

Highlighted, the changes made to skills from current lv 100 DRK.

Job Actions:

LV 1 Hard Slash: (GCD)

Delivers an attack with a potency of 260.

Lv 2 Syphon Strike: (GCD)

Delivers an attack with a potency of 230.

Combo Action: Hard Slash

Combo Potency: 350

Combo Bonus: Restores MP

MP restoration effect: 600

Lv 6 Unleash: (GCD)

Deals unsuspected damage with a potency of 120 to all nearby enemies.

Additional Effect: Increased enmity

Lv 10 Grit: (oGCD)

Significantly increases enmity generation.

Effect ends upon reuse.

Recast time: 2s

Lv 15 Unmend: (GCD)

Deals unsuspected damage with a potency of 150.

Additional Effect: Increased enmity

Lv 26 Souleater: (GCD)

Delivers an attack with a potency of 220.

Dark Arts Potency: 320

Combo Action: Syphon Strike

Combo Potency: 440

Dark Arts combo potency: 540

Combo Bonus: Restores own HP

Cure Potency: 300

Combo Bonus: Increases Blood Gauge by 20

Lv 30 Edge of Darkness: (oGCD)

Deals unsuspected damage in a cone before you. with a potency of 140 for the first enemy and 50% less for all remaining enemies.

Additional Effect: Grants Darkside, increasing damage delt by 10%.

Duration: 30s

Extends Darkside duration by 30s to a maximum of 60s.

MP cost: 2400

Recast time: 1s

Lv 35 Blood Weapon: (oGCD)

Grants 5 stacks of Blood Weapon, each stack increasing Blood gauge by 10 and restoring MP upon landing Weaponskills or spells.

Duration: 15s

Effect does not stack when hitting multiple targets with a single attack.

MP restoration effect: 600 per hit

Recast time: 40s

Lv 38 Shadow Wall: (oGCD)

Reduces damage taken by 30%.

Duration: 15s

Recast time: 120s

Lv 40 Dark Arts: (oGCD)

Attune with the darkness within you, granting 3 stacks of Dark Arts, increasing the potency of several actions.

Duration: 20s

MP cost: 2400

Recast time: 5s

Lv 40 Stalwart Soul: (GCD)

Deals unsuspected damage with a potency of 110 to all nearby enemies.

Dark Arts Potency: 160

Additional Effect: Increased enmity

Combo Action: Unleash

Combo Potency: 150

Dark Arts Combo Potency: 200

Combo Bonus: Restores MP

Combo Bonus: Increases Blood Gauge by 20

MP Restoration Effect: 600

Lv 45 Dark Mind: (oGCD)

Reduces magic vulnerability by 20% and physical vulnerability by 10%.

Duration: 10s

Recast time: 60s

Lv 50 Living Dead: (oGCD)

Grants the effect of Living Dead.

When HP is reduced to 0 while under the effect of Living Dead, instead of becoming KO'd, your status will change to Walking Dead.

Living Dead Duration: 10s

Additional Effect: Restores HP with each weaponskill successfully delivered or spell cast

Cure Potency: 1500

While under the effect of Walking Dead, most attacks will not lower your HP below 1. If, before the Walking Dead timer runs out, an amount of HP totaling your maximum HP is restored, the effect will change to Undead Rebirth. If this amount is not restored, you will be KO'd.

Walking Dead Duration: 10s

While under the effect of Undead Rebirth, most attacks will not lower your HP below 1.

Undead Rebirth Duration: Time remaining on Walking Dead

Recast time: 300s

Lv 52 Salted Earth: (oGCD)

Creates a patch of salted earth at your feet, dealing unsuspected damage with a potency of 50 to any enemies who enter.

Additional Effect: Gradually restores your HP while standing in the patch of salted earth.

Duration 15s

Cure Potency: 200

Recast time: 90s

Lv 54 Shadowstride: (oGCD)

Rush to a targeted enemy's location.

Additional Effect: Increased enmity

Maximum Charges: 2

Cannot be executed while bound.

Recast time 30s

Lv 56 Abyssal Drain: (GCD)

Deals unsuspected damage with a potency of 100 to target and all enemies nearby it.

Additional Effect: Restores own HP.

Cure Potency: 200

MP Cost: 2400

Lv 60 Carve and Spit: (oGCD)

Delivers a threefold attack with a potency of 400.

Dark Arts Potency: 550

Additional Effect: Restores MP

MP restoration effect: 600

Recast time: 30s

Lv 62 Bloodspiller: (GCD)

Delivers an attack with a potency of 520.

Dark Arts Potency: 620

Blood Gauge Cost: 50

Lv 64 Dark Missionary: (oGCD)

Reduces magic damage taken by self and nearby party members by 10% and physical damage by self and nearby party member by 5%.

Duration: 15s

Recast Time: 90s

Lv 68 Delirium: (oGCD)

Grants 3 stacks of Delirium and 5 stacks of Blood Weapon.

Delirium Effect: Changes Bloodspiller to Scarlet Delirium and Quietus to Impalement

Duration: 15s

Blood Weapon Effect: Each stack increases Blood Gauge by 10 and restores MP upon landing weaponskills or spells

Duration: 15s

Effect does not stack when hitting multiple targets with a single attack.

MP restoration effect: 600 per hit

Recast time: 40s

Lv 70 The Blackest Night: (oGCD)

Creates a barrier around self or target party member that absorbs damage totaling 25% of target's maximum HP.

Duration: 10s

Grants **Retribution** when barrier is completely absorbed.

Retribution Effect: Consume **Retribution** instead of MP to execute Edge of Shadow, Abyssal Drain or Dark Arts.

Cannot be cast while the barrier is active.

MP Cost: 2400

(no recast time)

Lv 72 Quietus: (GCD)

Delivers an attack with a potency of 200 to all nearby enemies.

Dark Arts Potency: 250

Blood Gauge Cost: 50

Lv 74 Edge of Shadow: (oGCD)

Deals unsuspected damage in a cone before you. with a potency of 250 for the first enemy and 60% less for all remaining enemies.

Additional Effect: Grants Darkside, increasing damage delt by 10%.

Duration: 20s

Extends Darkside duration by 30s to a maximum of 60s.

MP cost: 2400

Lv 76 Scourge: (GCD)

Delivers an attack with a potency of 480

Dark Arts Potency: 580

Additional Effect:

Reduces weaponskill cast time and recast time, spell cast time and recast time and auto-attack delay by 10%.

Duration: 21s

Blood Cost: 30

Recast time: 60s

✂This weaponskill does not share a recast timer with any other actions.

Lv 80 Living Shadow: (oGCD)

Conjure a simulacrum of your darkside to fight alongside you.

Duration: 20s

Additional Effect: Grants Scorn

Duration: 30s

Additional Effect: Grants three stacks of Dark Embrace.

Dark Embrace Effect: Halves the MP requirement for Edge of Shadow, Dark Arts and The Blackest Night.

Duration: 30s

Simulacrum Attack Potency: 390

Additional Effect: Simulacrum is able to execute Shadowbringer and Disesteem

Shadowbringer Potency: 470 for the first enemy, and 25% less for all remaining enemies

Disesteem Potency: 520 for the first enemy, and 25% less for all remaining enemies

Recast Time: 120s

Lv 82 Oblation: (oGCD)

Reduces damage taken by target party member by 10%

Duration: 10s

Additional effect: Grants Abyssal Offering.

Abyssal Offering: Restores HP every time the target suffers damage.

Cure Potency: 300 for the first hit, then 100 for all remaining hits.

Duration: 6s

Maximum Charges: 2

Recast Time: 60s

Lv 86 Salt and Darkness: (oGCD)

All enemies standing in the corrupted patch of salted earth take additional unaspected damage with a potency of 350 for the first enemy, and 50% less for all remaining enemies.

Lv 90 Shadowbringer: (oGCD)

Deals unaspected damage to all enemies in a straight line before you with a potency of 500 for the first enemy, and 50% less for all remaining enemies.

Maximum Charges: 2

Can only be executed while under the effect of Darkside.

Recast time: 60s

Lv 92 Shadowed Vigil: (oGCD)

Reduces damage taken by 40%.

Duration: 15s

Additional Effect: Grants Vigilant

Duration: 20s

Vigilant Effect: Restores HP when HP falls below 50% or upon effect duration expiration

Cure Potency: 1,200

Recast time: 120s

Lv 96 Scarlet Delirium: (GCD)

Delivers an attack with a potency of 550.

Dark Arts Potency: 650

Additional Effect: Restores MP

MP Restoration Effect: 200

Can only be executed while under the effect of Delirium.

※This action cannot be assigned to a hotbar.

※Bloodspiller changes to Scarlet Delirium while under the effect of Delirium.

Lv 96 Comeuppance: (GCD)

Delivers an attack with a potency of 650.

Dark Arts Potency: 750

Combo Action: Scarlet Delirium

Additional Effect: Restores MP

MP Restoration Effect: 200

Can only be executed while under the effect of Delirium.

※This action cannot be assigned to a hotbar.

※Scarlet Delirium changes to Comeuppance when requirements for execution are met.

Lv 96 Torcleaver: (GCD)

Delivers an attack with a potency of 750.

Dark Arts Potency: 850

Combo Action: Comeuppance

Additional Effect: Restores MP

MP Restoration Effect: 200

Can only be executed while under the effect of Delirium.

※This action cannot be assigned to a hotbar.

※Comeuppance changes to Torcleaver when requirements for execution are met.

Lv 96 Impalement: (GCD)

Delivers an attack with a potency of 280 to all nearby enemies.

Dark Arts Potency: 330

Additional Effect: Restores MP

MP Restoration Effect: 500

Can only be executed while under the effect of Delirium.

※This action cannot be assigned to a hotbar.

※Quietus changes to Impalement when requirements for execution are met.

Lv 100 Disesteem: (GCD)

Deals physical damage to all enemies in a straight line before you with a potency of 850 for the first enemy, and 50% less for all remaining enemies.

Dark Arts Potency: 950

Additional Effect: Restores MP

MP Restoration Effect: 200

Can only be executed while Scorn is active.

Traits:

Lv 1 Tank Mastery:

Reduces damage taken by 20%. Furthermore, grants a bonus to maximum HP based on your vitality attribute, and a bonus to damage dealt based on your strength attribute.

Lv58 Dark Arts Mastery

Upgrades Dark Arts to grant three stacks.

Lv 62 Blackblood

Allows for Blood Gauge accumulation upon the landing of certain actions.

Lv 66 Enhanced Blackblood

Allows for Blood Gauge accumulation upon the landing of any weaponskill or spell while under the effect of Blood Weapon.

Lv 68 Blood Weapon Mastery:

Upgrades Blood Weapon to Delirium.

Lv 74 Darkside Mastery

Upgrades Edge of Darkness to Edge of Shadow.

Lv 84 Enhanced Salted Earth

Grants healing over time to self while standing in the patch of salted earth.

Cure Potency: 200

Lv 84: Melee Mastery

Increases the potency Hard Slash to 180, Syphon Strike to 120 and Souleater to 140

Lv 84: Enhanced Living Shadow

Grants three stacks of Dark Embrace after executing Living Shadow

Duration: 30s

Additionally increases the potency of attacks dealt by your simulacrum to 390.

Lv 90: Enhanced Living Shadow II

Upgrades Flood of Shadow executed by your simulacrum to Shadowbringer, which delivers an attack to all enemies in a straight line before it with a potency of 470 for the first enemy, and 25% less for all remaining enemies.

Lv 92: Shadow Wall Mastery

Upgrades Shadow Wall to Shadowed Vigil

Lv94: Melee Mastery II

Increases the potency of Hard Slash to 260, Syphon Strike to 230, Souleater to 220, Stalwart Soul to 120, Carve and Spit to 400, Bloodspiller to 520, Scourge to 480 and Quietus to 200.

Lv 96: Enhanced Delirium

Upgrades Bloodspiller and Quietus to Scarlet Delirium and Impalement respectively.

Lv 100: Enhanced Living Shadow III

Grants the effect of Scorn after executing Living Shadow.

Duration: 30s

Additionally upgrades Carve and Spit executed by your simulacrum to Disesteem, which delivers

an attack to all enemies in a straight line before it with a potency of 520 for the first enemy, and 25% less for all remaining enemies.