

'ding' 'You have learned the General skill: Monstrous – lvl 1

Monstrous – lvl 1

You have achieved level 500, reaching the realm of true monstrosity. Those of your kind may not find it easy to accept your newfound nature. You can choose to mask your power to those considerably weaker than you [250 levels below your highest Class level]. Specialized abilities or enhanced Identification may breach this ability.

Ah, forgot about that... is that the three mark thing? Did I just become a fucking three mark? Ah fuck it, let's go!

'ding' 'Requirements met for class evolution: The Azarinth Sentinel becomes Monster of the North. Be aware that other evolutions and skills may become unavailable -

You have lived among monsters. Leveled at least five Class skills to the end of the third tier. Has killed at least 3000 higher leveled beings in the North alone. Has cleared out a Blue Reaper nest. Has survived in the Northern Storms. Has delved into the Descent. Has the Veteran skill at the end of the second tier. Has killed 100 Miststalkers. Has a Class at level 500.

Leaving behind her past in the Human Plains, the Monster of the North has come to conquer and kill. Devastating fighting skills supported by high regeneration will make you impossible to stop. The corruption of both mind and blood have become your allies, wield them with impunity. None shall stand against you.

Would you like to evolve your class [The Azarinth Sentinel] to [Monster of the North]?'

Not even unique. E w. If I could summon myself a few fire foxes, then maybe. Blood manipulation and mind magic just isn't my thing. Next please.

'ding' 'Requirements met for class evolution: The Azarinth Sentinel becomes The Azarinth Savior. No current skills or stats will be lost, be aware that other evolutions and skills may become unavailable -

You are the light. Leveled at least six Azarinth skills to the end of the third tier. Azarinth Reconstruction is at the end of the third tier. Has fought and survived against 10 four mark creatures. Has saved a settlement of at least 5000 inhabitants from destruction. Has healed those below their social standing without ulterior motives. Has risked her life to save another. Has killed a level 1000 being. Has an Azarinth class at level 500.

One revered and known for her actions. A hero to the downtrodden, a menace to those who would seek absolute power. She is a paladin of righteousness, a saint of healing and recovery.

Thousands would feel her healing touch, to soothe their minds and bodies. She is not a mere healer, but a force of nature, standing in the way of contempt and corruption.

Would you like to evolve your class [The Azarinth Sentinel] to [The Azarinth Savior]?’

Okay.

Moving on.

‘ding’ ‘Requirements met for class evolution: The Azarinth Sentinel becomes The Astral Inquisitor. Be aware that other evolutions and skills may become unavailable -

The Cosmos awaits you. Leveled at least eight Class skills to the end of the third tier. Has fought and survived against the Daughters of Sephilon. Has killed 1000 Astral Spirits. Has the Astral Magic Resistance at the end of the second tier. Has the Oxygen Repository skill in the second tier. Has visited at least three realms. Has flown beyond the atmosphere of a planetary object. Has killed a level 1250 being. Has a Class at level 500.

A rare human wielder of Astral Magic. Resilient and resourceful, the Inquisitor will move through realms and space itself. Unending is her hunger for the depths of magic, unending her desire to face those deemed gods of their worlds. Go forth beyond the horizons.

Would you like to evolve your class [The Azarinth Sentinel] to [The Astral Inquisitor]?’

Interesting. Getting a bunch of non Azarinth stuff finally. Astral magic just seemed kind of boring. And there’s no mention of regeneration. Ah... the no skills will be lost thingy is missing. Let’s see what else there is.

‘ding’ ‘Requirements met for class evolution: The Azarinth Sentinel becomes Flesh Destroyer. No current skills or stats will be lost, be aware that other evolutions and skills may become unavailable -

Flay and crush. Leveled at least eight Class skills to the end of the third tier. Has fought and killed a Terror. Has the Deviant of Humanity skill in the second tier. Has the Sage of Torment skill in the second tier. Has Pain Tolerance in the second tier. Has recovered from a thousand deadly wounds. Has killed a level 1000 being. Has a Class at level 500.

A path of blood, a rain of flesh. The Flesh Destroyer wields her body to the utmost of its capabilities, regenerating herself without equal. A master of flesh magic savoring both pain and fear, the damage done to you returned ten fold. Terror is wrought into the hearts of your enemies, death coming for them, their only hope a swift release. No pain or magic will stop your grand whims and perverse desires.

Would you like to evolve your class [The Azarinth Sentinel] to [Flesh Destroyer]?’

Why always with the gross Flesh classes? What the fuck do you want? At least it doesn’t seem to put me in a certain direction... except the path of blood, but let’s be honest here...

'ding' 'Requirements met for class evolution: The Azarinth Sentinel becomes The Sentinel Matriarch. No current skills or stats will be lost, be aware that other evolutions and skills may become unavailable -

Foresight and Wisdom shall guide your path. Leveled at least eight Class skills to the end of the third tier. Has fought a four mark creature and survived. Has the Sage of Torment skill in the second tier. Has founded the Medic Sentinel Corps. Has the Teaching skill. Has taught at least fifty people and put them on the path of the Sentinels. Has at least thirty General skills. Has a Class at level 500.

The revered Lilith, matriarch of the Sentinel corps. She wields her Azarinth magic without equal, her wisdom and wealth pushing her organization towards continental influence. Already she is known for her power and valor, her students looking to her for guidance and inspiration. Consulted by kings and emperors, her choices will define the future of millions. Her Sentinels will roam the world, her name known at its very edges and for all of history.

Would you like to evolve your class [The Azarinth Sentinel] to [The Sentinel Matriarch]?'

Unique and tailored to me? Hmm, honestly seems like something Trian should get. Not Matriarch I suppose, but maybe The Sentinel Godfather. Hah!

Could keep my Azarinth magic the way it is, which may be nice. But it sounds like I'd actually want to manage the Sentinels directly. And all of that influencing, wars, kings stuff is just not for me.

'ding' 'Requirements met for class evolution: The Azarinth Sentinel becomes The Warrior Queen of Ravenhall. No current skills or stats will be lost, be aware that other evolutions and skills may become unavailable -

A peerless Warrior. Leveled ten Azarinth skills to the end of the third tier. Defended the Alliance of Ravenhall against an entire army. Is known and feared among enemy troops. Has at least five songs written and sung about her. Has killed the Queen of another country. Has taken on the crown of a Queen. Has impressed even the most veteran Shadows. Has fought an Elder of the Shadow's Hand. Owns at least half of Ravenhall. Has killed three level 1000 creatures. Has a Class at level 500.

Martial rule will bring prosperity. A hero to her people, feared by those who would take their lands. The Warrior Queen will not back down, her body indestructible and her fists unrelenting. Armies will falter against her alone, a true monster of the battlefield. Your reign will last until the day you die. An unlikely prospect with healing on your side and powerful organizations to back your claim. Nations shall fall to your whims, kings will bow to be spared.

Would you like to evolve your class [The Azarinth Sentinel] to [The Warrior Queen of Ravenhall]?'

Would I? Probably not. I know how annoying being a King or Queen is from Maro and Elana. And I most definitely don't want to end up like Zaiked or the Queen of Rot. Thanks.

'ding' 'Requirements met for class evolution: The Azarinth Sentinel becomes The Arcane Eternal. No current skills or stats will be lost, be aware that other evolutions and skills may become unavailable -

Unwavering power. Leveled ten Azarinth skills to the end of the third tier. Has 25'000 mana and 1500 Wisdom. Has visited at least three realms. Has absorbed magic from thousands of spells. Has unlocked third tier resistances. Has the Arcane Magic Resistance skill in the third tier. Has come to enjoy the Arcane Storms of the Northern regions. Has killed a level 1500 creature. Has killed three level 1000 creatures while alone. Has befriended at least three ancient creatures. Has an Azarinth Class at level 500.

The Arcane Eternal has evolved from the teachings of Azarinth Magic. A master of body enhancement to a degree few will ever think possible. Healing and Destruction go hand in hand, your ability to outlast even the most ferocious monsters in battle is unmatched. Enemy spells are merely fuel for your own near limitless mana, your body nigh indestructible, your attacks devastating beyond compare. Those you deem enemies will be no more. Choose your path, eternal.

Would you like to evolve your class [The Azarinth Sentinel] to [The Arcane Eternal]?'

Mana focused... and Body Enhancement plus healing talk. Highest requirements too so far. It claims to evolve Azarinth magic too... plus no ruling or savior talk.

'ding' 'Requirements met for class evolution: The Azarinth Sentinel becomes Cerithil Huntress. No current skills or stats will be lost, be aware that other evolutions and skills may become unavailable -

For life itself. Leveled at least six class skills to the end of the third tier. Has killed at least 10 Taleen Praetorians. Has killed a Taleen Executioner. Has befriended the Cerithil Hunters and has fought alongside them. Has killed a level 1000 being. Has the Deviant of Humanity skill. Has a class at level 500.

Few choose the cursed path of the Hunters, fewer even are not of Elven descent. You have proven yourself to the ancient species, have garnered their respect, and may now call yourself a Cerithil Huntress. Your magic will serve you well, regeneration and intrusion the abilities of an experienced hunter. A terror to the Taleen and those you call your enemies.

Would you like to evolve your class [The Azarinth Sentinel] to [Cerithil Huntress]?'

Only thing missing is that I'll turn into an Oracle. Nope, as far as I know I'm already part of their little club. No need to get a non unique Class to prove it. Hey which might mean there are others? An Oracle maybe? Or wait... don't tell me Zoy is actually part of their order...

Maybe the uniqueness of a class isn't determined by the name anyway. This one just doesn't sound particularly special.

No reason to ponder these questions right now.

'ding' 'Requirements met for class evolution: The Azarinth Sentinel becomes The Knight of Meadow. No current skills or stats will be lost, be aware that other evolutions and skills may become unavailable -

A studious student and fervent warrior. Leveled at least nine class skills to the end of the third tier. Has befriended the Meadow. Has a Class corresponding to one of the magic schools wielded by the Meadow. Is deemed righteous by the Meadow. Is deemed barely adequate by the Meadow. Has the Deviant of Humanity skill in the third tier. Has a class at level 500.

The true knight of the Meadow, righteous wielder of sword and shield, hero of the plains. For centuries she has studied under the glorious guidance of the great tree, perfecting her magic to the best of her abilities. For a mere human, she is truly, somewhat impressive.

Would you like to evolve your class [The Azarinth Sentinel] to [The Knight of Meadow]?'

Barely adequate? Somewhat impressive? Okay man.

Did the Meadow actually influence my evolution options? I mean it's obvious but was that intentional? Maro would collapse from laughter... have to make sure they never meet. Ever.

Ilea got out her notebook and quickly jotted down the various options.

Monster of the North – lowish requirements

Azarinth Savior – Healer priestess, nope

The Astral Inquisitor – Maybe, Astral magic might be boring? Also space is scary

Flesh Destroyer – Weird shit

The Sentinel Matriarch – Already have a guy for that

The Warrior Queen of Ravenhall – Don't want to be Queen – otherwise maybe

The Arcane Eternal – Mana and Body Enhancement all the way, no mumbo jumbo.

Cerithil Huntress – Already am

The Knight of Meadow – no, go away Meadow

There was a lot of diversity, even a glorious knight option. But Ilea didn't ponder long on the decision, a grin on her face as she selected her choice.

'ding' 'Class change: The Azarinth Sentinel becomes The Arcane Eternal

Vitality +50

Strength +15

Dexterity +15

Intelligence +100

Wisdom +200

Body enhancement magic is improved by 400%

All healing magic skills are improved by 300%

Natural health regeneration is increased by 1% per minute

Food, water and sleep needed to sustain yourself are no longer required

You do not age
Your mana capacity is tripled

“Hold the fuck up, I do not age... tripled?” she whispered to herself. “Holy shit.” She checked and the bonus applied after the one coming from Meditation. Which meant she could currently hold 105’000 points of mana. *That’s eternal for fucking sure.*

Skills changed by The Arcane Eternal

[Absolute Destruction] becomes [Archon Strike]

Active: Archon Strike – 3rd lvl 30:

Send a destructive pulse of mana into your enemy with every attack using your arms, fists, fingers, legs, or head. Your Intelligence stat enhances the damage potential.

2nd stage: The amount of mana used per strike can be regulated with a maximum of 1000 mana per strike. You may charge each strike with 1000 mana per second to a maximum of 5000 mana.

3rd stage: You may choose to use Archon Strike as a non intrusive attack, instead sending a wave of destructive healing onto your enemy. Due to the healing nature of Archon Strike it partially ignores protection against Mana intrusion.

Category: Healing

Ilea read through the description, her eyes going wide when she reached the second tier. *From a hundred to a thousand? And am I getting this right, I can charge it whilst moving now?*

The wave change of the third tier would have to be tested but she welcomed the versatility. With the hundred percent to healing, she would pack a ridiculous punch with Archon Strike. *Or a ridiculous finger, apparently.*

She giggled to herself, eliciting stares from her companions searching the cavern, still burning the remains.

[Blink] becomes [Transfer]

Active: Transfer – 3rd lvl 30:

Immediately appear at a distant place. Distance based on the level of the skill.

2nd stage: The time between transfers is reduced greatly. No ground contact needed between transfers. Upon arrival, you may use up to 500 mana to create an arcane explosion damaging enemies and disrupting magical constructs and spells.

3rd stage: You may set three destinations you touch. You may change each destination once per week [32.43h]. You may travel to each destination once every day [4.63h].

Category: Teleportation Magic

“Hah, I’m becoming an explosion mage after all... can I couple that with Displacement somehow?” she murmured, taking some notes. *That’s a fucking upgrade... the five hour timer is still annoying*

but I can go north without using the gates now. Wish I had that a few years back. Or in Erendar. Ah well, better late than never, she thought with a smile.

[Sentinel Sphere] becomes [Arcane Dominion]

Active: Arcane Dominion – 3rd lvl 30

Perceive everything in a sphere around you while this skill is activated. The higher the level the further the dominion reaches.

2nd stage: Arcane dominion opens your senses to the arcane. A paramount skill both on and off the battlefield. Elements and spells you control within your dominion have increased harmony.

3rd stage: You may use Sentinel Reconstruction on all beings within your dominion.

Category: Aura – Perception Aura

Ilea whistled. That third tier, damn. Hard to say how the harmony change will be in practice. Can't say I used the previous third tier much. Hmm, was somewhat easy to heal people with my ash already but I suppose it's helpful nonetheless.

[Azarinth Fighting] becomes [Eternal Brawling]

Passive: Eternal Brawling – 3rd lvl 30:

You have adapted the fighting style of the Azarinth school to something you now call your own. Damage inflicted with your own body and related skills is 110% [880%] higher. Your arms, fists, fingers, legs, and head deal a slight amount of arcane damage with each strike.

2nd stage: Getting used to fighting in close quarters, your reaction time is increased to accommodate your increasing speed and control. Your bones are steeped with mana, increasing both their weight and resilience two fold.

3rd stage: Eternal Brawling consists of more than offense alone. A true brawler knows when to stand and let an enemy strike. You gain knowledge about sustained injuries and damage from incoming attacks as they happen.

Category: Body Enhancement – Arcane Magic

A slight amount of damage? What the fuck does that mean? Stronger bones is nice too, but the weight is getting more and more ridiculous. I don't ever want to use scales again.

[Sentinel Huntress] becomes [Eternal Huntress]

Passive: Eternal Huntress – 3rd lvl 30

Huntress turned Eternal. Your eyes are unmatched and so is your nose. Perceive the smallest irregularities in your surroundings as well as the ambient mana to find clues about your target's whereabouts. Perceive the trails of dangerous prey.

2nd stage: You gain a sense for the distress in the people around you. Amplify this by sacrificing mana. You gain a sense for the arcane, feeling even minor spells around you. As you practice to differentiate these spells, you will learn of their intent.

3rd stage: Through Azarinth magic, you may mark an enemy or ally with the Eternal Mark.

Allies may use the mark to send a short message to the Arcane Eternal once per day. The Arcane Eternal can send a short message to each non forcefully applied mark once per day. Each level

in the third tier adds two additional marks that can be used. Marks forcefully applied have a limited duration.

Category: Body Enhancement

Interesting. So I can tell when someone is starting to cast a spell? Better than just my sphere, I mean dominion? Oh... the part about dangerous prey might be worth a closer inspection. Are all my marks now Eternal Marks or do I have to reapply them?

[Azarinth Perception] becomes [Eternal Sight]

Passive: Eternal Sight – 3rd lvl 30:

Increases your perception and reflexes while fighting. To keep up with your faster moving body, the Arcane Eternal has to control it.

2nd stage: Eternal Sight is activated for two seconds, should you be about to receive a blow that would take 50% or more of your health, or should your mind be incapacitated with an incoming blow. This can happen only once per hour.

3rd stage: Your resilience and speed is doubled during the spike in perception. Increases usage to thrice per hour. Spend at static 25% of your mana to increase the effect of Eternal Sight by one second.

Category: Body Enhancement

Didn't know I wanted this, but I do. Got my brain smashed again today. Next time I might as well know before I get smashed. Or is it just for mind magic stuff? The requirement has changed too, seventy five percent to fifty. Not sure if that's a good or bad thing, though even the four marks I fought recently didn't activate it.

[Azarinth Reversal] becomes [Arcane Circulation]

Passive: Arcane Circulation – 3rd lvl 30:

You have learned of Archon Strike and Sentinel Reconstruction. Now you will learn of their Reversal.

Upon activation, Archon Strike will send a part of the struck enemy's mana into yourself. No mana will be released on impact, rendering Archon Strike's offensive potential to zero.

Upon activation, Sentinel Reconstruction will send a destructive force of channeled mana into yourself or an enemy you touch, the healing aspects are reduced to zero.

2nd stage: You may have both the original and reversed aspects activated at the same time. When an enemy partially or fully resists either Archon Strike or Sentinel Reconstruction, you absorb the dissipating mana.

3rd stage: Healing, power, resilience and speed. All requires balance. Your respective Destruction and Reconstruction spells have their potency increased by a static 25% of your lowest stat. [112.5%]. You may channel health in addition to mana into the respective offensive uses of Archon Strike and Sentinel Reconstruction.

Category: Body Enhancement

No clue how much the second tier will change but the health aspect is powerful. Will the cost be the same? I suppose I could pack more of a punch with a few attacks but my resources are quite different by now.

‘ding’ ‘You have defeated the Terror of Krahen Keep – One Core skill point awarded.

Ah I missed this one before. Thinking of core points... did anything change there?

‘ding’ ‘Following requirements have been met. Has reached level 500 or has unlocked an additional class beyond the limitations of their race.

Additional options have been unlocked

Core Skill Points available: 81

[3rd tier Class Skill Point]

[Stat Gain]

[Skill Boost]

[Locked]

[Skill Enhancement]

[Locked]

[Derivative General Skill]

[Locked]

Oh, that’s a bunch. Damn, just two more unlocked?

[3rd tier Class Skill Point] – [Advance a Class skill to the third tier – Cost: 1]

[Stat Gain] – [Gain 50 stat points to distribute freely – Cost: 2]

[Skill Boost] – [Increase the level of a skill. Subdued effects at higher skill levels – Cost: 3]

[Skill Enhancement] – [Enhance a fully leveled third tier Class skill by resetting it to 3rd lvl 1 – Cost: 5]

[Derivative General Skill] – [Learn a General skill based on frequently used Class techniques – Cost: 3]

That’s a lot to test and think about, she thought, glancing at Kyrian.

The man waved and walked over. “Done?”

The Elves joined as well.

“Three question marks, can’t say I’m not envious of *that*,” Feyrair said as he clapped.

“Done for now,” Ilea said and stood up. “Can we take a breather? I need some time to process all of this,” she said.

Name: Ilea Spears

Unspent statpoints: 0

Unspent Core skill points: 81

Unspent 3rd tier General skill points [2086 Total skill levels]: 1

Class 1: The Arcane Eternal – lvl 500

- **Active: Archon Strike – 3rd lvl 30**
- **Active: Sentinel Reconstruction – 3rd lvl 30**
- **Active: Azarinth Awakening – 3rd lvl 30**
- **Active: Transfer – 3rd lvl 30**
- **Active: Arcane Dominion – 3rd lvl 30**
- **Passive: Sentinel Core – 3rd lvl 30**
- **Passive: Eternal Brawling – 3rd lvl 30**
- **Passive: Eternal Huntress – 3rd lvl 30**
- **Passive: Eternal Sight – 3rd lvl 30**
- **Passive: Arcane Circulation – 3rd lvl 30**

Class 2: Kin of Ash – lvl 493

- **Active: Armor of Ash – 3rd lvl 30**
- **Active: Aspect of Ash – 3rd lvl 30**
- **Active: True Ash Creation – 3rd lvl 30**
- **Active: Heart of Cinder – 3rd lvl 30**
- **Active: Storm of Cinders – 3rd lvl 30**
- **Passive: Ash and Ember Unity – 3rd lvl 30**
- **Passive: Ashen Wings – 3rd lvl 30**
- **Passive: Eyes of Ash – 3rd lvl 30**
- **Passive: Avatar of Ash – 3rd lvl 30**
- **Passive: Keeper of Ash – 3rd lvl 30**

Class 3: The Faen Valkyrie – lvl 456

- **Active: Phaseshift – 3rd lvl 21**
- **Active: Flare of Creation – 3rd lvl 27**
- **Active: Displacement – 3rd lvl 23**
- **Passive: Space Shift – 3rd lvl 19**
- **Passive: Body of the Valkyrie – 3rd lvl 24**
- **Passive: Space Awareness – 3rd lvl 4**

General Skills:

- **Dancing – lvl 3**
- **Deviant of Humanity – 3rd lvl 6**
- **Elos Standard language - lvl 6**
- **English Language – lvl 15**
- **Gourmet – lvl 5**
- **Harmony of the Drowned – lvl 16**

- **Heavy Archery – lvl 11**
- **Identify - 2nd lvl 1**
- **Meditation – 3rd lvl 14**
- **Monster Hunter – 3rd lvl 13**
- **Monstrous – lvl 1**
- **Oxygen Repository – 2nd lvl 6**
- **Sage of Torment – 2nd lvl 7**
- **Soul Perception – lvl 9**
- **Teaching – lvl 6**
- **Veteran – 3rd lvl 20**
- **Warhammer Mastery – lvl 9**

- **Arcane Magic Resistance – 3rd lvl 20**
- **Ash Magic Resistance – 2nd lvl 2**
- **Astral Magic Resistance – 2nd lvl 20**
- **Blast Resistance – 3rd lvl 4**
- **Blight Resistance – 2nd lvl 1**
- **Blood Magic Resistance – 3rd lvl 18**
- **Blood Manipulation Resistance – 2nd lvl 20**
- **Bone Magic Resistance – 2nd lvl 16**
- **Corrosion Resistance – 2nd lvl 20**
- **Crystal Resistance – 2nd lvl 14**
- **Curse Resistance - 2nd lvl 20**
- **Dark Magic Resistance – 2nd lvl 6**
- **Death Magic Resistance – 2nd lvl 20**
- **Devour Resistance – 2nd lvl 6**
- **Diamond Magic Resistance – 2nd lvl 3**
- **Divination Magic Resistance – lvl 9**
- **Dust Magic Resistance – lvl 6**
- **Earth Magic Resistance – 2nd lvl 20**
- **Emerald Magic Resistance – 2nd lvl 1**
- **Fear Resistance – 2nd lvl 1**
- **Flesh Magic Resistance – lvl 9**
- **Gold Magic Resistance – lvl 1**
- **Gravity Magic Resistance – 2nd lvl 20**
- **Health Drain Resistance – 2nd lvl 20**
- **Heat Resistance – 3rd lvl 14**
- **Ice Resistance – 2nd lvl 20**
- **Lava Magic Resistance – 3rd lvl 1**
- **Light Magic Resistance – 3rd lvl 3**
- **Lightning Resistance – 3rd lvl 9**
- **Mana Drain Resistance – 3rd lvl 7**
- **Mental Resistance – 3rd lvl 17**
- **Mist Magic Resistance – 2nd lvl 20**
- **Obsidian Magic Resistance – lvl 3**
- **Pain Tolerance – 3rd lvl 3**
- **Poison Resistance – 3rd lvl 2**
- **Rot Resistance – 3rd lvl 4**
- **Ruby Magic Resistance – lvl 14**

- *Sand Magic Resistance – 2nd lvl 20*
- *Sapphire Magic Resistance – lvl 13*
- *Silver Magic Resistance – lvl 1*
- *Smoke Magic Resistance – 2nd lvl 3*
- *Soul Magic Resistance – 2nd lvl 13*
- *Sound Magic Resistance – lvl 18*
- *Space Magic Resistance – 3rd lvl 5*
- *Stamina Drain Resistance – 2nd lvl 20*
- *Time Magic Resistance – 2nd lvl 20*
- *Topaz Magic Resistance – lvl 18*
- *Vine Magic Resistance – lvl 14*
- *Void Magic Resistance – 3rd lvl 8*
- *Water Resistance – 3rd lvl 4*
- *Wind Resistance – 3rd lvl 7*
- *Wood Magic Resistance – 2nd lvl 20*

Status:

Vitality: 1550
Endurance: 450
Strength: 515
Dexterity: 450
Intelligence: 1606
Wisdom: 1750

Health: 28613/28613
Stamina: 4500/4500
Mana: 6103/105000