

# Teras Kasi Artist

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# Teras Kasi Artist: Details

- The TKA: **Teras Kasi Artist** profession has been added. This profession is a full on melee profession with the option to use 1-Handed, 2-Handed, Polearm, or Unarmed weapons, each with their own specialization. The TKA also allows you to specialize in 4 different stances. The first 3 are offensive stances focusing in *Dizzy attacks*, *Stun attacks*, or *Knockdown attacks*. The final stance allows the TKA to focus on defense, becoming a solid tank with the ability to manage hate generation, additional healing, and other tanking abilities!
- The TKA now has the ability to **Meditate** which will allow the TKA to modify their stats and grant themselves additional stat buffs so they can be effective in any role they choose. This has a 3-minute cooldown, so choose wisely. *[These values and buffs are subject to change based on feedback]*
- Combat stats have been modified slightly to allow weapon accuracy stat mods to play a large role in combat. This includes melee and ranged accuracy.
- Updated melee weapon damage and defense as well as ranged weapon damage and defense within the combat engine.

# TKA Feedback Updates

## Teras Kasi Artist - Feedback Updates

- Spin Attack (Buff):
  - 6m Cone Length results in 5m Area Attack (Bug Fix)
  - Cooldown Reduction: 15 seconds -> 12 seconds
  - Mark 1 - 10% Action Reduction
  - Mark 2 - 10% Action Reduction
  - Mark 3 - 10% Action Reduction
  - Mark 4 - 15% Action Reduction
  - Mark 5 - 20% Action Reduction
- Combo Attack (Buff)
  - No change to Cooldown Reduction
  - Mark 1 - 10% Action Reduction
  - Mark 2 - 10% Action Reduction
  - Mark 3 - 10% Action Reduction
  - Mark 4 - 15% Action Reduction
  - Mark 5 - 20% Action Reduction
- Disorienting Flurry (Buff)
  - Cooldown Reduction: 15 seconds -> 10 seconds
  - Mark 1 - 10% Action Reduction
  - Mark 2 - 15% Action Reduction
  - Mark 3 - 25% Action Reduction
- Grounding Blow (Buff)
  - Cooldown Reduction: 15 seconds -> 10 seconds
  - Mark 1 - 10% Action Reduction
  - Mark 2 - 15% Action Reduction
  - Mark 3 - 25% Action Reduction
- Paralyzing Strike (Buff)
  - Cooldown Reduction: 15 seconds -> 10 seconds
  - Mark 1 - 10% Action Reduction
  - Mark 2 - 15% Action Reduction
  - Mark 3 - 25% Action Reduction