

Character	Class Change	Changed	Adjustment
All	All	Debuff: stun	Is now affected by 'shock' effects.
		Debuff: slowdown	Is now affected by 'poison' effects. Only debuffs with 'slowdown' are influenced by 'poison'.
		Display skill rank	The rank of each skill will now be shown in detail in the skill window. This means that you can view which skills are influenced by skill rings or socket effects more quickly.
		Tool-tip optimisation for skill attributes	The tool-tips of the following skill attributes now contain detailed values: Regenerating (1), Regenerating (2)
		Hyper Skill	You also receive additional immunity from Time Stop upon skill activation.
	All	Giant Blow	The time until maximum charge has been shortened from 1 second to 0.5 sec. Optimised tool-tip 'Maximised' attribute has been removed and 'Lighter' added. Upon acquisition of the attribute 'Lighter', costs reduce to 80%. With the change to the attribute effects, all skill attributes have been reset.
		Forward Roll	The [Strong] effect has been changed from 'more damage' to 'reduced MP consumption' (costs reduce from 15 MP to 10 MP). Optimised tool-tip Attribute 'Strengthens' has been removed and 'Regenerating (2)' added. When you acquire 'Regenerating (2)', there is a 33% probability that the cooldown will be reset. The acquisition times for attributes 'Regenerating (2)' and 'Tenacious' have been swapped. With the change to the attribute effects, all skill attributes have been reset.
		Geyser of Flame	Attribute 'Lighter' removed and 'Fatal' added. Acquisition of the 'Fatal' attribute increases MP consumption by 30%. For this you ignore the enemy's defence. With the change to the attribute effects, all skill attributes have been reset.
		Infinite Blade	After the final strike the length of the stagger shortens and you receive a cancel point. 'Maximised' attribute has been removed and 'Lighter' added. Acquisition of the 'Lighter' attribute reduces MP consumption by 20%. Attribute 'Absorbent' removed and 'Heavier' added. Acquisition of the 'Heavier' attribute increases damage by 40% and the cooldown by 50%. With the change to the attribute effects, all skill attributes have been reset.
		Storm Strike	The total inflicted damage is distributed so that the final strike now delivers a higher amount of damage. Attribute 'Maximised' removed and 'Fatal' added. Acquisition of the 'Fatal' attribute increases MP consumption by 40%. For this you ignore the enemy's defence. The acquisition times for attributes 'Fatal' and 'Strengthens' have been swapped. With the change to the attribute effects, all skill attributes have been reset.
		Triple Geyser	'More useful' attribute has been removed and 'Lighter' added. Acquisition of the 'Lighter' attribute reduces MP consumption by 15%. With the change to the attribute effects, all skill attributes have been reset.

Elsword		Ambition	Optimised tool-tip The improvement to the movement speed reduces from 62.5% to 30%. The growth value reduces from 50% to 20% with the 'Safer (1)' effect. The reduction to MP consumption reduces from 30% to 20% as the effect of 'Faster'. With the change to the attribute effects, all skill attributes have been reset.
	Knight of the Sword	Skill: Double Blow	'Path of the Sword' attribute has been changed from [Destruction skill] to a [Vitality skill]. Attribute 'Lighter' removed and 'Strengthens' added. Acquisition of the 'Strengthens' attribute increases damage by 20%. Attribute 'Heavier' removed and 'Faster' added. Acquisition of the 'Faster' attribute shortens cooldown by 30%. With the change to the attribute effects, all skill attributes have been reset.
	High Knight	Armageddon Blade	'Path of the Sword' attribute has been changed from [Destruction skill] to a [Vitality skill]. Attribute 'Mean-Looking' has been removed and 'Regenerating (1)' added. With acquisition of 'Regenerating (1)' you receive 15% probability of getting 50% of the consumed MP back. With the change to the attribute effects, all skill attributes have been reset.
		Rotating Attack	Attribute 'Absorbent' removed and 'Fatal' added. Acquisition of the 'Fatal' attribute increases MP consumption by 20%. For this you ignore the enemy's defence. With the change to the attribute effects, all skill attributes have been reset.
		Sand Hurricane	The error where the additional damage of the first hit caused multiple attacks has been resolved.
		Titan Blow	Activation speed and movement have been improved. The entire activation time has been reduced drastically. Damage calculation and distribution in the tool-tip has been adjusted accordingly.
	Knight Mage	Skill: Mega Explosion	The first hit now inflicts additional damage. Damage and hit zone have been adjusted. The amount of follow-up hits has been increased. Attribute 'Strengthens' has been removed and 'Stronger' added. Acquisition of the 'Stronger' attribute extends cooldown by 50% and you get K.O. protection. Attribute 'Tenacious' removed and 'Fatal' added. Acquisition of the 'Fatal' attribute increases MP consumption by 20%. For this you ignore the enemy's defence. With the change to the attribute effects, all skill attributes have been reset.
		Fiery Sword	Damage upon it is now separated into damage for 'ground explosion' and 'Blazing Flames'. Damage calculation and distribution have been adjusted accordingly. Preceding movements prior to a skill as well as the actual strike have been shortened. Attribute 'Absorbent' removed and 'More useful' added. Acquisition of the 'More useful' attribute increases amount of hits by 50% and damage reduces by 10%. With the change to the attribute effects, all skill attributes have been reset.
	Rune Knight	Moon Blade	Hit damage structure for 'Moon Sword' has been changed to once and the mana burn effect in the effect area of the explosion has been improved. Balance drawn between MP consumption and higher mana destruction. Max MP of enemy regulated from 30% to 20%. Moon Blade: fixed display error (blade went below the line)
	Cornwell Knight	Sword Slam	Attribute 'Maximised' removed and 'Heavier' added. Acquisition of the 'Heavier' attribute increases damage by 40% and the cooldown by 50%. With the change to the attribute effects, all skill attributes have been reset.

	Common Knight	Phantom Thrust	Attribute 'Absorbent' removed and 'Fatal' added. Acquisition of the 'Fatal' attribute increases MP consumption by 30%. For this you ignore the enemy's defence. With the change to the attribute effects, all skill attributes have been reset.
	Sword Summoner	Scorpion Ripper	Hit allocation has been improved, errors resolved. Enemies will now be raised a little sooner. Attribute 'Faster' has been removed and 'Regenerating (1)' added. With acquisition of 'Regenerating (1)' you receive 50% probability of getting 100% of the consumed MP back. With the change to the attribute effects, all skill attributes have been reset.
		Phantom Sword	With hits using 'Phantom Sword', tech points, MP and attribute activation will be added. The value corresponds to 50% of the original damage. MP consumption will now be reduced by 20% instead of 10% as an effect of 'Lighter'. With the change to the attribute effects, all skill attributes have been reset.
		Maelstrom	The first hit now inflicts additional damage. Damage and hit zone have been adjusted. The duration has been shortened from 5.6 seconds to 5 sec. MP consumption will now be reduced by 20% instead of 10% as an effect of 'Lighter'. Attribute 'Tenacious' removed and 'Mean-Looking' added. Upon acquisition of attribute 'Mean-Looking', the MP of the enemy reduces by 2 with every hit. With the change to the attribute effects, all skill attributes have been reset.
		Blade Rain	Damage increased by about 20%. Hit ranges have been extended.
	All	Chain Fireball	Attribute 'Maximised' removed and 'Fatal' added. Acquisition of the 'Fatal' attribute increases MP consumption by 20%. For this you ignore the enemy's defence. With the change to the attribute effects, all skill attributes have been reset.
		Storm Screw	Attribute 'Greater' removed and 'Strengthens' added. Acquisition of the 'Strengthens' attribute increases damage by 20%. The acquisition times for attributes 'Strengthens' and 'Lighter' have been swapped. With the change to the attribute effects, all skill attributes have been reset.
		Whirlwind	'More useful' attribute has been removed and 'Absorbent' added. Acquisition of attribute 'Absorbent' increases the MP gain on dealt hits by 100%. Attribute 'Heavier' removed and 'Strengthens' added. Acquisition of the 'Strengthens' attribute increases damage by 20%. With the change to the attribute effects, all skill attributes have been reset.
		Lightning Strike	'More useful' attribute has been removed and 'Lighter' added. Acquisition of the 'Lighter' attribute reduces MP consumption by 20%. Attribute 'Mean-Looking' removed and 'Fatal' added. Acquisition of the 'Fatal' attribute increases MP consumption by 10%. For this you ignore the enemy's defence. With the change to the attribute effects, all skill attributes have been reset.

Aisha		Spell Circle	<p>Will be changed to 'Memorisation not possible'.</p> <p>Amongst the [Strong] effects, the cooldown of 'can be used whilst jumping' will be increased by 5 seconds.</p> <p>Attribute 'Faster' has been removed and 'Regenerating (1)' added. With acquisition of 'Regenerating (1)' you receive 33% probability of getting 50% of the consumed MP back.</p> <p>Attribute 'Tenacious' has been removed and 'Regenerating (2)' added. When you acquire 'Regenerating (2)', there is a 15% probability that the cooldown will be reset.</p> <p>With the change to the attribute effects, all skill attributes have been reset.</p>
	High Mage	Magical Missile	<p>Skill duration sinks by 25%. Damage and MP gain adjusted accordingly.</p> <p>After normal activation, the paralysis area reduces from 50% to 33%.</p> <p>Optimised tool-tip</p> <p>Attribute 'Maximised' removed and 'Persistent' added. Acquisition of the 'Persistent' attribute increases skill duration by 25%.</p> <p>Attribute 'Heavier' removed and 'Fatal' added. Acquisition of the 'Fatal' attribute increases MP consumption by 30%. For this you ignore the enemy's defence.</p> <p>With the change to the attribute effects, all skill attributes have been reset.</p>
		Lightning Chain	<p>Attribute 'Turned' removed and 'Strengthens' added. Acquisition of the 'Strengthens' attribute increases damage by 20%.</p> <p>With the change to the attribute effects, all skill attributes have been reset.</p>
	Elemental Master	Circle of Flame	<p>Attribute 'Turned' removed and 'Stronger' added. Acquisition of the 'Stronger' attribute extends cooldown by 50% and you get K.O. protection.</p> <p>With the change to the attribute effects, all skill attributes have been reset.</p>
		Lightning Shower	<p>Duration of [Stun] increases from 2 to 3 sec.</p> <p>Optimised tool-tip</p> <p>Attribute 'Absorbent' removed and 'Greater' added. Acquisition of the 'Greater' attribute increases skill effect radius by 30%.</p> <p>Attribute 'Turned' removed and 'Safer (1)' added. Acquisition of the 'Safer (1)' attribute increases duration of [Stun] by 40%.</p> <p>With the change to the attribute effects, all skill attributes have been reset.</p>
		Chain of Fire	<p>Attribute 'Maximised' removed and 'Merciless' added. Acquisition of 'Merciless' attribute makes 'Mana break not possible' apply to you.</p> <p>The acquisition times for attributes 'Merciless' and 'Heavier' have been swapped.</p> <p>With the change to the attribute effects, all skill attributes have been reset.</p>
	Occult Mage	Ageing	<p>The execution speed has been increased by 20%.</p> <p>Optimised tool-tip</p> <p>'More useful' attribute has been removed and 'Lighter' added. Acquisition of the 'Lighter' attribute reduces MP consumption by 20%.</p> <p>With the change to the attribute effects, all skill attributes have been reset.</p>
		Hell Stone	<p>The hit area has been extended by 20%.</p> <p>Attribute 'Strengthens' removed and 'More useful' added. Acquisition of the 'More useful' attribute increases amount of hits by 50% and damage per hit reduces by 15%.</p> <p>With the change to the attribute effects, all skill attributes have been reset.</p>

Soul Princess	Plasma Blade	The execution speed has been increased by 20%. You can now cancel movements from the follow-up run/backstep/sprint combo.
	Cast into Hell	Attribute 'Merciless' removed and 'Faster' added. Acquisition of the 'Faster' attribute shortens cooldown by 40%. The acquisition times for attributes 'Faster' and 'Destructive' have been swapped. With the change to the attribute effects, all skill attributes have been reset.
	Raging Mana Flood	The activation probability of Power Boost Pearls reduces according to the amount, from an original 50%/75%/100% to 25%/50%/100%. Optimised tool-tip
Battle Magician	Fitness	K.O. value for attacks reduces. Upon dealt/suffered hit MP gain will no longer be increased. Added effect: increases max. MP. Max. MP increases per level by 50/75/100/125. Optimised tool-tip
	Energy Leech	Effect areas of the fan attack (high/deep/long) have been extended by 10 each. Attribute 'Turned' removed and 'Stronger' added. Acquisition of the 'Stronger' attribute extends cooldown by 50% and you get K.O. protection. For reduced K.O. value upon hit with 'Tenacious': K.O. value reduction increases from an original 10 to 35. With the change to the attribute effects, all skill attributes have been reset.
Dimension Witch	Magic Staff	K.O. value for attacks reduces. Upon dealt/suffered hit MP gain will now be increased. K.O. value for attacks reduces according to level by 10%/20%/30%. Does not apply for special active/hyper skills. Upon dealt/suffered hit: increase to MP gain according to level by 2%/4%/6%. Optimised tool-tip
	Energy Beam	Hit box has been changed and effect area expanded.
All	Devilish Sting	Enemies with K.O. protection are now pushed back. Attribute 'Maximised' removed and 'Fatal' added. Acquisition of the 'Fatal' attribute increases MP consumption by 30%. For this you ignore the enemy's defence. The acquisition times for attributes 'Fatal' and 'Lighter' have been swapped. With the change to the attribute effects, all skill attributes have been reset.
	Blow of the Phoenix	Damage regulation has been adjusted and minimal damage increased. Optimised tool-tip Attribute 'Greater' removed and 'Heavier' added. Acquisition of the 'Heavier' attribute increases damage by 40% and the cooldown by 50%. With the change to the attribute effects, all skill attributes have been reset.
	Sickle Kick	Multiple time hits have been changed to critical hits, correspondingly the damage has been recalculated. Attribute 'Regenerating (1)' removed and 'Fatal' added. Acquisition of the 'Fatal' attribute increases MP consumption by 20%. For this you ignore the enemy's defence. The acquisition times for attributes 'Fatal' and 'Strengthens' have been swapped. With the change to the attribute effects, all skill attributes have been reset.
	Skilled Footwork	A portion of the magic attack is added to your physical attack. According to the level, the power of physical attack increases by 3%/6%/9%/12% of your magic attack. Optimised tool-tip

Rena	Battle Markswoman	Spinning Kick	Attribute 'Maximised' removed and 'Fatal' added. Acquisition of the 'Fatal' attribute increases MP consumption by 20%. For this you ignore the enemy's defence. With 'More useful', the attack strength per hit is reduced from 30% originally to 15%. The acquisition times for attributes 'Fatal' and 'More useful' have been swapped. With the change to the attribute effects, all skill attributes have been reset.
		Kamikaze	The execution speed has been increased by 10%. Attribute 'Turned' removed and 'Fatal' added. Acquisition of the 'Fatal' attribute increases MP consumption by 20%. For this you ignore the enemy's defence. The acquisition times for attributes 'Fatal' and 'Heavier' have been swapped. With the change to the attribute effects, all skill attributes have been reset.
	Windrunner	Airelinna	You can now cancel movements from the follow-up run/backstep/sprint combo. As an effect of the attribute 'Lighter', MP consumption is reduced from -20% to -30%. With the change to the attribute effects, all skill attributes have been reset.
		Spiral Strike	Duration of the air spiral strike reduces and the damage has been adjusted.
	Hunting Markswoman	Wind Protection	Effect and hit zone will be moved further down.
		Four Shot	Attribute 'Lighter' removed and 'Stronger' added. Acquisition of the 'Stronger' attribute extends cooldown by 50% and you get K.O. protection. With the change to the attribute effects, all skill attributes have been reset.
		Quick Shot	Enemies with K.O. protection are now pushed back. Attribute 'Maximised' removed and 'Fatal' added. Acquisition of the 'Fatal' attribute increases MP consumption by 15%. For this you ignore the enemy's defence. The acquisition times for attributes 'Fatal' and 'Heavier' have been swapped. With the change to the attribute effects, all skill attributes have been reset.
	Master Markswoman	Storm Explosion	An arrow is fired and the duration has been shortened from 10 to 5 sec. The effect duration of the arrow has been shortened by 17%.
	Erendil Markswoman	Exploding Trap	For increased strike range of 'Greater': growth rate decreases from 30% to 10%. With the change to the attribute effects, all skill attributes have been reset.
		Fatality	Final hit doesn't throw your opponent to the ground but instead pushes them away.
		Summoning Wind	Final hit doesn't throw your opponent into the air anymore.
		Eldrasil's Rage	For increased strike range of 'Greater': growth rate decreases from 30% to 10%. With the change to the attribute effects, all skill attributes have been reset.
	Night Watcher	Wind Sphere	Attribute 'More useful' removed and 'Stronger' added. Acquisition of the 'Stronger' attribute extends cooldown by 50% and you get K.O. protection. With the change to the attribute effects, all skill attributes have been reset.
		Arrow Trap - Poison Mushroom	MP consumption reduces from 200 to 150. Damage remains the same.
		Titan Cannon	'Maximised' attribute has been removed and 'Lighter' added. Acquisition of the 'Lighter' attribute reduces MP consumption by 20%. With the change to the attribute effects, all skill attributes have been reset.

Raven	All	Cannon Blade	Attribute 'Absorbent' removed and 'More useful' added. Acquisition of the 'More useful' attribute increases amount of hits by 50% and damage reduces by 20%. The acquisition times for attributes 'More useful' and 'Heavier' have been swapped. With the change to the attribute effects, all skill attributes have been reset.
		Flame Sword	For reduced damage suffered as an effect of 'Strengthens': the reduction reduces from 30% to 20%. Attribute 'Turned' removed and 'Stronger' added. Acquisition of the 'Stronger' attribute extends cooldown by 50% and you get K.O. protection. With the change to the attribute effects, all skill attributes have been reset.
	Swordbearer	Sparking Blow	Attribute 'Maximised' removed and 'Fatal' added. Acquisition of the 'Fatal' attribute increases MP consumption by 20%. For this you ignore the enemy's defence. With the change to the attribute effects, all skill attributes have been reset.
		Shock Wave - Scissors	For MP gain on 'Absorbent': growth rate increases from 40% to 100%. With the change to the attribute effects, all skill attributes have been reset.
		Blood Cut	Attribute 'Faster' has been removed and 'Regenerating (1)' added. With acquisition of 'Regenerating (1)' you receive 33% probability of getting 100% of the consumed MP back. Attribute 'Safer (1)' has been removed and 'Regenerating (2)' added. When you acquire 'Regenerating (2)', there is a 33% probability that the cooldown will be reset. With the change to the attribute effects, all skill attributes have been reset.
	Master Swordsman	Bloody Triumph	You can now cancel movements from the follow-up run/backstep/sprint combo.
		Giga Drive - Limiter	Early phase hits have been added. You can now cancel movements from the follow-up run/backstep/sprint combo.
		Escape!	MP consumption increases from 10 to 15. Activation probability reduces according to level from an original 3%/6%/9% to 3%/5%/7%. Cooldown has been increased from 30 sec to 45 sec. Optimised tool-tip
	Bladebearer	Mega Drill Breaker	MP consumption reduces from 50 to 40. Damage remains the same. Attribute 'Tenacious' removed and 'Stronger' added. Acquisition of the 'Stronger' attribute extends cooldown by 50% and you get K.O. protection. With the change to the attribute effects, all skill attributes have been reset.
		Blow of the Sentinel	Attribute 'Strengthens' removed and 'Heavier' added. Acquisition of the 'Heavier' attribute increases damage by 40% and the cooldown by 50%. The acquisition times for attributes 'Heavier' and 'Lighter' have been swapped. With the change to the attribute effects, all skill attributes have been reset.
	Fire Fist	Wild Stampede	'Maximised' attribute has been removed and 'Lighter' added. Acquisition of the 'Lighter' attribute reduces MP consumption by 20%. The requirements for 'Destructive' have been reduced. For this the increase to MP consumption reduces from 40% originally to 30%. With the change to the attribute effects, all skill attributes have been reset.
		Enchanted Hand	MP consumption increases from 40 to 50. Damage remains the same.

	Destiny Bearer	Revolver Cannon	Attribute 'Maximised' removed and 'Fatal' added. Acquisition of the 'Fatal' attribute increases MP consumption by 30%. For this you ignore the enemy's defence. With the change to the attribute effects, all skill attributes have been reset.
	Flame Commander	Giga Prominence	Attribute 'Regenerating (1)' removed and 'Lighter' added. Acquisition of the 'Lighter' attribute reduces MP consumption by 20%. With the change to the attribute effects, all skill attributes have been reset.
		Blistering Scream - Napalm	Attribute 'Absorbent' removed and 'Fatal' added. Acquisition of the 'Fatal' attribute increases MP consumption by 30%. For this you ignore the enemy's defence. Attribute 'More useful' removed and 'Heavier' added. Acquisition of the 'Heavier' attribute increases damage by 40% and the cooldown by 50%. With the change to the attribute effects, all skill attributes have been reset.
Eve	All	Plasma Trap	Attribute 'Safer (1)' has been removed and 'Regenerating (1)' added. With acquisition of 'Regenerating (1)' your consumed MP regenerates back to 100% with a probability of 33%. Attribute 'Merciless' has been removed and 'Regenerating (2)' added. When you acquire 'Regenerating (2)', there is a 33% probability that the cooldown will be reset. With the change to the attribute effects, all skill attributes have been reset.
		Dimension Covenant - Scout	In dungeons the summoned helper's HP is infinite and it does not die from hits. Optimised tool-tip
		Emblem of Obliteration	Added effect: increases attack and magic attack by +10%. Growth rate for damage bonus decreases from 20% to 15%. Optimised tool-tip
		Eldrit Crystal Spectrum	Has been moved from Eve's skill tree to the tree of the Nasod Electra. The Mega-Electron Missile of the Nasod Hope now takes a spot in Eve's skill tree. Attribute, damage and costs are identical with the original skill. Duration has been increased from 25 sec to 30 sec. Attribute 'Safer (1)' has been removed and 'Stronger' added. Acquisition of the 'Stronger' attribute extends cooldown by 30%. For this you get K.O. protection. With the change to the attribute effects, all skill attributes have been reset.
	Nasod Nemesis	Atom Shield	Has no HP any more, is instead a buff. Optimised tool-tip
		Lunatic Hunt	The error where mana break was possible has been fixed.
	Nasod Hope	Faena	A new active skill appears in the location of Mega-Electron Missile. This skill marks an enemy in the closest proximity within a certain area. All summoned helpers then only attack this enemy during the skill duration.
		Celestial Strike - Hammer	Attribute 'Turned' removed and 'Fatal' added. Acquisition of the 'Fatal' attribute increases MP consumption by 20%. For this you ignore the enemy's defence. The acquisition times for attributes 'Fatal' and 'Strengthens' have been swapped. With the change to the attribute effects, all skill attributes have been reset.
		Surface Cutting	In dungeons the summoned helper's HP is infinite and it does not die from hits. Optimised tool-tip

	Nasod Empress	Electricity Field	In dungeons the summoned helper's HP is infinite and it does not die from hits. Optimised tool-tip
		Thunderbolt	In dungeons the summoned helper's HP is infinite and it does not die from hits.
	Nasod Electra	Illusion Ray	Skill removed. 'Eldrit Crystal Spectrum' takes its place.
		Giga Stream	'More useful' attribute has been removed and 'Lighter' added. Acquisition of the 'Lighter' attribute reduces MP consumption by 20%. With the change to the attribute effects, all skill attributes have been reset.
	Nasod Battle Seraph	Linear Divider	Attribute 'Regenerating (1)' removed and 'Heavier' added. Acquisition of the 'Heavier' attribute increases damage by 40% and the cooldown by 50%. The acquisition times for attributes 'Heavier' and 'Lighter' have been swapped. With the change to the attribute effects, all skill attributes have been reset.
		Strong Heart	Duration has been increased from 15 sec to 25 sec.
Chung	Adamant Paladin	Caladbolg's Pain	'Pain' hits receive PvP modifications.
		Earth Annihilator - Earthquake	Damage resistance according to the distance from the explosive damage has been removed. Duration has been increased from 20 sec to 30 sec. Optimised tool-tip
		Shoulder Wall	MP consumption increases from 100 to 140.
		Metabolism Booster	MP gain for combos reduces per level from 15%/20%/25% to 5%/10%/15%.
	Shooting Guardian	Head Shot	Attribute 'Regenerating (1)' removed and 'Stronger' added. Acquisition of the 'Stronger' attribute extends cooldown by 70% and you get K.O. protection. With the change to the attribute effects, all skill attributes have been reset.
		Sharpshooter Syndrome	Bonus on damage and critical damage increased from 10% to 20%. Duration has been increased from 15 sec to 30 sec.
	Deadly Messenger	Comet Impact	Attribute 'Faster' removed and 'Heavier' added. Acquisition of the 'Heavier' attribute increases damage by 40% and the cooldown by 50%. With the change to the attribute effects, all skill attributes have been reset.
		Quickfire	Attribute 'Heavier' removed and 'Strengthens' added. Acquisition of the 'Strengthens' attribute increases damage by 20%. With the change to the attribute effects, all skill attributes have been reset.
	Artillery Guardian	Deadly Chaser	Attribute 'Maximised' removed and 'Fatal' added. Acquisition of the 'Fatal' attribute increases MP consumption by 20%. For this you ignore the enemy's defence. With the change to the attribute effects, all skill attributes have been reset.
		Magnum Shot	For mana destruction upon hit through 'Mean-Looking': destroyed enemy mana reduces from 5 originally to 3. The acquisition times for attributes 'Mean-Looking' and 'Maximised' have been swapped. With the change to the attribute effects, all skill attributes have been reset.
		Chaos Cannon	Attribute 'Turned' removed and 'Lighter' added. Acquisition of the 'Lighter' attribute reduces MP consumption by 20%. With the change to the attribute effects, all skill attributes have been reset.
			Transformation system for spirit energy

Ara	All	Wolf's Fang 2: Wind Wedge	Attribute 'Faster' removed and 'Strengthens' added. Acquisition of the 'Strengthens' attribute increases damage by 20%. Attribute 'Maximised' removed and 'Fatal' added. Acquisition of the 'Fatal' attribute increases MP consumption by 50%. For this you ignore the enemy's defence. With the change to the attribute effects, all skill attributes have been reset.
	Little Hsien	Suppression	MP gain has been increased from 30 to 10.
	Sakra Devanam	Thousand Blossoms	Damage increased by about 20%.
	Little Devil	Suppression: Energy	Power of black hole has been reduced by 20%. Range of black hole has been reduced by 13%.
	Yama-raja	Sweeping Spirit	A portion of the physical attack is added to your magic attack. According to the level, the power of magic attack increases by 6%/8%/10% of your physical attack. Optimised tool-tip
		Reflector	Growth rate for magic attack decreases from 20% to 10%. Added effect: increases magic defence by 10%.
	Little Spectre	Sprint Jump ZX	The error where the hits were displayed longer than the effect lasted has been resolved.
		Absorb Mana	Spirit energy costs have been increased from 1 orb to 2. Per enemy that lands a hit, the amount of MP acquired rises from 15 originally to 30. Damage increased. Optimised tool-tip Attribute 'Greater' removed and 'Stronger' added. Acquisition of the 'Stronger' attribute extends cooldown by 50% and you get K.O. protection. With the change to the attribute effects, all skill attributes have been reset.
		Heavenly Strike	Attribute 'Safer (2)' has been removed and 'Stronger' added. Acquisition of the 'Stronger' attribute extends cooldown by 50%. For this you get K.O. protection. With the change to the attribute effects, all skill attributes have been reset.
		Spirit Suppression	'Invulnerable' lasts until the end of the skill. Duration for Time Stop has been increased and stable hits are now possible. The error where hit range was lower then the range of the effect has been fixed. Effect area increased by about 23%.
	All	Wild Shock	Attribute 'Maximised' removed and 'Fatal' added. Acquisition of the 'Fatal' attribute increases MP consumption by 20%. For this you ignore the enemy's defence. The acquisition times for attributes 'Fatal' and 'Lighter' have been swapped. With the change to the attribute effects, all skill attributes have been reset.
		Mega Burster	Attribute 'Absorbent' removed and 'Lighter' added. Acquisition of the 'Lighter' attribute reduces MP consumption by 20%. With the change to the attribute effects, all skill attributes have been reset.
		Extinction	MP gain per hit increases by 100%. Attribute 'Maximised' removed and 'Fatal' added. Acquisition of the 'Fatal' attribute increases MP consumption by 20%. For this you ignore the enemy's defence. For MP gain on 'Absorbent': growth rate increases from 30% to 50%. With the change to the attribute effects, all skill attributes have been reset.

Elesis	Sabre Knight	Cloven Power	Attribute 'Safer (1)' has been removed and 'Lighter' added. Acquisition of the 'Lighter' attribute reduces MP consumption to 20%. With the change to the attribute effects, all skill attributes have been reset.
		Leap	The K.O. protection now applies from the start of activation to the end. Attribute 'Faster' removed and 'Lighter' added. Acquisition of the 'Lighter' attribute reduces MP consumption by 20%. With the change to the attribute effects, all skill attributes have been reset.
		Sword of Judgement	'Maximised' attribute has been removed and 'Lighter' added. Acquisition of the 'Lighter' attribute reduces MP consumption by 20%. With the change to the attribute effects, all skill attributes have been reset.
	Grand Master	Charge	The K.O. protection now applies from the start of activation to the end. Attribute 'More useful' removed and 'Strengthens' added. Acquisition of the 'Strengthens' attribute increases damage by 20%. With the change to the attribute effects, all skill attributes have been reset.
		Ancestral Sword	Damage increased by about 20%.
	Pyro Knight	Sprint ZX	Error in the display on the path to Swordfighter fixed.
		Sprint Jump ZX (multiple strike)	Changed from Storm to Obliteration.
		Increased Concentration	Growth rate of critical damage for magic attacks reduces per level from 158%/166%/175% to 155%/160%/165%.
	Blazing Heart	Sprint X	Changed from Storm to Obliteration.
		Sprint XX	Changed from Storm to Obliteration.
		Sprint XXX	Changed from Storm to Obliteration.
		Flame Wings	For all hits, the additional PvP modifications apply. Growth rate for MP consumption on 'Fatal' increases from 10% to 20%. With the change to the attribute effects, all skill attributes have been reset.
		Firewall	Projectile pursuit AI has been improved so that it now directly hits the object.
	Red Avenger	Elemental Force of Fire	Damage increased by about 20%.
		Blood Hit system	If Blood Hit is activated with more than 35% HP, suffered damage reduces from 10% to 5% of skill damage.
		Sprint ZZZZ (multiple strike)	An additional 2 MP of the enemy will be destroyed per hit with a projectile.
		Destiny Blade	Damage increased by about 20%.
Psy Tracker	Electro Quake	Attribute 'Maximised' removed and 'Strengthens' added. Acquisition of the 'Strengthens' attribute increases damage by 20%. Attribute 'Regenerating (1)' removed and 'Fatal' added. Acquisition of the 'Fatal' attribute increases MP consumption by 40%. For this you ignore the enemy's defence. With the change to the attribute effects, all skill attributes have been reset.	
	Stasis Field	Damage in PvP battle has been reduced.	
Psychopath	Doomsday	Damage increased by about 20%.	

Add	Mastermind	Phantom Seeker	Damage in PvP battle has been reduced. Damage reduction after a set period of time has been reduced. 'Maximised' attribute has been removed and 'Lighter' added. Acquisition of the 'Lighter' attribute reduces MP consumption by 20%. Attribute 'Turned' removed and 'Heavier' added. Acquisition of the 'Heavier' attribute increases damage by 40% and the cooldown by 50%. With the change to the attribute effects, all skill attributes have been reset.
		Attack Mode	DP charge increases on hit according to level by 5%/10%/15%.
	Time Tracker	Dynamo Configuration -	Damage in PvP battle has been reduced.
		Reverse Circle	Attack of 'Energy Orb' has been changed from physical to magic.
	Diabolic Esper	Maximum Strike	The pierce with Time-Space Orb has been changed from physical to magic. Damage reduction after a set period of time has been reduced.
Lu/Ciel	All	Switch cooldown with the V key.	Cooldown time for the default switch key (V) that is activated by a switch using other keys has been shortened from 3 sec to 1 sec.
	Chiliarch	Apollyon	Spawn probability for darkness demons increases from 10% to 15%. Attribute 'Absorbent' removed and 'Heavier' added. Acquisition of the 'Heavier' attribute increases damage by 40% and the cooldown by 50%. With the change to the attribute effects, all skill attributes have been reset.
		Dark Crescent	The increase to range with 'Greater' has been reduced from 50% originally to 30%. With the change to the attribute effects, all skill attributes have been reset.
	Dreadlord	Nourishing Terror	The paralysis of the follow-up hit has been changed to Greater Paralysis.
	Royal Guard	Trigger - Soul Flare	Attribute 'Mean-Looking' removed and 'Stronger' added. Acquisition of the 'Stronger' attribute extends cooldown by 50% and you get K.O. protection. With the change to the attribute effects, all skill attributes have been reset.
	Noblesse	Shadow Bolt	Attribute 'Regenerating (1)' removed and 'Fatal' added. Acquisition of the 'Fatal' attribute increases MP consumption by 20%. For this you ignore the enemy's defence. With the change to the attribute effects, all skill attributes have been reset.
		Shadows	Attribute 'Safer (2)' has been removed and 'Stronger' added. Acquisition of the 'Stronger' attribute extends cooldown by 50%. For this you get K.O. protection. With the change to the attribute effects, all skill attributes have been reset.
		Twilight Judgement	Damage, tech points and MP gain will be recalculated. Duration of darkness shots has been increased from 15 sec to 60 sec. Attribute 'Absorbent' removed and 'Strengthens' added. Acquisition of the 'Strengthens' attribute increases damage by 20%. Attribute 'Merciless' removed and 'Fatal' added. Acquisition of the 'Fatal' attribute increases MP consumption by 20%. For this you ignore the enemy's defence. With the change to the attribute effects, all skill attributes have been reset.
		Swift Blow	Attribute 'Strengthens' removed and 'Fatal' added. Acquisition of the 'Fatal' attribute increases MP consumption by 15%. For this you ignore the enemy's defence. With the change to the attribute effects, all skill attributes have been reset.
		Citadel of Abaddon	Damage increased by about 20%.

Rose	All	V key switch locking	Attribute weapons can be locked. You can set weapon locking using right-click on On/Off in the interface. According to lock mode, you can switch either with V key or with a combo. The locked weapon will be skipped and you will switch to the next weapon. You will no longer be able to get to the locked weapon using switching.
	Heavy Barrel	Flame Strike	Damage increased by about 38%.
	Storm Trooper	Operation: Wipe Out	MP consumption reduces from 300 to 250. Damage increases by 10%. Attribute 'Greater' removed and 'Strengthens' added. Acquisition of the 'Strengthens' attribute increases damage by 20%. Attribute 'Turned' removed and 'Fatal' added. Acquisition of the 'Fatal' attribute increases MP consumption by 20%. For this you ignore the enemy's defence. With the change to the attribute effects, all skill attributes have been reset.
		Firing Position	Damage increased by about 20%.
	Crimson Rose	Western Fire	Attack after a suffered rear hit will now throw the enemy to the ground. Optimised tool-tip
		Blood and Chains	Damage increased by about 20%.