Ragnarok m eternal love spear knight guide

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Loading agi crit Lord Knight guide Agi crit Lord Knights are the only build that can go pure agi crete without having to sacrifice their HP pool, this is because the Lord Knights have the highest HP pool in the game, and with this advantage, Lord Knights can focus on pumping their damage to the max. Stats 70-90 str40-60 agi40-60 vit40-60 Onion Swordsman Skills10 Sword Mastery10 Bash1 Magnum Break9 Increase Recuperation55 Taunt tolerate Knight Skills10 Lord Aura5 Concentration10 Sword Parry5 Call of Justice10 ignore def 5% and hp recovery rate 10% clarify atk No 10 Pdef No 40 Lower Limit Upper Limit Upper Limit Advanced Bag of Plush Boots Cards normal attack masterytauntaura bladeone side quickencavalry masteryconcentration - That's good, to invest on ignoring the def equalizer in case, If you don't reach the 100 crit bash build lord knights there is one job to bash their way to level 99. Bash skill may be the first skill to work, but with the right equipment and cards, Bash can be just as powerful as any third-class skill, not to mention low skill delay and tons of run and run to support it. Stats 80-99 str30-50 vit00-40 dex Swordsman Skills10 Sword Mastery10 Bash1 Magnum Break5 Increase Recovery7 Taunt7 suffer Knight Skills5 Cavalry Combat5 Cavalier One Hand Kwicken10 Aura Blade10 Endure5 Bowling Bash Lord Knight Skills10 Lord Aura5 Concentration10 Sword Parry5 Call of Justice5 HP Alight5 Frenzy ignore def 5% and recovery rate hp 10% clarify atk No 10 - pdef No 40 Lower limit Upper limit cards ignore def 5% and recovery rate hp 10% clarify atk No 10 - pdef No 40 Lower limit Upper limit cards ignore def 5% and recovery rate hp 10% clarify atk No 10 - pdef No 40 Lower limit Upper limit cards ignore defadvanced sword masterybashtauntsword masteryaura bladecavalry masteryconcentration - Use a magnum break before using the bash Be sure to make your bongun card Be careful with your sp pool Use a warm/hot dish to enhance the piercing efficiency/spiral piercing to the powerhouse, When it comes to defeating the monster boss. With the skill of a puncture that can make x3 a hit on big monsters. On top of that, Lord Knights have many attacking enhancement skills, making them hit even harder. In general, pierce lord knights sit on top of all classes when it comes to boss hunting, of course, when equipped properly: D Stats 80-99 str30-50 vit00-40 dex Swordsman Skills10 Bash1 Magnum Break10 Increase Recovery9 Taunt10 To endure Knight Skills5 Cavalry Combat5 Cavalry Mastery10 Spear Mastery10 Pier5 Pierce Steel Lord Knight Skills10 Lord Aura5 Concentration Spiral Pier5 Call of Justice5 HP A5light Recovery hp 10% clarify atk No 10 y pdef No 40 Lower limit Upper Limit card ignore deftaunpiercespiral pierceSpear Mastery10 Spear Mastery10 Pier5 Pierce Steel Lord Knight Skills10 Lord Aura5 Concentration Spiral Pier5 Call of Justice5 HP A5light Recovery hp 10% clarify atk No 10 y pdef No 40 Lower limit Upper Limit card ignore deftaunpiercespiral pierceSpear Mastery10 Pier5 Pierce Steel Lord Knight Skills10 Lord Aura5 Concentration Spiral Pier5 Call of Justice5 HP A5light Recovery hp 10% clarify atk No 10 y pdef No 40 Lower limit Card ignore deftaunpiercespiral pierceSpear Mastery10 Pier5 Pierce Steel Lord Knight Skills10 Lord Aura5 Concentration Spiral Pier5 Call of Justice5 HP A5light Recovery hp 10% clarify atk No 10 y pdef No 40 Lower limit Card ignore deftaunpiercespiral pierce Spiral Pier5 Call of Justice5 HP A5light Recovery hp 10% clarify atk No 10 y pdef No 40 Lower limit Card ignore deftaunpiercespiral pierce Spiral Pier5 Call of Justice5 HP A5light Recovery hp 10% clarify atk No 10 y pdef No 40 Lower limit Card ignore deftaunpiercespiral pierce Spiral Pier5 Call of Justice5 HP A5light Recovery hp 10% clarify atk No 10 y pdef No 40 Lower limit Card ignore deftaunpiercespiral pierce Spiral Pier5 Call of Justice5 HP A5light Recovery hp 10% clarify atk No 10 y pdef No 40 Lower limit Card ignore deftaunpiercespiral pier5 Call of Justice5 HP A5light Recovery hp 10% clarify atk No 10 y pdef No 40 Lower limit Card ignore deftaunpiercespiral pier5 Call of Justice5 HP A5light Recovery hp 10% clarify atk No 10 y pdef No 40 Lower limit Card ignore deftaunpiercespiral pier5 Call of Justice5 HP A5light Recovery hp 10% clarify atk No 10 y pdef No 40 Lower limit Card ignore deftaunpiercespiral pier5 Call of Justice5 HP A5light Recovery hp 10% clarify atk No 10 y pdef No 40 Lower limit Card ignore deftaunpiercespiral pier5 Call of Justice5 HP A5light Recovery hp 10 y pde card is your best friend Using puncture on medium and large monster monster monsters monsters on Small Monsters Be careful with your sp pool Use warm/hot dish to increase the effectiveness of Rune Name Rune Description Ignore DEF5Ignore 1% DEF when using swordNormal Attack5Damage for swordNormal Attack5Da Attack No 3%Def3Gain 1 DEF for each 5 AGIMDef3MDEF No 10Advance Sword Mastery 10Ignore 1% DEF when using swordsBash10 Bash damage 10%Taunt to 1.5mEndure3Unlimit blocking the number of Endure for Endure skill Lv X 0.5) sec. Adjusted amount of 0.5 amount o euros per mine pointSword Mastery3P.ATK from Master of the Sword (60%Heart steel2)Heart of SteelSN2)Heart of SteelSN2)He damage from small monster size Cavalry craftsmanship Lv X 1% Brandish Spear 5Damage vs. mid-size enemies with Brandish Spear (3% Concentration -7%Lord's Aura2Lord's Aura2Lord 10% Joint Beat 6 Joint Beat Damage (15% Spiral Pierce 2 Skill Range Spiral Pierce 0.5 mBerserk CD3 Berserk Skill CD -7% Berserk FLEE Penalty -12% Fury Bers of diseases for the next 2 seconds. 2 duration with each run point Relax3Learn Stress Relax Lv. 1: Relax muscle and recovery speed HP 100%Spear Boomerang3Learn Spear weapon for use. P.ATK (100% and 20% distance at each tiny pointSpear Boomerang B II2) has a 15% chance of reducing the target rate by 20%. A 15% chance and a 20% reduction in speed for each runreflect Shield3E point is the effect of the Counter Attack on Shield Reflection. Reflection the damage to the melee received at the base cost of 5 x 10% DEF real damage. The duration will last for the Counter-Attack Lv X 2 sec. Base 5 for every 20 pointCounter magic1Reflect 15% Magic Damage, if Counter Attack is in the Reflect ShieldCounter1Counter 8% Ranged P.Damage range, if Counteroffensive is in Reflect ShieldCharge Attack, instantly rush to the enemy and deal 200% P.ATK. Charging a distance of 1m and 50% damage for each point of opportunity3Obtain 'Seize Opportunity' lv 1 consume the Chase stack to solve Skill Lv X 150% P.Damage to the goal affects the damage. Profit 1 stack per minute, up to 3 totalPursuit3Normal attack have a 10% chance of chance 1 sec.3 sec. if the attack is crucial Lord Knights are one of the most powerful and universal classes of work in the world Ragnarok M: Eternal Love. They have a great combination of insanely high damage power and the defensive abilities of the tank. In this guide we will teach you how to build your Lord Knight stats, skills, equipment and run and for all three LK builds: AGI Crit, Bash and Pierce builds. Review There are three main types of Lord Knights, and each of them have its pros and cons: AGI Crit Builds. auto-attackers, relies on high ASPD and Crete for damage, virtually no consumption of SP Bash Build - a versatile build, relies on Pierce's skill for damage, great against big monsters and MVP Hunts Run and some equipment they need in order to cause decent damage. If you are just starting out, we strongly recommend farming Masters or Whitesmith to build. For 4es, I recommend using this table for reference. AGI Crit Knight Build Stats Build 90 AGI 60 VIT 40 LUK 40 for AGI Crit Knights, AGI and LUK will be what will make you build AGI Crit. However, you want to have at least 90 STR. After all, the fast attack speed and speed of Crete mean nothing if you don't have high base attack damage. Skill build Sword S element. You only need 1 point here as the positive duration effect and bonus damage remains the same from Lv 1-10. For your defensive and tank skills, get increased recovery, ridicule and endure. Knight Cavalry Mastery 5 One Hand Fast 10 Aura Blade 10 Max Taunt / Endure One Hand Kwicken and Aura Blade are your best friends to pump up your damage and ASPD, giving you a high overall DPS auto attack. Lord Knight and Lord Knight skills are pretty simple, you want as much harm and ASPD lovers as possible. Equipment Weapons Holy Avenger Flamberge / Cutlus Off-Hand Fox Wrist Bracer - Noble Bracer Headdress Cat Ear Beret / Bafo Horn Hockey Mask / Nut on the Head Spiked Scarf / Pipe Devil Wing Marchosias Tail Armor Mink Coat - 'Gt; Beast Heart Tights Clothing Cotton Shirt - Undershirt Shoes Rune Blade EmpowerEd Cavalry Knight Knight Knight Build Stats Build Pierce and Bash Knights only only Maximum two stat attributes: STR for maximum damage and VIT for tankiness and survivability. Just rush to STR as much as possible- you won't need to take the damage if your targets are dead in 1 stroke! You can put a little DEX early on for some HIT, but at the end of the game you can rely on Ran and Lord Knight Concentration skill for 50 HIT. Skill to Build Swordsman Bash 10 Sword Mastery 10 Magnum Break 1 Taunt 10 Endure 5/9 Increase Recovery 4 (if tolerated 5) Bash will be your main offensive bread and butter skill (spirit). The Bash Knights almost overpowered during a late game. Once you complete your gears and 10 Bash Runes, your Bash will cause an insane amount of damage, capable of 1 or 2-shotting your goals, not to mention the 30% chance of stunning. The Bongun card deposited in your Handbook is very important for increasing your Bash damage. Get 1 point on Magnum Break for a 20% bonus damage and a Fire element. You only need 1 point here as the positive duration effect and bonus damage remains the same from Lv 1-10. Knight Cavalry Fight 5 Cavalry Mastery 5 Heart steel is a great skill for tanks. Leave one hand to Kviken at 5 as a requirement for Parry LK's sword. Bowling Bash is an optional offensive skill. Aura Blade does not affect Bash damage, only automatic attacks. But at the end of the game, there is a Run that gives an ATK bonus based on its skill level. By then you should have maxed it. Lord Knight Concentration 5 Aura Lord 10 Head Crush 10 Call Of Justice 5 Sword Parry or HP Alight and Frenzy As Lord Knight, most of your skills such as the aura of the Lord, Concentration and Call of Justice are all necessary buffs to increase your damage further. The rest of the skills are more defensive and optional and depend on your preferences. Equipment Weapon Cutlus - Nagan Off-Hand Floral Bracelet - The Rose Bracelet Headgear Cat Ear Beret / Bafo Horn Hockey Mask / Nut on the Head Spikes Scarf / Pipe Devil Wing Marchosias Tail Armor Tights Clothing Ancient Boots Cape Rune Shoes - Rune Boots Accessory STR Ring - The Frozen Roses Ring Mathir's leash for MVP Hunting Run Bash 10/10 Ignore Def Sword Mastery - Advanced Sword Mastery Aura Blade Empower cavalry Knight Concentration Pier Build Stats Build Pierce and Bash Knights need only max two stats attributes: STR for maximum damage and Just rush to STR as much as possible- you won't need to take the damage if your targets are dead in 1 stroke! You can put a little DEX early on for some HIT, but at the end of the game you can rely on Ran and Lord Concentration skill for 50 HIT. Skill to Build Swordsman Bash 9 Magnum Break 1 Increase Recovery 10 Taunt 10 Endure 10 Pierce builds use spear weapon, so that Another Knight builds, switch Sword Mastery for Spear Mastery 10. Get 1 point on Magnum Break for a 20% bonus damage and a Fire element. You only need 1 point here as the positive duration effect and bonus damage remains the same from Lv 1-10. Knight Cavalry Fighting 5 Cavalry Mastery 5 Pier 10 Spear Mastery 10 Heart Became 0-10 Aura Blade 10 Pier will be your main offensive prowess. The main value of Pierce's skill lies in its damage modifier size - it does 1/2/3 times more damage to small/medium/large monsters, respectively. That's why the Pierce Knights are great for MVP hunting as MVP bosses of big-sized mobs. Aura Blade does not affect Pierce's damage, only automatic attacks. But at the end of the game, there is a Run that gives an ATK bonus based on its skill level. By then you should have maxed it. Lord Knight's Aura Lord 10 Concentration 5 Call Of Justice 5 Spiral Pier 10 HP Alight 5 Frenzy 5 As Lord Knight, Aura of the Lord, Concentration and Call of Justice - all necessary buffs to increase your damage further. Spiral Pier is great for hitting small targets. Equipped with a weapon pole axe - Halberd Ivory Axe Off-Hand Floral Bracelet - a Rose Bracelet headgear Cat Ear Beret / Bafo Horn Hockey Mask / Nut on the head spiked scarf / Pipe Devil Wing Marchosias Tail Armor Tights Clothing Ancient Boots Of Cape Rze Shoes - Rune Boots Accessory (Reduce Atk Effect) Concentration Card (Garment) - Agi No.5 Men's Card Thief (Footgear) Crete No 10 Bash Build Bongun Card (Deposit) - Reasons Bash to be affected by STR Any build (AGI Crit /Bash/Pearce) Small Card (weapon) - Damage to large monsters, Atk No. 15 Deviruchi Card (headdress) - STR No 2 Mantis Card (accessory) - STR 5 Pets Complete Guide: How to Catch Pets and Taming Item and Location List AGI C Buildrit Baphomet Jr. Crete Damage No 5% Mandragora Seed Crete No 10 Yoyo ASPD No 5% Bash / Pierce Builds Deviruchi Attack 40 Baby Desert Wolf Ignore Def 5% Savage Babe Refined Attack 10 How to Maximize Damage Attack Full Guide: 15 Ways to Increase Your Physical Damage Attack Here are all the methods you can use to maximize your damage and be able to kill one shot monsters. Published February 6, 201919 February 9, 2019

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