



Crusader Specialist Card

Skill Name	Before	After
 Holy Breath	Range: Itself Target: Around Enemy in 5 cell Casting time: 0.5 sec. Cooldown: 30 sec. Consumption MP: 60 -> Has a 100% probability of causing [[Holy Breath]]	Range: 8 cell Target: Around Enemy in 1 cell Casting time: 0.5 sec. Cooldown: 30 sec. Consumption MP: 60 -> Has a 100% probability of causing [[Holy Breath]]

Bufs of Crusader Specialist Card

Buff Name	Before	After
 Holy Breath	Duration: 15 seconds (Level 5) Debuff Normal Effects -> All elemental resistances are decreased by 10. -> The chance of receiving a critical hit is increased by 10%. -> Defence level is decreased by 1.	Duration: 15 seconds (Level 5) Debuff Normal Effects -> All elemental resistances are decreased by 5. -> The chance of receiving a critical hit is increased by 10%. -> Defence level is decreased by 1.



Renegade Specialist Card



Skill Name	Before	After
 Holy Sword of Light	Range: 1 cell Target: Select one Casting time: 0 sec. Cooldown: 0.7 sec. Consumption MP: 0 -> Melee attack is increased by 85. -> Light element is increased by 70. -> Shadow element is increased by 20. Combo 2 Attack: +5% Attack	Range: 2 cell Target: Select one Casting time: 0 sec. Cooldown: 0.7 sec. Consumption MP: 0 -> Melee attack is increased by 85. -> Light element is increased by 70. Combo 2 Attack: +10% Attack
 Judgement of Light	Range: 4 cell Target: Special Area Casting time: 0.4 sec. Cooldown: 6 sec. Consumption MP: 60 -> Melee attack is increased by 140. -> Light element is increased by 220. -> Has a 25% probability of causing [[Bleeding]]	Range: 4 cell Target: Around Enemy in 2 cell Casting time: 0.2 sec. Cooldown: 6 sec. Consumption MP: 60 -> Melee attack is increased by 140. -> Light element is increased by 220. -> Has a 25% probability of causing [[Bleeding]] Animation modification: Modified so that it ends approximately 20% faster
 Judgement of Holy Sword	Range: 3 cell Target: Special Area Casting time: 0.6 sec. Cooldown: 12 sec. Consumption MP: 180 -> Ranged attack is increased by 300. -> Light element is increased by 20.	Range: 3 cell Target: Around Enemy in 4 cell Casting time: 0.2 sec. Cooldown: 12 sec. Consumption MP: 180 -> Melee attack is increased by 300.

	-> Shadow element is increased by 150. -> Has a 25% probability of causing [[Judgement of Damnation]]	-> Light element is increased by 150. -> Has a 75% probability of causing [[Judgement of Damnation]] Animation modification: Modified so that it ends approximately 20% faster
 Justice	Range: 10 cell Target: Around Enemy in 2 cell Casting time: 0 sec. Cooldown: 16 sec. Consumption MP: 90 -> Melee attack is increased by 350. -> Light element is increased by 250. -> Has a 60% probability of causing [[Judgement]]	Range: 10 cell Target: Around Enemy in 3 cell Casting time: 0 sec. Cooldown: 16 sec. Consumption MP: 90 -> Melee attack is increased by 600. -> Light element is increased by 250. -> Has a 60% probability of causing [[Judgement]]
 Double Ripper	Range: Itself Target: Around Enemy in 3 cell Casting time: 0 sec. Cooldown: 9 sec. Consumption MP: 120 -> Melee attack is increased by 550. -> Light element is increased by 400. -> Has a 40% probability of causing [[Bleeding]] -> Has a 40% probability of causing [[Paralysis]]	Range: Itself Target: Around Enemy in 3 cell Casting time: 0 sec. Cooldown: 13 sec. Consumption MP: 120 -> Melee attack is increased by 550. -> Light element is increased by 400. -> Has a 80% probability of causing [[Paralysis]]
 Sanctuary	Range: Itself Target: Around Enemy in 4 cell Casting time: 0 sec. Cooldown: 18 sec. Consumption MP: 200 -> Melee attack is increased by 450.	Range: Itself Target: Around Enemy in 4 cell Casting time: 0 sec. Cooldown: 18 sec. Consumption MP: 200 -> Melee attack is increased by 700.

	-> Light element is increased by 330. -> Has a 100% probability of causing [[Sanctuary]	-> Light element is increased by 330. -> Has a 100% probability of causing [[Sanctuary] Animation modification: Modified so that it ends approximately 20% faster
 Ignition	Range: Itself Target: Select one Casting time: 0 sec. Cooldown: 180 sec. Consumption MP: 120 -> Has a 100% probability of causing [[Ignition]	Range: Itself Target: Select one Casting time: 0 sec. Cooldown: 10 sec. Consumption MP: 120 -> Has a 100% probability of causing [[Ignition] -> Uses the Holy Sword of light element.
 Reignition	Range: Itself Target: Select one Casting time: 0 sec. Cooldown: 150 sec. Consumption MP: 150 -> Has a 100% probability of causing [[Reignition] -> Has a 100% probability of causing [[Dark Dash]	Range: Itself Target: Select one Casting time: 0 sec. Cooldown: 10 sec. Consumption MP: 150 -> Has a 100% probability of causing [[Reignition] -> Has a 100% probability of causing [[Shadow Mode]
 Corruption	Range: 10 cell Target: Around Enemy in 4 cell Casting time: 0.6 sec. Cooldown: 40 sec. Consumption MP: 300 -> Ranged attack is increased by 500. -> Light element is increased by 20. -> Shadow element is increased by 650. -> Has a 80% probability of causing [[Corruption]	Range: 10 cell Target: Around Enemy in 4 cell Casting time: 0.3 sec. Cooldown: 40 sec. Consumption MP: 300 -> Melee attack is increased by 1000. -> Light element is increased by 650. -> Has a 100% probability of causing [[Dark Dash] -> Has a 100% probability of causing [[Corruption]



		<i>The cooldown of this skill cannot be reduced.</i> Animation modification: Modified so that it ends approximately 20% faster
 Convert	Range: 6 cell Target: Around Enemy in 6 cell Casting time: 0.8 sec. Cooldown: 75 sec. Consumption MP: 777 -> Melee attack is increased by 1700. -> Light element is increased by 1100. -> Increases damage from critical hits by 80%. -> Has a 80% probability of causing [[Paralysis]]	Range: 6 cell Target: Around Enemy in 6 cell Casting time: 0.4 sec. Cooldown: 75 sec. Consumption MP: 777 -> Melee attack is increased by 1700. -> Light element is increased by 1100. -> Increases damage from critical hits by 80%. -> Has a 80% probability of causing [[Deadly Blackout]] Animation modification: Modified so that it ends approximately 20% faster
 Magic Sword of Shadow		Range: 2 cell Target: Select one Casting time: 0 sec. Cooldown: 0.7 sec. Consumption MP: 0 -> Melee attack is increased by 85. -> Shadow element is increased by 70. Combo 2 Attack: +10% Attack

 Judgement of Damnation		Range: 4 cell Target: Around Enemy in 2 cell Casting time: 0.2 sec. Cooldown: 6 sec. Consumption MP: 60 -> Melee attack is increased by 140. -> Shadow element is increased by 220. -> Has a 25% probability of causing [[Bleeding]]
 Judgement of Damnation (Shadow)		Range: 3 cell Target: Around Enemy in 4 cell Casting time: 0.2 sec. Cooldown: 12 sec. Consumption MP: 180 -> Melee attack is increased by 300. -> Shadow element is increased by 150. -> Has a 75% probability of causing [[Judgement of Damnation]]
 Justice (Shadow)		Range: 10 cell Target: Around Enemy in 3 cell Casting time: 0 sec. Cooldown: 16 sec. Consumption MP: 90 -> Melee attack is increased by 600. -> Shadow element is increased by 250. -> Has a 60% probability of causing [[Judgement]]

 Double Ripper (Shadow)		Range: Itself Target: Around Enemy in 3 cell Casting time: 0 sec. Cooldown: 13 sec. Consumption MP: 120 -> Melee attack is increased by 550. -> Shadow element is increased by 400. -> Has a 80% probability of causing [[Paralysis]]
 Sanctuary (Shadow)		Range: Itself Target: Around Enemy in 4 cell Casting time: 0 sec. Cooldown: 18 sec. Consumption MP: 200 -> Melee attack is increased by 700. -> Shadow element is increased by 330. -> Has a 100% probability of causing [[Sanctuary]]
 Blade of the Cross (Shadow)		Range: 5 cell Target: Special Area Casting time: 0.4 sec. Cooldown: 25 sec. Consumption MP: 85 -> Melee attack is increased by 900. -> Shadow element is increased by 440. -> Has a 100% probability of causing [[Short Blackout]] -> Has a 100% probability of causing [[Visual Impairment]]

 Corruption (Shadow)		Range: 10 cell Target: Around Enemy in 4 cell Casting time: 0.3 sec. Cooldown: 40 sec. Consumption MP: 300 -> Melee attack is increased by 1000. -> Shadow element is increased by 650. -> Has a 100% probability of causing [[Dark Dash] -> Has a 100% probability of causing [[Corruption] <i>The cooldown of this skill cannot be reduced.</i>
 Convert (Shadow)		Range: 6 cell Target: Around Enemy in 6 cell Casting time: 0.4 sec. Cooldown: 75 sec. Consumption MP: 777 -> Melee attack is increased by 1700. -> Shadow element is increased by 1100. -> Increases damage from critical hits by 80%. -> Has a 80% probability of causing [[Deadly Blackout]

Buffs of Renegade Specialist Card

Buff Name	Before	After
 Judgement of Damnation	Duration: 5 seconds (Level 3) Debuff Normal Effects	Duration: 5 seconds (Level 3) Debuff Normal Effects



	-> No attack possible -> Defence level is decreased by 3.	-> No attack possible -> Defence level is decreased by 1.
 Sanctuary	Duration: 15 seconds (Level 2) Debuff Normal Effects -> The effectiveness of recovery items is decreased by (Player Level/2)%. -> Light element is decreased by 10.	Duration: 15 seconds (Level 2) Debuff Normal Effects -> Light resistance is decreased by 5. -> Shadow resistance is decreased by 5.
 Ignition	Duration: 180 seconds (Level 2) Buff Normal Effects -> Melee attack is increased by (Player Level*2). -> Ranged attack is increased by (Player Level*2). -> Increases PvP attack power by (Player Level/10)%. Side effects (after 0.2 seconds) -> Hit rate of all attacks is increased by (Player Level*2).	Duration: 300 seconds (Level 2) Buff Normal Effects -> Melee attack is increased by 200. -> Melee attacks are increased by 5%. -> Increases PvP attack power by 10%. Side effects (after 0.2 seconds) -> Hit rate of all attacks is increased by (Player Level*2).
 Reignition	Duration: 120 seconds (Level 2) Buff Normal Effects -> Damage taken is reduced by (Player Level/7)%. -> Light resistance is increased by (Player Level/9). -> Shadow resistance is increased by (Player Level/10). Side effects (after 0.2 seconds) -> Movement speed is increased by 1.	Duration: 300 seconds (Level 2) Buff Normal Effects -> Damage taken is reduced by (Player Level/7)%. -> All elemental resistance is increased by 10. -> Movement speed is increased by 1.

 Corruption	Duration: 6 seconds (Level 3) Debuff Normal Effects -> Movement impossible -> Light resistance is decreased by (Player Level/5).	Duration: 6 seconds (Level 5) Debuff Normal Effects -> Movement impossible -> Light resistance is decreased by 5. -> Shadow resistance is decreased by 5. Side effects (after 0.2 seconds) -> No defence possible
 Dark Dash	Duration: 3 seconds (Level 3) Buff Normal Effects -> Movement speed is increased by (Player Level/9). -> A shadowy figure appears.	Duration: 5 seconds (Level 3) Buff Normal Effects -> Movement speed is increased by (Player Level/5). -> A shadowy figure appears.
 Shadow Mode		Duration: 300 seconds (Level 5) Neutral Effect Normal Effects -> Uses the Magic Sword of shadow element.



Battle Monk Specialist Card

Skill Name	Before	After
 Basic Spear Attack	Range: 2 cell Target: Select one Casting time: 0.1 sec. Cooldown: 0.7 sec. Consumption MP: 0	Range: 2 cell Target: Select one Casting time: 0.1 sec. Cooldown: 0.7 sec. Consumption MP: 0



	-> Melee attack is increased by 60. -> Water element is increased by 40.	-> Melee attack is increased by 120. -> Water element is increased by 40. -> Has a 10% probability of causing [[Internal Injury 1st Degree]]
 Divided Sea	Range: 2 cell Target: Special Area Casting time: 0.1 sec. Cooldown: 10 sec. Consumption MP: 110 -> Melee attack is increased by 180. -> Water element is increased by 120. -> Has a 10% probability of causing [[Energy Deficiency]]	Range: 2 cell Target: Special Area Casting time: 0.1 sec. Cooldown: 10 sec. Consumption MP: 110 -> Melee attack is increased by 180. -> Water element is increased by 120. -> Has a 35% probability of causing [[Energy Deficiency]]
 Mighty Hurricane	Range: 10 cell Target: Special Area Casting time: 0 sec. Cooldown: 30 sec. Consumption MP: 200 -> Melee attack is increased by 440. -> Water element is increased by 330. -> Has a 40% probability of causing [[Strong Energy Deficiency]].	Range: 10 cell Target: Special Area Casting time: 0 sec. Cooldown: 20 sec. Consumption MP: 200 -> Melee attack is increased by 440. -> Water element is increased by 330. -> Has a 40% probability of causing [[Strong Energy Deficiency]]
 Seven Stabs	Range: 3 cell Target: Special Area Casting time: 0 sec. Cooldown: 12 sec. Consumption MP: 90 -> Melee attack is increased by 120. -> Water element is increased by 80. -> Has a 100% probability of causing [[Internal Injury 1st Degree]]	Range: 3 cell Target: Special Area Casting time: 0 sec. Cooldown: 12 sec. Consumption MP: 90 -> Melee attack is increased by 200. -> Water element is increased by 80. -> Has a 100% probability of causing [[Internal Injury 1st Degree]]

	-> Has a 15% probability of causing [[Trauma] -> Has a 100% probability of causing [[Dragon Harpoon]	-> Has a 40% probability of causing [[Trauma] -> Has a 100% probability of causing [[Dragon Harpoon]
 Cyclone	Range: Itself Target: Around Enemy in 4 cell Casting time: 0 sec. Cooldown: 25 sec. Consumption MP: 280 -> Melee attack is increased by 550. -> Water element is increased by 300. -> Draws enemies to 1 fields away from you. -> Has a 35% probability of causing [[Strong Energy Deficiency] -> Has a 100% probability of causing [[Dragon Spear]	Range: Itself Target: Around Enemy in 5 cell Casting time: 0 sec. Cooldown: 20 sec. Consumption MP: 280 -> Melee attack is increased by 550. -> Water element is increased by 300. -> Draws enemies to 0 fields away from you. -> Has a 35% probability of causing [[Strong Energy Deficiency] -> Has a 100% probability of causing [[Dragon Spear]
 Sacrifice	Range: 10 cell Target: Select one Casting time: 0.1 sec. Cooldown: 40 sec. Consumption MP: 400 -> Has a 100% probability of causing [[Noble Gesture] -> There is a 100% chance that Sacrifice causes [Spirit of Sacrifice]	Range: Itself or 10 cell Target: Select one Casting time: 0.1 sec. Cooldown: 40 sec. Consumption MP: 400 -> Has a 100% probability of causing [[Noble Gesture] -> There is a 100% chance that Sacrifice causes [Spirit of Sacrifice] -> Has a 100% probability of causing [[Minor Gesture]
 Meditation	Range: Itself Target: Select one Casting time: 0.1 sec. Cooldown: 40 sec. Consumption MP: 220 -> The short meditation has a 100% probability of causing [Spiritual Strength] -> The regular meditation has a 100% probability of causing [Spirit of	Range: Itself Target: Select one Casting time: 0.1 sec. Cooldown: 20 sec. Consumption MP: 220 -> There is a 100% chance that [Spirit of Enlightenment] will be removed.



	Enlightenment} -> There is a 100% chance of the lengthy meditation causing [Spirit of Temperance]	-> There is a 100% chance that [Spirit of Temperance] will be removed. -> There is a 100% chance that [Spiritual Strength] will be removed.
 Spiral Spear	Range: 10 cell Target: Special Area Casting time: 0 sec. Cooldown: 25 sec. Consumption MP: 150 -> Melee attack is increased by 330. -> Water element is increased by 230. -> Has a 30% probability of causing [[Critical Trauma]	Range: 10 cell Target: Special Area Casting time: 0 sec. Cooldown: 20 sec. Consumption MP: 150 -> Melee attack is increased by 330. -> Water element is increased by 230. -> Has a 70% probability of causing [[Critical Trauma]
 Buddha's Words	Range: Itself Target: Around Friends in 6 cell Casting time: 0.1 sec. Cooldown: 1 sec. Consumption MP: 900 -> There is a 100% probability to remove bad effects of level 4 or lower. -> Restores (Player Level*10) HP.	Range: Itself Target: Around Friends in 6 cell Casting time: 0.1 sec. Cooldown: 25 sec. Consumption MP: 900 -> There is a 100% probability to remove bad effects of level 5 or lower. -> Regenerates 10% of the caster's max. HP as HP. -> Has a 100% probability of causing [[Buddha's Words] <i>The cooldown of this skill cannot be reduced.</i>
 Restart	Range: Itself Target: Around Enemy in 5 cell Casting time: 0.3 sec. Cooldown: 100 sec. Consumption MP: 600 -> Melee attack is increased by 1350. -> Water element is increased by 1150.	Range: Itself Target: Around Enemy in 6 cell Casting time: 0.3 sec. Cooldown: 70 sec. Consumption MP: 600 -> Melee attack is increased by 1350. -> Water element is increased by 1150.



	-> Has a 55% probability of causing [[Shackling Trauma] -> Has a 55% probability of causing [[Critical Energy Deficiency]	-> Has a 100% probability of causing [[Internal Injury 3rd Degree] -> Has a 90% probability of causing [[Critical Energy Deficiency] Animation and Effect Modifications. Modified so that the character can move immediately after all attacks are finished.
 Dragon Harpoon	Range: 7 cell Target: Special Area Casting time: 0.2 sec. Cooldown: 0.3 sec. Consumption MP: 250 -> Melee attack is increased by 330. -> Water element is increased by 330. -> Has a 20% probability of causing [[Internal Injury 3rd Degree] -> Has a 20% probability of causing [[Shackling Trauma]	Range: 7 cell Target: Special Area Casting time: 0.2 sec. Cooldown: 12 sec. Consumption MP: 250 -> Melee attack is increased by 330. -> Water element is increased by 330. -> Has a 30% probability of causing [[Energy Deficiency] -> Has a 50% probability of causing [[Severe Trauma]
 Dragon Spear	Range: Itself Target: Around Enemy in 4 cell Casting time: 0.2 sec. Cooldown: 0.3 sec. Consumption MP: 270 -> Melee attack is increased by 700. -> Water element is increased by 1000. -> Chance of inflicting critical hits is increased by (Player Level/4)%. -> Provides a 100% chance of pushing the enemy away 3 field(s) (only in PvP). -> Has a 80% probability of causing [[Energy Deficiency]	Range: Itself Target: Around Enemy in 4 cell Casting time: 0.2 sec. Cooldown: 20 sec. Consumption MP: 270 -> Melee attack is increased by 700. -> Water element is increased by 1000. -> Has a 70% probability of causing [[Critical Trauma] -> Chance of inflicting critical hits is increased by 25%.
 Spiritual Strength		Range: Itself Target: Select one Casting time: 0.1 sec. Cooldown: 20 sec.

		Consumption MP: 0 -> Has a 100% probability of causing [[Spiritual Strength]]
 Spirit of Enlightenment		Range: Itself Target: Select one Casting time: 0.1 sec. Cooldown: 20 sec. Consumption MP: 0 -> Has a 100% probability of causing [[Spirit of Enlightenment]]
 Spirit of Temperance		Range: Itself Target: Select one Casting time: 0.1 sec. Cooldown: 20 sec. Consumption MP: 0 -> Has a 100% probability of causing [[Spirit of Temperance]]

Bufs of Battle Monk Specialist Card

Buff Name	Before	After
 Spirit of Enlightenment	Duration: 200 seconds (Level 2) Buff Normal Effects -> Movement speed is increased by 2. -> On attack, there is a 20% chance of inflicting [Slowed] on your opponent. -> Hit rate of melee attacks is increased by (Player Level*3). Side effects (after 1 seconds)	Duration: 200 seconds (Level 3) Buff Normal Effects -> Movement speed is increased by 2. -> On attack, there is a 20% chance of inflicting [Slowed] on your opponent. -> Hit rate of melee attacks is increased by (Player Level*3). Side effects (after 1 seconds)



	-> Damage taken is reduced by (Player Level/13)%. -> All attacks are increased by (Player Level/13)%.	-> Damage taken is reduced by (Player Level/11)%. -> All attacks are increased by (Player Level/10)%.
 Spirit of Temperance	Duration: 300 seconds (Level 3) Buff Normal Effects -> All defence powers are increased by (Player Level*1). -> All elemental resistance is increased by 15. -> Increases maximum HP by 10%. Side effects (after 1 seconds) -> Damage from critical hits is reduced by 40%. -> Damage taken is reduced by (Player Level/9)%.	Duration: 300 seconds (Level 3) Buff Normal Effects -> Hit rate of melee attacks is increased by (Player Level*2). -> All elemental resistance is increased by 15. -> Increases maximum HP by 15%. Side effects (after 1 seconds) -> Damage from critical hits is reduced by 45%. -> Damage taken is reduced by (Player Level/9)%.
 Spiritual Strength	Duration: 300 seconds (Level 1) Buff Normal Effects -> Melee attack is increased by (Player Level*1). -> Water element is increased by (Player Level*4). -> Hit rate of melee attacks is increased by (Player Level*2). Side effects (after 1 seconds) -> All attacks are increased by (Player Level/6)%.	Duration: 300 seconds (Level 3) Buff Normal Effects -> Melee attack is increased by (Player Level*2). -> Water element is increased by (Player Level*4). -> Hit rate of melee attacks is increased by (Player Level*2). Side effects (after 1 seconds) -> All attacks are increased by (Player Level/6)%.
 Minor Gesture		Duration: 15 seconds (Level 5) Buff Normal Effects -> Movement speed is increased by 2. -> Damage from critical hits is reduced by 20%. -> The attack range is increased by 1.

 Buddha's Words		Duration: 10 seconds (Level 3) Buff Normal Effects -> Allies within 3 space(s) suffer [[Buddha's Aura] every 1.5 seconds.
 Buddha's Aura		Duration: 5 seconds (Level 3) Buff Normal Effects -> All attacks are increased by 3%. -> Reduces skill cooldowns by 10% (max. 80%).



Achilles Specialist Card

Skill Name	Before	After
 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: Around Enemy in 1 cell Casting time: 0.1 sec. Cooldown: 0.7 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]
 Impenetrable Fog	Range: Itself Target: Around Enemy in 7 cell Casting time: 0.1 sec. Cooldown: 35 sec.	Range: 10 cell 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]	Consumption MP: 150 -> Teleports you to a selected location. -> Has a 100% probability of causing [[Shroud of Fog] -> Has a 100% probability of causing [[Cursed Fog]
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Bufs of Achilles Specialist Card

Buff Name	Before	After
 Festering Curse	Duration: 300 seconds (Level 4) Buff Normal Effects -> 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%.	Duration: 300 seconds (Level 4) Buff Normal Effects -> 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 3% (of the buff level). Side effects (after 0.2 seconds) -> If you have the Dimensional Synchronisation buff, all attacks are increased by 3% (of the buff level). -> Increases the chance to summon a hero by 5%.



Ranger Specialist Card

Skill Name	Before	After
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 Head Shot	Range: 11 cell Target: Select one Casting time: 0.6 sec. Cooldown: 7 sec. Consumption MP: 45 -> Ranged attack is increased by 250. -> Water element is increased by 180. -> Has a 40% probability of causing [[Blackout]] -> Chance of inflicting critical hits is increased by 25%.	Range: 11 cell Target: Select one Casting time: 0.6 sec. Cooldown: 7 sec. Consumption MP: 45 -> Ranged attack is increased by 250. -> Water element is increased by 180. -> Has a 75% probability of causing [[Blackout]] -> Chance of inflicting critical hits is increased by 25%.
 Wind Walker	Range: Itself or 4 cell Target: Select one Casting time: 1 sec. Cooldown: 60 sec. Consumption MP: 250 -> Has a 100% probability of causing [[Wind Walker]]	Range: Itself Target: Select one Casting time: 1 sec. Cooldown: 60 sec. Consumption MP: 250 -> Has a 100% probability of causing [[Wind Walker]]
 Flashbang	Range: 11 cell Target: Around Enemy in 2 cell Casting time: 0.2 sec. Cooldown: 40 sec. Consumption MP: 145 -> Ranged attack is increased by 250. -> Water element is increased by 150. -> Has a 80% probability of causing [[Flashbang]]	Range: 11 cell Target: Around Enemy in 2 cell Casting time: 0.2 sec. Cooldown: 30 sec. Consumption MP: 145 -> Ranged attack is increased by 600. -> Water element is increased by 150. -> Has a 100% probability of causing [[Flashbang]]
 Range Boost	Range: 16 cell Target: Select one Casting time: 0.4 sec. Cooldown: 35 sec.	Range: 16 cell Target: Select one Casting time: 0.4 sec. Cooldown: 35 sec.

	Consumption MP: 120 -> Ranged attack is increased by 800. -> Water element is increased by 500. -> Has a 30% probability of causing [[Dismount]]	Consumption MP: 120 -> Ranged attack is increased by 1000. -> Water element is increased by 500. -> Has a 70% probability of causing [[Leg Sweeper]]
 Screw Bolt	Range: 11 cell Target: Special Area Casting time: 0.4 sec. Cooldown: 20 sec. Consumption MP: 100 -> Ranged attack is increased by 200. -> Water element is increased by 1300. -> Has a 30% probability of causing [[Freeze]]	Range: 11 cell Target: Special Area Casting time: 0.4 sec. Cooldown: 20 sec. Consumption MP: 100 -> Ranged attack is increased by 450. -> Water element is increased by 1300. -> Has a 50% probability of causing [[Freeze]]
 Covering Fire	Range: Itself Target: Around Enemy in 4 cell Casting time: 0.4 sec. Cooldown: 60 sec. Consumption MP: 135 -> Ranged attack is increased by 800. -> Water element is increased by 400. -> Provides a 100% chance of pushing the enemy away 4 field(s) (only in PvP). -> No penalty for ranged attacks at close range. -> Has a 80% probability of causing [[Slowed]]	Range: Itself Target: Around Enemy in 4 cell Casting time: 0.4 sec. Cooldown: 25 sec. Consumption MP: 135 -> Ranged attack is increased by 800. -> Water element is increased by 400. -> Provides a 100% chance of pushing the enemy away 4 field(s) (only in PvP). -> No penalty for ranged attacks at close range. -> Has a 80% probability of causing [[Slowed]]
 Rapid Recovery	Range: Itself Target: Select one Casting time: 1 sec. Cooldown: 180 sec. Consumption MP: 300	Range: Itself Target: Select one Casting time: 1 sec. Cooldown: 60 sec. Consumption MP: 300

	-> Has a 100% probability of causing [[Rapid]	-> Has a 100% probability of causing [[Rapid]
 Thunderstorm	Range: 11 cell Target: Around Enemy in 3 cell Casting time: 0.6 sec. Cooldown: 120 sec. Consumption MP: 200 -> Ranged attack is increased by 1200. -> Water element is increased by 800. -> Has a 50% probability of causing [[Freeze] -> No penalty for ranged attacks at close range.	Range: 11 cell Target: Around Enemy in 3 cell Casting time: 0.6 sec. Cooldown: 75 sec. Consumption MP: 200 -> Ranged attack is increased by 1200. -> Water element is increased by 800. -> Has a 75% probability of causing [[Freeze] -> No penalty for ranged attacks at close range. -> Has a 100% probability of causing [[Chilled]

Bufs of Ranger Specialist Card

Buff Name	Before	After
 Hawk Eye	Duration: 300 seconds (Level 2) Magic Buff Normal Effects -> There is a 90% chance that every attack hits. -> Increases damage by 3% proportional to distance. -> There's a 15% chance of the critical damage received being reduced by 15%.	Duration: 300 seconds (Level 5) Magic Buff Normal Effects -> There is a 100% chance that every attack hits. -> Increases damage by 3% proportional to distance. -> Damage from critical hits is reduced by 15%. Side effects (after 0.2 seconds) -> The attack range is increased by 1.

 Wind Walker	Duration: 420 seconds (Level 3) Magic Buff Normal Effects -> Movement speed is increased by 2. -> A shadowy figure appears.	Duration: 420 seconds (Level 3) Magic Buff Normal Effects -> Movement speed is increased by 3. -> A shadowy figure appears.
 Flashbang	Duration: 3 seconds (Level 2) Magic Debuff Normal Effects -> No attack possible Effects on release -> Expose Weaknesses — 75% chance	Duration: 3 seconds (Level 5) Magic Debuff Normal Effects -> No attack possible Effects on release -> Expose Weaknesses — 100% chance
 Expose Weaknesses	Duration: 10 seconds (Level 3) Debuff Normal Effects -> Always receives critical hits.	Duration: 5 seconds (Level 5) Debuff Normal Effects -> Always receives critical hits.
 Chilled		Duration: 10 seconds (Level 5) Debuff Normal Effects -> Water resistance is decreased by 5. -> With a 20% probability water attack damage is increased by 30%.



Destroyer Specialist Card

Buffs of Destroyer Specialist Card



Buff Name	Before	After
 Poison Gas	Duration: 20 seconds (Level 5) Magic Debuff Normal Effects -> Defence level is decreased by 2. -> The chance of receiving a critical hit is increased by 20%. Effects on release -> The 2nd Poison Gas — 80% chance	Duration: 15 seconds (Level 5) Magic Debuff Normal Effects -> Defence level is decreased by 1. -> The chance of receiving a critical hit is increased by 15%. Effects on release -> The 2nd Poison Gas — 100% chance
 Shellshock	Duration: 15 seconds (Level 5) Debuff Normal Effects -> All elemental resistances are decreased by 8.	Duration: 15 seconds (Level 5) Debuff Normal Effects -> All elemental resistances are decreased by 5.



Avenging Angel Specialist Card

Skill Name	Before	After
 Swordmastery	Range: 6 cell Target: Select one Casting time: 0.1 sec. Cooldown: 0.8 sec. Consumption MP: 0 -> Melee attack is increased by 105. -> Light element is increased by 110. -> Chance of inflicting critical hits is increased by 5%.	Range: 3 cell Target: Select one Casting time: 0.1 sec. Cooldown: 0.8 sec. Consumption MP: 0 -> Melee attack is increased by 105. -> Light element is increased by 110. -> Chance of inflicting critical hits is increased by 5%.



 Flying Dagger	Range: 6 cell Target: Select one Casting time: 0.3 sec. Cooldown: 8 sec. Consumption MP: 80 -> Melee attack is increased by 175. -> Light element is increased by 230. -> Increases damage from critical hits by 15%.	Range: 3 cell Target: Select one Casting time: 0.1 sec. Cooldown: 8 sec. Consumption MP: 80 -> Melee attack is increased by 175. -> Light element is increased by 230. -> Increases damage from critical hits by 30%. Animation modification: Modified so that it ends approximately 20% faster
 Stinging Explosion	Range: 6 cell Target: Special Area Casting time: 0.4 sec. Cooldown: 14 sec. Consumption MP: 120 -> Melee attack is increased by 400. -> Light element is increased by 500. -> Chance of inflicting critical hits is increased by 50%.	Range: 3 cell Target: Around Enemy in 3 cell Casting time: 0.4 sec. Cooldown: 14 sec. Consumption MP: 120 -> Melee attack is increased by 400. -> Light element is increased by 500. -> Chance of inflicting critical hits is increased by 50%.
 Sword of Justice	Range: 6 cell Target: Special Area Casting time: 0.4 sec. Cooldown: 9 sec. Consumption MP: 150 -> Melee attack is increased by 550. -> Light element is increased by 700. -> Has a 30% probability of causing [[Short Blackout]	Range: 3 cell Target: Around Enemy in 3 cell Casting time: 0.4 sec. Cooldown: 9 sec. Consumption MP: 150 -> Melee attack is increased by 550. -> Light element is increased by 700. -> Has a 30% probability of causing [[Short Blackout]

 Shadow Bond	Range: 15 cell Target: Select one Casting time: 0.4 sec. Cooldown: 18 sec. Consumption MP: 100 -> Ranged attack is increased by 250. -> Light element is increased by 380. -> Has a 50% probability of causing [[Interrupt Move]]	Range: 15 cell Target: Select one Casting time: 0.4 sec. Cooldown: 18 sec. Consumption MP: 100 -> Ranged attack is increased by 250. -> Light element is increased by 380. -> Has a 75% probability of causing [[Interrupt Move]] -> No penalty for ranged attacks at close range.
 Lightning Blade	Range: 6 cell Target: Around Enemy in 3 cell Casting time: 0.4 sec. Cooldown: 13 sec. Consumption MP: 150 -> Melee attack is increased by 380. -> Light element is increased by 450. -> Has a 30% probability of causing [[Electric Shock]]	Range: 3 cell Target: Around Enemy in 3 cell Casting time: 0.4 sec. Cooldown: 13 sec. Consumption MP: 150 -> Melee attack is increased by 380. -> Light element is increased by 450. -> Has a 50% probability of causing [[Electric Shock]]
 Cut and Run	Range: 15 cell Target: Select one Casting time: 0.4 sec. Cooldown: 14 sec. Consumption MP: 90 -> Ranged attack is increased by 300. -> Light element is increased by 350. -> Has a 80% probability of causing [[Cut and Run]]	Range: 15 cell Target: Select one Casting time: 0.4 sec. Cooldown: 14 sec. Consumption MP: 90 -> Ranged attack is increased by 300. -> Light element is increased by 350. -> Has a 80% probability of causing [[Cut and Run]] -> No penalty for ranged attacks at close range.

 Meteor Thrust	Range: 6 cell Target: Around Enemy in 3 cell Casting time: 0.4 sec. Cooldown: 20 sec. Consumption MP: 280 -> Melee attack is increased by 650. -> Light element is increased by 900. -> Has a 60% probability of causing [[Shock]	Range: 3 cell Target: Around Enemy in 4 cell Casting time: 0.2 sec. Cooldown: 20 sec. Consumption MP: 280 -> Melee attack is increased by 650. -> Light element is increased by 900. -> Has a 60% probability of causing [[Shock] Animation modification: Modified so that it ends approximately 20% faster
 Divine Blade	Range: 6 cell Target: Around Enemy in 4 cell Casting time: 0.6 sec. Cooldown: 40 sec. Consumption MP: 300 -> Melee attack is increased by 800. -> Light element is increased by 1100. -> Has a 20% probability of causing [[Magic Light]	Range: 3 cell Target: Around Enemy in 5 cell Casting time: 0.4 sec. Cooldown: 40 sec. Consumption MP: 300 -> Melee attack is increased by 800. -> Light element is increased by 1100. -> Has a 70% probability of causing [[Expose Weaknesses] -> Chance of inflicting critical hits is increased by 20%. Animation modification: Modified so that it ends approximately 30% faster
 Spirit Lance	Range: 6 cell Target: Around Enemy in 3 cell Casting time: 0.6 sec. Cooldown: 65 sec. Consumption MP: 550 -> Melee attack is increased by 1300. -> Light element is increased by 1250.	Range: 3 cell Target: Around Enemy in 4 cell Casting time: 0.6 sec. Cooldown: 65 sec. Consumption MP: 550 -> Melee attack is increased by 1300. -> Light element is increased by 1250.

	-> Chance of inflicting critical hits is increased by 30%. -> Has a 60% probability of causing [[Heavy Bleeding]]	-> Chance of inflicting critical hits is increased by 30%. -> Has a 90% probability of causing [[Fatal Bleeding]]
 Flame	Range: Itself Target: Select one Casting time: 0.4 sec. Cooldown: 12 sec. Consumption MP: 150 -> Has a 100% probability of causing [[Flame]]	Range: Itself Target: Select one Casting time: 0.4 sec. Cooldown: 12 sec. Consumption MP: 150 -> Has a 100% probability of causing [[Flame]] <i>The cooldown of this skill cannot be reduced.</i>
 Ice	Range: Itself Target: Select one Casting time: 0.4 sec. Cooldown: 12 sec. Consumption MP: 150 -> Has a 100% probability of causing [[Ice]]	Range: Itself Target: Select one Casting time: 0.4 sec. Cooldown: 12 sec. Consumption MP: 150 -> Has a 100% probability of causing [[Ice]] <i>The cooldown of this skill cannot be reduced.</i>
 Halo	Range: Itself Target: Select one Casting time: 0.4 sec. Cooldown: 2 sec. Consumption MP: 180 -> Has a 100% probability of causing [[Halo]]	Range: Itself Target: Select one Casting time: 0.4 sec. Cooldown: 12 sec. Consumption MP: 180 -> Has a 100% probability of causing [[Halo]] <i>The cooldown of this skill cannot be reduced.</i>

 Darkness	Range: Itself Target: Select one Casting time: 0.3 sec. Cooldown: 4 sec. Consumption MP: 200 -> Quickly teleport 4 fields forwards. -> Has a 100% probability of causing [[Darkness]]	Range: Itself Target: Select one Casting time: 0.3 sec. Cooldown: 12 sec. Consumption MP: 200 -> Quickly teleport 4 fields forwards. -> Has a 100% probability of causing [[Darkness]] <i>The cooldown of this skill cannot be reduced.</i>
 No Element	Range: Itself Target: Select one Casting time: 0.4 sec. Cooldown: 2 sec. Consumption MP: 180 -> Has a 100% probability of causing [[No Element]]	Range: Itself Target: Select one Casting time: 0.4 sec. Cooldown: 12 sec. Consumption MP: 180 -> Has a 100% probability of causing [[No Element]] <i>The cooldown of this skill cannot be reduced.</i>

Bufs of Avenging Angel Specialist Card

Buff Name	Before	After
 Magical Fetters	Duration: 300 seconds (Level 3) Buff Normal Effects -> Every 10 seconds: MP is reduced by (Player Level*2). -> All defence powers are increased by (Player Level*2). -> Movement speed is increased by 1.	Duration: 300 seconds (Level 3) Buff Normal Effects -> All defence powers are increased by (Player Level*2). -> Movement speed is increased by 1.

 Magic Spell	Duration: 60 seconds (Level 2) Buff Normal Effects -> Reduces skill cooldowns by (Player Level/5)% (max. 80%). -> Light element is increased by (Player Level/6). -> Movement speed is increased by 2.	Duration: 300 seconds (Level 2) Buff Normal Effects -> Reduces skill cooldowns by (Player Level/10)% (max. 80%). -> Melee attack is increased by (Player Level*2). -> Movement speed is increased by 2. Side effects (after 0.2 seconds) -> Chance of inflicting critical hits is increased by 10%. -> Increases damage from critical hits by 25%.
 Flame	Duration: 2 seconds (Level 2) Buff Normal Effects -> Reflects the maximum received damage from (Player Level*45). -> Reflects an opponent's bad effect with a certain likelihood.	Duration: 2 seconds (Level 2) Buff Normal Effects -> Enemy's HP is decreased by 20% of the damage you take (up to 50% of the max. HP of the player with the buff). -> No HP/MP consumption -> Up to level 4 there is a 100% chance of never getting a bad effect.
 Halo	Duration: 60 seconds (Level 2) Buff Normal Effects -> Damage taken is reduced by 10%. -> All elemental resistance is increased by 15. -> Reduces damage received in PvP by (Player Level/9)% (max. 75%).	Duration: 2 seconds (Level 2) Buff Normal Effects -> 7% HP is recovered.
 No Element	Duration: 60 seconds (Level 2) Buff Normal Effects -> Melee attack is increased by (Player Level*2). -> Chance of inflicting critical hits is increased by 15%. -> Increases damage from critical hits by 15%.	Duration: 12 seconds (Level 2) Buff Normal Effects -> All elemental resistance is increased by 15. -> Reduces damage received in PvP by (Player Level/9)% (max. 75%). -> Damage taken is reduced by 10%.

 Darkness	Duration: 4 seconds (Level 2) Buff Normal Effects -> Movement speed is increased by 3. -> Dodge is increased by (Player Level*6).	Duration: 6 seconds (Level 2) Buff Normal Effects -> Invisible except to enemies within 5 spaces. -> Increases dodge in PvP by 5%. -> Sneak in
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Fog Hunter Specialist Card

Bufs of Fog Hunter Specialist Card

Buff Name	Before	After
 Improved Nerve Gas	Duration: 12 seconds (Level 5) Poison Debuff Normal Effects -> Movement speed is decreased by 3. -> Dodge is reduced by 50%. -> Damage taken from all attacks is increased by 15%. Side effects (after 0.2 seconds) -> Defence level is decreased by 1.	Duration: 12 seconds (Level 5) Poison Debuff Normal Effects -> Movement speed is decreased by 3. -> Dodge is reduced by 50%. -> Damage taken from all attacks is increased by 15%.



Admiral Yi Specialist Card

Skill Name	Before	After
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 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]	Range: 2 cell Target: Around Enemy in 1 cell Casting time: 0.1 sec. Cooldown: 0.6 sec. Consumption MP: 0 -> Melee attack is increased by 140. -> Water element is increased by 110. -> Token gauge increased by 12. -> Has a 3% probability of causing [[Death's Touch]
 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]	Range: 12 cell Target: Select one Casting time: 0.1 sec. Cooldown: 15 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]
 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 4 cell Casting time: 0.1 sec. Cooldown: 20 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] -> Has a 100% probability of causing [[Sea Current]

 Wave Slash	Range: 3 cell Target: Around Enemy in 3 cell 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]	Range: 3 cell Target: Around Enemy in 3 cell Casting time: 0.1 sec. Cooldown: 15 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]
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Bufs of Admiral Yi Specialist Card

Buff Name	Before	After
 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%.	Duration: 300 seconds (Level 4) Buff Normal Effects -> If you have the Dimensional Synchronisation buff, all defences are increased by 3% (of the buff level). -> Increases the chance to summon a hero by 5%. -> Increases the summoned hero's attack by 5%.



Blue Magician Specialist Card

Skill Name	Before	After
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 Ice Shard	Range: 14 cell Target: Around Enemy in 1 cell Casting time: 0.1 sec. Cooldown: 6 sec. Consumption MP: 60 -> Magic attack power is increased by 250. -> Water element is increased by 600.	Range: 14 cell Target: Around Enemy in 2 cell Casting time: 0.1 sec. Cooldown: 6 sec. Consumption MP: 60 -> Magic attack power is increased by 250. -> Water element is increased by 600.
 Freezing Blast	Range: 14 cell Target: Around Enemy in 2 cell Casting time: 0.8 sec. Cooldown: 15 sec. Consumption MP: 120 -> Magic attack power is increased by 500. -> Water element is increased by 800. -> Has a 40% probability of causing [[Shivering Frost]	Range: 14 cell Target: Around Enemy in 2 cell Casting time: 0.8 sec. Cooldown: 15 sec. Consumption MP: 120 -> Magic attack power is increased by 500. -> Water element is increased by 800. -> Has a 40% probability of causing [[Shivering Frost]
 Ice Lance	Range: 14 cell Target: Around Enemy in 2 cell Casting time: 0.5 sec. Cooldown: 25 sec. Consumption MP: 120 -> All attacks are increased by 900. -> Water element is increased by 1400. -> Has a 80% probability of causing [[Weaken Defence Power]	Range: 14 cell Target: Around Enemy in 3 cell Casting time: 0.5 sec. Cooldown: 25 sec. Consumption MP: 120 -> Magic attack power is increased by 900. -> Water element is increased by 1400. -> Has a 80% probability of causing [[Weaken Defence Power]
 Ice Chain	Range: 9 cell Target: Special Area Casting time: 0.2 sec. Cooldown: 30 sec.	Range: 14 cell Target: Special Area Casting time: 0.2 sec. Cooldown: 30 sec.

	Consumption MP: 320 -> Magic attack power is increased by 600. -> Water element is increased by 1600. -> Has a 70% probability of causing [[Freeze]]	Consumption MP: 320 -> Magic attack power is increased by 800. -> Water element is increased by 1600. -> Has a 100% probability of causing [[Freeze]]
 Frozen Shield	Range: Itself Target: Select one Casting time: 0 sec. Cooldown: 10 sec. Consumption MP: 120 -> Has a 100% probability of causing [[Frozen Shield]] -> Has a 100% probability of causing [[Mana Ice Shield]] <i>The cooldown of this skill cannot be reduced.</i>	Range: Itself Target: Select one Casting time: 0 sec. Cooldown: 12 sec. Consumption MP: 120 -> Has a 100% probability of causing [[Frozen Shield]] -> Has a 100% probability of causing [[Mana Ice Shield]] <i>The cooldown of this skill cannot be reduced.</i>
 Glacier	Range: Itself Target: Around Enemy in 4 cell Casting time: 0.2 sec. Cooldown: 32 sec. Consumption MP: 200 -> Magic attack power is increased by 500. -> Water element is increased by 1000. -> Has a 60% probability of causing [[Fear]]	Range: Itself Target: Around Enemy in 6 cell Casting time: 0.4 sec. Cooldown: 25 sec. Consumption MP: 200 -> Magic attack power is increased by 700. -> Water element is increased by 1000. -> Has a 100% probability of causing [[Destroy Shield]]
 Blessing of Water	Range: Itself Target: Around Friends in 3 cell Casting time: 1.2 sec. Cooldown: 60 sec. Consumption MP: 550	Range: Itself Target: Around Friends in 5 cell Casting time: 1.2 sec. Cooldown: 30 sec. Consumption MP: 550

	-> Has a 100% probability of causing [[Blessing of Water]	-> Has a 100% probability of causing [[Blessing of Water]
 Heavy Hail	Range: 14 cell Target: Around Enemy in 3 cell Casting time: 0.4 sec. Cooldown: 50 sec. Consumption MP: 360 -> Magic attack power is increased by 1000. -> Water element is increased by 1200. -> Has a 60% probability of causing [[Blackout]	Range: 14 cell Target: Around Enemy in 5 cell Casting time: 0.4 sec. Cooldown: 30 sec. Consumption MP: 360 -> Magic attack power is increased by 1000. -> Water element is increased by 1200. -> Has a 60% probability of causing [[Blackout] -> Has a 100% probability of causing [[Glacier Spikes]
 Intense Cold	Range: 14 cell Target: Around Enemy in 3 cell Casting time: 0.4 sec. Cooldown: 60 sec. Consumption MP: 380 -> Magic attack power is increased by 500. -> Water element is increased by 2000. -> Has a 50% probability of causing [[Freezing]	Range: 14 cell Target: Around Enemy in 5 cell Casting time: 0.4 sec. Cooldown: 35 sec. Consumption MP: 380 -> Magic attack power is increased by 1200. -> Water element is increased by 2000. -> Has a 100% probability of causing [[Freezing]
 Blizzard	Range: 14 cell Target: Around Enemy in 6 cell Casting time: 0.7 sec. Cooldown: 120 sec. Consumption MP: 400 -> Magic attack power is increased by 1400. -> Water element is increased by 2000. -> Has a 80% probability of causing [[Deadly Blackout]	Range: 14 cell Target: Around Enemy in 6 cell Casting time: 0.7 sec. Cooldown: 70 sec. Consumption MP: 400 -> Magic attack power is increased by 1700. -> Water element is increased by 2000. -> Has a 80% probability of causing [[Deadly Blackout]

 Glacier Spikes		Range: 14 cell Target: Around Enemy in 5 cell Casting time: 0.2 sec. Cooldown: 30 sec. Consumption MP: 360 -> Magic attack power is increased by 700. -> Water element is increased by 1000. -> Has a 100% probability of causing [[Destroy Shield]
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Bufs of Blue Magician Specialist Card

Buff Name	Before	After
 Freezing	Duration: 6 seconds (Level 5) Magic Debuff Normal Effects -> Always receives critical hits. -> Damage taken from magic attacks is increased by 20%. -> Movement speed is decreased by 5.	Duration: 10 seconds (Level 5) Magic Debuff Normal Effects -> Always receives critical hits. -> Damage taken from magic attacks is increased by 20%. -> Movement speed is decreased by 5. Side effects (after 0.4 seconds) -> Water resistance is decreased by 5.
 Mana Ice Shield	Duration: 180 seconds (Level 5) Buff Normal Effects -> Damage taken is reduced by 20%. -> Heal 20% of inflicted damage by reducing MP. -> Movement speed is increased by 2.	Duration: 180 seconds (Level 5) Buff Normal Effects -> Damage taken is reduced by 20%. -> Heal 20% of inflicted damage by reducing MP. -> Movement speed is increased by 2. Side effects (after 0.2 seconds)

		-> Magic attacks are increased by 5%. -> Increases the equipped fairy's element by 10.
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Archmage Specialist Card

Bufs of Archmage Specialist Card

Buff Name	Before	After
 Fast Lane 1	Duration: 12 seconds (Level 1) Magic Buff Normal Effects -> Provides a 5% chance to increase attack power by 5%. Effects on release -> Fast Lane 2 — 100% chance	Duration: 8 seconds (Level 1) Magic Buff Normal Effects -> Provides a 5% chance to increase attack power by 5%. Effects on release -> Fast Lane 2 — 100% chance
 Fast Lane 2	Duration: 10 seconds (Level 2) Magic Buff Normal Effects -> Provides a 5% chance to increase attack power by 10%. Effects on release -> Fast Lane 3 — 100% chance	Duration: 6 seconds (Level 2) Magic Buff Normal Effects -> Provides a 5% chance to increase attack power by 10%. Effects on release -> Fast Lane 3 100% chance
 Fast Lane 3	Duration: 8 seconds (Level 3) Magic Buff Normal Effects -> Provides a 10% chance to increase attack power by 15%.	Duration: 4 seconds (Level 3) Magic Buff Normal Effects -> Provides a 10% chance to increase attack power by 15%.





Gravity Specialist Card

Skill Name	Before	After
 Pull	Range: 10 cell Target: Around Enemy in 2 cell Casting time: 0.1 sec. Cooldown: 9 sec. Consumption MP: 100 -> Draws enemies to 1 fields away from you. -> Magic attack power is increased by 300. -> Water element is increased by 500. -> Has a 60% probability of causing [[Paralysis]] -> You receive 10 Grav Points and lose 0 Antigrav Points.	Range: 10 cell Target: Around Enemy in 2 cell Casting time: 0.1 sec. Cooldown: 9 sec. Consumption MP: 100 -> Draws enemies to 1 fields away from you. -> Magic attack power is increased by 300. -> Water element is increased by 500. -> Has a 30% probability of causing [[Paralysis]] -> You receive 10 Grav Points and lose 0 Antigrav Points.
 Push	Range: 6 cell Target: Around Enemy in 2 cell Casting time: 0.1 sec. Cooldown: 9 sec. Consumption MP: 60 -> Provides a 100% chance of pushing the enemy away 4 field(s) (only in PvP). -> Magic attack power is increased by 400. -> Water element is increased by 600. -> Has a 60% probability of causing [[Paralysis]] -> You receive 10 Anti-Grav Points and lose 0 Grav Points.	Range: 6 cell Target: Around Enemy in 2 cell Casting time: 0.1 sec. Cooldown: 9 sec. Consumption MP: 60 -> Provides a 100% chance of pushing the enemy away 4 field(s) (only in PvP). -> Magic attack power is increased by 400. -> Water element is increased by 600. -> Has a 30% probability of causing [[Paralysis]] -> You receive 10 Anti-Grav Points and lose 0 Grav Points.
 Black Hole	Range: 10 cell Target: Around Enemy in 5 cell Casting time: 0.5 sec. Cooldown: 40 sec.	Range: 10 cell Target: Around Enemy in 5 cell Casting time: 0.5 sec. Cooldown: 40 sec.



	Consumption MP: 500 -> Magic attack power is increased by 1100. -> Water element is increased by 1500. -> Pulls enemies from 5 spaces around the target together in one place. -> Has a 100% probability of causing [[Severe Gravitational Consequences] -> Increases damage by (current number of Grav and Anti-Grav Points) * 40%. All Grav and Anti-Grav Points are consumed. <i>The cooldown of this skill cannot be reduced.</i>	Consumption MP: 500 -> Magic attack power is increased by 1100. -> Water element is increased by 1500. -> Pulls enemies from 5 spaces around the target together in one place. -> Has a 100% probability of causing [[Severe Gravitational Consequences] -> Increases damage by (current number of Grav and Anti-Grav Points) * 20%. All Grav and Anti-Grav Points are consumed. <i>The cooldown of this skill cannot be reduced.</i>
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Bufs of Gravity Specialist Card

Buff Name	Before	After
 Gravitational Equilibrium	Duration: 3000 seconds (Level 11) Buff Normal Effects -> Magic attacks are increased by 20%. -> Reduces skill cooldowns by 25% (max. 80%). -> Mana for using skills is decreased by 50%. (Includes magic.)	Duration: 3000 seconds (Level 11) Buff Normal Effects -> Magic attacks are increased by 15%. -> Reduces skill cooldowns by 20% (max. 80%). -> Mana for using skills is decreased by 50%. (Includes magic.)
 Excessive Gravitation Field	Duration: 3000 seconds (Level 10) Buff Normal Effects -> Magic attacks are increased by 15%. -> Mana for using skills is decreased by 30%. (Includes magic.) -> Your Grav Points reduce by 2 each time you perform a basic attack.	Duration: 3000 seconds (Level 10) Buff Normal Effects -> Magic attacks are increased by 10%. -> Mana for using skills is decreased by 30%. (Includes magic.) -> Your Grav Points reduce by 2 each time you perform a basic attack.

 Excessive Anti-Gravitation Field	Duration: 3000 seconds (Level 10) Buff Normal Effects -> Reduces skill cooldowns by 20% (max. 80%). -> Movement speed is increased by 2. -> Your Anti-Grav Points reduce by 2 each time you perform a basic attack.	Duration: 3000 seconds (Level 10) Buff Normal Effects -> Reduces skill cooldowns by 15% (max. 80%). -> Movement speed is increased by 1. -> Your Anti-Grav Points reduce by 2 each time you perform a basic attack.
 Gravitation Field	Duration: 10 seconds (Level 4) Buff Normal Effects -> Movement speed is increased by 1. -> All opponents within 3 space(s) suffer [Gravitational Consequences] every 1.5 seconds. -> Magic attacks are increased by 10%.	Duration: 10 seconds (Level 4) Buff Normal Effects -> All opponents within 3 space(s) suffer [Gravitational Consequences] every 1.5 seconds. -> Magic attacks are increased by 5%.
 Hyper-Gravity	Duration: 180 seconds (Level 4) Buff Normal Effects -> Increases the equipped fairy's element by 20. -> The equipped fairy's element increases by 10 if [Gravitational Equilibrium] is active. -> Magic attack power is increased by (Player Level*2). Side effects (after 15 seconds) -> Mana for using skills is increased by 20%. (Includes magic.)	Duration: 180 seconds (Level 4) Buff Normal Effects -> Increases the equipped fairy's element by 20. -> The equipped fairy's element increases by 10 if [Gravitational Equilibrium] is active. -> Magic attack power is increased by (Player Level*2). Side effects (after 15 seconds) -> Mana for using skills is increased by 20%. (Includes magic.)
 Anti-Gravitation Field	Duration: 180 seconds (Level 5) Buff Normal Effects -> Heal 30% of inflicted damage by reducing MP. -> Damage taken is reduced by 15%.	Duration: 180 seconds (Level 5) Buff Normal Effects -> Heal 30% of inflicted damage by reducing MP. -> Damage taken is reduced by 15%.

	-> All elemental resistances are increased by 30 if [Gravitational Equilibrium] is active.	-> All elemental resistances are increased by 15 if [Gravitational Equilibrium] is active.
 Zero Gravity	Duration: 15 seconds (Level 4) Buff Normal Effects -> The attack range is increased by 2. -> Movement speed is increased by 2.	Duration: 15 seconds (Level 4) Buff Normal Effects -> The attack range is increased by 2. -> Movement speed is increased by 1.
 Overloaded Gravitation Field	Duration: 5 seconds (Level 12) Neutral Magic Effect Normal Effects -> Magic attacks are increased by 20%. -> All your gravitation skills are unavailable. -> Damage taken from all attacks is increased by 10%. Side effects (after 4.8 seconds) -> Grav Points are reduced by 60. -> Anti-Grav Points are reduced by 30.	Duration: 5 seconds (Level 12) Neutral Magic Effect Normal Effects -> Magic attacks are increased by 15%. -> All your gravitation skills are unavailable. -> Damage taken from all attacks is increased by 10%. Side effects (after 4.8 seconds) -> Grav Points are reduced by 60. -> Anti-Grav Points are reduced by 30.
 Overloaded Anti-Gravitation Field	Duration: 5 seconds (Level 12) Neutral Magic Effect Normal Effects -> Reduces skill cooldowns by 25% (max. 80%). -> All your anti-gravitation skills are unavailable. -> Damage taken from all attacks is increased by 10%. Side effects (after 4.8 seconds) -> Anti-Grav Points are reduced by 60. -> Grav Points are reduced by 30.	Duration: 5 seconds (Level 12) Neutral Magic Effect Normal Effects -> Reduces skill cooldowns by 15% (max. 80%). -> All your anti-gravitation skills are unavailable. -> Damage taken from all attacks is increased by 10%. Side effects (after 4.8 seconds) -> Anti-Grav Points are reduced by 60. -> Grav Points are reduced by 30.



Merlin Specialist Card

Bufs of Merlin Specialist Card

Buff Name	Before	After
 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.	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 3% (of the buff level). -> No penalty for ranged attacks at close range.
 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).	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 3% (of the buff level). Side effects (after 0.2 seconds) -> Hit rate of all attacks is increased by (Player Level*2).

 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.	Duration: 10 seconds (Level 10) Buff Normal Effects -> Reduces the enemy's light resistance by 5. -> All attacks are increased by 5%. Side effects (after 0.2 seconds) -> 15% HP is recovered. -> 15% MP is recovered.
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Master Wolf Specialist Card

Skill Name	Before	After
 Basic Attack	Range: 2 cell Target: Select one Casting time: 0.1 sec. Cooldown: 0.9 sec. Consumption MP: 0 -> Melee attack is increased by 100. -> Light element is increased by 100. -> If the attack is successful, you earn 50 ultimate points.	Range: 2 cell Target: Select one Casting time: 0.1 sec. Cooldown: 0.9 sec. Consumption MP: 0 -> Melee attack is increased by 100. -> Light element is increased by 100. -> If the attack is successful, you earn 100 ultimate points.
 Low Kick	Range: 2 cell Target: Around Enemy in 1 cell Casting time: 0.1 sec. Cooldown: 7 sec. Consumption MP: 50 -> Melee attack is increased by 350. -> Light element is increased by 300.	Range: 2 cell Target: Around Enemy in 2 cell Casting time: 0.1 sec. Cooldown: 7 sec. Consumption MP: 50 -> Melee attack is increased by 350. -> Light element is increased by 300.



	-> Has a 30% probability of causing [[Knocked Down]] -> If the attack is successful, you earn 150 ultimate points.	-> Has a 30% probability of causing [[Knocked Down]] -> If the attack is successful, you earn 250 ultimate points.
 Flying Kick	Range: 7 cell Target: Select one Casting time: 0.1 sec. Cooldown: 12 sec. Consumption MP: 80 -> Melee attack is increased by 600. -> Light element is increased by 600. -> Has a 50% probability of causing [[Knocked Out]] -> If the attack is successful, you earn 200 ultimate points.	Range: 7 cell Target: Select one Casting time: 0.1 sec. Cooldown: 12 sec. Consumption MP: 80 -> Melee attack is increased by 600. -> Light element is increased by 600. -> Has a 50% probability of causing [[Knocked Out]] -> If the attack is successful, you earn 350 ultimate points.
 Sonic Wave	Range: 7 cell Target: Around Enemy in 1 cell Casting time: 0.1 sec. Cooldown: 10 sec. Consumption MP: 150 -> Melee attack is increased by 400. -> Light element is increased by 800. -> Has a 35% probability of causing [[Knocked Down]] -> If the attack is successful, you earn 100 ultimate points.	Range: 7 cell Target: Around Enemy in 2 cell Casting time: 0.1 sec. Cooldown: 10 sec. Consumption MP: 150 -> Melee attack is increased by 400. -> Light element is increased by 800. -> Has a 35% probability of causing [[Knocked Down]] -> If the attack is successful, you earn 300 ultimate points.
 Tornado Kick	Range: Itself Target: Around Enemy in 3 cell Casting time: 0.1 sec. Cooldown: 17 sec. Consumption MP: 120 -> Melee attack is increased by 800. -> Light element is increased by 700.	Range: Itself Target: Around Enemy in 3 cell Casting time: 0.1 sec. Cooldown: 17 sec. Consumption MP: 120 -> Melee attack is increased by 800. -> Light element is increased by 700.

	-> Draws enemies to 0 fields away from you. -> If the attack is successful, you earn 300 ultimate points.	-> Draws enemies to 0 fields away from you. -> If the attack is successful, you earn 450 ultimate points. Animation modification: Modified so that it ends approximately 30% faster
 Uppercut	Range: 2 cell Target: Around Enemy in 1 cell Casting time: 0.1 sec. Cooldown: 15 sec. Consumption MP: 150 -> Melee attack is increased by 400. -> Light element is increased by 800. -> Provides a (missing HP/max. HP * 40)% chance to inflict [Shadow of Death] on your opponent. -> If the attack is successful, you earn 350 ultimate points. -> Has a 75% probability of causing [[Knocked Out]]	Range: 2 cell Target: Around Enemy in 2 cell Casting time: 0.1 sec. Cooldown: 15 sec. Consumption MP: 150 -> Melee attack is increased by 400. -> Light element is increased by 800. -> Provides a (missing HP/max. HP * 40)% chance to inflict [Shadow of Death] on your opponent. -> If the attack is successful, you earn 500 ultimate points. -> Has a 75% probability of causing [[Knocked Out]] Animation modification: Modified so that it ends approximately 30% faster
 Block	Range: Itself Target: Select one Casting time: 0.1 sec. Cooldown: 8 sec. Consumption MP: 100 -> Has a 100% probability of causing [[Block]] <i>The cooldown of this skill cannot be reduced.</i>	Range: Itself Target: Select one Casting time: 0.1 sec. Cooldown: 12 sec. Consumption MP: 100 -> Has a 100% probability of causing [[Block]] <i>The cooldown of this skill cannot be reduced.</i>
 Tri-Combo	Range: 5 cell Target: Select one Casting time: 0.1 sec. Cooldown: 40 sec.	Range: 5 cell Target: Select one Casting time: 0.1 sec. Cooldown: 40 sec.

	Consumption MP: 150 -> Melee attack is increased by 1200. -> Light element is increased by 1000. -> Has a 100% probability of causing [[Strong Impulse] -> If the attack is successful, you earn 400 ultimate points. -> Has a 75% probability of causing [[Shadow of Death]	Consumption MP: 150 -> Melee attack is increased by 1200. -> Light element is increased by 1000. -> Has a 100% probability of causing [[Strong Impulse] -> If the attack is successful, you earn 600 ultimate points. -> Has a 75% probability of causing [[Shadow of Death] Animation modification: Modified so that it ends approximately 30% faster
 Ultimate Sonic Wave	Range: 9 cell Target: Around Enemy in 3 cell Casting time: 0.3 sec. Cooldown: 10 sec. Consumption MP: 150 -> Melee attack is increased by 1200. -> Light element is increased by 1600. -> Has a 75% probability of causing [[Knocked Down] -> Has a 80% probability of causing [[Race Against Death] -> There is a 100% chance that every attack hits.	Range: 9 cell Target: Around Enemy in 3 cell Casting time: 0.3 sec. Cooldown: 10 sec. Consumption MP: 150 -> Melee attack is increased by 1200. -> Light element is increased by 1600. -> Has a 75% probability of causing [[Knocked Down] -> Has a 80% probability of causing [[Race Against Death] -> There is a 100% chance that every attack hits.
 Ultimate Tornado Kick	Range: Itself Target: Around Enemy in 6 cell Casting time: 0.3 sec. Cooldown: 17 sec. Consumption MP: 120 -> Melee attack is increased by 1600. -> Light element is increased by 1400. -> There is a 100% chance that every attack hits. -> Draws enemies to 0 fields away from you. -> Has a 80% probability of causing [[Race Against Death]	Range: Itself Target: Around Enemy in 6 cell Casting time: 0.1 sec. Cooldown: 30 sec. Consumption MP: 120 -> Melee attack is increased by 1600. -> Light element is increased by 1400. -> There is a 100% chance that every attack hits. -> Draws enemies to 0 fields away from you. -> Has a 80% probability of causing [[Race Against Death]

		Animation modification: Modified so that it ends approximately 30% faster
 Ultimate Uppercut	Range: 2 cell Target: Around Enemy in 2 cell Casting time: 0.2 sec. Cooldown: 15 sec. Consumption MP: 150 -> Melee attack is increased by 700. -> Light element is increased by 1600. -> Provides a (missing HP/max. HP * 100)% chance to inflict [Shadow of Death] on your opponent. -> There is a 100% chance that every attack hits. -> Has a 100% probability of causing [[Knocked Out]	Range: 2 cell Target: Around Enemy in 2 cell Casting time: 0.1 sec. Cooldown: 15 sec. Consumption MP: 150 -> Melee attack is increased by 700. -> Light element is increased by 1600. -> Provides a (missing HP/max. HP * 100)% chance to inflict [Shadow of Death] on your opponent. -> There is a 100% chance that every attack hits. -> Has a 100% probability of causing [[Knocked Out] Animation modification: Modified so that it ends approximately 30% faster
 Ultimate Tri-Combo	Range: 5 cell Target: Select one Casting time: 0.3 sec. Cooldown: 70 sec. Consumption MP: 150 -> Melee attack is increased by 3000. -> Light element is increased by 2000. -> Has a 100% probability of causing [[Strong Impulse] -> If the attack is successful, you earn 400 ultimate points. -> Has a 100% probability of causing [[Shadow of Death]	Range: 5 cell Target: Select one Casting time: 0.2 sec. Cooldown: 70 sec. Consumption MP: 150 -> Melee attack is increased by 3000. -> Light element is increased by 2000. -> Has a 100% probability of causing [[Strong Impulse] -> If the attack is successful, you earn 400 ultimate points. -> Has a 100% probability of causing [[Shadow of Death] Animation modification: Modified so that it ends approximately 30% faster

Bufs of Master Wolf Specialist Card



Buff Name	Before	After
 Holy Energy	Duration: 80 seconds (Level 3) Buff Normal Effects -> Hit rate of all attacks is increased by (Player Level*2). -> Melee attack is increased by (Player Level*2).	Duration: 300 seconds (Level 3) Buff Normal Effects -> Hit rate of all attacks is increased by (Player Level*2). -> Melee attacks are increased by 5%.
 Block	Duration: 2 seconds (Level 3) Buff Normal Effects -> If you are attacked while blocking, you earn 1000 ultimate points.	Duration: 2 seconds (Level 3) Buff Normal Effects -> No HP consumption -> If you are attacked while blocking, you earn 1000 ultimate points. -> Up to level 4 there is a 100% chance of never getting a bad effect.



Thunderer Specialist Card

Buffs of Thunderer Specialist Card

Buff Name	Before	After
 Magnetic Field	Duration: 15 seconds (Level 5) Buff Normal Effects -> Reduces enemies' soft crit damage by 15%. -> Defence is increased by 15%. -> Movement speed is increased by 1.	Duration: 15 seconds (Level 5) Buff Normal Effects -> Defence is increased by 15%. -> Movement speed is increased by 1.



 Attack Amp	Duration: 120 seconds (Level 5) Buff Normal Effects -> All attacks are increased by 5%. -> No penalty for ranged attacks at close range.	Duration: 300 seconds (Level 5) Buff Normal Effects -> All attacks are increased by 5%.
 Small Electricity Bonus	Duration: 120 seconds (Level 5) Buff Normal Effects -> Every 2 seconds: Token gauge increased by 2. -> Movement speed is increased by 1. -> If you have 1 Spare Battery tokens, your attack power is increased by 5%.	Duration: 120 seconds (Level 5) Buff Normal Effects -> Every 2 seconds: Token gauge increased by 2. -> If you have 1 Spare Battery tokens, your attack power is increased by 3%.
 Electricity Bonus	Duration: 40 seconds (Level 6) Buff Normal Effects -> Every 2 seconds: Token gauge increased by 4. -> Movement speed is increased by 2. -> If you have 1 Spare Battery tokens, your attack power is increased by 10%.	Duration: 40 seconds (Level 6) Buff Normal Effects -> Every 2 seconds: Token gauge increased by 4. -> Movement speed is increased by 1. -> If you have 1 Spare Battery tokens, your attack power is increased by 7%.
 Large Electricity Bonus	Duration: 30 seconds (Level 7) Buff Normal Effects -> Every 2 seconds: Token gauge increased by 6. -> Movement speed is increased by 3. -> If you have 1 Spare Battery tokens, your attack power is increased by 20%.	Duration: 30 seconds (Level 7) Buff Normal Effects -> Every 2 seconds: Token gauge increased by 6. -> Movement speed is increased by 2. -> If you have 1 Spare Battery tokens, your attack power is increased by 15%.



Thor Specialist Card



Skill Name	Before	After
 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]]	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]] -> No penalty for ranged attacks at close range.
 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]]	Range: 9 cell Target: Special Area Casting time: 0.4 sec. Cooldown: 30 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.	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] <i>The cooldown of this skill cannot be reduced.</i>	-> Has a 80% probability of causing [[Unsure Footing] -> No penalty for ranged attacks at close range. <i>The cooldown of this skill cannot be reduced.</i>
 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] <i>The cooldown of this skill cannot be reduced.</i>	Range: Itself Target: Select one Casting time: 0.1 sec. Cooldown: 30 sec. Consumption MP: 200 -> Has a 100% probability of causing [[Icebolt Vortex] -> Token gauge increased by 30. <i>The cooldown of this skill cannot be reduced.</i>
 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).	Range: 9 cell Target: Around Enemy in 3 cell Casting time: 0.1 sec. Cooldown: 40 sec. Cooldown: 30 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).

Bufs of Thor Specialist Card

Buff Name	Before	After
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 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%.	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 3% (of the buff level). -> If you have the Dimensional Synchronisation buff, all defences are increased by 3% (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%.
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Other Buffs

Buff Name	Before	After
 Sudden Twist	Duration: 20 seconds (Level 3) Debuff Normal Effects -> All attacks are increased by 666. -> Belial reflects your attacks and inflicts damage on your allies.	Duration: 10 seconds (Level 3) Debuff Normal Effects -> HP is decreased by 20% of the damage dealt (up to 50% of the max. HP of the player with the buff).
 Paralysis	Duration: 4 seconds (Level 2) Poison Debuff Normal Effects -> Movement impossible -> No attack possible -> Receives a critical hit with the chance of 50%.	Duration: 4 seconds (Level 2) Poison Debuff Normal Effects -> Movement impossible -> No attack possible -> The chance of receiving a critical hit is increased by 50%.

 Improved Charging	Duration: 10 seconds (Level 4) Buff Normal Effects -> All attacks are increased by 15%. -> Chance of inflicting critical hits is increased by 100%. -> After 1 attacks, the [Improved Charging] effect will be removed.	Duration: 10 seconds (Level 4) Buff Normal Effects -> All attacks are increased by 15%. -> Always inflicts critical hits. -> After 1 attacks, the [Improved Charging] effect will be removed. Side effects (after 0.2 seconds) -> Movement speed is increased by 2.
 Hip Swing (F)	Duration: 15 seconds (Level 2) Buff Normal Effects -> Reduces skill cooldowns by 25% (max. 80%).	Duration: 15 seconds (Level 2) Buff Normal Effects -> Reduces skill cooldowns by 5% (max. 80%).
 Hip Swing (E)	Duration: 15 seconds (Level 2) Buff Normal Effects -> Reduces skill cooldowns by 35% (max. 80%).	Duration: 15 seconds (Level 2) Buff Normal Effects -> Reduces skill cooldowns by 8% (max. 80%).
 Hip Swing (D)	Duration: 16 seconds (Level 2) Buff Normal Effects -> Reduces skill cooldowns by 45% (max. 80%).	Duration: 16 seconds (Level 2) Buff Normal Effects -> Reduces skill cooldowns by 10% (max. 80%).
 Hip Swing (C)	Duration: 16 seconds (Level 2) Buff Normal Effects -> Reduces skill cooldowns by 55% (max. 80%).	Duration: 16 seconds (Level 2) Buff Normal Effects -> Reduces skill cooldowns by 15% (max. 80%).

 Hip Swing (B)	Duration: 17 seconds (Level 2) Buff Normal Effects -> Reduces skill cooldowns by 65% (max. 80%).	Duration: 17 seconds (Level 2) Buff Normal Effects -> Reduces skill cooldowns by 20% (max. 80%).
 Hip Swing (A)	Duration: 17 seconds (Level 3) Buff Normal Effects -> Reduces skill cooldowns by 75% (max. 80%).	Duration: 17 seconds (Level 3) Buff Normal Effects -> Reduces skill cooldowns by 30% (max. 80%).
 Hip Swing (S)	Duration: 20 seconds (Level 4) Buff Normal Effects -> Reduces skill cooldowns by 90% (max. 80%). -> Chance of inflicting critical hits is increased by 40%. -> Movement speed is increased by 3.	Duration: 20 seconds (Level 4) Buff Normal Effects -> Reduces skill cooldowns by 40% (max. 80%). -> Chance of inflicting critical hits is increased by 10%. -> Movement speed is increased by 1.
 Supporting Fire (F)	Duration: 18 seconds (Level 2) Buff Normal Effects -> Provides a 100% chance to increase attack power by 3%. -> There's a 30% chance to ignore 10% of the target's defence.	Duration: 18 seconds (Level 2) Buff Normal Effects -> Increases damage with a probability of 100% by 3%. -> There's a 30% chance to ignore 10% of the target's defence.
 Supporting Fire (E)	Duration: 18 seconds (Level 2) Buff Normal Effects -> Provides a 100% chance to increase attack power by 4%. -> There's a 30% chance to ignore 13% of the target's defence.	Duration: 18 seconds (Level 2) Buff Normal Effects -> Increases damage with a probability of 100% by 4%. -> There's a 30% chance to ignore 13% of the target's defence.

 Supporting Fire (D)	Duration: 18 seconds (Level 2) Buff Normal Effects -> Provides a 100% chance to increase attack power by 5%. -> There's a 30% chance to ignore 15% of the target's defence.	Duration: 18 seconds (Level 2) Buff Normal Effects -> Increases damage with a probability of 100% by 5%. -> There's a 30% chance to ignore 15% of the target's defence.
 Supporting Fire (C)	Duration: 18 seconds (Level 2) Buff Normal Effects -> Provides a 100% chance to increase attack power by 7%. -> There's a 30% chance to ignore 20% of the target's defence.	Duration: 18 seconds (Level 2) Buff Normal Effects -> Increases damage with a probability of 100% by 7%. -> There's a 30% chance to ignore 20% of the target's defence.
 Supporting Fire (B)	Duration: 18 seconds (Level 2) Buff Normal Effects -> Provides a 100% chance to increase attack power by 10%. -> There's a 30% chance to ignore 25% of the target's defence.	Duration: 18 seconds (Level 2) Buff Normal Effects -> Increases damage with a probability of 100% by 10%. -> There's a 30% chance to ignore 25% of the target's defence.
 Supporting Fire (A)	Duration: 18 seconds (Level 2) Buff Normal Effects -> Provides a 100% chance to increase attack power by 15%. -> There's a 30% chance to ignore 30% of the target's defence.	Duration: 18 seconds (Level 2) Buff Normal Effects -> Increases damage with a probability of 100% by 15%. -> There's a 30% chance to ignore 30% of the target's defence.
 Supporting Fire (S)	Duration: 18 seconds (Level 2) Buff Normal Effects -> Provides a 100% chance to increase attack power by 20%. -> There's a 40% chance to ignore 35% of the target's defence. -> Movement speed is increased by 2.	Duration: 18 seconds (Level 2) Buff Normal Effects -> Increases damage with a probability of 100% by 20%. -> There's a 40% chance to ignore 35% of the target's defence. -> Movement speed is increased by 2.

