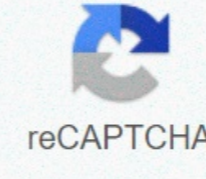




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Elsword mad paradox

All the information comes from ElWiki. You can check these out here. (Embodiment of destruction, one overcoming law of physics) He can destroy the universe and power his paranomories far away from technology and science. HistoricAdd is the devil of paradox, stuck in the enduring contradictions of time and space. It can destroy time and space with its paranomral power that far exceeds the power of technology and science. When Add realizes that it is impossible to return to the exact past that it flows from, it loses itself out of despair, and beautiful travels around Time and Space, leaving endless destruction in its path. Perhaps it was a fatal side effect of her prey traveling between different parall universities, but Add feels that her body has reached its limit. Before his body is completely disintegrating, he tries a final experience, a forbidden experience that will deconstruct him at a molecular level then bind him to being in the sense of Time and Space. With this ... I will go back to the cycle of time... With the experience that ends in a success, Add becomes an existing separate entity independently from the natural progression of time. The only thing left is his obsessive desire to get back to the only thing he felt early. The new Skills.Longing [Hyper Active] (Mad Paradox encounters a fragment of porch memory while absolutely lost in Time and Space.) Tips with Details • Longing can face a total of 4 2. 796% (10.261% of PvP) Magic Damage. • Power Stun will inflict before the first hit. • Since hitbox skills is about the same size of the screen and the skills to make the casters move , it is possible to miss the first hit and country last hit the few and vice versa. The side effects of [Passif] (Landing a hit with special active skills, will be given the enemy unfurling that increases the damage received from Mad Paradox's skill. DP recovery increases DP increased based on the number of nearby enemies and debuffs.) • Apply [Side Effect] overflow to enemies hit by special active skills (Max. 5 batteries)• As the [Side Effect] batteries, Madd's paradox damage increases. Tips and Details• High Effects is a debuf inflicted on target hit by an active special. • There is no actual indication that the debuff is activated as there is no debuff icon present. Acute Senses [Passive] (increases your maximum mana, and any items that recover weapons will also recover DP. When entering the Rose, there is a chance to enter the form of Madd Paradox's true paradox, increase your magic and physical attacks, critical damage and restore mana every second.) • Tips and Details: The amount of attacks increased over the top 30% to boost attacks from Awakening, increasing your total attacks by 55% (45% PVP) when going through this form. Instead, he is now an enigma in time and space with a fluctuate appearance, which explains it seemingly flawed. • His appearance shows the part of his body breaking away. This is reflected in the back-story that his body will reach the limit of time travel. That reflects more in her true form. • Modeling in game for Mad Paradox still holds the same size, despite her son's appearance. • His smaller body is still affected by the travel time sickness on one eye, although he only receives it during his time as Time Tracer. • The half-open eyes he has in his portrait (with the exception of his true form) also reflects on his default pattern in-game. • Madox's current age is still on his true form) also reflects on his default pattern in-game. The same as the other path, as shown in its true form. • Mad Paradox is the only class to have a special form of Awakening Mode that trigger randomly. • Similar to Diabolic Esper, Going to Setup Mode (Awakening) even in his child's form will cause both slaves to turn black. • The white share float right next to him in his portrait seems to show his mother from one of the alternate timelines. • Madrox has a cart Cats, who returned after the Work Time Tracer. • After advancing to Mad Paradox, adds the personality to take a drastic turn from being a loud and fading class to a more subdrie and nihilistic one, as shown in its new voice line and backstory. • Mad Paradox and Herrscher are the only two 3rd characters working non-physical beings. It doesn't matter what I take, as long as I can go back to you... Mother... Kuhuuh [The Demon of paradox, stuck in endless contradictions of Time and Space] It can destroy the universe and its superior paranormal powers from technology and science. [Fashion] - Stardust shower gravitational sphere will collapse to deal with enemies in the way. [The Longing] The obsession towards recent actions comes from anger and desperation, facing massive damage to nearby enemies. [Side Effects] Attackers foe with proactive special overcrowded throw allowing the caster to face more damage on hit enemies while increasing DP recovery. [Acute Sense] Increasing Max MP and using MP Portion Recovery will also recover a certain amount of DP. Let's change shape when you're up. Add is the devil of paradox, stuck to contradictions enduring time and space. It can destroy time and space with its paranomral power that far exceeds the power of technology and science. When Add realizes that it is impossible to return to the exact past that it flows from, it loses itself out of despair, and beautiful travels around Time and Space, leaving endless destruction in its path. Perhaps it was a fatal side effect of her prey traveling between different parallel universities, but Add feels that her body has reached its limit. Before his body is completely disintegrating, he tries a final experience, a forbidden experience that will deconstruct him at a molecular level then bind him to being in the sense Time and space. With this ... I will go back to the cycle of time... With the experience that ends in a success, Add becomes an existing separate entity independently from the natural progression of time. The only thing left is his obsessive desire to get back to the only thing he felt early. Third Advancement Class After Unlocking Transcendence and Reaching Lv. 99, you'll be eligible to move to the 3rd task. To receive the 3rd task request, click on the task change notification located below the map.3rd Job can also be found using the Mail Mail article: Paradox Form's Shattered Flask. You can advance to Master Class upon reaching Rigorom. After the third task advance, you will receive: Tree Skills Passive Skills Close Level 99 Additional Master Combo: All damage value for new and preexisting Combo receives a multiplier of 1.15x during 3rd work. Image Description Of Spatial Damage Extended After You Do, kick ahead with a spatial sphere. 56% Physics. Damage x4 245% Physics. Damage 306 Mag. Damage Spaced Spaced Configure A Continuation of Time Tracer Spatial Sphere. Spatial Sphere Makes More Striking. 186% Mag Handicap (3 MP) 117 Mag. Handicap x3 (8 MP) 306% Mag Handicap (3 MP) Skills In addition to these new skills, Mad Paradox can also learn the Power Skills. Before advancement Master Class After unlock 3rd Job, on arrival Rigorom, you will be able to unlock the Master Group. To receive the request, click the notification located below the selected map. Master classes can also be found using the Cash Shop item: Marking in Awakening (Mad Paradox). Skills Video 3rd Job Teaser by KOG Mad Paradox All Galleries Pose Gallery Full: Ads / Art Gallery Madd Paradox's Portrait Mode. Paradox's portrait is in no effect. Master Madd paradox's Class Cutting-in Skills. Miscellaneous Idle Pose and Promo avatar. (Promo Accelerator: devilish blerate) Trivia Mad Paradox is not a physical beings. Instead, she is now an enigma in time and space with a fluctuational appearance, which explains her son's default appearance. His appearance shows the part of his body breaking away. This is reflected in the back-story that his body will reach the limit of time travel. This is reflected more in his Alternate shape. The model of toys for Mad Paradox still kept the same size, despite her baby-like appearance. The smallest body is still affected by the time sickness travels over one eye, despite him only receiving it during his time as Tracer Time. The half open eyes he had in his portrait (with the exception of his Alternate Mode) also reflect on his default in-game templates. Paradox's current age is still the same as the other paths, as it shows in his Alternate Mode. Before the Korean update on November 1, 2018, going to Setup Mode (Awakening) even in her son's form would cause both of Madd Paradox's irritation to turn black, just Devilish experiment. The white share floating right next to him in his portrait seems to show his mother from one of the alternate timelines. Mad Paradox has a cat shit, which returned after the Tracer Time job. When advanced to Madd Paradox, adding the personality takes a drastic turn of being a loud and fading class in a more subded and nihilistic one, as shown in his new voice line and backstory. Mad paradox and Herrscher are the only two 3rd character acts that are not physical beings. Mad Paradox's Job Change Item, Mad Paradox's Shape Flask, might refer to the flask in poison from Schrödinger's cat experience. Alternative Name Of South Korea's Traditional 매드 패러독스 Madd Paradox Japan マッドパラドックス Madd Paradox Taiwan (Traditional Chinese) 反逆之理 Theory Reversing China (Simplified Chinese) 轮回逆逆者 Reinhab Strayer German Paradoxon Paradox Spain Paradoja Paradox France Paradoxe Paradoxe Italy Paradox Poland Paradox Paradox Unite Paradox Unite Paradox Brazil paradox insane insardo paradox III. Experiment diabolic pathetic. . Pathetic! You are so pathetic! You've become more and more crazy as the times you go by. Skill control leader [Passive] Cost of certain skills used will be recovered depending on the armament mode of Nasod Armament and reducing the effects of debuffs. Stun / Confusion / Silence / Panic / Fear. Think : - Dynamo Configuration - Pylon [Active] Creates Pylons that give beneficiary effect to nearby allies. The effects are linked with a beam of electromagnically and responsive when there are at 1000 rays. Can throw up to 3 pylon. MP COST: 12 MP / Pylons Treatment: Light or Evil (Skills Burn 2 MP / Hit) Final Increase: Reduce time between hits. Suggestions: I rarely use it, but if you want to deal with not that much of a damage, you can use this. I prefer light for this one. Maximum strikes [Special Active: Bravery][Overlimit] Generates 6 temporal Blades for a period of 60 seconds. (Release of an interval in 0.5 seconds). Press Key skill again to fire one Black temporal MP PRICE: 300 MP (Can use up to 3 DMP, Increase 5% Damage per DMP) Treatment : Improve or Heavy Enhanced Final : Damage increased by 1.2x Suggestions: Do not use this until you achieve 3rd grade/work aka Modded version. He doesn't deal with that much damage to every temporal Blade, but if you insist, choose Heavy for more damage. Psionic Trauma [Special Active: Tenacity][Overlimit] Concentrate to use a powerful mental wave. If only 1 foe hit by hit at last, the enemy will be confused. MP COST: 100 MP Feature: Haste or Empored Final Increase: MP usage decreased by 20% Suggestions: If I can name / choose one skill that costs MP MP or less than I used frequently, it will be this one. I prefer Empowered for more damage. Void Field [Special Active: Force][Overlimit] Expand space with a calculated and coordinated attack to maintain enemies. Hold Down key will hold the field, it will burn MP (max 100). MP COST = 150 MP (0-50MP Plus If Hold) Features: Haste or Gigantic Final Enhanced : Cooldown decreases by 4 seconds Hints: Hm I like how it can restrict enemies, but I don't know where to use it on. But if you get this place, I suggest choosing Dick Gigantic since it provides more field range. Rhapsody Light Moon [CLOSED][Special Active: Forces][Overlimit] Psionic Energy War destroys the target leader. Give haters a Rhapsody debuff that when hits will face magic damage depending on stack quantity (max 3). MP PRICE: 200 MP (Use 1 DMP to reduce interval of Rhapsody by 33%) Pretty : Gigantic or Quick Final Increase : Cooldown decreases by 3 seconds. Suggestions: Take Gigantic. Since you go into using it before you rush into your foe, the more fireplace the more damage you face. This is also great if the attackers are in bands, since the damage from Rhapsody debuffs them like splash damage. Force Finger [Active] [Overlimit] In a series of fan front fontal, reduce MP to the nearest target you hit and recover MP (DP of Awakening) at the same time. MP COST: 15 MP Features : Increased or persistent Final Improved: Cooldown decreases by 1 seconds Hints: It is an IMO competence PVP, so don't disturb using it. Immobilize your enemies with ultra high gravity, then instantly switch to anti-gravite to create a wave of gravity. All decreased speed for enemies in the ultra gravity field. MP PRICE: 200 MP (Use up to 3 DMP, Increase 5% damage per DMP) Treatment : Haste or Heavy Final Improved: Damage increased by 1.2x Suggestions: Since you will have trouble again in size boss size, you want to get gravity field. Even tho isn't really a skill for bossing, it's always good at it and cleaning up enemies that are in groups/next to each other. I prefer heavily for more damage. Reverse Sigma [Special Active: Tenacity][Overlimit] Put a mark on a target and record their last position. Pressing the skills again will make the target back to register/ before position. Not all targets can be transferred. MP COST: 100 MP (20% more if you return to its location) Feature: Critical or Empored Final Increase: Duration increases by 1.33x Suggestions: Hmm it's perhaps useful on some situations, but I don't really use it. I think that skill is PVP. For very, probably Empowered. Mind Dry [passive] Using Mutation Points Dynamo, MP / DP to recover and cooldown decreases depending on the number used. Think : - ESP [CLOSED] [Passive] Phase Shift can also be activated in midair. Damage received when knocking will be reduced. The damage will reduce further when more attackers are nearby. The damage you received when attacked will have a chance of reducing. Special active damage increases. Think: To be honest, this is really hard understand, but basically WHEN ever you were attacked there is a chance to get damage reduction from this attack, based on how many enemies in the area. Even with special active increase damage, but the less there are haters, the more damage you face. Paranoia [Hyper Active] Gathers the power of time and space to create riff dimensions resulting in mass crisis. Binding 1 The Birth of El. MP PRICE: 300 MP Final Increase : Damage Increased by 1.2x Suggestions: Like other Active Hyper characters, some of them useful and some of them are the opposite. For me, Paranoia is a bit helpful, if you are in a tight situation like you've got so many people by haters left and right. Personally, I'm not harassing getting it, but just in case, I suggest you take it. Transcendence the stronger you get, the worse you laugh... Volunteer Awaken skills: Diabolic Esper [Passif] time and sheer/ indirectly improve various physical abilities and overlimits. Think: This passive skill gives you more critical chances, critical damage, and Maximize by +13%, 6%, and 13%. And 100% are found DMP on [Overlimit] Skills, also when not awakening you have 100% not to use DMP when.. teleporte? Wait what? Hmm... I really don't know about that one because I didn't notice that that's something. I'm 90% sure it's probably related to you teleporting when doing combo, since the Diabolic Esper combo some are like teleporting to his haters. Avoid Impact [Special Active: Tenacity] [Overlimit] Overlimit] Overlimit] Overlimit the closest energy to create a field of avoidance and break the enemy. A small cancellation fragment will remain behind the area to impact void impact's effects and this fragment will be prevented with enemy movement. The fragment lasts for 5 seconds. MP PRICE: 100 MP Treatment: Reenerating (1) (25% chance of regaining his MP3% MP) or Empowered. Final Increase: MP Usage Decreased by 20 Suggestions: If I can rank this with Psionic Shock, I rank this #2, while fragments are good, it just doesn't fit my playstyle, but if I have a chance to play Mad Paradox again, I'll try it out. I suggest choosing Very Empowered. Mind Breaks [Active][Overlimit] In a series of fans before the fontal, release of brain waves towards the nearest enemy. That skill can hit invulnerable targets and reduce the magic power to target hits. MP PRICE: 20 MP Samples: Kill Ringing(1) (Duration increased to 130%) or Kill Ringing (2) (Efficiency increased by 40% Final Improved: Magic Attack Reduction Increased by 1.3x Suggestions: It's certainly not a PVE skills. Lift one [close] [Passive] Amely's body even further. Think: When we unlock this passive, you have to increase 10% Physical / Magic Damage Attack and Breaker Defence Moonlight [Special Active: Force][Overlimit] Afix a coordinate of space then unload a powerful force that waters into outer space. Hold down the skill key and press the Up and Down arrow keys in the angle. MP PRICE: 200 MP (Use up to 2 DMP, 1 DMP ignore guards, 2 DMP 10% Damage Increase) Feature: Critical or Empored Final Improved : Cooldown reduced by 3 seconds. Suggestion: This is a i-frame skills and somewhat cleaning skills. I prefer Empowered because more damage, and if picking criticism in theory while waking it up is consuming more DP. Time Interference [LOCKED] [Passive] Spray of Time and Space interferes directly and reinforces related skills. Thoughts: Like saying in description of skills, strengthen some skills you have; Reverse Dry, Void Garden, Moon Light Rhapsody, Reverse Stigma, Breaking Ideas and Gravity Garden. Breaker Dimensions [Special Active: Bravery][Overlimit] Twist space to create a distorted will contract and pull enemy enemies into it, then the default rapidly grows and blown to some major damage. Striking targets are inflicted and in a state of confusion. (Can also be activated in midair) MP COST = 300 MP (Use up to 3 DMP, Increase Range by 10% per DMP) Feature : Gigantic or Empored Final Improved: Speed increased by 1.3x Hints: Go with Empored. I mean, if you want to go Gigantic, that's fine enough. Depends you like more range or more damage, but I prefer more damage. Damage.

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