

Ain – First Path

1st Class Change path: Exactor > Prodigium

1-1. Exactor

Combo

Additional combos at 1st Class Change

ZZZX(Hold)X: end combo

ZZZX(Hold)X: end combo

→→XZZ(Hold): K.O. protection after power blow

Skills

Active: **Vulnus Sequentia**

Combo with debuff probability

You project a shortsword that attacks an enemy in front of you three times. - Sabre Combo - 33% probability to apply bleeding with each hit.

Special active: **Buccella Edolare (200 MP)**

Frontal attack

You use your blade in a movement that's so fast an afterimage is created and you throw a divine spear that explodes.

Passive: **Multiple Projection**

Strengthening of projection skills, passive for stylish play

Increases the max. MP continuously and optimises consumption for Multiple Projection. - Multiple Projection - MP costs are reduced for all projection skills. - There's a certain probability of a reduced cooldown when using projection skills. - Skills affected: Primus Terebra, Tertius Dolon, Vulnus Sequentia, Buccella Edolare, Secundus Sectio, Tertius Insidiae, Quartus Hasta Iactus, Secundus Falx, Abies Fantasia, Fragmentum Fallacia Sensuum, Triplum

Chorus Gladio, Tertius Gelerechi, Fragarach, Quietus Lancea, Tertius Exesa, Secundus Ritus, Creber Firmus Deus Arma.

Active: Torquere Post

K.O. protection

You teleport forwards. You whiz behind targets that you hit while sprinting and attack them (K.O. protection when activated). 50% probability of applying stun to enemies hit for 1.5 sec.

Special active: Secundus Sectio (150-200 MP)

Chargeable attack

You project a blade, concentrate, then use it to strike at the enemy in front of you. While you are concentrating you have K.O. protection. - Secundus Sectio - Additional Blow depending on the charge level - Level 1: Side Cut, Level 2: Upward Cut, Level 3: Upward Strike - MP required per charge: 25 - Depending on the charge level, the damage increases 1x/1.25x/1.5x.

Special active: Tertius Insidiae (100 MP)

Guided First Blow

You project a dagger and throw it at the next opponent in the box area ahead of you. You then teleport to the enemy hit and project a blade which you use to attack your enemy. If the target is bleeding, the damage is increased. - Silent Arrow - You teleport to the enemy hit by the blade. - After teleporting, you attack. - The damage increases by 10% for each stack of bleeding.

Special active: Vincire Sanctus (150 MP)

Single binding skill

Throws a dagger that's wrapped in the divine chain, Gleipnir. - Gleipnir - Target hit suffers Holy Fetter for 15 sec. - Holy Fetter: all speeds and defence are reduced. Target cannot move except in the area permitted. - If nobody is hit, it stays in the same place for 7 sec. - Enemies hit by the retained Gleipnir suffer Holy Fetter. - Gleipnir gains 25% of the user's max HP and disappears if the HP is used up or the duration expires.

Special active: Quartus Hasta lactus (300 MP)

Mass Attack

Teleports to the next closest enemy and attacks them multiple times with a projected shortsword. You then tame the target with the Doppelganger Blade, project Hasta lactus and throw it. Hasta lactus - Throw ignores enemy's defence.

Active: Secundus Falx

K.O. protection counter

You project a blade and then strike a downward blow. - Pure Strike - Inflicts a max. stacked bleeding effect on the target. - The damage is reduced by 20% when attacking an opponent with K.O. protection and they are K.O.'d.

1-2. Prodigium

Combo

Additional combos at 2nd Class Change

→→↑ZZZX: Combo for quick downward blows to the ground.

→→↑XXXZZ: Combo for sprinting forwards after landing.

Skills

Active: Abies Fantasia

Conditional setup

You project Abies Fantasia diagonally in front of you. - Abies Fantasia - If the hit is successful, 25 MP is consumed from the target. - If no hits are landed, it becomes translucent and remains for 7 sec.

Special active: Autosuggestio (250 MP)

Single buff

Marshals the power of the goddess Ishmael to the maximum. - Autosuggestio - All speeds are increased 1.5x. - Critical hit/devastation is increased 1.5x. - Damage bonus on hit against target with bleeding. - For hits on targets with bleeding, the cooldown of active skills is reduced by 1 sec. (cooldown 3 sec.). - Duration: 15 sec.

Passive: Projection Boost

Strengthening of projection magic and the Power Boost status

Expands the circulation of magic and continuously increases the duration of Power Boost. Increases itself with the power of projection magic. - Projection Boost - Confers Projection Boost when you attempt a projection (max. 50 stacks) - All attack powers and damage bonuses increases depending on the stack. - When the duration expires, 10 stacks are removed from each skill. - Skills affected: Primus Terebra, Tertius Dolon, Vulnus Sequentia, Buccella Edolare, Secundus Sectio, Tertius Insidiae, Quartus Hasta lactus, Secundus Falx, Abies Fantasia, Fragmentum Fallacia Sensuum, Triplum Chorus Gladio, Tertius Gelerechi, Fragarach, Quietus Lancea, Tertius Exesa, Secundus Ritus, Creber Firmus Deus Arma.

Special active: Fragmentum Fallacia Sensuum (120 MP)

Chargeable attack

Projects a blade gathers magic with it in order to fire it out. - Shattered Illusion - The fired blade flies down the path and pierces all enemies. - If you press the skill key, you gain immunity to K.O. protection and other debuffs. Can be charged. - Consumes 5 MP per second after max. charge. - On max. charge the range increases by 33% and damage by 10%.

Special active: Triplum Chorus Gladio (200 MP)

Attack area that can only be used in the air

You project a blade that shatters everything in the area, multiplies itself and flies in the direction of the closest enemy. (Can only be used while jumping.)

Active: Tertius Gelerechi

Supporting skill for quick combo rotation

You project a shortsword that compresses Eldrit Energy and used it to attack. - Tertius Gelerechi - On a hit, the active skill cooldown is reduced by number of targets attacked x 0.5 sec.

Special active: Fragarach (200 MP)

Map AOE, Counter

Compresses the magic of the gods, projects the Sparkling Shell Fragarach and fires it multiple times. - Fragarach - K.O. protection is possible with damage. - With damage the cooldown is increased 2x. - With damage range and damage are reduced by 50%.

Special active: Quietus Lancea (120 MP)

Map AOE, Counter

You project the divine spear Quietus Lancea and use it to pierce through a target in front of you. - Quietus Lancea - Targets suffer Silent for 5 sec. on hit. - 50% of the attack damage ignores defence (25% in PvP)

Passive: Spinning Limbs

Passive for Power Boost

You convert part of the damage taken into power and continuously increase your Power Points gain/consumption.

Passive: Power of Creation

Continuous stat increase + probability of further increases in Creation mode

Permanently increase critical hit and critical damage values and has a certain probability to greatly increase additional attack damage and MP regeneration from Divine Power: Creation Magic. When this is activated, the cooldowns for all special active skills are reduced.

Hyper Skill: Ultimus Initio

Hyper Skill

You use the pendulum as a medium and draw forth Ultimus Initio, the weapon of the Gods, using it to fire the magic within all at once to devastate the area.