

Elsword			
Class Change Name	Skill Name	Effect	Level Acq'd
High Knight	[Strong] Thunderclap	+20% damage	86
	[Strong] Tear Armour	+20% damage	87
	[Strong] Double Blow	+20% damage	88
	[Strong] Armageddon Blade	+5% attack speed for 10 sec., +10% movement speed	89
	[Strong] Rotating Attack	+20% damage	91
	Wind Slicer	Passive skill level-up	92
	Block Reflex	Passive skill level-up	93
	[Strong] Sand Hurricane	The first strike is executed as a critical hit 100% of the time.	94
	[Strong] Windmill	+20% damage	96
	[Strong] Counterattack	With a successful counter you get 15 MP back.	97
	[Strong] Infinite Blade	-20% mana consumption	98
	Steeled Body	Passive skill level-up	99
	This Time for Real	Passive skill level-up	99
Rune Knight	[Strong] Sword Shock	+20% damage	86
	[Strong] Critical Sword	+20% damage	87
	[Strong] Storm Blade	Additional +20% devastation for a short period of time.	88
	[Strong] Phoenix Claw	Group members in range will be given half of the Power of the Phoenix's strength.	89
	[Strong] Rune of Fire	+20% damage	91
	Animated Sword	Passive skill level-up	92
	Magical Shackles	Passive skill level-up	93
	[Strong] Fiery Sword	+20% damage	94
	[Strong] Moon Blade	+20% damage	96
	[Strong] Magic Reflector	-50% MP consumption	97
	[Strong] Scatter Fire	-20% cooldown	98
	Rune Master	Passive skill level-up	99

	Magic Resistance Training	Passive skill level-up	99
Sword Summoner	[Strong] Deadly Strike	+20% damage	86
	[Strong] Phantom Thrust	+20% damage	87
	[Strong] Deadly Impact	Activation speed is increased and the last hit doesn't throw the opponent into the air but immobilises them.	88
	[Strong] Phantom Sword	During the execution, critical damage increases by 5% for 15 sec.	89
	[Strong] Scorpion Ripper	+20% damage	91
	Harsh Slayer	Passive skill level-up	92
	Surprising Blow	Passive skill level-up	93
	[Strong] Knife of Wrath	+20% damage	94
	[Strong] Maelstrom	Every hit reduces the opponent's K.O. value by 2.	96
	[Strong] Perfect Counter Attack	+20% damage	97
	[Strong] Sword Explosion	The summoned swords move forwards and pierce the enemy 2 times.	98
	Sharp Sword	Passive skill level-up	99
	Lightning Step	Passive skill level-up	99

Aisha			
Class Change Name	Skill Name	Effect	Level Acq'd
Dimension Witch	[Strong] Supernova	-50 MP costs	86
	[Strong] Guillotine	+20% damage	87
	[Strong] Energy Leech	Increased skill range (700 -> 900)	88
	[Strong] Wormhole	Skill duration increased by about 20%.	89
	[Strong] Energy Beam	-4 sec. cooldown	91
	Magic Staff	Passive skill level-up	92
	[Strong] Steam Hammer	+20% damage	93
	[Strong] Distortion	-3 sec. cooldown	94

	[Strong] Screwdriver	+20% damage	96
	[Strong] Energetic Body	Increased buff effect	97
		- Attack +10% -> +12%	
		- Defence +25% -> +30%	
	[Strong] Battering Ram	+25% activation speed	98
	Mana Power	Passive skill level-up	99
Advanced Teleport	Passive skill level-up	99	
Soul Princess	[Strong] Ageing	Buff duration +5 sec.	86
	[Strong] Death Field	+20% damage	87
	[Strong] Mana Theft	+5 MP regeneration	88
	[Strong] Spectres of the Demon God	+20% damage	89
	[Strong] Plasma Blade	-4 sec. cooldown	91
	Dark Pact	Passive skill level-up	92
	[Strong] Stone of Hell	+20% damage	93
	[Strong] Phantom Breath	-3 sec. cooldown	94
	[Strong] Cast into Hell	+20% target pursuit (speed)	96
	[Strong] Shadow Body	Increased buff effect	97
		- Magic attack +10% -> +12%	
		- MP gain +15% -> +18%	
	[Strong] Dark Explosion	Final hit doesn't throw your opponent backwards.	98
	Shadow of Death	Passive skill level-up	99
Raging Mana Flood	Passive skill level-up	99	
Elemental Master	[Strong] Meteor Storm	+20% damage	86
	[Strong] Hail of Ice	-2 sec. cooldown	87
	[Strong] Meditation	-5 sec. cooldown	88
	[Strong] Circle of Flame	MP consumption -20%	89
	[Strong] Flamewalker	+20% damage	91
	Endless Magic	Passive skill level-up	92

	[Strong] Lightning Chain	+30% activation speed	93
	[Strong] Cyclone	'Haunting' reduces the opponent's K.O. value by 2 on each attack.	94
	[Strong] Lightning Shower	+20% damage	96
	[Strong] Elemental Body	Absorbed magical shots +1 MP	97
	[Strong] Chain of Fire	Final hit doesn't throw your opponent backwards.	98
	Harmony of Elements	Passive skill level-up	99
	Study of the Elements	Passive skill level-up	99

Rena			
Class Change Name	Skill Name	Effect	Level Acq'd
Night Watcher	[Strong] Eldrasil's Rage	Seeds last +3 sec.	86
	[Strong] Thorned Ball Trap	Traps even more difficult to escape	87
	[Strong] Karma	-5 sec. cooldown	88
	[Strong] Wind Sphere	+20% range	89
	[Strong] Hesitate	+20% stacked explosive damage	91
	[Strong] Star Slitter	+20% skill activation speed	92
	Methodical Attack	With a successful attack, [stack amount] x 1.7% of HP will be regenerated.	93
		ZZZ[Z]: opponent does not go to ground	
		K.O. value -8.3	
		ZXX[X]: attack will be increased by (1 + [amount of stacks] x 0.15	
	[Strong] Arrow Trap - Poison Mushroom	[Poison cloud] does an additional 5 mana burns	94
	[Strong] Gliding Strike	-3 sec. cooldown	96
	[Strong] Wind Seed	+20% probability of an additional throw	97
[Strong] Furious Engage	Final hit doesn't throw your opponent into the air.	98	
Sharpen Arrow	Passive skill level-up	99	
Vital Point Piercing	Passive skill level-up	99	
Windrunner	[Strong] Low Kick	+20% damage	86

	[Strong] Back Kick	After a successful back kick, additional low kicks can be carried out by pressing the skill key (consumes 20 MP)	87
	[Strong] Kamikaze	Upon Onslaught forwards, the Black Hole function will be added.	88
	[Strong] Storm Attack	-1 sec. cooldown	89
	[Strong] Power of Nature	-10% MP gain	91
	[Strong] Brutal Attack	[Whirlwind] does an additional 2 mana burns per attack	92
	Daughter of Gaia	+125 increased maximum MP	93
		+20% damage resistance	
		+20% MP gain	
		+175 resistance	
	[Strong] Airelinna	+20% range	94
	[Strong] Hard Fall	[Shock wave] The further the activation point and charge point are away from each other, the greater the damage (max. 50%).	96
	[Strong] Reflective Kick	Whilst you do this you have K.O. protection.	97
	[Strong] Slide Double Kick	-75% MP gain on failed attack	98
	Weighty Missile	Passive skill level-up	99
	Indestructible	Passive skill level-up	99
Master Markswoman	[Strong] Master Markswoman's Nerve	K.O. protection whilst you carry it out.	86
	[Strong] Four Shot	additional 5 mana burns per attack	87
	[Strong] Shot of Madness	Final hit doesn't throw your opponent into the air.	88
	[Strong] Quick Shot	-10 MP consumption	89
	[Strong] Magical Stigma	Reduction of movement speed +10%	91
	[Strong] Odin's Spear	[Spirit Spear] does +20% damage	92
	Improved Bowstring	Passive skill level-up	93
	[Strong] Storm Explosion	-30% MP costs	94
	[Strong] Aerial Bombardment	-3 sec. cooldown	96
	[Strong] Binding Seed	Duration of poisoning increased to 7 sec.	97
	[Strong] Icy Arrow	Additional explosive damage with a hit	98
	Vibrating Arrow	Passive skill level-up	99

	One with Nature	Passive skill level-up	
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Raven			
Class Change Name	Skill Name	Effect	Level Acq'd
Flame Commander	[Strong] Napalm Grenades	-30% MP consumption	86
	[Strong] Spirit Splitter	+20% damage	87
	[Strong] Hell's Gatling	Upon use, the probability of devastation increases for a short time.	88
	[Strong] Giga Prominence	+20% damage	89
	[Strong] Rage Breaker	+30% explosion radius	91
	Winning Mercenary Strategy	Passive skill level-up	92
	Mercenary Veteran	Passive skill level-up	93
	[Strong] Blistering Scream - Napalm	Activation speed increased	94
	[Strong] Blistering Scream - Incineration	Activation speed increased	96
	[Strong] Gigantic Impact	+20% damage	96
	[Strong] Deadly Raid	+20% damage	98
	Mercenary Survival Strategy	Passive skill level-up	99
Hothead	Passive skill level-up	99	
Master Swordsman	[Strong] Blood Cut	+20% damage	86
	[Strong] Split Armour	+20% damage	87
	[Strong] Singing Blow	+20% damage	88
	[Strong] Bloody Triumph	+20% damage	89
	[Strong] Sonic Slash	Your opponent's mana burn increases by 1 with every hit.	91
	Masters of Swordsmanship	Passive skill level-up	92
	Victor's Pride	Passive skill level-up	93
	[Strong] Giga Drive - Limiter	+20% damage	94
[Strong] Shock Wave - Cutter	Upon use, the probability of devastation increases for a short time.	96	

	[Strong] Torn Tendon	+20% damage	96
	[Strong] Wolf's Claw	+20% damage	98
	Foolproof Strategy	Passive skill level-up	99
	Escape!	Passive skill level-up	99
Fire Fist	[Strong] Mega Drill Breaker	You reduce your opponent's MP by 2 with every hit.	86
	[Strong] Split Weapon	+20% damage	87
	[Strong] Blow of the Sentinel	+20% damage	88
	[Strong] Nuclear Attack	+20% damage	89
	[Strong] Give and Take	Probability of stun upon hit after a full charge is 100%	91
	Exploding Nasod Hand	Passive skill level-up	92
	Assurance of Victory	Passive skill level-up	93
	[Strong] Arch Enemy	Adds one blade, also increases execution speed.	94
	[Strong] Wild Stampede	Duration up to full charged reduced by 30%.	96
	[Strong] Enchanted Hand	On a successful hit, your opponent's immobility lasts longer and the activation speed increases.	96
	[Strong] Axe Strike	If the first blow fails, you regain 30% of the MP consumed.	98
	Stone Body	Passive skill level-up	99
	Higher Fury	Passive skill level-up	99

Eve			
Class Change Name	Skill Name	Effect	Level Acq'd
Nasod Nemesis	[Strong] Sting of the Hornet	The exploding rockets fly along the route.	86
	[Strong] Neutron Storm	Additional neutron shots are fired (combo attacks on opponents hit become 100% critical hits for 10 sec.)	87
	[Strong] Black Hole	-5 sec. cooldown	88
	[Strong] Tesla Shock: Short	K.O. value +10	91
	[Strong] Devastating Blow	MP costs -10%	92
	Overcharge	Passive skill level-up	93

	Concentrated Energy	Passive skill level-up	89
	[Strong] Spear Assault - Judgement	A Black Hole appears while summoning the Nasod spear.	94
	[Strong] Iron Splinter	+20% range	96
	[Strong] Piercing Spear	Shock range +100%	97
	[Strong] Atom Shield	Enemies who are within range of the sphere receive -50% movement speed.	98
	Queen of Vengeance	Power Boost Charge +10%	99
	Queen of Destruction	Passive skill level-up	99
Nasod Empress	[Strong] Surface Cutting	[Pierce] mana break from hit targets will be interrupted.	86
	[Strong] Oberon Guard	Shield range +50%	87
	[Strong] Celestial Strike - Sweeper	Reduction of attack power with the passage of time has been removed	88
	[Strong] Tesla Shock: Swing	K.O. value +10	91
	[Strong] Deadly Cut	Opponents hit suffer 'Sprinting is not possible' for 5 sec.	92
	The Queen's Reign	Passive skill level-up	93
	Electron Booster	Passive skill level-up	89
	[Strong] Spear Assault - Executor	Can also be used while jumping	94
	[Strong] Distortion	Increased damage for the first hit	96
	[Strong] Ophelia's Anger	+30% range	97
	[Strong] Electricity Field	[Fission Shot] Switches to targeted mode for a short time.	98
	Queen's Blessing	If the user's HP is below 25%, the probability of a critical hit on the summoned object becomes 100%.	99
	Charge	Passive skill level-up	99
Nasod Battle Seraph	[Strong] Ball Lightning	Duration +2 sec.	86
	[Strong] Particle Ray	Whilst holding down the skill key, you can direct upward or downwards by pressing the arrow keys.	87
	[Strong] Giga Stream	+20% damage	88
	[Strong] Tesla Shock: Spear	K.O. value +10	91
	[Strong] Linear Divider	+20% damage	92

	[Strong] Hyper Optic Research	Probability increase for critical hit when spectrum is used: 10%	93
	Photon Booster	Passive skill level-up	89
	[Strong] Energy Pins	+20% damage	94
	[Strong] Thousand Star	With the firing of a projectile, the affected opponent will be pierced 1 time.	96
	[Strong] Taser	Duration till full charge -50%.	97
	[Strong] Strong Heart	Limited amount of boost manoeuvre attacks removed (with additional manoeuvres, 8 MP will be consumed).	98
	High Performance Circuitry	Passive skill level-up	99
	Eldrit Reactor	Passive skill level-up	99

Chung			
Class Change Name	Skill Name	Effect	Level Acq'd
Adamant Paladin	[Strong] Brutal Haymaker	+20% damage	86
	[Strong] Surprise Attack	MP costs -20%	87
	[Strong] Crazy Cannon Rage	+20% damage	88
	[Strong] Caladbolg's Pain	-4 sec. cooldown	89
	[Strong] Artillery Nova	+50% firing speed and range	91
	Strong Will	Passive skill level-up	92
	Resistance Training	Passive skill level-up	93
	[Strong] Iron Cry	-5 MP consumption	94
	[Strong] Earth Annihilator - Earthquake	+20% damage	96
	[Strong] Defence	-2 MP consumption during defensive stance	97
	[Strong] Shoulder Wall	MP costs -15%	98
		Veteran Skills	Passive skill level-up
	Metabolism Booster	Passive skill level-up	99
Deadly Messenger	[Strong] Deadly Shot	50% probability of additional piercing	86
	[Strong] Trick Shot	Buff duration +2 sec.	87

	[Strong] Artillery Strike - Quantum Ballista	+20% damage	88
	[Strong] Starburst	+20% damage	89
	[Strong] Buster Blast	'Haunting' reduces the opponent's K.O. value by 2 on each attack.	91
	Showtime	Passive skill level-up	92
	Modify Magazine	Passive skill level-up	93
	[Strong] Heavy Ordinance	Reduction to attack depending on range has been removed	94
	[Strong] Comet Impact	-2 sec. cooldown	96
	[Strong] Quickfire	+30% activation speed	97
	[Strong] Blitz Bullet	+20% damage	98
	Long-Range Technique	Passive skill level-up	99
	Gas Pressure Loader	Passive skill level-up	99
Commando Cannoneer	[Strong] Impact Explosion	+20% damage	86
	[Strong] Magnum Shot	-1 cannonball consumption	87
	[Strong] Chaos Cannon	+20% damage	88
	[Strong] Target Designation	Buff duration +5 sec.	89
	[Strong] Carpet Bombing	+20% damage	91
	Mobile Firing Stance	Passive skill level-up	92
	Enhanced Reload	Passive skill level-up	93
	[Strong] Tactical Field	Buff effect increased - Attack power +15% -> +20% - Damage: -30% -> -35%	94
	[Strong] Artillery Strike - Missile Shower	+20% damage	96
	[Strong] Automatic Mortar	-3 sec. cooldown	97
	[Strong] Cannon Strike	+30% activation speed	98
	Defend Location	Passive skill level-up	99
	Reactive Armour	Passive skill level-up	99

Ara			
Class Change Name	Skill Name	Effect	Level Acq'd
Sakra Devanam	[Strong] Tiger 2: Tiger Claw	+20% damage	86
	[Strong] Falling Bloom	-2 sec. cooldown	87
	[Strong] Dragon's Tooth 4: Moonshine Blow	-20% input time for the skill key	88
	[Strong] Suppression	+10% on all movement speed reductions	89
		+10% on all defence reductions	
	[Strong] Fast Attack	+30% activation speed	89
	[Strong] Tiger 3: Axis of the Earth	+20% damage	91
	[Strong] Tiger 4: Storm Wave	Probability of armour break +33%	92
	Pure Spirit Energy	Passive skill level-up	93
	Moon Child	Passive skill level-up	94
	[Strong] Swallow Assault	Can also be used while jumping	96
	[Strong] Flowing Water	+30% devastation on a successful counter	97
	[Strong] Peerless Truth	-4 sec. cooldown	98
	Tiger Power	Passive skill level-up	99
Improved Spear Technique	Passive skill level-up	99	
Yama-raja	[Strong] Rakshasa 1: Soul Absorption	-1 sec. cooldown	86
	[Strong] Blood Converter	+20% damage	87
	[Strong] Mana Converter	+20% damage	87
	[Strong] Rakshasa 3: Spear Cage	+20% damage	88
	[Strong] Suppression: Energy	+10% on all movement speed reductions	89
		+10% on all defence reductions	
	[Strong] Energy Spear	-1 sec. cooldown	89
	[Strong] Speed	When this skill is used, all speeds increase by 10% for 6 sec. (stackable max. 3 times).	91
	[Strong] Rakshasa 2: Chain Blow	-1 spirit energy consumption	92
Sweeping Spirit	Passive skill level-up	93	

	Wolf's Howl	Passive skill level-up	94
	[Strong] Energy Vacuum	-5 sec. cooldown	96
	[Strong] Reflector	-1 spirit energy consumption	97
	[Strong] Rakshasa 4: Soul Theft	-2 sec. cooldown	98
	Gates of Hell	Passive skill level-up	99
	Last Ray of Sunlight	Passive skill level-up	99
Asura	[Strong] Spirit Fox 2: Chaos	+20% damage	86
	[Strong] Absorb Mana	Mana can now be absorbed from up to 3 enemies.	87
	[Strong] Spirit Hunter 4: Severing Darkness	-10 MP costs	88
		-1 sec. cooldown	
	[Strong] Spirit Suppression	+10% on all movement speed reductions	89
		+10% on all defence reductions	
	[Strong] Heavenly Strike	+1 sec. duration of bleeding	89
	[Strong] Spirit Fox 3: Surprise Attack	+20% range	91
	[Strong] Spirit Fox 4: Fox Food	+20% damage	92
	Release Spectre Power	Passive skill level-up	93
	Repose of Souls	Passive skill level-up	94
	[Strong] Fire Fox	Buff duration +33%	96
	[Strong] Spirit Step	-3 sec. cooldown	97
	[Strong] Spirit Summoning	Crit. hit, damage bonus +10%	98
Fox Smile	Passive skill level-up	99	
Spiritual Eye	Passive skill level-up	99	

Elesis			
Class Change Name	Skill Name	Effect	Level Acq'd
Grand Master	[Strong] Cloven Power	+20% damage	86
	[Strong] Jump	+50% range	87
	[Strong] Sword of Judgement	-50% charge time	88

		Charge max 2 sec. -> with charges longer than 1 sec. max damage will be activated. (Max charge time does not change)	
	[Strong] Sword of Victory	+20% damage	89
	[Strong] Provocation	Buff duration +50%	91
	First Strike	Passive skill level-up	92
	Agile Swordswoman	Passive skill level-up	93
	[Strong] War Prelude	+20% damage	94
	[Strong] Juggernaut Buster	+20% damage	96
	[Strong] Juggernaut Buster - Storm	+20% damage	96
	[Strong] Charge	-5 MP per sec during the charge	97
	[Strong] Infinite Blade	+20% damage	98
	Sword Waltz	Passive skill level-up	99
	Advanced Knight Training	Passive skill level-up	99
Blazing Heart	[Strong] Incarnation of Fire	+20% damage range	86
	[Strong] Fireworks	+20% damage	87
	[Strong] Infernal Blade	Final hit doesn't throw your opponent into the air.	88
	[Strong] Eternal Fire	+20% damage	89
	[Strong] Sword of the Red Lotus	+20% damage	91
	Fire Blossom	Passive skill level-up	92
	Increased Concentration	Passive skill level-up	93
	[Strong] Blazing Dance	+20% skill range	94
	[Strong] Flame Dance - Endless	+20% skill range	94
	[Strong] Blazing Wing	The speed of magical projectiles has been increased by 50%.	96
	[Strong] Blazing Rose	Half of the MP will be refunded with a miss	97
	[Strong] Firewall	+20% damage	98
	Stigma of Fire	Passive skill level-up	99
Inextinguishable Fire	Passive skill level-up	99	
Red Avenger	[Strong] Injection Stigma	HP to the tune of 50% of the attack -> 45% of the attack	86
	[Strong] Shade Scratch	+20% damage	87

	[Strong] Burning Phantom	Range and power of the Black Hole +50%	88
	[Strong] Brandish Breaker	+20% damage	89
	[Strong] Shadow Edge	Duration +4 sec.	91
	Judgement	Passive skill level-up	92
	Crimson Revenge	Passive skill level-up	93
	[Strong] Blood Cutter	+20% damage	94
	[Strong] Illusion: Shade	Buff duration +10 sec.	96
	[Strong] Assault Strike	+20% damage	97
	[Strong] Dread Weapon	MP consumption -20%	98
	Condemnation	Passive skill level-up	99
	Blood Runaway	Passive skill level-up	99

Add			
Class Change Name	Skill Name	Effect	Level Acq'd
Psychopath	[Strong] Configuration - Pylon	Reduced timespan between attacks	86
	[Strong] Configuration - Magnetron	100% probability that 1 additional Magnetron is produced (max. 4)	87
	[Strong] Stasis Field	The time in which energy can be gathered has been increased from 15 to 20 sec.	88
	[Strong] Energy Boost	+20% damage	89
	[Strong] Conqueror	-33% cooldown	91
	Body of Transcendence	Passive skill level-up	92
	Particle Storm	Passive skill level-up	93
	[Strong] Psychic Storm	If 1 DT is used, the effect is increased by 5% (if all 3 DT are used, the effect increases by 15%)	94
	[Strong] EMP Shock	+20% damage	96
	[Strong] Psionic Hit	+20% damage	97
	[Strong] Quicksilver Accel	With a change in direction during Power Boost, no additional transition points will be consumed.	98

	Power Exchanger	Passive skill level-up	99
	Visionary	Passive skill level-up	99
Mastermind	[Strong] Configuration - Pylon	Reduced timespan between attacks	86
	[Strong] Configuration - Fission Shot	-2 sec. cooldown	87
	[Strong] Psionic Generator	The duration of the skill execution until explosion has been reduced.	88
	[Strong] Configuration - Flick Disc	-1 sec. cooldown	89
	[Strong] Phantom Seeker	-5 sec. cooldown	91
	Dynamo Factory Upgrade	Passive skill level-up	92
	Secret Records	Passive skill level-up	93
	[Strong] Install - Starfall	Duration of a Starfall that is generated by the use of DT is 100%.	94
	[Strong] Install - Ultimate Fury	-20 MP costs	96
	[Strong] Configuration - Delayed Explosion	Maximum range of the projectile +50%	97
	[Strong] Install - Shooting Chaser	-2 sec. cooldown	98
	Update!	Passive skill level-up	99
	Attack Mode	Passive skill level-up	99
Diabolic Esper	[Strong] Configuration - Pylon	Reduced timespan between attacks	86
	[Strong] Time Seal	Duration of debuffs reduced by 60 sec.	87
	[Strong] Stardust Shower	50% probability of a 100% critical hit. Attacks ignore defence.	88
	[Strong] Mind Break	-30% magic attack	89
	[Strong] Maximum Strike	+20% damage	91
	Mind Control	Passive skill level-up	92
	Time Control	Passive skill level-up	93
	[Strong] Void Field	-4 sec. cooldown	94
	[Strong] Moonlight Rhapsody	-3 sec. cooldown	96
	[Strong] Power Touch	-1 sec. cooldown	97
	[Strong] Reverse Stigma	Duration of Target Designation +2	98
	Mind Circle	Passive skill level-up	99
	ESP	Passive skill level-up	99

Lu/Ciel			
Class Change Name	Skill Name	Effect	Level Acq'd
Dreadlord	[Strong] Dark Crescent	+20% damage	86
	[Strong] Power of Oriax	+20% damage on combos and active skills with rear attacks	87
	[Strong] Apollyon	+20% damage	88
	[Strong] Ambush	On a successful attack from the enemy's rear, 100% chance the attack becomes a critical hit.	89
	Bond - Amplify	Passive skill level-up	91
	[Strong] Nourishing Terror	+20% damage	92
	[Strong] Supreme Punishment	Can also be used while jumping.	93
	Lord of Terror	Passive skill level-up	94
	[Strong] Demonic Servant	The same ability as the skill victim -> 150% (in PvP 55%)	96
	[Strong] Oblivion	+20% damage	97
	[Strong] Binding Chains	+20% to the range in which the enemies are bound by the chain.	98
	[Strong] Phantom Sword	+20% damage	98
	[Strong] Dancing Blade	+20% damage	98
	Aura of Terror	Passive skill level-up	99
Threat of Terror	Passive skill level-up	99	
Noblesse	[Strong] Demonic Breath	Skill is strengthened to level 10 with multiple skill hits. (MP consumption from 10 to 5 per level)	86
	[Strong] Fantasia Impromptu - A	+20% damage	87
	[Strong] Eschaton	+20% damage	88
	[Strong] Shadows	+20% damage	89
	Bond - Recovery	Passive skill level-up	91
	[Strong] Soul Seal	+20% damage	92
	[Strong] Shadow Bolt	+20% damage	93
	Enhanced Spirit	Passive skill level-up	94

	[Strong] Twilight Judgement	+1 charge	96
	[Strong] Fantasia Impromptu - B	+20% damage	97
	[Strong] Swift Blow	Upon the application of skills, gathered souls can be acquired.	98
	[Strong] Spectral Spear	Amount of spirit spears increased by 2	98
	Tribute	Passive skill level-up	99
	Nobility	Passive skill level-up	99
Demonio	[Strong] Bloodlust	Probability of double attack +5%	86
	[Strong] Nightmare	+20% damage	87
	[Strong] Altar of Evil	+20% damage	88
	[Strong] Phantom Circle	-5 sec. cooldown	89
	Bond - Drain	Passive skill level-up	91
	[Strong] Swift Impact	Can also be used while jumping.	92
	[Strong] Desperado	Activation on 5 bound targets changed to 3 targets	93
	Demonic Energy Assault	Passive skill level-up	94
	[Strong] Dark Thoughts	Skill MP costs -10%	96
	[Strong] Transcendence	+20% damage	97
	[Strong] Strafe	+20% damage	98
	[Strong] Garden of Haures	Increased summoning time for NPCs (HP reduction after 15 sec. -> 20 sec.)	98
	Fury - Yearning	Passive skill level-up	99
	Fury - Destruction	Passive skill level-up	99

Rose			
Class Change Name	Skill Name	Effect	Level Acq'd
Storm Trooper	[Strong] FM-31 Grenade Thrower	+20% damage	86
	[Strong] Laser Defence	MP costs -10%	87
	[Strong] Proton Bomb	MP costs -10%	88

	[Strong] Phantasmal Sight	ECP consumption +5. When this skill is used, the cooldown for all skills registered in a skill slot is reduced by 10%.	89
	[Strong] PT-15 Prototype	+20% damage	91
	[Strong] Operation: Wipe Out	-6 sec. cooldown	92
	Cooling Plates <Passive>	Passive skill level-up	93
	[Strong] FM-92 Mk2 Lancer SW	+30% damage	94
	[Strong] Pampero Booster	+20% damage	96
	[Strong] X-1 Extruder	+20% activation speed and firing speed	97
	[Strong] Booster Cannon	+20% damage	97
	[Strong] Plasma Shock	+20% damage	98
	Heavy Weapons Mastery	Passive skill level-up	99
	Eagle Radar	Passive skill level-up	99
Crimson Rose	[Strong] Sonic Spike	-2 mana burn	86
	[Strong] Fire and Move	Every additional shot increases the movement speed by 2% for 10 sec.	87
	[Strong] Pistol Dance	+20% damage	88
	[Strong] Chain Gunpowder	Normal attacks receive 1 pierce shot and +10% damage	89
	[Strong] Western Fire	As a reaction to an attack from behind: -50% cooldown	91
	[Strong] Bloody Carnival	+20% attack range	92
	Chain Master	Passive skill level-up	93
	[Strong] Blood Thorn	+20% damage	94
	[Strong] Multi Head Shot	Maximum shot count -50%, doubled damage per shot	96
	[Strong] Bloody Chain	+20% damage	97
	[Strong] Deadly Anchor	The defence of affected enemies reduces by 35% for 2 sec. (1.5 sec. - > 2 sec.)	97
	[Strong] Protective Pistols	If you are attacked from behind during the skill, Top Spin will be activated with a 100% probability	98
	Saw Blade	Passive skill level-up	99
	Death by Revolver	Passive skill level-up	99

Freyja	[Strong] Ice Grenade	+30% freeze debuff	86
	[Strong] G-18C Ice Grenade	+20% damage	87
	[Strong] EMP Storm	-5 sec. cooldown	88
	[Strong] Nitro Ignition	+15% movement speed, MP gain on inflicted hits	89
	[Strong] Spiral Strike	+20% skill activation speed	91
	[Strong] Neil	With forced ending of skills: MP regeneration rate per remaining projectile +37	92
	Weapon Enhancement	Passive skill level-up	93
	[Strong] Remote Detonator for C4	Amount of charges reduced to 3 +50% damage per bomb	94
	[Strong] Particle Bomb	+20% damage	96
	[Strong] Phantom Charge	-3 sec. cooldown +20% activation speed	97
	[Strong] G-96 Heat Grenade	+20% damage	97
	[Strong] Glowing Bullets	Damage of chain explosion reduces from 100% to 66% and 33%	98
	Proof Key	Passive skill level-up	99
	Quartermaster	Passive skill level-up	99
	Optimus	[Strong] Ex-S Viper	+20% Viper activation speed
[Strong] Spear Factory		+20% damage	87
[Strong] Mecha Drop		+20% damage	88
[Strong] Overlimit		+5% skill damage	89
[Strong] Magnet Sentinel		Defence, damage resistance, magic attack +5%	91
[Strong] G-0 Giant Mecha		+20% damage	92
G-Expansion		Passive skill level-up	93
[Strong] G-1 Corona		-20 MP consumption	94
[Strong] G-4 Frisbee		+20% damage	96
[Strong] G-3 Raptor		+20% damage	97
[Strong] G-2 Thunder Crack		+5 sec. duration of Thunder Crack	97
[Strong] Magnet Field		Magnet Field duration +50%	98

	Mecha Generator	Passive skill level-up	99
	G-Master	Passive skill level-up	99