










1. Fire Cannoneer Specialist Card (4501)

Skill.dat



Name	Old Effect	New Effect
Staggered Fire 	Range: Target or additional 11 field(s) Target: Enemies within 0 field(s) Casting time: 0.3 second(s) Cooldown: 8 second(s) MP usage: 120 Ranged attack is increased by 220. Fire element is increased by 380. Has a 15% probability of causing [<u>Explosive Shock</u>]. Has a 40% probability of causing [<u>Burn</u>]. Has a 40% probability of causing [<u>Leg Sweeper</u>].	Range: Target or additional 11 field(s) Target: Enemies within 0 field(s) Casting time: 0.3 second(s) Cooldown: 8 second(s) MP usage: 120 Ranged attack is increased by 220. Fire element is increased by 380. Has a 40% probability of causing [<u>Explosive Shock</u>]. Has a 40% probability of causing [<u>Burn</u>]. Has a 40% probability of causing [<u>Leg Sweeper</u>].
Cannon Panning 	Range: 2 field(s) Target: Specific area Casting time: 0.1 second(s) Cooldown: 40 second(s) MP usage: 110 Ranged attack is increased by 400. Fire element is increased by 500. Has a 60% probability of causing [<u>Weaken Defence Power</u>]. No penalty for ranged attacks at close range.	Range: 2 field(s) Target: Specific area Casting time: 0.1 second(s) Cooldown: 15 second(s) MP usage: 110 Ranged attack is increased by 400. Fire element is increased by 500. Has a 80% probability of causing [<u>Weaken Defence Power</u>]. No penalty for ranged attacks at close range.
Cannon Shot 	Range: 10 field(s) Target: Select Casting time: 0.3 second(s) Cooldown: 40 second(s)	Range: 10 field(s) Target: Select Casting time: 0.3 second(s) Cooldown: 20 second(s)




	<p>MP usage: 200</p> <p>Ranged attack is increased by 500. Fire element is increased by 1000. Has a 60% probability of causing [<u>Blackout</u>]. No penalty for ranged attacks at close range.</p>	<p>MP usage: 200</p> <p>Ranged attack is increased by 500. Fire element is increased by 1000. Has a 60% probability of causing [<u>Blackout</u>]. No penalty for ranged attacks at close range.</p>
<p>Shot with Targeting</p> 	<p>Range: Target or additional 16 field(s) Target: Enemies within 1 field(s)</p> <p>Casting time: 0.3 second(s) Cooldown: 18 second(s) MP usage: 100</p> <p>Ranged attack is increased by 900. Fire element is increased by 700. Has a 45% probability of causing [<u>The Great Explosive Shockwave wipes everything in its path.</u>]. No penalty for ranged attacks at close range.</p>	<p>Range: Target or additional 16 field(s) Target: Enemies within 1 field(s)</p> <p>Casting time: 0.3 second(s) Cooldown: 18 second(s) MP usage: 100</p> <p>Ranged attack is increased by 900. Fire element is increased by 700. Has a 60% probability of causing [<u>The Great Explosive Shockwave wipes everything in its path.</u>]-The Great Shockwave explodes No penalty for ranged attacks at close range.</p>
<p>Hand Grenade</p> 	<p>Range: 11 field(s) Target: Specific area</p> <p>Casting time: 0.1 second(s) Cooldown: 15 second(s) MP usage: 90</p> <p>Ranged attack is increased by 800. Fire element is increased by 800. Has a 55% probability of causing [<u>Great Explosive Shockwave</u>]. No penalty for ranged attacks at close range.</p>	<p>Range: 11 field(s) Target: Enemies within 2 field's</p> <p>Casting time: 0.1 second(s) Cooldown: 15 second(s) MP usage: 90</p> <p>Ranged attack is increased by 800. Fire element is increased by 800. Has a 55% probability of causing [<u>Great Explosive Shockwave</u>]. No penalty for ranged attacks at close range.</p> <p>Faster Animation</p>
<p>Hellfire</p> 	<p>Range: Target or additional 11 field(s) Target: Enemies within 1 field(s)</p> <p>Casting time: 0.3 second(s)</p>	<p>Range: Target or additional 11 field(s) Target: Enemies within 2 field(s)</p> <p>Casting time: 0.3 second(s)</p>

	<p>Cooldown: 30 second(s) MP usage: 200</p> <p>Ranged attack is increased by 650. Fire element is increased by 900. Has a 60% probability of causing [<u>Fatal Burn</u>]. No penalty for ranged attacks at close range.</p>	<p>Cooldown: 30 second(s) MP usage: 200</p> <p>Ranged attack is increased by 650. Fire element is increased by 900. Has a 60% probability of causing [<u>Fatal Burn</u>]. No penalty for ranged attacks at close range.</p> <p>Faster Animation</p>
<p>Signal Rocket</p> 	<p>Range: Target or additional 11 field(s) Target: Enemies within 1 field(s)</p> <p>Casting time: 0.3 second(s) Cooldown: 30 second(s) MP usage: 220</p> <p>Ranged attack is increased by 700. Fire element is increased by 1200. Has a 60% probability of causing [<u>Great Explosive Shockwave</u>]. No penalty for ranged attacks at close range.</p>	<p>Range: Target or additional 11 field(s) Target: Enemies within 2 field(s)</p> <p>Casting time: 0.3 second(s) Cooldown: 30 second(s) MP usage: 220</p> <p>Ranged attack is increased by 700. Fire element is increased by 1200. Has a 60% probability of causing [<u>Great Explosive Shockwave</u>]. No penalty for ranged attacks at close range.</p> <p>Faster Animation</p>
<p>Weapon Master</p> 	<p>Range: 0 field(s) Target: Select</p> <p>Casting time: 0.2 second(s) Cooldown: 90 second(s) MP usage: 200</p> <p>Has a 100% probability of causing [<u>Turbo Loader</u>]. Has a 100% probability of causing [<u>Explosive Enhancement</u>]. Has a 100% probability of causing [<u>Weapon Defence</u>].</p>	<p>Range: 0 field(s) Target: Select</p> <p>Casting time: 0.2 second(s) Cooldown: 60 second(s) MP usage: 200</p> <p>Has a 100% probability of causing [<u>Turbo Loader</u>]. Has a 100% probability of causing [<u>Explosive Enhancement</u>]. Has a 100% probability of causing [<u>Weapon Defence</u>].</p> <p>Add Effect: The cooldown of this skill cannot be reduced</p>

<p>Ultimate Cannon</p> 	<p>Range: Target Target: Enemies within 4 field(s)</p> <p>Casting time: 0.2 second(s) Cooldown: 100 second(s) MP usage: 700</p> <p>Ranged attack is increased by 1100. Fire element is increased by 1500. Has a 70% probability of causing [<u>The Great Explosive Shockwave wipes everything in its path.</u>]. No penalty for ranged attacks at close range.</p>	<p>Range: Target Target: Enemies within 4 field(s)</p> <p>Casting time: 0.2 second(s) Cooldown: 70 second(s) MP usage: 700</p> <p>Ranged attack is increased by 1100. Fire element is increased by 1500. Has a 100% probability of causing [<u>The Great Explosive Shockwave wipes everything in its path.</u>]. No penalty for ranged attacks at close range. Add Effect: Has a 100% probability of causing "Scorched" Faster Animation</p>
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

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


Name	Old Effect	New Effect
<p>Explosive Shock</p> 	<p>Debuff Level 2 Duration: 2s</p> <p>Movement is impossible No attack possible Leg Sweeper (519) occurs with a probability of 30%</p>	<p>Debuff Level 2 Duration: 2s</p> <p>Movement is impossible No attack possible Leg Sweeper (519) occurs with a probability of 50%</p>
<p>The Great Explosive Shockwave</p> 	<p>Debuff Level 3 Duration: 3s</p> <p>Movement is impossible No attack possible Leg Sweeper (519) occurs with a probability of 50%</p>	<p>Debuff Level 3 Duration: 4s</p> <p>Movement is impossible No attack possible Leg Sweeper (519) occurs with a probability of 75%</p>
<p>The Great Explosive Shockwave wipes everything in it's path</p>	<p>Debuff Level 4 Duration: 4 seconds</p> <p>Movement is impossible</p>	<p>Debuff Level 4 Duration: 6s</p> <p>Movement is impossible</p>

	No attack possible Leg Sweeper (519) occurs with a probability of 70%	No attack possible Leg Sweeper (519) occurs with a probability of 100%
Turbo Loader 	Buff Level 3 Duration: 15 seconds Ranged attack is increased by (Player Level*2). Fire element is increased by (Player Level*2). Reduces cooldown of skills by 40%.	Buff Level 3 Duration: 120 seconds Ranged attack is increased by (Player Level*2). Fire element is increased by (Player Level*2). Reduces cooldown of skills by 20% . Add Effect: Ranged Attack is increased by 10% Side effect after 0.4s: Reduces the enemy's fire resistance by 5 Chance of inflicting critical hits is increased by
Weapon Defence 	Buff Level 3 Duration: 120 seconds Reduces the effectiveness of the enemy's attack strengthening buffs. Damage taken is reduced by 5%.	Buff Level 3 Duration: 120 seconds Reduces the effectiveness of the enemy's attack strengthening buffs. Damage taken is reduced by 10% .
Scorched		Debuff Level 5 Duration: 10s Fire Resistance is decreased by 5 With a 20% probability fire attack damage is increased by 30%

2. Volcano Specialist Card (4502)

Skill.dat


Name	Old Effect	New Effect
Magma Ball 	Range: 9 field(s) Target: Select Casting time: 0.3 second(s) Cooldown: 0.7 second(s) MP usage: 60 Magic attack power is increased by 100. Fire element is increased by 180.	Range: 11 field(s) Target: Select Casting time: 0.3 second(s) Cooldown: 0.7 second(s) MP usage: 60 Magic attack power is increased by 100. Fire element is increased by 180.
Volcanic Eruption 	Range: 9 field(s) Target: Specific area Casting time: 0.3 second(s) Cooldown: 7 second(s) MP usage: 190 Magic attack power is increased by 250. Fire element is increased by 450. Has a 20% probability of causing [Lava Gush]	Range: 11 field(s) Target: Specific area Casting time: 0.3 second(s) Cooldown: 11 second(s) MP usage: 190 Magic attack power is increased by 250. Fire element is increased by 450. Has a 20% probability of causing [Lava Gush] Has a 100% probability of causing Continuous Eruption
Volcanic Gas 	Range: Target Target: Enemies within 3 field(s) Casting time: 0.3 second(s) Cooldown: 22 second(s) MP usage: 210 Magic attack power is increased by 450. Fire element is increased by 650. Has a 25% probability of causing [Poisonous Volcanic Gas].	Range: Target Target: Enemies within 3 field(s) Casting time: 0.3 second(s) Cooldown: 22 second(s) MP usage: 210 Magic attack power is increased by 450. Fire element is increased by 650. Has a 50% probability of causing [Poisonous Volcanic Gas].
Lava Wave 	Range: 11 field(s) Target: Specific area Casting time: 0.2 second(s)	Range: 13 field(s) Target: Specific area Casting time: 0.2 second(s)




	<p>Cooldown: 30 second(s) MP usage: 340</p> <p>Magic attack power is increased by 700.Fire element is increased by 1200.Has a 75% probability of causing [<u>Large Lava Gush</u>].</p>	<p>Cooldown: 30 second(s) MP usage: 340</p> <p>Magic attack power is increased by 700.Fire element is increased by 1200.Has a 75% probability of causing [<u>Large Lava Gush</u>].</p>
<p>Power of the Volcano</p> 	<p>Range: 0 field(s) Target: Allies within 5 field(s)</p> <p>Casting time: 0.4 second(s) Cooldown: 90 second(s) MP usage: 300</p> <p>Has a 100% probability of causing [<u>Power of the Volcano</u>].</p>	<p>Range: 0 field(s) Target: Select One</p> <p>Casting time: 0.4 second(s) Cooldown: 30 second(s) MP usage: 300</p> <p>Has a 100% probability of causing [<u>Power of the Volcano</u>].</p>
<p>Earthquake</p> 	<p>Range: Target Target: Enemies within 3 field(s)</p> <p>Casting time: 0.2 second(s) Cooldown: 15 second(s) MP usage: 310</p> <p>Magic attack power is increased by 800.Fire element is increased by 900. Has a 25% probability of causing Lava Gush</p>	<p>Range: Target Target: Enemies within 3 field(s)</p> <p>Casting time: 0.2 second(s) Cooldown: 15 second(s) MP usage: 310</p> <p>Magic attack power is increased by 800.Fire element is increased by 900. Has a 35% probability of causing Lava Gush</p>
<p>Volcanic Roar</p> 	<p>Range: Target or additional 9 field(s) Target: Enemies within 3 field(s)</p> <p>Casting time: 0.2 second(s) Cooldown: 18 second(s) MP usage: 340 Magic attack power is increased by 700.Fire</p>	<p>Range: Target or additional 11 field(s) Target: Enemies within 3 field(s)</p> <p>Casting time: 0.2 second(s) Cooldown: 18 second(s) MP usage: 340 Magic attack power is increased by 700.Fire element is increased by 900.Has a 75% probability of causing [Paralysis]-Lava Rigour (518)</p>

	<p>element is increased by 900.Has a 50% probability of causing [<u>Paralysis</u>].</p>	<p>Has a 100% probability of causing Aftershocks</p>
<p>Lava Swamp</p> 	<p>Range: Target Target: Enemies within 4 field(s)</p> <p>Casting time: 0.2 second(s) Cooldown: 50 second(s) MP usage: 380</p> <p>Has a 100% probability of causing [<u>Lava Swamp</u>].</p>	<p>Range: Target Target: Enemies within 5 field(s)</p> <p>Casting time: 0.2 second(s) Cooldown: 40 second(s) MP usage: 380</p> <p>Magic attack power is increased by 500 .Fire element is increased by 900. Has a 100% probability of causing [<u>Lava Swamp</u>].</p>
<p>Magma Sword</p> 	<p>Range: Target or additional 13 field(s) Target: Enemies within 2 field(s)</p> <p>Casting time: 0.4 second(s) Cooldown: 45 second(s) MP usage: 420</p> <p>Magic attack power is increased by 500.Fire element is increased by 1700.Has a 75% probability of causing [<u>Burning Lava Gush</u>].</p>	<p>Range: Target or additional 13 field(s) Target: Enemies within 2 field(s)</p> <p>Casting time: 0.4 second(s) Cooldown: 40 second(s) MP usage: 420</p> <p>Magic attack power is increased by 1200 .Fire element is increased by 1700.Has a 75% probability of causing [<u>Burning Lava Gush</u>].</p>
<p>Ash Storm</p> 	<p>Range: Target Target: Enemies within 4 field(s)</p> <p>Casting time: 0.4 second(s) Cooldown: 90 second(s) MP usage: 1100</p> <p>Magic attack power is increased by 1500.Fire element is increased by 2000.Has a 70%</p>	<p>Range: Target Target: Enemies within 6 field(s)</p> <p>Casting time: 0.4 second(s) Cooldown: 70 second(s) MP usage: 1100</p> <p>Magic attack power is increased by 1500.Fire element is increased by 2000.Has a 100% probability of causing [<u>First Shockwave</u>].</p>

	probability of causing [First Shockwave].	
Continuous Eruption		Range: 11 field(s) Target: Specific area Casting time: 0.3 second(s) Cooldown: 7 second(s) MP usage: 190 Magic attack power is increased by 250. Fire element is increased by 450. Has a 20% probability of causing
Aftershocks		Range: Target Target: Enemies within 3 field(s) Casting time: 0.2 second(s) Cooldown: 15 second(s) MP usage: 310 Magic attack power is increased by 800. Fire element is increased by 900. Has a 25% probability of causing Lava Gush

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
Name	Old Effect	New Effect
First Shockwave 	Magic Debuff (Level 3) Duration: 3s Every 2 seconds: HP is reduced by (Player Level*6) Fire Resistance is reduced by 3% Side Effect after 1s:	Magic Debuff (Level 5) Duration: 3s Every 2 seconds: HP is reduced by (Player Level* 10) Fire Resistance is reduced by 3 Side Effect after 1s: No attack possible Movement impossible




	<p>No attack possible Movement impossible</p> <p>Second Shockwave occurs in releasing at the probability of 100%</p>	<p>Second Shockwave occurs in releasing at the probability of 100%</p>
<p>Power of the Volcano</p> 	<p>Magic Buff (Level2) Duration: 240s</p> <p>Magic attack power is increased by (Player Level*2) .Concentration is increased by (Player Level*1) during the magic attack. The fiery skills of the volcano are increased by (Player Level/3).</p>	<p>Magic Buff (Level2) Duration: 240s</p> <p>Magic attack power is increased by (Player Level*2) Magic attacks are increased by 5% .Concentration is increased by (Player Level*1) during the magic attack. The fiery skills of the volcano are increased by (Player Level/3).</p> <p>Side Effect after 0.4s: Increases the equipped fairy's element by 10</p>
<p>Second Shockwave</p> 	<p>Magic Debuff (Level 3) Duration: 3s</p> <p>Every 2 seconds: HP is reduced by (Player Level*3) Every 2 seconds: MP is reduced by (Player Level*3) Fire Resistance is reduced by 5% Side Effect after 1s: No attack possible Movement impossible</p> <p>Third Shockwave occurs in releasing at the probability of 100%</p>	<p>Magic Debuff (Level 5) Duration: 3s</p> <p>Every 2 seconds: HP is reduced by (Player Level*15) Every 2 seconds: MP is reduced by (Player Level*15) Fire Resistance is reduced by 5 Side Effect after 1s: No attack possible Movement impossible</p> <p>Third Shockwave occurs in releasing at the probability of 100%</p>
<p>Third Shockwave</p> 	<p>Magic Debuff (Level 3) Duration: 3s</p>	<p>Magic Debuff (Level 5) Duration: 3s</p>



	<p>Every 2 seconds: MP is reduced by (Player Level*6) Fire Resistance is reduced by 7% Side Effect after 1s: No attack possible Movement impossible</p>	<p>Every 2 seconds: HP is reduced by (Player Level*20) Every 2 seconds: MP is reduced by (Player Level*20) Fire Resistance is reduced by 7 Side Effect after 1s: No attack possible Movement impossible</p>
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

3. Gladiator Specialist Card (4500)


Skill.dat

Name	VNum	Old Effect	New Effect
<p>Basic Attack</p> 	1056	<p>Range: 2 field(s) Target: Select</p> <p>Cooldown: 0.6 second(s)</p> <p>Combo 2 Attack: +5% Attack</p> <p>Melee attack is increased by 90. Fire element is increased by 70.</p>	<p>Range: 2 field(s) Target: Select</p> <p>Cooldown: 0.6 second(s)</p> <p>Combo 2 Attack: +15% Attack</p> <p>Melee attack is increased by 90. Fire element is increased by 70.</p>
<p>Double Blow</p> 	1057	<p>Range: 2 field(s) Target: Select</p> <p>Casting time: 0.2 second(s) Cooldown: 6 second(s) MP usage: 70</p> <p>Melee attack is increased by 300. Fire element is increased by 100.</p>	<p>Range: 2 field(s) Target: Select</p> <p>Casting time: 0.2 second(s) Cooldown: 6 second(s) MP usage: 70</p> <p>Melee attack is increased by 300. Fire element is increased by 100. Chance of inflicting critical hits</p>


		<p>Chance of inflicting critical hits is increased by 30%. Has a 10% probability of causing [<u>Knockdown</u>].</p>	<p>is increased by 30%. Has a 20% probability of causing [<u>Knockdown</u>].</p>
<p>Lightning Surge</p> 	1058	<p>Range: 2 field(s) Target: Specific area</p> <p>Casting time: 0.1 second(s) Cooldown: 20 second(s) MP usage: 90</p> <p>Melee attack is increased by 150. Fire element is increased by 200. Has a 30% probability of causing [<u>Bleeding</u>].</p>	<p>Range: 2 field(s) Target: Specific area</p> <p>Casting time: 0.1 second(s) Cooldown: 20 second(s) MP usage: 90</p> <p>Melee attack is increased by 150. Fire element is increased by 200. Has a 40% probability of causing Fatal Bleeding</p>
<p>Shield Attack</p> 	1059	<p>Range: 7 field(s) Target: Select</p> <p>Casting time: 0.1 second(s) Cooldown: 50 second(s) MP usage: 80</p> <p>Melee attack is increased by 450. Fire element is increased by 300. Has a 90% probability of causing [<u>Knockdown</u>].</p>	<p>Range: 7 field(s) Target: Select</p> <p>Casting time: 0.1 second(s) Cooldown: 25 second(s) MP usage: 80</p> <p>Melee attack is increased by 450. Fire element is increased by 300. Has a 100% probability of causing [<u>Knockdown</u>].</p>
<p>Hunting Horn</p> 	1060	<p>Range: 7 field(s) Target: Select</p> <p>Casting time: 0.4 second(s) Cooldown: 16 second(s) MP usage: 200</p>	<p>Range: 7 field(s) Target: Enemies within 3 field(s)</p> <p>Casting time: 0.4 second(s) Cooldown: 16 second(s) MP usage: 200</p>



		<p>Melee attack is increased by 600. Fire element is increased by 350. Has a 40% probability of causing [<u>Weaken Defence Power</u>]. Push your opponent back 1 fields.</p>	<p>Melee attack is increased by 600. Fire element is increased by 350. Has a 50% probability of causing [<u>Weaken Defence Power</u>]. Provides a 100% chance of pushing the enemy away 1 field(s) (only in PvP)</p>
<p>Taunt</p> 	1061	<p>Range: 12 field(s) Target: Select</p> <p>Casting time: 0.1 second(s) Cooldown: 40 second(s) MP usage: 90</p> <p>If you taunt an opponent that has a Knockdown, there is a 100% chance that <u>Enormously Shaky Status</u> will occur. If you taunt an opponent in a normal status, there is a 100% chance that <u>Shaky Status</u> will occur.</p>	<p>Range: 12 field(s) Target: Enemies within 1 field(s)</p> <p>Casting time: 0.1 second(s) Cooldown: 30 second(s) MP usage: 90</p> <p>If you taunt an opponent that has a Knockdown, there is a 100% chance that <u>Enormously Shaky Status</u> will occur. If you taunt an opponent in a normal status, there is a 100% chance that <u>Shaky Status</u> will occur. Melee attack is increased by 800 Fire Element is increased by 400 There's a 100% chance that every attack hits</p>
<p>Magical Reflection</p> 	1062	<p>Range: 0 field(s) Target: Select</p> <p>Cooldown: 9 second(s) MP usage: 300</p> <p>Has a 100% probability of causing [<u>Magical Reflection</u>].</p>	<p>Range: 0 field(s) Target: Select</p> <p>Cooldown: 12 second(s) MP usage: 300</p> <p>Has a 100% probability of causing [<u>Magical Reflection</u>]. Add Effect: The cooldown of this skill cannot be reduced</p>




<p>Iron Roll</p> 	<p>1063</p>	<p>Range: Target Target: Enemies within 4 field(s)</p> <p>Casting time: 0.1 second(s) Cooldown: 90 second(s) MP usage: 320</p> <p>Melee attack is increased by 900. Fire element is increased by 400. Has a 15% probability of causing [<u>Knockdown</u>].</p>	<p>Range: Target Target: Enemies within 4 field(s)</p> <p>Casting time: 0.1 second(s) Cooldown: 30 second(s) MP usage: 320</p> <p>Melee attack is increased by 900. Fire element is increased by 400. Has a 45% probability of causing [<u>Knockdown</u>].</p>
<p>Engorgement</p> 	<p>1064</p>	<p>Range: 0 field(s) Target: Select</p> <p>Casting time: 0.1 second(s) Cooldown: 80 second(s) MP usage: 150</p> <p>Has a 100% probability of causing [<u>Engorgement</u>]. Has a 100% probability of causing [<u>Victory Cry</u>]. Restores (Player Level*30) HP.</p>	<p>Range: 0 field(s) Target: Select</p> <p>Casting time: 0.1 second(s) Cooldown: 60 second(s) MP usage: 150</p> <p>Has a 100% probability of causing [<u>Engorgement</u>]. Has a 100% probability of causing [<u>Victory Cry</u>]. Regenerates 10% of the caster's max HP as HP</p>
<p>Declaration of War</p> 	<p>1065</p>	<p>Range: 12 field(s) Target: Select</p> <p>Casting time: 0.1 second(s) Cooldown: 90 second(s) MP usage: 90</p> <p>Has a 100% probability of causing [<u>Loser's Sigh</u>]. Melee attack is</p>	<p>Range: 12 field(s) Target: Enemies within 2 field(s)</p> <p>Casting time: 0.1 second(s) Cooldown: 50 second(s) MP usage: 90</p> <p>Has a 100% probability of causing [<u>Loser's Sigh</u>]. Melee attack is increased by 1200.</p>

		increased by 500. Fire element is increased by 500. If you manage to pull back from the enemy's attack, there is a certain chance the buff will be increased.	Fire element is increased by 800 .
Execution 	1066	Range: 7 field(s) Target: Specific area Casting time: 0.2 second(s) Cooldown: 130 second(s) MP usage: 600 Melee attack is increased by 1800. Fire element is increased by 1000. Has a 80% probability of causing [<u>Short Blackout</u>]. If you are successful in defeating the opponent with this skill, there is a 100% chance that <u>Cheer of the Crowd</u> will occur.	Range: 7 field(s) Target: Specific area Casting time: 0.2 second(s) Cooldown: 80 second(s) MP usage: 600 Melee attack is increased by 1800. Fire element is increased by 1000. Has a 80% probability of causing Deadly Blackout Has a 100% probability of causing "Cheer of the Crowd" There is a 100% chance that every attack hits

BCard.dat


Name	Old Effect	New Effect
Knockdown 	Debuff Level 3 Duration: 4s The Knockdown is suspended as soon as the opponent has a Blackout or is attacked. In combination	Debuff Level 3 Duration: 3s The Knockdown is suspended as soon as the opponent has a Blackout or is attacked. In combination with the



	<p>with the Execution skill, the opponent takes 20% additional damage. Movement impossible No attack possible</p> <p>Counterattack Chance occurs in releasing at the probability of 10%</p>	<p>Execution skill, the opponent takes 20% additional damage. Movement impossible No attack possible</p> <p>Counterattack Chance occurs in releasing at the probability of 10% The debuff should not disappear after one hit anymore</p>
<p>Magical Reflection</p> 	<p>Buff Level 3 Duration: 2s</p> <p>Reflects the maximum received damage from (Player Level * 50) Reflects an opponent's bad effect with a certain likelihood</p>	<p>Buff Level 3 Duration: 2s</p> <p>Reflects the maximum received damage from (Player Level * 50) When you're defending, there is a 100% chance of 20% of the damage being reflected at the opponent Reflects an opponent's bad effect with a certain likelihood Add Effect:</p> <p>No HP/MP Consumption Up to Level 4 there is a 100% chance of never getting a bad effect</p>
<p>Engorgement</p> 	<p>Buff Level 3 Duration: 90s</p> <p>Movement Speed is increased by 1 Light Resistance is increased by (Player Level / 9) Water Resistance is increased by (Player Level / 9)</p> <p>Side Effect: after 0 seconds Hit Rate of all attacks is increased by (Player Level*2)</p>	<p>Buff Level 3 Duration: 120s</p> <p>Movement Speed is increased by 2 Melee Attacks are increased by 10% All Elemental resistance is increased by 10 Side Effect: after 0 seconds Hit Rate of all attacks is increased by (Player Level*3) Defence Level is increased by 1</p>


<p>Loser's Sigh</p> 	<p>Debuff Level 4 Duration: 4s</p> <p>Movement impossible</p>	<p>Debuff Level 5 Duration: 4s</p> <p>Movement impossible</p>
<p>Cheer of the Crowd</p> 	<p>Buff Level 4 Duration: 10s</p> <p>No HP consumption Up to Level 5 there is a 100% chance of never getting a bad effect There is a 100% probability to remove bad effects of level 4 or lower</p>	<p>Buff Level 4 Duration: 5s</p> <p>No HP consumption Up to Level 5 there is a 100% chance of never getting a bad effect There is a 100% probability to remove bad effects of level 4 or lower</p>
<p>Victory Cry</p> 	<p>Buff Level 3 Duration: 10s</p> <p>Movement Speed is increased by 3 Probability of receive critical hits is decreased by 20% A shadowy figure appears</p> <p>Side effect: after 0s Reduces skill cooldown by 50% (Max 80%)</p>	<p>Buff Level 5 Duration: 15s</p> <p>Movement Speed is increased by 2 Probability of receive critical hits is decreased by 10% A shadowy figure appears</p> <p>Side effect: after 0s Reduces skill cooldown by 30% (Max 80%)</p>

4. Scout Specialist Card (4498)


Skill.dat

Name	Old Effect	New Effect
<p>Falcon Nosedive</p> 	<p>Range: Target or additional 10 field(s) Target: Enemies within 2 field(s)</p> <p>Casting time: 0.4 second(s)</p>	<p>Range: Target or additional 10 field(s) Target: Enemies within 3 field(s)</p> <p>Casting time: 0.4 second(s) Cooldown: 10 second(s) MP usage: 150</p>

	<p>Cooldown: 7 second(s) MP usage: 150</p> <p>Ranged attack is increased by 200. Water element is increased by 300. Has a 70% probability of causing [<u>Rotating Arrow – Highest Level</u>]. Chance of inflicting critical hits is increased by 10%.</p>	<p>Ranged attack is increased by 200. Water element is increased by 300. Has a 100% probability of causing [<u>Rotating Arrow – Highest Level</u>]. Chance of inflicting critical hits is increased by 10%.</p>
<p>Lightning Reload</p> 	<p>Range: 8 field(s) Target: Select</p> <p>Casting time: 0.2 second(s) Cooldown: 15 second(s) MP usage: 400</p> <p>Ranged attack is increased by 350. Water element is increased by 400. Has a 80% probability of causing [<u>Rotating Arrow – Level 1</u>]. Has a 30% probability of causing [<u>Strong Mandra Poison</u>].</p>	<p>Range: 8 field(s) Target: Enemies within 1 field(s) Casting time: 0.2 second(s) Cooldown: 12 second(s) MP usage: 400</p> <p>Ranged attack is increased by 350. Water element is increased by 400. Has a 100% probability of causing [<u>Rotating Arrow – Level 1</u>]. (Rotating Arrow – Level 1 will be cast max 2 times, Rotating Arrow – Level 1 will be cast max 1 time) Has a 30% probability of causing [<u>Strong Mandra Poison</u>].</p> <p>Add Effect: The cooldown of this skill cannot be reduced</p>
<p>Rotating Arrow – Level 1</p> 	<p>Range: 8 field(s) Target: Specific area</p> <p>Cooldown: 0.3 second(s) MP usage: 180</p> <p>Ranged attack is increased by 200. Has a 100% probability of causing [<u>Rotating Arrow – Level 2</u>]. Has a 100% probability of causing [<u>Quick Evasion</u>]. Has a 35% probability of causing [<u>Mandra Stun</u>].</p>	<p>Range: 8 field(s) Target: Enemies within 1 field(s)</p> <p>Cooldown: 0.3 second(s) MP usage: 180</p> <p>Ranged attack is increased by 200. Has a 100% probability of causing [<u>Rotating Arrow – Level 2</u>]. Has a 100% probability of causing [<u>Quick Evasion</u>]. Has a 35% probability of causing [<u>Mandra Stun</u>]. Chance of inflicting critical hits is increased by 10%.</p>

	Chance of inflicting critical hits is increased by 10%.	
Rotating Arrow – Level 2 	Range: 9 field(s) Target: Specific area Cooldown: 0.3 second(s) MP usage: 220 Water element is increased by 200. Has a 100% probability of causing [<u>Rotating Arrow – Level 1</u>]. Has a 20% probability of causing [<u>Strong Mandra Poison</u>]. If it is used 1 times, <u>Ambush – Preparation 1</u> is produced. Can increase to maximum level 2. If it is used 2 times, <u>Ambush – Preparation 2</u> is produced. Can increase to maximum level 2.	Range: 9 field(s) Target: Enemies within 1 field(s) Cooldown: 0.3 second(s) MP usage: 220 Water element is increased by 200. Has a 100% probability of causing [<u>Rotating Arrow – Level 1</u>]. Has a 20% probability of causing [<u>Strong Mandra Poison</u>]. <u>If it is used 1 times, Ambush – Preparation 1 is produced.</u> Can increase to maximum level 2. If it is used 1 times, <u>Ambush – Preparation 2</u> is produced. Can increase to maximum level 2.






BCard.dat


Name	Old Effect	New Effect
Weak Life Shield 	Magic Buff (Level 2) Duration: 300s Damage from critical hits is reduced by 40%	Magic Buff (Level 2) Duration: 300s Damage from critical hits is reduced by 20%

5. Seer Specialist Card (4491)



Skill.dat





Name	Old Effect	New Effect
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
 Death Cage		Faster Animation
 Cursed Hands		Faster Animation
Illusion 	Range: Target or additional 15 field(s) Target: Enemies within 3 field(s) Casting time: 0.1 second(s) Cooldown: 30 second(s) MP usage: 500 There is a 100% chance for monsters to get [587] and players [4032]. Has a 100% probability of causing [Strong Dark Energy].	Range: Target or additional 15 field(s) Target: Enemies within 4 field(s) Casting time: 0.1 second(s) Cooldown: 30 second(s) MP usage: 500 There is a 100% chance for monsters to get [587] and players [4032]. Has a 100% probability of causing [Strong Dark Energy].
Blade Changer 	Range: Target or additional 12 field(s) Target: Enemies within 1 field(s) Casting time: 0.4 second(s) Cooldown: 15 second(s) MP usage: 230 Magic attack power is increased by 200. Shadow element is increased by 200. Has a 100% probability of causing [<u>Blade Changer</u>].	Range: Target or additional 12 field(s) Target: Enemies within 1 field(s) Casting time: 0.4 second(s) Cooldown: 10 second(s) MP usage: 230 Magic attack power is increased by 200. Shadow element is increased by 200. Has a 100% probability of causing [<u>Blade Changer</u>]. (Max Combo will be 6, right now it's 8) Add Effect: The cooldown of this skill cannot be reduced
Time Loss 	Range: Target or additional 12 field(s) Target: Enemies within 3 field(s) Casting time: 0.4 second(s)	Range: Target or additional 12 field(s) Target: Enemies within 4 field(s) Casting time: 0.4 second(s) Cooldown: 35 second(s) MP usage: 330

	Cooldown: 35 second(s) MP usage: 330 Has a 100% probability of causing [<u>Strong Time Void</u>].	Has a 100% probability of causing [<u>Strong Time Void</u>].
Super Abracadabra 		Faster Animation

BCard.dat



Name	Old Effect	New Effect
Weak Dark Energy 	Magic Debuff Level 2 Duration: 6s Movement Speed is decreased by 1. Every 2 seconds:HP is reduced by (Player Level * 4) With a 50% probability shadow attack damage is increased by 20%	Magic Debuff Level 2 Duration: 6s Movement Speed is decreased by 1. Every 2 seconds:HP is reduced by (Player Level * 8) With a 50% probability shadow attack damage is increased by 10%
Dark Energy 	Magic Debuff Level 2 Duration: 8s Movement Speed is decreased by 1. Every 2 seconds:HP is reduced by (Player Level * 6) With a 50% probability shadow attack damage is increased by 35%	Magic Debuff Level 2 Duration: 8s Movement Speed is decreased by 2 . Every 2 seconds:HP is reduced by (Player Level * 10) With a 50% probability shadow attack damage is increased by 15%






<p>Strong Dark Energy</p> 	<p>Magic Debuff Level 2 Duration: 10s</p> <p>Movement Speed is decreased by 1. Every 2 seconds:HP is reduced by (Player Level * 8) With a 50% probability shadow attack damage is increased by 50%</p>	<p>Magic Debuff Level 2 Duration: 10s</p> <p>Movement Speed is decreased by 3 Every 2 seconds:HP is reduced by (Player Level * 12) With a 50% probability shadow attack damage is increased by 25%</p>
<p>Cursed Hands</p> 	<p>Magic Debuff Level 3 Duration: 10s</p> <p>Movement Speed is decreased by 2 All Defence powers are decreased by (Player Level *1) All element energies are reduced by 10</p>	<p>Magic Debuff Level 3 Duration: 10s</p> <p>Movement Speed is decreased by 2 Defence Level is decreased by 1 All element energie</p>
<p>Strong Wheel of Fortune</p> 	<p>Magic Buff Level 2 Duration: 3s</p> <p>Reduces skill cooldown by 50% (max 80%)</p> <p>Wheel of Fortune occurs in releasing at the probability of 100%</p>	<p>Magic Buff Level 2 Duration: 5s</p> <p>Reduces skill cooldown by 50% (max 80%) Magic Attacks are increased by 20%</p> <p>Wheel of Fortune occurs in releasing at the probability of 100%</p>
<p>Wheel of Fortune</p> 	<p>Magic Buff Level 3 Duration: 4s</p> <p>Reduces skill cooldown by 35% (max 80%)</p> <p>Weak Wheel of Fortune</p>	<p>Magic Buff Level 3 Duration: 6s</p> <p>Reduces skill cooldown by 35% (max 80%) Magic Attacks are increased by 15%</p>

	occurs in releasing at the probability of 100%	Weak Wheel of Fortune occurs in releasing at the probability of 100%
Weak Wheel of Fortune 	Magic Buff Level 4 Duration: 5s Reduces skill cooldown by 20% (max 80%)	Magic Buff Level 4 Duration: 7s Reduces skill cooldown by 20% (max 80%) Magic Attacks are increased by 10%
Confusion 	Magic Debuff Level 2 Duration: 6s Every 2 seconds: HP is reduced by (Player Level* 4) Every 2 seconds: MP is reduced by (Player Level *4)	Magic Debuff Level 2 Duration: 4s Every 2 seconds: HP is reduced by (Player Level* 4) Every 2 seconds: MP is reduced by (Player Level *4) No Attack possible

6. Hydraulic Fist Specialist Card (8524)

Skill.dat



Name	Old Effect	New Effect
Heavy Punch 	Range: 2 field(s) Target: Select Casting time: 0.1 second(s) Cooldown: 0.9 second(s) Melee attack is increased by 220. Shadow element is increased by 190.	Range: 2 field(s) Target: Enemies around 0 field(s) Casting time: 0.1 second(s) Cooldown: 0.9 second(s) Melee attack is increased by 220. Shadow element is increased by 190.
Fueling 	Range: 0 field(s) Target: Select	Range: 0 field(s) Target: Select

	<p>Casting time: 0.1 second(s) Cooldown: 7 second(s)</p> <p>You lose 10% of your max. MP and receive 50 Fuel Points.</p>	<p>Casting time: 0.1 second(s) Cooldown: 7 second(s)</p> <p>You lose 10% of your max. MP and receive 80 Fuel Points.</p>
<p>Crumple</p> 	<p>Range: 2 field(s) Target: Specific area</p> <p>Casting time: 0.1 second(s) Cooldown: 14 second(s) MP usage: 130</p> <p>Draws enemies to 1 fields away from you. Melee attack is increased by 800. Shadow element is increased by 400. You lose 10 Fuel Points and inflict <u>Paralysis</u> to the target.</p>	<p>Range: 5 field(s) Target: Around Enemy in 3 cells</p> <p>Casting time: 0.1 second(s) Cooldown: 14 second(s) MP usage: 130</p> <p>Draws enemies to 1 fields away from you. Melee attack is increased by 800. Shadow element is increased by 400. You lose 10 Fuel Points and inflict <u>Paralysis</u> to the target.</p> <p>Faster Animation</p>
<p>Hammer Attack</p> 		Faster Animation
<p>Ground Destruction</p> 		Faster Animation
<p>Draconic Punch</p> 		Faster Animation
<p>Recovery Protocol</p> 	<p>Range: 0 field(s) Target: Select</p> <p>Casting time: 0.3 second(s) Cooldown: 25 second(s) MP usage: 140</p> <p>All fuel is consumed. For every 10 Fuel Points consumed, you recover 3% HP.</p>	<p>Range: 0 field(s) Target: Select</p> <p>Casting time: 0.3 second(s) Cooldown: 25 second(s) MP usage: 140</p> <p>All fuel is consumed. For every 10 Fuel Points consumed, you recover 2% HP.</p>

Smashing Attack 		Faster Animation
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7. Dark Gunner Specialist Card (914)

Skill.dat

Name	Old Effect	New Effect
Ghost Guard 	Range: 0 field(s) Target: Select Casting time: 0.2 second(s) Cooldown: 60 second(s) MP usage: 160 Has a 100% probability of causing [<u>Ghost Guard</u>].	Range: 0 field(s) Target: Select Casting time: 0.2 second(s) Cooldown: 60 second(s) MP usage: 160 Has a 100% probability of causing [<u>Ghost Guard</u>]. Has a 100% probability of causing "Ghost Weapon"
Requiem 	Range: Target Target: Enemies within 3 field(s) Casting time: 0.6 second(s) Cooldown: 40 second(s) MP usage: 240 Has a 100% probability of causing [<u>Requiem</u>].	Range: Target Target: Enemies within 5 field(s) Casting time: 0.6 second(s) Cooldown: 40 second(s) MP usage: 240 Has a 100% probability of causing [<u>Requiem</u>].

BCard.dat

Name	Old Effect	New Effect
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<p>Requiem</p> 	<p>Debuff Level 5 Duration: 10s</p> <p>Run away from the enemy Every 2 seconds: HP is reduced by (Player Level*12) Defence power is reduced by 30%</p>	<p>Debuff Level 5 Duration: 10s</p> <p>Run away from the enemy Every 2 seconds: HP is reduced by (Player Level*12) There is a 100% chance that damage taken from all attacks is increased by 15%</p>
<p>Ghost Guard</p> 	<p>Magic Buff Level 5 Duration: 300s</p> <p>Damage taken is reduced by 10% Heal 20% of inflicted damage by reducing MP Movement Speed is increased by 3</p> <p>Side effect: after 0.2s Chance of inflicting critical hits increased by 30% Hit rate of all attacks is increased by (Player Level *1)</p>	<p>Magic Buff Level 5 Duration: 300s</p> <p>Damage taken is reduced by 20% Heal 20% of inflicted damage by reducing MP Movement Speed is increased by 3</p> <p>Side effect: after 0.2s Chance of inflicting critical hits increased by 30% Hit rate of all attacks is increased by (Player Level *2)</p>
<p>Ghost Weapon</p>		<p>Magic Buff Level 5 Duration: 300s</p> <p>Increases damage from critical hits by 25%</p>

Effect Changes

The effects used for buffs or other effects will be changed.

Old Effect	New Effect
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<p>When you're defending there is a X% chance of Y% of the damage being reflected at the oppent</p>	<p>When you're defending there is a X% chance of Y% of the damage being reflected at the oppent (Max. 50% of the player's HP wearing the buff)</p>
<p>Enemy's HP is decreased by X% of the damage I received</p>	<p>Enemy's HP is decreased by X% of the damage I received (Max. 50% of the player's HP wearing the buff)</p>
<p>When you're defending, there is a %s%% chance of %s%% of the damage being reflected at the opponent.</p>	<p>When you're defending, there is a %s%% chance of %s%% of the damage being reflected at the opponent. (Max. 50% of the player's HP wearing the buff)</p>