

New character Ain

Angel Ainchase Ishmael, who inherited the name Ishmael and is looking for the promised land.

Character Info

- Nickname: Ain
- Full name: Ainchase Ishmael
- Sex: Male
- Race: Angel (A race that lives in the world of the gods, where Ishmael - the lower goddess created by Elia - also resides.)
- Class: Priest
- Weapon: Pendulum
 - Due to the limitations of angels and their intervention, his power is sealed in the pendulum.
 - He destroys his pendulum at the start of combat to unleash his power. He loses his power again at the end of combat because it reforms into a pendulum.
- Appearance: A very good looking man by human standards with large eyes, upright and charming.
- Behaviour: A quiet and elegant philosopher type. He becomes cold and sharp-tongued when he's angry.

Own system: Power of the Gods (= Power Boost)

(Spiritualism)

Power Boost system: Power of the Gods (Spiritualism)

Bestows Ishmael's power to release the power in the pendulum in stages and influence the world.

Definition

- With Power Boost, the appearance/movement are gradually altered and he is strengthened.
- He has 3 levels and different factors are strengthened depending on the level.
- Reawakening is possible during Power Boost. In this instance, the Power Boost level increases and the booster is refreshed.

- Only 1 Power Boost orb is displayed.

Own system: Power (Irreconcilable Power)

Power (Irreconcilable Power)

A special ability that allows a switch in combat stance with the power of Divine Power: Creation Magic / The Power of the Eldrit: Rotation Magic.

Power Points bar

- **Selecting the mode with the V button**
 - Standard mode: The Power of the Eldrit: Rotation Magic
 - Use the V button to switch between the modes Divine Power: Creation Magic and The Power of the Eldrit: Rotation Magic.
- **Once the max. value is reached, Power mode activates and the bar flashes.**
- **Mode - The Power of the Eldrit: Rotation Magic**
 - Reduced MP cost for mana break
 - Reduced cooldown and MP costs for skills
 - Certain character stats are increases
- **Mode - Divine Power: Creation Magic**
 - Additional hits on target for certain combo attacks, active attacks and special active attacks.

Class combos

Z combos

Standard close combat combo

Hits via the projected weapon

ZZZZ: A combo that hurls your opponent into the air after 3 hits.

ZZXX: A combo that makes the target fall down.

ZZZX(Hold): A combo for K.O. protection

X combos

Standard ranged combat combo

A higher class of magic that uses the power of the Eldrit and works as a ranged attack.

XXXX: A combo that makes the last of 3 accumulated hits explode.

XXX←X: A combo that makes the last of 3 accumulated hits explode.

XXX↑X: A combo that makes the last of 3 accumulated hits explode.

XXX↓X: A combo that makes the last of 3 accumulated hits explode.

Jump combo

A close/ranged combat combo that can only be used in the air

A combo that lets you target from the air.

↑Z: A combo with multiple blows that generates a projected weapon and strikes downwards.

↑X(Hold): A chargeable combo for K.O. protection.

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A close/ranged combat combo that can only be used in the air

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Sprint combos

A close/ranged combat combo that can be used on the ground while sprinting.

A combo that can be used on the ground as a first blow or power blow.

→→ZZZ: A combo that binds enemies after a power blow.

→→X: A combo for short range teleporting

Sprint-jump combos

A close/ranged combat combo that can be used while sprinting/jumping.

Combo for a first blow in the air or for checking opponents.

→→↑ZZZ: A combo for 3 chain attacks in the air

→→↑XXX: A combo that generates and hurls a projected weapon.

Class skills

Active: Exitus (30-50 MP)

Evasive action

Transforms the EL from the environment and splits an area off. - Isolated World - Immune to all damage when the skill key is pressed (max. 3 sec.). - 10 additional MP consumed per active as long as the veil is active.

Special active: Explosion (150-200 MP)

Chargeable area skill

Condenses Eldrit Energy and causes it to explode within moments. - Rotation Field: Explosion - Press the skill key to consume 25 MP and make an additional field. - For each additional field made, damage and range increases (max. 2x).

Special active: Primus Terebra (100 MP)

Damage skill, special movement skill

Using your divine power you project the first spear Primus Terebra and throw it. - Primus Terebra - You can change the height and depth by pressing the skill key. - Pressing the skill key again teleports you to the spear.

Active: Tertius Dolon (35 MP)

Piercing combo skill

You project Tertius Dolon, the divine dagger, and throw it at the enemy that was hit last. - Tertius Dolon - Floats after 3 projections - Throw it at the enemy that was hit last by pressing the skill key again. (Cooldown after Throw: 0.5 sec.) - Removes marker from most recently hit target after 2 sec. - During maintenance and when you reuse the skill 6 MP will regenerate per unit.

Special active: Forare Sursum Glacies (200 MP)

Debuff/Shackle skill

Temporarily stops the movement of the EL in front of you and quickly freezes the area. - Rotation Field: Freeze - Freezes hit opponents for 2 sec. - Inflicts targets with the weakening condition Icy Remains when Frost runs out. - Icy Remains - Freezes targets in the area every second for the duration of the effect. - Duration: 5 sec.

Special active: Inviolatus Conculcare (300 MP)

Frontal Mass Attack

Directs the nearby Eldrit Energy in your vicinity and causes a chain reaction that projects a Heavenly Weapon and throws it. The collected Eldrit Energy explodes.

Special active: Gladius Disrumpere (120 MP)

Enhancement skill

You use Ishmael's power to break through your limits for a short time. - Gladius Disrumpere -
Additional hits on combo hits - Increases damage and attack radius of combo hits by 30%. -
Power Point gain on combo hits increases by 50%. Duration: 15 sec.