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 petties 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?

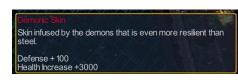
Movespeed Increase: +100

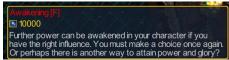
Crossroads of Reincamation

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

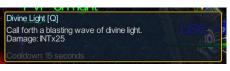
T-1 devil







T-1 angel







Combat Angel

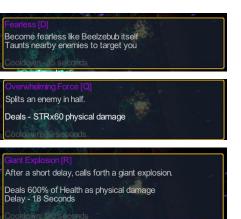
An angel that is well prepared in the acts of battle.

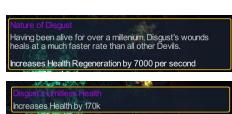
Critical Strike: 100% chance to deal 2x damage

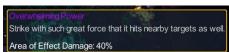


Further power can be awakened in your character if you have the right influence. You must make a choice once again. Or perhaps there is another way to attain power and glory?

T-2 disgust







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

omer Meeter of Hell IET

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

Temporarily grants +30% Damage Reduction

Ouration: 80 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 second

Nature of Dieguet

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 second

T4 disgust

Beelzebub's Wrath [Q]

Lift up your target in the air and strangulate them.

Deals - 375% of Health + AGlx37.5 INTx37.5 physical damage

Cooldown - 25 second

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

mmortal 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

Fearless [D]

Become fearless like Beelzebub itself.

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

Duration - 5 seconds Cooldown - 15 second

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

eduction [Q]

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

Damage: INTx40

Reduces Attack Speed and Move Speed: 50%

Duration: 4 seconds Cooldown: 25 sec

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: INTx40 Aftershock Damage: 100k Stun Duration: 1.5 seconds

Stun Duration: 1.5 second

Aroused Faithful Slave [E]

Summon your aroused faithful slave to do your bidding.

Health: 200k + INTx15 Damage: 10k + INTx3 Armor: 500

Each attack has a 50% chance of dealing: Lilith's INTx6
Damage

Duration: Paymanent

Punishment [R]

Apply corporal punishment to your slave, thereby forcibly increasing their combat capability by hyperactivating their body. Attack Speed: MAX inc-

Attack Speed, WAX

ion 10 Seconds Cooldown 100 Seconds

Queen of Lus

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: INTx40

Reduces Attack Speed and Move Speed: 50%

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

Damage: INTx40 Aftershock Damage: 100k Stun Duration: 1.5 seconds

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

Health: 1.2M + INTx17.5 Damage: 250k + INTx4

Armor: 1500 Each attack has a 50% chance of dealing: Lilith's INTx8 Damage

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

Attack Speed: MAX

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

Damage: INTx175

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

Defense Reduction: -8%

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

Each attack deals additional: INTx2 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 Temotation!

Damage - INTx100 STRx30 AGIx30 Reduces Attack Speed and Move Speed: 50%

Duration - 5 seconds

Fruntion of Sexual Energy [W]

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

Damage - INTx12 STRx6 AGIx6 [x15Hits]
Stun Duration: 15 seconds

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 + INTx20 Damage: 1M + INTx5 Armor: 2600

Magic Defense: 50% Each attack deals additional: Lillith's INTx3 STRx2 AGlx2 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 STRx1 AGIx1 Damage

Duration - 10 seconds

Destroy Mentality [T]

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

Damage - INTx250 STRx125 AGIx125

Stun Duration - 3 seconds

Soul Destruction [F]

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

Damage - INTx500 STRx250 AGIx250

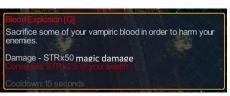
Stun Duration - 4 second

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: INTx2 STRx0.5 AGlx0.5 magic damage Defense Reduction: -10%

T2 thirst



Bloody Midnight Awakening IW

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

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

-Awakening

Heals: STRx7 (25% effective in PvP)

Cooldown 20 Seconds

Neverending Thirst IR

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.

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)

Cooldown10Seconds

Blood Explosion [Q]

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

Damage - STRx50 magic damage

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

SALON - DA

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

Heals: STRY7 (25% effective in PVP)

Heals: STRx7 (25% effective in PvP)

Cooldown 30 Second

Neverending Thirst IR

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.

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 Michight 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 eaconds

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 AGk50 NTx25 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 AGlx250

Stun Duration - 0.5 second 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 Michight Awakening is active, release a massive surge of blood.

Each attack deals bonus AGlx4 magic damage when Jinjo Awakening is active Attack Speed: MAX

Combo Damage: AGlx300 STRx150 INTx150 magic damage

Duration - 44 seconds

Jinio 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

Mille active, grants +50% Attack Bonus, +15% Physical Diffical Chance, and +30% Physical Ontical Damage Also empowers: Blood Explosion - Damage and Range +66%

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 AGlx1 magic damage Vampirism: 7%

T2 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

Juration: 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 INTx66 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

and an analysis of the state of

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

Halluncination

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

aunt [E]

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

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

Maximum target range of 800

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

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 AGlx44 physical damage

Hallucination

Your movements put your enemies in a hallucinating trance.

Evasion - 20% chance of evading.

T4 nightmare

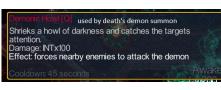
T2 death

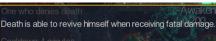
Death's Creater Spirit [O] Summon forth 2 Greater Spirits to wreak havoc upon your enemies. Health: 20k + Top Statx4 + STRx3 + NTx3 Armor: 350 Each attack deals additional: Death's Top Statx0.5 + NTx1 Damage Duration: 60 seconds Cooldown: 30 seconds

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









Death's Spirit

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

Each attack deals additional: Too Statx1 Damage

T3 death

Death God's Spirit [D]

An aura that continually deals damage. Damage: All Statx15 (5 waves)

1.5 second interval per way

God of Death's Evil Spirit (C

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

Health: 100k + Top Statx5.5 + STRx3.5 NTx3.5 Armor: 500 Homagical defense Each attack deals additional: Death's Top Statx1 + NTx1 Damage

Duration: 60 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 Statx1.5 + STRx1.5 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 second

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 [

Manifest an illusive copy of evil's cruelest 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

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 second

T4 death

T2 revenge

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 Each attack deals additional: Healthx15% magic damage Self-harm: STRx15% each attack Readies his Defensive Stance while thirsting for blood. Using this skill changes to his Offensive Stance: Revengeful Crave Each attack restores: STRx3% health [Defensive Stance Bonus Skill] Temporarily blocks all incoming magic damage Grants +100% magic defense for 1.5 seconds

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

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

```
Everlasting Revenge [R]
Revenge is immortal. Revenge is due to give birth to another revenge.

Attack Speed Increase +125%
Attack Borus +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
Unration: 30 seconds
Cooldown: 120 seconds
Revenge
```

Missing offensive mode

When attacked: Returns 3% of Health as physical damage

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

Block Chance +10%

Defense Increase +200

T3 revenge

Swordsmanship Mastery [D]

[Sword Dance]
Bere has called this the best swordsmanship in the entirety of hell. Dare to see?

[Offensive Stance Skill]

Damage - STRx100 physical damage

Glutton

My friend Disgust has told me to let go of my revenge some times. Its proven to be to 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 second

Revengeful Crave C

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]

Self-harm: STRx15% each attack

Each attack deals additional: Healthx15% magic damage

Blood Crave [O]

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 [

[Defensive Stance Bonus Skill] Temporarily blocks all incoming magic damage Grants +100% magic defense for 1.5 seconds

Cooldown: 30 seconds

Call of Ridicule IE

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

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

cooldown: 30 seco

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 ess: Each attack deals additional STRx2 physical damage When Health - 25% or less: Each attack deals additional STRx4 physical damage

Duration: 30 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

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

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

Each attack deals additional: Healthx50% AGIx1 INTx1 magic damage

Self-harm: STRx15% each attack

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

Each attack restores: STRx5% + 10k health

[Offensive Stance Bonus Skill] A deft blow that crushes the target's skull, causing enemy targets in 450 range to target you Deals STRx35 physical damage

[Defensive Stance Bonus Skill] Temporarily blocks all incoming magic damage Grants +100% magic defense for 1.5 seconds

Concentrate and combine the force of multiple slashes in one

[Offensive Stance Skill] Damage - STRx300 AC Damage - STRx300 AGIx100 INTx100 physical damage

I guess sometimes Disgust can be right. Refocus your mind and release some anger [Defensive Stance Skill] Damage - STRx40 mag Damage - STRx40 magic damage Heals for - STRx6

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

Attack Speed Increase +150%

Grants additional STRx2.5 bonus attack damage 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

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

Damage - STRx12 AGIx6 INTx6 physical and magic damage Self-harm - STRx0.3 Protects allies for STRx3 damage for the duration

Range: 1200

Interval: 0.1 seconds

Bere decided to choose the path of Death - following the

crossroads of destruction [Offensive Stance Skill] Damage - STRx750 AGlx250 INTx250 physical damage Self-harm: Consumes 80% of current health.

Even through the brutalest circumstances - Bere's will and lifeforce is unwavering [Defensive Stance Skill] Damage - STRx100 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

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

Blessing's Hand [Q]

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

Heals: INTx5

Cooldown 20 seconds

Cursed Hand [W]

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

Deals - INTx40 Damage

Cooldown:20Seconds

Divine Blessing [E]

I pray to the gods for your safety.. Grants a temporary 10000 Defense bonus

Duration 10 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

Magical Power

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

Each attack deals additional: INTx1 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

Blessing's Hand [Q]

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

Heals: INTx5

Cursed Hand [W]

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

Deals - INTx40 Damage

Divine Blessing [E]

I pray to the gods for your safety... Grants a temporary 10000 Defense bonus

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

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

Magical Power

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

Each attack deals additional: INTx1 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 Fallen Goddess's Hand [Q] Bless a targeted ally with healing lifeforce.

Heals - INTx4

Pride Parade [W]

Damage - INTx40 STRx20 AGIx20 per wave Heals all allies for INTx0.1 + 1% target's max health AoF: 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

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 Statx1 magic damage Physical and Magical Damage +8% Does not stack with Bestow Defiance

Rejuvenation [T]

Create a shield of healing energy that constantly heals over

Every 0.5 seconds, heals the target for up to INTx0.6 Maximum healing capacity - INTx6

Fallen Angel's Bestowal [F]

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

Bestows the gift of a Fallen Angel, allowing Higeya to imagine their rebirth should they die. Grants temporary INTx10 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 Sitael's Revive

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 AGIx15 bonus physical

Lach attack has 5% chance to deal AGIX15 bonus physical damage with (Physical Critical Chance + 50%) and (Physical Critical Damage)x1.5

Ortioal Darriage/XI.c

[Active]

Deal AGIx50 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 second:

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

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, Ill be the greatest warrior that ever lived. I hope to become a War God, because nothing matters except for fighting.

Attack damage increased by AGIx3 Attack Bonus +30% Your next 3 hits will trigger Savage Blow

Duration: 10 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: 1.5 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 AGIx15 bonus physical damage with (Physical Critical Chance + 50%) and (Physical Critical Damage)x1.5

[Active]

Deal AGIx50 physical damage to a target with 100% critical chance and (Physical Critical Damage + 50%)x2 Can trigger effects like a normal auto attack

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%

Instinct - Savagery [W]

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Damage: AGIx100 physical damage Can trigger effects like a normal auto attack Range: 300

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

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 - AGIx100 physical damage Can trigger effects like a normal auto attack

Armor Break: Target receives 8% more physical damage

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 AGlx25 + (Consumed Mana)x5 magic damage

Consumes 20% of Current Mana

Heart Piercing Chains] Exoloit The vulnerability of targets restricter Wals Charis Deals ±300% dumage but th

Cooldown - 10 second

Corrupted Light [W

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

corrupted light.

paraption; base INT>AGI, corrupts enemies, increasing Magical Critical

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

Corruption Duration: 7 seconds (doesn't stack

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

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

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 sachess and loneliness.

Damage Increase +400k

Vangaful Chast

Use the strength of the numerous vengeful spirits of Hell.

Each attack deals additional: INTx1.5 magic damage

T4 sitael

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 abvss

Note: Does not stack with Blessing's Soul Infusion

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

Damage - Top Statx150 AGIx100 + (Consumed Mana)x25

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

Damage - Top Statx200 AGIx150 + (Consumed Mana)x25

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

Damage Increase +400k Each attack deals additional: AGIx2 INTx2 magic damage

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]

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

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 AGIx5 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 AG⊳INT Proc chance doubled and all damages temporarily deal Decaying damage Consumes your life at the end of duration

T3 sephirot

Provoke [D]

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

Deals INTx100 physical damage

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

Phantom Strikes [W]

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

Damage - INTx150 STRx50

Cooldown 25 cocondo

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 STRx2 INTx4 physical damage back to the attacker

Duration - 40 seconds Cooldown - 60 second

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: STRx3 INTx6 each Damage to enemy: STRx250 INTx250 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 second

Ascalon [F]

The sword Dragon Slayer which knocks down dragons with unimaginable force. This sword is also refered 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 + INTx2
Attack Bonus +50%

Duration - 40 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 sephirot

Provoke [D]

Dark Rush [Q]

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

Deals INTx100 physical damage

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

Using Gigantic Pressure while Dark Barrier is active grants a

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

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 Kina!!!

-Duke to Schneider before he died

Magic Damage - STRx60 AGlx30 INTx60 [6 Hits] The last strike deals 7 times the normal magic damage.

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

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

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 run away. Moreover, even if I kill, even if you kill with pride, fallen humans and Devil Kings like I will still just be exterminated

Before Duke had died, he still had Madical 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 (Áttacker's All Stat)x2 bonus magic damage