

# 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-

1.5x

Duration: 10 Seconds Cooldown: 100 Seconds

## 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]

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: 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

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

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

## 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: 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.

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

## 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 - 25 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 AG>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 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 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