

Max. guild level is currently 15 with 15 guild skill points available. (An additional 5 GSP can be obtained with Gnosis.)

When the max. guild level is increased to 20, there will be 20 guild skill points available. (An additional 5 GSP can be obtained with Gnosis.)

Level	SkillNameRel	SkillEffectiveDescription	Change to skill description	Change to skill effect description
1	Balance of the Body	Increases each guild member's magic defence by 10 and		
2	Balance of the Body	Increases each guild member's magic defence by 20 and		
3	Balance of the Body	Increases each guild member's magic defence by 30 and		
4	Balance of the Body	Increases each guild member's magic defence by 40 and		
5	Balance of the Body	Increases each guild member's magic defence by 50 and		
1	Harmonic Soul	Increases each guild member's defence by 10 and magic		
2	Harmonic Soul	Increases each guild member's defence by 20 and magic		
3	Harmonic Soul	Increases each guild member's defence by 30 and magic		
4	Harmonic Soul	Increases each guild member's defence by 40 and magic		
5	Harmonic Soul	Increases each guild member's defence by 50 and magic		
1	Support of Acolytes	If more than two members of a guild play a dungeon, they receive 3% more EXP.	<b>Removed requirement 'together with guild'</b>	You receive 3% more EXP in dungeons.
2	Support of Acolytes	If more than two members of a guild play a dungeon, they receive 6% more EXP.	<b>Removed requirement 'together with guild'</b>	You receive 6% more EXP in dungeons.
3	Support of Acolytes	If more than two members of a guild play a dungeon, they receive 9% more EXP.	<b>Removed requirement 'together with guild'</b>	You receive 9% more EXP in dungeons.
4	Support of Acolytes	If more than two members of a guild play a dungeon, they receive 12% more EXP.	<b>Removed requirement 'together with guild'</b>	You receive 12% more EXP in dungeons.
5	Support of Acolytes	If more than two members of a guild play a dungeon, they receive 15% more EXP.	<b>Removed requirement 'together with guild'</b>	You receive 15% more EXP in dungeons.
1	Master of Alchemy	Food and potions are 5% more effective.		
2	Master of Alchemy	Food and potions are 10% more effective.		
3	Master of Alchemy	Food and potions are 15% more effective.		
4	Master of Alchemy	Food and potions are 20% more effective.		
5	Master of Alchemy	Food and potions are 25% more effective.		
1	Focussing	Your mana regeneration when you take damage increases	<b>10% -&gt; 2%</b>	Your mana regeneration when you take damage increases by 2%.
2	Focussing	Your mana regeneration when you take damage increases	<b>20% -&gt; 4%</b>	Your mana regeneration when you take damage increases by 4%.
3	Focussing	Mana regeneration when hit increases by 30%.	<b>30% -&gt; 6%</b>	Your mana regeneration when you take damage increases by 6%.
4	Focussing	Mana regeneration when hit increases by 40%.	<b>40% -&gt; 8%</b>	Your mana regeneration when you take damage increases by 8%.

5	Focussing	Mana regeneration when hit increases by 50%.	<b>50% -&gt; 10%</b>	Your mana regeneration when you take damage increases by 10%.
1	Concentrated Magic	Mana regeneration following a successful hit increases by		
2	Concentrated Magic	Mana regeneration following a successful hit increases by		
3	Concentrated Magic	Mana regeneration following a successful hit increases by		
4	Concentrated Magic	Mana regeneration following a successful hit increases by		
5	Concentrated Magic	Mana regeneration following a successful hit increases by		
1	Aggression	You gain 10% more power when you get hit.	<b>10% -&gt; 2%</b>	You gain 2% more power when you get hit.
2	Aggression	You gain 20% more power when you get hit.	<b>20% -&gt; 4%</b>	You gain 4% more power when you get hit.
3	Aggression	You gain 30% more power when you get hit.	<b>30% -&gt; 6%</b>	You gain 6% more power when you get hit.
4	Aggression	You gain 40% more power when you get hit.	<b>40% -&gt; 8%</b>	You gain 8% more power when you get hit.
5	Aggression	You gain 50% more power when you get hit.	<b>50% -&gt; 10%</b>	You gain 10% more power when you get hit.
1	Unleashing of Anger	You absorb 1% more power after a successful attack.		You absorb 1% more power after a successful attack.
2	Unleashing of Anger	You absorb 2% more power after a successful attack.		You absorb 2% more power after a successful attack.
3	Unleashing of Anger	You absorb 4% more power after a successful attack.	<b>4% -&gt; 3%</b>	You absorb 3% more power after a successful attack.
4	Unleashing of Anger	You absorb 5% more power after a successful attack.	<b>5% -&gt; 4%</b>	You absorb 4% more power after a successful attack.
5	Unleashing of Anger	You absorb 7% more power after a successful attack.	<b>7% -&gt; 5%</b>	You absorb 5% more power after a successful attack.
1	Infinite Stamina	You have a 1% chance of regenerating 120% of the damage you suffer (HP) three times in a row. Max. regeneration: 30% of your total HP. (Cooldown: 3 sec.)	<b>HP regeneration 120 -&gt; 100%</b>	You have a 1% chance of regenerating 100% of the damage you suffer (HP) three times in a row. Max. regeneration: 30% of your total HP. (Cooldown: 3 sec.)
2	Infinite Stamina	You have a 2% chance of regenerating 120% of the damage you suffer (HP) three times in a row. Max. regeneration: 30% of your total HP. (Cooldown: 3 sec.)	<b>HP regeneration 120 -&gt; 100%</b>	You have a 2% chance of regenerating 100% of the damage you suffer (HP) three times in a row. Max. regeneration: 30% of your total HP. (Cooldown: 3 sec.)
3	Infinite Stamina	You have a 3% chance of regenerating 120% of the damage you suffer (HP) three times in a row. Max. regeneration: 30% of your total HP. (Cooldown: 3 sec.)	<b>HP regeneration 120 -&gt; 100%</b>	You have a 3% chance of regenerating 100% of the damage you suffer (HP) three times in a row. Max. regeneration: 30% of your total HP. (Cooldown: 3 sec.)
4	Infinite Stamina	You have a 4% chance of regenerating 120% of the damage you suffer (HP) three times in a row. Max. regeneration: 30% of your total HP. (Cooldown: 3 sec.)	<b>HP regeneration 120 -&gt; 100%</b>	You have a 4% chance of regenerating 100% of the damage you suffer (HP) three times in a row. Max. regeneration: 30% of your total HP. (Cooldown: 3 sec.)
5	Infinite Stamina	You have a 5% chance of regenerating 120% of the damage you suffer (HP) three times in a row. Max. regeneration: 30% of your total HP. (Cooldown: 3 sec.)	<b>HP regeneration 120 -&gt; 100%</b>	You have a 5% chance of regenerating 100% of the damage you suffer (HP) three times in a row. Max. regeneration: 30% of your total HP. (Cooldown: 3 sec.)
1	Riposte	With hits or suffered hits, your next 3 normal attacks will achieve a critical hit with a 3% probability. (The effect lasts 30 sec. and cannot be activated again during that time)	<b>Crit. hit 3x -&gt; 3x</b>	With hits or suffered hits, your next 3 normal attacks will achieve a critical hit with a 3% probability. (The effect lasts 30 sec. and cannot be activated again during that time period.)
2	Riposte	With hits or suffered hits, your next 6 normal attacks will achieve a critical hit with a 3% probability. (The effect lasts 30 sec. and cannot be activated again during that time)	<b>Crit. hit 6x -&gt; 4x</b>	With hits or suffered hits, your next 4 normal attacks will achieve a critical hit with a 3% probability. (The effect lasts 30 sec. and cannot be activated again during that time period.)

3	Riposte	With hits or suffered hits, your next 9 normal attacks will achieve a critical hit with a 3% probability. (The effect lasts 30 sec. and cannot be activated again during that time)	<b>Crit. hit 9x -&gt; 5x</b>	With hits or suffered hits, your next 5 normal attacks will achieve a critical hit with a 3% probability. (The effect lasts 30 sec. and cannot be activated again during that time period.)
4	Riposte	With hits or suffered hits, your next 12 normal attacks will achieve a critical hit with a 3% probability. (The effect lasts 30 sec. and cannot be activated again during that time)	<b>Crit. hit 12x -&gt; 6x</b>	With hits or suffered hits, your next 6 normal attacks will achieve a critical hit with a 3% probability. (The effect lasts 30 sec. and cannot be activated again during that time period.)
5	Riposte	With hits or suffered hits, your next 15 normal attacks will achieve a critical hit with a 3% probability. (The effect lasts 30 sec. and cannot be activated again during that time)	<b>Crit. hit 15x -&gt; 7x</b>	With hits or suffered hits, your next 7 normal attacks will achieve a critical hit with a 3% probability. (The effect lasts 30 sec. and cannot be activated again during that time period.)
1	Heroic Sacrifice	If you die in a dungeon or in PvP, a group member who is a maximum of 15 metres away will regenerate a portion of their HP. (Dungeon: 6%; PvP: 3%)	<b>HP regeneration in PvP 3% &gt; 2%</b>	If you die in a dungeon or in PvP, a group member who is a maximum of 15 metres away will regenerate a portion of their HP. (Dungeon: 6%; PvP: 2%)
2	Heroic Sacrifice	If you die in a dungeon or in PvP, a group member who is a maximum of 15 metres away will regenerate a portion of their HP. (Dungeon: 12%; PvP: 6%)	<b>HP regeneration in PvP 6% &gt; 4%</b>	If you die in a dungeon or in PvP, a group member who is a maximum of 15 metres away will regenerate a portion of their HP. (Dungeon: 12%; PvP: 4%)
3	Heroic Sacrifice	If you die in a dungeon or in PvP, a group member who is a maximum of 15 metres away will regenerate a portion of their HP. (Dungeon: 18%; PvP: 9%)	<b>HP regeneration in PvP 9% &gt; 6%</b>	If you die in a dungeon or in PvP, a group member who is a maximum of 15 metres away will regenerate a portion of their HP. (Dungeon: 18%; PvP: 6%)
4	Heroic Sacrifice	If you die in a dungeon or in PvP, a group member who is a maximum of 15 metres away will regenerate a portion of their HP. (Dungeon: 24%; PvP: 12%)	<b>HP regeneration in PvP 12% -&gt; 8%</b>	If you die in a dungeon or in PvP, a group member who is a maximum of 15 metres away will regenerate a portion of their HP. (Dungeon: 24%; PvP: 8%)
5	Heroic Sacrifice	If you die in a dungeon or in PvP, a group member who is a maximum of 15 metres away will regenerate a portion of their HP. (Dungeon: 30%; PvP: 15%)	<b>HP regeneration in PvP 15% -&gt; 10%</b>	If you die in a dungeon or in PvP, a group member who is a maximum of 15 metres away will regenerate a portion of their HP. (Dungeon: 30%; PvP: 10%)
1	The Hand of Midas	+2% ED in dungeons		
2	The Hand of Midas	+4% ED in dungeons		
3	The Hand of Midas	+6% ED in dungeons		
4	The Hand of Midas	+8% ED in dungeons		
5	The Hand of Midas	+10% ED in dungeons		