

Přehled Buffů a Debuffů

Napsal uživatel Koryn

Neděle, 26 Červenec 2009 02:16

Buffy - Posilňující kouzla --- Debuffy - Oslabující kouzla --- [Legenda](#)

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A

Acumen 1 – Casting Spd. +15%

Acumen 2 – Casting Spd. +23%

Acumen 3 – Casting Spd. +30%

Advanced Block 1 – Shield P.Def. +60%

Advanced Block 2 – Shield P.Def. +80%

Advanced Block 3 – Shield P.Def. +100%

Agility 1 – Evasion +2

Agility 2 – Evasion +3

Agility 3 – Evasion +4

Arcane Chaos – Cancel+Debuff resistance -30%, Magic MP Cost +30%, MP Regen per tick -24

Arcane Protection – Cancel resistance +30%, Debuff resistance +20%

Armor Crush – P.Def. -30%, M.Def. -30%

Assassin Servitor – Accuracy +4, Atk Speed +20%, Recover 5% of melee physical damage as HP, Critical +20% from behind, Critical Damage from behind +20%, Debuff Resistance +10%

Attack Aura 1 – P.Atk. +8%

Attack Aura 2 – P.Atk. +12%

Aura Flare – All Magic Damage -50%, this includes the Aura you cast to get the debuff **B**

Battle Roar 1 – HP +10%, heals the amount added

Battle Roar 2 – HP +15%, heals the amount added

Battle Roar 3 – HP +20%, heals the amount added

Battle Roar 4 – HP +25%, heals the amount added

Battle Roar 5 – HP +30%, heals the amount added

Battle Roar 6 – HP +35%, heals the amount added

Berserker Spirit 1 – P.Atk. +5%, M.Atk. +10%, P.Def. -5%, M.Def. -10%, Speed +5, Atk. Spd +5%, Casting Spd. +5%

Berserker Spirit 2 – P.Atk. +8%, M.Atk. +16%, P.Def. -8%, M.Def. -16%, Speed +8, Atk. Spd +8%, Casting Spd. +8%

Blazing Skin 1 – Reflect 10% of melee range physical damage back on the attacker

Blazing Skin 2 – Reflect 15% of melee range physical damage back on the attacker

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Blazing Skin 3 – Reflect 20% of melee range physical damage back on the attacker

Bless Shield 1 – Shield Block Rate +30%

Bless Shield 2 – Shield Block Rate +40%

Bless Shield 3 – Shield Block Rate +50%

Bless Shield 4 – Shield Block Rate +60%

Bless Shield 5 – Shield Block Rate +70%

Bless Shield 6 – Shield Block Rate +80%

Bless the Body 1 – HP +10%

Bless the Body 2 – HP +15%

Bless the Body 3 – HP +20%

Bless the Body 4 – HP +25%

Bless the Body 5 – HP +30%

Bless the Body 6 – HP +35%

Bless the Soul 1 – MP +10%

Bless the Soul 2 – MP +15%

Bless the Soul 3 – MP +20%

Bless the Soul 4 – MP +25%

Bless the Soul 5 – MP +30%

Bless the Soul 6 – MP +35%

Blessing of Noblesse – buff díky němuž se vám nezruší buffy při smrti

Blessing of Paagrio 1 – P.Def. +8%

Blessing of Paagrio 2 – P.Def. +12%

Blessing of Paagrio 3 – P.Def. +15%

Blessing of Queen 1 – Critical +25%, Critical Damage +20%

Blessing of Queen 2 – Critical +27%, Critical Damage +22%

Blessing of Queen 3+ – Critical +30%, Critical Damage +25%

Blessing of Seraphim 1 – MP regen per tick +30%

Blessing of Seraphim 2 – MP regen per tick +32%

Blessing of Seraphim 3+ – MP regen per tick +35%

Blinding Blow – Speed +40%

Blizzard – Speed -50%

Block Shield – P.Def. -10%

Block Wind Walk – Speed -10%

Body of Avatar 1 – HP +10%

Body of Avatar 2 – HP +15%

Body of Avatar 3 – HP +20%

Body of Avatar 4 – HP +25%

Body of Avatar 5 – HP +30%

Body of Avatar 6 – HP +35%

Bright Servitor 1 – M.Atk. +55%

Bright Servitor 2 – M.Atk. +65%

Bright Servitor 3 – M.Atk. +75%

C

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Chant of Battle 1 – P.Atk. +8%
Chant of Battle 2 – P.Atk. +12%
Chant of Battle 3 – P.Atk. +15%
Chant of Eagle 1 – Accuracy +2
Chant of Eagle 2 – Accuracy +3
Chant of Eagle 3 – Accuracy +4
Chant of Evasion 1 – Evasion +2
Chant of Evasion 2 – Evasion +3
Chant of Evasion 3 – Evasion +4
Chant of Fire 1 – M.Def. +15%
Chant of Fire 2 – M.Def. +23%
Chant of Fire 3 – M.Def. +30%
Chant of Flame 1 – Casting Spd. +15%
Chant of Flame 2 – Casting Spd. +23%
Chant of Flame 3 – Casting Spd. +30%
Chant of Fury 1 – Atk. Spd. +15%
Chant of Fury 2 – Atk. Spd. +33%
Chant of Predator 1 – Critical +20%
Chant of Predator 2 – Critical +25%
Chant of Predator 3 – Critical +30%
Chant of Rage 1 – Critical Damage +30%
Chant of Rage 2 – Critical Damage +40%
Chant of Rage 3 – Critical Damage +50%
Chant of Revenge 1 – Reflect 10% of melee range physical damage back on the attacker
Chant of Revenge 2 – Reflect 15% of melee range physical damage back on the attacker
Chant of Revenge 3 – Reflect 20% of melee range physical damage back on the attacker
Chant of Shielding 1 – P.Def. +8%
Chant of Shielding 2 – P.Def. +12%
Chant of Shielding 3 – P.Def. +15%
Chant of Spirit – Cancel resistance +30%, Debuff resistance +20%
Chant of Vampire 1 – Recover 6% of melee physical damage as HP
Chant of Vampire 2 – Recover 7% of melee physical damage as HP
Chant of Vampire 3 – Recover 8% of melee physical damage as HP
Chant of Vampire 4 – Recover 9% of melee physical damage as HP
Chant of Victory – HP +20%, restores the HP added, Speed -20%, Accuracy +4, P.Def. +20%, P.Atk. +10%, Atk. Spd. +20%, Critical +20%, Critical Damage +20%, M.Def. +20%, Casting Spd. +20%, Debuff Resistance +20%
Charm of Luck – Reduce Drop Penalty
Concentration 1 – Chance of casting interruption -18%
Concentration 2 – Chance of casting interruption -25%
Concentration 3 – Chance of casting interruption -36%
Concentration 4 – Chance of casting interruption -42%
Concentration 5 – Chance of casting interruption -48%
Concentration 6 – Chance of casting interruption -53%
Cripple 1-5 – Speed -30%
Cripple 6+ – Speed -50%

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Curse Chaos 1 – Accuracy -12

Curse Chaos 2+ – Accuracy -13

Curse Disease 1+ – Amount restored from Heals -50%

Curse Gloom – M.Def. -23%

Curse of Abyss – M.Atk. -30%, P.Def. -30%, Evasion -6, Speed -10%, Casting Spd. -20%, Magic Critical Rate -30%

Curse of Doom – Physical+Magical Skill Silence

Curse of Shade 1 – P.Def. -6%, M.Def. -6%

Curse of Shade 2 – P.Def. -8%, M.Def. -8%

Curse of Shade 3+ – P.Def. -10%, M.Def. -10%

Curse: Weakness 1 – P.Atk. -17%

Curse: Weakness 2-5 – P.Atk. -20%

Curse: Weakness 6+ – P.Atk. -23%

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D

Dance of Aqua Guard – Resistance to Water attribute +30%

Dance of Concentration – Casting Spd. +30%, Chance of casting interruption -30%

Dance of Earth Guard – Resistance to Earth attribute +30%

Dance of Fire – Critical Damage +50%

Dance of Fury – Atk. Spd. +15%

Dance of Inspiration – Accuracy +4

Dance of Light – Makes physical attacks Holy attribute

Dance of Medusa – Petrify

Dance of Mystic – M.Atk. +20%

Dance of Protection – Fall damage -30%

Dance of Shadow – Speed -50%, Avoid Agro 100%

Dance of Siren – Magic Critical Rate +200%

Dance of Vampire – Recover 8% of melee physical damage as HP

Dance of Warrior – P.Atk. +12%

Dark Vortex – MP Regen per tick -12, Resistance to Darkness attribute -30%

Dash 1 – Speed +40%

Dash 2 – Speed +66%

Death Whisper 1 – Critical Damage +30%

Death Whisper 2 – Critical Damage +40%

Death Whisper 3 – Critical Damage +50%

Decrease Weight 1 – Weight Penalty +3000 (does not increase capacity)

Decrease Weight 2 – Weight Penalty +6000 (does not increase capacity)

Decrease Weight 3 – Weight Penalty +9000 (does not increase capacity)

Defense Aura 1 – P.Def. +8%

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Defense Aura 2 – P.Def. +12%

Demon Wind – Amount restored from Heals -50%

Deflect Arrow 1 – Bow Damage -16%

Deflect Arrow 2 – Bow Damage -19%

Deflect Arrow 3 – Bow Damage -22%

Deflect Arrow 4 – Bow Damage -25%

Divine Protection – Resistance to Darkness attribute +30%

Duelist Spirit 1 – Atk. Spd. +8%

Duelist Spirit 2 – Atk. Spd. +12%

E

Elemental Protection – Resistance to Fire attribute +30%, Resistance to Wind, Water, Earth attributes +20%

Empower 1 – M.Atk. +55%

Empower 2 – M.Atk. +65%

(Greater) Empower 3 – M.Atk. +75%

Entangle 1 – Speed -30%

Entangle 2+ – Speed -50%

Evade Shot 1 – Evasion +6

Eye of Paagrio – Critical Damage +50%

F

Final Servitor – HP +20%, restores the HP added, Speed -20%, Accuracy +4, P.Def. +20%, P.Atk. +10%, Atk. Spd. +20%, Critical +20%, Critical Damage +20%, M.Def. +20%, Casting Spd. +20%, Debuff Resistance +20%

Fire Vortex – Speed -10%, Atk. Spd. -30%, Casting Spd. -10%, MP Regen per tick -12, Resistance to Fire attribute -20%

Fist Fury – Atk. Spd. +25%

Focus 1 – Critical +20%

Focus 2 – Critical +25%

Focus 3 – Critical +30%

Focus Chance – Critical Chance from front -30%, Critical Chance from side +30%, Critical Chance from back +60%

Focus Death – Critical -30%, Blow land rate +60%, Critical Damage from front -30%, Critical Damage from back +90%

Focus Power – Critical Damage from front -30%, Critical Damage from side +30%, Critical Damage from back +60%

Fortune of Noblesse – drop penalty reduced

Freezing Skin 1 – Reflect 10% of melee range physical damage back on the attacker

Freezing Skin 2 – Reflect 15% of melee range physical damage back on the attacker

Freezing Skin 3 – Reflect 20% of melee range physical damage back on the attacker

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Freezing Strike 1+ – Speed -30%

Frenzy 1 – P.Atk. +100%

Frenzy 2 – P.Atk. +150%

Frenzy 3 – P.Atk. +200%

Frost Bolt 1+ – Speed -30%

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G

Gift of Queen 1 – P.Atk. +6%, Accuracy +2

Gift of Queen 2 – P.Atk. +8%, Accuracy +2

Gift of Queen 3+ – P.Atk. +10%, Accuracy +2

Gift of Seraphim 1 – Reuse Delay -30%

Gift of Seraphim 2 – Reuse Delay -32%

Gift of Seraphim 3+ – Reuse Delay -35%

Glory of Paagrio 1 – M.Def. +15%

Glory of Paagrio 2 – M.Def. +23%

Glory of Paagrio 3 – M.Def. +30%

Greater Magic Haste Potion – Casting Spd. +30%

Greater Quick Step Potion – Speed +33

Greater Swift Attack Potion – Atk. Spd. +33%

Guidance 1 – Accuracy +2

Guidance 2 – Accuracy +3

Guidance 3 – Accuracy +4

Guts 1 – P.Def. +100%

Guts 2 – P.Def. +150%

Guts 3 – P.Def. +200%

H

Hamstring 1+ – Speed -50%

Hamstring Shot – Speed -50%

Haste 1 – Atk. Spd. +15%

Haste 2 – Atk. Spd. +33%

Haste Potion – Speed +20

Hawk Eye 1 – P.Def. -10%, Accuracy +6

Hawk Eye 2 – P.Def. -10%, Accuracy +8

Hawk Eye 3 – P.Def. -10%, Accuracy +10

Hex – P.Def. -23%

Holy Weapon – Makes physical attacks Holy attribute

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Hot Springs Cholera 1 – Accuracy +3

Hot Springs Cholera 2 – Accuracy +6, Evasion -3

Hot Springs Cholera 3 – Accuracy +8, Evasion -3

Hot Springs Cholera 4 – Accuracy +10, Evasion -3

Hot Springs Cholera 5 – Accuracy +6, Evasion -5

Hot Springs Cholera 6-7 – Evasion -5

Hot Springs Cholera 8-9 – Evasion -8

Hot Springs Cholera 10 – Evasion -10

Hot Springs Malaria 1 – Casting Spd. +4%

Hot Springs Malaria 2 – Casting Spd. +8%, MP Cost -4%

Hot Springs Malaria 3 – Casting Spd. +12%, MP Cost -4%

Hot Springs Malaria 4 – Casting Spd. +16%, MP Cost -4%

Hot Springs Malaria 5 – Casting Spd. +8%, MP Cost -8%

Hot Springs Malaria 6-7 – MP Cost -8%

Hot Springs Malaria 8-9 – MP Cost -12%

Hot Springs Malaria 10 – MP Cost -16%

Howl – P.Atk. -23%

I

Ice Bolt 1+ – Speed -30%

Ice Vortex – Speed -30%, Atk. Spd. -10%, Casting Spd. -10%, MP Regen per tick -12, Resistance to Water attribute -20%

Invigor 1 – Resistance to Bleed attribute +30%

Invigor 2 – Resistance to Bleed attribute +40%

Invigor 3 – Resistance to Bleed attribute +50%

Iron Will 1 – M.Def. +15%

Iron Will 2 – M.Def. +23%

Iron Will 3 – M.Def. +30%

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K

Kiss of Eva 1 – Breath Guage +400%

Kiss of Eva 2 – Breath Guage +600%

L

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Light Vortex – Accuracy -6, MP Regen per tick -12, Resistance to Holy attribute -30%

Lionheart 1 – Resistance to Shock, Hold, Sleep, Paralyze attributes +40%

Lionheart 2 – Resistance to Shock, Hold, Sleep, Paralyze attributes +60%

Lionheart 3 – Resistance to Shock, Hold, Sleep, Paralyze attributes +80%

M

Magic Barrier 1 – M.Def. +23%

Magic Barrier 2 – M.Def. +30%

Magic Haste Potion – Casting Spd. +23%

Magical Mirror – Reflect magical debuffs at a 10% probability

Majesty 1 – P.Def. +7%, Evasion -2

Majesty 2 – P.Def. +11%, Evasion -4

Majesty 3 – P.Def. +15%, Evasion -6

Mana Regeneration 1 – MP Regen per tick +1.72

Mana Regeneration 2 – MP Regen per tick +2.16

Mana Regeneration 3 – MP Regen per tick +2.74

Mana Regeneration 4 – MP Regen per tick +3.09

Mass Block Wind Walk – Speed -10%

Mass Curse of Shade 1 – P.Def. -6%, M.Def. -6%

Mass Curse of Shade 2 – P.Def. -8%, M.Def. -8%

Mass Curse of Shade 3+ – P.Def. -10%, M.Def. -10%

Mass Shield Block – P.Def. -10%

Mass Slow 1+ – Speed -50%

Mental Shield 1 – Resistance to Hold, Sleep, Derangement +50%

Mental Shield 2 – Resistance to Hold, Sleep, Derangement +60%

Mental Shield 3 – Resistance to Hold, Sleep, Derangement +70%

Mental Shield 4 – Resistance to Hold, Sleep, Derangement +80%

Might 1 – P.Atk. +8%

Might 2 – P.Atk. +12%

Might 3 – P.Atk. +15%

Mighty Servitor 1 – P.Atk. +8%

Mighty Servitor 2 – P.Atk. +12%

Mighty Servitor 3 – P.Atk. +15%

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P

Physical Mirror – Reflect physical debuffs at a 10% probability

Poltergeist Cubic – P.Atk. -23% or P.Def. -23% or Atk. Spd. -23%

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Potion of Alacrity – Atk. Spd. +15%

Power Break 1-2 – P.Atk. -20%

Power Break 3+ – P.Atk. -23%

Power of Paagrio 1 – P.Atk. +8%

Power of Paagrio 2 – P.Atk. +12%

Power of Paagrio 3 – P.Atk. +15%

Prayer 1 – Heal Power +8%

Prayer 2 – Heal Power +10%

Prayer 3 – Heal Power +12%

Prophecy of Fire – HP +20%, HP added is restored, P.Atk. +10%, P.Def. +20%, Accuracy +4, Speed -10%, Atk. Spd. +20%, Debuff Resistance +10%

Prophecy of Water – MP regen per tick +20%, M.Atk. +20%, M.Def. +20%, Speed -20%, Casting Spd. +20%, Magic Critical Rate +100%, Debuff Resistance +10%

Prophecy of Wind – Accuracy +4, Atk Speed +20%, Recover 5% of melee physical damage as HP, Critical +20% from behind, Critical Damage from behind +20%, Debuff Resistance +10%

R

Rage 1 – P.Atk. +45%, P.Def. -20%, Evasion -3

Rage 2 – P.Atk. +55%, P.Def. -20%, Evasion -3

Rage of Paagrio 1 – P.Atk. +5%, M.Atk. +10%, P.Def. -5%, M.Def. -10%, Speed +5, Atk. Spd +5%, Casting Spd. +5%

Rage of Paagrio 2 – P.Atk. +8%, M.Atk. +16%, P.Def. -8%, M.Def. -16%, Speed +8, Atk. Spd +8%, Casting Spd. +8%

Rapid Shot 1 – Atk. Spd. with a bow +8%

Rapid Shot 2 – Atk. Spd. with a bow +12%

Reflect Damage 1 – Reflect 10% of melee range physical damage back on the attacker

Reflect Damage 2 – Reflect 15% of melee range physical damage back on the attacker

Reflect Damage 3 – Reflect 20% of melee range physical damage back on the attacker

Regeneration 1 – HP regen per tick +10%

Regeneration 2 – HP regen per tick +15%

Regeneration 3 – HP regen per tick +20%

Resist Aqua 1 – Resistance to Water attribute +15%

Resist Aqua 2 – Resistance to Water attribute +23%

Resist Aqua 3 – Resistance to Water attribute +30%

Resist Fire 1 – Resistance to Fire attribute +15%

Resist Fire 2 – Resistance to Fire attribute +23%

Resist Fire 3 – Resistance to Fire attribute +30%

Resist Poison 1 – Resistance to Poison attribute +30%

Resist Poison 2 – Resistance to Poison attribute +40%

Resist Poison 3 – Resistance to Poison attribute +50%

Resist Shock 1 – Resistance to Shock attribute +15%

Resist Shock 2 – Resistance to Shock attribute +20%

Resist Shock 3 – Resistance to Shock attribute +30%

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Resist Shock 4 – Resistance to Shock attribute +40%

Resist Wind 1 – Resistance to Wind attribute +15%

Resist Wind 2 – Resistance to Wind attribute +23%

Resist Wind 3 – Resistance to Wind attribute +30%

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S

Sanctuary – P.Atk. -23%

Seal of Chaos 1-2 – Accuracy -6

Seal of Chaos 3+ – Accuracy -8

Seal of Despair – P.Atk. -10%, M.Def. -30%, Accuracy -6, Critical -30%, Critical Damage -30%, Speed -20%, Atk. Spd. -30%

Seal of Disease – HP restored from heals -50%

Seal of Scourge 1+ – HP regen per tick set to 0

Seal of Slow 1 – Speed -30%

Seal of Slow 2+ – Speed -50%

Seal of Suspension 1+ – Reuse delay +200%

Seal of Winter – Atk. Spd. -23%

Servitor Haste 1 – Atk. Spd. +15%

Servitor Haste 2 – Atk. Spd. +33%

Servitor Magic Shield 1 – M.Def. +23%

Servitor Magic Shield 2 – M.Def. +30%

Servitor Physical Shield 1 – P.Def. +8%

Servitor Physical Shield 2 – P.Def. +12%

Servitor Physical Shield 3 – P.Def. +15%

Servitor Ultimate Defense 1 – P.Def. +1800, M.Def. +1350, Speed 0

Servitor Ultimate Defense 2 – P.Def. +3600, M.Def. +2700, Speed 0

Servitor Ultimate Defense (enchanted)

	Ivl	P.Def.	M.Def.	Ivl	P.Def.	M.Def.	Ivl	P.Def.	M.Def.
-	1	3636	2727	11	3996	2997	21	4356	3267
-	2	3672	2754	12	4032	3024	22	4392	3294
-	3	3708	2781	13	4068	3051	23	4428	3321
-	4	3744	2808	14	4104	3078	24	4464	3348
-	5	3780	2835	15	4140	3105	25	4500	3375
-	6	3816	2862	16	4176	3132	26	4536	3402
-	7	3852	2889	17	4212	3159	27	4572	3429
-	8	3888	2916	18	4248	3186	28	4608	3456
-	9	3924	2943	19	4284	3213	29	4644	3483
-	10	3960	2970	20	4320	3240	30	4680	3510

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Servitor Windwalk 1 – Speed +20

Servitor Windwalk 2 – Speed +33

Shield 1 – P.Def. +8%

Shield 2 – P.Def. +12%

Shield 3 – P.Def. +15%

Shield of Paagrio 1 – Shield Block Rate +30%

Shield of Paagrio 2 – Shield Block Rate +40%

Shield of Paagrio 3 – Shield Block Rate +50%

Shield Slam – Physical skill silence

Shock Blast – P.Def. -30%, M.Def. -30%

Sight of Paagrio 1 – Accuracy +2

Sight of Paagrio 2 – Accuracy +3

Sight of Paagrio 3 – Accuracy +4

Slow 1 – Speed -30%

Slow 2+ – Speed -50%

Snipe 1 – P.Atk. +110, Accuracy +2, Critical +20%

Snipe 2 – P.Atk. +119, Accuracy +2, Critical +20%

Snipe 3 – P.Atk. +129, Accuracy +2, Critical +20%

Snipe 4 – P.Atk. +138, Accuracy +2, Critical +20%

Snipe 5 – P.Atk. +148, Accuracy +2, Critical +20%

Snipe 6 – P.Atk. +158, Accuracy +2, Critical +20%

Snipe 7 – P.Atk. +167, Accuracy +2, Critical +20%

Snipe 8 – P.Atk. +177, Accuracy +2, Critical +20%

Snipe Enchanted for Power:

-	Ivl	P.Atk.	Ivl	P.Atk.	Ivl	P.Atk.
-	1 179	11 195	21	210		
-	2 181	12 196	22	212		
-	3 182	13 198	23	214		
-	4 184	14 199	24	215		
-	5 185	15 201	25	217		
-	6 187	16 203	26	218		
-	7 188	17 204	27	220		
-	8 190	18 206	28	221		
-	9 192	19 207	29	223		
-	10 193	20 209	30	225		

Song of Champion – Reuse Delay -30%, MP Cost -20%

Song of Earth – P.Def. +25%

Song of Flame Guard – Resistance to Fire attribute +30%

Song of Hunter – Critical +100%

Song of Invocation – Resistance to Darkness attribute +20%

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Song of Life – HP regen per tick +20%

Song of Meditation – MP regen per tick +20%, MP Cost -10%

Song of Renewal – Physical Skill Reuse Delay -30%, MP cost -5%

Song of Storm Guard – Resistance to Wind attribute +30%

Song of Vengeance – Reflect 20% of melee range physical damage back on the attacker

Song of Vitality – HP +30%

Song of Warding – M.Def. +30%

Song of Water – Evasion +3

Song of Wind – Speed +20

Soul of Paagrio – M.Atk. +75%

Soul of Sagitarrius 1 – MP +10%

Soul of Sagitarrius 2 – MP +15%

Soul of Sagitarrius 3 – MP +20%

Soul of Sagitarrius 4 – MP +25%

Soul Shield 1 – P.Def. +8%

Soul Shield 2 – P.Def. +12%

Soul Shield 3 – P.Def. +15%

Speed of Paagrio 1 – Speed +20

Speed of Paagrio 2 – Speed +33

Spirit Barrier 1 – M.Def. +15%

Spirit Barrier 2 – M.Def. +23%

Spirit Barrier 3 – M.Def. +30%

Spoil (enchanted) – Atk. Spd. -23%

Spoil Festival (enchanted) – Atk. Spd. -23%

Sprint 1 – Speed +20

Sprint 2 – Speed +33

Surrender to Earth 1 – Resistance against Earth attribute -25%

Surrender to Earth 2+ – Resistance against Earth attribute -30%

Surrender to Fire 1-3 – Resistance against Fire attribute -25%

Surrender to Fire 4+ – Resistance against Fire attribute -30%

Surrender to Poison 1-3 – Resistance against Poison attribute -25%

Surrender to Poison 4+ – Resistance against Poison attribute -30%

Surrender to Water 1+ – Resistance against Water attribute -30%

Surrender to Wind 1+ – Resistance against Wind attribute -30%

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T

Tact of Paagrio 1 – Evasion +2

Tact of Paagrio 2 – Evasion +3

Tact of Paagrio 3 – Evasion +4

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Thrill Fight 1 – Speed -20%, Atk. Spd. +5%

Thrill Fight 2 – Speed -20%, Atk. Spd. +10%

Touch of Death – Max CP -90%, Resist Debuffs -30%, Heals are 30% less effective

Touch of Life – Resist against Cancel +60%, Resist Debuffs 30%, Heals are 30% more effective

Totem Spirit Bear – P.Atk. +20%, Speed -30%

Totem Spirit Bison – P.Atk. +10%, Critical +200

Totem Spirit Ogre – HP +20%, P.Atk. +7%, P.Def. +15%, Accuracy +3, Evasion -10, Speed -30%, heals the HP it adds

Totem Spirit Puma – P.Def. -20%, Evasion +3, Atk. Spd. +25%

Totem Spirit Rabbit – P.Atk. -99%, Evasion +25, Speed +50%

Totem Spirit Wolf – Speed +15%

U

Ultimate Defense – P.Def. +1800, M.Def. +1350, Speed 0

Ultimate Defense – P.Def. +3600, M.Def. +2700, Speed 0

Ultimate Defense (enchanted) – same boost no matter which type

- Ivl P.Def. M.Def. Ivl P.Def. M.Def. Ivl P.Def. M.Def.

- 1 3636 2727 **11** 3996 2997 **21** 4356 3267
- 2 3672 2754 **12** 4032 3024 **22** 4392 3294
- 3 3708 2781 **13** 4068 3051 **23** 4428 3321
- 4 3744 2808 **14** 4104 3078 **24** 4464 3348
- 5 3780 2835 **15** 4140 3105 **25** 4500 3375
- 6 3816 2862 **16** 4176 3132 **26** 4536 3402
- 7 3852 2889 **17** 4212 3159 **27** 4572 3429
- 8 3888 2916 **18** 4248 3186 **28** 4608 3456
- 9 3924 2943 **19** 4284 3213 **29** 4644 3483
- 10 3960 2970 **20** 4320 3240 **30** 4680 3510

Ultimate Evasion 1 – Evasion +20

Ultimate Evasion 2 – Evasion +25

V

Vampiric Rage 1 – Recover 6% of melee physical damage as HP

Vampiric Rage 2 – Recover 7% of melee physical damage as HP

Vampiric Rage 3 – Recover 8% of melee physical damage as HP

Přehled Buffů a Debuffů

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Vampiric Rage 4 – Recover 9% of melee physical damage as HP

Vengeance – P.Def. +5400, M.Def. +4050, Speed 0

W

War Cry – P.Atk. +20%

War Cry – P.Atk. +25%

Warrior Servitor – HP +20%, P.Def. +20%, Accuracy +4, P.Atk. +10%, Speed -10%, Atk. Spd. +20%, HP added is healed, Debuff resistance +10%

Wild Defense – Speed -90%, Atk. Speed -70%, P.Def. +400%, M.Def. +400%

Wild Magic 1 – Magic Critical rate +200%

Wild Magic 2 – Magic Critical rate +300%

Wind Shackle 1 – Atk. Spd. -17%

Wind Shackle 2-5 – Atk. Spd. -20%

Wind Shackle 6+ – Atk. Spd. -23%

Wind Vortex – Speed -10%, Atk. Spd. -10%, Casting Spd. -30%, MP Regen per tick -12, Resistance to Wind attribute -20%

Wind Walk 1 – Speed +20

Wind Walk 2 – Speed +33

Wisdom of Paagrio 1 – Casting Spd. +15%

Wisdom of Paagrio 2 – Casting Spd. +23%

Wisdom of Paagrio 3 – Casting Spd. +30%

Wizard Servitor – MP Regen per tick +20%, Speed -20%, M.Def. +20%, M.Atk. +20%, Casting Spd. +20%, Magic Critical Rate +100%, Debuff Resistance +10%

Wyvern Aegis – P.Def. +7000, M.Def. +6000

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Legenda	
Accuracy	Přesnost fyzického útoku
Atk. Speed	Rychlosť fyzického útoku
Casting Spd.	Rychlosť magického útoku
Critical	Šance na kritický fyzický zásah
Critical Damage	Poškození kritickým zásahom
Evasion	Úhybnosť pred fyzickými útoky
HP	Maximálna hodnota vašeho života

Přehled Buffů a Debuffů

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M.Atk	Síla magického útoku
M.Def	Obrana před Magickým útokem
MP	Maximální hodnota vaší many

MP Cost	Cenou se myslí množství many potřebné na vykonání skillu
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MP/HP	regen	Rychlosť regenerace života/many
P.Atk	Síla fyzického útoku	
P.Def	Obrana před fyzickým útokem	
Speed	Rychlosť pohybu postavy	

[Nahoru ^](#)

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