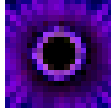
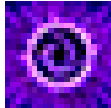
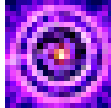
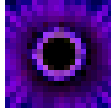
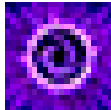
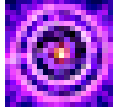
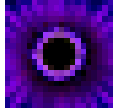
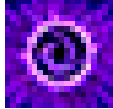
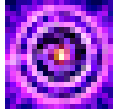
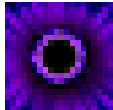
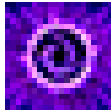
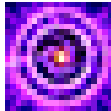


Bufs

Buff Name	Current Stats
 Lesser Dimensional Synchronisation	Duration: 60 seconds (Level 8) Magic Buff Normal Effects -> When you use an attack skill, there is a 5% chance that a hero will be summoned to attack your target and deal an extra 10% of the damage you have already inflicted.
 Normal Dimensional Synchronisation	Duration: 40 seconds (Level 9) Magic Buff Normal Effects -> When you use an attack skill, there is a 10% chance that a hero will be summoned to attack your target and deal an extra 20% of the damage you have already inflicted.
 High Dimensional Synchronisation	Duration: 15 seconds (Level 10) Magic Buff Normal Effects -> When you use an attack skill, there is a 20% chance that a hero will be summoned to attack your target and deal an extra 30% of the damage you have already inflicted. -> The attack range is increased by 2. -> The final damage from critical hits is increased by 10%.
 Lesser Dimensional Synchronisation	Duration: 60 seconds (Level 8) Magic Buff Normal Effects -> When you use an attack skill, there is a 5% chance that a hero will be summoned to attack your target and deal an extra 10% of the damage you have already inflicted.
 Normal Dimensional Synchronisation	Duration: 40 seconds (Level 9) Magic Buff Normal Effects -> When you use an attack skill, there is a 10% chance that a hero will be summoned to attack your target and deal an extra 20% of

	the damage you have already inflicted.
 High Dimensional Synchronisation	Duration: 15 seconds (Level 10) Magic Buff Normal Effects -> When you use an attack skill, there is a 20% chance that a hero will be summoned to attack your target and deal an extra 30% of the damage you have already inflicted. -> The final damage from critical hits is increased by 10%. -> Movement speed is increased by 1.
 Lesser Dimensional Synchronisation	Duration: 60 seconds (Level 8) Magic Buff Normal Effects -> When you use an attack skill, there is a 5% chance that a hero will be summoned to attack your target and deal an extra 10% of the damage you have already inflicted.
 Normal Dimensional Synchronisation	Duration: 40 seconds (Level 9) Magic Buff Normal Effects -> When you use an attack skill, there is a 10% chance that a hero will be summoned to attack your target and deal an extra 20% of the damage you have already inflicted.
 High Dimensional Synchronisation	Duration: 15 seconds (Level 10) Magic Buff Normal Effects -> When you use an attack skill, there is a 20% chance that a hero will be summoned to attack your target and deal an extra 30% of the damage you have already inflicted. -> All attacks are increased by 10%. -> All attacks are increased by 2% per attack (max. 5 stacks).
 Lesser Dimensional Synchronisation	Duration: 60 seconds (Level 8) Magic Buff Normal Effects -> When you use an attack skill, there is a 5% chance that a hero will be summoned to attack your target and deal an extra 10% of

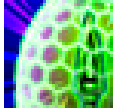
	the damage you have already inflicted.
 Normal Dimensional Synchronisation	Duration: 40 seconds (Level 9) Magic Buff Normal Effects -> When you use an attack skill, there is a 10% chance that a hero will be summoned to attack your target and deal an extra 20% of the damage you have already inflicted.
 High Dimensional Synchronisation	Duration: 15 seconds (Level 10) Magic Buff Normal Effects -> When you use an attack skill, there is a 20% chance that a hero will be summoned to attack your target and deal an extra 30% of the damage you have already inflicted. -> All attacks are increased by 2% per attack (max. 5 stacks). -> When attacking, there is a 10% chance of summoning a shadow clone to carry out an additional attack.

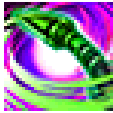
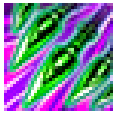


Achilles Specialist Card

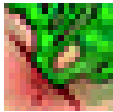
Skill Name	Current Stats
 Spear Throw	Range: 12 cell Target: Around Enemy in 1 cell Casting time: 0.1 sec. Cooldown: 0.5 sec. Consumption MP: 0 -> Ranged attack is increased by 170. -> Shadow element is increased by 110. -> Token gauge increased by 10. -> Has a 3% probability of causing [[Insidious Curse]
	Range: 12 cell Target: Select one Casting time: 0.1 sec.

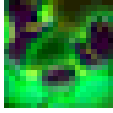
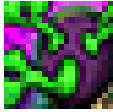
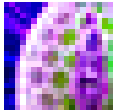
Spear of Oblivion	Cooldown: 7 sec. Consumption MP: 50 -> Ranged attack is increased by 350. -> Shadow element is increased by 400. -> Token gauge increased by 15. -> Has a 25% probability of causing [[Penetrating Fog]
 Rising Fog	Range: Itself Target: Around Enemy in 8 cell Casting time: 0.1 sec. Cooldown: 13 sec. Consumption MP: 80 -> Ranged attack is increased by 400. -> Shadow element is increased by 450. -> Token gauge increased by 20. -> Has a 40% probability of causing [[Black Fog] -> Provides a 100% chance of pushing the enemy away 6 field(s) (only in PvP).
 Curse of Oblivion	Range: 12 cell Target: Select one Casting time: 0.1 sec. Cooldown: 17 sec. Consumption MP: 90 -> Ranged attack is increased by 600. -> Shadow element is increased by 500. -> Token gauge increased by 25. -> Has a 60% probability of causing [[Infected] -> Has a 80% probability of causing [[Fossilisation]
 Creeping Fog	Range: 12 cell Target: Around Enemy in 4 cell Casting time: 0.1 sec. Cooldown: 25 sec. Consumption MP: 90 -> Ranged attack is increased by 700.

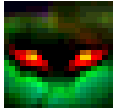
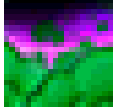
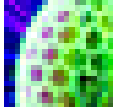
	-> Shadow element is increased by 700. -> Token gauge increased by 30. -> Has a 70% probability of causing [[Insidious Curse] -> Has a 100% probability of causing [[Poison Shield]
 Festering Curse	Range: Itself Target: Select one Casting time: 0.1 sec. Cooldown: 30 sec. Consumption MP: 120 -> Has a 100% probability of causing [[Festering Curse] -> Has a 100% probability of causing [[Weak Curse]
 Impenetrable Fog	Range: Itself Target: Around Enemy in 7 cell Casting time: 0.1 sec. Cooldown: 35 sec. Consumption MP: 150 -> Ranged attack is increased by 1000. -> Shadow element is increased by 700. -> Has a 100% probability of causing [[Shroud of Fog] -> Has a 100% probability of causing [[Cursed Fog]
 Shield of Fog	Range: Itself Target: Select one Casting time: 0.1 sec. Cooldown: 15 sec. Consumption MP: 150 -> Has a 100% probability of causing [[Fog Shield]
 Sea of Fog	Range: 12 cell Target: Around Enemy in 5 cell Casting time: 0.1 sec. Cooldown: 25 sec. Consumption MP: 90

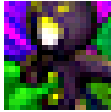
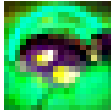
	-> Ranged attack is increased by 800. -> Shadow element is increased by 900. -> Token gauge increased by 35. -> Has a 100% probability of causing [[Toxic Fog]
 Stygian Spear	Range: Itself Target: Around Enemy in 6 cell Casting time: 0.3 sec. Cooldown: 35 sec. Consumption MP: 130 -> Ranged attack is increased by 700. -> Shadow element is increased by 1000. -> Draws enemies to 0 fields away from you. -> Token gauge increased by 40. -> Has a 100% probability of causing [[Penetrating Fog of Oblivion]
 Stygian Rain of Spears	Range: 13 cell Target: Around Enemy in 6 cell Casting time: 0.4 sec. Cooldown: 65 sec. Consumption MP: 200 -> Ranged attack is increased by 1200. -> Shadow element is increased by 1500. -> Final damage is increased by 10% for each sync buff level. -> Has a 100% probability of causing [[Fog Curse]

Bufs of Achilles Specialist Card

Buff Name	Current Stats
 Insidious Curse	Duration: 10 seconds (Level 4) Debuff Normal Effects -> Shadow resistance is decreased by 5. -> Damage taken from critical hits is increased by 20%.

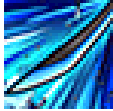
 Penetrating Fog	Duration: 10 seconds (Level 4) Debuff Normal Effects -> When inflicting critical hits, damage is reduced by 20%. -> Defence power is reduced by 20%.
 Black Fog	Duration: 7 seconds (Level 4) Debuff Normal Effects -> Magic attacks are reduced by 15%. -> There is a 70% chance that every attack hits. -> No defence possible Side effects (after 0.2 seconds) -> Every 2 seconds: At a distance of 3, inflict [Deadly Fog] on our team.
 Infected	Duration: 15 seconds (Level 5) Debuff Normal Effects -> Every 2 seconds: HP is reduced by (Player Level*8). -> Increases damage from ongoing debuffs by 20% per stack (max. 80%).
 Fossilisation	Duration: 5 seconds (Level 2) Magic Debuff Normal Effects -> No attack possible -> Movement impossible
 Poison Shield	Duration: 8 seconds (Level 5) Buff Normal Effects -> The duration is reduced by 2 seconds if a Blackout is triggered.
	Duration: 300 seconds (Level 4) Buff Normal Effects

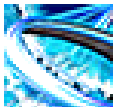
Festering Curse	-> Increases the summoned hero's attack by 5%. -> Increases damage by 2% proportional to distance. -> If you have the Dimensional Synchronisation buff, all defences are increased by 5% (of the buff level). Side effects (after 0.2 seconds) -> If you have the Dimensional Synchronisation buff, all attacks are increased by 5% (of the buff level). -> Increases the chance to summon a hero by 5%.
 Weak Curse	Duration: 300 seconds (Level 4) Buff Normal Effects -> Hit rate of all attacks is increased by (Player Level*2). -> No penalty for ranged attacks at close range.
 Shroud of Fog	Duration: 15 seconds (Level 4) Buff Normal Effects -> You are invisible. This state will not change if you are attacked. -> Chance of inflicting critical hits is increased by 20%. -> Movement speed is decreased by 3.
 Thin Fog	Duration: 5 seconds (Level 5) Magic Buff Normal Effects -> Carry out a targeted ambush on the opponent. -> Movement speed is decreased by 3. -> Invisible except to enemies within 5 spaces.
 Cursed Fog	Duration: 10 seconds (Level 5) Debuff Normal Effects -> Damage from hidden enemies is increased by 25%. -> Movement speed is decreased by 2.
	Duration: 2 seconds (Level 9) Buff Normal Effects

Fog Shield	-> When you're defending, there is a 100% chance of 20% of the damage being reflected at the enemy (up to 50% of the max. HP of the player with the buff). -> Up to level 4 there is a 100% chance of never getting a bad effect. -> No HP/MP consumption Side effects (after 0.2 seconds) -> When you take damage, the gauge increases by 20 (max. 2 times).
 Toxic Fog	Duration: 10 seconds (Level 4) Debuff Normal Effects -> There is a 100% chance that damage taken from all attacks is increased by 15%. -> Every 2 seconds: Movement speed is reduced by 2 (max. 6).
 Penetrating Fog of Oblivion	Duration: 10 seconds (Level 4) Debuff Normal Effects -> Damage taken from critical hits is increased by 20%. -> The chance of receiving a critical hit is increased by 10%.
 Fog Curse	Duration: 10 seconds (Level 5) Debuff Normal Effects -> There is a 100% chance that no good effects below level 4 can be used. -> Every 2 seconds: HP is reduced by (Player Level*9). -> All elemental resistances are decreased by 5. Side effects (after 0.2 seconds) -> Damage is increased by 1% per debuff stack (max. 7%).
 Deadly Fog	Duration: 5 seconds (Level 4) Debuff Normal Effects -> With a 15% probability shadow attack damage is increased by

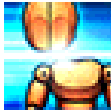


Admiral Yi Specialist Card

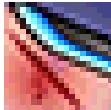
	20%. -> Every 2 seconds: HP is reduced by (Player Level*7).
Skill Name	Current Stats
 Basic Slash	Range: 2 cell Target: Around Enemy in 1 cell Casting time: 0.1 sec. Cooldown: 0.5 sec. Consumption MP: 0 -> Melee attack is increased by 170. -> Water element is increased by 110. -> Token gauge increased by 12. -> Has a 3% probability of causing [[Death's Touch]
 Ankle Slash	Range: 2 cell Target: Around Enemy in 2 cell Casting time: 0.1 sec. Cooldown: 20 sec. Consumption MP: 100 -> Melee attack is increased by 200. -> Water element is increased by 100. -> Token gauge increased by 15. -> Has a 100% probability of causing [[Body Slash]
 Ocean Slash	Range: 12 cell Target: Select one Casting time: 0.1 sec. Cooldown: 20 sec. Consumption MP: 100 -> Melee attack is increased by 500. -> Water element is increased by 400. -> Token gauge increased by 20. -> Has a 100% probability of causing [[Saltwater Wound]

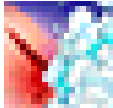
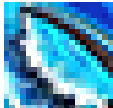
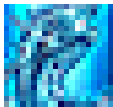
	-> Has a 100% probability of causing [[Sea Current]
 Ebb and Flow	Range: Itself Target: Around Enemy in 6 cell Casting time: 0.1 sec. Cooldown: 35 sec. Consumption MP: 100 -> Melee attack is increased by 600. -> Water element is increased by 850. -> Token gauge increased by 30. -> Draws enemies to 0 fields away from you. -> Has a 100% probability of causing [[Groggy]
 Sea Dragon's Storm	Range: Itself Target: Around Enemy in 7 cell Casting time: 0.1 sec. Cooldown: 25 sec. Consumption MP: 150 -> Melee attack is increased by 900. -> Water element is increased by 900. -> Token gauge increased by 30. -> Has a 100% probability of causing [[Dragon Awakening] -> Has a 80% probability of causing [[Shock]
 Sea Dragon's Dive Attack	Range: 3 cell Target: Around Enemy in 4 cell Casting time: 0.1 sec. Cooldown: 25 sec. Consumption MP: 150 -> Melee attack is increased by 1000. -> Water element is increased by 1000. -> Token gauge increased by 35. -> Has a 100% probability of causing [[Dragonstrike]
	Range: 3 cell Target: Around Enemy in 3 cell

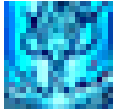
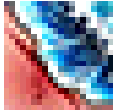
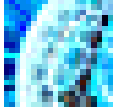
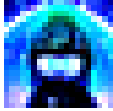
Wave Slash	Casting time: 0.1 sec. Cooldown: 20 sec. Consumption MP: 150 -> Melee attack is increased by 700. -> Water element is increased by 600. -> Token gauge increased by 25. -> Has a 100% probability of causing [[Cutting Waves]
 Wave Block	Range: Itself Target: Select one Casting time: 0.1 sec. Cooldown: 15 sec. Consumption MP: 150 -> Has a 100% probability of causing [[Sea Shield]
 Sea Dragon's Blessing	Range: Itself Target: Select one Casting time: 0.1 sec. Cooldown: 40 sec. Consumption MP: 150 -> Has a 100% probability of causing [[Sea Dragon's Blessing]
 Naval Pride	Range: Itself Target: Select one Casting time: 0.1 sec. Cooldown: 40 sec. Consumption MP: 200 -> Has a 100% probability of causing [[Joseon Pride]
 Raging Current	Range: Itself Target: Around Enemy in 8 cell Casting time: 0.4 sec. Cooldown: 75 sec. Consumption MP: 300

	-> Melee attack is increased by 1800. -> Water element is increased by 2000. -> Final damage is increased by 5% for each sync buff level. -> Has a 100% probability of causing [[Water Roots]
 Body Slash	Range: 2 cell Target: Around Enemy in 2 cell Casting time: 0.1 sec. Cooldown: 20 sec. Consumption MP: 50 -> Melee attack is increased by 250. -> Water element is increased by 150. -> Token gauge increased by 15. -> Has a 100% probability of causing [[In Twain] -> Has a 40% probability of causing [[Death's Touch]
 In Twain	Range: 2 cell Target: Around Enemy in 2 cell Casting time: 0.1 sec. Cooldown: 20 sec. Consumption MP: 50 -> Melee attack is increased by 350. -> Water element is increased by 200. -> Token gauge increased by 15. -> Has a 50% probability of causing [[Death's Touch]

Bufs of Admiral Yi Specialist Card

Buff Name	Current Stats
 Death's Touch	Duration: 10 seconds (Level 4) Debuff Normal Effects -> Damage taken from critical hits is increased by 20%. -> Water resistance is decreased by 5.

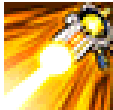
 Saltwater Wound	Duration: 10 seconds (Level 4) Debuff Normal Effects -> Every 2 seconds: HP is reduced by (Player Level*6). -> Below level 4 the chance of getting a bad effect is increased by 5%. -> Movement speed is decreased by 2. Side effects (after 0.2 seconds) -> Reduces damage by 20% if [Death's Touch] is active. -> The attacker has a 50% chance of receiving [Crashing Waves]
 Sea Current	Duration: 7 seconds (Level 5) Buff Normal Effects -> Defence is increased by 10%. -> Movement speed is increased by 1. -> The attacker has a 50% chance of receiving [Death's Touch] Side effects (after 0.1 seconds) -> The duration is reduced by 2 seconds if a Blackout is triggered.
 Groggy	Duration: 5 seconds (Level 4) Debuff Normal Effects -> There is a 70% chance that every attack hits. -> Movement speed is decreased by 2. -> No defence possible Side effects (after 0.2 seconds) -> Magic attacks are reduced by 15%.
 Dragon Awakening	Duration: 10 seconds (Level 5) Buff Normal Effects -> Increases the equipped fairy's element by 10. -> Movement speed is increased by 1.

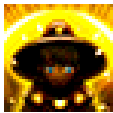
 Shock	Duration: 5 seconds (Level 2) Debuff Normal Effects -> No attack possible -> No defence possible -> Movement speed is decreased by 3.
 Dragonstrike	Duration: 10 seconds (Level 4) Debuff Normal Effects -> All attacks are reduced by 15%. -> Attack level is decreased by 2.
 Cutting Waves	Duration: 10 seconds (Level 4) Debuff Normal Effects -> With a 10% probability water attack damage is increased by 20%. -> Reduces damage by 30% if [Death's Touch]] is active.
 Sea Shield	Duration: 2 seconds (Level 9) Buff Normal Effects -> No HP consumption -> Up to level 4 there is a 100% chance of never getting a bad effect. -> When you take damage, the gauge increases by 20 (max. 2 times). Side effects (after 0.2 seconds) -> When you're defending, there is a 100% chance of inflicting [Mind Loss] on your opponent.
 Sea Dragon's Blessing	Duration: 300 seconds (Level 4) Buff Normal Effects -> If you have the Dimensional Synchronisation buff, all attacks are increased by 3% (of the buff level).

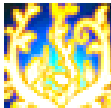
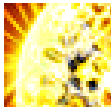
	-> Chance of inflicting critical hits is increased by 5%. -> Movement speed is increased by 1.
 Joseon Pride	Duration: 300 seconds (Level 4) Buff Normal Effects -> If you have the Dimensional Synchronisation buff, all defences are increased by 5% (of the buff level). -> Increases the chance to summon a hero by 5%. -> Increases the summoned hero's attack by 5%.
 Water Roots	Duration: 10 seconds (Level 5) Debuff Normal Effects -> Damage taken from all attacks is increased by 15%. -> Movement speed is decreased by 3. -> Water resistance is decreased by 5.
 Crashing Waves	Duration: 5 seconds (Level 4) Buff Normal Effects -> Provides a 20% chance to reset the cooldown of the attack skill used (max. 80%).
 Mind Loss	Duration: 3 seconds (Level 5) Debuff Normal Effects -> Reduced to carrying out normal attacks by sheer anger (does not apply to monsters).



Merlin Specialist Card

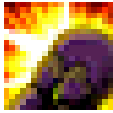
Skill Name	Current Stats
 Light Beam	Range: 12 cell Target: Around Enemy in 1 cell Casting time: 0.1 sec. Cooldown: 0.8 sec.

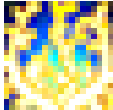
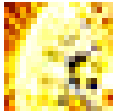
	Consumption MP: 0 -> Ranged attack is increased by 180. -> Light element is increased by 240. -> Has a 3% probability of causing [[White Gleam] -> Token gauge increased by 12. -> Chance of inflicting critical hits is increased by 10%.
 Light Bomb	Range: 12 cell Target: Around Enemy in 3 cell Casting time: 0.1 sec. Cooldown: 10 sec. Consumption MP: 100 -> Ranged attack is increased by 350. -> Light element is increased by 600. -> Token gauge increased by 15. -> Has a 35% probability of causing [[Holy Glare] -> Chance of inflicting critical hits is increased by 20%.
 Light Speed	Range: Itself Target: Around Enemy in 6 cell Casting time: 0.1 sec. Cooldown: 20 sec. Consumption MP: 100 -> Ranged attack is increased by 800. -> Light element is increased by 1000. -> Teleports you within a radius of 6 fields. -> Token gauge increased by 25. -> Chance of inflicting critical hits is increased by 25%.
 Circle of Holy Light	Range: Itself Target: Around Enemy in 7 cell Casting time: 0.1 sec. Cooldown: 20 sec. Consumption MP: 120 -> Ranged attack is increased by 1000. -> Light element is increased by 1300.

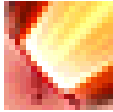
	-> Token gauge increased by 25. -> Has a 100% probability of causing [[Circle of Holy Light] -> Has a 100% probability of causing [[Alleviating Light]
 Words of Prophecy	Range: Itself Target: Select one Casting time: 0.1 sec. Cooldown: 15 sec. Consumption MP: 150 -> Has a 100% probability of causing [[Words of Prophecy]
 Words of Binding	Range: 12 cell Target: Around Enemy in 4 cell Casting time: 0.1 sec. Cooldown: 40 sec. Consumption MP: 150 -> Ranged attack is increased by 800. -> Light element is increased by 650. -> There is a 100% chance for monsters to get [[Future Manipulation] and players [[Future Manipulation (PvP)] -> Chance of inflicting critical hits is increased by 35%. -> Token gauge increased by 40.
 Binding Light	Range: 12 cell Target: Around Enemy in 3 cell Casting time: 0.1 sec. Cooldown: 20 sec. Consumption MP: 300 -> Ranged attack is increased by 1000. -> Light element is increased by 1300. -> Token gauge increased by 25. -> Has a 100% probability of causing [[Binding Light] -> Chance of inflicting critical hits is increased by 25%.
	Range: Itself Target: Select one

Shield of Petals	Casting time: 0.1 sec. Cooldown: 50 sec. Consumption MP: 300 -> Has a 100% probability of causing [[Shield of Petals]
 Converging Light	Range: Itself Target: Around Enemy in 6 cell Casting time: 0.1 sec. Cooldown: 35 sec. Consumption MP: 400 -> Ranged attack is increased by 1100. -> Light element is increased by 1500. -> Token gauge increased by 40. -> Draws enemies to 0 fields away from you. -> Chance of inflicting critical hits is increased by 30%.
 Nature's Blessing	Range: Itself Target: Around Friends in 5 cell Casting time: 0.1 sec. Cooldown: 90 sec. Consumption MP: 150 -> Has a 100% probability of causing [[Warm Floral Energy] -> Has a 100% probability of causing [[Holy Floral Energy]
 Summon Excalibur	Range: 12 cell Target: Around Enemy in 5 cell Casting time: 0.5 sec. Cooldown: 65 sec. Consumption MP: 450 -> Ranged attack is increased by 1700. -> Light element is increased by 2200. -> Final damage is increased by 10% for each sync buff level. -> Has a 100% probability of causing [[Holy Injury] -> Has a 100% probability of causing [[Excalibur's Energy]

Bufs of Merlin Specialist Card

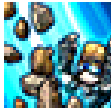
Buff Name	Current Stats
 White Gleam	Duration: 10 seconds (Level 4) Debuff Normal Effects -> Damage taken from critical hits is increased by 20%. -> Light resistance is decreased by 5.
 Holy Glare	Duration: 5 seconds (Level 4) Debuff Normal Effects -> There is a 70% chance that every attack hits. -> Dodge is reduced by 40%. -> All attacks are reduced by 10%.
 Circle of Holy Light	Duration: 7 seconds (Level 5) Buff Normal Effects -> The duration is reduced by 2 seconds if a Blackout is triggered. -> Movement speed is increased by 1.
 Alleviating Light	Duration: 10 seconds (Level 4) Debuff Normal Effects -> There is a 100% chance that damage taken from all attacks is increased by 10%. -> Movement speed is decreased by 2.
 Words of Prophecy	Duration: 2 seconds (Level 5) Buff Normal Effects -> Provides a 100% chance to dodge an enemy attack (max. 1 times). -> Provides a 100% chance that your next attack hits (max. 1 times). -> When you take damage, the gauge increases by 20 (max. 2 times).

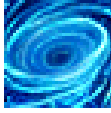
 Future Manipulation	Duration: 10 seconds (Level 5) Debuff Normal Effects -> Stores the damage taken during the debuff by 5%. After the debuff expires, the HP is reduced by this value (up to 10% of max. HP). -> Defence level is decreased by 1.
 Future Manipulation (PvP)	Duration: 10 seconds (Level 5) Debuff Normal Effects -> Stores the damage taken during the debuff by 5%. After the debuff expires, the HP is reduced by this value (up to 30% of max. HP). -> Attack level is decreased by 2.
 Binding Light	Duration: 5 seconds (Level 4) Debuff Normal Effects -> Movement impossible -> No attack possible -> No defence possible
 Shield of Petals	Duration: 300 seconds (Level 9) Buff Normal Effects -> Heal 25% of inflicted damage by reducing MP. -> Damage taken is reduced by 15%. -> Movement speed is increased by 1. Side effects (after 0.1 seconds) -> If you have the Dimensional Synchronisation buff, all defences are increased by 5% (of the buff level). -> No penalty for ranged attacks at close range.
 Warm Floral Energy	Duration: 30 seconds (Level 5) Buff Normal Effects

	-> 25% HP is recovered. -> 25% MP is recovered. -> Defence is increased by 5%. Side effects (after 0.2 seconds) -> Increases the equipped fairy's element by 5. -> Provides a 10% chance to reset the cooldown of the attack skill used (max. 80%).
 Holy Floral Energy	Duration: 300 seconds (Level 10) Buff Normal Effects -> Increases the chance to summon a hero by 5%. -> Increases the summoned hero's attack by 5%. -> If you have the Dimensional Synchronisation buff, all attacks are increased by 5% (of the buff level). Side effects (after 0.2 seconds) -> Hit rate of all attacks is increased by (Player Level*2).
 Holy Injury	Duration: 10 seconds (Level 5) Debuff Normal Effects -> Every 2 seconds: HP is reduced by (Player Level*20). -> Light resistance is decreased by 5. -> Movement speed is decreased by 3. Side effects (after 0.2 seconds) -> All attacks are reduced by 20%.
 Excalibur's Energy	Duration: 10 seconds (Level 10) Buff Normal Effects -> Reduces the enemy's light resistance by 5. -> All attacks are increased by 10%. Side effects (after 0.2 seconds) -> 15% HP is recovered. -> 15% MP is recovered.



Thor Specialist Card

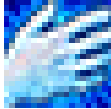
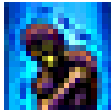
Skill Name	Current Stats
 Frost Fist	Range: 9 cell Target: Around Enemy in 1 cell Casting time: 0.1 sec. Cooldown: 0.6 sec. Consumption MP: 0 -> Ranged attack is increased by 200. -> Water element is increased by 250. -> Token gauge increased by 10. -> Has a 3% probability of causing [[Frost Chill]
 Frost Rift	Range: Itself Target: Around Enemy in 6 cell Casting time: 0.1 sec. Cooldown: 7 sec. Consumption MP: 100 -> Ranged attack is increased by 500. -> Water element is increased by 600. -> Token gauge increased by 15. -> Has a 35% probability of causing [[Frost Chill]
 Destabilised	Range: 9 cell Target: Special Area Casting time: 0.1 sec. Cooldown: 15 sec. Consumption MP: 150 -> Ranged attack is increased by 650. -> Water element is increased by 750. -> Token gauge increased by 20. -> Has a 80% probability of causing [[Unsure Footing]

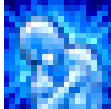
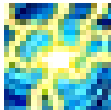
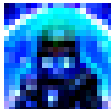
 Frost Lightning	Range: 9 cell Target: Around Enemy in 3 cell Casting time: 0.1 sec. Cooldown: 20 sec. Consumption MP: 200 -> Ranged attack is increased by 650. -> Water element is increased by 800. -> Token gauge increased by 25. -> Has a 70% probability of causing [[Icy Bolt]
 Frost Shield	Range: Itself Target: Select one Casting time: 0.1 sec. Cooldown: 15 sec. Consumption MP: 200 -> Has a 100% probability of causing [[Frost Shield]
 Frost Explosion	Range: 9 cell Target: Special Area Casting time: 0.4 sec. Cooldown: 40 sec. Consumption MP: 300 -> Ranged attack is increased by 850. -> Water element is increased by 1050. -> Token gauge increased by 40. -> Has a 100% probability of causing [[Severe Frostbite]
 Frost Vortex	Range: Itself Target: Around Enemy in 6 cell Casting time: 0.1 sec. Cooldown: 35 sec. Consumption MP: 250 -> Ranged attack is increased by 950. -> Water element is increased by 1400. -> Draws enemies to 0 fields away from you.

	-> Token gauge increased by 30. -> Has a 80% probability of causing [[Unsure Footing]
 Frost Lightning Protection	Range: Itself Target: Select one Casting time: 0.1 sec. Cooldown: 30 sec. Consumption MP: 200 -> Has a 100% probability of causing [[Icebolt Vortex]
 Iceberg Warning!	Range: 9 cell Target: Around Enemy in 3 cell Casting time: 0.1 sec. Cooldown: 40 sec. Consumption MP: 250 -> Ranged attack is increased by 1100. -> Water element is increased by 1000. -> Token gauge increased by 40. -> Has a 100% probability of causing [[Ice Cold] -> Stores 30% of the damage caused by this skill (max. 3000 per target).
 Thunder Enhancement	Range: Itself Target: Around Friends in 4 cell Casting time: 0.1 sec. Cooldown: 30 sec. Consumption MP: 250 -> Has a 100% probability of causing [[Frost Boon] -> Has a 100% probability of causing [[Thunder Boon]
 Lightning Strike	Range: 12 cell Target: Around Enemy in 5 cell Casting time: 0.5 sec. Cooldown: 80 sec. Consumption MP: 300

	-> Ranged attack is increased by 1500. -> Water element is increased by 1800. -> Final damage is increased by 10% for each sync buff level. -> Has a 100% probability of causing [[Divine Icy Bolt] -> Has a 100% probability of causing [[Thor's Blessing]
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Bufs of Thor Specialist Card

Buff Name	Current Stats
 Frost Chill	Duration: 10 seconds (Level 4) Debuff Normal Effects -> Water resistance is decreased by 5. -> Damage taken from critical hits is increased by 20%.
 Unsure Footing	Duration: 4 seconds (Level 4) Debuff Normal Effects -> All attacks are reduced by 15%. -> Movement impossible
 Icy Bolt	Duration: 5 seconds (Level 4) Debuff Normal Effects -> Every 2 seconds: HP is reduced by (Player Level*8). -> There is a 70% chance that every attack hits. Side effects (after 0.2 seconds) -> Reduces damage by 20% if [Frost Chill] is active.
 Frost Shield	Duration: 2 seconds (Level 10) Buff Normal Effects -> Up to level 4 there is a 100% chance of never getting a bad effect. -> No HP consumption -> Movement speed is increased by 5. Side effects (after 0.1 seconds)

	-> When you take damage, the gauge increases by 20 (max. 2 times).
 Severe Frostbite	Duration: 10 seconds (Level 5) Debuff Normal Effects -> With a 20% probability water attack damage is increased by 20%. -> Defence level is decreased by 1. -> Movement speed is decreased by 2.
 Icebolt Vortex	Duration: 10 seconds (Level 5) Buff Normal Effects -> All opponents within 5 space(s) take (Player Level*10) damage every 1.5 seconds. -> All opponents within 3 space(s) suffer [High Voltage] every 1.5 seconds. -> Movement speed is increased by 1. Side effects (after 0.1 seconds) -> The duration is reduced by 2 seconds if a Blackout is triggered.
 Ice Cold	Duration: 20 seconds (Level 4) Buff Normal Effects -> The damage of the next skill is increased by the damage stored by Iceberg Warning! (min. 300, max. 30000).
 Frost Boon	Duration: 180 seconds (Level 4) Buff Normal Effects -> Provides a 5% chance to reset the cooldown of the attack skill used (max. 80%). -> Increases maximum HP by 5%. -> Increases the equipped fairy's element by 5.

 Thunder Boon	Duration: 300 seconds (Level 4) Buff Normal Effects -> Increases the summoned hero's attack by 5%. -> If you have the Dimensional Synchronisation buff, all attacks are increased by 5% (of the buff level). -> If you have the Dimensional Synchronisation buff, all defences are increased by 5% (of the buff level). Side effects (after 0.1 seconds) -> Increases the chance to summon a hero by 5%. -> All attacks are increased by 5%.
 Divine Icy Bolt	Duration: 10 seconds (Level 5) Debuff Normal Effects -> Every 2 seconds: HP is reduced by (Player Level*12). -> Water resistance is decreased by 5. -> Movement speed is decreased by 2. Side effects (after 0.2 seconds) -> All attacks are reduced by 15%.
 Thor's Blessing	Duration: 10 seconds (Level 4) Buff Normal Effects -> Final damage from incoming critical hits is reduced by 15% per critical hit (max. 3 hits). -> All attacks are increased by 10%.
 High Voltage	Duration: 3 seconds (Level 5) Debuff Normal Effects -> Movement speed is decreased by 3. -> With a 20% probability water attack damage is increased by 20%. -> All attacks are reduced by 10%.