

No	Character	Changes	Modified	Notice (Pre-update)	Notice (Post-update)
1	All		Action after resurrection		All characters' action after resurrection is set to 1 sec.
2	All		Adaptability		[Adaptability] Maximum is reduced to 45%.
3	All		Polarisation: Increased damage dealt/taken		[Polarisation: Increased damage dealt/taken] Maximum is reduced to 45%.
4	Sword Summoner		Infinite Blows		Skill activation speed is increased by 40%.
5	Sword Summoner		Knife of Wrath		Skill activation speed is increased by 60%.
6	Sword Summoner		Phantom Sword		Skill activation speed is increased by 30%. Time stop is reduced by 30%.
7	Sword Summoner		Freed Will: Sword Summoner	[Dungeon] Attack: +6% (stacks 5 times) Duration: 20 sec. Cooldown: 5 sec. [PvP] Attack: +2% (stacks 5 times) Duration: 20 sec. Cooldown: 5 sec.	[Dungeon] Attack: +5% (stacks 5 times) Duration: 20 sec. Cooldown: 2 sec. [PvP] Attack: +2% (stacks 5 times) Duration: 20 sec. Cooldown: 5 sec.
8	Immortal	Yes	Knife of Wrath		Skill activation speed is increased by 50%.
9	Elemental Master		Ice Spear		Skill activation speed is increased by 30%.
10	Elemental Master		Circle of Flame		Skill activation speed is increased by 50%.
11	Soul Princess		Plasma Blade		Starting point and trajectory of Plasma beam have been modified.

12	Dimension Witch		Freed Will: Dimension Witch	<p>[Dungeon] [Energy depletion] Defence: -5% Duration: 15 sec. Max. 10 stacks Cooldown: 2.5 sec.</p> <p>[PvP] [Energy depletion] Defence: -5% Duration: 15 sec. Max. 10 stacks Cooldown: 2.5 sec.</p>	<p>[Dungeon] [Energy depletion] Defence: -5% Duration: 5 sec. Max. 10 stacks Cooldown: 2.5 sec.</p> <p>[PvP] [Energy depletion] Defence: -5% Duration: 5 sec. Max. 10 stacks Cooldown: 2.5 sec.</p>
13	Destiny Bearer		Mercenary Veteran	<p>From Level 4</p> <p>[Dungeon] K.O. value: -15% [Mercenary Veteran] Attack: +30% MP Regeneration: 30 Duration: 5 sec.</p> <p>[PvP] K.O.: -7.01% [Mercenary Veteran] Attack: +15% MP Regeneration: 15 Duration: 5 sec.</p>	<p>From Level 4</p> <p>[Dungeon] K.O. value: -15% [Mercenary Veteran] Attack: +18% MP Regeneration: 30 Duration: 5 sec.</p> <p>[PvP] K.O.: -7.01% [Mercenary Veteran] Attack: +9% MP Regeneration: 15 Duration: 5 sec.</p>
14	Destiny Bearer		Revolver Cannon	<p>Cooldown: 7 sec.</p> <p>[Dungeon] Flame grenade: 1056% magic attack x4 With Overheat - Flame grenade: 1056% magic attack x4 - Final grenade: 1468% magic attack x2 Penetration: 2 (with Overheat unlimited)</p>	<p>Cooldown: 11 sec.</p> <p>[Dungeon] Flame grenade: 1056% magic attack x4 With Overheat - Flame grenade: 1056% magic attack x4 - Final grenade: 1468% magic attack x2 Penetration: 2 (with Overheat unlimited)</p>

				<p>[PvP] Flame grenade: 361% magic attack x4 With Overheat - Flame grenade: 361% magic attack x4 - Final grenade: 502% magic attack x2 Penetration: 2 (with Overheat unlimited)</p>	<p>[PvP] Flame grenade: 289% magic attack x4 With Overheat - Flame grenade: 289% magic attack x4 - Final grenade: 402% magic attack x2 Penetration: 2 (with Overheat unlimited)</p>
15	Flame Commander		Mercenary Survival Strategy	<p>[Dungeon] Lifeline: Stats rise when HP below 50% - Defence: +8% - Magic Defence: +8% - Resistances: +100</p> <p>[PvP] Lifeline: Stats rise when HP below 50% - Defence: +8% - Magic Defence: +8% - Resistances: +100</p>	<p>[Dungeon] Lifeline: Stats rise when HP below 50% - Defence: +8% - Magic Defence: +8% - Resistances: +100</p> <p>[PvP] Lifeline: Stats rise when HP below 20% - Defence: +8% - Magic Defence: +8% - Resistances: +100</p>
16	Nova Imperator	Yes	Revolver Cannon	<p>Cooldown: 7 sec.</p> <p>[Dungeon] Flame grenade: 1161% magic attack x4 With Overheat - Flame grenade: 1161% magic attack x4 - Final grenade: 2100% magic attack x2</p> <p>[PvP] Flame grenade: 397%</p>	<p>Cooldown: 11 sec.</p> <p>[Dungeon] Flame grenade: 1161% magic attack x4 With Overheat - Flame grenade: 1161% magic attack x4 - Final grenade: 2100% magic attack x2</p> <p>[PvP] Flame grenade: 318% magic</p>

				<p>magic attack x4 With Overheat - Flame grenade: 397%</p> <p>magic attack x4 - Final grenade: 718%</p> <p>magic attack x2</p>	<p>attack x4 With Overheat - Flame grenade: 318%</p> <p>magic attack x4 - Final grenade: 575% magic attack x2</p>
17	Nasod Avenger		Concentrated Energy	<p>From Level 4</p> <p>[Dungeon] Critical probability: +5% Emblem enhancement Damage on critical hit: +10% - Duration: +25 sec. - MP costs: -25%</p> <p>[PvP] Critical probability: +5% Emblem enhancement Damage on critical hit: +10% - Duration: +12.5 sec. - MP costs: -15%</p>	<p>From Level 4</p> <p>[Dungeon] Critical probability: +5% Emblem enhancement Damage on critical hit: +10% - Duration: +25 sec. - MP costs: -20%</p> <p>[PvP] Critical probability: +5% Emblem enhancement Damage on critical hit: +10% - Duration: +12.5 sec. - MP costs: -5%</p>
18	Nasod Nemesis		Queen of Vengeance	<p>From Level 4</p> <p>[Dungeon] MP gain: 15% of lost HP Power boost charge speed: +10% Max. MP: +100 Magic Attack: +8%</p> <p>[PvP] MP gain: 15% of lost HP Power boost charge speed: +10%</p>	<p>From Level 4</p> <p>[Dungeon] MP gain: 15% of lost HP Power boost charge speed: +10% Max. MP: +100 Magic Attack: +8%</p> <p>[PvP] MP gain: 6% of lost HP Power boost charge speed: +10%</p>

				Max. MP: +100 Magic Attack: +4%	Max. MP: +100 Magic Attack: +4%
19	Nasod Empress		The Queen's Reign	From Level 4 [Dungeon] Damage: +20% MP regeneration per summoned helper: +1.25 [PvP] Damage: +20% MP regeneration per summoned helper: +1.25	From Level 4 [Dungeon] Damage: +20% MP regeneration per summoned helper: +1.25 [PvP] Damage: +2% MP regeneration per summoned helper: +0.25
20	Nasod Empress		Freed Will: Nasod Empress	[Dungeon] - MP gain on hits to summoned helpers: 3 - Duration of summoned helper: +65% - Upon use of a summoning skill, -15% MP consumption for 10 sec. for next summoning skill (excludes hyper skill) [PvP] - MP gain on hits to summoned helpers: 3 - Duration of summoned helper: +65% - Upon use of a summoning skill, -15% MP	[Dungeon] - MP gain on hits to summoned helpers: 3 - Duration of summoned helper: +65% - Upon use of a summoning skill, -15% MP consumption for 10 sec. for next summoning skill (excludes hyper skill) [PvP] - MP gain on hits to summoned helpers: 0.3 - Duration of summoned helper: +65% - Upon use of a summoning skill, -15% MP consumption

				consumption for 10 sec. for next summoning skill (excludes hyper skill)	for 10 sec. for next summoning skill (excludes hyper skill)
21	Nasod Battle Seraph		Eldrit Reactor	<p>From Level 4</p> <p>[Dungeon] Magic Attack: +8% Defence/Magic Defence: +20% Damage taken: -10% Max. MP: +100 MP regeneration: +2 MP/sec.</p> <p>[PvP] Magic Attack: +4% Defence/Magic Defence: +20% Damage taken: -10% Max. MP: +100 MP regeneration: +2 MP/sec.</p>	<p>From Level 4</p> <p>[Dungeon] Magic Attack: +8% Defence/Magic Defence: +20% Damage taken: -10% Max. MP: +100 MP regeneration: +2 MP/sec.</p> <p>[PvP] Magic Attack: +4% Defence/Magic Defence: +5% Damage taken: -10% Max. MP: +100 MP regeneration: +1 MP/sec.</p>

22	Nasod Battle Seraph		Cheat Code: Electro Maniac	<p>[Dungeon]</p> <ul style="list-style-type: none"> - HP consumption from magic transformation: -50% (probability: 100%) - Additional MP gain: +20% (probability 100%) - MP used for all skills (excluding hyper skills): -10% (for 10 sec.) - When activating Eldrit Crystal Spectrum or Strong Heart, cooldown for all skills (excluding hyper skills): -20% (for 10 sec.) - MP regeneration at successful Ball Lightning attack: +10 MP <p>[PvP]</p> <ul style="list-style-type: none"> - HP consumption from magic transformation: -50% (probability: 100%) - Additional MP gain: +20% (probability 50%) - MP used for all skills (excluding hyper skills): -10% (for 10 sec.) - When activating Eldrit Crystal Spectrum or Strong Heart, cooldown for all skills (excluding hyper skills): -20% (for 10 sec.) - MP regeneration at successful Ball Lightning attack: +10 MP 	<p>[Dungeon]</p> <ul style="list-style-type: none"> - HP consumption from magic transformation: -50% (probability: 100%) - Additional MP gain: +20% (probability 100%) - MP used for all skills (excluding hyper skills): -10% (for 10 sec.) - When activating Eldrit Crystal Spectrum or Strong Heart, cooldown for all skills (excluding hyper skills): -20% (for 10 sec.) - MP regeneration at successful Ball Lightning attack: +10 MP <p>[PvP]</p> <ul style="list-style-type: none"> - HP consumption from magic transformation: -50% (probability: 100%) - Additional MP gain: +20% (probability 10%) - MP used for all skills (excluding hyper skills): -10% (for 10 sec.) - When activating Eldrit Crystal Spectrum or Strong Heart, cooldown for all skills (excluding hyper skills): -20% (for 10 sec.) - MP regeneration at successful Ball Lightning attack: +1 MP
23	Adamant Paladin		Swift Guardian		<p>If the following buffs are applied, the Swift Guardian effect disappears.</p> <p>Repose of Souls - Repose of Souls Orb</p>

					[Changes] Turbo - Atmospheric Maelstrom
24	Comet Crusader	Yes	Wolf's Cry	<p>[Dungeon] [Fear] - Additional damage (physical): 10% of the inflicted damage - Duration: 4 sec.</p> <p>[PvP] [Fear] - Additional damage (physical): 5% of the inflicted damage - Skill use not possible - Duration: 2 sec.</p>	<p>Time stop is reduced by 60%.</p> <p>[Dungeon] [Fear] - Additional damage (physical): 10% of the inflicted damage - Duration: 4 sec.</p> <p>[PvP] [Fear] - Additional damage (physical): 5% of the inflicted damage - Skill use not possible - Duration: 1 sec.</p>
25	Asura		Repose of Souls	<p>From Level 4</p> <p>[Dungeon] Damage: +40%</p> <p>[Repose of Souls Orb] MP Regeneration: 10% Cooldown speed of special active skills x3 Duration: 1 sec.</p> <p>[PvP] Damage: +40%</p> <p>[Repose of Souls Orb] MP Regeneration: 1% Cooldown speed of special active skills x3 Duration: 1 sec.</p>	<p>From Level 4</p> <p>[Dungeon] Damage: +40%</p> <p>[Repose of Souls Orb] MP Regeneration: 10% Cooldown speed of special active skills x2 Duration: 1 sec.</p> <p>[PvP] Damage: +40%</p> <p>[Repose of Souls Orb] MP Regeneration: 1% Cooldown speed of special active skills x2 Duration: 1 sec.</p>

26	Pyro Knight		Inextinguishable Fire	<p>From Level 4</p> <p>[Dungeon] - Fire resistance: +150 Fire combo damage: +50%</p> <p>[PvP] - Fire resistance: +150 Fire combo damage: +50%</p>	<p>Increased fire combo damage is applied to 3rd class change combos.</p> <p>From Level 4</p> <p>[Dungeon] - Fire resistance: +150 Fire combo damage: +50%</p> <p>[PvP] - Fire resistance: +150 Fire combo damage: +15%</p>
27	Blazing Heart		Blazing Wing		Skill activation speed is increased by 60%.
28	Flame Road	Yes	Blazing Wing		Skill activation speed is increased by 60%.
29	Dark Knight		Crimson Revenge	<p>From Level 4</p> <p>[Dungeon] [Crimson Revenge] Skill damage: +10%</p> <p>[PvP] [Crimson Revenge] Skill damage: +10%</p>	<p>From Level 4</p> <p>[Dungeon] [Crimson Revenge] Skill damage: +10%</p> <p>[PvP] [Crimson Revenge] Skill damage: +4%</p>
30	Dark Knight		Blood Cast	<p>[Dungeon] Blood Cast (physical): Multiple attacks 336%</p> <p>[PvP] Blood Cast (physical): Multiple attacks 128%</p>	<p>[Dungeon] Blood Cast (physical): Multiple attacks 496%</p> <p>[PvP] Blood Cast (physical): Multiple attacks 188%</p>

31	Red Avenger		Blood Runaway	<p>From Level 4</p> <p>[Dungeon] [Blood Runaway] Attack power: +20% Duration: 5 sec.</p> <p>Blood Hit HP consumption: -90% Debuff removal: 1x ever 10 sec. Probability of gathering blood: 15% - Can be stacked max. 5x, with 5-fold stack: +40% attack - Duration: 15 sec. Cooldown: 1 sec.</p> <p>[PvP] [Blood Runaway] Attack power: +20% Duration: 5 sec.</p> <p>Blood Hit HP consumption: -20% Debuff removal: 1x ever 10 sec. Probability of gathering blood: 15% - Can be stacked max. 5x, with 5-fold stack: +40% attack - Duration: 15 sec. Cooldown: 1 sec.</p>	<p>From Level 4</p> <p>[Dungeon] [Blood Runaway] Attack power: +10% Duration: 5 sec.</p> <p>Blood Hit HP consumption: -90% Debuff removal: 1x ever 10 sec. Probability of gathering blood: 15% - Can be stacked max. 5x, with 5-fold stack: +40% attack - Duration: 15 sec. Cooldown: 1 sec.</p> <p>[PvP] [Blood Runaway] Attack power: +10% Duration: 5 sec.</p> <p>Blood Hit HP consumption: -20% Debuff removal: 1x ever 10 sec. Probability of gathering blood: 15% - Can be stacked max. 5x, with 5-fold stack: +40% attack - Duration: 15 sec. Cooldown: 1 sec.</p>
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32	Lu/Ciel		Switch Skill	<p>Switch Skill (Lu)</p> <ul style="list-style-type: none"> - When you are playing as Ciel, this skill will switch you over to Lu. - The switch generates n combination points. <p>Switch Skill (Ciel)</p> <ul style="list-style-type: none"> - When you are playing as Lu, this skill will switch you over to Ciel. - The switch generates n combination points. 	<p>Switch Skill (Lu)</p> <ul style="list-style-type: none"> - When you are playing as Ciel, this skill will switch you over to Lu. - The switch generates n combination points. <p>Switch Skill (Ciel)</p> <ul style="list-style-type: none"> - When you are playing as Lu, this skill will switch you over to Ciel. - The switch generates n combination points.
33	Diabla		Bloodlust		<p>For opponents who have K.O. protection: Power stun resistance is removed.</p>
34	Metal Heart		Mechanic Master	<p>Changes the damage of all attack skills to magic attacks.</p> <p>The Landrunner is equipped with a warning system that has a set probability of protecting the user and increases the values of all summoned Mechas.</p> <p>If you fall to the ground, there is a set probability of summoning Landrunner RX-78.</p> <p>Strengthens</p> <ul style="list-style-type: none"> - Landrunner RX-78 - Air Mecha: Whirlwind - Ez-8 Countdown - Ex-S Viper - Spear Factory - G-0 Giant Mecha - Armoured Storm 	<p>Changes the damage of all attack skills to magic attacks.</p> <p>The Landrunner is equipped with a warning system that has a set probability of protecting the user and increases the attack of certain summoned Mechas.</p> <p>If you fall to the ground, there is a set probability of summoning Landrunner RX-78.</p> <p>Strengthens</p> <ul style="list-style-type: none"> - Landrunner RX-78 - Air Mecha: Whirlwind - Ez-8 Countdown - Ex-S Viper - Spear Factory - G-0 Giant Mecha - Armoured Storm <p>[Dungeon] Probability to summon</p>

				<p>[Dungeon] Probability to summon [Landrunner RX-78], when falling to the ground: 20% Summoned mecha stats: +50%</p> <p>[PvP] Probability to summon [Landrunner RX-78], when falling to the ground: 20% Summoned mecha stats: +50%</p>	<p>[Landrunner RX-78], when falling to the ground: 20% Summoned mecha attack: +50%</p> <p>[PvP] Probability to summon [Landrunner RX-78], when falling to the ground: 20% Summoned mecha attack: +25%</p>
35	Prodigium		Projection Boost	<p>[Dungeon] Power Boost Duration: +30 sec.</p> <p>[Projection Boost] - +1% attack per stack - +0.8% critical damage per stack - Power of the Gods generates 5 stacks. - Duration: 15 sec.</p> <p>[PvP] Power Boost Duration: +30 sec.</p> <p>[Projection Boost] - +1% attack per stack - +0.8% critical damage per stack - Power of the Gods generates 5 stacks. - Duration: 15 sec.</p>	<p>[Dungeon] Power Boost Duration: +30 sec.</p> <p>[Projection Boost] - +1% attack per stack - +0.8% critical damage per stack - Power of the Gods generates 5 stacks. - Duration: 15 sec.</p> <p>[PvP] Power Boost Duration: +30 sec.</p> <p>[Projection Boost] - +0.5% attack per stack - +0.5% critical damage per stack - Power of the Gods generates 3 stacks. - Duration: 10 sec.</p>

36	Arbiter		Divinity	<p>[Dungeon] Probability of additional increase of the projection stack: +50% All resistances: +30 (max. 150) Additional MP regeneration per second: +0.4 (max. 2) Probability of alteration on additional hits in Creation Mode: 25%</p> <p>[PvP] Probability of additional increase of the projection stack: +50% All resistances: +30 (max. 150) Additional MP regeneration per second: +0.4 (max. 2) Probability of alteration on additional hits in Creation Mode: 25%</p>	<p>[Dungeon] Probability of additional increase of the projection stack: +50% All resistances: +30 (max. 150) Additional MP regeneration per second: +0.4 (max. 2) Probability of alteration on additional hits in Creation Mode: 25%</p> <p>[PvP] Probability of additional increase of the projection stack: +30% Resistances to all attributes: +15 (up to max. 75) MP regeneration: +0.2/sec. (up to max. 1) Probability of alteration on additional hits in Creation Mode: 25%</p>
37	Rusty Child		Poco	-	Paralysis through Pretty Flowers Projectile was removed.
38	Daydreamer		Self expression	<p>From Level 4</p> <p>[Dungeon] Probability for devastation and critical hit: +12% Critical damage on power boost: 15%</p> <p>[PvP] Probability for devastation and critical hit: +12% Critical damage on power boost: 15%</p>	<p>From Level 4</p> <p>[Dungeon] Probability for devastation and critical hit: +12% Critical damage on power boost: 15%</p> <p>[PvP] Probability for devastation and critical hit: +6% Critical damage on power boost: 7.5%</p>

