
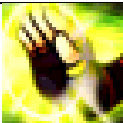





1. Mystic Arts Specialist Card







We have been working on the Mystic Art for a long time now. When first approaching this SP, we quickly have realized the biggest issues that it possessed. The animations of certain skills took a very long time as well the cooldowns of most of the skills were a lot higher than today's standard. We have adjusted the most problematic ones and hope this will help with a smoother gameplay experience. On top of this we have also adjusted smaller things of the skillset, such as high level debuffs, more accessible mechanics and AoE skills. These changes should help the Mystic Arts be a viable option in both the PvP & PvE areas of the game.




Skill.dat



Name	Old Effect	New Effect
 Palm Attack	Range: 1 field(s) Target: Select Casting time: 0.1 second(s) Cooldown: 0.7 second(s) Melee attack is increased by 100. Water element is increased by 100.	Range: 2 field(s) Target: Select Casting time: 0.1 second(s) Cooldown: 0.7 second(s) Melee attack is increased by 100. Water element is increased by 100.
 Shockwave	Range: 1 field(s) Target: Select Casting time: 0.2 second(s) Cooldown: 5 second(s) MP usage: 90	Range: 2 field(s) Target: Around enemy in 2 cell(s) Casting time: 0.2 second(s) Cooldown: 5 second(s) MP usage: 90

	<p>Melee attack is increased by 300. Water element is increased by 300. Has a 20% probability of causing [Internal Injuries].</p>	<p>Melee attack is increased by 300. Water element is increased by 300. Has a 40% probability of causing [Internal Injuries].</p>
 <p>Shadowless Legs</p>	<p>Range: 7 field(s) Target: Select</p> <p>Casting time: 0.3 second(s) Cooldown: 13 second(s) MP usage: 110</p> <p>Melee attack is increased by 500. Water element is increased by 300. Has a 60% probability of causing [Featherweight].</p>	<p>Range: 7 field(s) Target: Around enemy in 1 cell(s)</p> <p>Casting time: 0.3 second(s) Cooldown: 13 second(s) MP usage: 110</p> <p>Melee attack is increased by 500. Water element is increased by 300. Has a 60% probability of causing [Featherweight].</p> <p>The skill will now teleport to the enemy even when the skill misses</p>
	<p>Range: 0 field(s) Target: Select</p> <p>Casting time: 0.4 second(s) Cooldown: 90 second(s) MP usage: 150</p> <p>Has a 100% probability of causing [Moonlight Absorption].</p>	<p>Range: 0 field(s) Target: Select</p> <p>Casting time: 0.5 second(s) Cooldown: 10 second(s) MP usage: 150</p> <p>Has a 100% probability of causing [Moonlight Absorption].</p> <p>The animation has been fastened</p>
	<p>Range: 0 field(s) Target: Select</p>	<p>Range: 0 field(s) Target: Select</p>



	<p>Casting time: 0.4 second(s) Cooldown: 90 second(s) MP usage: 150</p> <p>Has a 100% probability of causing [Gathering Petals].</p>	<p>Casting time: 0.4 second(s) Cooldown: 10 second(s) MP usage: 150</p> <p>Has a 100% probability of causing [Gathering Petals].</p>
	<p>Range: Itself Target: Enemies within 2 field(s)</p> <p>Casting time: 0.3 second(s) Cooldown: 20 second(s) MP usage: 150</p> <p>Melee attack is increased by 700. Water element is increased by 700.</p>	<p>Range: Itself Target: Enemies within 4 field(s)</p> <p>Casting time: 0.3 second(s) Cooldown: 15 second(s) MP usage: 150</p> <p>Melee attack is increased by 700. Water element is increased by 700.</p>
	<p>Range: 5 field(s) Target: Specific area</p> <p>Casting time: 0.4 second(s) Cooldown: 25 second(s) MP usage: 180</p> <p>Melee attack is increased by 700. Water element is increased by 900. There's a 50% chance of leeching (Player Level*8) MP from your enemy.</p>	<p>Range: 9 field(s) Target: Specific area</p> <p>Casting time: 0.4 second(s) Cooldown: 20 second(s) MP usage: 180</p> <p>Melee attack is increased by 700. Water element is increased by 900. There's a 50% chance of leeching (Player Level*8) MP from your enemy.</p> <p>When you use this skill while Opportunity to Attack is active, you will steal 75 of your opponent's MP per character level</p>




	<p>Range: 8 field(s) Target: Select</p> <p>Casting time: 0.4 second(s) Cooldown: 60 second(s) MP usage: 150</p> <p>Melee attack is increased by 900. Water element is increased by 1200. Has a 100% probability of causing [Bound by Moonlight].</p>	<p>Range: 8 field(s) Target: Select</p> <p>Casting time: 0.4 second(s) Cooldown: 30 second(s) MP usage: 150</p> <p>Melee attack is increased by 900. Water element is increased by 1200. Has a 100% probability of causing [Bound by Moonlight]. The cooldown of this effect cannot be reduced</p> <p>Using this skill while Opportunity to Attack is active lifts all negative effects under level 4. Will give your opponent “Bound by the Full Moon’s Light”</p>
	<p>Range: 10 field(s) Target: Select</p> <p>Casting time: 0.4 second(s) Cooldown: 150 second(s) MP usage: 300</p> <p>Has a 100% probability of causing [Mark of the Moon]. Has a 100% probability of causing [Crescent Moonshade]. If the effect Bound by Moonlight is active on</p>	<p>Range: 10 field(s) Target: Select</p> <p>Casting time: 0.4 second(s) Cooldown: 70 second(s) MP usage: 300</p> <p>Has a 100% probability of causing [Mark of the Moon]. Has a 100% probability of causing [Crescent Moonshade]. If the effect Bound by Moonlight is active</p>





	your opponent, you will trigger Bound by the Full Moon's Light.	on your opponent, you will trigger Bound by the Full Moon's Light.
	<p>Range: 7 field(s) Target: Specific area</p> <p>Casting time: 0.2 second(s) Cooldown: 90 second(s) MP usage: 130</p> <p>Melee attack is increased by 700. Water element is increased by 800.</p>	<p>Range: 7 field(s) Target: Specific area</p> <p>Casting time: 0.2 second(s) Cooldown: 20 second(s) MP usage: 130</p> <p>Melee attack is increased by 700. Water element is increased by 800.</p> <p>The skill will now teleport to the enemy even when the skill misses</p>
	<p>Range: Itself Target: Enemies within 0 field(s)</p> <p>Casting time: 0.3 second(s) Cooldown: 120 second(s) MP usage: 200</p> <p>Summons 2 x Lotus Flower</p>	<p>Range: Itself Target: Enemies within 0 field(s)</p> <p>Casting time: 0.3 second(s) Cooldown: 30 second(s) MP usage: 200</p> <p>Summons 2 x Lotus Flower</p>
	<p>Range: Itself Target: Enemies within 2 field(s)</p> <p>Casting time: 0.4 second(s) Cooldown: 180 second(s) MP usage: 230</p> <p>Melee attack is increased by 700.</p>	<p>Range: Itself Target: Enemies within 4 field(s)</p> <p>Casting time: 0.5 second(s) Cooldown: 35 second(s) MP usage: 230</p> <p>Melee attack is increased by 700. Water element is increased by 1000.</p>



	<p>Water element is increased by 1000. Has a 70% probability of causing [Petal Hell].</p>	<p>Has a 70% probability of causing [Petal Hell].</p> <p>Fastened Animation</p> <p>When you use this skill while Opportunity to attack is active, the flowers will explode when they disappear and inflict 100 additional damage per character level</p>
	<p>Range: 8 field(s) Target: Select</p> <p>Casting time: 0.4 second(s) Cooldown: 240 second(s) MP usage: 400</p> <p>Melee attack is increased by 2000. Water element is increased by 1500. Has a 70% probability of causing [Lotus Curse].</p>	<p>Range: 8 field(s) Target: Select</p> <p>Casting time: 0.4 second(s) Cooldown: 70 second(s) MP usage: 400</p> <p>Melee attack is increased by 2000. Water element is increased by 1500. Has a 70% probability of causing [Lotus Curse].</p>
	<p>Range: 0 field(s) Target: Select</p> <p>Cooldown: 7 second(s) MP usage: 100</p> <p>Has a 100% probability of causing [Withstand].</p>	<p>Range: 0 field(s) Target: Select</p> <p>Cooldown: 12 second(s) MP usage: 100</p> <p>Has a 100% probability of causing [Opportunity to attack]</p> <p>Add Effect: The cooldown of this effect cannot be reduced</p>

Bufs/Debuffs


Name	Current Effect	New Effect
	Buff (Level 3) Duration: 60s Attack level is increased by 1. Allows you to use Full Moon skills.	Buff (Level 5) Duration: 300s Attack level is increased by 1. Allows you to use Full Moon skills. Add Effect: Hirate is increased by (Player Level *2) Side effect after 0.2s: The buff “Bed of Lotus Flowers” should be removed
	Debuff (Level 3) Duration: 20s Damage from critical hits is increased by 50%. The next damage you inflict on a marked enemy will be increased by 50% and consume the Mark of the Moon.	Debuff (Level 5) Duration: 20s Damage from critical hits is increased by 25% The next damage you inflict on a marked enemy will be increased

		by 25% and consume the Mark of the Moon.
	<p>Debuff (Level 4) Duration: 20s</p> <p>Damage from critical hits is increased by 100%. The next damage you inflict on a marked enemy will be increased by 100% and consume the Mark of the Moon.</p>	<p>Debuff (Level 6) Duration: 20s</p> <p>Damage from critical hits is increased by 50%. The next damage you inflict on a marked enemy will be increased by 50% .and consume the Mark of the Moon.</p>
	<p>Buff (Level 3) Duration: 160s</p> <p>Defence level is increased by 1. Probability to receive critical hits is decreased by 20%. Allows you to use Lotus Flower skills.</p>	<p>Buff (Level 5) Duration: 300s</p> <p>Defence level is increased by 1. Probability to receive critical hits is decreased by 20%. Allows you to use Lotus Flower skills. Add Effect: Hitrates is increased by (Player Level *2) Side Effect after 0.2s: The buff "Bathed in Moonlight" should be removed</p>
	<p>Debuff (Level 4) Duration: 4s</p> <p>movement is impossible. The chance of receiving a critical hit is increased by 20%.</p>	<p>Debuff (Level 4) Duration: 6s</p> <p>movement is impossible. The chance of receiving a critical hit is increased by 20%.</p>

	<p>Debuff (Level 5) Duration: 8s</p> <p>movement is impossible. The chance of receiving a critical hit is increased by 50%.</p>	<p>Debuff (Level 5) Duration: 10s</p> <p>movement is impossible. The chance of receiving a critical hit is increased by 50%. Defence Level is reduced by 1 All elemental resistances are decreased by 5</p>
	<p>Debuff (Level 3) Duration: 5s</p> <p>movement is impossible. Every 2 seconds: MP is reduced by (Player Level*5). HP recovery is reduced by 50.</p>	<p>Debuff (Level 3) Duration: 3s</p> <p>Add Effect: No attack possible Movement is impossible. Every 2 seconds: MP is reduced by (Player Level*5). HP recovery is reduced by 50.</p>
	<p>Debuff (Level 4) Duration: 8s</p> <p>movement is impossible. Every 2 seconds: MP is reduced by (Player Level*7). HP recovery is reduced by 90.</p>	<p>Debuff (Level 4) Duration: 5s</p> <p>Add Effect: No attack possible Movement is impossible. Every 2 seconds: MP is reduced by (Player Level*7). HP recovery is reduced by 90.</p>
	<p>Buff (Level 3) Duration: 5s</p> <p>After using an attack skill, there is a chance of receiving another Opportunity to Attack.</p>	<p>Buff (Level 10) Duration: 2.5s</p> <p>After using an attack skill, there is a chance of receiving another</p>

		<p>Opportunity to Attack.</p> <p>Add Effect: No HP/MP Consumption Up to level 4 there is a 100% chance of never getting a bad effect</p> <p>The buff will not disappear when using none-enhanced skills or when the duration runs out</p>
	All attacks are increased by 20%. MP recovery is increased by 30.	<p>All attacks are increased by 20%. MP recovery is increased by 30.</p>
	All defence powers are increased by 20. With a probability of 30%: Incoming damage is reduced by 20%.	<p>All defence powers are increased by 20. With a probability of 30%: Incoming damage is reduced by 20%. All defences are increased by 10% Damage taken is reduced by 15%</p>

Monster

Name	Current Effect	New Effect
	Movement Speed: 6 Attack Range: 1	Movement Speed: 12


	Has a 8% probability of causing [Short Blackout].	Attack Range: 4 Has a 80% probability of causing [Short Blackout].
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2. Sunchaser Specialist Card



The Sunchaser, the same as the Mystic Arts was suffering from some of it's animations being too long and hindering the gameplay. However that was only one smaller issue of the SP: The biggest issue was his companion, the Sun Wolf. The Sun Wolf will now work as an additional NosMate, allowing players to revive it with Guardian Angels, enabling the Sunchaser to effectively use his skills in a PvE scenario like Raids. Other changes include Cooldown changes and changes from Buffs & Debuffs to make them more up to date.



Skills




Name	Current Effect	New Effect
	Range: 9 field(s) Target: Select Casting time: 0.1 second(s)	Range: 9 field(s) Target: Select Casting time: 0.1 second(s)


	<p>Cooldown: 7 second(s) MP usage: 50</p> <p>There's a 100% chance the Sun Wolf receives the command to cast Wolf Charge on the target.</p>	<p>Cooldown: 7 second(s) MP usage: 50</p> <p>There's a 100% chance the Sun Wolf receives the command to cast Wolf Charge on the target.</p> <p>Fastened Animation</p>
	<p>Range: 9 field(s) Target: Select</p> <p>Casting time: 0.1 second(s) Cooldown: 25 second(s) MP usage: 50</p> <p>Ranged attack is increased by 400. Light element is increased by 200. Has a 50% probability of causing [Death's Touch]. Has a 100% probability of causing [Rapid Retreat].</p>	<p>Range: 9 field(s) Target: Select</p> <p>Casting time: 0.1 second(s) Cooldown: 20 second(s) MP usage: 50</p> <p>Ranged attack is increased by 400. Light element is increased by 200. Has a 70% probability of causing [Death's Touch]. Has a 100% probability of causing [Rapid Retreat].</p>
	<p>Range: 14 field(s) Target: Specific area</p> <p>Casting time: 0.3 second(s) Cooldown: 18 second(s) MP usage: 100</p> <p>Ranged attack is increased by 700. Light element is increased by 600. Has a 20% probability of causing [Blinding</p>	<p>Range: 14 field(s) Target: Specific area</p> <p>Casting time: 0.3 second(s) Cooldown: 18 second(s) MP usage: 100</p> <p>Ranged attack is increased by 700. Light element is increased by 600. Has a 35% probability of causing</p>

	Light]. Increases damage by 2% proportional to distance.	Expose Weakness Increases damage by 2% proportional to distance.
	Range: 0 field(s) Target: Select Casting time: 0.1 second(s) Cooldown: 80 second(s) MP usage: 200 If the Sun Wolf is already dead, it is resurrected with 50% HP. The Sun Wolf and caster have a 100% chance to receive Nature's Healing.	Range: 0 field(s) Target: Select Casting time: 0.1 second(s) Cooldown: 60 second(s) MP usage: 200 If the Sun Wolf is already dead, it is resurrected with 50% HP. The Sun Wolf and caster have a 100% chance to receive Nature's Healing. Fastened Animation
	Range: Target or additional 9 field(s) Target: Enemies within 3 field(s) Casting time: 0.1 second(s) Cooldown: 25 second(s) MP usage: 150 Ranged attack is increased by 800. Light element is increased by 900. Has a 20% probability of causing [Blinding Light].	Range: Target or additional 9 field(s) Target: Enemies within 3 field(s) Casting time: 0.1 second(s) Cooldown: 25 second(s) MP usage: 150 Ranged attack is increased by 800. Light element is increased by 900. Has a 50% probability of causing Expose Weakness Fastened Animation
	Range: 9 field(s) Target: Select	Range: 9 field(s) Target: Enemies within 2 field(s)


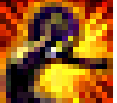
	<p>Casting time: 0.1 second(s) Cooldown: 50 second(s) MP usage: 120</p> <p>Ranged attack is increased by 500. Light element is increased by 500. Has a 70% probability of causing [Interrupt Move]. Has a 100% probability of causing [Wolf Pack].</p>	<p>Casting time: 0.1 second(s) Cooldown: 15 second(s) MP usage: 120</p> <p>Ranged attack is increased by 500. Light element is increased by 500. Has a 70% probability of causing [Interrupt Move]. Has a 100% probability of causing [Wolf Pack].</p>
	<p>Range: 0 field(s) Target: Select</p> <p>Casting time: 0.1 second(s) Cooldown: 120 second(s) MP usage: 100</p> <p>The Sun Wolf and caster have a 100% chance to receive Call of the Wild. The Sun Wolf and caster have a 100% chance to receive Restored Lifeforce.</p>	<p>Range: 0 field(s) Target: Select</p> <p>Casting time: 0.1 second(s) Cooldown: 60 second(s) MP usage: 100</p> <p>The Sun Wolf and caster have a 100% chance to receive Call of the Wild. The Sun Wolf and caster have a 100% chance to receive Restored Lifeforce.</p>
	<p>Range: Target or additional 9 field(s) Target: Enemies within 4 field(s)</p> <p>Casting time: 0.3 second(s) Cooldown: 70 second(s) MP usage: 100</p>	<p>Range: Target or additional 9 field(s) Target: Enemies within 4 field(s)</p> <p>Casting time: 0.3 second(s) Cooldown: 70 second(s) MP usage: 100</p>

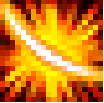


	<p>Ranged attack is increased by 600. Light element is increased by 500. Has a 100% probability of causing [Holy Net]. Has a 100% probability of causing [Whirling Wolf].</p>	<p>Ranged attack is increased by 600. Light element is increased by 500. Has a 100% probability of causing [Holy Net]. Has a 100% probability of causing [Whirling Wolf]. Add Effect: Has a 100% probability of causing [Power of the Sun].</p>
	<p>Range: Target or additional 9 field(s) Target: Enemies within 4 field(s)</p> <p>Casting time: 0.1 second(s) Cooldown: 65 second(s) MP usage: 80</p> <p>Ranged attack is increased by 1000. Light element is increased by 900. Has a 50% probability of causing [Sunspot Explosion Aftermath].</p>	<p>Range: Target or additional 9 field(s) Target: Enemies within 4 field(s)</p> <p>Casting time: 0.1 second(s) Cooldown: 30 second(s) MP usage: 80</p> <p>Ranged attack is increased by 1000. Light element is increased by 900. Has a 50% probability of causing [Sunspot Explosion Aftermath].</p> <p>Fastened Animation</p>
	<p>Range: Target or additional 9 field(s) Target: Enemies within 4 field(s)</p> <p>Casting time: 0.1 second(s) Cooldown: 35 second(s) MP usage: 150</p> <p>Ranged attack is increased by 1300. Light element is increased by 1000. Has a 100% probability of causing [Power of</p>	<p>Range: Target or additional 9 field(s) Target: Enemies within 4 field(s)</p> <p>Casting time: 0.1 second(s) Cooldown: 35 second(s) MP usage: 150</p> <p>Ranged attack is increased by 1300. Light element is increased by 1000. Has a 100% probability of causing</p>

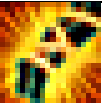
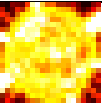
	<p>the Sun]. Has a 100% probability of causing [Blinding Light].</p>	<p>[Power of the Sun]. Has a 100% probability of causing Expose Weakness</p> <p>Fastened Animation</p>
	<p>Range: 9 field(s) Target: Select</p> <p>Casting time: 0.1 second(s)</p> <p>Has a 40% probability of causing [Fatal Bleeding]. Melee attack is increased by 500. Light element is increased by 300.</p>	<p>Range: 9 field(s) Target: Select</p> <p>Casting time: 0.1 second(s)</p> <p>Has a 80% probability of causing [Fatal Bleeding]. Melee attack is increased by 500. Light element is increased by 300.</p>
	<p>Range: 2 field(s) Target: Select</p> <p>Casting time: 0.1 second(s)</p> <p>Push your opponent back 4 fields. Has a 100% probability of causing [Paralysis]. Melee attack is increased by 700. Light element is increased by 600.</p>	<p>Range: 2 field(s) Target: Select</p> <p>Casting time: 0.1 second(s)</p> <p>Push your opponent back 4 fields. Has a 100% probability of causing [Blackout] Melee attack is increased by 700. Light element is increased by 600.</p>
	<p>Range: Target or additional 1 field(s) Target: Enemies within 2 field(s)</p> <p>Casting time: 0.1 second(s)</p>	<p>Range: Target or additional 1 field(s) Target: Enemies within 2 field(s)</p> <p>Casting time: 0.1 second(s)</p> <p>Has a 100% probability of causing [Blackout].</p>

	Has a 80% probability of causing [Blackout]. Melee attack is increased by 800. Light element is increased by 700.	Melee attack is increased by 800. Light element is increased by 700.
	Range: Target or additional 2 field(s) Target: Enemies within 3 field(s) Casting time: 0.1 second(s) Has a 50% probability of causing [Wounding Light]. Melee attack is increased by 800. Light element is increased by 600.	Range: Target or additional 2 field(s) Target: Enemies within 3 field(s) Casting time: 0.1 second(s) Has a 100% probability of causing [Wounding Light]. Melee attack is increased by 800. Light element is increased by 600.


Bufs/Debuffs

Name	Current Effect	New Effect
	Every 2 seconds: HP is reduced by (Player Level*8). If you are attacked by the Sun Wolf, this duration has a 50% chance of increasing by 2 seconds (max. 3 times).	Debuff (Level 3) Duration: 8s Every 2 seconds: HP is reduced by (Player Level*8). If you are attacked by the Sun Wolf, this duration has a 50% chance of increasing by 3 seconds (max. 2 times).
	Debuff (Level 4) Duration: 10s	Debuff (Level 4) Duration: 10s

	<p>Damage taken from ranged attacks is increased by 10%. The chance of receiving a critical hit is increased by 10%.</p>	<p>Damage taken from ranged attacks is increased by 10%. The chance of receiving a critical hit is increased by 10%. Add Effect: Dodge is reduced by 50%</p>
	<p>Debuff (Level4) Duration: 10s</p> <p>If you are attacked with the light element, there's a 100% chance the damage will be increased by 20%. If you are attacked by the Sun Wolf, the damage is increased by 20%.</p>	<p>Debuff (Level 5) Duration: 10s</p> <p>If you are attacked with the light element, there's a 20% chance the damage will be increased by 20%. If you are attacked by the Sun Wolf, the damage is increased by 20%.</p>
	<p>Debuff (Level 4) Duration: 6s</p> <p>Light resistance is reduced by 20%. If you are attacked by the Sun Wolf, there's a 20% chance Wounding Light is cast.</p>	<p>Debuff (Level 5) Duration: 6s</p> <p>Light resistance is reduced by 10. If you are attacked by the Sun Wolf, there's a 20% chance Wounding Light is cast.</p>
	<p>Buff (Level 4) Duration: 180s</p> <p>Chance of inflicting critical hits is increased by (Player Level/10)%. Damage taken is reduced by 8%.</p>	<p>Buff (Level 4) Duration: 180s</p> <p>Chance of inflicting critical hits is increased by (Player Level/10)%. Damage taken is reduced by 8%. Add Effect: The attack range is increased by 2</p>

	Debuff (Level 4) Duration: 5s movement is impossible. If you are attacked by the Sun Wolf, the damage is increased by 50%.	Debuff (Level 4) Duration: 5s movement is impossible. If you are attacked by the Sun Wolf, the damage is increased by 50%.
	Light element is increased by (Player Level*2). If the Sun Wolf has more than 50% HP, the Sunchaser's attack power increases by 10%.	Buff (Level 4) Duration: 20s Light element is increased by (Player Level*2). If the Sun Wolf has more than 10% HP, the Sunchaser's attack power increases by 10%.

Monster

Name	Current Effect	New Effect
Sun Wolf 	Damage taken is reduced by 70%. In PvP all elemental resistances are increased by 40	Damage taken is reduced by 70%. In PvP all elemental resistances are increased by 100 The Sun Wolf will now revive with full HP The Sun Wolf will now act as an additional NosMate that will be able to be revived through the NosMate Guardian Angels if

		they are in the inventory It will follow the settings of your normal NosMate/Pet
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Trap	Range: 3 field(s) Target: Select Cooldown: 60 second(s) There is a 100% chance that every attack hits. Has a 60% probability of causing [Interrupt Move]. Has a 100% probability of causing [Slight Paralysis].	Range: 5 field(s) Target: Select Cooldown: 60 second(s) There is a 100% chance that every attack hits. Has a 60% probability of causing [Interrupt Move]. Has a 100% probability of causing [Slight Paralysis].
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3. Warrior Specialist Card







The Warrior, one of the oldest SPs in the game, will get his chance to shine again. We have introduced several new buffs & debuffs to the SP. The new utility provided to the Warrior will make him a safe pick in raids. However that is not all, adjustments to the target area of the Warrior will allow him to be a viable option besides the Stonebreaker to level in areas filled with water element monsters.

Skills

Name	Current Effect	New Effect
 Two-Handed Sword Attack	Range: 1 field(s) Target: Select Cooldown: 0.9 second(s) Combo 2 Attack: +5% Attack 3 Attack: +15% Attack Melee attack is increased by 80. Fire element is increased by 120.	Range: 2 field(s) Target: Around Enemy in 1 Cell Cooldown: 0.9 second(s) Combo 2 Attack: +10% Attack 3 Attack: +20% Attack Melee attack is increased by 80. Fire element is increased by 120.
 Triple Slash	Range: 1 field(s) Target: Select Casting time: 0.2 second(s) Cooldown: 6 second(s) MP usage: 20	Range: 2 field(s) Target: Around Enemy in 1 Cell Casting time: 0.2 second(s) Cooldown: 6 second(s) MP usage: 20



	Melee attack is increased by 700. Fire element is increased by 400.	Melee attack is increased by 700. Fire element is increased by 400.
 Iron Skin	Range: 0 field(s) Target: Select Casting time: 0.8 second(s) Cooldown: 30 second(s) MP usage: 120 Has a 100% probability of causing [Iron Skin].	Range: 0 field(s) Target: Select Casting time: 0.8 second(s) Cooldown: 25 second(s) MP usage: 120 Has a 100% probability of causing [Iron Skin]. Add Effect: Has a 100% probability of causing “Iron Wrath” [to self]
 Whirlwind	Range: Itself Target: Enemies within 3 field(s) Casting time: 0.4 second(s) Cooldown: 18 second(s) MP usage: 58 Melee attack is increased by 250. Fire element is increased by 200. Has a 20% probability of causing [Blackout].	Range: Itself Target: Enemies within 5 field(s) Casting time: 0.4 second(s) Cooldown: 18 second(s) MP usage: 58 Melee attack is increased by 250. Fire element is increased by 200. Has a 40% probability of causing [Blackout].
 Provoke	Range: Target Target: Enemies within 8 field(s) Casting time: 0.2 second(s)	Range: Target Target: Enemies within 8 field(s) Casting time: 0.2 second(s)



	<p>Cooldown: 30 second(s) MP usage: 80</p> <p>Draws enemies to 1 fields away from you.</p>	<p>Cooldown: 40 second(s) MP usage: 80</p> <p>Draws enemies to 1 fields away from you. Add Effect: Has a 100% probability to cause "Paralysis" [to target] Has a 100% probability of causing "Defender's Will" [to self] The cooldown of this effect cannot be reduced</p>
 Finishing Blow	<p>Range: 2 field(s) Target: Specific area</p> <p>Casting time: 0.4 second(s) Cooldown: 20 second(s) MP usage: 65</p> <p>Melee attack is increased by 650. Fire element is increased by 350. Has a 40% probability of causing [Weaken Defence Power].</p>	<p>Range: 3 field(s) Target: Specific area</p> <p>Casting time: 0.4 second(s) Cooldown: 20 second(s) MP usage: 65</p> <p>Melee attack is increased by 650. Fire element is increased by 350. Has a 60% probability of causing [Weaken Defence Power].</p>
 Intimidate	<p>Range: Target Target: Enemies within 4 field(s)</p> <p>Casting time: 0.5 second(s) Cooldown: 120 second(s) MP usage: 150</p>	<p>Range: Target Target: Enemies within 5 field(s)</p> <p>Casting time: 0.5 second(s) Cooldown: 35 second(s) MP usage: 150</p>

	Has a 100% probability of causing [Run Away!].	Has a 100% probability of causing [Run Away!]. Add Effect: Has a 100% probability of causing "Intimidation" [to target] Has a 100% probability of causing "Shock" The cooldown of this effect cannot be reduced
 Earth Shock	Range: Itself Target: Enemies within 4 field(s) Casting time: 0.5 second(s) Cooldown: 50 second(s) MP usage: 140 Melee attack is increased by 800. Fire element is increased by 400. Has a 70% probability of causing [Shock].	Range: Itself Target: Enemies within 6 field(s) Casting time: 0.5 second(s) Cooldown: 35 second(s) MP usage: 140 Melee attack is increased by 800. Fire element is increased by 400. Has a 70% probability of causing [Shock].
 Rising Dragon	Range: Target or additional 2 field(s) Target: Enemies within 2 field(s) Casting time: 0.6 second(s) Cooldown: 120 second(s) MP usage: 180 Melee attack is increased by 900. Fire element is increased by 1500. Has a 80% probability of causing [Destroy Shield].	Range: Target or additional 2 field(s) Target: Enemies within 2 field(s) Casting time: 0.6 second(s) Cooldown: 75 second(s) MP usage: 180 Melee attack is increased by 900. Fire element is increased by 1500.


		Has a 100% probability of causing [Destroy Shield].
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Card.dat

Name	Current Effect	New Effect
	Buff (Level 2) Duration: 30s Melee damage is decreased by 20%. Ranged damage is decreased by 65%. Dodge is increased by (Player Level*2). Side effects after 0.2 second(s) Reduces cooldown of skills by 15%.	Buff (Level 2) Duration: 45s Melee damage is decreased by 30% . Ranged damage is decreased by 35% . Dodge is increased by (Player Level*2). Magic Damage is decreased by 20% Side effects after 0.2 second(s) Reduces cooldown of skills by 15%. Dodge is increased by (Player Level*2).
Defender's Will 		Buff (Level 3) Duration: 10s Damage taken is reduced by 20%




Intimidation 		Magic Debuff (Level 5) Duration: 20s Defence Level is decreased by 2
Iron Wrath 		Magic Buff (Level 3) Duration: 60s All attacks are increased by 5% Movement speed is increased by 1 Fairy is increased by 10



3. Berserker

Name	Current Effect	New Effect
 Break Armour	Magic Debuff (Level 5) Duration: 20s Defence level is decreased by 5	Magic Debuff (Level 5) Duration: 20s Defence level is decreased by 3



4. Assassin Specialist Card

Skills

Name	Current Effect	New Effect
 Dagger Attack	Attack Range: 1 cell Target: Select One Casting time: 0s Cool time: 0.7s Melee Attack is increased by 50 Shadow Element is increased by 80 Combo: Hit 2: Attack +5% Hit 3: Attack +15%	Attack Range: 1 cell Target: Select One Casting time: 0s Cool time: 0.7s Melee Attack is increased by 50 Shadow Element is increased by 80 Combo:- Hit 2: Attack +5% Hit 3: Attack +15%
 Slash	Range: 6 field(s) Target: Select Cooldown: 4 second(s) MP usage: 15 Melee attack is increased by 350. Shadow element is increased by 400. Has a 60% probability of causing [Fatal Bleeding]. Ambush attacks cause 175 additional damage.	Range: 6 field(s) Target: Select Cooldown: 4 second(s) MP usage: 15 Melee attack is increased by 350. Shadow element is increased by 400. Has a 40% probability of causing [Fatal Bleeding]. Ambush attacks cause 175 additional damage.
 Tumble	Range: 0 field(s) Target: Select Cooldown: 9 second(s) MP usage: 120 Has a 100% probability of causing [Drain attack power].	Range: 0 field(s) Target: Select Cooldown: 12 second(s) MP usage: 120 Has a 100% probability of causing [Drain attack power].

		The cooldown of this effect cannot be reduced
 <p>Storm Slash</p>	<p>Range: Target Target: Enemies within 2 field(s)</p> <p>Cooldown: 40 second(s) MP usage: 50</p> <p>Melee attack is increased by 900. Shadow element is increased by 600. Has a 80% probability of causing [Wounded Leg]. Ambush attacks cause 450 additional damage.</p>	<p>Range: Target Target: Enemies within 2 field(s)</p> <p>Cooldown: 30 second(s) MP usage: 50</p> <p>Melee attack is increased by 900. Shadow element is increased by 600. Has a 80% probability of causing [Wounded Leg]. Ambush attacks cause 450 additional damage.</p>
 <p>Bomb</p>	<p>Range: Target Target: Enemies within 3 field(s)</p> <p>Casting time: 0.4 second(s) Cooldown: 90 second(s) MP usage: 80</p> <p>Melee attack is increased by 1000. Shadow element is increased by 1800. Has a 80% probability of causing [Reinforcing Poison]. Has a 100% probability of causing [Drain attack power].</p>	<p>Range: Target Target: Enemies within 3 field(s)</p> <p>Casting time: 0.4 second(s) Cooldown: 70 second(s) MP usage: 80</p> <p>Melee attack is increased by 1000. Shadow element is increased by 1800. Has a 100% probability of causing [Reinforcing Poison]. Add Effect: Ambush attacks cause 1500 additional damage. Has a 100% probability of causing [Drain attack power].</p>

Bufs/Debufs




Name	Current Effect	New Effect
 <p>Critical Hit</p>	<p>Magic Buff (Level 3) Duration: 30s</p> <p>Chance of inflicting critical hits is increased by 15%. Movement speed is increased by 2.</p>	<p>Magic Buff (Level 3) Duration: 30s</p> <p>Chance of inflicting critical hits is increased by 5%. Movement speed is increased by 1 Add Effect: Increases damage from critical hits by 10% All attacks are increased by 5%</p>
 <p>Pact of Darkness</p>	<p>Chance of inflicting critical hits is increased by 30%. Movement speed is increased by 2. Increases damage from critical hits by 20%.</p> <p>Side effects after 0.3 second(s) Reduces cooldown of skills by 50%.</p>	<p>Chance of inflicting critical hits is increased by 15%. Movement speed is increased by 2. Increases damage from critical hits by 35%</p> <p>Side effects after 0.3 second(s) Reduces cooldown of skills by 30%.</p>



Scout Specialist Card

We are aware of the potential

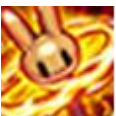
Buff


Name	Current Effect	New Effect
Life Shield 	Buff (Level 3) Duration: 12s Suffers a maximum of 7000 critical damage when attacked (3 times).  Weak Life Shield occurs with a probability of 100%	Buff (Level 3) Duration: 6s Suffers a maximum of 7000 critical damage when attacked (3 times).  Weak Life Shield occurs





Fire Storm Specialist Card

Skills



Skill name	content	New content
 Fire Circle	Scatters flames around to attack nearby enemies. Casting time: 0.1 second Cooldown: 15 second Attack distance : Itself Target: Around enemy in 5 cells MP usage: 120	Scatters flames around to attack nearby enemies. Casting time: 0.1 second Cooldown: 15 second Attack distance : Itself Target: Around enemy in 5 cells MP usage: 120




	<p>-> Magic attack is increased by 1000 (Apply to oneself)</p> <p>-> fire element is increased by 700 (Apply to oneself)</p> <p>Token Gauge is increased by 45</p>	<p>-> Magic attack is increased by 1000 (Apply to oneself)</p> <p>-> fire element is increased by 700 (Apply to oneself)</p> <p>Token Gauge is increased by 45</p> <p>Add Effect: There is a 50% Chance of causing “Fossilisation”</p>
 <p>Flame Whirl</p>	<p>Amplifies the flamethrower's fire to create a vortex shape.</p> <p>Casting time: 0.1 second Cooldown: 25 second Attack distance : 10 Target: Around enemy in 4 cells MP usage: 120</p> <p>-> Magic attack is increased by 1300 (Apply to oneself)</p> <p>-> fire element is increased by 1000 (Apply to oneself)</p> <p>-> 100% chance of inflicting [powerful burn] on your opponent</p> <p>-> When you spend 1 of Token, attack power is increased by 40%. Token Gauge is increased by 60</p>	<p>Amplifies the flamethrower's fire to create a vortex shape.</p> <p>Casting time: 0.1 second Cooldown: 25 second Attack distance : 10 Target: Around enemy in 4 cells MP usage: 120</p> <p>-> Magic attack is increased by 1300 (Apply to oneself)</p> <p>-> fire element is increased by 1000 (Apply to oneself)</p> <p>-> 100% chance of inflicting [powerful burn] on your opponent</p> <p>-> When you spend 1 of Token, attack power is increased by 40%.</p> <p>Token Gauge is increased by 60</p> <p>Add Effect:</p>



		There is a 70% Chance of causing “Fossilisation”
 fuel overload	Overloads the flame fuel tank to periodically emit bursts of fire. Casting time: 0.4 second Cooldown: 30 second MP usage: 200 -> 100% chance for [flame eruption] to be applied to oneself. -> When you have 1 token, there is a 100% chance that [powerful flame eruption] will be applied to you. -> Not affected by cooldown reduction effects.	Overloads the flame fuel tank to periodically emit bursts of fire. Casting time: 0.4 second Cooldown: 30 second MP usage: 200 -> 100% chance for [flame eruption] to be applied to oneself. -> When you have 1 token, there is a 100% chance that [powerful flame eruption] will be applied to you. -> Not affected by cooldown reduction effects. Add Effect: Token Gauge is increased by 30
 Reignition	It prevents overloading by enchanting the flamethrower with magical power. Casting time: 0.1 second Cooldown: 20 second MP usage: 350 -> 100% chance for [Reignition (4168)] to be applied to oneself	It prevents overloading by enchanting the flamethrower with magical power. Casting time: 0.1 second Cooldown: 10 second MP usage: 350 -> 100% chance for [Reignition (4168)] to be applied to oneself


	-> When you have 1 token, there is a 100% chance that [powerful Reignition] will be applied to you.	-> When you have 1 token, there is a 100% chance that [powerful Reignition] will be applied to you.
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Bufs / Debuffs

Icon	Name	effect	New effect
	Napalm oil	<p>4lv bad General effect Duration : 10 seconds If you are attacked with the fire element, there's a 10% chance the damage will be increased by 10%.</p> <p>Fire resistance is reduced by 5. Movement speed is decreased by 2.</p> <p>Side Effect after 0.2s: All attacks are decreased by (Player Level * 1)</p>	<p>4lv bad General effect Duration : 20 seconds If you are attacked with the fire element, there's a 10% chance the damage will be increased by 10%.</p> <p>Fire resistance is reduced by 5. Movement speed is decreased by 2. Side Effect after 0.2s: All attacks are decreased by (Player Level * 1)</p>
	burning Napalm	<p>5lv bad General effect Duration : 10 seconds If you are attacked with the fire element, there's a 20% chance the damage will be increased by 20%.</p> <p>Fire resistance is reduced by 10. Movement speed is decreased</p>	<p>5lv bad General effect Duration : 15 seconds If you are attacked with the fire element, there's a 20% chance the damage will be increased by 20%.</p> <p>Fire resistance is reduced by 10. Movement speed is decreased by 3 Side Effect after 0.2s:</p>

		by 3 Side Effect after 0.2s: All attacks are decreased by (Player Level * 3)	All attacks are decreased by (Player Level * 3)
	powerful burn	4lv bad General effect Duration : 15 seconds Fire resistance is reduced by 10. With a 10% probability fire attack damage is increased by 20%	4lv bad General effect Duration : 20 seconds Fire resistance is reduced by 10. With a 10% probability fire attack damage is increased by 20%
	flame Barrier	9lv Good Magic Buff Duration : 180 seconds Heal 25% of inflicted damage by reducing MP. Incoming damage is reduced by 15%. Side effect after 0.2s: Reduces enemies' soft crit damage by 5%	9lv Good Magic Buff Duration : 180 seconds Heal 30% of inflicted damage by reducing MP. Incoming damage is reduced by 15% . Add Effect: Hitrates is increased by (PlayerLevel *2) Side effect after 0.2s: Reduces enemies' soft crit damage by 5%
	powerful flame Barrier	10lv Good Magic Buff Duration : 180 seconds Heal 25% of inflicted damage by reducing MP. Incoming damage is reduced by 20%	10lv Good Magic Buff Duration : 180 seconds Heal 30% of inflicted damage by reducing MP. Incoming damage is reduced by 20%



		<p>Side effect after: 0.2s Reduces enemies' soft crit damage by 15% Movement Speed is increased by 1</p>	<p>Add Effect: Hitrates is increased by (PlayerLevel *2)</p> <p>Side effect after: 0.2s Reduces enemies' soft crit damage by 15% Movement Speed is increased by 1</p>
	Reignition	<p>4lv Good Magic Buff Duration : 120 seconds every 2 seconds Token gauge is increased by 5. Provides a 7% chance to reset the cooldown of the attack skill used. - Attack Power is increased by 5% side effect after 0.2s: Chance of inflicting critical hits is increased by 15%</p>	<p>4lv Good Magic Buff Duration : 120 seconds every 2 seconds Token gauge is increased by 5. Provides a 7% chance to reset the cooldown of the attack skill used. - Attack Power is increased by 5% side effect after 0.2s: Chance of inflicting critical hits is increased by 20%</p>
	powerful Reignition	<p>5lv Good Magic Buff Duration : 30 seconds every 2 seconds Token gauge is increased by 8. Provides a 12% chance to reset</p>	<p>5lv Good Magic Buff Duration : 30 seconds every 2 seconds Token gauge is increased by 8.</p>


		<p>the cooldown of the attack skill used.</p> <p>- Attack Power is increased by 10%</p> <p>Side effect after 0.2s</p> <p>- PvP Attack Power is increased by 5%</p> <p>Chance of inflicting critical hits is increased by 25%</p>	<p>Provides a 12% chance to reset the cooldown of the attack skill used.</p> <p>- Attack Power is increased by 10%</p> <p>Side effect after 0.2s</p> <p>- PvP Attack Power is increased by 5%</p> <p>Chance of inflicting critical hits is increased by 30%</p>
	Flame Shock	<p>5lv bad General effect</p> <p>Duration : 8 seconds</p> <p>If you are attacked with the fire element, there's a 20% chance the damage will be increased by 20%.</p> <p>PvP Attack power is reduced by 20%</p>	<p>5lv bad General effect</p> <p>Duration : 15 seconds</p> <p>If you are attacked with the fire element, there's a 20% chance the damage will be increased by 20%.</p> <p>PvP Attack power is reduced by 20%</p>



Thunderer Specialist Card


Skill name	content	New content
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 <p>point blank range fire</p>	<p>Deals damage by shooting at point blank range to nearby enemies.</p> <p>Casting time: 0.1 second Cooldown: 15 second Attack distance : 3 Target: Around enemy in 1 cells MP usage: 150</p> <p>-> Melee attack is increased by 700 (Apply to oneself) -> Light element is increased by 650 (Apply to oneself) -> When casting, the gauge increases by 40 Chance of inflicting critical hits is increased by 20%</p>	<p>Deals damage by shooting at point blank range to nearby enemies.</p> <p>Casting time: 0.1 second Cooldown: 15 second Attack distance : 3 Target: Around enemy in 1 cells MP usage: 150</p> <p>-> Melee attack is increased by 700 (Apply to oneself) -> Light element is increased by 650 (Apply to oneself) -> When casting, the gauge increases by 40 Chance of inflicting critical hits is increased by 20%</p> <p>Add Effect: There is a 35% chance of causing “Static Electricity” [to target]</p>
 <p>Electric wave</p>	<p>Electrifies the ground with powerful electricity to shock nearby enemies.</p> <p>Casting time: 0.1 second Cooldown: 30 second Attack distance : Itself Target: Around Itself in 5 cells MP usage: 250</p>	<p>Electrifies the ground with powerful electricity to shock nearby enemies.</p> <p>Casting time: 0.1 second Cooldown: 30 second Attack distance : Itself Target: Around Itself in 5 cells MP usage: 250</p>

	<p>-> Melee attack is increased by 1000 (Apply to oneself)</p> <p>-> Light element is increased by 1200 (Apply to oneself)</p> <p>-> Draws enemies to 1 fields away from you.</p> <p>-> 70% chance of inflicting “Electric Penetration” on your opponent</p> <p>Add Effect: There is a 100% chance of causing “Magnetic Field” [to yourself] The cooldown of this skill cannot be reduced</p>	<p>-> Melee attack is increased by 1000 (Apply to oneself)</p> <p>-> Light element is increased by 1200 (Apply to oneself)</p> <p>-> Draws enemies to 0 fields away from you.</p> <p>-> 70% chance of inflicting “Electric Penetration” on your opponent</p> <p>Add Effect: There is a 100% chance of causing “Magnetic Field” [to yourself] The cooldown of this skill cannot be reduced</p>
 <p>Electric Shock</p>	<p>Channels a powerful current internally to stun the opponent.</p> <p>Casting time: 0.1 second Cooldown: 30 second Attack distance : 3 Target : Select One MP usage: 250</p> <p>-> Melee attack is increased by 1000 (Apply to oneself)</p> <p>-> Light element is increased by 1200 (Apply to oneself)</p> <p>-> 50% chance of inflicting [electric Penetration] on your opponent</p>	<p>Channels a powerful current internally to stun the opponent.</p> <p>Casting time: 0.1 second Cooldown: 30 second Attack distance : 3 Target : Around Enemy in 1 cell MP usage: 250</p> <p>-> Melee attack is increased by 1000 (Apply to oneself)</p> <p>-> Light element is increased by 1200 (Apply to oneself)</p> <p>-> 50% chance of inflicting [electric Penetration] on your opponent</p>

	-> When you spend 1 of Token, there is a 100% chance to causing [strong electric Penetration to target. When casting, the gauge increases by 40	-> When you spend 1 of Token, there is a 100% chance to causing [strong electric Penetration to target. When casting, the gauge increases by 40
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

Bufs/Debuffs


Icon	Name	effect	New effect
	strong electric Penetration	5lv bad General effect Duration : 5 seconds Movement Speed is decreased by 3 If you are attacked with the light element, there's a 10% chance the damage will be increased by 20% Electric Penetration occurs in releasing at the probability of 100%	5lv bad General effect Duration : 12 seconds Movement Speed is decreased by 3 If you are attacked with the light element, there's a 10% chance the damage will be increased by 20% Electric Penetration occurs in releasing at the probability of 100%



Tide Lord Specialist Card

Skills



Name	Current Effect	New Effect
<p>The Large Trident</p> 	<p>Range: 12 field(s) Target: Specific area</p> <p>Casting time: 0.6 second(s) Cooldown: 20 second(s) MP usage: 180 Magic attack power is increased by 600. Water element is increased by 450. Has a 40% probability of causing [Small Electric Shock].</p>	<p>Range: 12 field(s) Target: Specific area</p> <p>Casting time: 0.6 second(s) Cooldown: 12 second(s) MP usage: 180 Magic attack power is increased by 600. Water element is increased by 450. Has a 40% probability of causing [Small Electric Shock].</p>
<p>Feeding Time</p> 	<p>Range: Target or additional 18 field(s) Target: Enemies within 3 field(s)</p> <p>Casting time: 0.5 second(s) Cooldown: 35 second(s) MP usage: 600</p> <p>Magic attack power is increased by 950. Water element is increased by 950. Has a 60% probability of causing [Fatal</p>	<p>Range: Target or additional 18 field(s) Target: Enemies within 3 field(s)</p> <p>Casting time: 0.5 second(s) Cooldown: 20 second(s) MP usage: 600</p> <p>Magic attack power is increased by 950. Water element is increased by 950.</p>


	<p>Bleeding]. Has a 60% probability of causing [Waterfall].</p>	<p>Has a 60% probability of causing [Fatal Bleeding]. Has a 60% probability of causing [Waterfall].</p>
<p>Head's up, Blue Whale!</p> 	<p>Range: Target or additional 10 field(s) Target: Enemies within 6 field(s)</p> <p>Casting time: 0.8 second(s) Cooldown: 90 second(s) MP usage: 1200</p> <p>Magic attack power is increased by 1850. Water element is increased by 1850. Has a 80% probability of causing [Water Pressure].</p>	<p>Range: Target or additional 10 field(s) Target: Enemies within 6 field(s)</p> <p>Casting time: 0.8 second(s) Cooldown: 75 second(s) MP usage: 1200</p> <p>Magic attack power is increased by 1850. Water element is increased by 1850. Has a 80% probability of causing [Water Pressure].</p>



Archmage Specialist Card




Skills




Name	Current Effect	New Effect
Fast Lane 	Range: 0 field(s) Target: Select Casting time: 0.4 second(s) Cooldown: 30 second(s) MP usage: 300	Range: 0 field(s) Target: Select Casting time: 0.4 second(s) Cooldown: 50 second(s) MP usage: 300 Add Effect: The cooldown of this skill cannot be reduced (Taken from Skill 967)
 Holy Prism	Range: 6 field(s) Target: Specific area Casting time: 0.4 second(s)	Range: 6 field(s) Target: Specific area Casting time: 0.4 second(s)

	<p>Cooldown: 18 second(s) MP usage: 330</p> <p>Magic attack power is increased by 550. Light element is increased by 1250. Has a 60% probability of causing [Slight Horror].</p>	<p>Cooldown: 25 second(s) MP usage: 330</p> <p>Magic attack power is increased by 550. Light element is increased by 1250. Has a 60% probability of causing [Slight Horror].</p>
 Sacred Mist	<p>Range: Target or additional 10 field(s) Target: Enemies within 4 field(s)</p> <p>Casting time: 0.4 second(s) Cooldown: 40 second(s) MP usage: 400</p> <p>Has a 100% probability of causing [Horror].</p>	<p>Range: Target or additional 10 field(s) Target: Enemies within 4 field(s)</p> <p>Casting time: 0.4 second(s) Cooldown: 40 second(s) MP usage: 400</p> <p>Has a 80% probability of causing "Slight Horror" (203)</p> <p>Fastened Amination</p>

Bufs/Debuffs

Name	Current Effect	New Effect
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Fast Lane 1 	Magic Buff (Level 1) Duration: 15s Effect is removed on attack and additional damage inflicted Provides a 100% chance to increase attack power by 15% Fast Lane 2 occurs, in releasing at the probability of 100%	Magic Buff (Level 1) Duration: 12s Effect is removed on attack and additional damage inflicted Provides a 5% chance to increase attack power by 5% Fast Lane 2 occurs, in releasing at the probability of 100%
Fast Lane 2 	Magic Buff (Level 2) Duration: 13s Effect is removed on attack and additional damage inflicted Provides a 100% chance to increase attack power by 30% Fast Lane 2 occurs, in releasing at the probability of 100%	Magic Buff (Level 2) Duration: 10s Effect is removed on attack and additional damage inflicted Provides a 5% chance to increase attack power by 10% Fast Lane 2 occurs, in releasing at the probability of 100%
Fast Lane 3 	Magic Buff (Level 3) Duration: 10s Effect is removed on attack and additional damage inflicted Provides a 100% chance to increase attack power by 45% Every 2 seconds: MP is reduced by X (Player	Magic Buff (Level 3) Duration: 8s Effect is removed on attack and additional damage inflicted Provides a 10% chance to increase attack power by 15% Every 2 seconds: MP is reduced

	<p>Level *4)</p> <p>Fast Lane 1 occurs, in releasing at the probability of 100%</p>	<p>by X (Player Level *4)</p> <p>Fast Lane 1 occurs, in releasing at the probability of 100%</p>
<p>Spellbook Scholar</p> 	<p>Magic Buff (Level 5) Duration: 300s</p> <p>Damage taken is reduced by (Player Level/5)%. Heal (Player Level/6)% of inflicted damage by reducing MP. The effectiveness of recovery items is increased by (Player Level/5)%.</p>	<p>Magic Buff (Level 5) Duration: 300s</p> <p>Damage taken is reduced by (Player Level/5)%. Heal (Player Level/6)% of inflicted damage by reducing MP. The effectiveness of recovery items is increased by (Player Level/5)%.</p> <p>Add side effect after 0.2s: Movement Speed is increased by 2</p>
<p>Memorial</p> 	<p>Magic Buff (Level 3) Duration: 60s</p> <p>Movement Speed is increased by X (Player Level/20) Every 2 seconds: MP is reduced by X (Player Level *4)</p>	<p>Magic Buff (Level 3) Duration: 60s</p> <p>Movement Speed is increased by X (Player Level/40) Every 2 seconds: MP is reduced by X (Player Level *4)</p>
<p>Weak Enlightenment</p> 	<p>Buff (Level 4) Duration: 10s</p> <p>Every 2 seconds: (Player Level/7)% HP is</p>	<p>Buff (Level 5) Duration: 10s</p> <p>Every 2 seconds: (Player Level/7)% HP is recovered.</p>

	recovered. Light resistance is increased by (Player Level/4).	Light resistance is increased by (Player Level/4).
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Voodoo Priest Specialist Card

Skill

Name	Current Effect	New Effect
Toxin Cloud 		Fastened Animation

Locust Swarm 		Fastened Animation
Limo Soul 		Fastened Animation
Voodoo Doll 		Fastened Animation

Buff

Name	Current Effect	New Effect
Soul Shield	<p>Magic Buff (Level 5) Duration: 180 seconds</p> <p>Damage taken is reduced by 25% Heal 30% of inflicted damage by reducing MP</p>	<p>Magic Buff (Level 5) Duration: 300 seconds</p> <p>Damage taken is reduced by 25% Heal 30% of inflicted damage by reducing MP</p> <p>Add Effect: Movement Speed is increased by 1</p>