

**Int PL = Player's Level;**  
**DPT = Damage Per Tick;**  
**T# = Tick number;**

## **Unconsciousness**

Black

*"You find meaning in metaphors, striving to find beauty in what is barely understandable. You tend to focus on your own life and the changes it holds for you, worrying little about those around you. You like to look at the bigger picture in life and prefer to either affect individuals over time, or avoid them altogether."*

→ Aspect of Change

→ Temptation

→ Mystery

### **Aspect of Change**

*"Though you have gone through some drastic changes in your life, you have adapted into a stronger person both mentally and physically"*

+5 Understanding

+5 Immunity

+5 Influence

Black

Passive

→ Death

→ Loss

### **Death**

*"You have developed a deeper understanding of change, and are able to use this to your advantage against those still naive to it"*

Damage over time attack (PL : DPT over 8s duration, no cooldown)

Passive understanding +10

Black

Ability

→ Mourning

→ Anger

### **Mourning**

*"While you have adapted to change, no one is immune to it forever. Thankfully, you have learned to use this flaw to your advantage."*

5x Influence (10s duration, 30s cooldown)

Black

Ability

- Rage
- Rejection

### **Anger (Energy Tree)**

*"Sometimes your anger gets the best of you. It's best if you learn to focus it to your advantage."*

3x Damage (10s duration, 30s cooldown)

Red

Ability

→ Link to Energy Tree

### **Rage (Energy Tree)**

*"You have become effective at controlling your anger, allowing you to focus your energy for longer periods of time."*

Increases duration of Anger by Player Level \* 1.2

Red

Passive

→ Link to Energy Tree

### **Rejection**

*"You are familiar with the feeling of rejection, and have decided to try and avoid others more frequently."*

2x Shadow

Black

Passive

→ Transition

### **Transition**

*"You've learned how to temporarily fade into an ethereal state"*

Take no damage (12s duration, 40s cooldown)

Black

Ability

→ end of tree

### **Loss**

*"You are familiar with the concept of loss, and have become stronger due to your experiences."*

+10 Immunity

Black

Passive

→ Sadness

### **Sadness**

*"Due to your experiences, you have learned how to manipulate the basic emotions of others."*

Damage over time Attack (PL \* 1.2 : DPT over 10s duration, 3s cooldown)

Black  
Ability  
→ Passivity

### **Passivity**

*“Due to your growing existentialism, you care less and less for the larger troubles of the world, allowing you to avoid conflict more often.”*

+10 Shadow

Black

Passive

→ Disregard for Life

→ Lack of Vibrancy

→ Depression

### **Depression (Consciousness Tree)**

*“You are able to push your existentialism onto others who are ill prepared for such thoughts.”*

Damage over time Attack (PL + T# : DPT over 20s duration, 40s cooldown)

Blue

Ability

→ [Link to Consciousness Tree](#)

### **Disregard for Life**

*“Some might assume that your dark and introverted personality is a negative attribute, but in reality, looking out for yourself and ensuring your own survival has positive benefits.”*

2x Immunity

Black

Passive

→ end of tree

### **Lack of Vibrancy**

*“You are now able to temporarily disrupt another’s passion.”*

Target’s attack speed and movement / 2 (6s duration, 10s cooldown)

Gray

Ability

→ Dispassionate

### **Dispassionate**

*“You can now remove the immediate goals from another individual.”*

Target is pacified (until provoked; 30s cooldown; can be cast without breaking Transition)

Dark Beige

Ability

→ Unbiased

→ Detachment

### **Unbiased**

*"Sometimes individuals who lose their goals will seek new ones with you."*

Chance targets under Dispassionate will fight on your side (Percentage based on Influence \* PL)

Beige

Passive

→ Neutrality

### **Neutrality**

*"Your demeanor is so passive that you can barter temporary peace."*

Pacify all enemies (60s duration, 600s cooldown)

Beige

Ability

→ end of tree

### **Detachment**

*"Passions seem further and further away."*

Increase duration of Lack of Vibrancy by PL \* 1.2

+5 Immunity

Dark Beige

Passive

→ Introvert

### **Introvert**

*"You are better on your own; others merely weigh you down."*

2x all stats when alone

Beige

Passive

→ end of tree

### **Temptation**

*"You are able to make accurate assumptions about what other want, and can more easily convince them to join your cause."*

+10 influence

Black

Passive

→ Urges

### **Urges**

*"You know what you want, and you will push harder to get it."*

2x Attack Speed (10s duration, 40s cooldown)

Black  
Ability  
→ Desire

### **Desire (Energy Tree)**

*"The nature of your desire affects you and the world around you."*

Increase duration of Urges, Lust and Jealousy by 10 seconds

Decrease cooldown of Urges, Lust and Jealousy by 10 seconds

Red

Passive

→ [Link to Energy Tree](#)

### **Mystery**

*"You are an enigma to those who do not know you, and some would prefer to avoid you."*

+10 Shadow

Black

Passive

→ Hidden

### **Hidden**

*"You become invisible."*

Enemies won't be provoked (until broken or damage taken, 60s cooldown)

Touching enemies will provoke them and break Hidden

Black

Ability

→ Protection

→ Rationality

### **Protection**

*"You know that in order to survive, you must be able to defend against harsh circumstances."*

+30 Immunity (8s duration, 20s cooldown)

Black

Ability

→ Protective Energy

### **Protective Energy**

*"When you shield yourself, you are nigh impenetrable."*

Increases Immunity of Protection by 2x

Silver

Passive

→ end of tree

### **Rationality**

*"You make better cases to others when trying to get them to join your cause."*

+10 Influence

Black

Passive

→ Analytical

### **Analytical**

*"It's become second-nature to study your surroundings."*

+10 Understanding

Black

Passive

→ Practicality

### **Practicality (Spiritual Power Tree)**

*"You like to stay practical and focus on survival."*

2x Immunity, 2x Health Regeneration, 2x Exhaustion Regeneration (16s duration, 60s cooldown)

Orange

Ability

→ Link to Spiritual Power

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### **Nurturing**

*"You like fostering an incremental improvement, focusing on the bigger picture. You like helping others but your immediate worry is your own health, so it's good to have other well-minded individuals around. Sometimes your good nature can fly out of control and become a force to be reckoned with."*

Lime Green

→ Growth

→ Calming

### **Growth**

*"You are able to heal yourself and others."*

+10 Health Regeneration

Lime Green

Passive

→ Aging

→ Flourishing

→ Wealth

→ Naivety

→ Hope

### **Aging**

*"Over time you have learned how to make the best out of what you've acquired."*

1.1% all stats (Lasts forever)

+5 Understanding.

Gold

Passive

→ Maturity

### **Maturity**

*"You have transitioned and become wiser for it, and due to this you are able to make even better use of what you've acquired."*

Increases the 1.1% of Aging to 1.2% (Lasts forever)

+5 Understanding.

Gold

Passive

→ end of tree

### **Flourishing**

*"You are able to help things grow and heal over time."*

Heal target (PL \* 1.2 HPT over 10s duration, 3s cooldown)

Green

Ability

→ end of treez

### **Wealth**

*"You experience abundance in your lifestyle."*

Gain 1.3x experience points per level

Gold

Passive

→ end of tree

### **Naivety**

*"Your growing personality is able to exploit another's naivety."*

Decrease target immunity -10 (8s duration, 20s cooldown)

Green

Ability

→ Jealousy

### **Jealousy**

*"You are able to exploit the jealousy of others, and as more time goes on, the more their jealousy will cripple their abilities."*

Decrease all stats of target, no damage (PL / 2.5 DPT over 5s duration, 40s cooldown)

Green

Ability

→ Desire

### **Desire (Energy Tree)**

*"The nature of your desire affects you and the world around you."*

Increase duration of Urges, Lust and Jealousy by 10 seconds

Decrease cooldown of Urges, Lust and Jealousy by 10 seconds

Red

Passive

→ Link to Energy Tree

### **Calming**

*"Others feel calm around you."*

+10 Influence

Cyan

Passive

→ Hope

→ Relaxation

→ Openness

### **Hope**

*"Your ability to give others hope is strong enough to heal."*

Heal PL \* 10 (5s cooldown)

Light Green

Ability

→ end of tree

### **Relaxation**

*"You can help an individual by forcing them to take it easy."*

100% chance to Pacify a target (30s cooldown)

Cyan

Ability

→ Tranquility

### **Tranquility**

*"Sometimes a group just needs to take a break and enjoy life for what it is."*

When Relaxation is cast, enemies within 5 meters of the target are also Pacified

Blue

Passive

→ end of tree



## Openness

*"Individuals around you feel that you are honest."*

+10 Influence

Blue

Passive

→ Loyalty

## Loyalty

*"Individuals feel a connection to you and are more likely to stick around."*

+20 Influence

Navy

Passive

→ Devotion

## Devotion

*"Your followers feel strongly for you and become stronger in your presence."*

Followers gain PL \* / 1.2 in all stats

Blue

Passive

→ Inspiration

## Inspiration (Spiritual Power Tree)

*"You are able to inspire your followers to fight harder for you."*

Followers gain 1.5x all stats (6s duration, 30s cooldown)

Purple

Ability

→ Link to Spiritual Power Tree

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## Consciousness

*"You are a calm and collected individual, and your most pressing goal is to understand the world around you and its inhabitants. Your highest priority above all others is knowledge, and this gives you an edge over the mysteries of this world."*

Blue

→ Meditation

→ Justice

## Meditation

*"You are constantly in a meditative state."*

+10 Exhaustion

+10 Immunity

Blue

Passive

→ Spirituality

→ Intellect

### **Spirituality**

*"Your spiritual personality affects you and the world around you."*

+5 Understanding, +5 Influence, +5 Exhaustion

Blue

Passive

→ Wisdom

### **Wisdom**

*"Others respond more often to your cause due to your wise nature."*

1.5x Influence, +5 Understanding

White Gold

Passive

→ end of tree

### **Intellect**

*"You train your mind to keep in peak condition and ready to solve problems."*

1.5x Understanding, 1.5x Exhaustion

White

Passive

→ Depression

→ Truth

### **Depression**

*"You are able to push your existentialism onto others who are ill prepared for such thoughts."*

Damage over time Attack (PL + T# : DPT over 20s duration, 40s cooldown)

Blue

Ability

→ Eternity

→ Passivity

### **Passivity (Unconsciousness Tree)**

*"Due to your growing existentialism, you care less and less for the larger troubles of the world, allowing you to avoid conflict more often."*

+10 Shadow

Black

Passive

→ Link to Unconsciousness Tree

### Truth

*"You are able to temporarily go into a state of being that understands the truth of the universe."*

2x Understanding, 2x Influence (8s duration, 20s cooldown)

Light Blue

Ability

→ Eternity

### Eternity

*"You have become adept at keeping up your meditative state, restoring your attributes more quickly."*

2x Health Regeneration, 2x Exhaustion Regeneration

Blue

Passive

→ Reawakening

→ Heaven (Enlightenment Tree)

### Reawakening

*"Your strength of mind enables you to negate all impairments."*

Removes all impairments (20s cooldown)

White

Ability

→ end of tree

### Heaven (Enlightenment Tree)

*"While others will never understand your enlightenment, you have unlocked a visage into your Higher Self."*

2x Understanding, 2x Exhaustion Regeneration

Blue

Passive

→ Link to Enlightenment Tree

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### Spiritual Power

*"While many prefer to solve their problems with their fists, you find it more advantageous to be diplomatic. Those around you are often swayed merely by your presence and compassion, but you also do not see a moral problem with sewing seeds of doubt amongst enemy ranks in order to further your goals"*

Purple

- Authority
- Spiritual Presence

### **Authority**

*"Others around respond more to your demeanor."*

+5 Influence

Purple

Passive

→ Subservience

→ Compassion

### **Compassion**

*"Your good nature heals those around you, and often convinces others to join your cause."*

2x Influence and Heal for everyone within 5 meters of player (PL DPT over 10s, 25s cooldown)

Purple

Ability

→ end of tree

### **Subservience**

*"You are able to turn another to your cause without question."*

Turn a target to your side

Purple

Ability

→ Royalty

### **Royalty**

*"Others interpret your demeanor as a royal presence, and will more often follow you."*

+10 Influence

Purple

Passive

→ Inspiration

### **Inspiration**

*"You are able to inspire your followers to fight harder for you."*

Followers 1.5x all stats (8s duration, 30s cooldown)

Purple

Ability

→ Devotion

### **Devotion (Nurturing Tree)**

*"Your followers feel strongly for you and become stronger in your presence."*

Followers gain PL \* / 1.2 in all stats

Blue

Passive

→ [Link to Nurturing Tree](#)

### **Spiritual Presence**

*"Your presence is heavy around others."*

+5 Influence, +5 Immunity

Pinkish Red

Passive

→ Uncertainty

→ Light

→ Happiness

### **Uncertainty**

*"Individuals become unsure whether they are making the correct decision, slowing their abilities while they ponder."*

Target attack speed / 2 (10s duration, 20s cooldown)

Orange

Ability

→ Indecisiveness

→ Doubt

→ Fear

### **Indecisiveness**

*"Sometimes when a difficult topic arises, individuals must cease what they are doing and dedicate their time to ensure themselves that they are making the correct decision."*

50% chance a target afflicted by Uncertainty will stop attacking for its duration

Yellow

Passive

→ end of tree

### **Doubt**

*"Some individuals doubt their purpose in attacking you. Their confusion may lead them to attack an ally."*

Chance a target cast under Doubt will attack one of its allies based on your Influence \* 5 - PL \* 2 (10s duration, 20s cooldown)

If doubt fails, the cooldown is reduced to 4s

+10 Influence

Orange

Ability

→ Mistrust

### **Mistrust**

*"You have become more influential in doubting your enemies."*

+20 Influence  
Orange  
Passive  
→ Betrayal

### **Betrayal**

*“Sometimes those who have been doubted will join your cause permanently.”*

An enemy afflicted with Doubt will become one of your allies

+10 Influence  
Yellow  
Passive  
→ Treachery

### **Treachery**

*“You are so influential that those around a doubter will also begin to doubt their purpose.”*

When one target becomes your ally, others within 5 meters of the target have a 50% chance to also become afflicted by Doubt.

+10 Influence  
Yellow  
Passive  
→ end of tree

### **Fear**

*“Your strike fear into an individual.”*

Cause a target to run away (duration based on  $\text{Influence} * 5 - \text{PL} * 2$ , 30s cooldown)

Yellow  
Ability  
→ Cowardice

### **Cowardice**

*“One individual's courage wavering is enough to affect many.”*

When one target runs away, others within 5 meters of the target have a 60% chance to also be afflicted by fear

Yellow  
Passive  
→ End of Tree

### **Light**

*“You glow brighter.”*

Improve view distance by 10 meters

-10 Shadow, Hidden now has a 30s duration

Orange Yellow  
Passive

→ Illumination

→ Warmth

### **Illumination**

*"You are a beacon of light."*

Increase view distance by 10 meters

-10 Shadow, Hidden duration reduced to 20s

White

Passive

→ end of tree

### **Warmth**

*"You are able to remove all impairments."*

Remove all impairments (30s cooldown)

Orange Yellow

Ability

→ Energetic

### **Energetic (Energy Tree)**

*"Your senses have heightened, resulting in a quicker recovery time between your attacks."*

1.2x Attack Speed

Yellow

Passive

→ Link to Energy Tree

### **Happiness**

*"Individuals around you feel happier."*

+20 Influence

Pink

Passive

→ Love

### **Love**

*"Individuals around you feel a sense of happiness around you that goes further than mere comfort."*

+20 Influence

Pink

Passive

→ Romance

### **Romance**

*"You exploit your followers' feelings towards you and heal them."*

Heal all followers and self PL \* 2.5 (30s cooldown)

Pink  
Ability  
→ end of tree

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## Enlightenment

Yellow  
→ Innocence  
→ Awareness  
→ Clear Thought

### Awareness

White  
Passive  
→ Transparency  
→ Discovery

### Transparency

White  
Passive  
→ end of tree

### Discovery

White  
Passive  
→ New Beginnings

### New Beginnings

Silver  
Passive  
→ end of tree

### Innocence

Light Yellow  
Passive  
→ Purity  
→ Completeness

### Purity

White



Passive  
→ end of tree

### **Completeness**

White  
Passive  
→ Well-being

### **Well-being**

Pink  
Passive  
→ Centered

### **Centered**

Pink  
Ability  
→ Peace  
→ Stimulation

### **Stimulation**

Purple  
Ability  
→ Inner Peace

### **Inner Peace**

Purple  
Ability  
→ Heaven

### **Heaven**

Blue  
Passive  
→ Eternity

### **Eternity (Consciousness Tree)**

Blue  
Passive  
→ Link to Consciousness Tree

### **Peace**

White  
Passive  
→ Faith in Goodness

### **Faith in Goodness**

White

Passive

→ Joy

### **Clear Thought**

Yellow

Passive

→ Reflection

→ Harmony

### **Reflection**

Silver

Ability

→ Precious Memories

### **Precious Memories**

Silver

Ability

→ end of tree

### **Harmony**

Yellow

Passive

→ Self Confidence

### **Self Confidence**

Yellow

Ability

→ Joy

### **Joy**

Yellow

Passive

→ Optimism

→ Excitement

→ Faith in Goodness

### **Optimism**

Orange

Passive

→ end of tree

## Excitement (Energy Tree)

Red

Ability

→ [Link to Energy Tree](#)

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## Energy

*“You prefer to solve all of your problems through confrontation and can never be caught off guard. You believe in strength, durability and karma. While you tend to be a very erratic individual that burns a lot of bridges, your passion for life and direct attitude is respected by all.”*

Red

→ Vitality

→ Passion

## Vitality

*“Your put emphasis on your lifespan to ensure your survivability.”*

+10 Health

Red

Passive

→ Strength

→ Lifeforce

## Strength

*“You have become stronger through your transition into this world.”*

+10 Melee attack

+10 Immunity

Red

Passive

→ Counter

## Counter

*“You are able to turn an opponent’s strength against them.”*

Negate all damage from the next attack done from an enemy and deal it back double

Red

Ability

→ Prohibition

## Prohibition

*“You are able to use an opponent’s mind against them and stop them from moving.”*

Stop an enemy from moving or attacking (20s duration, 20s cooldown)

Only white harmony can break this effect

Red

Ability

→ end of tree

### **Lifeforce**

*"Your experiences have given you a strengthened vitality."*

+10 Health, x2 Health Regeneration

Red

Passive

→ Blood

### **Blood**

*"Your blood boils, cleansing impurities"*

Heal self PL \* 2.5 (6s cooldown)

Red

Ability

→ Threat of Danger

### **Threat of Danger**

*"You have become adept at anticipating enemy actions."*

Player can see enemy casting bars and such

+20 Immunity

Red

Passive

→ end of tree

### **Passion**

*"Setbacks in this new world have given you the inspiration to fight harder than before."*

+5 melee attack, +5 Range attack

Red

Passive

→ Fire

→ Lust

→ Anger

### **Fire**

*"Your passion is unleashed in a swift motion."*

Ranged Fire attack (PL \* 2.5 damage, deals PL DPT over 10s duration, 5s cooldown)

Damages player (PL / 4)

Red

Ability

→ Heat

### **Heat**

*"You burn with purpose."*

Increases damage of Fire to (PL \* 3.5:: PL \* 1.5 DPT over 10s duration, 5s cooldown)

+10 Damage

Red

Passive

→ Consequences

→ Excitement

### **Consequences**

*"You've learned to focus your passion."*

Removes damage to player from Fire

Red

Passive

→ end of tree

### **Excitement**

*"You can now enter a forced adrenaline-like state."*

2x Movement and Attack Speed, Time slows 50% (10s duration, 30s cooldown)

Red

Ability

→ Impulsive

→ Joy

### **Impulsive**

1.5 Movement Speed

Red

Passive

→ Energetic

### **Energetic**

1.2x Attack Speed

Yellow

Passive

→ Warmth

### **Warmth (Spiritual Power Tree)**

*"You are able to remove all impairments."*

Removes Impairments

Orange Yellow

Ability

→ Link to Spiritual Power Tree

### **Joy (Enlightenment Tree)**

*"You cause a target to become distracted by a sudden burst of pure joy."*

Target is pacified unless provoked (20s duration, 20s cooldown)

Yellow

Ability

→ Link to Enlightenment Tree

### **Lust**

*"You exploit a target's lust."*

Damage over time (PL \* 1.2 DPT::: 10s duration, 10s cooldown)

Target -10 Immunity

Red

Ability

→ Desire

### **Desire**

*"The nature of your desire affects you and the world around you."*

Increase duration of Urges, Lust and Jealousy by 10 seconds

Decrease cooldown of Urges, Lust and Jealousy by 10 seconds

Red

Passive

→ Urges

→ Jealousy

### **Urges (Unconsciousness Tree)**

*"You know what you want, and you will push harder to get it."*

2x Attack Speed (10s duration, 40s cooldown)

Black

Ability

→ Link to Unconsciousness Tree

### **Jealousy (Nurturing Tree)**

Green

Ability

→ Link to Nurturing Tree

### **Anger**

*"Sometimes your anger gets the best of you. It's best if you learn to focus it to your advantage."*

3x Damage (10s duration, 30s cooldown)

Red

Ability

- Rage
- Death

### **Death (Unconsciousness Tree)**

*"You have developed a deeper understanding of change, and are able to use this to your advantage against those still naive to it"*

Damage over time attack (PL : DPT over 8s duration, no cooldown)

Black

Ability

→ Link to Unconsciousness Tree

### **Rage**

*"You have become effective at controlling your anger, allowing you to focus your energy for longer periods of time."*

Increases duration of Anger by Player Level \* 1.2

Red

Passive

→ Vengeance

→ Mourning

### **Mourning (Unconsciousness Tree)**

*"While you have adapted to change, no one is immune to it forever. Thankfully, you have learned to use this flaw to your advantage."*

5x Influence (10s duration, 30s cooldown)

Black

Ability

→ Link to Unconsciousness Tree

### **Vengeance**

*"You like holding grudges and dealing back what others deserve."*

Melee attack (Damage taken since entering combat \* 5)

Red

Ability

→ Violence

### **Violence**

*"Some shy away from the concept of violence. You revel in it."*

1.2x Damage

Red

Passive

→ end of tree

REM - Health

## STATS

Health

Exhaustion - How often you can cast spells

Immunity - Defense

Melee Attack - Damage output

Range Attack - Damage output

Understanding - How effective abilities and passives are, how many xp you earn.

Influence - Ability to pacify and convert enemies, chance that followers won't be converted back

Shadow - Chance of being ignored

## ABILITIES THAT NEED PARTICLE EFFECTS

### Death

*"You have developed a deeper understanding of change, and are able to use this to your advantage against those still naive to it"*

Damage over time attack (PL : DPT over 8s duration, no cooldown)

Black

### Mourning

*"While you have adapted to change, no one is immune to it forever. Thankfully, you have learned to use this flaw to your advantage."*

5x Influence (10s duration, 30s cooldown)

Black

### Transition

*"You've learned how to temporarily fade into an ethereal state"*

Take no damage (12s duration, 40s cooldown)

Black



### **Disregard for Life**

*"Some might assume that your dark and introverted personality is a negative attribute, but in reality, looking out for yourself and ensuring your own survival has positive benefits."*

2x Immunity

Black

### **Lack of Vibrancy**

*"You are now able to temporarily disrupt another's passion."*

Target's attack speed and movement / 2 (6s duration, 10s cooldown)

Gray

### **Dispassionate**

*"You can now remove the immediate goals from another individual."*

Target is pacified (until provoked; 30s cooldown; can be cast without breaking Transition)

Dark Beige

### **Neutrality**

*"Your demeanor is so passive that you can barter temporary peace."*

Pacify all enemies (60s duration, 600s cooldown)

Beige

### **Urges**

*"You know what you want, and you will push harder to get it."*

2x Attack Speed (10s duration, 40s cooldown)

Black

### **Hidden**

*"You become invisible."*

Enemies won't be provoked (until broken or damage taken, 60s cooldown)

Touching enemies will provoke them and break Hidden

Black

### **Protection**

*"You know that in order to survive, you must be able to defend against harsh circumstances."*

+30 Immunity (8s duration, 20s cooldown)

Black

### **Flourishing**

*"You are able to help things grow and heal over time."*

Heal target (PL \* 1.2 HPT over 10s duration, 3s cooldown)

Green

### **Naivety**

*"Your growing personality is able to exploit another's naivety."*

Decrease target immunity -10 (8s duration, 20s cooldown)

Green

### **Jealousy**

*"You are able to exploit the jealousy of others, and as more time goes on, the more their jealousy will cripple their abilities."*

Decrease all stats of target, no damage (PL / 2.5 DPT over 5s duration, 40s cooldown)

Green

### **Hope**

*"Your ability to give others hope is strong enough to heal."*

Heal PL \* 10 (5s cooldown)

Light Green

### **Relaxation**

*"You can help an individual by forcing them to take it easy."*

100% chance to Pacify a target (30s cooldown)

Cyan

### **Counter**

*"You are able to turn an opponent's strength against them."*

Negate all damage from the next attack done from an enemy and deal it back double

Red

### **Prohibition**

*"You are able to use an opponent's mind against them and stop them from moving."*

Stop an enemy from moving or attacking (20s duration, 20s cooldown)

Only white harmony can break this effect

Red

### **Blood**

*"Your blood boils, cleansing impurities"*

Heal self PL \* 2.5 (6s cooldown)

Red

### **Fire**

*"Your anger and passion is unleashed in a swift motion."*

Ranged Fire attack (PL \* 2.5 damage, deals PL DPT over 10s duration, 5s cooldown)

Damages player (PL / 4)

Red

## **Excitement**

*"You can now enter a forced adrenaline-like state."*

2x Movement and Attack Speed, Time slows 50% (10s duration, 30s cooldown)

Red

## **Warmth (Spiritual Power Tree)**

*"You are able to remove all impairments."*

Removes Impairments

Orange Yellow

## **Joy (Enlightenment Tree)**

*"You cause a target to become distracted by a sudden burst of pure joy."*

Target is pacified unless provoked (20s duration, 20s cooldown)

Yellow

## **Lust**

*"You exploit a target's lust."*

Damage over time (PL \* 1.2 DPT::: 10s duration, 10s cooldown)

Target -10 Immunity

Red

## **Anger**

*"Sometimes your anger gets the best of you. It's best if you learn to focus it to your advantage."*

3x Damage (10s duration, 30s cooldown)

Red

## **Vengeance**

*"You like holding grudges and dealing back what others deserve."*

Melee attack (Damage taken since entering combat \* 5)

Red