

Masin character skills

- Done via cheated 6.0 map
- Feel free to update and reestyle

T-0 wisp

Pure Evil

Lucifer: Let's be honest with each other. All you really want is to kill and destroy, isn't it? So why even resist? Give in to your murderous temptations. I know you can do it.

Each attack deals additional: All Statx0.4 magic damage

Fine Line

Castiel: There is a very fine line between good and evil. One small step to the other side can change you forever. In the future, you will have to make a choice that will determine your destiny. The fine line between good and evil.

Attack Speed Increase: +75%

Corruption

Sitael: Angels are the only beings that really pities corruption. As the warriors of god, their quest is to deal swift judgement to all evil.

Damage increased by +15

Purification

Uriel: The means to purify ones soul and wash away all of their sins is not an easy task. Are you really free of sin?

Movespeed Increase: +100

Crossroads of Reincarnation

Absorb the soul of an Angel or Devil to begin your transformation. Or perhaps there is another way to attain power and glory?

T-1 devil

Demonic Howl [Q]

Strike fear in the hearts of mortals with your roar. If you had enough darkness - it could also prevent them from casting spells.

Damage: STRx30

Cooldown: 15 seconds

Dark Clutch [W]

Violently tear at your enemies.
Stuns target for 1 second

Damage: STRx40

Cooldown: 20 seconds

Demonic Breath [R]

Breathe out two bursts of incinerating flames.

First Flame: All Statx20 Damage
Second Flame: STRx80 Damage

Cooldown: 60 seconds

Demonic Skin

Skin infused by the demons that is even more resilient than steel.

Defense + 100

Health Increase +3000

Awakening [F]

10000

Further power can be awakened in your character if you have the right influence. You must make a choice once again. Or perhaps there is another way to attain power and glory?

T-1 angel

Divine Light [Q]

Call forth a blasting wave of divine light.
Damage: $INT \times 25$

Cooldown: 15 seconds

USE

Combat Angel

An angel that is well prepared in the acts of battle.

Critical Strike: 100% chance to deal 2x damage

Angel's Judgment [W]

Smite enemies with angelic justice.

Stuns for 3 seconds
Damage: $INT \times 45$

Cooldown: 20 seconds

USE

Awakening [F]

10000

Further power can be awakened in your character if you have the right influence. You must make a choice once again. Or perhaps there is another way to attain power and glory?

Angel's Hymn [E]

Sing an enchanting hymn to an allied target.
Heals: $INT \times 4 + 500$

Cooldown: 20 seconds

USE

$$\text{Nuke dps} = 25/15 + 45/20 =$$

T-2 disgust

Fearless [D]

Become fearless like Beelzebub itself
Taunts nearby enemies to target you

Cooldown - 5 seconds

Overwhelming Force [Q]

Splits an enemy in half.

Deals - STRx60 physical damage

Cooldown - 30 seconds

Giant Explosion [R]

After a short delay, calls forth a giant explosion.

Deals 600% of Health as physical damage
Delay - 1.8 Seconds

Cooldown - 120 seconds

Nature of Disgust

Having been alive for over a millenium, Disgust's wounds
heals at a much faster rate than all other Devils.

Increases Health Regeneration by 7000 per second

Disgust's Limitless Health

Increases Health by 170k

Overwhelming Power

Strike with such great force that it hits nearby targets as well.

Area of Effect Damage: 40%

T-3 disgust

Beelzebub's Wrath [Q]

Lift up your target in the air and strangulate them.

Deals - 250% of Health as physical damage

Cooldown: 30 seconds

Land Smash[W]

Beelzebub obliterates the target area.

Deals 250% of Health as physical damage

Cooldown: 30 seconds

Former Master of Hell [E]

Before Beelzebub and Disgust becomes one, he must return to the majestic appearance that once ruled Hell.

Temporarily grants +30% Damage Reduction

Duration: 80 seconds

Cooldown: 240 seconds

Giant Explosion [R]

After a short delay, calls forth a giant explosion.

Deals 600% of Health as physical damage

Delay - 18 Seconds

Cooldown: 120 seconds

Nature of Disgust

Having been alive for over a millenium, Beelzebub of Disgust's wounds heals at a much faster rate than all the other Devils.

Increases Health Regeneration by 20000 per second

Overwhelming Force

Attack with such force that you hit enemies around your target. Also makes all your attacks a bit stronger.

Each attack deals additional: STRx1 physical damage

Area of Effect Damage - 50k

Fearless [D]

Become fearless like Beelzebub itself.

Passive:

Block Chance +20%

Block Amount +STRx0.7

Active:

Taunts nearby enemies to target you

Cooldown - 15 seconds

T4 disgust

Beelzebub's Wrath [Q]

Lift up your target in the air and strangulate them.

Deals - 375% of Health + AGIx37.5 INTx37.5 physical damage

Cooldown - 25 seconds

Land Destruction [W]

Beelzebub swings his weapon and completely destroys the terrain and everything on it. All incoming magic damage is also negated from this massive swing

Deals - 375% of Health + AGIx37.5 INTx37.5 physical damage

Grants +100% magic defense for 2 seconds

Cooldown - 30 seconds

Immortal Will [E]

Having experienced torture from the greatest depths of hell, Beelzebub can temporarily withstand almost any damage and barely be affected by it.

Grants 80% increased Magic Defense

Duration - 10 seconds

Cooldown - 70 seconds

Fearless [D]

Become fearless like Beelzebub itself.

Taunts nearby enemies to target you
Grants a temporary 5000 defense boost

Duration - 5 seconds

Cooldown - 15 seconds

Immense Force [R]

Beelzebub's strength is unmatched. Shoves the target with immense force that pushes them away from Beelzebub.

Range: 200

Push Distance: 715

Distance is halved if the target has more (or equal) Max Health

Cooldown - 15 seconds

Hell Rain [F]

Beelzebub rips an opening for Hell to pour through

Each meteor deals STRx30 physical damage

Each meteor stuns for 0.5 seconds

Initial damage: All Statx200 physical damage

Number of Meteors: 20

Area of Effect: 700

Cooldown - 150 seconds

One who devours hell in one bite

Block Chance +20%

Block Amount +STRx0.8

Each attack deals additional: STRx1 AGIx0.5 INTx0.5 physical damage

Health increased by 5M

Health Regeneration increased by 50000 per second

Level 2000 bonus:

Magic Defense increased by +50%

T-2 Lust

Seduction [Q]

Seduce the enemy, making their body less tense and unaware.

Damage: NTx40

Reduces Attack Speed and Move Speed: 50%

Duration: 4 seconds Cooldown: 25 seconds

Sexual Energy [W]

Explodes a designated area in Sexual Energy, instantly damaging enemies and causing an aftershock in their bodies, which also stuns them.

Damage: NTx40

Aftershock Damage: 100k

Stun Duration: 15 seconds

Cooldown: 30 seconds

Aroused Faithful Slave [E]

Summon your aroused faithful slave to do your bidding.

Health: 200k + NTx15

Damage: 10k + NTx3

Armor: 500

Each attack has a 50% chance of dealing: Lilit's NTx6 Damage

-Awakening-

Duration: 12 seconds

Cooldown: 12 seconds

Punishment [R]

Apply corporal punishment to your slave, thereby forcibly increasing their combat capability by hyperactivating their body.

Attack Speed: MAXing-

1.5x200

Duration: 10Seconds Cooldown: 100Seconds

Queen of Lust

Makes your enemies shiver in the presence of the Queen, weakening their defenses.

Defense Reduction: -100

T-3 lust

Seduction [Q]

Seduce the enemy, making their body less tense and unaware.

Damage: NTx40

Reduces Attack Speed and Move Speed: 50%

Duration: 4 seconds Cooldown: 25 seconds

Sexual Energy [W]

Explodes a designated area in Sexual Energy, instantly damaging enemies and causing an aftershock in their bodies, which also stuns them.

Damage: NTx40

Aftershock Damage: 100k

Stun Duration: 15 seconds

Cooldown: 30 seconds

Abel [E]

Summon forth the first son Abel, granting him the chance to get revenge on his brother Cain who killed him.

Health: 12M + INTx17.5

Damage: 250k + INTx4

Armor: 1500

Each attack has a 50% chance of dealing: Lilith's NTx8 Damage

Duration: Permanent

Cooldown: 120 seconds

Punishment [R]

Apply corporal punishment to your slave, thereby forcibly increasing their combat capability by hyperactivating their body.

Attack Speed: MAX

Duration: 10 Seconds Cooldown: 100 Seconds

Destroy Mentality [T]

Lilith channels her energy to destroy the other's mind.

Damage: NTx175

Stun Duration: 10 seconds

Cooldown: 200 seconds

Queen of Lust

Mesmerize your enemies with your beauty as a Queen, weakening their defenses.

Defense Reduction: -8%

Lilith's Wrath

Abel rejected your love, which filled you with wrath and anger. Nobody has ever disobeyed your commands before..

Each attack deals additional: NTx2 Damage

T4 lust

Temptation [Q]

Seduce the enemy with an irresistible temptation, making their body less tense and unaware. Also reduces target Magic Defense by 10%

Magic Defense debuff duration will not reset or stack with another Temptation!

Damage - $NT \times 100$ STR $\times 30$ AGI $\times 30$
Reduces Attack Speed and Move Speed: 50%

Duration - 5 seconds
Cooldown - 20 seconds

Eruption of Sexual Energy [W]

Erupt a target point to overflow with sexual energy that stuns them uncontrollably.

Damage - $NT \times 12$ STR $\times 6$ AGI $\times 6$ [x15-Hits]
Stun Duration: 1.5 seconds

Cooldown - 30Seconds

One who seeks revenge [E]

Lilith's power has reached new heights, and can now summon Abel at his peak to showcase his true potential.

Health: $5M + NT \times 20$
Damage: $1M + NT \times 5$
Armor: 2600
Magic Defense: 50%
Each attack deals additional: Lilith's INT $\times 3$ STR $\times 2$ AGI $\times 2$ Damage

Duration - Permanent
Cooldown - 120 seconds

Queen's Command - KILL [R]

Commands Abel to KILL. Now at his true power, it is finally time to seek his revenge.

Attack Speed: MAX
Heals Target: 100%
Each attack deals additional: Lilith's STR $\times 1$ AGI $\times 1$ Damage

Duration - 10 seconds
Cooldown - 100 seconds

Destroy Mentality [T]

Destroy your opponent's mind in an instant, rendering them unable to act for a short time.

Damage - $NT \times 250$ STR $\times 125$ AGI $\times 125$

Stun Duration - 3 seconds
Cooldown - 60 seconds

Soul Destruction [F]

Destroy the targets soul with immense force, rendering them unable to act for a short time.

Damage - $NT \times 500$ STR $\times 250$ AGI $\times 250$

Stun Duration - 4 seconds
Cooldown - 120 seconds

One who makes all kneel

Mesmerize your enemies with unparalleled beauty, weakening their defenses. Your inner hatred also increases your combat capabilities.

Each attack deals additional: INT $\times 2$ STR $\times 0.5$ AGI $\times 0.5$ magic damage
Defense Reduction: -10%

T2 thirst

Blood Explosion [Q]

Sacrifice some of your vampiric blood in order to harm your enemies.

Damage - STRx50 magic damage
Consumes STRx2.5 of your health

Cooldown: 15 seconds

Bloody Midnight Awakening [W]

The thirst for blood makes your body accelerate with adrenaline, granting you unmatched speed and making your strikes cut deeper.

Attack Speed increase +100%
Move Speed increase +50%
Attack damage increased by: AGIx2 physical hero dmg
Attack Bonus +25%

Duration: 40 seconds
Cooldown: 60 seconds

-Awakening
Lv.200

Blood Absorb [E]

Absorbs the blood of your slain enemies, granting you a large portion of health.

Heals: STRx7 (25% effective in PvP)

Cooldown: 30 Seconds

-Awakening
Lv.200

Neverending Thirst [R]

Drains the very life force out of your target enemy, restoring a large portion of your health.

Damage: AGIx120 magic
Heals: STRx10 (25% effective in PvP)
brief pause to you and enemy.

Cooldown: 120 Seconds

Vampire

Every attack drains the enemy, giving you a portion of the damage dealt back as health.

Vampirism - 3%

T3 thirst

Thirst [D]

Absorbs a small amount of health from your opponent and transfers it to you.

Damage: AGlx10 magic
Heals: STRx1 (25% effective in PvP)

Cooldown: 10 Seconds

Blood Explosion [Q]

Sacrifice some of your vampiric blood in order to harm your enemies.

Damage - STRx50 magic damage
Consumes STRx2.5 of your health

Cooldown: 15 seconds

Bloody Midnight Awakening [W]

The thirst for blood makes your body accelerate with adrenaline, granting you unmatched speed and making your strikes cut deeper.

Attack Speed Increase +100%
Move Speed Increase +50%
Attack damage increased by: AGlx2 physical hero dmg
Attack Bonus +25%

Duration: 40 seconds
Cooldown: 60 seconds

Awakening
Lv 200

Blood Absorb [E]

Absorbs the blood of your slain enemies, granting you a large portion of health.

Heals: STRx7 (25% effective in PvP)

Cooldown: 30 Seconds

Awakening
Lv 200

Neverending Thirst [R]

Drains the very life force out of your target enemy, restoring a large portion of your health.

Damage: AGlx120 magic
Heals: STRx10 (25% effective in PvP)
brief pause to you and enemy.

Cooldown: 120 Seconds

Bloody Moonlight Madness [F]

The thirst for blood makes you go insane, making your attacks as fast as you can imagine. If used while Bloody Midnight Awakening is active, release a massive surge of blood.

Attack Speed: MAX
Combo Damage: AGlx200 magic

Duration: 40 Seconds Cooldown: 180 Seconds

Vampire

Every attack drains the enemy, giving you a portion of the damage dealt back as health.

Vampirism - 3%

T4 thirst

Blood Field [D]

Creates a pool of blood under your feet, strengthening all allies standing in the pool.

Effect (based on Attacker's Stats):

Each attack deals additional: STRx0.1 AGIx0.9 INTx0.1 magic damage

Each attack heals STRx3% (not affected by Healing Output and Healing Received stats)

Duration: 30 seconds

Cooldown: 60 seconds

Blood Explosion [Q]

Having mastered the technique of bloodweaving, you can now explode masses of blood while thirsting on the blood of your enemies.

Damage: STRx250 AGIx50 INTx25

Heals: STRx4 to self and 25% effective to nearby allies (Healing is 25% effective in PvP)

Range: 700

Cooldown - 20 seconds

Heartbreak [W]

Destroy the target's heart.

Damage - STRx125 AGIx250

Stun Duration - 0.5 seconds

Cooldown - 15 seconds

Bloody Midnight Awakening [E]

The thirst for blood makes your body accelerate with adrenaline, granting you unmatched speed and making your strikes cut deeper.

Attack Speed Increase +100%

Move Speed Increase +50%

Attack damage increased by: AGIx2 STRx1

Attack Bonus +25% physical

Duration - 40 seconds

Cooldown - 60 seconds

Bloody Moonlight Madness [R]

The thirst for blood makes you go insane, making your attacks as fast as you can imagine. If used while Bloody Midnight Awakening is active, release a massive surge of blood.

Each attack deals bonus AGIx4 magic damage when Jinjo

Awakening is active

Attack Speed: MAX

Combo Damage: AGIx300 STRx150 INTx150 magic damage

Duration - 44 seconds

Cooldown - 80 seconds

Jinjo Awakening [F]

Having mixed blood of both vampiric and human blood allows you to awaken temporarily but also to return back to your human form

While active, grants +50% Attack Bonus, +15% Physical Critical Chance, and +30% Physical Critical Damage
Also empowers:

Blood Explosion - Damage and Range +50%

Heartbreak - Damage +50%

Duration - 45 seconds

Cooldown - 120 seconds

One who rewrites history with blood

Every attack severely drains the enemy, giving you a portion of the damage dealt back as health.

Each attack deals additional: STRx1 AGIx1 magic damage
Vampirism: 7%

T2 nightmare

Dementia [Q]

Inflct mental confusion and decay on a targeted enemy.

Target has a 25% chance to miss on attacks.

Deals Top Statx20 INTx20 bonus magic damage

Duration: 15 seconds Cooldown: 18 seconds

Shadow Clutch [W]

Your shadow leaps out and clutches nearby enemies in fear.

Deals AGIx9 [5 hits] magic damage

Deals NTx66 bonus damage when in Shadowed Darkness

Range: 700

Cooldown: 40 seconds

Shadowed Darkness [F]

Slip into your own shadow - unleashing attacks shrouded in darkness.

Attack Speed Increase: +100%

Each attack deals additional Top Statx2 magic damage

Duration: 60 seconds Cooldown: 80 seconds

Overlord's Instincts

Exploit target's weaknesses to land a deadly critical hit.

Critical Strike: 10% chance of dealing 5 times Damage
Each attack has a 5% chance to deal AGIx44 physical damage

Hallucination

Your movements put your enemies in a hallucinating trance.

Evasion - 20% chance of evading.

T3 nightmare

Dementia [Q]

Inflict mental confusion and decay on a targeted enemy.

Target has a 25% chance to miss on attacks.
Deals Top Statx20 INTx20 bonus magic damage

Duration: 10 seconds Cooldown: 13 seconds

Void Clutch [W]

Shadows leap out from the void and clutch nearby enemies in terror.

Damage: Top Statx25 INTx60

Cooldown: 20 seconds

Haunt [E]

To think you can escape a nightmare is foolish. You might forget it if you have dementia, but let me clear that forgetfulness

Consumes Dementia to deal double damage
Appear behind the target, dealing Top Statx50 magic damage

Maximum target range of 800

Cooldown: 20 seconds

Nightmare Shadow [F]

Enshroud yourself in shadows. Empowers your Hallucination skill while active, making you Immune to all physical attacks. Also increases Attack Speed by +150% and Movespeed by +50%

Release a nightmare that deals INTx200 magic damage
While active, each attack deals additional: AGIx2.5 magic damage

Duration: 15 seconds
Cooldown: 130 seconds

Void Strike

An attack that shadows 10 strikes from the void.

Each attack has a 10% chance to deal Top Statx20 magic damage

Overlord's Instincts

Exploit target's weaknesses to land a deadly critical hit.

Critical Strike: 10% chance of dealing 5 times Damage
Each attack has a 5% chance to deal AGIx44 physical damage

Hallucination

Your movements put your enemies in a hallucinating trance.

Evasion - 20% chance of evading.

T4 nightmare

T2 death

Death's Greater Spirit [Q]

Summon forth 2 Greater Spirits to wreak havoc upon your enemies.

Health: 20k + Top Statx4 + STRx3 + INTx3

Armor: 350

Each attack deals additional: Death's Top Statx0.5 + INTx1 Damage

Duration: 60 seconds

Cooldown: 30 seconds

Death's Eternal Spirit [W]

Summons forth an Eternal Spirit capable of withstanding heavy punishment. Only 1 Eternal Spirit can be active at a time.

Health: 80k + STRx15

Damage: 5k + Top Statx1 + STRx1

Armor: 500

Duration: 30 seconds

Cooldown: 30 seconds

Death's Eternal Spirit [W]

Summons forth an Eternal Spirit capable of withstanding heavy punishment. Only 1 Eternal Spirit can be active at a time.

Health: 80k + STRx15

Damage: 5k + Top Statx1 + STRx1

Armor: 500

Duration: 30 seconds

Cooldown: 30 seconds

Demon Spawn [R]

Spawn forth a demon with even greater demonic abilities.

Health: 100k + STRx12.5 + INTx7.5

Damage: 12k + STRx2 + INTx1

Armor: 700

Duration: 100 seconds

Cooldown: 180 seconds

Demonic Howl [Q]

used by death's demon summon

Shrieks a howl of darkness and catches the targets attention.

Damage: INTx100

Effect: forces nearby enemies to attack the demon

Cooldown: 45 seconds

One who denies death

Death is able to revive himself when receiving fatal damage.

Cooldown: 4 minutes

Death's Spirit

The Spirit of Death aids you in combat, boosting your attacks.

Each attack deals additional: Top Statx1 Damage

T3 death

Death God's Spirit [D]
An aura that continually deals damage.
Damage: All Statx15 (5 waves)
15 second interval per wave
Cooldown: 60 seconds

God of Death's Evil Spirit [Q]
Summon forth 2 Evil Spirits to wreak havoc upon your enemies.
Health: 100k + Top Statx5.5 + STRx3.5 INTx3.5
Armor: 500
High magical defense
Each attack deals additional: Death's Top Statx1 + INTx1
Damage
Duration: 60 seconds
Cooldown: 30 seconds

Death's Eternal Spirit [W]
Summons forth an Eternal Spirit capable of withstanding heavy punishment.
Health: 800k + Top Statx10 + STRx7.5
Damage: 75k + Top Statx15 + STRx15
Armor: 1400
Duration: 30 seconds
Cooldown: 30 seconds

Death's Spirit
The Spirit of Death aids you in combat, boosting your attacks.
Each attack deals additional: Top Statx1 Damage

One who denies death
Death is able to revive himself when receiving fatal damage.
Cooldown: 4 minutes

Demon Damien [R]
Summon forth the strongest of the Demons.
Health: 500k + STRx15 + INTx10
Damage: 250k + STRx3 + INTx2
Armor: 1750
Duration: 100 seconds
Cooldown: 120 seconds

Demonic Howl [Q] demon summon skill
Shrieks a howl of darkness and catches the targets attention.
Damage: INTx100
Effect: forces nearby enemies to attack the demon
Cooldown: 45 seconds

Deathly Illusion [F]
Manifest an illusive copy of evil's cruellest being to do your bidding.
Health: 1M + Top Statx15 + STRx6 + INTx4
Damage: 400k + Top Statx2 + STRx2
Each attack deals additional Top Statx2 + INTx2.5 magic damage
Armor: 2000
Duration: 2 minutes
Cooldown: 3 minutes

Devil King's Fighting Style Sephisummon skill
Notoriously known for his Devil King's Fighting Style in the Middle-Earth.
Critical Strike: 60% chance of dealing 3 times damage
Evasion - 15% chance of evading
Move Speed - MAX

Phantom Blow [W] sephisummon skill
Smash into the ground with mighty force to create in illusion of your future reality.
Damage - INTx150
Cooldown: 50 seconds

T4 death

T2 revenge

Revengeful Crave [Q]

Readies his Offensive Stance by craving his Revenge. Sacrifices his health to concentrate on his vengeance. Using this skill changes to his Defensive Stance: Blood Crave

[Offensive Stance Bonus]

Critical Strike - 50% chance to deal 2x damage

Each attack deals additional: Healthx15% magic damage

Self-harm: STRx15% each attack

Blood Crave [Q]

Readies his Defensive Stance while thirsting for blood. Using this skill changes to his Offensive Stance: Revengeful Crave

[Defensive Stance Bonus]

Block Amount +STRx0.5

Magic Defense +25%

Each attack restores: STRx3% health

Block [W]

[Defensive Stance Bonus Skill]

Temporarily blocks all incoming magic damage

Grants +100% magic defense for 15 seconds

Cooldown: 30 seconds

Call of Ridicule [E]

Shout a fierce roar, forcing nearby enemies to attack you.

Damage - Healthx250% magic damage
hp = 20xstr -> deals 50xstr

Cooldown: 30 seconds

Everlasting Revenge [R]

Revenge is immortal. Revenge is due to give birth to another revenge.

Attack Speed Increase +125%

Attack Bonus +30%

When Health - 75% or less: Each attack deals additional STRx1 physical damage

When Health - 50% or less: Each attack deals additional STRx2 physical damage

When Health - 25% or less: Each attack deals additional STRx4 physical damage

Duration: 30 seconds

Cooldown: 120 seconds

Revenge

Let's give them a taste of their own medicine.

Block Chance +10%

Defense Increase +200

When attacked: Returns 3% of Health as physical damage

Missing offensive mode

T3 revenge

Swordsmanship Mastery [D]

[Sword Dance]

Here has called this the best swordsmanship in the entirety of hell. Dare to see?

[Offensive Stance Skill]

Damage - STRx100 physical damage

[Gluttony]

My friend Disgust has told me to let go of my revenge some times. Its proven to be difficult for me, and I sort of hate him for it. But who else is a better teacher to tap into the power of Gluttony?

[Defensive Stance Skill]

Damage - STRx10 magic damage

Heals for - STRx5

Cooldown: 30 seconds

Revengeful Crave [Q]

Readies his Offensive Stance by craving his Revenge. Sacrifices his health to concentrate on his vengeance. Using this skill changes to his Defensive Stance: Blood Crave

[Offensive Stance Bonus]

Critical Strike - 50% chance to deal 2x damage

Each attack deals additional: Healthx15% magic damage

Self-harm: STRx15% each attack

Blood Crave [Q]

Readies his Defensive Stance while thirsting for blood. Using this skill changes to his Offensive Stance: Revengeful Crave

[Defensive Stance Bonus]

Block Amount +STRx0.5

Magic Defense +25%

Each attack restores: STRx3% health

Block [W]

[Defensive Stance Bonus Skill]

Temporarily blocks all incoming magic damage

Grants +100% magic defense for 15 seconds

Cooldown: 30 seconds

Call of Ridicule [E]

Shout a fierce roar, forcing nearby enemies to attack you.

Damage - Healthx250% magic damage
hp = 20xstr -> deals 50xstr

Cooldown: 30 seconds

Everlasting Revenge [R]

Revenge is immortal. Revenge is due to give birth to another revenge.

Attack Speed Increase +125%

Attack Bonus +30%

When Health - 75% or less: Each attack deals additional STRx1 physical damage

When Health - 50% or less: Each attack deals additional STRx2 physical damage

When Health - 25% or less: Each attack deals additional STRx4 physical damage

Duration: 30 seconds

Cooldown: 120 seconds

Ruthless Trance [F]

Obsessed with revenge - swing into a ruthless fury, damaging anything in sight including yourself. Your swings also protect nearby allies from harm

[Passive]

Everlasting Revenge also increases attack damage by STRx2

[Active] aoe bladestorm

Damage - STRx6 physical and magic damage

Self-harm - STRx0.3

Protects allies for STRx2.5 damage for the duration

Range: 1200

total = $3 * 6 * 10 = 180xstr$ phys

Interval: 0.1 seconds

Duration: 3 seconds

Cooldown: 120 seconds

Revenge

Let's give them a taste of their own medicine.

Block Chance +10%

Defense Increase +200

When attacked: Returns 3% of Health as physical damage

T4 revenge

Revengeful Crave [Q]

Readies his Offensive Stance by craving his Revenge. Sacrifices his health to concentrate on his vengeance. Using this skill changes to his Defensive Stance: Blood Crave

[Offensive Stance Bonus]

Critical Strike - 50% chance to deal $\times 6$ damage

Each attack deals additional: Health $\times 50\%$ AG $\times 1$ INT $\times 1$ magic damage

Self-harm: STR $\times 15\%$ each attack

Blood Crave [Q]

Readies his Defensive Stance while thirsting for blood. Using this skill changes to his Offensive Stance: Revengeful Crave

[Defensive Stance Bonus]

Block Amount +STR $\times 0.6$

Magic Defense +25%

Each attack restores: STR $\times 5\%$ + 10k health

Crushing Blow [W]

[Offensive Stance Bonus Skill]

A deft blow that crushes the target's skull, causing enemy targets in 450 range to target you

Deals STR $\times 35$ physical damage

Cast Duration: 0.5 seconds

Cooldown: 20 seconds

Block [W]

[Defensive Stance Bonus Skill]

Temporarily blocks all incoming magic damage

Grants +100% magic defense for 15 seconds

Cooldown: 30 seconds

Swordsmanship Mastery [E]

[Offensive Thrust]

Concentrate and combine the force of multiple slashes in one

[Offensive Stance Skill]

Damage - STR $\times 300$ AG $\times 100$ INT $\times 100$ physical damage

[Voracity]

I guess sometimes Disgust can be right. Refocus your mind and release some anger

[Defensive Stance Skill]

Damage - STR $\times 40$ magic damage

Heals for - STR $\times 6$

Cooldown: 30 seconds

Everlasting Revenge [R]

Revenge is immortal. Revenge is due to give birth to another revenge.

Attack Speed Increase +150%

Grants additional STR $\times 2.5$ bonus attack damage

Attack Bonus +30%

When Health - 75% or less: Each attack deals additional STR $\times 1$ physical damage

When Health - 50% or less: Each attack deals additional STR $\times 2$ physical damage

When Health - 25% or less: Each attack deals additional STR $\times 4$ physical damage

Duration: 50 seconds

Cooldown: 100 seconds

Ruthless Trance [F]

Obsessed with revenge - swing into a ruthless fury, damaging anything in sight including yourself. Your swings also protect nearby allies from harm

Damage - STR $\times 12$ AG $\times 6$ INT $\times 6$ physical and magic damage

Self-harm - STR $\times 0.3$

Protects allies for STR $\times 3$ damage for the duration

Range: 1200

Interval: 0.1 seconds

Duration: 3 seconds

Cooldown: 100 seconds

Crossroads of Choice [D]

[Oblivion]

Bere decided to choose the path of Death - following the crossroads of destruction

[Offensive Stance Skill]

Damage - STR $\times 750$ AG $\times 250$ INT $\times 250$ physical damage

Self-harm: Consumes 80% of current health.

[Guardian]

Even through the brutallest circumstances - Bere's will and lifeforce is unwavering

[Defensive Stance Skill]

Damage - STR $\times 100$ magic damage

Self-heal - Full

Grants Bere a strong will to protect up to 25 nearby allies from harm. Does not protect Bere

Range: 800

Cooldown: 160 seconds

One who covers darkness with revenge

Darkness... Loneliness... Anger... Sadness... Who needs such things when you can just have a neverending addiction to revenge?

Block Chance +10%

Health increased by 3M

Defense increase +500

When attacked: Returns 5% of Health as physical damage

T2 bless

Time Reverse [D]

Blessed by the gods, you can temporarily revert time on a desired ally

Mark an allied hero for reversion

After 5 seconds, their health and mana will revert

Has no effect if the target dies before 5 seconds

Cooldown - 30 seconds

Blessing's Hand [Q]

And thus health was restored, when the Blessing's Hand wrapped around herself and her allies.

Heals: NTx5

Cooldown: 20 seconds

Cursed Hand [W]

The Cursed Hand's touch marks a targeted enemy for pain.

Deals - NTx40 Damage

Cooldown: 20 Seconds

Divine Blessing [E]

I pray to the gods for your safety.

Grants a temporary 10000 Defense bonus

Duration: 10 seconds

Cooldown: 100 seconds

Bestow Defiance [R]

Bestow defiance upon yourself or an ally to significantly improve combat capability.

Magic Defense Increase +20%

Defense Increase +300

Does not stack with Bestow Heroism

Duration - 60 seconds

Cooldown - 15 seconds

Magical Power

The flow of magic strengthens your weapon, inflicting more damage to your enemies.

Each attack deals additional: NTx1 magic damage

T3 bless

Time Reverse [D]

Blessed by the gods, you can temporarily revert time on a desired ally

Mark an allied hero for reversion

After 5 seconds, their health and mana will revert

Has no effect if the target dies before 5 seconds

Cooldown - 30 seconds

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I pray to the gods for your safety.

Grants a temporary 10000 Defense bonus

Duration: 60 seconds

Cooldown: 100 seconds

Bestow Defiance [R]

Bestow defiance upon yourself or an ally to significantly improve combat capability.

Magic Defense Increase +20%

Defense Increase +300

Does not stack with Bestow Heroism

Duration: 60 seconds

Cooldown: 15 seconds

Bestow Heroism [F]

Bestow heroism on even those who have lost everything, such that they are no longer bound by limits.

Attack Speed: +100%

Each attack deals additional: All Statx1 magic damage

Physical and Magical Damage +8%

Does not stack with Bestow Defiance

Duration: 50 seconds

Cooldown: 180 seconds

Magical Power

The flow of magic strengthens your weapon, inflicting more damage to your enemies.

Each attack deals additional: NTx1 magic damage

T4 bless

Time Reverse [D]

Blessed by the gods, you can temporarily revert time on a desired ally
Mark an allied hero for reversion
After 5 seconds, their health and mana will revert
Has no effect if the target dies before 5 seconds

Cooldown - 30 seconds

Fallen Goddess's Hand [Q]

Bless a targeted ally with healing lifeforce.

Heals - $INT \times 4$

Cooldown - 12 seconds

Pride Parade [W]

Who shall bathe in pride, an honor's dignity for which I am very proud to have!
-Lucifer, the Underworld invader

Damage - $INT \times 40$ STR $\times 20$ AG $\times 20$ per wave
Heals all allies for $INT \times 0.1 + 1\%$ target's max health
AoE: 350

Cooldown - 18 seconds. 6 waves I think

Bestow Defiance [E]

Bestow defiance upon yourself or an ally to significantly improve combat capability.

Magic Defense Increase +20%
Defense Increase +750
Does not stack with Bestow Heroism

Duration - 30 seconds
Cooldown - 12 seconds

Bestow Heroism [R]

Bestow heroism on even those who have lost everything, such that they are no longer bound by limits.

Attack Speed: +100%
Each attack deals additional: All Stat $\times 1$ magic damage
Physical and Magical Damage +8%
Does not stack with Bestow Defiance

Duration - 50 seconds
Cooldown 100 seconds

Rejuvenation [T]

Create a shield of healing energy that constantly heals over time
Every 0.5 seconds, heals the target for up to $INT \times 0.6$
Maximum healing capacity - $INT \times 6$

Duration - 12 seconds
Cooldown - 40 seconds

Fallen Angel's Bestowal [F]

Lucifer, I left everything behind and came here to find you. We can be together till the bitter end

Bestows the gift of a Fallen Angel, allowing Hgeya to imagine their rebirth should they die. Grants temporary $INT \times 10$ increased maximum health to an allied hero

Should the targeted hero die within 15 seconds, they will be revived with full health.
Note: Does not stack with Sital's Revive

Buff Duration - 30 seconds
Cooldown - 130 seconds

T2 slaughter

Savage Blow [D]

Deal a heavy blow with a guaranteed critical strike. Your attacks can also trigger Savage Blow but with a weaker bonus -- however, to deal a Savage Blow requires concentration and will not trigger while Celerity is active.

[Passive]

Each attack has 5% chance to deal AGlx15 bonus physical damage with (Physical Critical Chance + 50%) and (Physical Critical Damage)x15

[Active]

Deal AGlx50 physical damage to a target with 100% critical chance and (Physical Critical Damage + 50%)x2
Can trigger effects like a normal auto attack

Cooldown: 10 seconds

Instinct - Celerity [Q]

The results from vigorous training have allowed you to temporarily increase your speed for a short time... and possibly even surpassing the limit of speed

Attack Speed +100%
Chance to hit again: 6%

Duration: 10 seconds
Cooldown: 20 seconds

Instinct - Savagery [W]

There's an art to killing that will take a long time to master. One day, I'll be the greatest warrior that ever lived... I hope to become a War God, because nothing matters except for fighting.

Attack damage increased by AGlx3
Attack Bonus +30%
Your next 3 hits will trigger Savage Blow

Duration: 10 seconds
Cooldown: 30 seconds

Palm Strike [E]

Use your palm to release forth a burst of force so strong that it ripples forward in front of you.

Damage: AGlx100 physical damage
Can trigger effects like a normal auto attack
Range: 300

Cooldown: 22 seconds

Instinct - Deception [R]

Why nullify a part of an attack with defense when you can simply evade the attack altogether? Slaughter has focused on agility to evade incoming attacks, moving so fast that enemies are deceived with what appears to be an illusion
Grants 100% physical and magical evasion

Duration: 15 seconds
Cooldown: 30 seconds

T3 slaughter

Savage Blow [D]

Deal a heavy blow with a guaranteed critical strike. Your attacks can also trigger Savage Blow but with a weaker bonus -- however, to deal a Savage Blow requires concentration and will not trigger while Celerity is active.

[Passive]

Each attack has 5% chance to deal AGlx15 bonus physical damage with (Physical Critical Chance + 50%) and (Physical Critical Damage)x1.5

[Active]

Deal AGlx50 physical damage to a target with 100% critical chance and (Physical Critical Damage + 50%)x2

Can trigger effects like a normal auto attack

Cooldown: 10 seconds

Instinct - Celerity [Q]

The results from vigorous training have allowed you to temporarily increase your speed for a short time... and possibly even surpassing the limit of speed

Attack Speed +100%
Chance to hit again: 6%

Duration: 10 seconds
Cooldown: 20 seconds

Instinct - Savagery [W]

There's an art to killing that will take a long time to master. One day, I'll be the greatest warrior that ever lived... I hope to become a War God, because nothing matters except for fighting.

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Cooldown: 30 seconds

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Damage: AGlx100 physical damage
Can trigger effects like a normal auto attack
Range: 300

Cooldown: 22 seconds

Instinct - Deception [R]

Why nullify a part of an attack with defense when you can simply evade the attack altogether? Slaughter has focused on agility to evade incoming attacks, moving so fast that enemies are deceived with what appears to be an illusion. Grants 100% physical and magical evasion.

Duration: 15 seconds
Cooldown: 30 seconds

Strike of the War Gods [T]

Inflicts the deadly strike of the War Gods, breaking their armor and dealing heavy damage in one blow

Damage - AGlx100 physical damage
Can trigger effects like a normal auto attack

Armor Break: Target receives 8% more physical damage
Armor Break Duration: 6 seconds
Cooldown: 15 seconds

T4 slaughter

T3 Sitael

Chains from the Abyss [Q]

Unleash chains from the depths of the abyss, which deal 2.5% damage to allies

Damage - Top Statx75 AGIx25 + (Consumed Mana)x5
magic damage
Consumes 20% of Current Mana

[Heart Piercing Chains]

Exploit the vulnerability of targets restricted with Binding White Chains. Deals +300% damage but the target is no longer binded

Cooldown - 10 seconds

Corrupted Light [W]

Sitael is one of the only angels that can send out a wave of corrupted light.

[Corruption]

If base INT > AGI, corrupts enemies, increasing Magical Critical Chance on these targets by 5%

Damage - Top Statx100 + (Consumed Mana)x4
Consumes up to 25% of Max Mana
Range - 1000

Corruption Duration: 7 seconds (doesn't stack)

Cooldown: 20 seconds

Curse of Blood [E]

Boils the blood of your target, rendering them unable to act for a short time.

Damage - Top Statx100

Restores 15% of Max Mana

[Tainted Blood]

Mana restored doubled and will always deal critical damage with (Magical Critical Damage)x2 if the target is affected by [Corruption]

Stun Duration - 2 seconds

Cooldown - 45 seconds

Binding White Chains [R]

Sealing technique capable of binding even Evil Gods but only usable by those with Angel ranking.

Damage - INTx150 + (Current Mana)x3

Bind - 3 seconds

Consumes 50% of Current Mana

Cooldown - 120 seconds

Azrael's Spirit of Death [F]

Azrael is Death's spirit entrusted to Sitael to protect. Tapping into the spirit, grants Sitael tremendous power.

Movespeed +10%

Attack Speed +100%

Each attack has 75% chance of dealing AGIx5 magic damage

Fully restores Mana on use

Duration - 50Seconds Cooldown - 130Seconds

Corruption

There are many reasons to succumb to being a Fallen Angel. Sitael being trapped in her own mind, overwhelmed her with extreme sadness and loneliness.

Damage Increase +400k

Vengeful Ghost

Use the strength of the numerous vengeful spirits of Hell.

Each attack deals additional: INTx15 magic damage

T4 sitael

One who resurrects from the bottomless pit of the Abyss [D]

The souls of the dead are always thought to go into the abyss... but what if you die in the abyss itself? Temporarily places the soul of the targeted ally into the abyss, but doing so requires great energy. Should the targeted ally die within 10 seconds, they will revive the same % health of when the soul was placed in the abyss

Note: Does not stack with Blessing's Soul Infusion

Duration - 10 seconds

Cooldown - 450 seconds

Chains from the Abyss [Q]

Unleash chains from the depths of the abyss, which deal 2.5% damage to allies

Damage - Top Statx150 AGlx100 + (Consumed Mana)x25 magic damage

Consumes 20% of Current Mana

Heart Piercing Chains

Exploit the vulnerability of targets restricted with Binding White Chains. Deals +300% damage but the target is no longer binded

Cooldown - 7 seconds

Corrupted Light [W]

Sitael is one of the only angels that can send out a wave of corrupted light.

(Corruption)

If base INT > AGI, corrupts enemies, increasing Magical Critical Chance on these targets by 5%

Damage - Top Statx200 AGlx150 + (Consumed Mana)x25

Consumes up to 25% of Max Mana

Range - 1000

Corruption Duration: 7 seconds (doesn't stack)

Cooldown: 15 seconds

Twin Spirits

Death's Spirit has been merged with Azrael's Spirit, and now you are one.

Damage increase +400k

Each attack deals additional: AGlx2 INTx2 magic damage

Curse of Blood [E]

Boils the blood of your target, rendering them unable to act for a short time.

Damage - Top Statx225 All Statx75

Restores 15% of Max Mana

[Tainted Blood]

Mana restored doubled and will always deal critical damage with (Magical Critical Damage)x2 if the target is affected by [Corruption]

Stun Duration - 2 seconds

Cooldown - 20 seconds

Binding White Chains [R]

Sealing technique capable of binding even Evil Gods but only usable by those with Angel ranking.

Damage - Top Statx250 All Statx250 + (Current Mana)x12

Bind - 3 seconds

Consumes 50% of Current Mana

Cooldown - 75 seconds

Story of Sitael [F]

Azrael, I will find you. Although drunk as usual...

Those who associate themselves with the Death's Spirit often suffer great harm, but through suffering, one can obtain lost power, surpassing even those of the Evil Gods.

Movespeed +20%

Attack Speed +100%

Each attack has 40% chance of dealing Top Statx10 AGlx5 ATKx5 Magic Damage and restores 1% of Max Mana but deals STRx0.1 self-harm damage

if base INT > AGI

Fully restores Mana on use and resets cooldown of D

if base AGI > INT

Proc chance doubled and all damages temporarily deal

Decaying damage

Consumes your life at the end of duration

Duration - 20 seconds

Cooldown - 100 seconds

T3 sephirot

Provoke [D]

Pick a fight with a target, forcing them to attack you

Deals $NT \times 100$ physical damage

Cooldown - 15 seconds

Dark Rush [Q]

Dash forward with dark energy. Push allied units along with you while damaging enemies (higher damage with further distance). Hits multiple times

Damage - up to $(NT + STR) \times 135$ magic damage

Range - 750

Cooldown - 20 seconds

Phantom Strikes [W]

Smash into the ground with mighty force to create an illusion of your future reality.

Damage - $NT \times 150$ $STR \times 50$

Cooldown - 25 seconds

Dark Barrier [E]

Creates a barrier of dark energy around you, transmutating the very life force of the enemies who dare attack you.

Grants Block Chance +40%

Grants 20% Damage Reduction

When attacked, deal $STR \times 2$ $INT \times 4$ physical damage back to the attacker.

Duration - 40 seconds

Cooldown - 60 seconds

Gigantic Pressure [MAX] [R]

Convert all your force into a dashing strike that will burst a target with gigantic pressure. Has a healing effect on self and allied target or a high damage effect on an enemy target.

Self and ally healing: $STR \times 3$ $INT \times 6$ each

Damage to enemy: $STR \times 250$ $INT \times 250$

No effect if your dash does not reach the target

Combo Skill: Dark Tether

Using Gigantic Pressure while Dark Barrier is active grants a temporary skill: Dark Tether - pull a targeted unit towards you. Half effective against units with more Health than you

Cooldown - 70 seconds

Ascalon [F]

The sword Dragon Slayer which knocks down dragons with unimaginable force. This sword is also referred to as the Holy Sword, which is used by the Hero. Cast on self to release Dragon Slayers' true power.

Attack Speed Increase +75%

Damage increased by $2M + STR + INT \times 2$

Attack Bonus +50%

Duration - 40 seconds

Cooldown - 80 seconds

Devil King's Fighting Style

Which is said to be the most powerful Fighting Style in Hell to be.

Magic defense +20%

Attack Speed Increase +75%

Move Speed: MAX

T4 sephiroth

Provoke [D]

Pick a fight with a target, forcing them to attack you

Deals INTx100 physical damage

Cooldown - 15 seconds

Dark Rush [Q]

Dash forward with dark energy. Push allied units along with you while damaging enemies (higher damage with further distance). Hits multiple times

Damage - up to (INT+STR)x135 magic damage

Range - 750

Cooldown - 20 seconds

Gigantic Pressure [W]

Duke has become skilled in this technique and can perform it much more quickly at the cost of a bit of effectiveness. Dash towards the target and burst them with gigantic pressure. Has a healing effect on self and allied target or a high damage effect on an enemy target.

Self and ally healing: STRx2 INTx4 each

Damage to enemy: STRx200 INTx200

Combo Skill: Dark Tether

Using Gigantic Pressure while Dark Barrier is active grants a temporary skill: Dark Tether - pull a targeted unit towards you.

Dark Barrier [E]

Creates a barrier of dark energy around you, transmutating the very life force of the enemies who dare attack you.

Grants Block Chance +50%

Grants 20% Damage Reduction

When attacked, deal STRx3 INTx6 physical damage back to the attacker.

Duration - 40 seconds

Cooldown - 55 seconds

Genocidal Void [R]

This is as far as it goes Schneider! Everyone who was once there for you have went away to grieve. If you want to preserve and protect this world from the disasters that should befall then become a Hero and defend the world from the Devil King!!!

-Duke to Schneider before he died

Magic Damage - STRx60 AGlx30 INTx60 [6 Hits]

The last strike deals 7 times the normal magic damage.

Stun - 3 seconds

Cooldown - 100 seconds

Parry [T]

[Devil King's Fighting Style]

Strike swiftly into the hearts of your enemies

[Passive]

Block Amount + Top Statx0.25

Health increased by 2M

Magic defense +20%

Attack Speed Increase +100%

Each attack deals additional STRx1 INTx1 magic damage

[Parry]

Swing your long sword to deflect incoming magic damage on an allied hero and yourself. Grants +100% magic defense for 15 seconds

Cooldown - 25 seconds

Chaos Tide [F]

There seems to exist a place called the Underworld, where Schneider appears before me as a new Devil King in this world due to the pride of human beings. I will not be told to turn away. Moreover, even if I kill, even if you kill with pride, fallen humans and Devil Kings like I will still just be exterminated alike.

Before Duke had died, he still had Magical Powers that were capable of reinforcing your weapon with magic. Swing your sword around, blocking and parrying a small portion of incoming magic damage. Your sword has long reach and can also protect an ally.

If used on an allied hero, both you and the target will receive Magic Defense +40%, Attack Bonus +30%. Otherwise you will receive Magic Defense +60%, Attack Bonus +60%. Affected targets also receive stackable Block Chance +5% and Block Amount +(your INTx0.4 STRx0.1)
Each attack deals (Attacker's All Stat)x2 bonus magic damage

While active, Gigantic Pressure effect increased by 50%

Duration - 10 seconds