

Character	Aim	Changes
-	Invulnerability	- Change made to ensure you are no longer drawn in by Black Holes when in invulnerable status.
-	Title – Descent into Darkness	- On hits all resistances -20 (10 stacks) for 10 sec. ⇒ On hits all resistances -20 (5 stacks) for 7 sec.
-	Skills that ignore defence	(Dungeon) - Change to 100% ignore defence. (PvP) - Change to 25% ignore defence. List of affected skills: - Aisha, Energy Beam - Raven, Mega Drill Breaker - Chung, Caladbolg's Pain, Earth Annihilator – Earthquake - Ara, Secret technique 'Wolf's Spirit' (5th Step), Energy Spear - Elesis, Juggernaut Buster, Wild Shock - Lu/Ciel, Ruinous Impact, Apollyon - Ain, Power: Creation Mode (Upward Strike), Power: Creation Mode (Eldrit Explosion), Quietus Lancea
-	Mana Break	- The function where a combo executes mana break has been removed for some characters. Elsword - Knight of the Sword: sprint ZXX - High Knight: sprint XXX Raven - Destiny Bearer: XXX overheat - Flame Commander: sprint jump X - Flame Commander: sprint ZZZ Ain - Jump Z
Raven	Shadow Step	- Cooldown 7 sec. ⇒ will be changed to 9 sec. - An attack carried out during the skill execution consumes 20 MP.

		– As soon as the skill is completed, the cooldown time for the skill will start to reduce.
Master Swordsman	Escape!	– When using Escape, the cooldown time for the shadow step entered in the skill slot reduces.
Fire Fist	Enchanted Hand	– Mana break not possible for 2 sec. ⇒ changed to 1.5 sec.
Flame Commander	Iron Mercenary	(Dungeon) – Damage reduction of Lv. 1 overhear will be changed from -20% ⇒ to -45%. – Damage reduction of Lv. 2 overhear will be changed from -30% ⇒ to -50%. – Damage reduction of Lv. 3 overhear will be changed from -40% ⇒ to -55%. – Damage reduction of Lv. 4 overhear will be changed from -50% ⇒ to -60%. (PvP) – Damage reduction of Lv. 1 overhear will be changed from -12.5% ⇒ to -22.5%. – Damage reduction of Lv. 2 overhear will be changed from -15% ⇒ to -25%. – Damage reduction of Lv. 3 overhear will be changed from -17.5% ⇒ to -27.5%. – Damage reduction of Lv. 4 overhear will be changed from -20% ⇒ to -30%.
Eve	Bloodletting	– Effect now changes depending on whether in Dungeon/PvP. (Dungeon) – HP consumption 15% – MP gain 50 (PvP) – HP consumption 15% ⇒ changed to 5% – MP gain 50 ⇒ changed to 17
Nasod Battle Seraph	Ball Lightning	– When applying Amplification, the amplification of the attack range has changed from 130% ⇒ to 110%.
	Eldrit Crystal Spectrum	– No MP consumption on effect ‘destructive’ ⇒ changed to a cost of 50% MP.
	Code: Recovery – Breaker	– Attacks that go through the spell circle ignore defence for 10 sec. Change to ⇒ Attacks that go through the spell circle ignore defence for 10 sec. (PvP 5 sec.)
Adamant Paladin	Swift Guardian	– Change so that with the ‘Swift Guardian’ buff from the Swift Guardian skill, the increase to MP regeneration does not initiate.
	Skill: Pandemonium	– MP cost reduction from 50 ⇒ to +120% damage on effect ‘destructive’
Ar...	Specialisation B	– Beginning level for effect reduction changed from 20% ⇒ to 10%. – The values that are required to strengthen the effects of Specialisation B have correspondingly been increased.

	Valiant Dedication	– Regeneration of spirit energy when executing Path of the Good – Dragon's Tooth Secret Technique – Detonate. Changed: ⇒ Regeneration of spirit energy with a successful attack
Elisis	Ambition – Strong	– Enemies affected by 'Ambition – Strong' will immediately go to ground.
Grand Master	Agile Swordswoman	– Lv.2 increase to attack speed +4% ⇒ changed to +3%. – Lv.2 increase to attack speed +6% ⇒ changed to +4%. – Lv.2 increase to attack speed +8% ⇒ changed to +5%. – Wind Energy – Increase to movement speed/attack speed +2% (max. 10 stacks) ⇒ will be changed to +1% (max. 5 stacks)
Red Avenger	Assault Strike	– Mana break not possible for 2 sec. ⇒ changed to 1.5 sec.
Lu/Ciel	Specialisation A	– 10 MP is regenerated per 1 combination point ⇒ 5 MP is regenerated per 1 combination point
	MP Regeneration	(PvP) – MP regeneration for the character not currently in use per sec. 1.5 MP ⇒ changed to 1 MP.
Dreadlord	Nourishing Terror	(PvP) – MP regeneration: 40 + amount of stacks of Creeping Terror x3 (max. stack of 5) ⇒ changed to 5 + amount of stacks of Creeping Terror x3 (max. stack of 5)
Noblesse	Bond – Recovery	(Dungeon) – Lv.1 increase to standard MP regeneration by 0.5 ⇒ changed to 1.4. – Lv.2 increase to standard MP regeneration by 0.9 ⇒ changed to 1.6. – Lv.3 increase to standard MP regeneration by 1.3 ⇒ changed to 1.8. – Lv.4 increase to standard MP regeneration by 1.7 ⇒ changed to 2. (PvP) – Lv.1 increase to standard MP regeneration by 0.2 ⇒ changed to 0.2. – Lv.2 increase to standard MP regeneration by 0.3 ⇒ changed to 0.3. – Lv.3 increase to standard MP regeneration by 0.5 ⇒ changed to 0.4. – Lv.4 increase to standard MP regeneration by 0.7 ⇒ changed to 0.5.
	Nobility's Dedication	(PvP) – MP increase by 10 ⇒ changed to 5.

Freyja	Angel of the Battlefield	- If aerial manoeuvres are carried out more than 3 times in a row, for each additional aerial manoeuvre 5 MP is consumed. (When landing on the ground this counter is reset)
Vigere	Folium Flos	(PvP) - HP/MP regeneration by 1% per sec. ⇒ will be changed to HP/MP regeneration by 0.5%