

## Přehled Buffů a Debuffů

Napsal uživatel Koryn  
Neděle, 26 Červenec 2009 02:16

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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)

| - | lvl | P.Def. | M.Def. | lvl | P.Def. | M.Def. | lvl | 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:

-   lvl   P.Atk.   lvl   P.Atk.   lvl   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%

## Přehled Buffů a Debuffů

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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

## Přehled Buffů a Debuffů

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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

- **lvl P.Def. M.Def. lvl P.Def. M.Def. lvl 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      | Rychlost fyzického útoku        |
| Casting Spd.    | Rychlost magického útoku        |
| Critical        | Šance na kritický fyzický zásah |
| Critical Damage | Poškození kritickým zásahem     |
| Evasion         | Úhybnost před fyzickými útoky   |
| HP              | Maximální 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 |                                 |
| MP/HP   | regen                                                    | Rychlost regenerace života/many |
| P.Atk   | Síla fyzického útoku                                     |                                 |
| P.Def   | Obrana před fyzickým útokem                              |                                 |
| Speed   | Rychlost pohybu postavy                                  |                                 |

[Nahoru ^^](#)

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