

| No | Character      | Mod | Change             | Before   | After  |
|----|----------------|-----|--------------------|--|--|
| 1  | Title          |     | The Setting Sun    |  | <p>1. Special Active Damage Increase effect by using 1 El's Essence will also apply to skills activated through Aether Sage's Double Casting effect.</p> <p>2. All Skill Cooldown Decrease effect upon awakening applying to Lu/Ciel 3rd path Manic Forms will be applied to the skill cooldown before Codex Gigas passive is applied.</p>   |
| 2  | Sword Knight   |     | Double Slash       | <p>Strike enemies with a stunning slash then finish them off with a final slash.</p> <p>Destruction Skill<br/>- Consumes Destruction Gauge and acquire Vitality Gauge<br/>- Attack Power ↑ when Destruction activated.</p> <p>[Dungeon]<br/>Strike (Physical): 115%<br/>Sword Storm (Physical): 1261% Multi Hit</p> <p>[PvP]<br/>Strike (Physical): 28%<br/>Sword Storm (Physical): 316% Multi Hit</p> | <p>Traits have changed.<br/>Empowered -&gt; Heavy</p> <p>Strike enemies with a stunning slash then finish them off with a final slash.<br/>The finishing slash will ignore a set amount of enemies' defense.</p> <p>Destruction Skill<br/>- Consumes Destruction Gauge and acquire Vitality Gauge<br/>- Attack Power ↑ when Destruction activated.</p> <p>[Dungeon]<br/>Strike (Physical): 115%<br/>Sword Storm (Physical): 1261% Multi Hit<br/>Ignore Defense: 50%</p> <p>[PvP]<br/>Strike (Physical): 28%<br/>Sword Storm (Physical): 316% Multi Hit<br/>Ignore Defense: 20%</p> |
| 3  | Sword Knight   |     | Iron Body - Guard  | <p>Enhance Iron Body skills.</p> <p>[Iron Body - Guard]<br/>- Damage Reduction and Super Armor will be applied to all party members.<br/>- Only Damage Reduction function applies in PvP. Duration 2 sec.</p>  | <p>Enhance Iron Body skills.</p> <p>[Iron Body - Guard]<br/>- Damage Reduction and Super Armor will be applied to all party members.<br/>- Duration of the skill for other party members will be 12 sec.<br/>- Only Damage Reduction function applies in PvP. Duration 4 sec.</p>  |
| 4  | Lord Knight    |     | Sand Storm         |  | <p>Traits have changed.<br/>Empowered -&gt; Critical</p>   |
| 5  | Lord Knight    |     | Vertical Slash     |  | <p>Traits have changed.<br/>Empowered -&gt; Heavy</p>  |
| 6  | Knight Emperor | 0   | [Mod] Double Slash | <p>Swing the sword to create a powerful sword aura that strikes the enemies multiple times.</p> <p>Destruction Skill<br/>- Consumes Destruction Gauge and acquire Vitality Gauge<br/>- Attack Power ↑ when Destruction activated.</p>  | <p>Swing the sword to create a powerful sword aura that strikes the enemies multiple times.<br/>The finishing slash will ignore a set amount of enemies' defense.</p> <p>Destruction Skill<br/>- Consumes Destruction Gauge and acquire Vitality Gauge</p>   |

|    |                |  |                               |   |   |
|----|----------------|--|-------------------------------|---|---|
|    |                |  |                               | <p>[Dungeon]<br/>Sword Storm (Physical): 3800% Multi Hit</p> <p>[PvP]<br/>Sword Storm (Physical): 1371% Multi Hit</p>   | <p>- Attack Power ↑ when Destruction activated.</p> <p>[Dungeon]<br/>Sword Storm (Physical): 3800% Multi Hit<br/><b>Ignore Defense: 30%</b></p> <p>[PvP]<br/>Sword Storm (Physical): 1371% Multi Hit<br/><b>Ignore Defense: 10%</b></p>   |
| 7  | Sheath Knight  |  | Cruel Slayer                  | <p>Level 4</p> <p>[Dungeon]<br/>Physical Attack Power Increase: 8%</p> <p>[PvP]<br/>Physical Attack Power Increase: 8%</p>  | <p>Level 4</p> <p>[Dungeon]<br/>Physical Attack Power Increase: 15%</p> <p>[PvP]<br/>Physical Attack Power Increase: 7.5%</p>   |
| 8  | Infinity Sword |  | Infinite Chaser               |   | <b>Change to Way of the Sword [Vitality Skill]</b>  |
| 9  | Infinity Sword |  | Blade Circle                  |   | <b>Traits have changed.<br/>Absorbing -&gt; Critical</b>  |
| 10 | Infinity Sword |  | Awakened Will: Infinity Sword | <p>All normal attacks from Conwell will now be critical hits and successful attacks with Conwell will increase the attack power for a set duration.</p> <p>[Dungeon]<br/>Attack Power Increase: 5% (Max 5 stacks)<br/>Duration: 20 sec.<br/>Cooldown: 2 sec.</p> <p>[PvP]<br/>Attack Power Increase: 2% (Max 5 stacks)<br/>Duration: 20 sec.<br/>Cooldown: 5 sec.</p> | <p>Added a new <b>Damage to Boss Monster Increase effect for a set duration when you get 5 stacks of Awakened Will: Infinity Sword.</b></p> <p>All normal attacks from Conwell will now be critical hits and successful attacks with Conwell will increase the attack power for a set duration. <b>When you get max attack power stacks, increase damage towards boss monsters for a set duration.</b></p> <p>[Dungeon]<br/>Attack Power Increase: 5% (Max 5 stacks)<br/>Duration: 20 sec.<br/>Cooldown: 2 sec.<br/><b>Max Stack Damage to Boss Monster Increase: 20%</b><br/><b>Damage to Boss Monster Increase Duration: 15 sec. (Cooldown: 15 sec.)</b></p> <p>[PvP]<br/>Attack Power Increase: 2% (Max 5 stacks)<br/>Duration: 20 sec.<br/>Cooldown: 5 sec.<br/><b>Max Stack Damage to Boss Monster Increase: 20%</b></p> |

|    |               |   |                       |   |  |
|----|---------------|---|-----------------------|---|--|
|    |               |   |                       |   | Damage to Boss Monster Increase<br>Duration: 15 sec. (Cooldown: 15 sec.)   |
| 11 | Immortal      | O | [Mod] Infinite Chaser |   | Change to Way of the Sword [Vitality Skill]  |
| 12 | High Magician |   | Meteor Shower         |   | Meteors will fall to the center of the magic circle.   |
| 13 | Aether Sage   | O | Frost Barrage         |   | The ice will follow the trajectory of the path.  |
| 14 | Grand Archer  |   | Arrow Mastery         | Level 4<br>[Dungeon]<br>Arrow Damage Increase: 10%<br>Chance to Ignore Enemy's Defense: 10%<br>[PvP]<br>Arrow Damage Increase: 10%<br>Chance to Ignore Enemy's Defense: 10% | Level 4<br>[Dungeon]<br>Arrow Damage Increase: 10%<br>Chance to Ignore Enemy's Defense: 15%<br>[PvP]<br>Arrow Damage Increase: 10%<br>Chance to Ignore Enemy's Defense: 6% |

|    |                 |  |                   |   |  |
|----|-----------------|--|-------------------|---|--|
|    |                 |  |                   |   |  |
| 15 | Trapping Ranger |  | Evoked            | <p>Drop a seed that will explode upon contacting the enemy.<br/>The seed will move along the terrain and Drop a seed that will explode upon contacting the enemy, explode and create a smoke screen.</p> <p>Smoke screen duration is 3 sec.<br/>Allies within the smoke screen will not be impacted. Enemies' Physical Defense will decrease by 65%.</p> <p>[Dungeon]<br/>Seed Explosion (Physical): 3718%</p> <p>[PvP]<br/>Seed Explosion (Physical): 929%</p> | <p>Skill form has changed.</p> <p>Drop an exploding seed. The seed will explode upon hitting the ground and create a smoke screen.</p> <p>Smoke screen duration is 3 sec.<br/>Allies within the smoke screen will have 70% damage reduction, and Enemies's Physical/Magical Defense will decrease by 70% (PvP: 35%)</p> <p>[Dungeon]<br/>Seed Strike (Physical): 3718%</p> <p>[PvP]<br/>Seed Strike (Physical): 929%</p> |
| 16 | Night Watcher   |  | Call of Ruin      | <p>[Dungeon]<br/>Eldrasil Branch (Physical): 287% Multi Hit<br/>Explosion (Physical): 5347%</p> <p>[PvP]<br/>Eldrasil Branch (Physical): 97% Multi Hit<br/>Explosion (Physical): 1828%</p>  | <p>MP cost has increased.<br/>250-&gt;300</p> <p>[Dungeon]<br/>Eldrasil Branch (Physical): 2569% Multi Hit<br/>Explosion (Physical): 1505%</p> <p>[PvP]<br/>Eldrasil Branch (Physical): 526% Multi Hit<br/>Explosion (Physical): 514%</p>  |
| 17 | Night Watcher   |  | Eradication       |   | <p>Traits have changed.<br/>Enhanced -&gt; Critical</p>  |
| 18 | Night Watcher   |  | Calculated Strike | <p>Level 4</p> <p>[Dungeon]<br/>Critical Chance Increase: 10%<br/>Maximize Increase: 10%</p> <p>Cooldown Decrease: 7 sec.<br/>Cooldown: 6 sec.</p> <p>[PvP]<br/>Critical Chance Increase: 10%<br/>Maximize Increase: 10%</p>  | <p>Level 4</p> <p>[Dungeon]<br/>Critical Chance Increase: 10%<br/>Maximize Increase: 10%</p> <p>Cooldown Decrease: 7 sec.<br/>Cooldown: 3 sec.</p> <p>[PvP]<br/>Critical Chance Increase: 10%<br/>Maximize Increase: 10%</p>   |

|    |              |   |                    |  |   |
|----|--------------|---|--------------------|--|---|
|    |              |   |                    | Cooldown Decrease: 3.5 sec.<br>Cooldown: 6 sec.  | Cooldown Decrease: 3.5 sec.<br>Cooldown: 6 sec.   |
| 19 | Twilight     | O | [Mod] Call of Ruin | [Dungeon]<br>Eldrasil Branch (Physical): 115% Multi Hit<br>Explosion (Physical): 2852%<br><br>[PvP]<br>Eldrasil Branch (Physical): 39% Multi Hit<br>Explosion (Physical): 975%   | Skill Casting Speed is increased by 43%.<br>Skill Casting Speed will be affected by Action Speed.<br><br>MP cost has increased.<br>250->300<br><br>[Dungeon]<br>Eldrasil Branch (Physical): 697% Multi Hit<br>Explosion (Physical): 2168%<br><br>[PvP]<br>Eldrasil Branch (Physical): 142% Multi Hit<br>Explosion (Physical): 444%  |
| 20 | Blade Master |   | Shockwave - Cutter |  | Traits have changed.<br>Empowered -> Heavy  |
| 21 | Blade Master |   | Bloody Accel       | [Dungeon]<br>Blade Gust (Physical): 3722%<br>Bloody Sword<br>- Wounds enemies with commands/actives to absorbs HP<br>- HP Absorb: 10%<br>- Special Active Skill Cooldown Decrease: 10%<br>- Duration: 30 sec.<br><br>[PvP]<br>Blade Gust (Physical): 885%<br>Bloody Sword<br>- Wounds enemies with commands/actives to absorbs HP<br>- HP Absorb: 10%<br>- Special Active Skill Cooldown Decrease: 5%<br>- Duration: 20 sec. | [Dungeon]<br>Blade Gust (Physical): 3722%<br>Bloody Sword<br>- Wounds enemies with commands/actives to absorbs HP<br>- HP Absorb: 10%<br>- Special Active Skill Cooldown Decrease: 25%<br>- Physical Attack Power Increase: 12%<br>- Duration: 30 sec.<br><br>[PvP]<br>Blade Gust (Physical): 885%<br>Bloody Sword<br>- Wounds enemies with commands/actives to absorbs HP<br>- HP Absorb: 10%<br>- Special Active Skill Cooldown Decrease: 5%<br>- Physical Attack Power Increase: 3.6%<br>- Duration: 20 sec. |
| 22 | Blade Master |   | Shoot Up Genocide  |  | Traits have changed.<br>Ruthless -> Critical  |

|    |               |  |                    |   |   |
|----|---------------|--|--------------------|---|---|
| 23 | Blade Master  |  | Counter Wave       | <p>Using Shockwave - Cutter will decrease the MP cost of the next Shockwave - Divider and also increase its attack power.</p> <p>[Dungeon]<br/>- Shockwave - Divider MP Consumption Decrease/Attack Power Increase: -40%/+20%</p> <p>[PvP]<br/>- Shockwave - Divider MP Consumption Decrease/Attack Power Increase: -40%/+20%</p>   | <p>Passive effect have changed.</p> <p>When using [Sword Counter Wave] Skill, the 3rd [Sword Counter Wave] skill will require less MP and partially ignore enemies' defense.</p> <p>[Sword Counter Wave] Skill: Shockwave - Divider, Flying Slash, Hypersonic Stab, Bloody Accel, Giga Drive - Limiter, Shockwave - Cutter, Rising Dance, Shoot Up Genocide, Sharp Charge</p> <p>[Dungeon]<br/>MP Cost Decrease: 30%<br/>Ignore Enemy Decrease: 30%</p> <p>[PvP]<br/>MP Cost Decrease: 10%<br/>Ignore Enemy Decrease: 10%</p> |
| 24 | Reckless Fist |  | Devastating Strike | <p>[Dungeon]<br/>Power Strike (Magical): 9075%<br/>Damage against Super Armored target (Magical): 10890%<br/>Ignores Defense: 80%<br/>Exploding Nasod Hand Enhancement: 100% for 3 sec.</p> <p>[PvP]<br/>Power Strike (Magical): 3103%<br/>Damage against Super Armored target (Magical): 3724%<br/>Ignores Defense: 20%<br/>Exploding Nasod Hand Enhancement: 100% for 3 sec.</p>                                | <p>[Dungeon]<br/>Power Strike (Magical): 8175%<br/>Damage against Super Armored target (Magical): 9810%<br/>Ignores Defense: 60%<br/>Exploding Nasod Hand Enhancement: 100% for 3 sec.</p> <p>[PvP]<br/>Power Strike (Magical): 2640%<br/>Damage against Super Armored target (Magical): 3168%<br/>Ignores Defense: 20%<br/>Exploding Nasod Hand Enhancement: 100% for 3 sec.</p>   |
| 25 | Weapon Taker  |  | Veteran            | <p>Knockdown rate decreases. When you are below 50% HP, activate [Veteran] buff that increases damage and regenerates MP during Awakening.</p> <p>[Dungeon]<br/>Knockdown Decrease: 15%<br/>[Veteran]<br/>Attack Power Increase: 18%<br/>MP Recovery: 30<br/>Duration: 5 sec.</p> <p>[PvP]<br/>Knockdown Decrease: 7.01%<br/>[Veteran]<br/>Attack Power Increase: 9%<br/>MP Recovery: 15<br/>Duration: 5 sec.</p> | <p>Max MP increase effect has been added.</p> <p>Level 4</p> <p>Max MP is increased.<br/>Knockdown rate decreases. When you are below 50% HP, activate [Veteran] buff that increases damage and regenerates MP during Awakening.</p> <p>[Dungeon]<br/>Max MP Increase: 100<br/>Knockdown Decrease: 15%<br/>[Veteran]<br/>Attack Power Increase: 18%<br/>MP Recovery: 30<br/>Duration: 10 sec.</p> <p>[PvP]<br/>Max MP Increase: 100<br/>Knockdown Decrease: 7.01%<br/>[Veteran]</p>   |

|    |                   |  |                             |   |  |
|----|-------------------|--|-----------------------------|---|--|
|    |                   |  |                             |   | <p>Attack Power Increase: 9%</p> <p>MP Recovery: 15</p> <p>Duration: 10 sec.</p>   |
| 26 | Veteran Commander |  | Giga Prominence             |   | The explosion will happen around the caster.   |
| 27 | Veteran Commander |  | Ignition Crow - Incinerator |   | <p>The location of the ignition crow has been adjusted.</p> <p>Traits have changed.</p> <p>Absorbing -&gt; Critical</p>  |
| 28 | Veteran Commander |  | Bursting Blade              | <p>[Dungeon]<br/>Fire (Magical): 382% Multi Hit</p> <p>[PvP]<br/>Fire (Magical): 145% Multi Hit</p>   | <p>This skill has become an Overheat skill.</p> <p>[Dungeon]<br/>Fire (Magical): 382% Multi Hit (Overheat: 531%)</p> <p>[PvP]<br/>Fire (Magical): 145% Multi Hit (Overheat: 201%)</p>  |
| 29 | Veteran Commander |  | Ifrit Flame                 | <p>[Dungeon]<br/>Spitfire (Magical): 624%</p> <p>Hellfire<br/>- Fires 12 Burning Crows<br/>- Causes [Hellfire] upon Successful Hit<br/>for 5 sec.<br/>- continuous damage per second 30% (Physical/Magical Attack Average)<br/>- All Defense Decrease: -15%<br/>- All Resistance Decrease: -250</p> <p>[PvP]<br/>Spitfire (Magical): 179%</p> | <p>Spitfire will pierce enemies.</p> <p>This skill has become an Overheat skill.</p> <p>[Dungeon]<br/>Spitfire (Magical): 624%</p> <p>Hellfire<br/>- Fires 12 (Overheat: 15) Burning Crows<br/>- Causes [Hellfire] upon Successful Hit<br/>for 5 sec.<br/>- continuous damage per second 30% (Physical/Magical Attack Average)</p> |

|    |                   |  |                             |  |  |
|----|-------------------|--|-----------------------------|--|--|
|    |                   |  |                             | <p>Hellfire</p> <ul style="list-style-type: none"> <li>- Fires 12 Burning Crows</li> <li>- Causes [Hellfire] upon Successful Hit for 5 sec.</li> <li>- continuous damage per second 30% (Physical/Magical Attack Average)</li> <li>- All Defense Decrease: -15%</li> <li>- All Resistance Decrease: -250</li> </ul>  | <ul style="list-style-type: none"> <li>- All Defense Decrease: -15%</li> <li>- All Resistance Decrease: -250</li> </ul> <p>[PvP]<br/>Spitfire (Magical): 179%</p> <p>Hellfire</p> <ul style="list-style-type: none"> <li>- Fires 12 (Overheat: 15) Burning Crows</li> <li>- Causes [Hellfire] upon Successful Hit for 5 sec.</li> <li>- continuous damage per second 30% (Physical/Magical Attack Average)</li> <li>- All Defense Decrease: -15%</li> <li>- All Resistance Decrease: -250</li> </ul>                           |
| 30 | Veteran Commander |  | Mercenary Survival Strategy | <p>Level 4</p> <p>[Dungeon]<br/>Emergency Rescue: Increases stats when HP is lower than 50%</p> <ul style="list-style-type: none"> <li>- Physical Defense Increase: 8%</li> <li>- Magic Defense Increase: 8%</li> <li>- Elemental Resistance Increase: 100</li> </ul> <p>[PvP]<br/>Emergency Rescue: Increases stats when HP is lower than 20%</p> <ul style="list-style-type: none"> <li>- Physical Defense Increase: 8%</li> <li>- Magic Defense Increase: 8%</li> <li>- Elemental Resistance Increase: 100</li> </ul> | <p>Level 4</p> <p>[Dungeon]<br/>Emergency Rescue: Increases stats when HP is lower than 50%</p> <ul style="list-style-type: none"> <li>- Physical Defense Increase: 15%</li> <li>- Magic Defense Increase: 15%</li> <li>- Elemental Resistance Increase: 100</li> </ul> <p>[PvP]<br/>Emergency Rescue: Increases stats when HP is lower than 20%</p> <ul style="list-style-type: none"> <li>- Physical Defense Increase: 7.5%</li> <li>- Magic Defense Increase: 7.5%</li> <li>- Elemental Resistance Increase: 100</li> </ul> |
| 31 | Nova Emperor      |  | Master of Warfare           | <p>By modifying your body, you are now even more fit for battle.</p> <p>Enhance Attack</p> <ul style="list-style-type: none"> <li>- Command Attack Power Increase</li> </ul> <p>Heat Detection</p> <ul style="list-style-type: none"> <li>- Activate [Heat Detection] buff when you enter Overheat from using skills.</li> <li>- Stacking [Heat Detection] buff will critical stat (Max 5 Stacks)</li> <li>- Reaching Max stack for [Heat</li> </ul>   | <p>[Heat Detection] Stacking Duration is removed.</p> <p>When [Heat Detection] reaches max stack, the buff will be renewed.</p> <p>[Heat Detection] 5 stacks will immediately recover allies MP and increase caster's critical damage. Max MP increase effect is removed. (moved to Veteran passive)</p> <p>By modifying your body, you are now even more fit for battle.</p>  |



|    |                |   |                      |   |  |
|----|----------------|---|----------------------|---|--|
|    |                |   |                      | <p>Detection] heals MP for certain duration</p> <p>[Dungeon]<br/> Max MP Increase: 100<br/> Command Attack Power Increase: 10%<br/> [Heat Detection]<br/> - Critical Stat increase per Stack: 5%<br/> - Stacking Duration: 5 sec.<br/> - Duration: 20 sec.<br/> - MP Recovery per sec.: 20<br/> - Duration: 10 sec.</p> <p>[PvP]<br/> Max MP Increase: 100<br/> Command Attack Power Increase: 5%<br/> [Heat Detection]<br/> - Critical Stat increase per Stack: 2.5%<br/> - Stacking Duration: 5 sec.<br/> - Duration: 20 sec.<br/> - MP Recovery per sec.: 5<br/> - Duration: 10 sec.</p> | <p>Enhance Attack<br/> - Command Attack Power Increase</p> <p>Heat Detection<br/> - Activate [Heat Detection] buff when you enter Overheat from using skills.<br/> - Stacking [Heat Detection] buff will critical stat (Max 5 Stacks)<br/> - Reaching Max stack for [Heat Detection] will immediately recover a set amount of MP for allies. The caster will have additional MP recovery for a set duration.<br/> - Reaching Max stack for [Heat Detection] will increase caster's Critical damage for a set duration.</p> <p>[Dungeon]<br/> Command Attack Power Increase: 10%<br/> [Heat Detection]<br/> - Critical Stat increase per Stack: 5%<br/> - Duration: 20 sec.<br/> - Max Stack Allies' MP Recovery: 200<br/> - Max Stack MP Recovery per sec.: 20<br/> - Max Stack Critical Damage Increase: 10%<br/> - Max Stack Effect Duration: 10 sec. (Cooldown: 5 sec.)</p> <p>[PvP]<br/> Command Attack Power Increase: 5%<br/> [Heat Detection]<br/> - Critical Stat increase per Stack: 2.5%<br/> - Duration: 20 sec.<br/> - Max Stack Allies' MP Recovery: 20<br/> - Max Stack MP Recovery per sec.: 5<br/> - Max Stack Critical Damage Increase: 5%<br/> - Max Stack Effect Duration: 10 sec. (Cooldown: 5 sec.)</p> |
| 32 | Nova Imperator | 0 | [Mod] Bursting Blade | <p>[Dungeon]<br/> Fire (Magical): 1792% Multi Hit<br/> Command Attack Power Increase: 20%<br/> Critical Damage, Additional Damage Increase: 10%</p> <p>[PvP]<br/> Fire (Magical): 682% Multi Hit<br/> Command Attack Power Increase: 20%<br/> Critical Damage, Additional Damage Increase: 10%</p>  | <p>This skill has become an Overheat skill.</p> <p>[Dungeon]<br/> Fire (Magical): 1792% Multi Hit (Overheat: 2491%)<br/> Command Attack Power Increase: 20%<br/> Critical Damage, Additional Damage Increase: 10%</p> <p>[PvP]<br/> Fire (Magical): 682% Multi Hit (Overheat: 949%)<br/> Command Attack Power Increase: 20%<br/> Critical Damage, Additional Damage Increase: 10%</p>  |
| 33 | Eve            |   | Destruction Aura     | <p>[Dungeon]<br/> Physical Attack Power Increase: 15%<br/> Magical Attack Power Increase: 15%<br/> Maximize Increase: 15%</p>   | <p>Maximize Increase effect will not be affected by the stat increase modification.</p>  |

|    |               |  |                            |  |   |
|----|---------------|--|----------------------------|--|---|
|    |               |  |                            | <p>Duration: 30 sec.</p> <p>[PvP]<br/>Physical Attack Power Increase: 7.5%<br/>Magical Attack Power Increase: 7.5%<br/>Maximize Increase: 7.5%<br/>Duration: 15 sec.</p>   | <p>[Dungeon]<br/>Physical Attack Power Increase: 15%<br/>Magical Attack Power Increase: 15%<br/>Maximize Increase: 20%<br/>Duration: 30 sec.</p> <p>[PvP]<br/>Physical Attack Power Increase: 7.5%<br/>Magical Attack Power Increase: 7.5%<br/>Maximize Increase: 10%<br/>Duration: 15 sec.</p>   |
| 34 | Code: Exotic  |  | Code: Recovery - Trick Key | <p>[Code: Recovery - Trick Key]<br/>- Consume 20 MP to recover 5% HP<br/>- Cooldown: 30 sec.<br/>- Adds 3 numbers of midair movement for 10 sec. (PvP: 1 time)</p>   | <p>[Code: Recovery - Trick Key]<br/>- Consume 20 MP to recover 5% HP<br/>- Cooldown: 30 sec.<br/>- Increase Magical Attack Power by 15% (PvP: 7.5%) and adds 3 numbers of midair movement (PvP: 1 time) for 12 sec.</p>   |
| 35 | Code: Exotic  |  | Graceful Step              | <p>Enhances mobility through drone remodeling. All skill's physical damage will be converted to magical damage.</p> <p>[Dungeon]<br/>Movement Speed Increase: 12%<br/>Mobile (Midair → →) Increase Hit: 3</p> <p>[PvP]<br/>Movement Speed Increase: 6%<br/>Mobile (Midair → →) Increase Hit: 2</p>   | <p>Max MP increase effect has been added.</p> <p>Level 4</p> <p>Enhances mobility through drone remodeling and increase Max MP. All skill's physical damage will be converted to magical damage.</p> <p>[Dungeon]<br/>Movement Speed Increase: 12%<br/>Mobile (Midair → →) Increase Hit: 3<br/>Max MP Increase: 100</p> <p>[PvP]<br/>Movement Speed Increase: 6%<br/>Mobile (Midair → →) Increase Hit: 2<br/>Max MP Increase: 100</p>   |
| 36 | Code: Nemesis |  | Junk Break                 |  | <p>Traits have changed.<br/>Haste -&gt; Critical</p>  |
| 37 | Code: Nemesis |  | [Enhanced] Junk Break      | <p>Final Enhanced Skill<br/>- MP consumption reduced by 10%</p>  | <p>Final Enhanced Skill<br/>- Damage increased by 1.2 times</p>   |
| 38 | Code: Nemesis |  | Queen of Vengeance         | <p>Recovers a certain ratio of HP damage received in MP.<br/>(Includes damage received from Mana Conversion)<br/>Max MP and Magic Attack Power will be increased.</p> <p>[Dungeon]<br/>Conversion Rate: 15%<br/>Awakening Charge Speed Increase by 10%<br/>Max MP Increase: 100<br/>Magical Attack Power Increase: 8%</p> <p>[PvP]<br/>Conversion Rate: 6%<br/>Awakening Charge Speed Increase by 10%<br/>Max MP Increase: 100<br/>Magical Attack Power Increase: 4%</p> | <p>Max MP increase effect is removed.<br/>(Moved to Graceful Step passive)</p> <p>Level 4</p> <p>Recovers a certain ratio of HP damage received in MP.<br/>(Includes damage received from Mana Conversion)<br/>Magic Attack Power will be increased.</p> <p>[Dungeon]<br/>Conversion Rate: 15%<br/>Awakening Charge Speed Increase by 10%<br/>Magical Attack Power Increase: 8%</p> <p>[PvP]<br/>Conversion Rate: 6%<br/>Awakening Charge Speed Increase by 10%<br/>Magical Attack Power Increase: 4%</p> |

|    |                     |  |                             |  |   |
|----|---------------------|--|-----------------------------|--|---|
|    |                     |  |                             |  |   |
| 39 | Code: Ultimate      |  | Reinforced Nasod Weapons    |  | Junk Break is added to Nasod Spear Skills.  |
| 40 | Code: Electra       |  | Code: Recovery - Breaker    | <p>[Code: Recovery - Breaker]</p> <ul style="list-style-type: none"> <li>- Consume 40 MP and recover 5% HP.</li> <li>- Cooldown: 30 sec.</li> <li>- The skill passing through Force Field increases attack power by 1.2 times for 6 sec. (3 sec. in PvP)</li> </ul>  | <p>[Code: Recovery - Breaker]</p> <ul style="list-style-type: none"> <li>- Consume 40 MP and recover 5% HP.</li> <li>- Cooldown: 30 sec.</li> <li>- All Force Field skills ignores enemies' defense by 30% for 12 sec. (1.5% in PvP)</li> </ul>   |
| 41 | Code: Electra       |  | Giga Stream                 |  | Skill Casting Speed is increased by 30%.  |
| 42 | Code: Battle Seraph |  | Linear Divider              |  | Skill Casting Speed is increased by 30%.  |
| 43 | Code: Battle Seraph |  | Thousand Star               |  | Skill Casting Speed is increased by 50%.  |
| 44 | Code: Battle Seraph |  | Ultra Optical Investigation | <p>Level 4</p> <p>Through improved optical research, Spectrum switching becomes more swift and cooldown is reduced to 0.5 sec. Additional Force Field: Reactive (Green)</p> <ul style="list-style-type: none"> <li>- Use El Crystal Spectrum skill key to switch.</li> <li>- Electron/Beam attacks become piercing and homing attacks.</li> </ul> <p>[Dungeon]</p> | <p>Add Critical chance, Maximize chance, damage to mid boss/boss monsters increase effect for a set duration when using El Crystal Spectrum or Energetic Heart.</p> <p>Force Field Size increase effect will be removed. Instead, Level 4 size increase effect will be the base size fore the force field.</p> <p>Level 4</p> <p>Through improved optical research,</p> |

|    |                     |  |                                   |  |   |
|----|---------------------|--|-----------------------------------|--|---|
|    |                     |  |                                   | <p>Amplify Force Field Size: +30%<br/> Critical Chance Increase when Force Field is used: 13%<br/> Maximize Increase when Force Field is used: 13%</p> <p>[PvP]<br/> Amplify Force Field Size: +30%<br/> Critical Chance Increase when Force Field is used: 13%<br/> Maximize Increase when Force Field is used: 13%</p>   | <p>Spectrum switching becomes more swift and cooldown is reduced to 0.5 sec. When you use skills that activate the spectrum such as El Crystal Spectrum or Energetic Heart, increase Critical, Maximize chance for a set duration and increase damage to Mid Boss/Boss monsters.</p> <p>Additional Force Field: Reactive (Green)<br/> - Use El Crystal Spectrum skill key to switch.<br/> - Electron/Beam attacks become piercing and homing attacks.</p> <p>[Dungeon]<br/> Critical Chance Increase: 15%<br/> Maximize Increase: 15%<br/> Damage to Mid Boss / Boss Increase: 15%<br/> Duration: 20 sec.</p> <p>[PvP]<br/> Critical Chance Increase: 15%<br/> Maximize Increase: 15%<br/> Damage to Mid Boss / Boss Increase: 15%<br/> Duration: 10 sec.</p> |
| 45 | Code: Battle Seraph |  | Awakened Will: Code Battle Seraph | <p>[Dungeon]<br/> - Magical Attack Increased Per Force Field: 6%<br/> - MP Recovered Per Force Field when Skill is used: 5%<br/> - Aerial Movements, Additional →↑z[x] Keys (Special Movements): +2</p> <p>[PvP]<br/> - Magical Attack Increased Per Force Field: 6%<br/> - MP Recovered Per Force Field when Skill is used: 5%<br/> - Aerial Movements, Additional →↑z[x] Keys (Special Movements): +1</p>      | <p>[Dungeon]<br/> - Magical Attack Increased Per Force Field: 10%<br/> - MP Recovered Per Force Field when Skill is used: 5%<br/> - Aerial Movements, Additional →↑z[x] Keys (Special Movements): +2</p> <p>[PvP]<br/> - Magical Attack Increased Per Force Field: 2%<br/> - MP Recovered Per Force Field when Skill is used: 5%<br/> - Aerial Movements, Additional →↑z[x] Keys (Special Movements): +1</p>  |
| 46 | Code: Battle Seraph |  | Cheat Code: Electro               | <p>You can now use Photon Flash midair. Mana Conversion will consume less HP and have a chance to recover a large amount of mana and when this effect is activated, mana cost for all skills are reduced for a set duration. (Hyperactive Excluded). When El Crystal Spectrum or Energetic Heart is activated, all skill cooldown will decrease for a certain duration (Hyperactive Excluded). Also, recover</p> | <p>All Skill MP cost decrease effect will be activated when using El Crystal Spectrum or Energetic Heart.</p> <p>You can now use Photon Flash midair. Mana Conversion will consume less HP and have a chance to recover a large amount of mana. When El Crystal Spectrum or Energetic Heart is activated, MP cost and skill cooldown for all skills are reduced for a set</p>   |

|    |                   |  |                |  |   |
|----|-------------------|--|----------------|--|---|
|    |                   |  |                | <p>the casters' mana when successfully landing a hit with Kugel Blitz.</p> <p>[Dungeon]<br/> - Mana Conversion HP Cost Decrease: -50% (Activation Chance 100%)<br/> - Additional MP Recovery: +20% (Activation Chance 100%)<br/> - Mana cost Reduced for All Skills (Hyperactive Excluded): -10% (Duration: 10 sec.)<br/> - All Skill Cooldown decreased during El Crystal Spectrum and Energetic Heart (Hyperactive Excluded / Duration: 10 sec.): 20%<br/> - Additional MP Recovered after landing a hit with Kugel Blitz: 10</p> <p>[PvP]<br/> - Mana Conversion HP Cost Decrease: -50% (Activation Chance 100%)<br/> - Additional MP Recovery: +20% (Activation Chance 10%)<br/> - Mana cost Reduced for All Skills (Hyperactive Excluded): -10% (Duration: 10 sec.)<br/> - All Skill Cooldown decreased during El Crystal Spectrum and Energetic Heart (Hyperactive Excluded / Duration: 20 sec.): 20%<br/> - Additional MP Recovered after landing a hit with Kugel Blitz: 1</p> | <p>duration (Hyperactive Excluded). Also, recover the casters' mana when successfully landing a hit with Kugel Blitz.</p> <p>[Dungeon]<br/> - Mana Conversion HP Cost Decrease: -50% (Activation Chance 100%)<br/> - Additional MP Recovery: +20% (Activation Chance 100%)<br/> - All Skill MP cost decreased during El Crystal Spectrum and Energetic Heart (Hyperactive Excluded / Duration: 20 sec.): 20%<br/> - All Skill Cooldown decreased during El Crystal Spectrum and Energetic Heart (Hyperactive Excluded / Duration: 20 sec.): 20%<br/> - Additional MP Recovered after landing a hit with Kugel Blitz: 10</p> <p>[PvP]<br/> - Mana Conversion HP Cost Decrease: -50% (Activation Chance 100%)<br/> - Additional MP Recovery: +20% (Activation Chance 10%)<br/> - All Skill MP cost decreased during El Crystal Spectrum and Energetic Heart (Hyperactive Excluded / Duration: 20 sec.): 10%<br/> - All Skill Cooldown decreased during El Crystal Spectrum and Energetic Heart (Hyperactive Excluded / Duration: 20 sec.): 10%<br/> - Additional MP Recovered after landing a hit with Kugel Blitz: 1</p> |
| 47 | Shelling Guardian |  | Reload Mastery | <p>Level 4</p> <p>[Dungeon]<br/> Cooldown Reduction: 20%<br/> Reloading has 80% chance to reload 2 extra cannonball.<br/> When attacked, 25% chance to gain 2 additional cannon balls.</p> <p>[PvP]<br/> Cooldown Reduction: 20%<br/> Reloading has 80% chance to reload 2 extra cannonball.<br/> When attacked, 12.5% chance to gain 2 additional cannon balls.</p>   | <p>Level 4</p> <p>[Dungeon]<br/> Cooldown Reduction: 10%<br/> Reloading has 80% chance to reload 2 extra cannonball.<br/> When attacked, 25% chance to gain 2 additional cannon balls.</p> <p>[PvP]<br/> Cooldown Reduction: 10%<br/> Reloading has 80% chance to reload 2 extra cannonball.<br/> When attacked, 12.5% chance to gain 2 additional cannon balls.</p>  |
| 48 | Tactical Trooper  |  | Mortar         | <p>Deploy a mortar which bombs enemies in an area. Max 2 mortars. Mortars are invincible in dungeons.</p>  | <p>Deploy a mortar which bombs enemies in an area. Max 3 mortars. Mortars are invincible in dungeons.</p>   |

|    |                  |  |                 |  |   |
|----|------------------|--|-----------------|--|---|
|    |                  |  |                 |  |   |
| 49 | Tactical Trooper |  | Reaction Gloves | <p>Level 4</p> <p>[Dungeon]<br/>Magical Attack Power Increase: 5% × Awakening Stage<br/>Damage Reduction: 5% × Awakening Stage</p> <p>[PvP]<br/>Magical Attack Power Increase: 2.5% × Awakening Stage<br/>Damage Reduction: 2.5% × Awakening Stage</p>   | <p>Level 4</p> <p>[Dungeon]<br/>Magical Attack Power Increase: 2% × Awakening Stage<br/>Damage Reduction: 5% × Awakening Stage</p> <p>[PvP]<br/>Magical Attack Power Increase: 2% × Awakening Stage<br/>Damage Reduction: 2.5% × Awakening Stage</p>  |
| 50 | Tactical Trooper |  | Tactical Field  | <p>[Dungeon]<br/>Field (Magical): 3433%<br/>Super Armor within Field<br/>Damage Reduction: 5%<br/>MP Recovery: 6 MP per sec.<br/>Duration: 20 sec.</p> <p>[PvP]<br/>Field (Magical): 1239%<br/>Super Armor within Field<br/>Damage Reduction: 2.5%<br/>MP Recovery: 3 MP per sec.<br/>Duration: 10 sec.</p>                        | <p>[Dungeon]<br/>Field (Magical): 3433%<br/>Super Armor within Field<br/>Damage Reduction: 10%<br/>Physical/Magical Attack Power Increase: 13%<br/>MP Recovery: 6 MP per sec.<br/>Duration: 20 sec.</p> <p>[PvP]<br/>Field (Magical): 1239%<br/>Super Armor within Field<br/>Damage Reduction: 5%<br/>Physical/Magical Attack Power Increase: 6.5%<br/>MP Recovery: 3 MP per sec.<br/>Duration: 10 sec.</p> |
| 51 | Centurion        |  | Pulse Reload    | <p>[Dungeon]<br/>Chaos Cannon Casting Speed Increase: 200%<br/>Magical Attack Power Increase: 3% × Cannonballs<br/>Damage Increase Boss/Mid Boss: 2% × Cannonballs<br/>Cooldown Acceleration: 15% × Cannonballs</p> <p>[PvP]<br/>Chaos Cannon Casting Speed Increase: 200%<br/>Magical Attack Power Increase: 2% × Cannonballs</p> | <p>[Dungeon]<br/>Chaos Cannon Casting Speed Increase: 200%<br/>Magical Attack Power Increase: 2% × Cannonballs<br/>Damage Increase Boss/Mid Boss: 2% × Cannonballs<br/>Cooldown Acceleration: 10% × Cannonballs</p> <p>[PvP]<br/>Chaos Cannon Casting Speed Increase: 200%<br/>Magical Attack Power Increase: 2% × Cannonballs</p>  |

|    |                 |  |               |  |  |
|----|-----------------|--|---------------|--|--|
|    |                 |  |               | Damage Increase Boss/Mid Boss: 2% x Cannonballs<br>Cooldown Acceleration: 15% x Cannonballs  | Damage Increase Boss/Mid Boss: 2% x Cannonballs<br>Cooldown Acceleration: 10% x Cannonballs  |
| 52 | Apsara          |  | Flow of Chi   | <p>[Dungeon]<br/>Action Speed Increase: 5%<br/>Movement Speed Increase: 5%<br/>Jump Speed Increase: 5%</p> <p>[Flow of Chi]<br/>Critical Chance Increase: 4% (Max 5 stacks)<br/>Chance to Ignore Defense: 4% (Max 5 stacks)<br/>Ignore Defense: 30%<br/>Duration: 10 sec.</p> <p>[PvP]<br/>Action Speed Increase: 5%<br/>Movement Speed Increase: 5%<br/>Jump Speed Increase: 5%</p> <p>[Flow of Chi]<br/>Critical Chance Increase: 4% (Max 5 stacks)<br/>Chance to Ignore Defense: 4% (Max 5 stacks)<br/>Ignore Defense: 7.5%<br/>Duration: 10 sec.</p> | <p>[Dungeon]<br/>Action Speed Increase: 5%<br/>Movement Speed Increase: 5%<br/>Jump Speed Increase: 5%</p> <p>[Flow of Chi]<br/>Critical Chance Increase: 4% (Max 5 stacks)<br/>Chance to Ignore Defense: 4% (Max 5 stacks)<br/>Ignore Defense: 60%<br/>Duration: 10 sec.</p> <p>[PvP]<br/>Action Speed Increase: 5%<br/>Movement Speed Increase: 5%<br/>Jump Speed Increase: 5%</p> <p>[Flow of Chi]<br/>Critical Chance Increase: 4% (Max 5 stacks)<br/>Chance to Ignore Defense: 4% (Max 5 stacks)<br/>Ignore Defense: 6%<br/>Duration: 10 sec.</p> |
| 53 | Blazing Heart   |  | Ignis Crusher |  | Traits have changed.<br>Empowered -> Heavy   |
| 54 | Blazing Heart   |  | Blazing Wing  |  | Dungeon fireballs homing function is improved.   |
| 55 | Flame Lord      |  | Heart of Fire | <p>[Dungeon]<br/>[Burning Spirit]<br/>- Movement Speed/Action Speed Increase: 2% (Max 5 stacks)<br/>- Attack Power Increase: 4% (Max 5 stacks)<br/>- Recover 100% of damage from burns when HP is lower than 50%.<br/>- Duration: 25 sec.</p> <p>[PvP]<br/>[Burning Spirit]<br/>- Movement Speed/Action Speed Increase: 2% (Max 5 stacks)<br/>- Attack Power Increase: 2% (Max 5 stacks)<br/>- Recover 100% of damage from burns when HP is lower than 50%.<br/>- Duration: 5 sec.</p>   | <p>[Dungeon]<br/>[Burning Spirit]<br/>- Movement Speed/Action Speed Increase: 10%<br/>- Attack Power Increase: 30%<br/>- Recover 100% of damage from burns when HP is lower than 50%.<br/>- Duration: 20 sec.</p> <p>[PvP]<br/>[Burning Spirit]<br/>- Movement Speed/Action Speed Increase: 10%<br/>- Attack Power Increase: 9%<br/>- Recover 100% of damage from burns when HP is lower than 50%.<br/>- Duration: 5 sec.</p>  |
| 56 | Crimson Avenger |  | Blood Falls   |  | Traits have changed.<br>Regenerating (2) -> Heavy  |

|    |                 |   |                        |  |   |
|----|-----------------|---|------------------------|--|---|
| 57 | Crimson Avenger |   | Brandish Breaker       | <p>Create rifts in space with a powerful attack.<br/> Hold down the skill key for additional attacks at the cost of consuming your own HP.<br/> (When your HP is below 35% additional attacks are possible without consuming HP)<br/> Damage rises as HP gets lower. (Max 30%)</p> <p>Annihilation Skill<br/> - Consumes Annihilation Gauge and acquire Gale Gauge<br/> - Ignores Guard and 10% of Enemies Defense (Guard/Knockdown) when Annihilation activated</p> <p>[Dungeon]<br/> Void Splitter (Physical): 1133% Multi Hit<br/> Void Explosion upon Additional HP Consumption (Physical): 210% Multi Hit</p> <p>[PvP]<br/> Void Splitter (Physical): 431% Multi Hit<br/> Void Explosion upon Additional HP Consumption (Physical): 56% Multi Hit</p> | <p>Damage increase per current HP system will be improved.<br/> Before: Damage increase upto max 30% in proportion to current HP compared to max HP (HP needs to be 0 for greatest result)<br/> Change: Every 1% of HP decreased from Max HP will increase a set amount of damage</p> <p>Traits have changed.<br/> Light -&gt; Critical</p> <p>Create rifts in space with a powerful attack.<br/> Hold down the skill key for additional attacks at the cost of consuming your own HP.<br/> (When your HP is below 35% additional attacks are possible without consuming HP)<br/> Damage rises as HP gets lower. (Every 1% of current HP lower than Max HP will increase the Attack Power by 1%. Max 30% Attack Power Increase)</p> <p>Annihilation Skill<br/> - Consumes Annihilation Gauge and acquire Gale Gauge<br/> - Ignores Guard and 10% of Enemies Defense (Guard/Knockdown) when Annihilation activated</p> <p>[Dungeon]<br/> Void Splitter (Physical): 1133% Multi Hit<br/> Void Explosion upon Additional HP Consumption (Physical): 322% Multi Hit</p> <p>[PvP]<br/> Void Splitter (Physical): 431% Multi Hit<br/> Void Explosion upon Additional HP Consumption (Physical): 85% Multi Hit</p> |
| 58 | Bloody Queen    | 0 | [Mod] Brandish Breaker | <p>Create rifts in space with a powerful attack.<br/> Damage rises as HP gets lower. (Max 30%)</p> <p>Annihilation Skill<br/> - Consumes Annihilation Gauge and acquire Gale Gauge<br/> - Ignores Guard and 10% of Enemies Defense (Guard/Knockdown) when Annihilation activated</p>   | <p>Damage increase per current HP system will be improved.<br/> Before: Damage increase upto max 30% in proportion to current HP compared to max HP (HP needs to be 0 for greatest result)<br/> Change: Every 1% of HP decreased from Max HP will increase a set amount of damage</p> <p>Create rifts in space with a powerful attack.<br/> Damage rises as HP gets lower. (Every 1% of current HP lower than Max HP will increase the Attack Power by 1%. Max 50% Attack Power Increase)</p> <p>Annihilation Skill</p>   |



|    |             |  |                       |  |   |
|----|-------------|--|-----------------------|--|---|
|    |             |  |                       |  | <ul style="list-style-type: none"> <li>- Consumes Annihilation Gauge and acquire Gale Gauge</li> <li>- Ignores Guard and 10% of Enemies Defense (Guard/Knockdown) when Annihilation activated</li> </ul>  |
| 59 | Time Tracer |  | Seal of Time          | <p>Reduces the skill cooldown time of all party members within range and applies the [Time Traveler] buff.</p> <p>[Dungeon]<br/>Cooldown Decrease: 12 sec.<br/>Duration: 20 sec.</p> <p>[PvP]<br/>Cooldown Decrease: 6 sec.<br/>Duration: 10 sec.</p>  | <p>Reduces the skill cooldown and recovers HP/MP of all party members within range and applies the [Time Traveler] buff.</p> <p>[Dungeon]<br/>Cooldown Decrease: 25 sec.<br/>HP/MP Recovery: 100%<br/>Duration: 20 sec.</p> <p>[PvP]<br/>Cooldown Decrease: 7.5 sec.<br/>HP/MP Recovery: 1%<br/>Duration: 10 sec.</p>   |
| 60 | Time Tracer |  | Dark Matter Explosion |  | <p>Can move faster after casting skill. Skill Casting Speed will be affected by Action Speed.</p>   |
| 61 | Chiliarch   |  | Power of Oriax        | <p>Briefly raises the body to its limit.</p> <p>Switching Skill (Lu)<br/>- Ciel will switch to Lu when skill is used.<br/>- Gain 4 Combination Points after hitting the target when switching</p> <p>[Dungeon]<br/>Power of the Body<br/>- Super Armor Status<br/>- Special Active Skill Damage Increases: 10%<br/>- Skill Cooldown Acceleration increased by 2 times<br/>- Duration: 10 sec.</p> <p>[PvP]<br/>Power of the Body<br/>- Super Armor Status<br/>- Special Active Skill Damage Increases: 10%<br/>- Skill Cooldown Acceleration increased by 2 times<br/>- Duration: 5 sec.</p> | <p>MP cost has increased.<br/>200-&gt;220</p> <p>Skill cooldown is increased.<br/>6 sec. -&gt; 15 sec.</p> <p>Raise the body of you and your allies to the limit.</p> <p>Switching Skill (Lu)<br/>- Ciel will switch to Lu when skill is used.<br/>- Gain 4 Combination Points after hitting the target when switching</p> <p>[Dungeon]<br/>Power of the Body<br/>- Super Armor Status<br/>- Skill Cooldown Acceleration increased by 1.5 times<br/>- Duration: 12 sec.</p> <p>[PvP]<br/>Power of the Body<br/>- Super Armor Status<br/>- Skill Cooldown Acceleration</p> |

|    |           |  |                           |  |  |
|----|-----------|--|---------------------------|--|--|
|    |           |  |                           |  | increased by 1.5 times<br>- Duration: 5 sec.   |
| 62 | Chiliarch |  | [Enhanced] Power of Oriax | Final Enhanced Skill<br>- MP cost is decreased by 20%  | Final Enhanced Skill<br>- Cooldown decreased by 3 sec.   |
| 63 | Chiliarch |  | Dead Hands                | [Dungeon]<br>Evil Strike (Physical): 1854%<br><br>[Touch of Death]<br>- Physical Attack Power Increase: 15%<br>- Damage Reduction: 15%<br>- Duration: 15 sec.<br><br>[PvP]<br>Evil Strike (Physical): 441%<br><br>[Touch of Death]<br>- Physical Attack Power Increase: 15%<br>- Damage Reduction: 6%<br>- Duration: 15 sec. | [Dungeon]<br>Evil Strike (Physical): 1854%<br><br>[Touch of Death]<br>- Physical Attack Power Increase: 20%<br>- Damage Reduction: 15%<br>- Duration: 20 sec.<br><br>[PvP]<br>Evil Strike (Physical): 441%<br><br>[Touch of Death]<br>- Physical Attack Power Increase: 15%<br>- Damage Reduction: 6%<br>- Duration: 15 sec. |
| 64 | Dreadlord |  | Force of Fear             | Level 4<br><br>[Dungeon]<br>Activation Chance: 11%<br>Physical Critical Damage Increase: 15%<br><br>[PvP]<br>Activation Chance: 11%<br>Physical Critical Damage Increase: 15%  | Level 4<br><br>[Dungeon]<br>Activation Chance: 30%<br>Physical Critical Damage Increase: 15%<br><br>[PvP]<br>Activation Chance: 10.5%<br>Physical Critical Damage Increase: 15%  |

|    |            |   |                          |  |  |
|----|------------|---|--------------------------|--|--|
| 65 | Dreadlord  |   | Threat of Terror         | <p>Level 4</p> <p>[Dungeon]<br/> 'Creeping Terror' Maintain Chance: 13.7%<br/> Cooldown Decrease: 7 sec.<br/> Cooldown: 10 sec.</p> <p>[PvP]<br/> 'Creeping Terror' Maintain Chance: 13.7%<br/> Cooldown Decrease: 3 sec.<br/> Cooldown: 10 sec.</p>   | <p>Level 4</p> <p>[Dungeon]<br/> 'Creeping Terror' Maintain Chance: 20%<br/> Cooldown Decrease: 7 sec.<br/> Cooldown: 10 sec.</p> <p>[PvP]<br/> 'Creeping Terror' Maintain Chance: 20%<br/> Cooldown Decrease: 3 sec.<br/> Cooldown: 10 sec.</p>   |
| 66 | Dreadlord  |   | Awakened Will: Dreadlord | <p>Permanently increase critical and maximize by enhancing physical capabilities.<br/> Passives related to Creeping Terror will be enhanced.<br/> - Lord of Terror: 'Creeping Terror' 2 stack chance is increased to 50%.<br/> - Threat of Terror: 'Creeping Terror' stack maintaining chance is increased to 30%.</p> | <p>Permanently increase critical and maximize by enhancing physical capabilities.<br/> Passives related to Creeping Terror will be enhanced.<br/> - Lord of Terror: 'Creeping Terror' 2 stack chance is increased to 50%.<br/> - Threat of Terror: 'Creeping Terror' stack maintaining chance is increased to 50%.</p> |
| 67 | Diabla     |   | Abyssal Gate             | <p>[Dungeon]<br/> Demonic Sphere Explosion (Physical): 608% Multi Hit<br/> Ignores Defense: 100%</p> <p>[PvP]<br/> Demonic Sphere Explosion (Physical): 196% Multi Hit<br/> Ignores Defense: 10%</p>   | <p>[Dungeon]<br/> Demonic Sphere Explosion (Physical): 608% Multi Hit<br/> Ignores Defense: 60%</p> <p>[PvP]<br/> Demonic Sphere Explosion (Physical): 196% Multi Hit<br/> Ignores Defense: 10%</p>  |
| 68 | Diangelion | 0 | Abyssal Gate             | <p>[Dungeon]<br/> Demonic Sphere Explosion (Physical): 506% Multi Hit<br/> Ignores Defense: 80%</p> <p>[PvP]<br/> Demonic Sphere Explosion (Physical): 163% Multi Hit<br/> Ignores Defense: 5%</p>   | <p>[Dungeon]<br/> Demonic Sphere Explosion (Physical): 506% Multi Hit<br/> Ignores Defense: 60%</p> <p>[PvP]<br/> Demonic Sphere Explosion (Physical): 163% Multi Hit<br/> Ignores Defense: 5%</p>   |
| 69 | Valkyrie   |   | Crossmore                | <p>[Dungeon]<br/> Crossmore (Magical): 983% ~ 756% Multi Hit</p>   | <p>Traits have changed.<br/> Empowered -&gt; Heavy</p>   |

|    |        |  |                       |  |  |
|----|--------|--|-----------------------|--|--|
|    |        |  |                       | <p>[PvP]<br/>Crossmore (Magical): 274% ~ 210% Multi Hit</p>  | <p>[Dungeon]<br/>Crossmore (Magical): 1669% ~ 1284% Multi Hit</p> <p>[PvP]<br/>Crossmore (Magical): 400% ~ 308% Multi Hit</p>  |
| 70 | Freyja |  | Arsenal Reinforcement | <p>Level 4</p> <p>[Dungeon]<br/>Load Duration Increase: 5 sec.<br/>Burn, Freeze Duration Increase: 12.5%<br/>Number when loading grenade skill during Nitro Motor - 1<br/>Grenade Skill MP Cost Decrease: 10%</p> <p>[PvP]<br/>Load Duration Increase: 5 sec.<br/>Burn, Freeze Duration Increase: 12.5%<br/>Number when loading grenade skill during Nitro Motor - 1<br/>Grenade Skill MP Cost Decrease: 10%</p>   | <p>Level 4</p> <p>[Dungeon]<br/>Load Duration Increase: 5 sec.<br/>Burn, Freeze Duration Increase: 12.5%<br/>Grenade Skill MP Cost Decrease: 10%</p> <p>[PvP]<br/>Load Duration Increase: 5 sec.<br/>Burn, Freeze Duration Increase: 12.5%<br/>Grenade Skill MP Cost Decrease: 10%</p>   |
| 71 | Freyja |  | Quarter Master        |  | <p>Fixed so that effect visual increase accordingly as explosion radius increase.<br/>Fixed explosion radius increase effect being applied 2 times.</p>  |
| 72 | Freyja |  | Awakened Will: Freyja | <p>Increase all speeds temporarily and receive reduced damage in Nitro Motor status.<br/>Using all loaded grenades will increase Magical Attack Power.<br/>Holding down any Grenade skill key will throw all grenades at once while ignoring the range.</p> <p>Grenade Skills<br/>- G-35L Flash Grenade<br/>- G-18C Freezing Grenade<br/>- G-96 Pressure Grenade</p> <p>[Dungeon]<br/>All Speed Increase: 5%<br/>Damage Reduction in Nitro Motor: 20%<br/>Magical Attack Power Increase When Using All Loaded Grenades: 5% (Max 3 Stacks)<br/>Magical Attack Power Increase Duration: 30 sec.</p> <p>[PvP]<br/>All Speed Increase: 5%<br/>Damage Reduction in Nitro Motor: 20%<br/>Magical Attack Power Increase When Using All Loaded Grenades: 5% (Max 3 Stacks)<br/>Magical Attack Power Increase Duration: 30 sec.</p> | <p>When using [Mod] G-96 Pressure Grenade, Magical Attack Power increase effect will stack.</p> <p>Increase all speed and damage reduction permanently.<br/>Using all loaded grenades will increase Magical Attack Power.<br/>Holding down any Grenade skill key will throw all grenades at once while ignoring the range.</p> <p>Grenade Skills<br/>- G-35L Flash Grenade<br/>- G-18C Freezing Grenade<br/>- G-96 Pressure Grenade</p> <p>[Dungeon]<br/>All Speed Increase: 8%<br/>Damage Reduction: 20%<br/>Magical Attack Power Increase When Using All Loaded Grenades: 10% (Max 3 Stacks)<br/>Magical Attack Power Increase Duration: 30 sec.</p> <p>[PvP]<br/>All Speed Increase: 8%<br/>Damage Reduction: 10%<br/>Magical Attack Power Increase When Using All Loaded Grenades: 5% (Max 3 Stacks)</p> |

|    |         |  |                               |   |  |
|----|---------|--|-------------------------------|---|--|
|    |         |  |                               |   | Magical Attack Power Increase Duration: 30 sec.  |
| 73 | Freyja  |  | G-96 Pressure Grenade         |   | Traits have changed.<br>Empowered -> Heavy<br>Light -> Critical  |
| 74 | Freyja  |  | Penetrating Bullet            | [Dungeon]<br>Enhanced Bullet (Magical): 5790%<br><br>[PvP]<br>Enhanced Bullet (Magical): 1980%  | [Dungeon]<br>Enhanced Bullet (Magical): 7333%<br><br>[PvP]<br>Enhanced Bullet (Magical): 2507%   |
| 75 | Freyja  |  | [Enhanced] Penetrating Bullet | Final Enhanced Skill<br>- Ignore 50% of enemies defense (PvP 25%)   | Final Enhanced Skill<br>- Ignore 77% of enemies defense (PvP 25%)  |
| 76 | Minerva |  | Enhanced Grenades             | [Dungeon]<br>Activate [Fusion] Debuff by using all 3 grenades within 10 seconds of using the first grenade<br>- Defense Decrease: 100%<br>- Movement Speed Decrease: 50%<br>- Action Speed Decrease: 50%<br>Duration: 6 sec.<br>- Grenade Skills: G-35L Flash Grenade, G-18C Freezing Grenade, G-96 Pressure Grenade<br><br>Grenade Throw<br>- Special Active cooldown decrease when using all loaded grenades: 30%<br><br>[PvP]<br>Activate [Fusion] Debuff by using all | When using all loaded grenades, special active cooldown will decrease from the max cooldown time, rather than remaining cooldown time.<br><br>Receive Grenade Throw effect when using [Mod] G-96 Pressure Grenade.<br><br>[Dungeon]<br>Activate [Fusion] Debuff by using all 3 grenades within 10 seconds of using the first grenade<br>- Defense Decrease: 100%<br>- Movement Speed Decrease: 50%<br>- Action Speed Decrease: 50%<br>Duration: 6 sec.<br>- Grenade Skills: G-35L Flash Grenade, G-18C Freezing Grenade, G-96 Pressure |

|    |             |  |                         |   |   |
|----|-------------|--|-------------------------|---|---|
|    |             |  |                         | <p>3 grenades within 10 seconds of using the first grenade</p> <ul style="list-style-type: none"> <li>- Defense Decrease: 25%</li> <li>- Movement Speed Decrease: 50%</li> <li>- Action Speed Decrease: 50%</li> </ul> <p>Duration: 3 sec.</p> <p>- Grenade Skills: G-35L Flash Grenade, G-18C Freezing Grenade, G-96 Pressure Grenade</p> <p>Grenade Throw</p> <ul style="list-style-type: none"> <li>- Special Active cooldown decrease when using all loaded grenades: 30%</li> </ul>                                      | <p>Grenade</p> <p>Grenade Throw</p> <ul style="list-style-type: none"> <li>- Special Active cooldown decrease when using all loaded grenades: 30%</li> </ul> <p>[PvP]</p> <p>Activate [Fusion] Debuff by using all 3 grenades within 10 seconds of using the first grenade</p> <ul style="list-style-type: none"> <li>- Defense Decrease: 25%</li> <li>- Movement Speed Decrease: 50%</li> <li>- Action Speed Decrease: 50%</li> </ul> <p>Duration: 3 sec.</p> <p>- Grenade Skills: G-35L Flash Grenade, G-18C Freezing Grenade, G-96 Pressure Grenade</p> <p>Grenade Throw</p> <ul style="list-style-type: none"> <li>- Special Active cooldown decrease when using all loaded grenades: 9%</li> </ul> |
| 77 | Minerva     |  | [Enhanced] Viper Shower | <p>Final Enhanced Skill</p> <ul style="list-style-type: none"> <li>- Burn Debuff Duration increased by 5 sec.</li> </ul>  | <p>Final Enhanced Skill</p> <ul style="list-style-type: none"> <li>- Burn Debuff Duration increased by 5 sec., Damage increased by 1.2 times</li> </ul>   |
| 78 | Metal Heart |  | Air Mecha: Gale Force   | <p>[Dungeon]</p> <p>Guided Missile (Magical): 81% x40</p> <p>Gale Force Support Mode</p> <ul style="list-style-type: none"> <li>- Machine Gun (Magical): 97% x5</li> <li>- Guided Missile (Magical): 81% x10</li> <li>- Self-destruct (Magical): 855%</li> </ul> <p>[PvP]</p> <p>Guided Missile (Magical): 32% x40</p> <p>Gale Force Support Mode</p> <ul style="list-style-type: none"> <li>- Machine Gun (Magical): 38% x5</li> <li>- Guided Missile (Magical): 32% x10</li> <li>- Self-destruct (Magical): 342%</li> </ul> | <p>Attack speed increase and AI improved so that it attacks more often.</p> <p>Missiles' homing effect improved in dungeon.</p> <p>Traits have changed.</p> <p>Regenerating (1) -&gt; Heavy</p> <p>[Dungeon]</p> <p>Guided Missile (Magical): 81% x40</p> <p>Gale Force Support Mode</p> <ul style="list-style-type: none"> <li>- Machine Gun (Magical): 97% x5</li> <li>- Guided Missile (Magical): 81% x10</li> <li>- Self-destruct (Magical): 855%</li> </ul> <p>[PvP]</p> <p>Guided Missile (Magical): 22% x40</p>  |

|    |             |  |                  |  |  |
|----|-------------|--|------------------|--|--|
|    |             |  |                  |  | <p>Gale Force Support Mode</p> <ul style="list-style-type: none"> <li>- Machine Gun (Magical): 22% x5</li> <li>- Guided Missile (Magical): 22% x10</li> <li>- Self-destruct (Magical): 205%</li> </ul>   |
| 79 | Metal Heart |  | Mecha Drop       |  | <p>Traits have changed.<br/>Absorbing -&gt; Critical<br/>Max MP increase effect has been added.</p>  |
| 80 | Metal Heart |  | Mechanic Mastery | <p>Level 4</p> <p>All skill's physical damage will be converted to magical damage.<br/>Attach a crisis detection device to the land runner that protects you at a certain chance, and increase damage all summoned units.<br/>When knocked down, at a certain chance summon a [RX-78 Land Runner].</p> <p>Strengthened Target</p> <ul style="list-style-type: none"> <li>- RX-78 Land Runner</li> <li>- Air Mecha: Gale Force</li> <li>- EZ-8 Countdown</li> <li>- EX-S Viper</li> <li>- Sparrow Factory</li> <li>- G-0 Battleroid</li> <li>- Armored Tempest</li> </ul> <p>[Dungeon]</p> <p>Upon being knocked down, chance to summon [RX-78 Land Runner]: 20%<br/>Summoned Unit Attack Power Increase: 50%</p> <p>[PvP]</p> <p>Upon being knocked down, chance to summon [RX-78 Land Runner]: 20%<br/>Summoned Unit Attack Power Increase: 25%</p> | <p>Level 4</p> <p>All skill's physical damage will be converted to magical damage.<br/>Max MP increase permanently.<br/>Attach a crisis detection device to the land runner that protects you at a certain chance, and increase damage all summoned units.<br/>When knocked down, at a certain chance summon a [RX-78 Land Runner].</p> <p>Strengthened Target</p> <ul style="list-style-type: none"> <li>- RX-78 Land Runner</li> <li>- Air Mecha: Gale Force</li> <li>- EZ-8 Countdown</li> <li>- EX-S Viper</li> <li>- Sparrow Factory</li> <li>- G-0 Battleroid</li> <li>- Armored Tempest</li> </ul> <p>[Dungeon]</p> <p>Max MP Increase: 100<br/>Upon being knocked down, chance to summon [RX-78 Land Runner]: 20%<br/>Summoned Unit Attack Power Increase: 50%</p> <p>[PvP]</p> <p>Max MP Increase: 100<br/>Upon being knocked down, chance to</p> |

|    |         |  |               |   |   |
|----|---------|--|---------------|---|---|
|    |         |  |               |   | <p>summon [RX-78 Land Runner]: 20%<br/> Summoned Unit Attack Power Increase: 25%</p>  |
| 81 | Optimus |  | Mecha Volt MX |   | Attack speed increase and AI improved so that it attacks more often.  |
| 82 | Optimus |  | G-Extension   | <p>Level 4</p> <p>Improves the G-Core and strengthens the system.<br/> Each time the G Skill transforms, attack power increases and the current G Skill's cooldown time is reduced. (Max of 5 stacks possible)</p> <p>All speeds are increased with the influence of the upgraded G-Core.<br/> [Auto-gun]'s function is upgraded.</p> <p>[Dungeon]<br/> Basic Effect</p> <ul style="list-style-type: none"> <li>- All Speed (Action Speed, Movement Speed, Jump Speed) Increase: 6%</li> <li>- Auto-gun Range Increase: 20%</li> <li>- Auto-gun MP Recovery Increase: 20%</li> <li>- Auto-gun's Last Hit's ECP Consumption Increase: 60%</li> </ul> | <p>Level 4</p> <p>G Skill cooldown effect each time G Skill transforms, will be improved to apply to all skill cooldown instead of just G Skills.</p> <p>Level 4</p> <p>Improves the G-Core and strengthens the system.<br/> Each time the G Skill transforms, attack power increases (Max 5 stacks) and all skill cooldown is decreased. (Excludes Hyperactives/Extreme Heavenly Love)</p> <p>All speeds are increased with the influence of the upgraded G-Core.<br/> [Auto-gun]'s function is upgraded.</p> <p>[Dungeon]<br/> Basic Effect</p> |



|    |         |  |                     |  |   |
|----|---------|--|---------------------|--|---|
|    |         |  |                     | <ul style="list-style-type: none"> <li>- Upon Auto-gun attack, chance to bounce bullets: 25%</li> </ul> <p>G-Core Extension</p> <ul style="list-style-type: none"> <li>- Attack Power Increase for Each Buff: 6%</li> <li>- G Skill Cooldown Decrease: 1 sec.</li> </ul> <p>[PvP]</p> <p>Basic Effect</p> <ul style="list-style-type: none"> <li>- All Speed (Action Speed, Movement Speed, Jump Speed) Increase: 3%</li> <li>- Auto-gun Range Increase: 10%</li> <li>- Auto-gun MP Recovery Increase: 10%</li> <li>- Auto-gun's Last Hit's ECP Consumption Increase: 60%</li> <li>- Upon Auto-gun attack, chance to bounce bullets: 25%</li> </ul> <p>G-Core Extension</p> <ul style="list-style-type: none"> <li>- Attack Power Increase for Each Buff: 6%</li> <li>- G Skill Cooldown Decrease: 1 sec.</li> </ul> | <ul style="list-style-type: none"> <li>- All Speed (Action Speed, Movement Speed, Jump Speed) Increase: 10%</li> <li>- Auto-gun Range Increase: 20%</li> <li>- Auto-gun MP Recovery Increase: 20%</li> <li>- Auto-gun's Last Hit's ECP Consumption Increase: 60%</li> <li>- Upon Auto-gun attack, chance to bounce bullets: 25%</li> </ul> <p>G-Core Extension</p> <ul style="list-style-type: none"> <li>- Attack Power Increase for Each Buff: 6%</li> <li>- All Skill Cooldown Decrease: 12%</li> </ul> <p>[PvP]</p> <p>Basic Effect</p> <ul style="list-style-type: none"> <li>- All Speed (Action Speed, Movement Speed, Jump Speed) Increase: 10%</li> <li>- Auto-gun Range Increase: 10%</li> <li>- Auto-gun MP Recovery Increase: 10%</li> <li>- Auto-gun's Last Hit's ECP Consumption Increase: 60%</li> <li>- Upon Auto-gun attack, chance to bounce bullets: 25%</li> </ul> <p>G-Core Extension</p> <ul style="list-style-type: none"> <li>- Attack Power Increase for Each Buff: 6%</li> <li>- G Skill Cooldown Decrease: 1 sec.</li> <li>- All Skill Cooldown Decrease: 12%</li> </ul> |
| 83 | Optimus |  | G-0 Battleroid      |  | Traits have changed.<br>Empowered -> Heavy  |
| 84 | Optimus |  | G-EX Ancient Buster |  | Traits have changed.<br>Reversed -> Heavy   |
| 85 | Optimus |  | Magnetic Guard      | <p>Summons a Magnetic Guard to protect you for 30 secs.<br/>Defense, Damage Reduction, and Special Active Skill Cooldown Acceleration are increased for the duration of the skill.</p> <p>ECP Using Skill</p> <ul style="list-style-type: none"> <li>- Consumes ECP instead of MP</li> <li>- Upon activating Over Strike, skill cannot be used.</li> </ul> <p>[Dungeon]</p> <ul style="list-style-type: none"> <li>Physical/Magical Defense Increase: 15%</li> <li>Damage Reduction Increase: 15%</li> <li>Special Active Skill Cooldown</li> </ul>  | <p>Skill cooldown is increased.<br/>10 sec. -&gt; 22 sec.</p> <p>Summons a Magnetic Guard to protect you and your allies for 20 secs.<br/>Magical Attack Power, Damage Reduction, and Special Active Skill Cooldown Acceleration are increased for the duration of the skill.</p> <p>ECP Using Skill</p> <ul style="list-style-type: none"> <li>- Consumes ECP instead of MP</li> <li>- Upon activating Over Strike, skill cannot be used.</li> </ul> <p>[Dungeon]</p>  |

|    |                |   |                           |   |  |
|----|----------------|---|---------------------------|---|--|
|    |                |   |                           | <p>Acceleration: 1.3 times</p> <p>[PvP]<br/>Physical/Magical Defense Increase: 7.5%<br/>Damage Reduction Increase: 7.5%<br/>Special Active Skill Cooldown<br/>Acceleration: 1.3 times</p>   | <p>Magical Attack Power Increase: 20%<br/>Damage Reduction Increase: 5%<br/>Special Active Skill Cooldown<br/>Acceleration: 1.3 times</p> <p>[PvP]<br/>Magical Attack Power Increase: 6%<br/>Damage Reduction Increase: 2.5%<br/>Special Active Skill Cooldown<br/>Acceleration: 1.3 times</p>   |
| 86 | Optimus        |   | [Enhanced] Magnetic Guard | <p>Final Enhanced Skill<br/>- Defense and damage reduction increased by 5%</p>  | <p>Final Enhanced Skill<br/>- Magical Attack Power and damage reduction increased by 5%</p>  |
| 87 | Optimus        |   | Mecha Generator           | <p>Level 4</p> <p>Adds a system that links electric power to the mechanics nearby the G-Core.<br/>Max MP is permanently increased natural MP recovery increases based on the number of summoned units. (Hyperactive excluded)</p> <p>[Dungeon]<br/>Basic Effect<br/>Max MP Increase: 100</p> <p>Mecha Generator<br/>Natural MP Recovery per Summoned Unit: 6 MP per sec.</p> <p>[PvP]<br/>Basic Effect<br/>Max MP Increase: 100</p> <p>Mecha Generator<br/>Natural MP Recovery per Summoned Unit: 1 MP per sec.</p> | <p>Max MP increase effect is removed. (moved to Mechanic Master passive)</p> <p>Level 4</p> <p>Adds a system that links electric power to the mechanics nearby the G-Core. Natural MP recovery increases based on the number of summoned units. (Hyperactive excluded)</p> <p>[Dungeon]<br/>Mecha Generator<br/>Natural MP Recovery per Summoned Unit: 6 MP per sec.</p> <p>[PvP]<br/>Mecha Generator<br/>Natural MP Recovery per Summoned Unit: 1 MP per sec.</p> |
| 88 | Prime Operator | O | [Mod] G-0 Battleroid      |   | <p>Attack speed increase and AI improved so that it attacks more often.</p>  |
| 89 | Prime Operator |   | Mecha Control             | <p>Enhance Mecha control allowing more effective command over mecha units.</p> <p>[Dungeon]<br/>Over Strike Enhance</p>   | <p>Enhance Mecha control allowing more effective command over mecha units.<br/>Can use ECP skills during Over Strike using MP instead.</p>   |

|    |                 |             |   |   |
|----|-----------------|-------------|---|---|
|    |                 |             | <ul style="list-style-type: none"> <li>- Over Strike Duration Increase: 10 sec.</li> <li>- Over Strike buff duration increase when using Mecha Special Actives during Over Strike: 1 sec.</li> </ul> <p>Mecha Skills</p> <ul style="list-style-type: none"> <li>- RX-78 Land Runner, Air Mecha: Gale Force, Ez-8 Countdown, Ex-S Viper, Sparrow Factory, G-0 Battleroid, Armored Tempest</li> </ul> <p>Auto Guns Enhance</p> <ul style="list-style-type: none"> <li>- Auto Guns Attack Power Increase: 10%</li> <li>- Stigma activate chance when attacking with Auto Guns: 10%</li> </ul> <p>Focused Strike Damage Increase</p> <ul style="list-style-type: none"> <li>- Stigma Duration Increase: 2 sec.</li> <li>- Stigma Target Defense Decrease: 40%</li> </ul> <p>[PvP]</p> <p>Over Strike Enhance</p> <ul style="list-style-type: none"> <li>- Over Strike Duration Increase: 10 sec.</li> <li>- Over Strike buff duration increase when using Mecha Special Actives during Over Strike: 1 sec.</li> </ul> <p>Mecha Skills</p> <ul style="list-style-type: none"> <li>- RX-78 Land Runner, Air Mecha: Gale Force, Ez-8 Countdown, Ex-S Viper, Sparrow Factory, G-0 Battleroid, Armored Tempest</li> </ul> <p>Auto Guns Enhance</p> <ul style="list-style-type: none"> <li>- Auto Guns Attack Power Increase: 10%</li> <li>- Stigma activate chance when attacking with Auto Guns: 10%</li> </ul> <p>Focused Strike Damage Increase</p> <ul style="list-style-type: none"> <li>- Stigma Duration Increase: 2 sec.</li> <li>- Stigma Target Defense Decrease: 25%</li> </ul> | <p>[Dungeon]</p> <p>Over Strike Enhance</p> <ul style="list-style-type: none"> <li>- Over Strike Duration Increase: 10 sec.</li> <li>- Over Strike buff duration increase when using Mecha Special Actives during Over Strike: 1 sec.</li> </ul> <p>Mecha Skills</p> <ul style="list-style-type: none"> <li>- RX-78 Land Runner, Air Mecha: Gale Force, Ez-8 Countdown, Ex-S Viper, Sparrow Factory, G-0 Battleroid, Armored Tempest</li> </ul> <p>Auto Guns Enhance</p> <ul style="list-style-type: none"> <li>- Auto Guns Attack Power Increase: 100%</li> <li>- Stigma activate chance when attacking with Auto Guns: 100%</li> </ul> <p>Focused Strike Damage Increase</p> <ul style="list-style-type: none"> <li>- Stigma Duration Increase: 2 sec.</li> <li>- Stigma Target Defense Decrease: 40%</li> </ul> <p>[PvP]</p> <p>Over Strike Enhance</p> <ul style="list-style-type: none"> <li>- Over Strike Duration Increase: 10 sec.</li> <li>- Over Strike buff duration increase when using Mecha Special Actives during Over Strike: 1 sec.</li> </ul> <p>Mecha Skills</p> <ul style="list-style-type: none"> <li>- RX-78 Land Runner, Air Mecha: Gale Force, Ez-8 Countdown, Ex-S Viper, Sparrow Factory, G-0 Battleroid, Armored Tempest</li> </ul> <p>Auto Guns Enhance</p> <ul style="list-style-type: none"> <li>- Auto Guns Attack Power Increase: 10%</li> <li>- Stigma activate chance when attacking with Auto Guns: 10%</li> </ul> <p>Focused Strike Damage Increase</p> <ul style="list-style-type: none"> <li>- Stigma Duration Increase: 2 sec.</li> <li>- Stigma Target Defense Decrease: 25%</li> </ul> |
| 90 | Lofty: Anpassen | Blatt Blume | <p>Materialize a field of El energy that abides by the [Eid] of its caster for 10 sec.</p> <p>Edel Eid Skill</p> <ul style="list-style-type: none"> <li>- Consume a [Edel Eid].</li> <li>- The skill will transform when different kinds of [Edel Eids] are consumed.</li> </ul> <p>Cycle Chant: Transform</p> <ul style="list-style-type: none"> <li>- Can use the skill without [Edel Eid].</li> </ul> <p>Triple Edel Eid (Mut): Fire of Brave</p> <ul style="list-style-type: none"> <li>- [Cycle Chant · Continuance]'s damage is increased by 1.5 times.</li> </ul> <p>Triple Eid (Rein): Truth of Nature</p> <ul style="list-style-type: none"> <li>- Recover allies' HP and MP within the radius by 6%.</li> </ul>   | <p>Edel Eid (Mut) effect will change to increase critical damage for allies within range.</p> <p>Materialize a field of El energy that abides by the [Eid] of its caster for 10 sec.</p> <p>Edel Eid Skill</p> <ul style="list-style-type: none"> <li>- Consume a [Edel Eid].</li> <li>- The skill will transform when different kinds of [Edel Eids] are consumed.</li> </ul> <p>Cycle Chant: Transform</p> <ul style="list-style-type: none"> <li>- Can use the skill without [Edel Eid].</li> </ul> <p>Triple Edel Eid (Mut): Fire of Brave</p> <ul style="list-style-type: none"> <li>- Increase critical damage for all</li> </ul>   |

|    |                  |  |                   |  |  |
|----|------------------|--|-------------------|--|--|
|    |                  |  |                   | <p>- 0.5% in PvP.<br/>Triple Eid (Wille): Will of Penetration<br/>- Decrease the target's defense within the radius by 20%. (15% in PvP)</p> <p>Swaying El Keim<br/>- Give [El Keim] debuff when hit by [Cycle Chant: Transform].</p>  | <p>allies within range by 20% (10% in PvP)<br/>Triple Eid (Rein): Truth of Nature<br/>- Recover allies' HP and MP within the radius by 6%.<br/>- 0.5% in PvP.<br/>Triple Eid (Wille): Will of Penetration<br/>- Decrease the target's defense within the radius by 20%. (15% in PvP)</p> <p>Swaying El Keim<br/>- Give [El Keim] debuff when hit by [Cycle Chant: Transform].</p>  |
| 91 | Erbluhen Emotion |  | Vertrauen Melodie | <p>Gather energy from your surroundings and protect your allies with El's Blessing.</p> <p>Vertrauen Melodie<br/>- Give [El's Blessing] buff to the party members within the radius of [Atmospheric Waves].<br/>- Gain 5 MP per ally inflicted with [El's Blessing] (Max 15)<br/>- [El's Blessing] increases castor magical power by 25% and reduces allies received damage by 25% for 20 sec. (PvP: 10% for both effects)</p> <p>Swaying El Keim<br/>- Give [El Keim] debuff when hit by [Atmospheric Waves].</p> | <p>Magical Power Increase effect will change to Magical Power increase for allies within range.</p> <p>Gather energy from your surroundings and protect your allies with El's Blessing.</p> <p>Vertrauen Melodie<br/>- Give [El's Blessing] buff to the party members within the radius of [Atmospheric Waves].<br/>- Gain 5 MP per ally inflicted with [El's Blessing] (Max 15)<br/>- [El's Blessing] increases allies' magical attack power by 25% and reduces allies received damage by 25% for 20 sec. (PvP: 10% for both effects)</p> <p>Swaying El Keim<br/>- Give [El Keim] debuff when hit by [Atmospheric Waves].</p> |
| 92 | Erbluhen Emotion |  | Alchimie Eid      | <p>Freely create [Eids] while changing the form of [Eids] you possess from various commands and skills for a certain period of time by concentrating the cycle power.</p> <p>Alchimie Eid<br/>- Convert the [Eids] created during skill into the selected [Eids].<br/>- Press the [Skill Key] during skill</p>   | <p>When you have less than 3 eids, obtain the max number of Eids possible. (Obtain the Eids selected)</p> <p>Freely create [Eids] while changing the form of [Eids] you possess from various commands and skills for a certain period of time by concentrating the cycle power.</p>  |

|    |                  |  |                  |  |  |
|----|------------------|--|------------------|--|--|
|    |                  |  |                  | <p>to convert to the selected [Eids]</p> <p>[Dungeon]<br/>Cycle Power (Magical): 667%<br/>Duration: 10 sec.</p> <p>[PvP]<br/>Cycle Power (Magical): 166%<br/>Duration: 10 sec.</p>   | <p>Alchimie Eid<br/>- Convert the [Eids] created during skill into the selected [Eids].<br/>- Press the [Skill Key] during skill to convert to the selected [Eids]<br/>- When you have less than 3 Eids, obtain max number of Eids possible upon casting the skill</p> <p>[Dungeon]<br/>Cycle Power (Magical): 667%<br/>Duration: 30 sec.</p> <p>[PvP]<br/>Cycle Power (Magical): 166%<br/>Duration: 30 sec.</p>   |
| 93 | Erbluhen Emotion |  | Communion        | <p>Willfully accept various Edel Eids, empower trust, strengthen bonds and feel sympathy with the human world.</p> <p>Strong Bond<br/>- MP consumption of [Edel Eid] is reduced when different kinds of [Edel Eid] are consumed.</p> <p>Communion<br/>- Cooldown of [Edel Eid] skill is reduced when [Eid] is consumed through [Eid: Cycle] skill.</p>   | <p>Communion [Edel Eid] skill cooldown effect will apply when [Eid] is consumed using [Edel Eid] skill as well.</p> <p>Willfully accept various Edel Eids, empower trust, strengthen bonds and feel sympathy with the human world.</p> <p>Strong Bond<br/>- MP consumption of [Edel Eid] is reduced when different kinds of [Edel Eid] are consumed.</p> <p>Communion<br/>- Cooldown of [Edel Eid] skill is reduced when [Eid] is consumed through [Eid: Cycle] or [Edel Eid Skill] skill.</p> |
| 94 | Bluhen           |  | Shining Presence | <p>[Dungeon]<br/>[Edel Eid Effect]<br/>- [Edel Eid: Mut] Increase Attack Power: 10%<br/>- [Edel Eid: Rein] Increase MP Recovery when attacking/attacked: 2 times<br/>- [Edel Eid: Wille] Increase All Speed: 5%</p> <p>[Power: Cycle Magic]<br/>- All stats excluding HP/Attack Power/Defense Increase: 5%</p> <p>[PvP]<br/>[Edel Eid Effect]<br/>- [Edel Eid: Mut] Increase Attack Power: 10%</p> | <p>Power: Cycle Magic will also apply to Ain in [Power: Cycle Magic] Mode.</p> <p>[Edel Eid Effect] dungeon effect duration will increase and will be shown in the tooltip.<br/>5 sec. -&gt; 10 sec.</p> <p>[Dungeon]<br/>[Edel Eid Effect]<br/>- [Edel Eid: Mut] Increase Attack Power: 10%<br/>- [Edel Eid: Rein] Increase MP Recovery when attacking/attacked: 2 times<br/>- [Edel Eid: Wille] Increase All Speed: 10%<br/>- Duration: 10 sec.</p>  |

|    |                 |  |                      |   |   |
|----|-----------------|--|----------------------|---|---|
|    |                 |  |                      | <p>- [Edel Eid: Rein] Increase MP<br/>Recovery when attacking/attacked: 2 times<br/>- [Edel Eid: Wille] Increase All Speed: 5%</p> <p>[Power: Cycle Magic]<br/>- All stats excluding HP/Attack Power/Defense Increase: 5%</p>   | <p>[Power: Cycle Magic]<br/>- All stats excluding HP/Attack Power/Defense Increase: 5%</p> <p>[PvP]<br/>[Edel Eid Effect]<br/>- [Edel Eid: Mut] Increase Attack Power: 10%<br/>- [Edel Eid: Rein] Increase MP<br/>Recovery when attacking/attacked: 2 times<br/>- [Edel Eid: Wille] Increase All Speed: 10%<br/>- Duration: 5 sec.</p> <p>[Power: Cycle Magic]<br/>- All stats excluding HP/Attack Power/Defense Increase: 5%</p>   |
| 95 | Lofty: Wanderer |  | Entfernen            | <p>Unleash a rushing torrent of dark energy that was given form with the twisted power of creation. The violent burst of energy consumes everything on its wake.</p> <p>Henir Release<br/>- When the skill is used during Henir (Awakening) state, damage is increased up to 1.2 times depend on enemy's current HP.</p> <p>[Dungeon]<br/>Field (Magical): 66% Multi Hit<br/>Remove (Magical): 358% Multi Hit<br/>Final Flame (Magical): 1100%</p> <p>[PvP]<br/>Field (Magical): 22% Multi Hit<br/>Remove (Magical): 122% Multi Hit<br/>Final Flame (Magical): 377%</p> | <p>Unleash a rushing torrent of dark energy that was given form with the twisted power of creation. The violent burst of energy consumes everything on its wake and deals damage that ignores defense.</p> <p>Henir Release<br/>- When the skill is used during Henir (Awakening) state, damage is increased up to 1.2 times depend on enemy's current HP.</p> <p>[Dungeon]<br/>Field (Magical): 66% Multi Hit<br/>Remove (Magical): 358% Multi Hit<br/>Final Flame (Magical): 1100%<br/>Ignores Defense: 50%</p> <p>[PvP]<br/>Field (Magical): 22% Multi Hit<br/>Remove (Magical): 122% Multi Hit<br/>Final Flame (Magical): 377%<br/>Ignores Defense: 15%</p> |
| 96 | Lofty: Wanderer |  | [Enhanced] Entfernen | <p>Final Enhanced Skill<br/>- 100% Critical at a 50% chance.</p>  | <p>Final Enhanced Skill<br/>- Damage increased by 1.2 times</p>   |

|     |           |   |                     |  |  |
|-----|-----------|---|---------------------|--|--|
| 97  | Apostasia |   | Gottvergessen Sense | <p>Obliterate all foes ahead you with a single swing of a weapon created from confusion, doubt and the power of Henir's chaos.</p> <p>Henir Release<br/>- When the skill is used during Henir (Awakening) state, damage is increased up to 1.5 times depend on enemy's current MP.</p>   | <p>Obliterate all foes ahead you with a single swing of a weapon created from confusion, doubt and the power of Henir's chaos.</p> <p>Henir Release<br/>- When the skill is used during Henir (Awakening) state, damage is increased up to 1.3 times depending on your max MP.</p>   |
| 98  | Apostasia |   | Befreiung Feld      | <p>[Dungeon]<br/>Realm of Release (Magical): 133% Multi Hit<br/>Field (Magical): 2549%<br/>Consecutive Attack (Magical): 306%</p> <p>[Released Power]<br/>- Attack Power Increase by 10% per stack (Max 5 stacks)<br/>- Duration: 7 sec.</p> <p>[PvP]<br/>Realm of Release (Magical): 40% Multi Hit<br/>Field (Magical): 777%<br/>Consecutive Attack (Magical): 93%</p> <p>[Released Power]<br/>- Attack Power Increase by 10% per stack (Max 5 stacks)<br/>- Duration: 7 sec.</p> | <p>[Dungeon]<br/>Realm of Release (Magical): 133% Multi Hit<br/>Field (Magical): 2549%<br/>Consecutive Attack (Magical): 306%</p> <p>[Released Power]<br/>- Attack Power Increase by 6% per stack (Max 5 stacks, Decrease by 1 stack per end of duration)<br/>- Duration: 15 sec.</p> <p>[PvP]<br/>Realm of Release (Magical): 40% Multi Hit<br/>Field (Magical): 777%<br/>Consecutive Attack (Magical): 93%</p> <p>[Released Power]<br/>- Attack Power Increase by 3% per stack (Max 5 stacks, Decrease by 1 stack per end of duration)<br/>- Duration: 15 sec.</p> |
| 99  | Herrscher | 0 | Befreiung Feld      | <p>[Dungeon]<br/>Henir Release (Magical): 799% Multi Hit</p> <p>[Released Power]<br/>- Attack Power Increase by 10% per stack (Max 5 stacks)<br/>- Duration: 7 sec.</p> <p>[PvP]<br/>Henir Release (Magical): 242% Multi Hit</p> <p>[Released Power]<br/>- Attack Power Increase by 10% per stack (Max 5 stacks)<br/>- Duration: 7 sec.</p>  | <p>[Dungeon]<br/>Henir Release (Magical): 799% Multi Hit</p> <p>[Released Power]<br/>- Attack Power Increase by 6% per stack (Max 5 stacks, Decrease by 1 stack per end of duration)<br/>- Duration: 15 sec.</p> <p>[PvP]<br/>Henir Release (Magical): 242% Multi Hit</p> <p>[Released Power]<br/>- Attack Power Increase by 3% per stack (Max 5 stacks, Decrease by 1 stack per end of duration)<br/>- Duration: 15 sec.</p>  |
| 100 | Herrscher | 0 | Gottvergessen Sense | <p>Obliterate all foes around you with a single swing of a weapon created from confusion, doubt and the power of Henir's chaos. (Can be activated midair)</p> <p>Henir Release<br/>- When the skill is used during Henir (Awakening) state, damage is increased up to 1.5 times depend on enemy's current MP.</p>  | <p>Obliterate all foes around you with a single swing of a weapon created from confusion, doubt and the power of Henir's chaos. (Can be activated midair)</p> <p>Henir Release<br/>- When the skill is used during Henir (Awakening) state, damage is increased up to 1.3 times depending on your max MP.</p>  |

|     |               |  |                 |   |   |
|-----|---------------|--|-----------------|---|---|
| 101 | Laby          |  | Crunch N' Munch | Summon vines that travels through the environment. Enemies hit by the vines will be immobilized for 3 seconds.  | Summon vines that travels through the environment. Enemies hit by the vines will be immobilized for 1 seconds.  |
| 102 | Rumble Pumn   |  | Laby Thunder    | <p>[Command Activation Skill]<br/>Using the skill will register to its own skill slot.<br/>After registering, use Dash + Z key to activate<br/>Uses all Sentimental Points upon use and each point will increase the damage by 1.5% (PVP 0.75%) (Max 10 Stacks) and each 5 points will add an additional combo attack.</p> <p>Rapidly move to attack her enemy!<br/>Laby's special combo attack.</p> <p>[Dungeon]<br/>Deadly Combo (Physical): 869% Multi Hit</p> <p>[PvP]<br/>Deadly Combo (Physical): 265% Multi Hit</p>  | <p>[Command Activation Skill]<br/>Using the skill will register to its own skill slot.<br/>After registering, use Dash + Z key to activate<br/>Uses all Sentimental Points upon use and each point will increase the damage by 1.5% (PVP 0.75%) (Max 10 Stacks) and each 5 points will add an additional combo attack.<br/>All hits ignore enemies' defense.</p> <p>Rapidly move to attack her enemy!<br/>Laby's special combo attack.</p> <p>[Dungeon]<br/>Deadly Combo (Physical): 869% Multi Hit<br/>Ignores Defense: 70%</p> <p>[PvP]<br/>Deadly Combo (Physical): 265% Multi Hit<br/>Ignores Defense: 10%</p>  |
| 103 | Rumble Pumn   |  | Mixsys          |   | Skill casting speed will be increased by 30%.   |
| 104 | Rumble Pumn   |  | Tropical Pop    |   | Tropical orbs will appear at the same time as the animation striking the ground.  |
| 105 | Silent Shadow |  | White Night     | <p>[Dungeon]<br/>[White Night]<br/>Allies' Damage to Boss/Mid Boss Increase Upon Activation: 10%</p> <p>[Master of the Shadow]<br/>Physical Attack Power Increase: 30%<br/>Action Speed Increase: 10%<br/>[Obsidian Darkness] Skill Range Increase: 10%<br/>[Obsidian Darkness] Shadow Hit Ignore Enemy's Defense: 100%<br/>Duration: 30 sec.</p> <p>[PvP]<br/>[White Night]<br/>Allies' Damage to Boss/Mid Boss Increase Upon Activation: 10%</p> <p>[Master of the Shadow]<br/>Physical Attack Power Increase: 9%<br/>Action Speed Increase: 10%<br/>[Obsidian Darkness] Skill Range Increase: 10%<br/>[Obsidian Darkness] Shadow Hit Ignore Enemy's Defense: 25%<br/>Duration: 30 sec.</p> | <p>[Dungeon]<br/>[White Night]<br/>Allies' Damage to Boss/Mid Boss Increase Upon Activation: 10%</p> <p>[Master of the Shadow]<br/>Physical Attack Power Increase: 15%<br/>Action Speed Increase: 10%<br/>[Obsidian Darkness] Skill Range Increase: 10%<br/>[Obsidian Darkness] Shadow Hit Ignore Enemy's Defense: 50%<br/>Duration: 30 sec.</p> <p>[PvP]<br/>[White Night]<br/>Allies' Damage to Boss/Mid Boss Increase Upon Activation: 10%</p> <p>[Master of the Shadow]<br/>Physical Attack Power Increase: 12.5%<br/>Action Speed Increase: 10%<br/>[Obsidian Darkness] Skill Range Increase: 10%<br/>[Obsidian Darkness] Shadow Hit Ignore Enemy's Defense: 25%<br/>Duration: 30 sec.</p> |



|     |                |  |                     |   |   |
|-----|----------------|--|---------------------|---|---|
| 106 | Silent Shadow  |  | Memory's End        | <p>Level 4</p> <p>[Dungeon]<br/>Physical Attack Power Increase: 15%<br/>Obsidian Darkness Skill Damage Increase: 20%</p> <p>[PvP]<br/>Physical Attack Power Increase: 15%<br/>Obsidian Darkness Skill Damage Increase: 8%</p>   | <p>Level 4</p> <p>[Dungeon]<br/>Physical Attack Power Increase: 15%<br/>Obsidian Darkness Skill Damage Increase: 10%</p> <p>[PvP]<br/>Physical Attack Power Increase: 15%<br/>Obsidian Darkness Skill Damage Increase: 8%</p>   |
| 107 | Stellar Caster |  | Deimos Phobos       |   | Deimos Phobos black hole effect will be removed.  |
| 108 | Stellar Caster |  | Cosmos              | <p>Level 4</p> <p>[Dungeon]<br/>Horoscope Skill Damage Increase: 20%<br/>Aquarius Symbol Max Stacks: 20 -&gt; 40</p> <p>[PvP]<br/>Horoscope Skill Damage Increase: 8%<br/>Aquarius Symbol Max Stacks: 20 -&gt; 40</p>   | <p>Level 4</p> <p>[Dungeon]<br/>Horoscope Skill Damage Increase: 12%<br/>Aquarius Symbol Max Stacks: 20 -&gt; 30</p> <p>[PvP]<br/>Horoscope Skill Damage Increase: 4.8%<br/>Aquarius Symbol Max Stacks: 20 -&gt; 30</p>   |
| 109 | Stellar Caster |  | Pale Blue Dot       | <p>When [Scorpio] card is activated, the Scorpio symbol will form upon successful attack with a [Horoscope] skill.<br/>Scorpio symbols will chase enemies and deal damage that ignores defense by 100%. (PvP: 25%)</p>  | <p>When [Scorpio] card is activated, the Scorpio symbol will form upon successful attack with a [Horoscope] skill.<br/>Scorpio symbols will chase enemies and deal damage that ignores defense by 50%. (PvP: 15%)</p>   |
| 110 | Stellar Caster |  | Observable Universe | <p>[Dungeon]<br/>Activate [Aquarius] Card: Critical Increase by 18%<br/>Activate [Scorpio] Card: Boss Damage Increase by 18%<br/>Activate [Leo] Card: Reduce Damage by 18%</p> <p>[PvP]<br/>Activate [Aquarius] Card: Critical Increase by 18%<br/>Activate [Scorpio] Card: Boss Damage Increase by 18%<br/>Activate [Leo] Card: Reduce Damage by 18%</p>                     | <p>[Dungeon]<br/>Activate [Aquarius] Card: Critical Increase by 12%<br/>Activate [Scorpio] Card: Boss Damage Increase by 18%<br/>Activate [Leo] Card: Reduce Damage by 12%</p> <p>[PvP]<br/>Activate [Aquarius] Card: Critical Increase by 12%<br/>Activate [Scorpio] Card: Boss Damage Increase by 18%<br/>Activate [Leo] Card: Reduce Damage by 12%</p>   |
| 111 | Stellar Caster |  | Horary              | <p>[Dungeon]<br/>Pillar of Destiny (Magical): 6146%</p> <p>[Collection of Light]<br/>All Allies Damage Increase: 20%<br/>Duration: 10 sec.</p> <p>[Void of Course]<br/>Pillar of Destiny becomes Multi Hit and Ignores Guard and Defense by 100%<br/>Duration: 1 sec.</p> <p>[Judgment]<br/>Allies do not consume secondary resources.<br/>NF/Cannon Ball/Energy/Mutation</p> | <p>All allies damage increase effect of [Culmination] will also be reduced.<br/>All Allies Damage Increase: 30% -&gt; 18%</p> <p>[Dungeon]<br/>Pillar of Destiny (Magical): 6146%</p> <p>[Collection of Light]<br/>All Allies Damage Increase: 12%<br/>Duration: 10 sec.</p> <p>[Void of Course]<br/>Pillar of Destiny becomes Multi Hit and Ignores Guard and Defense by 100%<br/>Duration: 1 sec.</p> |

|     |              |  |                  |   |   |
|-----|--------------|--|------------------|---|---|
|     |              |  |                  | <p>Point/Combination Gauge/Power Gauge/Sentimental Point<br/>Duration: 8 sec.</p> <p>[PvP]<br/>Pillar of Destiny (Magical): 1665%</p> <p>[Collection of Light]<br/>All Allies Damage Increase: 10%<br/>Duration: 10 sec.</p> <p>[Void of Course]<br/>Pillar of Destiny becomes Multi Hit and Ignores Guard and Defense by 25%<br/>Duration: 1 sec.</p> <p>[Judgment]<br/>Allies do not consume secondary resources.<br/>NF/Cannon Ball/Energy/Mutation Point/Combination Gauge/Power Gauge/Sentimental Point<br/>Duration: 2 sec.</p> | <p>[Judgment]<br/>Allies do not consume secondary resources.<br/>NF/Cannon Ball/Energy/Mutation Point/Combination Gauge/Power Gauge/Sentimental Point<br/>Duration: 8 sec.</p> <p>[PvP]<br/>Pillar of Destiny (Magical): 1665%</p> <p>[Collection of Light]<br/>All Allies Damage Increase: 6%<br/>Duration: 10 sec.</p> <p>[Void of Course]<br/>Pillar of Destiny becomes Multi Hit and Ignores Guard and Defense by 10%<br/>Duration: 1 sec.</p> <p>[Judgment]<br/>Allies do not consume secondary resources.<br/>NF/Cannon Ball/Energy/Mutation Point/Combination Gauge/Power Gauge/Sentimental Point<br/>Duration: 2 sec.</p> |
| 112 | Celestia     |  | Mystique and Awe |   | Fixed K.O. prevention effect cooldown resetting when reviving after dying in Dungeon/PvP.   |
| 113 | Second Grief |  | Verdict          | <p>[Dungeon]<br/>Verdict (Physical): 1669%<br/>Light of Confession (Physical): 758%<br/>Multi Hit<br/>Bravery Skill Damage Increase: 15%<br/>Duration: 15 sec.</p> <p>[Blessing of Moonlight - Full Moon]<br/>Strength, Bravery Skill Damage Increase: 15%<br/>[Blessing of Moonlight - Half Moon]<br/>Duration: 20 sec.</p> <p>[PvP]<br/>Verdict (Physical): 564%<br/>Light of Confession (Physical): 256%<br/>Multi Hit<br/>Bravery Skill Damage Increase: 7.5%</p>   | <p>[Dungeon]<br/>Verdict (Physical): 1669%<br/>Light of Confession (Physical): 758%<br/>Multi Hit<br/>Bravery Skill Damage Increase: 10%<br/>Duration: 15 sec.</p> <p>[Blessing of Moonlight - Full Moon]<br/>Strength, Bravery Skill Damage Increase: 10%<br/>[Blessing of Moonlight - Half Moon]<br/>Duration: 20 sec.</p> <p>[PvP]<br/>Verdict (Physical): 564%<br/>Light of Confession (Physical): 256%<br/>Multi Hit<br/>Bravery Skill Damage Increase: 7.5%</p>   |

|     |             |  |                  |   |   |
|-----|-------------|--|------------------|---|---|
|     |             |  |                  | <p>Duration: 15 sec.</p> <p>[Blessing of Moonlight - Full Moon]<br/>Strength, Bravery Skill Damage<br/>Increase: 7.5%</p> <p>[Blessing of Moonlight - Half Moon]<br/>Duration: 20 sec.</p>  | <p>Duration: 15 sec.</p> <p>[Blessing of Moonlight - Full Moon]<br/>Strength, Bravery Skill Damage<br/>Increase: 7.5%</p> <p>[Blessing of Moonlight - Half Moon]<br/>Duration: 20 sec.</p>  |
| 114 | Nyx Pieta   |  | Storming Sea     | <p>[Dungeon]<br/>[Confession]<br/>Physical Attack Power Increase: 20%<br/>Duration: 15 sec.</p> <p>[Rest]<br/>Physical, Magical Defense Increase: 20%<br/>Duration: 15 sec.</p> <p>[PvP]<br/>[Confession]<br/>Physical Attack Power Increase: 8%<br/>Duration: 15 sec.</p> <p>[Rest]<br/>Physical, Magical Defense Increase: 8%<br/>Duration: 15 sec.</p> | <p>[Dungeon]<br/>[Confession]<br/>Physical Attack Power Increase: 20%<br/>Duration: 8 sec.</p> <p>[Rest]<br/>Physical, Magical Defense Increase: 20%<br/>Duration: 15 sec.</p> <p>[PvP]<br/>[Confession]<br/>Physical Attack Power Increase: 8%<br/>Duration: 8 sec.</p> <p>[Rest]<br/>Physical, Magical Defense Increase: 8%<br/>Duration: 15 sec.</p>       |
| 115 | Dark Knight |  | Revenge of Blood | <p>Level 4</p> <p>When you use a Blood Hit Skill, the following skill's damage will increase. (Exclude Hyperactives)</p> <p>[Dungeon]<br/>[Revenge of Blood]<br/>Skill Damage Increase: 16%</p> <p>[PvP]<br/>[Revenge of Blood]<br/>Skill Damage Increase: 4%</p>   | <p>Max MP increase effect has been added.</p> <p>Level 4</p> <p>Increase Max MP and when you use a Blood Hit Skill, the following skill's damage will increase. (Exclude Hyperactives)</p> <p>[Dungeon]<br/>Max MP Increase: 100</p> <p>[Revenge of Blood]<br/>Skill Damage Increase: 16%</p> <p>[PvP]<br/>Max MP Increase: 100</p> <p>[Revenge of Blood]</p> |

|     |                 |  |         |   |   |
|-----|-----------------|--|---------|---|---|
|     |                 |  |         |   | Skill Damage Increase: 4%   |
| 116 | Crimson Avenger |  | Berserk | <p>Max MP is increased and receive different effects whenever Iron Body-Strong, Brutal Cutter, and Shade Illusion is active.<br/>Cooldown decrease by 1 sec. when using Blood Hit Skills. (Excludes Hyperactives and Extreme Heavenly Love)</p> <p>[Dungeon]<br/>[Berserk]<br/>- Max MP Increase: 100<br/>- Iron Body - Strong: Damage Reduction stat is decreased by 20% and become immune from Press/Faint Debuff.<br/>- Brutal Cutter: All defense is decreased by 10% while all attack power is increased by 20%<br/>- Shade Illusion: Critical Damage increased by 15%</p> <p>[PvP]<br/>[Berserk]<br/>- Max MP Increase: 100<br/>- Iron Body - Strong: Damage Reduction stat is decreased by 20% and become immune from Press/Faint Debuff.<br/>- Brutal Cutter: All defense is decreased by 10% while all attack power is increased by 20%<br/>- Shade Illusion: Critical Damage increased by 15%</p> | <p>Max MP increase effect is removed. (moved to Revenge of Blood passive effect)</p> <p>Receive different effects whenever Iron Body- Strong, Brutal Cutter, and Shade Illusion is active.<br/>Cooldown decrease by 1 sec. when using Blood Hit Skills. (Excludes Hyperactives and Extreme Heavenly Love)</p> <p>[Dungeon]<br/>[Berserk]<br/>- Iron Body - Strong: Damage Reduction stat is decreased by 20% and become immune from Press/Faint Debuff.<br/>- Brutal Cutter: All defense is decreased by 10% while all attack power is increased by 20%<br/>- Shade Illusion: Critical Damage increased by 15%</p> <p>[PvP]<br/>[Berserk]<br/>- Iron Body - Strong: Damage Reduction stat is decreased by 20% and become immune from Press/Faint Debuff.<br/>- Brutal Cutter: All defense is decreased by 10% while all attack power is increased by 20%<br/>- Shade Illusion: Critical Damage increased by 15%</p> |