

Skill changes

Chinese Race

- Chinese weapon critical of nova/egyA is equal to seal of moon weapons
- Spear D11 weapons have magical damage boost
- 20% physical damage increase (passive, no visible buff)



Pain Quota:

Share pain with party members, equal to European warrior Pain Quota skill.



Bicheon



Shield Power buff

20% damage increase
20% defence decrease
Reduced cooldown from 3min to 1sec



Protect

Protect buff (equal to warrior skill)

Heuksal



Windless Spear:

Effect changed: Dull effect level 10 → Dull effect level 11



Soul Spear - Emperor:

Effect changed: Stun effect level 10 → Stun effect level 11

Pacheon



Anti Devil bow series:

25% damage increase when the target is under dull/sleep/stun

Lightning



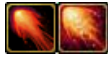
Moving speed:

Equals bard speed



Lightning nukes (SRO-R version of the skill):

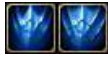
Fire



Flame Wave – Burning / HellFire:

Number of connections: 3 targets → 5 targets

Cold



Snow shield:

2nd and 3rd Snow shield cooldown: 3 minutes → 1 second

Force



Resurrection:

You can resurrect players up to 20 level over the skill level now, just like clerics can



Attack prevention cycle:

Protects against mobs up to 20 level over the skill level instead of 10 level



Chinese Healing/Mana Orbit (SRO-R skill)



Chinese Group Reverse (SRO-R skill)

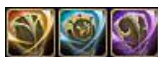
European Race

Warrior



Iron and Mana skin:

35% damage reduce when in use



Physical/Magical/Ultimate Screen (SRO-R version of the skill)



Pain Quota (SRO-R version of the skill)



Protect:

Changed to have 51% at lv 1

(Makes party grinding easier for beginners)

Rogue



Monster Mask

Skill cooldown: 10 minutes → 10 seconds

Wizard



Life Control/Turnover (SRO-R version of the skill)

Warlock



Aura of Blood

Chance of obtaining berserk gage is increased for all party members



Curse Explosion (SRO-R Skill)

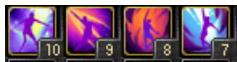
Bard



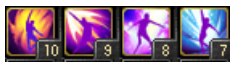
Mana Orbit

Starts with lv 40 instead of lv 90

(To promote party play and choosing of bard build)

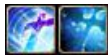


Dancing skills for single bard dance with 50% reduced power



Dancing skills for two bards dance with normal power

Cleric



Trial/Justice Cross:

Skills don't share the same cooldown anymore



Over-/Gluthealing (SRO-R version of the skill)



Bless Spell (SRO-R version of the skill)



Healing Orbit (SRO-R version of the skill)



Reverse Oblation:

Level restriction for reverse players is level 100

Revival(Lv 100, Lost Experience
Point 20% Restoration)

(Helps lower level players to not be instant 1hit targets at group fights)



Reverse Immolation:

Immolation buff disappears when using attacks or buffs

Revival(Lv 110, Lost Experience
Point 30% Restoration)

(Keeps fast resurrection option)



Offering:

New cast animation colour