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## Ninja gear guide bdo

ID Título Tipo de construção Classe Nível Visualizações Rating Comentários Encontro Nome do usuário class ID Título Tipo de construção Classe Nível Visualizações Rating Comentários Encontro Nome do usuário class id Downloading data from the Gear Progression in BDO server is very important. Black Desert Internet prioritizes AP and DP over character levels. With the right armor, weapons and enhancements you can target enemies on your way. Without the right gear, you will have a hard time progressing in the game. HAPPY BDO Gear Progression! Armor, weapons and accessories can have a level increase that improves its statistics. For example, increased defense points (DP), attack points (AP) and many other statistics. PEN (V) +20 (best/maximum) TET (IV) +19 TRI (III) +18 DUO (II) +17 PRI (I) +16 +15 to +1 Gear in BDO is rated as uncommon and color coded. This class of gear often shows us how valuable and powerful armor, weapons or accessory are compared to similar gear. Red class - the best class yellow class blue class green class white class - don't touch! ☺ TIP: There are no character-level restrictions on enhanced armor, weapons, and accessories. Even a Level 1 symbol can wear the best PEN (V) boss gear. The main advantage of armor is that it offers a GP (Defensive Points). It's a combination of evasion and harm reduction. This means you will shy away from monster hits more often and reduce the damage they are dealing with you. Benefits of Armor: Install power-ups - wear two or more of one gear type and get buff Crystal Slots - customize your gear and add extra stats to Element Effects - buff for wearing this piece of armor. For example, weight restrictions and health points increase, etc. sharing Gear with Alts: Most gears can be shared between all your characters, putting them in storage in a storage custodian located in most major cities. You can also transfer the transmission to Alt via a wagon (mounts that have a transfer to them can only be remotely assembled to the nearest &#x26;Stable keeper=&#x26;.) Weapons and auxiliary weapons (aka secondary weapons) are class-specific. Some weapons may be in common with more than one class. The main weapon of personnel, for example, is used by the mothers and wizards. Steel Dagger's barrel is divided between a whoa, a craftsman, and a ranger. The arms awakening can only be equipped with level 56+ characters who have completed their class of a specific awakening quest line. (Archer is an exception to this rule, and he is limited to rookie Archer Awakening Arms to level 56.) The awakening of a weapon cannot be shared with another class. Feel a little embarrassed by all the data you can see in the gear item window? We have a combat and skills guide that will help you learn more about your character and why you may want more or evasion, etc. you can use a beginner quest and Naru Gear until you get enough wealth to start &#x26;Stable&#x26; &#x26;Stable&#x26;; on another transmission. Tuvala Gear is a good next step after Naru Gear, but is only available for seasonal characters on the season's servers. Naru Gear can be gained from completing the main line quest in Serendum. Press O, then the main tab to view your progress and see your rewards quest. There is also a possibility that Naru Gear will fall to this. (Naru Gear can abandon the monsters you're struggling with in balenos beginner zones, and later in Serendia and Mediah.) An example of PRI Naru Armor with PEN Naru Weapons It's a complete, 12 piece, Naru Gear set should be more than enough for novice players venting at Mediah (Lv. 51+) for the first time. The simplest hunting area in Media (Abandoned Iron Mine) has a gearbox recommendation of 75 AP and 110 DP. AP 97~103 (100) Accuracy 192 DP 140 Max HP 200 Max Endurance 100 Weight Limit 10LT Bonus AP 5 Defense Damage Reduction 69 Evasion71 Hidden Damage Reduction 10 Hidden Bias 179 Effects Attack Speed 4 Speed Casting 2 Speed 2 Naru Gear and Most Gears in BDO Must Be Enhanced To help you as you progress in levels and enter more dangerous areas. Naru Gear is easier than any other gear to enhance. For more information, please visit our Naru Gear Guide. For guidance on improving normal transmission, please review our Enhancement Guide. You have 6 accessory slots to fill with 2 rings, 2 earrings, 1 belt and 1 necklace. For beginners, accessories are recommended to prioritize AP or Accuracy over everything else. TIP: Be careful about accessory improvements. Accessories have more sophisticated enhancement rules and it can get very expensive. Even Naru accessories that are easy to enhance can start adding to the Cost of Beginner Blackstone. Always compare the cost / benefit of enhancing accessories. Typically, upgrading weapons and armor is first the best option and then looking at improving accessories. Naru accessories and novice black stones are given during the main quest line. Use them if you can. For other people who are having a hard time getting accessories, just buy some cheap from Marketplace. Bares is a good rookie AP focused accessory. TIP: Don't get used to accessories as a beginner. They don't have much bang for their money when compared to weapons. Naru accessories set is very nice, even based on statistics. Let's upgrade it to TRI and see what happens! Pay attention to the pleasant impulse for both AP and accuracy. But watch the cost of raising against the black stone cost! AP: 41 Accuracy: 27 Weight Restrictions: +40 LT PRI Chance of Boost: 70% CHANCE OF DUO ENHANCEMENT: 50% TRI Chance of Boost: 40% When You're Ready to Head to Mediah, At About 51, Your Accessories Kit Will Soon Be Replaced by a Set of Accessories This is the best uncapped set of accessories in the game and will last a long time. You can get them through searches at Calpheon, but it's more work to do it that way. View View Install the location map drops and quest details in our Asula guide. Hate the quest a lot?! I highly recommend you make the main line of the quest, even if you hate the quest. There are many, many, many benefits to it. (Inventory slots, 3 free pets, and other buoys. If you just want to hunt rather than quest for a while, you can also get good armor through Marketplace. Naru gear and other gear may fall from monsters, but it depends on luck. The basic and sub-weapons you get from the main storyline are enough for you to go through areas for beginners and even good at Mediah. However, quest chains can be quite long and you may hate the search. For players who don't want to depend on quest gear, or can afford more, there are plenty of options available on the market. But, we repeatedly see the same 4 weapons in the player's recommendations. Top 4 Recommended Basic Hand Weapons: Table Updated With: BDO Best Alignment Weapons and Starters (2018) Which one is better? I'm going to leave this up to you. Green class weapons just help you get to the best weapon. Don't invest too heavily in them as you want to focus on getting the boss the main hand as soon as possible. Do not raise the green class of the past TRI. Traditionally, players choose the highest AP, but there are also those who swear to Barça effective AP, etc. for more information from the pro-Bares camp visit the guide associated above. They also recommend maximum accuracy for the sub-weapon. Superior AP Sub Arms (Green Class for Beginners): Axion Shield: Warrior/Valkyrie/Guardian Steel Dagger: Witch/Wizard/Ranger Jubre Mascot: Sorceress oros Ornamental Knot: Berserker/Dark Knight Needle Trinket: Tamer White Horn Bow: musa/maeh Estice Kunai /Shuriken: Kunoichi / Ninja Scale Wambrace: Striker / Mystic Ganatta Ra'ghon: Archer Oros Witklari: Shay Mainhand - Elsh Elsh is often recommended, but it's a kind of pipe dream, because it's hard to get. The accuracy and damage of all kinds of buffs is the same as that of the boss of the Kzarka. The AP is low, but in later levels you can use your weapon waking up more, depending on your class, style of play and level. Elsh precision and damage buff will make you do more damage with your awakening skills. He also has a 5% chance of healing HP on impact. But Elsh weapons are only obtained through one quest ([Boss] Black Spirit and Giant Imp) and can be tricky to get through Marketplace. Raising can be difficult and expensive. In addition, Kzarka boss arms are the easiest gear boss to receive. So any green class of weapon you choose, it probably won't last long. Rosar Rosar provides 2 crystalline and has the highest AP of all green-class weapons. (unless an effective AP is calculated.) In my humble opinion, if you are not satisfied with the main line of the quest quest Just buy extended weapons that are cheap from Marketplace. All the main recommendations: Elsh: Additional damage to all, high accuracy, 1 Crystal Rosar slot: High AP, 2 Kalis Crystal Slots: High AP, 1 Crystal Slot Azwell: Medium AP, 1 Crystal Slot, Good Precision Krea: Medium AP, 2 Crystal Yuria Slots: 1 Crystal Slot, increased Human Damage (Good for PVP) Bars: High Effective AP (Additional Damage to All Kinds), 1 Crystal Armor Slot Pieces Can Be Upgraded to +5 Without Chances Grunil and Hev Are The Most Recommended Armor Kits Grunil Armor Set: 2 Crystal Sockets: Allows sockets to better attack speed, speed of movement, and evasion. Powerful set effects: 2 piece set effect: +5 AP 3 piece set effect: +150 HP 4 piece set effect: +2 AP Heve Armor Set: 2 Crystal Sockets: Allows sockets to higher attack speed, speed, and evasion. Powerful set of effects: 2 piece set effect: +250HP 3 piece set effect: +50HP weapons and armor NPC stores in the regions of Hafreon and Serendia sell already enhanced gear. This list is kind of the latest list if you can't find anything on Marketplace. I don't see this kind of thing happening, but you never know! NOTE: The silver value of this NPC sold gear may be more expensive than the Central Market at the moment! Check there first. Root Treant accessory set is easy to buy from Grandus in Hafreon. It is located &#x26;Armor vendor=&#x26;;near North &#x26;Storage keeper=&#x26;. The set gives a nice bonus to Weight Limit: +150 LT and has a ton of accuracy. This set has a higher AP than unenhanced Bares, but is lower than most other budding sets like Jarrett's. But it's good enough to move from calpheon to Mediah if you like the challenge. Root Treant Set Stats: 21 AP 90 Accuracy 150 LT 5 Harm Reduction Total Set Cost: 2 Million Silver → → Gear Progression at Calpheon: Level 30+ Hafreon offers plenty of gear options. However, I recommend sticking to Naru gear from the main quest line. Watch out for boosts, especially on your weapons and armor. Wait to improve accessories until later because it's expensive in Beginner Black Stones. Here's another version of the accessory that isn't necessary, but you can have fun getting them anyway. Treant Spirit accessories kit obtained by hunting in SW Calpheon. The set gives a nice bonus to Weight Limit: +130 LT. This set trades Accuracy for the AP versus the Root Treant set. Treant Spirit's Set Stats: 33 AP 26 Accuracy 130 LT 5 Harm Reduction Treant Spirit's Set Drop Locations: Necklace: Treant Forest Ring: Mansha Forest Earring: Lake Kaia (Catfish) Belt: Rhutum Outstation → → → I'm including these, just for the sake of this completion. At least you can sell them on marketplace for extra silver. Has to Kill the Quest Chain, which will reward you with 3 diamond earrings. The earring of the deed is &#x26;Storage&#x26; &#x26;Armor &#x26; &#x26;Armor&#x26;; Blue Class AP Earrings with 5 AP and 2 Precision. These quests are available for Lv. 51 or higher characters. Just enter the Hexe Sanctuary node area and you will automatically get a quest. The Hex Sanctuary is located south of hafreon and east of Bera. Before you leave the hafreon territory, you'll want to see if you're eligible to get up to three Cliff weapons. (Home, Sub-Weapons and/or Awakenings) The best time to complete quests for these weapons is at level 55 and below. When you're 56+, quests change and much harder with 3 players recommended. Cliff weapon quests for new or returning players only. The new players are those who are 30 days (720 hours) or less of what first created their last name. The returning players are the ones who haven't entered the system for at least 30 days (720 hours). These quests are not available for accounts that have completed and earned Cliff's weapons through previous event quests (February 2019). The character completing quests must have completed either the [Boss] Witch horror quest or Looking for Adventurers from black spirit's main quest line in order to take cliff's weapon search. TRI Cliff's Aad Sphera AP: 96-105 Item Effects ● Additional AP vs. Monsters +4 TRI Cliff's Staff AP: 104-108 Accuracy: 160 Item Effects ● Additional Damage to All Kinds: 5 ● Additional AP vs. Monsters: 6 ● Critical Hit: +3 TRI Cliff's Dagger AP: 31-31 DP: 3 Harm Reduction: 3 Item Effects ● Extra AP vs Monsters +3 IMHO Best Weapon Available from Cliff Weapon Options, there are awakened weapons, which largely surpasses the awakening of the blue class. You can just get 3 of these weapons and prok up basic/subweapon if you want the best Cliff weapon to use for your alts. (Cliff's weapon box can be put in storage and open to another class character.) Subweapons are the worst, but you might want to consider getting it and the main hand if you're having trouble acquiring wealth as a new player and using a weak underlying or subweapon. (You'll get a +15 Liverto main hand for free soon. To learn more about Cliff's weapons options and statistics, please read our Cliff Weapons Guide. Gear Progression: Mediah Level 51+ As noted earlier, the main quest line is your friend in this game! This will give you Naru Gear and everything you need to improve it. While at Mediah, you get hundreds of budding Black Stones from the main quest line. Can also use them as they cannot be saved or traded. Let's look at the maximum AP/DP we can get from our Naru Gear. Assault AP 132~138 (135) Max Endurance 100 Weight Limit 40L Bonus AP 5 Accuracy 223 Defense Damage Reduction 9 GP 191 Max HP 200 Evasion 97 Hidden Damage Reduction 17 Hidden 20% Additional Effects Attack Speed 4 Casting Speed 2 Speed 2 Thanks to bdoplanner.com for Image and Gear Set Information View this full transfer Naru Pen build on bdoplanner.com The next transfer received in Mediah by filling out the main line of the Mediah quest. Must be level 51+ and completed calpheon main quest line. Black azosal weapons cannot be extended Two crystal slots Black ad-free weapons can only be obtained through basic searches. This transfer is approximately 100 gear level. Mediah's main quest line will eventually give you a piece of armor that is about the same as a PEN Naru armor piece. And you don't need to perfect it! Woot! For this reason, you can a little refrain from this PEN Naru armor piece and focus on other pieces of gear first. Main media quest: [Boss] Servant Ilezra Bezosiadny arms upgrade: Obsidian Bezosian Bezosyanna weapons received near the very end of the main mediah quest line. It's good to have before ventilated into Valencia. Obsidian Abyss basic weapons are created by processing &#x26;; heating black abyss weapons with the main subject of a quest called Obsidian alloy, Obsidian Abyss basic weapons cannot be reinforced or sold on the market. 2 slots Other gear options for hunting in Mediah If you're an add-on or want to know other options, I've added another option below. If you're not aiming for gear in Hafeon territory, you'll need to get extended gear for Mediah, with a minimum of 75 AP and 110 DP. The example of extended gear below doesn't require a quest, but will cost you silver on marketplace and/or luck and possibly more silver to improve yourself. Accessories are purchased from the seller. This transfer will allow you to hunt an abandoned iron mine in Media. The image below is just one example of how to get 75 AP and 110 DP. See the build below in bddatabase.net Gear. Root Treant's Set + Advanced Armor Grunil + Rosear Weapon +8 and +7 High AP Sub-Weapon Grind in Mediah until you have upgraded and replaced all your accessories with an Asula accessories set. At level 53, you'll get a quest from Black Spirit that will reward you with one of the general accessories that is elevated for PEN once you're level and full of quest lines. Preparing for Valencia While at mediah bashim base in Valencia is a popular place to start your adventures in desert land. It has the simplest AP/DP 160 AP and DP 200 recommendations. As stated earlier, the main line of the quest is your friend in this game! This will give you Naru Gear and everything you need to improve it. But you will need more than just a naru transfer for Valencia. As a new player, you can keep a little silver by getting the gear set below. There are other more price options further down. Thanks for bdoplanner.com and information, please review this build there. Naru accessories have been replaced by DUO DUO Accessories. The Wake quest line weapon used by Roaring Magic Armor Obsidian Abyssal Weapon PEN Naru from everything else Asula Set of 6 piece accessories gives a total of +45 AP and +7 DP. It also adds 20 Accuracy, 7 Harm Reduction, and 350 HP Max, with 100LT to weight. (All statistics are unsubstantiated. To enhance Asula, see our guide link below.) Thanks bddatabase.net for image and data. View asula accessory build there Awakening Arms (level 56+) At level 56, you get a quest from your Black Spirit for a wake-up quest line, and then the line quest succession will open. Here you'll probably get your first Awkening weapon. (Canon Awakening Arms for Normal Characters and TRI Tuvala Awakenings for The Characters of the Season.) The damage from waking skills is partly determined by the basic arm of weaon and vice versa. So waking up and the main arm of arms are important, no matter if you're primarily succession or waking up. Succession &#x26;; Awakening AP Awakened Skills: Adds 30% of the AP's primary hand-held weapon to the calculations of the harms of The Next Hand Skills: adds a 30% waking arms AP Awakening Quest line from the Black Spirit rewards blue class awakening weapons. (Archer is the exception, and has access only to a special rookie awakening weapon until they complete their Ascension.) Gear Progression: Valencia level 56+ Valencia Home quest weapon Ultimate Katan's waking arms and Sandstorm sub-weapons can be expanded. The chance of a raise is easier than normal transmission. Cannot be registered in the Central Market. 2 slots Yellow Class Nesser Gear After completing Valencia's main quest line, you will be able to rent Nesser Gear. Nesser Gear is comparable to TET level boss gear and costs 50 CP for each piece (contribution glasses). See comparison costs and boss gear before you dive! Check out our Nesser Guide for more details. Sahzad Nesser &#x26;King of= valencia=&#x26;; Green Class Awakening Arms Green Class Awakening Arms is an option if you are short on silver. (e.g.: Practice of the celestial Bo staff) They are cheaper to repair maximum durability when increased. Also check marketplace to see prices and availability. You can purchase green class awakening weapons for 120k from Tulem, a gun dealer in Altinow, if you can't find any that are already reinforced in the market. You want at least +15. The purpose of DUO or TRI. The red sand crystal ring comes out after the completion of Valencia's main quest line. Level 56+. Click the main tab of the Quest (O) window to find it. Check out our free magic accessories guide for more details. The next transfer goes to Valencia, filling valencia's main quest line. Must be level 56+. The main line of the quest, including the main quest lines / Mediah, needed to start Valencia's main quest line. You may need help for this quest line from one. There &#x26;King&#x26; &#x26;King&#x26;; Coop quest in which you have to run inside a dangerous area and run back. If you're fast and good enough gear + HP pots, you can do it. Devolution isn't really that good, but maybe you're having trouble getting anything better. Perhaps you can get the help of one for a tougher coop quest in this quest line. Valencia's main quest start (from Black Spirit): - In search of the Eastern Sand Kingdom Tri Weapons and Subvion DUO with DUO + Asula Accessory Set armor meets the recommended AP/DP for many areas of Valencia. See an example of this DUO Armor installed in bddatabase.net gear planner. This set of gears has 175 AP and 226 DP. Gear Progression: Kamailivia (level 58+) By the time you're high enough to complete the Kamasilvia and Drieghan quest lines, you can already have some nice BIS accessories. But I will include the following, which is the case. Freed Magical Accessories: Forest Eye Earring Is Almost Equivalent to DUO: Tungrad Earrings (Has +2 Monster AP and 1 More Precision) Requirement #1: Level 58 + Requirement #2: Camailvia Head Quest Line Rock Heart Belt is almost equivalent to duo Tungrad Belt (has 2 more precision) Requirement #1: Level 58 + Requirement #2: Drieghan II Main Line Quest View our free magic accessories guide for more details. Released Magic Accessory Guide Gear Progression: Boss Gear Boss Gear, final destination!!! Boss Gear is considered the ultimate game transfer in BDO. It's called Boss Gear because it often gets very rarely from winning crazy crazy bosses. ☺ Gear Soft Cap Gear Softcap full Tet boss gear with tri yellow accessories Rough gear stats: 251/253/294 Whew! This guide becomes massive. Let's share things a bit! Bit!

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