

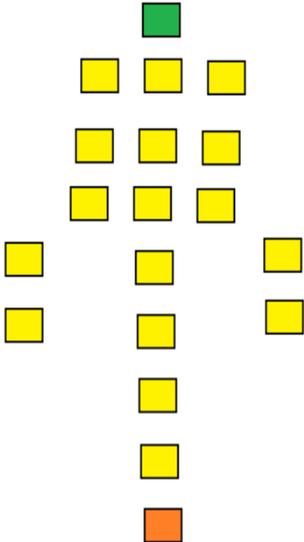
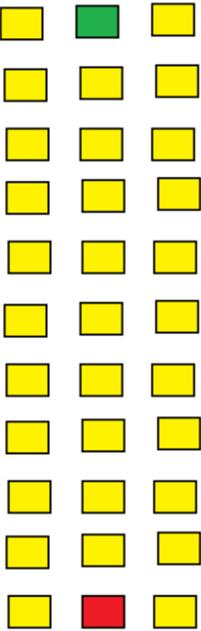
Ranger

Let's start with the Ranger! As some of you may be aware, Hawk Eye is one of the strongest buffs in the game, therefore we have chosen to reduce the effectiveness of this effect.

To provide you with some context: In the previous version there was a 5% damage increase per cell (starting at 2 cells/10% damage), after the adjustment this is now 3% per cell (starting at 1 cell/3% damage).

To compensate for the changes to the Hawk Eye and Headshot ability, some skills that were not used much before have been adjusted to make them more useful again. In addition, as in many balance changes before, the buff Fast has been adjusted to make it more reliable, if a little weaker.

- Skills

Name	Previous effect	Changed effect
 Head Shot	Critical chance is increased by 50%	Critical chance is increased by 25%
 Arrow Triple	Attack Range: 8 cells 	Attack Range: 11 cells Added: Chance of inflicting critical hits is increased by 50% 
 Range Boost	Attack Range: 14 cells	Attack Range: 16 cells
 Covering Fire	There is a 15% chance of causing [Dismount]. (to target)	Added : There's a 100% chance of pushing your opponent back 4 fields (only in PvP) 80% chance to cause Slowed

		Removed : There is a 15% chance of causing [Dismount]. (to target)
 Thunderstorm	There is a 30% chance of causing "Freeze"	There is a 50% chance of causing "Freeze"

- Buffs / Debuffs

Name	Previous effect	Changed effect
 Hawk Eye	Ranged attack power increases with the distance to the enemy	Increases damage by 3% proportional to distance.
 Rapid	There is a 10% chance that damage from all attacks is reduced by 90%	Damage is decreased by 10%



Dark Gunner

Let's move on to the Dark Gunner. It's no secret that he is one of the strongest SPs in PvP and PvE. To counteract this a little, we have decided to remove the additional crit damage from his buff. He still has his above-average crit chance, but he doesn't get quite as much damage as before. To compensate for this, the use of the rest of his kit has been made more convenient, for example by adjusting the cooldowns of almost all of his skills. Another special feature of the Dark Gunner is that he can remove buffs from his opponents. In its current form, this is far too strong, as there is no counterplay against it. Therefore, we have changed the effects so that they only unfold their full effect towards the end of their respective buffs.

- Skills

Name	Previous effect	Changed effect
 Magic Blitz	Cooldown: 23s There is a 15% chance that buffs below Lvl. 3 will be removed	Cooldown: 15s There is a 20% chance of causing [Magic Gunshot Wound]
 Ghost Guard	Cooldown: 300s	Cooldown: 60s Added : Not affected by cooldown reduction
 Curse Blitz	Cooldown: 34s There is a 20% chance that buffs below Lvl. 3 will be removed.	Cooldown: 24s There is a 25% chance of causing [Magic Gunshot Wound]
 Dark Force	Cooldown: 300s	Cooldown: 60s

 Possession	Attack range: 7 cells	Attack range: 10 cells
 Ghost Recharge	Cooldown: 35s Attack range: 7 cells Ranged Attack is increased by 1500 60% chance to cause Darkness of Doom There is a 20% chance that buffs below Lvl. 3 will be removed	Cooldown: 25s Attack range: 12 cells Ranged Attack is increased by 1100 70% chance to cause Darkness of Doom There is a 25% chance of causing [Magic Gunshot Wound]
 Evil Potion	Attack Range: 6 cells Cooldown: 90s	Attack Range: 10 cells Cooldown: 60s
 Requiem	Cooldown: 100s	Cooldown: 40s
 Ghost Invasion	Cooldown: 160s	Cooldown: 100s Added : No penalty for ranged attacks at closed range

- Buffs / Debuffs

Name	Previous effect	Changed effect
 Hand of Death	Magic damage is increased by 50%.	Added: Damage from all attacks is increased by 15% Removed: Magic damage is increased by 50%.
 Ghost Guard	Movement speed is decreased by 4.	Removed : Increases damage from critical hits by 50% Added : Hit rate of all attacks is increased by (Player Level *1) Movement speed is decreased by 3.
 Dark Force		Removed : Hit rate of all attacks is increased by 20
 Possession	Duration: 25s Movement speed is decreased by 3. Hit rate of all attacks is decreased by 20	Duration: 12s Removed : Movement speed is decreased by 3. Hit rate of all attacks is decreased by 20 Added : Every 2 seconds: Movement speed is reduced by 1 (up to -6) Hit rate of all attacks is decreased by Player level*2

		After 8 seconds : No attack possible.
 Evil Potion	There is an 80% chance that buffs below Lv. 4 will be removed	Side Effect: after 19.8 seconds: There is a 100% chance that buffs below Lv. 4 will be removed
 Requiem		Added : Defence is decreased by 30%
 Magic Gunshot Wound	Duration: 3s	Negative effect (Level 4) Duration: 5s Side Effect: after 4.8 seconds: There is a 100% chance that positive buffs below level 3 will be removed



Death Reaper

The Death Reaper... one of our first attempts at balancing, ever. While our previous changes already moved him in a very good direction, it unfortunately wasn't enough to meet our expectations. Therefore, in addition to a few small QoL changes, we also touched the main elements of the Death Reaper. These should help him to more reliably deal out the overwhelming damage he is entitled to after successfully executing his main combo.

- Skills

Name	Previous effect	Changed effect
 Slasher	Cooldown: 6s There is a 15% chance of causing "Wound in a Sensitive Spot"	Cooldown: 12s There is a 30% chance of causing "Wound in a Sensitive Spot"
 Death Approaches	Cooldown: 12s	Cooldown: 18s
 Soul Bash	Attack Range: 2 cells Push your opponents back 2 fields.	Attack Range: 5 cells There is a 100% chance to push opponents back 2 fields (only in PvP)
 Infinite Armour	Target: Around Friends in 4 cells	Target: Itself
 Spirit Catcher	There is a 70% chance of causing Spirit Absorption	There is a 80% chance of causing Spirit Absorption

 Time Twister	Cool Down: 90s	Cool Down: 20s Add Effect: The Cooldown of this skill cannot be reduced
 Spirit Splitter		Added : There is a 100% chance that the attack hits

- Buffs / Debuffs

Name	Previous effect	Changed effect
 Spirit Absorption	Every 2 seconds: MP is reduced by X (Player Level*3).	Every 2 seconds: Restores X (Player Level*3) MP.
 Mark of Death	Debuff (Level 3) Movement speed is reduced by 1 Damage by Sprit Splitter x 3	Debuff (Level 5) Movement speed is reduced by 3 Added: There is a 100% chance for "Spirit Splitter" to land a critical hit Damage by Sprit Splitter x 1.5
 Spiritual Release	Reduces skill cooldown by 10% Shadow element is increased by 10	Reduces skill cooldown by 20% Shadow element is increased by player level*2
 Strong Spiritual Release	Shadow element is increased by 20	Shadow element is increased by player level*4
 Infinite Armour	Duration: 60s The effect ends if you take damage from enemies All defence powers are increased by X (Player Level *3)	Duration: 180s Removed : The effect ends if you take damage from enemies All defence powers are increased by X (Player Level *3) Added : Damage is reduced by 15%
 Weak Mark of Death	Movement speed is reduced by 1 Damage by Sprit Splitter x 3	Movement speed is reduced by 2 Added : There is a 100% chance for "Spirit Splitter" to land a critical hit

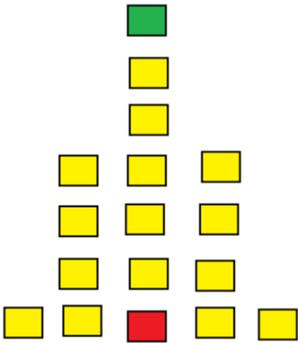
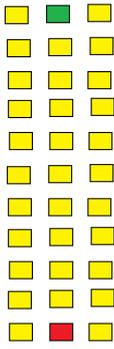
		Damage by Sprit Splitter x 1.5
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Destroyer

Oh boy... the Destroyer. Even though we last touched it less than a year ago, it did not meet our expectations either. Therefore, we have decided to adjust him once again. With these changes, one of its greatest strengths should be its support in raids. However, in order to bring it closer to its big brother, the Fire Cannoneer, a few other improvements have also been made.

- Skills

Name	Previous effect	Changed effect
 Lucky Wideshot	Attack Range: 6 cells 	Attack Range: 11 cells 
 Bomber	Casting time: 1s	Casting time: 0.5s
 Poison Gas Shell	Cooldown: 60s Attack Range: 6 cells	Cooldown: 35s Attack Range: 8 cells
 Boom Shot	Target: Around Enemy in 1 cell	Target: Around Enemy in 3 cells
 Fire Mine	Cooldown: 60s	Cooldown: 30s
 Hell Drop	Cooldown: 120s	Cooldown: 90s

 Landmine Explosion	Target: Around enemy in 4 cell	Target: Around enemy in 7 cell Added : There is a 100% chance of causing [Weakness by Explosion] There is a 100% chance of causing "Shock"
 Bomb Explosion 2		Added: There is a 50% chance of causing "Burn"

- Buffs / Debuffs

Name	Previous effect	Changed effect
 Miracle Cure		Added : Chance of inflicting critical hits is increased by 10%
 Weakness by Explosion		Negative effect (Level 5) Duration: 15s Reduces all elemental resistance by 8.



Demon Hunter

In addition to the announced 4 specialists, we have also made some other adjustments. Some of them concern the demon hunter. The Demon Hunter is one of the most versatile and strongest SPs, and we want to keep it that way. However, it was enormously strong, especially in PvP, because it could massively reduce the damage received (especially in combination with other effects). This damage reduction has been halved. In return, he will receive small improvements to the rest of his equipment, which should make him even more enjoyable to play in many situations.

- Skills

Name	Previous effect	Changed effect
 Devil Shot	There's a 1% chance of causing "Gunshot Wound"	There's a 5% chance of causing "Gunshot Wound"
	There's a 1% chance of causing "Gunshot Wound"	There's a 10% chance of causing "Gunshot Wound"

Bullet Storm		
 Throwing Blade	There's a 1% chance of causing "Gunshot Wound" Cooldown: 15s	There's a 15% chance of causing "Gunshot Wound" Cooldown: 20s
 Berserk Spirit	Cooldown: 300s	Cooldown: 60s
 Vengeful Spirit Pendulum 1	Attack Range: 3	Attack Range: 5 fields
 Vengeful Spirit Pendulum 2	Attack Range: 3	Attack Range: 5 fields
 Vengeful Spirit Pendulum 3	Attack Range: 3 There is a 60% chance of pushing your opponent back 4 fields	Attack Range: 5 fields There's a 60% chance of pushing your opponent back 4 fields (only in PvP)
 Moon Shadow Pendulum	Cooldown: 28s	Cooldown: 0.3s

- Buffs / Debuffs

Name	Previous effect	Changed effect
 Vengeful Spirit Pendulum	All defence powers are increased by X (Player Level*3) Damage is decreased by 40% Dodge is increased by X (Player Level *4)	All defence powers are increased by X (Player Level*2) Damage is decreased by 20% Dodge is increased by X (Player Level *2)



Tide Lord

The next Specialist is the Tide Lord. Although he has definitely found more use after his recent changes, he has still been overshadowed by other SPs in most areas. These changes aim to give him more frequent opportunities to impair his opponents and to give him a purpose in raids. Also, the change to the lightning combo is to make him more in unison with the other Specialists of the 6th generation.

- Skills

Name	Previous effect	Changed effect
 Typhoon	There is a 10% chance of causing "Small Waterfall."	There is a 30% chance of causing "Small Waterfall."
 The Large Trident	There is a 20% chance of causing "Small Electric Shock."	There is a 40% chance of causing "Small Electric Shock."
 Ocean's Blessing	Cool Down: 300s	Cool Down: 60s
 Lightning Strike	-Cooldown: 30s	-Cooldown: 25s
 Feeding Time	Cool Down: 45s Target: Around Enemy in 2 cells There is a 20% chance of causing "Waterfall"	Cool Down: 35s Target: Around Enemy in 3 cells There is a 60% chance of causing "Waterfall"
 Tsunami	Cool Down: 50s Push your opponents back by 2 cells.	Cool Down: 30s There's a 100% chance of pushing your opponent back 2 fields (only in PvP)
 Head's Up, Blue Whale!	Cool Down: 165s	Cool Down: 90s
 Double Lightning	Cooldown: 70s	Cooldown: 0.3s
 Lightning Storm	Cooldown: 120s	Cooldown: 0.3s

- Buffs / Debuffs

Name	Previous effect	Changed effect
 Small Waterfall	Duration: 2s	Duration: 5s Added: Water resistance is reduced by 5
 Waterfall	Duration: 3s Movement Speed is decreased by 5	Duration: 8s Movement Speed is decreased by 3

Waterfall	Water resistance is reduced by 5	Water resistance is reduced by 10
 Large Waterfall	Magic Debuff Level 4 Movement speed is decreased by 2 Duration: 12s	Magic Debuff Level 5 Movement Speed is decreased by 3 Duration: 10s



Battle Monk

Let's move on to the next SP from the same generation as the Tide Lord. Here too, the cooldowns of the combo skills have been reduced to give the Specialist a more fluid play style. The Battle Monk's buffs have also been adjusted to be more in line with the traits they are supposed to represent. We hope that this will allow all 3 buffs to be used equally.

- Skills

Name	Previous effect	Changed effect
 Meditation	Switching time to next effect : 5s Sequence of its effects : Spirit of Enlightenment > Spirit of Temperance > Spirit of Strength	Switching time to next effect : 3s Sequence of its effects : Spirit of Strength > Spirit of Enlightenment > Spirit of Temperance
 Spiral Spear	Cool Down: 50s	Cool Down: 25s Removed: Chance of inflicting critical hits is increased by 15%
 Buddha's Words	There is a 100% probability to remove bad effects of level 3 and lower	There is a 100% probability to remove bad effects of level 4 and lower
 Dragon Harpoon	- Cooldown: 20s There is a 50% chance of causing "Dragon Spear"	- Cooldown: 0.3s Removed: There is a 50% chance of causing "Dragon Spear"
 Dragon Spear	Chance of inflicting critical hits is increased by X (Player Level/2) %. Push your opponent back 3 cells. Cooldown: 50s	Chance of inflicting critical hits is increased by X (Player Level/4) %. There's a 100% chance of pushing your opponent back 3 fields (only in PvP) - Cooldown: 0.3s

- Buffs / Debuffs

Name	Previous effect	Changed effect
	Buff (Level 1) Hit rate of melee attack is increased by X(Player	Buff (Level 2) Hit rate of melee attack is increased by X(Player

Spirit of Enlightenment	Level*2) Reduces damage received in PvP by X (Player Level/10)%. Increases PvP attack power by X (Player Level /10)%.	Level*3) Reduces damage received by X (Player Level/13)%. All attack power is increased by X (Player Level /13)%. On attack, there is a 20% chance of inflicting " Slowed" Removed : "A shadowy figure appears."
 Spirit of Temperance	Buff (Level 2) Damage from critical hits is reduced by 60% Reduces damage received in PvP by X (Player Level/6)%.	Buff (Level 3) Damage from critical hits is reduced by 40% Reduces damage received by X (Player Level/9)%.
 Spirit of Strength	Buff (Level 3) Increases PvP attack power by X (Player Level /5)%. Hit rate of melee attack is increased by X(Player Level*4) Water element is increased by (Player Level/8).	Buff (Level 1) All attack power is increased by X (Player Level /6)%. Hit rate of melee attack is increased by X(Player level*2) Added: Water element is increased by (Player Level *4). Removed: Melee attack is increased by 75 Water element is increased by (Player Level/8).



Wild Keeper

The Wild Keeper is the last SP to get major changes with this update. Although the Wild Keeper is by no means weak, we thought it would be useful to raise the attack range to the level of other SPs, as it is still an archer SP after all. In general, many changes are aimed at making the Wild Keeper more enjoyable to play. However, since he also has one of the strongest debuffs in the game, granting these changes on top would make him far too strong. So, we've decided to reduce them slightly while giving him more raid utility on top.

- Skills

Name	Previous effect	Changed effect
 Boomerang	Attack Range: 6 cells	Attack Range: 10 cells

Blast		
 Snake Rush	Attack Range: 6 cells	Attack Range: 10 cells
 Boomerang Blast	Attack Range: 6 cells - There is a chance of causing 30% "Heavy Bleeding"	Attack Range: 10 cells - There is a chance of causing 30% "Fatal Bleeding"
 Eagle Spirit	Cooldown: 180s	Cooldown: 60s
 Elemental Shining	Target: Around Friends in 2 cells	Target: Around Friends in 4 cells
 Boomerang Throw		Added : No penalty for ranged attacks at closed range
 Wolf Spirit	Cooldown: 300s	Cooldown: 120s
 Elemental Leech		Added: There is a 100% chance of causing [Elemental Curse]
 Ivy		Added : No penalty for ranged attacks at closed range
 Bear Spirit	Cooldown: 300s	Cooldown: 120s
 Forest Power	Attack Range: 6 cells	Attack Range: 10 cells

- Buffs / Debuffs

Name	Previous effect	Changed effect
 Eagle Spirit	- Hit Rate of all attacks is increased by 30	Add Effect: Hit Rate of all attacks is increased by X (Player Level *1) Removed: Hit Rate of all attacks is increased by 30
 Elemental Shining	-Light Resistance is increased by 30	Removed: Light Resistance is increased by 30 Added : Fairy damage is increased by 5

		All resistances are increased by 5
 Elemental Leech	All elemental resistance is decreased by 40 Receives a critical hit with the chance of 70%	All elemental resistance is decreased by 25 The chance of receiving a critical hit is increased by 30%
 Elemental Curse		Negative Effect (Level 5) Duration: 15s All elemental resistance is decreased by 5 Defence level is decreased by 1 The chance of receiving a critical hit is increased by 15%

A small heads-up for the following SPs: These are not full-fledged balance changes. Most of these SPs deserve their own balance patch, which would require further, in-depth changes. Therefore, for now, they only get a few adjustments to remove cumbersome mechanics while making the SPs more fun to play.



Crusader

With the last update, the buff "Holy Breath" was revamped, which made it a bit too strong in 1v1 situations. With the introduction of the new Elemental Curse of the Wild Keeper, we have decided to weaken this buff a little. Once the Crusader receives a full rework, this debuff could be adjusted again. In addition, we included smaller Quality of Life changes for the Crusader.

- Skills

Name	Previous effect	Changed effect
 Triple Bolt	Attack Range: 7 cells	Attack Range: 11 cells
 Prayer of Offence	Cooldown: 180s	Cooldown: 60s
 Prayer of Defence	Cooldown: 180s	Cooldown: 60s

- Buffs / Debuffs

Name	Previous effect	Changed effect
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 Holy Breath	Defence level is decreased by 2	Defence level is decreased by 1
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Ice Mage

After all these years... the Ice Mage finally has a mana shield! Many of you have wanted this for a long time and with this patch it just made sense for us to introduce it. Since the ice mage's kit is already quite strong, we have applied a lower mana shield value for now until we can see how it impacts the Ice Mage's performance overall. If this is not enough, it is quite possible that he will receive further adjustments in the future, e.g. a cooldown reduction of some of his attack skills.

- Skills

Name	Previous effect	Changed effect
 Frozen Shield		The cooldown of this skill cannot be reduced There is a 100% chance of causing "Frozen Mana Shield"
 Blizzard	Cooldown: 180s	Cooldown: 120s

- Buffs / Debuffs

Name	Previous effect	Changed effect
 Frozen Shield	- Duration: 3s	- Duration: 2.5s - Add Effect: Side effect after 0.1s: Up to level 4 there is a 100% chance of never getting a bad effect
 Frozen Mana Shield		Buff (Level 5) Duration: 180s Damage is decreased by 20% Heal 20% of inflicted damage by reducing MP Movement Speed is increased by 2



Arch Mage

Even though these changes will make the Archmage even stronger than he was before, we think these changes make a lot of sense and that they will make playing the SP much more enjoyable. We currently anticipate that he will receive slight nerfs in the future, alongside a rework to his Fast Lane skill.

- Skills

Name	Previous effect	Changed effect
 Sacred Mist	There is a 100% chance of causing "Run Away!"	Removed : There is a 100% chance of causing "Run Away!" (
 Meteor Storm	Attack Range: Itself Target: Select One Cooldown: 300s	Attack Range: 12 Cell (free target) Target: Around Target Area in 5 cells Cooldown: 90s
 Illumination	Cooldown: 600s	Cooldown: 150s Cooldown can't be reduced



Berserker

Even though the Berserker was only touched with the last update, it very quickly became apparent that it was much stronger than we intended. While he deals a lot of damage now, he's also able to sustain a lot of it, which was not the vision for the Berserker. With this change, we aim to emphasize his clear weakness, which should therefore justify his high damage output.

-Buff

Name	Previous effect	Changed effect
 Berserker	- Damage taken from all attacks is increased by 10%	- Damage taken from all attacks is increased by 20%

Other Changes

Buff

Name	Previous effect	Changed effect
 Cut	- Reduces remaining MP by 70%	- Reduces remaining MP by 50%