



▲ New splash image “각성” meaning Awakening, featuring Castanic Male Berserker, Human Female Slayer, Castanic Female Warrior, Elin Priest, Human Female Brawler, Aman Male Lancer, and Popori Mystic

Sadly no elves, baraka, femani and male human portrayed. Maybe on next one.

## Awakening Skill list

PLEASE READ: This is currently a work in progress. I will have to gather each information by playing through the game or searching up on inven posts.

There are still several info missing as I do not have time to check all at once in short amount of time.

It looks like there are some more changes, especially chains and some skill's stats. I'll look into those later and update this. Some of them are on this doc, but I'll have to reorganize them.

Special Thanks:

non-KR : Sam202s, Seyuna, Pez, Riai, Yosha, Theorcraft community, some random people whose name i've forgotten, and a ton of people who've been asking some stuff to look into.

**\*\*cough\*\*I stole some Yosha's stuff\*\*cough\*\***

**KR (한섭):Story(VANILLE), Djmoongi (검탱), Galgori (갈고리b), and several other Inven users** 그리고 다른 여러 인벤 유저분들이 정보 정리 및 올려주신거 감사 드립니다.

-- Loriri ( 로리리 )

**Disclaimer: These names and info WILL CHANGE.**

For testing request for skills, chains, (test server is down)  
checking up info/changes, etc, contact me on Discord (direct message me  
instead of tagging).

TERAOnline Discord: <https://discord.gg/gAxf68W>


Contact: [Idi0ticGenius \( Loriri \)](#)

**An official post listing some changes for  
these awakening skill based on  
feedback is up and translated.  
[Click here.](#)**



# Lancer

## New Skills



정의의 도약 I

시전 시간	1.4초
소모 MP	100
재사용시간	20초
위력	11,996

퀘스트 완료 보상으로 배울 수 있습니다.

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**[효과]**  
전방의 대상을 뛰어 넘으며 하늘로 치솟은 후, 방패로 지면을 내리칩니다. 착지점 주위 8m내 대상들은 큰 피해를 받고 일정 시간동안 공격 및 이동속도가 15%씩 감소하며 공중으로 띄워집니다.

**[연계가능 스킬]**  
**[진격 찰르기]**, **[압도]**스킬 뒤에 이어서 사용하면 더 빠르게 발동하고, 전방 방어 효과를 갖습니다. 또한, 몬스터를 통과하지 않습니다.

**[사용법]**  
사용할 방향을 바라보며 스킬 버튼을 눌러 사용합니다.  
적들에게 둘러 쌓인 어군을 보호 할 때 사용하면 효과적입니다.

## Righteous Leap

Cast time	1.4 seconds
MP cost	100
Cooldown	20 seconds
Skill Damage	11,996

### [Effect]

Fly up in the sky by leaping forward, then land a heavy impact to the ground. Inflict damage on enemies within 8m around the landing area, decreasing **Attack Speed and Movement Speed** by 15% as they are **knocked airborne**.

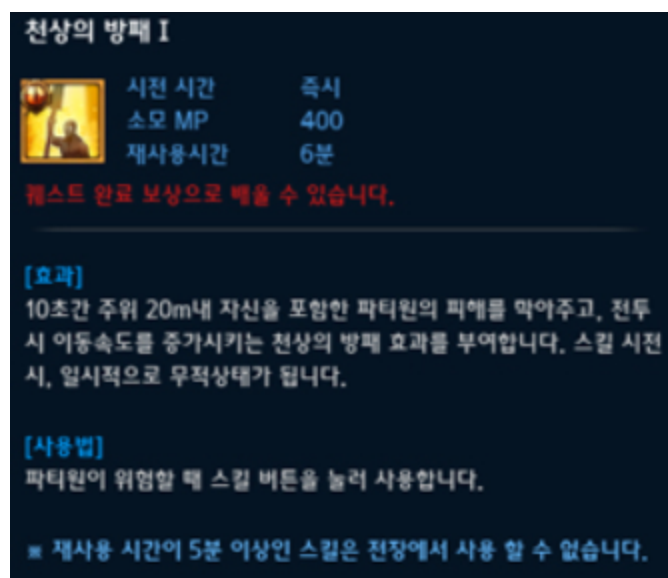
### [Chainable Skills]

Increase **cast speed** and receive **frontal block effect** when chained from **[Charging Lunge]** **[Wallop]**. Also, this skill will **not go through** monsters.

#### [How to use]

Use this skill while facing the desired direction. This is effective when used against enemies that have surrounded an ally to protect them.

**Can be block cancelled. Chaining this skill after lunge or wallop will not go through players as well. :thinking: bug?**



### Divine Aegis

<b>Cast time</b>	<b>Instant</b>
<b>MP cost</b>	<b>400</b>
<b>Cooldown</b>	<b>6 Minutes</b>

#### [Effect]

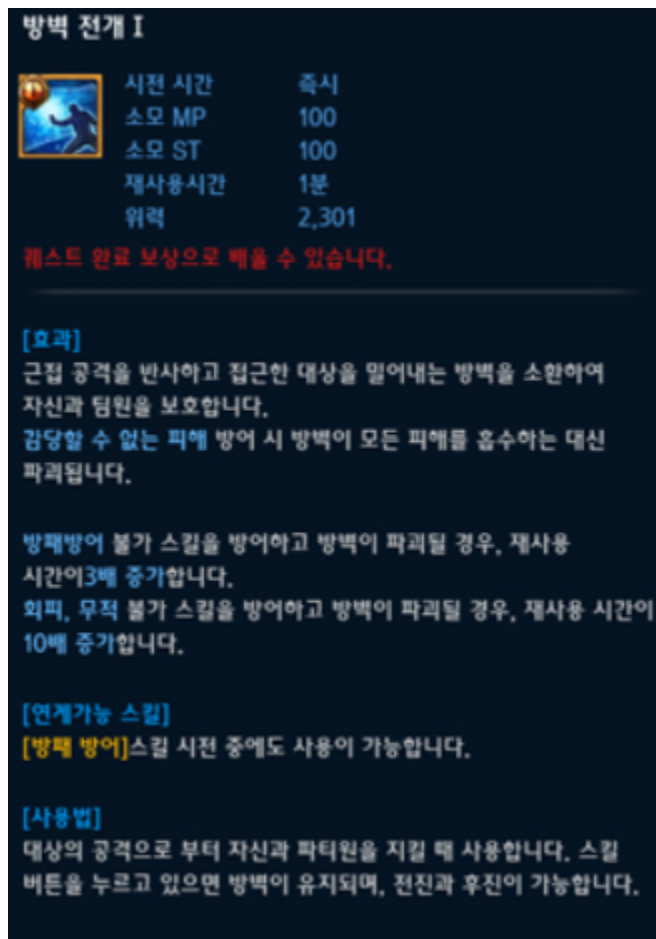
Block any incoming damage to all party members including the caster within 20m for 10 seconds, and apply Divine Aegis effect which increases combat movement speed. For short time, caster becomes invincible when casting this skill.

#### [How to use]

Use this skill even everyone is in danger.

**※Skills with more than 5 minute cooldown cannot be used in Battlegrounds.**

**Cannot be block cancelled. Cannot be cancelled by backstep.**



## Bulwark

Cast time	Instant
MP cost	100
RE cost	100
Cooldown	1 Minute
Skill Damage	2,301

### [Effect]

Summon a barrier that can reflect melee damage and push back enemies to protect party members and self. When the barrier **cannot withstand the incoming damage**, it will break after absorbing all damage.

When the barrier breaks while it tries to block an attack that cannot be **blocked**, the cooldown will **increase by 3 times**.

When the barrier breaks while it tries to block an attack that cannot be **iframed**, the cooldown will **increase by 10 times**.

### [Chainable skill]

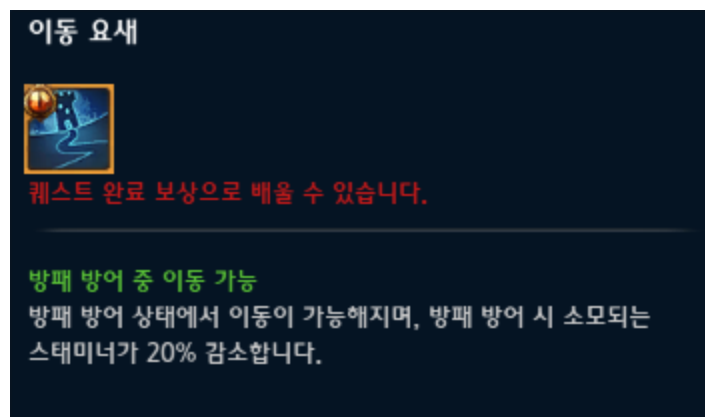
This skill can be casted while using [Standfast]

### [How to use]

Use this skill to protect party members and self from harm. The barrier will stay up as long as the skill button is being pressed, and forward or backward movement is possible.

Can be block cancelled. Receiving CC's from behind (stagger, stun, KD) will result in skill being cancelled and become said CC.

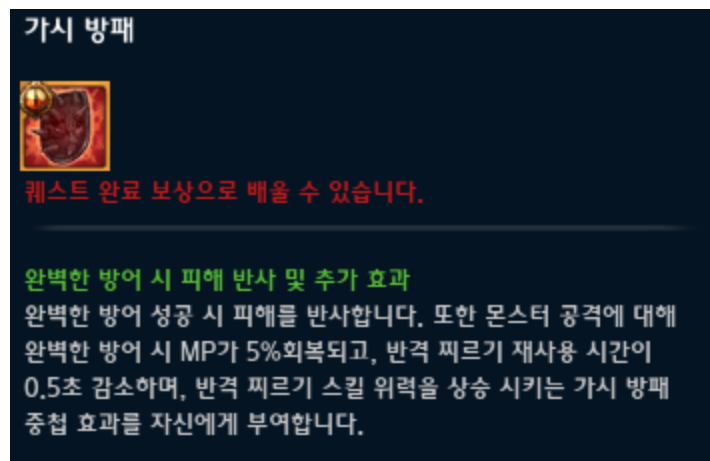
Unsure but using this skill on KD target will not “juggle” stagger the KD target.



## Walking Fortress

### Enables Movement during Standfast

Walking while holding standfast is enabled, and decreased stamina consumption while blocking by 20%.



## Spiked Shield

### Reflect damage on perfect block

Damage is reflected on perfect block. Also, perfect block against monsters applies Spiked Shield effect stacks which increases shield counter skill damage, replenishes 5% MP and reduce cooldown on Shield Counter by 0.5 seconds.

Reflect damage is based on Skill damage of Standfast II and Bulwark I.

Standfast II : 460

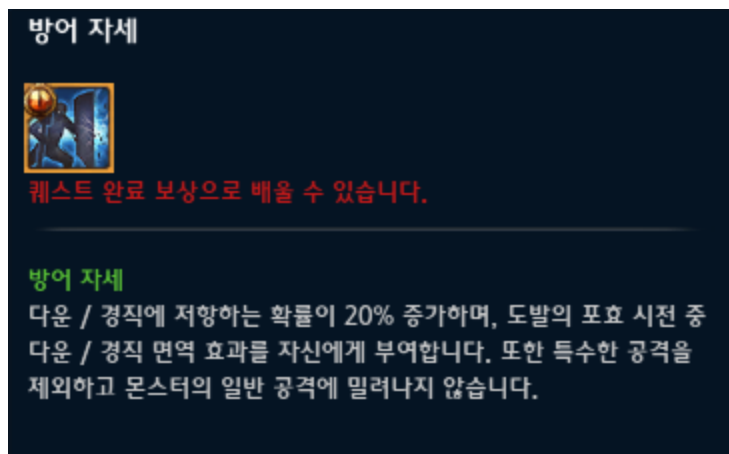
Bulwark : 2,301

Perfect Block makes no sense:

<https://clips.twitch.tv/SuspiciousResoluteDragonShazBotstix>

Lancers can kill things without resorting to violence(sorta):

<https://clips.twitch.tv/ThoughtfulGiantMeerkatLeeroyJenkins>



## Unyielding Resolve

### Unyielding Resolve

Increase chance to resist against knockdown / stagger by 20%, and apply immunity to them while casting challenging shout. Aside from special attacks, attacks from monsters will no longer push you back.

## Changed or Removed skills

### Resolve

Regenerate 135 RE **even during block regardless of combat status**: you can press and hold block forever now. ( **This could be a bug with Standfast II** )

Standfast costs 40 RE instead of 50 RE (See Walking Fortress Passive)

## 방패 방어 II



시전 시간	즉시
소모 ST	40
위력	460

### [효과]

이동하며 방패로 전방의 공격을 방어하고 방패 뒤편의 아군을 보호합니다.

방어 가능한 최대 피해량은 방패구의 성능에 따라 달라지며, 방어 시 방패 뒤의 아군도 받는 피해가 감소됩니다.

### [사용법]

대상의 공격으로 부터 자신과 파티원을 지킬 때 사용합니다.  
스킬 버튼을 누르고 있는 동안 방어가 유지되며, 전진과 후진이 가능합니다.



방어 성공 시 30% 확률로 10초 동안 힘 15% 증가 효과 발생



연계 스킬로 반격 찌르기 사용 시 스킬 위력 25% 증가



연계 스킬로 반격 찌르기 사용 시 소모 MP 115 감소



스태미너 최대량 500 증가

## Standfast

Has 460 Skill damage.

Can now walk around while blocking with Walking Fortress Passive

Receiving CC's from behind (stagger, stun, KD) will result in skill being cancelled and become said CC.

## 맹렬한 돌진 II



시전 시간	즉시
소모 MP	500
재사용시간	11초
위력	5,715 (+1,714.64)

### [효과]

창과 방패를 앞세워 전방으로 돌진합니다. 스킬 사용 중 전방 방어 효과를 가지며 타격 시 추가적인 적대치를 획득합니다.

### [연계가능 스킬]

[연속 공격], [방패 연타], [방패 치기] 스킬 뒤에 이어서 사용하면 더 빠르게 발동됩니다.

### [사용법]

대상이 있는 방향을 바라본 후 스킬 버튼을 눌러 사용합니다.



소모 MP 150 감소



치명타 발생 확률 2배 증가



스킬 위력 30% 증가

녹테눔 강화탄 효과 : 스킬의 공격력이 증가합니다. 시전 시 1개 소모

## Onslaught

Cast time	Instant
MP cost	500
Cooldown	11 seconds
Skill Damage	5,715 (+1,714.64)

### [Effect]

Charge forward with shield and lance facing forward. While casting, this skill will have frontal block and gain additional aggro when this skill hits target.

### [Chainable skills]

Increase casting speed when chained from [Combo Attack], [Shield Barrage], [Shield Bash].

### [How to use]

Use this still while facing the enemy.

With the Frontal Block effect (but damage reduction seemed to be removed), you get blue glow instead of yellow.



### 충격의 맹타 IV



시전 시간	즉시
소모 MP	200
재사용시간	15초
위력	2,403 (+480,57)

#### [효과]

창으로 대상을 후려쳐 강한 피해를 입히고 일정 시간동안 이동속도를 느려지게 합니다.

#### [연계가능 스킬]

[방패 연타], [방어구 부수기]스킬의 뒤에 이어서 사용하면 더 빠르게 발동됩니다.

#### [사용법]

대상을 바라보고 스킬을 사용합니다.



스킬 위력 20% 증가



이동 속도 감소 효과 30% 향상



적대치 50% 추가 획득

녹테눔 강화탄 효과 : 스킬의 공격력이 증가합니다. 시전 시 1개 소모

#### 이어지는 스킬



압도 X



도약 공격 XI

## Lockdown Blow










### [Chainable Skills]

Increase Casting Speed when chained from [Shield Barrage], and [Debilitate].

### [Chains]

Lockdown Blow -> Wallop X or Spring Attack XI

## Wallop

 압도 X	 4	 5	<b>팔살의 문장</b>  전설 등급 스킬 문장 등록 가능 소모 문장포인트 5 적용 대상 스킬 압도 X 치명타 발생 확률 2배 증가
 물러서기 I	 2		
 전선 유지 I	 3	 4	
 코어의 부름			

[Superior Glyph] Carving Wallop - Doubles Crit Chance.

Yes it does crit more after using this glyph, but it's still RNG regardless-- just less painful.

Casting Wallop will make your character glow blue instead of yellow



## Guardian Shout

Energetic Guardian Shout is **removed**, reducing its base cooldown to 2 minutes

Effect changed slightly, where instead of making a large ring, it looks like as if air is rushing out from your character.

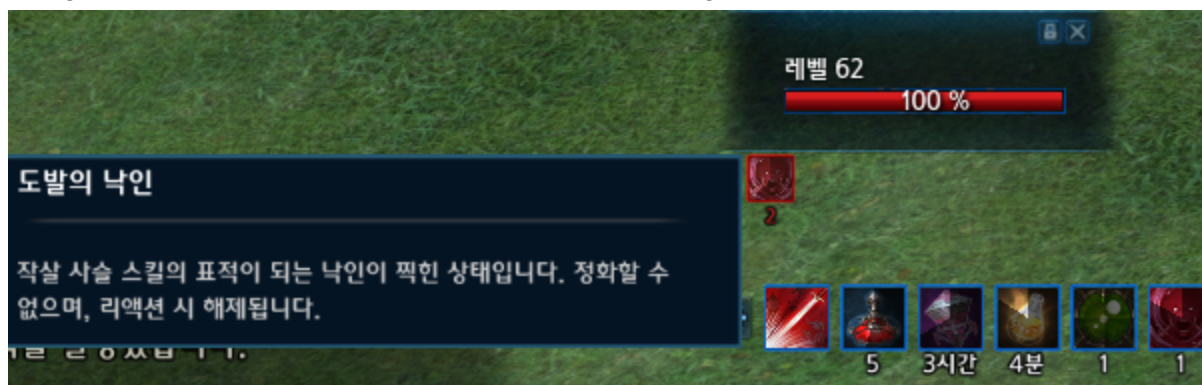


### **Challenging Shout**

Shout range becomes 15m. You can see the difference below.



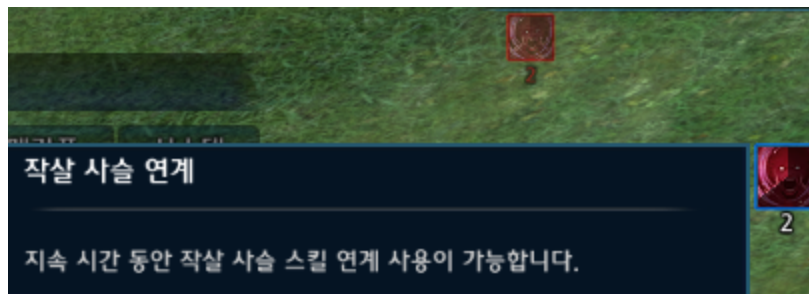
Using this skill applies 3 second debuff on affected targets.



### Stigma of Provocation

A stigma indicating a target for Chained Leash skill. This cannot be cleansed and it will be removed once there is a reaction. (reaction meaning Chained Leash combo that goes with this)


Caster receives 3 second buff



### Chained Leash Chain

Chained Leash can be used as chain skill while this effect lasts.

**작살 사슬 I**





시전 시간	즉시
소모 MP	50 350
재사용시간	1분 10초
위력	101 180

**[효과]**  
15m내의 대상에게 작살 사슬을 던져 기절 시키고 대상 주위 15m내에 있는 다른 5명의 대상을 향해 포획 사슬이 퍼져 나갑니다. 포획 당한 대상은 처음 작살 사슬을 맞은 대상의 위치로 끌려옵니다.

**[연계가능 스킬]**  
**[도발의 포효]**스킬 사용 직후 연속으로 사용 시, 주위 15m내 도발에 걸린 모든 대상들에게 사슬을 던져 시전자 앞으로 끌여옵니다.

**[사용법]**  
대상들을 한 곳으로 모을 때 사용합니다.

 재사용 시간 20% 감소

 효과 지속 시간 50% 향상

### Chained Leash

Cast time	Instant
MP cost	50 350
Cooldown	1 minute 10 seconds
Skill Damage	101 180

### [Effect]

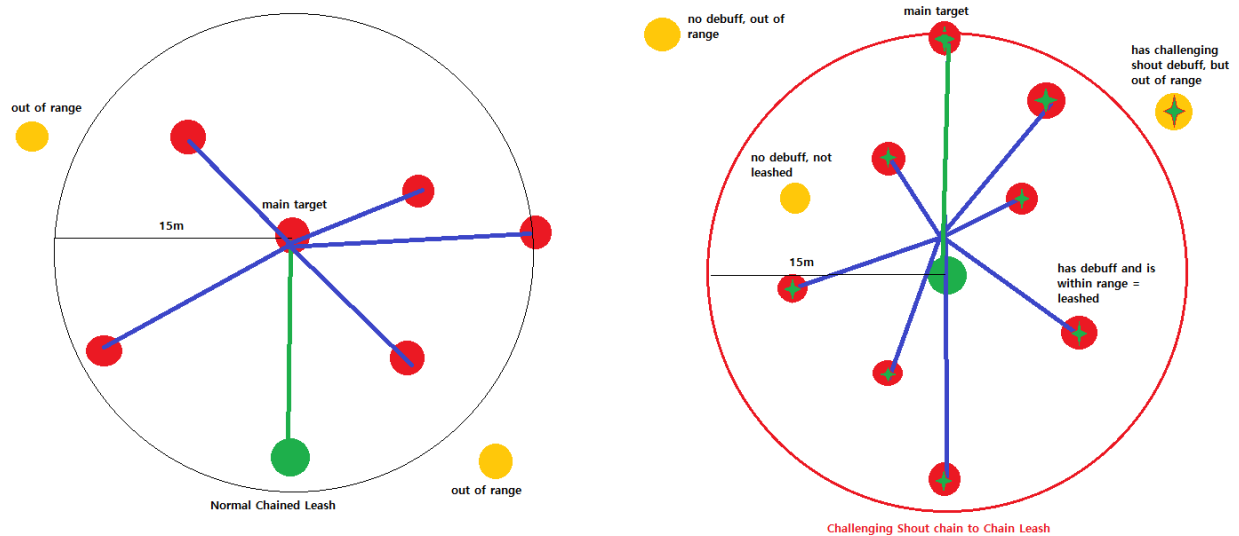
Stun a target 15m ahead by throwing a leash which will spread apart to leash 5 more targets around 15m of the primary target. The leashed targets will be pulled to primary target's location.

### [Chainable Skill]

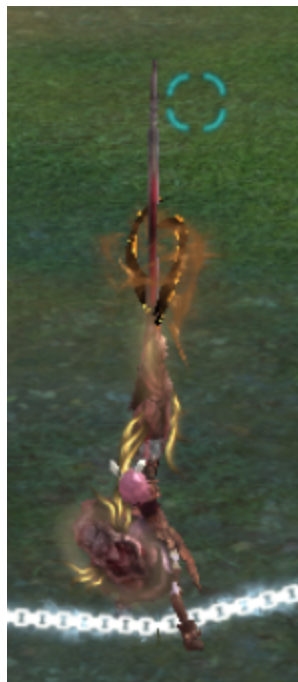
When this skill is used immediately after [Challenging Shout], all targets caught by the shout within 15m will be pulled toward the caster.

### [How to use]

This skill is used to pull multiple targets to single location.



**EDIT: You also don't have to aim at a target after using challenging shout.**



It does this pose when it's chained from Challenging Shout. Notice I have no target on cursor, and leash spreads from where you stand.

### Menacing Wave

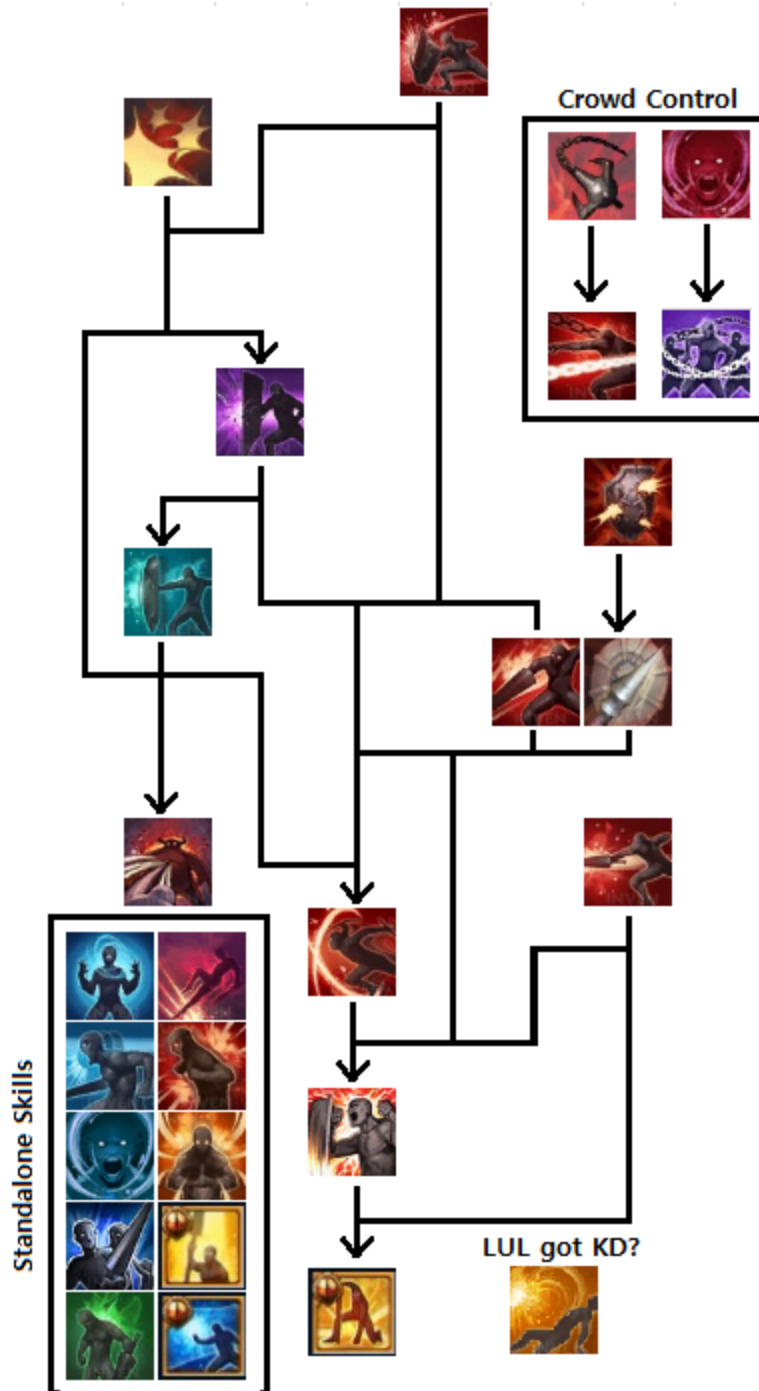
- **Removed** - effect added to Righteous Leap

### New Chain/Combo Flow Chart

This is based on what I've analyzed so far.

**[ This chart DOES NOT represent your rotations. ]**

Follow the path going downwards, left or right, but never upwards.



Combo Attack -> Spring Attack chain only works on 3rd cast on Combo Attack

Shield Barrage -> Wallop chain only works on 2nd cast on Shield Barrage

You can cast Standfast to Bulwark or Bulwark to Standfast, but Standfast to Bulwark seemed to have less animation.(? Have to test again)

Confirmed Standfast and Bulwark DOES NOT chain in any way. (could be high ping tho)

I made this chart for fun; but it's not fun for other class which i have no clue how to play.



# Warrior

## New Skills

### 이단검무



시전 시간	즉시
소모 MP	95 95
재사용시간	8초
위력	2,820 2,820
최대 스택	2

#### [효과] - 스택 생성 스킬

전방으로 회전이동하며 주변의 대상을 공격합니다.  
일정시간 내에 다시 한번 사용할 수 있습니다.

#### [연계가능 스킬]

**[갈날의 결의 IV]** 스킬이 활성화된 동안 사용 시, 다음 연계 공격의 치명타 유발 확률이 15% 증가합니다.

**[강철의 결의 III]** 스킬이 활성화된 동안 사용 시, 전방 방어 효과를 가지며, 자신에 대한 적대치를 크게 획득합니다.

모든 스킬의 움직임을 끊고 사용할 수 있습니다.

#### [사용법]

대상을 바라보며 스킬을 사용합니다.

스킬을 2회 까지 사용 가능하며, 1회 사용 후 8초가 경과하면 재사용 대기시간이 적용됩니다.

### 이어지는 스킬



몰아치기 IX



무쌍난무 : 찌르기 X



무쌍난무 : 가르기 IX



질풍 가르기 IX



파열 VIII

## Spiral Slash

Cast time	Instant
MP cost	95 95
Cooldown	8 seconds
Skill Damage	2,820 2,820
Max Edge	2

### [Effect] - Stack Generation Skill

Deliver a spinning slash forward to attack enemies within area.  
It can be used again within few seconds.

### [Chainable Skill]

While **[Assault Stance IV]** is active, increase **chance to crit** for next chained attack by 15%.

While **[Defensive Stance II]** is active, this skill receives **frontal block** effect and greatly increase aggro generation.

This skill will cancel **all other skills**.

### [How to use]

Use this skill while facing the target.

This skill can be used once again within 8 seconds before it goes on cooldown.

**Left: Assault Stance**

**Right: Defensive Stance**

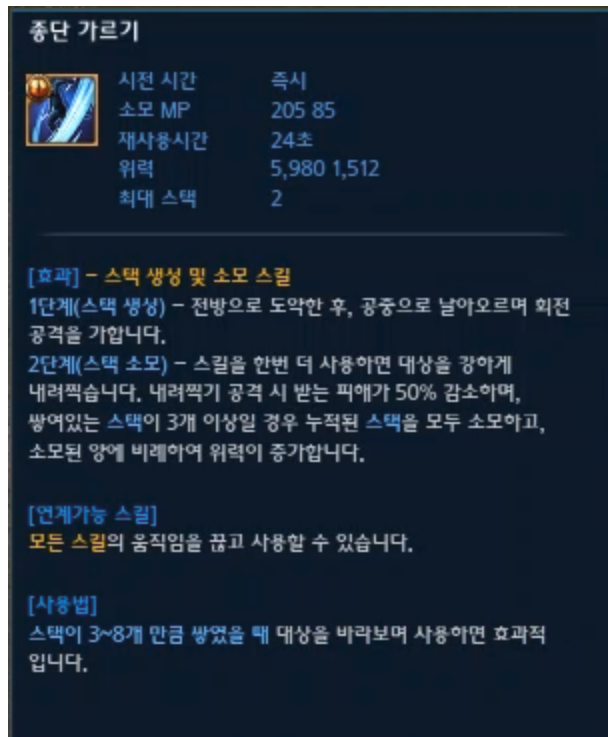


**In Assault Stance**, you gain a 4 second buff (seems like there's 2 second delay for this buff to pop up).

**Elegant Chaining** - Chain into next attack gracefully, increasing its Crit Chance by 15%.

**One thing about this though, it doesn't seem to affect Storm Crash's first cast. Could be just my poor luck, but then it's consumed on second cast. Hmmm...**

**In Defensive Stance**, you glow orange like you did with Torrent of Blows.



## Storm Crash

Cast time	Instant
MP cost	205 85
Cooldown	24 seconds
Skill Damage	5,980 1,512
Max Edge	2

### [Effect] - Edge Generation and Consumption Skill

**1st Step (Edge Generation)** - leap forward, then fly into the air to deliver a spinning attack.

**2nd Step (Edge Consumption)** - deliver a devastating blow on second cast. While casting this skill, reduce damage received by 50% and consume all **edge** when there are 3 or more **stacks**, then increase skill damage based on consumed edge stacks.

### [Chainable skills]

This skill will cancel **all other skills**.

### [How to use]

When there are 3~8 edge stacks, use this skill while facing the target.

First cast generates 2 edge at the end of its animation. If you cancel/skip it, you don't generate those edge.

Second cast will only consume 3 or more edge stacks up to 10. If you have 1 or 2 edge stack, it will not be consumed.

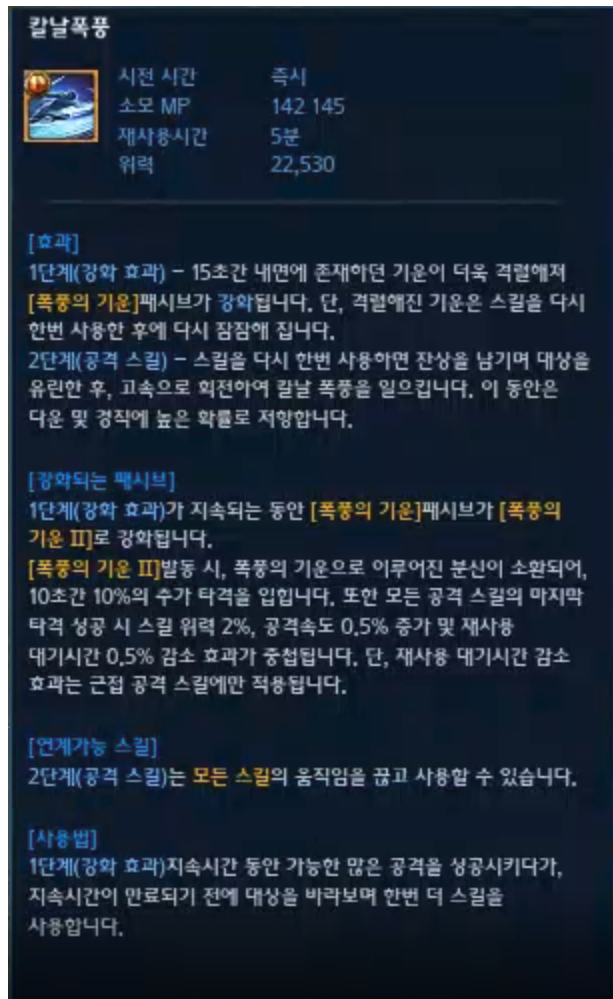
Just an idea of how much damage it does relative to Scythe, here's a chart made with Theorcrafting Group. Look at the first column within bolded box to see damage relative to Scythe.

		scythe	SC0/1/2	SC3	SC4	SC5	SC6	SC7	SC8	SC9	SC10
		232,422	28,269	59,366	105,405	151,444	197,483	243,523	289,562	335,601	381,640
scythe	232,422	0.0%	722.2%	291.5%	120.5%	53.5%	17.7%	-4.6%	-19.7%	-30.7%	-39.1%
SC0/1/2	28,269	-87.8%	0.0%	-52.4%	-73.2%	-81.3%	-85.7%	-88.4%	-90.2%	-91.6%	-92.6%
SC3	59,366	-74.5%	110.0%	0.0%	-43.7%	-60.8%	-69.9%	-75.6%	-79.5%	-82.3%	-84.4%
SC4	105,405	-54.6%	272.9%	77.6%	0.0%	-30.4%	-46.6%	-56.7%	-63.6%	-68.6%	-72.4%
SC5	151,444	-34.8%	435.7%	155.1%	43.7%	0.0%	-23.3%	-37.8%	-47.7%	-54.9%	-60.3%
SC6	197,483	-15.0%	598.6%	232.7%	87.4%	30.4%	0.0%	-18.9%	-31.8%	-41.2%	-48.3%
SC7	243,523	4.8%	761.4%	310.2%	131.0%	60.8%	23.3%	0.0%	-15.9%	-27.4%	-36.2%
SC8	289,562	24.6%	924.3%	387.8%	174.7%	91.2%	46.6%	18.9%	0.0%	-13.7%	-24.1%
SC9	335,601	44.4%	1087.2%	465.3%	218.4%	121.6%	69.9%	37.8%	15.9%	0.0%	-12.1%
SC10	381,640	64.2%	1250.0%	542.9%	262.1%	152.0%	93.3%	56.7%	31.8%	13.7%	0.0%

**If you don't understand the chart above, the damage outcome from Storm Crash at 10 edge is equivalent to about 160% of Scythe at 10 edge.**

Also doesn't seem to have Bloodlust effect (more damage when target HP is lower)

[illegible]



## Tempest Rush

Cast time	Instant
MP cost	142 145
Cooldown	5 Minute
Skill Damage	22,530

### [Effect]

**1st Step (Enhancement Effect)** - Enhance the **[Storm Crest]** passive by amplifying it for 15 seconds. However, unleashing the empowered aura by using this skill again will calm down.

**2nd Step (Attack Skill)** - Using this skill once again will slice up the enemy, then unleash a powerful Tempest Rush by spinning in high speed. Resistance to knockdown and stagger are greatly increased while casting this skill.

### [Passive Enhancement]

While **1st Step (Enhancement Effect)** is active, **[Storm Crest]** passive becomes **[Storm Crest III]**.

When **[Storm Crest II]** is activated, an after image created by Storm Crest will appear, which inflicts additional 10% damage for 10 seconds. Also, on successful last hit for all skill, character will receive 2% additional skill damage, 0.5% additional attack speed and 0.5% cooldown reduction. This effect can be stacked. Cooldown reduction effect only applies on melee skills.

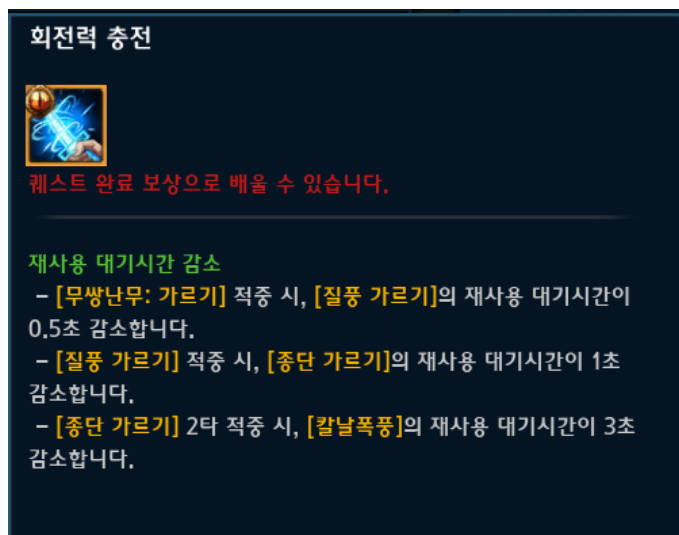
#### [Chainable Skill]

**2nd Step (Attack Skill)** will cancel **all other skills**.

#### [How to use]

After attacking enemies as much as possible while **1st Step (Enhancement Effect)** is active, use this skill once again while facing the enemy before the timer runs out.

**Storm Crest II overwrites Storm Crest I regardless of stack count.**



### Momentum (Passive)

#### Cooldown Reduction

- On successful hits from **[Blade Draw]**, reduce cooldown on **[Scythe]** by 0.5 seconds.
- On successful hits from **[Scythe]**, reduce cooldown on **[Storm Crash]** by 1 second
- On successful 2 hits from **[Storm Crash]**, reduce cooldown on **[Tempest Rush]** by 3 seconds.

## 폭풍의 기운



퀘스트 완료 보상으로 배울 수 있습니다.

### 가속

모든 공격 스킬의 마지막 타격 성공 시, 공격속도 0.1% 증가 및 재사용 대기시간 0.1% 감소 효과가 중첩됩니다. 재사용 대기시간 감소 효과는 근접 공격 스킬에만 적용됩니다.

50중첩 시, 폭풍의 기운으로 이루어진 분신이 소환되어 10초간 10%의 추가 타격을 입힙니다. 또한 공격속도 5% 증가 및 재사용 대기시간 5% 감소 효과가 지속됩니다. 재사용 대기시간 감소 효과는 근접 공격 스킬에만 적용됩니다.

### 폭풍의 기운 II - [칼날폭풍]사용 시 발동

폭풍의 기운으로 이루어진 분신이 소환되어, 10초간 10%의 추가 타격을 입힙니다. 또한 모든 공격 스킬의 마지막 타격 성공 시 스킬 위력 2%, 공격속도 0.5% 증가 및 재사용 대기시간 0.5% 감소 효과가 중첩됩니다. 재사용 대기시간 감소 효과는 근접 공격 스킬에만 적용되며, 폭풍의 기운 II 활성화 시 폭풍의 기운 I 효과는 사라집니다.

## Storm Crest (Passive)

### Accelerate

On successful **last hit for all skill**, character will receive 0.1% attack speed and 0.1% cooldown reduction. This effect can be stacked. Cooldown reduction effect only applies on melee skills.

**On 50 stacks**, an after image created by Storm Crest will be summoned for 10 seconds to inflict 10% additional damage. Also 5% additional attack speed and 5% cooldown reduction effect will persist. Cooldown reduction effect only applies on melee skills.

### Storm Crest II - activates on [Tempest Rush]

Create an after image with Storm Crest to inflict 10% additional damage for 10 seconds. Also, on successful **last hit for all skill**, character will receive 2% additional skill damage, 0.5% additional attack speed and 0.5% cooldown reduction. This effect can be stacked. Cooldown reduction effect only applies on melee skills, and when Storm Crest II will overwrite Storm Crest I effects.

**These buffs disappear when you are out of combat, so you can't pre-stack and reset.**



**Storm Crest I buff** lasts 45 seconds until 49 stacks, but at 50 stacks it's 10 seconds.

**Storm Crest II buff** lasts 10 seconds upon activation through Tempest Rush's first cast. This overwrites Storm Crest I regardless of stack count or duration. It is consumed when you cast Tempest Rush second time or timer runs out.

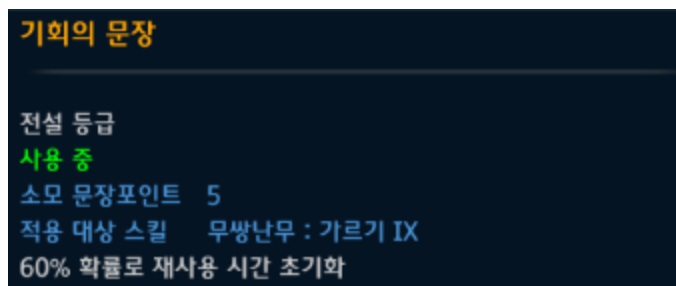
Icon looks same for both buffs.

Max stack count from Storm Crest II is unknown because I'm garbage at warrior

FeelsBadMan highest I got within 10 second was around 20 stacks.

## Changed or Removed skills

### Blade Draw



[Superior Glyph] Persistent Blade Draw - 60% chance to reset cooldown

### Smoke Aggressor

- **Removed** -

### Command: Attack

- **Removed** -

### Command: Follow

- **Removed** -

### Pounce

- **Removed** - Effect added to Leaping Strike


### Battle Cry

- **Removed** - Replaced by Vortex Slash, but without stun.

## Torrent of Blows

- **Removed**

### 회오리 베기 VII

	시전 시간	즉시
	소모 MP	230
	재사용시간	24초 (-7.2초)
	위력	1,770 (+442.45)


---


**[효과]**  
회전하며 주변 넓은 범위를 공격하며 적중된 대상을 끌어옵니다.


**[연계가능 스킬]**  
**[강철의 결의 II]** 스킬이 활성화된 동안 사용 시, 시전자에 대한 적대치를 대폭 증가 시키며, 5초 동안 주변 몬스터의 적대치를 최대로 유지합니다.


**[사용법]**  
주변의 적을 끌어오고 싶을 때, 스킬을 사용합니다.

---

 재사용 시간 30% 감소

 시전 속도 30% 상승



 적대치 100% 추가 획득

 스킬 위력 25% 증가

녹테눔 강화탄 효과 : 스킬의 공격력이 증가합니다. 시전 시 1개 소모

---

**이어지는 스킬**

  무쌍난무 : 가르기 IX

## Vortex Slash

### Changed

- New icon,
- can now be casted without needing Evasive Roll.

- on Defensive Stance, it greatly increases aggro generation, granting permanent aggro for 5 seconds.

**[Common Glyph]** Hastened Vortex Slash - Increase Casting Speed by 30%

**[Common Glyph]** Threatening Vortex Slash - Generate 100% more aggro.

Range is 10m, just like Battle Cry.



## BUG

### Defensive Stance

When using Defensive Stance, you will not be able to use the following chains while holding Cross Parry:

Cross Parry -> Blade Draw

It doesn't matter whether you are pressing chain key or manually. You just cannot cast them while holding Cross Parry. You can chain it when you let go of the Cross Parry though, and it does go off fast as long as you "chain" it quickly.

Shadow Flanker works fine regardless though.

THIS BUG IS ALSO ON INTIMIDATION BERSERKER AS WELL.

## Scythe

You can't use evasive roll out of it to cancel post-animation. In fact, nothing cancels the animation of this skill. bug?

=====

## Slayer

### New Skills



### Rending Crash

Cast time	2 seconds
MP cost	180
Cooldown	15 seconds
Skill Damage	9,030

#### [Effect]

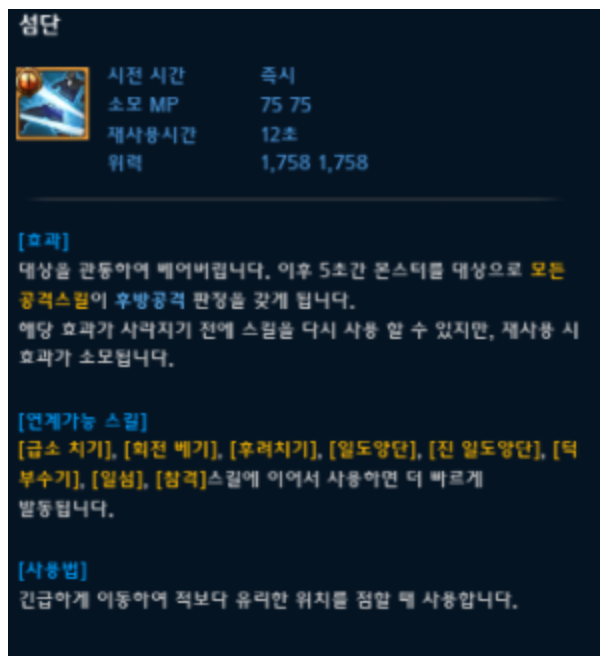
Deliver a heavy blow after leaping toward the target. Has high chance to knock down,

#### [Chainable Skill]

Increases casting speed when chained from **[Overhand Strike]**, **[Eviscerate]**, **[Piercing Lunge]**, and **[Measured Slice]**.

#### [How to use]

Use this skill while facing the target.



## Piercing Lunge

Cast time	Instant
MP cost	75 75
Cooldown	12 seconds
Skill Damage	1,758 1,758

### [Effect]

Slice through the target. Then, all attacks against monsters will be back damage for 5 seconds. This skill can be used again before the effect disappears, but doing so will consume the effect.

### [Chainable skill]

Increase casting speed when chained from **[Heart Thrust]**, **[Whirlwind]**, **[Knockdown Strike]**, **[Overhand Strike]**, **[Ultimate Overhand Strike]**, **[Eviscerate]**, **[Measured Slice]**, and **[Rending Crash]**

### [How to use]

Use this skill to take an advantageous position by quickly moving to such location.



## Colossus Blade

**MP cost** 70 70 140  
**Cooldown** 5 Minute  
**Skill Damage** 26,899

### [Effect] - Charging Skill

Slice up surrounding enemies in wide range. Holding down this skill will empower skill damage. It can be charged up to 3 times and overcharging will consume some HP, but skill damage is increased each time.

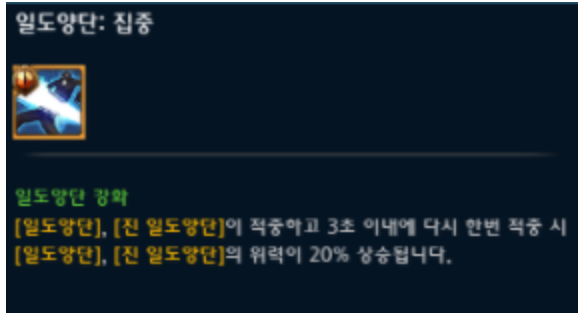
### [Chainable skills]

Increase Charging speed when chained after **[Piercing Lunge]**

### [How to use]

Use this skill while facing the target. Holding this skill down longer will increase skill damage.

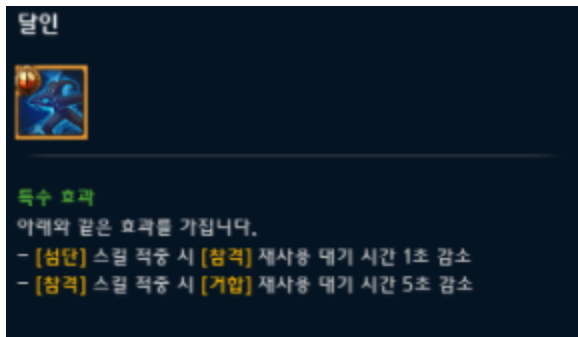
It says it charges faster after Piercing Lunge, but either I need to git gud or the difference is not that big. Or it can also be ping issue.



## Overhand Strike : Focus

Enhance Overhand Strike

Increase skill damage of **[Overhand Strike]**, **[Ultimate Overhand Strike]** by 20% when using **[Overhand Strike]**, **[Ultimate Overhand Strike]** again within 3 seconds.

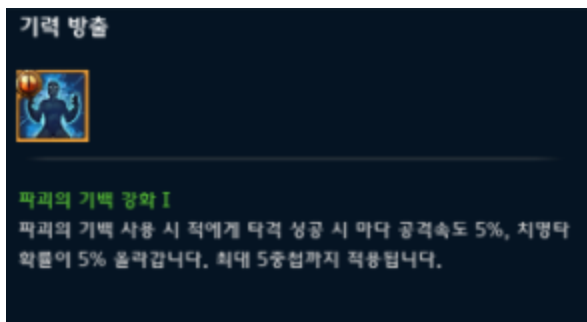


## Expertise

### Special Effect

Receive the following effect.

- When **[Piercing Lunge]** successfully hits target, decrease cooldown of **[Rending Crash]** by 1 second
- When **[Rending Crash]** successfully hits target, decrease cooldown of **[Colossus Blade]** by 5 seconds.



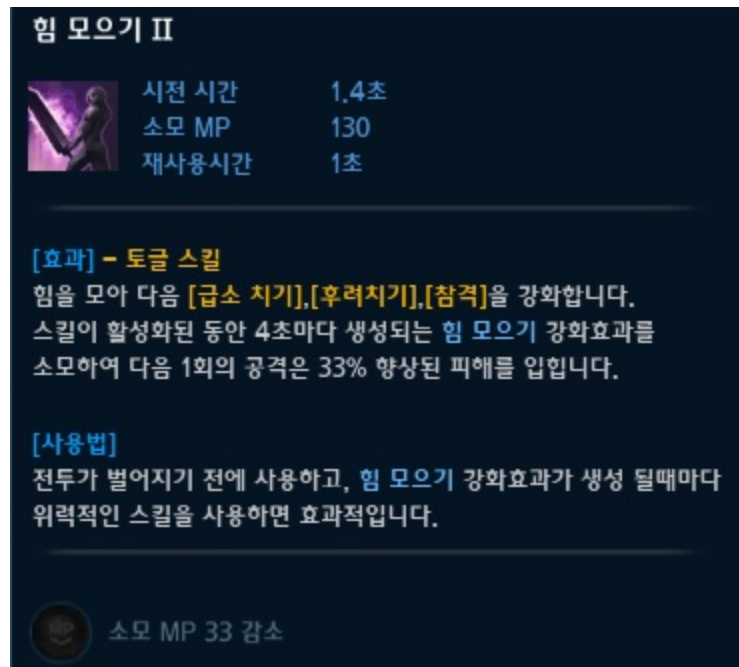
## Frigid Heart

### Enhance In Cold Blood I

On every successful hit during In Cold Blood, increase attack speed by 5%, and crit chance by 5%. This can stack up to 5 times.

## Changed or Removed skills

Knocks things airborne and OHS has 100% crit against airborne target, MS has increased dmg on airborne



## Overpower

**Cast Time** 1.4 seconds

**MP cost** 130

**Cooldown** 1 second

### [Effect] - Toggle Skill

Gather up energy to enhance next **[Heart Thrust]**, **[Knockdown Strike]**, and **[Rending Crash]**. While this skill is active, an enhancement effect **Overpower** will be generated every 4 seconds, which will be consumed to enhance the next single attack, adding 33% additional damage.

### [How to use]

Activate before initiating combat, then use the skill whenever **Overpower** is generated.

OP is now a toggle skill, generating 33% dmg buff every 4 second on certain attacks

**Removed** - [Uncommon Glyph] Powerlinked Overpower

**Removed** - [Uncommon Glyph] Keen Overpower

**Removed** - [Rare Glyph] Keen Overpower



## Overhand Strike

[Superior Glyph] Persistent Overhand Strike - 70% chance to reset cooldown

**Cast Time** 1.6 seconds  
**MP cost** 120  
**Cooldown** 4 seconds  
**Skill Damage** 2,754 (+275.39)

### [Effect]

Deliver a devastating blow on target. 100% chance to crit against airborne enemies.

### 턱 부수기 IX



시전 시간	즉시
소모 MP	190
재사용시간	9초 (-1.8초)
위력	3,234 (+808.55)

#### [효과]

대검을 올려쳐 강력한 피해를 주고 대상을 공중에 띄웁니다.

### Eviscerate

Cast Time	Instant
MP cost	190
Cooldown	9 seconds (-1.8 seconds)
Skill Damage	3,234 (+808.55)

#### [Effect]

Knock enemies airborne by delivering an uppercut with the greatsword, inflicting heavy damage.

### 일섬 IX



시전 시간	1.8초
소모 MP	150
재사용시간	9초
위력	4,956 (+1,486.85)

#### [효과]

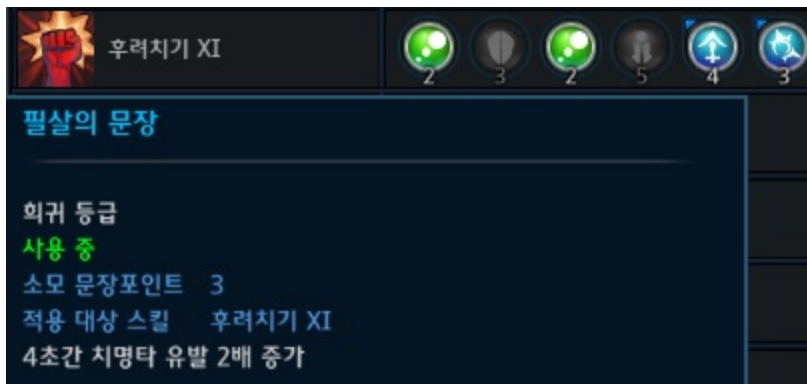
대검에 기운을 모아 전방을 크게 베어냅니다. 공중에 뜬 몬스터 공격 시 위력이 30% 증가합니다.

### Measured Slice

Cast Time	1.8 seconds
MP cost	150
Cooldown	9 seconds
Skill Damage	4,956 (+1,486.85)

#### [Effect]

Deliver a large swing forward after gathering energy to the greatsword. Skill damage increases by 30% against airborne monsters.

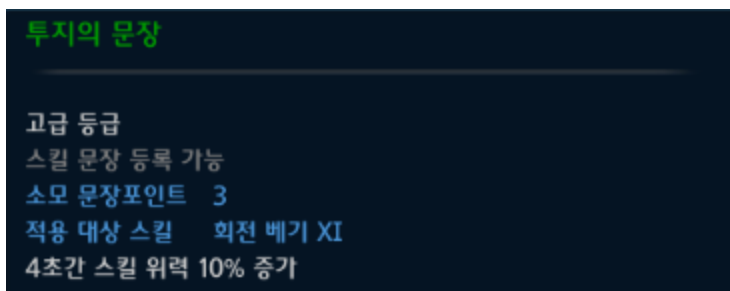


## Knockdown Strike

[Rare Glyph] Keen Knockdown Strike - Doubles Crit Factor for 4 seconds.

Reports say its effect applies AFTER skill hits target

Only applies to monsters(?)



## Whirlwind

[Uncommon Glyph] Empowered Whirlwind - Increase Skill damage by 10% for 4 seconds

Reports say its effect applies AFTER skill hits target

Only applies to monsters(?)



# Berserker

## New Skills



폭주 I

시전 시간	2.6초
소모 HP	640
재사용시간	5분
위력	16,321

퀘스트 완료 보상으로 배울 수 없습니다.

---

**[효과]**  
모든 폭주 전용 스킬들을 활성화 시키는 스킬입니다.  
HP를 소모하고 24초간 분노에 사로잡혀 폭주 상태가 됩니다.  
지속시간 동안 폭주 전용 혹은 관련 스킬밖에 사용할 수 없으며 모든 공격이 후방 판정을 가집니다. 효과가 지속되는 동안 다운 및 경직에 면역이 되고 HP가 1 미만으로 떨어져도 사망하지 않습니다.  
폭주 종료 시 누적된 피해를 한번에 받습니다.

**[사용법]**  
스킬 버튼을 눌러 사용합니다.

### Berserk

Cast time	2.6 seconds
HP cost	640
Cooldown	5 minutes
Skill Damage	16,321

### [Effect]

This skill enables all **Berserk skills**.

Consume HP and become Berserk filled with rage for 24 seconds.

During this state, no skilled except Berserk related skills can be used and all damage becomes back damage. While the effect lasts, all knockdowns and staggers are resisted, and will not die even if HP drops below 1.

**After Berserk ends, all accumulated damage will be received at once.**

### [How to use]

Use this skill to activate it.

When you use this skill, your skill bar will be empty, leaving out only 5 skills:

Decimate (1)

Crimson Assault (2)

Unbreakable (3)

Smash (Left Mouse button)

Crush (Right Mouse Button)

Smash and Crush chains with each other and Decimate Chains to itself

Each skill except Unbreakable uses HP, so you will lose HP as you attack. If HP consumption or incoming damage exceeds the remaining HP, it will fall into negatives. This is what “all accumulated damage will be received at once” means. When Berserk ends, you will receive those accumulated negative HP as damage. To prevent death from negative damage, you use Unbreakable to receive up to your Max HP value. If your Max HP is 100,000 HP, you can have up to -99,999 HP and survive by using Unbreakable before Berserk runs out. This doesn't mean Berserk makes you invincible-- once you pass that limit (1 - Max HP), you will die.

You can still receive heals during Berserk.



### Decimate

Cast time	Instant
HP cost	3,524

**Skill Damage**                      **2,862**

**[Effect] - Berserk Skill**

Shred enemies with axes on both hands. Each swing will consume HP, and every hit will gradually increase its speed.

**[Chainable Skill]**

Increase skill damage of **[Crimson Assault]** on every hit.

**[How to use]**

Use the skill while facing the target during **[Berserk]** state.



**Smash**

**Cast time**                      **Instant**

**HP cost**                        **1,762**

**Skill Damage**                      **1,883**

**[Effect] - Berserk Skill**

Swing left hand axe to attack enemy. Every swing will consume HP and every hit will gradually increase skill damage and speed.

**[Chainable Skill]**

Each hit will reduce cooldown of **[Crimson Assault]** by 1 second.

**[How to use]**

Use the skill while facing the target during **[Berserk]** state.



## Crush

Cast time	Instant
HP cost	1,762
Skill Damage	1,883

### [Effect] - Berserk Skill

Swing right hand axe to attack enemy. Every swing will consume HP and every hit will gradually increase skill damage and speed.

### [Chainable Skill]

Each hit will increase skill damage of **[Decimate]**.

### [How to use]

Use the skill while facing the target during **[Berserk]** state.



## Crimson Assault

Cast time	Instant
HP cost	7,048
Cooldown	10 seconds
Skill Damage	16,321

### [Effect] - Berserk Skill

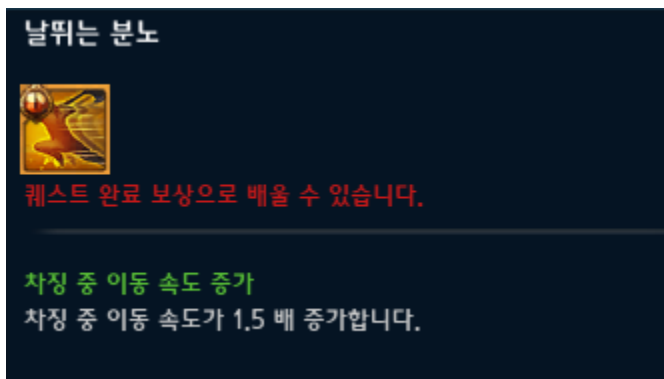
Consume HP and charge forward like a wild beast, recklessly swinging axes to shred enemies on the way.

### [Chainable Skill]

This skill will cancel **all other skills**.

### [How to use]

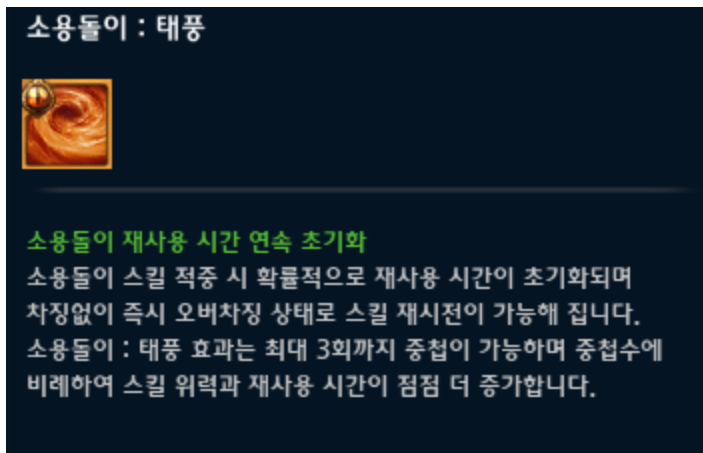
Use the skill while facing the target during **[Berserk]** state.



## Frenzied Advance

### Increase Movement speed while charging

Increase movement speed while charging by 1.5 times.



## Cyclone: Typhoon

### Consecutive Cyclone Cooldown Reset

Chance to reset Cyclone cooldown on successful hit, which then could be casted again as if was already overcharged. Cyclone: Typhoon effect can stack up to 3 times and based on the stack count, skill damage and cooldown increases correspondingly.

Video clip: <https://clips.twitch.tv/AgitatedFriendlyDumplingsKappaPride>



### **Cyclone : Typhoon I / II / III**

Increase Cyclone Skill Damage by 10% / 20% / 30%.

Using a low level weapon (because test subject kept dying while testing), damage test result:

13143의 피해를 주었습니다.  
 소용돌이 XI의 재사용 시간이 초기화 되었습니다.  
 13143의 피해를 주었습니다.  
 54415의 크리티컬 피해를 주었습니다.  
 가속의 효과가 느껴집니다.  
 소용돌이 : 태풍 I 단계의 효과가 느껴집니다.  
 14458의 피해를 주었습니다.  
 59856의 크리티컬 피해를 주었습니다.  
 59856의 크리티컬 피해를 주었습니다.  
 소용돌이 XI의 재사용 시간이 초기화 되었습니다.  
 14458의 피해를 주었습니다.  
 가속의 효과가 느껴집니다.  
 소용돌이 : 태풍 II 단계의 효과가 느껴집니다.  
 65298의 크리티컬 피해를 주었습니다.  
 소용돌이 XI의 재사용 시간이 초기화 되었습니다.  
 15772의 피해를 주었습니다.  
 가속의 효과가 느껴집니다.  
 15772의 피해를 주었습니다.  
 소용돌이 : 태풍 III 단계의 효과가 느껴집니다.  
 17086의 피해를 주었습니다.  
 70739의 크리티컬 피해를 주었습니다.  
 70739의 크리티컬 피해를 주었습니다.  
 17086의 피해를 주었습니다.  
 70739의 크리티컬 피해를 주었습니다.

White Damage	% Increase	Crit Damage	% Increase
13,143	0.000%	54,415	0.000%
14,458	110.005%	59,856	109.999%
15,772	120.003%	65,298	120.000%
17,086	130.001%	70,739	129.999%

## 피의 보복



퀘스트 완료 보상으로 배울 수 있습니다.

### 피격 시 공격력 증가

피격 시 다음 공격 스킬의 위력과 치명타 확률이 10% 상승하며,

[폭주] 스킬의 재사용 시간이 1초 감소합니다.

단, 스킬 위력과 치명타 확률 상승은 몬스터에게 피격당할 시에만 적용됩니다.


## Vengeance

### Increase Damage when receiving damage

When receiving damage, increase skill damage and crit chance of next attack by 10%, and decrease cooldown of [Berserk] by 1 second.

However, skill damage and crit chance increase effect is only affected by taking damage from monsters.

기합 III



시전 시간  
재사용시간

즉시


30초


[효과]


기합을 내질러 주위 8m이내의 플레이어들을 움찔하게 만들고, 9724 HP, 900 MP를 회복합니다.  
스킬 사용 시 6초 간 다운, 경직 및 행동불능 이상상태에 면역이 됩니다. 또한 상태 약화 저항이 높게 증가합니다.


[사용법]


대상에게 접근하여 사용하면, 잠시동안 대상의 견제를 무시하고 공격할 수 있습니다.


 재사용 시간 20% 감소

 연계 스킬로 질주 사용 시 소모 MP 75 감소

 15초 동안 균형 2배 증가 효과 발생

 12초 동안 뺏집 16 증가 효과 추가 발생

 전체 HP 기준 12%의 HP 즉시 회복

 50% 확률로 1초마다 전체 MP 대비 6%씩 MP가 지속적으로 회복

## Fortitude

**Cast time**                      **Instant**  
**Cooldown**                      **30 seconds**

### [Effect]

Stagger surrounding enemies within 8m with a shout and recover 9724 HP and 900 MP. Becomes immune to stagger or immobilization for 6 seconds after casting this skill. Also greatly increases resistance to weakening effects.

### [How to use]

Use this skill after facing head-on with a target to create an opening for short time.

Knockdown and Stun resist seems to be there. It makes sense since the skill looks like Mocking shout with Tenacity icon and adjusted effects. For reference, Tenacity had Stun resist while Mocking Shout had Stagger or KD resist. However, note that this buff only lasts 5 seconds-- which in case for Mocking Shout effect (Stagger/KD resist), it's a 3 second nerf as they were 8 second buff.

In case of Unchained Anger during Intimidation, this would be a buff on that regard since it recovers same amount of HP but also replenish 900MP every 30 seconds instead of consuming 300MP every 60 second base cooldown.

## Changed or Removed skills

### Animation Changes

Follow the link here : [Cyclone, Thunderstrike, Lethal Strike, Vampiric Blow, and Flatten](#)

## 모아 치기 XI



소모 MP	70 70 70 140
재사용시간	3초
위력	5,882 (+470,59)

### [효과] - 차지 스킬

힘을 모아 강력한 한방을 내려찍습니다. 스킬을 오래 누르고 있을수록 위력이 상승합니다.

최대 3 단계까지 차지 가능하며, 이를 초과하여 오버 차지 할 경우 지속적으로 HP가 소모되지만 스킬 위력이 점점 증가합니다.

### [사용법]

스킬 버튼을 누르고 있다가, 대상을 바라보며 스킬 버튼을 땁니다.



차지 시 이동 속도 감소 효과 제거



치명타 발생 확률 2배 증가



오버 차지 시 소모 HP 50% 감소



차지 속도 25% 상승



오버 차지 시 증가된 위력의 24% 위력 증가

## Thunderstrike

[Rare Glyph] Empowered (?) Thunderstrike - Increase damage increase from Overcharged damage by 24%

## 혼신의 일격 VI



시전 시간	즉시
재사용시간	7초
위력	2,819 (+845.67)

### [효과]

앞으로 전진하며 혼신의 일격을 날립니다.

### [연계가능 스킬]

[모아 치기], [소용돌이]스킬 후에 연계 시 보다 빠르게 사용 가능합니다.

### [사용법]

사용할 방향을 바라보며 스킬 버튼을 눌러 사용합니다.



40% 확률로 재사용 시간 초기화



스킬 위력 30% 증가



치명타 발생 확률 2배 증가

### 이어지는 스킬



흡혈 광탄 X

## Lethal Strike

Cast time	Instant
Cooldown	7 seconds
Skill Damage	2,819 (+845.67)

### [Effect]

Deliver a lethal strike with a large step forward.

### [Chainable Skills]

Increase cast speed when chained from [Thunderstrike] or [Cyclone]

### [Chains]

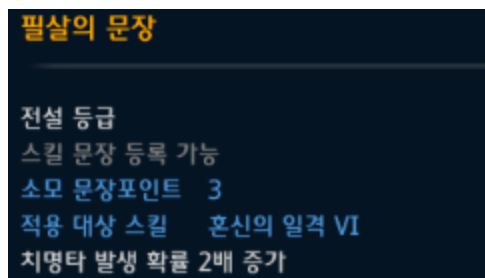
Lethal Strike -> Vampiric Strike X

This skill no longer charges. It strikes immediately when tapped. With that said, this also feels like its animation gets canceled with axe block much more smoothly, but only after the hitting animation. I can hold block while casting and it'll block cancel the post-cast animation unlike the NA version atm.

Damage still scaled based on character's HP. (lower HP = more dmg)

Lethal Strike and Cyclone still cannot be cast during Intimidation. This hasn't changed. This is a problem though because the game forces you to chain Thunderstrike into Lethal Strike instead of Vampiric Blow, so you have to press them manually instead of chain key. Also it's annoying that they're trying to tell you to chain something you cannot.

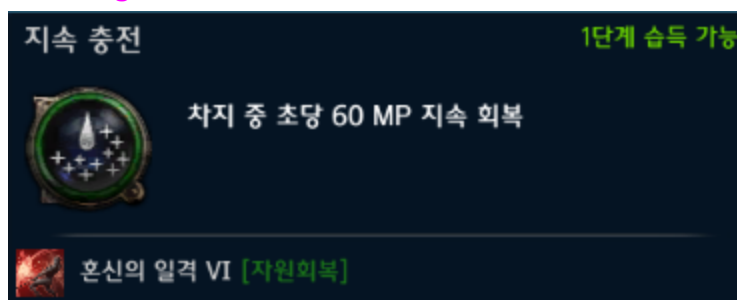
Despite what is shown in [Chains], Lethal Strike still does not chain into Vampiric Blow.



[Superior Glyph] Carving Lethal Strike - Doubles Crit Chance

[Common Glyph] Persistent Lethal Strike - 40% chance to reset cooldown

BHS forgot to remove this talent



Lethal Strike - Continuous Charge

Replenish 60 MP per second while charging.

Lethal strike no longer charges LUL

Removed - [Common Glyph] Slick Lethal Strike



## Dash

[Common Glyph] 50% chance to activate Flurry of Blows I

## Tenacity

- **Removed** - Merged to Fortitude

## Unchained Anger

- **Removed** - Merged to Fortitude

## Mocking Shout

- **Removed** - Merged to Fortitude...? I think

# BUG

## Intimidation

When using Intimidation, you will not be able to use the following chains while holding Axe Block:

Axe Block -> (block damage) -> Axe Counter

(after blocking) -> Raze

It doesn't matter whether you are pressing chain key or manually. You just cannot cast them while holding Axe Block. You can chain them when you let go of the Axe Block though.


THIS BUG IS ALSO ON DEFENSIVE STANCE WARRIOR AS WELL.

Also you can use Berserk while Intimidation, but you will lose Intimidation status when activating Berserk, requiring you to cast Intimidation again afterwards.

=====

## Brawler

### New Skills



시전 시간

소모 MP

재사용시간

위력

즉시

100

15초

1,545

캐스트 완료 보상으로 배울 수 있습니다.

[효과]

전방 7m만큼 도약하여 공중 뒤 돌리차기로 대상을 타격합니다.

타격 성공 시 **[태풍연타]**의 재사용 대기시간이 10초만큼 감소합니다.

[연계가능 스킬]

모든 스킬 뒤에 이어서 사용하면 6m 더 멀리, 보다 빠르고 강하게 발동합니다.

[사용법]

이동하거나 대상에게 빠르게 다가갈 때 사용하며, 사후 행동이 느린 **다른 스킬** 뒤에 이어서 사용하면 더 효과적입니다.

### Flying Kick

Cast time	Instant
MP cost	100
Cooldown	15 seconds
Skill Damage	1,545

### [Effect]

Leap 7m forward then deliver a back spin kick.

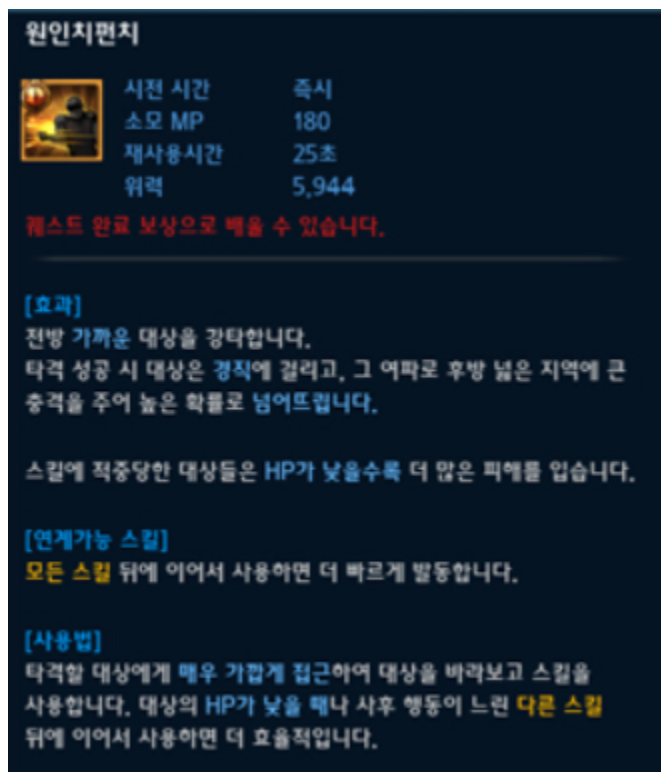
On successful hit, **reduce cooldown** of **[Resounding Uppercut]** by 10 seconds

### [Chainable Skill]

Leap 6m further, faster, and more powerful when used after all other skills.

### [How to use]

Use this skill to quickly approach an enemy or as a movement. It is more effective when used after **other skills** which has long post-cast.



## One-inch Punch

Cast time	Instant
MP cost	180
Cooldown	25 seconds
Skill Damage	5,944

### [Effect]

Deliver a strong blow to the **nearest** frontal target.

On successful hit, the target will be **staggered**, then deliver a shock wave to its behind to deliver a powerful explosion which has high chance to **knock down**.

This skill inflicts more damage against targets with **lower HP**.

#### [Chainable Skill]

Chaining after **all other skills** will cause the skill effect to occur faster.

#### [How to use]

Face the target **head-on**, then use the skill while facing the target. It is more effective if the target's **HP is low** or chained after **other skills** that have long post-cast.

**This thing's hit box is so bad because it requires you to stick to target really closely. It sometimes misses despite that though.**



### Resounding Uppercut

Cast time	Instant
MP cost	100
Cooldown	5 Minutes
Skill Damage	16,800

#### [Effect]

Swiftly throw punches from left and right on the surroundings while this skill is being used. Every swings will increase **attack speed** and **power** up to 5 times, and **gather** targets slowly while **staggering** them as they receive damage. When the barrage ends, the targets will be **knocked airborne** with a final uppercut.

Every successful hit will **reduce cooldown** on **all attack skills** by 1 second each.

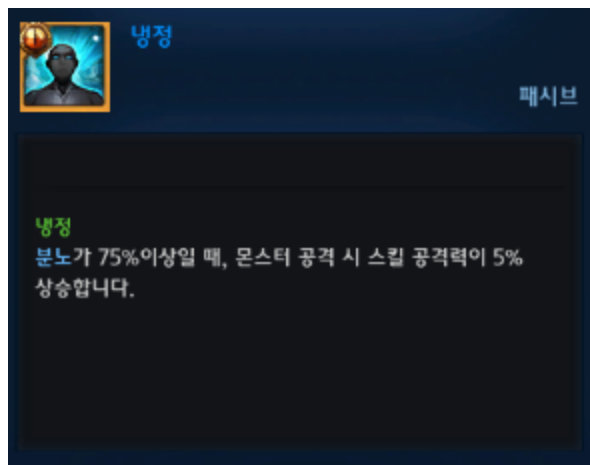
#### [Chainable Skill]

This skill will cancel **any other skill**.

#### [How to use]

Use this skill amongst large group of enemies, and its attack direction can be changed by moving the the camera.

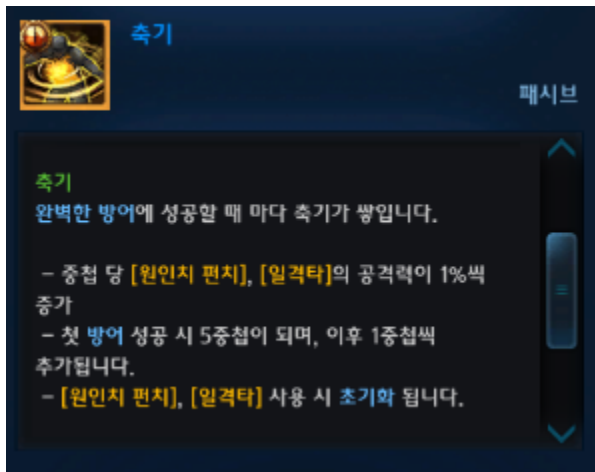
It is more effective when chained after **other skills** that have long post-cast.



### Intense Fury

#### Intense Fury

When **Rage** is 75% or higher, increase damage against monster by 5%



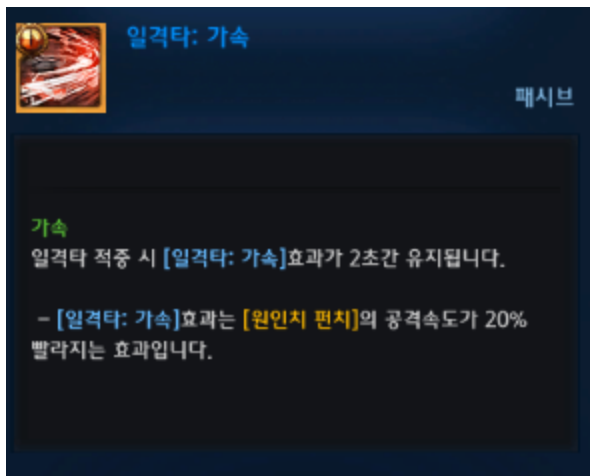
## Smoldering Rage

### Smoldering Rage

Stacks Smoldering Rage upon successful **Perfect Block**

- Each stacks increase damage of **[One-Inch Punch]** and **[Haymaker]** by 1%
- First successful **block** grants 5 stacks, then 1 stack afterwards.
- **Consumed** when **[One-inch Punch]** or **[Haymaker]** is used.

**This buff stacks up to 100 times. It took me like 3 min to stack to 30 lol...**



## Haymaker: Accelerate


### Accelerate

Gain **[Haymaker: Accelerate]** buff for 2 seconds upon successful hit with Haymaker

- **[Haymaker: Accelerate]** increases attack speed of **[One-inch Punch]** by 20%

## Changed or Removed skills

**분노의 승천타 II (방어)**





시전 시간	즉시
소모 MP	1,000
재사용시간	5분
위력	14,567

**[효과]**  
분노를 형상화한 기운으로 불새의 화신이 되어 해당 지역을 초토화 시킵니다.  
스킬 사용 중 전방을 방어하고 매우 높은 확률로 치명타가 발생하며 높은 확률로 지역 내 대상들을 넘어뜨립니다.

**[완벽한 방어 효과]**  
대상의 공격을 0.5초 내에 방어하면 완벽한 방어가 되어, 8m내의 대상에게 스킬 위력의 40%를 높은 확률의 치명타로 되돌리고 분노 200을 추가로 얻습니다.

**[사용법]**  
스킬을 사용하면 원하는 위치를 지정 할 수 있으며, 다시 한 번 해당 스킬 버튼을 눌러 사용합니다.

타격 성공 시 전체 분노의 50% 생성

재사용 시간 20% 감소

### Divine Wrath

Cast time	Instant
MP cost	1000
Cooldown	5 Minutes
Skill Damage	14,567

#### [Perfect Block Effect]

On successful Perfect Block by blocking an attack within 0.5 seconds, return 40% of the skill damage to the target within 8m with high chance of crit, then replenish 200 rage.

No longer a Rage skill. You can use this without rage. Perfect Block effect is also found in Rampage, which is in our current version.

Even if you perfect block, despite what description tell you about “return 40% of skill damage to target”, it doesn’t return any damage.

[반격타] 사용 가능의 효과가 느껴집니다.  
축기의 효과가 느껴집니다.  
싸움의 욕망의 효과가 느껴집니다.  
5153231의 크리티컬 피해를 주었습니다.

On that damage log, there’s Counterpunch proc, Smoldering Rage proc, Pounding Rage proc, then Divine Wrath damage when it does that crash landing. There should’ve been ~2M damage but nope. Dunno how I’m supposed to perfect block proc for that 40% return damage.

<https://clips.twitch.tv/EmpathicGenerousWhaleDoggo>

## Piledriver


[Superior Glyph] Carving Piledriver - Doubles Crit Chance

=====

# Mystic

## New Skills

**정기 폭발**



시전 시간	1,2초
소모 MP	875
재사용시간	5초
위력	6,500

퀘스트 완료 보상으로 배울 수 있습니다.

**[효과]**  
전방 넓은 범위에 있는 모든 구슬을 폭발시켜, 구슬 종류에 상관없이 아군에게는 **[회복의 정기]** 및 **[마력의 정기]**스킬의 **회복** 효과를 동시에 부여하고, 적에게는 피해를 입힙니다.

**[연계 스킬]**  
**[회복의 정기]** 및 **[마력의 정기]**스킬과 연계하여 사용합니다.

**[사용법]**  
목표한 대상 주위에 HP 및 MP 회복 구슬이 존재할 때 사용합니다.

## Mote Blast

Cast time	1.2 seconds
MP cost	875
Cooldown	5 seconds
Skill Damage	6,500

### [Effect]

Detonate all motes within range, applying **recovery** effect on allies regardless of **[Arun's Vitae]** or **[Arun's Tears]**, and inflict damage on enemies.

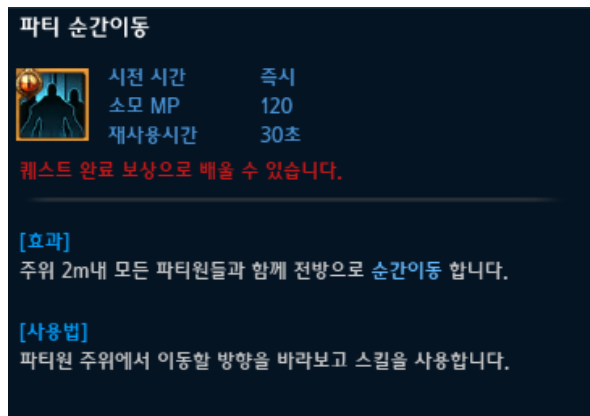
### [Chain Skill]

Can be chained from **[Arun's Vitae]** or **[Arun's Tears]**.

### [How to use]

Use this skill when a target is near either **Arun's Vitae or Tears**.

Detonates up to 5 motes that are about 15m ahead. When casting this skill, there's a circle that appears in front of the caster which seems like about 7~8m in diameter (hence the 15m range since that's the estimated diameter). The mote's explosion range seems to be around 6m radius(?) not sure.



## Transmission

Cast time	Instant
MP cost	120
Cooldown	30 seconds

### [Effect]

**Teleport** forward with members within 2m range.

### [How to use]

Face camera toward the desired direction to teleport with party members near the character.



## Thrall of Sovereignty

**Cast time** Instant  
**MP cost** 1,075  
**Cooldown** 10 Minutes  
**Skill Damage** 16,000

**HP** 200,000 (+128,550) (modified by character stat. This is level 1 mystic)  
**Attack** 1,332 (+1) (modified by character stat This is level 1 mystic)  
**Defense** 50,000,000


### [Effect] - Summon Skill

**Summon** Thrall of Sovereignty in wide area ahead to inflict heavy damage against monsters.

### [How to use]

Face the desired direction for **summoning**.

**정령화**

	시전 시간	즉시
	소모 MP	250
	재사용시간	2초

퀘스트 완료 보상으로 배울 수 있습니다.

---

**[효과] - 토글 스킬**  
 스킬 활성화 후, 소환 스킬을 사용하면 각 정령마다 상이한 효과를 주워 아군에게 걸어주며 강화된 정령이 소환됩니다.

**[연계 스킬]**  
**[수호의 정령]** : 12초간 HP 30000만큼의 보호막 효과(보호막이 지속되는 동안 넘어짐 및 경직에 면역)  
**[생명의 정령]** : 소환 시 주워 아군들의 해로운 효과를 해제하고 이후 5초간 대상들의 전투 이동속도가 10증가 하며, 매 초마다 전체 HP의 2%, MP의 10%씩 회복시킵니다.  
**[번개의 정령]** : 12초간 힘 15증가(넘어졌을 시 효과 해제)  
**[파괴의 정령]** : 20초간 치명타 위력 0.3배 증가(넘어졌을 시 효과 해제)

**[사용법]**  
 스킬 활성화 후, 아군 근처에서 정령을 소환합니다.

## Soul Augmentation

Cast time	Instant
MP cost	250
Cooldown	2 seconds

### [Effect] - Toggle Skill

Upon activation, using any **summoning skill** will **summon** enhanced Thralls that also **applies buffs** to party members within the area.

### [Chain Skill]

**[Thrall of Protection]** : Generate a **barrier** that can absorb up to 30,000 HP for 12 seconds.  
 (Barrier grants resistance to **knockdown and stagger**)

**[Thrall of Life]** : **Remove harmful effects** from allies within the area, then increase **combat movement speed** by 10 for 5 seconds, as well as **replenishing** 2% max HP and 10% max MP every second

**[Thrall of Vengeance]** : Increase **power** by 15 for 12 seconds (effect is removed when **knocked down**)

**[Thrall of Wrath]** : Increase **Crit power** by 0.3 times for 20 seconds (effect is removed when **knocked down**)

Thrall appearances are different during this state, and their names gain “Enhanced” prefix.

Note for Theorycrafters: as usual like reroll stats, increase crit power by 0.3times just means +0.3 bonus crit power on stats page.

## Changed or Removed skills

### Ancient Bindings

- **Removed** - Effect added to Shara's Lash




### Shara's Lash

Effect added (2nd paragraph):

When the **stun** ends, the target is **slowed** for short time.

**영기 소환 : 보호 II**

	시전 시간	즉시
	소모 MP	600
	재사용시간	25초

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**보호의 영기**


HP	465,946
공격력	287
방어력	11,160

---

**[효과] - 회복 스킬**  
 전방 10m앞에 영기를 소환합니다. 영기는 소환 시 주위 20m내 아군에게 5초간 **보호막** 효과를 주고 10초동안 매 2초마다 7000씩 HP를 회복시킵니다.


**[사용법]**  
 전투 중 아군의 HP가 전체적으로 낮을 때 사용하면 효율적 입니다.

---

 소모 MP 300 감소

 HP 회복량 25% 증가

**Warding Totem II**

	Cast time	Instant
	MP cost	600
	Cooldown	25 sec

---


**Warding Totem**


HP	465,946
Attack	287
Defense	11,160

---

Summons a totem 10m in front of you which casts a warding effect on allies within 20m and recovers 3500 HP every 2 seconds. The totem lasts for 10 seconds.

---

 Decreases MP consumption by 300.

 Increases HP recovery by 25%

## Warding Totem

Warding effect is specified as a shield that lasts 5 seconds.

Healing increased from 3,500 HP to 7,000 HP every 2 seconds for 10 seconds.

Warding Totem now gives 2 buffs. First one is “Flow of Restoration” which lasts for 3 seconds then comes back immediately after it expires, while the other is Warding Totem Shield (absorbs same amount of 7,149 HP) that lasts 6 seconds.



Technically, since Totem lasts 10 seconds, the “Flow of Restoration” lasts 12 seconds because it procs when totem is summoned, 4th second, 7th second, and 10th second of totem uptime.

**회복의 흐름**

---

**이상상태종류**      **이로운 효과**

해당 효과 지속 시간 중에 회복탄, 신비한 구슬에 적중 당했을 때 HP 30000이 추가적으로 회복됩니다.

## Flow of Restoration (Buff)

While this is in effect, Titanic Favor and Boomerang Pulse will heal additional 30,000 HP.



시전 시간	1초
소모 MP	400
재사용시간	2.5초

**[효과] - 회복 스킬**  
전방 27m내에 있는 최대 2명의 아군을 락온하여 2909만큼 HP를 회복 시킵니다.


**[연계가능 스킬]**  
대상에게 **[영기 소환]**스킬의 회복의 흐름효과가 걸려있을 때 스킬을 적중 시키면 추가로 30000의 HP를 회복 시킵니다.

**[사용법]**  
스킬 버튼을 누른 후 조준점으로 목표 대상들을 차례로 락온하고, 다시 스킬 버튼이나 마우스 왼쪽 버튼을 눌러 사용합니다.

**[영기 소환]**스킬과 연계 시 보다 효율적 입니다.



최대 락온 대상 수 2 증가



사정 거리 5m 증가

녹테늄 강화탄 효과 : 스킬의 HP회복 성능이 증가합니다. 시전 시 1개 소모



Cast time	1 sec
MP cost	400
Cooldown	2.5 sec

Immediately heal up to 2 allies for 3637 HP. Press the skill button once and mouse over to lock on up to 2 group members within 27m, then press the skill button again or left-click to heal all targets.



Increases number of lock-on targets by 2.



Increases range by 5 meters.

Noctenium infusion effect: Increases healing—consumes 1 noctenium infusion each time this skill is used.

## Titanic Favor

Decreased healing 3,637 to 2,909 ( -728 ).


New effect:

### [Chainable Skill]

Heal 30,000HP on each hit while the party member has **Primal Surge** effect from **[Warding Totem]**.

I'm not sure about whether that 30k HP is flat increase or scaled, but it seems like flat increase. You barely get 10k healing from weapon alone, so 30k scale would be insane (that would quadruple your heal!).

**신비한 구슬 X**


	시전 시간	즉시
	소모 MP	750
	재사용시간	8초 (-1.6초)
	위력	3,301


**[효과] - 회복 스킬**  
 전방으로 다시 되돌아 오는 신비한 구슬을 던집니다. 구슬은 관통하는 모든 대상들에게 피해를 입히고, 대상이 아군이라면 1951만큼 HP를 회복시킵니다.  
 실제 회복량은 HP회복 성능 능력치에 따라 달라집니다.

해당 스킬은 사용 시 전투상태에 돌입하지 않습니다.

**[연계 가능 스킬]**  
 대상에게 [영기 소환]스킬의 회복의 흐름 효과가 걸려있을 때 스킬을 적중 시키면 추가로 최대 2회까지 각각 30000의 HP를 회복시킵니다.

**[사용법]**  
 대상을 향해 사용하고 [영기 소환]스킬과 연계시 보다 효율적 입니다.

 소모 MP 225 감소

 재사용 시간 20% 감소

**Boomerang Pulse X**

	Cast time	Instant
	MP cost	750
	Cooldown	8 sec (-1.6 sec)
	Base Damage	3,301

Fire a rebounding bolt which damages all enemies in its path, and also heals group members in its path by 2,439 (modified by your heal bonus). Using this skill does not automatically start combat status.

 Reduces MP cost by 225.

 Decreases cooldown by 20%.

## Boomerang Pulse

Decreased healing 2,439 to 1,951 ( -488 ).

New effect:

### [Chainable Skill]

Heal 30,000HP on each hit up to two hits while the party member has **Primal Surge** effect from **[Warding Totem]**.

I'm not sure about whether that 30k HP is flat increase or scaled, but it seems like flat increase. You barely get 10k healing from weapon alone, so 30k scale would be insane (that would quadruple your heal!).

## Corruption Ring

Slightly different animation



### **Thrall of Wrath**

Cooldown reduced from 10 min to 5 min. It still has cooldown reduction glyph, making it 2 min 30 sec cooldown. With nostrum on double CDR and double energetic III's cooldown is somewhere 1 min 10s.

## **Thrall of Protection**

Cooldown is 50s


## **Thrall of Life**

**[Superior Glyph]** Persistent Thrall of Life - 20% chance to reset cooldown



# Priest

## New Skills



심판의 주문

시전 시간1,2초

소모 MP1,000

재사용시간2분

퀘스트 완료 보상으로 배울 수 있습니다.

[효과] - 강화 스킬

25초간 특정 스킬이 강화되지만 회복 및 보호막 스킬은 [찬란한 성광]과 [온신의 주문]만 사용할 수 있습니다.  
추가로 지속시간 동안 시전자의 치명타 유발이 100만큼 상승하며, 몬스터 공격 시 항상 후방 편정을 갖습니다.

[연계가능 스킬]

효과 지속시간 동안 [찬란한 성광], [징벌의 장막], [징벌의 손길], [심판의 손길], [신의 숨결]스킬의 재사용 시간이 절반으로 감소하고 특정 효과가 추가됩니다.

[강화되는 스킬]

[찬란한 성광]: 피해량이 30% 증가하며, 축복의 기운 효과가 없는 아군에게도 즉시 강화 축복의 기운 효과가 부여됩니다.  
[징벌의 장막]: 피해량이 100% 증가하며, 타격 범위가 증가합니다.  
[심판의 손길]: 피해량이 30% 증가하며, 타격 범위가 증가합니다.  
또한 스킬 적중 시 대상 주위 어군들의 HP를 회복 시킵니다.  
[징벌의 손길]: 피해량이 50%증가하며, 타격 범위가 증가합니다.  
또한 스킬 적중 시 대상 주위 어군의 MP를 회복 시킵니다.  
[신의 숨결]: 피해량이 50% 증가하며, 타격 범위가 증가합니다.

[사용법]

화력지원이 필요할 때 스킬을 사용합니다.

### Invocation of Judgement

Cast time	1.2 seconds
MP cost	1,000
Cooldown	2 minutes

### **[Effect] - Enhancement Skill**

**Enhance certain skills** for 25 seconds, but cannot use **healing or barrier skills** except for **[Holy Brilliance]** and **[Innervate]**.

Additionally, increase **crit factor** by 100 and always inflict **back damage** on monsters while effect lasts.

### **[Chainable Skills]**

**Decrease cooldown** of **[Holy Brilliance]**, **[Metamorphic Blast]**, **[Shocking Implosion]**, **[Final Reprisal]**, and **[Zenobia's Vortex]** by half, and add **special** effect to them.

### **[Enhanced Skills]**

**[Holy Brilliance]** : Increase damage by 30%, and apply **Enhanced Blessing of Sanctuary** on allies despite not having **Blessing of Sanctuary**.

**[Metamorphic Blast]** : Increase damage by 100% and increase **range of attack**.

**[Shocking Implosion]** : Increase damage by 30% and increase **range of attack**. Also, upon successful hit, allies surrounding the target will **recover HP**.

**[Final Reprisal]** : Increase damage by 50% and increase **range of attack**. Also, upon successful hit, allies surrounding the target will **replenish MP**.


**[Zenobia's Vortex]** : Increase damage by 50% and increase **range of attack**.

### **[How to use]**

Use this skill when **DPS support** is needed.

**To have high uptime of this buff, you must use Zenobia's Vortex and Holy Brilliance very often (and it might be the 1 of few skills you need anyways).**

찬란한 성광



시전 시간

즉시

소모 MP

300

재사용시간

15초

위력

5,700

캐스트 완료 보상으로 배울 수 있습니다.

[효과] - 회복 스킬

빛의 기운을 끌어모아 전방으로 찬란한 성광을 발사합니다.  
성광이 관통하고 지나간 최대 5명의 아군은 800만큼 HP를 회복하며 축복의 기운 효과를 얻습니다.  
성광이 최대 사거리에서 도달하면 응축된 기운이 방출되어 주위 아군은 1200만큼 추가로 HP를 회복하고, 적들은 큰 피해를 입습니다.  
  
단, 이미 축복의 기운 효과를 가지고 있다면 해당 효과가 강화 됩니다.

[강화 축복의 기운]

5초간 힘 15 상승 및 받는 피해가 20% 감소하고 매 초마다 350씩 HP를 회복합니다.  
단, 해당 효과는 넘어졌을 시 해제됩니다.

[사용법]

대상을 향해 스킬을 사용하고, 기운이 방출되는 거리를 고려하여 스킬을 활용하면 보다 효과적 입니다.

## Holy Brilliance

Cast time	Instant
MP cost	300
Cooldown	15 seconds
Skill Damage	5,700

### [Effect] - Healing Skill

Gather up energy of light and blast a bright beam of light forward. It will **recover** up to 5 allies it passes by for 800 **HP** and apply **Blessing of Sanctuary**.

When it reaches its **max distance**, it will detonate to release the stored energy to **recover** surrounding allies for 1200 **HP**, while enemies take heavy damage.

However, if they already had **Blessing of Sanctuary effect**, it will be **enhanced**.

### [Enhanced Blessing of Sanctuary]

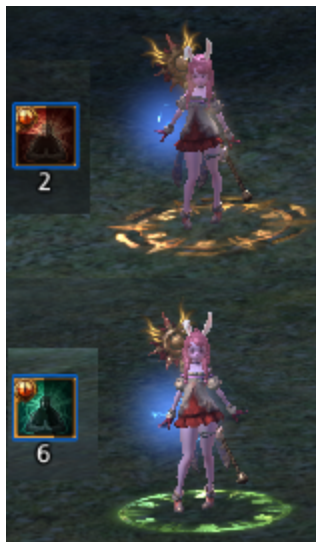
Increase **Power** by 15, decrease **damage received** by 20% and **recover** 350 **HP** every second for 5 seconds.

However, effect will be lost when **knocked down**.

#### [How to use]

Aim this skill toward the target. This skill will be more effective when the distance of detonation is considered.

It can go through walls/pillars and still retain its effect (it won't poof on the wall collision)  
Red one is enhance version, lasting 5 seconds while green one is normal one that lasts 10 seconds. To have high uptime of this buff, you must use Triple Nemesis very often (and it might be the 1 of few skills you need anyways).





소모 MP	600 600 600 900
재사용시간	35초

**[효과] - 회복 및 강화 스킬**

시전 중, 이동속도가 최대로 상승하고 자신에게 혼신의 주문 효과를 부여합니다.

또한 매번 시전을 완료 할 때 마다, 시전자를 제외한 주위 파티원들의 HP를 회복시키고 혼신의 주문 효과를 부여합니다.

시전을 마치고 스킬을 발동하면 시전을 완료한 단계에 따라 주위 14m내 아군은 5초동안 최대치 15~60%만큼의 MP를 회복 하며, 부여된 혼신의 주문 효과가 강화 됩니다.

**[강화되는 효과]**

혼신의 주문 1 : 힘 10상승

강화 혼신의 주문 1 : 힘 12, 치명타 위력 0.17 상승

강화 혼신의 주문 II : 힘 13, 치명타 위력 0.18 상승

강화 혼신의 주문 Ⅲ : 힘 14, 치명타 위력 0.19 상승

강화 혼신의 주문  $N$  : 힘 15, 치명타 위력 0.20 상승

**[사용법]**

시전하는 동안 다수의 파티원에게 **혼신의 주문** 효과를 부여한 후,  
시전을 끝마쳐 해당 효과를 **강화** 합니다.

## Innervate

MP cost	600	600	600	600
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**Cooldown**                      **35 seconds**

**[Effect] - Heal and Enhancement skill**

While casting, **movement speed is maximized** and apply **Innervation**. Also, on every successful cast, all party members except the caster will **recover HP** and receive **Innervation** effect.

After finishing cast and activating skill, allies within 14m will **replenish** 15~60% **MP** over 5 seconds, and receive **enhanced Innervation**.

### [Enhanced Effects]

**Innervation I** : Increase **Power** by 10

**Enhanced Innervation I** : Increase **Power** by 12, **Crit power** by 0.17

**Enhanced Innervation II** : Increase **Power** by 13, **Crit power** by 0.18

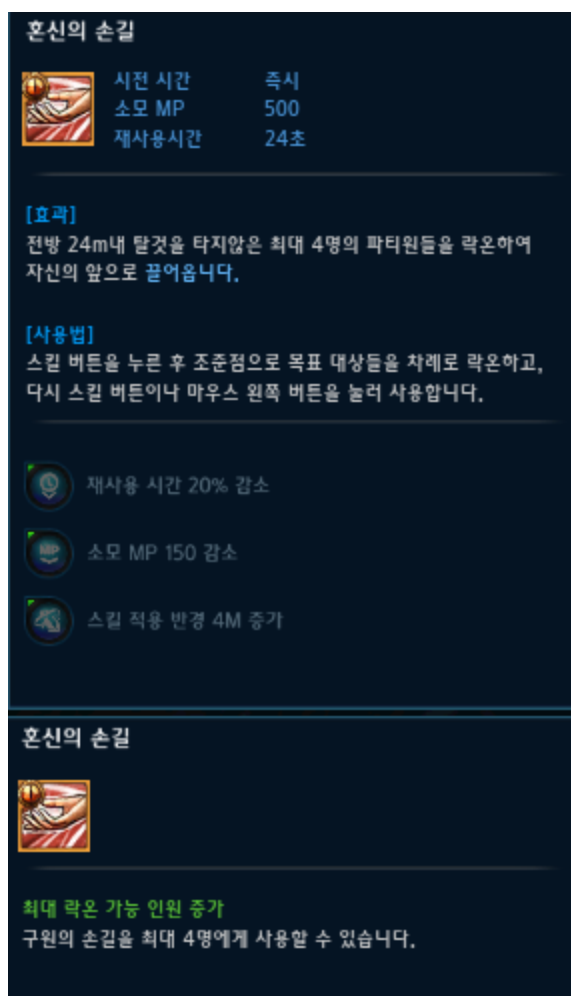
**Enhanced Innervation III** : Increase **Power** by 14, **Crit power** by 0.19

**Enhanced Innervation IV** : Increase **Power** by 15, **Crit power** by 0.20

### [How to use]

Apply **Innervation** to party members while casting, then **enhance** its effect by ending the cast.

**This skill's buff is nearly impossible to have high uptime. With double CDR, double energetic III, and Estar, it's on 25 second CD.**



## Salvation

<b>Cast time</b>	<b>Instant</b>
<b>MP cost</b>	<b>500</b>
<b>Cooldown</b>	<b>24 seconds</b>

### [Effect]

Lock on up to 4 party members up to 24m ahead and **pull** them toward you.

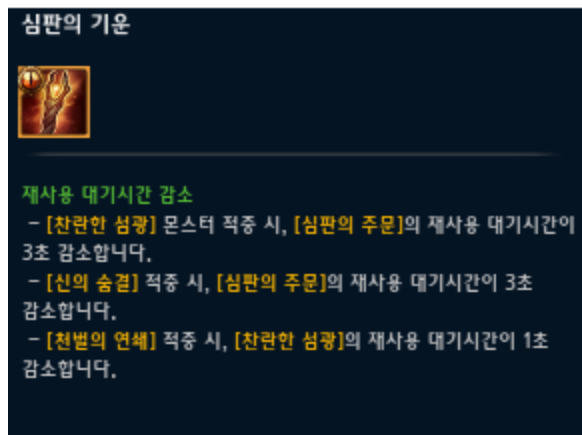
### [How to use]

Use the skill then lock onto each desired targets with the crosshead, then use the skill again or left-click to use this skill.

## Deliverance ( Passive )

### Increase max lock on targets

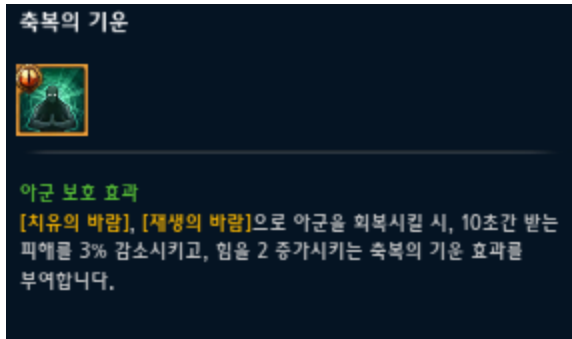
Salvation can now be used on up to 4 targets.



## Arbiter's Crest

### Cooldown Reduction

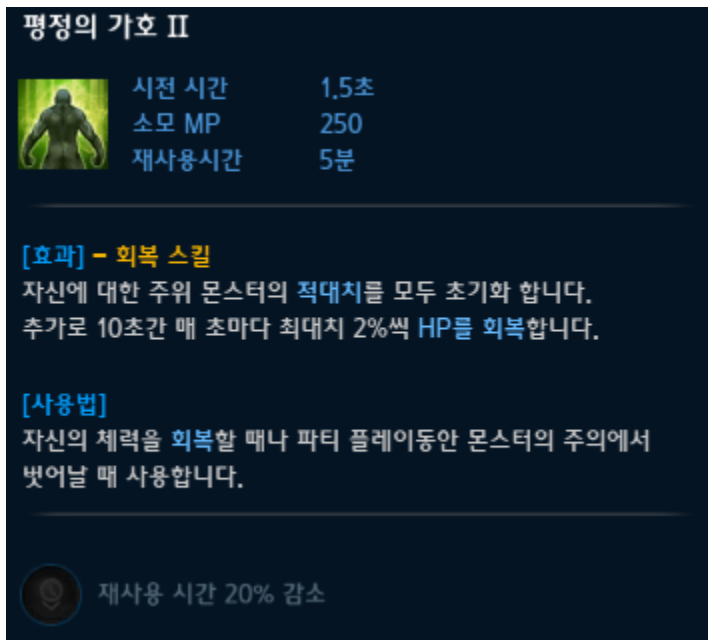
- Decrease cooldown of [Invocation of Judgement] by 3 seconds when [Holy Brilliance] successfully hits monster.
- Decrease cooldown of [Invocation of Judgement] by 3 seconds when [Zenobia's Vortex] successfully hits target.
- Decrease cooldown of [Holy Brilliance] by 1 second when [Triple Nemesis] successfully hits target.



## Blessing of Sanctuary

### Ally Protection Effect

When healing an ally with **[Healing Circle]**, and **[Regeneration Circle]**, apply Blessing of Sanctuary which grants reduce damage taken by 3% for 10 seconds, and increase power by 2.




## Serene Providence

It's basically **Divine Respite** with **Prayer of Peace** merged together.

## Changed or Removed skills


**치유의 빛 IX**





시전 시간	즉시
소모 MP	350
재사용시간	2.5초

**[효과] - 회복 스킬**  
전방 19m내에 있는 최대 2명의 아군을 락온하여 1219만큼 HP를 회복 시킵니다.

**[사용법]**  
스킬 버튼을 누른 후 조준점으로 목표 대상들을 차례로 락온하고, 다시 스킬 버튼이나 마우스 왼쪽 버튼을 눌러 사용합니다.



 최대 락온 대상 수 2 증가

 사정 거리 3m 증가

 스킬의 적대치 20% 감소

녹테늄 강화탄 효과 : 스킬의 HP회복 성능이 증가합니다. 시전 시 1개 소모

**이어지는 스킬**

 치유의 바람 VII

### Focus Heal

Decreased Healing 2,438 HP to 1219 HP

Chains to  
Healing Circle



## Regeneration Circle

**Cast time**                      1.6 seconds (?! it's 2.4 seconds originally)  
**MP cost**                        375 (?! it's 500 originally)  
**Cooldown**                    20 seconds

### [Effect] - Healing Skill

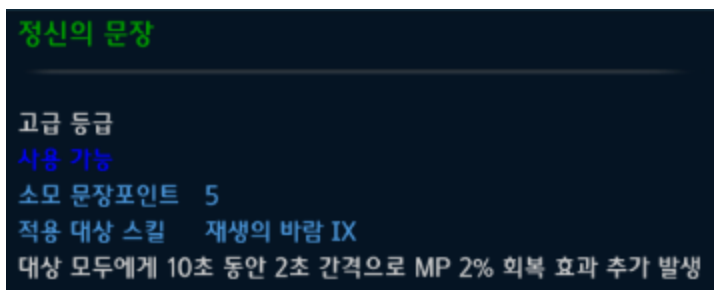
Apply Regeneration Circle effect up to 5 allies within 26m (?! it's 16m originally) ahead which recovers 308 (?! it's 220 originally) HP every 2 seconds for 10 seconds.

### [Chain Passive] - Awakening Only

When successfully hitting target, apply [Blessing of Sanctuary] passive.

### [How to use]

Use this skill while facing toward the target.



[Uncommon Glyph] Spirited Regeneration Circle - Apply 2% MP replenishment every 2 second for 10 seconds to all targets.

Before (top) and After (bottom)





## Healing Circle

Cast time	Instant
MP cost	625 (?! it's 450 originally)
Cooldown	20 second (?! it's 5 seconds originally)

### [Effect] - Healing Skill

**Recover** 3582 (?! It's 3981 originally) **HP** on up to 5 allies in front.

### [Chainable Skill]

Increase **healing** by 25% and **casting speed** by 20% when used after **[Focus Heal]**, **[Backstep]**, and **[Fiery Escape]**.

### [Chain Passive] - Awakening Only

When successfully hitting target, apply **[Blessing of Sanctuary]** passive.

### [How to use]

Use this skill when the target is near you.

### 아룬의 축복 III



시전 시간	즉시
소모 MP	625
재사용시간	3초

#### [효과] - 회복 및 강화 스킬

주위 11m내 시전자를 포함한 파티원들에게 15분간 **평화 이동속도** 10 및 **힘** 25, **땃집** 11, 모든 **상태이상 저항**을 5만큼 상승시켜주고, 매 2초마다 73씩 **HP**를 회복시켜주는 아룬의 축복 효과를 부여합니다.

#### [사용법]

주위에 파티원들이 있을 때 주기적으로 스킬을 사용합니다.



효과 지속 시간 30% 향상



스킬 사용 시 시전자에 한해 10분 동안 전투 이동 속도 15 증가 효과 추가 발생



이동 속도, HP 회복 효과 50% 증가

녹태늬 강화탄 효과 : 스킬의 이상상태 지속시간이 증가합니다. 시전 시 1개 소모

## Blessing of Shakan

Cast time	Instant
MP cost	625
Cooldown	3 seconds

### [Effect] - Healing and Enhancement Skill

Apply arun's blessing upon party members including self within 11m which increases **non-combat movement speed** by 10, **power** by 25, **endurance** by 11, **all resistances** by 5, and **recover** 73 **HP** every 2 seconds.

### [How to use]

Use this still when all party members are gathered.

## Blessing of Seren

- **Removed** - added effect to Blessing of Shakan

시전 시간	1초
소모 MP	927
재사용시간	1분
위력	771

**[효과] - 강화 스킬**

전방 18m내에 있는 한명의 대상을 락온하여 번개를 방출시킵니다.  
방출 이후 퍼져나가는 자기장 범위 내에있는 모든 파티원들은  
잠재력이 활성화되어 48초간 **힘 40** 및 **공격속도 8** 상승 효과를  
얻습니다.

**[사용법]**

스킬 버튼을 누른 후 조준점으로 목표 대상을 락온하고, 다시 스킬 버튼이나 마우스 왼쪽 버튼을 눌러 사용합니다.  
대상 주위 파티원들에게 **강화효과**를 부여할 때 사용합니다.



## Energy Stars

Cast time	1 second
MP cost	927
Cooldown	1 minute
Skill Damage	771

**[Effect] - Enhancement skill**

Releases a wave of lightning after locking on a target within 18m range. Party members near such target will awaken their inner potential, increasing **power** by 40 and **attack speed** by 8 for 48 seconds. (although it is not written here, 5% Cooldown Reduction is also there.)

## [How to use]

Press this skill then lock-on a target by aiming with crosshair, then press the skill button or left click to use this skill. This is used to apply **enhancement effects** to party members near the target.

## 징벌의 장막 XI



시전 시간	즉시
소모 MP	130
재사용시간	1.5초
위력	1,048

### [효과]

전방 부채꼴 범위에 빛의 탄막을 흩뿌려 대상을 공격합니다.

### [연계가능 스킬]

공격 적중 시, 다음 2초간 모든 공격 스킬의 치명타 확률이 1.5배 상승하는 징벌의 기운 효과를 얻습니다.

### [사용법]

근접한 대상을 향해 스킬을 사용합니다.



소모 MP 33 감소



20% 확률로 7초 동안 공격 속도 15% 감소 효과 추가 발생

녹테눔 강화탄 효과 : 스킬의 공격력이 증가합니다. 시전 시 1개 소모

### 이어지는 스킬



심판의 손길 XI



징벌의 손길 XI

## Metamorphic Blast

### [Chainable Skill]

Upon successful hit, the caster receives Mark of Vindication which increase crit rate by 1.5 times for all attack skills within next 2 seconds.

Chains to Shocking Implosion and Final Reprisal

## 속박의 낙인 X



시전 시간	즉시
소모 MP	120
재사용시간	8초 (-1.2초)
위력	679

### [효과]

발밑에 신성한 힘을 폭발시키며 원하는 방향으로 **몰려섭니다**.  
신성한 기운에 휩쓸린 주위 대상들은 적책감에 발걸음이 느려져  
8초간 **이동속도가 50%만큼 감소합니다**.

### [사용법]

방향키 입력시 해당 방향으로 이동하며, 미 입력시 후방으로  
몰려섭니다.



소모 MP 30 감소



재사용 시간 15% 감소

## 이어지는 스킬



치유의 바람 VII

## Fiery Escape

Chains to Healing Circle.

## 징벌의 손길 XI



시전 시간	1,5초
소모 MP	250
재사용시간	3초
위력	1,620

### [효과]

지팡이를 내리찍어 전방 5m 범위에 신성한 힘을 폭발시킵니다.

### [연계가능 스킬]

[징벌의 장막], [심판의 손길], [천벌의 연쇄], [신의 숨결]스킬에 사용후 이어서 연계하면 더 빠르게 발동합니다.

### [사용법]

근접한 대상을 향해 스킬을 사용합니다.



소모 MP 62 감소



20% 확률로 4초 동안 이동 속도 30% 감소 효과 추가 발생



50% 확률로 재사용 시간 초기화

녹테눔 강화탄 효과 : 스킬의 공격력이 증가합니다. 시전 시 1개 소모

### 이어지는 스킬



심판의 손길 XI

## Final Reprisal

Chainable Skill

Increase casting speed when chained from Metamorphic Blast, Shocking Implosion, Triple Nemesis, Zenobia's Vortex.

Chains to

Shocking Implosion

## Divine Intervention

Becomes **Salvation** after awakening

## Mana Charge

Becomes **Innervate** after awakening


## Prayer of Peace

- Removed - merged to **Peaceful Providence**

## Divine Respite

- Changed to **Peaceful Providence**

### 치유의 날개 II

	시전 시간	1초
	소모 MP	500
	재사용시간	20초

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**[효과] - 회복 스킬**  
전방 19m내에 있는 파티원 한명을 락온하여 대상 주변 7m내 최대 5명의 파티원들을 대상으로 3149만큼 **HP를 회복**시킵니다.

**[사용법]**  
스킬 버튼을 누른 후 조준점으로 목표 대상들을 차례로 락온하고, 다시 스킬 버튼이나 마우스 왼쪽 버튼을 눌러 사용합니다.

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 HP 회복량 20% 증가

 50% 확률로 재사용 시간 초기화

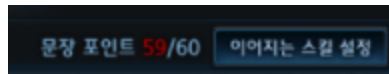
**녹테눔 강화탄 효과 : 스킬의 HP회복 성능이 증가합니다. 시전 시 1개 소모**

## Healing Immersion

Healing decreased from 3,937 HP to 3,149 HP.

**[Superior Glyph]** Persistent Healing Immersion - 50% chance to reset cooldown

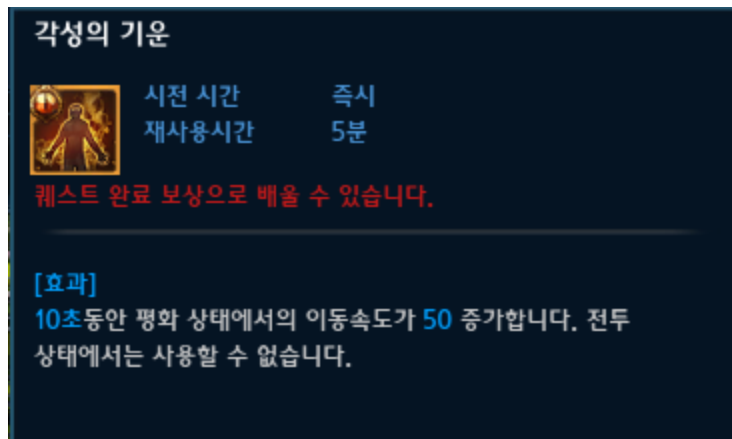
## Others



### Glyph points

After completing awakening quest, all awakened classes receive 5 more glyph points, making it max of 60.

All Awakened class receives the following skill.



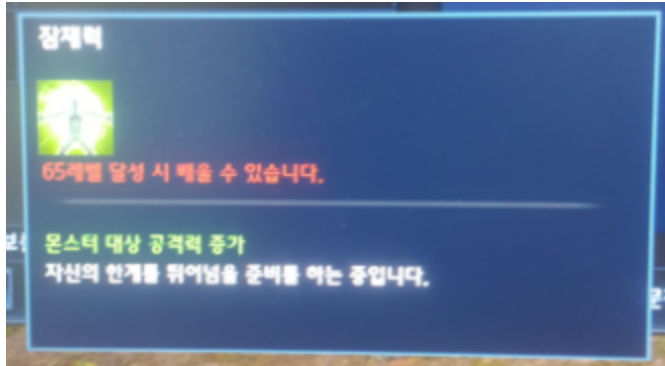
### Awakened Power

Cast time	Instant
Cooldown	5 minutes

#### [Effect]

Increase movement speed by 50 for 10 seconds. This cannot be used during combat.

Non-awakening classes gets:



## Dormant Power

### Increase damage against monsters

You are currently preparing to surpass your limits.

**Roughly 18% damage increase (varied by 15~20% in multiple tests)**

Non-awakening classes do not progress in Awakening Story, so they do not receive +5 glyph points as that requires you to play through Awakening Story.