





● Change of Tattoos






Additional bugfixes/changes:





- "Piercing Gaze", "Flying High", "Growing Experience" and "Malleable Pelt" now also consider elemental damage upon landing or receiving a critical attack respectively
- "Growing Experience" and "Malleable Pelt" no longer lose their accumulated damage stacks after reaching the highest damage value
- The damage reflection effect of the tattoo "Spiky Leather" no longer prevents your character from moving/attacking
- Tattoos now have equal cooldowns and buff durations (in general: 240s cooldown, 120s duration, with few exceptions for situational tattoos)
- Tattoos are no longer affected by cooldown reduction effects. (Since they could previously be used permanently, while they were intended to only be a temporary damage boost)
- Additionally, the following tattoos had some of their values adjusted due to feedback after the Act 8.2 live stream: **Attack Stance, Lion Claws, Sharp Claws, Spiky Leather**





	Name	Cool down	Durat ion	Effects	X/Y	+0	+1	+2	+3	+4	+5	+6	+7	+8	+9
Before	 Elemental Blessing	180	50	All element energies are increased by X	X	10	13	16	20	24	28	32	36	40	50
After		240	120	Fairy is increased by X		4	6	8	10	12	16	20	26	32	40
Before	 Attack Stance	300	90	Defense reduced by 5% Attack increased by X%	X	4	5	6	7	8	9	10	11	12	15
After		240	120	Damage received increase d by X% Attack increased by Y%	X Y	2 2	3 3	4 4	5 5	6 6	8 8	10 10	13 13	16 16	20 20
Before	 Lion Claws	300s	100s	Attack increased by X% Y% chance of inflicting Bleeding on your opponent.	X Y	2 1	3 1	3 2	4 2	4 3	5 3	5 4	6 4	6 5	10 5
After		240s	120s	Attack increased by X% Y% chance of inflicting Fatal Bleeding on your opponent.	X Y	2 1	3 1	3 2	4 2	4 3	5 3	6 4	8 5	10 6	12 8
Before	 Strong Attack	240s	60s	Attack increased by X	X	100	120	140	160	190	210	230	250	300	400
After		240s	120s	Attack increased by X	X	100	120	140	160	180	210	260	320	400	500

	Name	Cool down	Durat ion	Effects	X/Y	+0	+1	+2	+3	+4	+5	+6	+7	+8	+9
Before	 Sharp Claws	300s	180s	X% chance for Y% damage	X Y	2 30	2 30	2 32	3 35	3 37	3 39	4 40	4 45	4 50	5 100
After		240s	120s	X% chance for Y% damage	X Y	2 30	2 32	3 35	3 40	4 45	5 50	6 60	7 70	8 80	10 105
Before	 Recuperative Healing	260s	120s	X% chance to reset the cooldown of the used skill	X	1	2	3	4	5	6	7	8	9	15
After		240s	120s	X% chance to reset the cooldown of the used skill	X	2	3	4	5	6	8	10	13	16	20
Before	 Accurate Strike	300s	100s	5% chance to ignore target' s defense by X%	X	10	12	15	19	25	30	35	40	45	60
After		240s	120s	X% chance to ignore target' s defense by Y% Critical Damage is increased by Z%	X Y Z	5 10 5	10 10 6	10 15 7	10 20 8	20 20 9	20 30 10	30 30 13	30 40 16	40 40 20	50 50 25
Before					180s	60s	X% chance for Y% Loa attack	X Y	2 10	2 12	3 14	3 16	4 18	4 20	5 23
After	240s	120s	X% chance for Y% Loa attack	X Y	2 50	3 50	4 50	5 50	6 50	8 50	10 50	13 50	16 50	20 50	50
Before	 Swift as the Wind	300s	180s	Movespeed +1 Dodge +X%	X	2	3	4	5	6	7	8	9	10	15
After		240s	120s	Movespeed +X Dodge +Y	X Y	1 20	1 40	1 60	1 80	1 100	2 120	2 140	2 160	2 180	3 200
Before	 Piercing Gaze	300s	180s	Critchance +X% Final critical damage +Y%	X Y	2 10	2 12	3 14	3 16	4 18	4 20	5 22	5 24	6 30	10 50
After		240s	120s	Critchance +X% Final critical damage +Y%	X Y	1 5	1 6	1 7	2 8	2 9	3 10	3 13	4 16	4 20	5 25
Before	 Flying High	300s	180s	Critchance -X% Final critical damage -Y%	X Y	2 10	2 12	3 14	3 16	4 18	4 20	5 22	5 24	6 30	10 50
After		240s	120s	Critchance -X% Final critical damage -Y%	X Y	1 5	1 6	1 7	2 8	2 9	3 10	3 13	4 16	4 20	5 25
Before	 Eagle Eyes	120s	60s	Hirate +X% Concentration +Y	X Y	2 10	3 20	4 30	5 40	6 50	7 60	8 70	9 80	10 90	12 120
After		240s	120s	Hirate +X% Always hits an enemy with a chance of Y% Critchance +Z%	X Y Z	2 0 1	3 0 2	4 0 3	6 0 4	8 0 5	10 0 6	0 80 7	0 82 8	0 86 9	0 90 10
Before					300s	180s	When you receive a crit, X% chance to reflect Y% damage	X Y	5 50	6 50	7 50	8 50	9 50	10 50	12 50
After	240s	120s	When you receive a crit, X% chance to reflect Y% damage	X Y	5 10	5 15	5 20	10 30	10 40	15 50	15 60	20 70	20 80	25 100	

	Name	Cool down	Duraton	Effects	X/Y	+0	+1	+2	+3	+4	+5	+6	+7	+8	+9
Before	 Survival Instinct	260s	6s	You have a (lost HP/max. HP * 100 / 15% * X%) chance of dodging the attack. Your HP increases by 300 whenever you dodge.	X	1	1	1	1	1	2	2	2	2	3
After		80s	8s	You have a (missing HP% / 100 * X)% chance of dodging an attack. Your HP increases by Y% of your missing HP whenever you dodge.	X Y	10 4	15 4	20 4	27 6	33 6	40 6	48 8	55 8	65 8	80 10
Before	 Growing Experience	300s	180s	Final damage from critical hits is increased by X% per critical hit (max Y hits)	X Y	2 2	3 2	3 3	4 3	5 3	5 4	6 4	7 4	8 4	10 5
After		240s	120s	Final damage from critical hits is increased by X% per critical hit (max Y hits)	X Y	1 5	1 6	1 8	1 10	1 12	1 14	2 9	2 11	2 14	2 18
Before	 Eagle Claws	180s	60s	X% chance for Y% LoA attack	X Y	2 10	2 12	3 14	3 16	4 18	4 20	5 23	5 26	7 30	10 50
After		240s	120s	X% chance for Y% LoA attack	X Y	2 50	3 50	4 50	5 50	6 50	8 50	10 50	13 50	16 50	20 50
Before	 Spiky Leather	300s	80s	All defenses +X% Y% chance to deflect 50% damage to the opponent	X Y	1 1	1 2	2 2	3 2	3 3	4 3	4 4	5 4	5 5	10 5
After		240s	120s	All defenses +X% 100% chance to deflect Y% damage to the opponent	X Y	2 2	3 3	4 4	5 5	6 6	8 8	10 10	13 13	16 16	20 20
Before	 Cower	300s	100s	Damage dealt -10% All defences are increased by x%	X	10	11	12	13	14	15	16	18	20	25
After		240s	120s	Damage dealt -10% Damage received -Y%.	Y	5	6	7	8	9	10	13	16	20	25
Before	 Malleable Pelt	300s	120s	When defending, there's a X% chance to increase your defense against the attack type by 300.	X	2	3	4	5	6	7	8	9	10	12
After		240s	120s	Damage received from critical hits is reduced by X% per critical hit (max Y hits)	X Y	2 1	2 2	3 2	3 3	3 4	4 4	4 5	5 5	5 5	6 6

	Name	Cool down	Durati on	Effects	X/Y	+0	+1	+2	+3	+4	+5	+6	+7	+8	+9
Before	 Bear Stamina	180s	80s	Maximum HP is increased by X	X	100 0	120 0	140 0	160 0	180 0	200 0	220 0	240 0	260 0	350 0
After		240s	120s	Maximum HP is increased by X% Maximum MP is increased by Y% Side effect: after 0,1 seconds Restores W% of your HP Restores Z% of your MP	X Y W Z	5 2 5 2	6 3 6 3	7 3 7 3	8 4 8 4	9 4 9 4	10 5 10 5	13 7 13 7	16 8 16 8	20 10 20 10	25 13 25 13
Before	 Thick- Skinned	300s	180s	Your maximum bonus HP increases by X%	X	1	2	3	4	5	6	7	8	9	15
After		80s	20s	Absorbs X% of your maximum HP as damage While this effect persists: Grants All Resistance +Y	X Y	3 5	4 7	5 10	6 15	7 20	8 25	10 30	13 35	17 40	20 50
Before	 Blessed Pelt	300s	100s	Below level X there is a Y% chance of never getting a bad general effect.	X Y	2 5	2 6	2 7	2 8	2 9	2 10	3 5	3 6	3 7	4 10
After		240s	120s	Below level X there is a Y% chance of never getting a bad effect.	X Y	2 5	2 7	2 10	3 8	3 10	3 12	4 10	4 12	5 10	5 15
Before	 Lightning Defence	180s	8s	All defences are increased by X%	X	10	11	12	13	15	17	19	22	25	30
After		80s	x	All resistance is increased by Y. Never receives critical hits	X Y	3 5	3.5 7	4 10	5 13	6 16	7 20	8 24	9 28	10 32	12 40
Before	 Bear Strike	180s	60s	X% chance for Y% Loa attack	X Y	2 10	2 12	3 14	3 16	4 18	4 20	5 23	5 26	7 30	10 50
After		240s	120s	X% chance for Y% Loa attack	X Y	2 50	3 50	4 50	5 50	6 50	8 50	10 50	13 50	16 50	20 50

	Name	Cool down	Durati on	Effects	X/Y	+0	+1	+2	+3	+4	+5	+6	+7	+8	+9
Before	 Snake Venom	200	60s	X% chance to grant a debuff to enemy: Hitrate -200 Dodge -200 All attacks -10%	X	1	2	3	4	5	6	7	8	9	12
After		240s	120s	X% chance to grant a debuff to enemy: Duration : 12 Hitrate -200 Dodge -200 All attacks -20% Damage received +Y% +7 : Debuff Lv 5 +8 : Debuff Lv 6 +9 : Debuff Lv 7	X Y	3	4	5	6	7	8	9	10 2%	12 3%	15 5%
Before	 Arcane Wisdom	300s	180s	Attack power is increased by X% of magic defence.	X	10	12	14	16	18	20	22	25	30	40
After		240s	120s	Attack power is increased by X% of magic defence.	X	5	6	7	8	9	10	13	16	20	25
Before	 First Strike	200s	30s	When you're defending, there's a X% chance of Y% of the damage received being reduced from your MP instead of your HP.	X Y	3 10	4 12	5 15	6 18	7 20	8 22	9 25	10 28	12 30	15 35
After		240s	120s	Heal X% of inflicted damage by reducing MP. Maximum MP is increased by Y% Restores Z% of your MP	X Y Z	5 2 2	6 3 3	7 3 3	8 4 4	9 4 4	10 5 5	13 7 7	16 8 8	20 10 10	25 13 13
Before	 Curse	320s	40s	X% chance to grant a debuff to enemy: Damage received +30% Movespeed -2	X	1	2	3	4	5	6	7	8	9	12
After		240s	120s	X% chance to grant a debuff to enemy: Damage received +30% Movespeed -2 Restores HP equal to Y% of the damage inflicted (max. 1500 per attack)	X Y	3	4	5	6	7	8	9	10 3	12 4	15 5

	Name	Cool down	Duraton	Effects	X/Y	+0	+1	+2	+3	+4	+5	+6	+7	+8	+9
Before	 Elemental Shield	300s	120s	With a 100% chance all elemental damage is reduced by X%	X	2	3	4	5	6	7	8	9	10	15
After		240s	120s	With a 100% chance all elemental damage is reduced by X%	X	5	7	10	16	22	28	34	42	50	60
Before	 Magic Armour	180s	10s	Prevents X damage	X	800	900	1000	1500	2000	2500	3000	3500	4000	5000
After		80s	10s	Prevents X damage	X	4000	6000	8000	10000	12000	16000	20000	26000	32000	40000
Before	 Curse Transformation	320s	120s	When you receive a debuff, there is a X% chance of every element being increased by Y%	X Y	5 10	6 12	7 14	8 16	9 18	10 20	11 22	12 24	13 26	20 30
After		240s	120s	Fairy damage is increased by X. For each debuff your fairy damage is increased by additional Y.	X Y	5 1	6 2	7 3	8 4	9 5	12 6	15 7	19 8	25 9	30 10
Before	 Snakebite	180s	60s	X% chance for Y% LoA attack	X Y	2 10	2 12	3 14	3 16	4 18	4 20	5 23	5 26	7 30	10 50
After		240s	120s	X% chance for Y% LoA attack	X Y	2 50	3 50	4 50	5 50	6 50	8 50	10 50	13 50	16 50	20 50