

3.0 Skill Changes

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Battlerage

- **Triple Slash** now generates three times more Mettle while **Toughen** is active.
- **Frenzy** duration reduced to 20 seconds. When fighting against multiple targets, **Frenzy** duration goes up by 20 seconds for each player that you kill in PvP.
- **Bondbreaker** now only removes Slows. After using it, you become immune to any debuffs that immobilize you for 5 seconds. (Plausible to be changed)
- The AoE of **Sunder Earth** now reduces damage by 30% to all allies within it. The effect lasts for 7 seconds. If you have **Toughen** active while in the AoE, you gain the effect "Great Mocking Howl"/"Great Taunt"
- **Behind Enemy Lines** and **Tiger Strike** cannot be used if you are immobilized.
- You can now use **Behind Enemy Lines** while you are under **Telekenisis** or are **Bubbled**.
- **Reckless Charge** now reduces debuffs by 35% while it is active for 4 seconds, as well as increases damage absorbed to ranged and melee attacks by 15%, but doesn't increase movement speed.

Witchcraft

- With each accumulation of **Baleful Recharge**, the cooldown time on **Enervate** and **Focal Concussion** is reduced by 10%. This stacks up to 5 times.
- **Enervate** now reduces the effectiveness of healing by 60%.
- **Purge** now increases Magic Defense by a maximum of 1600.
- If you have **Baleful Recharge** specced, then every person that is hit by your fear gets the **Baleful Recharge** effect on them.

Defense

- When using **Bull Rush**, you no longer lose Mettle.
- The targeting system on **Mocking Howl** was changed.
- **Shrug It Off**+**Revitalizing Cheer** combo was removed. Instead, you now have the same combo, except when using **Revitalizing Cheer** with **Toughen**. The amount of health restored is increased by 25% in this combo.
- **Mocking Howl** now combos with **Toughen**, and not with **Shrug It Off**.
- **Ursine Roar** (Final Passive) now raises the Health Regen of the player if the player's health drops below 30%. The amount by which it is raised depends on the player's Physical Defense.

Auramancy

- **Conversion Shield** now reduces the amount of Magic Damage that you take, but reduces the effectiveness of healing on you for that same amount.
 - When using **Conversion Shield** with **Liberation**, you now get an effect called Defense from Magic (The old **Redoubt+Liberation** effect)
- **Shrug It Off** no longer reduces the amount of magic damage you take, and is now only useable if you are Stunned or Impaled.
- **Liberation** no longer gives the combo effect with **Redoubt**.
- **Improved Targeting** passive now increases Melee Accuracy by 8%.
- **Magic Condenser** now increases all critical rates (Including healing, melee, and ranged) by 6%.

Occultism

- When using **Mana Force** combo effect, the damage done is increased by 101% when the target is "cursed." If the target is under the Mana Stars effect, then he receives the debuff "Lose Will."
- The cooldown of **Absorb Lifeforce** has been reduced to 18 seconds. When using it against an enemy's pet, the damage on the skill is increased. The combo effect against Stunned targets has been removed.
- If the target that you used **Summon Crows** against is immobilized, the accuracy of all their attacks is reduced by 60%.
- If you died and **Death's Vengeance** goes off, any target that dies within 3 seconds under your **Death's Vengeance** also has **Death's Vengeance** go off, except it deals damage to all your enemies.
- **Reprisal** (2nd passive) now increases critical chance on all attacks by 20%.
- **Macabre Reach** and **Overpowered Spell Locus** (4th and 5th passive) critical chance increases now affect all types of critical chances, except for healing.

Archery

- The duration on **Deadeye** is now 1 minute. The cooldown has been increased to 1 minute 20 seconds. If the user remains in place for more than a second, his ranged attack is increased by 20.
- If you use Snare while in **Float**, the **Snare** AoE radius is increased to 30m.
- While in **Float**, you cannot apply Feral Mark to the target.
- The amount of defense that you penetrate with **Concussive Arrow** now depends on the amount of Bloodthirst stacks you have. For each stack, the defense penetration is increased by 20%.
- **Missile Rain** cooldown has been increased to 22 seconds.
- **Sharpshoot** (7th passive) now applies Feral Mark to the target when under the effect of **Dead Eye** or **Float**.

Sorcery

- **Mana Fountain** duration is now increased to 8 seconds.
- **Insulating Lens** now only lasts for 40 seconds.
- **God's Whip** now does not apply extra damage if the target is frozen.

Shadowplay

- *Undetermined about Rapid Strike*
- The effectiveness of healing on a target under **Stalker's Mark** is now reduced by 60%.
- The combo effects of **Shadowsmite** has been reworked. If you use this skill while in **Stealth**, the damage done from it is increased by 98%.
- The cooldown on **Shadow Step** has been reduced to 18 seconds. The cooldown no longer has a 50% chance to reset.

Songcraft

- The cooldown on **Startling Strain** has been decreased to 24 seconds, but the debuff now lasts for 28 seconds.
- The radius of songs has been increased.
- The effectiveness of **Ode to Healing** has been decreased, and the effectiveness of **Dissonance** has been increased.
- The radius of **Loudspeaker** has been increased to 25m.
- **Zeal** critical chance increases and attack increases now apply to all forms of attacks and healing.

Vitalism

- **Mirror's Light** buff time has been decreased to 1 minute and 30 seconds, while the cooldown has been increased to 21 seconds.
- **Infuse** now restores 10% mana for all players in the party of the target.
- Twilight got removed. **Reflection of Light** skill added. Cast time is 1.4 seconds. When it is used, a beam of light is shined upon your target, dealing damage to them.
- When your mana falls below 30%, **Joyous Spirit** (8th passive) restores mana, which depends on the amount of intelligence that you have.



Dwarf Transformation

Active Skills

Rocket Hit (Level 30) - Allows you to fire four missiles from the Mech's different-caliber guns. The first missile ignites the ground where it hits and causes 200 damage in the AoE. If it lands on an enemy, it gives him a debuff for 10 seconds called "Aimed Fire." The second missile fires shrapnel, which causes more damage the closer the target is to you. The third missile fires heavy fire at the target. The fourth missile fires two large-caliber projectiles, which strike and damage all enemies within the 6m radius of impact.

Changing Hit (Level 35) - Allows you to make 3 destructive blows. The first allows you to attack the enemy from a distance of up to 20m away, and causes 478 base damage. The second attack throws the target into the air, disabling him for some time. The third attack stuns the enemy, and gives the target the debuff "Aimed Fire." Cooldown: 3 seconds

Cryostorm (Level 40) - Causes 1035 base damage to all enemies within 8 meters, slowing their movement and attack speed for 3 seconds. Cooldown: 10 seconds

Grenade Comet (Level 45) - Allows you to fire one of three available grenades at an area. To fire each type of grenade, you need to first select the respective weapon.

Cluster Grenade inflicts damage in an AoE.

Cryogrenade creates an area in which the enemies speed is reduced.

Ionization Grenade increases the attack speed and movement of all allies within the AoE.

Cooldown: 21 seconds

Defense Protocol (Level 50) - Activates the Defense Protocol, which increases your Block Rate by 53.5%. Whenever you receive damage, you gain 180% of that damage as health. Reduces the damage taken by allies by 20%. Allows you to use the ability **Jet Turbine**.

Cooldown: 14 seconds

BIG RED BUTTON! (Level 55) - The signature move. Only use in an emergency! Allows you to convert the mech into an *Emergency Mode* mech, which gives invulnerability to all adverse effects for a small time. After the *Emergency Mode* is deactivated, the effect of **Secret Technology** instantly disappears, and is replaced by a new effect called **Additional Instructions**, which stuns you for 6 seconds. The longer the player is in the form of a mech, the longer the adverse effects after using this ability will be.

Cooldown: 10 minutes

Passive Skills

Automatic Ammunition Supply (Level 40) - The use of **Changing Hit** allows you to immediately activate the ability **Rocket Hit**, but this kind of hit will not light up the ground that the missile hits.

Advanced Ammunition (Level 45) - Allows you to access the different weapons needed for **Grenade Comet**.

Unrestrained Strength (Level 50) - When using one of the attacks in **Changing Hit** against a slowed target, the target will take additional damage and will be thrown back.

Emergency Core Cooling System (Level 55) - When in the form of *Extreme Mech*, removes the cooldown of **Cryostorm**.



Warborn Transformation

Active Skills

Rend Flesh (Level 30) - Allows you to make three deadly blows.

The first deals 222 base damage.

The second causes bleeding to a weakened target.

The third deals additional damage if the target is bleeding.

If you continuously use this ability, it will have no cooldown.

Extermination (Level 35) - Allows you to make two spinning attacks.

The first attack inflicts 429 base damage to all enemies within a 6m radius.

The second attack weakens all enemies within a 6m radius.

If the user of the attack has **Descendant of the Nagashov** passive specced, then the target will bleed.

Cooldown: 3 seconds

Cataclysm (Level 40) - Causes all enemies within 8 meters 550 base damage. If the target is bleeding, they will be tripped.

Cooldown: 6.5 seconds

Dark Hunt (Level 45) - The user takes to the air, searching for their target, causing all enemies within a 6m radius to take 391 base damage. Removes all debuffs immobilising the caster, and grants invulnerability to the caster for 3 seconds. Allows the caster to use the ability **Charge of the Predator**. If the target of this ability is tripped, it will be thrown in the air, and the damage dealt to it will be increased by 68%.

Cooldown: 10 seconds

Mystic Ritual (Level 50) - A special ability envelops the body of the caster, reducing incoming damage, movement speed, and evasion for the next 9 seconds. If the caster's health is below 50%, the duration of the effect is doubled.

Allows the use of the skill **Predator's Leap** and **Vengeance**. Whenever the caster takes damage, he gets the buff **Deadly Thorns**. This stacks up to 15 times. Each stack increases the range of **Vengeance** by 2m.

Cooldown: 18 seconds

Rage of the Ancients (Level 55) - The caster falls into a bloody rage, and becomes immortal for some time. After the rage subsides, the effect **Demonic Blood** immediately dissipates, and is replaced by the effect **Humility**, which stuns the character for 3 seconds. The longer the character is in his Warborn transformed state, the smaller the duration of **Rage of the Ancients** will be.

Cooldown: 10 minutes

Passive Skills

Harvest (Level 40) - When using the ability **Cataclysm**, the caster restores from 6% to 8% of his maximum health.

Descendant of the Nagashov (Level 45) - When using the skills **Charge of the Predator** or **Predator's Jump**, the caster receives the buff **Descendant of the Nagashov**.

Spiked Scales (Level 50) - If the caster has **Veil of the Abyss** up, they will bleed whenever they receive a melee attack.

Call of the Abyss (Level 55) - While in the state of **Rage of the Ancients**, the cooldowns of **Cataclysm** and **Dark Hunt** are greatly reduced.