No	Character	Mod	Skill Name	Before	After
1	Common		Awakening Time Stop		Awakening Time stop duration for all characters will be adjusted. Time stop duraction will all be fixed to +0.3 sec.
2	Rune Slayer		Rune Field	Strike the ground with the Rune sword to create a Rune Field. Enemies within the Rune Field will receive a [Rune Stigma]. Targets with [Rune Stigma] will receive increased magical damage from all allies within the Rune Field. Vitality Skill - Consumes Vitality Gauge and acquire Destructive Gauge - MP consumption ↓ MP gains ↑ when Vitality activated [Dungeon] Field (Magical): 3702% Magical Damage Increase: 15% Field Duration: 10 sec. [PvP] Field (Magical): 1488% Magical Damage Increase: 7.5% Field Duration: 10 sec.	All allies within the Rune Field will also gain a Magical Attack Power Increase effect. Strike the ground with the Rune sword to create a Rune Field. Enemies within the Rune Field will receive a [Rune Stigma]. Allies within the Rune Field will have increased Magical Attack Power and give increased magical damage to targets with [Rune Stigma]. Vitality Skill - Consumes Vitality Gauge and acquire Destructive Gauge - MP consumption ↓ MP gains ↑ when Vitality activated [Dungeon] Field (Magical): 3702% Magical Attack Power Increase: 10% Magical Damage Increase: 10% Field Duration: 10 sec. [PvP] Field (Magical): 1488% Magical Attack Power Increase: 4% Magical Damage Increase: 5% Field Duration: 10 sec.
3	Sheath Knight		Sword Fall		Number of falling swords increase and the sword appearance interval will be shorter. Falling sword distance will increase and can attack even furture.
4	Infinity Sword		Blade Circle		Skill hit range and number of blade hits will increase. Sword Gust will no longer launch enemies.
5	Immortal	O	[Mod] Blade Circle		Sword Gust formation location will be adjusted. Sword Gust y-axis hit box range will increase and number of hits will increase. Sword Gust movement speed and distance will increase and it will also the path.
6	Immortal	O	[Mod] Infinite Chaser	Summon multiple Conwells that pierce the enemies multiple times. Attack Power and Movement Speed Increase within the Conwells.	Conwell buff will now also apply to allies. Summon multiple Conwells that pierce the enemies multiple times. Increase Attack Power and Movement Speed for you and your allies.
7	High Magician		Meteor Shower	[Dungeon] Meteor (Magical): 387% Multi Hit Explosion (Magical): 486% Multi Hit [PvP] Meteor (Magical): 70% Multi Hit Explosion (Magical): 87% Multi Hit	[Dungeon] Meteor (Magical): 441% Multi Hit Explosion (Magical): 598% Multi Hit [PvP] Meteor (Magical): 79% Multi Hit Explosion (Magical): 107% Multi Hit
8	Elemental Master		Icicle Spear	[Dungeon] Ice Spear Shot(Magical): 2470% Ice Spear Explosion (Magical): 4334% [PvP] Ice Spear Shot(Magical): 797% Ice Spear Explosion (Magical): 1399%	[Dungeon] Ice Spear Shot(Magical): 1829% Ice Spear Explosion (Magical): 7796% [PvP] Ice Spear Shot(Magical): 590% Ice Spear Explosion (Magical): 2019%
9	Wind Sneaker		Airelinna	Summon a fairy that applies a buff. You and all your allies around you slowly recover HP while Physical Attack Power and Speed is increased for a set duration. [Dungeon] HP Recovery Increase: 0.3% per sec. Physical Attack Power Increase: 20% All Speed Increase: 20% Duration: 30 sec. [PvP] HP Recovery Increase: 0.3% per sec. Physical Attack Power Increase: 10% All Speed Increase: 10% Duration: 15 sec.	Magical Attack Power Increase effect added to the buff. Summon a fairy that applies a buff. You and all your allies around you slowly recover HP while Physical/Magical Attack Power and Speed is increased for a set duration. [Dungeon] HP Recovery Increase: 10% per sec. Physical/Magical Attack Power Increase: 15% All Speed Increase: 15% Duration: 30 sec. [PvP] HP Recovery Increase: 0.3% per sec. Physical/Magical Attack Power Increase: 10% All Speed Increase: 10% Duration: 15 sec.
10	Anemos		Immersed in Nature	[Dungeon] Critical Increase: 15% Maximize Increase: 15% Defense Increase: 20% Duration - 1 Awakening Bead: 15 sec. - 2 Awakening Bead: 30 sec. - 3 Awakening Bead: 45 sec. [PvP] Critical Increase: 15% Maximize Increase: 15% Defense Increase: 20% Duration - 1 Awakening Bead: 15 sec. - 2 Awakening Bead: 30 sec. - 3 Awakening Bead: 45 sec.	Defense Increase effect will change to All Damage Increase effect. [Dungeon] Critical Increase: 15% Maximize Increase: 15% All Damage Increase: 15% Duration - 1 Awakening Bead: 30 sec. - 2 Awakening Bead: 60 sec. - 3 Awakening Bead: 90 sec. [PvP] Critical Increase: 15% Maximize Increase: 15% All Damage Increase: 4.8% Duration - 1 Awakening Bead: 15 sec. - 2 Awakening Bead: 30 sec. - 3 Awakening Bead: 45 sec.
11	Grand Archer		Ace in the Hole	Grant the ability to fire multiple arrows with intense energy concentrations. Invincible while firing. Arrows are released when the skill key is pressed. The arrows require 75 MP per sec. (Max 10 sec.)	Focus Arrow range will increase. Focus Arrow distance will greatly increase. The skill can also be used midair. Grant the ability to fire multiple arrows with intense energy concentrations. Invincible while firing. (Can also be activated midair) Arrows are released when the skill key is pressed. The arrows require 75 MP per sec. (Max 10 sec.)
12	Grand Archer		Arrow Mastery	Level 4 [Dungeon] Arrow Damage Increase: 10% Chance to Ignore Enemy's Defense: 15% [PvP] Arrow Damage Increase: 10% Chance to Ignore Enemy's Defense: 6%	Level 4 [Dungeon] Arrow Damage Increase: 20% Chance to Ignore Enemy's Defense: 15% [PvP] Arrow Damage Increase: 10% Chance to Ignore Enemy's Defense: 6%
13	Daybreaker		Remaining Stigma	[Dungeon] [Advanced Stigma] Additional Damage: 20% Critical Damage Increase: 15% Movement Speed Decrease: 20% Duration: 10 sec. Additional Duration: 10 sec. (Does not stack with Stigma Shot) (15 sec. Cooldown) [PvP] [Advanced Stigma] Additional Damage: 20% Critical Damage Increase: 15% Movement Speed Decrease: 20% Duration: 10 sec. Additional Duration: 10 sec.	[Dungeon] [Advanced Stigma] Additional Damage: 20% Critical Damage Increase: 15% Movement Speed Decrease: 20% Duration: 10 sec. Additional Duration: 10 sec. (Does not stack with Stigma Shot) (3 sec. Cooldown) [PvP] [Advanced Stigma] Additional Damage: 20% Critical Damage Increase: 15% Movement Speed Decrease: 20% Duration: 10 sec. Additional Duration: 10 sec.

				(Does not stack with Stigma Shot) (15 sec. Cooldown)	(Does not stack with Stigma Shot) (3 sec. Cooldown)
14	Sword Taker		Hypersonic Stab		Skill form will change. The skill can also be used midair.
15	Blade Master		Sharp Charge		Slash attack range will increase. (X-axis range will increase greatly.)
16	Furious Blade	O	[Mod] Hypersonic Stab	Dash forward and unleash a fury of piercing slashes. Damage increase per enemies hit. Hyper Attack - Hit 3 or more enemies: Damage 2x - Hit 5 or more enemies: Damage 3x	Slash attack range will increase. Dash forward and unleash a fury of piercing slashes. Damage increase per enemies hit. Hyper Attack - Hit 2 or more enemies: Damage 2x - Hit 3 or more enemies: Damage 3x
17	Reckless Fist		Awakened Will: Reckless Fist	[Dungeon] Additional Awakening Magical Attack Power/All Defense Increase: 6% (Max 3 Stacks) Awakening Recharge Speed Increased While Awakening: 20% Core Creation/Growth Speed Increase: 2 times Natural Core Creation Period: 10 sec. [PvP] Additional Awakening Magical Attack Power/All Defense Increase: 3% (Max 3 Stacks) Awakening Recharge Speed Increased While Awakening: 20% Core Creation/Growth Speed Increase: 2 times Natural Core Creation Period: 10 sec.	[Dungeon] Additional Awakening Magical Attack Power/All Defense Increase: 12% (Max 2 Stacks) Awakening Recharge Speed Increased While Awakening: 20% Core Creation/Growth Speed Increase: 2 times Natural Core Creation Period: 10 sec. [PvP] Additional Awakening Magical Attack Power/All Defense Increase: 5% (Max 2 Stacks) Awakening Recharge Speed Increased While Awakening: 20% Core Creation/Growth Speed Increase: 2 times Natural Core Creation Period: 10 sec.
18	Reckless Fist		Devastating Strike	Unleash the power of the Nasod Arm to strike a target with immense force, bringing out the [Exploding Nasod Hand] ability to its limit. Ignores enemies' defense and does tremendous damage against Super Armored foes.	Skill casting speed will be increased by 90%. Power Strike range increase. The skill can also be used midair. Hit stun duration decrease, and stun to self is removed. Unleash the power of the Nasod Arm to strike a target with immense force, bringing out the [Exploding Nasod Hand] ability to its limit. (Can also be activated midair) Ignores enemies' defense and does tremendous damage against Super Armored foes.
19	Rage Hearts		Relentless Power	Using Nasod hand skills consecutively will increase damage. Using skills midair will decrease cooldown. Relentless Power - Using Nasod hand special active skills consecutively will increase skill damage of the following skill. - Target Skills: Cannon Blade, Seven Burst, Close Impact, Earth Crush, Wild Charge, Ground Crusher, X Crash, Maximum Dive, Power Bomb, Devastating Strike Air Combat Specialist - Using skills midair will decrease cooldown for Special Active Skills - Target Skills: Valkyrie's Javelin, Guardian Strike, Maximum Dive, Power Bomb [Dungeon] Consecutive Skill Use Damage Increase: 10% Skill Cooldown Decrease: 30% Cooldown: 10 sec. [PvP] Consecutive Skill Use Damage Increase: 10% Skill Cooldown Decrease: 9% Cooldown: 10 sec.	Devastating Strike' will be added to the list of Air Combat Specialist skill. Cooldown decrease effect calculation method will change. (Current Remaining Cooldown -> Total Cooldown Duration) Using Nasod hand skills consecutively will increase damage. Using skills midair will decrease cooldown. Relentless Power - Using Nasod hand special active skills consecutively will increase skill damage of the following skill. - Target Skills: Cannon Blade, Seven Burst, Close Impact, Earth Crush, Wild Charge, Ground Crusher, X Crash, Maximum Dive, Power Bomb, Devastating Strike Air Combat Specialist - Using skills midair will decrease cooldown for Special Active Skills - Target Skills: Valkyrie's Javelin, Guardian Strike, Maximum Dive, Power Bomb, Devastating Strike [Dungeon] Consecutive Skill Use Damage Increase: 10% Skill Cooldown Decrease: 30% Cooldown: 3 sec. [PvP] Consecutive Skill Use Damage Increase: 10% Skill Cooldown Decrease: 9% Cooldown: 3 sec.
20	Rage Hearts	O	[Mod] Guardian Strike		Skill effect and form will change.
21	Rage Hearts	O	[Mod] Nuclear	[Dungeon] Spear Hit (Magical): 770% Explosion (Magical): 223% Multi Hit Magic Defense Decrease: 20% Elemental Resistance Decrease: 150 Chance of Receiving Critical Damage for enemies within range increase by 20% [PvP] Spear Hit (Magical): 248% Explosion (Magical): 64% Multi Hit Magic Defense Decrease: 20% Elemental Resistance Decrease: 150 Chance of Receiving Critical Damage for enemies within range increase by 20%	The effects given to the targets within range will change. [Dungeon] Spear Hit (Magical): 770% Explosion (Magical): 223% Multi Hit Magic Defense Decrease: 20% Elemental Resistance Decrease: 150 Critical Damage for enemies within range increase by 14% [PvP] Spear Hit (Magical): 248% Explosion (Magical): 64% Multi Hit Magic Defense Decrease: 20% Elemental Resistance Decrease: 150 Critical Damage for enemies within range increase by 14%
22	Veteran Commander		Mercenary Survival Strategy	Level 4 Use a mercenary strategy to Overheat more and obtain increased buffs. [Dungeon] Emergency Rescue: Increases stats when HP is lower than 50% - Physical Defense Increase: 15% - Magic Defense Increase: 15% - Elemental Resistance Increase: 100 [PvP] Emergency Rescue: Increases stats when HP is lower than 20% - Physical Defense Increase: 7.5% - Magic Defense Increase: 7.5% - Elemental Resistance Increase: 100	Mercenary Survival Strategy buff effect change and will apply to all allies. Level 4 Use a mercenary strategy to Overheat more and obtain increased buffs. Grant beneficial effects to allies when your HP is below a set %. [Dungeon] Mercenary Survival: Apply to all allies when HP is lower than 75% - Physical/Magical Attack Power Increase: 12% - Physical/Magical Defense Increase: 12% [PvP] Mercenary Survival: Apply to all allies when HP is lower than 20% - Physical/Magical Attack Power Increase: 4.8% - Physical/Magical Defense Increase: 4.8%
23	Veteran Commander		Rain of Fire		Flame range will increase.
24	Code: Architecture		Heaven's Fist - Pressure	[Dungeon] Punch Attack (Physical): 3996% Knock Up (Physical): 886% [PvP] Punch Attack (Physical): 1294% Knock Up (Physical): 286%	Skill cooldown time will be adjusted. 20 sec. -> 14 sec. Skill casting speed will be increased by 67%. Knock Up attack will change to Impact Shock. Impact Shock will no longer launch enemies. Impact Shock range will increase. [Dungeon] Punch Attack (Physical): 4995% Impact Shock (Physical): 4428% [PvP] Punch Attack (Physical): 1618% Impact Shock (Physical): 1430%
25	Code: Architecture		[Enhanced] Heaven's Fist - Pressure	Final Enhanced Skill - Cooldown decreased by 33%	Final Enhanced Skill - Damage increased by 1.2 times
26	Code: Architecture		Heaven's Fist - Sweeper	[Dungeon] Punch Attack (Physical): 1364% Sweeping Attack (Physical): 4648% [PvP] Punch Attack (Physical): 492% Sweeping Attack (Physical): 1677%	Skill casting speed will be increased by 250%. [Dungeon] Punch Attack (Physical): 1364% Sweeping Attack (Physical): 6293% [PvP] Punch Attack (Physical): 492% Sweeping Attack (Physical): 2271%

27	Code: Esencia	O	[Mod] Heaven's Fist - Sweeper	[Dungeon] Punch Attack (Physical): 1096% Sweeping Attack (Physical): 4980% Collect (Physical): 2490% [PvP] Punch Attack (Physical): 355% Sweeping Attack (Physical): 1608% Collect (Physical): 804%	Skill casting speed will be increased by 250%. [Dungeon] Punch Attack (Physical): 1170% Sweeping Attack (Physical): 8105% Collect (Physical): 1170% [PvP] Punch Attack (Physical): 377% Sweeping Attack (Physical): 2617% Collect (Physical): 377%
28	Code: Battle Seraph		Photon Tracker	[Dungeon] Energy Release (Magical): 4920% Electrical Explosions (Magical): 218% Multi Hit [PvP] Energy Release (Magical): 1874% Electrical Explosions (Magical): 83% Multi Hit	Energy Release range will increase and will become a multi hit skill. Electrical Explosion range will increase. [Dungeon] Energy Release (Magical): 984% Multi Hit Electrical Explosions (Magical): 362% Multi Hit [PvP] Energy Release (Magical): 374% Multi Hit Electrical Explosions (Magical): 137% Multi Hit
29	Code: Sariel	O	[Mod] Electronic Fall		Energy Field multi hit will increase.
30	Code: Unknown		Snowball Code	Level 4 [Dungeon] Physical Attack Power Increase: 15% Moby Access Skill's Damage Increases: 24% [PvP] Physical Attack Power Increase: 7.5% Moby Access Skill's Damage Increases: 12%	Level 4 [Dungeon] Physical Attack Power Increase: 13% Moby Access Skill's Damage Increases: 15% [PvP] Physical Attack Power Increase: 13% Moby Access Skill's Damage Increases: 7.5%
31	Code: Failess		Friday	[Dungeon] Friday (Physical): 141% Multi Hit [Friday Code] All Speed Increase: 15% All Skill Cooldown Acceleration: 2 times Duration: 40 sec. [Hologram Wave] All Damage Increased by 30%/All Received Damage Increased by 20% Duration: 15 sec. [PvP] Friday (Physical): 44% Multi Hit [Friday Code] All Speed Increase: 15% All Skill Cooldown Acceleration: 2 times Duration: 20 sec. [Hologram Wave] All Damage Increased by 20%/All Received Damage Increased by 10% Duration: 15 sec.	[Dungeon] Friday (Physical): 100% Multi Hit [Friday Code] All Speed Increase: 15% All Skill Cooldown Acceleration: 2 times Duration: 40 sec. [Hologram Wave] All Damage Increased by 30%/All Received Damage Increased by 20% Duration: 15 sec. [PvP] Friday (Physical): 32% Multi Hit [Friday Code] All Speed Increase: 15% All Skill Cooldown Acceleration: 2 times Duration: 20 sec. [Hologram Wave] All Damage Increased by 20%/All Received Damage Increased by 10% Duration: 15 sec.
32	Code: Failess		Unleashed	[Dungeon] Unleashed (Physical): 882% Multi Hit Damage Increase per Negative Code stage: 10% [PvP] Unleashed (Physical): 318% Multi Hit Damage Increase per Negative Code stage: 5%	Damage Increase per Negative Code stage effect will be fixed to be normalized in PvP. [Dungeon] Unleashed (Physical): 794% Multi Hit Damage Increase per Negative Code stage: 10% [PvP] Unleashed (Physical): 286% Multi Hit Damage Increase per Negative Code stage: 5%
33	Code: Failess		Masquerade		Damage Increase per Negative Code stage effect will be fixed to be normalized in PvP.
34	Tactical Trooper		Tactical Field	[Dungeon] Field (Magical): 3433% Super Armor within Field Damage Reduction: 10% Physical/Magical Attack Power Increase: 10% MP Recovery: 6 MP per sec. Duration: 20 sec. [PvP] Field (Magical): 1239% Super Armor within Field Damage Reduction: 5% Physical/Magical Attack Power Increase: 5% MP Recovery: 3 MP per sec. Duration: 10 sec.	The buff effect within the field will also apply to allies. [Dungeon] Field (Magical): 3433% Super Armor and other effects to all allies within Field Damage Reduction: 10% Physical/Magical Attack Power Increase: 10% MP Recovery: 6 MP per sec. Duration: 20 sec. [PvP] Field (Magical): 1239% Super Armor and other effects to all allies within Field Damage Reduction: 5% Physical/Magical Attack Power Increase: 5% MP Recovery: 3 MP per sec. Duration: 10 sec.
35	Yama Raja		Ignition Spear	[Dungeon] Ignition Spear (Magical): 1580% Multi Hit Ignore Defense: 100% [PvP] Ignition Spear (Magical): 456% Multi Hit Ignore Defense: 20%	[Dungeon] Ignition Spear (Magical): 2246% Multi Hit Ignore Defense: 100% [PvP] Ignition Spear (Magical): 406% Multi Hit Ignore Defense: 20%
36	Yama Raja		Rakshasa Inferno		Purifying flames range will increase greatly.
37	Saber Knight		Knight's Destiny	Level 4 Strengthen yourself when you and your party members HP is low. All skill's magical damage will be converted to physical damage. [Dungeon] Guardian's Sword - When you have a party member (Excludes Field) - Attack Power +10% Iron Body - When Below 50% HP - Defense/Reduced Damage: +10% - All Resistance +55 Unbreakable Will - When below 15% HP, following debuffs last -100% - Stun/Confusion/Fear/Panic/Suppression/Aging/Wound/Darkness/Speed Decrease/Haze/Bleed [PvP] Guardian's Sword - When you have a party member with @101% HP or lower - Attack Power +10% Iron Body - When Below 10% HP - Defense/Reduced Damage: +10% - All Resistance +55 Unbreakable Will - When below 15% HP, following debuffs last -50% - Stun/Confusion/Fear/Panic/Suppression/Aging/Wound/Darkness/Speed Decrease/Haze/Bleed	Attack Power Increase effect based on party HP has been removed. Physical Attack Power Increase effect has been added. Level 4 Increase Physical Attack Power and strengthen yourself when your HP is low. All skill's magical damage will be converted to physical damage. [Dungeon] Physical Attack Power Increase: 12% Iron Body - When Below 50% HP - Defense/Reduced Damage: +10% - All Resistance +55 Unbreakable Will - When below 15% HP, following debuffs last -100% - Stun/Confusion/Fear/Panic/Suppression/Aging/Wound/Darkness/Speed Decrease/Haze/Bleed [PvP] Physical Attack Power Increase: 4.8% Iron Body - When Below 10% HP - Defense/Reduced Damage: +10% - All Resistance +55 Unbreakable Will - When below 15% HP, following debuffs last -50% - Stun/Confusion/Fear/Panic/Suppression/Aging/Wound/Darkness/Speed Decrease/Haze/Bleed

38	Grand Master		Initiate	Level 4 Increase skill damage and MP Recovery for charging skills. (Spiral Blast, Dodge and Slash, Rushing Sword, Unlimited Blade, Critical Dive, Leap, Juggernaut Buster, Drastic Charge) [Dungeon] Charging Skill Attack Power Increase: 10% Charging Skill MP Recovery Increase: 10% [PvP] Charging Skill Attack Power Increase: 10% Charging Skill MP Recovery Increase: 10%	Passive effect is revamped. Level 4 Increase damage Strength Skills for and increase MP Recovery for Bravery Skills. [Dungeon] Strength Skill Attack Power Increase: 20% Bravery Skill MP Recovery Increase: 100% [PvP] Strength Skill Attack Power Increase: 8% Bravery Skill MP Recovery Increase: 10%
39	Grand Master		Divine Blade		Skill casting speed will be affected by Action Speed.
40	Grand Master		X-Slash		Skill casting speed will increase by 60%.
41	Grand Master		Giga Blast	[Dungeon] Sword Aura (Physical): 387% Multi Hit Last hit (Physical): 2896% Applies power break effect to hit target - Physical/Magical Defense reduced by 20% - Element Resistance reduced by 50 - Duration: 8 sec. [PvP] Sword Aura (Physical): 99% Multi Hit Last hit (Physical): 738% Applies power break effect to hit target - Physical/Magical Defense reduced by 20% - Element Resistance reduced by 50 - Duration: 8 sec.	Skill start and final strike will be affected by action speed. [Dungeon] Sword Aura (Physical): 604% Multi Hit Last hit (Physical): 4041% Applies power break effect to hit target - Physical/Magical Defense reduced by 20% - Element Resistance reduced by 50 - Duration: 10 sec. [PvP] Sword Aura (Physical): 73% Multi Hit Last hit (Physical): 484% Applies power break effect to hit target - Physical/Magical Defense reduced by 20% - Element Resistance reduced by 50 - Duration: 10 sec.
42	Empire Sword		Protector of the Empire	[Dungeon] Sword of the Empire - Double Attack Activation Chance: 1% (Max 5 stacks) - Cooldown: 2 sec. Protector’s Sword - Relentless Attack (Physical): 4369% - Fast Attack (Physical): 4177% - Attack the closest enemies for 30 sec. without flinching them - Condition: Use Special Actives 5 times - Cooldown: 30 sec. [PvP] Sword of the Empire - Double Attack Activation Chance: 1% (Max 5 stacks) - Cooldown: 2 sec. Protector’s Sword - Relentless Attack (Physical): 524% - Fast Attack (Physical): 501% - Attack the closest enemies for 30 sec. without flinching them - Condition: Use Special Actives 5 times - Cooldown: 30 sec.	Protector’s Sword's attack speed is increased significantly. [Dungeon] Sword of the Empire - Double Attack Activation Chance: 1% (Max 5 stacks) - Cooldown: 2 sec. Protector’s Sword - Relentless Attack (Physical): 4369% - Fast Attack (Physical): 4177% - Attack the closest enemies for 30 sec. without flinching them - Condition: Use Special Actives 5 times - Cooldown: 30 sec. [PvP] Sword of the Empire - Double Attack Activation Chance: 1% (Max 5 stacks) - Cooldown: 2 sec. Protector’s Sword - Relentless Attack (Physical): 174% - Fast Attack (Physical): 167% - Attack the closest enemies for 30 sec. without flinching them - Condition: Use Special Actives 5 times - Cooldown: 30 sec.
43	Empire Sword	O	Giga Blast	[Dungeon] Strike (Physical): 1703% Lunge (Physical): 5108% Spinning Attack (Physical): 490% Multi Hit [PvP] Strike (Physical): 342% Lunge (Physical): 1026% Spinning Attack (Physical): 98% Multi Hit	Attack range for strike and lunge increase significantly. [Dungeon] Strike (Physical): 1888% Lunge (Physical): 6473% Spinning Attack (Physical): 636% Multi Hit [PvP] Strike (Physical): 324% Lunge (Physical): 1113% Spinning Attack (Physical): 108% Multi Hit
44	Pyro Knight		Body of Fire	Level 4 Increase the power of command flame attacks and fire resistance. All skill's physical damage will be converted to magical damage. [Dungeon] Fire Resistance Increase: 150 Flame Command Damage Increase: 50% [PvP] Fire Resistance Increase: 150 Flame Command Damage Increase: 15%	Flame Command Damage Increase effect is removed. Magical Attack Power Increase effect is added. Level 4 Increase Magical Attack Power and Fire Resistance. All skill's physical damage will be converted to magical damage. [Dungeon] Magical Attack Power Increase: 10% Fire Resistance Increase: 150 [PvP] Magical Attack Power Increase: 4% Fire Resistance Increase: 150
45	Blazing Heart		Seed of Fire	Level 4 [Dungeon] Burning Flower - All Skill Cooldown decrease by 10% (Hyperactive/Extreme Heavenly Love Excluded) - Magical Attack Power Increase: 20% - 5 MP Recovery per sec. - Duration: 20 sec. [PvP] Burning Flower - All Skill Cooldown decrease by 10% (Hyperactive/Extreme Heavenly Love Excluded) - Magical Attack Power Increase: 8% - 1 MP Recovery per sec. - Duration: 10 sec.	Level 4 [Dungeon] Burning Flower - All Skill Cooldown decrease by 10% (Hyperactive/Extreme Heavenly Love Excluded) - Magical Attack Power Increase: 14% - 5 MP Recovery per sec. - Duration: 20 sec. [PvP] Burning Flower - All Skill Cooldown decrease by 10% (Hyperactive/Extreme Heavenly Love Excluded) - Magical Attack Power Increase: 5.6% - 1 MP Recovery per sec. - Duration: 10 sec.
46	Crimson Avenger		Condemnation	Level 4 Burning with vengeance, enter super armor state with increased maximize. [Dungeon] Maximize Increase: 20% [PvP] Maximize Increase: 10%	Physical Attack Power Increase effect is added. Level 4 Burning with vengeance, increase Physical Attack Power and enter super armor state with increased maximize. [Dungeon] Physical Attack Power Increase: 10% Increase Maximize during Super Armor: 20% [PvP] Physical Attack Power Increase: 4% Increase Maximize during Super Armor: 10%

47	Crimson Avenger		Awakened Will: Crimson Avenger	[Dungeon] [Knight of Darkness] - Activate when HP is below 65% [Annihilation] - Physical Attack Power Increased by 5% - Critical Increased by 5% - Maximize Increased by 5% [Gale] - Physical Attack Power Increased by 5% - All Speed Increased by 5% - MP Gain on Attack/Attacked Increased by 10% [Avenger] - Activated when there are more than 1 enemy nearby (1 Stack per enemy, Max 5 Stacks) - Critical Damage Increased by 3% - Absorb 0.5% Damage of Commands/Active Attacks as HP - Increase chance to activate Piercing/Plague effects by 5% [PvP] [Knight of Darkness] - Activate when HP is below 30% [Annihilation] - Physical Attack Power Increased by 5% - Critical Increased by 5% - Maximize Increased by 5% [Gale] - Physical Attack Power Increased by 5% - All Speed Increased by 5% - MP Gain on Attack/Attacked Increased by 10% [Avenger] - Activated when there are more than 1 enemy nearby (1 Stack per enemy, Max 5 Stacks) - Critical Damage Increased by 3% - Absorb 0.5% Damage of Commands/Active Attacks as HP - Increase chance to activate Piercing/Plague effects by 5%	[Dungeon] [Knight of Darkness] - Activate when HP is below 85% [Annihilation] - Physical Attack Power Increased by 5% - Critical Increased by 5% - Maximize Increased by 5% [Gale] - Physical Attack Power Increased by 5% - All Speed Increased by 5% - MP Gain on Attack/Attacked Increased by 10% [Avenger] - Activated when there are more than 1 enemy nearby (1 Stack per enemy, Max 5 Stacks) - Critical Damage Increased by 3% - Absorb 0.5% Damage of Commands/Active Attacks as HP - Increase chance to activate Piercing/Plague effects by 5% [PvP] [Knight of Darkness] - Activate when HP is below 20% [Annihilation] - Physical Attack Power Increased by 5% - Critical Increased by 5% - Maximize Increased by 5% [Gale] - Physical Attack Power Increased by 5% - All Speed Increased by 5% - MP Gain on Attack/Attacked Increased by 10% [Avenger] - Activated when there are more than 1 enemy nearby (1 Stack per enemy, Max 5 Stacks) - Critical Damage Increased by 3% - Absorb 0.5% Damage of Commands/Active Attacks as HP - Increase chance to activate Piercing/Plague effects by 5%
48	Bloody Queen	O	Blood Falls		Skill casting speed will be affected by Action Speed.
49	Add		Neutron Bomb		Skill casting speed will be affected by Action Speed.
50	Psychic Tracer		Stasis Field		Creating the field will be affected by Action Speed.
51	Lunatic Psyker		Body of Transcendence	Level 4 Enhances Nasod Armor commands and increase cooldown acceleration by 2 times for special actives while in Dynamo Configuration Mode (Awakening). Also Phase Shift will provide 1 Dynamo Mutation Point. [Dungeon] Power Strike - Chance for Nasod Armor attacks to ignore enemy defense and guard - Activation Chance: 18% Nasod Armor Command Mutation Point Gain Chance: 100% (Cooldown: 10 sec.) Skill Cooldown Acceleration Duration: 10 sec. [PvP] Power Strike - Chance for Nasod Armor attacks to ignore enemy defense and guard - Activation Chance: 18% Nasod Armor Command Mutation Point Gain Chance: 100% (Cooldown: 10 sec.) Skill Cooldown Acceleration Duration: 5 sec.	Enhance Nasod Armor commands effects are removed (Power Strike, Mutation Point Gain) Increase Magical Attack Power effect added. Level 4 Increase Magical Attack Power and increase cooldown acceleration by 2 times for special actives while in Dynamo Configuration Mode (Awakening). Also Phase Shift will provide 1 Dynamo Mutation Point. [Dungeon] Magical Attack Power Increase: 12% Skill Cooldown Acceleration Duration: 10 sec. [PvP] Magical Attack Power Increase: 4.8% Skill Cooldown Acceleration Duration: 5 sec.
52	Doom Bringer		Blood Boil	[Dungeon] [Energy Pathway Overload] Duration: 10 sec. All Speed Increase: 10% All Attribute Activation Chance Increase: 2 times Critical Damage Increases: 10% (Max 30%) [PvP] [Energy Pathway Overload] Duration: 5 sec. All Speed Increase: 10% All Attribute Activation Chance Increase: 1.5 times Critical Damage Increases: 5% (Max 15%)	[Dungeon] [Energy Pathway Overload] Duration: 20 sec. All Speed Increase: 10% All Attribute Activation Chance Increase: 2 times Critical Damage Increases: 10% (Max 30%) [PvP] [Energy Pathway Overload] Duration: 6 sec. All Speed Increase: 10% All Attribute Activation Chance Increase: 1.5 times Critical Damage Increases: 5% (Max 15%)
53	Dreadlord		Demonic Authority	In Power Status, Apollyon has a higher chance to summon a Darkness Demon. If not, certain amount of Combination Gauge is returned, and all skill cooldown decrease. (Excludes Hyperactive/ Extreme Heavenly Love) There's additional skill cooldown decrease for Bravery skills.	Passive effect is revamped. In Power Status, Apollyon will summon a Darkness Demon.
54	Dreadlord		Phantom Blade	Dash forward swiftly. Appear and strike twice if coming into contact with an enemy. Half of the MP cost is refunded if there is no target.	The skill can also be used in midair. Dash forward swiftly. Appear and strike twice if coming into contact with an enemy. Half of the MP cost is refunded if there is no target. (Can also be activated midair.)
55	Ain		Sakrosankt Zertreten		Cooldown is decreased. 24 sec. -> 20 sec.
56	Lofty: Executor		Continuous Projection	Level 4 Permanently increase the max MP and optimize the MP consumption for consecutive projection skills. All skill's magical damage will be converted to physical damage. Continuous Projection - All Projection Skill MP cost decrease – When a projection skill is used within 5 sec., cooldown is decreased at a certain chance. [Dungeon] Max MP Increase: 100 MP Cost Decrease: 10% [Continuous Projection] - Cooldown Decrease: 25% - Activation Chance: 20% [PvP] Max MP Increase: 100 MP Cost Decrease: 10% [Continuous Projection] - Cooldown Decrease: 25% - Activation Chance: 20%	[within 5 sec.] condition is removed from the tooltip as it's no longer functioning. Level 4 Permanently increase the max MP and optimize the MP consumption for consecutive projection skills. All skill's magical damage will be converted to physical damage. Continuous Projection - All Projection Skill MP cost decrease - Cooldown may decrease at a certain chance when a projection skill is used. [Dungeon] Max MP Increase: 100 MP Cost Decrease: 14% [Continuous Projection] - Cooldown Decrease: 18% - Activation Chance: 100% [PvP] Max MP Increase: 100 MP Cost Decrease: 9.8% [Continuous Projection] - Cooldown Decrease: 18% - Activation Chance: 50%
57	Lofty: Executor		Viert · Werfen Speer	Project and throw [Werfen Speer]. A dagger will drop where [Werfen Speer] hits.	The skill can also be used in midair. Forward distance upon casting skill will decrease. Can move faster after casting skill. Project and throw [Werfen Speer]. (Can also be activated midair.) A dagger will drop where [Werfen Speer] hits.

58	Lofty: Executor		Zweit · Ritus		Cooldown is decreased. 7 sec. -> 5 sec.
59	Arme Thaumaturgy		Brennen Pantasma Boden		Cooldown is decreased. 20 sec. -> 15 sec.
60	Arme Thaumaturgy		Bewachsen Feste · Gott Waffe		Cooldown is decreased. 26 sec. -> 22 sec. Skill form will change. Skill casting speed will increase by 20%. Can move faster after casting skill.
61	Arme Thaumaturgy		Dreimal · Schwerttanz		Cooldown is decreased. 17 sec. -> 15 sec.
62	Richter	O	Zweit · Ritus		Cooldown is decreased. 7 sec. -> 5 sec.
63	Richter	O	Bewachsen Feste · Gott Waffe		Cooldown is decreased. 21 sec. -> 17 sec. Skill form will change. Skill casting speed will increase by 20%. Can move faster after casting skill.
64	Richter		The Justiciar	Increases damage dealt to enemies under certain debuff and gains an ability to resist debuffs. Brennen Pantasma Boden becomes enhanced. Time of Judgement - Cycle Projection: Ignores certain defense when using Projection Skills on enemies under Freeze or Holy Shackles. Power of the Justiciar - Decrease Debuff Duration while Awakened - Reaching Awakening: Phase 3 has a chance to remove currently active debuffs Enhanced Brennen Pantasma Boden - Attacking within its range will reduce the knockdown rate [Dungeon] [Time of Judgement] Ignore Defense: 30% [Power of the Justiciar] Debuff Duration Decrease: 20% Debuff Removal Chance: 50% [Enhanced Brennen Pantasma Boden] Knockdown Rate Decrease: 50% [PvP] [Time of Judgement] Ignore Defense: 15% [Power of the Justiciar] Debuff Duration Decrease: 20% Debuff Removal Chance: 50% [Enhanced Brennen Pantasma Boden] Knockdown Rate Decrease: 50%	Enhanced Brennen Pantasma Boden effecet will be changed to Special Active Skill Cooldown Acceleration effect. Increases damage dealt to enemies under certain debuff and gains an ability to resist debuffs. Brennen Pantasma Boden becomes enhanced. Time of Judgement - Cycle Projection: Ignores certain defense when using Projection Skills on enemies under Freeze or Holy Shackles. Power of the Justiciar - Decrease Debuff Duration while Awakened - Reaching Awakening: Phase 3 has a chance to remove currently active debuffs Enhanced Brennen Pantasma Boden - Caster's Special Active Skill Cooldown Acceleration within the range [Dungeon] [Time of Judgement] Ignore Defense: 30% [Power of the Justiciar] Debuff Duration Decrease: 20% Debuff Removal Chance: 50% [Enhanced Brennen Pantasma Boden] Special Active Skill Cooldown Acceleration Increased by 1.5 times [PvP] [Time of Judgement] Ignore Defense: 15% [Power of the Justiciar] Debuff Duration Decrease: 20% Debuff Removal Chance: 50% [Enhanced Brennen Pantasma Boden] Special Active Skill Cooldown Acceleration Increased by 1.5 times
65	Lofty: Anpassen		Angriff		Cooldown is decreased. 17 sec. -> 14 sec.
66	Lofty: Anpassen		Echo Licht		Cooldown is decreased. 7 sec. -> 5 sec.
67	Lofty: Anpassen		Diamant Regen		Cooldown is decreased. 9 sec. -> 7 sec.
68	Erbluhen Emotion		Requiem		Cooldown is decreased. 24 sec. -> 22 sec.
69	Erbluhen Emotion		Luft Versprengen		Cooldown is decreased. 10 sec. -> 8 sec.
70	Erbluhen Emotion		Stom Stark		Cooldown is decreased. 17 sec. -> 15 sec.
71	Erbluhen Emotion		Lind Scheinen		Cooldown is decreased. 19 sec. -> 15 sec.
72	Erbluhen Emotion		Elfe		Cooldown is decreased. 10 sec. -> 8 sec.
73	Erbluhen Emotion		Windhose		Cooldown is decreased. 17 sec. -> 15 sec.
74	Bluhen	O	Lind Scheinen		Cooldown is decreased. 19 sec. -> 15 sec.
75	Bluhen	O	Angriff		Cooldown is decreased. 17 sec. -> 14 sec.
76	Bluhen	O	Diamant Regen		Cooldown is decreased. 9 sec. -> 7 sec.
77	Bluhen	O	Requiem		Cooldown is decreased. 24 sec. -> 22 sec.
78	Bluhen	O	Stom Stark		Cooldown is decreased. 13 sec. -> 11 sec.
79	Bluhen	O	Windhose		Cooldown is decreased. 17 sec. -> 15 sec.
80	Lofty: Wanderer		Alptraum		Cooldown is decreased. 15 sec. -> 14 sec.
81	Lofty: Wanderer		Verzweiflung		Cooldown is decreased. 9 sec. -> 7 sec.
82	Lofty: Wanderer		Reflexion		Cooldown is decreased. 17 sec. -> 14 sec.
83	Lofty: Wanderer		Entfernen	[Dungeon] Field (Magical): 66% Multi Hit Remove (Magical): 358% Multi Hit Final Flame (Magical): 1100% Ignore Defense: 50% [PvP] Field (Magical): 22% Multi Hit Remove (Magical): 122% Multi Hit Final Flame (Magical): 377% Ignore Defense: 15%	Cooldown is decreased. 24 sec. -> 21 sec. [Dungeon] Field (Magical): 72% Multi Hit Remove (Magical): 487% Multi Hit Final Flame (Magical): 468% Ignore Defense: 65% [PvP] Field (Magical): 24% Multi Hit Remove (Magical): 167% Multi Hit Final Flame (Magical): 160% Ignore Defense: 15%

84	Apostasia		Chaos Feld		Cooldown is decreased. 17 sec. -> 15 sec.
85	Apostasia		Befreiung Feld	[Dungeon] Realm of Release (Magical): 133% Multi Hit Field (Magical): 2549% Consecutive Attack (Magical): 306% [Released Power] - Attack Power Increase by 6% per stack (Max 5 stacks, Decrease by 1 stack per end of duration) - Duration: 15 sec. [PvP] Realm of Release (Magical): 40% Multi Hit Field (Magical): 777% Consecutive Attack (Magical): 93% [Released Power] - Attack Power Increase by 3% per stack (Max 5 stacks, Decrease by 1 stack per end of duration) - Duration: 15 sec.	Cooldown is decreased. 25 sec. -> 22 sec. [Dungeon] Realm of Release (Magical): 133% Multi Hit Field (Magical): 2549% Consecutive Attack (Magical): 306% [Released Power] - Attack Power Increase by 10% per stack (Max 3 stacks, Decrease by 1 stack per end of duration) - Duration: 15 sec. [PvP] Realm of Release (Magical): 40% Multi Hit Field (Magical): 777% Consecutive Attack (Magical): 93% [Released Power] - Attack Power Increase by 5% per stack (Max 3 stacks, Decrease by 1 stack per end of duration) - Duration: 15 sec.
86	Apostasia		Brechen		Hurled fragments size increase significantly. The fragments will pierce through enemies.
87	Herrscher	O	Alptraum		Cooldown is decreased. 15 sec. -> 14 sec.
88	Herrscher	O	Reflexion		Cooldown is decreased. 17 sec. -> 14 sec.
89	Herrscher	O	Befreiung Feld	[Dungeon] Henir Release (Magical): 799% Multi Hit [Released Power] - Attack Power Increase by 6% per stack (Max 5 stacks, Decrease by 1 stack per end of duration) - Duration: 15 sec. [PvP] Henir Release (Magical): 242% Multi Hit [Released Power] - Attack Power Increase by 3% per stack (Max 5 stacks, Decrease by 1 stack per end of duration) - Duration: 15 sec.	Cooldown is decreased. 25 sec. -> 22 sec. Skill casting speed will increase by 50%. Can move faster after casting skill. [Dungeon] Henir Release (Magical): 799% Multi Hit [Released Power] - Attack Power Increase by 10% per stack (Max 3 stacks, Decrease by 1 stack per end of duration) - Duration: 15 sec. [PvP] Henir Release (Magical): 242% Multi Hit [Released Power] - Attack Power Increase by 5% per stack (Max 3 stacks, Decrease by 1 stack per end of duration) - Duration: 15 sec.
90	Sparky Child		Respect	Level 4 [Dungeon] Physical Attack Power Increase: 8% [PvP] Physical Attack Power Increase: 3.2%	Level 4 [Dungeon] Physical Attack Power Increase: 12% [PvP] Physical Attack Power Increase: 4.2%
91	Sparky Child		Swirly Punch	Laby spins her fist around to deal damage around her and fire the energy forward. While holding down the skill key, can move left or right and charging for 3 seconds or more will increase the damage by 30%.	Amount of time needed to charge to punch decrease. Max charging duration decrease. Laby spins her fist around to deal damage around her and fire the energy forward. While holding down the skill key, can move left or right and charging for 2 seconds or more will increase the damage by 150%. (PvP: 30%)
92	Sparky Child		Kapow Punch	[Dungeon] Powerful Energy (Physical): 765% Kapow Explosion (Physical): 814% [PvP] Powerful Energy (Physical): 275% Kapow Explosion (Physical): 293%	Powerful Energy will form accordingly to Action Speed. Powerful Energy number of hits increase. [Dungeon] Powerful Energy (Physical): 534% Kapow Explosion (Physical): 535% [PvP] Powerful Energy (Physical): 158% Kapow Explosion (Physical): 157%
93	Rumble Pumn		Just a Club	Something feels uneasy about Nisha, but regardless, Nisha is a great help to Laby in battle. Reduces MP Cost for all command activated skills. When using command activated skills, have a certain chance to reset command activated skills cooldown. When this effect is activated, MP recovery is increased for 10 sec. 'Nisha is a being of mystery and it scares me but its power is.' [Dungeon] Command Activated Skill MP Cost Decrease: 12% Command Activation Skill Reset Chance when using Command Activation Skill: 33% (Cooldown: 5 sec.) MP Recovery: 30% [PvP] Command Activated Skill MP Cost Decrease: 4.8% Command Activation Skill Reset Chance when using Command Activation Skill: 16.5% (Cooldown: 5 sec.) MP Recovery: 15%	Cooldown reset effect target skills will change. Something feels uneasy about Nisha, but regardless, Nisha is a great help to Laby in battle. Reduces MP Cost for all command activated skills. When using command activated skills, have a certain chance to reset Special Active Skill Cooldown. When this effect is activated, MP recovery is increased for 10 sec. 'Nisha is a being of mystery and it scares me but its power is.' [Dungeon] Command Activated Skill MP Cost Decrease: 12% Command Activation Skill Reset Chance when using Command Activation Skill: 60% (Cooldown: 5 sec.) MP Recovery: 30% [PvP] Command Activated Skill MP Cost Decrease: 4.8% Command Activation Skill Reset Chance when using Command Activation Skill: 24% (Cooldown: 5 sec.) MP Recovery: 15%
94	Eternity Winner		I'm Okay Now	Nisha is no longer a being of mystery. 'It' is a part of me. If I no longer have to fear it, then let's use it freely as a weapon. The debuff [Yucky!]'s effect from Nisha's skills will change to [I'm Okay Now!] effect. [I'm Okay Now!] Increases all speed and all damage given to enemies for 10 seconds. 'Laby finally figured out Nisha was something that was separated from Laby. Its identity.. no, it doesn't scare Laby anymore. You are a part of Laby. Laby can control you and you have to follow Laby's orders!' [Dungeon] All Speed Increase: 5% All Damage Increase: 20% [PvP] All Speed Increase: 5% All Damage Increase: 8%	Certain I'm Okay Now! effects will change. Nisha is no longer a being of mystery. 'It' is a part of me. If I no longer have to fear it, then let's use it freely as a weapon. The debuff [Yucky!]'s effect from Nisha's skills will change to [I'm Okay Now!] effect. [I'm Okay Now!] Increases Physical Attack Power and all damage given to enemies for 12 seconds. 'Laby finally figured out Nisha was something that was separated from Laby. Its identity.. no, it doesn't scare Laby anymore. You are a part of Laby. Laby can control you and you have to follow Laby's orders!' [Dungeon] Physical Attack Power Increase: 15% All Damage Increase: 20% [PvP] Physical Attack Power Increase: 4.5% All Damage Increase: 8%
95	Eternity Winner	O	Kapow Punch		Skill form will change.
96	Twinkle Child		Milky Way		Skill casting speed will be affected by Action Speed.
97	Twinkle Child		Rolly Rolly		Skill casting speed will be affected by Action Speed.
98	Shining Romantica		It's Windy		Skill casting speed will be affected by Action Speed.
99	Shining Romantica		Swirly		Hit box will remain at the casting location.
100	Shining Romantica		Want Candy?		Candy formation timing will be affected by Action Speed.
101	Shining Romantica		Flashy		Flashy's light formation timing will be affected by Action Speed.

102	Shining Romantica		Got You!		Skill casting speed will be affected by Action Speed.
103	Radiant Soul	O	Milky Way		Skill casting speed will be affected by Action Speed.
104	Radiant Soul	O	Flashy		Fixed problem of hit box remaining after skill casting ends.
105	Rusty Child		Bramble, Grow!	[Dungeon] Pooof (Physical): 1091% Multi Hit [PvP] Pooof (Physical): 373% Multi Hit	Skill form will change. [Dungeon] Pooof (Physical): 396% Multi Hit [PvP] Pooof (Physical): 135% Multi Hit
106	Rusty Child		Poke It?		Thorns formation timing will be affected by Action Speed. Thorns distance will increase significantly and will follow the path.
107	Daydreamer		Mirror Shield	Create a sturdy wall that will protect Laby from all things. (Can also be activated midair) Defense Mechanism - Damage Reduction for 5 sec. - Physical Attack Power Increase for 10 sec. [Laby's Friend?] - Summoned Memory of the Forest will react	Create a sturdy wall that will protect Laby from all things. (Can also be activated midair) Defense Mechanism - Damage Reduction for 10 sec. - Physical Attack Power Increase for 20 sec. [Laby's Friend?] - Summoned Memory of the Forest will react
108	Daydreamer		Spinning Thorns		Skill casting speed will be affected by Action Speed. Hit box will remain at the casting location.
109	Daydreamer		Flower Garden		Thorns formation timing will be affected by Action Speed.
110	Daydreamer		This Will Sting		Frightning Thorns formation timing will be affected by Action Speed.
111	Daydreamer		Time to Wake Up		Stretch formation timing will be affected by Action Speed.
112	Nisha Labyrinth	O	Poke It?		Thorns size will increase significantly.