PRISMATICA

Full Title: PRISMATICA

Platform: Windows | Xbox | PlayStation

Developer: Amith Bhaskara

Initiated: September 7, 2018 – Reinitiated: July 14, 2022

Release Date: Unknown

Version: 0.0.0

Local: 1 Player

Online: 1 – 100 Player (5 Player Party Max)

Genre: Open World | JRPG | Single Player | Multiplayer | Cooperative | Online

Theme: Science Fiction | Fantasy

DLC: “AEGIR” | “BESTLA” | “CARME” | “DEIMOS”

Imprisoned to the confines of Prismatica by a supreme Overlord dead set on extracting all resources from the forsaken planet, our hero awakens. Burdened by the Mark of Atropos our hero shoulders immense power and a destiny for greatness. As the war for survival continues an alliance between the planets native and non-native species is formed. The Founder Kings Alliance, home to the planets Vanguard welcomes our hero with open arms. Though not all citizens of the planet are in favor of the Alliance, and some may go as far as to support the Overlord instead.

Those who bear the Mark of Atropos can master the 8 elements: Solar, Arc, Frost, Nature, Void, Spirit, Metal and Divine. With that mastery they can control powerful abilities and techniques as well as forge incredible weapons and equipment. The torn and scarred planet houses fierce monsters, heretics, servants of the supreme one and divine beasts. As our hero traverses the different environments, conflict amongst these minions of darkness is inevitable and often requires the help of teammates to overcome. Squads of up to 5 Vanguards can journey together in pursuit of the overlord.

During the adventure Vanguards may find obstacles too challenging to conquer. When this occurs, the use of artifacts, armor, summons, and magic spells are necessary. Vanguards will undoubtedly grow stronger as they vanquish foes, but to truly reach their full potential they will need to develop their arsenals and master their skills on the battlefield.

**SPECIES LIST | EXCLUSIVES**

**Human**: Humans are an immigrant race forced to evacuate their home planet Earth after it was destroyed by famine, pollution, and war. They sought refuge on Prismatica and soon became the planets most abundant work force. Humans are dedicated and hardworking, they control most of the markets on Prismatica giving them access to the planets best gear at exceptional prices.

[General Discount] - Prisma cost for **General Vendor** purchases are decreased by **10%**

[Summon Cooldown] - **Summon** cooldown reduced by **20%**

[Lucky Caches] - Prisma gained from **Loot Cache** increased by **5%**

**Meka:** The Meka are cybernetic machines created by the Celestials who once ruled over planet Prismatica. Their sole purpose was to aid the Celestials in battle but after being abandoned by their creators, they began to advance the weaponry in preparation for their masters’ return. The Meka are highly intelligent and are skilled craftsmen, with incredible efficiency they waste no time in the workshop or on the battlefield.

[Repair Discount] - **Repair** cost decreased by **20%**

[Forge Success] - **Forge** success rate increased by **15%** and cost decreased by **10%**

[Transport Discount] - **Transport** cost decreased by **50%**

**Daemon:** When the Demons of the underworld rose up and cast darkness upon the planet, they began to possess and absorb the civilians. As time passed, generation after generation began to develop resistance against the Demons; eventually these civilians mutated into the Demon hybrid known as Daemons. Daemons are persistent and resilient, never allowing themselves to be broken down. Their strengthened immune systems allow them to run headfirst into battle with overwhelming confidence.

[Corpse Siphon] - **Magic Power** gained from defeated enemies increased by **10%**

[Magic Library] - **Magic Scroll** offer **1** additional choice

[Magical Summon] - **Summon** gains **20% MGA** and **10% MGD** while on the field

**Sylph**: Sylphs are distant descendants of the Celestials, and the true natives of Prismatica. Natural power rushes through their veins and the purest magic flows in their blood. The Sylphs are known for their close bond to the planet and their flawless control over their summons. Although their power is far weaker than their ancestors’, once awakened the Sylphs can effortlessly vanquish foes with extraordinary prowess.

[Summon Discount] - **Summon** requires **50%** less **Summon Tokens**

[Healthy Summon] - **Summon** gains **20% HP** and **10% MP** while on the field

[Planet Siphon] - **Magic Power** gained from planetary resources increased by **10%**

**Kaiju:** The Kaiju are primal creatures who have evolved to the degree where they can no longer be considered simply animals. With heightened senses, Kaiju rely heavily on their instincts and are extremely prideful. The Kaiju are the planet’s most resourceful scavengers with an unmatched knowledge of their surroundings.

[Higher Bounties] - Prisma reward from **Bounty** increased by **20%**

[Lucky Corpses] - Prisma reward from defeating enemies increased by **5%**

[Powerful Summon] - **Summon** gains **20% ATK** and **10% DEF** while on the field

**HUMAN STARTING STATS**

|  |  |  |  |
| --- | --- | --- | --- |
| **HP** | **MP** | **SHD** | **STM** |
| 20000 | 48000 | 9600 | 8000 |
| **ATK** | **DEF** | **MGA** | **MGD** |
| 2800 | 6000 | 4000 | 2800 |
| **SHR** | **STR** | **AG** | **CAP** |
| 4000 | 4000 | 2800 | 6000 |

**MEKA STARTING STATS**

|  |  |  |  |
| --- | --- | --- | --- |
| **HP** | **MP** | **SHD** | **STM** |
| 40000 | 20000 | 14400 | 5600 |
| **ATK** | **DEF** | **MGA** | **MGD** |
| 4000 | 7200 | 2800 | 6000 |
| **SHR** | **STR** | **AG** | **CAP** |
| 4800 | 1200 | 1200 | 4800 |

**DAEMON STARTING STATS**

|  |  |  |  |
| --- | --- | --- | --- |
| **HP** | **MP** | **SHD** | **STM** |
| 28000 | 72000 | 2400 | 9600 |
| **ATK** | **DEF** | **MGA** | **MGD** |
| 7200 | 4000 | 6000 | 2800 |
| **SHR** | **STR** | **AG** | **CAP** |
| 2000 | 1200 | 4800 | 4000 |

**SYLPH STARTING STATS**

|  |  |  |  |
| --- | --- | --- | --- |
| **HP** | **MP** | **SHD** | **STM** |
| 60000 | 40000 | 1200 | 2800 |
| **ATK** | **DEF** | **MGA** | **MGD** |
| 1200 | 2000 | 4800 | 6000 |
| **SHR** | **STR** | **AG** | **CAP** |
| 6000 | 7200 | 4000 | 2800 |

**KAIJU STARTING STATS**

|  |  |  |  |
| --- | --- | --- | --- |
| **HP** | **MP** | **SHD** | **STM** |
| 48000 | 20000 | 8000 | 12000 |
| **ATK** | **DEF** | **MGA** | **MGD** |
| 4800 | 1200 | 1200 | 4000 |
| **SHR** | **STR** | **AG** | **CAP** |
| 2800 | 7200 | 7200 | 2800 |

**Player Stat List:**

These Stats increase as Stat Points (SP) are used on them. Players earn SP by leveling up or ranking up specialists. Each level grants players 7 SP while each rank grants players 2 SP. 100 Levels + 250 Ranks (Not Master Rank) = 700 + 500 = 1200 SP. Mastering all Specialists and becoming Max level will get you to 100 on all stats giving you {*value*}. The remaining stat value can be gained through **Armor**, **Outfits**, **Soul Stones**, **Rings**, **Species Bonus**,and **Artifacts**. Stats are the primary way to better your Vanguards overall performance.

[*Min Value – Max Value*] [*Min SP – Max SP*] (*Value per SP*) {*Value at Max SP*} {*Remaining Value*}

**Health (HP)**:Maximum number of hit points available before death.

[0 – 500000] [0 – 100] (4000) {400000} {100000}

**Magic Power (MP)**: Maximum number of magic power points available.

[0 – 500000] [0 – 100] (4000) {400000} {100000}

**Overshield (SHD)**: Maximum number of shield points available before taking **(HP)** damage.

[0 – 100000] [0 – 100] (800) {80000} {20000}

**Stamina (STM)**: Maximum amount of stamina points before exhaustion.

[0 – 100000] [0 – 100] (800) {80000} {20000}

**Attack (ATK)**: Attack power, compared to value of weapon **(DMG)** or **(POW).**

[0 – 50000] [0 -100] (400) {40000} {10000}

**Defense (DEF)**: Defense power, compared to value of incoming attack for damage value.

[0 – 50000] [0 – 100] (400) {40000} {10000}

**Magic Attack (MGA)**: Magic attack power, compared to magic attack for damage value.

[0 – 50000] [0 – 100] (400) {40000} {10000}

**Magic Defense (MGD)**: Magic defense power, compared to magic attack for damage value.

[0 – 50000] [0 – 100] (400) {40000} {10000}

**Shield Recovery (SHR)**: Rate at which **(SHD)** recovers.

[0 – 50000] [0 – 100] (400) {40000} {10000}

**Stamina Recovery (STR)**: Rate at which **(STM)** recovers.

[0 – 50000] [0 – 100] (400) {40000} {10000}

**Agility (AG)**: Movement speed when no weapon is equipped.

[0 – 50000] [0 – 100] (400) {40000} {10000}

**Capacity (CAP)**: Maximum amount of carrying capacity for a player.

[0 – 50000] [0 – 100] (400) {40000} {10000}

*Other stats that are displayed on the player but use different value outputs are shown below. Note that they may not be displayed if the (None) value is currently active.*

**Level** (0 – 100): This is the main experience-based system, that is increased by gathering XP.

**Rank** (0 – 250): This is the Subclass system, that increases per Subclass experience.

**Tier** (Iron, Copper, Bronze, Silver, Gold, Platinum, Diamond, Obsidian, Mithril, Adamantine)

**Soul Score** (0 – ???): This is a culmination of all feats acquired over time.

**Primary Element** (None, Solar, Nature, Spirit, Void, Arc, Frost, Metal)

**Faction** (None, Lotus, Rose, Orchid)

**Soul Stone** (None, Ruby, Emerald, Topaz, Amethyst, Sapphire, Quartz, Onyx)

**Elemental Attribute Stat List:**

Elemental Attribute Stats work like Player Stats but differentiate in the way they are progressed. Unlike Player Stats which use SP to increase, Elemental Attributes use AP but are gained the same way, through Levels and Ranks. Each level grants the player 3 AP, each rank grants the player 2 AP. The remaining value can be gained from **Soul Stones**, and **Rings**.

**Solar (SLR):** Resistance value against Solar Attacks, Power value using Solar Attacks

[0 – 50000] [0 – 100] (400) {40000} {10000}

**Nature (NTR):** Resistance value against Nature Attacks, Power value using Nature Attacks

[0 – 50000] [0 – 100] (400) {40000} {10000}

**Spirit (SPR):** Resistance value against Spirit Attacks, Power value using Spirit Attacks

[0 – 50000] [0 – 100] (400) {40000} {10000}

**Void (VOD):** Resistance value against Void Attacks, Power value using Void Attacks

[0 – 50000] [0 – 100] (400) {40000} {10000}

**Arc (ARC):** Resistance value against Arc Attacks, Power value using Arc Attacks

[0 – 50000] [0 – 100] (400) {40000} {10000}

**Frost (FST):** Resistance value against Frost Attacks, Power value using Frost Attacks

[0 – 50000] [0 – 100] (400) {40000} {10000}

**Metal (MTL):** Resistance value against Metal Attacks, Power value using Metal Attacks

[0 – 50000] [0 – 100] (400) {40000} {10000}

**Divine (DVN):** Resistance value against Divine Attacks, Power value using Divine Attacks

[0 – 50000] [0 – 100] (400) {40000} {10000}

**Ranged Weapon Stat List:**

*All stats have a base value for individual weapons. Stats increase or decrease depending on the weapons equipped* **Attachments***. They can also be modified due to* **Magic***,* **Techniques, Passives** *and* **Abilities***.*

**Damage (DMG)**:Amount of HP taken from contacted enemies after compared to **(ATK)**.

**Range (RNG)**: Maximum effective range, before damage falloff, bullet drop or dispersion.

**Mobility (MOB)**: Movement speed when weapon is equipped.

**Handling (HND)**: Movement speed when weapon is firing or reloading.

**Accuracy (AC)**: Amount of recoil at or before **(RNG)**. Accuracy varies beyond that point.

**Reload (RLD)**: Speed at which weapon reloads.

**Fire Rate (FR)**: Rate at which weapon fires.

**Magazine (MAG)**:Total amount of ammo within a single magazine.

**Durability (DUR)**: Weapon durability before breaking or needing repair.

**Weight (WCP)**: Deductible value taken from player **(CAP)**.

*Other stats that are displayed on the weapon but do not directly impact performance:*

**Attack Type** (Automatic, Hybrid, Bolt, Rocket)

**Tier** (Iron, Copper, Bronze, Silver, Gold, Platinum, Diamond, Obsidian, Mithril, Adamantine)

**Elemental Attribute(s)** (Solar, Frost, Arc, Nature, Void, Spirit, Metal, Divine)

**Melee Weapon Stat List:**

*All stats have a base value for individual weapons. Stats increase or decrease depending on the weapons equipped* **Attachments***. They can also be modified due to* **Magic***,* **Techniques, Passives** *and* **Abilities***.*

**Power (POW)**:Amount of HP taken from contacted enemies after compared to **(ATK)**.

**Reach (RCH)**: Maximum reaching distance of the weapon.

**Mobility (MOB)**: Movement speed when weapon is equipped.

**Handling (HND)**: Movement speed when weapon is charging or blocking.

**Block (BLK)**: Additional damage blocked when in defense mode.

**Charge (CHG)**: Recovery speed after **(STE)** breaks.

**Speed (ASP)**: Speed at which the weapon attacks.

**Stance (STE)**: Ability to continuously attack without breaking combo.

**Durability (DUR)**: Weapon durability before needing repair.

**Weight (WCP)**: Deductible value taken from player **(CAP)**.

*Other stats that are displayed on the weapon but do not directly impact performance:*

**Attack Type** (Blade, Pike, Blunt)

**Tier** (Iron, Copper, Bronze, Silver, Gold, Platinum, Diamond, Obsidian, Mithril, Adamantine)

**Elemental Attribute(s)** (Solar, Frost, Arc, Nature, Void, Spirit, Metal, Divine)

**Additional Weapon Stats:**

*These stats are listed on both types, Ranged and Melee. They are not always present as some weapons will not be able to obtain critical hits at all.*

**Critical Rate (CRR)**: Chance of getting a critical hit upon attack

**Critical Damage (CRD)**: Damage dealt upon a critical hit

*These stats are listed when an Elemental Attribute is present on the weapon. They can appear on both Ranged and Melee weapons. When an Elemental Attribute is not present all damage dealt is dealt as Physical Damage only. However, when an Elemental Attribute is present a certain amount of the damage dealt will be converted as Elemental Damage and scale based off the Elemental Stat of the same type. The True Damage dealt to an enemy from weapons infused with an Elemental Attribute is equal to the total sum of damage minus the defensive state of the enemy being hit.*

**Infusion (INF)**: Percent of overall damage that is infused with Elemental Attribute

**Slash (SLS)**: Chance of afflicting elemental status upon hit

**Pierce (PRC)**: Chance of afflicting status ailment upon hit

**Force (FRC)**: Strength of status ailment afflicted upon hit

More information can be found in **Elemental Damage Calculations**.

More information on **Attachments** can be found in **Weapon Modifications**.

**ELEMENTAL ATTRIBUTES | STRENGTHS AND WEAKNESSES**

The following numbers are when a player is attacking an enemy. The damage numbers for when an enemy attacks a player is different and will be shown in **Player Damage Calculations**. The table below shows the multiplier values for each element.

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| ELEMENT | SOLAR | NATURE | SPIRIT | VOID | ARC | FROST | METAL | DIVINE |
| SOLAR | 1.00 | 2.00 | 1.00 | 1.00 | 1.00 | 0.50 | 1.00 | 1.00 |
| NATURE | 0.50 | 1.00 | 2.00 | 1.00 | 1.00 | 1.00 | 1.00 | 1.00 |
| SPIRIT | 1.00 | 0.50 | 1.00 | 2.00 | 1.00 | 1.00 | 1.00 | 1.00 |
| VOID | 1.00 | 1.00 | 0.50 | 1.00 | 2.00 | 1.00 | 1.00 | 1.00 |
| ARC | 1.00 | 1.00 | 1.00 | 0.50 | 1.00 | 2.00 | 1.00 | 1.00 |
| FROST | 2.00 | 1.00 | 1.00 | 1.00 | 0.50 | 1.00 | 1.00 | 1.00 |
| METAL | 1.00 | 1.00 | 1.00 | 1.00 | 1.00 | 1.00 | 0.50 | 2.00 |
| DIVINE | 1.00 | 1.00 | 1.00 | 1.00 | 1.00 | 1.00 | 2.00 | 0.50 |

True Damage value for equal exchange at **(1000)** and **(10) DMG**.

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| ELEMENT | SOLAR | NATURE | SPIRIT | VOID | ARC | FROST | METAL | DIVINE |
| SOLAR | 100 | 200 | 100 | 100 | 100 | 50 | 100 | 100 |
| NATURE | 50 | 100 | 200 | 100 | 100 | 100 | 100 | 100 |
| SPIRIT | 100 | 50 | 100 | 200 | 100 | 100 | 100 | 100 |
| VOID | 100 | 100 | 50 | 100 | 200 | 100 | 100 | 100 |
| ARC | 100 | 100 | 100 | 50 | 100 | 200 | 100 | 100 |
| FROST | 200 | 100 | 100 | 100 | 50 | 100 | 100 | 100 |
| METAL | 100 | 100 | 100 | 100 | 100 | 100 | 50 | 200 |
| DIVINE | 100 | 100 | 100 | 100 | 100 | 100 | 200 | 50 |

All Enemy targets other than those ranked **Elite** or higher will always have a single primary Element. This primary Element is used to determine the targets resistances to all other Elements. However, this does not mean that the target cannot attack using other Elements or that attacks that are not infused with an Element do not damage it. Enemies are still usually vulnerable to Physical and Magic Damage and their defensive stat for these calculations are done separately.

For example, an Enemy that is primary Solar will have a resistance value stated for this Element specifically such as **1000**. This same **1000** is used for the value when determining damage done by all other Elements as well. However, this **1000** is separate from its normal defensive value and its magic defensive value which can be completely different numbers altogether. Physical damage will always compare to standard Defense, whilst Magic damage will be compared to Magic Defense. Below is an example of an Enemy stat breakdown, keep in mind that only Enemies weaker than **Elite** use this stat sheet. More information on this can be found in **Enemy Damage Calculations**.

|  |  |  |  |
| --- | --- | --- | --- |
| Magma Skeleton | SLR: 1620 | ATK: 950 | SHR: 800 |
| Level: 7 | HP: 12600 | MGA: 1750 | Modifier 1 |
| Rank: Elite Minor | AG: 290 | DEF: 460 | Modifier 2 |
| Type: Undead | SHD: 3700 | MGD: 1300 | Modifier 3 |

**Elemental Reactions**

When enemies or players use more than one elemental attribute on a target, a reaction can occur. Below is a list of possible reactions caused by elemental collisions. Damage is still calculated based on the Element acting as a catalyst. More information can be found in **Elemental Damage Calculation** and **Status Afflictions**.

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **ELEMENT 1** | **ELEMENT 2** | **REACTION** | **ELEMENT 1** | **ELEMENT 2** | **REACTION** |
| SOLAR | SOLAR | BURN | ARC | SOLAR | BLAZE |
| SOLAR | NATURE | ECLIPSE | ARC | NATURE | SILENCE |
| SOLAR | SPIRIT | SCORCH | ARC | SPIRIT | SPARK |
| SOLAR | VOID | SIPHON | ARC | VOID | BLIND |
| SOLAR | ARC | BLAZE | ARC | ARC | SHOCK |
| SOLAR | FROST | VAPORIZE | ARC | FROST | DAZE |
| SOLAR | METAL | MELT | ARC | METAL | DISCHARGE |
| SOLAR | DIVINE | COMBUST | ARC | DIVINE | PARALYZE |
| NATURE | SOLAR | ECLIPSE | FROST | SOLAR | VAPORIZE |
| NATURE | NATURE | THORN | FROST | NATURE | NUMB |
| NATURE | SPIRIT | KNOCK | FROST | SPIRIT | EXHAUST |
| NATURE | VOID | PETRIFY | FROST | VOID | FREEZE |
| NATURE | ARC | SILENCE | FROST | ARC | DAZE |
| NATURE | FROST | NUMB | FROST | FROST | CHILL |
| NATURE | METAL | CORRODE | FROST | METAL | RUST |
| NATURE | DIVINE | THUNDER | FROST | DIVINE | SHATTER |
| SPIRIT | SOLAR | SCORCH | METAL | SOLAR | MELT |
| SPIRIT | NATURE | KNOCK | METAL | NATURE | CORRODE |
| SPIRIT | SPIRIT | RADIATE | METAL | SPIRIT | SUPPRESS |
| SPIRIT | VOID | STUN | METAL | VOID | DECAY |
| SPIRIT | ARC | SPARK | METAL | ARC | DISCHARGE |
| SPIRIT | FROST | EXHAUST | METAL | FROST | RUST |
| SPIRIT | METAL | SUPPRESS | METAL | METAL | BLEED |
| SPIRIT | DIVINE | INTIMIDATE | METAL | DIVINE | DISABLE |
| VOID | SOLAR | SIPHON | DIVINE | SOLAR | COMBUST |
| VOID | NATURE | PETRIFY | DIVINE | NATURE | THUNDER |
| VOID | SPIRIT | STUN | DIVINE | SPIRIT | INTIMIDATE |
| VOID | VOID | BLIGHT | DIVINE | VOID | CURSE |
| VOID | ARC | BLIND | DIVINE | ARC | PARALYZE |
| VOID | FROST | FREEZE | DIVINE | FROST | SHATTER |
| VOID | METAL | DECAY | DIVINE | METAL | DISABLE |
| VOID | DIVINE | CURSE | DIVINE | DIVINE | PURIFY |

As shown in the table above, many of the reactions are repeated as it doesn’t matter the order of catalyst and reactant so long as the two colliding elements are the same. Elements can also collide with themselves such as the case of **Solar** and **Solar** causing **BURN**. Both Melee and Ranged Weapons as well as Magic can cause reactions, though Melee and Ranged weapons depend on stats to determine damage and infliction calculations. A target that is currently afflicted by an ailment cannot then also have a reaction from the same elemental type. For example, a target afflicted by **VAPORIZE** will not be able to react with either **Solar** or **Frost** elements and is immune to all related reactions until **VAPORIZE** is removed or dissipated. This target can also not be infused with either **Solar** or **Frost** for the same duration.

**Status Afflictions**

When a reaction occurs, the target may be afflicted. Status afflictions also increase **STAGGER** by **1/2/3/4/5** based on the level of the afflictionwhile those that are highlighted RED do not affect Enemies, but instead increase **VULNERABLE** or **WEAKENED** by **1/2/3/4/5** based on the level of the affliction.

|  |  |
| --- | --- |
| **AFFLICTION** | **EFFECT DESCRIPTION** |
| BURN | Take **2000 Elemental Damage** of type **Solar** per second for **2/4/6/8/10**seconds |
| THORN | Take **2000 Elemental Damage** of type **Nature** per second for **2/4/6/8/10** seconds |
| RADIATE | Take **2000 Elemental Damage** of type **Spirit** per second for **2/4/6/8/10** seconds |
| BLIGHT | Take **2000 Elemental Damage** of type **Void** per second for **2/4/6/8/10** seconds |
| SHOCK | Take **2000 Elemental Damage** of type **Arc** per second for **2/4/6/8/10** seconds |
| CHILL | Take **2000 Elemental Damage** of type **Frost** per second for **2/4/6/8/10** seconds |
| BLEED | Take **2000 Elemental Damage** of type **Metal** per second for **2/4/6/8/10** seconds |
| PURIFY | Take **2000 Elemental Damage** of type **Divine** per second for **2/4/6/8/10** seconds |
| SCORCH | Target takes **10%** more **Physical Damage** for **5/7.5/10/12.5/15** seconds |
| BLAZE | Target takes **10%** more **Magic Damage** for **5/7.5/10/12.5/15** seconds |
| SPARK | Target takes **10%** more **Elemental Damage** for **5/7.5/10/12.5/15** seconds |
| NUMB | Target cannot **ATTACK** for **3/3.5/4/4.5/5** seconds |
| PETRIFY | Target cannot **CAST** for **3/3.5/4/4.5/5** seconds |
| FREEZE | Target cannot **MOVE** for **3/3.5/4/4.5/5** seconds |
| MELT | Reduces targets **SLR** by **20%** for **10/15/20/25/30** seconds |
| CORRODE | Reduces targets **NTR** by **20%** for **10/15/20/25/30** seconds |
| SUPPRESS | Reduces targets **SPR** by **20%** for **10/15/20/25/30** seconds |
| DECAY | Reduces targets **VOD** by **20%** for **10/15/20/25/30** seconds |
| DISCHARGE | Reduces targets **ARC** by **20%** for **10/15/20/25/30** seconds |
| RUST | Reduces targets **FST** by **20%** for **10/15/20/25/30** seconds |
| COMBUST | Reduces targets **ATK** by **20%** for **10/15/20/25/30** seconds |
| THUNDER | Reduces targets **DEF** by **20%** for **10/15/20/25/30** seconds |
| INTIMIDATE | Reduces targets **MGA** by **20%** for **10/15/20/25/30** seconds |
| CURSE | Reduces targets **MGD** by **20%** for **10/15/20/25/30** seconds |
| PARALYZE | Reduces targets **AG** by **20%** for **10/15/20/25/30** seconds |
| SHATTER | Reduces targets **SHR** by **20%** for **10/15/20/25/30** seconds |
| ECLIPSE | Target cannot **Summon** or activate **Summon** **Ability** for **10/15/20/25/30** seconds |
| VAPORIZE | Target cannot receive or cast any **Buff** for **10/15/20/25/30** seconds |
| SIPHON | Target cannot receive or cast any **Healing** for **10/15/20/25/30** seconds |
| KNOCK | Prevents **Equipment** and **Technique** use for **5/7.5/10/12.5/15** seconds |
| EXHAUST | Prevents **Stamina Recovery** for **5/7.5/10/12.5/15** seconds |
| STUN | Prevents **Critical Hits** for **5/7.5/10/12.5/15** seconds |
| SILENCE | Targets **Hearing** is impaired for **3/3.5/4/4.5/5** seconds |
| DAZE | Targets **Movement** is impaired for **3/3.5/4/4.5/5** seconds |
| BLIND | Targets **Vision** is impaired for **3/3.5/4/4.5/5** seconds |
| DISABLE | Target cannot **MOVE, ATTACK,** or **CAST** for **2/2.25/2.5/2.75/3** seconds |

**Affliction Level**

The strength at which a status affliction was applied. The stronger the level of affliction the stronger the effect or the longer the effects duration. Afflictions can have a max level (V). More than one affliction can affect a player or enemy at once. Afflictions of the same type and level will restart the duration, whereas afflictions of the same type but different level will overlap and take the effect of the strongest level (these will not restart durations). The same criteria will also be applied to **Buffs**.

In order to trigger a reaction multiple criteria must first be met. Firstly, the target must be infused by an element. Infusing a target with an element can be done by hitting them with strong elemental infusion from **Ranged** or **Melee Weapons**, **Magic**, or **Equipment**. Once a target is infused with an element, hitting them with another infused element or even the same one can cause a reaction. Whether or not the reaction occurs is based on the **Pierce (PRC)** stat for weapons; as for **Magic** and **Equipment** there is a 100% chance.

**Buffs**

Buffs are similar to **Status Afflictions** but do not require any sort of damage or reaction. They can be cast upon a player using **Magic**, **Techniques**, and **Equipment** or come naturally through the use of **Armor**, **Outfit**, **Rings**, **Artifacts**, or **Soul Stones** equipped with a bonus effect. Buffs follow the same format as **Afflictions** and can stack up to 5 times offering a stronger effect with each stack. Duration resets upon a new stack added.

|  |  |
| --- | --- |
| **BUFF** | **EFFECT DESCRIPTION** |
| RAGE | Increase **ATK** by **5/10/15/20/25 %** for **10** seconds |
| BULWARK | Increase **DEF** by **5/10/15/20/25 %** for **10** seconds |
| MANAFOCUS | Increase **MGA** by **5/10/15/20/25 %** for **10** seconds |
| MANAWALL | Increase **MGD** by **5/10/15/20/25 %** for **10** seconds |
| MOMENTUM | Increase **AG** by **5/10/15/20/25 %** for **10** seconds |
| IRON LUNG | Decrease **Stamina** usage by **5/10/15/20/25 %** for **10** seconds |
| ENERGIZED | Decrease **Magic Power** usage by **5/10/15/20/25 %** for **10** seconds |
| UNBREAKING | Increase **SHR** by **5/10/15/20/25 %** for **10** seconds |
| CIRCULATION | Increase **STR** by **5/10/15/20/25 %** for **10** seconds |
| FLAMEBORN | Increase **SLR** by **5/10/15/20/25 %** for **10** seconds |
| EARTHBORN | Increase **NTR** by **5/10/15/20/25 %** for **10** seconds |
| LIGHTBORN | Increase **SPR** by **5/10/15/20/25 %** for **10** seconds |
| DARKBORN | Increase **VOD** by **5/10/15/20/25 %** for **10** seconds |
| FLASHBORN | Increase **ARC** by **5/10/15/20/25 %** for **10** seconds |
| ICEBORN | Increase **FST** by **5/10/15/20/25 %** for **10** seconds |
| STEELBORN | Increase **MTL** by **5/10/15/20/25 %** for **10** seconds |
| SOULBORN | Increase **DVN** by **5/10/15/20/25 %** for **10** seconds |
| RESIST | Grants **Immunity** to all **Status Afflictions** for **5/10/15/20/25** seconds |

Unlike **Status Afflictions**, **Buffs** are not restricted and can all be on a single player at once.

**Summon Status Effects**

Summons can also have a few status effects on them. These can be activated using **Magic** or **Techniques**. They can help with ensuring their own survival or assist the summoner in a variety of ways.

|  |  |
| --- | --- |
| **BUFF** | **EFFECT DESCRIPTION** |
| INVULNERABLE | **Summon** is immune to damage from all sources for **10** seconds |
| DAMAGE MITIGATION | **Summon** takes **20%** of damage intended for **Summoner** for **30** seconds |
| HASTE | **Summon** uses its ability **50%** faster for **30** seconds |

**Enemy Modifiers**

Enemies can sometimes have pre-existing modifiers attached to make them stronger or more difficult to defeat. These modifiers are based upon the **World Level** and will only appear on some types of enemies, such as bosses. Modifiers are randomized and some enemies can have up to 3 active on them. Modifiers cannot be removed.

|  |  |
| --- | --- |
| **MODIFIER** | **EFFECT DESCRIPTION** |
| ANGRY | Enemy **ATK** is increased by **50%** |
| STURDY | Enemy cannot be **STAGGERED** |
| EGOTISTIC | Enemy cannot be **WEAKENED** |
| BOUNTIFUL | Enemy **HP** is increased by **50%** |
| GUARDED | Enemy **DEF** is increased by **50%** |
| LIMITLESS | Enemy regenerates **0.5%** **Health** every second |
| CRITLESS | Enemy cannot be made **VULNERABLE** |
| FLAMEBURN | Enemy has **Immunity** to all **Status Afflictions** of type **Solar** |
| EARTHBURN | Enemy has **Immunity** to all **Status Afflictions** of type **Nature** |
| LIGHTBURN | Enemy has **Immunity** to all **Status Afflictions** of type **Spirit** |
| DARKBURN | Enemy has **Immunity** to all **Status Afflictions** of type **Void** |
| FLASHBURN | Enemy has **Immunity** to all **Status Afflictions** of type **Arc** |
| ICEBURN | Enemy has **Immunity** to all **Status Afflictions** of type **Frost** |
| STEELBURN | Enemy has **Immunity** to all **Status Afflictions** of type **Metal** |
| SOULBURN | Enemy has **Immunity** to all **Status Afflictions** of type **Divine** |
| MANIC | Enemy **MGA** is increased by **50%** |
| MANAGUARD | Enemy **MGD** is increased by **50%** |
| HYPERACTIVE | Enemy **AG** is increased by **50%** |

**Enemy Additional Status Effects**

|  |  |
| --- | --- |
| **STATUS** | **EFFECT DESCRIPTION** |
| STAGGERED | Enemy takes **50%** more damage and will not attack or move for **10** seconds |
| VULNERABLE | Enemy takes **200%** more damage for **3** seconds |
| WEAKENED | Enemy takes **100%** more damage and deals **50%** less damage for **5** seconds |

**Enemy Rankings and Stats**

Stats shown below are without modifiers or specific elemental affinities. Values may change based on other variables within the game such as region bonuses.

|  |  |  |  |
| --- | --- | --- | --- |
| **ENEMY RANK** | **ATTACK NUM** | **MODIFIER NUM** | **AFFINITY NUM** |
| Minor | 1 | 0 | 0 |
| Special Minor | 1 | 0 | 1 |
| Elite Minor | 2 | 0 | 1 |
| Major | 2 | 1 | 1 |
| Special Major | 2 | 1 | 2 |
| Elite Major | 3 | 1 | 2 |
| Commander | 3 | 2 | 2 |
| Special Commander | 3 | 2 | 3 |
| Elite Commander | 4 | 2 | 3 |
| Champion | 4 | 3 | 3 |
| Mythic Champion | 4 - 7 | 3 | 4 – 7 |

**Minor Enemy Stats**

|  |  |  |
| --- | --- | --- |
| **Stat Type** | **Minimum (Level 1)** | **Maximum (Level 100)** |
| HP | 100 | 100000 |
| SHD | 100 | 100000 |
| ATK | 100 | 10000 |
| DEF | 100 | 10000 |
| MGA | 100 | 10000 |
| MGD | 100 | 10000 |
| AG | 100 | 10000 |
| STAGGER | 100 | 200 |
| VULNERABLE/WEAKENED | 20 | 40 |

**Special Minor Enemy Stats (\*)**

|  |  |  |
| --- | --- | --- |
| **Stat Type** | **Minimum (Level 1)** | **Maximum (Level 100)** |
| HP | 200 | 200000 |
| SHD | 200 | 200000 |
| ATK | 100 | 10000 |
| DEF | 100 | 10000 |
| MGA | 100 | 10000 |
| MGD | 100 | 10000 |
| AG | 100 | 10000 |
| SHR | 100 | 10000 |
| STAGGER | 100 | 200 |
| VULNERABLE/WEAKENED | 20 | 40 |

**Elite Minor Enemy Stats (\*)**

|  |  |  |
| --- | --- | --- |
| **Stat Type** | **Minimum (Level 1)** | **Maximum (Level 100)** |
| HP | 300 | 300000 |
| SHD | 300 | 300000 |
| ATK | 100 | 10000 |
| DEF | 100 | 10000 |
| MGA | 100 | 10000 |
| MGD | 100 | 10000 |
| AG | 100 | 10000 |
| SHR | 100 | 10000 |
| STAGGER | 100 | 200 |
| VULNERABLE/WEAKENED | 20 | 40 |

**Major Enemy Stats (\*) (\*\*)**

|  |  |  |
| --- | --- | --- |
| **Stat Type** | **Minimum (Level 1)** | **Maximum (Level 100)** |
| HP | 500 | 500000 |
| SHD | 500 | 500000 |
| ATK | 100 | 12000 |
| DEF | 100 | 12000 |
| MGA | 100 | 12000 |
| MGD | 100 | 12000 |
| AG | 100 | 12000 |
| SHR | 100 | 12000 |
| STAGGER | 100 | 250 |
| VULNERABLE/WEAKENED | 20 | 50 |

**Special Major Enemy Stats (\*) (\*\*)**

|  |  |  |
| --- | --- | --- |
| **Stat Type** | **Minimum (Level 1)** | **Maximum (Level 100)** |
| HP | 800 | 800000 |
| SHD | 800 | 800000 |
| ATK | 100 | 12000 |
| DEF | 100 | 12000 |
| MGA | 100 | 12000 |
| MGD | 100 | 12000 |
| AG | 100 | 12000 |
| SHR | 100 | 12000 |
| STAGGER | 100 | 250 |
| VULNERABLE/WEAKENED | 20 | 50 |

**(\*) May have 1 or more Elemental Affinity**

**(\*\*) May have 1 or more Modifier which changes their maximum values**

**Elite Major Enemy Stats (\*) (\*\*)**

|  |  |  |
| --- | --- | --- |
| **Stat Type** | **Minimum (Level 1)** | **Maximum (Level 100)** |
| HP | 1000 | 1000000 |
| SHD | 1000 | 1000000 |
| ATK | 100 | 12000 |
| DEF | 100 | 12000 |
| MGA | 100 | 12000 |
| MGD | 100 | 12000 |
| AG | 100 | 12000 |
| SHR | 100 | 12000 |
| STAGGER | 100 | 250 |
| VULNERABLE/WEAKENED | 20 | 50 |

**Commander Enemy Stats (\*) (\*\*)**

|  |  |  |
| --- | --- | --- |
| **Stat Type** | **Minimum (Level 1)** | **Maximum (Level 100)** |
| HP | 3000 | 3000000 |
| SHD | 3000 | 3000000 |
| ATK | 100 | 18000 |
| DEF | 100 | 18000 |
| MGA | 100 | 18000 |
| MGD | 100 | 18000 |
| AG | 100 | 18000 |
| SHR | 100 | 18000 |
| STAGGER | 100 | 300 |
| VULNERABLE/WEAKENED | 20 | 60 |

**Special Commander Enemy Stats (\*) (\*\*)**

|  |  |  |
| --- | --- | --- |
| **Stat Type** | **Minimum (Level 1)** | **Maximum (Level 100)** |
| HP | 5000 | 5000000 |
| SHD | 5000 | 5000000 |
| ATK | 100 | 18000 |
| DEF | 100 | 18000 |
| MGA | 100 | 18000 |
| MGD | 100 | 18000 |
| AG | 100 | 18000 |
| SHR | 100 | 18000 |
| STAGGER | 100 | 300 |
| VULNERABLE/WEAKENED | 20 | 60 |

**(\*) May have 1 or more Elemental Affinity**

**(\*\*) May have 1 or more Modifier which changes their maximum values**

**Elite Commander Enemy Stats (\*) (\*\*)**

|  |  |  |
| --- | --- | --- |
| **Stat Type** | **Minimum (Level 1)** | **Maximum (Level 100)** |
| HP | 10000 | 10000000 |
| SHD | 10000 | 10000000 |
| ATK | 100 | 18000 |
| DEF | 100 | 18000 |
| MGA | 100 | 18000 |
| MGD | 100 | 18000 |
| AG | 100 | 18000 |
| SHR | 100 | 18000 |
| STAGGER | 100 | 300 |
| VULNERABLE/WEAKENED | 20 | 60 |

**Champion Enemy Stats (\*) (\*\*)**

|  |  |  |
| --- | --- | --- |
| **Stat Type** | **Minimum (Level 1)** | **Maximum (Level 100)** |
| HP | 30000 | 30000000 |
| SHD | 30000 | 30000000 |
| ATK | 100 | 25000 |
| DEF | 100 | 25000 |
| MGA | 100 | 25000 |
| MGD | 100 | 25000 |
| AG | 100 | 25000 |
| SHR | 100 | 25000 |
| STAGGER | 100 | 350 |
| VULNERABLE/WEAKENED | 20 | 70 |

**Mythic Champion Enemy Stats (\*) (\*\*)**

|  |  |  |
| --- | --- | --- |
| **Stat Type** | **Minimum (Level 1)** | **Maximum (Level 100)** |
| HP | 50000 | 50000000 |
| SHD | 50000 | 50000000 |
| ATK | 100 | 35000 |
| DEF | 100 | 35000 |
| MGA | 100 | 35000 |
| MGD | 100 | 35000 |
| AG | 100 | 35000 |
| SHR | 100 | 35000 |
| STAGGER | 100 | 400 |
| VULNERABLE/WEAKENED | 20 | 80 |

**(\*) May have 1 or more Elemental Affinity**

**(\*\*) May have 1 or more Modifier which changes their maximum values**

**Champions League**

The Champions League is the premiere Player vs. Player arena where teams of 5 are pitted against each other in a variety of game modes. Players will compete to achieve the Champion Ranking which grants players access to exclusive rewards, including powerful gear and weapons. Each Rank offers greater value rewards at the end of the season but requires increasingly higher skill levels to achieve. Player ranks are based on their accumulated MMR which is acquired through a few different means. In the Champions League, player level and stats are balanced out to provide a fair experience across the board.

**Champions League Game Modes:**

Disturbance:

* 13 Round Limit / 6 Round Switch
* Attack / Defend Crystal
* 3 Minute Round Timer
* Limited Ammo, Magic, and Techniques
* 1 Life per Round

Stronghold:

* 250 Point Limit
* Attack / Defend Stronghold
* 25 Minute Game Timer
* Unlimited Ammo / Limited Magic and Techniques
* 10 Second Respawn Timer / Unlimited Lives

Containment:

* 7 Point Limit
* Capture / Defend Power Orbs
* 25 Minute Game Timer
* Unlimited Ammo / Limited Magic and Techniques
* 10 Second Respawn Timer / Unlimited Lives

Attrition:

* 100 Point Limit
* Confirm Kills on Enemies
* 25 Minute Game Timer
* Limited Ammo, Magic, and Techniques
* Instant Respawn / 25 Lives Per Player

Breach:

* 1 Point Limit
* Destroy Enemy Soul Generators and Power Station
* 25 Minute Game Timer
* Unlimited Ammo, Magic, and Techniques
* 3 Second Respawn Timer / Unlimited Lives / +3 Seconds per Death (60 Sec Max)

**Champions League MMR Breakdown**

MMR Point Structure:

* A player may only gain or lose a maximum of 100 MMR per game
* Total MMR gained / lost is equal to (Total Points / 5) – Rank Baseline

|  |  |  |  |
| --- | --- | --- | --- |
| **Action Completed** | **Game Mode** | **Team** | **Points** |
| Enemy Player Killed | Any | Any | 5 |
| Enemy Player Killed (Magic) | Any | Any | 3 |
| Enemy Player Killed (Technique) | Any | Any | 3 |
| Enemy Player Killed (Ordnance) | Any | Any | 3 |
| Crystal Charged | Disturbance | Imperial | 10 |
| Crystal Discharged | Disturbance | Vanguard | 10 |
| Round Win | Disturbance | Any | 15 |
| Round Loss | Disturbance | Any | -5 |
| Objective Captured | Stronghold | Any | 10 |
| Objective Defended | Stronghold | Any | 10 |
| Objective Lost | Stronghold | Any | -5 |
| Orb Contained | Containment | Any | 25 |
| Orb Retrieved | Containment | Any | 10 |
| Orb Lost | Containment | Any | -5 |
| Kill Confirmed | Attrition | Any | 3 |
| Kill Denied | Attrition | Any | 3 |
| Enemy Minion Killed | Breach | Any | 2 |
| Enemy Minion Killed (Magic) | Breach | Any | 1 |
| Enemy Minion Killed (Technique) | Breach | Any | 1 |
| Enemy Minion Killed (Ordnance) | Breach | Any | 1 |
| Soul Generator Destroyed | Breach | Any | 10 |
| Power Station Destroyed | Breach | Any | 15 |
| Player Death | Any | Any | -3 |
| Player Death (Magic) | Any | Any | -1 |
| Player Death (Technique) | Any | Any | -1 |
| Player Death (Ordnance) | Any | Any | -1 |
| Enemy Kill Assist | Any | Any | 2 |
| Enemy Kill Assist (Magic) | Any | Any | 1 |
| Enemy Kill Assist (Technique) | Any | Any | 1 |
| Enemy Kill Assist (Ordnance) | Any | Any | 1 |
| World Guardian Defeated (Tier 1) | Any | Any | 3 |
| World Guardian Defeated (Tier 2) | Any | Any | 7 |
| World Guardian Defeated (Tier 3) | Any | Any | 12 |
| World Guardian Defeated (Tier 4) | Any | Any | 18 |
| World Guardian Defeated (Tier 5) | Any | Any | 25 |
| Game Won | Any | Any | Rank Based |
| Game Loss | Any | Any | Rank Based |

**Champions League Rank Breakdown**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Rank** | **MMR Range** | **Game Won** | **Game Loss** | **Rank Baseline** |
| Iron I | 250 | 100 | -20 | 5 |
| Iron II | 300 | 100 | -20 | 5 |
| Iron III | 360 | 100 | -20 | 5 |
| Iron IV | 430 | 100 | -20 | 5 |
| Iron V | 510 | 100 | -20 | 5 |
| Copper I | 600 | 95 | -20 | 5 |
| Copper II | 700 | 95 | -20 | 5 |
| Copper III | 810 | 95 | -20 | 5 |
| Copper IV | 930 | 95 | -20 | 5 |
| Copper V | 1060 | 95 | -20 | 5 |
| Bronze I | 1200 | 90 | -25 | 10 |
| Bronze II | 1350 | 90 | -25 | 10 |
| Bronze III | 1510 | 90 | -25 | 10 |
| Bronze IV | 1680 | 90 | -25 | 10 |
| Bronze V | 1860 | 90 | -25 | 10 |
| Silver I | 2050 | 85 | -25 | 10 |
| Silver II | 2250 | 85 | -25 | 10 |
| Silver III | 2460 | 85 | -25 | 10 |
| Silver IV | 2680 | 85 | -25 | 10 |
| Silver V | 2910 | 85 | -25 | 10 |
| Gold I | 3150 | 80 | -30 | 15 |
| Gold II | 3400 | 80 | -30 | 15 |
| Gold III | 3660 | 80 | -30 | 15 |
| Gold IV | 3930 | 80 | -30 | 15 |
| Gold V | 4210 | 80 | -30 | 15 |
| Platinum I | 4500 | 75 | -35 | 15 |
| Platinum II | 4800 | 75 | -35 | 15 |
| Platinum III | 5110 | 75 | -35 | 15 |
| Platinum IV | 5430 | 75 | -35 | 15 |
| Platinum V | 5760 | 75 | -35 | 15 |
| Diamond I | 6100 | 70 | -40 | 20 |
| Diamond II | 6450 | 70 | -40 | 20 |
| Diamond III | 6810 | 70 | -40 | 20 |
| Diamond IV | 7180 | 70 | -40 | 20 |
| Diamond V | 7560 | 70 | -40 | 20 |
| Obsidian | 7950 | 65 | -45 | 25 |
| Mithril | 8350 | 60 | -50 | 25 |
| Adamantine | 8800 | 55 | -55 | 25 |

Players must play 10 placement matches to be initially ranked, with the max placement being Diamond I. Player Ranks are reset each season and 5 placement matches must be replayed.

**Player Level 0 Starting Slots**

**ARMOR:** (AG), (CAP), (SHR), (STR) – 4 SLOTS – BODY, CHEST, PADS, BELT

**OUTFIT:** (HP), (MP), (SHD), (STM) – 1 SLOT

**SOUL STONE:** (ATK), (DEF), (MGA), (MGD) + Elemental Attributes – 0 SLOTS (MAX 1)

**RING:** (ATK), (DEF), (MGA), (MGD) + Elemental Attribute – 1 SLOT (MAX 10)

**ARTIFACT:** (HP), (MP), (SHD), (STM) – 0 SLOTS (MAX 3)

**ARMOR MIN AND MAX VALUES**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Armor** | **AG** | **CAP** | **SHR** | **STR** |
| BODY | 0 – 5000 | 0 – 5000 | 0 – 5000 | 0 – 5000 |
| CHEST | 0 – 5000 | 0 – 5000 | 0 – 5000 | 0 – 5000 |
| PADS | 0 – 5000 | 0 – 5000 | 0 – 5000 | 0 – 5000 |
| BELT | 0 – 5000 | 0 – 5000 | 0 – 5000 | 0 – 5000 |

*Each piece of Armor has the same potential of Stat values. This value is calculated based on the Tier of Armor as well as the Quality of the piece itself.*

**ARMOR TIER POINT DISTRIBUTION / QUALITY RANGE**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Tier** | **Points** | **AG** | **CAP** | **SHR** | **STR** |
| Iron | 0 – 500 | 0 – 500 | 0 – 500 | 0 – 500 | 0 – 500 |
| Copper | 0 – 1000 | 0 – 1000 | 0 – 1000 | 0 – 1000 | 0 – 1000 |
| Bronze | 0 – 1500 | 0 – 1500 | 0 – 1500 | 0 – 1500 | 0 – 1500 |
| Silver | 0 – 2000 | 0 – 2000 | 0 – 2000 | 0 – 2000 | 0 – 2000 |
| Gold | 0 – 2500 | 0 – 2500 | 0 – 2500 | 0 – 2500 | 0 – 2500 |
| Platinum | 0 – 3000 | 0 – 3000 | 0 – 3000 | 0 – 3000 | 0 – 3000 |
| Diamond | 0 – 3500 | 0 – 3500 | 0 – 3500 | 0 – 3500 | 0 – 3500 |
| Obsidian | 0 – 4000 | 0 – 4000 | 0 – 4000 | 0 – 4000 | 0 – 4000 |
| Mithril | 0 – 4500 | 0 – 4500 | 0 – 4500 | 0 – 4500 | 0 – 4500 |
| Adamantine | 0 – 5000 | 0 – 5000 | 0 – 5000 | 0 – 5000 | 0 – 5000 |

*Total points are based upon the Tier of the Armor as well as the Quality of the piece itself. Quality ranges from 0 – 100, thus each quality point attributes 5 total points for distribution amongst the 4 stats that Armor may provide. Armor is the ONLY way to obtain the above stat values beyond using skill points gained from Level and Rank. In order to get the maximum number of Stat points, a player must obtain 1 Adamantine piece of each Armor Type, with each having a quality of 100. This same concept is used for Outfit, Rings, Soul Stone, and Artifacts to varying degrees. In some cases, the piece will require Charge. More details can be found in* **Soul Stone Min and Max Values** as well as **Ring Min and Max Values**.

**SOUL STONE MIN AND MAX VALUES**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Soul Stone** | **Element** | **ATK** | **DEF** | **MGA** | **MGD** |
| EMPTY | 0 | 0 | 0 | 0 | 0 |
| CHARGED | 0 – 10000 | 0 – 10000 | 0 – 10000 | 0 – 10000 | 0 – 10000 |

*The Element stat that is increased is based upon the way the Soul Stone is charged. Each Soul Stone can increase all element stats but only one Soul Stone can be equipped at a time. To charge a Soul Stone, players must defeat enemies using any Element. Each enemy defeated will award a single Charge up to the maximum of that Tier. The max Charge is also based on the Quality of the Soul Stone. In the chart below you can see that for Iron, 1 Quality is equal to 1 Charge and each Charge is equal to 10 Points. In Adamantine, each Quality is equal to 10 Charge and each Charge is equal to 10 Points. The Standard Stat values are only affected by Quality and do not require Charge like the Element Stat values. Although a player will not start with a Soul Stone slot at the beginning of the game, they can obtain this slot upon reaching a certain level. More details will be found in the* **Player Level Unlock Guide.**

**SOUL STONE TIER POINT DISTRIBUTION / QUALITY RANGE FOR STANDARD STATS**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Tier** | **Points** | **ATK** | **DEF** | **MGA** | **MGD** |
| Iron | 0 – 1000 | 0 – 1000 | 0 – 1000 | 0 – 1000 | 0 – 1000 |
| Copper | 0 – 2000 | 0 – 2000 | 0 – 2000 | 0 – 2000 | 0 – 2000 |
| Bronze | 0 – 3000 | 0 – 3000 | 0 – 3000 | 0 – 3000 | 0 – 3000 |
| Silver | 0 – 4000 | 0 – 4000 | 0 – 4000 | 0 – 4000 | 0 – 4000 |
| Gold | 0 – 5000 | 0 – 5000 | 0 – 5000 | 0 – 5000 | 0 – 5000 |
| Platinum | 0 – 6000 | 0 – 6000 | 0 – 6000 | 0 – 6000 | 0 – 6000 |
| Diamond | 0 – 7000 | 0 – 7000 | 0 – 7000 | 0 – 7000 | 0 – 7000 |
| Obsidian | 0 – 8000 | 0 – 8000 | 0 – 8000 | 0 – 8000 | 0 – 8000 |
| Mithril | 0 – 9000 | 0 – 9000 | 0 – 9000 | 0 – 9000 | 0 – 9000 |
| Adamantine | 0 – 10000 | 0 – 10000 | 0 – 10000 | 0 – 10000 | 0 – 10000 |

**SOUL STONE TIER POINT DISTRIBUTION AND CHARGE REQUIREMENTS**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Tier** | **QUALITY** | **CHARGE** | **POINTS** | **ELEMENT(S)** | **UPGRADE** |
| Iron | 0 – 100 | 0 – 100 | 0 – 1000 | 0 – 1000 | 0 |
| Copper | 0 – 100 | 0 – 200 | 0 – 2000 | 0 – 2000 | 50 |
| Bronze | 0 – 100 | 0 – 300 | 0 – 3000 | 0 – 3000 | 67 |
| Silver | 0 – 100 | 0 – 400 | 0 – 4000 | 0 – 4000 | 75 |
| Gold | 0 – 100 | 0 – 500 | 0 – 5000 | 0 – 5000 | 80 |
| Platinum | 0 – 100 | 0 – 600 | 0 – 6000 | 0 – 6000 | 84 |
| Diamond | 0 – 100 | 0 – 700 | 0 – 7000 | 0 – 7000 | 86 |
| Obsidian | 0 – 100 | 0 – 800 | 0 – 8000 | 0 – 8000 | 88 |
| Mithril | 0 – 100 | 0 – 900 | 0 – 9000 | 0 – 9000 | 89 |
| Adamantine | 0 – 100 | 0 – 1000 | 0 – 10000 | 0 – 10000 | 90 |

**RING MIN AND MAX VALUES**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Ring** | **Element** | **ATK** | **DEF** | **MGA** | **MGD** |
| RUBY | 0 – 1000 | 0 – 1000 | 0 – 1000 | 0 – 1000 | 0 – 1000 |
| EMERALD | 0 – 1000 | 0 – 1000 | 0 – 1000 | 0 – 1000 | 0 – 1000 |
| TOPAZ | 0 – 1000 | 0 – 1000 | 0 – 1000 | 0 – 1000 | 0 – 1000 |
| AMETHYST | 0 – 1000 | 0 – 1000 | 0 – 1000 | 0 – 1000 | 0 – 1000 |
| SAPPHIRE | 0 – 1000 | 0 – 1000 | 0 – 1000 | 0 – 1000 | 0 – 1000 |
| QUARTZ | 0 – 1000 | 0 – 1000 | 0 – 1000 | 0 – 1000 | 0 – 1000 |
| ONYX | 0 – 1000 | 0 – 1000 | 0 – 1000 | 0 – 1000 | 0 – 1000 |
| PEARL | 0 – 1000 | 0 – 1000 | 0 – 1000 | 0 – 1000 | 0 – 1000 |

*Unlike Soul Stones, Rings’ Element stat is based upon the type of Ring itself. However, a player can equip multiple Rings, including those of the same type, such as 10 Ruby Rings if desired. Like Soul Stones, Rings must also be charged before they reach their Element Stat max. More details will be found in the* **Player Level Unlock Guide**.

**RING TIER POINT DISTRIBUTION / QUALITY RANGE FOR STANDARD STATS**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Tier** | **Points** | **ATK** | **DEF** | **MGA** | **MGD** |
| Iron | 0 – 100 | 0 – 100 | 0 – 100 | 0 – 100 | 0 – 100 |
| Copper | 0 – 200 | 0 – 200 | 0 – 200 | 0 – 200 | 0 – 200 |
| Bronze | 0 – 300 | 0 – 300 | 0 – 300 | 0 – 300 | 0 – 300 |
| Silver | 0 – 400 | 0 – 400 | 0 – 400 | 0 – 400 | 0 – 400 |
| Gold | 0 – 500 | 0 – 500 | 0 – 500 | 0 – 500 | 0 – 500 |
| Platinum | 0 – 600 | 0 – 600 | 0 – 600 | 0 – 600 | 0 – 600 |
| Diamond | 0 – 700 | 0 – 700 | 0 – 700 | 0 – 700 | 0 – 700 |
| Obsidian | 0 – 800 | 0 – 800 | 0 – 800 | 0 – 800 | 0 – 800 |
| Mithril | 0 – 900 | 0 – 900 | 0 – 900 | 0 – 900 | 0 – 900 |
| Adamantine | 0 – 1000 | 0 – 1000 | 0 – 1000 | 0 – 1000 | 0 – 1000 |

**RING TIER POINT DISTRIBUTION AND CHARGE REQUIREMENTS**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Tier** | **QUALITY** | **CHARGE** | **POINTS** | **ELEMENT** | **UPGRADE** |
| Iron | 0 – 100 | 0 – 100 | 0 – 100 | 0 – 100 | 0 |
| Copper | 0 – 100 | 0 – 100 | 0 – 200 | 0 – 200 | 50 |
| Bronze | 0 – 100 | 0 – 100 | 0 – 300 | 0 – 300 | 67 |
| Silver | 0 – 100 | 0 – 100 | 0 – 400 | 0 – 400 | 75 |
| Gold | 0 – 100 | 0 – 100 | 0 – 500 | 0 – 500 | 80 |
| Platinum | 0 – 100 | 0 – 100 | 0 – 600 | 0 – 600 | 84 |
| Diamond | 0 – 100 | 0 – 100 | 0 – 700 | 0 – 700 | 86 |
| Obsidian | 0 – 100 | 0 – 100 | 0 – 800 | 0 – 800 | 88 |
| Mithril | 0 – 100 | 0 – 100 | 0 – 900 | 0 – 900 | 89 |
| Adamantine | 0 – 100 | 0 – 100 | 0 – 1000 | 0 – 1000 | 90 |

**OUTFIT MIN AND MAX VALUES**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Outfit** | **HP** | **MP** | **SHD** | **STM** |
| Name | 0 – 25000 | 0 – 25000 | 0 – 5000 | 0 – 5000 |

*Outfits are a single slot item which distributes its points amongst the stats listed above. This is unlike Armor Sets which are comprised of 4 separate pieces that are interchangeable with other sets. Outfits follow the same Tier and Quality ratings as Armor and differ in their point distribution accordingly. See the point breakdown below.*

**OUTFIT TIER POINT DISTRIBUTION / QUALITY RANGE**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Tier** | **Points** | **HP** | **MP** | **SHD** | **STM** |
| Iron | 0 – 3000 | 0 – 2500 | 0 – 2500 | 0 – 500 | 0 – 500 |
| Copper | 0 – 6000 | 0 – 5000 | 0 – 5000 | 0 – 1000 | 0 – 1000 |
| Bronze | 0 – 9000 | 0 – 7500 | 0 – 7500 | 0 – 1500 | 0 – 1500 |
| Silver | 0 – 12000 | 0 – 10000 | 0 – 10000 | 0 – 2000 | 0 – 2000 |
| Gold | 0 – 15000 | 0 – 12500 | 0 – 12500 | 0 – 2500 | 0 – 2500 |
| Platinum | 0 – 18000 | 0 – 15000 | 0 – 15000 | 0 – 3000 | 0 – 3000 |
| Diamond | 0 – 21000 | 0 – 17500 | 0 – 17500 | 0 – 3500 | 0 – 3500 |
| Obsidian | 0 – 24000 | 0 – 20000 | 0 – 20000 | 0 – 4000 | 0 – 4000 |
| Mithril | 0 – 27000 | 0 – 22500 | 0 – 22500 | 0 – 4500 | 0 – 4500 |
| Adamantine | 0 – 30000 | 0 – 25000 | 0 – 25000 | 0 – 5000 | 0 – 5000 |

**ARTIFACT MIN AND MAX VALUES**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Artifact** | **HP** | **MP** | **SHD** | **STM** |
| Name | 0 – 25000 | 0 – 25000 | 0 – 5000 | 0 – 5000 |

*Artifacts are like Outfits but have a maximum of 3 slots and an additional passive effect.*

**ARTIFACT TIER POINT DISTRIBUTION / QUALITY RANGE**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Tier** | **Points** | **HP** | **MP** | **SHD** | **STM** |
| Iron | 0 – 3000 | 0 – 2500 | 0 – 2500 | 0 – 500 | 0 – 500 |
| Copper | 0 – 6000 | 0 – 5000 | 0 – 5000 | 0 – 1000 | 0 – 1000 |
| Bronze | 0 – 9000 | 0 – 7500 | 0 – 7500 | 0 – 1500 | 0 – 1500 |
| Silver | 0 – 12000 | 0 – 10000 | 0 – 10000 | 0 – 2000 | 0 – 2000 |
| Gold | 0 – 15000 | 0 – 12500 | 0 – 12500 | 0 – 2500 | 0 – 2500 |
| Platinum | 0 – 18000 | 0 – 15000 | 0 – 15000 | 0 – 3000 | 0 – 3000 |
| Diamond | 0 – 21000 | 0 – 17500 | 0 – 17500 | 0 – 3500 | 0 – 3500 |
| Obsidian | 0 – 24000 | 0 – 20000 | 0 – 20000 | 0 – 4000 | 0 – 4000 |
| Mithril | 0 – 27000 | 0 – 22500 | 0 – 22500 | 0 – 4500 | 0 – 4500 |
| Adamantine | 0 – 30000 | 0 – 25000 | 0 – 25000 | 0 – 5000 | 0 – 5000 |

**SPECIALIST LIST | WEAPON TYPES | TECHNIQUES**

Specialists are additional subclasses that unlock unique techniques, weapons, armor, outfits, artifacts and more through a Mastery Rank system. Each Specialist starts at Rank 0 and goes up to Master Rank with rewards for each Rank. When using a Specialist your Vanguard will gain specific exclusive passive abilities automatically. Each Specialist comes equipped with certain bonuses, mastering them all is highly recommended.

\*Exclusive Weapon: One-of-a-kind weapons only obtainable through the subclass system. The weapon will be pre-equipped with all attachments unlocked.

\*Supply Crate: Supply Crates are filled with useful supplies ranging from Ammunition, Skull Tokens, Prisma Currency, Potions, Equipment and Crafting Resources.

\*Outfit: Outfits are the visible clothing shown on your Vanguard; they can be covered up by armor, but still provide some additional stat bonuses.

\*Armor: Armor are protective pieces worn on top of Outfits; they can modify both Player and Attribute stats. They are separated into 4 pieces: Chest, Belt, Pads, and Body.

[*Effect Description*] (*Effect Duration Seconds*) {*Effect Recharge Duration Seconds*}

*Note: If Effect Duration is shown as* (SU) *the Technique is of type “Single Use per Recharge”.*

**Specialist Name**: Specialist Description including brief explanation of origin, combat style and general characteristics expected for user playstyle

Weapon: Weapon Type [Bonus +5% XP for Specialist Weapon]

Passive 1: [Effect Description]

Passive 2: [Effect Description]

Passive 3: [Effect Description] – Artifact Passive

Technique 1: [Effect Description] (Effect Duration) {Effect Cooldown}

Technique 2: [Effect Description] (Effect Duration) {Effect Cooldown}

Technique 3: [Effect Description] (Effect Duration) {Effect Cooldown}

|  |  |  |
| --- | --- | --- |
| **Rank** | **Reward(s)** | **Item(s) Effect/Description** |
| **0** | Legendary Supply Crate | An Assortment of Supplies with Legendary Value |
| **1** | Specialist Outfit | **(HP)(MP)(SHD)(STM)** |
| **2** | Specialist Exclusive Weapon | Specialist Exclusive Weapon (Diamond) |
| **3** | Specialist Armor (Belt) | **(AG)(CAP)(STR)(SHR)** |
| **4** | Technique 1 (Unlocked) | Effect Name |
| **5** | Specialist Armor (Pads) | **(AG)(CAP)(STR)(SHR)** |
| **6** | Technique 2 (Unlocked) | Effect Name |
| **7** | Specialist Armor (Chest) | **(AG)(CAP)(STR)(SHR)** |
| **8** | Technique 3 (Unlocked) | Effect Name |
| **9** | Specialist Armor (Body) | **(AG)(CAP)(STR)(SHR)** |
| **10** | Specialist Heart Artifact | **(HP)(MP)(SHD)(STM)** |

**SPECIALIST PASSIVE AND TECHNIQUE TYPES**

Specialists each have a total of 3 Passive abilities and 3 Unique Techniques. The Passive abilities are active by default while using the Specialist and their Techniques are available by default while using the Specialist and are then unlocked for usage with other Specialist upon reaching certain Ranks. Specialist Passives are also unique and Passive 3 can be unlocked by reaching the Master Rank of said Specialist and obtaining the Specialist Heart Artifact. All other Passives can be unlocked through other Artifacts obtained through world exploration, activity rewards etc.

|  |  |  |  |
| --- | --- | --- | --- |
| Technique | Usage Durations | Standard Cooldown | Min Cooldowns |
| Technique 1 (Tier 1) | SU, 5, 10 | 10, 20, 30 | 5, 10, 15 |
| Technique 2 (Tier 2) | SU, 10, 15 | 20, 40, 60 | 10, 20, 30 |
| Technique 3 (Tier 3) | SU, 15, 30 | 60, 90, 120 | 30, 45, 60 |

Although Specialists come with 1 of each Tier of Technique, when a player decides to customize their Techniques or equip from different specialist, they can choose to use multiple of the same Tier. For instance, a player may have a Tier 3 Technique for each of their 3 Technique Slots rather than choosing Tier 1, Tier 2, and Tier 3 respectively. Certain level requirements need to be met before swapping out Techniques between specialists.

**SPECIALIST BONUSES AND UNLOCKS**

**Mercenary**: Hired militant officer with training in all forms of modern warfare. Loyalty to the highest bidder and an aptitude for survival.

Weapon: Assault Rifle [Bonus +5% XP for Specialist Weapon]

Passive 1: [Gain **Immunity** to **Exhaust**.]

Passive 2: [Increase **DMG** by **5** on **Ranged Weapons**.]

Passive 3: [Taking **Physical Damage** restores **2% Overshield**. Can only occur once every **5** seconds.]

Technique 1: [Increase **RLD** by **20** on **Ranged Weapons**.] (10) {30}

Technique 2: [Increase **INF** by **20** on **Ranged Weapons**.] (10) {40}

Technique 3: [All **Ranged Weapon** hits register as **Critical Hits**.] (15) {90}

|  |  |  |
| --- | --- | --- |
| **Rank** | **Reward(s)** | **Item(s) Effect/Description** |
| **0** | Legendary Supply Crate | An Assortment of Supplies with Legendary Value |
| **1** | Specialist Outfit | **(10000)(10000)(2000)(2000)** |
| **2** | Specialist Exclusive Weapon | Assault Rifle (Diamond) |
| **3** | Specialist Armor (Belt) | **(1000)(1000)(1000)(1000)** |
| **4** | Technique 1 (Unlocked) | Mercenary Skill |
| **5** | Specialist Armor (Pads) | **(1000)(1000)(1000)(1000)** |
| **6** | Technique 2 (Unlocked) | Mercenary Special |
| **7** | Specialist Armor (Chest) | **(1000)(1000)(1000)(1000)** |
| **8** | Technique 3 (Unlocked) | Mercenary Super |
| **9** | Specialist Armor (Body) | **(1000)(1000)(1000)(1000)** |
| **10** | Specialist Heart Artifact | **(10000)(10000)(2000)(2000)** |

**Cavalier**: Quick witted soldier trained to engage in close quarter combat. A flurry of bullets rather than pinpoint accuracy is the name of their game.

Weapon: Sub Machine Gun [Bonus +5% XP for Specialist Weapon]

Passive 1: [Gain **Immunity** to **Freeze**.]

Passive 2: [Increase **FR** by **10** on **Ranged Weapons**.]

Passive 3: [Taking **Physical Damage** restores **2% Stamina**. Can only occur once every **5** seconds.]

Technique 1: [Increase **MOB** by **20** on **Ranged Weapons**.] (10) {30}

Technique 2: [**Stamina** depleted is converted into **Overshield**.] (15) {60}

Technique 3: [Gain **3** stacks of **Momentum**.] (SU) {60}

|  |  |  |
| --- | --- | --- |
| **Rank** | **Reward(s)** | **Item(s) Effect/Description** |
| **0** | Legendary Supply Crate | An Assortment of Supplies with Legendary Value |
| **1** | Specialist Outfit | **(12000)(8000)(3200)(800)** |
| **2** | Specialist Exclusive Weapon | Sub Machine Gun (Diamond) |
| **3** | Specialist Armor (Belt) | **(800)(1600)(800)(800)** |
| **4** | Technique 1 (Unlocked) | Cavalier Skill |
| **5** | Specialist Armor (Pads) | **(800)(1600)(800)(800)** |
| **6** | Technique 2 (Unlocked) | Cavalier Special |
| **7** | Specialist Armor (Chest) | **(800)(1600)(800)(800)** |
| **8** | Technique 3 (Unlocked) | Cavalier Super |
| **9** | Specialist Armor (Body) | **(800)(1600)(800)(800)** |
| **10** | Specialist Heart Artifact | **(12000)(8000)(3200)(800)** |

**Spartan**: Battle hardened soldier with a desire to destroy. Execute every order, leave no survivors, rinse and repeat.

Weapon: Light Machine Gun [Bonus +5% XP for Specialist Weapon]

Passive 1: [Dealing **Physical Damage** grants **1** stack of **Bulwark**. Does not stack with itself.]

Passive 2: [Increase **MAG** by **10** on **Ranged Weapons**.]

Passive 3: [Using a **Summon** instantly reloads **Ranged Weapons** and starts **Shield Recovery**.]

Technique 1: [Increase **FR** by **20** on **Ranged Weapons**.] (10) {30}

Technique 2: [**Overshield** depleted is converted into **Magic Power**.] (15) {60}

Technique 3: [**Ranged Weapons** can shoot continuously without reloading.] (15) {90}

|  |  |  |
| --- | --- | --- |
| **Rank** | **Reward(s)** | **Item(s) Effect/Description** |
| **0** | Legendary Supply Crate | An Assortment of Supplies with Legendary Value |
| **1** | Specialist Outfit | **(20000)(0)(3200)(800)** |
| **2** | Specialist Exclusive Weapon | Light Machine Gun (Diamond) |
| **3** | Specialist Armor (Belt) | **(0)(4000)(0)(0)** |
| **4** | Technique 1 (Unlocked) | Spartan Skill |
| **5** | Specialist Armor (Pads) | **(0)(4000)(0)(0)** |
| **6** | Technique 2 (Unlocked) | Spartan Special |
| **7** | Specialist Armor (Chest) | **(0)(4000)(0)(0)** |
| **8** | Technique 3 (Unlocked) | Spartan Super |
| **9** | Specialist Armor (Body) | **(0)(4000)(0)(0)** |
| **10** | Specialist Heart Artifact | **(20000)(0)(3200)(800)** |

**Ranger**: All terrain rover primarily focused on exploration and cartography. Good instincts, fast reflexes and eyes in the back of their head.

Weapon: Marksman Rifle [Bonus +5% XP for Specialist Weapon]

Passive 1: [Killing an enemy grants **2** stacks of **Iron Lung**. Does not stack with itself.]

Passive 2: [Increase **HND** by **10** on **Ranged Weapons**.]

Passive 3: [Using a **Technique** instantly reloads **Ranged Weapons**.]

Technique 1: [Increase **AC** by **20** on **Ranged Weapons**.] (10) {30}

Technique 2: [Increase **PRC** by **20** on **Ranged Weapons**.] (10) {40}

Technique 3: [Gain **3** stacks of **Flashborn**.] (SU) {60}

|  |  |  |
| --- | --- | --- |
| **Rank** | **Reward(s)** | **Item(s) Effect/Description** |
| **0** | Legendary Supply Crate | An Assortment of Supplies with Legendary Value |
| **1** | Specialist Outfit | **(8000)(12000)(1600)(2400)** |
| **2** | Specialist Exclusive Weapon | Marksman Rifle (Diamond) |
| **3** | Specialist Armor (Belt) | **(1600)(400)(1600)(400)** |
| **4** | Technique 1 (Unlocked) | Ranger Skill |
| **5** | Specialist Armor (Pads) | **(1600)(400)(1600)(400)** |
| **6** | Technique 2 (Unlocked) | Ranger Special |
| **7** | Specialist Armor (Chest) | **(1600)(400)(1600)(400)** |
| **8** | Technique 3 (Unlocked) | Ranger Super |
| **9** | Specialist Armor (Body) | **(1600)(400)(1600)(400)** |
| **10** | Specialist Heart Artifact | **(8000)(12000)(1600)(2400)** |

**Scout**: Eagle eyed retainer of the lands, the first line of both offense and defense. None shall escape their gaze.

Weapon: Sniper Rifle [Bonus +5% XP for Specialist Weapon]

Passive 1: [Gain **Immunity** to **Blind**.]

Passive 2: [Increase **AC** by **10** on **Ranged Weapons**.]

Passive 3: [Using a **Summon** instantly reloads **Ranged Weapons** and starts **Stamina Recovery**.]

Technique 1: [Increase **RNG** by **20** on **Ranged Weapons**.] (10) {30}

Technique 2: [Increase **CRR** by **20** on **Ranged Weapons**.] (10) {40}

Technique 3: [Gain **3** stacks of **Circulation**.] (SU) {60}

|  |  |  |
| --- | --- | --- |
| **Rank** | **Reward(s)** | **Item(s) Effect/Description** |
| **0** | Legendary Supply Crate | An Assortment of Supplies with Legendary Value |
| **1** | Specialist Outfit | **(12000)(8000)(800)(3200)** |
| **2** | Specialist Exclusive Weapon | Sniper Rifle (Diamond) |
| **3** | Specialist Armor (Belt) | **(800)(1200)(1200)(1200)** |
| **4** | Technique 1 (Unlocked) | Scout Skill |
| **5** | Specialist Armor (Pads) | **(800)(1200)(1200)(1200)** |
| **6** | Technique 2 (Unlocked) | Scout Special |
| **7** | Specialist Armor (Chest) | **(800)(1200)(1200)(1200)** |
| **8** | Technique 3 (Unlocked) | Scout Super |
| **9** | Specialist Armor (Body) | **(800)(1200)(1200)(1200)** |
| **10** | Specialist Heart Artifact | **(12000)(8000)(800)(3200)** |

**Pirate**: Looter, thief, pillager, there are many names for a treasure hoarder. A nose that can unburden any chest of its heirlooms.

Weapon: Shotgun [Bonus +5% XP for Specialist Weapon]

Passive 1: [Gain **Immunity** to **Daze**.]

Passive 2: [Increase **RLD** by **10** on **Ranged Weapons**.]

Passive 3: [Taking **Magic Damage** restores **2% Stamina**. Can only occur once every **5** seconds.]

Technique 1: [Remove all **Status Affliction** of type **Solar**.] (SU) {10}

Technique 2: [**Overshield** depleted is converted into **Stamina**.] (15) {60}

Technique 3: [**Summon** gains **Damage Mitigation** and increases **ATK** by **50%**.] (30) {120)

|  |  |  |
| --- | --- | --- |
| **Rank** | **Reward(s)** | **Item(s) Effect/Description** |
| **0** | Legendary Supply Crate | An Assortment of Supplies with Legendary Value |
| **1** | Specialist Outfit | **(16000)(4000)(2400)(1600)** |
| **2** | Specialist Exclusive Weapon | Shotgun (Diamond) |
| **3** | Specialist Armor (Belt) | **(0)(2000)(0)(2000)** |
| **4** | Technique 1 (Unlocked) | Pirate Skill |
| **5** | Specialist Armor (Pads) | **(0)(2000)(0)(2000)** |
| **6** | Technique 2 (Unlocked) | Pirate Special |
| **7** | Specialist Armor (Chest) | **(0)(2000)(0)(2000)** |
| **8** | Technique 3 (Unlocked) | Pirate Super |
| **9** | Specialist Armor (Body) | **(0)(2000)(0)(2000)** |
| **10** | Specialist Heart Artifact | **(16000)(4000)(2400)(1600)** |

**Assassin**: Stealth based hitman who works in the shadows. Beware of the silence in the dark, there is no telling what lurks around the corner.

Weapon: Handgun [Bonus +5% XP for Specialist Weapon]

Passive 1: [Gain **Immunity** to **Silence**.]

Passive 2: [Increase **MOB** by **10** on **Ranged Weapons**.]

Passive 3: [Using a **Battle Item** reduces **Summon** cooldown by **10%**.]

Technique 1: [Increase **HND** by **20** on **Ranged Weapons**.] (10) {30}

Technique 2: [Increase **CRD** by **20** on **Ranged Weapons**.] (10) {40}

Technique 3: [Gain **3** stacks of **Energized**.] (SU) {60}

|  |  |  |
| --- | --- | --- |
| **Rank** | **Reward(s)** | **Item(s) Effect/Description** |
| **0** | Legendary Supply Crate | An Assortment of Supplies with Legendary Value |
| **1** | Specialist Outfit | **(4000)(16000)(800)(3200)** |
| **2** | Specialist Exclusive Weapon | Handgun (Diamond) |
| **3** | Specialist Armor (Belt) | **(2000)(0)(0)(2000)** |
| **4** | Technique 1 (Unlocked) | Assassin Skill |
| **5** | Specialist Armor (Pads) | **(2000)(0)(0)(2000)** |
| **6** | Technique 2 (Unlocked) | Assassin Special |
| **7** | Specialist Armor (Chest) | **(2000)(0)(0)(2000)** |
| **8** | Technique 3 (Unlocked) | Assassin Super |
| **9** | Specialist Armor (Body) | **(2000)(0)(0)(2000)** |
| **10** | Specialist Heart Artifact | **(4000)(16000)(800)(3200)** |

**Nomad**: Traveler of all lands, with the ambition to explore the unknown. Insatiable hunger to be free, free from the shackles of war.

Weapon: Machine Pistol [Bonus +5% XP for Specialist Weapon]

Passive 1: [When **Health** drops below **20%**, gain **3** stacks of **Momentum**. Does not stack with itself.]

Passive 2: [Increase **FRC** by **5** on all weapons.]

Passive 3: [Taking **Magic Damage** restores **2% Magic Power**. Can only occur once every **5** seconds.]

Technique 1: [Regenerate **2% Stamina** per second.] (5) {20}

Technique 2: [Next instance of **Elemental Damage** is nullified.] (SU) {20}

Technique 3: [Gain **3** stacks of **Iceborn**.] (SU) {60}

|  |  |  |
| --- | --- | --- |
| **Rank** | **Reward(s)** | **Item(s) Effect/Description** |
| **0** | Legendary Supply Crate | An Assortment of Supplies with Legendary Value |
| **1** | Specialist Outfit | **(8000)(12000)(0)(4000)** |
| **2** | Specialist Exclusive Weapon | Machine Pistol (Diamond) |
| **3** | Specialist Armor (Belt) | **(0)(0)(0)(4000)** |
| **4** | Technique 1 (Unlocked) | Nomad Skill |
| **5** | Specialist Armor (Pads) | **(0)(0)(0)(4000)** |
| **6** | Technique 2 (Unlocked) | Nomad Special |
| **7** | Specialist Armor (Chest) | **(0)(0)(0)(4000)** |
| **8** | Technique 3 (Unlocked) | Nomad Super |
| **9** | Specialist Armor (Body) | **(0)(0)(0)(4000)** |
| **10** | Specialist Heart Artifact | **(8000)(12000)(0)(4000)** |

**Engineer**: Builder, crafter, creator. The world is a playhouse filled with materials waiting to be put together.

Weapon: Launcher [Bonus +5% XP for Specialist Weapon]

Passive 1: [Gain **Immunity** to **Knock**.]

Passive 2: [Increase **DUR** by **10** on **Ranged Weapons**.]

Passive 3: [Taking **Elemental Damage** restores **2% Overshield**. Can only occur once every **5** seconds.]

Technique 1: [Remove all **Status Affliction** of type **Metal**.] (SU) {10}

Technique 2: [Next instance of **Elemental Damage** dealt is converted into **Health**.] (SU) {20}

Technique 3: [Gain **3** stacks of **Flameborn**.] (SU) {60}

|  |  |  |
| --- | --- | --- |
| **Rank** | **Reward(s)** | **Item(s) Effect/Description** |
| **0** | Legendary Supply Crate | An Assortment of Supplies with Legendary Value |
| **1** | Specialist Outfit | **(4000)(16000)(4000)(0)** |
| **2** | Specialist Exclusive Weapon | Launcher (Diamond) |
| **3** | Specialist Armor (Belt) | **(0)(2000)(2000)(0)** |
| **4** | Technique 1 (Unlocked) | Engineer Skill |
| **5** | Specialist Armor (Pads) | **(0)(2000)(2000)(0)** |
| **6** | Technique 2 (Unlocked) | Engineer Special |
| **7** | Specialist Armor (Chest) | **(0)(2000)(2000)(0)** |
| **8** | Technique 3 (Unlocked) | Engineer Super |
| **9** | Specialist Armor (Body) | **(0)(2000)(2000)(0)** |
| **10** | Specialist Heart Artifact | **(4000)(16000)(4000)(0)** |

**Hunter**: Natural born predator with a knack for tracking, stalking, and capturing. There is not a beast alive who could survive unscathed after being marked by a hunter.

Weapon: Crossbow [Bonus +5% XP for Specialist Weapon]

Passive 1: [Gain **Immunity** to **Stun**.]

Passive 2: [Increase **CRR** by **10** on all weapons.]

Passive 3: [Casting **Support Magic** reduces **Technique** cooldowns by **10%**.]

Technique 1: [Remove all **Status Affliction** of type **Arc**.] (SU) {10}

Technique 2: [Increase **FRC** by **20** on **Ranged Weapons**.] (10) {40}

Technique 3: [Gain **3** stacks of **Manafocus**.] (SU) {60}

|  |  |  |
| --- | --- | --- |
| **Rank** | **Reward(s)** | **Item(s) Effect/Description** |
| **0** | Legendary Supply Crate | An Assortment of Supplies with Legendary Value |
| **1** | Specialist Outfit | **(12000)(8000)(2400)(1600)** |
| **2** | Specialist Exclusive Weapon | Crossbow (Diamond) |
| **3** | Specialist Armor (Belt) | **(1600)(400)(400)(1600)** |
| **4** | Technique 1 (Unlocked) | Hunter Skill |
| **5** | Specialist Armor (Pads) | **(1600)(400)(400)(1600)** |
| **6** | Technique 2 (Unlocked) | Hunter Special |
| **7** | Specialist Armor (Chest) | **(1600)(400)(400)(1600)** |
| **8** | Technique 3 (Unlocked) | Hunter Super |
| **9** | Specialist Armor (Body) | **(1600)(400)(400)(1600)** |
| **10** | Specialist Heart Artifact | **(12000)(8000)(2400)(1600)** |

**Archer**: Fleet footed arrow master with an eye for kill zones. It only takes one good arrow to put down any target.

Weapon: Longbow [Bonus +5% XP for Specialist Weapon]

Passive 1: [When **Health** drops below **50%**, gain **2** stacks of **Circulation**. Does not stack with itself.]

Passive 2: [Increase **RNG** by **10** on **Ranged Weapons**.]

Passive 3: [Using a **Support Item** reduces **Technique** cooldowns by **10%**.]

Technique 1: [Increase **MOB** by **20** on **Melee Weapons**.] (10) {30}

Technique 2: [Increase **SLS** by **20** on **Ranged Weapons**.] (10) {40}

Technique 3: [Gain **3** stacks of **Steelborn**.] (SU) {60}

|  |  |  |
| --- | --- | --- |
| **Rank** | **Reward(s)** | **Item(s) Effect/Description** |
| **0** | Legendary Supply Crate | An Assortment of Supplies with Legendary Value |
| **1** | Specialist Outfit | **(12000)(8000)(1600)(2400)** |
| **2** | Specialist Exclusive Weapon | Longbow (Diamond) |
| **3** | Specialist Armor (Belt) | **(2000)(0)(2000)(0)** |
| **4** | Technique 1 (Unlocked) | Archer Skill |
| **5** | Specialist Armor (Pads) | **(2000)(0)(2000)(0)** |
| **6** | Technique 2 (Unlocked) | Archer Special |
| **7** | Specialist Armor (Chest) | **(2000)(0)(2000)(0)** |
| **8** | Technique 3 (Unlocked) | Archer Super |
| **9** | Specialist Armor (Body) | **(2000)(0)(2000)(0)** |
| **10** | Specialist Heart Artifact | **(12000)(8000)(1600)(2400)** |

**Paladin**: Honored knight bound by the laws of loyalty, pride, and chivalry. Strength is the result of an immovable will.

Weapon: Long Sword [Bonus +5% XP for Specialist Weapon]

Passive 1: [Gain **Immunity** to **Numb**.]

Passive 2: [Increase **HND** by **10** on **Melee Weapons**.]

Passive 3: [Taking **Elemental Damage** restores **2% Magic Power**. Can only occur once every **5** seconds.]

Technique 1: [Increase **HND** by **20** on **Melee Weapons**.] (10) {30}

Technique 2: [Increase **INF** by **20** on **Melee Weapons**.] (10) {40}

Technique 3: [**Melee Weapons** can attack continuously without recharging.] (15) {90}

|  |  |  |
| --- | --- | --- |
| **Rank** | **Reward(s)** | **Item(s) Effect/Description** |
| **0** | Legendary Supply Crate | An Assortment of Supplies with Legendary Value |
| **1** | Specialist Outfit | **(16000)(4000)(3200)(800)** |
| **2** | Specialist Exclusive Weapon | Long Sword (Diamond) |
| **3** | Specialist Armor (Belt) | **(800)(800)(1600)(800)** |
| **4** | Technique 1 (Unlocked) | Paladin Skill |
| **5** | Specialist Armor (Pads) | **(800)(800)(1600)(800)** |
| **6** | Technique 2 (Unlocked) | Paladin Special |
| **7** | Specialist Armor (Chest) | **(800)(800)(1600)(800)** |
| **8** | Technique 3 (Unlocked) | Paladin Super |
| **9** | Specialist Armor (Body) | **(800)(800)(1600)(800)** |
| **10** | Specialist Heart Artifact | **(16000)(4000)(3200)(800)** |

**Warden**: Highborn knight with a duty to protect the will of the people. Power may come from the heart, but the heart is powerless against love.

Weapon: Great Sword [Bonus +5% XP for Specialist Weapon]

Passive 1: [Dealing **Physical Damage** grants **1** stack of **Rage**. Does not stack with itself.]

Passive 2: [Increase **POW** by **5** on **Melee Weapons**.]

Passive 3: [Using a **Summon** instantly recharges **Melee Weapons** and starts **Shield Recovery**.]

Technique 1: [Remove all **Status Affliction** of type **Frost**.] (SU) {10}

Technique 2: [Increase **CRD** by **20** on **Melee Weapons**.] (10) {40}

Technique 3: [**Summon** gains **Damage Mitigation** and increases **DEF** by **50%**.] (30) {120)

|  |  |  |
| --- | --- | --- |
| **Rank** | **Reward(s)** | **Item(s) Effect/Description** |
| **0** | Legendary Supply Crate | An Assortment of Supplies with Legendary Value |
| **1** | Specialist Outfit | **(20000)(0)(0)(4000)** |
| **2** | Specialist Exclusive Weapon | Great Sword (Diamond) |
| **3** | Specialist Armor (Belt) | **(1200)(1200)(1200)(800)** |
| **4** | Technique 1 (Unlocked) | Warden Skill |
| **5** | Specialist Armor (Pads) | **(1200)(1200)(1200)(800)** |
| **6** | Technique 2 (Unlocked) | Warden Special |
| **7** | Specialist Armor (Chest) | **(1200)(1200)(1200)(800)** |
| **8** | Technique 3 (Unlocked) | Warden Super |
| **9** | Specialist Armor (Body) | **(1200)(1200)(1200)(800)** |
| **10** | Specialist Heart Artifact | **(20000)(0)(0)(4000)** |

**Ronin**: Skilled blade dancer with impeccable ability. Student of the sword with a desire to master all that it entails.

Weapon: Katana [Bonus +5% XP for Specialist Weapon]

Passive 1: [Gain **Immunity** to **Vaporize**.]

Passive 2: [Increase **DUR** by **10** on **Melee Weapons**.]

Passive 3: [Taking **Elemental Damage** restores **2% Stamina**. Can only occur once every **5** seconds.]

Technique 1: [Remove all **Status Affliction** of type **Void**.] (SU) {10}

Technique 2: [Increase **PRC** by **20** on **Melee Weapons**.] (10) {40}

Technique 3: [Gain **3** stacks of **Unbreaking**.] (SU) {60}

|  |  |  |
| --- | --- | --- |
| **Rank** | **Reward(s)** | **Item(s) Effect/Description** |
| **0** | Legendary Supply Crate | An Assortment of Supplies with Legendary Value |
| **1** | Specialist Outfit | **(16000)(4000)(4000)(0)** |
| **2** | Specialist Exclusive Weapon | Katana (Diamond) |
| **3** | Specialist Armor (Belt) | **(800)(1200)(800)(1200)** |
| **4** | Technique 1 (Unlocked) | Ronin Skill |
| **5** | Specialist Armor (Pads) | **(800)(1200)(800)(1200)** |
| **6** | Technique 2 (Unlocked) | Ronin Special |
| **7** | Specialist Armor (Chest) | **(800)(1200)(800)(1200)** |
| **8** | Technique 3 (Unlocked) | Ronin Super |
| **9** | Specialist Armor (Body) | **(800)(1200)(800)(1200)** |
| **10** | Specialist Heart Artifact | **(16000)(4000)(4000)(0)** |

**Ninja**: Master of the shadows and trained in all forms of stealth combat. Darkness cometh at night but death be discovered in daylight.

Weapon: Dagger [Bonus +5% XP for Specialist Weapon]

Passive 1: [Gain **Immunity** to **Eclipse**.]

Passive 2: [Increase **MOB** by **10** on **Melee Weapons**.]

Passive 3: [Using a **Battle Item** reduces **Technique** cooldowns by **10%**.]

Technique 1: [Increase **ASP** by **20** on **Melee Weapons**.] (10) {30}

Technique 2: [Increase **CRR** by **20** on **Melee Weapons**.] (10) {40}

Technique 3: [Gain **3** stacks of **Iron Lung**.] (SU) {60}

|  |  |  |
| --- | --- | --- |
| **Rank** | **Reward(s)** | **Item(s) Effect/Description** |
| **0** | Legendary Supply Crate | An Assortment of Supplies with Legendary Value |
| **1** | Specialist Outfit | **(8000)(12000)(800)(3200)** |
| **2** | Specialist Exclusive Weapon | Dagger (Diamond) |
| **3** | Specialist Armor (Belt) | **(4000)(0)(0)(0)** |
| **4** | Technique 1 (Unlocked) | Ninja Skill |
| **5** | Specialist Armor (Pads) | **(4000)(0)(0)(0)** |
| **6** | Technique 2 (Unlocked) | Ninja Special |
| **7** | Specialist Armor (Chest) | **(4000)(0)(0)(0)** |
| **8** | Technique 3 (Unlocked) | Ninja Super |
| **9** | Specialist Armor (Body) | **(4000)(0)(0)(0)** |
| **10** | Specialist Heart Artifact | **(8000)(12000)(800)(3200)** |

**Templar**: Keeper of magic tomes, a bookworm with dealings in all sorts of otherworldly powers. Wisdom is a virtue.

Weapon: Staff [Bonus +5% XP for Specialist Weapon]

Passive 1: [Killing an enemy grants **2** stacks of **Energized**. Does not stack with itself.]

Passive 2: [Increase **PRC** by **5** on all weapons.]

Passive 3: [Regenerate **100 Magic Power** per second.]

Technique 1: [Regenerate **2% Health** per second.] (5) {20}

Technique 2: [**Magic Power** depleted is converted into **Overshield**.] (15) {60}

Technique 3: [Gain **3** stacks of **Soulborn**.] (SU) {60}

|  |  |  |
| --- | --- | --- |
| **Rank** | **Reward(s)** | **Item(s) Effect/Description** |
| **0** | Legendary Supply Crate | An Assortment of Supplies with Legendary Value |
| **1** | Specialist Outfit | **(0)(20000)(4000)(0)** |
| **2** | Specialist Exclusive Weapon | Staff (Diamond) |
| **3** | Specialist Armor (Belt) | **(1200)(1200)(400)(1200)** |
| **4** | Technique 1 (Unlocked) | Templar Skill |
| **5** | Specialist Armor (Pads) | **(1200)(1200)(400)(1200)** |
| **6** | Technique 2 (Unlocked) | Templar Special |
| **7** | Specialist Armor (Chest) | **(1200)(1200)(400)(1200)** |
| **8** | Technique 3 (Unlocked) | Templar Super |
| **9** | Specialist Armor (Body) | **(1200)(1200)(400)(1200)** |
| **10** | Specialist Heart Artifact | **(0)(20000)(4000)(0)** |

**Rogue**: Lone warrior, fierce and ferocious, who serves no one but themselves. Born without loyalty, dies free.

Weapon: Mace [Bonus +5% XP for Specialist Weapon]

Passive 1: [Gain **Immunity** to **Blaze**.]

Passive 2: [Increase **CHG** by **10** on **Melee Weapons**.]

Passive 3: [Using a **Summon** instantly recharges **Melee Weapons** and starts **Stamina Recovery**.]

Technique 1: [Increase **CHG** by **20** on **Melee Weapons**.] (10) {30}

Technique 2: [Increase **SLS** by **20** on **Melee Weapons**.] (10) {40}

Technique 3: [Gain **3** stacks of **Darkborn**.] (SU) {60}

|  |  |  |
| --- | --- | --- |
| **Rank** | **Reward(s)** | **Item(s) Effect/Description** |
| **0** | Legendary Supply Crate | An Assortment of Supplies with Legendary Value |
| **1** | Specialist Outfit | **(4000)(16000)(0)(4000)** |
| **2** | Specialist Exclusive Weapon | Mace (Diamond) |
| **3** | Specialist Armor (Belt) | **(1200)(800)(800)(1200)** |
| **4** | Technique 1 (Unlocked) | Rogue Skill |
| **5** | Specialist Armor (Pads) | **(1200)(800)(800)(1200)** |
| **6** | Technique 2 (Unlocked) | Rogue Special |
| **7** | Specialist Armor (Chest) | **(1200)(800)(800)(1200)** |
| **8** | Technique 3 (Unlocked) | Rogue Super |
| **9** | Specialist Armor (Body) | **(1200)(800)(800)(1200)** |
| **10** | Specialist Heart Artifact | **(4000)(16000)(0)(4000)** |

**Samurai**: Code driven legendary warriors, bound by honor and pride. A fight is only a fight when it is fought fair.

Weapon: Halberd [Bonus +5% XP for Specialist Weapon]

Passive 1: [Gain **Immunity** to **Spark**.]

Passive 2: [Increase **STE** by **10** on **Melee Weapons**.]

Passive 3: [Using a **Technique** instantly recharges **Melee Weapons**.]

Technique 1: [Increase **RCH** by **20** on **Melee Weapons**.] (10) {30}

Technique 2: [Next instance of **Physical Damage** dealt is converted into **Health**.] (SU) {20}

Technique 3: [All **Melee** **Weapon** hits register as **Critical Hits**.] (15) {90}

|  |  |  |
| --- | --- | --- |
| **Rank** | **Reward(s)** | **Item(s) Effect/Description** |
| **0** | Legendary Supply Crate | An Assortment of Supplies with Legendary Value |
| **1** | Specialist Outfit | **(16000)(4000)(1600)(2400)** |
| **2** | Specialist Exclusive Weapon | Halberd (Diamond) |
| **3** | Specialist Armor (Belt) | **(800)(800)(800)(1600)** |
| **4** | Technique 1 (Unlocked) | Samurai Skill |
| **5** | Specialist Armor (Pads) | **(800)(800)(800)(1600)** |
| **6** | Technique 2 (Unlocked) | Samurai Special |
| **7** | Specialist Armor (Chest) | **(800)(800)(800)(1600)** |
| **8** | Technique 3 (Unlocked) | Samurai Super |
| **9** | Specialist Armor (Body) | **(800)(800)(800)(1600)** |
| **10** | Specialist Heart Artifact | **(16000)(4000)(1600)(2400)** |

**Valkyrie**: Heavenly guards brought to bring balance to the world. Blessed be those who wish no harm amongst others.

Weapon: Warhammer [Bonus +5% XP for Specialist Weapon]

Passive 1: [When **Health** drops below **50%**, gain **2** stacks of **Unbreaking**. Does not stack with itself.]

Passive 2: [Increase **BLK** by **10** on **Melee Weapons**.]

Passive 3: [Using a **Support Item** reduces **Summon** cooldown by **10%**.]

Technique 1: [Increase **BLK** by **20** on **Melee Weapons**.] (10) {30}

Technique 2: [Next instance of **Magic Damage** is nullified.] (SU) {20}

Technique 3: [Gain **3** stacks of **Manawall**.] (SU) {60}

|  |  |  |
| --- | --- | --- |
| **Rank** | **Reward(s)** | **Item(s) Effect/Description** |
| **0** | Legendary Supply Crate | An Assortment of Supplies with Legendary Value |
| **1** | Specialist Outfit | **(20000)(0)(2400)(1600)** |
| **2** | Specialist Exclusive Weapon | Warhammer (Diamond) |
| **3** | Specialist Armor (Belt) | **(800)(1200)(1200)(800)** |
| **4** | Technique 1 (Unlocked) | Valkyrie Skill |
| **5** | Specialist Armor (Pads) | **(800)(1200)(1200)(800)** |
| **6** | Technique 2 (Unlocked) | Valkyrie Special |
| **7** | Specialist Armor (Chest) | **(800)(1200)(1200)(800)** |
| **8** | Technique 3 (Unlocked) | Valkyrie Super |
| **9** | Specialist Armor (Body) | **(800)(1200)(1200)(800)** |
| **10** | Specialist Heart Artifact | **(20000)(0)(2400)(1600)** |

**Inquisitor**: Powered by a desire to rule, with an insatiable hunger to conquest. The world will be perfected only when it is all within their grasp.

Weapon: Battle Axe [Bonus +5% XP for Specialist Weapon]

Passive 1: [Gain **Immunity** to **Petrify**.]

Passive 2: [Increase **RCH** by **10** on **Melee Weapons**.]

Passive 3: [Casting **Battle Magic** reduces **Technique** cooldowns by **10%**.]

Technique 1: [Remove all **Status Affliction** of type **Spirit**.] (SU) {10}

Technique 2: [Increase **FRC** by **20** on **Melee Weapons**.] (10) {40}

Technique 3: [Gain **3** stacks of **Rage**.] (SU) {60}

|  |  |  |
| --- | --- | --- |
| **Rank** | **Reward(s)** | **Item(s) Effect/Description** |
| **0** | Legendary Supply Crate | An Assortment of Supplies with Legendary Value |
| **1** | Specialist Outfit | **(4000)(16000)(1600)(2400)** |
| **2** | Specialist Exclusive Weapon | Battle Axe (Diamond) |
| **3** | Specialist Armor (Belt) | **(400)(1600)(1600)(400)** |
| **4** | Technique 1 (Unlocked) | Inquisitor Skill |
| **5** | Specialist Armor (Pads) | **(400)(1600)(1600)(400)** |
| **6** | Technique 2 (Unlocked) | Inquisitor Special |
| **7** | Specialist Armor (Chest) | **(400)(1600)(1600)(400)** |
| **8** | Technique 3 (Unlocked) | Inquisitor Super |
| **9** | Specialist Armor (Body) | **(400)(1600)(1600)(400)** |
| **10** | Specialist Heart Artifact | **(4000)(16000)(1600)(2400)** |

**Druid**: Spiritually trained wizards with power intertwined with that of the natural world. The fruit of labor is not power but peace.

Weapon: Polearm [Bonus +5% XP for Specialist Weapon]

Passive 1: [Dealing **Magic Damage** grants **1** stack of **Manawall**. Does not stack with itself.]

Passive 2: [Increase **SLS** by **5** on all weapons.]

Passive 3: [Casting **Support Magic** reduces **Summon** cooldown by **10%**.]

Technique 1: [Regenerate **2% Magic Power** per second.] (5) {20}

Technique 2: [Next instance of **Magic Damage** dealt is converted into **Health**.] (SU) {20}

Technique 3: [Gain **3** stacks of **Lightborn**.] (SU) {60}

|  |  |  |
| --- | --- | --- |
| **Rank** | **Reward(s)** | **Item(s) Effect/Description** |
| **0** | Legendary Supply Crate | An Assortment of Supplies with Legendary Value |
| **1** | Specialist Outfit | **(0)(20000)(0)(4000)** |
| **2** | Specialist Exclusive Weapon | Polearm (Diamond) |
| **3** | Specialist Armor (Belt) | **(1200)(800)(1200)(800)** |
| **4** | Technique 1 (Unlocked) | Druid Skill |
| **5** | Specialist Armor (Pads) | **(1200)(800)(1200)(800)** |
| **6** | Technique 2 (Unlocked) | Druid Special |
| **7** | Specialist Armor (Chest) | **(1200)(800)(1200)(800)** |
| **8** | Technique 3 (Unlocked) | Druid Super |
| **9** | Specialist Armor (Body) | **(1200)(800)(1200)(800)** |
| **10** | Specialist Heart Artifact | **(0)(20000)(0)(4000)** |

**Necromancer**: Dark wizard who deals with forbidden arts. Cursed with power beyond the mortal realm.

Weapon: Scythe [Bonus +5% XP for Specialist Weapon]

Passive 1: [Dealing **Magic Damage** grants **1** stack of **Manafocus**. Does not stack with itself.]

Passive 2: [Increase **CRD** by **10** on all weapons.]

Passive 3: [Casting **Battle Magic** reduces **Summon** cooldown by **10%**.]

Technique 1: [Remove all **Status Affliction** of type **Divine**.] (SU) {10}

Technique 2: [**Stamina** depleted is converted into **Magic Power**.] (15) {60}

Technique 3: [**Summon** gains **Damage Mitigation** and increases **MGA** by **50%**.] (30) {120)

|  |  |  |
| --- | --- | --- |
| **Rank** | **Reward(s)** | **Item(s) Effect/Description** |
| **0** | Legendary Supply Crate | An Assortment of Supplies with Legendary Value |
| **1** | Specialist Outfit | **(0)(20000)(800)(3200)** |
| **2** | Specialist Exclusive Weapon | Scythe (Diamond) |
| **3** | Specialist Armor (Belt) | **(400)(1600)(400)(1600)** |
| **4** | Technique 1 (Unlocked) | Necromancer Skill |
| **5** | Specialist Armor (Pads) | **(400)(1600)(400)(1600)** |
| **6** | Technique 2 (Unlocked) | Necromancer Special |
| **7** | Specialist Armor (Chest) | **(400)(1600)(400)(1600)** |
| **8** | Technique 3 (Unlocked) | Necromancer Super |
| **9** | Specialist Armor (Body) | **(400)(1600)(400)(1600)** |
| **10** | Specialist Heart Artifact | **(0)(20000)(800)(3200)** |

**Monk**: Patient warrior who prefers pinpoint strikes using their body and mind. The gods have blessed us with a powerful weapon, I need not use any other.

Weapon: Gauntlet [Bonus +5% XP for Specialist Weapon]

Passive 1: [When **Health** drops below **20%**, gain **3** stacks of **Resist**. Does not stack with itself.]

Passive 2: [Increase **ASP** by **10** on **Melee Weapons**.]

Passive 3: [Taking **Physical Damage** restores **2% Magic Power**. Can only occur once every **5** seconds.]

Technique 1: [Remove **1** **Status Affliction** of any type.] (SU) {10}

Technique 2: [**Fatal Damage** is nullified and **Health** is set to **1**.] (15) {60)

Technique 3: [Gain **3** stacks of **Earthborn**.] (SU) {60}

|  |  |  |
| --- | --- | --- |
| **Rank** | **Reward(s)** | **Item(s) Effect/Description** |
| **0** | Legendary Supply Crate | An Assortment of Supplies with Legendary Value |
| **1** | Specialist Outfit | **(8000)(12000)(2400)(1600)** |
| **2** | Specialist Exclusive Weapon | Gauntlet (Diamond) |
| **3** | Specialist Armor (Belt) | **(1600)(800)(800)(800)** |
| **4** | Technique 1 (Unlocked) | Monk Skill |
| **5** | Specialist Armor (Pads) | **(1600)(800)(800)(800)** |
| **6** | Technique 2 (Unlocked) | Monk Special |
| **7** | Specialist Armor (Chest) | **(1600)(800)(800)(800)** |
| **8** | Technique 3 (Unlocked) | Monk Super |
| **9** | Specialist Armor (Body) | **(1600)(800)(800)(800)** |
| **10** | Specialist Heart Artifact | **(8000)(12000)(2400)(1600)** |

**Centurion**: Heavily armored battalion soldier with impregnable defensive capabilities. The strongest is that which never yields.

Weapon: Shield [Bonus +5% XP for Specialist Weapon]

Passive 1: [Gain **Immunity** to **Scorch**.]

Passive 2: [Increase **WCP** by **10** on all weapons.]

Passive 3: [Taking **Magic Damage** restores **2% Overshield**. Can only occur once every **5** seconds.]

Technique 1: [Regenerate **2% Overshield** per second.] (5) {20}

Technique 2: [Next instance of **Physical Damage** is nullified.] (SU) {20}

Technique 3: [Gain **3** stacks of **Bulwark**.] (SU) {60}

|  |  |  |
| --- | --- | --- |
| **Rank** | **Reward(s)** | **Item(s) Effect/Description** |
| **0** | Legendary Supply Crate | An Assortment of Supplies with Legendary Value |
| **1** | Specialist Outfit | **(20000)(0)(4000)(0)** |
| **2** | Specialist Exclusive Weapon | Shield (Diamond) |
| **3** | Specialist Armor (Belt) | **(0)(0)(4000)(0)** |
| **4** | Technique 1 (Unlocked) | Centurion Skill |
| **5** | Specialist Armor (Pads) | **(0)(0)(4000)(0)** |
| **6** | Technique 2 (Unlocked) | Centurion Special |
| **7** | Specialist Armor (Chest) | **(0)(0)(4000)(0)** |
| **8** | Technique 3 (Unlocked) | Centurion Super |
| **9** | Specialist Armor (Body) | **(0)(0)(4000)(0)** |
| **10** | Specialist Heart Artifact | **(20000)(0)(4000)(0)** |

**Sage**: Spiritual wizard who focuses on healing techniques and caring for the weak. None shall suffer defeat for as long as wounds may be mended.

Weapon: Spear [Bonus +5% XP for Specialist Weapon]

Passive 1: [Gain **Immunity** to **Siphon**.]

Passive 2: [Increase **INF** by **5** on all weapons.]

Passive 3: [Regenerate **100** **Health** per second.]

Technique 1: [Remove all **Status Affliction** of type **Nature**.] (SU) {10}

Technique 2: [**Magic Power** depleted is converted into **Stamina**.] (15) {60}

Technique 3: [**Summon** gains **Damage Mitigation** and Increases **MGD** by **50%**.] (30) {120)

|  |  |  |
| --- | --- | --- |
| **Rank** | **Reward(s)** | **Item(s) Effect/Description** |
| **0** | Legendary Supply Crate | An Assortment of Supplies with Legendary Value |
| **1** | Specialist Outfit | **(0)(2000)(3200)(800)** |
| **2** | Specialist Exclusive Weapon | Spear (Diamond) |
| **3** | Specialist Armor (Belt) | **(1200)(400)(1200)(1200)** |
| **4** | Technique 1 (Unlocked) | Sage Skill |
| **5** | Specialist Armor (Pads) | **(1200)(400)(1200)(1200)** |
| **6** | Technique 2 (Unlocked) | Sage Special |
| **7** | Specialist Armor (Chest) | **(1200)(400)(1200)(1200)** |
| **8** | Technique 3 (Unlocked) | Sage Super |
| **9** | Specialist Armor (Body) | **(1200)(400)(1200)(1200)** |
| **10** | Specialist Heart Artifact | **(0)(2000)(3200)(800)** |

**STANDARD FIELD CONTROLS FOR XBOX SERIES X, PLAYSTATION 5, AND PC**

|  |  |  |  |
| --- | --- | --- | --- |
| ACTION | XBOX | PLAYSTATION | WINDOWS PC |
| Movement | Left Control Stick | Left Control Stick | W-A-S-D |
| Change View | Right Control Stick | Right Control Stick | Mouse Movement |
| Attack / Shoot | RT Button | R2 Button | Left Click |
| Block / Concentrate | LT Button | L2 Button | Right Click |
| Swap Weapon | Y (HOLD) | Triangle (HOLD) | R Key |
| Slot 1 | X Button | Square Button | NUM 1 |
| Slot 2 | Y Button | Triangle Button | NUM 2 |
| Slot 3 | A Button | Circle Button | NUM 3 |
| Slot 4 | B Button | Cross Button | NUM 4 |
| Technique 1 | LB Button | L1 Button | Q Key |
| Technique 2 | RB Button | R1 Button | E Key |
| Technique 3 | LB + RB | L1 + R1 | G Key |
| Interact | A (HOLD) | Cross (HOLD) | F Key |
| Summon Creature | X (HOLD) | Square (HOLD) | Left SHIFT Key |
| Summon Vehicle | B (HOLD) | Circle (HOLD) | Left CTRL Key |
| Inventory | Guide Button | Touchpad Button | Tab Key |
| Settings Screen | Settings Button | Settings Button | Escape Key |
| Menu Navigation | D-Pad / Left Control | D-Pad / Left Control | Mouse / Arrow Keys |
| Menu Select | A Button | Cross Button | Left Click / Enter |
| Menu Cancel | B Button | Circle Button | Right Click / Escape |
| Battle Magic | D-Pad Left | D-Pad Left | Z Key |
| Support Magic | D-Pad Right | D-Pad Right | X Key |
| Battle Item | D-Pad Up | D-Pad Up | C Key |
| Support Item | D-Pad Down | D-Pad Down | V Key |
| Dodge | Left Control Click | Left Control Click | Space Key |
| Target Lock | Right Control Click | Right Control Click | Left Alt Key |

**SKILL TREE CATEGORIES AND DESCRIPTIONS**

**STANDARD:** Nodes that focus on **Player Stats**

**ELEMENT**: Nodes that focus on **Elemental Stats**

**CORE:** Nodes that focus on **Ranged** and **Melee** **Weapons**.

**RENEWAL:** Nodes that focus on **Healing** or other regenerative abilities.

**FORTIFICATION:** Nodes that focus on defensive capabilities.

**ENHANCEMENT:** Nodes that focus on **Buffs** or other amplification abilities.

**MYSTIC:** Nodes that focus on **Summon** abilities.

**EVASION:** Nodes that focus on stealth, movement, or subterfuge.

**DOMINION:** Nodes that focus on **Techniques**.

**ASCENDANT:** Nodes that focus on crowd control and afflictions.

All categories will have different nodes for each of the 5 species. 100 skill points will be awarded to the player across their 100 levels but can also be obtained through magic scrolls.

**STANDARD NODES**

**Improved Health:** Increases **Health** by **[X]**

**- [Passive][Health][Standard]**

**- [X] = 5%/10%/15%**

**Health Recovery:** Recovers **Health** at a rate of **[X]** per second when out of **Combat**.

**- [Passive][Health][Standard]**

**- [X] = 1%/2%/3%**

**Improved Mana:** Increases **Magic Power** by **[X]**

**- [Passive][Magic Power][Standard]**

**- [X] = 5%/10%/15%**

**Mana Recovery:** Recovers **Magic Power** at a rate of **[X]** per second when out of **Combat**.

**- [Passive][Magic Power][Standard]**

**- [X] = 1%/2%/3%**

**Increased Resilience:** Increase **Overshield** by **[X]**

**- [Passive][Overshield][Standard]**

**- [X] = 5%/10%/15%**

**Increased Endurance:** Increases **Stamina** by **[X]**

**- [Passive][Stamina][Standard]**

**- [X] = 5%/10%/15%**

**Physical Expertise:** Increases **Attack** by **[X]**

**- [Passive][Attack][Standard]**

**- [X] = 5%/10%/15%**

**Physical Fortification:** Increases **Defense** by **[X]**

**- [Passive][Defense][Standard]**

**- [X] = 5%/10%/15%**

**Magical Expertise:** Increases **Magic Attack** by **[X]**

**- [Passive][Magic Attack][Standard]**

**- [X] = 5%/10%/15%**

**Magical Fortification:** Increases **Magic Attack** by **[X]**

**- [Passive][Magic Defense][Standard]**

**- [X] = 5%/10%/15%**

**Resilience Recharge:** Increases **Shield Recovery** by **[X]**

**- [Passive][Shield Recovery][Standard]**

**- [X] = 5%/10%/15%**

**Endurance Recharge:** Increases **Stamina Recovery** by **[X]**

**- [Passive][Stamina Recovery][Standard]**

**- [X] = 5%/10%/15%**

**Improved Agility:** Increases **Agility** by **[X]**

**- [Passive][Agility][Standard]**

**- [X] = 5%/10%/15%**

**Improved Capacity:** Increases **Capacity** by **[X]**

**- [Passive][Capacity][Standard]**

**- [X] = 5%/10%/15%**

**ELEMENT NODES**

**Solar Complex:** Increases **Solar** by **[X]**

**- [Passive][Solar][Element]**

**- [X] = 5%/10%/15%**

**Nature Complex:** Increases **Nature** by **[X]**

**- [Passive][Nature][Element]**

**- [X] = 5%/10%/15%**

**Spirit Complex:** Increases **Spirit** by **[X]**

**- [Passive][Spirit][Element]**

**- [X] = 5%/10%/15%**

**Void Complex:** Increases **Void** by **[X]**

**- [Passive][Void][Element]**

**- [X] = 5%/10%/15%**

**Arc Complex:** Increases **Arc** by **[X]**

**- [Passive][Arc][Element]**

**- [X] = 5%/10%/15%**

**Frost Complex:** Increases **Frost** by **[X]**

**- [Passive][Frost][Element]**

**- [X] = 5%/10%/15%**

**Metal Complex:** Increases **Metal** by **[X]**

**- [Passive][Metal][Element]**

**- [X] = 5%/10%/15%**

**Divine Complex:** Increases **Divine** by **[X]**

**- [Passive][Divine][Element]**

**- [X] = 5%/10%/15%**

**CORE NODES (Ranged Weapon)**

**Increased Firepower:** Increases **Damage** by **[X]**

**- [Passive][Ranged Weapon][Core][Damage]**

**- [X] = 5%/10%/15%**

**Improved Longshot:** Increases **Range** by **[X]**

**- [Passive][Ranged Weapon][Core][Range]**

**- [X] = 5%/10%/15%**

**Improved Mobility:** Increases **Mobility** by **[X]**

**- [Passive][Ranged Weapon][Core][Mobility]**

**- [X] = 5%/10%/15%**

**Improved Handling:** Increases **Handling** by **[X]**

**- [Passive][Ranged Weapon][Core][Handling]**

**- [X] = 5%/10%/15%**

**Recoil Reduction:** Increases **Accuracy** by **[X]**

**- [Passive][Ranged Weapon][Core][Accuracy]**

**- [X] = 5%/10%/15%**

**Improved Reload:** Increases **Reload** by **[X]**

**- [Passive][Ranged Weapon][Core][Reload]**

**- [X] = 5%/10%/15%**

**Increased Fire Rate:** Increases **Fire Rate** by **[X]**

**- [Passive][Ranged Weapon][Core][Fire Rate]**

**- [X] = 5%/10%/15%**

**Increased Magazine Capacity:** Increases **Magazine** by **[X]**

**- [Passive][Ranged Weapon][Core][Magazine]**

**- [X] = 5%/10%/15%**

**Improved Maintenance:** Increases **Durability** by **[X]**

**- [Passive][Ranged Weapon][Core][Durability]**

**- [X] = 5%/10%/15%**

**Weight Reduction:** Increases **Weight** by **[X]**

**- [Passive][Ranged Weapon][Core][Weight]**

**- [X] = 5%/10%/15%**

**Increased Critical Rate:** Increases **Critical Rate** by **[X]**

**- [Passive][Ranged Weapon][Core][Critical Rate]**

**- [X] = 5%/10%/15%**

**Increased Critical Damage:** Increases **Critical Damage** by **[X]**

**- [Passive][Ranged Weapon][Core][Critical Damage]**

**- [X] = 5%/10%/15%**

**Improved Infusion:** Increases **Infusion** by **[X]**

**- [Passive][Ranged Weapon][Core][Infusion]**

**- [X] = 5%/10%/15%**

**Improved Slash:** Increases **Slash** by **[X]**

**- [Passive][Ranged Weapon][Core][Slash]**

**- [X] = 5%/10%/15%**

**Improved Pierce:** Increases **Pierce** by **[X]**

**- [Passive][Ranged Weapon][Core][Pierce]**

**- [X] = 5%/10%/15%**

**Improved Force:** Increases **Force** by **[X]**

**- [Passive][Ranged Weapon][Core][Force]**

**- [X] = 5%/10%/15%**

**CORE NODES (Melee Weapon)**

**Increased Brawling:** Increases **Power** by **[X]**

**- [Passive][Melee Weapon][Core][Power]**

**- [X] = 5%/10%/15%**

**Improved Combat Area:** Increases **Reach** by **[X]**

**- [Passive][Melee Weapon][Core][Reach]**

**- [X] = 5%/10%/15%**

**Improved Maneuvering:** Increases **Mobility** by **[X]**

**- [Passive][Melee Weapon][Core][Mobility]**

**- [X] = 5%/10%/15%**

**Improved Grip:** Increases **Handling** by **[X]**

**- [Passive][Melee Weapon][Core][Handling]**

**- [X] = 5%/10%/15%**

**Increased Barrier:** Increases **Block** by **[X]**

**- [Passive][Melee Weapon][Core][Block]**

**- [X] = 5%/10%/15%**

**Improved Specialization:** Increases **Charge** by **[X]**

**- [Passive][Melee Weapon][Core][Charge]**

**- [X] = 5%/10%/15%**

**Increased Swing Speed:** Increases **Speed** by **[X]**

**- [Passive][Melee Weapon][Core][Speed]**

**- [X] = 5%/10%/15%**

**Improved Stature:** Increases **Stance** by **[X]**

**- [Passive][Melee Weapon][Core][Stance]**

**- [X] = 5%/10%/15%**

**Molten Forged:** Increases **Durability** by **[X]**

**- [Passive][Melee Weapon][Core][Durability]**

**- [X] = 5%/10%/15%**

**Carbon Steel:** Increases **Weight** by **[X]**

**- [Passive][Melee Weapon][Core][Weight]**

**- [X] = 5%/10%/15%**

**Brawling Critical Rate:** Increases **Critical Rate** by **[X]**

**- [Passive][Melee Weapon][Core][Critical Rate]**

**- [X] = 5%/10%/15%**

**Brawling Critical Damage:** Increases **Critical Damage** by **[X]**

**- [Passive][Melee Weapon][Core][Critical Damage]**

**- [X] = 5%/10%/15%**

**Brawling Infusion:** Increases **Infusion** by **[X]**

**- [Passive][Melee Weapon][Core][Infusion]**

**- [X] = 5%/10%/15%**

**Brawling Slash:** Increases **Slash** by **[X]**

**- [Passive][Melee Weapon][Core][Slash]**

**- [X] = 5%/10%/15%**

**Brawling Pierce:** Increases **Pierce** by **[X]**

**- [Passive][Melee Weapon][Core][Pierce]**

**- [X] = 5%/10%/15%**

**Brawling Force:** Increases **Force** by **[X]**

**- [Passive][Melee Weapon][Core][Force]**

**- [X] = 5%/10%/15%**

**CORE NODES**

**Magnified Metal:** Reduces **Bullet Spread** on all **Ranged Weapons** by **[X]**

**- [Passive][Ranged Weapon][Core]**

**- [X] = 1%/2%/3%**

**Multi-Element:** Weapons deal **[X]** **Elemental Damage** of the target's elemental weakness

**- [Passive][Ranged Weapon][Melee Weapon][Element][Core]**

**- [X] = 1%/2%/3%**

**Kill Switch:** Swapping weapons after a kill increases the **DMG** or **POW** of the new weapon by **[X]** for the next **[Y]** seconds

**- [Passive][Ranged Weapon][Melee Weapon][Damage][Power][Core]**

**- [X] = 10%/15%/20%**

**- [Y] = 3/4/5**

**Nominal Efficiency:** Getting a kill with the last **[X]** of your weapons **Magazine** or **Stance** will instantly reload or recharge the weapon.

**- [Passive][Ranged Weapon][Melee Weapon][Core]**

**- [X] = 5%/10%/15%**

**RENEWAL NODES (LEVEL 10)**

**Healing Factor:** Killing an enemy has a **[X]** chance of granting **[Y]** **Health** instantly.

**- [Passive][Health][Renewal]**

**- [X] = 5%/10%/15%**

**- [Y] = 500/1500/3000**

**Siphon Soul:** Killing an enemy with **Physical Damage** grants **[X]** **Magic Power** instantly.

**- [Passive][Magic Power][Renewal]**

**- [X] = 0.5%/1%/1.5%**

**Starlight Mind:** Killing an enemy with **Elemental Damage** grants **[X]** **Overshield** instantly.

**- [Passive][Overshield][Renewal]**

**- [X] = 0.5%/1%/1.5%**

**Adreno Recharge:** Killing an enemy with **Magic Damage** grants **[X]** **Stamina** instantly.

**- [Passive][Stamina][Renewal]**

**- [X] = 0.5%/1%/1.5%**

**Revenge Factor:** Taking **Damage** from enemies grants **[X]** **Revenge Orbs**. Upon reaching **[Y]** **Revenge Orbs**, unleash a wave of **Healing** in a **5m** radius that replenishes **5000 Health** instantly.

**- [Passive][Health][Renewal][Orbs]**

**- [X] = 1/2/3**

**- [Y] = 15/12/9**

**Reverse Channeling:** Firing a **Ranged Weapon** will **Channel** up to **[X]** **Magic Power** based on **Damage** dealt. Absorb all **Channeled Magic Power** upon reload. Taking **Damage** of any type will reset the **Channel**.

**- [Passive][Magic Power][Renewal][Channeling]**

**- [X] = 1000/2000/3000**

**FORTIFICATION NODES (LEVEL 20)**

**Chaotic Shielding:** Taking **Physical**, **Elemental**, and **Magical Damage** within **[X]** seconds grants **[Y]** stacks of **Bulwark**.

**- [Passive][Buff][Fortification]**

**- [X] = 10/15/20**

**- [Y] = 1/3/5**

**Return Invocation:** Using **[X] Magic Power** will grant **[Y]** stacks of **Manawall**. This effect can only occur once every **30** seconds.

**- [Passive][Buff][Fortification]**

**- [X] = 10000/7500/5000**

**- [Y] = 1/3/5**

**Defensive Maneuvering:** Using an **Evasion Technique** will grant you **Invulnerability** for **[X]** seconds. This effect can only occur once every **15** seconds.

**- [Passive][Buff][Fortification]**

**- [X] = 1/1.5/2**

**Defensive Maneuvering:** Using an **Evasion Technique** will grant you **Invulnerability** for **[X]** seconds. This effect can only occur once every **15** seconds.

**- [Passive][Buff][Fortification]**

**- [X] = 1/1.5/2**

**ENHANCEMENT NODES (LEVEL 30)**

**MYSTIC NODES (LEVEL 40)**

**EVASION NODES (LEVEL 50)**

**DOMINION NODES (LEVEL 60)**

**ASCENDANT NODES (LEVEL 70)**