

Class Change Name	Skill Name	Skill Info	Description
High Knight	Grand Cross	MP cost: 250 Cooldown: 21 sec.	<p>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.</p> <p><b>Grand Cross</b></p> <ul style="list-style-type: none"> <li>- Charging up uses 10 MP per 0.5 sec. (maximum MP used: 50 MP)</li> <li>- Each charge increases range by 20% and damage by 10%.</li> <li>- At maximum charge any enemies hit suffer the debuff [Overpowering].</li> </ul> <p><b>Overpowering</b></p> <ul style="list-style-type: none"> <li>- All speeds reduce by 10%, Defence and magic defence reduce by 15%.</li> <li>- Duration: 10 sec.</li> </ul> <p><b>Destruction skill</b></p> <ul style="list-style-type: none"> <li>- <b>Aura of Destruction</b> is consumed and the player collects <b>Aura of Vitality</b>.</li> <li>- As Swordfighter of Destruction your attack increases.</li> </ul> <p>Shock Wave: multiple times 224% attack Explosion: multiple times 262% attack Large explosion: 1568% attack</p>
Rune Knight	Extreme Runes	MP cost: 300 Cooldown: 23 sec.	<p>Your sword is imbued with magical energy and you strike it onto the ground, throwing everything into the air as you use fire, cold and poison runes to make more explosions.</p> <p><b>Burster!</b></p> <ul style="list-style-type: none"> <li>- The enemy will randomly be affected by one of the following debuffs: Burn/Freeze/Poison</li> <li>- Duration: 5 sec.</li> </ul>

			<p><b>Destruction skill</b></p> <ul style="list-style-type: none"> <li>- <b>Aura of Destruction</b> is consumed and the player collects <b>Aura of Vitality</b>.</li> <li>- As Swordfighter of Destruction your attack increases.</li> </ul> <p>Shock: multiple times 128% magic attack  Shock Wave: multiple times 379% magic attack  Rune Explosion: 346% magic attack</p>
<b>Sword Summoner</b>	Infinite Blows	MP cost: 300 Cooldown: 27 sec.	<p>You storm forward with a Cornwell Sword and pierce the enemy, replicating the sword so that the enemy is thrown into the air and mercilessly attacked with multiple swords.</p> <p><b>Destruction skill</b></p> <ul style="list-style-type: none"> <li>- <b>Aura of Destruction</b> is consumed and the player collects <b>Aura of Vitality</b>.</li> <li>- As Swordfighter of Destruction your attack increases.</li> </ul> <p>Flowing Sword: 239% attack multiple times  Flying Sword: 225% attack multiple times  Shock Wave: 1486% attack</p>
<b>Dimension Witch</b>	Impact Zone	MP cost: 300 Cooldown: 22 sec.	<p>You tear space by striking the ground.</p> <p>The torn space widens and reaches forward and enemies that touch it can no longer move.</p> <p><b>Memorise possible</b></p> <p>While in the learning position (activated after standing still for 2 sec.) press the skill key to memorise up to 3 skills. The skills will then be carried out in order by pressing the quick key.</p> <p>Space Collision: 732% attack multiple times</p>

			<p><b>Distorted Space</b>  Movement/jumping impossible  Duration: 10 sec.</p>
<b>Soul Princess</b>	Abyss Field	MP cost: 300 Cooldown: 22 sec.	<p>You open a Dimension Gate on the ground right in front of you.  You summon the Demon God from the Dimension Gate and it attacks the enemies.</p> <p><b>Memorise possible</b></p> <p>While in the learning position (activated after standing still for 2 sec.) press the skill key to memorise up to 3 skills. The skills will then be carried out in order by pressing the quick key.</p> <p>Demon God Collision: 1012% magic attack multiple times</p>
<b>Elemental Master</b>	Ice Spear	MP cost: 300 Cooldown: 22 sec.	<p>You create a giant ice spear and throw it forwards.</p> <p><b>Memorise possible</b></p> <p>While in the learning position (activated after standing still for 2 sec.) press the skill key to memorise up to 3 skills. The skills will then be carried out in order by pressing the quick key.</p> <p>Ice Spear: 2428% magic attack  Ice Spear Explosion: 3035% magic attack</p>
<b>Night Watcher</b>	Annihilation	MP cost: 300 Cooldown: 25 sec.	<p>Erendil is interwoven with Eldrasil's Energy and attack the opponents ahead of you.  Any enemies that are attacked receive the [Eldrasil's Energy] debuff and suffer continuous damage.  Afterwards, you execute another mighty blow against your enemies.  While you execute your blow, Erendil reacts with Eldrasil's Energy, meaning those enemies with the debuff [Eldrasil's Energy] receive even more damage.  If more than 5 enemies can be eliminated using this blow, pressing the skill key will execute the blow again.</p>

			<p><b>Consumes NF</b></p> <p>- direct hit max. 3 fields</p> <p>With Erendil interwoven with energy: 212% attack multiple times Blow: 2179% attack Eldrasil's Energy Explosion: 1332% attack</p>
<b>Windrunner</b>	Demon Storm	<p>MP cost: 300 Cooldown: 24 sec.</p>	<p>You attack the enemy with a powerful kick supported by the power of the wind.</p> <p><b>Consumes NF</b></p> <p>- direct hit max. 3 fields</p> <p>Hit series: 81% attack multiple times Kick: 969% attack x2 Final Blow: 2179% attack</p>
<b>Master Markswoman</b>	Ace up the Sleeve	<p>MP cost: 300 Cooldown: 25 sec.</p>	<p>You fire off 3 powerful arrows by concentrating hard.</p> <p>The arrows fire when you press the skill key, and the final arrow is even more powerful.</p> <p>Use the direction keys ↑↓ to choose the angle of your shots.</p> <p>Enemies that suffer damage from the 1st and 2nd arrow, suffer even more damage from the next arrow.</p> <p>If the skill ends before you have shot off all the arrows, you get some MP back, based on how many arrows are left.</p> <p><b>Consumes NF</b></p> <p>- direct hit max. 3 fields</p> <p>Arrow: 867% magic attack x2 Concentration Arrow: 3121% magic attack Concentration Arrow Explosion: 367% magic attack</p>

			Duration: 15 sec.
<b>Master Swordsman</b>	Sharpened Attack (spoken quickly)	MP cost: 300 Cooldown: 22 sec.	You execute a single, powerful blow which deals out a lot of damage and causes injuries.  Stab: 4855% attack  Wound: Duration: 5 sec.
<b>Fire Fist</b>	Devastating Strike	MP cost: 300 Cooldown: 22 sec.	You propel the Nasod hand forwards and the enemy directly in front of you is dealt an ultimate strike as you break the limits of [Exploding Nasod Hand]. Opponents that have K.O. protection receive even more damage.  Strong Strike: 6285% magic attack  Damage received by enemies with K.O. protection: 7542% magic attack  Strengthens Exploding Nasod Hand: 100% for 3 sec.
<b>Flame Commander</b>	Ifrit Flame	MP cost: 300 Cooldown: 22 sec.	You fire off a crow-shaped grenade that burns the enemy.  Exploding Shell: 472% magic attack  <b>Hell Fire</b> - 13 flaming crows are sent out - Applies [Hell Fire] upon successful attack <b>for 5 sec.</b> - Continuous 30% damage per second (average attack/magic attack) - Defence/magic defence: -15% - All resistances: -250
<b>Nasod Nemesis</b>	Psychokinesis	MP cost: 300 Cooldown: 23 sec.	You create 5 sharp shells, pull the nearby enemies to yourself and then apply shock damage to them. The sharp shells remain where they were created for 10 sec. and return to you when you press the skill key again or when the duration is up. (Can also be used while jumping.)  <b>Retrieve Sharp Shells</b> - Applies the [Bleeding] debuff (stackable max. 3x).

			<p><b>Core Activation skill</b></p> <p>The core attack is activated with successful attack in Power Boost mode (only once already summoned).</p> <p>Shock Wave: 2881% magic attack</p> <p>Sharp Shells: 231% magic attack multiple times</p> <p>Retrieve Sharp Shells: 332% magic attack x5</p>
<b>Nasod Empress</b>	Elevated Pride	<p>MP cost: 300</p> <p>Cooldown: 23 sec.</p>	<p>You use the restricted codes to cover a whole region with powerful electricity which then explodes. A Dimension Gate appears, through which Ferdinando, Oberon and Ophelia are summoned. Oberon and Ophelia are affected by the debuff [Queen's Authority] because of the influence of the restricted codes.</p> <p><b>[The Queen's Authority: Oberon]</b></p> <p>- The damage resistance value of hit enemies is reduced.</p> <p><b>[The Queen's Authority: Ophelia]</b></p> <p>- The attribute resistance value of hit enemies is reduced.</p> <p><b>Core Activation skill</b></p> <p>The core attack is activated with successful attack in Power Boost mode (only once already summoned).</p> <p>Powerful Electricity: 3712% attack</p> <p>Fernando's Disk Grenades: 236% magic attack x8</p> <p>Oberon's Series of Blows: 140% attack x4</p> <p>Ophelia's Electric Field: 112% magic attack x8</p>
<b>Nasod Battle Seraph</b>	Extreme Virtuality	<p>MP cost: 300</p> <p>Cooldown: 22 sec.</p>	<p>You create energy fields on both sides which are connected by a giant beam.</p> <p><b>This skill is influenced by 'Eldrit Crystal Spectrum'.</b></p> <p>- If this skill is used while a power field is active, the skill is influenced by that power field (Large Power Field+Normal Power Field).</p>

			<p><b>Core Activation skill</b></p> <p>The core attack is activated with successful attack in Power Boost mode (only once already summoned).</p> <ul style="list-style-type: none"> <li>- Strengthening Field (red): The beam that connects the two giant fields is fired from here.</li> <li>- Prism Field (blue): The beam binding the two fields attack the enemies multiple times.</li> <li>- Tracking Field (green): Multiple electric homing spears are fired out from the centre of the fields.</li> <li>- Fusion Field: 4 giant energy fields are created which fire out multiple electric homing spears from each field's centre.</li> </ul> <p>Virtual Beam: 4714% magic attack  Strengthening Field - Virtual Beam: 5186% magic attack  Prism Field - Multiple Virtual Beams: 440% magic attack x10  Tracking Field - Multiple Electric Spears: 440% magic attack multiple times  Fusion Field - Multiple Electric Spears: 283% magic attack multiple times</p>
<b>Adamant Paladin</b>	Swift Guardian	MP cost: 300 Cooldown: 22 sec.	<p>You overwhelm the enemies with your cry and switch to the [Swift Guardian] state. (Can also be used while jumping.)</p> <p>Cry: 4031% attack</p> <p><b>[Swift Guardian]</b></p> <p>2x cooldown speed (excludes hyper and partner skills)  MP Regeneration on Hit: 200%  Increase to attack speed: 15%  Duration: 5 sec.</p>
<b>Commando Cannoneer</b>	Gravity Field	MP cost: 300 Cooldown: 22 sec.	<p>You aim at your target with the arrow keys and create a [Gravity Field] by letting go of the skill key.</p> <p>While aiming and firing the enemy's coordinates are visible and you have K.O. protection.</p>

			<p>Create Field: 4649% magic attack</p> <p><b>[Gravity Field]</b>  Running/jumping impossible  Movement speed -50%  Attack speed -20%  Damage suffered: +30%</p>
<b>Deadly Messenger</b>	Burning Penalty	MP cost: 300 Cooldown: 22 sec.	<p>You jump into the air in front of you and fire recklessly at the enemies beneath you.</p> <p>Magic Grenade: 634% magic attack</p>
<b>Sakra Devanam</b>	Dragon of Spirit Summoning	MP cost: 0 Cooldown: 22 sec.	<p>You fill your spear with the Dragon's Aura and let it stream forth.</p> <p><b>Consumes Spirit Energy:</b>  - 10 Orbs</p> <p>Dragon of Spirit Summoning: 875% attack multiple times</p>
<b>Yama-raja</b>	Rakshasa Flame	MP cost: 150 Cooldown: 25 sec.	<p>You fire off a grenade filled with Rakshasa Energy.  Enemies that touch this energy are affected by Burn.</p> <p><b>Consumes Spirit Energy:</b>  - 5 Orbs</p> <p>Swing: 924% magic attack  Unleash Energy: 401% magic attack multiple times  Energy Explosion: 462% magic attack multiple times  Burn duration: 3 sec.</p>



<p><b>Asura</b></p>	<p>Fox Phantom</p>	<p>MP cost: 300 Cooldown: 20 sec.</p>	<p>With the power of the fox you cause the enemies in front of you to hear voices that confuse them, and then you mercilessly attack with the claw.</p> <p>Scratch: 438% attack multiple times Energy Explosion: 410% attack multiple times</p>
<p><b>Grand Master</b></p>	<p>Giga Shock</p>	<p>MP cost: 300 Cooldown: 23 sec.</p>	<p>You throw forwards some quickly rotating sword energy and then use it to execute a powerful pin move. The final attack will be a critical hit. Enemy's defence is reduced on hit.</p> <p><b>Obliteration skill</b> -<b>Aura of Obliteration</b> is consumed and the player collects <b>Aura of the Storm</b>. - As Swordfighter of Obliteration you have a 100% probability of a crit. hit and you ignore defence statuses (shields/K.O.).</p> <p>Sword Energy: 154% attack multiple times Final strike: 2016% attack</p> <p>Hit enemies are affected by Cloven Power. - Defence and magic defence: -30% - Attribute Resistance: -100 - Duration: 8 sec.</p>
<p><b>Blazing Heart</b></p>	<p>Soul Ignition</p>	<p>MP cost: 300 Cooldown: 24 sec.</p>	<p>You bring forth flames that burn the very soul. The flames are fired off with combo and active skill attacks. Enemies hit by the explosion are affected by Heat.</p> <p><b>Storm skill</b> -<b>Aura of the Storm</b> is consumed and the player collects <b>Aura of Obliteration</b>. - As a Swordfighter of the Storm your MP consumption and your cooldown times are reduced.</p>

			<p>Soul Burning Flames: 2691% magic attack</p> <p>Additional Fire: 385% magic attack</p> <ul style="list-style-type: none"> <li>- Duration: 15 sec.</li> </ul> <p>Hit enemies suffer Heat (debuff).</p> <ul style="list-style-type: none"> <li>- Attribute Resistance against fire: -250</li> <li>- Duration: 15 sec.</li> </ul>
<b>Red Avenger</b>	Blood Charge	<p>MP cost: 300 Cooldown: 23 sec.</p>	<p>You attack the enemies in front of you with a fateful sword, leaving behind Sword Energy of Blood which applies continuous damage and the Blood Curse.</p> <p><b>Blood Hit</b></p> <ul style="list-style-type: none"> <li>- If your HP is at more than 35%, you consume 5% of the skill damage as HP and the skill damage increases by 40%.</li> <li>- If your HP is lower than 35%, then Blood Hit will be activated without consuming any HP.</li> </ul> <p><b>Storm skill</b></p> <ul style="list-style-type: none"> <li>- <b>Aura of the Storm</b> is consumed and the player collects <b>Aura of Obliteration</b>.</li> <li>- As a Swordfighter of the Storm your MP consumption and your cooldown times are reduced.</li> </ul> <p>Fateful Sword: 4479% attack</p> <p>Sword Energy of Blood: 157% attack multiple times</p> <p>Hit enemies are affected by Blood Curse.</p> <ul style="list-style-type: none"> <li>- HP is reduced for a while.</li> <li>- All resistances: -200</li> <li>- Mana break is not possible</li> </ul>

			- Duration: 2 sec.
<b>Psychopath</b>	Supersonic	MP cost: 250 DP: 40 Cooldown: 23 sec.	<p>After attacking the enemy in front of you multiple times, you execute a powerful strike.</p> <p>You deal out damage in proportion to your enemy's current HP, hitting multiple times.</p> <p><b>DP consumption:</b> Does not consume Dynamo Points during use in Dynamo Mode.</p> <p><b>Consumes Dynamo Transition:</b> - max. -3 DT The damage increases by 5% per DT used. (Only in Dynamo Mode; can also be used without DT.)</p> <p><b>Nasod Armour Combo</b> - In Dynamo Mode press Z or X again at the end of a combo.</p> <p>Hit series: 5% magic attack of the enemy's current HP x9 (For Boss Monsters 332% magic attack x9)</p> <p>Final Blow: 3225% magic attack</p>
<b>Mastermind</b>	Extreme Pursuer	MP cost: 300 Cooldown: 23 sec.	<p>You activate a machine that follows the enemy and fires out a powerful ray that dissects everything.</p> <p>The longer the same target is attacked with the ray, the more damage the target suffers.</p> <p><b>Generates Dynamo Points:</b> - Using this skill regenerates 60 DP. - No DP regenerated in Dynamo Mode.</p> <p><b>Consumes Dynamo Transition:</b></p>

			<p>- max. -2</p> <p>The duration of the ray increases by 1 sec. for every DT used. (Can also be used without DT.)</p> <p>Dissecting Ray: 221% - 442% attack multiple times If the same target is attacked for longer than 1 sec., damage increases up to 2x. Duration: 5 sec.</p>
<b>Diabolic Esper</b>	Dimension Breaker	<p>MP cost: 300 Cooldown: 22 sec.</p>	<p>You create a distorted space tear. The space tear pulls in nearby enemies and quickly compresses them before immediately letting them expand again, making them explode and damaging them. Enemies hit by the explosion are affected by confusion. (Can also be used while jumping.)</p> <p><b>Synergy</b></p> <ul style="list-style-type: none"> <li>- In Dynamo Mode you consume DP instead of MP, regenerating 10% of DP consumed as MP.</li> <li>- Activating out of Dynamo Mode consumes MP, regenerating 10% of MP consumed as DP.</li> </ul> <p><b>Consumes Dynamo Transition:</b></p> <ul style="list-style-type: none"> <li>- You consume max. -3 DT in Dynamo Mode.</li> </ul> <p>The range of the space tear increases by +10% per DT used. (Can also be used without DT.)</p> <p>Black Hole: 177% magic attack multiple times Space Explosion: 3295% magic attack Duration of Confusion: 5 sec.</p>
<b>Dreadlord</b>	Demonic Cannon	<p>MP cost: 0 Cooldown: 23 sec.</p>	<p>You call forth a demon. The demon condenses Aura of Darkness and makes it explode.</p>

			<p><b>Combo skill</b></p> <ul style="list-style-type: none"> <li>- Only possible when at full combo points.</li> </ul> <p>Compressed Aura of Darkness: 231% attack multiple times          Aura of Darkness Explosion: 840% attack</p>
<b>Noblesse</b>	Chaos Rain	<p>MP cost: 0          Cooldown: 24 sec.</p>	<p>You throw demon spears into the air and they rain down, destroying your enemy.          The damage increases depending on your amount of 'Gathered Souls'.</p> <p><b>Combo skill</b></p> <ul style="list-style-type: none"> <li>- Only possible when at full combo points.</li> </ul> <p>Create Demon Spears: 533% magic attack          - Additional damage: number of 'collected souls' x 533%</p> <p>Throw Demon Spear: 366% magic attack multiple times</p>
<b>Demonio</b>	Abyss Extinction	<p>MP cost: 0          Cooldown: 22 sec.</p>	<p>Lu's Demon Energy flows forth and Ciel hacks the enemy to pieces, releasing their whole potential with one strike.</p> <p><b>Combo skill</b></p> <ul style="list-style-type: none"> <li>- Only possible when at full combo points.</li> </ul> <p>Dark Plasma: 191% attack multiple times          Hack: 191% attack multiple times</p>
<b>Storm Trooper</b>	Flame Grenade	<p>MP cost: 300          Cooldown: 23 sec.</p>	<p>You fire off a grenade into the air and activate the Laser Defence so the damage has a larger area of effect.          Falling grenades explode the moment they touch the laser.</p> <p><b>Overstrike</b></p> <ul style="list-style-type: none"> <li>- Overstrike increases the damage of the skill.</li> </ul>

			<p>Laser: 613% attack</p> <p>Grenade Explosion: 551% attack</p>
<b>Crimson Rose</b>	Punishment	<p>MP cost: 300</p> <p>Cooldown: 26 sec.</p>	<p>You drop multiple chain blades which wrap around nearby enemies and when you pull the blades back to you they slice through your enemies' throats.</p> <p>Enemies affected by [Bleeding] suffer even more damage.</p> <p>Chain Revolver/Chain Blade</p> <ul style="list-style-type: none"> <li>- Each hit has the probability to apply Bleeding from [Revolver Master].</li> </ul> <p><b>Overstrike</b></p> <ul style="list-style-type: none"> <li>- Overstrike increases the damage of the skill.</li> </ul> <p>Chain Throw: 529% attack</p> <p>Chain Return: 529% attack</p> <p>Completion: 1058% attack multiple times</p> <p>[Bleeding] increases the damage by 5% per level.</p>
<b>Freyja</b>	Einherjar	<p>MP cost: 300</p> <p>Cooldown: 22 sec.</p>	<p>You create wings that keep the nitro engine stable while also allowing you to move and attack in the air. (Can also be used while jumping.)</p> <p>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.</p> <p><b>Overstrike</b></p> <ul style="list-style-type: none"> <li>- Overstrike increases the damage of the skill.</li> </ul> <p>Shock Wave: 2983% magic attack</p> <p>Additional Grenade: 73% magic attack x2</p> <p>Grenade Cooldown reduction: 2 sec.</p> <p>Duration: 19 sec.</p>

<p><b>Optimus</b></p>	<p>Armoured Storm</p>	<p>MP cost: 300 Cooldown: 26 sec.</p>	<p>You summon the defence Mecha [Armoured Storm].</p> <p>Armoured storm provokes nearby enemies for 5 sec., damaging them before exploding.</p> <p><b>Overstrike</b></p> <p>- Overstrike increases the damage of the skill.</p> <p>Impact Shock: 590% magic attack Sonic Shock: 178% magic attack multiple times Explosions: 162% magic attack multiple times</p>
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