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To switch to content after reaching base and work level 10 as a novice, as in the classic game, Ragnarok M: Etneral Love (Ragnarok Mobile) players also provide an opportunity to choose between six 1st Classes. It is often advised to choose a class suitable for your style of play and, most importantly, for the one you will like. But having a basic understanding of the strengths and weaknesses of each class can really help you make a better choice and avoid straying in a frustrating way. Oh! and that the selection screen you encounter during the initial character creation (shown above) doesn't affect what class you become, it's just a nice preview. 1st Job2nd JobRebirth SwordManKightLord Knight CrusaderPaladin MagicianWizardHigh Wizard SageScholar ArcherHunterSniper BardClown MerchantBlacksmithWhitesmith AlchemistCreator TheifAssassinAssssin Rogue CrossStalker AcolytePreistHigh Preist MonkChamp Yuionp, this is a big class tree to choose from. For now we're going to cover some of the most popular picks from each base class. Tanks are in high demand for endless tower, MVP and Guild Valhalla Raid Party. Weakness Slow Farmer early to mid-game. (In nagan weapon and guild runes, the bash is easily outclassed by a SinX sonic blow). Tanking a higher-tier MVP's outclassed by Paladin.Melee can't tower the farm (stand in one place using presence warning skills). Farming time can be wasted walking around where crowds are killing other players before you can land the first hit. High Wizard Best AOE DPS (Meteor Storm). Arguably the best farmer. Crowd control skills are very useful in the WoE, Endless Tower, MVP and Guild Valhalla raids. Meteor Storm Skills need to unlock guild runes. (Requires the use of large gold medals that are achieved through guild donations with expensive boss materials) Limited farming opportunities, because optimal farming requires one hitting the crowd. Strength Very good one goal dps. Great to get the last hit MVP. A more flexible farmer than a wizard, as a single shot is not required. A larger range increases promising tower mode in farming places. Weakness weak PvP and WoE due to lack of defensive skills. Strength Very good farmer. (Hammerfall AOE Build) Bonus processing materials where farming (can be sold by NPC or used in craft consumption/equipment) zeny enhancement skills include extra zeny when farming, discount NPC purchases, return auction fee for unsold items, increased zeny for sale on NPC. A skill that increases success in refining equipment. Weakness Requires large SP regen equipment to maintain farming speedVery limited farming places. The optimal use of hammerfall requires space where crowds spawn close to each other. Assassin Cross Strength Very single-purpose MTF. It's easier farming early in the game compared to the swordsman tree. Great WoE on stealth and high mobility mobility Weakness Low priority is Endless Tower, MVP and Valhalla Guild Raids.Same melee shortage like Knight. Strength Best support in the game. Essential Endless Tower, MvP and Guild Valhalla Raids. Weakness is hard to level and holding early in the game. Do you get dressed up? Check out our Newbie Guide to Home Games Ragnarok Mobile What class to choose from (Beginner Guide) RELATED Jump to content After reaching base and work level 10 as a novice, like the classic game, Ragnarok M: Etneral Love (Ragnarok Mobile) players are also given a choice among the six 1st Working Classes. It is often advised to choose a class suitable for your style of play and, most importantly, for the one you will like. But having a basic understanding of the strengths and weaknesses of each class can really help you make a better choice and avoid straying in a frustrating way. 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The skill that is increasing is increasing refining of equipment. Weakness Requires large SP regen equipment to maintain farming speedVery limited farming places. The optimal use of hammerfall requires space where crowds spawn close to each other. Assassin Cross Strength Very good single goal dps. It's easier farming early in the game compared to the swordsman tree. Great WoE on stealth and great mobility skills. Weakness Low priority is Endless Tower, MVP and Valhalla Guild Raids.Same melee shortage like Knight. Strength Best support in the game. Essential Endless Tower, MvP and Guild Valhalla Raids. Weakness is hard to level and holding early in the game. Do you get dressed up? Check out our Newbie Guide to Home Games Ragnarok Mobile What Class To Choose (Beginner Guide) RELATED Loading Check out our full guide to Ragnarok M: Etneral Love classes, evolution, and builds. The game does not yet have all the classic Ragnarok classes, but they are already scheduled for future updates. Before you start, keep in mind that there are no better classes than others. All are very balanced and the choice depends on your preferences. Pupil All characters begin as a pupil before they reach level 10 and complete the quest to choose the main class. Keep in mind that all your attributes will be reset when a new class is earned, so even if you want to be a magician, put points of strength and agility as a learner. Evolving: cardinal, archer, wizard, thief, newbie, and trader. Build: Strength, Vitality and Dexterity First Class First Class are available to 10 students at a level. They are: sword, archer, wizard, thief, novice, and trader. Swordsman Swordsman is a typical melee class focused on attack and defense. The class is engaged in physical damage and has high durability, so they are usually reservoirs. Evolve into: Knight and the Templar Build: Strength, Vitality and Dexterity Archer Archer is a class that engages in far-reaching physical harm. It has always been the easiest level for Ragnarok, because it deals with a lot of damage while staying at a safe distance. A very important factor for archers (and all their updates) is the ability to use specific elements of arrows to deal more harm to certain monsters. Evolve into: Hunter and Shooter Build: Agility, Dexterity, and Success/Vitality Mage Mage is a class that engages in magic damage. As an archer, it is one of the easiest classes at the level because it deals with a lot of damage and has many features, and is very popular with countries. Mages has spells of various elements which, if used against the right monster, deal with additional damage. Evolve into: Witch and Sage Build: Intelligence and Dexterity Thief Gatuno is a secret class game. It's not very difficult, but has a high dodge rate and self-rig abilities, and causes a lot of physical damage. Evolving into: Mercenary and Rogue Build: Strength, Agility, and A rookie rookie is a support class game. From From Skills are amateurs, it can be quite difficult to level up on your own. But class is necessary for parties, so it will not be difficult to find help. Evolve into: Priest and Monk Build: Intelligence, Vitality and Dexterity traders are the most hybrid class 1 in the game. Their skills are not about struggle, but about buying cheaper items and selling them more expensively. It's the hardest class to level up on its own because most of her skills are trade-oriented. Evolving into: Smith and Alchemist Build: Strength, Vitality and Dexterity Second Grade (2-1) Grade 2-1 is a direct evolution for the first grades and is at work level 40. All of them usually retain the same qualities and qualities as in previous classes, but have a wider range of skills, and some have more than one promising build. Knight knight is

the sword of direct evolution. This classic tank is very cool and dealing with good damage, so it can smooth itself out for a long time, and is a very good hunting MVP. Evolving: Lord or Runic Knight Classic Build: Strength, Vitality, and Dexterity hybrid build: Strength, Agility/Vitality and dexterity (balancing agility and vitality) Hunter Hunter (or Hunter) is a direct evolution archer. Follows the same basic features and attributes as the previous class, but with many more skill options related to the use of animals and traps. Historically, it has always been one of the easiest classes to level in itself. Evolve into: Sniper or Sentry Classic Build: Agility and Dexterity Build Critical: Agility and Dexterity/Success (Balancing Dexterity and Success) Wizard Warlock is a direct evolutionary wizard. It has exactly the same basic characteristics and characteristics, but with a much wider range of abilities and roads focused on area damage (AoE). This is one of the most desirable classes for countries because it has one of the best DPS in the game. Evolve into: Archmage or Stealth Build: The Intelligence and Dexterity of a Mercenary (or Assassin) is a thief of direct evolution. Their style of play remains the same, is exclusively an injury class with low resilience, but a high dodge rating. Mercenaries use daggers or cataracts and build the need to revolve around the weapon they choose. Evolving: Something or Sicily Build Dagger: Strength, Vitality and Dexterity Build Katar (Critical): Strength, Agility, and Success. Priest priest is a direct newcomer to evolution. You could say that the most useful class in the game, because it is only a purely favorable one. He has the best cures and best amateurs and hardly alone, but is necessary for any country. Evolve into: High Priest or Archbishop Classic Build: Vitality, Intelligence and Dexterity Exorcist Build: Intelligence and Dexterity Smith Smith is a direct evolutionary trader. It is very versatile because it does a lot of damage and applies great amateurs to yourself and the rest of the group. This is perfect for leveling only the zenys of farming. Evolving into: Blacksmith or Mechanic Build Tank: Strength and Vitality Build DPS: Strength and Agility/Vitality (Balancing Agility and Vitality) Second Class (2-2) Class 2-2 is another evolutionary alternative in grade 1 and can also be found at work level 40. They are usually more hybrid and less unilateral classes than 2-1 classes. In some cases, the main signs completely change above 1 classes. The Knight Templar Templar is another evolution of swords. This is one of the most versatile classes in the game because they can play tank, support and DPS (injury per second) roles. Like riders, they are very strong. Because of their skills, the Templars have several support options that make them even more durable, such as cures, shields, amateurs and other spells to protect the country. Evolve into: Paladin or Royal Guardian Classic Build: Strength, Vitality, and Dexterity Create a Full Tank: Vitality and Intelligence Create Full Support: Vitality, Intelligence/Dexterity (Balancing Intelligence and Dexterity) Bard/Odalisca Bards and Odalisks still not ragnarok mobile. Wise wise men don't yet ragnarok mobile. Trickster Scams is another thief evolution. It is a versatile class that can attack from near and far, depending on the weapon used. Their abilities are unique and can disarm opponents, remove equipment and plagiarize skills. Evolve into: Disruptive or Renegade Build Dagger: Strength, Agility and Dexterity Arch Build: Agility, Dexterity, and Luck Build Remover: Intelligence and Dexterity Monk Monk is another novice evolution, but it has nothing to do with support. The class focuses on physical harm, so its main features are completely altered. Monks are a little more versatile characters because they still keep novice amateurs while dealing with insane damage. His main difference is the supreme asura fist skill, which can cope with unparalleled damage in just one blow, making it perfect for hunting MVP or foiling PvP opponents. Evolve into: Master or Shura Build Asura: Strength, Intelligence, and Dexterity Build Combos: Strength, Agility, and Success Alchemist Alchemist is another evolution of traders. This is probably the most expensive class in the game because it requires a lot of equipment and materials to prepare potions and other items. This is a DPS class that also applies to amateurs and debuffs. This is certainly not suitable for beginners. Evolve into: Developer or Biochemical Acid Build: Strength, Intelligence, and Dexterity Build Homunculus: Strength, Intelligence and Vitality of Transclasses (2-1) Transclasses 2-1 (or transcendental classes) are available to all players who choose to be reborn after reaching the maximum level. When this is Your character will return to level 1 as Pupil T. After Pupil T., you will again choose from 1-1 classes, which in turn will move to transclasses. Example : Pupil T. becomes a magician T. Then you can choose between Archmage or teacher. You don't have to go through a revival. So, from the second class you can go straight to the third, do not go through transclasses. The Lord Lord is the direct evolution of the T sword. The class follows with the same characteristics as the Knights. Archmage Archmage is a direct evolution wizard T. Class follows with the same qualities as wizards. Sniper Sniper is a direct evolution archer T. Class sequence with the same characteristics as hunters. Blacksmith Master is a direct evolution of traders T. Class so with the same characteristics as blacksmiths. Something is a direct T-cat evolution. The class follows with the same characteristics as mercenaries. The High Priest is a direct evolution of the novice T. The class follows with the same characteristics as priests. Transclasses (2-2) Transclasses 2-2 is the second evolutionary variant of the first transcendental class after The Apprentice T. The rules are exactly the same as transclasses 2-1. Paladin Paladin is the direct evolution of the T sword. The class follows with the same characteristics as the Knights Templar. Evolve into: The Royal Guardian teacher teacher is a direct evolutionary wizard T. Class follows with the same qualities as the Wise Men. Minstrel/Gypsy Menestrel and Gypsy are direct evolution of T-archers. The classes have the same characteristics as Irma and Odaliscas. Evolve into: Troubadour and Muse Creator Creator is a direct evolution of traders T. Class following with the same characteristics as alchemists. Rowdy dangerous is a thief of direct evolution. The class has the same characteristics as Rogue. Master Teacher is a direct evolution novice T. Class sequence with the same characteristics as monks. Third grade (3-1) Third grade is the last game and is a direct transcluss (if you bounce back) or second grade. Rune Knight Rune Knight is the direct evolution of the Lord or Knight and thus the same qualities. Secret Secret is the direct evolution of Archmage or Warlock and meets the same characteristics. Sentinel Sentry is a direct evolution of a sniper or hunter and meets the same characteristics. mechanical mechanical is the direct evolution of a blacksmith or blacksmith and meets the same characteristics. Sicily Sicario is a direct evolution of Algoz or mercenaries and meets the same characteristics. The archbishop is the direct evolution of a higher priest or priest and meets the same characteristics. Third class (3-2) Third grade 3-2 is second chance from trans classes (if rebound) or from second grade. The Royal Guardian Royal Guardian is a direct evolution of paladin or templars and meets the same characteristics. The wizard of the sorcerer is the direct evolution of the Master or Sage, which are characterized by the same characteristics. Troubadour/Muse Troubadour and Muse are the direct evolution of Minstrels and Gypsies or Bards and Odalisks, and continue with the same characteristics. Biochemical biochemical is the direct evolution of the creator or alchemic and follows the same characteristics. Renegade Renegade is a direct evolution of Rioter or Rogue and meets the same characteristics. Shura Shura is a direct master or monk evolution and meets the same characteristics. Characteristics.

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