

3rd Class Change: 2nd Class Change Path

Short Description

Character Information

- Character Concepts
- 2 New or changed Combos for each character
- 2 New Passive Skills
- 1 New Hyper Skill
- 3 New Switch Skills

Description

Age

- 18 years old

Details

- 'So, let's do it with style!'

As the strongest magical sword fighter he has developed a personal rune-sword technique using the power of El.

He uses rune magic and excellent swordsmanship to defeat his enemies.

After El was restored, Elsword sensed that the mana inside of him felt different. Being in such close contact with El had brought every speck of mana hidden inside him to light. His mana was at such a high level now that he couldn't control it any more.

'I haven't reached my limit yet. I will be stronger than everyone else!'

Elsword decided to unleash this power instead of suppressing it. The explosive mana that streams through his entire body and sword has helped Elsword reach a state that a magic Knight of the Sword has never reached before.

Combos

→→XXZ

- →→X : (no change)
- →→XX: (new) You dash forwards and perform an upward strike.
- →→XXZ : (new) You reach your left hand forwards and make a rune explode.

→→↑XXZ

- →→↑X : (no change)
- →→↑XX : (new) The sword swings to the ground.
- →→↑XXZ : (new) You throw a rune in front of you.

New Skill

Passive Skill: Magic Flow

Skill Description

You have recognised the flow of magic and this has made your attacks more effective.

New Skill

Passive Skill: State of Epiphany

Skill Description

You understand the runes better now and can use them more effectively.

New Skill

Hyper Skill: Darkness

Skill Description

After unleashing countless runes at the same time, you cause a massive explosion.

Requires Eldrit essence.

- Each time you use a hyper skill, it consumes 1 Eldrit essence.
- Collect Eldrit essence by right-clicking on an Eldrit Shard (excludes the Unknown Eldrit).

Changed Skill

Special Active: Moon Blade

Skill Description

A massive moon sword scythes out of the sky.

The area around the sword erupts into flames for a limited time.

Destruction skill

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

Changed Skill

Special Active: Star Strike

Skill Description

You use magic to draw four swords from the ground near the enemy and attack.

Destruction skill

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

Changed Skill**Special Active: Phoenix Claw****Skill Description**

You summon a phoenix and take its power into yourself.

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.

Description

Age

– 20 years old

Details

– 'You can't escape from my darkness!'

The Oz Wizard is even recognised by the Demon God as a mistress of black magic. She addles her enemies using her deep understanding of dark magic.

The contract that Aisha made with the Demon God comes with a lot of pesky terms and conditions, such as having to wear specific clothes, or escorting the Spectres of the Demon God around. Aisha appeared unimpressed, and made the power of darkness her own using her talent and her ability to control mana. The Demon God recognised Aisha's sheer unending potential and power, and offered her another pact.

'I'd like to invite you to plunge deeper into the darkness. And this time you'll have to wear these clothes!'

This pact allowed the Demon God to take on a physical form somewhat similar to his original form. With the Demon God's help, Aisha was reborn as a true master of dark magic.

Combos**→→↑ZZ**

- →→↑Z : (no change)
- →→↑ZZ : (new) You swing the Demon God's hammer in circles and storm diagonally forwards.

(hold down) XX↑XX

- **XX** : (no change)
- **XX↑X** : (new) When touched, exploding Spectres of the Demon God are emitted. (The Demon God pursues his target.)
- **(hold down) XX↑X** : (new) When touched, exploding Spectres of the Demon God are emitted constantly, ending in a large Demon God.

New Skill**Passive Skill: Dream of Oz****Skill Description**

When you use a skill imbued with the power of a Demon God, the cooldown for all special active skills drops.

Darkness skill debuff abilities are enhanced.

Skills imbued with the power of a Demon God: Spectres of the Demon God, Phantom Breath, Cast into Hell, Spectres of the Demon God – Millions, Abyss Field.

New Skill

Passive Skill: Power of Oz

Skill Description

The Oz Wizard casts dark magic on her opponents with overwhelming power.

Transcendence skill damage increases and the effect of Shadow of Death is also applied to special active skills.

New Skill

Hyper Skill: Oz Plasma

Skill Description

- Together with the Demon God you summon a Dark Portal that sprays plasma and deals damage to your opponent.

- Requires Eldrit essence.
- - Each time you use a hyper skill, it consumes 1 Eldrit essence.
- - Collect Eldrit essence by right-clicking on an Eldrit Shard (excludes the Unknown Eldrit).

Changed Skill**Active: Spectres of the Demon God****Skill Description**

You summon 3 Demon Gods.

They fly in a fan formation and attach themselves to the first opponent they come into contact with, reducing the opponent's magic defence by 20% per sec. for 5 sec.

The Demon Gods can be sent away by pressing the left and right arrow keys multiple times.

Changed Skill**Special Active: Plasma Blade****Skill Description**

You fire a plasma ray that hits all enemies in your path.

If you hold down the skill key it will consume additional MP and increase the skill's duration.

Move the attack direction up and down using the up/down arrow keys.

Power Boost effects are deactivated.

Changed Skill

Special Active: Ageing

Skill Description

You throw an exploding curse orb into the air that contains the Ageing Curse.

Ageing

- The damage increases by 30% with Power Boost.
- On hits from explosion: 20 sec. 'Ageing'
- Ageing: Attack/movement speed -20%, attack and magic attack -15%, damage bonus -80%

Description

Age

– unknown

Details

– 'Follow me. Into a brilliant future!'

The pathfinder of the noble elves, who has the protection of the spirit world. An elf warrior whose magic arrows, strengthened by the bond with the spirits, pierce through the enemy defences with lightning speed.

Now that El has been restored, Rena takes a look at her journey so far. Now that the connection to the spirit world is restored, she has reached the goal of her journey. But nothing has made her want to leave the Eldrit Seekers.

The Elves respected Rena's wish to stay with the Eldrit Seekers to the end of their journey. They asked Rena to represent her people in the formation of the world's future, and send her a spirit stone, which bore an oath to the spirit world.

'We bestow upon you the title of Daybreaker, given only to the strongest elf warriors.'

With the spirits' help, Rena starts out on a new journey, for the good of her own and the others' future.

Combos**XZ/XZZ**

- **X** : (no change)
- **XZ / XZZ** : (new) You shape the air with your hand and summon a Wind Bird onto Rena's head that swoops diagonally downwards, grabbing the target and pulling them into the air.

ZXX

- **Z** : (no change)
- **ZX** : (new) You leap backwards and shoot off an arrow.
- **ZXX** : (new) The Wind Bird flies forwards and pushes the target back with multiple attacks.

New Skill**Passive Skill: Colossal Arrow****Skill Description**

Protective spirits accompany you and your arrow attack becomes more powerful and more accurate.

The protective spirit makes the arrow larger and it pierces through the enemy.

When you use a protective spirit bow skill, the cooldown for the relevant skill is reduced and the 'Colossal Arrow' buff is activated.

- Protective spirit bow skills: Alpha Arrows, Devilish Sting, Bow Shot, Master Markswoman's Nerve, Four Shot, Magical Stigma, Quick Shot, Ace in the Hole.

New Skill

Passive Skill: Stigma's Trace

Skill Description

You can do greater damage to your opponent with refined Stigma.

When you use an active skill 3 times, you attack your opponent with refined Stigma.

If you hit more than 5 opponents with it, the Stigma lasts longer.

New Skill

Hyper Skill: Wind of Wrath

Skill Description

- You summon a high-ranking spirit in the form of a giant bird.
- The summoned spirit circles around and generates a violent wind that sweeps opponents off their feet.
- You attack opponents with arrows strengthened by the power of the spirits.

Changed Skill

Special Active: Wind Protection

Skill Description

You summon a raging wind.

The opponents hit by the wind are sucked into the eye of it and suffer multiple attacks.

(Can also be used while jumping.)

Consumes NF:

- On direct hit max. 1 field

Changed Skill

Special Active: Icy Arrow

Skill Description

You fire multiple penetrating, short-range frost arrows ahead of you. Enemies that are hit by these arrows freeze and cannot move for 3 seconds. Power Boost increases your damage as well as increasing freezing duration by 2 sec.

Consumes NF:

- On direct hit max. 1 field

Changed Skill

Special Active: Shot of Madness

Skill Description

You fire a giant, sparking ball.

The ball sucks in all nearby enemies and deals damage to them.

Consumes NF:

- direct hit max. 3 fields

Description

Age

– 29 years old

Details

– 'That is my destiny. I won't run away from it any more.'

A warrior who has overcome the limits of his human form by coexisting with Nasod power. He uses the Nasod hand's explosive power to strike down all his enemies.

The hand is full of aggressive energy. Raven reached his body's limits when he tried to control the alien power.

From the beginning, this power had never been his own.

Was it because a part of him was dismissive of this power that he couldn't use this power to its full potential? Raven looked at his arm as it jerked around wildly, as if it had a mind of its own, and came to a decision.

'You again... I won't be so dismissive of you in future. Use this body as you see fit.'

Raven could sense the Nasod hand slowly calming down. There is no test left that Raven cannot overcome, as he himself uses pain as a source of his power.

Combos**→→ZXX**

- →→Z : (no change)
- →→ZX: (changed) You reach out and attack with the Nasod hand.
- →→ZXX : (new) Once you reach maximum range, you attack forwards, overreaching your range.

→→↑XX

- →↑X : (changed) You force the opponent backwards, stopping them from flying.
- →→↑XX : (new) Whilst landing on the ground, you attack with an explosion.

New Skill**Passive Skill: Tempestuous Power****Skill Description**

If you use the Nasod hand multiple times in a row, the damage increases. If you use the skill in the air, the cooldown reduces.

Tempestuous Power

When you use multiple special active skill one after the other with the Nasod hand, the next skill you use deals more damage.

- Applies for the skills: Cannon Blade, Seven-Fold Explosion, Wild Stampede, Axe Strike, Maximum Charge, Power Bomb, Devastating Strike

Aerial combat enhancement

- Using aerial skills decreases the cooldown.

New Skill**Passive Skill: Rage Explosion****Skill Description**

When using Power Boost some stats are increased for a short time and the execution speed of certain skills is increased.

If the core is fired, you land additional critical hits.

Rage Explosion

- Critical hit/devastation/critical damage increases with Power Boost.

Increased execution speed of Bullet Blitz, Blow of the Sentinel, Nuclear Attack, Power Bomb and Devastating Strike in Power Boost.

Core enhancement

- There's certain probability of additional hits that do not cause immobility.

New Skill**Hyper skill: Power of Devastation****Skill Description**

- Giant Nasod spears fire out of the ground and pierce everything.

- Requires Eldrit essence.
- - Each time you use a hyper skill, it consumes 1 Eldrit essence.
- - Collect Eldrit essence by right-clicking on an Eldrit Shard (excludes the Unknown Eldrit).

Changed Skill

Special Active: Spear of the Valkyries

Skill Description

You summon multiple Nasod spears and fire them in all directions.

(Can also be used while jumping.)

Changed Skill

Special Active: Nuclear Attack

Skill Description

Giant Nasod spears fire out of the ground and pierce everything.

Requires Eldrit essence.

- Each time you use a hyper skill, it consumes 1 Eldrit essence.
- Collect Eldrit essence by right-clicking on an Eldrit Shard (excludes the Unknown Eldrit).

Changed Skill**Special Active: Wild Stampede****Skill Description**

You concentrate your power in your fist and then lash out at the enemy beneath you with a powerful punch. Hold down the skill key to charge the attack . Damage and range both increase when fully charged.

(Can only be used while jumping.)

Description

Age

– unknown

Details

– 'A future in which the Nasod could live peacefully together with everyone else – in other words: the true Nasod Kingdom – must be rebuilt.'

The most gracious, snow white Nasod Empress. Nasod Essencia commands her loyal Nasod companions in order to overcome her enemies.

Eve quickly moved away only thinking of the Nasod, and made the decision to protect everything and everyone important to her.

Many questions arose within her when Eve reached Elysion.

A place for Nasod where only Nasod are allowed to exist. Did she really see the Nasod Kingdom that way? She didn't think her father was wrong But she had become aware that her vision for a Nasod Kingdom did not align with Elysion at all.

Eve believed in the power of the affinity and trust that her friends had shown her.

'I will rebuild the Nasod Kingdom with all of you. Because we're... friends.'

With this goal in mind, Eve heads out on her new journey.

Combos

→→↑XX

- →→↑X : (no change)
- →→↑XX : (new) Ophelia appears and shoots diagonally downwards with the pulse gun.

ZXX

- Z : (no change)
- ZX : (new) Oberon is summoned and attacks the target in front of you.
- ZXX : (new) The ZX Oberon disappears and a new Oberon is summoned, which hurls a sword at the target.

New Skill

Passive Skill: Royal Dignity

Skill Description

As your affinity with your companions increases, so does your attack power.

Using skills where a companion remains summoned activates Royal Dignity.

Royal Dignity increases the damage of skills improved by your affinity and improves the effects of Queen's Blessing.

- Skills enhanced by connection: Celestial Strike - Hammer, Dimension Covenant - Guardian, Sonic Blade, Oberon Guard, Celestial Strike - Sweeper, Deadly Cut, Spear Assault - Executor, Spatial Distortion, Ophelia's Anger

New Skill**Passive Skill: Electron Missile Transformation****Skill Description**

The Electron Missile attack is enhanced.

Even if it the Mega-Electron Missile is not charged, it is fired at max. size.

Tesla Light Show, Tesla Shock: The range of the swing is increased.

Electric Thunder can also be used while jumping.

The Electron Missile Transformation buff is activated when you use the transformed Electron Missile.

- Transformed electron missiles: Mega-Electron Missile, Tesla Light Show, Tesla Shock: Swing, Electric Thunder

New Skill**Hyper Skill: Code: Arcadia****Skill Description**

- Summons enhanced by connection group together and overwhelm opponents with heavy attacks.

- Requires Eldrit essence.
- - Each time you use a hyper skill, it consumes 1 Eldrit essence.
- - Collect Eldrit essence by right-clicking on an Eldrit Shard (excludes the Unknown Eldrit).

Changed Skill

Special Active: Deadly Cut

Skill Description

You open a dimensional gateway and summon Oberon.

Core activation skill:

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

Changed Skill

Special Active: Celestial Strike - Sweeper

Skill Description

You open a dimensional gateway and summon the fist of the Nasod King. The summoned fist scatters your opponents.

Core activation skill:

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

Changed Skill

Active: Ophelia's Anger

Skill Description

You summon Ophelia and attack the front with an electromagnetic weapon.

Core activation skill:

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

Description

Age

– 18 years old

Details

– 'Let the hunt begin.'

A gunner whose shots hail down upon the enemy with unbelievable speed, crushing them in the process. In a single moment he can fire off a veritable storm of bullets to defeat his foes.

Chung used his countless experiences to permanently increase the speed of the Silver Shooter. He made up his mind to improve the Silver Shooter by making it fire off more shots at once. Using the knowledge he had acquired together with the power of the Eldrit, Chung was able to design the two double barrel Phantom Shooters. Firing off lots of shots with the Phantom Shooters at lightning speed required a lot of endurance and force of will.

But Chung's power and that of the Protection Stone had continuously improved during his journey, and so he had more than enough power to use the Phantom Shooters.

'There's no doubt in this shell any more!'

Due to the way he overwhelms his enemy with lightning speed and then disappears like a ghost, it wasn't long before he was known as the Fatal Phantom... a name that fills his enemies with fear.

Combos

→→XZX

- →→X : (no change)
- →→XZ: (changed) You turn around once and attack the enemy from behind.
- →→XZX : (changed) You shoot 3 shells at your enemy.

→→↑XXZ

- →→↑X : (no change)
- →→↑XX : (changed) You return to where you originally stood once the shell explodes.
- →→↑XXZ : (changed) You fire off 3 energy grenades diagonally downwards.

New Skill**Passive Skill: Phantom Marksman****Skill Description**

When you use the Silver Shooters in combos they become the Phantom Shooters.

Combo hits with the Phantom Shooters leave behind a Phantom Sign.

Combo hits with the cannonball leave behind a Pursuer's Mark.

Opponents marked with a Phantom Sign suffer more Silver Shooter damage.

If you hit opponents marked with Pursuer's Mark with a cannonball, you activate the Prepared Chaser buff.

New Skill**Passive Skill: Deadly Fantasy****Skill Description**

If you have less than 60% HP remaining, you slip into Berserker Mode each time you activate Power Boost. Your magic attack increases in Berserker Mode

Your special active skills ignore part of your opponents' defence when they are marked with Phantom Sign or Pursuer's Mark.

New Skill

Hyper Skill: Azure Finale

Skill Description

- You fire the Silver Shooter multiple times. You hit multiple targets with the magical shells.

- Requires Eldrit essence.
- - Each time you use a hyper skill, it consumes 1 Eldrit essence.
- - Collect Eldrit essence by right-clicking on an Eldrit Shard (excludes the Unknown Eldrit).

Changed Skill**Active: Head Shot****Skill Description**

A well-aimed shot with the Silver Shooter. Can be charged when you hold down the skill button. At max. charge the damage increases by 250%.
30% probability of double damage.

Changed Skill

Special Active: Sharpshooter Syndrome

Skill Description

You fire an aura cannonball: enemies in the effect radius are blasted into each other and you are filled with the Energy of the Master Marksman.

Changed Skill

Special Active: Starburst

Skill Description

Shoots a guided missile. Creates a magnetic field at the explosion site.

If you're hit, you cannot perform a mana break.

The passive influence of endless pursuit has no effect on you.

Consumes cannonballs:

- 3 Cannon Balls

Description

Age

– 22 years old

Details

– 'Hehe. Survival of the fittest rules as it always has.'

A pathfinder to the abyss who summons Death itself. She uses an unending, rampaging energy technique to overwhelm her enemies.

Ara uses cipher energy techniques that significantly improve her fighting abilities so that she won't ever lose to a demon. After some time, Ara realised that she hungered for battles against stronger demons, so she could test her mettle.

'Justice is ultimately defined by the strongest.'

As she looked down on the defeated Demons at her feet, she realised that power is the only true justice in this world. Thus, Ara was reborn as Devi, a Demon slayer, who annihilates her enemies with violent power and zero empathy.

Combos

→→XZ

- →→X : (no change)
- →→XZ: (new) You step forward, thrusting your spear forwards and attacking the enemy.

↑ XX

- ↑ X : (no change)
- ↑ XX : (new) You land on the ground and brandish your spear forwards some distance.

New Skill

Passive Skill: Radiance of Spirit Energy

Skill Description

You can freely control your energy and give your technique new power.

New Skill**Passive Skill: Unleashed Spirit Energy****Skill Description**

The spirit energy that slumbers within you unfolds and your body is regenerated. You're even better at using the spirit energy shells and you receive additional spirit energy for a limited time when you use secret techniques.

New Skill

Hyper Skill: Hellish Inferno

Skill Description

- You summon the flames of Hell to this world and destroy all enemies who set foot upon the earth.

- Requires Eldrit essence.
- - Each time you use a hyper skill, it consumes 1 Eldrit essence.
- - Collect Eldrit essence by right-clicking on an Eldrit Shard (excludes the Unknown Eldrit).

Changed Skill**Active: Chain Hell****Skill Description**

You release spirit energy orbs that then circle you. They form a barrier of orbs that shield your body.

Consumes spirit energy:

- 2 shells

Regenerates spirit energy:

- You can activate another skill prior to the final blow. Regenerates 4 orbs on a successful attack.

Changed Skill

Special Active: Energy Vacuum

Skill Description

You produce a powerful vacuum that keeps your opponents from moving and deals damage to them.

Consumes spirit energy:

- 5 Orbs

Changed Skill

Special Active: Spirit Energy Wave

Skill Description

You send out a large wave of spirit energy.

(Can also be used while jumping.)

Generates spirit energy:

- 1 Orb

Description

Age

– 21 years old

Details

– 'Ahhh. I hate complicated things. I'll just burn everything down!'

An Incarnation of Fire, wreathed in flames. The Lady of the Flame becomes the fire that burns everything to ashes in one single blaze.

As she enters more battles, Elesis' control of the flames increases and she realises she still has a lot of potential.

Its not enough to just let power flow. The vessel must change.

She was worried that she wouldn't be able to control the flames and would turn to ash herself. Elesis realised that she had to defeat all fear and accept the pure power of fire, and thus she decided to open up to her full potential.

'Let's do this!'

She eventually learned a technique where she becomes flame itself, and was reborn as an Incarnation of Fire burning everything on the battlefield to ash.

Combos**ZXXX**

- **Z** : (no change)
- **ZX** : (new) You swing your sword downwards and shoot out flames in front of you.
- **ZXX** : (new) As you strike upwards from underneath you shoot out flames in front of you.
- **ZXXX** : (new) As you swing a huge sword downwards from above you shoot out flames in front of you.

→→↑XXX

- **→→↑XX** : (no change)
- **→→↑XXX** : (new) Flames appear on the ground in front of you, dealing damage to your enemies.

New Skill**Passive Skill: Inner Flame****Skill Description**

If you attack an opponent with a debuff, your speed and attack power increase. If you suffer fire damage and your HP is low, your HP regenerates based on the fire damage.

Fighting Spirit of Flames

Your movement speed/attack speed/attack power increase when you attack opponents suffering from Burn, Stigma of Fire, Hungry Flames or High Heat.
(Cooldown: 2 sec.)

Lord of Flames

If your HP is below a certain value and you suffer a Burn, you take no damage. Instead you regenerate HP based on the amount of damage.

New Skill**Passive Skill: Hell Fire****Skill Description**

Increases stats depending on the number of Incarnation of Fire debuffs you've absorbed. If an opponent suffers a fire debuff, there's a certain chance that this will be transferred to other enemies.

Flame absorption

- Critical hit/devastation increase when you absorb flames, Burn or Inextinguishable Fire with the Incarnation of Fire skill.

Flame transfer

- If an opponent is hit with the Fire debuff, the debuff is also passed on to opponents in a 4 metre radius.

New Skill

Hyper Skill: Cinder Bomb

Skill Description

- You generate a flame that is capable of burning everything.

- Requires Eldrit essence.
- - Each time you use a hyper skill, it consumes 1 Eldrit essence.
- - Collect Eldrit essence by right-clicking on an Eldrit Shard (excludes the Unknown Eldrit).

Changed Skill**Special Active: Infernal Blade****Skill Description**

You create a sword of fire and strike with three powerful blows. Afterwards you can attack with the fiery sword, ignoring your enemy's defences for a while based on your fire attribute stat.

Hits with the Fiery Sword unleash Inextinguishable Fire at max. stack.

(Even if you have not learned the passive effect for Inextinguishable Fire.)

Obliteration skill

- Aura of Obliteration is consumed and you gain 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: Eternal Fire****Skill Description**

You discharge flame energy around you, causing multiple explosions. Flames encircle you for another 10 sec. after the explosion and burn enemies that get too close to you.

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: Blazing Wing****Skill Description**

You fire multiple exploding fireballs at the opponent closest to you, that then pursue them.

Obliteration skill

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

Description

Age

– 21 years old

Details

– 'If there's no such thing as a perfect world, I'll just have to make one myself... hehehe.'

A mad scientist who created his own ultimate world of imagination Uses the erratic Dynamo Transition system to control the battlefield.

As Add recommences his research into time travel into the past, he discovers a fatal flaw in his theory. Even if he were able to travel back in time, he would not be in complete temporal alignment with his earlier self. Even if he did clean up all the mistakes in the time-continuum, it wouldn't change the fact that his current self no longer corresponds to his past self.

Wasn't the real mistake to feel connected to that destroyed past at all? If only he could create the perfect world with his own hands...

'Haha... I will create it... the perfect world!!'

In order to create a new and perfect world with his own hands, and after tireless research, Add constructed his own virtual reality where he is the Emperor.

Combos

→→↑ **ZXX - ZZXX**

- →→↑ **ZX - ZZX** : (no change)
- →→↑ **ZXX - ZZXX** : (new) You fire once more during your previous ZX Sprint Jump (3 projectiles).

→→↑ **XZZZ**

- →→↑ **XZZ** : (no change)
- →→↑ **XZZZ** : (new) After the X Sprint Jump, subsequent Z shots are increased to a maximum of 3 and the final shot can be guided.

New Skill

Passive Skill: Energy Flood

Skill Description

You can effectively control the flow of energy.

If you don't have any Dynamo Transition points, your DP regeneration increases. If you have one or more Dynamo Transition points, DP consumption drops based on the amount you have.

The execution speed of Install skills increases.

New Skill**Passive Skill: Control Tower****Skill Description**

The transformation of the dynamo control system enables more effective combat.

Consumption of transition points by some special active skills reduces the cooldown of skills registered in the skill slot. (excludes hyper and partner skills)

The movement pattern of some skills is enhanced.

Accelerated movement

- Each consumed DT reduces the cooldown of the skill in the skill slot by 1 sec.
- Applies for the skills: Panzer Buster, Phantom Seeker, Install - Ultimate Fury, Install - Starfall, Install - Charged Impulser, Force Field, Extreme Pursuer

New Skill**Hyper Skill: Distortion Zone****Skill Description**

- You activate a special dynamo computer system and construct a special area. All of your opponents' speeds are greatly reduced in this area and the Emperor takes additional damage.

- Requires Eldrit essence.
- - Each time you use a hyper skill, it consumes 1 Eldrit essence.
- - Collect Eldrit essence by right-clicking on an Eldrit Shard (excludes the Unknown Eldrit).

Changed Skill

Special Active: Panzer Buster

Skill Description

You fire a heavy particle shock grenade that allows you to shoot multiple rounds.

DP Consumption:

- Only consumes 20% Dynamo Points in Dynamo Mode.

Consumes Dynamo Transition:

- -1 to -3 DT
 - Per DT used: +5% damage.
- (Can also be used without DT.)

Changed Skill

Special Active: Power field

Skill Description

You copy a prism field and install special gravitational fields around you.

Different stats increase within the magnetic field. MP consumption as well as cooldown sink when you use Dynamo Configuration. DP consumption drops in Install skill mode.

Generates Dynamo Points:

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

Consumes Dynamo Transition:

- The duration is increased by 100% each time you consume a Dynamo Transition point.
(Can also be used without DT.)

Changed Skill**Special Active: Install - Starfall****Skill Description**

Dynamo Factory: Starfall

Choose a location to create a Starfall drone which bombards the chosen area.

You have K.O. protection while targeting.

DP Consumption:

- Only consumes 20% Dynamo Points in Dynamo Mode.

Dynamo Factory

- Activate Dynamo Factory: 30 DP
- Mode switched to Starfall
- Starfall will be activated
- If another mode is already active, the mode will switch and you will receive 1 Dynamo Transition Point.
- Starfall costs 200 MP.
- Duration: 30 sec.

Consumes Dynamo Transition:

- -1 to -3 DT
 - Per DT used: +5% damage.
- (Can also be used without DT.)

Description

Name of each character

– Lu: Ishtar / Ciel: Chevalier

Age

– Lu: unknown / Ciel: 29 years old

Details

– Lu: 'Hehehe... Kneel! I am the true heir to the throne!'

– Ciel: 'I will be your shadow. The strongest shield for your spear...'

As spear and shield, who protect one another, they have exceeded their old power and now reign over the abyss. They use evil spirits of the abyss and ancient weapons to subdue their foes.

Lu rediscovered part of the power she had lost now that Ciel was actively supporting her. However, Ciel was still worried about how strong their enemies were getting.

The contract only allowed half the power to be transferred. If only they could unite this power... When Ciel spoke his thoughts aloud, Lu offered him a solution:

the ancient Demon Weapon 'Sefirot Phantasma'. With the help of a special Demon spear, which absorbs the user's power, Lu and Ciel were able to unite their souls for a short time. As both two and one at the same time, they gave their entire strength to try and take back the throne.

Combos

ZZX (Lu)

- ZZ : (no change)
- ZZX : (new) After switching, you hurl your enemy into the air with a hook.

ZZX (Ciel)

- ZZ : (no change)
- ZZX : (new) After switching, you hurl your enemy into the air with a hook.

New Skill

Passive Skill: Innocent Duet

Skill Description

If the first hit of a switch skill is successful, all skill cooldowns are reduced.

Speed is immediately greatly increased for a combination skill.

New Skill

Passive Skill: Bond - Duet

Skill Description

Improves the effect of Innocent depending on the number of souls gathered.

New Skill

Hyper Skill: Sefirot Phantasma

Skill Description

- Summon the Demon Weapon 'Sephiroth'. Lu will develop into an ultimate beauty with Ciel's noble heart.

- Requires Eldrit essence.
- - Each time you use a hyper skill, it consumes 1 Eldrit essence.
- - Collect Eldrit essence by right-clicking on an Eldrit Shard (excludes the Unknown Eldrit).

Changed Skill

Active: Shadows

Skill Description

You leave your shadow behind and stride forwards.

Shadow

- Enemies that run through the shadows suffer reductions to their magic attack and magic defence.

Changed Skill

Special Active: Magdonic Cannon

Skill Description

You shoot out giant soul bombs. The explosions deal out massive damage to your nearby enemies. The souls follow your enemies. (Can also be used while jumping.)

Switch Skill (Ciel)

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

Changed Skill

Special Active: Eschaton

Skill Description

You open a dimension tear into the Demon world, releasing a horde of evil spirits. (Can also be used while jumping.) If you are hit by the horde, a Demon cry rings out.

The size increases based on how many 'Gathered Souls' you have.

Combination Skill

- Only possible when at full combination points.

Description

Age

– 24 years old

Details

– 'Shall I make you a head shorter? Or would you rather have a second bellybutton? Hehehe...'

A blood-soaked vagabond, who has relentlessly devoted herself to butchery. She pins her enemies with the Chain Revolver so she can land the killing blow.

Rose was exposed to Eldrit energy that had been bolstered by the restoration of El. In the same way, the power of the Dark Eldrit was increasing within her. The Dark Eldrit, created to destroy Elios, is full of hatred and other negative emotions. Already unstable because of her insecurity and remorse, she was eventually consumed by the Demon energy of the Dark Eldrit.

'Please, die for the princess.'

The only thing that Rose held on to, the boundaries of which lie between good and evil, is her obsession with the Princess. Bloody footprints are the only hint of her enemies that she leaves behind on her journey.

Combos**→→XZZ (combo)**

- →→X : (no change)
- →→XZ: (new) You attack your enemy with an upwards strike from below with the chain blade.
- →→XZZ(combo) : (new) You execute a combo in which you swing the chain blade in the shape of an X. (K.O. protection)

→→↑XZX - XXX

- →→↑X : (no change)
- →→↑XZ : (new) A 360° attack with the chain blade while you fall diagonally downwards.
- →→↑XZX - XXX : (new) You shoot in front of you with the revolver. (Infinite revolver shots with X combos.)

New Skill

Passive Skill: Target Extinction

Skill Description

You destroy all opponents before your eyes with even more effective and deadly attacks.

Chain Skill

- Chain Prison, Bloody Carnival, Deadly Anchor, Blood Thorn, Bloody Chain, Dancing Hunt, Punishment, Chain Viper

New Skill

Passive Skill: Target Acquisition

Skill Description

You search for opponents in your surroundings with the eyes of an eagle.

New Skill

Hyper Skill: Chain of Destruction

Skill Description

- You throw out chains that bind together all nearby enemies. After crushing them multiple times, all enemies are destroyed.

- Requires Eldrit essence.
- - Each time you use a hyper skill, it consumes 1 Eldrit essence.
- - Collect Eldrit essence by right-clicking on an Eldrit Shard (excludes the Unknown Eldrit).

Changed Skill**Active: Western Fire****Skill Description**

You somersault at lightning fast speeds and fire at nearby enemies.

Western Fire

- Pierces all opponents. 33% probability of bleeding.
- K.O. value: -30

Weapon Switch

- Switches to the Revolver

Consumes ECP

- Consumes ECP instead of MP.
- This skill cannot be used when Overstrike is activated.

Changed Skill

Special Active: Pistol Dance

Skill Description

You shoot your revolver wildly in all directions.

Alert Marksman

- If you press Z or X during execution, you become invulnerable and stun the opponent for 3 sec. All ECP is consumed in the process.

Chain Revolver/Chain Blade

- Each hit has the probability to apply Bleeding from [Revolver Master].

Weapon Switch

- Switches to the Revolver

Overstrike

- Overstrike increases the damage of the skill.

Changed Skill**Special Active: Bloody Carnival****Skill Description**

You rotate your chain blade and chain revolver.

Dance of the Blades

- Press the skill key multiple times to perform additional attacks (max. 5 times, 10 MP per hit).

Chain Revolver/Chain Blade

- Each hit has the probability to apply Bleeding from [Revolver Master].

Overstrike

- Overstrike increases the damage of the skill.

Description

Age

- Appears to be 21 years old

Details

- 'I will keep accompanying you from now on.'

A conductor of emotions who develops at the same pace as the people around him. He uses his Oath to protect allies and overwhelm opponents.

The Eldrit Seekers' companions have mastered their tests and have escaped EL's Corridor.

Their iron will surprises Ain, because it surpasses his expectations, and he is proud to stand side by side with such brave people.

From now on he considers himself Human, with his own emotions, and takes his destiny into his own hands. He wants his will to be that strong, so the feelings inside of him haven't awoken in vain, and he can keep up with these people.

'My will shall accompany you to the last.'

His existence is evidence of the bond between people and the gods, and thus, he continues his journey with the Eldrit Seekers.

Combos

→→ZXX

- →→ZX : (no change)
- →→ZXX : (changed) You fire a piercing shot in front of you. (Mana Burn)

→→XZ - XXXZ

- →↑X - XXX : (no change)
- →↑XZ - XXXZ : (new) While you're in the air you attack in a circle around yourself.

New Skill**Passive Skill: Positive Influence****Skill Description**

A portion of the consumed Noble Oath effect is applied to you and your allies. On activation of Power: Rotation Magic, your allies' stats are also increased.

Noble Oath Revelation

- Noble Oath: Animus - Attack power increases
- Noble Oath: Purus - MP gain on hit/damage increases
- Noble Oath: Voluntas - All speeds increase

New Skill**Passive Skill: Concordia****Skill Description**

Freshly bloomed feelings bring everything into harmony. The duration of certain debuffs drops if the Power of the Gods is level 3, and the effect increases if you have consumed Oath.

Harmony

- The duration of the following conditions drops: stun, panic, confusion, fear, suppression, weakness, ageing and curse.
- Oath: Animus - Double damage.
- Oath: Purus - Probability of immediate HP/MP regeneration is doubled.
- Oath: Voluntas - Range increases by 20%.

New Skill

Hyper Skill: Finalis

Skill Description

- Fully bloomed feelings radiate spraying Noble Oaths for a shimmering finish.

- Requires Eldrit essence.
- - Each time you use a hyper skill, it consumes 1 Eldrit essence.
- - Collect Eldrit essence by right-clicking on an Eldrit Shard (excludes the Unknown Eldrit).

Changed Skill

Special Active: Tempestas Valēre

Skill Description

You produce a powerful wave. (Can only be used while jumping.)

Tempestas Valēre

- If the target is hit by Spinning Wave: Explosion then they are stunned for 3 seconds and receive the max. stack of Elkaim.

Oath: Spin

- Consumes 1 Oath.
- The consumed Oath takes effect.
- Can also be used without Oath.

Changed Skill**Special Active: Mollis Lucere****Skill Description**

You condense the magic and shoot off an Eldrit Shell. The fired shells circle your body and attack nearby opponents. It then resonates with the Eldrit in the atmosphere and explodes.

Oath: Spin

- Consumes 1 Oath.
- The consumed Oath takes effect.
- Can also be used without Oath.

Changed Skill**Special Active: Turbo****Skill Description**

Summons an atmospheric maelstrom on the ground.

Turbo

- MP regeneration on damage/hits from allies within the maelstrom increases by 30%, and the cooldown of all skills is reduced by 50%.
- Any opponents in the maelstrom suffer continuous damage without immobility and are affected by the Bleeding debuff.

Oath: Spin

- Consumes 1 Oath.
- The consumed Oath takes effect.
- Can also be used without Oath.