

ELSWORD ACCOUNT

Character

 Lv. 99
ERP 481
Guild

Title

Natural Flow







1 +

Combat 2,839,410 Defensive 32,187

Ereda 0 Win(s) 2 loss Match - etc.

 100 100 150 100 100 100

Gear

+11 Strong Magic Powers Submergence of Abyss - Phantom Dynamo

[Legend] : Socket Slot +1

Weapon exclusively for Add
Required Level: 99

[Stat Change upon Equipping]

Combat +10963160

Defensive +17919

Physical Attack +20101 (9045~31157) ▲

Magical Attack +39053 (17573~60532) ▲

Physical Defense +400 ▲

Magical Defense +413 ▲

HP +34674 ▲

[Fixed Effect]

Adaptation +5% (Max 55%) (Dungeon)

MP Cost -5% (Max 35%)

[Additional Effect]

Magical Attack Level + 3.5

Magical Attack Level + 2.25

Damage Reduction 6.5%

[Socket Effect]

Maximize 12%

Maximize 12%

Critical 12%

Critical 12%

Critical 12%

Maximize 12%

[Mystic Enchant]

Red Stage 1 - Magical Attack Level + 1.5

Red Stage 2 - Magical Attack Level + 1.5

Red Stage 3 - Magical Attack Level + 1.5

Red Stage 4 - Magical Attack Level + 1.5

Red Stage 5 - Magical Attack Level + 1.5

Red Stage 6 - Magical Attack Level + 2

Red Stage 7 - Magical Attack Level + 1.5

Red Stage 8 - Magical Attack Level + 2

Red Stage 9 - Magical Attack Level + 1.5

Blue Stage 1 - +1.75% Magical Attack Power

Blue Stage 2 - +2% Magical Attack Power

Blue Stage 3 - +1.5% Magical Attack Power

Blue Stage 4 - +1.5% Magical Attack Power

Blue Stage 5 - +2% Magical Attack Power

Blue Stage 6 - +1.5% Magical Attack Power

Blue Stage 7 - +1.75% Magical Attack Power

Blue Stage 8 - +1.5% Magical Attack Power

Blue Stage 9 - +2% Magical Attack Power

Yellow Stage 1 - Magical Attack Level + 1.5

Yellow Stage 2 - +1.5% Magical Attack Power

Yellow Stage 3 - +1.25% Magical Attack Power

Yellow Stage 4 - +1% Magical Attack Power

Yellow Stage 5 - +1% Magical Attack Power

Yellow Stage 6 - +1% Magical Attack Power

Yellow Stage 7 - Magical Attack Level + 1.25

Yellow Stage 8 - Magical Attack Level + 1.25

Yellow Stage 9 - +1% Magical Attack Power

Giant Stage 1 - Magical Attack Level + 6

Giant Stage 2 - Magical Attack Level + 6

Giant Stage 3 - +5% Magical Attack Power

[Enhance Effects]

Enhance Level 10 - Physical Attack Power +12% Magical Attack Power +12%

Enhance Level 11 - Polarize: Attack/Attacked Damage +10% (Max 55%) (Dungeon)

Enhance Level 12 - Physical, Magical Attack Power +12Lv

Enhance Level 13 - Critical Damage +10%

[Imprint Effect]

When attacking enemies with 10% HP or higher, 2-5% chance to For 5 sec., Critical Damage will increase by 5% (PvP: 40%) (Cooldown: 20 sec.) (Does not stack)

When attacking enemies with 20% HP or higher, 2-7% chance to For 5 sec., Skill Damage will increase by 5% (PvP: 40%) (Cooldown: 20 sec.) (Does not stack)

Upon using Special Actives, 30% chance to For 5 sec., Damage to Boss will increase by 5% (Cooldown: 20 sec.) (Does not stack)

[Advancement Effect]

Stage 5 - All Skill Damage +20%, Physical, Magical Attack Power +20Lv, 30% chance on attack to activate Merciless Abyss Grasp (Cooldown: 50 sec.) (Dungeon)

[Freezing IV]

A 18% chance to add freezing effect for 10 seconds when the enemy is hit.

The freezing effect can stack up to Level 3.

Increases activation chance by 18% per stack.

Level 1 - Reduces 10% of action speed and 10% of

Artifact



+0 Yellow Artifact Necklace
[Unique]

Artifact Necklace [Sealing Impossible]
Required Level: 99

[Additional Effect]

Stage 2 Master Skill MP Cost -8% (Max 35%)

Stage 3 Master Skill Cooldown -6% (Max 35%)

[Special Effect]

Strength Skill Damage +5%

Adaptation 2% (Max 55%) (Dun

+0 Yellow Artifact Ring
[Unique]

Artifact Ring [Sealing Impossible]
Required Level: 99

[Additional Effect]

Critical Damage +5%

Critical Damage +4%

[Special Effect]

Yellow Polarize: Attack/Attacked Damage +2% (M-
ax 55%) (Dungeon)

+0 Yellow Artifact Ring
[Unique]

Artifact Ring [Sealing Impossible]
Required Level: 99

[Additional Effect]

Critical Damage +5%

Critical Damage +4%

[Special Effect]

Yellow Polarize: Attack/Attacked Damage +2% (M-
ax 55%) (Dungeon)

Costume

Inventory

Inventory navigation icons: sword, necklace, flask, bag, card, cube, cube, house, and a blue puzzle-piece icon.

Inventory actions: Dismantle (recycling symbol), Discard (trash can symbol). A timer icon is also present.

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Inventory



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Inventory



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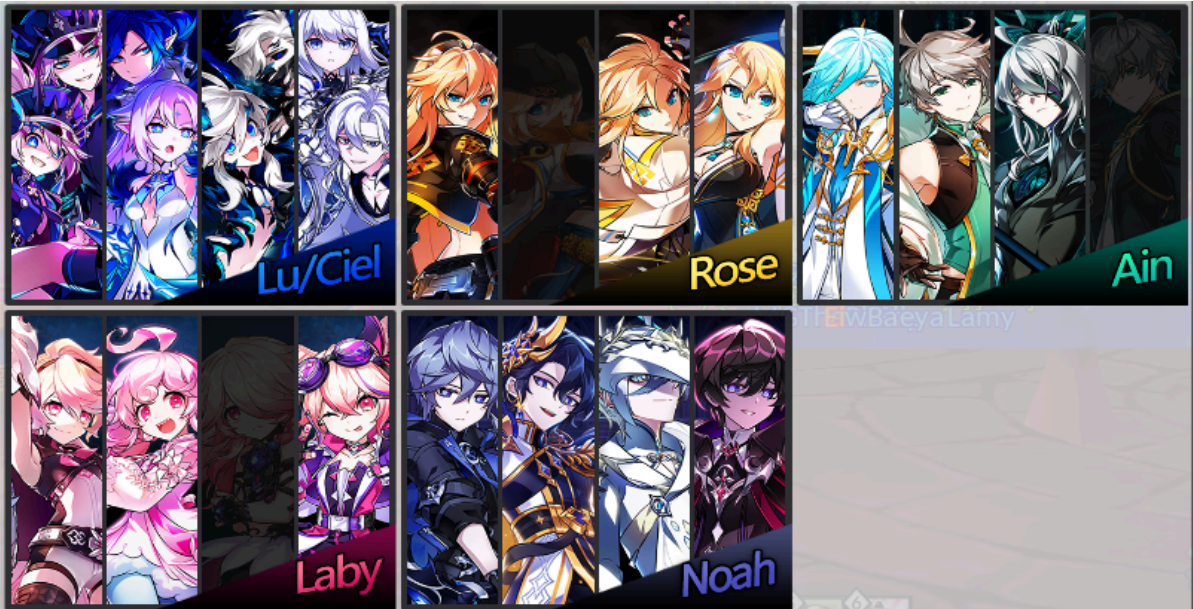
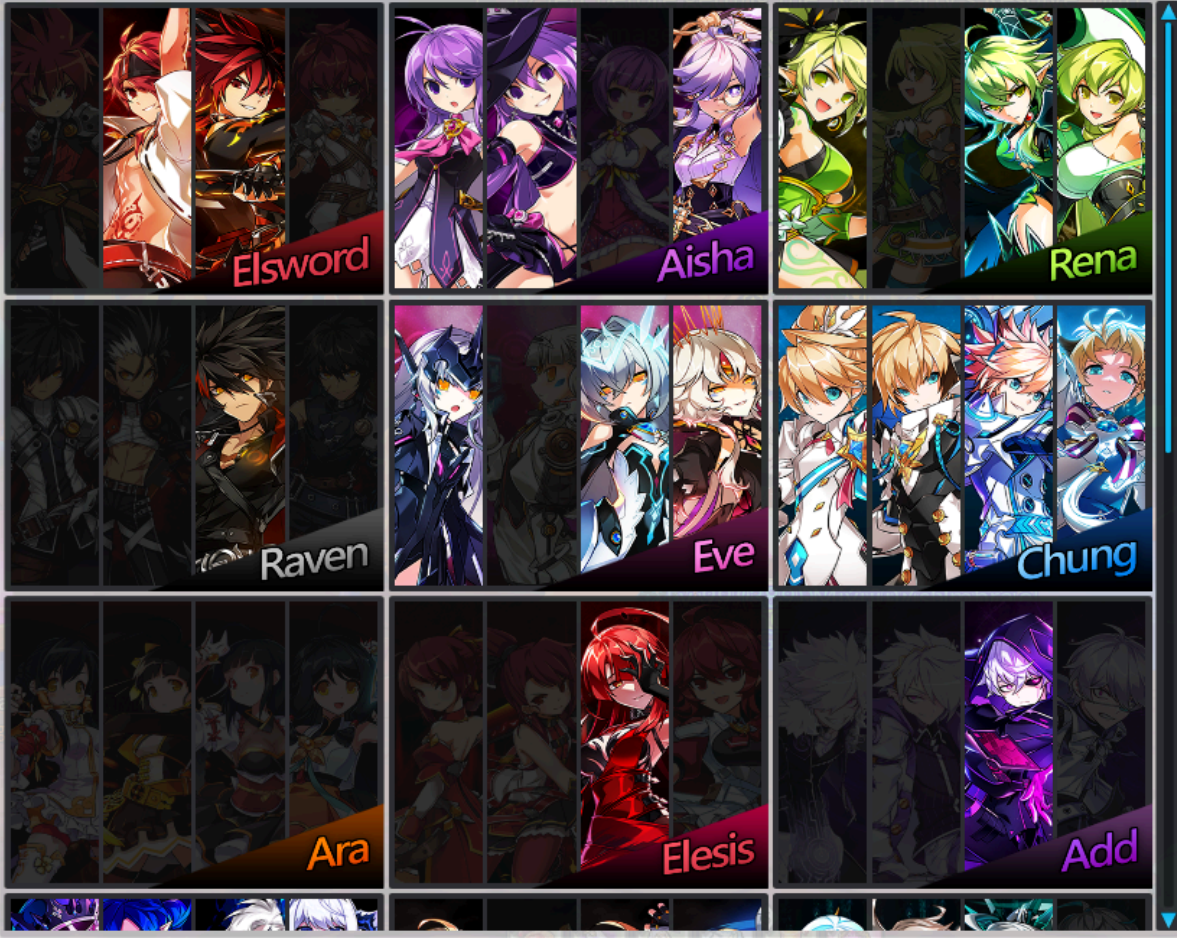


Collection

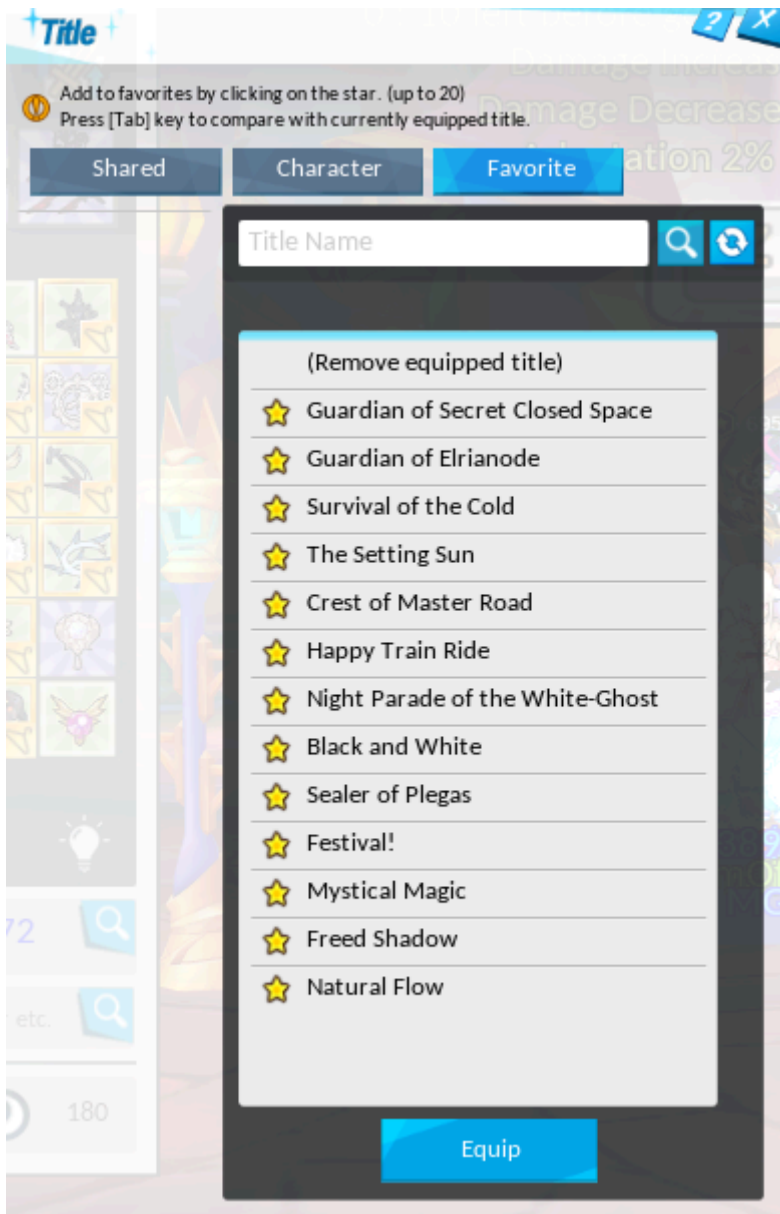
El Search Party Collection

Collection

Synergy



Title



ERP PAGE

Only 40% of EI Resonance will be effected in Arena.
EI Resonance points in the Dungeon category will not be applied in PvP. % (Max, 55%) (Dungeon)

ERP 481 53.1%

0 0

Common	Dungeon	Support
All Attack Power +10 81	Active, Tenacity, Strength, Bravery Skill Damage +0.35% 100/100	Skill MP Cost Decrease -0.2% 0/100
All Defense +10 0	Polarize:Damage Dealt/Received Increased +0.15% 50/50	Skill Cooldown Decrease -0.2% 100/100
All Elemental Resistance +10 0/50	Damage Increase to Boss Monsters +0.3% 50/50	EXP Gain +2% 0/100
Max HP +0.5% 0/50	Damage Decrease from Boss Monsters -0.4% 0/50	ED Gain +2% 0/100
Max MP +2 0/50	Adaptation +0.07% 100/100	Item Drop Rate +2% 0/100

1 2 3 +

Apply