




















Skills - Fighter

Table active fighter skills





























Icon	Name	Lv.	Description
	Double kick	1	The double leg attack, inflicting powerful damage and knocks the opponent down.
	Divine fighter	1	Uses 1 unit. divinity to gain invulnerability and attack all enemies around.
	Battle-cry	5	Enhances your physical attacks by 2%.
	Steam claw	10	Draws located near the enemy close to you.
	Reflex	15	Evading attacks, jump back.
	Rock Skin	20	Increases your physical defense by 2%.
	Mahina	25	A quick dash forward, stunning several enemies for 3 seconds.
	Aura spirit	30	Fuel endurance application combos and skills is reduced by 20%.
	Deimos	35	A quick dash forward and then toss a few enemies in the air.

Combo system - Warrior Soul in the world

Use the following key combinations that allow you to perform all sorts of combos.










Name	Description	Picture	Requirement
Evasion	Evading attacks shallows ahead	  	Level: 1 Skill: None Stamina: 0 Required SP: 0
Combo attack	Basic combo of the 4 strokes	    	Level: 1 Skill: None Stamina: 0 Requires OH: 0
The cut delay	Grabs the opponent and knocks down after	  	Level: 1 Skill: None Stamina: 0 Requires OH: 0

	3 fast attacks		
Theft	Grabs the opponent and throws him into the air	  	Level: 1 Skill: None Stamina: 250 Required OH: 0
Voodushnaya combo attack	Attack the enemy in the air and then throw it on the ground	   	Level: 1 Skill: None Stamina: 0 Requires OH: 0
Tumble ago	Bouncing back in the air in order to avoid attacks	   	Level: 1 Skill: None Stamina: 400 Required OH: 0
Sylph	Jump and back flip to evade	  	Level: 1 Skill: None Stamina: 80 Requires OH: 0
Block	Otklonayaet incoming attack	   	Level: 1 Skill: None Stamina: 0 Requires OH: 0
Burning Hands	Throw a bomb forward at the same time to rebound back	   	Level: 1 Skill: None Stamina: 150 Required OH: 0
Flying Moon	Capture the enemy and attack in the air and then throw it on the ground	    	Level: 1 Skill: None Stamina: 0 Requires OH: 0
Dragon Scale	The double attack, followed by a shock wave, beating opponents	  	Level: 1 Skill: None Stamina: 150 Required OH: 0

	in front of you		
Mode circuit	Activates the circuit at the same time a step forward	  	Level: 1 Skill: None Stamina: 350 Required OH: 0
Sound wave	Attack from the swing that inflicts damage to multiple enemies	  	Level 2 Skill: None Stamina: 120 Required OH: 3
Combustion	Throw bombs in the air vertically down	  	Level 4 Skill: None Stamina: 150 Required OH: 3
Beat the top chain	Friendly mode circuit, inflicting damage to the enemy in the air	    	Level: 6 Skill: None Stamina: 50 Requires OH: 3
Strike chain with a dropping	Attack the enemy in front of you while jumping back	    	Required Level: 8 Required Skill: None Stamina: 50 Requires OH: 3
Double blow chain	3 Shot in the mode of the circuit followed by knockback enemies in front of you	    	Level: 10 Skill: None Stamina: 50 Requires OH: 3
Puncture armor	Attack enemies with the sword, which are directly in front of you	   	Level: 12 Skill: None Stamina: 100 Required OH: 3






Double-cut chain	Knocks down opponents by attacking them in the mode of the circuit 3 times	     	Level: 14 Skill: None Stamina: 70 Requires OH: 3
Dissection of the chain from the top down	Attacks multiple enemies 2 times, followed by a deviation ago	     	Level: 16 Skill: None Stamina: 70 Requires OH: 3
Dissection of the chain from above	Attack with the sword along the ground, knocking down enemies in front of you	     	Level: 18 Skill: None Stamina: 70 Requires OH: 3
The cut above	Friendly tossing enemies into the air	   	Level: 20 Skill: None Stamina: 300 Required OH: 3
Avoid puncture	Back is followed by a puncture armor	    	Level: 22 Skill: None Stamina: 100 Required OH: 3
Kite	Friendly, Throws the enemy to the ground with the subsequent attack from the air	    	Level: 24 Skill: None Stamina: 200 Required OH: 3
Roundhouse chain	Capture the enemy and attack multiple enemies surrounding you	  	Level: 26 Skill: None Stamina: 80 Requires OH: 3





Table active skills sorceress

Icon	Name	Lv.	Description
	Fireball	1	Fires a ball of fire that explodes on contact with the enemy.
	Divine magic arrows	1	Uses 1 unit. divinity to gain invulnerability and attack all enemies around.
	Teleportation	5	Teleports you forward a short distance.
	Multi-shot	10	Fires fanned fireballs flying through the enemies in front of you.
	Frosty Ring	15	Freezes enemies surrounding you.
	Flash	20	Knocks down opponents by a series of six magical projectiles.
	Reflex	25	Evading attacks, jump back.
	Accurate shot	30	Shoots 6 magic projectiles plaguing nearby enemies.
	Hellfire	35	Knock back enemies with a mighty wall of fire.

Active skills - Priest in the world SOUL

Table of passive skills Priest

Icon	Name	Lv.	Description
	Cure	1	Restores your OZ
	Divine Priest	1	For 1 unit of divinity you get invulnerability and heal allies.
	Lightning	3	Produces in front of you 3 fireballs.
	Wave treatment	6	Creates over heals the caster allies aura.
	Beat the shadows	9	Evading attacks teleport back.

	Poison spray	12	Hits enemies at a distance in front of you and poisons them.
	A wave of magic	15	In front of the caster creates an aura mana allies.
	Storm	18	Lightning cause damage to multiple enemies in front of you.
	The circle of healing	21	Create an aura of Healing near you allies.