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Having reached level 31, the Dark Elves Warrior can specialize in one of the two middle classes. After completing the required class change quests, you can choose between Shillien Knight (tank) or Bladedancer (DPS). This Lineage 2 Revolution guide will focus exclusively on the Dark Elf Bladedancer, who can own either Polearm or Double Swords. However, note that it only gets a boost to damage by using double swords from one of his passive skills. In the Lineage 2 Revolution, dark Elf Bladedancer is capable of causing significant damage due to its high speed of Crete and damage to Crete. However, note that it may not be on the front line of heavy blows from enemies. Active spinning skills Slasher Swing arms in a large arc to inflict damage and knock down nearby enemies. This ability has a high damage multiplier and gives you 2 seconds to shoot down the affected enemies. This allows you to inflict additional damage on the disabled enemy, which is useful when aligning. Hurricane Storm backs attack and slowly surrounding enemies. The Dark Elf Bladedancer can move while using the ability. You will make 7 continuous hits to your targets, slowing their speed. This ability allows you to target multiple enemies and can speed up the alignment process. The warrior dance increases P. Atk you and members of your party. You and your party members get a flat P. Atk boost. Buff lasts 40 seconds, and the skill has a cooling of 60 seconds. A useful skill that can increase the damage to your party output. The dance of rage increases Ask. Speed you and your party members. At level 1, the positive effect increases Atk. Speed at 20%. Buff lasts for 40 seconds and has 60 seconds of cooling on all levels. This means that you should benefit from increasing the attack rate to a positive effect within two-thirds of the time, assuming that you have thrown this ability away from cooling. Passive Fiver Skill has a chance to increase Crete. Damage in attack. At level 1, you get a 10% chance of getting a 30% Crit. Increase damage within 6 seconds. Given your naturally high crit. Speed like a dark Bladedancer elf, you will often see huge damage to the rooms. Dual weapon prowess increases the force of attack when wielding double swords. At level 1, passive increases are 1% Atk, which provides a very respectable increase in your damage. Applies an increased attack to a positive effect for you and members of your party located in the same area. This increases the overall damage to the party's output. We recommend that you prioritize aligning your passive skills with active skills, as the bulk of your damage is on major attacks. As such, liabilities will speed up the alignment process than active skills. For passive skills, continue to level your warrior skill weapons and heavy armor prowess for higher power damage and survivability survivability Subsequently, make sure you invest one skill point in each passive first. We recommend you invest skill points in Fiver and dual skill weapons as they increase your output damage more than Attack Aura, especially if you're a solo train. If you party train often, then go ahead and prioritize attack aura. For active skills, we strongly recommend you level up to active buff skills as they will greatly increase your damage output while learning. If you happen to have excess skill points or you feel that you need more explosion of damage to clear bosses or PvP, consider aligning other active skills. How good is the dark elf Bladedancer in The Lineage 2 Revolution? In Lineage 2 Revolutions., Dark Elf Bladedancer is great for dealing with large amounts of damage. However, it is not so skillful when it comes to tanks of heavy sources of damage. He is a great asset to either party, due to his active skills having a positive effect of providing additional damage to the exit for others in the party. In addition, its passive attack Aura further enhances the capacity of DPS party production. When it comes to solo content, Dark Elf Bladedancer doesn't have to face big problems while training or cleaning the storyline. However, it could potentially run into some problems when dealing with strong bosses who are capable of killing you in a few hits. At the Arena, dark elf Bladedancer is a mortal enemy because of its ability to produce a large number of explosions damaging the enemy. Home Guide game Class Dark Elf Warrior Class Bladedancer Bladedancers are masters of dark ritual dances that give a bonus for the whole party. It's a special class that combines group buffs with significant offensive fighting power. The class itself is no longer bad, but their real power only appears in groups, because many dance effects stack up with the usual buff effects. Due to their dark origins they also have a descent critical output. Dancing Double Wielding Critical Speed Solo Play: Bladedancers don't have to face many problems in solo content. Thanks to their high-power AOE skills, they also reach the speed of the agricultural descent. Since they wear heavy armor, they can't use it as tanks and at the same time they have to watch their HP, especially when fighting alone against strong bosses. Because of their big critical output investing in life to steal substats is in place because it increases Bladedancer's survivability. The true power of Bladedancers appears in Their dance provides a big boost for the overall CP party, while stacks with other buffs from other party members. This is the main reason why most parties aspire to one Bladedancer. Bladedancers are also big damage dealers with AOE. Their only drawback is defense, and in some cases thanks to the large critical output to steal agro from the tank tank may run into problems with it because of a lack of survivability. PvP Play: Bladedancers are dangerous enemies for many opponents. Their spells have a really big impact out with some crowd control and passively hit a lot of criticism on the enemy. Their disadvantage is the lack of defensive ability, which also makes them an easy prize from heavy blows. Thanks to their dancing they are very useful on massive PvP like siege. View all the skills of bladedancers equipment in most cases use double words because they have skill skill for them. They can also throw all their spells but wear a spear, but the Bladedancers prefer Dualswords because they give them the best way out of damage. They also carry heavy armor, which provides them with additional protection against enemy attacks. Recommended Equipment Type Description Elements Dualswords or Spear Bladedancers use in most cases Dualswords as it comes out of its name. They can use a spear as well. Heavy armor heavy armor is the best option for Bladedancers because it adds passive bonuses to their overall defense. The Nassen Set accessory is a good choice for Bladedancer. Nassen Set significantly increases the speed that is useful when you need to chase distant enemies or escape from danger. View all the equipment Armor Appearance on the early journey Bladedancer, it mainly wears created leather armor, providing the main protection against enemy attack. The medium-grade Bladedancer usually wears heavy armor consisting of modified metals. Elite Bladedancers wear the best part of heavy armor that protects them from most major attacks and only a little weakness that can only be used by legendary enemies. GJ vavned, its very well translated and you did it in record time. @waza: it's a guide, and some of us don't need it, either because we don't/aren't ready to do BD or we already know all about BD (very unlikely ^^), and yes, I read a little, just to see how the trans salt shake, and about these superfluous things vavned said, although I did not find any xD \_\_\_\_\_ Abyss x7: Eva St. 79 Aegis OFF Wrath x9: SwordMuse 80 Random OFF Wind Rider 81 Ph34r OFF RPG-Club x5: Adventurer 77 OFF Hero with 16/11/2008 Bladedancers are Warriors with (mostly) offensive amateur group (dancing). They use heavy armor and double swords. All dances are only once and never quen. Many dances stack up with the usual buffs, so everyone likes to have Bladedancer (and/or Swordsinger) in the party, even if they themselves aren't exactly tough warriors. Dancing (and singing) is only the last 2 minutes, so you have dance again very often when playing this class. Key skills Format: Name (maximum level) - Description (Level Number of Achievements (..... Dancing edit Dance of Fire - Temporarily increases the critical damage of the party. Just double swords. (40) Dance of Light - Temporarily bestows the sacred power of the physical attack of the party. Double Double Only. (43) Dance of Inspiration - Temporarily improves the accuracy of the party. Just double swords. (46) Dance of Mysticism - Temporarily increases the party of M. Ask. Just double swords. (49) Concentration Dance - Temporarily increases the cast batch of Spd., and reduces the magical rate of cancellation. Just double swords. (52) Warrior Dance - Temporarily increases the party of P. Atk. Just double swords. (55) Fury Dance - Temporarily increases the Atk party. Spd. Just double swords. (58) Earth Guard Dance - Temporarily increases the party's resistance to Earth's attacks. Just double swords. (62) Dance of Protection - Temporarily bestows his party to resist damaging terrain. Just double swords. (66) Aqua Guard dance - Temporarily increases party resistance to water attacks. Just double swords. (70) Vampire Dance - Partially restores the HP party using the damage done to the enemy. Damage caused by a skill or remote attack is excluded. Just double swords. (74) Other active edit Aggression (12) - Provokes the desire of the enemy to attack. (24-3/28-3/32-2/36-2) Attack Aura (2) - Temporarily increases P. Atk. Conflicts with the clerical Might Buff. (10/28) Confusion (19) - Throws the enemy into confusion and forces them to change the target of their attack. (24/28/32/36/40/43/46/49/52/55/58/60/62/64/66/68/70/72/74) Aura Defense (2) - Temporarily increases P. Def. Conflicts with The Bull's Stationery Shield. (5/20) Arrow deviation (2) - Increases protection against bow attacks. (24/32) Drain Health (53) - Absorbs HP. (15/2/20/2/24/3/28/3/32/3/3/3/40/3/3/46-3/49-3/3/40 52/3/55 '3/58/3/60/2/62/2/64/2/2/68/2/70/2/72/2/74) Freeze Strike (24) - Instantly freezes target area. Temporarily reduces the speed of the enemy. (36-2/40-2/43-2/46-2/49-2/52-2/55-2/58-2/60/62/64/66/68/70/72/74) Hex (15) - Reduces P Def Instantly. (40/43/46/49/52/55/58/60/62/64/66/68/70/72/74) Poison (5) - Poisonous Target. (20/49/58/66/74) Poison Blade Dance (3) - Sword emits a cloud that poisons nearby enemies. Just double swords. (55/60/72) Power Gap (17) - Instantly reduces the opponent's P. Atk. (32/36/40/43/46/49/52/55/58/60/62/64/66/68/70/72/74) Sting (49) - Inflicts a serious bleeding wound on the enemy. Used with a sword, dagger or two hand of arms. You may overwork. (24-3/28-3/32-3/36-3/40-3/43-3/46-3/49-3/52-3/55 3/58-3/60-2/62-2/64-2/66-2/70-2/72-2/74-2) Final Defense (1) - Instantly increases P. Def. and M. Def. Significantly. The user must remain in place until it takes effect. (20) Passive editing of dual weapons Mastery (37) - Increases the force of attack when using a dual weapon. (40-3/43-3/46-3/49-3/52-3/55-3/58-3/60-2/6 2/64-2/66-2/68-2/70-2/72-2/74-2) Focus Mind (6) - Increases its MP recovery speed. (36/43/49/55/64/72) Heavy GunManage (15) - Increases Its P. Def., When One Wears Heavy (20-3/24-3/28-3/32-3/36-3) Sense of Shadows (1) - Increases accuracy at night (15) Outdated weapons skill (5) - - P.def for heavy/p.def and dodging for light armor. (5/10-2/15-2) Weapon Mastery (3) - Attack Power increases. (5/10/15) Equipment (edit) On c-class, a full set of plates will be optimal, as other heavy sets offer no bonus that costs less than pdf. On the B-Class, the blue wolf is the heavy set of choice - and it looks pretty darn good on darkelves, too, especially with double samurai longsword. On-class, as always, one has a wide range of good options; Tallum is probably the best. Double swords up to the B-Class can be made from materials from the store (and crystals or later double brand crafts). The real problem is, however, to get a double sword class, because for this you have to get two swords (maybe Keshanberk and Damascus). And while you can safely hold another weapon at 3 and give them a crystal for SA, with double swords you have to overenchaut up to No 4 and in doing so you run the risk of breaking your weapon, however if you succeed they will bestow additional effects on the weapons. Bladedancers need the following spell books: Level 40: Hex. Playstyle edit Bladedancers are pretty good soloplayers, but why go solo if the sides are so much more effective and Bladedancers are usually very welcome in them. (edited) Bladedancers is a special class that combines group buffs with significant offensive fighting power. The class itself is no longer so bad, but their real strength only appears in groups, because many dances stack up with effects from normal buffers. In addition, they have a number of debuffs against opponents like Hex, etc. Bladedancers specialize in the use of double swords. They can only use heavy armor effectively. Effectively.

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