L2 Guide for All
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It's not a full guide, and it's not about everything. But I think you can get some new informations from that. Have fun.. Ah and don't forget the copyright.. asdasd ;D

Useable Commands:

/nick [title] - Title.
/invite [name] - Invite [name] to the party (on some p.servers -> /partyinvite)
/**dismiss** [name] - Dismiss [name] from the party
/leave – You leave the party
/remaintime - Remaining time a pet has <not working everywhere>.
/summonhold - Keeps your servitor from moving from it's current spot.
/loc - Displays current location in x, y, z and the name of the location.
/time - Gives you the in-game time and whether it's day or night.
/olympiadstat - Show's your current Olympiad status.

Macro Commands:

%target – Your target's name is shown (u can use as "#My target -> %target" too)
%self – Your Player's name is shown
%pet – None Player's pet name is shown
%party1-8 – None The 1st to 8th party member's name is shown
/delay [time] – Next command's delay (s)
/useshortcut [hotbar number] [shortcut slot number] – Use the specified shortcut
/useshortcutforce [hotbar number] [shortcut slot number] – Force uses shortcut
/useskill [skillname] – Use the specified skill
/useskillforce [skillname] – Use the specified skill as if Ctrl is held down (force)

Abbreviations:

rtfm – Read the f*cking manual
imo – In my opinion
wtf – What the f*ck?
wth – What the hell?
lol/lawl/lulz – Lot of Loud
omg – Oh my god
omfg – Oh my f*cking god
thx/ty/tx – Thanks
np – No problem
nvm – Nevermind
lmao – Laugh my ass off
lmfao – Laugh my f*cking ass off
noob – Ppl use it for flame (mainly). Means beginner.

pwn – Perfect ownage.
fps – Frame per second

Some buffs:

btb – Bless the Body
bts – Bless to Soul
btm – Body to Mind
cdl – Curse Deathlnik
pow – Prophecy of Wind/Water
cov – Chant of Victory
empo – Empower
magnus – Chant of Magnus / Unicorn Magnus
wm – Wild Magic
conc – Concentration
ue – Ultimate Evasion
ud – Ultimate Defense

Levels

Level	TotalExpNeeded	Exp2nextLvL	Difference
40	15,422,930	1,714,157	8.84%
41	17,137,087	1,858,578	8.62%
42	18,995,665	2,011,536	8.42%
43	21,007,201	2,173,353	8.22%
44	23,180,554	2,344,315	8.04%
45	25,524,869	2,524,759	7.86%
46	28,049,628	2,715,022	7.69%
47	30,764,650	2,915,401	7.53%
48	33,680,051	3,126,232	7.38%
49	36,806,283	3,347,878	7.23%
50	40,154,161	5,370,970	7.08%
51	45,525,131	5,737,356	60.42%
52	51,262,487	6,121,505	6.82%
53	57,383,992	6,523,922	6.69%
54	63,907,914	6,945,173	6.57%
55	70,853,087	9,847,740	6.45%
56	80,700,827	10,461,833	41.79%
57	91,162,660	11,103,222	6.23%
58	102,265,882	11,772,708	6.13%
59	114,038,590	12,471,059	6.02%
60	126,509,649	19,798,552	5.93%
61	146,308,201	20,936,149	58.75%
62	167,244,350	22,120,520	5.74%
63	189,364,870	23,353,045	5.65%
64	212,717,915	24,634,742	5.57%
65	237,352,657	34,622,588	5.48%

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66	271,975,245	36,467,920	40.54%
67	308,443,165	38,383,975	5.32%
68	346,827,140	40,372,410	5.25%
69	387,199,550	42,434,946	5.18%
70	429,634,496	44,573,477	5.1%
71	474,207,973	58,487,037	5.03%
72	532,695,010	73,627,749	31.21%
73	606,322,759	90,058,450	25.88%
74	696,381,209	107,844,055	22.31%
75	804,225,264	127,050,515	19.74%
76	931,275,779	219,999,760	17.8%
77	1,151,275,539	360,000,447	73.15%
78	1,511,275,986	587,999,239	63.63%
79	2,099,275,225	2,100,719,738	63.33%
80	4,199,994,963	2,100,000,036	257.26%

After 80, exp2next lvl is every time 2,1kkk.

Buff/Debuff effects

Acumen 1 - Casting Spd. +15%
Acumen 2 - Casting Spd. +23%
Acumen 3 - Casting Spd. +30%
Advanced Block 1 - Shield P.Def. +60%
Advanced Block 2 - Shield P.Def. +80%
Advanced Block 3 - Shield P.Def. +100%
Agility 1 - Evasion +2
Agility 2 - Evasion +3
Agility 3 - Evasion +4
Arcane Chaos - Cancel+Debuff resistance -30%, Magic MP Cost +30%, MP Regen per tick -24
Arcane Protection - Cancel resistance +30%, Debuff resistance +20%
Armor Crush - P.Def. -30%, M.Def. -30%
Assassin Servitor - Accuracy +4, Atk Speed +20%, Recover 5% of melee physical damage as HP, Critical +20% from
behind, Critical Damage from behind +20%, Debuff Resistance +10%
Attack Aura 1 - P.Atk. +8%
Attack Aura 2 - P.Atk. +12%
Aura Flare - All Magic Damage -50%, this includes the Aura you cast to get the debuff
Battle Roar 1 - HP +10%, heals the amount added
Battle Roar 2 - HP +15%, heals the amount added
Battle Roar 3 - HP +20%, heals the amount added
Battle Roar 4 - HP +25%, heals the amount added
Battle Roar 5 - HP +30%, heals the amount added
Battle Roar 6 - HP +35%, heals the amount added
Berserker Spirit 1 - P.Atk. +5%, M.Atk. +10%, P.Def. -5%, M.Def. -10%, Speed +5, Atk. Spd +5%, Casting Spd. +5%
Berserker Spirit 2 - P.Atk. +8%, M.Atk. +16%, P.Def. -8%, M.Def. -16%, Speed +8, Atk. Spd +8%, Casting Spd. +8%
Blazing Skin 1 - Reflect 10% of melee range physical damage back on the attacker

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Blazing Skin 2 - Reflect 15% of melee range physical damage back on the attacker
Blazing Skin 3 - Reflect 20% of melee range physical damage back on the attacker
Bless Shield 1 - Shield Block Rate +30%
Bless Shield 2 - Shield Block Rate +40%
Bless Shield 3 - Shield Block Rate +50%
Bless Shield 4 - Shield Block Rate +60%
Bless Shield 5 - Shield Block Rate +70%
Bless Shield 6 - Shield Block Rate +80%
Bless the Body 1 - HP +10%
Bless the Body 2 - HP +15%
Bless the Body 3 - HP +20%
Bless the Body 4 - HP +25%
Bless the Body 5 - HP +30%
Bless the Body 6 - HP +35%
Bless the Soul 1 - MP +10%
Bless the Soul 2 - MP +15%
Bless the Soul 3 - MP +20%
Bless the Soul 4 - MP +25%
Bless the Soul 5 - MP +30%
Bless the Soul 6 - MP +35%
Blessing of Noblesse - this buff falls on death but none of your other buffs do
Blessing of Paagrio 1 - P.Def. +8%
Blessing of Paagrio 2 - P.Def. +12%
Blessing of Paagrio 3 - P.Def. +15%
Blessing of Queen 1 - Critical +25%, Critical Damage +20%
Blessing of Queen 2 - Critical +27%, Critical Damage +22%
Blessing of Queen 3+ - Critical +30%, Critical Damage +25%
Blessing of Seraphim 1 - MP regen per tick +30%
Blessing of Seraphim 2 - MP regen per tick +32%
Blessing of Seraphim 3+ - MP regen per tick +35%
Blinding Blow - Speed +40%
Blizzard - Speed -50%
Block Shield - P.Def. -10%
Block Wind Walk - Speed -10%
Body of Avatar 1 - HP +10%
Body of Avatar 2 - HP +15%
Body of Avatar 3 - HP +20%
Body of Avatar 4 - HP +25%
Body of Avatar 5 - HP +30%
Body of Avatar 6 - HP +35%
Bright Servitor 1 - M.Atk. +55%
Bright Servitor 2 - M.Atk. +65%
Bright Servitor 3 - M.Atk. +75%
Chant of Battle 1 - P.Atk. +8%
Chant of Battle 2 - P.Atk. +12%
Chant of Battle 3 - P.Atk. +15%
Chant of Eagle 1 - Accuracy +2
Chant of Eagle 2 - Accuracy +3
Chant of Eagle 3 - Accuracy +4
Chant of Evasion 1 - Evasion +2
Chant of Evasion 2 - Evasion +3

Chant of Evasion 3 - Evasion +4
Chant of Fire 1 - M.Def. +15%
Chant of Fire 2 - M.Def. +23%
Chant of Fire 3 - M.Def. +30%
Chant of Flame 1 - Casting Spd. +15%
Chant of Flame 2 - Casting Spd. +23%
Chant of Flame 3 - Casting Spd. +30%
Chant of Fury 1 - Atk. Spd. +15%
Chant of Fury 2 - Atk. Spd. +33%
Chant of Predator 1 - Critical +20%
Chant of Predator 2 - Critical +25%
Chant of Predator 3 - Critical +30%
Chant of Rage 1 - Critical Damage +30%
Chant of Rage 2 - Critical Damage +40%
Chant of Rage 3 - Critical Damage +50%
Chant of Revenge 1 - Reflect 10% of melee range physical damage back on the attacker
Chant of Revenge 2 - Reflect 15% of melee range physical damage back on the attacker
Chant of Revenge 3 - Reflect 20% of melee range physical damage back on the attacker
Chant of Shielding 1 - P.Def. +8%
Chant of Shielding 2 - P.Def. +12%
Chant of Shielding 3 - P.Def. +15%
Chant of Spirit - Cancel resistance +30%, Debuff resistance +20%
Chant of Vampire 1 - Recover 6% of melee physical damage as HP
Chant of Vampire 2 - Recover 7% of melee physical damage as HP
Chant of Vampire 3 - Recover 8% of melee physical damage as HP
Chant of Vampire 4 - Recover 9% of melee physical damage as HP
Chant of Victory - HP +20%, restores the HP added, Speed -20%, Accuracy +4, P.Def. +20%, P.Atk. +10%, Atk. Spd. +20%,
Critical +20%, Critical Damage +20%, M.Def. +20%, Casting Spd. +20%, Debuff Resistance +20%
Charm of Luck - Reduce Drop Penalty
Concentration 1 - Chance of casting interruption -18%
Concentration 2 - Chance of casting interruption -25%
Concentration 3 - Chance of casting interruption -36%
Concentration 4 - Chance of casting interruption -42%
Concentration 5 - Chance of casting interruption -48%
Concentration 6 - Chance of casting interruption -53%
Cripple 1-5 - Speed -30%
Cripple 6+ - Speed -50%
Curse Chaos 1 - Accuracy -12
Curse Chaos 2+ - Accuracy -13
Curse Disease 1+ - Amount restored from Heals -50%
Curse Gloom - M.Def. -23%
Curse of Abyss - M.Atk. -30%, P.Def. -30%, Evasion -6, Speed -10%, Casting Spd. -20%, Magic Critical Rate -30%
Curse of Doom - Physical+Magical Skill Silence
Curse of Shade 1 - P.Def. -6%, M.Def. -6%
Curse of Shade 2 - P.Def. -8%, M.Def. -8%
Curse of Shade 3+ - P.Def. -10%, M.Def. -10%
Curse: Weakness 1 - P.Atk. -17%
Curse: Weakness 2-5 - P.Atk. -20%

Curse: Weakness 6+ - P.Atk. -23%
Dance of Aqua Guard - Resistance to Water attribute +30%
Dance of Concentration - Casting Spd. +30%, Chance of casting interruption -30%
Dance of Earth Guard - Resistance to Earth attribute +30%
Dance of Fire - Critical Damage +50%
Dance of Fury - Atk. Spd. +15%
Dance of Inspiration - Accuracy +4
Dance of Light - Makes physical attacks Holy attribute
Dance of Medusa - Petrify
Dance of Mystic - M.Atk. +20%
Dance of Protection - Fall damage -30%
Dance of Shadow - Speed -50%, Avoid Agro 100%
Dance of Siren - Magic Critical Rate +200%
Dance of Vampire - Recover 8% of melee physical damage as HP
Dance of Warrior - P.Atk. +12%
Dark Vortex - MP Regen per tick -12, Resistance to Darkness attribute -30%
Dash 1 - Speed +40%
Dash 2 - Speed +66%
Death Whisper 1 - Critical Damage +30%
Death Whisper 2 - Critical Damage +40%
Death Whisper 3 - Critical Damage +50%
Decrease Weight 1 - Weight Penalty +3000 (does not increase capacity)
Decrease Weight 1 - Weight Penalty +6000 (does not increase capacity)
Decrease Weight 1 - Weight Penalty +9000 (does not increase capacity)
Defense Aura 1 - P.Def. +8%
Defense Aura 2 - P.Def. +12%
Demon Wind - Amount restored from Heals -50%
Deflect Arrow 1 - Bow Damage -16%
Deflect Arrow 2 - Bow Damage -19%
Deflect Arrow 3 - Bow Damage -22%
Deflect Arrow 4 - Bow Damage -25%
Divine Protection - Resistance to Darkness attribute +30%
Duelist Spirit 1 - Atk. Spd. +8%
Duelist Spirit 2 - Atk. Spd. +12%
Elemental Protection - Resistance to Fire attribute +30%, Resistance to Wind, Water, Earth attributes +20%
Empower 1 - M.Atk. +55%
Empower 2 - M.Atk. +65%
(Greater) Empower 3 - M.Atk. +75%
Entangle 1 - Speed -30%
Entangle 2+ - Speed -50%
Evade Shot 1 - Evasion +6
Eye of Paagrio - Critical Damage +50%
Final Servitor - HP +20%, restores the HP added, Speed -20%, Accuracy +4, P.Def. +20%, P.Atk. +10%, Atk. Spd. +20%,
Critical +20%, Critical Damage +20%, M.Def. +20%, Casting Spd. +20%, Debuff Resistance +20%
Fire Vortex - Speed -10%, Atk. Spd. -30%, Casting Spd. -10%, MP Regen per tick -12, Resistance to Fire attribute -20%
Fist Fury - Atk. Spd. +25%
Focus 1 - Critical +20%

Focus 2 - Critical +25%
Focus 3 - Critical +30%
Focus Chance - Critical Chance from front -30%, Critical Chance form side +30%, Critical Chance from back +60%
Focus Death - Critical -30%, Blow land rate +60%, Critical Damage from front -30%, Critical Damage from back +90%
Focus Power - Critical Damage from font -30%, Critical Damage from side +30%, Critical Damage from back +60%
Fortune of Noblesse - drop penalty reduced
Freezing Skin 1 - Reflect 10% of melee range physical damage back on the attacker
Freezing Skin 2 - Reflect 15% of melee range physical damage back on the attacker
Freezing Skin 3 - Reflect 20% of melee range physical damage back on the attacker
Freezing Strike 1+ - Speed -30%
Frenzy 1 - P.Atk. +100%
Frenzy 2 - P.Atk. +150%
Frenzy 3 - P.Atk. +200%
Frost Bolt 1+ - Speed -30%
Gift of Queen 1 - P.Atk. +6%, Accuracy +2
Gift of Queen 2 - P.Atk. +8%, Accuracy +2
Gift of Queen 3+ - P.Atk. +10%, Accuracy +2
Gift of Seraphim 1 - Reuse Delay -30%
Gift of Seraphim 2 - Reuse Delay -32%
Gift of Seraphim 3+ - Reuse Delay -35%
Glory of Paagrio 1 - M.Def. +15%
Glory of Paagrio 2 - M.Def. +23%
Glory of Paagrio 3 - M.Def. +30%
Greater Magic Haste Potion - Casting Spd. +30%
Greater Quick Step Potion - Speed +33
Greater Swift Attack Potion - Atk. Spd. +33%
Guidance 1 - Accuracy +2
Guidance 2 - Accuracy +3
Guidance 3 - Accuracy +4
Guts 1 - P.Def. +100%
Guts 2 - P.Def. +150%
Guts 3 - P.Def. +200%
Hamstring 1+ - Speed -50%
Hamstring Shot - Speed -50%
Haste 1 - Atk. Spd. +15%
Haste 2 - Atk. Spd. +33%
Haste Potion - Speed +20
Hawk Eye 1 - P.Def. -10%, Accuracy +6
Hawk Eye 2 - P.Def. -10%, Accuracy +8
Hawk Eye 3 - P.Def. -10%, Accuracy +10
Hex - P.Def. -23%
Holy Weapon - Makes physical attacks Holy attribute
Hot Springs Cholera 1 - Accuracy +3
Hot Springs Cholera 2 - Accuracy +6, Evasion -3
Hot Springs Cholera 3 - Accuracy +8, Evasion -3
Hot Springs Cholera 4 - Accuracy +10, Evasion -3
Hot Springs Cholera 5 - Accuracy +6, Evasion -5
Hot Springs Cholera 6-7 - Evasion -5

Hot Springs Cholera 8-9 - Evasion -8
Hot Springs Cholera 10 - Evasion -10
Hot Springs Malaria 1 - Casting Spd. +4%
Hot Springs Malaria 2 - Casting Spd. +8%, MP Cost -4%
Hot Springs Malaria 3 - Casting Spd. +12%, MP Cost -4%
Hot Springs Malaria 4 - Casting Spd. +16%, MP Cost -4%
Hot Springs Malaria 5 - Casting Spd. +8%, MP Cost -8%
Hot Springs Malaria 6-7 - MP Cost -8%
Hot Springs Malaria 8-9 - MP Cost -12%
Hot Springs Malaria 10 - MP Cost -16%
Howl - P.Atk. -23%
Ice Bolt 1+ - Speed -30%
Ice Vortex - Speed -30%, Atk. Spd. -10%, Casting Spd. -10%, MP Regen per tick -12, Resistance to Water attribute -20%
Invigor 1 - Resistance to Bleed attribute +30%
Invigor 2 - Resistance to Bleed attribute +40%
Invigor 3 - Resistance to Bleed attribute +50%
Iron Will 1 - M.Def. +15%
Iron Will 2 - M.Def. +23%
Iron Will 3 - M.Def. +30%
Kiss of Eva 1 - Breath Guage +400%
Kiss of Eva 2 - Breath Guage +600%
Light Vortex - Accuracy -6, MP Regen per tick -12, Resistance to Holy attribute -30%
Lionheart 1 - Resistance to Shock, Hold, Sleep, Paralyze attributes +40%
Lionheart 2 - Resistance to Shock, Hold, Sleep, Paralyze attributes +60%
Lionheart 3 - Resistance to Shock, Hold, Sleep, Paralyze attributes +80%
Magic Barrier 1 - M.Def. +23%
Magic Barrier 2 - M.Def. +30%
Magic Haste Potion - Casting Spd. +23%
Magical Mirror - Reflect magical debuffs at a 10% probability
Majesty 1 - P.Def. +7%, Evasion -2
Majesty 2 - Evasion -4
Majesty 3 - Evasion -6
Mana Regeneration 1 - MP Regen per tick +1.72
Mana Regeneration 2 - MP Regen per tick +2.16
Mana Regeneration 3 - MP Regen per tick +2.74
Mana Regeneration 4 - MP Regen per tick +3.09
Mass Block Wind Walk - Speed -10%
Mass Curse of Shade 1 - P.Def. -6%, M.Def. -6%
Mass Curse of Shade 2 - P.Def. -8%, M.Def. -8%
Mass Curse of Shade 3+ - P.Def. -10%, M.Def. -10%
Mass Shield Block - P.Def. -10%
Mass Slow 1+ - Speed -50%
Mental Shield 1 - Resistance to Hold, Sleep, Derangement +50%
Mental Shield 2 - Resistance to Hold, Sleep, Derangement +60%
Mental Shield 3 - Resistance to Hold, Sleep, Derangement +70%
Mental Shield 4 - Resistance to Hold, Sleep, Derangement +80%
Might 1 - P.Atk. +8%
Might 2 - P.Atk. +12%
Might 3 - P.Atk. +15%
Mighty Servitor 1 - P.Atk. +8%

Mighty Servitor 2 - P.Atk. +12%
Mighty Servitor 3 - P.Atk. +15%
Physical Mirror - Reflect physical debuffs at a 10% probability
Poltergeist Cubic - P.Atk. -23% or P.Def. -23% or Atk. Spd. -23%
Potion of Alacrity - Atk. Spd. +15%
Power Break 1-2 - P.Atk. -20%
Power Break 3+ - P.Atk. -23%
Power of Paagrio 1 - P.Atk. +8%
Power of Paagrio 2 - P.Atk. +12%
Power of Paagrio 3 - P.Atk. +15%
Prayer 1 - Heal Power +8%
Prayer 2 - Heal Power +10%
Prayer 3 - Heal Power +12%
Prophecy of Fire - HP +20%, HP added is restored, P.Atk. +10%, P.Def. +20%, Accuracy +4, Speed -10%, Atk. Spd. +20%,
Debuff Resistance +10%
Prophecy of Water - MP regen per tick +20%, M.Atk. +20%, M.Def. +20%, Speed -20%, Casting Spd. +20%,
Magic Critical Rate +100%, Debuff Resistance +10%
Prophecy of Wind - Accuracy +4, Atk Speed +20%, Recover 5% of melee physical damage as HP, Critical +20% from behind,
Critical Damage from behind +20%, Debuff Resistance +10%
Rage 1 - P.Atk. +45%, P.Def. -20%, Evasion -3
Rage 2 - P.Atk. +55%, P.Def. -20%, Evasion -3
Rage of Paagrio 1 - P.Atk. +5%, M.Atk. +10%, P.Def. -5%, M.Def. -10%, Speed +5, Atk. Spd +5%, Casting Spd. +5%
Rage of Paagrio 2 - P.Atk. +8%, M.Atk. +16%, P.Def. -8%, M.Def. -16%, Speed +8, Atk. Spd +8%, Casting Spd. +8%
Rapid Shot 1 - Atk. Spd. with a bow +8%
Rapid Shot 2 - Atk. Spd. with a bow +12%
Reflect Damage 1 - Reflect 10% of melee range physical damage back on the attacker
Reflect Damage 2 - Reflect 15% of melee range physical damage back on the attacker
Reflect Damage 3 - Reflect 20% of melee range physical damage back on the attacker
Regeneration 1 - HP regen per tick +10%
Regeneration 2 - HP regen per tick +15%
Regeneration 3 - HP regen per tick +20%
Resist Aqua 1 - Resistance to Water attribute +15%
Resist Aqua 2 - Resistance to Water attribute +23%
Resist Aqua 3 - Resistance to Water attribute +30%
Resist Fire 1 - Resistance to Fire attribute +15%
Resist Fire 2 - Resistance to Fire attribute +23%
Resist Fire 3 - Resistance to Fire attribute +30%
Resist Poison 1 - Resistance to Poison attribute +30%
Resist Poison 2 - Resistance to Poison attribute +40%
Resist Poison 3 - Resistance to Poison attribute +50%
Resist Shock 1 - Resistance to Shock attribute +15%
Resist Shock 2 - Resistance to Shock attribute +20%
Resist Shock 3 - Resistance to Shock attribute +30%
Resist Shock 4 - Resistance to Shock attribute +40%
Resist Wind 1 - Resistance to Wind attribute +15%
Resist Wind 2 - Resistance to Wind attribute +23%

Resist Wind 3 - Resistance to Wind attribute +30%
Sanctuary - P.Atk. -23%
Seal of Chaos 1-2 - Accuracy -6
Seal of Chaos 3+ - Accuracy -8
Seal of Despair - P.Atk. -10%, M.Def. -30%, Accuracy -6, Critical -30%, Critical Damage -30%, Speed -20%, Atk. Spd. -30%
Seal of Disease - HP restored from heals -50%
Seal of Scourge 1+ - HP regen per tick set to 0
Seal of Slow 1 - Speed -30%
Seal of Slow 2+ - Speed -50%
Seal of Suspension 1+ - Reuse delay +200%
Seal of Winter - Atk. Spd. -23%
Servitor Haste 1 - Atk. Spd. +15%
Servitor Haste 2 - Atk. Spd. +33%
Servitor Magic Shield 1 - M.Def. +23%
Servitor Magic Shield 2 - M.Def. +30%
Servitor Physical Shield 1 - P.Def. +8%
Servitor Physical Shield 2 - P.Def. +12%
Servitor Physical Shield 3 - P.Def. +15%
Servitor Ultimate Defense 1 - P.Def. +1800, M.Def. +1350, Speed 0
Servitor Ultimate Defense 2 - P.Def. +3600, M.Def. +2700, Speed 0
Servitor Ultimate Defense (enchanted)

lvl	P.Def.	M.Def.	lvl	P.Def.	M.Def.	lvl	P.Def.	M.Def.
1	3636	2727	11	3996	2997	21	4356	3267
2	3672	2754	12	4032	3024	22	4392	3294
3	3708	2781	13	4068	3051	23	4428	3321
4	3744	2808	14	4104	3078	24	4464	3348
5	3780	2835	15	4140	3105	25	4500	3375
6	3816	2862	16	4176	3132	26	4536	3402
7	3852	2889	17	4212	3159	27	4572	3429
8	3888	2916	18	4248	3186	28	4608	3456
9	3924	2943	19	4284	3213	29	4644	3483
10	3960	2970	20	4320	3240	30	4680	3510

Servitor Windwalk 1 - Speed +20
Servitor Windwalk 2 - Speed +33
Shield 1 - P.Def. +8%
Shield 2 - P.Def. +12%
Shield 3 - P.Def. +15%
Shield of Paagrio 1 - Shield Block Rate +30%
Shield of Paagrio 2 - Shield Block Rate +40%
Shield of Paagrio 3 - Shield Block Rate +50%
Shield Slam - Physical skill silence
Shock Blast - P.Def. -30%, M.Def. -30%
Sight of Paagrio 1 - Accuracy +2
Sight of Paagrio 2 - Accuracy +3
Sight of Paagrio 3 - Accuracy +4
Slow 1 - Speed -30%
Slow 2+ - Speed -50%
Snipe 1 - P.Atk. +110, Accuracy +2, Critical +20%
Snipe 2 - P.Atk. +119, Accuracy +2, Critical +20%

Snipe 3 - P.Atk. +129, Accuracy +2, Critical +20%
Snipe 4 - P.Atk. +138, Accuracy +2, Critical +20%
Snipe 5 - P.Atk. +148, Accuracy +2, Critical +20%
Snipe 6 - P.Atk. +158, Accuracy +2, Critical +20%
Snipe 7 - P.Atk. +167, Accuracy +2, Critical +20%
Snipe 8 - P.Atk. +177, Accuracy +2, Critical +20%
Snipe Enchanted for Power:

lvl	P.Atk.	lvl	P.Atk.	lvl	P.Atk.
1	179	11	195	21	210
2	181	12	196	22	212
3	182	13	198	23	214
4	184	14	199	24	215
5	185	15	201	25	217
6	187	16	203	26	218
7	188	17	204	27	220
8	190	18	206	28	221
9	192	19	207	29	223
10	193	20	209	30	225

Song of Champion - Reuse Delay -30%, MP Cost -20%
Song of Earth - P.Def. +25%
Song of Flame Guard - Resistance to Fire attribute +30%
Song of Hunter - Critical +100%
Song of Invocation - Resistance to Darkness attribute +20%
Song of Life - HP regen per tick +20%
Song of Meditation - MP regen per tick +20%, MP Cost -10%
Song of Renewal - Physical Skill Reuse Delay -30%, MP cost -5%
Song of Storm Guard - Resistance to Wind attribute +30%
Song of Vengeance - Reflect 20% of melee range physical damage back on the attacker
Song of Vitality - HP +30%
Song of Warding - M.Def. +30%
Song of Water - Evasion +3
Song of Wind - Speed +20
Soul of Paagrio - M.Atk. +75%
Soul of Sagitarrius 1 - MP +10%
Soul of Sagitarrius 2 - MP +15%
Soul of Sagitarrius 3 - MP +20%
Soul of Sagitarrius 4 - MP +25%
Soul Shield 1 - P.Def. +8%
Soul Shield 2 - P.Def. +12%
Soul Shield 3 - P.Def. +15%
Speed of Paagrio 1 - Speed +20
Speed of Paagrio 2 - Speed +33
Spirit Barrier 1 - M.Def. +15%
Spirit Barrier 2 - M.Def. +23%
Spirit Barrier 3 - M.Def. +30%
Spoil (enchanted) - Atk. Spd. -23%
Spoil Festival (enchanted) - Atk. Spd. -23%
Sprint 1 - Speed +20
Sprint 2 - Speed +33
Surrender to Earth 1 - Resistance against Earth attribute -25%

Surrender to Earth 2+ - Resistance against Earth attribute -30%
Surrender to Fire 1-3 - Resistance against Fire attribute -25%
Surrender to Fire 4+ - Resistance against Fire attribute -30%
Surrender to Poison 1-3 - Resistance against Poison attribute -25%
Surrender to Poison 4+ - Resistance against Poison attribute -30%
Surrender to Water 1+ - Resistance against Water attribute -30%
Surrender to Wind 1+ - Resistance against Wind attribute -30%
Tact of Paagrio 1 - Evasion +2
Tact of Paagrio 2 - Evasion +3
Tact of Paagrio 3 - Evasion +4
Thrill Fight 1 - Speed -20%, Atk. Spd. +5%
Thrill Fight 2 - Speed -20%, Atk. Spd. +10%
Touch of Death - Max CP -90%, Resist Debuffs -30%, Heals are 30% less effective
Touch of Life - Resist against Cancel +60%, Resist Debuffs 30%, Heals are 30% more effective
Totem Spirit Bear - P.Atk. +20%, Speed -30%
Totem Spirit Bison - P.Atk. +10%, Critical +200
Totem Spirit Ogre - HP +20%, P.Atk. +7%, P.Def. +15%, Accuracy +3, Evasion -10, Speed -30%, heals the HP it adds
Totem Spirit Puma - P.Def. -20%, Evasion +3, Atk. Spd. +25%
Totem Spirit Rabbit - P.Atk. -99%, Evasion +25, Speed +50%
Totem Spirit Wolf - Speed +15%
Ultimate Defense - P.Def. +1800, M.Def. +1350, Speed 0
Ultimate Defense - P.Def. +3600, M.Def. +2700, Speed 0
Ultimate Defense (enchanted) - same boost no matter which typeench

lvl	P.Def.	M.Def.	ench lvl	P.Def.	M.Def.	ench lvl	P.Def.	M.Def.
1	3636	2727	11	3996	2997	21	4356	3267
2	3672	2754	12	4032	3024	22	4392	3294
3	3708	2781	13	4068	3051	23	4428	3321
4	3744	2808	14	4104	3078	24	4464	3348
5	3780	2835	15	4140	3105	25	4500	3375
6	3816	2862	16	4176	3132	26	4536	3402
7	3852	2889	17	4212	3159	27	4572	3429
8	3888	2916	18	4248	3186	28	4608	3456
9	3924	2943	19	4284	3213	29	4644	3483
10	3960	2970	20	4320	3240	30	4680	3510

Ultimate Evasion 1 - Evasion +20
Ultimate Evasion 2 - Evasion +25
Vampiric Rage 1 - Recover 6% of melee physical damage as HP
Vampiric Rage 2 - Recover 7% of melee physical damage as HP
Vampiric Rage 3 - Recover 8% of melee physical damage as HP
Vampiric Rage 4 - Recover 9% of melee physical damage as HP
Vengeance - P.Def. +5400, M.Def. +4050, Speed 0
War Cry - P.Atk. +20%
War Cry - P.Atk. +25%
Warrior Servitor - HP +20%, P.Def. +20%, Accuracy +4, P.Atk. +10%, Speed -10%, Atk. Spd. +20%, HP added is healed,
Debuff resistance +10%
Wild Defense - Speed -90%, Atk. Speed -70%, P.Def. +400%, M.Def. +400%
Wild Magic 1 - Magic Critical rate +200%

Wild Magic 2 - Magic Critical rate +300%
Wind Shackle 1 - Atk. Spd. -17%
Wind Shackle 2-5 - Atk. Spd. -20%
Wind Shackle 6+ - Atk. Spd. -23%
Wind Vortex - Speed -10%, Atk. Spd. -10%, Casting Spd. -30%, MP Regen per tick -12, Resistance to Wind attribute -20%
Wind Walk 1 - Speed +20
Wind Walk 2 - Speed +33
Wisdom of Paagrio 1 - Casting Spd. +15%
Wisdom of Paagrio 2 - Casting Spd. +23%
Wisdom of Paagrio 3 - Casting Spd. +30%
Wizard Servitor - MP Regen per tick +20%, Speed -20%, M.Def. +20%, M.Atk. +20%, Casting Spd. +20%,
Magic Critical Rate +100%, Debuff Resistance +10%
Wyvern Aegis - P.Def. +7000, M.Def. +6000

Lineage 2 GM Commands

//admin - Brings up the admin menu.
//gm Toggle GM status //gmchat - Sends a global message that only GMs can see. Usage: //gmchat Type message here
//snoop
//gmliston - "Register into gm list
//gmlistoff - "Remove from gm list
//silence - (To enable/disable private message mode)
//saveolymp - Save olympiad
//manualhero - Manual select heroes
//atmosphere <signsky> <dawn> - Sets current sky to either Dawn or Dusk, as seen by members of the winning cabal.
//atmosphere <sky> <day>- Sets current sky to either day or night.
//diet - Current status of diet mode for player.
//diet on - Enables diet mode.
//diet off - Disables diet mode.
//play_sound Brings up sounds page. //play_sounds
//edit_character - Opens menu to edit targetted player.
//current_player - Opens character list.
//character_list - Opens list of online players.
//show_characters - Opens list of online players.
//find_character - Opens the find player menu.
//save_modifications - Saves the edits done to the targetted player.
//nokarma - removes karma from target player
//setkarma <value>- sets karma of target player to value
//rec - Recommnend targeted player
//settitle - Set title of targeted player
//setname - Set name of targeted player
//setcolor - Set name color of targeted player

//fullfood - Full feed targeted pet
//invis = to hide your character
//invisible - to hide your character
//vis - to unhide your character
//visible - to unhide your character
//known on - to unhide your character from known list
//known off - to hide your character from known list
//earthquake <Intensity> <Duration> - Creates an earthquake
//para_all - Paralyzes all players
//unpara_all - Unparalyze all players
//para - Paralyze Target
//unpara - Unparalyze Target
//bighead - Gives target a big head
//shrinkhead - Returns targets head to normal size
//polymorph - character npc id
//polymorph item id to poly target into id
//polyself <npc> - Used to polymorph yourself into a mob
//unpolyself - Returns you to the normal state
//polymorph item <itemid> - Polymorphs an item
//gmspeed <value> - Use //gmspeed value = [0...4]
//changename <new_name> - Change name of targetted player
//add_exp_sp_to_character - Opens the xp sp menu of the targetted player.
//add_exp_sp - Adds xp sp to targetted player. Usage: //add_exp_sp xp_number sp_number
//remove_exp_sp - Remove xp sp from targetted player. Usage: //remove_exp_sp xp_number sp_number
//tradeoff - Current status of trading for player.
//tradeoff on - Enables trading with other players.
//tradeoff off - Disables trading with other players.
//reload skill - Reloads skill data.
//reload multisell - Reloads multisell data.
//reload teleport - Reloads teleport locations.
//reload npc - Reloads all npc.
//reload htm - Reloads htm files.
//reload item - Reloads item templates.
//reload instancemanager - Reloads instancemanager.
//announce_menu - Opens the announce menu.
//list_announcements - Lists the current announcements.
//reload_announcements - Reloads the announcement list.
//announce_announcements - Posts all announcements in list.
//add_announcement - Adds an announcement. Usage: //add_announcement Your announcement here
//del_announcement - Deletes an announcement. Usage: //del_announcement Your announcement here
//announce - Posts an announcement. Usage: //announce Your announcement here
//ban - Used to kick and ban a named players account. Usage: //ban kadar
//unban - Used to unban a named players account. Usage: //unban kadar
//kick - Used to disconnect named player. Usage: //kick kadar
//kick_non_gm - Used to disconnect all regular players
//kill - Kill targeted player/NPC
//jail - Used to jail named player for a number of minutes. Usage: //jail kadar 10
//unjail - Used to unjail named player. Usage: //unjail kadar

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//banchat - Mutes a player. Usage: //banchat kadar
//unbanchat - Unmutes a player. Usage: //unbanchat kadar
//bbs - Brings up comunity board
//add_level - Add levels to target char. Usage: //add_level 5
//set_level - Set level of targeted char. Usage: //set_level 50
//heal Heal - target player or players in radius. Usage: //heal 200
//help - Opens help page
//invul - Turns invulnerability on/off
//target - Used to target a Mob or player. Usage: //target kadar
//cache_htm_rebuild - Rebuilds and reloads the HTML cache.
//cache_htm_reload - Reloads the HTML cache.
//cache_reload_file - Reloads the HTML cache for a single file.
//cache_reload_path - Reloads the HTML cache for a specified directory.
//cache_crest_rebuild - Rebuilds the cache of pledge crests.
//cache_crest_reload -Reloads the cache of pledge crests.
//cache_crest_fix - Fixes problems with incorrect displaying of pledge crests.
//changelvl - Changes a targetted players access level. Usage: //changelvl
Access_level_number
//itemcreate - Opens the item creation menu.
//create_item - Creates an item. Usage: //create_item item_id
//cw_infos - Get infos on cursed weapons
//cw_remove - Remove specified cursed weapon. Usage: //cw_remove 8190
//cw_reload - Reloads cursed weapons
//delete - Used to remove a targetted NPC. NPC will not respawn.
//character_disconnect - Used to disconnect a targetted player.
//open - opens targetted door
//close - closes targetted door
//openall - opens all doors
//closeall - closes all doors
//edit_npc - Used to edit a NPCs stats. Usage: //edit_npc npc_id
//save_npc - Saves the editted NPC info.
//recall_npc - Teleports targetted NPC to you.
//show_droplist = Shows the named NPCs drop list. Usage: //show_droplist npc_id
//edit_drop - Edits the named NPCs droplist. Usage: //edit_drop npc_id item_id [min max
sweep chance]
//add_drop - Adds a drop to the named NPCs droplist. Usage: //add_drop npc_id item_id [min
max sweep chance]
//del_drop - Deletes a drop to the named NPCs droplist. Usage: //del_drop npc_id item_id
//showShop - Shows a targetted vendors shoplist.
//showShopList - Shows a targetted vendors shoplist.
//addShopItem - Adds an item to a vendors shop. Usage: //addShopItem Shop_ID item_id
Price
//delShopItem - Deletes an item from a vendors shoplist. Usage: //delShopItem Shop_ID
item_id
//editShopItem - Edits an item in a vendors shoplist. Usage: //editShopItem Shop_ID item_id
Price
//box_access - with box targetted, shows access list
//box_access - char1 char2 to add players to box Usage: //box_access kadar LadyPain
//box_access - no char1 removes player from box access Usage: //box_access LadyPain no
kadar
//clear_teams

//setteam_close <team_name> - Join players in radius 400 to specified team
//setteam <team_name> - Join targetted player to specified team
//enchant - Opens enchant menu
//seteh <enchant_level> - Set enchant level for head slot
//setec <enchant_level> - Set enchant level for chest slot
//seteg <enchant_level> - Set enchant level for gloves slot
//seteb <enchant_level> - Set enchant level for feet slot
//setel <enchant_level> - Set enchant level for legs slot
//setew <enchant_level> - Set enchant level for r_hand slot
//setes <enchant_level> - Set enchant level for l_hand slot
//setle <enchant_level> - Set enchant level for l_ear slot
//setre <enchant_level> - Set enchant level for r_ear slot
//setlf <enchant_level> -Set enchant level for l_finger slot
//setrf <enchant_level> -Set enchant level for r_finger slot
//seten <enchant_level> -Set enchant level for neck slot
//setun <enchant_level> -Set enchant level for under slot
//setba <enchant_level> -Set enchant level for back slot
//event - Opens event page
//event_new - Opens new event page
//event_choose
//event_store
//event_set
//event_change_teams_number
//event_announce
//event_panel
//event_control_begin
//event_control_teleport
//add - Add event
//event_see - List events
//event_del <event_name> - Delete event
//delete_buffer
//event_control_sit
//event_name
//event_control_kill
//event_control_res
//event_control_poly
//event_control_unpoly
//event_control_prize
//event_control_chatban
//event_control_finish
//fight_calculator - Show fight calculator
//fight_calculator_show - Show fight calculator
//fcs - Show fight calculator
//geo_z - Get Geo_Z
//geo_type - Get Geotype
//geo_nswe - Get heading
//geo_los - Check line of sight
//geo_position - Get geo position
//geo_bug - Add bug comment Usage: //admin_geo_bug you coments here
//geo_load - Usage: //admin_geo_load <regionX> <regionY>
//geo_unload - Usage: //admin_geo_unload <regionX> <regionY>

//geoeditor_connect Usage: - //geoeditor_connect <number>
//geoeditor_join - Join active char
//geoeditor_leave
//server_gm_only - Only GM can access server
//server_all - Public access server
//server_max_player <number> - Set max players value
//server_list_clock - Toggle clock displayed next to the server name
//server_login - Opens login server edit window
//mammon_find - Lists the current location (if any) of the Mammon NPCs
//mammon_respawn - Lists the current respawn times (if any) of the Mammon NPCs
//list_spawns <npcId> <teleIndex> - Teleports to the player based on the given spawn index
(from using //list_spawns <npcId>).
//msg <ID> - Used for testing SystemMessage? IDs
//char_manage - Opens characters manage page
//mobmenu - Opens mobgroup.htm
//admin_mobgroup_list
//mobgroup_create
//mobgroup_remove
//mobgroup_delete
//mobgroup_spawn
//mobgroup_unspawn
//mobgroup_kill
//mobgroup_idle
//mobgroup_attack
//mobgroup_rnd
//mobgroup_return
//mobgroup_follow
//mobgroup_casting
//mobgroup_nomove
//mobgroup_attackgrph
//mobgroup_invul
//mobinst - Opens mobgrouphelp.htm
//mons - Used to start the Monster Races.
//pn_info - Path node info
//show_path
//path_debug
//show_pn
//find_path
//view_petitions - View petitions list
//view_petition - View petition
//accept_petition
//reject_petition
//reset_petitions - clear the petition queue
//forge
//forge2
//forge3
//pledge <create> <create> - for targeted palyer
//quest_reload - Reload quests (curently disabled)
//restore - Restores a broken player info.
//repair - Repairs a broken player info.
//res - Resurrect player

//res_monster - Resurrect monster
//ride_wyvern - Command used to summon and ride a wyvern.
//unride_wyvern - Command to dismount and unsummon a wyvern.
//ride_strider - Command used to summon and ride a strider.
//unride_strider - Command to dismount and unsummon a strider.
//unride - Ride dismount
//buy - Opens the GMShop.
//gmshop Opens the GMShop.
//server_shutdown - Starts the shutdown process. Usage: //server_shutdown Number of seconds
//server_restart - Starts the restart process. Usage: //server_restart Number of seconds
//server_abort - Stops the server shutdown.
//siege
//add_attacker
//add_defender
//add_guard
//list_siege_clans
//clear_siege_list
//move_defenders
//spawn_doors
//endsiege
//startsiege
//setcastle
//clanhall
//clanhallset
//clanhalldel
//clanhallopendoors
//clanhallclosedoors
//clanhallteleportsel
//show_skills - Lists targetted players skills.
//remove_skills - Removes the targetted players skills.
//skill_list - Opens skill menu.
//skill_index - Opens skill menu according to players stats.
//add_skill - Adds a skill to a targetted player. Usage: //add_skill Skill_id level
//remove_skill - Removes a skill from a targetted player. Usage: //remove_skill Skill_id
//get_skills - Temporarily gives you the skills of a targetted player.
//reset_skills - Restores your skills from before the get_skills command.
//admin_remove_all_skills
//admin_give_all_skills
//skill_test <skill_id> - Test a skill. Usage: //skill_test 100
//st <skill_id> - Test a skill. Usage: //st 100
//show_spawns - Opens spawn menu.
//spawn - Spawns a Mob on current target. Usage: //spawn npc_id
//spawn_monster - Spawns a Mob on current target. Usage: //spawn_monster npc_id
//spawn_index - Shows menu for monsters with respective level. Usage: //spawn_index level
//unspawnall
//respawnall
//spawn_reload
//npc_index
//show_npcs
//teleport_reload

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//spawnnight
//spawnday
//show_moves - Opens the teleport menu.
//show_moves_other - Opens the teleport menu named other.
//show_teleport - Opens the teleport menu.
//teleport_to_character - Teleports you to the named player. Usage: //teleport_to_character kadar
//teleportto - Teleports you to the named player. Usage: //teleport_to_character kadar
//admin_teleto - Teleports you to the named player. Usage: //teleport_to_character kadar
//move_to - Teleports you to coordinates given. Usage: //move_to 11111 22222 3333
//teleport_character - Teleports targetted player to coordinates given. Usage: //move_to 11111 22222r 3333
//recall - Summons a named player to you. Usage: //recall kadar
//admin_walk
//explore
//admin_recall_npc
//gonorth
//gosouth
//goeast
//gowest
//goup
//godown
//tele -show teleport window
//admin_failed
//test These //test commands are for the universe mapping feature (developmental)
//test uni - flush Save universe map
//test hash <number>
//test uni Return universe size //mp on - Start packet monitor
//mp off - Stop packet monitor
//mp dump - Save packet history
//known on - to unhide your character from known list
//known off - to hide your character from known list
//unblockip <ip> - Unblock an IP Usage://unblockip 123.123.123.123
//zone_check
//zone_reload