

3rd Class Change:

1st Class Change Path

Short Description

Regarding Characters

- Settings depending on character
- Changes and addition of new Combos depending on character (2 types)
- Addition of new Passive Skills (2 types)
- Addition of new Hyper Skills (1 type)
- Addition of new Switch Skills (3 types)

Settings

Age

– 18 years old

Contents

– 'I will only be lead by my own will.'

The knight of Elios that stepped out from under his sister's shadow and used the pressure of his peers' high expectations to forge his own path.

With an iron will forged by disappointment, this class distinguishes itself by refusing to ever give up the will to fight.

Following in his sister's footsteps, Elsword became a knight of the empire, rising up to become a High Knight.

But when he finally reunites with his sister after a long time, he feels deeply intimidated by her overwhelming power.

At the end of the adventure, Elsword makes the choice to sacrifice himself for the others, but his companions stop at nothing to get him back.

Elsword realises that he must be very highly valued by his companions, and concludes that he should value himself enough to believe in himself.

He is no longer in the shadow of his sister's achievements, and steps forward for his own future and for his friends.

'We never give up the fight, we will always get back up!'

The story of this world will be rewritten by his hand.

Combos

→→↑ZX

- →→↑Z : (old) Sprint Jump and forwards Sword Blow.
- →→↑ZX : (new) Forwards attack, diagonally downwards, then a forwards Sword Blow.

→→↑XZZ

- →→↑X : (old) Sprint Jump and forwards Sword Blow.
- →→↑XZ : (new) Change of direction backwards, diagonally downwards, Sword Blow and land on the ground.
- →→↑XZZ : (new) After you land, side to side forwards Sword Blows.

New Skill**Passive Skill: Will****Skill Description**

Persevere, endure and wait for victory.

The 'Will' buff is activated when you hit an enemy or receive damage.

The more your HP goes down, the more your defence increases, and there is also a certain chance for the enemy's defence to reduce during combo attacks.

If there are more than 2 nearby enemies, the 'Knighthood' buff activates, increasing critical hits and Devastation.

Persevere, endure and wait for victory.

The 'Will' buff is activated when you hit an enemy or receive damage.

The more your HP goes down, the more your defence increases, and there is also a certain chance for the enemy's defence to reduce during combo attacks. If there are more than 2 nearby enemies, the 'Knighthood' buff activates, increasing critical hits and Devastation.

New Skill**Passive Skill: Combat Readiness****Skill Description**

You're always armed and ready for a fight, regardless of where you are.

If you wait around for longer than 1 second, the 'Combat Readiness' buff will activate. Once you move again, the buff will be removed.

The 'Combat Readiness' buff regenerates HP and MP after a certain amount of time, and reduces the cooldown of 1 skill that's registered in the skill slot. (Excludes Hyper Skill and Heavenly Love)

If the 'Combat Readiness' buff was in effect for longer than 5 seconds and you go into combat afterwards, the first time you hit will deal out more damage, and the MP required to use a skill the first time is also reduced.

New Skill

Hyper Skill: Final Judgement

Skill Description

The power of the Eldrit that you've absorbed during your difficult adventure, is released onto the battlefield, obliterating your enemies with a graceful strike.

Requires Eldrit Essence

- Using the Hyper Skill will consume 1x Eldrit Essence (skill cannot be used if you don't have any Eldrit Essence).
- Collect Eldrit Essence by right-clicking on an Eldrit Shard (excludes the Unknown Eldrit).

Changed Skill**Special Active: Windmill (150)****Skill Description**

You spin so quickly in a circle that you generate a tornado around you that draws enemies in. Hold down the skill key to spend additional MP and maintain in the whirl for longer. Move the tornado using the arrow keys. You are invulnerable while storming forward.

After a certain amount of time a small tornado will appear that storms forwards in the direction you're facing and deals damage to the enemy.

Vitality Skill

- **Aura of Vitality** is consumed and you gain **Aura of Destruction**.
- As Swordfighter of Vitality, your MP consumption sinks and MP gain increases.

Changed Skill**Special Active: Singing Blade (100)****Skill Description**

You swing your sword even faster and create nearby shockwaves. The energy from your swing is kept in your sword for a while, giving it a certain chance to stun the enemies you hit.

Vitality Skill

-**Aura of Vitality** is consumed and you gain **Aura of Destruction**.

- As Swordfighter of Vitality, your MP consumption sinks and MP gain increases.

Changed Skill**Special Active: Sand Hurricane (200)****Skill Description**

You whirl up sand with your sword and generate a hurricane that draws enemies into it and attacks them.

Destruction Skill

- **Aura of Destruction** is consumed and you gain **Aura of Vitality**.
- As Swordfighter of Destruction your attack increases.

Settings

Age

– 20 years old

Contents

– 'You should be honoured to witness my magic!'

A sage that has completely mastered elemental magic.

With this class, Aisha reaches a level where she can use multiple, highly complex elemental spells at a time.

After Aisha loses Mimir's Ring which absorbed her magic power, she has some time for self-reflection.

'Being so indecisive really isn't my style!'

Convinced of her own power, Aisha is determined to reach an even higher level.

The knowledge and magical power that Aisha has taken hold of during her many adventures and experiences are more than enough to allow her to master multiple elements at once.

Aisha, who has instinctively taken on the more extreme side of the elements, compresses her knowledge and prowess into a single idea – Aether.

Combos**Hold down →→ZZX**

- →→ZZ : (old) A combo that uses the staff to throw the enemy into the air.
- Hold down →→ZZX : (new) You cause an explosion that throws the enemy in front of you into the air.
 - Hold down X, can keep them up there for a maximum of n seconds, at maximum charge damage and size of the shot increases.
 - After n seconds, it reaches maximum charge and stays there until you let go of the key, at which point the shot is fired.

→→XZ

- →→X : (old) You spin your body and fire off a fireball.
- →→XZ : (new) A pillar of stone appears in front of you that drags enemies towards it.

New Skill**Passive Skill: Double Spell****Skill Description**

Elemental magic has been enhanced by the power of Aether, making it possible to produce Double Spells. Press the skill key multiple times to activate associated skills.

- Associated skills triggered via Double Spell only cost 80% the MP the skill would normally.
- The first skill triggered by Double Spell has its cooldown reduced by 10%.

New Skill

Passive Skill: Power of the Sage

Skill Description

Enemies influenced by the elements receive more damage, and your max MP increases.

New Skill

Hyper Skill: Aether Immersion

Skill Description

- Elemental spells are cast at the same time, causing part of the area to explode.

- Requires Eldrit Essence
- - Using the Hyper Skill will consume 1x Eldrit Essence (skill cannot be used if you don't have any Eldrit Essence).
- - Collect Eldrit Essence by right-clicking on an Eldrit Shard (excludes the Unknown Eldrit).

Changed Skill

Special Active: Cyclone (200)

Skill Description

You produce a giant lightning tornado in front of you.

The tornado surrounds the place where it is created, stunning any enemies that touch it.

Changed Skill**Special active: Flamewalker (300)****Skill Description**

Flames surround your body for 10 sec. and you burn everything around you.

Enemies who come into contact with First Flame suffer additional damage and are immobilised.

Your movement speed is reduced as long as Blazing Flames is active.

Changed Skill

Special Active: Lightning Chain (120)

Skill Description

You generate 2 balls of lightning that leap back and forth between your enemies.

(Can also be used while jumping.)

Settings

Age

– unknown

Contents

– **'I sense new power within me!'**

Rena becomes an elven warrior, blowing her enemies away as she becomes one with the wind.

Rena becomes the wind itself in this class, and is able to quickly and powerfully blow her enemies away.

Rena has chosen a path that puts her closer to her mana than to her bow.

Once she's back in contact with the elemental spirits, having been blocked by the Eldrit all this time, Rena is now able to hear the voices of the wind spirits that have always been by her side.

'Let us into your heart. Then we can be as one.'

This connection between an elf and the wind spirits has only ever been heard of once before, and that elf is now the Wind Master.

'I won't give up, not here!'

Rena has accepted the wind spirits, and is now a devoted and reliable support who heals her companions' wounds, and is a powerful elven warrior at the same time, sweeping away the enemy.

Combos

→→**ZZX**: Forwards + Combo, through which you conquer the area behind the enemy

➤ →→**ZZ** : (old) Slide and foot attack

➤ →→**ZZX** : (new) The enemy in front of you gets soaked so that when you give it a spinning kick a shockwave is created.

→→↑**XZX**: After Bow + Storm Attack, forwards attack

➤ →→↑**XZ** : (old) Bow + Storm Attack from below

➤ →→↑**XZX** : (new) Forwards kick and simultaneously firing off air pressure

New Skill**Passive Skill: Assimilation with Nature****Skill Description**

Uniting with the wind spirits has made it possible for Rena to use even more powerful Nature Force.

The 'Assimilation with Nature' buff activates in Power Boost, which stops Nature Force being consumed and gives you more hits.

Assimilation with Nature

- Nature Force (NF) is not consumed on hits with skills and combos.
- Using skills with Nature Force (NF) activates additional hits with double attacks

New Skill**Passive Skill: Wind Call****Skill Description**

Rena can implement even stronger winds.

If you use a special active skill 3 times, the 'Wind Call' buff activates which makes skills that draw on the wind even stronger.

Skills that draw on the wind: Perfect Storm, Arrow Tornado, Sickle Kick, Whirling Sickle, Spinning Kick, Demon Storm.

New Skill

Hyper Skill: Typhoon Strike

Skill Description

- A strong wind starts to blow that pulls nearby enemies towards you, before throwing them in the air.
- You kick enemies that have been pulled towards you more, which lets you perform a meteor kick against them when combined with a tornado.

- Requires Eldrit Essence
 - - Using the Hyper Skill will consume 1x Eldrit Essence (skill cannot be used if you don't have any Eldrit Essence).
 - - Collect Eldrit Essence by right-clicking on an Eldrit Shard (excludes the Unknown Eldrit).

Changed Skill**Special Active: Sickle Kick (180)****Skill Description**

You fire off a sickle with a rapid kick.

Pressing the skill key charges this up. At maximum charge, its range increases by 150%.

Consumes NF

: - on direct hit max. 2 fields

Changed Skill

Special Active: Brutal Attack (300)

Skill Description

You come crashing down on the enemy from the air.

(Can only be used while jumping.)

Consumes NF

: - on direct hit max. 3 fields

Changed Skill**Special Active: Hard Fall (200)****Skill Description**

You crash down at great speed and repeatedly deal damage to your surroundings.

(Can only be used while jumping.)

Consumes NF

: - on direct hit max. 2 fields

Settings

Age

– 29 years old

Contents

– 'I want to see what's waiting for me at the end of the path...'

A sword fighter that splits time itself with his lightning fast speed.

Sword Ravager is a class that has abandoned the Nasod body and reached the pinnacle of swordsmanship as a human.

Raven's path as a sword fighter is marked by his efforts to atone for his sins.

He may have reached the boundaries of swordsmanship, but the feelings he had back when he was still a complete human just will not leave him be.

If I were 100% human... Perhaps I'd be able to break through these boundaries?

I won't hesitate any longer.

In order to perfect his abilities with the sword, Raven rebuilt his Nasod hand so that it was as identical to a human hand as he could get it.

There's no more hesitation. All that's left is to stride forth on my own path.

Combos**→→ZZZ**

- →→Z : (old) Slide with a kick
- →→ZZ : (new) You clasp the sword with both hands and storm forwards in a zigzag pattern
- →→ZZZ : (new) You clasp the sword in your Nasod hand and swing it in an upwards strike

→→↑ZX

- →→↑Z : (old) underneath and Bow + Storm Attack
- →→↑ZX : You burst forwards in the air a few paces and emit sword energy

New Skill**Passive Skill: Intimidation****Skill Description**

Attacks with your Nasod hand become even more refined, to the point that there is a certain chance of performing a double attack. If 'Giga Drive - Limiter' and 'Bloody Triumph' stack, then an additional buff will activate, and using a special active skill gives a certain chance for you to attack with maximum attack power.

Strengthening Combo Attacks

- Combo for activating a double attack: →→Z[Z][Z], →→↑Z[X]

Intimidation

- If the 'Giga Drive - Limiter' and 'Bloody Triumph' buffs are both active at the same time, then the 'Intimidation' buff will activate.
- While Intimidation is active, you get increased critical damage.

New Skill

Passive Skill: Swift Blade

Skill Description

Part of the skill is improved by even more improvements to their fighting abilities.

New Skill

Hyper Skill: Ultimate Blade

Skill Description

- The Nasod hand uses a fast sword technique to cover the area in sword energy.

- Requires Eldrit Essence
- - Using the Hyper Skill will consume 1x Eldrit Essence (skill cannot be used if you don't have any Eldrit Essence).
- - Collect Eldrit Essence by right-clicking on an Eldrit Shard (excludes the Unknown Eldrit).

Changed Skill**Special Active: Blade of the Berserker (100)****Skill Description**

You lash out with a mighty blow. The greater the distance from where you start to where you land, the greater the damage you deal, up to 1.5x. (Can only be used while jumping.)

Changed Skill**Special Active: Singing Blow (300)****Skill Description**

With one lightning-fast movement you glide forwards, swing your sword and divide your enemies.

Hyper Attack

- If more than 3 enemies are affected, the damage is doubled.
- If more than 5 enemies are affected, the damage is tripled.

Changed Skill**Special Active: Shock Wave - Cutter (200)****Skill Description**

You swing the blade with tremendous speed and fire out sword energy in front of you. The sword energy pierces through the enemy. (Can also be used while jumping.)

Settings

Age

– unknown

Contents

– **'I'll show you the unlimited capabilities of the Nasod.'**

The black queen of destruction, that has surpassed the boundaries of the Nasod.

Nasod Ultima is a class that mercilessly destroys the enemy with the overwhelming destructive power of the Nasod spear and the agility from the wing-shaped modules.

Eve strove for power to rebuild the Nasod kingdom.

Steeling herself against countless setbacks grew great destructive power within her, but this was merely the code coming into effect that had been programmed into her long ago.

Eve came to the conclusion that she would need something even bigger in order to make her visions for the future a reality.

'I will overcome my limits here and now. I will show you!'

The power of the Eldrit in Eve's core reacts to her will, generating new code in the process.

No other Battle Nasod has ever reached this niveau before.

Eve, who is now calling herself 'Nasod Ultima', has become a true queen of destruction.

Combos**ZXX**

- **Z** : (old)
- **ZX** : (new) You attack the enemy with a new spear.
- **ZXX** : (new) Plasma is inserted into the spear, making it explode.

→→ZZXXX

- **→→ZZ** : (old)
- **→→ZZX** : (new) You attack the enemy with a new spear.
- **→→ZZXX** : (new) You draw the spear so that the enemy is drawn towards you too.
- **→→ZZXXX** : (new) You use the spear to strike hard into the enemy.

New Skill

Passive Skill: Enhancing Nasod Weapon

Skill Description

The Nasod Spear has been enhanced.

Using the Nasod Spear will activate the 'Enhanced Nasod Spear' buff.

Nasod Spear Skills: Illusion Sting, Spear Assault - Judgement, Piercing Spear, Deceitful Thorns, Sin Scissors, Extreme Cutter.

New Skill

Passive Skill: The Queen's Wings

Skill Description

There is a certain chance for the passive skill The Queen's Wings to activate when you use special active skills.

New Skill

Hyper Skill: Odin's Spear

Skill Description

- You summon a giant Nasod spear that attacks the enemy.

- Requires Eldrit Essence
- - Using the Hyper Skill will consume 1x Eldrit Essence (skill cannot be used if you don't have any Eldrit Essence).
- - Collect Eldrit Essence by right-clicking on an Eldrit Shard (excludes the Unknown Eldrit).

Changed Skill**Special Active: The Queen's Throne (200)****Skill Description**

Limited codes are released, increasing your strength.

- ZZZ ↓ Z, ZZZ ↓ ZZ: Inflicts paralysis on enemies and reduces K.O. value. The Nasod Ultima Spear is being altered.
- Activates with 3rd level core regardless of Power Boost level
- Increases the amount of levitation manoeuvres

Core activation skill:

The core attack is activated on a successful attack in Power Boost mode (only if already summoned).

Changed Skill**Special Active: Iron Splinter (200)****Skill Description**

You fire out sharp metal fragments in all directions. (Can also be used while jumping.)

Some of the fragments follow your enemies.

Core activation skill:

The core attack is activated on a successful attack in Power Boost mode (only if already summoned).

Changed Skill

Active: Piercing Spear (30)

Skill Description

You bring the Nasod Spear down. (Can only be used while jumping.)

Core activation skill:

The core attack is activated on a successful attack in Power Boost mode (only if already summoned).

Settings

Age

– 18 years old

Contents

– **'No one will break my convictions. I'll protect everyone!'**

The protector on the battlefield, that charges into the fray like a comet, overwhelming the enemy.

A class that keeps companions safe with its strength of will.

Chung's experiences with the Eldrit Seekers and his constant desire to protect everyone have activated a Protection Stone that gives Chung a new kind of power.

'In spite of the hurdles in your path, you have kept your head held high. You're ready to reach an even higher level. This is my, and therefore your, true power. Prince Saker.'

'I can feel it... This is my power!'

Armed with unyielding will and power, Chung steps out onto the battlefield with even greater conviction.

Combos**ZZZZ**

- **ZZ** : (old)
- **ZZZ** : (changed) You hit the surface of the ground with your cannon.
- **ZZZ** : (changed) You lift up the cannon so you can smash the enemy.

→→XX

- **→→X** : (old)
- **→→XX** : (new) Jump backwards (Heavy Stance condition)

New Skill

Passive Skill: Temple Turtle

Skill Description

Your body's capabilities have improved thanks to the 'Freiturnier' armour enhancements, which also increases the execution speed of some skills.

New Skill

Passive Skill: Herschel-Rigollet

Skill Description

Attack, max. HP and max. MP are all increased during Power Boost.

New Skill

Hyper Skill: Tiamat

Skill Description

- You jump high into the air and hit the ground with the power of a comet.

- Requires Eldrit Essence
- - Using the Hyper Skill will consume 1x Eldrit Essence (skill cannot be used if you don't have any Eldrit Essence).
- - Collect Eldrit Essence by right-clicking on an Eldrit Shard (excludes the Unknown Eldrit).

Changed Skill**Active: Spring Attack (30)****Skill Description**

You fire a missile into the ground and use the kickback to make a huge leap forwards, dragging opponents before you along. (Whilst you do this you have K.O. protection.)

- If you press the skill key again after triggering it for the first time, it's possible that a skill will carry over within 7 seconds (up to a maximum of 5x).
- Only 70% of the MP required for Spring Attack is consumed.

Changed Skill**Special Active: Earth Annihilator - Earthquake (200)****Skill Description**

You strike the ground with your cannon and cannonballs explode.

There is a chain of explosions where you execute the skill.

Afterwards, for each of your combo attacks that swing the cannon or smash it into the ground, an additional attack occurs. Additional attacks ignore the enemy's defence and protection.

Cannonballs consumed:

- 3 Cannon Balls will be consumed.

Changed Skill**Special Active: Shoulder Wall (30)****Skill Description**

You activate the power of your Protection Stone to repel nearby enemies and create a protective shield around yourself. The damage you suffer reduces the shield's HP. (The shield only has 1/3 HP in PvP.) If all the shield's HP gets used up then it explodes.

Settings

Age

– 22 years old

Contents

– **'This power exists to destroy filthy rascals! I'll cleanse the world with my spear!'**

Righteous in white vestments, she has reached the level of warrior goddess.

A class that has perfected the secrets of fighting with a spear by keeping good and high spirits.

Ara, who has met countless evil humans on her many travels, has blossomed into a warrior that can see the evil plans of villains using her judgement.

She still looks weak and sweet-tempered on the outside, but each strike of her spear shakes both heaven and earth.

'That's all of my power!'

Ara looks through everything with her gaze, and enemies don't stand a chance against the refined movements of her spear.

Combos

→→XZ

- →→X : (old)
- →→XZ: (new) You step forward, sticking out your spear and attacking the enemy.

↑ XX

- ↑ X : (old)
- ↑ XX : (new) You land on the ground and brandish your spear forwards some distance.

New Skill**Passive Skill: Time of Epiphany****Skill Description**

Deeper understanding of technique makes your skills stronger.

Your Tiger and Dragon technique attack power increases, and when you implement the 4th step of each technique while your spirit energy is fully charged, the secret technique activates. (Cooldown 20 sec.)

Using the secret technique increases your attack and if you use a skill (not including secret technique skills) that consumes spirit energy while you're not using spirit energy regeneration, then the cooldowns of Tiger and Dragon secret technique skills are reduced.

New Skill

Passive Skill: Energy Flow

Skill Description

Your body becomes lighter as your understanding of the flow of energy deepens, and there is a certain chance that you receive even more spirit energy. Each time you receive spirit energy, the 'Energy Flow' buff activates, allowing you to attack with even more power as spirit energy is consumed.

New Skill

Hyper Skill: Dragon Rage

Skill Description

- You start to think you can see a dragon appear in the relentless movements of this spear technique. A dragon is thrust out of the tip of the spear th at massacres the enemy in front of you.

- Requires Eldrit Essence
- - Using the Hyper Skill will consume 1x Eldrit Essence (skill cannot be used if you don't have any Eldrit Essence).
- - Collect Eldrit Essence by right-clicking on an Eldrit Shard (excludes the Unknown Eldrit).

Changed Skill**Active: Flowing Water (10)****Skill Description**

You take some time to defend yourself against your enemy's attacks with your spear so that you can mount a counterattack.

You can move during the counter and you reflect normal melee attacks and magical shots.

When it is not possible to counter, you will dodge backwards instead.

Changed Skill**Special Active: Dragon's Tooth, Step 4: Moonshine Blow (200)****Skill Description**

You swing the spear in a broad circle and hit all nearby enemies, then fire forwards.

Hold down the skill key for longer than 2 sec. to gather energy for the Full Moon Blow.

Generates spirit energy:

- 1 orb

Dragon's Tooth Secret Technique - Detonation

- Will be activated when you activate 'Dragon's Tooth Step 1, Step 2, Step 3, Step 4' one after the other.

Dragon's Tooth, Step 1: combo sprint + [X] or XX ↓ X[X].

Changed Skill**Special Active: Dragon of Spirit Summoning (-10)****Skill Description**

You fill your spear with the Dragon's Aura and let it stream forth.

The Dragon's Aura remains in the area for a certain amount of time and deals damage to any enemies that get too close. There is a certain chance that enemies affected by the combo attack will get energy fired at them.

Consumes spirit energy:

- 10 Orbs

Settings

Age

– 21 years old

Contents

– **'If I can protect the happiness of one other person with my sword, then I'll take everything on!'**

The leader of the Belderian Knights, who leads her troops with charisma and strength.

A class that uses its charisma to bolster companions' will to fight and rules the battlefield with ultimate swordsmanship.

As a sword of the Royal Kingdom of Belder, Elesis becomes a symbol of the knights. As hero of the people she is a role model for all knights, but as the expectations placed upon her grew, so did the weight of her sword.

'This is easy for me!'

But the sword Elesis carried only truly felt complete for her with the hearts of the people who believed in her. It's the source of her power.

There is no such thing as losing to Elesis, Leader of the Red Mercenary Knights, who breaks her enemies' will to fight with her overwhelming battle spirit.

Combos

→→XZ

- →→X : (old)
- →→XZ: (new) You step forward, sticking out your spear and attacking the enemy.

↑ XX

- ↑ X : (old)
- ↑ XX : (new) You land on the ground and brandish your spear forwards some distance.

New Skill**Passive Skill: Sword of the Kingdom**

Using sword techniques increases your attack strength, and if you meet the requirements, the holy protector sword of the kingdom is summoned, which aids you in battle.

Royal Swordsmanship

- Upon successfully hitting with a skill, the 'Royal Swordsmanship' buff activates.

Protector Sword

- Using a special active skill 10x causes the holy protector sword to appear automatically (Cooldown 60 sec.).

New Skill**Passive Skill: Peace and Quiet****Skill Description**

If you reach a certain combo modifier just by using combos, then the MP required for a random special active skill registered in your skill slot gets reduced.

Silent Heart

- If you reach 15 combos, then a random special active skill registered in your skill slot will be chosen and the MP required to use it will get reduced.
- The combo modifier will not be counted until you use the skill with reduced MP costs.
- If you use the skill during another combo, the combo modifier will be reset.

New Skill

Hyper Skill: Will of the Knight

Skill Description

- Determination to protect the kingdom manifests into a giant sword that erases the enemies from your sight.

 - Requires Eldrit Essence
 - - Using the Hyper Skill will consume 1x Eldrit Essence (skill cannot be used if you don't have any Eldrit Essence).
 - - Collect Eldrit Essence by right-clicking on an Eldrit Shard (excludes the Unknown Eldrit).
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Changed Skill**Special Active: Extinction (200)****Skill Description**

You fire a wave of energy forwards with your sword. Hold down the skill key to delay firing and use the arrow keys to determine the firing angle. Doing this increases the damage by up to 50%.

(Can also be used while jumping.)

Storm Skill

- Aura of the Storm is consumed and you collect the Aura of Obliteration.
- As a Swordfighter of the Storm, your MP consumption and your cooldown times are reduced.

Changed Skill**Special Active: Sword of Judgement (300)****Skill Description**

You strike your powerfully charged sword into the ground and deal out massive damage.

Obliteration skill

Aura of Obliteration is consumed and you collect the Aura of the Storm.

- As Swordfighter of Obliteration you have a 100% probability to crit. hit and you ignore defence statuses (shields/K.O.).

Changed Skill**Special Active: Giga Shock (300)****Skill Description**

You stab your enemy with powerful sword energy and rotate the sword, dealing massive damage.

Obliteration skill

Aura of Obliteration is consumed and you collect the Aura of the Storm.

- As Swordfighter of Obliteration you have a 100% probability to crit. hit and you ignore defence statuses (shields/K.O.).

Settings

Age

– 21 years old

Contents

– 'Go ahead and attack me, if you dare! I'll crush you into dust. Hahahaha!'

An ultimate incarnation of destruction that is above the laws of nature.

A class that has broken the boundaries of humanity by uniting with Nasod Armour.

The insane desire for absolute power makes it so you never want to admit defeat to anyone and ends in a power that overthrows the laws of nature.

'Overwhelming power... means overwhelming destruction!'

Power with its roots in tools and resources will always have its limits.

Add has been researching in the hopes of overcoming all his weaknesses and to completely unite with the Nasod Armour.

Combos**ZXX**

- Z : (old)
- ZX : (new) You strike your fists forwards and attack the enemy.
- ZXX : (new) You deal damage with your kicks (Can be connected to Nasod Armour Combos)

→→↑ZXX (or →→↑ZZXX)

- →→↑ZX : (old)
- →→↑ZXX : (new) You deal damage in front of you by exploding an energy body (Can be connected to Nasod Armour Combos)

New Skill**Passive Skill: Boiling Blood****Skill Description**

Your skills that hit immediately are enhanced and when one of these skills successfully hits a target, the circuits in the Nasod Armour overload, exponentially increasing the capabilities of your body for a short time.

Energy Overflow

- All speeds and activation probabilities of all attributes are increased
- DP is not consumed when the Nasod Armour Barrier comes into effect.
- Once triggered, critical damage is increased by the amount of Dynamo Transition you have left.

New Skill**Passive Skill: Plasma Reinforcement****Skill Description**

Uniting with the Nasod Armour makes your attack abilities even more effective.

Plasma Reinforcement

- If you execute a Nasod Armour Combo, the 'Plasma Reinforcement' condition activates and your attack power is increased for a certain time.

Effective Combat

- You get back a certain amount of DT consumed on successful hits using Nasod Armour Combos.
- Max. MP is increased.

New Skill

Hyper Skill: Plasma Blow

Skill Description

- You create a circle of highly concentrated plasma, which causes a giant explosion.
- Requires Eldrit Essence
- - Using the Hyper Skill will consume 1x Eldrit Essence (skill cannot be used if you don't have any Eldrit Essence).
- - Collect Eldrit Essence by right-clicking on an Eldrit Shard (excludes the Unknown Eldrit).

Changed Skill

Special Active: Electro Quake (150)

Skill Description

You fire off 2 energy grenades downwards. As soon as the grenades touch the ground, they separate sideways and set off a chain explosion along the path.

(Can also be used while jumping.)

DP Consumption:

- Only consumes 20% Dynamo Points when used in Dynamo Mode.

Consumes Dynamo Transition:

- 1-2 Dynamo Transitions are consumed.
- The damage increases by 10% per DT used.
- You regenerate 25 MP per 2 DT used.

(Can also be used without DT.)

Changed Skill**Special Active: EMP Shock (200)****Skill Description**

You unleash an electromagnetic pulse. Enemies in your vicinity take damage and this creates a storm.

Enemies in the storm's area lose a certain amount of MP once. Their skills go on cooldown.

(Can also be used while jumping.)

Generates Dynamo Points:

- Using this skill regenerates 40 DP.
- No DP regenerated in Dynamo Mode.

Nasod Armour Combo:

- Press Z or X again in Dynamo Mode at the end of a combo to go into a Nasod Armour Combo.

Changed Skill**Special Active: Psychic Storm (150)****Skill Description**

You generate a plasma storm around your body that draws in enemies and then explodes. The range of the attack increases during Dynamo Mode.

DP Consumption:

Only consumes 20% Dynamo Points when used in Dynamo Mode.

Consumes Dynamo Transition:

- max. -3 DT
- The gap between the storms reduces with each DT you implement.

(Can also be used without DT.)

Nasod Armour Combo:

- Press Z or X again in Dynamo Mode at the end of a skill to go into a Nasod Armour Combo.

Settings

Individual character designations

- Lu: Timoria / Ciel: Abysser

Age

- Lu: unknown / Ciel: 29 years old

Contents

- 'This is the birth of a new demon king. Let's go and show them all ultimate terror, Ciel!'
- 'So this is the perfect strength of the Demons... Defeat isn't even an idea any more.'

The Demon king of terror, that mercilessly crushes his enemies.

A class that can destroy enemies with a single hit by combining the strongest and most overwhelming powers.

The power of terror and the Demon god has not only caused Lu's power to awaken, but has fed Ciel's power as a demon, which had been asleep up until now.

'We can get stronger together!'

Fighting against ever stronger opponents has made Ciel decide to convince Lu to let go of the rest of their humanity and to accept the perfect might of their Demonic side.

They are no longer in a contract together, instead standing side by side as equals, the Demon Queen and King of Terror.

Combos**→→↑ZZX (Lu)**

- →→↑Z : (old)
- →→↑ZZ : (new) You attack enemies in front of you and strike through them, glancing back at them afterwards.
- →→↑ZZX : (new) You summon the hand of the Devil and attack the enemy with it.

→→↑ZZX (Ciel)

- →→↑ZX : (old)
- →→↑ZZ : (new) You attack enemies in front of you and strike through them, glancing back at them afterwards.
- →→↑ZXX : (new) You throw multiple daggers in a diagonal direction.

New Skill**Passive Skill: Thoughts of Fear****Skill Description**

If you successfully attack with the Demonic Servant, then all Combination points get restored.

Thoughts of Fear: If Creeping Terror is applied, this then stacks with 'Thoughts of Fear'. (Can be stacked max. 10x.)

If you use a transcendence skill, then your damage increases by an amount corresponding to the amount of times you stacked Thoughts of Fear.

New Skill**Passive Skill: Abyssal Glare****Skill Description**

If you successfully attack with certain active skills, the enemy will start to see a lantern.

Your combo/active damage increases for attacks in the back of your opponent, and the probability of a double attack is increased.

Applicable Active Skills: Chains of Fear, Nourishing Terror, Ambush.

New Skill

Hyper Skill: Angra Mainu

Skill Description

- The Demon God incarnates in Lu's body, turning part of the area to wasteland.

- Requires Eldrit Essence
- - Using the Hyper Skill will consume 1x Eldrit Essence (skill cannot be used if you don't have any Eldrit Essence).
- - Collect Eldrit Essence by right-clicking on an Eldrit Shard (excludes the Unknown Eldrit).

Changed Skill**Active: Binding Chains (35)****Skill Description**

You blind your enemies with chains. The enemies affected by the chains are briefly affected by the Binding condition, and if you press the skill key again within 1 second, you will teleport to the enemy.

Binding Chains

- Prevents running and jumping for $[0.5 + \text{stack for Creeping Terror} \times 0.5]$ seconds.

Changed Skill**Special Active: Summon Darkness (200)****Skill Description**

You summon a servant. The servant is independent from Lu and acts autonomously.

Demonic Servant

- Stats: 1.57x the stats of the summoner
- HP: 5.22x the HP of the summoner, in PvP 57.5% of the HP of the summoner
- The servant is not influenced by time stop, buffs or debuffs.
- If you press the skill key again, you will get back a portion of your MP and the summoning is cancelled.
- Duration: 30 sec.

Switch Skill (Lu)

- If you're currently playing as Ciel, using this skill will switch you over to Lu.
- The switch generates 4 combination points if the target is hit.

Changed Skill

Special Active: Supreme Punishment (200)

Skill Description

You open a portal to the Demon World and call forth a continual horde of lesser demons.

Can also be used while jumping.

Switch Skill

- If you're currently playing as Lu, using this skill will switch you over to Ciel.
- The switch generates 4 combination points if the target is hit.

Settings

Age

- 24 years old

Contents

- 'Do you really think you can withstand this projectile?'

A master of heavy artillery with stacks of projectiles of extreme physical penetrating power.

A class that obliterates opponents in the shortest amount of time with a single blow.

Rose had to understand that her radiation weapons weren't good enough to strike through her enemies. She concentrated on improving the physical penetrating power of her projectiles and designed a new weapon.

'I'm putting everything behind this one blow!'

The explosive power of the gunpowder, combined with the acceleration afforded by electricity, allowed her to create the Hybrid Cannon 'Supersonic Breaker', which holds ultimate penetrating power.

Ruins are all that's left when this cannon fires its shots.

Combos

→→ZX

- →→Z : (old)
- →→ZX: (new) You fire diagonally upwards using the Hand Cannon.

↑XXZ

- ↑X : (old)
- ↑XX : (new) You fire diagonally downwards using the Hand Cannon.
- ↑XXZ : (new) You rush over to where you fired your Hand Canon to.

New Skill**Passive Skill: Concentration****Skill Description**

In Overstrike Mode, you concentrate more on heavy weapons. In this way you are able to stay upright for longer in Overstrike Mode when you're using heavy weapons skills. It also increases critical hits and Devastation.

- Applicable skills: Barbecue, M-137 Gatling Gun, M-3 Flamethrower, Flame Strike, FM-31 Grenade Thrower, Laser Defence, Proton Bomb, Operation: Wipe Out, FM-92 Mk2 Lancer SW, Pampero Booster, X-1 Extruder, Flame Grenade.

New Skill

Passive Skill: Specialising in Heavy Weapons

Skill Description

Spending an extensive period on your heavy weapons, makes your attacks even more effective.

- Laser-Skills: Strato Cannon, Laser Defence, Operation: Wipe Out, X-1 Extruder, Flame Grenade.
- Grenade Skills: FM-31 Grenade Thrower, Proton Bomb, FM-92 Mk2 Lancer SW, Pampero Booster, Photon Hail, Targeted Strike.

New Skill

Hyper Skill: Supersonic Breaker

Skill Description

- A giant projectile penetrates the enemy at supersonic speed.

- Requires Eldrit Essence
- - Using the Hyper Skill will consume 1x Eldrit Essence (skill cannot be used if you don't have any Eldrit Essence).
- - Collect Eldrit Essence by right-clicking on an Eldrit Shard (excludes the Unknown Eldrit).

Changed Skill**Special Active: FM-92 Mk2 Lancer SW (100)****Skill Description**

You fire a lance into the air that splits into multiple bombs and causes the ground in a wide circle around it to explode and become a cold zone.

Enemies that find themselves in this cold zone have reduced movement speed, jump speed and defence.

Overstrike

- Overstrike increases the damage of the skill.

Changed Skill**Special Active: Laser Defence (200)****Skill Description**

You fire a laser ahead of you. The laser only deals a bit of damage, but because it has such a long range, you can deal damage to many opponents in a straight line in front of you. You can charge your attacks with extra energy by pressing the activation key when firing the laser. Charging it to the 1st level increases the attack power and range. Charging it to the 2nd level increases attack power even more, but reduces the range.

Overstrike

- Overstrike increases the damage of the skill.

Changed Skill

Special Active: Proton Bomb (300)

Skill Description

You drop a proton bomb on up to 3 enemies, each one also deals massive damage to nearby enemies.

Overstrike

- Overstrike increases the damage of the skill.

Settings

Age

- looks 21 years old

Contents

- **'Those who defy the destiny of this world will find their doom by my hand.'**

A judge who executes the will of Ishmael and in doing so, has reached the status of a lesser god.

This class is defined by his perfected projection ability, he equals a lesser deity and dishes out justice with his own hands to any enemy who opposes the Goddess.

Ain finds parts of the restored Eldrit in Elyanod, and in order to prevent the accident of the past from repeating itself, he decides to make the Eldrit even better protected.

'I will bring justice to all who oppose the Goddess.'

His projection ability, perfected during the adventures he has had and using Eldrit energy, has made Ain into a judge that has reached the status of a lesser god.

Combos

→→ZX

- →→Z : (old)
- →→ZX: (new) The last hit does not throw your opponent into the air.

Hold →↑XZZZ (Hold →↑XXZZZ / Hold →↑XXXZZZ)

- →↑XZZ : (old)
- Hold →↑XZZ : (new) You attack your enemy with a short sword an K.O. protection.

New Skill**Passive Skill: Divinity****Skill Description**

The effect of projections stacking is enhanced. Activating 'Power: Creation Mode' gives you an additional attack after successful hits.

Reinforcing projection stacking

- There is a certain probability for the buff to increase projection stacking by 2 levels.
- Each time the projection stack increases by 10, all resistances and your base MP regeneration also increase.

Ability of the God of Creation

- For those additional attacks that come about because of creation mode for combo and active hits, there is a certain probability of either an exploding illusion to appear, or the number of hits will increase.

New Skill**Passive Skill: Judge****Skill Description**

Your enemy's attack power is under a debuff and then increases, meanwhile your resistance to debuffs is also increased. Ardēre Imago Solum has been enhanced.

Time of Judgement

- Attacking enemies that are affected by 'Rotation Field: Freeze' or 'Holy Fetter' allows you to partially ignore their defence when you use a projection skill.

The Judge's Ability

- The 'Power of the Gods' status reduces the duration of debuffs.
- There is a certain probability that reaching 'Power of the Gods' level 3 will remove a debuff.

Enhancing Ardēre Imago Solum

- Landing a hit within this area will reduce your K.O. value.

New Skill

Hyper Skill: Quintus Gladius Florensis

Skill Description

- The most brilliant glowing 5th sword is summoned and imparts judgement on the enemy.

- Requires Eldrit Essence
- - Using the Hyper Skill will consume 1x Eldrit Essence (skill cannot be used if you don't have any Eldrit Essence).
- - Collect Eldrit Essence by right-clicking on an Eldrit Shard (excludes the Unknown Eldrit).

Changed Skill**Special Active: Secundus Sectio (150)****Skill Description**

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. Throwing knives appear out of the power of creation that you unknowingly have flowing out of you.

Projection Skill

- Gives you the divine power to project weapons.

Secundus Sectio

- There's an additional strike depending on the charge level.
- Level 1: Swing, Level 2: Chime, Level 3: Upward Strike
- Each charge creates 2x 'Sword of Creation' (max. of 6 swords).
- Each successful strike attack causes the 'Sword of Creation' to fly towards the enemy and pierce through them without immobility.

MP required per charge: 30

Changed Skill

Special Active: Fragarach (200)

Skill Description

You compress the Gods' magic, project a Sparking Shell Fragarach and fire it off.

Projection Skill

- Gives you the divine power to project weapons.

Fragarach

- Charging it for longer than 1 second increases the damage and size by 50%.

Changed Skill**Special Active: Creber Firmus Deus Arma (300)****Skill Description**

Generates numerous magic circles and projected weapons that cover the area before being thrown. Weapons that fall onto the ground explode after a certain amount of time and deal out additional damage.

Projection Skill

Gives you the divine power to project weapons.

Heavenly Power

- Ignore all damage 'Defensive Condition'.
- There is a certain chance for hits to be Critical Hits.