**Brawler Skill Review**

**Power**

* Quick Cast
* Fast Cool Down
* Very useful to CW once because of high damage
  + There was a build for this one. It`s called 107 or 117 build where you will only learn the skill on the said level, master it then the rest of stats goes to HP
* Very High Damage
  + It has a good starting stats
* Skill : Flock
  + Effect are noticeable

**Suggestion**

* Slightly decrease the starting stats
* Increase cool down of high level skill
* Skill Adjustment
  + Side Kick
    - Decrease Damage
    - Slightly decrease range
  + Spin Kick
    - Decrease Damage
    - Slightly decrease range
  + Sonic Kick
    - Decrease Damage
    - Slightly Increase range
  + Vertical Kick
    - Decrease Damage
  + Flock
    - + 1 Physical Armor on all level
    - Add Magical Armor
  + Tornado Kick
    - Decrease Skill Speed
    - Decrease Damage
    - Increase Cool down
  + Low Kick
    - Decrease Range
    - Decrease Damage
    - Decrease Skill Speed
    - Increase Cool down
  + Volcanic Kick
    - Decrease Range
    - Decrease Damage
    - Decrease Skill Speed
    - Increase Cool Down
* Flair
  + Decrease Damage
  + Increase Damage application
  + Increase Cool down
* Air Kick
  + Decrease Damage
  + Increase Skill Range
  + Increase cool down
* Meet your Kick
  + Decrease Range
  + Decrease Damage
  + Increase Cool down
* Garuda
  + Decrease Damage
  + Slightly Decrease Skill Speed

**Dex**

* Useless defense when it comes in fighting against pow/int type
  + 2 Hits
  + 1 Hit with Berserk
* Very low damage
* Skill : Gear Mastery
  + Effect are not noticeable
* Low Skill speed on certain skills

**Suggestion**

* Buffs for
  + Avoid or Miss
* Make the defense more realistic
* Skill Adjustment
  + Heavy Punch
    - Increase Damage
    - Increase Range
  + Uppercut
    - Increase Damage
    - Increase Range
  + Gear Mastery
    - Increase Skill Speed Buff
    - Increase Attack Speed Buff
  + Mirage Punch
    - Increase Range
    - Increase Damage
  + Kick Punch
    - Increase Range
    - Increase Damage
    - Slightly Decrease Skill Speed
  + Hado
    - Increase Damage
    - Increase Skill Speed
  + Eruption
    - Improve skill design
    - Increase Damage
  + Deadly Seven
    - Increase Range
    - Increase Skill Speed
    - Increase Damage
    - Add Push Effect (Enemy will be pushed back while the skill is ongoing)
  + Dance of Warrior
    - Increase Range
    - Increase Damage
  + Comet Punches
    - Increase Skill Speed
    - Add burning effect (Continues damage after the skill is casted)
    - Improve Skill Design
  + Kameha
    - Increase Damage
    - Increase Range
    - Add slight delay between 2 Skill animation in the middle of casting the skill and releasing it
  + Budahs Palm
    - Increase Damage
    - Improve Skill Design

**Int**

* Very low physical armor
* Too high Damage to Pow or Int because it is Magical
* Slow Casting Speed
* Low skill mana consumption

**Suggestion**

* Increase mana consumption
* Increase physical armor
* Skill Adjustment
  + Headbutt
    - Increase Range
    - Decrease Damage
  + Elbow Strike
    - Increase Range
    - Decrease Damage
  + Fishman Karate
    - No changes needed
  + Escaping Steps
    - Increase armor
  + Ground Punch
    - Decrease Skill Speed
    - Improve skill design
    - Increase Cool down
  + Taichi
    - Decrease Damage
    - Decrease Skill Speed
    - Add fainted effect (Sudden Movement Stop)
  + Tackle
    - No changes needed
  + Force Push
    - Increase skill speed
    - Decrease Damage
    - Add push effect (Enemy will be pushed back when the skill is casted)
  + Epicenter
    - Improve Skill Design
    - Decrease Skill Speed
    - Decrease Damage
  + Ice Crash
    - Decrease Skill Range
    - Decrease Damage
    - Improve Skill Design
  + Dragons Breath
    - Increase skill speed
    - Decrease Range
    - Decrease Damage
    - Add Burning Effect (Continuous Damage)
  + Chi Force
    - Increase skill speed
    - Decrease Damage
    - Add push effect (Enemy will be pushed back when the skill is casted)
  + Ball of Teshub
    - Increase skill speed
    - Decrease Damage

**Etc Skill**

* Rearm : Remove or change it with any skill that benefits all type
* Lightspeed : No changes needed