players are no longer immobilised by Fierce Tiger hits.
Sakra Devanam	Tiger Style – Throw		The cooldown has been changed. 22 sec. →14 sec.
Sakra Devanam	Dragon of Spirit Summoning	[Dungeon] Dragon of Spirit Summoning: 3.425% attack multiple times [PvP] Dragon of Spirit Summoning: 1.171% attack multiple times	[Dungeon] Dragon of Spirit Summoning: 3.596% attack multiple times [PvP] Dragon of Spirit Summoning: 1.229% attack multiple times
Sakra Devanam	Valiant Dedication	[Dungeon] Valiant Dedication - Movement speed, Jump power: +20% - Attack speed: +10% - Duration: 30 sec. [PvP] Valiant Dedication - Movement speed, Jump power: +20% - Attack speed: +10% - Duration: 30 sec.	Valiant Dedication increases the damage of active and special active skills. [Dungeon] Valiant Dedication - Active/special active skill damage: +15% - Movement speed, Jump power: +20% - Attack speed: +10% - Duration: 30 sec. [PvP] Valiant Dedication - Active/special active skill damage: +7.5% - Movement speed, Jump power:

			+20% - Attack speed: +10% - Duration: 30 sec.
Sakra Devanam	Improved Spear Technique	Lv.4 Combo/active/special active skills break your enemy's defence. Any enemy with broken armour has reduced defence/magic defence for 5 sec. and suffers more damage from attacks. [Dungeon] Defence/magic defence: -5% Damage taken from attacks: +12% [PvP] Defence/magic defence: -2.5% Damage taken from attacks: +6%	Damage taken from magic attack has been increased. Lv.4 Combo/active/special active skills break your enemy's defence. Any enemy with broken armour has reduced defence/magic defence for 5 sec. and suffers more damage from attacks/magic attacks. [Dungeon] Defence/magic defence: -5% Damage taken from attack/magic attack: +12% [PvP] Defence/magic defence: -2.5% Damage taken from attack/magic attack: +6%
Apsara	Time of Epiphany	[Dungeon] Cooldown: -33% Reactivation cooldown: 3 sec. Time of Epiphany - Attack: +3% (stackable max. 10x, reduction every 3 stacks) - Duration: 20 sec.	[Dungeon] Cooldown: -33% Reactivation cooldown: 3 sec. Time of Epiphany - Attack: +6% (stackable max. 5x, reduction every 3 stacks) - Duration: 20 sec.

		[PvP] Cooldown: -13% Reactivation cooldown: 6 sec. Time of Epiphany - Attack: +1.5% (stackable max. 10x, reduction every 3 stacks) - Duration: 10 sec.	[PvP] Cooldown: -13% Reactivation cooldown: 6 sec. Time of Epiphany - Attack: +3% (stackable max. 5x, reduction every 3 stacks) - Duration: 10 sec.
Apsara	[Switch] Binding Shadows: Break of Dawn	[Dungeon] Knot: 861% attack multiple times Break of Dawn: 2431% attack [PvP] Knot: 130% attack multiple times Break of Dawn: 371% attack	[Dungeon] Knot: 904% attack multiple times Break of Dawn: 2431% attack [PvP] Knot: 137% attack multiple times Break of Dawn: 371% attack
Little Devil	Suppression: Energy	[Dungeon] Suppression: 4259% magic attack Stun: 3 sec. Weakness - All speeds: -20% - Defence/magic defence: -25% - Duration: 8 sec. [PvP] Suppression: 962% magic attack Stun: 3 sec. Weakness - All speeds: -20% - Defence/magic defence: -25% - Duration: 5 sec.	[Dungeon] Suppression: 4259% magic attack Stun: 3 sec. Weakness - All speeds: -20% - Defence/magic defence: -10% - Duration: 8 sec. [PvP] Suppression: 962% magic attack Stun: 3 sec. Weakness - All speeds: -20% - Defence/magic defence: -10% - Duration: 5 sec.
Little Devil	[Strong] Suppression: Energy	You create a sphere of energy which draws enemies in and holds them.	You create a sphere of energy which draws enemies in and holds them. They are stunned and then are

		They are stunned and then are powerless for a while. Removes all emblem skill buffs. Consumes Spirit Energy: - 3 orbs Strengthened - Reduction of all speeds +10% - Defence and magic defence reduction +10% [Dungeon] Suppression: 4259% magic attack Stun: 3 sec. Weakness - All speeds: -30% - Defence/magic defence: -35% - Duration: 8 sec. [PvP] Suppression: 962% magic attack Stun: 3 sec. Weakness - All speeds: -30% - Defence/magic defence: -35% - Duration: 5 sec.	powerless for a while. Removes all emblem skill buffs. Consumes Spirit Energy: - 3 orbs Strengthened - Reduction of all speeds +10% - Reduces defence/magic defence: +5% [Dungeon] Suppression: 4259% magic attack Stun: 3 sec. Weakness - All speeds: -30% - Defence/magic defence: -15% - Duration: 8 sec. [PvP] Suppression: 962% magic attack Stun: 3 sec. Weakness - All speeds: -30% - Defence/magic defence: -15% - Duration: 5 sec.
--	--	--	--

Yama-raja	Gates of Hell	Lv.4 Increases the damage from the Rakshasa Secret Technique and the chain skills for the secret technique are carried out more quickly. Carry out the Rakshasa Secret Technique to reduce the cooldown of special active skills. [Dungeon] Damage: +40% Cooldown: -7 sec. Rakshasa Secret Technique combo speed: - Tiger 1: +30% - Spirit Hunter 2: +30% - Rakshasa 3: +20% (Switch +20%) - Spirit Hunter 4: +30% [PvP] Damage: +10% Cooldown: -7 sec. Rakshasa Secret Technique combo speed: - Tiger 1: +30% - Spirit Hunter 2: +30% - Rakshasa 3: +20% (Switch +20%) - Spirit Hunter 4: +30%	When you use Rakshasa Secret Technqie skills, special active skill cooldowns are reduced. Lv.4 Increases the damage from the Rakshasa Secret Technique and the chain skills for the secret technique are carried out more quickly. [Dungeon] Damage: +40% Rakshasa Secret Technique combo speed: - Rakshasa 1: +30% - Spirit Hunter 2: +30% - Rakshasa 3: +20% (Switch +20%) - Spirit Hunter 4: +30% [PvP] Damage: +10% Rakshasa Secret Technique combo speed: - Rakshasa 1: +30% - Spirit Hunter 2: +30% - Rakshasa 3: +20% (Switch +20%) - Spirit Hunter 4: +30%
-----------	---------------	--	---

Yama-raja	Reflector	[Dungeon] Magic attack: +10% Magic defence: +10% Duration: 10 sec. [PvP] Magic attack: +10% Magic defence: +10% Duration: 5 sec.	[Dungeon] Magic attack: +14% Magic defence: +10% Duration: 10 sec. [PvP] Magic attack: +7% Magic defence: +5% Duration: 5 sec.
Devi	Radiance of Spirit Energy	[Dungeon] Effect activation when Wolf's Fang or Rakshasa Secret Technique are used: - Special active skill damage: +30% - Special active skill cooldown speed: +50% - Duration: 30 sec. A successful hit with the Wolf's Fang Secret Technique activates the Fear of the Wolves effect. - Crit. damage: +20% - Duration: 30 sec. A successful hit with the Rakshasa Secret Technique activates the Fear of the Rakshasa effect. - Magic defence: -20% - Damage taken from magic attacks: +12% - Duration: 30 sec. [PvP] Effect activation when Wolf's Fang or Rakshasa Secret Technique are used: - Special active skill damage: +12% - Special active skill cooldown speed: +50%	Fear of the Rakshasa reduces defence. Fear of the Rakshasa increases damage taken from attacks. [Dungeon] Effect activation when Wolf's Fang or Rakshasa Secret Technique are used: - Special active skill damage: +30% - Special active skill cooldown speed: +50% - Duration: 30 sec. A successful hit with the Wolf's Fang Secret Technique activates the Fear of the Wolves effect. - Crit. damage: +20% - Duration: 30 sec. A successful hit with the Rakshasa Secret Technique activates the Fear of the Rakshasa effect.

		- Duration: 30 sec. A successful hit with the Wolf's Fang Secret Technique activates the Fear of the Wolves effect. - Crit. damage: +10% - Duration: 30 sec. A successful hit with the Rakshasa Secret Technique activates the Fear of the Rakshasa effect. - Magic defence: -10% - Damage taken from magic attacks: +6% - Duration: 30 sec.	Defence/magic defence: -5% - Damage taken from attack/magic attack: +12% - Duration: 30 sec. [PvP] Effect activation when Wolf's Fang or Rakshasa Secret Technique are used: - Special active skill damage: +12% - Special active skill cooldown speed: +50% - Duration: 30 sec. A successful hit with the Wolf's Fang Secret Technique activates the Fear of the Wolves effect. - Crit. damage: +10% - Duration: 30 sec. A successful hit with the Rakshasa Secret Technique activates the Fear of the Rakshasa effect. - Defence/magic defence: -2.5% - Damage taken from attack/magic attack: +6% - Duration: 30 sec.
Devi	Butterfly Instance Level 3	Powerful spirit energy flows through you into the ground as you generate orbs of earth	Damage taken is no longer increased. Powerful spirit energy flows through

		energy. Opponents hit suffer by the orbs take damage for a short period. Master skills are not affected by skill improvement effects (excludes special Master skill effects). [Dungeon] Spirit Energy Orbs: 793% magic attack multiple times Small Grenade Explosion: 3798% magic attack Butterfly Instance Damage dealt to opponents: +5% - Duration: 5 sec. [PvP] Spirit Energy Orbs: 124% magic attack multiple times Small Grenade Explosion: 596% magic attack Butterfly Instance Damage dealt to opponents: +5% - Duration: 5 sec.	you into the ground as you generate orbs of earth energy. Master skills are not affected by skill improvement effects (excludes special Master skill effects). [Dungeon] Spirit Energy Orbs: 793% magic attack multiple times Small Grenade Explosion: 3798% magic attack [PvP] Spirit Energy Orbs: 124% magic attack multiple times Small Grenade Explosion: 596% magic attack
--	--	---	---

Devi	Butterfly Instance Level 4	Powerful spirit energy flows through you into the ground as you generate orbs of earth energy. Opponents hit suffer by the orbs take damage for a short period. Then you eliminate the opponent in front of you with your spear charged full of Rakshasa's energy. Master skills are not affected by skill improvement effects (excludes special Master skill effects). [Dungeon] Spirit Energy Orbs: 934% magic attack multiple times Small Grenade Explosion: 4471% magic attack Rakshasa's Spear: 5,651% magic attack multiple times Butterfly Instance Damage dealt to opponents: +5% - Duration: 5 sec. [PvP] Spirit Energy Orbs: 125% magic attack multiple times Small Grenade Explosion: 599% magic attack Rakshasa's Spear: 796% magic attack multiple times Butterfly Instance Damage dealt to opponents: +5% - Duration: 5 sec.	Damage taken is no longer increased. Powerful spirit energy flows through you into the ground as you generate orbs of earth energy. Then you eliminate the opponent in front of you with your spear charged full of Rakshasa's energy. Master skills are not affected by skill improvement effects (excludes special Master skill effects). [Dungeon] Spirit Energy Orbs: 934% magic attack multiple times Small Grenade Explosion: 4471% magic attack Rakshasa's Spear: 5,651% magic attack multiple times [PvP] Spirit Energy Orbs: 125% magic attack multiple times Small Grenade Explosion: 599% magic attack Rakshasa's Spear: 796% magic attack multiple times
------	----------------------------------	--	--

Devi	Unleashed Spirit Energy	The spirit energy that slumbers within you unfolds and your body is regenerated. In Divine Fox Mode you constantly regenerate Spirit Energy. You're even better at using Spirit Energy orbs and you receive additional Spirit Energy for a limited time when you use secret techniques. [Dungeon] Divine Fox Mode regenerates Spirit Energy: 1 per sec. Debuff duration reduced by: 30% MP required for Spirit Energy orb combo: -2 Effect of hitting with the spirit energy orb combo Movement/attack speed: -2% (stackable max. 10x) - Duration: 5 sec. Effect of Wolf's Fang or Rakshasa Secret Technique: - You gain additional Spirit Energy if Spirit Energy is generated: 2 units - Activation probability: 100% - Duration: 30 sec. [PvP] Divine Fox Mode regenerates Spirit Energy: 1 per 5 sec. Debuff duration reduced by:	In Divine Fox mode, special active skill cooldowns are reduced when another special active skill is used. The spirit energy that slumbers within you unfolds and your body is regenerated. In Divine Fox Mode you constantly regenerate Spirit Energy. Upon using a special active skill, the cooldown of one of your special active skills on cooldown is reduced. You're even better at using Spirit Energy orbs and you receive additional Spirit Energy for a limited time when you use secret techniques. [Dungeon] Divine Fox Mode regenerates Spirit Energy: 1 per sec. Special active skill cooldowns: -1 sec. Debuff duration reduced by: 30% MP required for Spirit Energy orb combo: -2 Effect of hitting with the spirit energy orb combo
------	-------------------------	---	--

		30% MP required for Spirit Energy orb combo: -2 Effect of hitting with Spirit Energy orb combo - Movement/attack speed: -1% (stackable max. 10x) - Duration: 5 sec. Effect of Wolf's Fang or Rakshasa Secret Technique: - You gain additional Spirit Energy if Spirit Energy is generated: 1 unit - Activation probability: 100% - Duration: 30 sec.	Movement/attack speed: -2% (stackable max. 10x) - Duration: 5 sec. Effect of Wolf's Fang or Rakshasa Secret Technique: - You gain additional Spirit Energy if Spirit Energy is generated: 2 units - Activation probability: 100% - Duration: 30 sec. [PvP] Divine Fox Mode regenerates Spirit Energy: 1 per 5 sec. Special active skill cooldowns: -1 sec. Debuff duration reduced by: 30% MP required for Spirit Energy orb combo: -2 Effect of hitting with Spirit Energy orb combo - Movement/attack speed: -1% (stackable max. 10x) - Duration: 5 sec. Effect of Wolf's Fang or Rakshasa Secret Technique: - You gain additional Spirit Energy if Spirit Energy is generated: 1 unit
--	--	---	---

			- Activation probability: 100% - Duration: 30 sec.
Little Spectre	Spirit Suppression	[Dungeon] Suppression Art: 538% attack multiple times Stun: 3 sec. Weakness - All speeds: -20% - Defence/magic defence: -25% - Duration: 8 sec. [PvP] Suppression Art: 115% attack multiple times Stun: 3 sec. Weakness	[Dungeon] Suppression Art: 538% attack multiple times Stun: 3 sec. Weakness - All speeds: -20% - Defence/magic defence: -10% - Duration: 8 sec. [PvP] Suppression Art: 115% attack multiple times Stun: 3 sec. Weakness - All speeds: -20%

		- All speeds: -20% - Defence/magic defence: -25% - Duration: 5 sec.	- Defence/magic defence: -10% - Duration: 5 sec.
Little Spectre	[Strong] Spirit Suppression	You suppress your opponent's spirit power. They are stunned and then powerless for a while. All emblem buffs will be removed. Generates Spirit Energy - 1 Orb Strengthened - Reduction of all speeds +10% - Defence and magic defence reduction +10% [Dungeon] Suppression Art: 538% attack multiple times Stun: 3 sec. Weakness - All speeds: -30% - Defence/magic defence: -35% - Duration: 8 sec. [PvP] Suppression Art: 115% attack multiple times	You suppress your opponent's spirit power. They are stunned and then powerless for a while. All emblem buffs will be removed. Generates Spirit Energy - 1 Orb Strengthened - Reduction of all speeds +10% - Reduces defence/magic defence: +5% [Dungeon] Suppression Art: 538% attack multiple times Stun: 3 sec. Weakness - All speeds: -30% - Defence/magic defence: -15% - Duration: 8 sec. [PvP] Suppression Art: 115% attack multiple times Stun: 3 sec. Weakness

		Stun: 3 sec. Weakness - All speeds: -30% - Defence/magic defence: -35% - Duration: 5 sec.	- All speeds: -30% - Defence/magic defence: -15% - Duration: 5 sec.
Asura	Spirit Summoning	Deals damage to all enemies in the vicinity and applies a 20 second buff to your allies. As well as this, your subsequent combos receive an additional claw attack. Your allies receive a buff that increases special active skill damage by 5% (PvP: +2.5%). Generates Spirit Energy - 1 Orb	Deals damage to all enemies in the vicinity and applies a 20 second buff to your allies. As well as this, your subsequent combos receive an additional claw attack. Your allies receive a buff that increases special active skill damage by 3% (PvP: +1.5%). Generates Spirit Energy - 1 Orb

Asura	Release Spectre Power	Lv.4 You release spectral power to increase your attack and reduce the K.O. value of your combos. In Power Boost you regenerate a small amount of MP for each consumed spirit energy orb. [Dungeon] K.O. value: -15% MP regeneration: +10 Attack: +15% [PvP] K.O. value: -15% MP regeneration: +5 Attack: +6%	Special active skill damage is increased with Power Boost. Lv.4 You release spectral power to increase your attack and reduce the K.O. value of your combos. In Power Boost you regenerate MP and your special active skill damage increases for each Spirit Energy orb consumed. [Dungeon] K.O. value: -15% Special active skill damage: +8% MP regeneration: +10 Attack: +15% [PvP] K.O. value: -15% Special active skill damage: +4% MP regeneration: +5 Attack: +6%
-------	-----------------------	---	--

Asura	Repose of Souls	Lv.4 A ceremony that guides souls along the path to Nirvana. Strengthens your Spirit Hunter Secret Technique. Activating the Spirit Hunter Secret Technique generates Repose of Souls orbs nearby. If your allies are hit by a Repose of Souls orb, they'll regenerate MP and the cooldowns of their special active skills will be accelerated. [Dungeon] Spirit Hunter Secret Technique damage: +40% Secret Technique Spirit Hunter combo speed: - Spirit Hunter 2: +30% - Spirit Hunter 3: +20% - Spirit Hunter 4: +30% Repose of Souls Orb MP regeneration: +10% Special active skill cooldown speeds: +50% Duration: 1 sec. [PvP] Spirit Hunter Secret Technique damage: +40% Secret Technique Spirit Hunter combo speed: - Spirit Hunter 2: +30% - Spirit Hunter 3: +20% - Spirit Hunter 4: +30% Repose of Souls Orb MP regeneration: +1% Special active skill cooldown	Lv.4 Repose of Souls Orb only applies to the player. Lv.4 A ceremony that guides souls along the path to Nirvana. Strengthens your Spirit Hunter Secret Technique. Activating the Spirit Hunter Secret Technique generates Repose of Souls orbs nearby. If you are hit by a Repose of Souls Orb, you regenerate MP and special active skill cooldowns are accelerated. [Dungeon] Spirit Hunter Secret Technique damage: +40% Secret Technique Spirit Hunter combo speed: - Spirit Hunter 2: +30% - Spirit Hunter 3: +20% - Spirit Hunter 4: +30% Repose of Souls Orb MP regeneration: +2% Special active skill cooldown speeds: +50% Duration: 1 sec. [PvP] Spirit Hunter Secret Technique damage: +40% Secret Technique Spirit Hunter combo speed: - Spirit Hunter 2: +30% - Spirit Hunter 3: +20% - Spirit Hunter 4: +30% Repose of Souls Orb MP regeneration: +0.2% Special active skill cooldown speeds:
-------	-----------------	--	--

		speeds: +50% Duration: 1 sec.	+50% Duration: 1 sec.
Asura	Fox Spirit	You summon a fox spirit which senses out enemies in the vicinity and continuously torments them. The fox spirit then flies to the next-closest enemy and reduces their physical defence. Consumes Spirit Energy: - 1 Orb [Dungeon] Fox Spirit: 267% Attack x3 Defence: -10% Duration: 12 sec. [PvP]	Magic defence is reduced. You summon a fox spirit which senses out enemies in the vicinity and continuously torments them. The fox spirit then flies to the next-closest enemy and reduces their defence/magic defence. Consumes Spirit Energy - 1 Orb [Dungeon] Fox Spirit: 267% Attack x3 Defence/magic defence: -3% Duration: 12 sec.

		Fox Spirit: 112% Attack x3 Defence: -5% Duration: 6 sec.	[PvP] Fox Spirit: 112% Attack x3 Defence/magic defence: -1.5% Duration: 6 sec.
Shakti	[Switch] Spirit Summoning	Deals damage to all enemies in the vicinity and applies a 20 second buff to your allies. As well as this, your subsequent combos receive an additional claw attack. Your allies receive a buff which increases strength and transcendence skill damage by 10% (PvP: 5%). Generates Spirit Energy - 1 Orb	Deals damage to all enemies in the vicinity and applies a 20 second buff to your allies. As well as this, your subsequent combos receive an additional claw attack. Your allies receive a buff which increases strength and transcendence skill damage by 6% (PvP: 3%). Generates Spirit Energy - 1 Orb
Shakti	Unleashed Magic	[Dungeon] Activating the Unleashed Magic effect when you use spirit skills. - Special active skill cooldown speed: x2 (except for hyper and partner skills) - MP cost of skills: -20% - Duration: 3 sec. - When you use skills, the Unleashed Magic effect is removed regardless of the time left. - Applies to the skills: Spirit of the Storm, Spirit of Lightning, Spirit Summoning, and Spirit of the Blade Opponents hit with Shadow skills suffer the Power of Darkness effect. - Damage taken from attacks: +10% - Duration: 8 sec. - Applies to the skills: Spirit	Power of Darkness increases damage taken from magic attack. [Dungeon] Activating the Unleashed Magic effect when you use spirit skills. - Special active skill cooldown speed: x2 (except for hyper and partner skills) - MP cost of skills: -20% - Duration: 3 sec. - When you use skills, the Unleashed Magic effect is removed regardless of the time left. - Applies to the skills: Spirit of the Storm, Spirit of Lightning, Spirit Summoning, and Spirit

		Hunter 2: Binding Spirits, Spirit Hunter 3: Shadows, Spirit Hunter 4: Severing Darkness, and Shadow Bud [PvP] Activating the Unleashed Magic effect when you use spirit skills. - Special active skill cooldown speed: x2 (except for hyper and partner skills) - MP cost of skills: -20% - Duration: 3 sec. - When you use skills, the Unleashed Magic effect is removed regardless of the time left. - Applies to the skills: Spirit of the Storm, Spirit of Lightning, Spirit Summoning, and Spirit of the Blade Opponents hit with Shadow skills suffer the Power of Darkness effect. - Damage taken from attacks: +5% - Duration: 8 sec. - Applies to the skills: Spirit Hunter 2: Binding Spirits, Spirit Hunter 3: Shadows, Spirit Hunter 4: Severing Darkness, and Shadow Bud	of the Blade Opponents hit with Shadow skills suffer the Power of Darkness effect. - Damage taken from attack/magic attack: +7% - Duration: 8 sec. - Applies to the skills: Spirit Hunter 2: Binding Spirits, Spirit Hunter 3: Shadows, Spirit Hunter 4: Severing Darkness, and Shadow Bud [PvP] Activating the Unleashed Magic effect when you use spirit skills. - Special active skill cooldown speed: x2 (except for hyper and partner skills) - MP cost of skills: -20% - Duration: 3 sec. - When you use skills, the Unleashed Magic effect is removed regardless of the time left. - Applies to the skills: Spirit of the Storm, Spirit of Lightning, Spirit Summoning, and Spirit of the Blade Opponents hit with Shadow skills suffer the Power of Darkness effect.
--	--	--	--

			- Damage taken from attack/magic attack: +3.5% - Duration: 8 sec. - Applies to the skills: Spirit Hunter 2: Binding Spirits, Spirit Hunter 3: Shadows, Spirit Hunter 4: Severing Darkness, and Shadow Bud
Shakti	[Strong] Fox Spirit	You summon a fox spirit which senses out enemies in the vicinity and continuously torments them. The fox spirit then flies to the next-closest enemy and reduces their physical defence. Consumes Spirit Energy: - 1 Orb Strengthened - Reduces defence: +5% [Dungeon] Fox Spirit: 267% Attack x3 Defence: -15% Duration: 12 sec. [PvP] Fox Spirit: 112% Attack x3 Defence: -7.5% Duration: 6 sec.	Magic defence is reduced. You summon a fox spirit which senses out enemies in the vicinity and continuously torments them. The fox spirit then flies to the next-closest enemy and reduces their defence/magic defence. Consumes Spirit Energy - 1 Orb Strengthened - Reduces defence/magic defence: +2% [Dungeon] Fox Spirit: 267% Attack x3 Defence/magic defence: -5% Duration: 12 sec. [PvP] Fox Spirit: 112% Attack x3 Defence/magic defence: -2.5% Duration: 6 sec.
Little Helper	Wishing Star	The heavens grant you your wish. The Wishing Star inflicts splash damage and temporarily increases your allies' attack/magic attack.	All skill cooldowns are accelerated. The heavens grant you your wish. The Wishing Star inflicts splash damage and temporarily increases

		[Dungeon] Wishing Star: 1,689% magic attack multiple times * (3% per consumed orb) Wishing Star Attack/magic attack: +8% - Duration: 30 sec. [PvP] Wishing Star: 381% magic attack multiple times * (1% per consumed orb) Wishing Star Attack/magic attack: +4% - Duration: 30 sec.	your allies' attack/magic attack and accelerates skill cooldown. [Dungeon] Wishing Star: 1,689% magic attack multiple times * (3% per consumed orb) Wishing Star - Attack/magic attack: +12% - All skill cooldowns: +20% - Duration: 60 sec. [PvP] Wishing Star: 381% magic attack multiple times * (1% per consumed orb) Wishing Star - Attack/magic attack: +6% - All skill cooldowns: +20% - Duration: 12 sec.
Little Helper	[Strong] Wishing Star	Enhanced: - Attack/magic attack: +12%	Enhanced: - Cooldown -3 sec.

Little Helper	Suppression (Hammer)	[Dungeon] Hammer: 5,119% magic attack Stun: 3 sec. Weakness - All speeds: -20% - Defence/magic defence: -25% - Duration: 8 sec. [PvP] Hammer: 1,218% magic attack Stun: 3 sec. Weakness - All speeds: -20% - Defence/magic defence: -25% - Duration: 5 sec.	Defence/magic defence is no longer reduced. [Dungeon] Hammer: 5,119% magic attack Stun: 3 sec. Weakness - All speeds: -20% - Duration: 8 sec. [PvP] Hammer: 1,218% magic attack Stun: 3 sec. Weakness - All speeds: -20% - Duration: 5 sec.
Little Helper	[Strong] Suppression (Hammer)	Enhanced: - Reduction of all speeds +10% - Defence and magic defence reduction +10%	Enhanced: - Reduction of all speeds +10%
Marici	Change	You convert your MP into Spirit Energy (1 Spirit Energy orb per 30 MP). Cooldown increases by 1 sec. for each Spirit Energy orb received. If you get more than 6 orbs of spirit energy, all your allies receive K.O. protection. Skill Category: Help – Support, Help – Vitality [Dungeon]	Removes K.O. protection. You convert your MP into Spirit Energy (1 Spirit Energy orb per 30 MP). Cooldown increases by 1 sec. for each Spirit Energy orb received. Skill Category: Help – Support, Help – Vitality

		Transformation - K.O. protection for allies - Duration: 5 sec. [PvP] Transformation - K.O. protection for allies - Duration: 2 sec.	
Marici	Fox Howl	Eun materialises through Ara. All enemies who hear her cry suffer damage. Additionally, all their resistances are reduced. Skill Category: Eun [Dungeon] Fox Howl: 3,960% magic attack Fox Howl - All enemy resistances: -150 - Duration: 10 sec. [PvP] Fox Howl: 795% magic attack Fox Howl - All enemy resistances: -75 - Duration: 10 sec.	Defence/magic defence are reduced. The skill activation speed has been increased by 30%. Eun materialises through Ara. All enemies who hear her cry suffer damage. Additionally, all their resistances and defence/magic defence are reduced. Skill Category Eun [Dungeon] Fox Howl: 3,960% magic attack Fox Howl - Defence/magic defence: -15% - All enemy resistances: -150 - Duration: 60 sec. [PvP] Fox Howl: 795% magic attack Fox Howl - Defence/magic defence: -7.5% - All enemy resistances: -75 - Duration: 12 sec.

Marici	Water Creature 4 (Barrier)	The spear is filled with the power of the Water Creature. Ara swings it lightning fast, using the energy to build a barrier which explodes. The energy temporarily reduces damage to your allies. [Dungeon] Barriers: 347% magic attack multiple times * (3% per orb used) Explosion: 622% magic attack * (3% per orb used) Water Creature 4 (Barrier) Damage taken: -10% - Duration: 30 sec. Water Creature Secret Technique Destruction: 5,932% magic attack [PvP] Barriers: 73% magic attack multiple times * (1% per orb used) Explosion: 132% magic attack * (1% per orb used) Water Creature 4 (Barrier) - Damage taken: -5% - Duration: 30 sec. Water Creature Secret Technique Destruction: 2,260% magic attack	The spear is filled with the power of the Water Creature. Ara swings it lightning fast, using the energy to build a barrier which explodes. The energy temporarily reduces damage to your allies. [Dungeon] Barriers: 347% magic attack multiple times * (3% per orb used) Explosion: 622% magic attack * (3% per orb used) Water Creature 4 (Barrier) - Damage taken: -20% - Duration: 60 sec. Water Creature Secret Technique Destruction: 5,932% magic attack [PvP] Barriers: 73% magic attack multiple times * (1% per orb used) Explosion: 132% magic attack * (1% per orb used) Water Creature 4 (Barrier) Damage taken: -10% - Duration: 12 sec. Water Creature Secret Technique Destruction: 2,260% magic attack
--------	----------------------------	--	---

Marici	Unit	Lv.4 Unity Max stack: 50 Stacks per skill level: - Flexible: 1 - Tenacity: 2 - Strength: 3 - Transcendence: 4 [Dungeon] Wonderous Skill damage: Unity stack amount x 0.4% Duration: 30 sec. [PvP] Wonderous Skill damage: Unity stack amount x0.2% Duration: 30 sec.	The skill description has been improved. All skill damage increase is maximised irrespective of the number of Unity stacks. MP consumption when using skills is reduced. Lv.4 Unity Max stacks: 30 Stacks per skill level: - Flexible: 1 - Tenacity: 2 - Strength: 3 - Transcendence: 4 [Dungeon] Wonderous All skill damage: +12% All skill MP consumption: - (Unity stacks x 0.2%) (max. - 6%) Duration: 60 sec. [PvP] Wonderous All skill damage: +6% All skill MP consumption: - (Unity stacks x 0.1%) (max. - 3%) Duration: 12 sec.
Marici	Roaring Flames	[Dungeon] Roaring Flames: 4,379% magic attack * (3% per consumed orb)	HP regenerates per second based on Battle Strength.

		Roaring Flames - HP/MP regeneration per second: +18% - Duration: 5 sec. [PvP] Roaring Flames: 1,042% magic attack * (1% per consumed orb) Roaring Flames - HP/MP regeneration per second: +0.9% - Duration: 5 sec.	[Dungeon] Roaring Flames: 4,379% magic attack * (3% per consumed orb) Roaring Flames - HP/MP regeneration per second: 20% - HP regeneration per 0.5 sec. for every 100,000 Battle Strength: +0.075% - Duration: 5 sec. [PvP] Roaring Flames: 1,042% magic attack * (1% per consumed orb) Roaring Flames - HP/MP regeneration per second: 1% - HP regeneration per 0.5 sec. for every 100,000 Battle Strength: +0.00375% - Duration: 5 sec.
Marici	Adaption	Lv.4 [Dungeon] - Water Creature skill damage: +15% - Water Creature skill combo speed: +30% - Water Creature skills increased	Water Creature 4 tooltip has been removed. Lv.4 [Dungeon] - Water Creature skill damage: +15% - Water Creature skill combo

		- Water Creature 1: Spirit Energy regeneration per enemy hit - Water Creature 2: Summoning range +30% - Water Creature 3: Bonus damage while jumping - High Kick: 412% magic attack - Water Creature 4: Damage suffered: -20% - Water Creature Secret Technique: Destruction buff - Increase of max. HP by 10% of your HP (use: allies) - Duration: 30 sec. [PvP] - Water Creature skill damage: +15% - Water Creature skill combo speed: +30% - Water Creature skills increased - Water Creature 1: Spirit Energy regeneration per enemy hit - Water Creature 2: Summoning range +30% - Water Creature 3: Bonus damage while jumping - High Kick: 149% magic attack - Water Creature 4: Damage suffered: -10% - Water Creature Secret Technique: Destruction buff - Increase of max. HP by 3% of your HP (use: allies) - Duration: 30 sec.	speed: +30% - Water Creature skills increased - Water Creature 1: Spirit Energy regeneration per enemy hit - Water Creature 2: Summoning range +30% - Water Creature 3: Bonus damage while jumping - High Kick: 412% magic attack - Water Creature Secret Technique: Destruction buff - Increase of max. HP by 10% of your HP (use: allies) - Duration: 30 sec. [PvP] - Water Creature skill damage: +15% - Water Creature skill combo speed: +30% - Water Creature skills increased - Water Creature 1: Spirit Energy regeneration per enemy hit - Water Creature 2: Summoning range +30% - Water Creature 3: Bonus damage while jumping - High Kick: 149% magic attack - Water Creature Secret
--	--	---	--

			Technique: Destruction buff - Increase of max. HP by 3% of your HP (use: allies) - Duration: 30 sec.
Marici	Alliance	[Dungeon] Alliance - Magic attack: 2% x number of Help – Support buffs - Duration: 30 sec. [PvP] Alliance - Magic attack: 1% x number of Help – Support buffs - Duration: 30 sec.	Help – Support can be stacked up to 3 times. [Dungeon] Alliance - Magic attack: +4% x number of #C00D8FFHelp – Support#CX buffs - Duration: 60 sec. [PvP] Alliance - Magic attack: 2% x number of Help – Support buffs - Duration: 60 sec.

Surya	[Switch] Eun's Spell Circle	Eun's Spell Circle is created for a certain time. Allies in Eun's Spell Circle become invisible and any debuffs are removed. Does not work for allies who are under attack or immobilised. Skill Category: Eun [Dungeon] Eun's Spell Circle: 499% magic attack multiple times Eun's Spell Circle - Duration: 5 sec. [PvP] Eun's Spell Circle: 142% magic attack multiple times Eun's Spell Circle - Duration: 5 sec.	Removes K.O. protection. Debuff immunity/cleansing no longer apply in a certain area, but instead for a fixed buff duration. Eun's Spell Circle is created for a certain time. Creates a spell circle which spreads and temporarily makes your allies invisible. Does not work for allies who are under attack or immobilised. Skill Category: Eun [Dungeon] Eun's Spell Circle: 499% magic attack multiple times - K.O. protection for allies - Duration: 20 sec. - Provides debuff immunity/removal - Duration: 8 sec. Eun's Spell Circle - Duration: 5 sec. [PvP] Eun's Spell Circle: 142% magic attack multiple times - K.O. protection for allies - Duration: 10 sec. - Provides debuff
-------	-----------------------------	--	--

			immunity/removal - Duration: 8 sec. Eun's Spell Circle - Duration: 5 sec.
Surya	[Switch] Transformation	You convert your MP into Spirit Energy (1 Spirit Energy orb per 30 MP). Cooldown increases by 1 sec. for each Spirit Energy orb received. You temporarily get K.O. protection while using this skill. Skill Category: Help – Support, Help – Vitality [Dungeon] Transformation - K.O. protection for allies - Duration: 7 sec.	Removes K.O. protection. You convert your MP into Spirit Energy (1 Spirit Energy orb per 20 MP). Cooldown increases by 1 sec. for each Spirit Energy orb received. Skill Category: Help – Support, Help – Vitality

		[PvP] Transformation - K.O. protection for allies - Duration: 4 sec.	
Surya	Unleashing	A portion of Eun's sealed-up power is unleashed. In Power Boost critical hits are increased and the cooldowns are shorter. [Dungeon] Crit. damage: +10% Skill cooldown: -20% [PvP] Crit. damage: +5% Skill cooldown: +8%	A portion of Eun's sealed-up power is unleashed. In Power Boost critical hits are increased and the cooldowns are shorter. [Dungeon] Crit. damage: +25% Skill cooldown: -20% [PvP] Crit. damage: +12.5% Skill cooldown: +8%
Surya	[Switch] Suppression (Hammer)	The Moon Rabbit wants to have some fun. It smacks its hammer into the void, strengthening any nearby allies and crippling your enemies. The power of the hammer causes all of your allies' speeds to increase. Affected enemies become paralysed and they get a temporary penalty to defence. Removes all emblem skill buffs. [Dungeon] Hammer: 2,797% magic attack Stun: 3 sec. Moon Rabbit - All speeds: +15% - Duration: 15 sec.	Defence/magic defence are no longer reduced. The skill description has been improved. The Moon Rabbit wants to have some fun. It smacks its hammer into the void, strengthening any nearby allies by temporarily increasing their speeds. Enemies become Powerless and are stunned. Removes all emblem skill buffs. [Dungeon] Hammer: 2,797% magic attack

		Suppression (Hammer) - Defence/magic defence: - 35% - Duration: 8 sec. [PvP] Hammer: 506% magic attack x2 Stun: 3 sec. Moon Rabbit - All speeds: +15% - Duration: 15 sec. Suppression (Hammer) - Defence/magic defence: - 35% - Duration: 5 sec.	Stun: 3 sec. Moon Rabbit - All speeds: +15% - Duration: 60 sec. [PvP] Hammer: 506% magic attack x2 Stun: 3 sec. Moon Rabbit - All speeds: +15% - Duration: 12 sec.
Surya	[Switch] Binding Shadows: Myomyo	You summon the Moon Rabbit who takes on a long journey with big steps. Upon use the cooldown of Moon Rabbit and Eun is reduced by 4 sec. Skill Category: Moon Rabbit	An effect has been added that resets the duration of Hellfrost. You summon the Moon Rabbit who takes on a long journey with big steps. Upon use the cooldown of Moon Rabbit and Eun is reduced by 4 sec. The duration of active Hellfrost effects are reset on allies. Skill Category: Moon Rabbit

Surya	Hellfrost (Level 3)	After Ara summoned the Water Creatures, they unite as one to make the ground tremble and shoot forth icebergs. In addition, their howls bring down hail from the sky. [Dungeon] Summoning: 1,272% magic attack multiple times Iceberg: 1,391% magic attack multiple times Hail: 1,735% magic attack multiple times [PvP] Summoning: 148% magic attack multiple times Iceberg: 162% magic attack multiple times Hail: 202% magic attack multiple times	Special resources are regenerated for the duration. After Ara summoned the Water Creatures, they unite as one to make the ground tremble and shoot forth icebergs. In addition, their howls bring down hail from the sky. The power of Water Creatures regenerates special resources to allies for a while: NF/Cannonballs/Spirit Energy/Dynamo Transition Points/Combination Points/Power Points/Sensitivity Points/Gems [Dungeon] Summoning: 1,272% magic attack multiple times - Special resource regeneration per sec.: +20% - Duration: 15 sec. Iceberg: 1,391% magic attack multiple times Hail: 1,735% magic attack multiple times [PvP] Summoning: 148% magic attack multiple times - Special resource regeneration per sec.: +20%
-------	---------------------	--	--

			- Duration: 3 sec. Iceberg: 162% magic attack multiple times Hail: 202% magic attack multiple times
Surya	Hellfrost (Level 4)	After Ara summoned the Water Creatures, they unite as one to make the ground tremble and shoot forth icebergs. In addition, their howls bring down hail from the sky. The icebergs explode, leaving only a bitter cold behind. [Dungeon] Summoning: 1463% magic attack multiple times Iceberg: 1,310% magic attack multiple times Hail: 1,995% magic attack multiple times Explosion: 2575% magic attack [PvP] Summoning: 149% magic attack multiple times Iceberg: 133% magic attack multiple times Hail: 201% magic attack	Special resources are regenerated for the duration. After Ara summoned the Water Creatures, they unite as one to make the ground tremble and shoot forth icebergs. In addition, their howls bring down hail from the sky. The icebergs explode, leaving only a bitter cold behind. The power of Water Creatures regenerates special resources to allies for a while: NF/Cannonballs/Spirit Energy/Dynamo Transition Points/Combination Points/Power Points/Sensitivity

		multiple times Explosion: 260% magic attack	Points/Gems [Dungeon] Summoning: 1463% magic attack multiple times - Special resource regeneration per sec.: +20% - Duration: 15 sec. Iceberg: 1,310% magic attack multiple times Hail: 1,995% magic attack multiple times Explosion: 2575% magic attack [PvP] Summoning: 149% magic attack multiple times - Special resource regeneration per sec.: +20% - Duration: 3 sec. Iceberg: 133% magic attack multiple times Hail: 201% magic attack multiple times Chain explosion: 260% magic attack
--	--	---	---

Elesis

Character/Class	Skill Name	Before Update	After
Sabre Knight	Extinction		Property changed: Strengthened → Heavier

Sabre Knight	Triple Wave	[Dungeon] Per sword wave: 547% attack multiple times [PvP] Per sword wave: 198% attack multiple times	[Dungeon] Per sword wave: 574% attack multiple times [PvP] Per sword wave: 207% attack multiple times
Grand Master	Grand Master's Grandeur	[Dungeon] Command - Increases attack as well as critical hit, devastation, attack speed and the damage bonus of you and your group members. - Yours: 10% each time - Group members: member count x 1.5% (max. 4 stacks) Grand Master Technique - Sword of Victory: Ignores all of enemies' defence - War Prelude: Can also be used while jumping. [PvP] Command - Increases attack as well as critical hit, devastation, attack speed and the damage bonus of you and your group members. - Yours: 5% each time - Group members: member count x 1.5% (max. 4 stacks) Grand Master Technique - Sword of Victory: Ignores all of enemies' defence - War Prelude: Can also be used while jumping.	[Dungeon] Command - Increases attack as well as critical hit, devastation, attack speed and the damage bonus of you and your group members. - Yours: 15% each time - Group members: member count x 1.5% (max. 4 stacks) Grand Master Technique - Sword of Victory: Ignores all of enemies' defence - War Prelude: Can also be used while jumping. [PvP] Command - Increases attack as well as critical hit, devastation, attack speed and the damage bonus of you and your group members. - You: 7.5% each - Group members: member count x 1.5% (max. 4 stacks) Grand Master Technique - Sword of Victory: Ignores all of enemies' defence - War Prelude: Can also be used while jumping.

Grand Master	Sword Waltz	[Dungeon] Offensive Dodge: - On a successful attack, you regain the MP spent on the attack. - In destruction mode: +20% damage Darting Sword: - In destruction mode: +20% damage - Possible additional attacks: 1 - Reduced execution costs: -4 MP Damage to bosses: +10% Duration: 30 sec.	[Dungeon] Offensive Dodge: - On a successful attack, you regain the MP spent on the attack. - In destruction mode: +20% damage Darting Sword: - In destruction mode: +20% damage - Possible additional attacks: 1 - Reduced execution costs: -4 MP Damage to bosses: +15% Duration: 30 sec.
		[PvP] Offensive Dodge: - On a successful attack, you regain the MP spent on the attack. - In destruction mode: +10% damage Darting Sword: - In destruction mode: +10% damage - Possible additional attacks: 1 - Reduced execution costs: -4 MP Damage to bosses: +10% Duration: 30 sec.	[PvP] Offensive Dodge: - On a successful attack, you regain the MP spent on the attack. - In destruction mode: +10% damage Darting Sword: - In destruction mode: +10% damage - Possible additional attacks: 1 - Reduced execution costs: -4 MP Damage to bosses: +15% Duration: 30 sec.
Grand Master	Cloven Power	[Dungeon] Punch: 1069% attack Spirit Attack: 8 sec. duration - Defence and magic defence: -20% - Attribute resistance: -50	[Dungeon] Punch: 1069% attack Spirit Attack: 8 sec. duration - Defence and magic defence: -10% - Attribute resistance: -50
		[PvP] Punch: 255% attack Spirit Attack: 8 sec. duration - Defence and magic defence: -15% - Attribute resistance: -50	[PvP] Punch: 255% attack Spirit Attack: 8 sec. duration - Defence and magic defence: -5% - Attribute resistance: -50

Grand Master	Giga Shock	[Dungeon] Sword Energy: 861% attack multiple times Falling Sword: 1,607% attack multiple times Enemies you hit are affected by Cloven Power. - Defence and magic defence: - 20% - Attribute resistance: -50 - Duration: 8 sec. [PvP] Sword Energy: 328% attack multiple times Falling Sword: 612% attack multiple times Enemies you hit are affected by Cloven Power. - Defence and magic defence: - 10% - Attribute resistance: -50 - Duration: 8 sec.	[Dungeon] Sword Energy: 861% attack multiple times Falling Sword: 1,607% attack multiple times Enemies you hit are affected by Cloven Power. - Defence and magic defence: - 10% - Attribute resistance: -50 - Duration: 8 sec. [PvP] Sword Energy: 328% attack multiple times Falling Sword: 612% attack multiple times Enemies you hit are affected by Cloven Power. - Defence and magic defence: -5% - Attribute resistance: -50 - Duration: 8 sec.
Grand Master	Provocation:	[Dungeon] Attack: 1,081% attack Additional attack: 274% attack Rage: - Attack: +10% - Damage taken from attacks: +8% - Duration: 6 sec. Additional strike by pressing the skill key consumes 10 MP. [PvP] Attack: 244% Additional attack: 61% attack Rage: - Attack: +10% - Damage taken from attacks: +8%	Increases damage taken from magic attacks with Rage. [Dungeon] Attack: 1,081% attack Additional attack: 274% attack Rage - Attack: +10% - Damage taken from attack/magic attack: +8% - Duration: 6 sec. Additional strike by pressing the skill key consumes 10 MP.

		- Duration: 6 sec. Additional strike by pressing the skill key consumes 10 MP.	[PvP] Attack: 244% Additional attack: 61% attack Rage - Attack: +10% - Damage taken from attack/magic attack: +8% - Duration: 6 sec. Additional strike by pressing the skill key consumes 10 MP.
Grand Master	War Prelude	[Dungeon] Damage: 2,071% attack Fighting Spirit (buff) - Combo/active/special active skill attack: +15% - Grants immunity to debuffs. - Duration: 10 sec. Power of Overwhelming (debuff) - Damage resistance against special active skills: 10% - Max. MP: -50 - Duration: 10 sec. [PvP] Damage: 492% attack Fighting Spirit (buff) - Combo/active/special active skill attack: +6% - Grants immunity to debuffs. - Duration: 10 sec. Power of Overwhelming (debuff) - Damage resistance against special active skills: 10% - Max. MP: -50 - Duration: 10 sec.	[Dungeon] Damage: 2,071% attack Fighting Spirit (buff) - Combo/active/special active skill attack: +10% - Grants immunity to debuffs. - Duration: 10 sec. Power of Overwhelming (debuff) - Damage resistance against special active skills: 10% - Max. MP: -50 - Duration: 10 sec. [PvP] Damage: 492% attack Fighting Spirit (buff) - Combo/active/special active skill attack: +4% - Grants immunity to debuffs. - Duration: 10 sec. Power of Overwhelming (debuff) - Damage resistance against special active skills: 10% - Max. MP: -50 - Duration: 10 sec.

Grand Master	Sword of Victory	[Dungeon] Shock wave: 6260% attack Sword of Victory - Attack: +18% - MP gain on hit: +10% - Duration: 30 sec. Sword of Victory Technique - Offensive Dodge cooldown drops to 2 sec., MP consumption drops to 0. - Increased size of Extinction shots by 40% - Juggernaut Buster ignores 50% of enemy and monster defence.	[Dungeon] Shock wave: 6260% attack Sword of Victory - Attack: +20% - MP gain on hit: +10% - Duration: 30 sec. Sword of Victory Technique - Offensive Dodge cooldown drops to 2 sec., MP consumption drops to 0. - Increased size of Extinction shots by 40% - Juggernaut Buster ignores 50% of enemy and monster defence.
		[PvP] Shock wave: 1339% attack Sword of Victory - Attack: +5% - MP gain on hits: +5% - Duration: 15 sec. Sword of Victory Technique - Offensive Dodge cooldown drops to 2 sec., MP consumption drops to 0. - Increased size of Extinction shots by 40% - Juggernaut Buster ignores 25% of enemy and monster defence.	[PvP] Shock wave: 1339% attack Sword of Victory - Attack: +7% - MP gain on hits: +5% - Duration: 15 sec. Sword of Victory Technique - Offensive Dodge cooldown drops to 2 sec., MP consumption drops to 0. - Increased size of Extinction shots by 40% - Juggernaut Buster ignores 25% of enemy and monster defence.

Sword of the Empire	[Switch] Provocation	[Dungeon] Attack: 1,081% attack Provocation: - Attack: +20% - Damage taken: +10% - Duration: 10 sec. Rage: - Attack: +10% - Damage taken from attacks: +8% - Duration: 10 sec. [PvP] Attack: 244% Provocation: - Attack: +10% - Damage taken: +10% - Duration: 5 sec. Rage: - Attack: +10% - Damage taken from attacks: +8% - Duration: 5 sec.	Increases damage taken from magic attacks with Rage. [Dungeon] Attack: 1,081% attack Provocation - Attack: +25% - Damage taken: +10% - Duration: 10 sec. Rage - Attack: +10% - Damage taken from attack/magic attack: +8% - Duration: 10 sec. [PvP] Attack: 244% Provocation - Attack power: +12.5% - Damage taken: +10% - Duration: 5 sec. Rage - Attack: +10% - Damage taken from attack/magic attack: +8% - Duration: 5 sec.
Sword of the Empire	[Switch] War Prelude	[Dungeon] Damage: 2485% attack Fighting Spirit (buff) - Special active skill damage: +15% - Damage taken: -15% - Duration: 30 sec. [PvP] Damage: 591% attack Fighting Spirit (buff)	[Dungeon] Damage: 2485% attack Fighting Spirit (buff) - Combo and special active skill damage +10% - Damage taken: -15% - Duration: 30 sec. [PvP] Damage: 591% attack Fighting Spirit (buff)

		- Special active skill damage: +6% - Damage taken: -6% - Duration: 30 sec.	- Special active skill damage: +4% - Damage taken: -6% - Duration: 30 sec.
Sword of the Empire	Forwards!	[Dungeon] Stigma Explosion: 1,748% attack Damage resistance: +15% Active/special active skill cooldown speeds: +100% Cooldown acceleration duration: 3 sec. [PvP] Stigma Explosion: 699% attack Damage resistance: +7.5% Active/special active skill cooldown speeds: +50% Cooldown acceleration duration: 3 sec.	[Dungeon] Stigma Explosion: 1,748% attack Damage resistance: +15% Active/special active skill cooldown speeds: +100% Cooldown acceleration duration: 5 sec. [PvP] Stigma Explosion: 699% attack Damage resistance: +7.5% Active/special active skill cooldown speeds: +50% Cooldown acceleration duration: 5 sec.
Blazing Heart	Stigma of Fire	Hits with combos, active and special active skills mark enemies with Stigma of Fire. The magic defence of marked opponents is reduced. If a hit is successful on a 5x stack, Flame's Judgement is activated. [Dungeon] Stigma of Fire - Magic defence: -6% - Can be stacked max. 5x - Duration: 10 sec. - Reactivation cooldown: 0.5 sec.	Reduces defence with Stigma of Fire. Hits with combos, active and special active skills mark enemies with Stigma of Fire. The marked enemy's defence/magic defence is reduced and if a hit is

		Flame's Judgement: Automatically activates on successful hits with combo, active, and special active skills when Stigma of Fire is stacked 5x. - Damage: 550% magic attack - Reactivation cooldown: 3 sec. [PvP] Stigma of Fire - Magic defence: -3% - Can be stacked max. 5x - Duration: 10 sec. - Reactivation cooldown: 0.5 sec. Flame's Judgement: Automatically activates on successful hits with combo, active, and special active skills when Stigma of Fire is stacked 5x. - Damage: 275% magic attack - Reactivation cooldown: 7 sec.	successful on a 2x stack, Flame's Judgement is activated. [Dungeon] Stigma of Fire - Defence/magic defence: -10% - Stackable max. 2x - Duration: 10 sec. - Reactivation cooldown: 0.5 sec. Flame's Judgement: Automatically activates on successful hits with combo, active, and special active skills when Stigma of Fire is stacked 2x. - Damage: 550% magic attack - Reactivation cooldown: 3 sec. [PvP] Stigma of Fire - Defence/magic defence: -5% - Stackable max. 2x - Duration: 10 sec. - Reactivation cooldown: 0.5 sec. Flame's Judgement: Automatically activates on successful hits with combo, active, and special active skills when Stigma of Fire is stacked 2x. - Damage: 275% magic attack - Reactivation cooldown: 7 sec.
--	--	---	---

Blazing Heart	Flames	[Dungeon] Flames - Mega Explosion: K.O. value sinks for each flame hit by 1.5 - Fiery Sword: Influences attack speed, ignores defence - Incarnation of Fire: +184% magic attack - Eternal Fire: Influences attack speed, ignores defence - Fire Pillar: Successful hits have a 10% chance to inflict the debuff Burn - Flame Wings: The first hit reduces enemy MP by 10 - Fireballs: If you use the skill in Power Boost, the Flame Protection buff is activated - Firewall: The enemy's MP drops by 2 and K.O. value by 3 with every hit - Ignis Charge: If you have the Storm effect, enemies hit suffer +18% magic damage for 10 sec. [PvP] Flames - Mega Explosion: K.O. value sinks for each flame hit by 1.5 - Fiery Sword: Influences	Increases damage from attack with Ignis Charge. [Dungeon] Flames - Mega Explosion: K.O. value sinks for each flame hit by 1.5 - Fiery Sword: Influences attack speed, ignores defence - Incarnation of Fire: +184% magic attack - Eternal Fire: Influences attack speed, ignores defence - Fire Pillar: Successful hits have a 10% chance to inflict the debuff Burn - Flame Wings: The first hit reduces enemy MP by 10 - Fireballs: If you use the skill in Power Boost, the Flame Protection buff is activated - Firewall: The enemy's MP drops by 2 and K.O. value by 3 with every hit - Ignis Charge: If you have the Storm effect, enemies hit suffer +12% attack/magic attack damage for 10 sec. [PvP] Flames - Mega Explosion: K.O. value sinks for each flame hit by 1.5 - Fiery Sword: Influences attack speed, ignores defence - Incarnation of Fire: +184% magic attack - Eternal Fire: Influences attack speed, ignores defence - Fire Pillar: Successful hits have a 10% chance to inflict the debuff Burn
---------------	--------	--	---

		attack speed, ignores defence - Incarnation of Fire: +184% magic attack - Eternal Fire: Influences attack speed, ignores defence - Fire Pillar: Successful hits have a 10% chance to inflict the debuff Burn - Flame Wings: The first hit reduces enemy MP by 10 - Fireballs: If you use the skill in Power Boost, the Flame Protection buff is activated - Firewall: The enemy's MP drops by 2 and K.O. value by 3 with every hit - Ignis Charge: If you have the Storm effect, enemies hit suffer +9% magic damage for 10 sec.	- Flame Wings: The first hit reduces enemy MP by 10 - Fireballs: If you use the skill in Power Boost, the Flame Protection buff is activated - Firewall: The enemy's MP drops by 2 and K.O. value by 3 with every hit - Ignis Charge: If you have the Storm effect, enemies hit suffer +6% attack/magic attack damage for 10 sec.
--	--	---	--

Blazing Heart	Soul Ignition	[Dungeon] Soul Burning Flames: 5,737% magic attack Soul Ignition - Additional Fire: 184% magic attack - Special active skill damage: +20% - Duration: 15 sec. Enemies hit suffer Heat (debuff). - Attribute Resistance against fire: -250 - Duration: 15 sec. [PvP] Soul Burning Flames: 826% magic attack Soul Ignition - Additional Fire: 27% magic attack - Special active skill damage: +10% - Duration: 7.5 sec. Enemies hit suffer Heat (debuff). - Attribute Resistance against fire: -250 - Duration: 15 sec.	[Dungeon] Soul Burning Flames: 5,737% magic attack Soul Ignition - Additional Fire: 184% magic attack - Special active skill damage: +25% - Duration: 15 sec. Enemies hit suffer Heat (debuff). - Attribute Resistance against fire: -250 - Duration: 15 sec. [PvP] Soul Burning Flames: 826% magic attack Soul Ignition - Additional Fire: 27% magic attack - Special active skill damage: +12.5% - Duration: 7.5 sec. Enemies hit suffer Heat (debuff). - Attribute Resistance against fire: -250 - Duration: 15 sec.
Lady of the Flame	[Switch] Eternal Fire		The skill activation speed has been increased by 30%. The time for cancelling the skill has been changed.

Lady of the Flame	[Switch] Wild Shock: Rockets	You fire multiple fireballs. The fireballs move forwards and attack enemies. Sparks are generated where the fireballs hit and also attack enemies. (Can also be used while jumping.) Storm Skill - As a Knight of the Storm your MP consumption and your cooldown times are reduced. [Dungeon] Fire Orbs: 338% magic attack multiple times Flames: multiple times 247% magic attack [PvP] Fire Orbs: 63% magic attack multiple times Flames: multiple times 46% magic attack	Obliteration skill cooldowns are reduced upon skill use. You fire multiple fireballs. The fireballs move forwards and attack enemies. Sparks are generated where the fireballs hit and also attack enemies. (Can also be used while jumping.) Obliteration skill cooldowns are immediately reduced upon use. Storm Skill - As a Knight of the Storm your MP consumption and your cooldown times are reduced. [Dungeon] Fire Orbs: 338% magic attack multiple times Flames: multiple times 247% magic attack Obliteration skill cooldown: -4 sec. [PvP] Fire Orbs: 63% magic attack multiple times Flames: multiple times 46% magic attack Obliteration skill cooldown: -1 sec.
Lady of the Flame	[Switch] Mega Burster: Illumination		The skill has been updated.

Blood Queen	Thirst	[Dungeon] Movement speed: +10% Crit. hit increase: - Enemy HP 51–75%: +15% - Enemy HP 51–75%: +25% - Enemy HP 51–75%: +30% Duration: 10 sec. [PvP] Movement speed: +10% Crit. hit increase: - Enemy HP 76–100%: +7.5% - Enemy HP 51–75%: +12.5% - Enemy HP 51–75%: +15% Duration: 10 sec.	[Dungeon] Movement speed: +10% Crit. hit increase: - Enemy HP 76–100%: +10% - Enemy HP 51–75%: +20% - Enemy HP 51–75%: +25% Duration: 10 sec. [PvP] Movement speed: +10% Crit. hit increase: - Enemy HP 76–100%: +5% - Enemy HP 51–75%: +10% - Enemy HP 51–75%: +12.5% Duration: 10 sec.
Falcon Knight	Tempest	Like a hawk's talons, Divinus Manus rips through the space and attack enemies. (Can also be used while jumping.) Divinus Manus If you use the Storm skill during Power Boost, the damage of magic attacks is increased. Storm Skill - As a Knight of the Storm your MP consumption and your cooldown times are reduced. [Dungeon] Falcon Cry: 500% magic attack multiple times Divinus Manus Magic damage: +14% Duration: 15 sec.	Damage from attacks is increased with Divinus Manus. Like a hawk's talons, Divinus Manus rips through the space and attack enemies. (Can also be used while jumping.) Divinus Manus If you use the Storm skill during Power Boost, the damage enemies take from attacks/magic attacks is increased. Storm Skill - As a Knight of the Storm your MP consumption and your cooldown times are reduced. [Dungeon] Falcon Cry: 500% magic attack

		[PvP] Falcon Cry: 200% magic attack multiple times Divinus Manus Magic damage: +7% Duration: 15 sec.	multiple times Divinus Manus Damage taken from attack/magic attack: +7% Duration: 15 sec. [PvP] Falcon Cry: 200% magic attack multiple times Divinus Manus Damage taken from attack/magic attack: +3.5% Duration: 15 sec.
Falcon Knight	Ascension	[Dungeon] Divinus Manus Skill Damage: +20% MP costs of Divinus Manus Skills: -15% [PvP] Divinus Manus Skill Damage: +10% MP costs of Divinus Manus Skills: -7%	[Dungeon] Divinus Manus Skill Damage: +25% MP costs of Divinus Manus Skills: -15% [PvP] Divinus Manus Skill Damage: +12.5% MP costs of Divinus Manus Skills: -7%
Patrona	Fissure	[Dungeon] Crit. hit: +15% Critical damage in Power Boost: +15% [PvP] Crit. hit: +15%	[Dungeon] Crit. hit: +15% Critical damage in Power Boost: +20% [PvP] Crit. hit: +15%

		Critical damage in Power Boost: +7.5%	Critical damage in Power Boost: +10%
Patrona	Catharsis	[Dungeon] Shackle: 1,806% magic attack Release: 580% magic attack multiple times Divinus Manus Catharsis crit. damage: +10% [PvP] Shackle: 686% magic attack Release: 220% magic attack multiple times Divinus Manus Catharsis crit. damage: +5%	[Dungeon] Shackle: 1.919% magic attack Release: 616% magic attack multiple times Divinus Manus Catharsis crit. damage: +10% [PvP] Shackle: 729% magic attack Release: 234% magic attack multiple times Divinus Manus Catharsis crit. damage: +5%
Patrona	Ravage	Divinus Manus cuts through the space in front of you as a gigantic Sword of Purification. The deeper the sword penetrates, the larger the fissure becomes and finally shatters. Divinus Manus If you use the Obliteration skill during Power Boost, the enemy's magic defence is reduced for a certain amount of time. Obliteration Skill - As a Knight of Obliteration you ignore 10% of your opponent's defence and defensive stances (shield/K.O.). [Dungeon]	Defence is reduced with Divinus Manus. Divinus Manus cuts through the space in front of you as a gigantic Sword of Purification. The deeper the sword penetrates, the larger the fissure becomes and finally shatters. Divinus Manus If you use the Obliteration skill during Power Boost, the enemy's defence/magic defence is reduced for a certain amount of time. Obliteration Skill - As a Knight of Obliteration you

		Guillotine: 340% magic attack multiple times Space Tear: 302% magic attack multiple times Divinus Manus Magic defence: -20% Duration: 10 sec. [PvP] Guillotine: 129% magic attack multiple times Space Tear: 114% magic attack multiple times Divinus Manus Magic defence: -10% Duration: 10 sec.	ignore 10% of your opponent's defence and defensive stances (shield/K.O.). [Dungeon] Guillotine: 340% magic attack multiple times Space Tear: 302% magic attack multiple times Divinus Manus Defence/magic defence: -20% Duration: 10 sec. [PvP] Guillotine: 129% magic attack multiple times Space Tear: 114% magic attack multiple times Divinus Manus Defence/magic defence: -10% Duration: 10 sec.
--	--	---	---

Patrona	Awareness	The knowledge of the source finally opens up to you: EL. Your defence/magic defence is increased and the triggered effects from Divinus Manus grant buffs to your allies. If Divinus Manus of the Obliteration skill is activated 3 times as Knight of Obliteration, all of your allies' attacks ignore part of the enemy's defence for a certain time. If Divinus Manus of the Storm skill is activated 3 times Knight of the Storm, the cooldown of your allies' special active skills is reduced. [Dungeon] Defence/magic defence: +4% Ignore all defences: 5% Special active skill cooldowns: -10% Duration: 12 sec. [PvP] Defence/magic defence: +2% Ignore all defences: 2.5% Special active skill cooldown: -5% Duration: 12 sec.	The effect of Knight of the Storm has been changed to reduce the cooldown of special active skills and only applies to the player. The knowledge of the source finally opens up to you: EL. Your defence/magic defence is increased and the triggered effects from #C7EF8FCDivinus Manus#CX grant buffs depending on active Path of the Knight. If #C7EF8FCDivinus Manus#CX of the Obliteration skill is activated 3 times as Knight of Obliteration, all of your allies' attacks ignore part of the enemy's defence for a certain time. If #C7EF8FCDivinus Manus#CX of the Storm skill is activated 3 times Knight of the Storm, all your special active skill cooldowns are reduced. [Dungeon] Defence/magic defence: +4% Knight of Obliteration Ignore all defences: 5% Duration: 12 sec. Knight of the Storm Special active skill cooldowns: -2 sec. [PvP] Defence/magic defence: +2% Knight of Obliteration Ignore all defences: 2.5% Duration: 12 sec.
---------	-----------	--	--

			Knight of the Storm Special active skill cooldowns: -2 sec.
Patrona	Loyalty	[Dungeon] Special active skill cooldown speeds: +20% Special active damage: +20% Duration: 10 sec. [PvP] Special active skill cooldown speeds: +10% Special active damage: +10% Duration: 10 sec.	[Dungeon] Special active skill cooldown speeds: +20% Special active damage: +25% Duration: 10 sec. [PvP] Special active skill cooldown speeds: +10% Special active damage: +12.5% Duration: 10 sec.

Adrestia	[Switch] Ravage	Divinus Manus cuts through the space in front of you as a gigantic Sword of Purification, then moves forwards. (Can also be used while jumping.) Divinus Manus If you use the Obliteration skill during Power Boost, the enemy's magic defence is reduced for a certain amount of time. Obliteration Skill - As a Knight of Obliteration you ignore 10% of your opponent's defence and defensive stances (shield/K.O.). [Dungeon] Guillotine: 2,393% magic attack Space Tear: 358% magic attack multiple times Divinus Manus Magic defence: -20% Duration: 10 sec. [PvP] Guillotine: 911% magic attack Space Tear: 136% magic attack multiple times Divinus Manus Magic defence: -10% Duration: 10 sec.	Defence is reduced with Divinus Manus. Divinus Manus cuts through the space in front of you as a gigantic Sword of Purification, then moves forwards. (Can also be used while jumping.) Divinus Manus If you use the Obliteration skill during Power Boost, the enemy's defence/magic defence is reduced for a certain amount of time. Obliteration Skill - As a Knight of Obliteration you ignore 10% of your opponent's defence and defensive stances (shield/K.O.). [Dungeon] Guillotine: 2,393% magic attack Space Tear: 358% magic attack multiple times Divinus Manus Defence/magic defence: -20% Duration: 10 sec. [PvP] Guillotine: 911% magic attack Space Tear: 136% magic attack multiple times Divinus Manus Defence/magic defence: -10% Duration: 10 sec.
----------	--------------------	--	--

Adrestia	Path Breaker	[Dungeon] Path Breaker Level 1 (Monster HP: 100%) - Attack speed: +10% Level 2 (Monster HP: 50%) - Attack speed: +10% - Magic attack: +10% Level 3 (Monster HP: 30%) - Attack speed: +10% - Magic attack: +10% Damage to mini-bosses/bosses: +10% [PvP] Path Breaker Level 1 (Monster HP: 100%) - Attack speed: +10% Level 2 (Monster HP: 50%) - Attack speed: +10% - Magic attack: +10% Level 3 (Monster HP: 30%) - Attack speed: +10% - Magic attack: +10% Damage to mini-bosses/bosses: +10%	Attack is increased at level 2 and level 3. [Dungeon] Path Breaker Level 1 (Monster HP: 100%) - Attack speed: +10% Level 2 (Monster HP: 50%) - Attack speed: +10% - Attack/magic attack: +10% Level 3 (Monster HP: 30%) - Attack speed: +10% - Attack/magic attack: +10% Damage to mini-bosses/bosses: +10% [PvP] Path Breaker Level 1 (Monster HP: 100%) - Attack speed: +10% Level 2 (Monster HP: 50%) - Attack speed: +10% - Attack/magic attack: +10% Level 3 (Monster HP: 30%) - Attack speed: +10% - Attack/magic attack: +10% Damage to mini-bosses/bosses: +10%
Adrestia	[Switch] Mega Burster: Luminescence	[Dungeon] Divinus Manus: 1,026% magic attack multiple times [PvP] Divinus Manus: 195% magic attack multiple times	[Dungeon] Divinus Manus: 1,077% magic attack multiple times [PvP] Divinus Manus: 205% magic attack multiple times

Character/Class	Skill Name	Before Update	After
Psychopath	EMP Shock	[Dungeon] Electromagnetic Pulse: 3,987% magic attack EMP Shock - Crit. hit damage taken: +22% Duration: 10 sec. - Mana loss: -20 MP - All skills: +5 sec. cooldown (Max. cooldown will not be exceeded.) - Opponents within a radius of 7 to 12 metres receive 50% of the effect. [PvP] Electromagnetic Pulse: 721% magic attack EMP Shock - Crit. hit damage taken: +6.6% Duration: 10 sec. - Mana loss: -20 MP - All skills: +5 sec. cooldown (Max. cooldown will not be exceeded.) - Opponents within a radius of 7 to 12 metres receive 50% of the effect.	[Dungeon] Electromagnetic Pulse: 3,987% magic attack EMP Shock - Crit. hit damage taken: +20% Duration: 10 sec. - Mana loss: -20 MP - All skills: +5 sec. cooldown (Max. cooldown will not be exceeded.) - Opponents within a radius of 7 to 12 metres receive 50% of the effect. [PvP] Electromagnetic Pulse: 721% magic attack EMP Shock - Crit. hit damage taken: +6% Duration: 10 sec. - Mana loss: -20 MP - All skills: +5 sec. cooldown (Max. cooldown will not be exceeded.) - Opponents within a radius of 7 to 12 metres receive 50% of the effect.
Psychopath	Power Exchanger	[Dungeon] Above 100 DP - Magic attack: +20% - Damage resistance: +20% - Duration: 20 sec. Below 100 DP - DP regeneration: +50% - Duration: 20 sec. [PvP] Above 100 DP - Magic attack: +5%	[Dungeon] Above 100 DP - Magic attack: +25% - Damage resistance: +20% - Duration: 20 sec. Below 100 DP - DP regeneration: +50% - Duration: 20 sec. [PvP] Above 100 DP - Magic attack: +6.25%

		- Damage resistance: +10% - Duration: 20 sec. Below 100 DP - DP regeneration: +25% - Duration: 20 sec.	- Damage resistance: +10% - Duration: 20 sec. Below 100 DP - DP regeneration: +25% - Duration: 20 sec.
Psychopath	Freed Will: Psychopath	[Dungeon] Activation outside of Dynamo Mode (without Power Boost) - All speeds: +6% - DP charge from hit/damage: +20% Dynamo Mode (Power Boost) - Crit. hit chance: +20% - Crit. damage: +6% - Devastation: +20% - All attribute resistances: +100 [PvP] Activation outside of Dynamo Mode (without Power Boost) - All speeds: +6% - DP charge from hit/damage: +20% Dynamo Mode (Power Boost) - Crit. hit chance: +20% - Crit. damage: +6% - Devastation: +20% - All attribute resistances: +100	[Dungeon] Activation outside of Dynamo Mode (without Power Boost) - All speeds: +6% - DP charge from hit/damage: +20% Dynamo Mode (Power Boost) - Crit. hit chance: +20% - Crit. damage: +12% - Devastation: +20% - All attribute resistances: +100 [PvP] Activation outside of Dynamo Mode (without Power Boost) - All speeds: +6% - DP charge from hit/damage: +20% Dynamo Mode (Power Boost) - Crit. hit chance: +20% - Crit. damage: +12% - Devastation: +20% - All attribute resistances: +100
Doombringer	[Switch] EMP Shock	You unleash an electromagnetic pulse, dealing increased damage to nearby enemies from critical hits and creating a storm.. Allies in the storm's area receive a special active skill cooldown reduction one time (excludes [Switch] EMP Shock). (Can also be used while jumping.)	The special active skill cooldown reduction only applies to the player themselves. You unleash an electromagnetic pulse, dealing increased damage

		Generates Dynamo Points: - Using this skill regenerates 40 DP. - No DP regenerated in Dynamo Mode. Nasod Armour Combo: - Press Z or X again in Dynamo Mode at the end of a combo to go into a Nasod Armour Combo. [Dungeon] Electromagnetic Pulse: 4,784% magic attack Special active skill cooldown: -4 sec. Crit. hit damage taken: +22% - Duration: 10 sec. [PvP] Electromagnetic Pulse: 865% magic attack Special active skill cooldown: -4 sec. Crit. hit damage taken: +6.6% - Duration: 10 sec.	to nearby enemies from critical hits and creating a storm.. If you are in the storm's area you receive a one-off special active skill cooldown reduction (excludes [Switch] EMP Shock). (Can also be used while jumping.) Generates Dynamo Points: - Using this skill regenerates 40 DP. - No DP regenerated in Dynamo Mode. Nasod Armour Combo: - Press Z or X again in Dynamo Mode at the end of a combo to go into a Nasod Armour Combo. [Dungeon] Electromagnetic Pulse: 4,784% magic attack Special active skill cooldowns: -4 sec. Crit. hit damage taken: +20% - Duration: 10 sec. [PvP] Electromagnetic Pulse: 865% magic attack Special active skill cooldowns: -4 sec. Crit. hit damage taken: +6% - Duration: 10 sec.
Doombringer	[Switch] Particle Accelerator: Savage Quake	You fire a concentrated orb of energy together with a clone of yourself. The orb flies forwards and explodes.	Ignores defence on hits with Energy Explosion. You fire a concentrated orb of

		The powerful energy from the orb means skills do not consume DT for 10 seconds (PvP: 5 seconds). DP Consumption - Only consumes 20% Dynamo Points when used in Dynamo Mode. Consumes Dynamo Transition: - Max. -4 DT - With Power Boost: +5% damage per DT used (Can also be used without DT.) [Dungeon] Energy Explosion: 1.060% magic attack multiple times [PvP] Energy Explosion: 161% magic attack multiple times	energy together with a clone of yourself. The orb flies forwards and explodes, ignoring part of the defence. The powerful energy from the orb means skills do not consume DT for 10 seconds (PvP: 5 seconds). DP Consumption - Only consumes 20% Dynamo Points when used in Dynamo Mode. Consumes DT - Max. -4 DT - With Power Boost: +5% damage per DT used (Can also be used without DT.) [Dungeon] Energy Explosion: 1.060% magic attack multiple times Ignore defence: 40% [PvP] Energy Explosion: 161% magic attack multiple times Ignore defence: 10%
AI Tracker	Install - Drone Activator	[Dungeon] Rockets: 2356% attack Defence/magic defence: -21.5% Targeting duration: 9.7 sec. [PvP] Rockets: 501% attack	[Dungeon] Rockets: 2356% attack Defence/magic defence: -10% Targeting duration: 9.7 sec. [PvP] Rockets: 501% attack

		Defence/magic defence: -21.5% Targeting duration: 4.9 sec.	Defence/magic defence: -10% Targeting duration: 4.9 sec.
Mastermind	Install – Null Kelvin Generator	You switch to Dynamo Factory: Null Kelvin Generator mode. You install drones that unleash a wave of frost on activation that freezes all opponents in the vicinity. You can move freely once the drones are installed. Shockwaves are generated every 1.5 seconds, dealing damage. You generate DP depending on the number of enemies hit, and enemies hit by the shock waves suffer increased damage from attacks for a short time. DP Consumption - Only consumes 20% Dynamo Points when used in Dynamo Mode. Dynamo Factory - Dynamo Factory activation: 30 DP - Mode switched to Null Kelvin Generator - Activates the Null Kelvin Generator skill if in this mode. - If changing mode, you receive 1 DT. - Null Kelvin Generator costs 200 MP. - Duration: 30 sec. Consumes Dynamo	Increases damage from magic attacks on Shockwave. You switch to Dynamo Factory: Null Kelvin Generator mode. You install drones that unleash a wave of frost on activation that freezes all opponents in the vicinity. You can move freely once the drones are installed. Shockwaves are generated every 1.5 seconds, dealing damage. You generate DP depending on the number of enemies hit, and enemies hit by the shock waves suffer increased damage from attacks/magic attacks for a short time. DP Consumption - Only consumes 20% Dynamo Points when used in Dynamo Mode. Dynamo Factory - Dynamo Factory activation: 30 DP - Mode switched to Null

		Transition: -3 DT - Damage taken from attacks on using DT: +50% (Can also be used without DT.) [Dungeon] Frost Wave: 392% attack multiple times - Freeze duration: 5 sec. Shock wave: 610% attack - DP regeneration per hit: 5 (max. 30 per shock wave) Duration: 10 sec. Damage taken from attacks: +7% - Duration: 15 sec. [PvP] Frost Wave: 119% attack multiple times - Freeze duration: 3 sec. Shock wave: 231% attack - DP regeneration per hit: 3 (max. 18 per shock wave) Duration: 10 sec. Damage taken from attacks: +3.5% - Duration: 15 sec.	Kelvin Generator - Activates the Null Kelvin Generator skill if in this mode. - If another mode is already active, you will switch modes and receive 1 DT. - Null Kelvin Generator costs 200 MP. - Duration: 30 sec. Consumes DT -3 DT - Damage taken from attack/magic attack on using DT: 30%. (Can also be used without DT.) [Dungeon] Frost Wave: 392% attack multiple times - Freeze duration: 5 sec. Shock wave: 610% attack - DP regeneration per hit: 5 (max. 30 per shock wave) Duration: 10 sec. Damage taken from attack/magic attack: +3% - Duration: 15 sec. [PvP] Frost Wave: 119% attack multiple times - Freeze duration: 3 sec. Shock wave: 231% attack - DP regeneration per hit: 3 (max. 18 per shock wave)
--	--	--	---

			Duration: 10 sec. Damage taken from attack/magic attack: +1.5% - Duration: 15 sec.
--	--	--	---

Mastermind	Power Field	You copy a prism field and install special gravitational fields within your surroundings. The attack increases and damage taken is reduced. MP consumption and cooldown sink upon use of Dynamo Configuration. Generates Dynamo Points: - Using this skill regenerates 40 DP. - No DP regenerated in Dynamo Mode. Consumes DT - Consumption of 1 Dynamo Transition Point extends the duration by 100%. (Can also be used without DT.) [Dungeon] Dynamo Dummy: 3,021% attack Power Field - Attack +12% - Damage taken: -12% - Dynamo configuration skills: MP consumption and cooldown -50% - Power Field duration: 10 sec. - Power Field effect duration: 20 sec.	Increases magic attack with Power Field. You copy a prism field and install special gravitational fields around you. Increases attack/magic attack and reduces damage taken for you and your allies. Your own MP consumption as well as cooldown sink upon use of Dynamo Configuration. Generates Dynamo Points: - Using this skill regenerates 40 DP. - No DP regenerated in Dynamo Mode. Consumes DT - Consumption of 1 Dynamo Transition Point extends the duration by 100%. (Can also be used without DT.) [Dungeon] Dynamo Dummy: 3,021% attack Power Field - Attack/magic attack: +10% - Damage taken: -12% - Dynamo configuration
------------	-------------	---	---

		[PvP] Dynamo Dummy: 718% attack Power Field - Attack: +6% - Damage taken: -6% - Dynamo configuration skills: MP consumption and cooldown -50% - Power Field duration: 10 sec. - Power Field effect duration: 20 sec.	skills: MP consumption and cooldown -50% - Power Field duration: 10 sec. - Power Field effect duration: 20 sec. [PvP] Dynamo Dummy: 718% attack Power Field - Attack/magic attack: +5% - Damage taken: -6% - Dynamo configuration skills: MP consumption and cooldown -50% - Power Field duration: 10 sec. - Power Field effect duration: 20 sec.
Mastermind	Update!	[Dungeon] Crit. hit chance: +7% Crit. damage: +6% Duration: 20 sec. [PvP]	[Dungeon] Crit. hit chance: +7% Crit. damage: +15% Duration: 20 sec. [PvP]

		Crit. hit chance: +3.5% Crit. damage: +3% Duration: 20 sec.	Crit. hit chance: +3.5% Crit. damage: +7.5% Duration: 20 sec.
Mastermind	Extreme Pursuer	[Dungeon] Shock Wave: 224% attack multiple times Energy Explosion: 356% attack multiple times [PvP] Shock Wave: 99% attack multiple times Energy Explosion: 142% attack multiple times	[Dungeon] Shock Wave: 258% attack multiple times Energy Explosion: 392% attack multiple times [PvP] Shock Wave: 115% attack multiple times Energy Explosion: 156% attack multiple times
Mastermind	Attack Mode	[Dungeon] Damage: +20% DP charge: +20% [PvP] Damage: +10% DP charge: +20%	[Dungeon] Damage: +25% DP charge: +20% [PvP] Damage: +12.5% DP charge: +20%
Emperor	[Switch] Power Field	You copy a prism field and install special gravitational fields within your surroundings. You and all your allies will receive different stat increases within the magnetic field. MP consumption as well as cooldown sink upon use of Dynamo Configuration. DP consumption is reduced in Install skill mode. Generates Dynamo Points: - Using this skill regenerates 40 DP. - No DP regenerated in Dynamo Mode.	Increases magic attack with Power Field. You copy a prism field and install special gravitational fields around you. Different stats increase within the magnetic field for you and your allies. Your MP consumption as well as cooldown sink upon use of Dynamo Configuration.

		Consumes DT - Consumption of 1 Dynamo Transition Point extends the duration by 100%. (Can also be used without DT.) [Dungeon] Dynamo Dummy: 3,021% attack Power Field - Attack: +10% - Power Boost charge (DP charge): +30% - Crit. damage: +10% - Dynamo configuration skills: MP consumption and cooldown -50% - DP consumption of the Install skill on activation of Dynamo Factory mode: -50% - Power Field duration: 10 sec. [PvP] Dynamo Dummy: 718% attack Power Field - Attack: +10% - Power Boost charge (DP charge): +30% - Crit. damage: +10% - Dynamo configuration	Generates Dynamo Points: - Using this skill regenerates 40 DP. - No DP regenerated in Dynamo Mode. Consumes DT - Consumption of 1 Dynamo Transition Point extends the duration by 100%. (Can also be used without DT.) [Dungeon] Dynamo Dummy: 3,021% attack Power Field - Attack/magic attack: +8% - Power Boost charge (DP charge): +30% - Crit. damage: +10% - Dynamo configuration skills: MP consumption and cooldown -50% - DP consumption of the Install skill on activation of Dynamo Factory mode: -50% - Power Field duration: 10 sec. [PvP] Dynamo Dummy: 718% attack Power Field - Attack/magic attack: +8% - Power Boost charge (DP charge): +30%
--	--	---	--

		skills: MP consumption and cooldown -50% - DP consumption of the Install skill on activation of Dynamo Factory mode: -50% - Power Field duration: 10 sec.	- Crit. damage: +10% - Dynamo configuration skills: MP consumption and cooldown -50% - DP consumption of the Install skill on activation of Dynamo Factory mode: -50% - Power Field duration: 10 sec.
Emperor	[Switch] Particle Accelerator: Install – Zero Trust	You create an ideal virtual space and attack enemies within. DP Consumption - Only consumes 20% Dynamo Points when used in Dynamo Mode. Dynamo Factory - Dynamo Factory activation: 30 DP - Switch to Zero Trust mode if another mode is active. - Activates the Zero Trust skill if in this mode. - If another mode is already active, you will switch modes and receive 1 DT. - Zero Trust costs 280 MP. - Duration: 30 sec. Consumes DT - Max. -1 DT - Consuming DT reduces the cooldown of Dynamo Factory Upgrade: Flotilla by 1 second.	Ignores defence on hits. You create an ideal virtual space and attack enemies within, ignoring part of the defence. DP Consumption - Only consumes 20% Dynamo Points when used in Dynamo Mode. Dynamo Factory - Dynamo Factory activation: 30 DP - Switch to Zero Trust mode if another mode is active. - Activates the Zero Trust skill if in this mode. - If another mode is already active, you will switch modes and receive 1 DT. - Zero Trust costs 280 MP. - Duration: 30 sec. Consumes DT - Max. -1 DT - Consuming DT reduces

		(Can also be used without DT.) [Dungeon] Object: 454% attack multiple times [PvP] Object: 85% attack multiple times	the cooldown of Dynamo Factory Upgrade: Flotilla by 1 second. (Can also be used without DT.) [Dungeon] Object: 454% attack multiple times Ignore defence: 40% [PvP] Object: 85% attack multiple times Ignore defence: 10%
Time Tracker	Time Seal	When activated it reduces you and your group's skill cooldowns. Plus, it regenerates you and your group's HP and MP. While the buff is active, you'll have access to the skill Transcend Time. Transcend Time - Current HP, MP, DP, Path of the Sword, NF, Cannonballs, Spirit Energy, Path of the Knight, DT, Combination Points, ECP, Power Points, SenP, Darkness and Gems will be saved. - If you die while the skill is active, you will be resurrected at the point when these stats were	When activated, it immediately reduces your skill cooldowns and regenerates your HP and MP. While the buff is active, you and your party members have access to the Transcend Time skill. Ability to transcend time - Current HP, MP, DP, Path of the Sword, NF, Cannonballs, Spirit Energy, Path of the Knight, DT, Combination Points, ECP, Power Points, SenP, Darkness and Gems will be saved. - If you die while the skill is active, you will be resurrected at the point when these stats were

		saved. - Executed before all other resurrection abilities. - In dungeons, up to 50% of your max. HP and in PvP up to 30% of your max. HP will be saved. - If you are revived with Transcend Time, you will receive the Time Reversal debuff for 45 sec. (120 sec. in PvP). - The cooldown reduction doesn't apply to Hyper, Partner, and Time Seal skills. - Cannot be combined with Wish, Eternal Demersio or Aaru. DP Consumption - You consume DP instead of MP in Dynamo Mode (Power Boost).	saved. - Executed before all other resurrection abilities. - In dungeons, up to 50% of your max. HP and in PvP up to 30% of your max. HP will be saved. - If you are revived with Transcend Time, you will receive the Time Reversal debuff for 45 sec. (120 sec. in PvP). - The cooldown reduction doesn't apply to Hyper, Partner, and Time Seal skills. - Cannot be combined with Wish, Eternal Demersio or Aaru. DP Consumption - You consume DP instead of MP in Dynamo Mode (Power Boost).
Diabolic Esper	Moonlight Rhapsody	You use Esper to manifest a force that destroys your enemy's reason. Serenade: - You repeat this debuff each second for the duration of the skill. - Your opponent suffers damage depending on how many times this debuff has struck. Synergy - Consumes 200 DP and regenerates 40 MP in Dynamo Mode. Enemies hit by Esper suffer increased magical damage. Serenade - You repeat this debuff each	Damage from attacks is increased with Esper Release. You use Esper to manifest a force that destroys your enemy's reason. Enemies hit by Esper suffer increased damage from attack/magic attack. Serenade

		second for the duration of the skill. - The enemy suffers hit damage according to their debuff stack. Synergy - In Dynamo Mode DP is consumed and a percentage of it is regenerated as MP. - Consumes MP and regenerates a percentage of it as DP out of Dynamo Mode. Consumes DT - Consumes 1 DT. - Using 1 DT increases how often Serenade can be used by 33%. (Can also be used without DT.) [Dungeon] Esper Release: 1,373% magic attack - Damage to opponents from magic: +12% - Duration: 24 sec. Serenade - 1st repetition: 675% magic attack - 2nd repetition: 1,002% magic attack - 3rd repetition: 1,406% magic attack Duration: 24 sec. [PvP] Esper Release: 310% magic attack - Damage to opponents from magic: +6% - Duration: 24 sec.	- You repeat this debuff each second for the duration of the skill. - The enemy suffers hit damage according to their debuff stack. Synergy - In Dynamo Mode DP is consumed and a percentage of it is regenerated as MP. - Consumes MP and regenerates a percentage of it as DP out of Dynamo Mode. Consumes DT - Consumes 1 DT. - Using 1 DT increases how often Serenade can be used by 33%. (Can also be used without DT.) [Dungeon] Esper Release: 1,373% magic attack - Damage taken from attack/magic attack: +12% - Duration: 24 sec. Serenade - 1st repetition: 675% magic attack - 2nd repetition: 1,002% magic attack - 3rd repetition: 1,406% magic attack Duration: 24 sec. [PvP] Esper Release: 310% magic attack - Damage taken from attack/magic attack: +6%
--	--	---	--

		Serenade - 1st repetition: 161% magic attack - 2nd repetition: 214% magic attack - 3rd repetition: 268% magic attack Duration: 24 sec.	- Duration: 24 sec. Serenade - 1st repetition: 161% magic attack - 2nd repetition: 214% magic attack - 3rd repetition: 268% magic attack Duration: 24 sec.
Diabolic Esper	Freed Will: Diabolic Esper	[Dungeon] Strengthening of Physical Abilities - Crit. hit chance: +15% - Critical damage: +6% - Devastation: +15% Synergy Improvement - Probability of receiving DT with use of Overlimit skills in Dynamo Mode (Power Boost): 100% - Probability that Teleport Skill does not consume DT outside of Dynamo Mode: 100% [PvP] Strengthening of physical abilities - Crit. hit chance: +15% - Critical damage: +6% - Devastation: +15% Synergy improvement - Probability of receiving DT with use of Synergy skills in Dynamo Mode (Power Boost): 15%	[Dungeon] Strengthening of Physical Abilities - Crit. hit chance: +15% - Crit. damage: +15% - Devastation: +15% Synergy Improvement - Probability of receiving DT with use of Overlimit skills in Dynamo Mode (Power Boost): 100% - Probability that Teleport Skill does not consume DT outside of Dynamo Mode: 100% [PvP] Strengthening of physical abilities - Crit. hit chance: +15% - Crit. damage: +15% - Devastation: +15% Synergy improvement - Probability of receiving DT with use of Synergy skills in Dynamo Mode (Power Boost): 15%

		- Probability that Teleport Skill does not consume DT outside of Dynamo Mode: 15%	- Probability that Teleport Skill does not consume DT outside of Dynamo Mode: 15%
Paradox	[Switch] Mind Break	You create a shock field around the head of all enemies in your effect radius that reduces their magic defence. Enemies near them also suffer damage. (Range is reduced in PvP.) Synergy - You consume DP instead of MP in Dynamo Mode (Power Boost). [Dungeon] Shock Field: 567% magic attack Mind Break - Magic defence: -20% - Duration: 12 sec. [PvP] Shock Field: 141% magic attack Mind Break - Magic defence: -6% - Duration: 6 sec.	Reduces defence on Mind Break. You create a shock field around the head of all enemies in your effect radius that reduces their defence/magic defence. Enemies near them also suffer damage. (Range is reduced in PvP.) Synergy - You consume DP instead of MP in Dynamo Mode (Power Boost). [Dungeon] Shock Field: 567% magic attack Mind Break - Defence/magic defence: -14% - Duration: 12 sec.

			[PvP] Shock Field: 141% magic attack Mind Break - Defence/magic defence: - 4.2% - Duration: 6 sec.
Paradox	[Switch] Moonlight Rhapsody	You use Esper to manifest a force within range that destroy your enemy's spirit. This power helps you and your allies nearby. Enemies hit by Esper suffer increased magical damage. (The Time Disruption effect is not activated.) Serenade - You repeat this debuff each second for the duration of the skill. - The enemy suffers hit damage according to their debuff stack. Synergy - Consumes DP and regenerates a percentage of it as MP in Dynamo Mode. - Consumes MP and regenerates a percentage of it as DP out of Dynamo Mode. [Dungeon] Esper Release: 1,121% magic attack - Damage to opponents from magic: +12% - Duration: 24 sec. Serenade - 1st repetition: 675% magic attack - 2nd repetition: 1,002% magic attack - 3rd repetition: 1,406% magic attack	Damage from attacks is increased with Esper Release. You use Esper to manifest a force within range that destroy your enemy's spirit. This power helps you and your allies nearby. Enemies hit by Esper suffer increased damage from attack/magic attack. (The Time Disruption effect is not activated.) Serenade - You repeat this debuff each second for the duration of the skill. - The enemy suffers hit damage according to their debuff stack. Synergy - Consumes DP and regenerates a percentage of it as MP in Dynamo Mode. - Consumes MP and regenerates a percentage of it as DP out of Dynamo Mode. [Dungeon] Esper Release: 1,121% magic attack - Damage taken from attack/magic attack: +12%

		attack - Duration: 24 sec. [PvP] Esper Release: 253% magic attack - Damage to opponents from magic: +6% - Duration: 24 sec. Serenade - 1st repetition: 161% magic attack - 2nd repetition: 214% magic attack - 3rd repetition: 268% magic attack - Duration: 24 sec.	- Duration: 24 sec. Serenade - 1st repetition: 675% magic attack - 2nd repetition: 1,002% magic attack - 3rd repetition: 1,406% magic attack - Duration: 24 sec. [PvP] Esper Release: 253% magic attack - Damage taken from attack/magic attack: +6% - Duration: 24 sec. Serenade - 1st repetition: 161% magic attack - 2nd repetition: 214% magic attack - 3rd repetition: 268% magic attack - Duration: 24 sec.
--	--	---	--

Paradox	[Switch] Particle Accelerator: Entropy	You generate an entropy field around the enemy closest to you. If no enemies are in your vicinity, the field is generated around you. The entropy field strongly pulls in nearby enemies. Using this skill regenerates 3 DT per second for 10 seconds (PvP: 5 seconds). Synergy - In Dynamo Mode DP is consumed and a percentage of it is regenerated as MP. - Consumes MP and regenerates a percentage of it as DP out of Dynamo Mode. Consumes DT - Max. -4 DT - With Power Boost: +5% damage per DT used (Can also be used without DT.) [Dungeon] Entropy: 601% magic attack multiple times [PvP] Entropy: 96% magic attack multiple times	Ignores defence on hits with Entropy. You generate an entropy field around the enemy closest to you. If no enemies are in your vicinity, the field is generated around you. The entropy field strongly pulls in nearby enemies and deals damage which ignores part of the defence. Using this skill regenerates 3 DT per second for 10 seconds (PvP: 5 seconds). Synergy - In Dynamo Mode DP is consumed and a percentage of it is regenerated as MP. - Consumes MP and regenerates a percentage of it as DP out of Dynamo Mode. Consumes DT - Max. -4 DT - With Power Boost: +5% damage per DT used (Can also be used without DT.) [Dungeon] Entropy: 601% magic attack multiple times Ignore defence: 40% [PvP] Entropy: 96% magic attack
---------	---	---	---

			multiple times Ignore defence: 10%
Impulse Tracker	Stimpack	Let's mix some of that... with some of this... Excellent! An energy field that can be used both for allies and against enemies. This poorly concocted mixture gives increased attack/magic attack to hit targets, but reduces their defence. Toxic Dose	Attacks/magic attacks are no longer increased and defence/magic defence is no longer reduced. Toxic Dose effect is removed. Let's mix some of that... with some of this... Excellent! [Dungeon] Stimpack: 1,254% Attack

		- The Toxic Dose debuff is stacked once for allies with buff effects. - The stack can only be removed with the Immunity skill. [Dungeon] Stimpack: 1,254% Attack Stimpack - Attack/magic attack: +10% - Defence: -20% - Duration: 15 sec. [PvP] Stimpack: 446% attack Stimpack - Attack/magic attack: +5% - Defence: -10% - Duration: 10 sec.	[PvP] Stimpack: 446% attack
Impulse Tracker	Examination	[Dungeon] Biopsy: 436% attack multiple times Examination - All enemy resistances: -150 - Duration: 10 sec. [PvP] Biopsy: 91% attack multiple times Examination - All enemy resistances: -75 - Duration: 10 sec.	Attack/magic attack is reduced. [Dungeon] Biopsy: 436% attack multiple times Examination - Attack/magic attack: -20% - All enemy resistances: -150 - Duration: 60 sec. [PvP] Biopsy: 91% attack multiple times Examination - Attack/magic attack: -10% - All enemy resistances: -75 - Duration: 12 sec.

Dissembler	Freed Will: Dissembler	[Dungeon] Becomes active when using skills - Stimpack: attack/magic attack +10% for 10 sec. Immunity: all resistances +100 for 10 sec. Active during buff duration - Cure: HP/MP regeneration through Recovery Potion: +10% - PCA: Damage taken: -5% - Detoxication: active/special active skill damage: +5% [PvP] Becomes active when using skills - Stimpack: increases attack/magic attack by +5% for +10 sec. Immunity: all resistances +50 for 10 sec. Active during buff duration - Cure: HP/MP regeneration through Recovery Potion: +10% - PCA: Damage taken: -5% - Detoxication: active/special active skill damage: +5%	[Dungeon] Becomes active when using skills - Immunity: All resistances +100 and attack/magic attack +10% for 30 sec. Active during buff duration - Cure: HP/MP regeneration through Recovery Potion: +10% - PCA: Damage taken: -5% - Detoxication: active/special active skill damage: +5% [PvP] Becomes active when using skills - Immunity: All resistances +50 and attack/magic attack +5% for 30 sec. Active during buff duration - Cure: HP/MP regeneration through Recovery Potion: +10% - PCA: Damage taken: -5% - Detoxication: active/special active skill damage: +5%
Dissembler	Somatology	The human organism must be understood and conserved. Increases your attack, movement speed, jump power and attack speed.	The skill description has been improved. The human organism must be understood and conserved. Increases your attack, movement speed, jump power and attack speed.

			Skills with the effect of Toxic Dose deal debuffs to allies which increase the effect and add a new one when stacked. Toxic Dose Level 1 (1-20): MP gain on dealt hits - 0.25% (max. -5%) Toxic Dose Level 2 (21-40): Power Boost charge speed - 0.25% (max. -5%) Toxic Dose Level 3 (41-60): Crit. hit -0.25% (max. -5%) Toxic Dose Level 4 (61-80): Crit. hit -0.25% (max. -5%) Toxic Dose Level 5 (81-100): Attack speed -0.25% (max. -5%) * Effects of Toxic Dose can only be cleansed by immunity skills.
--	--	--	---

Dissembler	Cure	Sends Nasod drones with HP and MP potions to allies. Treated allies immediately regenerate some of their HP/MP and then continuously for a short time. Consumes DT - Max. -3 DT - Instant regeneration +5% per DT used with Power Boost (PvP: +0.25%) (Can also be used without DT.) [Dungeon] Cure: 10,052% attack Cure - Instant HP/MP regeneration: 40% - HP/MP regeneration per second: 12% - Duration: 7 sec. [PvP] Cure: 2,151% attack Cure - Instant HP/MP regeneration: 2% - HP/MP regeneration per second: 0.6% - Duration: 7 sec.	Dynamo Transition is no longer consumed with Power Boost. Immediate HP/MP regeneration has been removed. HP regenerates per second based on Battle Strength. Sends Nasod drones with HP and MP potions to allies. Treated allies immediately regenerate HP/MP continuously for a short time. [Dungeon] Cure: 10,052% attack Cure - HP/MP regeneration per second: 20% - HP regeneration per 0.5 sec. for every 100,000 Battle Strength: +0.075% - Duration: 5 sec. [PvP] Cure: 2,151% attack Cure - HP/MP regeneration per second: 1% - HP regeneration per 0.5 sec. for every 100,000 Battle Strength: +0.00375% - Duration: 5 sec.
------------	------	---	--

Dissembler	[Strong] Cure	Strengthened - Upon instant regeneration, all special resources are regenerated (NF, Cannonballs, Spirit Energy, DT, Combination Points, Power Points, Sensitivity Points and Gems).	Strengthened - Regenerates the following special resources: NF/Cannonballs/Spirit Energy/Dynamo Transition Points/Combination Points/Power Points/Sensitivity Points/Gems
Dissembler	Immunity	After scanning the environment, Nasod drones are sent out, which maintain immunity for the duration of their flight. Those under the effect of stabilisation are freed from Toxic Dose and remaining debuffs and remain immune. Consumes DT - Max. -3 DT - Increases the duration of the drone by +1 sec. for every DT used with Power Boost (Can also be used without DT.) [Dungeon] Immunity: 693% attack multiple times Immunity - removes or ignores debuffs - Duration: 3 sec.	Dynamo Transition is no longer consumed with Power Boost. Attack speed is also increased. After scanning the area, allied attack speed is increased and scanned allies enjoy immunity. Those under the effect of stabilisation are freed from Toxic Dose and remaining debuffs and remain immune. Generates Dynamo Points: - Using this skill regenerates 40 DP. - No DP regenerated in Dynamo Mode. [Dungeon] Immunity: 693% attack multiple times - Attack speed: +15% - Duration: 60 sec. Immunity - Provides debuff immunity/removal - Duration: 8 sec.

		[PvP] Immunity: 156% attack multiple times Immunity - removes or ignores debuffs - Duration: 3 sec.	[PvP] Immunity: 156% attack multiple times - Attack speed: +15% - Duration: 12 sec. Immunity - Provides debuff immunity/removal - Duration: 8 sec.
Dissembler	False Diagnosis	I'm sorry, but unfortunately it's too late for treatment. A false diagnosis deceives the opponent for a certain time and reduces their attack/magic attack. Consumes DT - Max. -1 DT - Increases the duration of the debuff by +1 sec. for every DT used with Power Boost (Can also be used without DT.) [Dungeon] Syndrome: 651% attack multiple times False Diagnosis - Attack/magic attack: -10% - Duration: 10 sec.	Attack/magic attack is no longer reduced. Dynamo Transition is no longer consumed with Power Boost. Changed to a DP regeneration skill. I'm sorry, but unfortunately it's too late for treatment. Generates Dynamo Points: - Using this skill regenerates 20 DP. - No DP regenerated in Dynamo Mode. [Dungeon] Syndrome: 651% attack multiple times

		[PvP] Syndrome: 162% attack multiple times False Diagnosis - Attack/magic attack: -10% - Duration: 5 sec.	[PvP] Syndrome: 162% attack multiple times
Dissembler	[Strong] False Diagnosis	Enhanced: - Attack/magic attack: -10%	Enhanced: - Cooldown: -2 sec.
Dissembler	Detoxication	The data set is corrupted. Why do test subjects always have to be so sensitive...! Obnoxious. Generates an energy field that puts the body into an optimal state. Grants allies within the area increased active and special active skill damage. (Can also be used while jumping.) [Dungeon] Detoxication: 168% attack multiple times Detoxication - Active/special active skill damage: +10% - Duration: 15 sec. [PvP] Detoxication: 39% attack multiple times Detoxication - Active/special active skill damage: +5% - Duration: 15 sec.	Increased skill damage has been removed. Increases attack and magic attack. Reduces defence and magic defence Buff effects are no longer applied in a certain area, but instead applied for a fixed buff duration. The data set is corrupted. Why do test subjects always have to be so sensitive...! Obnoxious. An energy field that can be used both for allies and against enemies. The expanding field temporarily increases allied attack/magic attack and reduces enemy defence. (Can also be used while jumping.) [Dungeon] Detoxication: 168% attack multiple times Detoxication - Attack/magic attack: +12%

			- Defence/magic defence: - 15% - Duration: 60 sec. [PvP] Detoxication: 39% attack multiple times Detoxication - Attack/magic attack: +6% - Defence/magic defence: - 7.5% - Duration: 12 sec.
Dissembler	PCA	Generates an energy field and soothes the pain of affected allies within the area. (Can also be used while jumping.) Consumes DT - Max. -3 DT - Damage taken per DT used with Power Boost: - 2% (PvP: -1%) (Can also be used without DT.) [Dungeon] PCA: 436% attack multiple times PCA - Damage taken: -14% - Duration: 15 sec. [PvP] PCA: 104% attack multiple times	All skill cooldowns are accelerated and all skill damage is increased. The skill description has been improved. The skill no longer consumes DT using Power Boost. Changed to a DP regeneration skill. Generates an energy field which soothes the pain of affected allies within the area, increasing all skill

		PCA - Damage taken: -7% - Duration: 15 sec.	damage and accelerating cooldowns. (Can also be used while jumping.) Generates Dynamo Points: +20 DP - No DP regenerated in Dynamo Mode. [Dungeon] PCA: 436% attack multiple times PCA - Damage taken: -20% - All skill cooldowns: +20% - All skill damage +12% - Duration: 60 sec. [PvP] PCA: 104% attack multiple times PCA Damage taken: -10% - All skill cooldowns: +20% - All skill damage: +6% - Duration: 12 sec.
Dissembler	Mass Examination	Nearby allies are treated and their attack/magic attack is increased for the duration of the buff. [Dungeon] Medical Report: 2,050% attack multiple times Mass Examination - Attack/magic attack: +8% - Duration: 120 sec. [PvP]	Attack/magic attack increased has been removed. Increases allied hyper/master skill cooldown speeds (not for the caster). Nearby allies (excluding yourself) are treated and their hyper/master skill

		Medical Report: 246% attack multiple times Mass Examination - Attack/magic attack: +8% - Duration: 60 sec.	cooldowns accelerated for the duration. [Dungeon] Medical Report: 2,050% attack multiple times Mass Examination - Hyper/master skill cooldown speed: +20% - Duration: 120 sec. [PvP] Medical Report: 246% attack multiple times Mass Examination - Hyper/master skill cooldown speed: +20% - Duration: 60 sec.
Dissembler	Toxic Dose	Toxic Dose Level 5 Attack/magic attack: -2.5% per stack	Toxic Dose Level 5 has been changed. Toxic Dose Level 5 Attack/magic attack: -0.25% per stack
Overmind	[Switch] Detoxication	The data set is corrupted. Why do test subjects always have to be so sensitive...! Obnoxious. Generates an energy field that puts the body into an optimal state. Grants allies increased active and special active skill damage.	Increased skill damage has been removed. Increases attack and magic attack. Reduces defence and magic defence The data set is corrupted. Why do test subjects always have to be so sensitive...! Obnoxious.

		[Dungeon] Detoxication: 3,118% attack Detoxication - Active/special active skill damage: +10% - Duration: 15 sec. [PvP] Detoxication: 742% attack Detoxication - Active/special active skill damage: +5% - Duration: 15 sec.	An energy field that can be used both for allies and against enemies. The expanding field temporarily increases allied attack/magic attack and reduces enemy defence. [Dungeon] Detoxication: 3,118% attack Detoxication - Attack/magic attack: +12% - Defence/magic defence: -15% - Duration: 60 sec. [PvP] Detoxication: 742% attack Detoxication - Attack/magic attack: +6% - Defence/magic defence: -7.5% - Duration: 12 sec.
Overmind	[Switch] Particle Accelerator: Nocebo Effect	You search for enemies in the vicinity and give out nonsense prescriptions. The following skills will be strengthened for 10 seconds after using this skill: - Anaesthesia/Immunity/PCA: With Power Boost no DT is consumed and the maximal effect is activated. - Stimpack/Detoxication: +25% buff effect [Dungeon]	Stimpack/Detoxication: +25% buff effect has been removed. You search for enemies in the vicinity and give out nonsense prescriptions. The following skills will be strengthened for 10 seconds after using this

		Prescription: 1,438% attack multiple times [PvP] Prescription: 289% attack multiple times	skill: - Anaesthesia: With Power Boost no DT is consumed and the maximal effect is activated. [Dungeon] Prescription: 1,438% attack multiple times [PvP] Prescription: 289% attack multiple times
Overmind	Trolley Dilemma	[Dungeon] Selection: 891% attack multiple times Result: 1,576% attack multiple times Trolley Dilemma - Special active skill cooldowns: - 50% - MP consumption of special active skills: -20% - Duration: 120 sec. [PvP] Selection: 106% attack multiple times Result: 189% attack multiple times Trolley Dilemma - Special active skill cooldowns: - 10% - MP consumption of special active skills: -5% - Duration: 60 sec.	Accelerated special active skill cooldowns have been removed. Max. HP and MP has been increased. [Dungeon] Selection: 891% attack multiple times Result: 1,576% attack multiple times Trolley Dilemma - Max. HP +20% - Max. MP: +60 - MP consumption of special active skills: -20% - Duration: 120 sec. [PvP]

			Selection: 106% attack multiple times Result: 189% attack multiple times Trolley Dilemma - Max. HP +10% - Max. MP: +30 - MP consumption of special active skills: -5% - Duration: 60 sec.
Overmind	Neuroanatomy	Let's combine research from different fields to achieve optimised results. DP are also generated in Configuration Mode (Power Boost) when DP generation skills are used. Increases crit. hit and Devastation for certain skills. Applies to the skills: Ambulance, Radio Knife, Code Yellow, Physiotherapy and Defibrillator), and [Switch] Void Breaker: Data Acquisition [Dungeon] Crit. hit: +20% Devastation: +20% Duration: 20 sec.	All damage is additionally increased. The Neuroanatomy buff duration has been changed. Let's combine research from different fields to achieve optimised results. DP are also generated in Configuration Mode (Power Boost) when DP generation skills are used. Increases crit. hit for certain skills, Devastation and all damage. Applies to the skills: Ambulance, Radio Knife, Code Yellow, Physiotherapy and Defibrillator), and [Switch] Void Breaker: Data Acquisition [Dungeon] Crit. hit: +20% Devastation: +20% All damage: +15% Duration: 30 sec.

		[PvP] Crit. hit: +20% Devastation: +20% Duration: 10 sec.	[PvP] Crit. hit: +20% Devastation: +20% All damage: +7.5% Duration: 15 sec.
--	--	--	---

Lu/Ciel

Character/Class	Skill Name	Before Update	After
Lu/Ciel	Emblem of Punishment	[Dungeon] Crit. hit chance: +20% Crit. damage: +20% Duration: 30 sec. [PvP] Crit. hit chance: +10% Crit. damage: +10% Duration: 15 sec.	Changed the critical damage calculation. [Dungeon] Crit. hit chance: +20% Crit. damage: +20% Duration: 60 sec. [PvP] Crit. hit chance: +10% Crit. damage: +10% Duration: 15 sec.
Chiliarch	Power of Oriax	You activate the power of your Demon body.	Powerful Body effect only applies to the caster. You activate the power of your Demon body.

Dreadlord	Supreme Punishment	[Dungeon] Demon Horde - Collision: 374% attack multiple times - Explosion: 256% attack Land of Death - Death energy: 493% attack multiple times - Duration: 5 sec. - Damage taken from attacks: +15% - Duration: 3 sec. [PvP] Demon Horde - Collision: 120% attack multiple times - Explosion: 81% attack Land of Death - Death energy: 157% attack multiple times - Duration: 5 sec. - Damage taken from attacks: +7.5% - Duration: 3 sec.	Damage from magic attacks increases with Land of Death. [Dungeon] Demon Horde - Collision: 374% attack multiple times - Explosion: 256% attack Land of Death - Death energy: 493% attack multiple times - Duration: 5 sec. - Damage taken from attack/magic attack: +12% - Duration: 3 sec. [PvP] Demon Horde - Collision: 120% attack multiple times - Explosion: 81% attack Land of Death - Death energy: 157% attack multiple times - Duration: 5 sec. - Damage taken from attack/magic attack: +6% - Debuff duration: 3 sec.
Dreadlord	Oblivion	[Dungeon] Hit: 8,318% attack - Hitting two enemies triggers greater damage from Death	[Dungeon] Hit: 8,318% attack - Hitting two enemies triggers greater damage from Death Wave.

		Wave. - Damage of the additional hit: 50% of the summoning - Damage of the additional hit per combination point consumed: +5% (max. +50%) Death Wave - Crit. hit damage taken: +12% - Duration: 15 sec. [PvP] Hit: 2,137% attack - Hitting two enemies triggers greater damage from Death Wave. - Damage of the additional hit: 20% of the summoning - Damage of the additional hit per combination point consumed: +2.5% (max. +25%) Death Wave - Crit. hit damage taken: +6% - Duration: 7.5 sec.	- Damage of the additional hit: 50% of the summoning - Damage of the additional hit per combination point consumed: +5% (max. +50%) Death Wave - Crit. hit damage taken: +8% - Duration: 15 sec. [PvP] Hit: 2,137% attack - Hitting two enemies triggers greater damage from Death Wave. - Damage of the additional hit: 20% of the summoning - Damage of the additional hit per combination point consumed: +2.5% (max. +25%) Death Wave - Crit. hit damage taken: +4% - Duration: 7.5 sec.
Dreadlord	Aura of Terror	Lv.4 [Dungeon] Chance: 30% Physical crit. damage: +15% attack [PvP] Activation probability: 10.5% Physical crit. damage: +7.5%	Lv.4 [Dungeon] Chance: 30% Physical crit. damage: +23% attack [PvP] Activation probability: 10.5% Physical crit. damage: +9.2%
Dreadlord	Threat of Terror	Lv.4 [Dungeon] Probability of keeping Creeping Terror: 20% Cooldown: -7 sec. - Reactivation cooldown: 7 sec.	Lv.4 [Dungeon] Probability of keeping Creeping Terror: 20% Cooldown: -10 sec. Reactivation cooldown: 3 sec.

		[PvP] Probability of keeping Creeping Terror: 20% Cooldown: -3 sec. - Reactivation cooldown: 7 sec.	[PvP] Probability of keeping Creeping Terror: 20% Cooldown: -3 sec. Reactivation cooldown: 3 sec.
Chaos	Thoughts of Fear	[Dungeon] Inactive character's MP regeneration on hits against Demonic Servant: +30 Combination points on hits against Demonic Servant: +3 Increased damage per stack of Thoughts of Fear: 40% per stack [PvP] Inactive character's MP regeneration on hits against Demonic Servant: +3 Combination points on hits against Demonic Servant: +1 Increases damage per stack of Thoughts of Fear: 10% per stack	[Dungeon] Inactive character's MP regeneration on hits against Demonic Servant: +30 Combination points on hits against Demonic Servant: +5 Increased damage per stack of Thoughts of Fear: 40% per stack [PvP] Inactive character's MP regeneration on hits against Demonic Servant: +3 Combination points on hits against Demonic Servant: +1 Increases damage per stack of Thoughts of Fear: 10% per stack
Royal Guard	Shadow	You summon a shadow that reduces the K.O. value of the enemy and then remains for a period of time. (Can also be used while jumping.) Shadow - Absorbs 20% of the damage that you suffer. - HP: 25% of your HP (in PvP 12.5%) - Enemies that run through the shadow suffer reductions to their magic attack and magic defence. [Dungeon] Summoning: 483% magic attack	Magic attack is no longer reduced. Defence is increased. You summon a shadow that reduces the K.O. value of the enemy and then remains for a period of time. (Can also be used while jumping.) Shadow - Absorbs 20% of the damage that you suffer.

		- K.O. value: -22 Solid Shadows: - Magic attack, magic defence: -31% (for 10 sec.) - Duration: 8 sec. [PvP] Summoning: 121% magic attack - On hit: K.O. value -22 Solid Shadows: - Magic attack, magic defence: -15.5% (for 5 sec.) - Duration: 8 sec.	- HP: 25% of your HP (in PvP 12.5%) - Enemies that run through the shadow suffer reductions to their defence/magic defence. [Dungeon] Summoning: 483% magic attack - K.O. value: -22 Solid Shadows: - Defence/magic defence: -20% (duration: 10 sec.) - Duration: 8 sec. [PvP] Summoning: 121% magic attack - On hit: K.O. value -22 Solid Shadows: - Defence/magic defence: -10% (duration: 5 sec.) - Duration: 8 sec.
Noblesse	Shadow Bolt	[Dungeon] Spectral Spear: 149% magic attack Explosion: 421% magic attack - Spectral Spear count: 12 - Crit. damage: +10% - Duration: 15 sec. [PvP] Spectral Spear: 47% magic attack Explosion: 135% magic attack - Spectral Spear count: 12 - Crit. damage: +10% - Duration: 7.5 sec.	[Dungeon] Spectral Spear: 149% magic attack Explosion: 421% magic attack - Spectral Spear count: 12 - Crit. hit damage taken: +12% - Duration: 15 sec. [PvP] Spectral Spear: 47% magic attack Explosion: 135% magic attack - Spectral Spear count: 12 - Crit. hit damage taken: +12% - Duration: 7.5 sec.
Noblesse	Nobility's Dedication	[Dungeon] Spectral Spear count: +6 Damage: +23% Duration: 8 sec. [PvP] Spectral Spear count: +6	[Dungeon] Spectral Spear count: +6 Damage: +28% Duration: 8 sec. [PvP] Spectral Spear count: +6

		Damage: +11.5% Duration: 8 sec.	Damage: +11.2% Duration: 8 sec.
Noblesse	Chaos Rain	You throw spectral spears into the air and they rain down, destroying your enemy. Skill cooldowns are reduced depending on combination points consumed. Combination Skill - Only possible when at full combination gauge. [Dungeon] Creates spectral spears: 2,367% magic attack Spectral spear throw: 338% magic attack multiple times Skill cooldown per combination point consumed: -2.5% (max. - 25%) [PvP] Creates spectral spears: 433% magic attack Spectral spear throw: 40% magic attack multiple times Skill cooldown per combination point consumed: -1.25% (max. - 12.5%)	Ignore defence with Spirit Spear Throw. You throw spectral spears into the air and they rain down, destroying your enemy. Spectral spears which land ignore a portion of the enemy's defence and deal damage. Skill cooldowns are reduced depending on combination points consumed. Combination Skill - Only possible when at full combination gauge. [Dungeon] Creates spectral spears: 2,367% magic attack Spectral spear throw: 338% magic attack multiple times Spectral Spear Ignore Defence: 40% Skill cooldown per combination point consumed: -2.5% (max. -

			25%) [PvP] Creates spectral spears: 433% magic attack Spectral spear throw: 40% magic attack multiple times Spectral Spear Ignore Defence: 10% Skill cooldown per combination point consumed: -1.25% (max. - 12.5%)
Innocent	[Switch] Shadow	You leave your shadow behind and stride forwards. Shadow - Enemies that run through the shadow suffer reductions to their magic attack and magic defence. [Dungeon] Summoning: 651% magic attack Solid Shadows: - Magic attack, magic defence: - 31% (for 10 sec.) - Duration: 3 sec. [PvP] Summoning: 231% magic attack Solid Shadows: - Magic attack, magic defence: - 15.5% (for 5 sec.) - Duration: 3 sec.	Magic attack is no longer reduced. Defence is increased. You leave your shadow behind and stride forwards. Shadow - Enemies that run through the shadow suffer reductions to their defence/magic defence. [Dungeon] Summoning: 651% magic attack Solid Shadows: - Defence/magic defence: -20% (duration: 10 sec.) - Duration: 3 sec. [PvP] Summoning: 231% magic attack Solid Shadows: - Defence/magic defence: -10% (duration: 5 sec.) - Duration: 3 sec.

Innocent	Innocent Duet	If the first hit of a Switch skill is successful, all skill cooldowns are reduced. When you use a combination skill, you and your allies' magic attack, movement and attack speed is temporarily increased. [Dungeon] Cooldown: -15% (excludes hyper and partner skills) Your movement/attack speed: +15% Ally attack/movement speed: +10% Magic attack: +12% Duration: 15 sec. [PvP] Cooldown: -15% (excludes hyper and partner skills) Your movement/attack speed: +15% Ally attack/movement speed: +10% Magic attack: +6% Duration: 15 sec.	Combination skill buffs are only applied to the player. If the first hit of a Switch skill is successful, all skill cooldowns are reduced. When you use a combination skill, your magic attack, movement and attack speed is temporarily increased. [Dungeon] Cooldown: -15% (excludes hyper and partner skills) Movement/attack speed: +15% Magic attack: +12% Duration: 15 sec. [PvP] Cooldown: -15% (excludes hyper and partner skills) Movement/attack speed: +15% Magic attack: +6% Duration: 15 sec.
Innocent	[Switch] Shadow Bolt	[Dungeon] Spectral Spear: 4,302% magic attack Shock Wave: 1,434% magic attack - Crit. damage: +10% - Duration: 15 sec.	[Dungeon] Spectral Spear: 4,302% magic attack Shock Wave: 1,434% magic attack - Crit. hit damage taken: +12% - Duration: 15 sec.

		[PvP] Spectral Spear: 1,553% magic attack Shock Wave: 517% magic attack - Crit. damage: +10% - Duration: 7.5 sec.	[PvP] Spectral Spear: 1,553% magic attack Shock Wave: 517% magic attack - Crit. hit damage taken: +12% - Duration: 7.5 sec.
Diabla	Bloodlust	Sets your power free to unleash Demonic energy. Your body is strengthened for 20 sec. and you are gripped by a destructive rage (8 sec. in PvP).	Sets your power free to unleash Demonic energy. Your body is strengthened for 60 seconds and you are gripped by a destructive rage (PvP: 8 seconds).
Diabla	Thorny Hell	[Dungeon] Dark Thorns: 3,727% attack Defence/magic defence: -33% Duration: 15 sec. [PvP] Dark Thorns: 1,419% attack Defence/magic defence: -16.5% Duration: 15 sec.	[Dungeon] Dark Thorns: 3,727% attack Defence/magic defence: -20% Duration: 15 sec. [PvP] Dark Thorns: 1,419% attack Defence/magic defence: -10% Duration: 15 sec.
Diabla	Mortal Fear	The raging demon energy expands and explodes. Opponents hit by the explosion gain a stun status and suffer additional damage for the duration. Demonic Energy Explosion - Additional damage 20% for the duration. Duration: 10 sec.	Damage bonus has been removed. The raging demon energy expands and explodes. Enemies hit are stunned.

Diabla	Altar of Evil	The power that slumbers within you is unleashed, maximising your bond with Ciel and causing your body to recover its power. Just like the good old days. You have K.O. protection while affected by Fury, and your combos and skills change such that you are unable to use standard combos and skills, like Mana Break. The damage range of all skills is increased depending on combination points consumed. Fury: - K.O. protection for allies - Combos ZZZZ and XXX (hold) added. - Death Touch: You absorb MP from an opponent. - Mortal Fear: Additional damage in a wide area, applies the Stun debuff - Thorny Hell: Wide-range attack - Dark Plasma: Wide-range attack forwards - Gates of Hell: Wide-range attack forwards - If you are interrupted during this time, you get 1 combination point back every 6 sec. Duration: 30 sec. (PvP 9 sec.) Combination Skill - Uses all Combination Points.	Damage bonus has been removed from Mortal Fear. Damage taken from magic attacks is increased with Dark Plasma. The power that slumbers within you is unleashed, maximising your bond with Ciel and causing your body to recover its power. Just like the good old days. You have K.O. protection while affected by Fury, and your combos and skills change such that you are unable to use standard combos and skills, like Mana Break. The damage range of all skills is increased depending on combination points consumed. Fury: - K.O. protection for allies - Combos ZZZZ and XXX (hold) added. - Death Touch: You absorb MP from an opponent. - Mortal Fear: Applies the Stun debuff in a wide area - Thorny Hell: Wide-range
--------	---------------	---	--

			attack - Dark Plasma: Wide-range attack forwards and targets hit suffer increased attack/magic attack damage - Gates of Hell: Wide-range attack forwards - If you are interrupted during this time, you get 1 combination point back every 6 sec. - Duration: 50 sec. (PvP: 10 sec.) Combination Skill - Uses all Combination Points.
Diabla	Dark Plasma	You pool all of the Demonic energy in your body together in your hand and fire it. Any enemies affected by Dark Plasma temporarily take more damage. [Dungeon] Dark Plasma: 580% attack multiple times Target damage taken: +12% Duration: 15 sec. [PvP] Dark Plasma: 145% attack multiple times Target damage taken: +12% Duration: 15 sec.	Damage taken from magic attack has been increased. You pool all of the Demonic energy in your body together in your hand and fire it. Any enemies affected by Dark Plasma temporarily take more attack/magic attack damage. [Dungeon] Dark Plasma: 580% attack multiple times Damage taken from attack/magic attack: +12% Duration: 15 sec.

			[PvP] Dark Plasma: 145% attack multiple times Damage taken from attack/magic attack: +12% Duration: 15 sec.
Diabla	[Switch] Dark Plasma	You discharge the demonic aura in your entire body through your hand. Any enemies affected by Darkness Beam temporarily take more damage. [Dungeon] Darkness Beam: 440% attack multiple times Target damage taken: +12% Duration: 15 sec. [PvP] Darkness Beam: 110% attack multiple times Target damage taken: +12% Duration: 15 sec.	Damage taken from magic attack has been increased. You discharge the demonic aura in your entire body through your hand. Any enemies affected by Darkness Beam temporarily take more damage from attacks/magic attacks. [Dungeon] Darkness Beam: 440% attack multiple times Damage taken from attack/magic attack: +12% Duration: 15 sec. [PvP] Darkness Beam: 110% attack multiple times Damage taken from attack/magic attack: +12% Duration: 15 sec.
Demonio	Transcendence	- Duration: 30 sec. (PvP 9 sec.)	- Duration: 50 sec. (PvP: 10 sec.)

Demonio	Brutal Hunt	You rush forwards with twirling blades. The defence of any enemies you hit is temporarily reduced. Brutal Scar - Defence: -20% Duration: 7 sec. [Dungeon] Strike: 703% attack multiple times Final blow: 1893% attack [PvP] Strike: 254% attack multiple times Final blow: 685% attack	Defence/magic defence is reduced on hit. (Cannot be combined with Thorny Hell.) You rush forwards with twirling blades. The defence of any enemies you hit is temporarily reduced. [Dungeon] Strike: 703% attack multiple times Final blow: 1893% attack Defence/magic defence: -20% Duration: 15 sec. [PvP] Strike: 254% attack multiple times Final blow: 685% attack Defence/magic defence: -10% Duration: 15 sec.
Demonio	Fury – Yearning	Lv.4 [Dungeon] Damage: +20% Damage resistance: +12% Movement speed/Jump power: +20% [PvP] Attack: +10% Damage resistance: +6% Movement speed/Jump power: +20%	Lv.4 [Dungeon] Attack: +28% Damage resistance: +12% Movement speed/Jump power: +20% [PvP] Attack/magic attack: +14% Damage resistance: +6% Movement speed/Jump power: +20%
Demonio	Fury – Destruction	Lv.4 [Dungeon] Crit. damage: +12% Special active skill cooldown: -20% Duration: 30 sec.	Lv.4 [Dungeon] Crit. damage: +12% Special active skill cooldown: -20% Duration: 60 sec. [PvP]

		[PvP] Crit. damage: +6% Special active skill cooldowns: -10% Duration: 30 sec.	Crit. damage: +6% Special active skill cooldowns: -10% Duration: 30 sec.
Diangelion	[Switch] Bloodlust	Sets your power free to unleash Demonic energy. Your body is strengthened for 20 sec. and you are gripped by a destructive rage (8 sec. in PvP). You cannot use this skill if you have less than 25% HP.	Sets your power free to unleash Demonic energy. Your body is strengthened for 60 seconds and you are gripped by a destructive rage (PvP: 8 seconds). You cannot use this skill if you have less than 25% HP.
Diangelion	[Switch] Soul Hostage: Euphoria	[Dungeon] Demon Aura: 398% attack multiple times Ignore defence per combination point consumed: +3% (max. +30%) Bloodthirst - Special active skill damage: +30% - Skill cooldown speed: +50% - HP cost/sec.: 2.5% of max. HP - Immunity to effects that cause immobility. - Duration: 25 sec. [PvP] Demon Aura: 68% attack multiple times Ignore defence per combination point consumed: +1.5% (max. +15%)	[Dungeon] Demon Aura: 398% attack multiple times Ignore defence per combination point consumed: +3% (max. +30%) Bloodthirst - Special active skill damage: +30% - Skill cooldown speed: +50% - HP cost/sec.: 2.5% of max. HP - Immunity to effects that cause immobility. - Duration: 90 sec. [PvP] Demon Aura: 68% attack multiple times Ignore defence per combination point consumed: +1.5% (max. +15%)

		Bloodthirst - Special active skill damage: +20% - Skill cooldown speed: +50% - HP cost/sec.: 2.5% of max. HP - Immunity to effects that cause immobility. - Duration: 10 sec.	Bloodthirst - Special active skill damage: +20% - Skill cooldown speed: +50% - HP cost/sec.: 2.5% of max. HP - Immunity to effects that cause immobility. - Duration: 12 sec.
Diangelion	[Switch] Altar of Evil	The power that slumbers within you is unleashed, maximising your bond with Ciel and causing your body to recover its power. Just like the good old days. You have K.O. protection while affected by Fury, and your combos and skills change such that you are unable to use standard combos and skills, like Mana Break. The energy beam partially ignores enemy defence, depending on Combination Points consumed. Fury: - K.O. protection for allies - Combos ZZZZ and XXX (hold) added. - Death Touch: Multiple attack on the enemy in front of you. - Mortal Fear: Small-range	Damage taken from magic attacks is increased with Dark Plasma. - When entering/cancelling Frenzy, crit. damage taken is no longer increased. The power that slumbers within you is unleashed, maximising your bond with Ciel and causing your body to recover its power. Just like the good old days. You have K.O. protection while affected by Fury, and your combos and skills change such that you are unable to use standard combos and skills, like Mana Break. The energy beam partially ignores enemy defence, depending on Combination Points consumed. Fury:

		attack in the area around you - Thorny Hell: Small-range attack forwards and reduces defence of enemies hit - Dark Plasma: Wide-range multiple attack forwards and increases damage taken by enemies - Gates of Hell: Small-range attack forwards - Entering or cancelling Fury applies a debuff that increases damage taken from critical hits. - If you are interrupted during this time, you get 1 combination point back every 6 sec. Duration: 30 sec. (PvP 9 sec.) Combination Skill - Only possible when at full combination gauge. [Dungeon] Demonic Energy Blast: 406% attack multiple times Ignore defence per combination point consumed: +2% (max. +20%) Crit. damage taken: +12% Duration: 15 sec. [PvP] Demonic Energy Blast: 123% attack multiple times Ignore defence per combination point consumed: +1% (max. +10%) Crit. damage taken: +12% Duration: 15 sec.	- K.O. protection for allies - Combos ZZZZ and XXX (hold) added. - Death Touch: Multiple attack on the enemy in front of you. - Mortal Fear: Small-range attack in the area around you - Thorny Hell: Small-range attack forwards and reduces defence of enemies hit - Dark Plasma: Wide-range multiple attack forwards and increases attack/magic attack damage taken by enemies - Gates of Hell: Small-range attack forwards - If you are interrupted during this time, you get 1 combination point back every 6 sec. - Duration: 50 sec. (PvP: 10 sec.) Combination Skill - Only possible when at full combination gauge. [Dungeon] Demonic Energy Blast: 406% attack multiple times Ignore defence per combination point consumed: +2% (max. +20%) [PvP] Demonic Energy Blast: 123% attack multiple times Ignore defence per combination point consumed: +1% (max. +10%)
--	--	---	---

Diangelion	[Switch] Thorny Hell	[Dungeon] Dark Thorns: 1,557% attack Defence/magic defence: -33% Duration: 15 sec. [PvP] Dark Thorns: 593% attack Defence/magic defence: -16.5% Duration: 15 sec.	[Dungeon] Dark Thorns: 1,557% attack Defence/magic defence: -20% Duration: 15 sec. [PvP] Dark Thorns: 593% attack Defence/magic defence: -10% Duration: 15 sec.
Diangelion	Gigan Codex	[Dungeon] Attack: +15% Rabid Fury All skill damage in Fury state: +23% All skill cooldowns in Fury state: -50% Damage taken in Fury state: -30% (in dungeons) Fury duration: +10 sec. All skills can be used while jumping in Fury state. [PvP] Attack: +6% Rabid Fury All skill damage in Fury state: +23% All skill cooldowns in Fury state: -50% Fury duration: +3 sec. All skills can be used while jumping in Fury state.	[Dungeon] Attack: +15% Rabid Fury All skill damage in Fury state: +23% All skill cooldowns in Fury state: -70% Damage taken in Fury state: -30% (in dungeons) Fury duration: +10 sec. All skills can be used while jumping in Fury state. [PvP] Attack: +6% Rabid Fury All skill damage in Fury state: +23% All skill cooldowns in Fury state: -35% Fury duration: +2 sec. All skills can be used while jumping in Fury state.

Emptiness	Heartless Id	The Power of Id detects enemies close to Lu and attacks them. Inflicts damage to enemies and reduces all their resistances. At the same time increases strength and transcendence skill damage of allies. [Dungeon] Hit: 2,851% magic attack Strength/transcendence skill damage: +20% All resistances: -150 Duration: 15 sec. [PvP] Hit: 915% magic attack Strength/transcendence skill damage: +10% All resistances: -75 Duration: 15 sec.	Property changed: Safer (1) → Lighter Attack/movement speed are increased. Strength/transcendence skill damage has been changed to all skill damage. The Power of Id detects enemies close to Lu and attacks them. Inflicts damage to enemies and reduces all their resistances. Simultaneously increases all allies' skill damage and attack and movement speeds. [Dungeon] Hit: 2,851% magic attack All skill damage: +12% Attack speed: +15% Movement speed: +15% All resistances: -150 Duration: 60 sec. [PvP] Hit: 915% magic attack All skill damage: +6% Attack speed: +15% Movement speed: +15% All resistances: -75 Duration: 12 sec.
-----------	--------------	---	--

Emptiness	Abyss Haze	The Power of Id detonates the abyssal sphere and scatters the abyss throughout the room. For its duration, it reduces the damage taken by allies. Increases damage resistance depending on combination points consumed. [Dungeon] Abyssal Sphere: 793% magic attack multiple times Hit: 1743% magic attack Explosion: 1376% magic attack Damage resistance: +15% Damage resistance per combination point: +1% (max. +10%) Duration: 8 sec. [PvP] Abyssal Sphere: 226% magic attack multiple times Hit: 500% magic attack Explosion: 393% magic attack Damage resistance: +7.5% Damage resistance per combination point: +0.5% (max. +5%) Duration: 8 sec.	The skill description has been improved. All skill MP consumption has been reduced. Damage taken is reduced to the maximum irrespective of the number of Combination Points used. Damage taken reduction no longer applies in a certain area, but instead applies for a fixed buff duration. The Power of Id detonates the abyssal sphere and scatters the abyss throughout the room. For its duration, it reduces the damage taken by allies and all skill MP consumption. MP consumption sinks further depending on Combination Points consumed. [Dungeon] Abyssal Sphere: 793% magic attack multiple times Hit: 1743% magic attack Explosion: 1376% magic attack Damage taken: -20% Skill MP consumption: -1% Skill MP consumption per combination point: -0.5% (max. -5%) Duration: 60 sec. [PvP] Abyssal Sphere: 226% magic
-----------	------------	--	---

			attack multiple times Hit: 500% magic attack Explosion: 393% magic attack Damage taken: -10% Skill MP consumption: -1% Skill MP consumption per combination point: -0.3% (max. -3%) Duration: 12 sec.
--	--	--	--

Turbids	Amorph Spell Circle	The Power of Id is unleashed and attacks everything near Lu. Allies in range have reduced skill cooldowns and enemies suffer increased damage. (Can also be used while jumping.) [Dungeon] Hits: 506% magic attack multiple times All skill cooldowns: +25% Damage taken: +12% Duration: 15 sec. [PvP] Hits: 192% magic attack multiple times All skill cooldowns: +25% Damage taken: +12% Duration: 7.5 sec.	Property changed: Safer (1) → Lighter Damage taken is no longer increased. - Attack/magic attack is increased. The Power of Id is unleashed and attacks everything near Lu. Allies in range have reduced skill cooldowns and increased attack/magic attack. (Can also be used while jumping.) [Dungeon] Hits: 506% magic attack multiple times All skill cooldown speeds: +20% Attack/magic attack: +12% Duration: 60 sec. [PvP] Hits: 192% magic attack multiple times All skill cooldown speeds: +20% Attack/magic attack: +6% Duration: 12 sec.
---------	---------------------	--	--

Turbids	Inferno Grasp	[Dungeon] Quick Attack 667% magic attack Hits: 1,332% magic attack multiple times Explosion: 1,126% magic attack Defence/magic defence: -20% Duration: 10 sec. [PvP] Quick Attack 240% magic attack Hits: 480% magic attack multiple times Explosion: 361% magic attack Defence/magic defence: -20% Duration: 5 sec.	Property changed: Safer (1) → Lighter [Dungeon] Quick Attack 667% magic attack Hits: 1,332% magic attack multiple times Explosion: 1,126% magic attack Defence/magic defence: -15% Duration: 60 sec. [PvP] Quick Attack 240% magic attack Hits: 480% magic attack multiple times Explosion: 361% magic attack Defence/magic defence: -7.5% Duration: 12 sec.
---------	---------------	--	---

Turbids	Abyssal Authority	The Power of Id creates a terrifyingly abysmal space, reducing the damage taken by 70%. Within this space, allies' debuffs are removed. For the duration, the HP and MP of allies who briefly entered the space will also be regenerated. HP/MP regeneration is increased depending on combination points. [Dungeon] Hit: 6,727% magic attack HP regeneration/sec.: +5% MP regeneration/sec.: +10% HP/MP regeneration per combination point consumed: +1% (max. +10%) Duration: 5 sec. [PvP] Hit: 1,708% magic attack HP regeneration per sec.: 0.5% MP regeneration/sec.: +1% HP/MP regeneration per combination point consumed: +0.1% (max. +1%) Duration: 5 sec.	HP and MP regeneration is maximised irrespective of the Combination Points used. Max HP value has been increased. Debuff immunity/cleansing no longer apply in a certain area, but instead for a fixed buff duration. HP regenerates per second based on Battle Strength. The Power of Id creates a terrifyingly abysmal space, reducing the damage taken by 70%. While the space expands, allies' debuffs are removed, their HP and MP regenerate, and their max. HP increases. Max. HP increases depending on Combination Points consumed. [Dungeon] Hit: 6,727% magic attack - HP/MP regeneration per second: 20% HP regeneration per 0.5 sec. for every 100,000 Battle Strength: +0.075% Max. HP: +5% Max. HP per combination point consumed: +0.5% (max. +5%) Duration: 5 sec. Provides debuff immunity/removal: 8 sec. [PvP] Hit: 1,708% magic attack - HP/MP regeneration per second: 1% HP regeneration per 0.5 sec. for every 100,000 Battle Strength: +0.00375%
---------	-------------------	---	--

			Max. HP: +5% Max. HP per combination point consumed: +0.5% (max. +5%) Duration: 5 sec. Provides debuff immunity/removal: 8 sec.
Turbids	Attacking Spirit	Lv.4 Permanently increases the stats for devastation and critical hits. [Dungeon] Devastation: +15% Crit. hit: +15% [PvP] Devastation: +15% Crit. hit: +15%	All damage is additionally increased. Lv.4 Permanently increases Devastation/critical hit/critical damage. [Dungeon] Devastation: +15% Crit. hit: +15% All damage: +10% [PvP] Devastation: +15%

			Crit. hit: +15% All damage: +10%
Demersio	Emblem	[Dungeon] Melee Hit: 377% magic attack Ranged Hit: 401% magic attack Max. summoning number: 5 Combination points on hit: +1 Duration: 5 sec. [PvP] Melee Hit: 151% magic attack Ranged Hit: 160% magic attack Max. summoning number: 5 Combination points on hit: +1 Duration: 5 sec.	[Dungeon] Melee Hit: 377% magic attack Ranged Hit: 401% magic attack Max. summoning number: 5 Combination points on hit: +2 Duration: 5 sec. [PvP] Melee Hit: 151% magic attack Ranged Hit: 160% magic attack Max. summoning number: 5 Combination points on hit: +2 Duration: 5 sec.
Demersio	[Switch] Abyss Haze	You open a colossal abyss, temporarily giving your allies damage resistance. This is increased based on combination points consumed. [Dungeon] Abyss: 737% magic attack multiple times Damage resistance: +15% Damage resistance per combination point: +1% (max. +10%) Duration: 10 sec. [PvP] Abyss: 252% magic attack multiple times Damage resistance per combination point: +0.5% (max. +5%) Duration: 10 sec.	The skill description has been improved. All skill MP consumption has been reduced. Damage resistance increase has been maximised irrespective of the number of Combination Points used. Damage taken reduction no longer applies in a certain area, but instead applies for a fixed buff duration. A colossal abyss opens up, temporarily reducing allied damage taken and MP consumption. MP consumption sinks further depending on Combination Points consumed. [Dungeon] Abyss: 737% magic attack multiple

			times Damage taken: -20% Skill MP consumption: -1% Skill MP consumption per combination point: -0.5% (max. -5%) Duration: 60 sec. [PvP] Abyss: 252% magic attack multiple times Damage taken: -10% Skill MP consumption: -1% Skill MP consumption per combination point: -0.3% (max. -3%) Duration: 12 sec.
Demersio	[Switch] Inferno Grasp	[Dungeon] Inferno: 91% magic attack multiple times Explosion: 5,063% magic attack Defence/magic defence: -20% Duration: 10 sec. [PvP] Inferno: 32% magic attack multiple times Explosion: 1,827% magic attack Defence/magic defence: -	[Dungeon] Inferno: 91% magic attack multiple times Explosion: 5,063% magic attack Defence/magic defence: -15% Duration: 60 sec. [PvP] Inferno: 32% magic attack multiple times Explosion: 1,827% magic attack Defence/magic defence: -

		20% Duration: 5 sec.	7.5% Duration: 12 sec.
--	--	-------------------------	---------------------------

Rose

Character/Class	Skill Name	Before Update	After
Heavy Barrel	Proton Bomb		Property changed: Lighter → Fatal
Storm Trooper	Freed Will: Storm Trooper	[Dungeon] Attack: +15% - Stacks of Heavy Weapons Mastery with Overstrike: +3 Overstrike duration: +10 sec. Overstrike Status - MP consumption of special active skills: -10% - Attack speed: +15% - Ally attack: +20% - Duration: 20 sec. [PvP] Attack: +6% - Stacks of Heavy Weapons Mastery with Overstrike: +3 Overstrike duration: +10 sec. Overstrike Status - MP consumption of special active skills: -10% - Attack speed: +15% - Ally attack: +10% - Duration: 20 sec.	Increases magic attack. [Dungeon] Attack: +15% - Stacks of Heavy Weapons Mastery with Overstrike: +3 Overstrike duration: +10 sec. Overstrike Status - MP consumption of special active skills: -10% - Attack speed: +15% - Ally attack/magic attack: +10% - Duration: 20 sec. [PvP] Attack: +6% - Stacks of Heavy Weapons Mastery with Overstrike: +3 Overstrike duration: +10 sec.

			Overstrike Status - MP consumption of special active skills: -10% - Attack speed: +15% - Ally attack/magic attack: +5% - Duration: 20 sec.
Storm Trooper	X-1 Extruder	[Dungeon] Implosion: 587% attack multiple times [PvP] Implosion: 187% attack multiple times	[Dungeon] Implosion: 646% attack multiple times [PvP] Implosion: 206% attack multiple times
Storm Trooper	Eagle Radar	Lv.4 [Dungeon] Exploit Weak Points: - Attribute resistances: -100 +10% crit. damage if there is at least 1 opponent with weak points. - Duration: 10 sec. [PvP] Exploit Weak Points: - Attribute resistances: -100 +5% crit. damage if there is at least 1 opponent with weak	Defence/magic defence are reduced. Lv.4 [Dungeon] Exploit Weak Points: - Attribute resistances: -100 - Defence/magic defence: -10% +10% crit. damage if there is at least 1 opponent with weak points. - Duration: 10 sec. [PvP]

		points. - Duration: 10 sec.	Exploit Weak Points: - Attribute resistances: -100 Defence/magic defence: -5% +5% crit. damage if there is at least 1 opponent with weak points. - Duration: 10 sec.
Storm Trooper	Targeted Strike	[Dungeon] Quick Shot: 4,855% attack [PvP] Quick Shot: 1752% attack	Property changed: Bigger → Fatal [Dungeon] Quick Shot: 5.341% attack [PvP] Quick Shot: 1928% attack
Stormbreaker	[Switch] M-3 Flamethrower: Impact Flames	You burn all enemies before you with the enhanced M-3 Flamethrower. Enemies hit by the fire suffer Burn for 5 sec. (Can only be used while jumping.) Overstrike - Overstrike increases the damage of the skill. [Dungeon] Fire: 1148% attack multiple times [PvP] Fire: 218% attack multiple times	Ignore defence on hits with Fire. Can now also be used while jumping. You burn all enemies before you with the enhanced M-3 Flamethrower. Enemies hit by the fire suffer damage which ignores part of the defence are receive Burn for 5 sec. (Can also be used while jumping.) Overstrike - Overstrike increases the damage of the skill. [Dungeon] Fire: 1198% attack multiple times Ignore defence: 50% [PvP] Fire: 227% attack multiple times Ignore defence: 10%

Stormbreaker	[Switch] Flame Grenade	You fire off a grenade along your path and activate the Laser Defence so the damage has a larger area of effect. The grenades explode the moment they touch the laser. Ignores 20% defence. (PvP: 10%) Overstrike - Overstrike increases the damage of the skill.	Skill activation speed increased by 20%. The time for cancelling the skill has been changed. You fire off a grenade along your path and activate the Laser Defence so the damage has a larger area of effect. The grenades explode the moment they touch the laser. Ignores 40% defence. (PvP: 10%) Overstrike - Overstrike increases the damage of the skill.
Stormbreaker	[Switch] FM-92 Mk2 Lancer SW	You fire a lance into the air that splits into multiple bombs that causes the ground in a wide circle around it to explode and become a cold zone. Enemies that find themselves in this cold zone have reduced movement speed and jump power, and they suffer continuous damage. [Dungeon] Cold Zone: 665% attack x5 Duration: 5 sec. Movement speed -50% Jump power: -50% Defence: -20% [PvP] Cold Zone: 202% attack x5 Duration: 5 sec.	Defence is no longer reduced. You fire a lance into the air that splits into multiple bombs that causes the ground in a wide circle around it to explode and become a cold zone. Enemies that find themselves in this cold zone have reduced movement speed and jump power, and they suffer continuous damage. Overstrike - Overstrike increases the

		Movement speed -50% Jump power: -50% Defence: -20%	damage of the skill. [Dungeon] Cold Zone: 665% attack x5 Duration: 5 sec. Movement speed -50% Jump power: -50% [PvP] Cold Zone: 202% attack x5 Duration: 5 sec. Movement speed -50% Jump power: -50%
Stormbreaker	Specialising in Heavy Weapons	[Dungeon] Laser Skill Effect - MP regeneration not possible - Damage taken from attacks: +8% - Duration: 20 sec. Grenade Skill Effect - Deals additional explosive damage. - Damage: 3,900% attack - Reactivation cooldown: 3 sec. [PvP] Laser Skill Effect - MP regeneration not possible - Damage taken from attacks: +4% - Duration: 10 sec. Grenade Skill Effect - Deals additional explosive damage. - Damage: 195% attack - Reactivation cooldown: 3 sec.	Damage taken from magic attack has been increased. [Dungeon] Laser Skill Effect - MP regeneration not possible - Damage taken from attack/magic attack: +8% - Duration: 20 sec. Grenade Skill Effect - Deals additional explosive damage. - Damage: 3,900% attack - Reactivation cooldown: 3 sec. [PvP] Laser Skill Effect - MP regeneration not possible - Damage taken from attack/magic attack: +4% - Duration: 10 sec. Grenade Skill Effect - Deals additional explosive damage.

			- Damage: 195% attack - Reactivation cooldown: 3 sec.
Stormbreaker	Concentration	In Overstrike mode, you concentrate more on heavy weapons. This increases crit. hit and devastation when using a skill with heavy weapons. - Applies to the skills: Barbecue, M-137 Gatling Gun, M-3 Flamethrower, Flame Strike, FM-31 Grenade Thrower, Laser Defence, Proton Bomb, Operation: Wipe Out, FM-92 Mk2 Lancer SW, Pampero Booster, X-1 Extruder, Plasma Shock, Targeted Strike, and Flame Grenade [Dungeon] Crit. hit chance: +7% (stackable max. 3x) Devastation chance: +7% (stackable max. 3x) Duration: 20 sec. [PvP] Crit. hit chance: +7% (stackable max. 3x) Devastation chance: +7% (stackable max. 3x) Duration: 20 sec.	Attack increased. In Overstrike mode, you concentrate more on heavy weapons. This increases attack, crit. hit and devastation when using a skill with heavy weapons. - Applies to the skills: Barbecue, M-137 Gatling Gun, M-3 Flamethrower, Flame Strike, FM-31 Grenade Thrower, Laser Defence, Proton Bomb, Operation: Wipe Out, FM-92 Mk2 Lancer SW, Pampero Booster, X-1 Extruder, Plasma Shock, Targeted Strike, and Flame Grenade [Dungeon] Attack: +5% (stackable max. 3x) Crit. hit chance: +7% (stackable max. 3x) Devastation chance: +7% (stackable max. 3x) Duration: 20 sec. [PvP] Attack: +2.5% (stackable max. 3x) Crit. hit chance: +7% (stackable max. 3x) Devastation chance: +7% (stackable max. 3x) Duration: 20 sec.

Bloodia	Revolver Master	Lv.4 [Dungeon] Firing speed: +15% Pierce chance: 60% Damage: +13% Attack: +15% Max. MP: +100 [PvP] Firing speed: +15% Pierce chance: 60% Damage: +6.5% Attack: +6% Max. MP: +100	Lv.4 [Dungeon] Firing speed: +15% Pierce chance: 60% Damage: +22% Attack: +15% Max. MP: +100 [PvP] Firing speed: +15% Pierce chance: 60% Damage: +11% Attack: +6% Max. MP: +100
Crimson Rose	Madness	[Dungeon] Madness - Special active skill damage: +25% - Damage taken: -30% - With successful active skill hit, special active skill cooldown speed: -30% - Crit. hit damage taken: +10% - Madness reactivation cooldown: 3 sec. [PvP] Madness - Special active skill damage: +12.5% - Damage taken: -12% - With successful active skill hit, special active skill cooldown speed: -30% - Crit. hit damage taken: +10% - Madness reactivation cooldown: 30 sec.	Damage taken from critical hits is no longer increased. [Dungeon] Madness - Special active skill damage: +28% - Damage taken: -30% - With successful active skill hit, special active skill cooldown speed: -30% - Madness reactivation cooldown: 3 sec. [PvP] Madness - Special active skill damage: +14% - Damage taken: -12% - With successful active skill hit, special active skill cooldown speed: -30%

			- Madness reactivation cooldown: 30 sec.
Crimson Rose	Deadly Anchor	You throw a chain blade that shackles multiple enemies, reducing their defence. Chained Devouring - The defence of enemies hit falls for 1.5 sec. - The decrease in defence falls by 3% per enemy hit (max. 15%). Chain Revolver/Chain Blade - Each hit has the probability of bleeding from Revolver Master. Overstrike - Overstrike increases the damage of the skill. [Dungeon] Strike: 256% attack multiple times Throw: 367% attack Magic defence: -30% [PvP] Strike: 60% attack multiple times Throw: 86% attack Defence: -15%	Defence/magic defence is no longer reduced. You throw a chain blade that immobilises multiple enemies. Chain Revolver/Chain Blade - Each hit has the probability of bleeding from Revolver Master. Overstrike - Overstrike increases the damage of the skill. [Dungeon] Strike: 256% attack multiple times Throw: 367% attack [PvP] Strike: 60% attack multiple times Throw: 86% attack

Crimson Rose	[Strong] Deadly Anchor	Strengthened - Duration of debuffs on enemies hit: +0.5 sec.	Strengthened - Damage: +20%
Crimson Rose	Saw Blade	Lv.4 Improves Chain Revolver/Chain Blade and causes bleeding enemies to take more damage. Using chain skills will reduce all cooldown times of skills currently on cooldown (except for hyper and partner skills). If you attack a Bleeding opponent with a chain skill, they will get the Tear Wound debuff. Tear Wound - Reduces all defence and MP regeneration for hits dealt and taken for 5 sec. [Dungeon] Cooldown: -15% Tear Wound - Defence/magic defence: -25% - MP gain on hit/damage taken: -25% [PvP] Cooldown: -7.5% Tear Wound - All defence types: -10% - MP gain on hit/damage taken: -25%	Lv.4 Improves Chain Revolver/Chain Blade and causes bleeding enemies to take more damage. Using chain skills will reduce all cooldown times of skills currently on cooldown (except for hyper and partner skills). If you attack a Bleeding opponent with a chain skill, they will get the Tear Wound debuff. Tear Wound - Reduces all defence/magic defence and MP regeneration for hits dealt and taken for 10 sec. [Dungeon] Cooldown: -15% Tear Wound - Defence/magic defence: -20% - MP gain on hit/damage taken: -25% [PvP] Cooldown: -7.5% Tear Wound - Defence/magic defence: -10% - MP gain on hit/damage taken: -25%

Black Massacre	Target Acquisition	Swift Search - Movement speed: +35% - Conditions: no opponents in a radius of 6 metres. [Dungeon] Target Check - Crit. damage to target: +10% - Affects: all opponents in a radius of 12 metres. [PvP] Target Check - Crit. damage to target: +5% - Affects: all opponents in a radius of 12 metres.	Swift Search - Movement speed: +35% - Conditions: no opponents in a radius of 6 metres. [Dungeon] Target Check - Crit. damage to target: +12% - Affects: all opponents in a radius of 12 metres. [PvP] Target Check - Crit. damage to target: +6% - Affects: all opponents in a radius of 12 metres.
Freyja	Proof Key	Lv.4 [Dungeon] Magic attack: +15% Important Parts Enhanced Damage: +20% MP cost: -20% [PvP] Magic attack: +6% Important Parts Enhanced Damage: +8% MP cost: -10%	Lv.4 [Dungeon] Magic attack: +15% Important Parts Enhanced Damage: +25% MP cost: -20% [PvP] Magic attack: +6% Important Parts Enhanced Damage: +10% MP cost: -10%

Freyja	Einherjar	You create wings that keep the nitro engine stable while also allowing movement and attacks in the air. (Can also be used while jumping.) The cooldown of your allies' special active skills is reduced. By pressing X you fire off additional grenades at enemies. Once all the grenades that are in the air have been used, the cooldown for this skill reduces. Overstrike - Overstrike increases the damage of the skill. [Dungeon] Shock Wave: 5215% magic attack Additional Grenade: 1200% magic attack ×2 Cooldown of your allies' special active skills: -4 sec. Grenade cooldown: -2 sec. Duration: 19 sec. [PvP] Shock Wave: 1043% magic attack Additional Grenade: 60% magic attack ×2 Cooldown of your allies' special active skills: -4 sec. Grenade cooldown: -2 sec. Duration: 19 sec.	Cooldown reduction only applies to the player. You create wings that keep the nitro engine stable while also allowing movement and attacks in the air. (Can also be used while jumping.) Special active skill cooldowns are reduced. By pressing X you fire off additional grenades at enemies. Once all the grenades that are in the air have been used, the cooldown for this skill reduces. Overstrike - Overstrike increases the damage of the skill. [Dungeon] Shock Wave: 5215% magic attack Additional Grenade: 1200% magic attack ×2 Special active skill cooldowns: -6 sec. Grenade cooldown: -2 sec. Duration: 19 sec. [PvP] Shock Wave: 1043% magic attack Additional Grenade: 60% magic
--------	-----------	---	---

			attack ×2 Special active skill cooldowns: -6 sec. Grenade cooldown: -2 sec. Duration: 19 sec.
Minerva	Grenade Enhancement	[Dungeon] If 2 grenade types hit the target within 10 sec. of the first hit landing, the Fusion debuff is applied to the opponent. - Defence: -30% - Damage taken from magic attacks: +15% Duration: 15 sec. - Applies for the skills: G-35L Lightning Grenade, G-18C Ice Grenade, G-96 Heat Grenade Grenade Throw - Special active skill cooldowns when using all grenades: -30% [PvP] If 2 grenade types hit the target within 10 sec. of the first hit landing, the Fusion debuff is applied to the opponent.	Damage taken from attacks is increased with Fusion. [Dungeon] If 2 grenade types hit the target within 10 sec. of the first hit landing, the Fusion debuff is applied to the opponent. - Defence/magic defence: -20% - Damage taken from attack/magic attack: +12% Duration: 15 sec. - Applies for the skills: G-35L Lightning Grenade, G-18C Ice Grenade, G-96 Heat

		- Defence: -15% - Damage taken from magic attacks: +7.5% - Duration: 5 sec. - Applies for the skills: G-35L Lightning Grenade, G-18C Ice Grenade, G-96 Heat Grenade Grenade Throw - Special active skill cooldowns when using all grenades: -9%	Grenade Grenade Throw - Special active skill cooldowns when using all grenades: -30% [PvP] If 2 grenade types hit the target within 10 sec. of the first hit landing, the Fusion debuff is applied to the opponent. - Defence/magic defence: -10% - Damage taken from attack/magic attack: +6% - Duration: 5 sec. - Applies for the skills: G-35L Lightning Grenade, G-18C Ice Grenade, G-96 Heat Grenade Grenade Throw - Special active skill cooldowns when using all grenades: -9%
--	--	---	---

Metal Heart	Overlimit	The activated G-Core strengthens all skills for a set period of time and improves your G-skills. The skill damage is increased and G-skills receive a bonus effect. (excludes hyper skills) The limits of G are lifted. - G-0 Giant Mecha: 10 additional tracking missiles - G-1 Corona: Firing speed +50% - G-2 Thunder Crack: Load time - 50% - G-3 Raptor: K.O. value reduced - G-4 Frisbee: range +30% Consumes ECP - Consumes ECP instead of MP. [Dungeon] Duration: 30 sec. Skill attack power (excluding hyper skills): +12% [PvP] Duration: 15 sec. Skill attack power (excluding hyper skills): +8%	The activated G-Core strengthens all skills for a set period of time and improves your G-skills. The skill damage is increased and G-skills receive a bonus effect. (excludes hyper skills) The limits of G are lifted. - G-0 Giant Mecha: 10 additional tracking missiles - G-1 Corona: Firing speed +50% - G-2 Thunder Crack: Load time - 50% - G-3 Raptor: K.O. value reduced - G-4 Frisbee: range +30% Consumes ECP - Consumes ECP instead of MP. [Dungeon] Duration: 30 sec. Skill attack power (excluding hyper skills): +22% [PvP] Duration: 15 sec. Skill attack power (excluding hyper skills): +11%
Optimus	Magnet Sentinel	You summon a helper for 20 sec. to protect you and your allies. The magic attack and damage resistance of you and your allies increase during this and increases special active skill cooldown speeds. Consumes ECP - Consumes ECP instead of MP. [Dungeon]	The cooldown acceleration only applies to the player themselves. Attack increased. You summon a helper for 20 sec. to protect you and your allies.

		Magic attack: +5% Damage resistance: +5% Special active skill cooldown speeds: -+30% [PvP] Magic attack: +2.5% Damage resistance: +2.5% Special active skill cooldown speeds: -+30%	Your allies' attack/magic attack and damage resistance increase and your special active skill cooldown speeds increase for 20 seconds. Consumes ECP - Consumes ECP instead of MP. [Dungeon] Attack/magic attack: +3% Damage resistance: +5% Special active skill cooldown speed: +60% [PvP] Attack/magic attack: +1.5% Damage resistance: +2.5% Special active skill cooldown speeds: +30%
--	--	--	---

Prime Operator	Mecha Control	[Dungeon] Overstrike Boost - Overstrike duration: +10 sec. - Overstrike buff duration when you use Mecha special active skills in the Overstrike status: +1 sec. Applies to the skills: - Landrunner RX-78, Air Mecha: Whirlwind, Ez-8 Countdown, Ex-S Viper, Spear Factory, G-0 Giant Mecha, Armoured Storm, [Switch] Barbecue: Deep Grill, and [Switch] M-3 Flamethrower: Ring Flames Automatic Pistol Enhancement - Attack power of combos with Automatic Pistol: +100% - Activation of Stigma debuff with suffered hit by combo with an Automatic Pistol: 100% Increased damage on hits with concentration - Stigma duration: +2 sec. - Defence on Stigma debuff: -30% [PvP]	[Dungeon] Overstrike Boost - Overstrike duration: +10 sec. - Overstrike buff duration when you use Mecha special active skills in the Overstrike status: +1 sec. Applies to the skills: - Landrunner RX-78, Air Mecha: Whirlwind, Ez-8 Countdown, Ex-S Viper, Spear Factory, G-0 Giant Mecha, Armoured Storm, [Switch] Barbecue: Deep Grill, and [Switch] M-3 Flamethrower: Ring Flames Automatic Pistol Enhancement - Attack power of combos with Automatic Pistol: +100% - Activation of Stigma debuff with suffered hit by combo with an Automatic Pistol: 100% Increased damage on hits with concentration - Stigma duration: +2 sec. - Defence/magic defence on Stigma debuff: -20% [PvP] Enhanced Overstrike - Overstrike duration: +10 sec.
----------------	---------------	---	--

		Enhanced Overstrike - Overstrike duration: +10 sec. - Overstrike buff duration when you use Mecha special active skills in the Overstrike status: +1 sec. Applies to the skills: - Landrunner RX-78, Air Mecha: Whirlwind, Ez-8 Countdown, Ex-S Viper, Spear Factory, G-0 Giant Mecha, Armoured Storm, [Switch] Barbecue: Deep Grill, and [Switch] M-3 Flamethrower: Ring Flames Automatic Pistol Enhancement - Attack power of combos with Automatic Pistol: +10% - Activation of Stigma debuff with suffered hit by combo with an Automatic Pistol: 10% Increased damage on hits with concentration - Stigma duration: +2 sec. - Defence on Stigma debuff: -20%	- Overstrike buff duration when you use Mecha special active skills in the Overstrike status: +1 sec. Applies to the skills: - Landrunner RX-78, Air Mecha: Whirlwind, Ez-8 Countdown, Ex-S Viper, Spear Factory, G-0 Giant Mecha, Armoured Storm, [Switch] Barbecue: Deep Grill, and [Switch] M-3 Flamethrower: Ring Flames Automatic Pistol Enhancement - Attack power of combos with Automatic Pistol: +10% - Activation of Stigma debuff with suffered hit by combo with an Automatic Pistol: 10% Increased damage on hits with concentration - Stigma duration: +2 sec. - Defence/magic defence on Stigma debuff: -10%
--	--	--	--

Prime Operator	[Switch] G-1 Corona	You activate and can transform the G-Core. If you use the skill again while it's activated, it transforms, G-1 Corona is deployed. Transformation - Activation uses 15 ECP - Using again during the transformation costs 80 MP and uses G-1 Corona. - After using the skill you receive the G-Expansion buff G-1 Corona - Energy grenades continually fire off behind you. - Enemies hit suffer increased damage from magic attacks for a certain time. Overstrike - Overstrike increases the damage of the skill. [Dungeon] Energy Round: 2,478% magic attack Damage taken from magic attacks: +12% Duration: 20 sec. [PvP] Energy Round: 795% magic attack Damage taken from magic attacks: +6% Duration: 10 sec.	Damage taken from attacks is also increased. You activate and can transform the G-Core. If you use the skill again while it's activated, it transforms, G-1 Corona is deployed. Transformation - Activation uses 15 ECP - Using again during the transformation costs 80 MP and uses G-1 Corona. - After using the skill you receive the G-Expansion buff G-1 Corona - Energy grenades continually fire off behind you. - Enemies hit suffer increased damage from attacks/magic attacks for a certain time. Overstrike - Overstrike increases the damage of the skill. [Dungeon] Energy Round: 2,478% magic attack Damage taken from attack/magic attack: +8% Duration: 20 sec.
----------------	---------------------	--	--

			[PvP] Energy Round: 795% magic attack Damage taken from attack/magic attack: +4% Duration: 10 sec.
--	--	--	--

Ain

Character/Class	Skill Name	Before Update	After
Ain	Forare Sursum Glacies	You shoot out Eldrit Energy halting the movements of the enemies in front of you and freezing them. Field Skill - Reacts to Oath. Rotation Field: Freeze - Freezes target hit for 3 sec. [Dungeon] Eldrit Particle Control: 623% magic attack Quick Frost: 121% magic attack multiple times Cold Explosion: 1,039% magic	Changed the Petrify effect to Freeze. You shoot out Eldrit Energy halting the movements of the enemies in front of you and freezing them. Field Skill - Reacts to Oath. Rotation Field: Freeze - Freezes target hit for 3 sec.

		attack [PvP] Eldrit Particle Control: 190% magic attack Quick Frost: 37% magic attack multiple times Cold Chain Explosion: 315% magic attack	[Dungeon] Eldrit Particle Control: 623% magic attack Quick Frost: 121% magic attack multiple times Cold Explosion: 1,039% magic attack [PvP] Eldrit Particle Control: 190% magic attack Quick Frost: 37% magic attack multiple times Cold Chain Explosion: 315% magic attack
Ain	[Strong] Forare Sursum Glacies	Enhanced: - Petrify duration: +2 sec.	Enhanced: - Freeze duration: +2 sec.
Prodigium	Autosuggestio	[Dungeon] Magic Storm: 414% attack multiple times Autosuggestio - Gives Autosuggestio to yourself and party members. - Attack: +22% - Max. MP: +60 - Movement speed: +30% - Special active skill cooldown speeds: +30% (party members: +20%) - Duration: 15 sec. [PvP] Magic Storm: 93% attack multiple times Autosuggestio - Gives Autosuggestio to yourself and party members. - Attack: +8.8% - Max. MP: +60	Magic attack is increased with Autosuggestio. The cooldown acceleration with Autosuggestio only applies to the player themselves. [Dungeon] Magic Storm: 414% attack multiple times Autosuggestio - Gives Autosuggestio to yourself and party members. - Attack/magic attack: +20% - Max. MP: +60 Movement speed: +30% - Special active skill cooldown speed:

		- Movement speed: +30% - Special active skill cooldown speeds: +30% (party members: +20%) - Duration: 7.5 sec.	+30% - Duration: 15 sec. [PvP] Magic Storm: 93% attack multiple times Autosuggestio - Gives Autosuggestio to yourself and party members. - Attack/magic attack: +8% - Max. MP: +60 Movement speed: +30% - Special active skill cooldown speed: +30% - Duration: 7.5 sec.
Prodigium	Power of Creation	Lv.4 [Dungeon] Crit. damage: +15% Enhanced Creation Mode Special active damage: +20% Damage from additional hits: +50% MP gain: +35% Activation probability: 15% Using Projection Skills during Power of the Gods Special active skill cooldowns: -3 sec. [PvP] Crit. damage: +7.5% Enhanced Creation Mode Special active damage: +10% Damage from additional hits: +25% MP gain: +35% Activation probability: 15%	Lv.4 [Dungeon] Crit. damage: +20% Enhanced Creation Mode Special active damage: +20% Damage from additional hits: +50% MP gain: +35% Activation probability: 15% Using Projection Skills during Power of the Gods Special active skill cooldowns: -3 sec. [PvP] Crit. damage: +10% Enhanced Creation Mode Special active damage: +10% Damage from additional hits: +25% MP gain: +35% Activation probability: 15% Using Projection Skills during Power of the Gods

		Using Projection Skills during Power of the Gods Special active skill cooldowns: - 1.5 sec.	Special active skill cooldowns: -1.5 sec.
Aptare	Ventus	You create an Eldrit Shell and throw it in front of you. The shell flies forwards and generates a field for a short time. Ventus - Reduces the movement speed of targets in range of Open Field by 25%. - Press the skill key again to stun enemies that came into contact with Destruction Field for 5 sec. Sparkling Elkaim - Targets affected by Open Field receive the Elkaim debuff. [Dungeon] Open Field: 137% magic attack multiple times Destruction Field: 1.146% magic attack	Movement speed is no longer reduced. Added the petrify effect. You create an Eldrit Shell and throw it in front of you. The shell flies forwards and generates a field for a short time. Ventus - Enemies in range of Open Field are frozen. - Press the skill key again to stun enemies that came into contact with Destruction Field for 5 sec. Sparkling Elkaim - Targets affected by Open Field receive the Elkaim debuff.

		[PvP] Open Field: 33% magic attack multiple times Destruction Field: 278% magic attack	[Dungeon] Open Field: 137% magic attack multiple times - Petrify - Duration: 5 sec. Destruction Field: 1.146% magic attack [PvP] Open Field: 33% magic attack multiple times - Petrify - Duration: 5 sec. Destruction Field: 278% magic attack
Aptare	[Strong] Ventus	Enhanced: All resistances of enemies hit by Open Field are reduced by 150 for 10 seconds.	Enhanced: - Cooldown -3 sec.
Aptare	Folium Flos	Rotation Field: Transformation - Can also be used without Noble Oath. Noble Oath (Animus): Glow of Bravery - Crit. damage of group members in range: +10% (+5% in PvP) - Duration: 30 sec. Noble Oath (Purus): Law of Nature - Removes all debuffs from all group members in the field and makes them immune to debuffs. - Continuously regenerates HP/MP of party members in range	Increased critical damage from Noble Oath (Animus) has been changed to ignore enemy defence. The reduced defence/magic defence of Noble Oath (Voluntas) has been changed to pulling enemies in. Debuff immunity/cleansing no longer apply in a certain area, but instead for a fixed buff duration. HP regenerates per second based on Battle Strength. Rotation Field: Transformation - Can also be used without Noble Oath.

		by 9% in dungeons. - All allies within range continuously 0.9% HP/MP regeneration in PvP - Duration: 10 sec. Noble Oath (Voluntas): Pervasive Will - Reduces defence/magic defence of opponents in range by 20% (15% in PvP). - Duration: 20 sec.	Noble Oath (Animus): Silent Rage - Silent Rage attacks opponents and ignores 50% of their defence (25% in PvP). Noble Oath (Purus): Law of Nature - Debuff immunity/removal for 8 sec. for all party members - Dungeon: HP/MP regeneration per sec.: 20% - Dungeon HP regeneration per 0.5 sec. for every 100,000 Battle Strength: +0.075% - PvP: HP/MP regeneration per sec.: 1% - PvP: HP regeneration per 0.5 sec. for every 100,000 Battle Strength: +0.00375% - Duration: 5 sec. Noble Oath (Voluntas): Pervasive Will - Attracts nearby opponents
Vigere	Credere Modi	Credere Modi - Atmospheric Wave applies Eldrit Blessing to party members in range. - Party members affected by Eldrit Blessing each regenerate 5 MP (max. 15 MP). - Eldrit Blessing increases your allies' attack/magic attack by 7% (3.5% in PvP) and reduces their damage taken by 20% (10% in PvP) for 20 sec.	Property changed: Safer (1) – Faster Safer (2) → Strengthened The range of the Atmospheric Waves has been increased. The increased attack/magic attack of Eldrit Blessing has been changed to a shield. Increased damage resistance no longer applies in a certain area, but instead applies for a fixed buff duration. Credere Modi - Atmospheric Wave applies Eldrit Blessing to party members in range. - For each party member affected by

			Eldrit Blessing you regenerate 5 MP (max. 15 MP). - Eldrit Blessing - Damage taken: -20% (PvP: 10%) - Generate shield with 10% of your max HP - Duration: 60 sec. (PvP: 12 sec.)
Vigere	Liquefacere	You control the flow of the Eldrit and create a connection field to your nearby enemies. [Dungeon] Shock wave: 288% magic attack Circle of Pain: 83% magic attack Circle of Pain/Explosion: 153% magic attack Binding Limbs: 14% magic attack Binding Limbs/Explosion: 650% magic attack [PvP] Shock wave: 114% magic attack Circle of Pain: 33% magic attack Circle of Pain/Explosion: 61% magic attack Binding Limbs: 6% magic attack Binding Limbs/Explosion: 260% magic attack	The range of Shockwave has been increased. All resistances are reduced. You control the flow of the Eldrit and create a connection field to your nearby enemies. Reduces all resistances of enemies hit. [Dungeon] Shock wave: 288% magic attack - All enemy resistances: -150 - Duration: 60 sec. Circle of Pain: 83% magic attack Circle of Pain/Explosion: 153% magic attack Binding Limbs: 14% magic attack

			Binding Limbs/Explosion: 650% magic attack [PvP] Shock wave: 114% magic attack - All enemy resistances: -75 - Duration: 12 sec. Circle of Pain: 33% magic attack Circle of Pain/Explosion: 61% magic attack Binding Limbs: 6% magic attack Binding Limbs/Explosion: 260% magic attack
Vigere	Canticum Nobilis	EL's Domain - A rotation field establishes EL's Domain. - Can also be used without Noble Oath. Noble Oath (Animus): Silent Rage - Silent Rage attacks opponents and ignores 50% of their defence (25% in PvP). Noble Oath (Purus): Righteous Judgement - Eldrit orbs rain down from above and attack individual enemies. Noble Oath (Voluntas): Uncontrollable Shivering - You fire Uncontrollable Shivering forwards and attack enemies. - On hit, enemies take 10% increased damage for 10 sec.	Damage taken is no longer increased with Noble Oath (Voluntas). EL's Domain - A rotation field establishes EL's Domain. - Can also be used without Noble Oath. Noble Oath (Animus): Silent Rage - Silent Rage attacks opponents and ignores 50% of their defence (25% in PvP). Noble Oath (Purus): Righteous Judgement - Eldrit orbs rain down from above and attack

			individual enemies. Noble Oath (Voluntas): Uncontrollable Shivering - You fire Uncontrollable Shivering forwards and attack enemies.
Vigere	Requiem	Noble Oath: Animus: Overwhelming Darkness - Overwhelming Darkness absorbs the surroundings and explodes. Noble Oath: Purus: Light from the Dawn of Time - Connects Light of Reputation to Light from the Dawn of Time twice. - Light from the Dawn of Time stuns for 5 sec. upon hit. Noble Oath: Voluntas: Icy Wind - Ice Blossom changes Icy Wind and directs it towards nearby enemies. - Icy Wind applies the Slowdown debuff upon hit. Sparkling Elkaim - Enemies hit receive the Elkaim debuff.	The time for cancelling the movement has been changed. Noble Oath: Animus: Overwhelming Darkness - Overwhelming Darkness absorbs the surroundings and explodes. Noble Oath: Purus: Light from the Dawn of Time - Connects Light of Reputation to Light from the Dawn of Time twice. - Light from the Dawn of Time stuns for 5 sec. upon hit. Noble Oath: Voluntas: Icy Wind - Ice Blossom changes Icy Wind and directs it towards nearby enemies. - Icy Wind applies the Slowdown debuff upon hit. Sparkling Elkaim - Enemies hit receive the Elkaim debuff.
Vigere	Relaxed Intimacy	Lv.4 [Dungeon] Crit. damage: +10% Power Boost duration: 3 sec. [PvP]	Lv.4 [Dungeon] Crit. damage: +25% Power Boost duration: 3 sec. [PvP]

		Crit. damage: +4% Power Boost duration: 3 sec.	Crit. damage: +10% Power Boost duration: 3 sec.
Florere	[Switch] Requiem	Noble Oath (Animus): Darkness - Darkness causes an explosion and leaves Twilight behind. Noble Oath (Purus): Light of Harmony - The Light of Harmony beams left and right. Noble Oath (Voluntas): Ice Age - Ice Age causes damage and also inflicts Petrify for 5 sec. Sparkling Elkaim - Enemies hit receive the Elkaim debuff.	The petrify effect of Noble Oath (Voluntas) has been removed. Attack speed reduced. Noble Oath (Animus): Darkness - Darkness causes an explosion and leaves Twilight behind. Noble Oath (Purus): Light of Harmony - The Light of Harmony beams left and right. Noble Oath (Voluntas): Ice Age - Enemies hit suffer -20% attack speed (PvP: -10%) for 10 sec. (PvP: 5 sec.) Sparkling Elkaim - Enemies hit receive the Elkaim debuff.

Florere	[Switch] Turbo	Turbo - Accelerates the cooldown of active/special active skills for allies within the maelstrom. - Enemies within the maelstrom suffer the Bleeding debuff. [Dungeon] Dimension Whirl: 906% magic attack multiple times Turbo - Cooldown speed: +20% - Duration: 7 sec. [PvP] Dimension Whirl: 203% magic attack multiple times Turbo - Cooldown speed: +20% - Duration: 7 sec.	The location where the Dimension Whirl spawns has been changed. The skill description has been improved. Defence/magic defence are reduced. Increases all skill damage. Turbo - Allies within the maelstrom enjoy faster skill cooldowns and increased skill damage. - Enemies within the maelstrom suffer reduced defence/magic defence and the Bleeding debuff. [Dungeon] Dimension Whirl: 906% magic attack multiple times Turbo - All skill cooldowns: +20% - All skill damage +12% - Defence/magic defence: - 15% - Duration: 60 sec. [PvP] Dimension Whirl: 203% magic attack multiple times Turbo - All skill cooldowns: +20% - All skill damage: +6% - Defence/magic defence: - 7.5% - Duration: 12 sec.
---------	----------------	--	---

Florere	Positive Influence	A portion of the consumed Noble Oath effect is applied to you and your allies. On activation of Power: Rotation Magic, your allies' stats are also increased. Noble Oath Revelation - Noble Oath: Animus - Attack power increases - Noble Oath: Purus - MP gain on hit/damage increases - Noble Oath: Voluntas - All speeds increase Rotational Force - When Power: Rotation Magic is activated, your allies' stats increase (excludes Ain). [Dungeon] Noble Oath Revelation - Attack power on consumption of Noble Oath (Animus): +10% - MP gain on consumption of Noble Oath (Purus): +100% - All speeds on consumption of Noble Oath (Voluntas): +10% - Duration: 10 sec. Rotational Force - All group member stats: +5%	Enemies hit by Rotation Power no longer reduces speeds or damage resistance. The skill description has been improved. Part of the effects of Noble Oath Revelation apply to your allies. Upon activating Power: Rotation Magic, Rotational Force is applied to your allies (excluding yourself). [Dungeon] Noble Oath Revelation - Applies to all allies - Attack/magic attack on consumption of Noble Oath (Animus): +12% - MP gain on consumption of Noble Oath (Purus): +40% - All speeds on consumption of Noble Oath (Voluntas): +15% - Duration: 60 sec. Rotational Force - All group member stats (excluding you): +5% - Stats: Movement speed, jump power, damage bonus, Power Boost charge speed, Power Boost duration, HP and MP regeneration on hits or incurred damage [PvP]
---------	--------------------	---	---

		- Stats: Increases damage bonus, all speeds, damage resistance, Power Boost charge speed, Power Boost duration, and HP and MP regeneration on hits or incurred damage [PvP] Noble Oath Revelation - Attack power on consumption of Noble Oath (Animus): +10% - MP gain on consumption of Noble Oath (Purus): +20% - All speeds on consumption of Noble Oath (Voluntas): +10% - Duration: 5 sec. Rotational Force - All group member stats: +5% - Stats: Damage bonus, all speeds, damage resistance, Power Boost charge speed, Power Boost duration, HP and MP regeneration on hits or incurred damage	Noble Oath Revelation - Applies to all allies - Attack/magic attack on consumption of Noble Oath (Animus): +6% - MP gain on consumption of Noble Oath (Purus): +20% - All speeds on consumption of Noble Oath (Voluntas): +15% - Duration: 12 sec. Rotational Force - All group member stats (excluding you): +5% - Stats: Movement speed, jump power, damage bonus, Power Boost charge speed, Power Boost duration, HP and MP regeneration on hits or incurred damage
--	--	---	---

Florere	Adsertor (Level 3)	With the help of EL's energy, you create oaths that blossom, follow the lines of EL's energy and deal damage to the enemy. [Dungeon] Blossoming Oaths: 2,076% magic attack multiple times [PvP] Blossoming Oaths: 292% magic attack multiple times	Certain special resources are regenerated. With the help of EL's energy, you create oaths that blossom, follow the lines of EL's energy and deal damage to the enemy. Nearby allies regenerate special resources for a while: NF/Cannonballs/Spirit Energy/Dynamo Transition Points/Combination Points/Power Points/Sensitivity Points/Gems [Dungeon] Blossoming Oaths: 2,076% magic attack multiple times Special resource regeneration per sec.: +20% Duration: 15 sec. [PvP] Blossoming Oaths: 292% magic attack multiple times Special resource regeneration per sec.: +20% Duration: 3 sec.
---------	-----------------------	---	---

Florere	Adsertor (Level 4)	With the help of EL's energy, you create oaths that blossom, follow the lines of EL's energy and deal damage to the enemy. When EL's energy no longer flows, they explode, raining EL's energy down to the ground. [Dungeon] Blossoming Oaths: 4,238% magic attack multiple times Energy Rain: 2,228% magic attack [PvP] Blossoming Oaths: 529% magic attack multiple times Energy Rain: 278% magic attack	Certain special resources are regenerated. With the help of EL's energy, you create oaths that blossom, follow the lines of EL's energy and deal damage to the enemy. When EL's energy no longer flows, they explode, raining EL's energy down to the ground. Nearby allies regenerate special resources for a while: NF/Cannonballs/Spirit Energy/Dynamo Transition Points/Combination Points/Power Points/Sensitivity Points/Gems [Dungeon] Blossoming Oaths: 4,238% magic attack multiple times Energy Rain: 2,228% magic attack Special resource regeneration per sec.: +20% Duration: 15 sec. [PvP] Blossoming Oaths: 529% magic attack multiple times Energy Rain: 278% magic attack Special resource regeneration per sec.: +20% Duration: 3 sec.
Florere	[Switch] Inviolatus Conculcare: Solemnis	You generate a rotational field. The Eldrit energy explodes, dealing damage to enemies within the area. The duration of your allies' Noble Oath Revelation effect is prolonged.	You generate a rotational field. The Eldrit energy explodes, dealing damage to enemies within the area. The duration of your allies' Adsertor effect is prolonged.

Viator	[Strong] Ingenium Regnum	Enhanced: - Defence/magic defence: additional -15% (PvP: - 6%)	[Strong] effects have been changed to a longer debuff duration. Strengthened - Buff duration: +10 sec.
Regnator	Spell Circle of Chaos	[Dungeon] All resistances: -100 User crit. damage: +20% Ally crit. damage: +20% Duration: 10 sec. [PvP] All resistances: -100 User crit. damage: +20% Ally crit. damage: +10% Duration: 10 sec.	[Dungeon] All resistances: -100 User crit. damage: +28% Allied crit. damage: +16% Duration: 10 sec. [PvP] All resistances: -100 User crit. damage: +14% Allied crit. damage: +8% Duration: 10 sec.
Adoleo	Benedictio	[Dungeon] Release Power: 1,479% attack Benedictio - Ally attacks: +10% - Enemy attack/magic attack: - 10% - Duration: 10 sec. [PvP] Release Power: 353% attack Benedictio - Ally attacks: +5% - Enemy attack/magic attack: - 5% - Duration: 10 sec.	Allied magic attack is increased. [Dungeon] Release Power: 1,479% attack Benedictio - Allied attack/magic attack: +6% - Enemy attack/magic attack: -10% - Duration: 10 sec. [PvP] Release Power: 353% attack Benedictio - Allied attack/magic attack: +3% - Enemy attack/magic attack: -5% - Duration: 10 sec.

Captura	Vexare	I will find all those who have gone against the will of the Goddess and destroy them. You teleport in front of the closest enemies and punish them. Enemies hit by Punishment suffer increased damage from attacks for a limited time. Imperfectus - Damage: +[10 x Imperfectus level]% [Dungeon] Punishment: 784% attack multiple times Vexare - Damage taken from attacks: +10% - Duration: 15 sec. [PvP] Punishment: 298% attack multiple times Vexare - Damage taken from attacks: +5% - Duration: 15 sec.	Vexare debuffs have been removed. I will find all those who have gone against the will of the Goddess and destroy them. You teleport in front of the closest enemies and punish them. Imperfectus - Damage: +[10 x Imperfectus level]% [Dungeon] Punishment: 784% attack multiple times [PvP] Punishment: 298% attack multiple times
Captura	Aratio		The skill activation speed has been increased by 35%.

Captura	Spite	[Dungeon] Attack speed: +[3x Imperfectus level]% Special active skill cooldown: -[8x Imperfectus level]% [PvP] Attack speed: +[3x Imperfectus level]% Special active skill cooldown: -[3.2x Imperfectus level]%	[Dungeon] Attack speed: +[5x Imperfectus level]% Special active skill cooldown: -[12x Imperfectus level]% [PvP] Attack speed: +[5x Imperfectus level]% Special active skill cooldown: -[4.8x Imperfectus level]%
Captura	Antecedere	That won't be enough to reach the Goddess. You put your back into it and generate Eldrit Energy faster and faster. The energy flow accelerates the cooldowns of special active, hyper and master skills of allies within the field. Omnis - Attack speed within the acceleration zone is increased by Omnis level x 5%. [Dungeon] Acceleration: 2,761% attack Antecedere - Cooldown speed: +20% - Duration: 10 sec. [PvP] Acceleration: 657% attack Antecedere	Hyper/master skill cooldown acceleration has been removed. The special active skill cooldown acceleration only applies to the player themselves. That won't be enough to reach the Goddess. You put your back into it and generate Eldrit Energy faster and faster. The energy flow speeds up your special active skill cooldowns. Omnis - Attack speed within the

		- Cooldown speed: +20% - Duration: 5 sec.	acceleration zone is increased by Omnis level x 5%. [Dungeon] Acceleration: 2,761% attack Antecedere - Cooldown speed: +60% - Duration: 10 sec. [PvP] Acceleration: 657% attack Antecedere - Cooldown speed: +60% - Duration: 5 sec.
Sacratus	[Switch] Vexare	I will find all those who have gone against the will of the Goddess and destroy them. You project sharp projectiles and shoot them. Enemies hit by Punishment suffer increased damage from attacks for a limited time. Imperfectus - Damage: +[10 x Imperfectus level]% [Dungeon] Punishment: 1,723% attack multiple times	Vexare debuffs have been removed. The skill activation speed has been increased by 50%. I will find all those who have gone against the will of the Goddess and destroy them. You project sharp projectiles and shoot them. Imperfectus - Damage: +[10 x Imperfectus level]% [Dungeon] Punishment: 1,723% attack multiple times

		Vexare - Damage taken from attacks: +10% - Duration: 15 sec. [PvP] Punishment: 623% attack multiple times Vexare - Damage taken from attacks: +5% - Duration: 15 sec.	[PvP] Punishment: 623% attack multiple times
Sacratus	[Switch] Antecedere	That won't be enough to reach the Goddess. You quickly collect energy and dart forwards. The condensed Eldrit Energy speeds up the cooldown of your allies' special active skills. Omnis - Attack speed is increased by [Omnis level x 5]% for the duration of the buff. [Dungeon] Acceleration: 3,838% attack Antecedere - Cooldown speed: +30% - Duration: 10 sec. [PvP] Acceleration: 913% attack Antecedere	The special active skill cooldown acceleration only applies to the player themselves. That won't be enough to reach the Goddess. You quickly collect energy and dart forwards. The condensed Eldrit energy speeds up your special active skill cooldowns. Omnis - Attack speed is increased by [Omnis level x 5]% for the duration of the buff. [Dungeon] Acceleration: 3,838% attack

		- Cooldown speed: +30% - Duration: 5 sec.	Antecedere - Cooldown speed: +60% - Duration: 10 sec. [PvP] Acceleration: 913% attack Antecedere - Cooldown speed: +60% - Duration: 5 sec.
Sacratus	[Switch] Inviolatus Conculcare: Interitus	Greed and hatred spring from the divine messenger. (Can also be used while jumping.) Imperfectus - Damage: +[10 x Imperfectus level]% [Dungeon] Destruction: 1,202% attack multiple times [PvP] Destruction: 183% attack multiple times	The skill activation speed has been increased by 50%. Destruction ignores defence. Greed and hatred spring from the divine messenger. You deal damage that ignores part of the defence. (Can also be used while jumping.) Imperfectus - Damage: +[10 x Imperfectus level]% [Dungeon] Destruction: 1,202% attack multiple times Ignore enemy defence: 50% [PvP] Destruction 183% attack multiple

			times Ignore enemy defence: 10%
Sacratus	Hatred	[Dungeon] Probability of crit. damage: +[6x Imperfectus level]% Ignore defence: +[3x Imperfectus level]% [PvP] Probability of crit. damage: +[2.4x Imperfectus level]% Ignore defence: +[1.2x Imperfectus level]%	[Dungeon] Probability of crit. damage: +[9x Imperfectus level]% Ignore defence: +[3x Imperfectus level]% [PvP] Probability of crit. damage: +[3.6x Imperfectus level]% Ignore defence: +[1.2x Imperfectus level]%
Sacratus	Obliteration	[Dungeon] Attack: +20% Duration: 20 sec. [PvP] Attack: +8% Duration: 20 sec.	[Dungeon] Attack: +25% Duration: 20 sec. [PvP] Attack: +10% Duration: 20 sec.

Laby

Character/Class	Skill Name	Before Update	After
-----------------	------------	---------------	-------

Sparkly Child	Boom Fist	[Dungeon] Giant Energy Ball: 534% attack multiple times Boom Impact: 535% attack multiple times [PvP] Giant Energy Ball: 158% attack multiple times Boom Impact: 157% attack multiple times	[Dungeon] Giant Energy Ball: 507% attack multiple times Boom Impact: 508% attack multiple times [PvP] Giant Energy Ball: 150% attack multiple times Boom Impact: 149% attack multiple times
Sparkly Child	Labysphere	[Dungeon] Energy Ball: 1,401% attack multiple times [PvP] Energy Ball: 354% attack multiple times	[Dungeon] Energy Ball: 1,331% attack multiple times [PvP] Energy Ball: 336% attack multiple times
Rumble Pum'n	Nisha Bag	[Dungeon] Loot: 992% attack multiple times Ouch! Defence: -20% Damage taken from attacks: +15% Debuff duration: 15 sec. [PvP] Loot: 206% attack multiple times Ouch!	Ouch! reduces magic defence and increases damage taken from magic attacks. [Dungeon] Loot: 992% attack multiple times Ouch! Defence/magic defence: -20% Damage taken from attack/magic attack: +12% Debuff duration: 15 sec.

		Defence: -20% Damage taken from attacks: +7.5% Debuff duration: 7.5 sec.	[PvP] Loot: 206% attack multiple times Ouch! Defence/magic defence: -20% Damage taken from attack/magic attack: +6% Debuff duration: 7.5 sec.
Eternity Winner	New Laby		The movement on ending the skill cast has been removed.
Eternity Winner	[Switch] Boom Fist	[Dungeon] Boom Impact: 630% attack multiple times [PvP] Boom Impact: 133% attack multiple times	[Dungeon] Boom Impact: 594% attack multiple times [PvP] Boom Impact: 125% attack multiple times

Twinkle Child	Milky Way	I'll Help You, Laby! Enemies hit have reduced attack and defence for a limited time. [Dungeon] Starlight: 1,078% magic attack multiple times [PvP] Starlight: 295% magic attack multiple times I'll Help You, Laby! [Dungeon] Starlight: 1,058% magic attack multiple times Attack/magic attack: -15% Defence/magic defence: -30% Duration: 10 sec. [PvP] Starlight: 286% magic attack multiple times Attack/magic attack: -15% Defence/magic defence: -15% Duration: 10 sec.	Defence/magic defence are no longer reduced. I'll Help You, Laby! Enemies hit have reduced attack/magic attack for a limited time. [Dungeon] Starlight: 1,078% magic attack multiple times [PvP] Starlight: 295% magic attack multiple times I'll Help You, Laby! [Dungeon] Starlight: 1,058% magic attack multiple times Attack/magic attack: -15% Duration: 60 sec. [PvP] Starlight: 286% magic attack multiple times Attack/magic attack: -15% Duration: 12 sec.
Twinkle Child	Rolly Rolly	Nisha hurls a Blubb Blubb Bubble that rolls out of her. I'll Help You, Laby! The bubble reduces all of the affected opponent's resistances. [Dungeon] Blubb Blubb Bubble:	Defence/magic defence are reduced. Nisha hurls a Blubb Blubb Bubble that rolls out of her. I'll Help You, Laby! The bubble reduces all of the affected opponent's resistances and defence/magic defence. [Dungeon] Blubb Blubb Bubble: 996% magic

		996% magic attack multiple times [PvP] Blubb Blubb Bubble: 340% magic attack multiple times I'll Help You, Laby! [Dungeon] Blubb Blubb Bubble: 992% magic attack multiple times All resistances: -150 Duration: 10 sec. [PvP] Blubb Blubb Bubble: 339% magic attack multiple times All resistances: -150 Duration: 10 sec.	attack multiple times [PvP] Blubb Blubb Bubble: 340% magic attack multiple times I'll Help You, Laby! [Dungeon] Blubb Blubb Bubble: 992% magic attack multiple times Defence/magic defence: -15% All resistances: -150 Duration: 60 sec. [PvP] Blubb Blubb Bubble: 339% magic attack multiple times Defence/magic defence: -7.5% All resistances: -75 Duration: 12 sec.
Twinkle Child	Together	Lv.4 [Dungeon] Max. MP: +100 When you use skills with I'll Help You, Laby!, the next special active skill MP consumption is reduced: -20% When you use skills with 'I'll Help You, Laby!', you receive Hello, Nisha points. When you receive 3 Hello, Nisha points, you can activate Hello, Laby by	Attack/magic attack increased has been removed. Lv.4 [Dungeon] Max. MP: +100 When you use skills with I'll Help You, Laby!, the next special active skill MP consumption is reduced: -20% When you use skills with 'I'll Help You, Laby!', you receive Hello, Nisha points. When you receive 3 Hello, Nisha points, you can activate Hello, Laby by pressing

	pressing the special key. Hello, Laby Activating this will reset all special active skill cooldowns (excluding hyper, partner and force active skills). Attack/magic attack: +20% MP gain: +50% Duration: 15 sec. [PvP] Max. MP: +100 When you use skills with I'll Help You, Laby!, the next special active skill MP consumption is reduced: -10% When you use skills with 'I'll Help You, Laby!', you receive Hello, Nisha points. When you receive 3 Hello, Nisha points, you can activate Hello, Laby by pressing the special key. Hello, Laby Activating this will reset all special active skill cooldowns (excluding hyper, partner and force active skills). Attack/magic attack: +20% MP gain: +50% Duration: 6 sec.	the special key. Hello, Laby Activating this will reset all special active skill cooldowns (excluding hyper, partner and force active skills). MP gain: +50% Duration: 40 sec. [PvP] Max. MP: +100 When you use skills with I'll Help You, Laby!, the next special active skill MP consumption is reduced: -10% When you use skills with 'I'll Help You, Laby!', you receive Hello, Nisha points. When you receive 3 Hello, Nisha points, you can activate Hello, Laby by pressing the special key. Hello, Laby Activating this will reset all special active skill cooldowns (excluding hyper, partner and force active skills). MP gain: +50% Duration: 12 sec.
--	---	---

Shining Romantica	Freed Will: Shining Romantica	Critical hit and Devastation also increase when you use skills with 'I'll Help You, Laby!'. [Dungeon] Movement speed and jump power are increased while Help Is on Its Way! and We're Here to Help! are active: +20% Devastation and critical hit increase when you use skills with I'll Help You, Laby!: +20% Duration: 20 sec. [PvP] Movement speed and jump power are increased while Help Is on Its Way! and We're Here to Help! are active: +20% Devastation and critical hit increase when you use skills with I'll Help You, Laby!: +20% Duration: 20 sec.	When you use skills with I'll Help You, Laby!, all damage is increased. Critical hits, Devastation and all damage also temporarily increase when you use skills with I'll Help You, Laby!. [Dungeon] Movement speed and jump power are increased while Help Is on Its Way! and We're Here to Help! are active: +20% Devastation and critical hit increase when you use skills with I'll Help You, Laby!: +20% When you use skills with I'll Help You, Laby!, all damage is increased: +20% Duration: 20 sec. [PvP] Movement speed and jump power are increased while Help Is on Its Way! and We're Here to Help! are active: +20% Devastation and critical hit increase when you use skills with I'll Help You, Laby!: +20% When you use skills with I'll Help You, Laby!, all damage is increased: +10% Duration: 20 sec.
------------------------------	--	--	--

Shining Romantica	Friend request	[Dungeon] Hello, Laby duration: +5 sec. Cooldown of 'Hello, Laby': - 20 sec. Using Hello, Laby regenerates 1 Hello, Nisha point. [PvP] Hello, Laby duration: +2 sec. Cooldown of 'Hello, Laby': - 20 sec. Using Hello, Laby regenerates 1 Hello, Nisha point.	The cooldown reduction of Hello, Laby has been removed. [Dungeon] Hello, Laby duration: +5 sec. Using Hello, Laby regenerates 1 Hello, Nisha point. [PvP] Hello, Laby duration: +2 sec. Using Hello, Laby regenerates 1 Hello, Nisha point.
Shining Romantica	Wind Blows!	I'll Help You, Laby! All speeds of allies in the path of the wind are increased for a limited time. [Dungeon] Fresh Wind: 584% magic attack multiple times [PvP] Fresh Wind: 177% magic attack multiple times I'll Help You, Laby! [Dungeon] Fresh Wind: 543% magic attack multiple times Movement speed/Jump power: +20% Attack speed: +10% Duration: 20 sec. [PvP] Fresh Wind: 147% magic attack multiple times Movement speed/Jump power: +20%	- Attack/magic attack is increased. Increases all skill damage. I'll Help You, Laby! Allies in the path of the wind have increased speeds, attack/magic attack and skill damage for a limited time. [Dungeon] Fresh Wind: 584% magic attack multiple times [PvP] Fresh Wind: 177% magic attack multiple times I'll Help You, Laby! [Dungeon] Fresh Wind: 543% magic attack multiple times Movement speed/Jump power:

		Attack speed: +10% Duration: 20 sec.	+20% Attack speed: +15% Attack/magic attack: +12% All skill damage: +12% Duration: 60 sec. [PvP] Fresh Wind: 147% magic attack multiple times Movement speed/Jump power: +20% Attack speed: +15% Attack/magic attack: +6% All skill damage: +6% Duration: 12 sec.
--	--	--	---

Shining Romantica	Nisha Shine	I'll Help You, Laby! The Illusion knocks backs enemies who approach. Allies in the area of effect suffer less damage and debuffs are cleansed. [Dungeon] Blast: 2,595% magic attack multiple times Illusion: 265% magic attack multiple times [PvP] Blast: 838% magic attack multiple times Illusion: 86% magic attack multiple times I'll Help You, Laby! [Dungeon] Blast: 2,451% magic attack multiple times Illusion: 251% magic attack multiple times Damage taken by group members in the Illusion field: -20% Duration: 10 sec. [PvP] Blast: 703% magic attack multiple times Illusion: 72% magic attack multiple times Damage taken by group members in the Illusion field: -10% Duration: 10 sec.	All skill cooldowns are accelerated. The tooltip has been improved. The damage taken reduction and debuff immunity/cleansing no longer apply in a certain area, but instead for a fixed buff duration. I'll Help You, Laby! Opponents in the effect area are delayed more heavily. While the light spreads, allies take less damage, have immunity/removal of debuffs, and all skills cool down faster. [Dungeon] Blast: 2,595% magic attack multiple times Illusion: 265% magic attack multiple times [PvP] Blast: 838% magic attack multiple times Illusion: 86% magic attack multiple times I'll Help You, Laby! [Dungeon] Blast: 2,451% magic attack multiple times Illusion: 251% magic attack multiple times All skill cooldown speeds: +20% Damage taken: -20% Duration: 60 sec. Debuff removal/immunity duration: 8 sec. [PvP] Blast: 703% magic attack multiple times Illusion: 72% magic attack multiple times All skill cooldown speeds: +20% Damage taken: -10% Duration: 12 sec.
----------------------	----------------	--	---

			Debuff removal/immunity duration: 8 sec.
Shining Romantica	Laby Rain	[Dungeon] Laby Rain: 762% magic attack multiple times [PvP] Laby Rain: 231% magic attack multiple times I'll Help You, Laby! [Dungeon] Laby Rain: 708% magic attack multiple times All allies within range continuously 21% HP/MP regeneration Duration: 5 sec.	The skill description has been improved. HP regenerates per second based on Battle Strength. [Dungeon] Laby Rain: 762% magic attack multiple times [PvP] Laby Rain: 231% magic attack multiple times

		[PvP] Laby Rain: 191% magic attack multiple times All allies within range continuously 1% HP/MP regeneration Duration: 5 sec.	I'll Help You, Laby! [Dungeon] Laby Rain: 708% magic attack multiple times - HP/MP regeneration per second: 20% HP regeneration per 0.5 sec. for every 100,000 Battle Strength: +0.075% Duration: 5 sec. [PvP] Laby Rain: 191% magic attack multiple times - HP/MP regeneration per second: 1% HP regeneration per 0.5 sec. for every 100,000 Battle Strength: +0.00375% Duration: 5 sec.
Radiant Soul	Forever	[Dungeon] Special active skill cooldowns per Hello, Nisha point: -10% Damage to bosses/mini-bosses during Hello, Laby: +18% [PvP] Special active skill cooldowns per Hello, Nisha point: -5% Damage to bosses/mini-bosses during Hello, Laby: +18%	The increased damage to bosses/mini-bosses during Hello, Laby only applies to the player themselves. [Dungeon] Special active skill cooldowns per Hello, Nisha point: -10% Damage to bosses/mini-bosses during Hello, Laby: +18% [PvP] Special active skill cooldowns per Hello, Nisha point: -5% Damage to bosses/mini-bosses during Hello, Laby: +18%

Radiant Soul	[Switch] Wind Blows!	I'll Help You, Laby! All speeds of allies in the path of the wind are increased for a limited time. [Dungeon] Fresh Wind: 724% magic attack multiple times Mighty Wind: 606% magic attack multiple times [PvP] Fresh Wind: 197% magic attack multiple times Mighty Wind: 166% magic attack multiple times I'll Help You, Laby! [Dungeon] Fresh Wind: 684% magic attack multiple times Mighty Wind: 573% magic attack multiple times Movement speed/Jump power: +20% Attack speed: +10% Duration: 20 sec. [PvP] Fresh Wind: 181% magic attack multiple times Mighty Wind: 151% magic attack multiple times Movement speed/Jump power: +20% Attack speed: +10% Duration: 20 sec.	- Attack/magic attack is increased. Increases all skill damage. I'll Help You, Laby! Allies in the path of the wind have increased speeds, attack/magic attack and skill damage for a limited time. [Dungeon] Fresh Wind: 724% magic attack multiple times Mighty Wind: 606% magic attack multiple times [PvP] Fresh Wind: 197% magic attack multiple times Mighty Wind: 166% magic attack multiple times I'll Help You, Laby! [Dungeon] Fresh Wind: 684% magic attack multiple times Mighty Wind: 573% magic attack multiple times Movement speed/Jump power: +20% Attack speed: +15% Attack/magic attack: +12% All skill damage: +12% Duration: 60 sec. [PvP]
--------------	----------------------------	---	--

			Fresh Wind: 181% magic attack multiple times Mighty Wind: 151% magic attack multiple times Movement speed/Jump power: +20% Attack speed: +15% Attack/magic attack: +6% All skill damage: +6% Duration: 12 sec.
Radiant Soul	[Switch] Milky Way	I'll Help You, Laby! Enemies hit have reduced attack and defence for a limited time. [Dungeon] Starlight: 878% magic attack multiple times Bright Star: 475% magic attack Disappearing Star: 272% magic attack [PvP] Starlight: 316% magic attack multiple times Bright Star: 171% magic attack Disappearing Star: 98% magic attack I'll Help You, Laby! [Dungeon] Starlight: 860% magic attack multiple times Bright Star: 470% magic attack Disappearing Star: 267% magic attack Attack/magic attack: -15% Defence/magic defence: -	Defence/magic defence are no longer reduced. I'll Help You, Laby! Enemies hit have reduced attack/magic attack for a limited time. [Dungeon] Starlight: 878% magic attack multiple times Bright Star: 475% magic attack Disappearing Star: 272% magic attack [PvP] Starlight: 316% magic attack multiple times Bright Star: 171% magic attack Disappearing Star: 98% magic attack I'll Help You, Laby! [Dungeon] Starlight: 860% magic attack

		30% Duration: 10 sec. [PvP] Starlight: 311% magic attack multiple times Bright Star: 170% magic attack Disappearing Star: 96% magic attack Attack/magic attack: -15% Defence/magic defence: - 15% Duration: 10 sec.	multiple times Bright Star: 470% magic attack Disappearing Star: 267% magic attack Attack/magic attack: -15% Duration: 60 sec. [PvP] Starlight: 311% magic attack multiple times Bright Star: 170% magic attack Disappearing Star: 96% magic attack Attack/magic attack: -15% Duration: 12 sec.
Rusty Child	Bramble, Grow!	[Dungeon] Brambles: 396% attack multiple times [PvP] Brambles: 135% attack multiple times	[Dungeon] Brambles: 416% attack multiple times [PvP] Brambles: 142% attack multiple times
Daydreamer	Mirror Shield	[Dungeon] Shield: 2,291% attack Damage taken: -20% Attack: +20% [PvP] Shield: 545% attack Damage taken: -8% Attack: +4%	[Dungeon] Shield: 2,291% attack Damage taken: -20% Attack: +25% [PvP] Shield: 545% attack Damage taken: -8% Attack: +5%

Daydreamer	Bibby!	Laby remembers the monster from Murky Forest, Bibby. - Nisha, do you remember? It looked so cute and Laby wanted to pet it, but it almost bit Laby! Forest Spirits - On use of Laby's... Friend? your Forest Spirit grows and reacts in its own way. - When appearing, enemies in the vicinity are nibbled on and receive a debuff that reduces their defence. - When reacting, your Forest Spirit teleports to an enemy nearby and bites them. The enemy receives a bleeding debuff. - Each growth level increases the stack count of the debuff. Cheerio! - On renewed use the Forest Spirit teleports to the enemy and explodes. (The teleport range is shorter in PvP.) - For each growth level, the damage of the explosion is increased by 10%. [Dungeon] Nibble: 1,055% attack - Defence: -30% - Duration: 25 sec. Bite: 729% attack Cheerio!: 465% attack x5 [PvP] Nibble: 374% attack	Magic defence is reduced with Nibble. Laby remembers the monster from Murky Forest, Bibby. - Nisha, do you remember? It looked so cute and Laby wanted to pet it, but it almost bit Laby! Forest Spirits - On use of Laby's... Friend? your Forest Spirit grows and reacts in its own way. - When appearing, enemies in the vicinity are nibbled on and receive a debuff that reduces their defence/magic defence. - When reacting, your Forest Spirit teleports to an enemy nearby and bites them. The enemy receives a bleeding debuff. - Each growth level increases the stack count of the debuff. Cheerio! - On renewed use the Forest Spirit teleports to the enemy and explodes. (The teleport range is shorter in PvP.) - For each growth level, the damage of the explosion is increased by 10%. [Dungeon] Nibble: 1,055% attack - Defence/magic defence: -10% - Duration: 25 sec. Bite: 729% attack Cheerio!: 465% attack x5 [PvP] Nibble: 374% attack
------------	--------	--	---

		- Defence: -10% - Duration: 10 sec. - Bite: 245% attack - Cheerio!: 157% attack x5	- Defence/magic defence: -3.3% - Duration: 10 sec. - Bite: 245% attack - Cheerio!: 157% attack x5
Daydreamer	Fantasy	[Dungeon] Thorn Bush: 1,555% attack multiple times [PvP] Thorn Bush: 561% attack multiple times	[Dungeon] Thorn Bush: 1,633% attack multiple times [PvP] Thorn Bush: 589% attack multiple times
Daydreamer	Laby's Garden	[Dungeon] Thorn Liana: 826% attack multiple times Blossom: 352% attack multiple times [PvP] Thorn Liana: 149% attack multiple times Blossom: 63% attack multiple times	[Dungeon] Thorn Liana: 857% attack multiple times Blossom: 366% attack multiple times [PvP] Thorn Liana: 155% attack multiple times Blossom: 66% attack multiple times

Nisha Labyrinth	Nisha's Power	Nisha's power influences your forest spirits. The forest spirit summoning gives your allies a buff and improves the reactions of your forest spirits with 'Laby's... friend?' skills. Poco: - Poco's Strength is activated when summoned. This temporarily reduces the damage your allies take from boss monsters by 10%. - 2 target-seeking projectiles inflict damage on enemies multiple times. Ookiee: - Ookiee's Strength is activated when summoned. This temporarily increases your allies' attack by 20% (PvP: 8%). - Increased cooldown acceleration. Jimyu: - Jimyu's Strength is activated when summoned. This increases the cooldown speed of special active skills for nearby allies for a certain time by 30%. - Higher spin attack damage Bibby: - Bibby's Strength is activated when summoned. This regenerates your allies' HP by 12% per sec. (PvP: 1.2%). - Higher bleeding damage	Ookiee's Strength increases magic attack. Jimyu's Strength only applies to the player themselves. Nisha's power influences your forest spirits. The forest spirit summoning gives you and your allies a buff and improves the reactions of your forest spirits with 'Laby's... friend?' skills. Poco: - Poco's Strength is activated when summoned. This temporarily reduces the damage your allies take from boss monsters by 10%. - 2 target-seeking projectiles inflict damage on enemies multiple times. Ookiee: - Ookiee's Strength is activated when summoned. This temporarily increases your allies' attack/magic attack by 20% (PvP: 8%). - Increased cooldown acceleration. Jimyu: - Jimyu's Strength is activated when summoned. This increases special active skill cooldowns by 30%. - Higher spin attack damage
-----------------	---------------	--	--

			Bibby: - Bibby's Strength is activated when summoned. This regenerates your allies' HP by 12% per sec. (PvP: 1.2%). - Higher bleeding damage
Nisha Labyrinth	Illusia	[Dungeon] Special active skill damage: +10% Duration: 20 sec. (cooldown: 20 sec.) [PvP] Special active skill damage: +3% Duration: 10 sec. (cooldown: 20 sec.)	[Dungeon] Special active skill damage: +20% Duration: 30 sec. (cooldown: 20 sec.) [PvP] Special active skill damage: +6% Duration: 15 sec. (cooldown: 20 sec.)
Nisha Labyrinth	[Switch] Splashy Splashy: Pure Nightmare	[Dungeon] Nightmare: 428% attack multiple times [PvP] Nightmare: 81% attack multiple times	[Dungeon] Nightmare: 446% attack multiple times [PvP] Nightmare: 84% attack multiple times

Nisha Labyrinth	[Switch] Fantasy	[Dungeon] Thorn Bush: 787% attack multiple times [PvP] Thorn Bush: 177% attack multiple times	[Dungeon] Nightmare: 826% attack multiple times [PvP] Nightmare: 186% attack multiple times
Punky Poppet	Twitter Whistle	[Dungeon] Tweet Tweet: 2,502% magic attack Serves You Right! You can move through opponents. Damage taken: -80% Special active skill cooldown speeds: +100% Duration: 3 sec. The effect is removed after you take 5 hits. Ouch! Damage taken from magic attacks: +20% Duration: 12 sec. [PvP] Tweet Tweet: 810% magic attack Serves You Right! You can move through opponents. Damage taken: -16% Special active skill cooldown speeds: +100% Duration: 2.1 sec. The effect is removed after you take 5 hits. Ouch! Damage from magic attacks:	Ouch! increases damage from attack. [Dungeon] Tweet Tweet: 2,502% magic attack Serves You Right! You can move through opponents. Damage taken: -80% Special active skill cooldown speeds: +100% Duration: 3 sec. The effect is removed after you take 5 hits. Ouch! Damage taken from attack/magic attack: +20% Duration: 12 sec. [PvP] Tweet Tweet: 810% magic attack Serves You Right! You can move through opponents. Damage taken: -16% Special active skill cooldown

		+10% Duration: 12 sec.	speeds: +100% Duration: 2.1 sec. The effect is removed after you take 5 hits. Ouch! Damage taken from attack/magic attack: +10% Duration: 12 sec.
--	--	---------------------------	--

Noah

Character/Class	Skill Name	Before Update	After
Silent Shadow	Memory Break	Lv.4 [Dungeon] Attack: +15% Damage from skills activated with Deep Darkness: +15% [PvP] Attack: +6% Damage from skills activated with Deep Darkness: +7.5%	Lv.4 [Dungeon] Attack: +15% Damage from skills activated with Deep Darkness: +20% [PvP] Attack: +6% Damage from skills activated with Deep Darkness: +10%

Silent Shadow	Mirage	You execute swift and light movements that appear like a mirage that can't be grasped. The defence of hit opponents is reduced for a while. If you press the skill key again, you jump forwards and keep the enemy at bay. [Dungeon] Mirage: 485% attack multiple times Defence on hit from Illusion: -10% Duration: 10 sec. Diversion: 77% attack multiple times [PvP] Mirage: 184% attack multiple times Defence on hit from Illusion: -10% Duration: 10 sec. Diversion: 29% attack multiple times	Magic defence is reduced. You execute swift, light movements, as intangible as a mirage. The defence/magic defence of hit opponents is reduced for a while. If you press the skill key again, you jump forwards and keep the enemy at bay. [Dungeon] Mirage: 485% attack multiple times Defence/magic defence on hit from Illusion: -7% Duration: 10 sec. Diversion: 77% attack multiple times [PvP] Mirage: 184% attack multiple times Defence/magic defence on hit from Illusion: -7% Duration: 10 sec. Diversion: 29% attack multiple times
Silent Shadow	White Night	[Dungeon] White Night Damage to mini-bosses/bosses on activation: +10% Shadow Lord Attack: +15% Attack speed: +10% Deep Darkness skill range: +10% Ignore defence of shadow hits with Deep Darkness: 50% Duration: 30 sec. [PvP] White Night Damage to mini-bosses/bosses	[Dungeon] White Night Damage to mini-bosses/bosses on activation: +8% Shadow Lord Attack: +15% Attack speed: +10% Deep Darkness skill range: +10% Ignore defence of shadow hits with Deep Darkness: 50% Duration: 30 sec. [PvP] White Night Damage to mini-bosses/bosses on

		on activation: +10% Shadow Lord Attack: +12.5% Attack speed: +10% Deep Darkness skill range: +10% Ignore defence of shadow hits with Deep Darkness: 25% Duration: 30 sec.	activation: +8% Shadow Lord Attack: +12.5% Attack speed: +10% Deep Darkness skill range: +10% Ignore defence of shadow hits with Deep Darkness: 25% Duration: 30 sec.
Liberator	Lunar Twilight	Obsidian Point during Power Boost: +2 [Dungeon] Chance that combo hits leave a symbol behind: 50% Shadow Wound: 1,519% Crit. hit damage taken: +6% (stackable max. 3x) Duration: 15 sec. [PvP] Chance that combo hits leave a symbol behind: 50% Shadow Wound: 151% Crit. hit damage taken: +3% (stackable max. 3x) Duration: 15 sec.	Obsidian Point during Power Boost: +2 [Dungeon] Chance that combo hits leave a symbol behind: 50% Shadow Wound: 1,519% Crit. hit damage taken: +4% (stackable max. 3x) Duration: 15 sec. [PvP] Chance that combo hits leave a symbol behind: 50% Shadow Wound: 151% Crit. hit damage taken: +2% (stackable max. 3x) Duration: 15 sec.
Liberator	New Start	[Dungeon] Debuffs removed with New Moon Power Boost: +1 Chance of removing all debuffs with New Moon Power Boost: 5% Special active skill cooldowns during New Moon Power Boost: -20% Use this skill with Deep Darkness to increase the cooldown speeds of special active skills by 30%. Cooldown: -5 sec. All damage when skills are used with Deep Darkness: +8% (stackable max. 2x) All damage increase: 10 sec.	[Dungeon] Debuffs removed with New Moon Power Boost: +1 Chance of removing all debuffs with New Moon Power Boost: 5% Special active skill cooldowns during New Moon Power Boost: -25% Use this skill with Deep Darkness to increase the cooldown speeds of special active skills by 30%. Cooldown: -5 sec. All damage when skills are used with Deep Darkness: +8% (stackable max. 2x) All damage increase: 10 sec.

		[PvP] Debuffs removed with New Moon Power Boost: +1 Chance of removing all debuffs with New Moon Power Boost: 5% Special active skill cooldowns during New Moon Power Boost: -20% Use this skill with Deep Darkness to increase the cooldown speeds of special active skills by 30%. Cooldown: -5 sec. All damage when skills are used with Deep Darkness: +4% (stackable max. 2x) All damage increase: 10 sec.	[PvP] Debuffs removed with New Moon Power Boost: +1 Chance of removing all debuffs with New Moon Power Boost: 5% Special active skill cooldowns during New Moon Power Boost: -20% Use this skill with Deep Darkness to increase the cooldown speeds of special active skills by 30%. Cooldown: -5 sec. All damage when skills are used with Deep Darkness: +4% (stackable max. 2x) All damage increase: 10 sec.
Destinator	Stargazing	Lv.4 The moon phase remains at half moon. You learn the astrology which is used to represent the star signs onto cards. You can now use the Cycle system and the Water Bearer Card. Cycle Pressing the special key and an arrow key activates a card's skill. Activating the Water Bearer Card creates Water Bearer Symbols when you hit your opponents with Horoscope Skills. Every time you receive a Water Bearer Symbol, your magic attack is boosted. Changes the damage of all attack skills to magic attacks.	Receiving the Water Bearer Symbol increases magic attack. Lv.4 The moon phase remains at half moon. You learn the astrology which is used to represent the star signs onto cards. You can now use the Cycle system and the Water Bearer Card. Cycle Pressing the special key and an arrow key activates a card's skill.

		[Dungeon] Magic attack when you gain Water Bearer Symbol: +1% (max. +10%) Duration: 15 sec. Then 3 stacks are removed. [PvP] Magic attack when you gain Water Bearer Symbol: +0.5% (max. +5%) Duration: 15 sec. Then 3 stacks are removed.	Activating the Water Bearer Card creates Water Bearer Symbols when you hit your opponents with Horoscope Skills. Every time you receive a Water Bearer Symbol, your attack/magic attack is boosted. Changes the damage of all attack skills to magic attacks. [Dungeon] Attack/magic attack per Water Bearer Symbol: +1% (max. +7%) Duration: 15 sec. Then 3 stacks are removed. [PvP] Attack/magic attack per Water Bearer Symbol: +0.5% (max. +3.5%) Duration: 15 sec. Stack reduces by 3 when the duration expires.
--	--	--	---

Destinator	Natal Chart	You observe the course of the star signs and take the fate of your opponent into your own hands. Your allies randomly receive the effect Destiny or Karma for 40 sec. In addition, a mysterious effect can be activated. [Dungeon] Destiny You receive a Power Boost for 15 sec. The cooldown speed of your and your allies' special active skills increases by 10%. Karma Your body gets 15% smaller. Increases your and your allies' MP regeneration by +5% per sec. The two effects cannot be stacked. [PvP] Destiny You receive a Power Boost for 15 sec. The cooldown speed of your and your allies' special active skills increases by 10%. Karma Your body gets 15% smaller. Increases your and your allies' MP regeneration by +0.25% per sec. The two effects cannot be stacked.	All skill effects only apply to the player themselves. You observe the course of the star signs and take the fate of your opponent into your own hands. You randomly receive the Destiny or Karma effect for 40 seconds.In addition, a mysterious effect can be activated. [Dungeon] Destiny Power Boost triggered for 15 sec. Special active skill cooldown speeds: +10% Karma Makes you 15% smaller MP regeneration/sec.: 5% The two effects cannot be stacked. [PvP] Destiny Power Boost triggered for 15 sec. Special active skill cooldown speeds: +10% Karma Makes you 15% smaller MP regeneration/sec.: 0.25% The two effects cannot be stacked.
------------	-------------	---	--

Astrocaster	Universe	Lv.4 [Dungeon] Damage from Horoscope skills: +12% Max. stacks of Water Bearer Symbols: 10 → 20 [PvP] Damage from Horoscope skills: +4.8% Max. stacks of Water Bearer Symbols: 10 → 20	Lv.4 [Dungeon] Damage from Horoscope skills: +24% Max. stacks of Water Bearer Symbols: 7 → 10 [PvP] Damage from Horoscope skills: +9.6% Max. stacks of Water Bearer Symbols: 7 → 10
Astrocaster	Divination	[Dungeon] Pillar of Destiny: 6,146% magic attack Light Collection All allies' damage: +12% Duration: 10 sec. Lunar Break The Pillar of Destiny inflicts multiple damage on enemies and ignores 100% of their guard stance and defence. Duration: 1 sec. Judgement Your allies do not consume any special resources. NF/Cannonballs/Spirit Energy/Dynamo Transition Points/Combination Points/Power Points/Sensitivity Points/Gems Duration: 8 sec. [PvP] Pillar of Destiny: 1,665% magic attack Light Collection All allies' damage: +6%	Special resources are regenerated during the effect duration, instead of no consumption. [Dungeon] Pillar of Destiny: 7,682% magic attack Light Collection All allied damage: +8% Duration: 10 sec. Lunar Break The Pillar of Destiny inflicts multiple damage on enemies and ignores 100% of their guard stance and defence. Duration: 1 sec. Judgement Your allies regenerate special resources for a certain time. NF/Cannonballs/Spirit Energy/Dynamo Transition Points/Combination Points/Power Points/Sensitivity Points/Gems Special resource regeneration per sec.: +20%

		Duration: 10 sec. Lunar Break The Pillar of Destiny inflicts multiple damage on enemies and ignores 10% of their guard stance and defence. Duration: 1 sec. Judgement Your allies do not consume any special resources. NF/Cannonballs/Spirit Energy/Dynamo Transition Points/Combination Points/Power Points/Sensitivity Points/Gems Duration: 2 sec.	Duration: 8 sec. [PvP] Pillar of Destiny: 2,081% magic attack Light Collection All allied damage: +4% Duration: 10 sec. Lunar Break The Pillar of Destiny inflicts multiple damage on enemies and ignores 10% of their guard stance and defence. Duration: 1 sec. Judgement Your allies regenerate special resources for a certain time. NF/Cannonballs/Spirit Energy/Dynamo Transition Points/Combination Points/Power Points/Sensitivity Points/Gems Special resource regeneration per sec.: +20% Duration: 2 sec.
Astrocaster	Nebula	[Dungeon] Violet Nebula: magic defence - 15% Violet Nebula: 1,887% magic attack Debuff duration: 10 sec. Yellow Nebula: Allies within the field receive +8% HP regeneration every second. Yellow Nebula: 516% magic attack multiple times Blue Nebula: damage suffered from critical hit -10% Blue Nebula: 1,636% magic attack	Violet Nebula reduces defence. [Dungeon] Violet Nebula: defence/magic defence -15% Violet Nebula: 1,887% magic attack Debuff duration: 10 sec. Yellow Nebula: Allies within the field receive +9.6% HP regeneration every second. Yellow Nebula: 516% magic attack multiple times

		Debuff duration: 10 sec. [PvP] Violet Nebula: magic defence - 15% Violet Nebula: 718% magic attack Debuff duration: 5 sec. Yellow Nebula: Allies within the field receive +0.8% HP regeneration every second. Yellow Nebula: 196% magic attack multiple times Blue Nebula: damage suffered from critical hit -10% Blue Nebula: 623% magic attack Debuff duration: 5 sec.	Blue Nebula: damage suffered from critical hit +4% Blue Nebula: 1,636% magic attack Debuff duration: 10 sec. [PvP] Violet Nebula: defence/magic defence -7.5% Violet Nebula: 718% magic attack Debuff duration: 5 sec. Yellow Nebula: Allies within the field receive +0.96% HP regeneration every second. Yellow Nebula: 196% magic attack multiple times Blue Nebula: damage suffered from critical hit +2% Blue Nebula: 623% magic attack Debuff duration: 5 sec.
Astrocaster	[Strong] Nebula	Strengthened - Effects of the Nebula: +20%	Strengthened - Cooldown -3 sec.
Astrocaster	Observable Universe	[Dungeon] Water Bearer Card: Crit. hit/Devastation +20% Scorpion Card: Damage to bosses +12% Lion Card: Damage taken -12% [PvP] Water Bearer Card: Crit. hit/Devastation +20% Scorpion Card: Damage to bosses +12% Lion Card: Damage taken -12%	[Dungeon] Water Bearer Card: Crit. hit/Devastation +20% Scorpion Card: Damage to bosses +20% Lion Card: Damage taken -12% [PvP] Water Bearer Card: Crit. hit/Devastation +20% Scorpion Card: Damage to bosses +20% Lion Card: Damage taken -12%

Celestia	Celestial Navigator	The eternal truth lies before you and you desire to know it. You can now use the Heavenly Twins Card. Activating the Heavenly Twins Card creates Heavenly Twins Symbols when you hit your opponents with Horoscope Skills. The Heavenly Twins Symbol reduces the damage taken by 80% for a short time and reduces the cooldown of special active skills. (Damage that is linked to a portion of your maximum HP cannot be reduced). [Dungeon] Special active skill cooldowns: - 0.5 sec. [PvP] Special active skill cooldowns: - 0.5 sec.	The special active skill cooldown reduction only applies to the player themselves. The eternal truth lies before you and you desire to know it. You can now use the Heavenly Twins Card. Activating the Heavenly Twins Card creates Heavenly Twins Symbols when you hit your opponents with Horoscope Skills. The Heavenly Twins Symbol reduces the damage taken by 80% for a short time and reduces the cooldown of special active skills. (Damage that is linked to a portion of your maximum HP cannot be reduced). [Dungeon] Special active skill cooldowns: -1 sec. [PvP] Special active skill cooldowns: -0.5 sec.
----------	---------------------	--	---

Celestia	[Switch] Nebula	[Dungeon] Violet Nebula: magic defence - 18% Violet Nebula: 1,905% magic attack Debuff duration: 10 sec. Yellow Nebula: Allies within the field receive +9.6% HP regeneration every second. Yellow Nebula: 521% magic attack multiple times Blue Nebula: damage suffered from critical hit +12% Blue Nebula: 1,651% magic attack Debuff duration: 10 sec. [PvP] Violet Nebula: magic defence - 18% Violet Nebula: 725% magic attack Debuff duration: 5 sec. Yellow Nebula: Allies within the field receive +0.96% HP regeneration every second. Yellow Nebula: 197% magic attack multiple times Blue Nebula: damage suffered from critical hit +12% Blue Nebula: 629% magic attack Debuff duration: 5 sec.	The cooldown has been changed. 15 sec. →14 sec. Violet Nebula reduces defence. [Dungeon] Violet Nebula: defence/magic defence -15% Violet Nebula: 1,905% magic attack Debuff duration: 10 sec. Yellow Nebula: Allies within the field receive +9.6% HP regeneration every second. Yellow Nebula: 521% magic attack multiple times Blue Nebula: damage suffered from critical hit +4% Blue Nebula: 1,651% magic attack Debuff duration: 10 sec. [PvP] Violet Nebula: defence/magic defence -7.5% Violet Nebula: 725% magic attack Debuff duration: 5 sec. Yellow Nebula: Allies within the field receive +0.96% HP regeneration every second. Yellow Nebula: 197% magic attack multiple times Blue Nebula: damage suffered from critical hit +2% Blue Nebula: 629% magic attack Debuff duration: 5 sec.
----------	--------------------	--	---

Celestia	[Switch] Black Moon: Quasar	Horoscope Summons the brightest star, the quasar. Each time the quasar hits an enemy, it grows in size and increases in damage. [Dungeon] Quasar: 583% magic attack multiple times Damage: +2% (max. 20%) Range: +6% (max. 60%) [PvP] Quasar: 104% magic attack multiple times Damage: +1% (max. 10%) Range: +3% (max. 30%)	Ignores defence on hits. Horoscope Summons the brightest star, the quasar. Each time the quasar hits an enemy, it grows in size and increases in damage, ignoring part of the defence. [Dungeon] Quasar: 583% magic attack multiple times Ignore defence: 40% Damage: +3% (max. 30%) Range: +6% (max. 60%) [PvP] Quasar: 104% magic attack multiple times Ignore defence: 10% Damage: +1.5% (max. 15%) Range: +3% (max. 30%)
Celestia	[Switch] Red Giant	[Dungeon] Fragments: 401% magic attack multiple times [PvP] Fragments: 144% magic attack multiple times	[Dungeon] Fragments: 446% magic attack multiple times [PvP] Fragments: 161% magic attack multiple times

Sorrow Moon	Judgement	Holy Moonlight shines down in the vicinity of the Relic of Atonement. Enemies hit by the moonlight are damned to do penance. The damage inflicted by certain skills is increased for allies who come into contact with this light. Penance The Relic of Atonement judges your enemies. Moon Blessing While Power Boost is active, each moon form will enhance a different skill effect. [Dungeon] Judgement: 1,669% attack Light of Confession: 758% attack multiple times Transcendence skill damage: +10% Duration: 15 sec. Moon Blessing – Full Moon Strength/transcendence skill damage: +10% Moon Blessing – Half Moon Duration: 20 sec.	Strength/transcendence skill damage has been changed to all skill damage. Moon Blessing has been removed. Holy Moonlight shines down in the vicinity of the Relic of Atonement. Enemies hit by the moonlight are damned to do penance. The damage inflicted by certain skills is increased for allies who come into contact with this light. Penance The Relic of Atonement judges your enemies. [Dungeon] Judgement: 1,669% attack Light of Confession: 758% attack multiple times All skill damage: +12% Duration: 60 sec. [PvP] Judgement: 564% attack Light of Confession: 256% attack multiple times All skill damage: +6% Duration: 12 sec.
-------------	-----------	---	---

		[PvP] Judgement: 564% attack Light of Confession: 256% attack multiple times Damage from transcendence skills +7.5% Duration: 15 sec. Moon Blessing – Full Moon Strength/transcendence skill damage: +7.5% Moon Blessing – Half Moon Duration: 20 sec.	
--	--	---	--

Sorrow Moon	Moon Shard	You summon a Moonstone using the Relic of Atonement. The huge Moonstone falls to the ground. The falling Moonstone reduces the defence of hit enemies. The fragments on the ground inflict additional on your enemies. Penance The Relic of Atonement judges your enemies. Moon Blessing While Power Boost is active, each moon form will enhance a different skill effect. [Dungeon] Impact: 1,267% attack x3 Sharder: 500% attack multiple times Defence/magic defence: -15% Duration: 15 sec. Moon Blessing – New Moon Defence/magic defence: -20% Moon Blessing – Half Moon Duration: 20 sec. [PvP] Impact: 482% attack x3 Sharder: 190% attack multiple times	Moon Blessing has been removed. All resistances are reduced. You summon a Moonstone using the Relic of Atonement. The huge Moonstone falls to the ground. The falling Moonstone reduces the defence/magic defence of hit enemies. The fragments on the ground inflict additional on your enemies. Penance The Relic of Atonement judges your enemies. [Dungeon] Impact: 1,267% attack x3 Sharder: 500% attack multiple times Defence/magic defence: -15% All resistances: -150 Duration: 60 sec. [PvP] Impact: 482% attack x3 Sharder: 190% attack multiple times Defence/magic defence: -7.5% All resistances: -75 Duration: 12 sec.
-------------	------------	---	--

		Defence/magic defence: - 15% Duration: 15 sec. Moon Blessing – New Moon Defence/magic defence: - 20% Moon Blessing – Half Moon Duration: 20 sec.	
Moon Pilgrim	Sea of Peace	Lv.4 [Dungeon] During Power Boost at Full Moon: Special active skill MP costs: -10% During Power Boost at Full Moon: Cooldown of Moon Blessing skills: -20% [PvP] During Power Boost at Full Moon: Special active skill MP costs: -4% During Power Boost at Full Moon: Cooldown of Moon Blessing skills: -8%	The target for the skill cooldown reduction has been changed. Lv.4 [Dungeon] During Power Boost at Full Moon: Special active skill MP costs: -10% During Power Boost at Full Moon: All skill cooldowns: -20% [PvP] During Power Boost at Full Moon: Special active skill MP costs: -4% During Power Boost at Full Moon: All skill cooldowns: -8%

Moon Pilgrim	Flood	A gentle wave rises up. The power of the moon is increased depending on the number of enemies that have been washed away by the wave, and the wave transforms into a giant tidal wave. All the resistances of affected enemies are reduced. (Can also be used while jumping.) Penance The Relic of Atonement judges your enemies. Moon Blessing While Power Boost is active, each moon form will enhance a different skill effect. [Dungeon] Gentle Wave: 240% attack multiple times Giant Tidal Wave: 418% attack multiple times Damage and size of the Giant Tidal Wave depends on the number of enemies hit by the Gentle Wave: +10% (max. 50%) All resistances: -75 Duration: 15 sec. Moon Blessing – New Moon All resistances: -150 Moon Blessing – Half Moon Duration: 20 sec.	Moon Blessing has been removed. All resistance reduction has been removed. A gentle wave rises up. The power of the moon is increased depending on the number of enemies that have been washed away by the wave, and the wave transforms into a giant tidal wave. (Can also be used while jumping.) Penance The Relic of Atonement judges your enemies. [Dungeon] Gentle Wave: 240% attack multiple times Giant Tidal Wave: 418% attack multiple times Damage and size of the Giant Tidal Wave depends on the number of enemies hit by the Gentle Wave: +10% (max. 50%) [PvP] Gentle Wave: 87% attack multiple times
--------------	-------	--	--

		[PvP] Gentle Wave: 87% attack multiple times Giant Tidal Wave: 150% attack multiple times Damage and size of the Giant Tidal Wave depends on the number of enemies hit by the Gentle Wave: +10% (max. 50%) All resistances: -75 Duration: 15 sec. Moon Blessing – New Moon All resistances: -150 Moon Blessing – Half Moon Duration: 20 sec.	Giant Tidal Wave: 150% attack multiple times Damage and size of the Giant Tidal Wave depends on the number of enemies hit by the Gentle Wave: +10% (max. 50%)
--	--	--	---

Moon Pilgrim	Moon Call	The Moon Whale follows the call of the moon and is summoned to protect your allies. The Moon Whale reduces the amount of damage taken by allies within its range and increases their attack speed. [Dungeon] Guardian Moon: 608% attack multiple times Damage taken: -10% Field duration with reduced damage taken: 10 sec. Attack speed: +15% Duration: 15 sec. Moon Blessing – Full Moon Damage taken: -20% [PvP] Guardian Moon: 184% attack multiple times Damage taken: -5% Field duration: 10 sec. Attack speed: +7.5% Duration: 10 sec. Moon Blessing – Full Moon Damage taken: -10%	The damage taken reduction no longer apply in a certain area, but instead for a fixed buff duration. Debuff immunity/removal has been added. The Moon Whale follows the call of the moon and is summoned to protect your allies. As the protective moon waxes, the Moon Whale reduces the damage suffered by allies, increases their attack speed and removes debuffs/provides debuff immunity. [Dungeon] Guardian Moon: 608% attack multiple times - Damage taken: -20% - Attack speed: +15% - Duration: 60 sec. Debuff removal/immunity duration: 8 sec. Moon Blessing – Full Moon Moon protection range: +20% [PvP] Guardian Moon: 184% attack multiple times Damage taken: -10% - Attack speed: +15% - Duration: 12 sec. Debuff removal/immunity duration: 8 sec. Moon Blessing – Full Moon Moon protection range: +20%
--------------	-----------	--	---

Moon Pilgrim	White Dwarf	Just before the star goes out, its energy gathers to explode forwards in a final beam. Using the skill accelerates the caster's special active skill cooldown for a period. Removes the debuffs of allies hit by the beam. (Can also be used while jumping.) Penance The Relic of Atonement judges your enemies. Moon Blessing While Power Boost is active, each moon form will enhance a different skill effect. [Dungeon] Exploding Light: 219% attack multiple times Special active skill cooldown speeds: +20% Duration: 3 sec. Moon Blessing – Full Moon Special active skill cooldown speeds: +30% Moon Blessing – Half Moon Duration: 5 sec. [PvP] Exploding Light: 74% attack multiple times Special active skill cooldown speed: +10% Duration: 3 sec. Moon Blessing – Full Moon	Allied debuffs are no longer removed. All allied skill cooldowns are accelerated. Just before the star goes out, its energy gathers to explode forwards in a final beam. Using the skill accelerates all your allies' skill cooldown. (Can also be used while jumping.) Penance The Relic of Atonement judges your enemies. Moon Blessing While Power Boost is active, each moon form will enhance a different skill effect. [Dungeon] Exploding Light: 219% attack multiple times All skill cooldown speeds: +20% Duration: 60 sec. Moon Blessing – Full Moon All your skill cooldowns: +30% Duration: 60 sec. [PvP] Exploding Light: 74% attack multiple times All skill cooldown speeds: +20% Duration: 12 sec.
--------------	-------------	--	--

		Special active skill cooldown speeds: +20% Moon Blessing – Half Moon Duration: 5 sec.	Moon Blessing – Full Moon All your skill cooldowns: +30% Duration: 12 sec.
--	--	--	---

Moon Pilgrim	Obliteration	You summon Moon Fragments using the Relic of Atonement. Enemies hit by the Moon Fragments and Moonlight suffer increased damage for a certain time. The fragments then clatter down and destroy your enemy. Moon Blessing While Power Boost is active, each moon form will enhance a different skill effect. [Dungeon] Moon Fragment: 488% attack multiple times Moonlight: 1,107% attack Fragments Rattling Down: 835% attack Damage taken: +10% Duration: 10 sec. Moon Blessing – New Moon Damage taken: +14% Moon Blessing – Half Moon Duration: 20 sec. [PvP] Moon Fragment: 140% attack multiple times Moonlight: 317% attack	Moon Blessing has been removed. Damage taken is no longer increased. The time for cancelling the skill has been changed. You summon Moon Fragments using the Relic of Atonement. The fragments then clatter down and destroy your enemy. [Dungeon] Moon Fragment: 488% attack multiple times Moonlight: 1,107% attack Fragments Rattling Down: 835% attack [PvP] Moon Fragment: 140% attack multiple times Moonlight: 317% attack Fragments Rattling Down: 239% attack
--------------	--------------	--	---

		Fragments Rattling Down: 239% attack Damage dealt to opponents: +5% Duration: 10 sec. Moon Blessing – New Moon Damage taken: +7% Moon Blessing – Half Moon Duration: 20 sec.	
--	--	---	--

Moon Pilgrim	Moon Nova	The power of the moon protects you. A proportion of the HP and MP of allies within the range of the moon is restored immediately. For a certain time, they receive the Moon Nova buff, which also regenerates HP and MP (stackable max. 2x). Quiet The Relic of Calm protects you. Moon Blessing While Power Boost is active, each moon form will enhance a different skill effect. [Dungeon] Genesis Moon: 1404% attack multiple times Immediately restores ally HP/MP: 20% Moon Nova HP/MP regeneration per sec.: 11% HP absorption on hits dealt using combo or active skills: 1% Duration: 4 sec. Moon Blessing – Full Moon Immediately restores ally HP/MP: 30% Moon Blessing – Half Moon Moon Nova duration: 6 sec. [PvP] Genesis Moon: 450% attack multiple times Immediately restores ally HP/MP: 2%	HP/MP regeneration has been changed. HP absorption on hits dealt using combo or active skills has been removed. Moon Blessing has been removed. HP regenerates per second based on Battle Strength. The power of the moon protects you. Regenerates the HP and MP of allies within the range of the moon. Quiet The Relic of Calm protects you. [Dungeon] Genesis Moon: 1404% attack multiple times Moon Nova - HP/MP regeneration per second: 20% HP regeneration per 0.5 sec. for every 100,000 Battle Strength: +0.075% Duration: 5 sec. [PvP] Genesis Moon: 450% attack multiple times Moon Nova - HP/MP regeneration per second: 1%
--------------	-----------	--	--

		Moon Nova HP/MP regeneration per sec.: 1.1% HP absorption on hits dealt using combo or active skills: 0.5% Duration: 4 sec. Moon Blessing – Full Moon Immediately restores ally HP/MP: 3% Moon Blessing – Half Moon Moon Nova duration: 6 sec.	HP regeneration per 0.5 sec. for every 100,000 Battle Strength: +0.00375% Duration: 5 sec.
--	--	--	---

Nyx Pieta	[Switch] Flood	A gentle wave rises up. The power of the moon is increased depending on the number of enemies that have been washed away by the wave, and the wave transforms into a giant tidal wave. All the resistances of affected enemies are reduced. (Can also be used while jumping.) Penance The Relic of Atonement judges your enemies. Moon Blessing While Power Boost is active, each moon form will enhance a different skill effect. [Dungeon] Gentle Wave: 240% attack multiple times Giant Tidal Wave: 587% attack multiple times Damage and size of the Giant Tidal Wave depends on the number of enemies hit by the Gentle Wave: +10% (max. 50%) All resistances: -75 Duration: 15 sec. Moon Blessing – New Moon All resistances: -150 Moon Blessing – Half Moon Duration: 20 sec.	Moon Blessing has been removed. All resistance reduction has been removed. A gentle wave rises up. The power of the moon is increased depending on the number of enemies that have been washed away by the wave, and the wave transforms into a giant tidal wave. (Can also be used while jumping.) Penance The Relic of Atonement judges your enemies. [Dungeon] Gentle Wave: 240% attack multiple times Giant Tidal Wave: 587% attack multiple times Damage and size of the Giant Tidal Wave depends on the number of enemies hit by the Gentle Wave: +10% (max. 50%) [PvP] Gentle Wave: 87% attack multiple times
-----------	-------------------	--	--

		[PvP] Gentle Wave: 87% attack multiple times Giant Tidal Wave: 211% attack multiple times Damage and size of the Giant Tidal Wave depends on the number of enemies hit by the Gentle Wave: +10% (max. 50%) All resistances: -75 Duration: 15 sec. Moon Blessing – New Moon All resistances: -150 Moon Blessing – Half Moon Duration: 20 sec.	Giant Tidal Wave: 211% attack multiple times Damage and size of the Giant Tidal Wave depends on the number of enemies hit by the Gentle Wave: +10% (max. 50%)
--	--	--	---

Nyx Pieta	[Switch] White Dwarf	The star gathers energy to fly forwards in a beam. Using the skill accelerates the caster's special active skill cooldown for a period. Removes the debuffs of allies hit by the beam. Penance The Relic of Atonement judges your enemies. Moon Blessing While Power Boost is active, each moon form will enhance a different skill effect. [Dungeon] Exploding Light: 1154% attack multiple times Special active skill cooldown speeds: +20% Duration: 3 sec. Moon Blessing – Full Moon Special active skill cooldown speeds: +30% Moon Blessing – Half Moon Duration: 5 sec. [PvP] Exploding Light: 394% attack multiple times Special active skill cooldown speeds: +10% Duration: 3 sec.	Allied debuffs are no longer removed. All allied skill cooldowns are accelerated. The star gathers energy to fly forwards in a beam. Using the skill accelerates all your allies' skill cooldown. Penance The Relic of Atonement judges your enemies. Moon Blessing While Power Boost is active, each moon form will enhance a different skill effect. [Dungeon] Exploding Light: 1154% attack multiple times All skill cooldown speeds: +20% Duration: 60 sec. Moon Blessing – Full Moon All your skill cooldowns: +30% Duration: 60 sec. [PvP] Exploding Light: 394% attack multiple times All skill cooldown speeds: +20% Duration: 12 sec.
-----------	----------------------------	--	--

		Moon Blessing – Full Moon Special active skill cooldown speeds: +20% Moon Blessing – Half Moon Duration: 5 sec.	Moon Blessing – Full Moon All your skill cooldowns: +30% Duration: 12 sec.
Nyx Pieta	Shining Moon	[Dungeon] Moon Whisper Damage taken: -10% Movement speed: +10% Jump power: +10% Attack speed: +5% Crit. damage: +10% Duration: 10 sec. Activation probability: +50% [PvP] Moon Whisper Damage taken: -10% Movement speed: +10% Jump power: +10% Attack speed: +5% Crit. damage: +10%	[Dungeon] Moon Whisper Damage taken: -10% Movement speed: +10% Jump power: +10% Attack speed: +5% Crit. damage: +25% Duration: 60 sec. Activation probability: +50% [PvP] Moon Whisper Damage taken: -10% Movement speed: +10% Jump power: +10% Attack speed: +5% Crit. damage: +10%

		Duration: 10 sec. Chance: 25%	Duration: 30 sec. Chance: 25%
Nyx Pieta	Sea of Storms	[Dungeon] Penance Attack/magic attack: +12% Duration: 10 sec. Quiet Defence/magic defence: +20% Duration: 15 sec. [PvP] Penance Attack/magic attack: +6% Duration: 10 sec. Quiet Defence/magic defence: +8% Duration: 15 sec.	[Dungeon] Penance Attack/magic attack: +12% Duration: 60 sec. Quiet Defence/magic defence: +20% Duration: 60 sec. [PvP] Penance Attack/magic attack: +6% Duration: 12 sec. Quiet Defence/magic defence: +10% Duration: 12 sec.

Nyx Pieta	[Switch] Obliteration	You summon a Frost Patch using the Relic of Atonement. Enemies in the affected area take increased damage. Moon fragments pelt down onto the surface and destroy the area. [Dungeon] Frost Patch: 209% attack multiple times Fragments Rattling Down: 1,002% attack Area Destruction: 2,097% attack Damage taken: +10% Duration: 10 sec. Moon Blessing – New Moon Damage taken: +14% Moon Blessing – Half Moon Duration: 20 sec. [PvP] Frost Patch: 59% attack multiple times Fragments Rattling Down: 287% attack Area Destruction: 601% attack Damage dealt to opponents: +5% Duration: 10 sec. Moon Blessing – New Moon Damage taken: +7%	Moon Blessing has been removed. Damage taken is no longer increased. The time for cancelling the skill has been changed. You conjure a Frost Patch using the Relic of Atonement. Moon fragments pelt down onto the surface and destroy the area. [Dungeon] Frost Patch: 209% attack multiple times Fragments Rattling Down: 1,002% attack Area Destruction: 2,097% attack [PvP] Frost Patch: 59% attack multiple times Fragments Rattling Down: 287% attack Area Destruction: 601% attack
-----------	--------------------------	---	---

		Moon Blessing – Half Moon Duration: 20 sec.	
Nyx Pieta	Wish (Level 1)	[Dungeon] Wish Moon: 476% attack multiple times Wish duration: 30 sec. Hyper/master skill cooldown speed: x2 Cooldown acceleration duration: 5 sec. [PvP] Wish Moon: 66% attack multiple times Wish duration: 15 sec. Hyper/master skill cooldown speed: x2 Cooldown acceleration duration: 5 sec.	[Dungeon] Wish Moon: 476% attack multiple times Wish duration: 30 sec. Hyper/master skill cooldown speed: +50% Cooldown acceleration duration: 5 sec. [PvP] Wish Moon: 66% attack multiple times Wish duration: 15 sec. Hyper/master skill cooldown speed: +50% Cooldown acceleration duration: 5 sec.

Nyx Pieta	Wish (Level 2)	[Dungeon] Wish Moon: 600% attack multiple times Moon Energy: 1357% attack multiple times Wish duration: 30 sec. Hyper/master skill cooldown speed: x2 Cooldown acceleration duration: 5 sec.	[Dungeon] Wish Moon: 600% attack multiple times Moon Energy: 1357% attack multiple times Wish duration: 30 sec. Hyper/master skill cooldown speed: +50% Cooldown acceleration duration: 5 sec.
		[PvP] Wish Moon: 66% attack multiple times Moon Energy: 169% attack multiple times Wish duration: 15 sec. Hyper/master skill cooldown speed: x2 Cooldown acceleration duration: 5 sec.	[PvP] Wish Moon: 66% attack multiple times Moon Energy: 169% attack multiple times Wish duration: 15 sec. Hyper/master skill cooldown speed: +50% Cooldown acceleration duration: 5 sec.
Nyx Pieta	Wish (Level 3)	[Dungeon] Wish Moon: 653% attack multiple times Moon Energy: 1086% attack multiple times Wish Flower: 899% attack multiple times Wish duration: 30 sec. Hyper/master skill cooldown speed: x2 Cooldown acceleration duration: 5 sec.	[Dungeon] Wish Moon: 653% attack multiple times Moon Energy: 1086% attack multiple times Wish Flower: 899% attack multiple times Wish duration: 30 sec. Hyper/master skill cooldown speed: +50% Cooldown acceleration duration: 5 sec.
		[PvP] Wish Moon: 62% attack multiple times Moon Energy: 118% attack multiple times Wish Flower: 97% attack multiple times Wish duration: 15 sec. Hyper/master skill cooldown	[PvP] Wish Moon: 62% attack multiple times Moon Energy: 118% attack multiple times Wish Flower: 97% attack multiple times Wish duration: 15 sec. Hyper/master skill cooldown speed:

		speed: x2 Cooldown acceleration duration: 5 sec.	+50% Cooldown acceleration duration: 5 sec.
Nyx Pieta	Wish (Level 4)	[Dungeon] Wish Moon: 815% attack multiple times Moon Energy: 1,356% attack multiple times Wish Flower: 4679% attack multiple times Streaming Moonlight: 1,478% attack multiple times Blossoming Desire: 372% attack multiple times Wish duration: 30 sec. Hyper/master skill cooldown speed: x2 Cooldown acceleration duration: 5 sec. [PvP] Wish Moon: 62% attack multiple times Moon Energy: 117% attack multiple times Wish Flower: 407% attack multiple times Streaming Moonlight: 128% attack multiple times Blossoming Desire: 31% attack multiple times Wish duration: 15 sec. Hyper/master skill cooldown	[Dungeon] Wish Moon: 815% attack multiple times Moon Energy: 1,356% attack multiple times Wish Flower: 4679% attack multiple times Streaming Moonlight: 1,478% attack multiple times Blossoming Desire: 372% attack multiple times Wish duration: 30 sec. Hyper/master skill cooldown speed: +50% Cooldown acceleration duration: 5 sec. [PvP] Wish Moon: 62% attack multiple times Moon Energy: 117% attack multiple times Wish Flower: 407% attack multiple times Streaming Moonlight: 128% attack multiple times Blossoming Desire: 31% attack multiple times Wish duration: 15 sec. Hyper/master skill cooldown speed:

		speed: x2 Cooldown acceleration duration: 5 sec.	+50% Cooldown acceleration duration: 5 sec.
Dreamlight	Steel Mist	Fog so thick it is like clouds over your eyes, fully impenetrable. Where am I? Is someone there? The only answer is a sad bird. An impenetrable wall of fog appears in front of you and attacks enemies. If an enemy suffers damage, a strange bird flies by and attacks nearby enemies. (Can also be used while jumping.) (Can also be used while jumping.) Hour of the Blood Moon Using the skill with Blood Moon Power Boost increases the damage and range of the fog. Increases the magic attack of allies in the fog for a certain time. [Dungeon] Mist: 1,263% magic attack multiple times Sole Bird: 536% magic attack multiple times Hour of the Blood Moon	Hour of the Blood Moon increases allied attack. Fog so thick it is like clouds over your eyes, fully impenetrable. Where am I? Is someone there? The only answer is a sad bird. An impenetrable wall of fog appears in front of you and attacks enemies. If an enemy suffers damage, a strange bird flies by and attacks nearby enemies. (Can also be used while jumping.) (Can also be used while jumping.) Hour of the Blood Moon Using the skill with Blood Moon Power Boost increases the damage and range of the fog. Increases the attack/magic attack of allies in the fog for a certain time. [Dungeon] Mist: 1,263% magic attack multiple times Sole Bird: 536% magic attack multiple times Hour of the Blood Moon Damage: +20% Mist range: +20% Attack/magic attack: +20% Increased attack/magic attack duration: 15 sec. [PvP] Mist: 505% magic attack multiple

		Damage: +20% Mist range: +20% Magic attack: +25% Increased magic attack duration: 15 sec. [PvP] Mist: 505% magic attack multiple times Sole bird: 213% magic attack multiple times Hour of the Blood Moon Damage: +10% Mist range: +20% Magic attack: +12.5% Increased magic attack duration: 15 sec.	times Sole bird: 213% magic attack multiple times Hour of the Blood Moon Damage: +10% Mist range: +20% Attack/magic attack: +10% Increased attack/magic attack duration: 15 sec.
Dreamlight	Freed Will: Dreamlight	[Dungeon] Special active skill MP cost: -20% MP cost reduction duration: 20 sec. Special active skill cooldown speed: +30% Cooldown acceleration duration: 5 sec. [PvP] Special active skill MP cost: -10% MP cost reduction duration: 20 sec. Special active skill cooldown speed: +15% Cooldown acceleration duration: 5 sec.	[Dungeon] Special active skill MP cost: -20% MP cost reduction duration: 20 sec. Special active skill cooldown speed: +50% Cooldown acceleration duration: 5 sec. [PvP] Special active skill MP cost: -10% MP cost reduction duration: 20 sec. Special active skill cooldown speed: +25% Cooldown acceleration duration: 5 sec.

Dreamlight	Despondent Heart	Lv.4 [Dungeon] Skill damage: +20% Skill cooldowns: -20% [PvP] Skill damage: +10% Skill cooldowns: -10%	Lv.4 [Dungeon] Skill damage: +25% Skill cooldowns: -25% [PvP] Skill damage: +12.5% Skill cooldowns: -12.5%
Morpheus	[Switch] Steel Mist	Traces of the nightmare appear everywhere and explode. A thick mist spreads and enshrouds everything. (Can also be used while jumping.) Hour of the Blood Moon Using the skill with Blood Moon Power Boost increases the damage and enemy defence is partially ignored. Increases the magic attack of nearby allies for a certain time. [Dungeon] Steel Mist: 853% magic attack multiple times Hour of the Blood Moon Damage: +20% Ignore defence: 20% Magic attack: +25% Increased magic attack duration: 15 sec. [PvP] Steel Mist: 324% magic attack multiple times	Hour of the Blood Moon increases nearby allied attack. Traces of the nightmare appear everywhere and explode. A thick mist spreads and enshrouds everything. (Can also be used while jumping.) Hour of the Blood Moon Using the skill with Blood Moon Power Boost increases the damage and enemy defence is partially ignored. Increases the attack/magic attack of nearby allies for a certain time. [Dungeon] Steel Mist: 853% magic attack multiple times Hour of the Blood Moon Damage: +20% Ignore defence: 20% Attack/magic attack: +20% Increased attack/magic attack duration: 15 sec. [PvP] Steel Mist: 324% magic attack multiple times

		Hour of the Blood Moon Damage: +10% Ignore defence: 10% Magic attack: +12.5% Increased magic attack duration: 15 sec.	Hour of the Blood Moon Damage: +10% Ignore defence: 10% Attack/magic attack: +10% Increased attack/magic attack duration: 15 sec.
Morpheus	[Switch] Black Moon: Dream of Madness	You remember the nightmarish moon. The ominous moon loses all meaning and gradually disappears. (Can also be used while jumping.) Hour of the Blood Moon Using the skill with Blood Moon Power Boost increases the damage and range of the dissipating moon. [Dungeon] Ominous Moon: 1,645% magic attack multiple times Disappearing Moon: 500% magic attack multiple times Hour of the Blood Moon Damage: +20% Disappearing Moon range: +20% [PvP] Ominous Moon: 296% magic attack multiple times Disappearing Moon: 90% magic attack multiple times Hour of the Blood Moon Damage: +10% Disappearing Moon range: +20%	Using skills with Hour of the Blood Moon ignores defence. You remember the nightmarish moon. The ominous moon loses all meaning and gradually disappears. (Can also be used while jumping.) Hour of the Blood Moon Using the skill with Blood Moon Power Boost increases the damage and range of the dissipating moon, ignoring part of the defence. [Dungeon] Ominous Moon: 1,645% magic attack multiple times Disappearing Moon: 500% magic attack multiple times Hour of the Blood Moon Damage: +20% Disappearing Moon range: +20% Ignores defence: 40% [PvP] Ominous Moon: 296% magic attack multiple times Disappearing Moon: 90% magic attack multiple times Hour of the Blood Moon Damage: +10%

			Disappearing Moon range: +20% Ignores defence: 10%
--	--	--	---

Lithia

Character/Class	Skill Name	Before Update	After
Potential Finder	Mineral Power	Using the power of minerals you attack nearby enemies and simultaneously give your allies a buff which increases the special active skill cooldown speed (excluding Mineral Power) and increases their attack. Gem Skill - On using 2 Gems, the buff effect is increased by 22%. [Dungeon] Ore: 2,217% attack Special active skill cooldowns: -3 sec. Attack: +12% - Duration: 20 sec. [PvP] Ore: 787% attack Special active skill cooldowns: -3 sec. Attack: +12% - Duration: 10 sec.	Increases magic attack. Special active skill cooldown reduction has been removed. Using the power of minerals you attack nearby enemies and simultaneously give nearby allies a buff which increases their attack/magic attack. Gem Skill - On using 2 Gems, the buff effect is increased by 20%. [Dungeon] Ore: 2,217% attack Attack/magic attack: +10% - Duration: 20 sec. [PvP] Ore: 787% attack Attack/magic attack: +10% - Duration: 10 sec.

Mighty Miner	Guardian Stone	Using the power of minerals you attack nearby enemies and give your allies a buff which reduces the damage they take. Gem Skill - Using 3 Gems will prevent the buff from consuming any special resources. NF/Cannonballs/Spirit Energy/Dynamo Transition Points/Combination Points/Power Points/Sensitivity Points/Gems	Gem consumption has been changed to special resource regeneration. Using the power of minerals you attack nearby enemies and give your allies a buff which increases their damage resistance. Gem Skill - On using 3 Gems, the buff regenerates 20% special resources per second. NF/Cannonballs/Spirit Energy/Dynamo Transition Points/Combination Points/Power Points/Sensitivity Points/Gems
Fortune Finder	Golden Vow	Press the quick slot key to pick a group member and make a vow with them. If you press quick slot key 1 or don't select a group member, an ally will be selected at random. You can only enter into a vow with one person. You have K.O protection while executing the skill. Vower's defence/magic defence is increased. [Dungeon] Golden Vow: 799% attack Vower's defence/magic defence: +20%	Vower's increased defence/magic defence has been removed. Press the quick slot key to pick a group member and make a vow with them. If you press quick slot key 1 or don't select a group member, an ally will be selected at random. You can only enter into a vow with one person. You have K.O protection while executing the skill.

		[PvP] Golden Vow: 303% attack Vower's defence/magic defence: +10%	[Dungeon] Golden Vow: 799% attack [PvP] Golden Vow: 303% attack
Fortune Finder	Inspiration	Golden magic gathers around you. Accelerates the cooldown of active and special active skills for allies in range. (Can also be used while jumping.) Decree - Increases cooldown speed for the user and their chosen vower. [Dungeon] Cuddle Time: 523% attack multiple times Cooldown speed: +10% Duration: 5 sec. Decree Cooldown speed: +30% Duration: 5 sec. [PvP] Cuddle Time: 209% attack multiple times Cooldown speed: +5% Duration: 5 sec. Decree	Decree effect has been removed. All skill cooldown speed increase has been removed. Golden magic gathers around you. (Can also be used while jumping.) [Dungeon] Cuddle Time: 523% attack multiple times [PvP] Cuddle Time: 209% attack multiple times

		Cooldown speed: +15% Duration: 5 sec.	
Fortune Finder	Petal Storm	Blossom rains down. Magic petals spread further and further, granting immunity to and removing debuffs from allies within range. Decree - Immunity to debuffs is maintained for a certain time for both the user and vower. [Dungeon] Bloomfall: 204% attack multiple times Decree Immunity to debuffs: 8 sec. [PvP] Bloomfall: 74% attack multiple times Decree Immunity to debuffs: 8 sec.	Debuff immunity has been removed. Decree has been removed. Blossom rains down. Blossom rains down. The magic petals spread further and further. [Dungeon] Bloomfall: 204% attack multiple times [PvP] Bloomfall: 74% attack multiple times

Greedy Wonder	Fair Price	Lv.4 [Dungeon] Payment MP cost for special active skills per Payment: -0.2% Rest and Reward Max. MP: +12 Duration: 30 sec. Fair Price Inspiration: Cooldown speed +20% Harmattan: Attack/magic attack +10% Generosity: damage taken -18% Duration: 30 sec. [PvP] Payment MP cost for special active skills per Payment: -0.1% Rest and Reward Max. MP: +1.2 Duration: 30 sec. Fair Price Inspiration: Cooldown speed +10% Harmattan: Attack/magic attack +5% Generosity: damage taken -9% Duration: 30 sec.	Fair Price no longer strengthens Decree, instead increasing defence/magic defence. Lv.4 [Dungeon] Payment MP cost for special active skills per Payment: -0.2% Rest and Reward Max. MP: +12 Duration: 30 sec. Fair Price Defence/magic defence: +20% Duration: 30 sec. [PvP] Payment MP cost for special active skills per Payment: -0.1% Rest and Reward Max. MP: +1.2 Duration: 30 sec. Fair Price Defence/magic defence: +10% Duration: 30 sec.
---------------	------------	--	---

Greedy Wonder	Miracle	A golden sun rises in the desert and its radiant light fills its sands with life energy. Allies' HP and MP are continuously regenerated for a time. Decree - Instant HP and MP regeneration when activating the user or vower's skills. [Dungeon] Miracle: 1,137% attack multiple times All allies within range continuously 15% HP/MP regeneration Duration: 6 sec. Decree Instant HP/MP regeneration: 30% [PvP] Miracle: 366% attack multiple times All allies within range continuously 0.75% HP/MP regeneration Duration: 6 sec. Decree Instant HP/MP regeneration: 3%	The skill description has been improved. HP regenerates per second based on Battle Strength. Debuff immunity/removal has been added. Decree has been removed. A golden sun rises in the desert and its radiant light fills its sands with life energy. Allies' HP and MP are continuously regenerated for a time. Removes debuffs from allies and grants them immunity for the duration. [Dungeon] Miracle: 1,137% attack multiple times - HP/MP regeneration per second: 20% HP regeneration per 0.5 sec. for every 100,000 Battle Strength: +0.075% Duration: 5 sec. Debuff immunity/removal Duration: 8 sec. [PvP] Miracle: 366% attack multiple times - HP/MP regeneration per second: 1% HP regeneration per 0.5 sec. for every 100,000 Battle Strength: +0.00375%
---------------	---------	--	---

			Duration: 5 sec. Debuff immunity/removal Duration: 8 sec.
--	--	--	--

Greedy Wonder	Harmattan	A sandstorm of golden magic moves forwards. Any enemy hit by the sandstorm gets whirled up in the dust cloud. Any allies hit by the sandstorm will have increased attack/magic attack. Decree - Increased attack/magic attack for the user and vower. [Dungeon] Sandstorm: 1,520% attack multiple times Twister: 487% attack multiple times Attack/magic attack: +8% Duration: 15 sec. Decree Attack/magic attack: +12% [PvP] Sandstorm: 579% attack multiple times Twister: 186% attack multiple times Attack/magic attack: +4% Duration: 15 sec. Decree Attack/magic attack: +6%	Decree's increased attack/magic attack for the caster/vower has been changed to K.O. protection. Reduces the damage taken. A sandstorm of golden magic moves forwards. Any enemy hit by the sandstorm gets whirled up in the dust cloud. Allies hit enjoy increased attack/magic attack and reduced damage taken. Decree - Temporary K.O. protection for the user and vower. [Dungeon] Sandstorm: 1,520% attack multiple times Twister: 487% attack multiple times Attack/magic attack: +12% Damage taken: -20% Duration: 60 sec. Decree You get K.O. protection. Duration: 10 sec. [PvP] Sandstorm: 579% attack
---------------	-----------	---	--

			multiple times Twister: 186% attack multiple times Attack/magic attack: +6% Damage taken: -10% Duration: 12 sec. Decree You get K.O. protection. Duration: 5 sec.
Greedy Wonder	Generosity	You conjure a golden temple. Damage inflicted on allies inside the temple is reduced. Decree - Damaged received by the user and vower is reduced. [Dungeon] Temple of Light: 477% attack multiple times Damage taken: -15% Duration: 10 sec. Decree Damage taken: -20%	Decree effect has been removed. Damage resistance is no longer reduced. You conjure a golden temple which attacks nearby enemies. [Dungeon] Temple of Light: 477% attack multiple times

		[PvP] Temple of Light: 162% attack multiple times Damage taken: -7.5% Duration: 10 sec. Decree Damage taken: -10%	[PvP] Temple of Light: 162% attack multiple times
Greedy Wonder	Right Choice	Lv.4 Lithia and party members' special active skill damage is temporarily increased when a Gem is used with Power Boost. Thanks to Lithia, an active Golden Vow increases your vower's special active skill damage even further. (These effects cannot be stacked.) [Dungeon] Caster's special active skill damage: +20% Vower's special active skill damage: +15% Group members' special active skill damage: +12% Duration: 20 sec. [PvP] Caster's special active skill damage: +10% Vower's special active skill damage: +7.5% Group members' special active skill damage: +6% Duration: 20 sec.	The skill description has been improved. Attack speed is increased, all skill cooldowns are accelerated. Lv.4 If Gems are consumed during Power Boost, all allied skills cool down faster, and all skill damage and attack speed is increased. [Dungeon] All skill damage: +12% Attack speed: +15% All skill cooldown speeds: +20% Duration: 60 sec. [PvP] All skill damage: +6% Attack speed: +15% All skill cooldown speeds: +20% Duration: 12 sec.

Greedy Wonder	Horizon	Who dares to cast their beady eyes over my property? You conjure a watchful eye that protects Lithia. The watchful eye sees right to the end of the world, and observes. The distrustful gaze reduces opponents' defence/magic defence and attacks anyone who is after Lithia's possessions. Decree - Increased damage from the user and vower for a set time. [Dungeon] Distrust: 272% attack multiple times Defence/magic defence: -20% Duration: 15 sec. Decree All damage: +5% Duration: 15 sec. [PvP] Distrust: 92% attack multiple times Defence/magic defence: -10% Duration: 15 sec. Decree All damage: +2.5% Duration: 15 sec.	The increase of all damage by Decree has been changed to Power Boost change speed. All resistances are reduced. Who dares to cast their beady eyes over my property? You conjure a watchful eye that protects Lithia. The watchful eye sees right to the end of the world, and observes. Mistrust reduces opponents' defence/magic defence and resistances, and attacks anyone who is after Lithia's possessions. Decree - Temporarily increases Power Boost charge speed for you and your vower. [Dungeon] Distrust: 272% attack multiple times Defence/magic defence: -15% All resistances: -150 Duration: 60 sec. Decree Power Boost charge speed: +10% Duration: 60 sec. [PvP] Distrust: 92% attack multiple times Defence/magic defence: -7.5% All resistances: -75 Duration: 12 sec.
---------------	---------	--	---

			Decree Power Boost charge speed: +10% Duration: 12 sec.
Greedy Wonder	Rumour	Rumours spread fast, regardless of whether they're true or not. You attack enemies in front of you and all their resistances are reduced. Successful hits deal additional damage. (Can also be used while jumping.) [Dungeon] Rumour: 596% attack Juicy Gossip: 96% attack multiple times All resistances: -150 Duration: 10 sec. [PvP] Rumour: 237% attack Juicy Gossip: 38% attack multiple times All resistances: -75 Duration: 10 sec.	All resistance reduction has been removed. Rumours spread fast, regardless of whether they're true or not. Successful hits deal additional damage. (Can also be used while jumping.) [Dungeon] Rumour: 596% attack Juicy Gossip: 96% attack multiple times [PvP] Rumour: 237% attack Juicy Gossip: 38% attack multiple times

Greedy Wonder	Kudos	Lithia's reputation gets better with every passing day, until she's surrounded by golden fame. You let magic flow into your surroundings and create a magic field. Allies within the field are surrounded by a protective shield for a period of time. Decree - Boosts the user and vower's protective shield. [Dungeon] Golden Glory: 454% attack multiple times Shield: 10% of max. HP Duration: 10 sec. Decree Shield: 15% of max. HP [PvP] Golden Glory: 182% attack multiple times Shield: 5% of max. HP Duration: 10 sec. Decree Shield: 7.5% of max. HP	The shield has been removed. Decree has been removed. Lithia's reputation gets better with every passing day, until she's surrounded by golden fame. You let magic flow into your surroundings and create a magic field. [Dungeon] Golden Glory: 454% attack multiple times [PvP] Golden Glory: 182% attack multiple times
Greedy Wonder	Evidence	[Dungeon] Special active skill cooldowns: -10% Duration: 20 sec. [PvP] Special active skill cooldown: -5% Duration: 20 sec.	[Dungeon] Special active skill cooldown: -20% Duration: 30 sec. [PvP] Special active skill cooldowns: -10% Duration: 30 sec.

Greedy Wonder	Petals Deluxe	Decree - Temporary K.O. protection for the user and vower. [Dungeon] Space: 323% attack multiple times Falling Bloom: 467% attack multiple times Restores special resources (Nature Force/Cannonballs/Spirit Energy/Dynamo Transition Point/Combination Points/Power Points/Sensitivity Point/Darkness/Gems) Decree K.O. protection duration: 10 sec. [PvP] Space: 108% attack multiple times Falling Bloom: 177% attack multiple times Restores special resources (Nature Force/Cannonballs/Spirit Energy/Dynamo Transition Point/Combination Points/Power Points/Sensitivity Point/Darkness/Gems) Decree K.O. protection duration: 5 sec.	K.O. protection from Decree has been changed to increased movement speed/jump power. Decree - Increases you and your vower's movement speed and jump power. [Dungeon] Space: 323% attack multiple times Falling Bloom: 467% attack multiple times Restores special resources (Nature Force/Cannonballs/Spirit Energy/Dynamo Transition Point/Combination Points/Power Points/Sensitivity Point/Darkness/Gems) Decree Movement speed/Jump power: +15% Duration: 60 sec. [PvP] Space: 108% attack multiple times Falling Bloom: 177% attack multiple times Restores special resources (Nature Force/Cannonballs/Spirit Energy/Dynamo Transition Point/Combination Points/Power Points/Sensitivity Point/Darkness/Gems) Decree Movement speed/Jump power:
---------------	---------------	---	--

			+15% Duration: 12 sec.
Avarice	Fame	At the 3rd Power Boost, group members receive Fair Price or Rest and Reward instantly. The effect of the vow is strengthened, and the user and vower's damage to bosses and mini-bosses is also increased for a set time period. [Dungeon] Damage to bosses/mini-bosses: +15% Duration: 30 sec. (Ends immediately if the vow is cancelled.) [PvP] Damage to bosses/mini-bosses: +15% Duration: 30 sec. (Ends immediately if the vow is cancelled.)	The vow effect only applies to the player themselves. The buff remains even once the vow is cancelled. Attack increased. - At the 3rd Power Boost, group members receive Fair Price or Rest and Reward instantly. - You receive increased attack and increased damage to bosses/mini-bosses. [Dungeon] Attack: +15% Damage to bosses/mini-bosses: +15% Duration: 60 sec. [PvP] Attack: +7.5% Damage to bosses/mini-bosses: +15% Duration: 60 sec.

Avarice	[Switch] Horizon	The increase of all damage by Decree has been changed to Power Boost change speed. Reduced defence/magic defence and duration have been changed. You conjure a watchful eye that protects Lithia. The eye observes everything in the world. The distrustful gaze reduces opponents' defence/magic defence and attacks anyone who is after Lithia's possessions. Decree - Increased damage from the user and vower for a set time. [Dungeon] Distrust: 362% attack multiple times Defence/magic defence: -20% Duration: 15 sec. Decree All damage: +5% Duration: 15 sec. [PvP] Distrust: 131% attack multiple times Defence/magic defence: -10% Duration: 15 sec. Decree All damage: +2.5% Duration: 15 sec.	The increase of all damage by Decree has been changed to Power Boost change speed. Reduced defence/magic defence and duration have been changed. You conjure a watchful eye that protects Lithia. The watchful eye sees right to the end of the world, and observes. Mistrust reduces opponents' defence/magic defence and resistances, and attacks anyone who is after Lithia's possessions. Decree - Temporarily increases Power Boost charge speed for you and your vower. [Dungeon] Distrust: 362% attack multiple times Defence/magic defence: -15% All resistances: -150 Duration: 60 sec. Decree Power Boost charge speed: +10% Duration: 60 sec. [PvP] Distrust: 131% attack multiple times Defence/magic defence: -7.5% All resistances: -75 Duration: 12 sec.
---------	---------------------	--	--

			Decree Power Boost charge speed: +10% Duration: 12 sec.
Avarice	[Switch] Petal Storm	Magic petals swirl around in a storm, granting immunity to and removing debuffs from allies within range of the storm. (Can also be used while jumping.) Decree - Immunity to debuffs is maintained for a certain time for both the user and vower. [Dungeon] Petal Storm: 455% attack multiple times Decree Immunity to debuffs: 8 sec.	Debuff immunity has been removed. Decree has been removed. Magic petals swirl around in a storm. (Can also be used while jumping.) [Dungeon] Petal Storm: 455% attack multiple times

		[PvP] Petal Storm: 172% attack multiple times Decree Immunity to debuffs: 8 sec.	[PvP] Petal Storm: 172% attack multiple times
Avarice	[Switch] Kudos	Lithia's fame spreads to every corner of the globe. Your magic causes explosions around you. Allies within Lithia's magic field are surrounded by a protective shield for a period of time. Decree - Boosts the user and vower's protective shield. [Dungeon] Fame: 2,229% attack Shield: 10% of max. HP Duration: 10 sec. Decree Shield: 15% of max. HP [PvP] Fame: 891% attack Shield: 5% of max. HP Duration: 10 sec. Decree Shield: 7.5% of max. HP	The shield has been removed. Decree has been removed. Lithia's fame spreads to every corner of the globe. Your magic causes explosions around you. [Dungeon] Fame: 2,229% attack [PvP] Fame: 891% attack

Avarice	[Switch] Petals Deluxe	Decree - Temporary K.O. protection for the user and vower. [Dungeon] Space: 149% attack multiple times Holy Flower: 1220% attack multiple times Restores special resources (Nature Force/Cannonballs/Spirit Energy/Dynamo Transition Point/Combination Points/Power Points/Sensitivity Point/Darkness/Gems) Decree K.O. protection duration: 10 sec. [PvP] Space: 50% attack multiple times Holy Flower: 464% attack multiple times Restores special resources (Nature Force/Cannonballs/Spirit Energy/Dynamo Transition Point/Combination Points/Power Points/Sensitivity Point/Darkness/Gems) Decree K.O. protection duration: 5 sec.	K.O. protection from Decree has been changed to increased movement speed/jump power. Decree - Increases you and your vower's movement speed and jump power. [Dungeon] Space: 149% attack multiple times Holy Flower: 1220% attack multiple times Restores special resources (Nature Force/Cannonballs/Spirit Energy/Dynamo Transition Point/Combination Points/Power Points/Sensitivity Point/Darkness/Gems) Decree Movement speed/Jump power: +15% Duration: 60 sec. [PvP] Space: 50% attack multiple times Holy Flower: 464% attack multiple times Restores special resources (Nature Force/Cannonballs/Spirit Energy/Dynamo Transition Point/Combination Points/Power Points/Sensitivity Point/Darkness/Gems) Decree Movement speed/Jump power:
---------	---------------------------	---	--

			+15% Duration: 12 sec.
Rima Clavis	Power of the Octopus	Materialised Rift Using the magic weapon, you guide the power of the octopuses to nearby targets. 'Oof, I don't like this.' [Dungeon] Power of the Octopus: 620% magic attack multiple times Ally magic attack: +10% Duration: 20 sec. [PvP] Power of the Octopus: 248% magic attack multiple times Ally magic attack: +10% Duration: 10 sec. Deep Rift [Dungeon] Power of the Octopus: 484% magic attack multiple times Ally magic attack: +15% Duration: 20 sec. [PvP]	Increased magic attack only applies to the player themselves. Materialised Rift Using the magic weapon, you guide the power of the octopuses to yourself. 'Oof, I don't like this.' [Dungeon] Power of the Octopus: 620% magic attack multiple times Magic attack: +15% Duration: 20 sec. [PvP] Power of the Octopus: 248% magic attack

		Power of the Octopus: 193% magic attack multiple times Ally magic attack: +15% Duration: 10 sec.	multiple times Magic attack: +15% Duration: 10 sec. Deep Rift [Dungeon] Power of the Octopus: 484% magic attack multiple times Magic attack: +20% Duration: 20 sec. [PvP] Power of the Octopus: 193% magic attack multiple times Magic attack: +20% Duration: 10 sec.
Rima Clavis	Riftborn Octopus	[Dungeon] Giant Octopus: 491% magic attack multiple times Octopus: 115% magic attack Magic defence: -20% Duration: 10 sec. [PvP] Giant Octopus: 187% magic attack multiple times Octopus: 44% magic attack Magic defence: -10% Duration: 10 sec. Deep Rift [Dungeon] Giant Octopus: 245% magic attack multiple times Octopus: 55% magic attack Magic defence: -30% Duration: 10 sec.	- Added defence reduction. [Dungeon] Giant Octopus: 491% magic attack multiple times Octopus: 115% magic attack Defence/magic defence: -10% Duration: 10 sec. [PvP] Giant Octopus: 187% magic attack multiple

		[PvP] Giant Octopus: 93% magic attack multiple times Octopus: 18% magic attack Magic defence: -15% Duration: 10 sec.	times Octopus: 44% magic attack Defence/magic defence: -5% Duration: 10 sec. Deep Rift [Dungeon] Giant Octopus: 245% magic attack multiple times Octopus: 55% magic attack Defence/magic defence: -20% Duration: 10 sec. [PvP] Giant Octopus: 93% magic attack multiple times Octopus: 18% magic attack Defence/magic defence: -10% Duration: 10 sec.
--	--	---	--

Rima Clavis	Riftborn Stingray	[Dungeon] Stingray: 628% magic attack multiple times Damage from magic attacks: +10% Duration: 10 sec. [PvP] Stingray: 250% magic attack multiple times Damage from magic attacks: +10% Duration: 10 sec. Deep Rift [Dungeon] Stingray: 474% magic attack multiple times Damage taken from magic attacks: +13% Duration: 10 sec. [PvP] Stingray: 167% magic attack multiple times Damage taken from magic attacks: +13% Duration: 10 sec.	Damage taken from attacks is also increased. [Dungeon] Stingray: 628% magic attack multiple times Damage taken from attack/magic attack: +10% Duration: 10 sec. [PvP] Stingray: 250% magic attack multiple times Damage taken from attack/magic attack: +10% Duration: 10 sec. Deep Rift [Dungeon] Stingray: 474% magic attack multiple times Damage taken from attack/magic attack: +12% Duration: 10 sec. [PvP] Stingray: 167% magic attack multiple times Damage taken from attack/magic attack:
-------------	-------------------	---	--

			+12% Duration: 10 sec.
Rima Clavis	Freed Will: Rima Clavis	[Dungeon] Magic attack: +15% Crit. damage: +20% [PvP] Magic attack: +6% Crit. damage: +20%	[Dungeon] Magic attack: +15% Crit. damage: +26% [PvP] Magic attack: +6% Crit. damage: +26%
Rima Clavis	Torpedo Swim	[Dungeon] Stingray: 1844% magic attack multiple times [PvP] Stingray: 590% magic attack multiple times Deep Rift [Dungeon] Stingray: 1216% magic attack multiple times Swirling Stingray: 541% magic attack multiple times [PvP]	[Dungeon] Stingray: 2639% magic attack multiple times [PvP] Stingray: 633% magic attack multiple times Deep Rift [Dungeon] Stingray: 1820% magic attack multiple times Swirling Stingray: 649% magic attack multiple times [PvP]

		Stingray: 389% magic attack multiple times Swirling Stingray: 173% magic attack multiple times	Stingray: 436% magic attack multiple times Swirling Stingray: 155% magic attack multiple times
Achlys	[Switch] Riftborn Stingray	[Dungeon] Stingray: 508% magic attack multiple times Damage from magic attacks: +10% Duration: 10 sec. [PvP] Stingray: 203% magic attack multiple times Damage from magic attacks: +10% Duration: 10 sec. Deep Rift [Dungeon] Stingray: 256% magic attack multiple times Damage taken from magic attacks: +13% Duration: 10 sec. [PvP] Stingray: 101% magic attack multiple times Damage taken from magic attacks: +13% Duration: 10 sec.	Damage taken from attacks is also increased. [Dungeon] Stingray: 508% magic attack multiple times Damage taken from attack/magic attack: +10% Duration: 10 sec. [PvP] Stingray: 203% magic attack multiple times Damage taken from attack/magic attack: +10% Duration: 10 sec. Deep Rift [Dungeon] Stingray: 256% magic attack multiple times Damage taken from attack/magic attack: +12% Duration: 10 sec. [PvP] Stingray: 101% magic

			attack multiple times Damage taken from attack/magic attack: +12% Duration: 10 sec.
Achlys	[Switch] Riftborn Crab	[Dungeon] Chaos: 1,767% magic attack multiple times [PvP] Chaos: 604% magic attack multiple times Deep Rift [Dungeon] Chaos: 1855% magic attack multiple times Ignore defence: 50% [PvP] Chaos: 634% magic attack multiple times Ignore defence: 15%	[Dungeon] Chaos: 1855% magic attack multiple times [PvP] Chaos: 634% magic attack multiple times Deep Rift [Dungeon] Chaos: 2032% magic attack multiple times Ignore defence: 50% [PvP] Chaos: 694% magic attack multiple times Ignore defence: 15%

Achlys	Academic Determination	You dare to break the rules in order to get control of the incredible energy of the Rift. 'To hell with the consequences, as long as I finish what Joy started.' All allies' special active skill cooldowns are reduced depending on the number of special skills used. The special active skill cooldown of nearby allies is immediately reduced if you use 3 Materialised Rift skills. The special active skill cooldown of nearby allies is immediately reduced if you use 3 Deep Rift skills. [Dungeon] Using Materialised Rift skills 3 times: - Nearby allies' special active skill cooldowns: -1.5 sec. Using Deep Rift skills 3 times: - Special active skill cooldowns of nearby allies: -2 sec. [PvP] Using Materialised Rift skills 3 times: - Nearby allies' special active skill cooldowns: -1.5 sec. Using Deep Rift skills 3 times: - Nearby allies' special active skill cooldowns: -2 sec.	The special active skill cooldown acceleration only applies to the player themselves. You dare to break the rules in order to get control of the incredible energy of the Rift. 'To hell with the consequences, as long as I finish what Joy started.' Depending on the number of skills used, your special active skill cooldowns are reduced. Your special active skill cooldowns are immediately reduced if you use 3 Materialised Rift skills. Your special active skill cooldowns are immediately reduced if you use 3 Deep Rift skills. [Dungeon] Using Materialised Rift skills 3 times: - Special active skill cooldowns: -2 sec. Using Deep Rift skills 3 times: - Special active skill cooldowns: -2.5 sec. [PvP]
--------	------------------------	---	---

			Using Materialised Rift skills 3 times: - Special active skill cooldowns: -2 sec. Using Deep Rift skills 3 times: - Special active skill cooldowns: -2.5 sec.
Cynical Sneer	King le Pix	[Dungeon] King le Pix: 570% magic attack multiple times Explosion: 840% magic attack multiple times Crit. hit damage taken: +Dice% x 0.8 Duration: 20 sec. [PvP] King le Pix: 217% magic attack multiple times Explosion: 319% magic attack multiple times Crit. hit damage taken: +Dice% x 0.4 Duration: 20 sec.	[Dungeon] King le Pix: 570% magic attack multiple times Explosion: 840% magic attack multiple times Crit. hit damage taken: +Dice% x 0.5 Duration: 20 sec. [PvP] King le Pix: 217% magic attack multiple times Explosion: 319% magic attack multiple times Crit. hit damage taken: +Dice% x 0.25 Duration: 20 sec.

Cynical Sneer	Freed Will: Cynical Sneer	Lithia now uses the demon magic without any thought for those around her. They don't accept me anyway, so I might as well put an end to it all. All Gems are restored when changing Arcadia level. Crit. damage increases with each level of Arcadia. [Dungeon] Crit. damage: +5% per level [PvP] Crit. damage: +5% per level	Added special active skill cooldown acceleration depending on level. Lithia now uses the demon magic without any thought for those around her. They don't accept me anyway, so I might as well put an end to it all. All Gems are restored when changing Arcadia level. Crit. damage increases and special active skill cooldowns are faster with each level of Arcadia. [Dungeon] Crit. damage per level: +6% (max. 24%) Special active skill cooldown speeds per level: +15% (max. 60%) [PvP] Crit. damage per level: +6% (max. 24%) Special active skill cooldown speeds per level: +15% (max. 60%)
Cynical Sneer	Fascinating Development	(Lv.4) Are you enjoying the show? There's so much more to see!	- Added defence reduction. Lv.4 Are you enjoying the show? There's so much more to see!

		Increases maximum number of Gems. There's a Fascinating Development following the opening to Lithia's magic show #C1D7966Arcadia#CX. When using Power Boost with Fascinating Development, special active skill damage is increased and the magic defence of enemies in Lithia's area of effect is reduced. There's no escape! Arcadia - Opening: 0–10 - Fascinating Development: 11–70 [Dungeon] Max. Gems: 10 Arcadia: Fascinating Development Special active skill damage with Power Boost: +20% Magic defence: -20% Reduced magic defence duration: 10 sec. (cooldown: 2 sec.) [PvP] Max. Gems: 10 Arcadia: Fascinating	Increases maximum number of Gems. There's a Fascinating Development following the opening to Lithia's magic show #C1D7966Arcadia#CX. When using Power Boost with Fascinating Development, special active skill damage is increased and the defence/magic defence of enemies in Lithia's area of effect is reduced. There's no escape! Arcadia - Opening: 0–10 - Fascinating Development: 11–70 [Dungeon] Max. Gems: 10 Arcadia: Fascinating Development Special active skill damage with Power Boost: +20% Defence/magic defence: -20% Reduced defence/magic defence duration: 10 sec. (cooldown: 2 sec.) [PvP] Max. Gems: 10
--	--	--	--

		Development Special active skill damage with Power Boost: +10% Magic defence: -10% Reduced magic defence duration: 10 sec. (cooldown: 2 sec.)	Arcadia: Fascinating Development Special active skill damage with Power Boost: +10% Defence/magic defence: -10% Reduced defence/magic defence duration: 10 sec. (cooldown: 2 sec.)
Mischief	[Switch] King le Pix	[Dungeon] King le Pix: 875% magic attack multiple times Rage: 215% magic attack multiple times Crit. hit damage taken: +Dice% x 0.8 Duration: 20 sec. [PvP] King le Pix: 334% magic attack multiple times Rage: 81% magic attack multiple times Crit. hit damage taken: +Dice% x 0.4 Duration: 20 sec.	[Dungeon] King le Pix: 875% magic attack multiple times Rage: 215% magic attack multiple times Crit. hit damage taken: +Dice% x 0.5 Duration: 20 sec. [PvP] King le Pix: 334% magic attack multiple times Rage: 81% magic attack multiple times Crit. hit damage taken: +Dice% x 0.25 Duration: 20 sec.