- Sweet new nojohr skill: cleave.

- Sweet new poliir skill: immaculate retort. In addition, these poliir abilities are now much cheaper: awakening of the guard, focused sphere. (Thanks for the poliir feedback, Cayce.)

- Focused sphere gains slightly more hit/dam for smaller characters and slightly less hit/dam for larger characters.

- Radiant awakening has had its burst damage capability reduced, and its long-term benefit enhanced beyond 100% mastery.

- These abilities now gain some cool benefits beyond 100%: awakening of the guard , passage of dark summoning.

- These abilities have been enabled for followers: haste, convergence of balance, oblique pattern. (Thanks, Alpha.)

Cleave:

Usage: cleave

Cleave is a basic multiple target attack prevention ability. Its base prevention time is constant, but can be situationally reduced (see below).

Nojohrs are, helm to boot, immersed in the study of and devotion to war and the various ways of waging it. Cleave is a basic nojohr ability, both obvious and subtle - representative of the nojohr in many ways.

Cleave is a sweeping assault, timed carefully to fall into the rhythm of the nojohr's offense. Cleave is capable of striking up to three targets at once; however, it will only strike enemies which are actively attacking the nojohr or his or her allies.

The nojohr's sensitivity to tactical rhythm is such that a successful cleave will allow him or her to follow up with a briefly enhanced defensive position, granting an increased ability to parry attacks.

The true power of cleave is most evident in large-scale combat. The defensive benefit is multiplied by the number of targets struck; thus, a nojohr in combat with many opponents can revel in the glory of striking down a crowd of inferior combatants while fending off their sundry blows with ease. Perhaps even more impressively, the invigorating rush of such a situation allows the nojohr to recover from cleave's prevention more swiftly for each target thus struck.

Straight +hit and +damage have a somewhat reduced effect on cleave. Its accuracy is strongly based on dexterity, while its damage is based on strength, level, and weapon damage. In addition, quickness contributes to both the accuracy and damage of a nojohr's cleaves.

Mastery of this skill beyond 100% contributes to the defensive benefit slightly, while strongly increasing its accuracy and damage.

Immaculate retort:

Usage: automatic

As a master of defense in various shapes and forms, the poliir has an often unique way of dominating the battlefield. While offense is easy to understand and difficult to ignore, sometimes it is the patient and thoughtful who gain the greatest benefit.

Immaculate retort is a natural extension of the poliir's graceful fighting style. Quite simply, the retort is an automatic attack, woven into the ebb and flow of regular combat and instilled with the poliir's fighting spirit. As such, it is a basic tool and great boon to any aspiring poliir; however, its subtle benefits run even deeper.

While the retort may not be a flashy, devastating attack, it is representative of the poliir's greatest strengths - control, survival, and mastery of the inevitable. A poliir's retort is extremely difficult to avoid, possessing an unbelievable level of accuracy; the poliir's innate spiritual dominance is such that even masters of evasion cannot turn aside the immaculate retort. This spiritual advantage also allows the retort to strike as a spiritual attack, thus negating the benefits of armor or physical resistances.

Straight +hit and +damage have a reduced effect on this ability. The accuracy and damage of immaculate retort is based directly on the poliir's dexterity,

as is the frequency with which the poliir can weave it into his or her flow of combat.

Those poliir who have mastered the retort beyond 100% have gleaned several benefits from their proficiency. The retort's accuracy and damage is increased somewhat, but even greater is the benefit of grace - a master of this ability can weave retorts with more speed and efficiency, even performing two in the same combat round. It is said that more skillful retorts move so quickly that they cannot be counterattacked.