Footnote:
+X% - bonus or debuff that has no fixed value, instead scaling with stats.
◇ - ability that was entirely or heavily reworked.

SWORDS

- "**Cleaving Strike**"
Grants [+10% > +7.5%] Counter Chance for each enemy within the skill's AoE.
The skill now properly interacts with "Dual Wielding Training", delivering an additional strike to the main target.
- "**Keeping Distance**"
Grants the strike a bonus to [Bleed Chance > Crit Chance].
- "**Fencer's Stance**"
Grants [+7.5% > +5%] Block Power and Dodge Chance, [+5% > +2.5%] Weapon Damage.
- "**Blade Maintenance**"
Removed: [Swords' durability deteriorates 50% slower].
The bonuses activate when the equipped sword's Durability is above [75% > 85%].
Removed: [+5% Crit Chance].
- "**Endurance Training**"
Grants its bonus for [4 > 3] turns.
- "**Honed Blade**"
Added: [+2.5% Armor Penetration] for each strike.

AXES

- "**Cut Through**"
Added: [applies the target with -X% Block Power and -X% Max Block Power before the strike].
Grants the strike bonus Weapon Damage for each Injury [and Bleeding] affecting the target.
- "**Massacre**"
Grants [+7.5% > +5%] Armor Penetration
- "**Execution**"
[+1.5% Crit Chance for each turn of Bleeding > +5% Crit Chance for each Bleeding].
[+10% > +5%] Crit Chance for each degree of Injury affecting the target.
- "**Ferocity**"
Causing Injuries reduces the ability tree's cooldowns by [2 > 3] turns [and replenishes 7.5% Max Energy].
- "**No Mercy**"
Strikes against targets with <50% Health [or 100% Health] gain [+15% > +25%] Weapon Damage.
- "**Reprisal**"
Each degree of Injury [and each Injury] affecting the target grants strikes against it +5% Accuracy and [+5% Crit Chance > -5% Fumble Chance].
Added: [Strikes against enemies without Injuries grant +10% Bodypart Damage for 4 turns]

MACES

- “**Onslaught**”
First strike [burns X% Max Energy > applies the target with -X% Control Resistance for 3 turns].
Second strike: [removed the bonus to Weapon Damage].
If the skill fails to Knock its target back, reduces its cooldown by [5 > 3] turns.
- “**Armor Break**”
Added: [debuffs to Damage Taken and Move Resistance scale with Agility and Perception respectively].
- “**Hammer and Anvil**”
[+5% > +10%] Daze Chance.
- “**Moment of Weakness**”
[+10% > +5%] Weapon Damage against Stunned, Dazed, or Staggered targets.
- “**Concussion**”
[-15% > -10%] Control Resistance for each crit against the target.

DAGGERS

- Increased the impact of Attributes on most skills and effects.
- “**Double Lunge**”
The skill’s cooldown gets reduced by [4 > 3] turns.
- “**Gaping Wound**”
Added: [the persistent Bleed Chance scales with the attacker’s Perception].
- “**Painful Stabs**”
[+15% > +10%] Crit Efficiency.
- “**Deadly Trick**”
[+25% > +15%] Counter Chance after a successful swap.
- “**Coup de Grace**”
[+X% Armor Penetration for each turn of Bleeding affecting the target > flat +X% Armor Penetration].
Removed: [bonus Weapon Damage for each Bleeding affecting the target].
Added: [+X% Bodypart Damage for each Bleeding affecting the target].
- “**Quick Hands**”
[If the second loadout contains a dagger, switching to it doesn’t take a turn > +10% Crit Chance and +25% Counter Chance for 3 turns after switching to a dagger].
- “**Counterattack Mastery**”
[Daggers in the off-hand grant +10% Off-Hand Efficiency > Dagger counters gain +25% Weapon Damage].
- “**Danse Macabre**”.
Both effects stack up to [6 > 4] times.
Critical strikes apply their target with [-10% > -5%] Bleed Resistance [permanently > for 8 turns].

TWO-HANDED SWORDS

- "**Feint Swing**" > "**Hewing Strike**" ◇
Delivers a strike to one of the target's hands with +X% Bleed Chance and +X% Bodypart Damage.
If the strike does damage, applies the target with -X% Move Resistance and -X% Bleed Resistance for 3 turns.
The power of all effects doubles if the target is Staggered.
Successful two-handed sword counters reduce the skill's cooldown by 1 turn.
- "**Parry**"
Activates for [1 > 2] turns.
Grants [+75% > +50%] Counter Chance.
Successful blocks replenish [+25% > +20%] Max Block Power.
Successful counters grant [+7.5% > +5%] Crit Chance for [3 > 5] turns.
- "**Feast of Steel**"
Grants [+7.5% Armor Penetration > +5% Counter Chance], [+5% > +3% Crit Chance] and [+10% Crit Efficiency > +5% Accuracy].
- "**Recklessness**"
Grants its bonuses for each adjacent enemy [if there's more than 2 of them].
Added: [-5% Damage Taken]
- "**Revanche**"
Each counter grants [-25% > -15%] Skills Energy Cost.
- "**Fight to Death**"
Grants [+7.5% > +10%] Stagger Chance.
The bonuses for receiving strikes last for [6 > 5] turns.
- "**Taste of Victory**"
Added: [+10% Bleed Chance] to strikes against Staggered enemies.
Killing an enemy [replenishes 15% Max Energy > grants +1 turn to the duration of "Parry" and "Feast of Steel"].

STAVES

- "**Hail of Blows**"
Added: [-10% Accuracy].
- "**Step Aside!**"
Reduces the ability tree's cooldowns [and cooldowns of all Spells] by [-1 > -2] turns for each enemy that was Knocked back by the skill.
- "**Unwavering Stance**"
Grants [+15% > +10%] Counter Chance and [+10% > +7.5%] Block Power.
Removed: [+15% Knockback Chance].
Each third strike gains [+100% Crit Chance > +100% Knockback Chance].
- "**Peacemaker**"
[-25% > -10%] Abilities Energy Cost for [5 > 4] turns for each enemy within the skill's AoE.
Added: [-10% Backfire Chance for 4 turns] or each enemy within the skill's AoE.
- "**Destabilizing Hits**"
Staggering or Knocking enemies back applies targets with [+20% > +10%] Damage Taken and [-10% Magic and Nature Resistance].

- “**Battle Trance”**
Critical stave strikes [replenish 10% Max Energy > gain +50% Energy Drain].
Added: [each 1% Backfire Damage grants +0.5% Weapon Damage and +0.25% Crit Chance].
- “**Now or Never**”
Blocks and dodges grant [+25% > 10%] Counter Chance and [+25% Stagger Chance > +10% Magic Power].
Added: [using Spells grants +10% Block Power and +10% Dodge Chance for 4 turns].

SPEARS

- Reduced the impact of Attributes on most skills and effects.
- “**Determination**”
Activates the effect for [1 > 2] turns. Replenishes [10% > 5%] Max Energy with each strike.
- “**Maneuver**” > “**Regroup**”
Replenishes [100% > X%] Max Block Power, grants [+10% > +15%] Block Power Recovery.
Removed: [+5% to Crit Chance].
- “**No Retreat”**
Each turn of remaining on the same turn grants [+7.5% > +5%] Block Power and [+3.5% Crit Chance > +5% Counter Chance].
Removes the effect upon moving to another tile [unless it was done with a Maneuver skill].
- “**One at a Time!**”
Grants [+5% Counter Chance > +5% Crit Chance] [for each adjacent enemy > if there are no adjacent enemies].
- “**Stay Back!**”
Strikes against adjacent targets gain [+25% > +35%] Knockback Chance.

TWO-HANDED MACES

- “**Mighty Swing**”
Added: [-200% Counter Chance].
- “**Forceful Slam**”
Added: [-200% Knockback Chance to the first strike to avoid unwanted knockbacks that can prevent the skill’s activation].
Simplified the second strike’s damage formula: [deals bonus damage if the target is Immobilized, Dazed, or Staggered or deals even bigger damage if it's Stunned].
- “**Skull Crusher**”
If affected by “Mighty Swing”, [burns a percentage of the target’s Max Energy equal that scales with its missing Health > grants the strike +75% Stagger Chance].
- “**Keep them Coming**”
Grants [+50% > +25%] Energy Restoration after killing an enemy with a crit or two-handed mace skill.
- “**Unbalance**”
Knocking enemies back applies them with [-15% > -10%] Control Resistance, [-15% > -10%] Dodge Chance, and [-10% > -5%] Fumble Chance.

- “**Bonebreaker**”
Attacks against targets with Armor Durability above >50% gain [+33% > +25% Armor Damage].
Attacks against targets with no Armor or Armor Durability <50% gain [+33% > +25% Bodypart Damage].
- “**Revel in Battle**”
Killing enemies while affected by “Striker Stance” replenishes [25% > 20%] Max Energy.
Killing enemies while affected by both “Striker Stance” and “Mighty Swing” grants [+25% > +20%] Stun Chance.

TWO-HANDED AXES

- “**Hooking Chop**”
Added: [+X% Bleed Chance].
- “**Reign in Blood**”
[Puts the target’s abilities on a 1 turn cooldown for each Injury affecting it and each 20% of its missing Health > Grants the strike +X% Bodypart Damage and +X% Knockback Chance for each Bleeding affecting the target and each 20% of its missing Health].
- “**Rampage**”
Grants [+20% Crit Efficiency > +5% Crit Chance].
- “**Make Space**”
Added: [+X% to Armor Penetration].
- “**Shieldbreaker**”
If the target’s Block Chance = 0%, strikes against grant [+5% Crit Chance > -4% Fumble Chance].
- “**Fatal Strike**”
Critical Strikes grant [-33% > -15% Skills Energy Cost].
- “**Tool of Execution**”
Activating “Rampage” grants [+3% Crit Chance > +5% Bodypart Damage] and [-5% Fumble Chance > +10% Crit Efficiency] for each enemy in a certain radius.
- “**Maim and Kill**”
Replenishes [4% > 5%] Max Energy.

RANGED WEAPONS

- “**Taking Aim**”
Added: [grants +X% Knockback Chance, +X% Immobilization Chance, and +X% Stagger Chance for each enemy within 4 tiles].
- “**Distracting Shot**”
Takes a shot with [-25% > -60%] Weapon Damage and [-25% Accuracy > +50% Immobilization Chance].
Added: [if the shot hits its target, reduces all cooldowns by 2 turns and grants +X% Dodge Chance and +X% Energy Restoration for 5 turns].
- “**Piercing Shot**” > “**Startling Volley**” ◇

Allows to mark a tile (2 tiles or mark the same tile twice if equipped with a bow).
Then takes a shot at each marked tile with -X% Weapon Damage and +X% Daze Chance.
Applies damaged targets with -X% Block Power and +X% Fumble Chance for 8 turns.
Doubles the applied debuffs and their duration if the same target wasn’t marked twice.

If equipped with a crossbow, instantly reloads it.
- **“Long Shot”**
Added: [if the target isn’t Hostile, with X% chance applies it with Confusion].
- “**Hunter’s Mark**” ◇
Activates "Thrill of the Hunt" for 15 turns:

+10% Bodypart Damage
+5% Crit Chance
+15% Crit Efficiency

Applies the target with "Hunter’s Mark" for 15 turns:

-10% Bleed Resistance
-10% Move Resistance
-10% Control Resistance

Then takes a shot at the target. While "Thrill of the Hunt" is active, damaging shots apply their target with "Hunter’s Mark" or an extra stack of the effect (up to IV).

Killing targets affected by "Hunter’s Mark" or applying it to new targets grants an extra stack of "Thrill of the Hunt" (up to IV).
Switching to another loadout doesn’t remove the skill’s effects.
- “**Headshot”**
If the shot kills its target, [reduces the ability tree’s cooldowns by 6 turns > replenishes 25% Max Energy, reloads the crossbow (if equipped with one), and activates **“**Taking Aim**”** for the next turn].
- “**Constant Practice”**
Added: [reduces the debuff to Accuracy when shooting over small (from -15% to -10%) and medium-sized (from -30% to -20%) obstacles.]
- “Thrift” > “Dexterity”
Added: [switching to a loadout with a melee weapon doesn’t take a turn. Killing enemies with melee strikes activates "Taking Aim" for 1 turn the next time the character switches to a loadout with a ranged weapon. If this weapon is a crossbow, also instantly reloads it].
- “**Spot Weakness”** ◇
Grants +10% Armor Penetration to "Taking Aim".
Using "Taking Aim" applies all targets within Vision with -10% Physical Resistance for 4 turns. The effect doesn’t stack.
- “**Anticipation”**
Damaging shots apply [their target > all targets within Vision] with [-5% > -3%] Dodge Chance, [+3% Fumble Chance, -3% Accuracy, and -3% Crit Chance] for 6 turns.
Missing a shot grants [+5% > +3%] Accuracy for 6 turns. Both effects stack up to 5 times.
Both effects trigger twice per shot if equipped with a crossbow.
- “**Precision**” ◇
Grants +10% Accuracy to the ability tree’s skills.

While affected by "Taking Aim", hitting a target with a shot reduces the ability tree’s cooldowns by 1 turn and grants +5% Weapon Damage for 5 turns. The effect stacks up to 4 times. The effect triggers twice per shot if equipped with a crossbow.
- “**Shoot to Kill”** ◇
Grants all shots +20% Crit Efficiency, +25% Bodypart Damage, and +5% Armor Penetration for each missing 20% of the target's Max Health.

Grants all shots +5% Crit Chance for each degree of Injury and each isntance of "Net", "Web", Stagger, or Immobilization affecting the target.
- “**Upper Hand”** ◇
While affected by "Suppression", grants an extra stack of "Thrill of the Hunt" when using "Hunter’s Mark". Each target with "Hunter’s Mark" within Vision grants an extra stack of "Suppression" at the end of the turn.

Grants melee strikes +20% Weapon Damage and +5% Crit Chance when attacking targets affected by "Hunter's Mark".

SHIELDS

- "**Raise Shield**"
Activates the effect for [2 > 3] turns.
Removed: [replenishes 50% Max Block Power and +25% Move Resistance].
Added: if equipped with a light shield: [grants bonus +X% Counter Chance that scales with Agility and replenishes X% Max Block Power].
- "**Breakthrough"**
Added: [Accuracy and Crit Chance].
Removed: [spends 20% Max Block Power].
Grants the strike bonus [Knockback Chance > Stagger Chance].
Added: [applies targets within the skill's AoE with -15% Control Resistance and -25% Move Resistance for 5 turns. The effect stacks up to 2 times].
[Replenishes 10% Max Block Power > grants +X% Block Power Recovery] and reduces the ability tree's cooldowns by 2 turns [for each applied Stagger or Knockback > for each enemy within the skill's AoE].
- "**Shield Bash"**
Added: [Accuracy].
Removed: [spends 20% Max Block Power].
Added: [X% Knockback Chance]
[If the strike fails to apply Daze, replenishes +10% Max Block Power and applies the target with -10% Control Resistance > Replenishes X% Max Block Power].
- "**Defensive Stance**" > "**Hold the Line!**"
[No longer counts as a Stance and can be used together with Weaponry Stances].
Grants [-5% > -7.5%] Damage Taken, [+5% > +10%] Counter Chance, [+15% > +20%] Move Resistance, and [+10% > +20%] Control Resistance.
- "**Moment of Retribution**" ◇
Using the ability tree's skill grants +5% Weapon Damage and +5% Counter Chance for 5 turns. The effect stacks up to 4 times. Damaging counters replenish 5% Max Block Power.
- **"Embodiment of Resilience"**
Each fully blocked strike replenishes 5% Max Energy [and reduces the ability tree's cooldowns by 1 turn].
Added: [Partial blocks grant -5% Damage Taken for 5 turns. The effect stacks up to 4 times.]
- "**Last Bastion**" ◇
Grants +2.5% Block Power Recovery for 10 turns for each adjacent enemy. The effect stacks up to 6 times.
If equipped with a light shield, the effect triggers twice per turn.
- "**Retaliation**" ◇
Grants "Shield Bash" and "Breakthrough" +50% Weapon Damage and increases their Crit Chance by half. Using these skills applies their targets with -15% Accuracy, -15% Counter Chance, and -15% Weapon Damage for 2 turns. The effect stacks up to 2 times.

COMBAT MASTERY > WARFARE

- "**Seize the Initiative**" ◇
Applies the target with -X% Dodge Chance and -X% Block Power until the next turn and delivers a strike with +X% Accuracy and -X% Fumble Chance to its least protected body part.

If the strike does damage, activates "Seized Initiative" for 2 turns:

+5% Accuracy
-5% Fumble Chance
-10% Cooldowns Duration
-10% Skills Energy Cost

Also applies the target with "Initiative Loss" for 2 turns, which penalizes the same stats.

Damaging strikes and shots prolong the duration of both effects by 1 turn. "Initiative Loss" can only be active on one target at a time. The skill gains +1 Range if equipped with a spear or uses the Range of an equipped ranged weapon.

- "**War Cry**"

Generates 15% less noise.
Removed: [deals Psionic damage].
With X% chance applies all targets within the skill's AoE with [Weakness > Confusion].

- "**Defensive Tactic**" ◇

Activates 5 stacks of "Defensive Tactic" for 8 turns (+2 turns for each enemy within Vision):

-4% Damage Taken
+5% Block Power
+5% Dodge Chance
+5% Counter Chance
+7% Bleed Resistance

Using abilities reduces the number of stacks. Killing enemies prolongs the effect's duration by 2 turns. While "Defensive Tactic" is active, using "Offensive Tactic" doesn't take a turn. Only one "Tactic" can be active at a time.

- "**Offensive Tactic**" ◇

Activates 5 stacks of "Offensive Tactic" for 6 turns (+1 turn for each enemy within Vision):

+2% Crit Chance
+3% Accuracy
-3% Fumble Chance
-4% Skills Energy Cost
-4% Cooldowns Duration

Using abilities reduces the number of stacks. Killing enemies prolongs the effect's duration by 2 turns. While "Offensive Tactic" is active, using "Defensive Tactic" doesn't take a turn. Only one "Tactic" can be active at a time.

- "**Finisher**"

Delivers a strike [to the target's most damaged body part]. The strike gains [+25% Accuracy > +25% Bodypart Damage], [-25% Fumble Chance], and [+50% Energy Drain].

Added: [instantly kills the target if the strike leaves it with less than X% max health (but no more than X)].
If the target dies, instantly refreshes all cooldowns [and replenishes X% Max Energy].

- "**Against the Odds**"

[The first strike received until the start of the next turn will deal no damage and will be countered > The first strike received until the start of the next turn will deal no damage].
Activates the effect for [1 > 2] turns.
Health can't drop below [15% > 25%].
Added: [Grants -50% Damage Taken, +50% Bleed Resistance, +50% Move Resistance, +50% Control Resistance].
[Killing an equal or stronger enemy > killing an enemy] replenishes [20% > 25%] Max Health and Energy.
- "**Opportune Moment**"
[Hitting an enemy has 10% chance (50% if the strike is critical) and replenishes 5% Max Energy. > Each counter or critical strike replenish 5% Max Energy].
Removed: [reduces cooldowns of all skills by by 1 turn]
- "**Setup**"
Skipping turns or using [Tactics and Stances > Stances and Maneuvers] grants [+10% Weapon Damage] > [-10% Abilities Energy Cost].
- "**Right on Target**"
Grants its bonus to all [Weaponry skills > Attack skills].
If the character is equipped with a one-handed weapon and the second weapon slot is free, grants:
+X% Hands Efficiency [scales with level > scales with the number of learned Weaponry skills]
[+15% Weapon Damage > +X% Weapon Damage (scales with Agility)]
[+10% Armor Penetration > +X% Armor Penetration (scales with Strength)]
[-5% Fumble Chance > -X% Fumble Chance (scales with Perception)]
[-15% Skills Energy Cost > -X% Skills Energy Cost (scales with Willpower)]
Added: [-X% Damage Taken (scales with Vitality)].
Removed: [+10% Accuracy]
- "**Stance Training**" > "**Tactical Advantage**" ◇
Grants additional +2 turns to the duration of "Defensive Tactic" and "Offensive Tactic".
Grants Stances and Maneuvers -20% Energy Cost and -20% Cooldowns Duration.
While affected by "Offensive Tactic", using "Defensive Tactic" replenishes 10% Max Health and 20% Max Energy.
While affected by "Defensive Tactic", using "Offensive Tactic" grants +25% Weapon Damage for 3 turns
- "**Final Push"**
Added: [+4% Accuracy] for each missing 20% Max Health [or 20% Max Energy].
- "**Armor Crusher"**
Strikes against armored targets gain [+30% > +50%] Armor Damage.
Strikes against unarmored targets permanently apply them with [+10% > +5%] Damage Taken.
Added: [the effect stacks up to 3 times].

ATHLETICS

- "**Mighty Kick"**
Added: [the damage scales with the equipped boots' Protection].
Added: [applies the target with -X% Max Block Power], [other effects scale with stats as well].
- "**Leg Sweep"**
Added: [the damage scales with the equipped boots' Protection].
Added: [applies targets with +X% Fumble Chance, -X% Weapon Damage, -X% Crit Chance].
[Targets that resisted the Immobilization > All target's within the skill's AoE] have a chance to become Staggered, [if the attacker remained on an adjacent tile after using the skill].
- "**Sudden Lunge**"
Added: [reduces all cooldowns by 2 turns]

Puts the target's abilities on a 2 turns cooldown [if the strike does damage].
- "**Dash**"
[+15% > +50%] Energy Cost for each adjacent enemy.
If there are adjacent enemies after using the skill, grants [+20% > +15%] Dodge and Counter Chance for [4 > 2] turns.
- "**Elusiveness**"
Grants [+20% > +X%] Dodge Chance and [-5% > -X%] Damage Taken. [The effects scale with Max Energy and Agility plus Vitality respectively].
Added: [applies adjacent enemies with +X% Fumble Chance for 4 turns].
- "**Push the Falling**"
[Killing enemies affected by > applying the following effects with melee strikes:] Bleeding, Stun, Daze, Stagger, Immobilization, or Confusion replenishes [5% > 4%] Max Energy.
Added: ["Mighty Kick" prolongs the duration of these effects by 2 turns].

DUAL WIELDING

- "**Flurry of Strikes"**
[Each miss or fumble grants -5% Hands Efficiency for 2 turns > Each successful hit grants +5% Hands Efficiency for 2 turns].
- "**Deflect"**
Each full block reduces cooldowns of [Weaponry > Attack] skills by 1 turn.
The skill's cooldown is reduced by 1 for each missing [15% > 25%] Health.
- "**Enough for Everyone**"
Grants +5% Hands Efficiency, [+10% > +X%] Counter Chance, and [+X% Dodge Chance, -X% Damage Taken] for each enemy affected by the effect [if there's more than 2 adjacent enemies].
- "**Concentration**":
Using the ability tree's skills [except "Deflect"] reduces the number of the stacks by [1 > 2].
Using [Weaponry > Weaponry Attack] skills grants an extra stack of the effect.
- "**Whirlwind**"
Each strike grants [-5% Hands Efficiency for 2 turns > -10% Hands Efficiency until the next turn].
Removed: [each strike grants +10% Dodge Chance for 2 turns].
Added: [each consecutive strike against the same target grants additional -20% Hands Efficiency until the end of the turn].
- "**Dual Wielding Training**"
If the equipped weapons belong to the same type, using [Attack] skills grants +5% Crit Chance and -5% Fumble Chance for [2 > 3] turns.
If the equipped weapons belong to different types, [grants +10% Off-Hand Efficiency]. Using Attack skills also grants [+10% > +7.5%] Counter Chance for [2 > 3] turns.
- "**Dying Fervor**"
Grants +15% Hands Efficiency, if Health is below [50% > 60%].
Grants [+10% > +15%] Counter Chance and Crit Chance is Health is below [35% > 40%].
- "**Berserk Tradition**"
[+1.5% > +2%] Counter Chance for each received strike.
- "**Unstoppable**"
Replenishes [20% > 25%] Max Energy and [10% Max Health] when targets affected by "Enough for Everyone" die.

SURVIVAL

- "**Cauterize Wounds**"
Grants [+20% > +30%] Bleed Resistance.
- "**First Aid"**
Grants [+5% > +4%] Pain for each stabilized Injury.
Removed: [grants -5% Morale for each stabilized Injury].
Grants [+50% > +100%] Healing Efficiency for 90 turns.
Added: [Grants +10% Health Restoration].
- "**Will to Survive**"
Removes all negative effects for [10 > 15] turns.
Added: [Grants -X% Damage Taken for 15 turns].
If affected by "Vigor", replenishes [2.5% > X%] Max Health for each removed effect.
- "**Pathfinder**"
Bonus +1 Vision became a part of the main effect.
[Hearing an enemy grants attacks against them +10% Weapon Damage and +10% Accuracy for 15 turns > Hearing an enemy permanently applies them with +10% Damage Taken and -5% Dodge Chance].
- "**Adaptability**"
Bonus +10% Fatigue Resistance became a part of the main effect.
-50% to the duration of [Drunkenness > Hangover and Poisoning].
Added: [Increases the impact of Immunity on the passive Intoxication decay by 33%].

MAGIC MASTERY

- "**Seal of Finesse**"
Grants [-20% > -40%] Backfire Damage.
Each stack of the effect grants [-5% > -4%] Backfire Chance and [-5% > -3%] Fumble Chance
Max number of stacks - [4 > 5].
- "**Seal of Power**"
Grants [+25% > +20%] Magic Power and [+15% > +10%] Weapon Damage.
Max duration - [30 > 9] turns.
- "**Seal of Insight**"
Grants [+10% > +7.5%] Magic Power, [+10% > +15%] Energy Restoration.
- "**Seal of Reflection**"
Grants [+33% > +35%] Magic Resistance, [+20% > +25%] Nature Resistance, [+15% > +10%] Physical Resistance, [+15% > +50%] Damage Reflection.
- "**Seal of Shackles**"
Grants [+20% > +25%] Fumble Chance, [+50% > +100%] Cooldowns Duration, [+25% Backfire Chance].
Removed: [Cannot use Spells. Each Spell that goes off cooldown while the effect is active deals 50% of its Energy Cost as Arcane Damage].
Added: [Using Spells and skills deals X% of their Energy Cost as Arcane Damage].
- "**Precise Movements**"
Each learned Spell or magic passive grants [-1% > -1.5%] Backfire Chance to other Spells of the same Magic School.

- “**Body and Spirit**” ◇
Grants +10% Fatigue Resistance.

Using Spells grants +10% Weapon Damage and +2.5% Crit Chance for 4 turns. Basic strikes and the use of attack skills grants +10% Magic Power and -5% Backfire Chance for 4 turns.
- “**Lingering Incantations”**
Added: [-10% Spells Energy Cost]
[+20% > +25%] duration of all effects, AoE zones, and magical entities summoned by spells.
- “**Thaumaturgy**”
Grants all Spells [+3% > +5%] Miracle Chance and [+33% > +35%] Miracle Potency.
Added: [Miracles apply all enemies within Vision with -5% Magic and Nature Resistance for 5 turns].
- “**Arcane Lore”**
Added: [+0.5% Miracle Chance] for each learned Spell or magic passive.

GEOMANCY

- “**Stone Armor”**

Grants [+25% > +15%] Physical Resistance, [+40% > +20%] Nature Resistance, [+20% > +10%] Magic Resistance, [+75% > +20%] Bleed Resistance, [+35% > +20%] Move Resistance, [+15% > +20%] Control Resistance.
Increased the base damage and Knockback Chance of the “Stone Armor” explosion.

PYROMANCY

- Increased base damage of most spells.