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11/09/2020 Well, this is a question we asked a lot and answer a lot, so we thought we'd do a little write... This will be a fairly short and wakening in both PvE and PvP. But even before you just start a general statement, I believe that both succession and awakening can
be very strong when placed in the right hands. But this is more aimed at the bDO media player notes that before making too many decisions. Succession or awakening up to endgame grind spots and with high levels of speeds. For newer players and players with smaller gear,
maybe around 200 to 230 AP mark, I will still recommend Awakening. Especially since Witch and Wizard, better scales with small tools, thanks to skill flows. But later, when you start to get more tools like around 250 to 270 with Kutum, we can move on to succession for grinding, just because it's much faster and makes much more DPS. Succession or awakening for PvP Now
goes on to PvP. So, I'd say let's start with pvP on a large scale, and I'd say that the general is talking about the general is talking about the general sege level gear here. I'm not talking about people with smaller or smaller tools; I assume you're relatively good. Now, for Witch and Wizard, especially for Witch, I would highly recommend that you stay with the wake-up kit. Just because succession is something I
feel is less, less effective on a large scale for the general player, you lose so much utility from the wake-up kit while going to the sequence. So, for example, you will lose your ability to make skill sage. You lose the ability to buff the group, and you will lose your ability to Reta Donno or slow paralysis. You've lost so much utility, so I'm not sure if trading that for a bit of extra
damage is necessarily worth it or a little extra utility. Now, for Wizards, you get that teleport split that can make it engagemore interesting in succession; however, I feel like succession in general is a very cooldown relying on class and still has many problems. Have these main problems can be taken care of as pots and MP skill add ons a thing with a class yet. But yes, in general, I
will especially recommend for witches, most people still stand Waking up for their siege. Succession or awakening in 1v1 PvP All right now, going on in one of those in the right hands. For expert succession is viable in the right hands more just because they have
that teleport split with their final teleport as well. And And do get a little more capacity in succession, too, especially with circumventand and earthquake, and DPS is very crazy. You can pretty much jump people into super armor very quickly. Many people will not expect damage in succession. But what you compromise because, mainly, is the different pet where the different pet,
which is a huge thing and one of the special ones for Witch. You lose your Reta Dano and your frontal guards. You lose your Reta Dano and your paralysis slowly. The Witch is a female class in black desert mobile game. This is a complete guide of the witch, would be the best qualified witch
PvP and pvE skill combos and skill list guide. If you're new to the game, see the Beginner's Guide, Skills Guide & Class Guide &
BDM. The greatest feature of witches' abilities is that there are many high-powered long-range attacks. In addition to attacking enemies, it is a class that fights using different wizards, such as self-defense and recovery of allies and dwarves, and recovering the movement of allies. The witch is worried about their defense and can be killed if surrounded by enemies. To avoid being
attacked by the opponent, it is necessary to stand around to attack while avoiding well. However, note that there is anxiety about the defense side, is often defeated by a blow in the boss fight. Fight with your conscience so you don't get too close to the boss. Related bdm PET GUIDEA also, In addition, the Witch has many skills that allow you to attack remotely. Use the magic
power offensive and be aware of defeat without being attacked by enemiesBest Witch PvP Skill SlotSlot 1Slot 2Healing AuraArane BoltsWhirlwind frigid fogFunzen blind Lighting chainThunderbolt Magical strikeWitch Skill ListWitch Class Skill
ListFrigid FogCollect cold power and freeze your enemies as they differ at once. Cooldown Time: 10 Second175.35% DPSMax 1 Attachments100% chance to cause freeze on hitThunderboltThrow lightning on a wide area and destroy the surrounding enemies. Cooldown Time: 35 SecondCharges: 160% DPS Max 7 hits Cause stun on hitArcane BoltsIt continuously hits magic
bullets to damage enemies. Cooldown Time: 0.1 secondCharges: 112 cost Max 9 hitsHold skill button for continuity for consecutive attacks. Healing AURARecover HP's allies skill Timing skill Timing skill Timing to increase the speed of movement. Cooldown Time: 40
SecondCharges: 160% DPS Motion speed increased by 15% FireballShoot a powerful sphere of fire that explodes and damages and burns you. Cooldown Time: 7 SecondCharges: 460% DPS Max 4 Attack Challenge Related to the First
Hit (Some parts of this guide, such as the descriptions of skill succession are qualifying in development and will come at a later date, you can easily find this information in the game) Introduction Remember that class guides are a raw explanation of the class, designed to give you a class idea and what should be for purpose. You should adapt your guide and follow your own
instincts to suit your style of play! I also highly recommend looking at as many different sources as possible and gathering as much information as you can about your class before deciding what is best for you and how you play. Class discords are a great place to start, most have their own guides and resources, as well as a lot of qualified players willing to help with questions. The
Witch class is the typical class of magic caster, with lots of varied AoE spells, slows down, knock downs and dizziness. Their main weapon is a personal, the awakening is Aad Sphera and their secondary weapon is a dagger. This high-damage class that deals also has a number of support skills that make them very desirable for large-scale PVP. The main difference between a
Wizard and a Witch is that the Wizard is more aggressive with burst damage and has a grip, while the Witch class has a polishing block and is played more defensively with larger range and more sustain DPS. Both classes have block S. Witches are very strong in the PvP group and sieges, but are relatively weak in 1v1 PvP if you do not catch the opponent off guard and are able
to stun/knock down. PvE is very powerful and easy due to the amount of AoE skills and long range. Check out the video below to see some examples of character creation and combat. Source: PROS Very fast PvE clear speed A lot of AOE Utilities Support for PVP Easy level Not as dependent on gearscore because of high passive accuracy Very desired for large-scale PVP
CONS Strongly concentrated in PvP reduced mobility long casting times Weak in 1v1 Situations Strong against: Witches are weak in 1v1 sites and most match ups will be hard. In large-scale PVP, they are very powerful however, against both squishy lenses and also tanks due to damage burst and support skills to keep them safe. Weak against: Witches are weak against both squishy lenses and also tanks due to damage burst and support skills to keep them safe. Weak against: Witches are weak against both squishy lenses and also tanks due to damage burst and support skills to keep them safe.
and Mystics because of their great magic resist and CC chain. Other classes with high mobility can also be very hard to cope, especially in 1v1 situations. Striker Mystic Mystic The Kunoichi Witch Success can be unlocked after level 56 after talking to the Black Ghost and completing the succession search under the suggestions tab. This will give you a completely separate skill
tree that improves your main hand skills and has only a few waking skills. Your wake-up gun still affects succession damage, but it's not as high a priority. You can escape with the help of a green/blue grade TRI Ultimate weapon without losing too much damage, but it's not as high a priority. You can escape with the help of a green/blue grade TRI Ultimate weapon without losing too much damage, but it's not as high a priority. You can escape with the help of a green/blue grade TRI Ultimate weapon without losing too much damage, but it's not as high a priority. You can escape with the help of a green/blue grade TRI Ultimate weapon without losing too much damage, but it's not as high a priority. You can escape with the help of a green/blue grade TRI Ultimate weapon without losing too much damage, but it's not as high a priority. You can escape with the help of a green/blue grade TRI Ultimate weapon without losing too much damage, but it's not as high a priority. You can escape with the help of a green/blue grade TRI Ultimate weapon without losing too much damage, but it's not as high a priority. You can escape with the help of a green/blue grade TRI Ultimate weapon without losing too much damage, but it's not as high a priority. You can escape with the help of a green/blue grade TRI Ultimate weapon without losing too much damage.
element statistics, would be human/species damage and Accuracy. As with most classes, the sequence is considered better for PVE at endgame grinding points. The sequence has no block S or Q or pets waking up. It also requires a large amount of skill points (around 1,700) to be fully effective and high AP, as well as being harder to play, so if you are a new and insecure player
who is best for you, then waking up will be better for now. The Wizard Sequence is also considered better than the successful Beccause Wizard Witch has some zero cast time movements, but the difference is that they are not protected and you can easily be CC'd and killed during the long
animations that follow. The good thing about this is that Witch is saying to overcome the Wizard in endgame spots because of their sustained damage, compared to the wizard's big burst. Pre-Awakening Skill Build Skills – Level 55 (561 Skill Points): you've just reached Level 50 or you're still leveling, use this build to put you in the right direction of what skills you should be using.
Prioritize the following skills: Lightning Chain, Residual Lightning, Blizzard, Mana Absorption. Make sure you reset your skill build - Level 56, though because you will need skill boints for your awakening skill Build - Level 56 (556 Qualifying Points): Skill Build - Level 56, though because you will need skill boints for your awakening skills and you will only really need your support skills from pre-wake. Post-Awakening Skill Build - Level 56, though because you will only really need your support skills from pre-wake.
Level 60 (1503 Qualifying Points): Build PVE (2068 skill points): Build PVE (2068 skill points): Skill Build - Level 60 (2,190 Points): Build PVE (2068 skill points): you are
missing skill points you can eliminate Lightning ChainSuccess Qualifying Build 1v1 PVP (2068 Qualifying Qualifying Qualifying Build 1v1 PVP (2068 skill points): the keys in square brackets [] means that you tap the key. For example, [Q] means that you tap Q once. The keys in round brackets ()
means that you hold down the key. For example, (HOLD Q) means that you hold down Q until the next step. (PERMAHOLD Q) means that you hold Q throughout the combo. Keys separated by a + symbol must be used at the same time. For example, [Q] + [LMB] means that you tap Q and LMB at the same time. Keys separated by a symbol > show the order in which you must
follow the steps. For example, [Q] + [LMB] > [F] means that you tap Q and LMB at the same time, and then tap F [LMB] refers to left click with mouse, [RMB] refers to right-click with mouse, [RMB] this skill is the main auto attack. You
can use it to recover MP quickly during PVE. Use A or D to serf up part of the side while holding the LMB to throw the attacks faster. Teleport [SHIFT] + [SPACE] This is your teleport and the only mobility skill you have. It has invincible on it and also a DP +10 and movement speed +10% buff when used. You should make sure you take Ultimate: Teleport as well, so you can hold
space to teleport again after that. You can switch direction between the two teleports by rotating the camera and maybe even teleport back to the original position using this. Do this will design a fake teleport and maybe trick enemies. You can use this skill while in awakening without moving back to your staff. You can also change the direction of this skill after pouring it by
activating mouse movements in your settings. Magical Escape[SHIFT] + [A] OR [S] OR [D] This is your dodge ability. You can also double-tap W to use this skill does not have a key-bind and will have to be placed on the hot bar to use. Cool
down is 3 minutes and 30 seconds, but once activated you will be able to insta-express edit all your skills for 15 seconds at maximum rank, but I wouldn't
mind leveling skills because it's not useful for PVE or PVP. Spelbound Heart Skill Bar This skill will restore your hand and give a 10% movement speed buff for up to 10 minutes. It doesn't have a key-tie, so you have to place skill on the hot-bar. You should use this skill when to help regenerate your hand. Mind Training Passive This skill is passive and will increase casting speed.
Max this skill as far as you can once you have all the main build. Awakening: Aad Sphera de Deneve [C] This skill is taken automatically when you complete your awakening and is used to increase your stamina and on good blocks it will also give you some hand
back. If you move after casting this skill will release the block. Psyche of Aad Sphera [SHIFT + E] This skill is taken automatically when you complete your awakening and is your awakening buff. It will regen 700 MP as wel as you give Casting Speed +20%, Critical Hit Rate +20%, All Accuracy Rate +15%, All Escape Rate +12%, All DP +15 and MP Recovery +80 when
using wakefulness skills for 30 sec. You also have super armor while casting this buff. Aad Sphera Training [LMB] or [RMB] This skill is waking auto attack. You should use it when grinding to quickly get your hand back and use less/no hand potions. You can also throw this skill while moving forward, left or right, but it will consume resistance. Summon: Keeper Gorr [F] This skill is
used to summon Keeper Gorr. Keeper Gorr. Keeper Gorr will attack targets and you can also use him with some skills to do additional damage with special attacks. You got super armor while casting this skill, too. Gorr will stay closer to you and you have to go to the enemies to attack
them in the melee. He is useful in PVP because he can block incoming hits from self targeting skills. He can also block the vision of other players in the same way. Summon: Keeper Tett [F] This skill is used to summon Keeper Tett. Keeper Tett will attack targets and you can also use it with some skills to do additional damage with special attacks. You can use [RMB] while calling
him to use a special skill as well, which will cause stiffness on a good attack. You got super armor while casting this skill, too. Tett is often more useful in PVE because he has varied skills and doesn't get in as much way. He may hit the last mobs that you may have missed as well. CROWD CONTROL Freeze [SHIFT] + [LMB] This ability will freeze targets on good hits. Frigid Fog
[S] + [Q] This ability will CC all in a large area directly in front of you. Qualification also has super armor and down attack with freezing on good hits. Earth Response [LMB] + [A] OR [D] This ability will cause floating on good hits. Earth Response [LMB] + [A] OR [D] This ability will cause floating on good hits. Earth Response [LMB] + [A] OR [D] This ability will cause floating on good hits. Paralysis (SHIFT + Q) Paralysis (SHIFT + 
attack speed and casting speed -50% debuff for 10 seconds on good hits. You must use this before and refresh it when you can during a fight. DAMAGE Magic Arrow [RMB] This ability can be expressed while moving. Moving while casting this skill will drain your endurance. It's a great skill if you need to kite mobs pre-wake and also expands into two other abilities called
Condensed and Multiple Magic Arrows. Condensed (Left-Click + Right-Click) will pull a loaded version up of this skill and more magic arrows when used. More magic arrows when used. More magic arrows will also fire arrows when used. More magic arrows when used. Wore magic arrows will also fire arrows when used. More magic arrows will also fire arrows when used. More magic arrows will also fire arrows when used. World and will have to be placed on the hot bar. Fireball [LMB] + [S] > [LMB] Start pouring this skill by using S and Left-Click, then press left-click again to shoot. This
ability will take down up to 7 targets to the maximum rank and will also place a burning debuff on the targets that will do damage over time. This ability extends into another skill called Fireball Explosion, which will do much more damage. To use Fireball Explosion, press S and Left Click to start casting, and then press left-click, and then right-click to drag. Lightning Chain [SHIFT] +
(HOLD RMB) This skill is high for leveling, but decreases once you level 40 or higher. This skill will hit 3 targets at first rank, but it can be quite annoying because it will target the nearest objects, including some landscape. This skill extends into Lightning Storm Skill, which is used by pressing Shift and Right-Click, then left-click and right-click afterwards. Qualifying is generally
pretty lackluster and I wouldn't mind putting points in it. Lightning Skill Bar This skill is 100% Black Spirit Rage Skill qualification, which adds additional damage and Super Armor to the qualifier. Lightning skill Bar This skill of residual Lightning extension. To broadcast Residual Lightning, click S and F, and then right-click. This is probably one of the
easiest combos to use with great damage and a decent cool-down. Be careful while using this skill because it is the skill black Spirit Rage. Using Lightning Strike when you have 100% Black Spirit Rage will make you stand still while casting for quite a long time and can be deadly in PvP or against bosses. Meteor Shower (HOLD S) + (HOLD RMB) > [LMB] This
ability is 200% Black Spirit Rage skill, which adds super armor to full skill. Start to throw this skill using S, Left Click, and Right Click, and then press left-click again to drag. To unlock this skill will complete a Black Spirit search. Qualification has a time to cast and a cooling of 90 seconds, but has great damage and bonus damage that climbs with the maximum hand. Qualification
has super armor on attack and front guard while using skill. It will also knock down targets and cause stiffness and burn damage debuff with no limit on the amount of targets. Earthquake [SHIFT] + [F] This ability has damage with bonus damage scaling with maximum hand. Damage to damage applies You are casting and at the higher ranks you will be able to throw for longer.
Qualification has super armor and also tied (PVE only) and stiffness (PVP only) on good hits, with no limit on the amount of targets. There's also a chance of attacking down on that ability. Blizzard (HOLD SHIFT) + (HOLD RMB) > [LMB] Start throwing this skill using Shift, Left-Click, and Right-Click, and then press Left Click again to drag. This skill extends from
the freezing skill, so you will need the first freezing rank. This skill will drain your hand as you throw and it will end when you move or run out of hand. She has before guard when using skill as well. You can change the direction of this skill when you have already completed the
basic build. Equilibrium Break [SHIFT] + [LMB] This ability has the forward guard when using skill and causes stiffness and tied on good hits (PVE only). There's also a chance of attacking down on that ability. You can also use Flow: Gorr Launch with this ability at level 57 or higher to do additional damage. Detonating Flow [W] + [F] This ability has the forward guard when using skill and causes floating on good hits and also
a chance of air strike. You can also use this skill while it is on the cooldown, but it will reduce its damage and it doesn't have a chance of CC. It's a long-range cc skill and if the ability is on the hotbar it will go from pre-awakening weapon instantly. Wave Crack [S] + [LMB] + [RMB] This ability is 100% Black Spirit Rage Skill. This ability causes floating and
knockback on good hits and also a chance of air strike and down break. It will also debuff your goals with Attack/Casting Speed -10% for 10 sec on good hits. The skill has a low cooldown and also has Flow: Perfect Sign at level 56, which you can use through holding LMB and RMB after The Wave Crack to do additional and paralyzing damage on good hits. While using the stream
you also have a chance of attack down. Thunder Storm [S] + [F] This skill has super armor when using skill and causes a paralyzing on good hits (PVE only). There's also a chance of attacking down on that ability. You can also use Flow: Rage Tett with this ability at level 58 or higher to do additional damage. Voltaic Pulse [SHIFT] + [F] This skill is 200% Black Spirit Rage Skill.
This ability has armor when using skill and causing tied on good hits and a -15% debuff speed on target. There is also a chance of attack down on this skill and will give you a +10% buff casting speed and MP recovery. You can also use Flow: Voltaic Tett with this ability at level 60 or higher to do additional damage. The Jug of Calvary [SHIFT] + [RMB] This skill has before guard
when using skill and causes knockback on good hits (PVP only). There's also a chance of attacking down on that ability. You can also use Flow: Gorr Roll Roll level 59 or higher to do additional damage. You can be thrown on to an area in front of you to
place poison on the floor for 7.5 seconds. Whoever stayed on the poision will take 100 poison damage every 3 seconds for 36 seconds. This skill will also attract mobs towards it, including tamer pets and witch/witch pets. SUPPORT Hand Absorption [SHIFT] + [LMB] This ability
will drain HP from your target and regen your hand. This should be your main hand supports when leveling to 50. Healing Aura [E] This ability restores a percentage of health along with mana/energy/anger. It's also cast-capable on allies if you target them, but it's a single spell target, so you have to choose either yourself or an ally. This skill has a cooling of 10 seconds to the
maximum rank and does not cost the hand to throw. You can also use this skill from your hotbar while waking up without moving back to your staff Healing Lighthouse [SHIFT] + [E] This ability will greatly heal nearly allies 3 times when you've thrown it and has a 30-second cooling to maximum rank. You can be intupreted while casting, so make sure you are not vulnerable
because this skill has no forward guard or super armor. If you need to cancel your skill early, you can use Magical Escape, Earth's Response or Teleport to do so. Resurrection from the skill bar. The first rank of this skill is taken
automatically. At first rank this ability will restore the health of the allies back to 50% and to the maximum rank will restore Heath Allies to 100%, but I personally do not recommend putting points in this ability because it will not use for this skill. Magical
Shield [Q] This ability gives you a self shield, which to the maximum rank will convert 40% of the damages received to your hand. It will also give you a buff all the resistors for 30 seconds. The cool-down of this skill is 1 minute, so you should use it carefully before or during a commit. Protected area + [Q] This ability will greatly increase the DP and DP of allies around you (+999).
DP). It will also increase resistance to all debuffs and CC except grabs. This is a very important skill in PVP and although the skill has no so you have to place it
on your hotbar. This is a high-supportability skill that will increase attack speed, casting speed and movement speed of all nearby allies for 30 seconds. It can be used in a knot war to accelerate allies who are cutting down a fort as well. The following skill combos are known as secret combos. These are not all combos. These are many others, but these are the ones that have been
posted before. Some people believe that secret combos should remain a secret to give people who know them an advantage over others. This is why we'll just be posting combos that you tap Q once. The keys in round brackets () means that you hold down the
key. For example, (HOLD Q) means that you hold down Q until the next step. (PERMAHOLD Q) means that you hold Q throughout the combo. Keys separated by a + symbol > show the order in which you must follow the steps. For example,
[Q] + [LMB] > [F] means that you tap Q and LMB at the same time, and then tap F [LMB] *efers to left click with mouse. Necessary Skills: Healing Aura Skill BarYou can use this skill from your hotbar while waking up without moving back to your staff the necessary skills: Teleport [SPACE] + [LMB] *efers to left click with mouse. Necessary Skills: Healing Aura Skill BarYou can use this skill from your hotbar while in
awakening you will switch to the staff after teleportation. It is useful if you need to heal or use the protected area quickly. Absolute: Fireball Explosion - Requires Level 56 (24 Qualifying Points)) Absolute: Meteor Shower - Requires Level 60
(3 0 Skill Points) Absolute: Freeze - Requires Level 58 (40 Qualifying Points) Absolute: Frigid Fog - Requires Level 56 (40 Qualifying Points) Absolute: Exithquake - Requires Level 58 (40 Qualifying Points) Absolute: Exithquake - Requires Level 56 (40 Qualifying Points) Absolute: Blizzard - Requires Level 59 (55 Qualifying Points) Absolute: Exithquake - Requires Level 58 (40 Qualifying Points) Absolute: Exithquake - Requires Level 58 (40 Qualifying Points) Absolute: Exithquake - Requires Level 58 (40 Qualifying Points) Absolute: Exithquake - Requires Level 58 (40 Qualifying Points) Absolute: Exithquake - Requires Level 58 (40 Qualifying Points) Absolute: Exithquake - Requires Level 58 (40 Qualifying Points) Absolute: Exithquake - Requires Level 58 (40 Qualifying Points) Absolute: Exithquake - Requires Level 58 (40 Qualifying Points) Absolute: Exithquake - Requires Level 58 (40 Qualifying Points) Absolute: Exithquake - Requires Level 58 (40 Qualifying Points) Absolute: Exithquake - Requires Level 58 (40 Qualifying Points) Absolute: Exithquake - Requires Level 58 (40 Qualifying Points) Absolute: Exithquake - Requires Level 58 (40 Qualifying Points) Absolute: Exithquake - Requires Level 58 (40 Qualifying Points) Absolute: Exithquake - Requires Level 58 (40 Qualifying Points) Absolute: Exithquake - Requires Level 58 (40 Qualifying Points) Absolute: Exithquake - Requires Level 58 (40 Qualifying Points) Absolute: Exithquake - Requires Level 58 (40 Qualifying Points) Absolute: Exithquake - Requires Level 58 (40 Qualifying Points) Absolute: Exithquake - Requires Level 58 (40 Qualifying Points) Absolute: Exithquake - Requires Level 58 (40 Qualifying Points) Absolute: Exithquake - Requires Level 58 (40 Qualifying Points) Absolute: Exithquake - Requires Level 58 (40 Qualifying Points) Absolute: Exithquake - Requires Level 58 (40 Qualifying Points) Absolute: Exithquake - Requires Level 58 (40 Qualifying Points) Absolute: Exithquake - Requires Level 58 (40 Qualifying Points) Absolute: Exithquake - Requires Level 58 (40 Qual
Level 56Sa Require [Sage's Memory] and [Healing Lighthouse IV] (Preferred Choice)Sage's Thunder - Requires [Sage's Memory] and [Light Light V] Sage's will almost instantly fully heal you and your allies, as well as offering a Magic DP +15 buff for 10 seconds. Most will agree that it is the best choice. Sage's Thunder can be useful in some situations and can be useful
depending on your style of play. Level 57Swift Earthquake IV] and [Lightning Chain IV] Both Rabam skills have different and I would personally try both and see which one better fits the style of play. Both Rabam skills have different di
preference that you choose to take. Usually, Swift Earthquake is preferable because it takes many fewer skill points because it takes many fewer skill add-ons that you can take. We recommend experimenting with add-ons and figuring out what is best for you, because it really depends on your
personal preference and how you play your class. If you are simply not sure what to take, then you can blindly follow the examples below and they will still be effective. Small-scale PVP Skill Add-ons [Awakening][Level 50] FreezeAll Defense +15 for 10 sec. for selfCasting Speed +10% for 5 sec. for auto[Level 50] Fireball Explosion15% chance of Down Smash for targetAll
Accuracy +3% for 12 sec. for auto[Level 52] More magic arrowsPVP Attack +5 for 5 sec. for auto[Level 58] Voltaic PulseAll Defense +10 for 10 sec. for selfInflicts 42 Bleeding Damage per 3 sec. for selfInflicts 50 Burn Damage per 3 sec. for target[Level 60] Yoke
of Ordelepp Attack +5 for 5 sec. for selfInflicts 42 Bleding Damage per 3 sec. for target Large-scale PVP Skill Add-ons [Awakening][Level 52] BlizzardAll Defense +10 for 10 sec. for selfInflicts 54 Pain 3 sec. damage for 12 sec. for target[Level 54] EarthquakePVP Attack
+5 for 5 sec. for selfAll Defense +15 for 10 sec. for auto[Level 56] Thunder StormAll Accuracy +3% for 12 sec. for selfInflicts 42 Bleding Damage per 3 sec. for
for target PVX Skill Add-ons [Awakening][Level 50] EarthquakeAll Defense +15 for 10 sec. for selfAll Accuracy +5% for 12 sec. for auto[Level 54] Frigid FogpVP Attack +5 for 5 sec. for selfMovement Speed +7% for 10 sec. for auto[Level 56] Fission WavePVP Attack +5 for selfCasting Speed +
4% for 5 sec. for auto[Level 58] Thunder StormAll Accuracy +3% for 12 sec. for selfInflicts 50 Burn Damage per 3 sec. for auto[Level 50] Voltaic PulseAll Defense +15 for 10 sec. for autoAll Accuracy +5% for 12 sec. for auto[Level 52] FireballAttack
against monsters +25 for 8 sec. for selfCasting Speed +4% for 5 sec. for selfCasting Speed + 10% for 5 sec. for selfCasting Speed +4% for 5 sec. for selfCastin
target[Level 60] Prime: Voltaic PulseAll Defense +10 for 10 sec. for selfAll Escape +5% for 10 sec. for itself The best weapons in the game are currently dropped from World Bosses. For more information on this click here to view our World Bosses guide. Primary Weapons: Roser Personal Rosan Personal is what you should be aiming for to level your character. You should
strengthen it to at least +7 for leveling and then PRI or higher as soon as possible if you don't have Liverto/Kzarka. Aim to buy or get it final (yellow) to close the AP difference as well. Make sure you also make use of gem slots to get casting speed and critical Hit up to 5. Another
alternative is Styd staff for leveling if you have trouble getting a Rodar staff. This weapon can be bought from a blacksmith and will give you 18 to 22 AP, as well as a lot of precision. Liverto because it will just slow your progression. Go to a
kzarka as soon as possible. If you already have liverto and have already invested in it, you'll want to upgrade it to PRI or higher as soon as possible. I would recommend getting it to TRI at most and then you really want to switch to Kzarka. Liverto has little more AP than Roser, but it also has a critical Hit Rate +3 effect element. Kzarka Staff Kzarka is the main weapon you're going
to use. It has the same AP as The Giverto, but more precision and a +3 element effect attack speed. Offin Tett's Radiant StaffOffin Tett weapons are usually not worth investing in because of loss of accuracy. It can help you push to the next AP parenthesis, but at higher AP extra ap brackets you get is lower and you'll be losing the % hit chance at the same time, both on your
prewakening and your awakening. So you really are actually losing damage in general because you won't be hitting the enemy as much (unless they are completely DR). Offin Tett can be good when you reach certain AP brackets and if your class does not depend on accuracy as much as others, but if you are not sure if you should be using this weapon or not, it is much safe to
use only Kzarka. Blackstar Staff Blackstar is usually considered the best current in the mainhand slot weapon with higher base water than Kzarka. It must be crafted using items in Star's End and then following a questline. The weapon with higher base water than Kzarka. It must be crafted using items in Star's End and then following a questline. The weapon with higher base water than Kzarka. It must be crafted using items in Star's End and then following a questline.
damage to all +10 species and attack speed +3 element effect, as well as other bonuses when improved with Caphras stones, however, unlike other classes, Kzarka is considered the best offhand because of the high accuracy it provides. PEN Kzarka will eventually outscale Blackstar, and since you can't put caphras levels in it. Offhand
Weapons: Steel Dagger Steel Dagger is currently considered the best offhand to go with if you are a beginner, especially if you don't have Bheg gloves or Liverto/Kzarka because of its high AP. It should strengthen it to at least 7 for leveling and then PRI or higher as soon as possible. Aim to buy a +15 if you can to save resources for improvement. Ideally, you will want to buy or
end it (yellow) as well. Parrying Dagger Parrying Dagger is DP offhand. Escape/DR builds are completely viable on Witch and if you choose to go for this type of
game style, then Nasser Jagger is a viable choice. It has less evasion than the parrying dagger, but it has more Ap and crystal slots. Kutum weapons also have a 10% ignore resistance. The larger AP makes this weapon a best in the slot for PVE and is also good for PVP in
late game. When you are 261 (using Nouver) it is actually better to use Nouver in PVE, and because of the bonus AP given in AP brackets. Once you have reached over 261 (using Nouver) it is actually better to use Nouver in PVE, and because of the bonus AP given in AP brackets can be found hereIt also has 2 crystal slots. The Kutum dagger can also be modified using an
inverted Fireplace fireplace fireplace to provide additional statistics (Max HP +150, Max Stamina +100, Special Attack Escape Rate +10%). Nouver Dagger Nouver is currently considered the best in choosing the slot for PVP until it reaches very large AP brackets. You should aim to have tri tools before moving on to this offhand. The dagger provides pure AP and an all +10% element effect
strength and can be modified using a hearth reversed by Garmoth to give additional statistics (Max HP +150, Max Stamina +100, Special Attack Escape Rate +10%). When you are 261 (using Nouver) it is actually better to use Nouver in PVE as well ap cause bonus given in AP brackets. Once you have reached over 261 AP (with Kutum) it is better to switch back to Kutum for
PVE. More information about AP and DP brackers can be found hereAwakening Weapons: Pri Aad Sphera when Complete your awakening quests. This weapon has lower AP than other options, but is still viable for PvE due to it's damage against each species
+5 element effect. It is also much cheaper to enhance and repair maximum durability than other options, so if you do not have a lot of PvP, then this weapon is a good alternative until you get Dandelion. Alloria Aad Sphera alloria Aad Sphera
weapon is by searching or night seller. This makes it hard to obtain and can be more expensive to repair. Sphera aad is good for PVP. Dragon Slayer Aad Sphera Dragon Slayer weapons are very comparable to Dandelion weapons with their statistics. They
have little less ap, but are much cheaper to repair and hassle much less. However, Dragon Slayer weapons cannot be placed on the market and must be crafted by the player themselves. Dandelion weapons are the awakening encore of weapons. It has much larger AP, but it's only obtained from a box of Dandelion weapons (Karanda world boss loot) or
from the night seller. Armor: The best armor in the game is currently dropped from bosses. You'll want to aim to get boots and gloves first. Griffon's Helmet (helmet) - dropped from Bheg. Urugon's Shoes (dropped from Uruguayn (Gaifinrasia Raid Captain Scroll).
Giath's Helmet (helmet) alternative choice - dropped from Giath. Muskan's Shoes (shoes) alternative choice - dropped from the Monastery Leader. The best in the armor slot is The Griffon's Helmet, Dim Tree Spirit's Armor, Bheg's Gloves and Urugon's Shoes. The full set will give you MAXIM MP/WP/SP +100, Maximum HP +200, Max Stamina +200, Attack Speed +1, Casting
Speed +1, Motion Speed +1 and All 5% Resistance. You will also get greater accuracy, evasion and damage reduction from these parts. In the meantime, you should use one of the following armor sets: A popular armor choice is to go full Grunil set because it increases HP maximum and will give you 2 socket slots on each track along with the extra AP +7 bonus set. Another
advantage of using this set is that it is viable on any class, allowing you to swap to another class easily. Full Heve set is also a very popular choice and what I recommend for new players because it has an easier transition to the gear while on. As soon as you get a chief item with Grunil, you lose the established bonuses that Grunil weaker. Another alternative is to use is the Akum
set. It has statistics comparable to the armor boss and also a very useful set which provides damage reduction and hidden AP. If you are not able to get the boss armor, then the Akum set is a good cheap alternative that will be good for both PVP and PV. Investing in this set can slow you down in progression to softcap, but it's much cheaper once you factor in repairing and
consolidating. Accessories There are a lot of options available when it comes to accessories and really depends on what you can get your hands on. Earrings: If available we recommend you to use Assula's Crimon Eye Earrings (Asala Set) if you are new to the game, this gives you 7 AP and also has very good set bonuses. Otherwise, use Bares earrings for 2 AP and switch to
Witch Earring as soon as possible for AP 5. You want to watch DUO/TRI Witch's earrings (9 AP/11 AP) before changing the DUO Tungrad earrings you can get. The other alternative is the Black Distortion Earrings that give the largest amount of AP (21 AP to PEN), but also reduce the DP.
Red Coral Earrings are also very good because they give precision and also have a bit of AP. I would only recommend using Red Coral Earrings if the earring is DUO or higher though or you will lose on AP too much. The Capotia earring is also worth mentioning. It is available at level 62+ only, but it is a very good earring because it is great AP. It makes a perfect backup for
strengthening and is essentially a free TRI Tungrad Earring. Base DUO TRI / TRT 7 AP 9 AP 10 / 11 / 8 / 11 AP 10 / 13 AP 4-Piece Bonus Set: Attack +5 6-Piece Bonus Set: Attack +10Accuracy 2Hidden Escape 1
Can't Be Improved Assula's Crimon Eye Earring (Assula Set) 7 APHealth 25 3-Piece Bonus Set: Health +3 000 5-Piece Bonus Set: Health +3 000 5-Piece Bonus Set: Acurracy +2 Can't Be Enhanced Blue Coral Earring 4 AP Max MP/WP/SP +25Accuracy 2 Red Coral Earring 5 AP Frecision 14 Max Stamina +50 2 AP Accuracy +4 Witch's Earring Blue Whale Molar Earring 5 AP Frecision 14 Max Stamina +50 2 AP Accuracy +4 Witch's Earring 14 AP Max MP/WP/SP +25Accuracy +20 Can't Be Enhanced Blue Coral Earring 5 AP Frecision 14 Max Stamina +50 2 AP Accuracy +4 Witch's Earring 15 AP Frecision 15 AP Max MP/WP/SP +25Accuracy +20 Can't Be Enhanced Blue Coral Earring 15 AP Frecision 16 AP Max MP/WP/SP +25Accuracy +20 Can't Be Enhanced Blue Coral Earring 16 AP Max MP/WP/SP +25Accuracy +20 Can't Be Enhanced Blue Coral Earring 16 AP Max MP/WP/SP +25Accuracy +20 Can't Be Enhanced Blue Coral Earring 16 AP Max MP/WP/SP +25Accuracy +20 Can't Be Enhanced Blue Coral Earring 16 AP Max MP/WP/SP +25Accuracy +20 Can't Be Enhanced Blue Coral Earring 17 AP Max MP/WP/SP +25Accuracy +20 Can't Blue Coral Earring 18 AP Max MP/WP/SP +25Accuracy +20 Can't Blue Coral Earring 18 AP Max MP/WP/SP +25Accuracy +20 Can't Blue Coral Earring 18 AP Max MP/WP/SP +25Accuracy +20 Can't Blue Coral Earring 18 AP Max MP/WP/SP +25Accuracy +20 Can't Blue Coral Earring 18 AP Max MP/WP/SP +25Accuracy +20 Can't Blue Coral Earring 18 AP Max MP/WP/SP +25Accuracy +20 Can't Blue Coral Earring 18 AP Max MP/WP/SP +25Accuracy +20 Can't Blue Coral Earring 18 AP Max MP/WP/SP +25Accuracy +20 Can't Blue Coral Earring 18 AP Max MP/WP/SP +25Accuracy +20 Can't Blue Coral Earring 18 AP Max MP/WP/SP +25Accuracy +20 Can't Blue Coral Earring 18 AP Max MP/WP/SP +25Accuracy +20 Can't Blue Coral Earring 18 AP Max MP/WP/SP +25Accuracy +20 Can't Blue Coral Earring 18 AP Max MP/WP/SP +25Accuracy +20 Can't Blue Coral Earring 18 AP Max MP/WP/SP +25Accuracy +20 Can't Blue Coral Earring 18 AP Max MP/WP/SP +25Accuracy +20 Can't Blue Coral Earring 18 AP Max MP/WP/SP +25Accuracy +20 Can't Blue Coral Earring 18 AP M
Stamina +50 Max MP/WP/SP +50Accuracy 2 AP Max Stamina +20 Max MP/WP/SP +20Accuracy 2 Tungrade Earring 7 AP Black Spirit Rage +10%Precision 2 Capoitia Earring 13 APAccuracy 2 Tungrade Earring 7 AP Black Spirit Rage +10%Precision 2 Capoitia Earring 13 APAccuracy 2 Tungrade Earring 7 AP Black Spirit Rage +10%Precision 2 Capoitia Earring 13 APAccuracy 2 Tungrade Earring 13 APAccuracy 2 Tungrade Earring 14 APAccuracy 2 Tungrade Earring 15 APAccuracy 2 Tungrade Earring 16 APAccuracy 2 Tungrade Earring 17 AP Black Spirit Rage +10%Precision 2 Capoitia Earring 18 APAccuracy 2 Tungrade Earring 18 
you 7 AP and 2 DP, as well as damage reduction and powerful set bonuses. Otherwise, use Bares rings for 2 AP and switch to Mark of Shadow as soon as possible for 5 AP. The ring of the monarch of Sahabad is also through Valencian quests Part I and II. It may not be improved, but it is a good alternative until you can get Ring of Crescent Guardian or Mark of Shadow at
PRI/DUO. Also, the best in the slot, is a Tungrad Ring. The Capotia Ring is also worth mentioning. It is available at level 61+ only, but it is a very good ring because it is great AP. It makes a perfect backup for strengthening and is essentially a free TRI ring by Crescent Guardian. Base PRI PRI / DUO DUO / TRI TRI TET / TET 5 AP 7 AP 8 / 9 AP 11 / 11 AP 14 AP 17 / 18 AP Name
Article Basic Statistics Increase Increase Increase Increase Bares Ring (Assula Set) 4 AP 4-Piece Bonus Set: Attack +5 6-Piece Bonus Set: Acurracy +20 Can't Be Enhanced Blue Coral
Ring 5 AP Max MP/WP/SP +25Accuracy 2 1 APMax MP/WP/SP +5Accuracy 2 1 APMax MP/WP/SP +5Accuracy 2 Necklace: If available We recommend
using Asula's Crimon Eye Necklace (Asula Set) if you are new to the game, this gives you 11 AP and 3 DP, as well as damage reduction and an amazing bonus set. Otherwise, use Bares Necklace for 4 AP and enhance this duo/TRI for 8 AP/10 AP. Strengthening a Bares necklace is much cheaper than using an unimproved BiS necklace. Then you want to swap at a SEO Serap's
or PRI Ogre/Tungrad. The Manos Necklaces are also an alternative for PvP if you don't have a DUO Seraps already because of the effects of their item. I personally wouldn't bother with them, though because you'll want as much AP as possible. Base PRI DUO / PRI TRI / DUO TRI / TRI TET 11 AP 12 AP 16 / 15 AP 20 / 20 AP 25 / 25 AP 30 AP Article Name Basic Statistics
Increase Increase Bares Necklace AP 2 AP Jarette's Necklace (Jarette Set) 7 APAccuracy 420 Cannot be Enhanced
Ancient Guardian Seal (Ancient Weapon Core Set) 6 AP 3 DP Set Effect: Accuracy 4Damage Reduction 3 2 AP 1 DAPAccuracy 4Damage Reduction 3 2 AP 1 DAPAccuracy 4Damage Reduction 4 3 AP Knockdown/ Bound Resistance +30%Precision 4 AP Knockdown/ Bound Resistance +3
Grapp Resistance +2%Precision 4 Manos Necklace - Emerald 6 AP Stun/Rigidity/ Freezing Resistance to all status anomalies +10%Precision 4 3 AP Resistance to all status anomalies 4 Manos Necklace - Sapphire 6 AP Knockback/ Floating Resistance
+30%Precision 4 3 AP Knockback/ Floating Resistance +2%Precision 4 Sicil's 7 AP 3 DPVasion 3Hidden Escape 4 Serap's Necklace 8 AP 4 APAccuracy 4 Ogre RingORLatenn's Power Stone Tungrad Necklace 10 AP Black Spirit Rage +20%Accuracy 4 5 AP Precision 4 Belt: If available we recommend you use Assula's Crimon Eye
Belt (Asala Set) if you are new to the game, this gives you 6 AP and has amazing set bonuses. Otherwise, use Bares Belt for 2 AP and swap at Tree Spirit Belt as soon as possible for more AP and high accuracy. You want to watch a PRI/DUO Tree Spirit Belt as soon as possible for more AP and has amazing set bonuses. Otherwise, use Bares Belt for 2 AP and swap at Tree Spirit Belt as soon as possible for more AP and high accuracy.
very good belts, but Tungrade is currently the best in the slot. Base DUO TRI / PRI DU
Belt 6 AP 3-Piece Bonus Set: Health +300 5-Piece Bonus Set: Health +300 5-Piece Bonus Set: Accuracy +20 Can't Be Improved Old Weapon Core (Ancient Guardian Seal Set) 4 AP 4 DP Weight Limit +60 LTDamage Discount 1Accuracy +20 Can't Be Improved Old Weapon Core (Ancient Guardian Seal Set) 4 AP 4 DP Weight Limit +60 LTDamage Discount 4Accuracy +20 Can't Be Improved Old Weapon Core (Ancient Guardian Seal Set) 4 AP 4 DP Weight Limit +60 LTDamage Discount 4Accuracy +20 Can't Be Improved Old Weapon Core (Ancient Guardian Seal Set) 4 AP 4 DP Weight Limit +10 LTDamage Discount 1Accuracy +20 Can't Be Improved Old Weapon Core (Ancient Guardian Seal Set) 4 AP 4 DP Weight Limit +10 LTDamage Discount 1Accuracy +20 Can't Be Improved Old Weapon Core (Ancient Guardian Seal Set) 4 AP 4 DP Weight Limit +80 LTDamage Discount 4Accuracy +20 Can't Be Improved Old Weapon Core (Ancient Guardian Seal Set) 4 AP 4 DP Weight Limit +80 LTDamage Discount 4Accuracy +20 Can't Be Improved Old Weapon Core (Ancient Guardian Seal Set) 4 AP 4 DP Weight Limit +80 LTDamage Discount 4Accuracy +20 Can't Be Improved Old Weapon Core (Ancient Guardian Seal Set) 4 AP 4 DP Weight Limit +80 LTDamage Discount 4Accuracy +20 Can't Be Improved Old Weapon Core (Ancient Guardian Seal Set) 4 AP 4 DP Weight Limit +80 LTDamage Discount 4 AP 4 DP Weight Limit +80 LTDamage Discount 4 AP 4 DP Weight Limit +80 LTDamage Discount 4 AP 4 DP Weight Limit +80 LTDamage Discount 4 AP 4 DP Weight Limit +80 LTDamage Discount 4 AP 4 DP Weight Limit +80 LTDamage Discount 4 AP 4 DP Weight Limit +80 LTDamage Discount 4 AP 4 DP Weight Limit +80 LTDamage Discount 4 AP 4 DP Weight Limit +80 LTDamage Discount 4 AP 4 DP Weight Limit +80 LTDamage Discount 4 AP 4 DP Weight Limit +80 LTDamage Discount 4 AP 4 DP Weight Limit +80 LTDamage Discount 4 AP 4 DP Weight Limit +80 LTDamage Discount 4 AP 4 DP Weight Limit +80 LTDamage Discount 4 AP 4 DP Weight Limit +80 LTDamage Discount 4 AP 4 DP Weight Limit +80 LTDamage Discount 4 AP 4 DP Weight Limit +80 LTDamage Discount 4 AP 4 DP Weight Limit +80
Belt 5 AP Weight Limit +80 LTAccuracy 2 Valtarra Eclipsed Belt 5 AP Health 0 Weight Limit 80LT Accuracy 2 Tungrad Belt 6 AP Black Spirit's Rage 20% Weight Limit 80LT Accuracy 2 These are an example below gives DR and is designed for PVE with a Kutum. You
can use other crystals for offhand, such as Awakened Spirits or Red Spirit Crystal, if you prefer. I advise you to use Awakened Spirit Crystals in a Noover for additional survival. Black Magic Crystal + Precision x2 (weapon) Precision x2 (wea
Damage +2% HAN Magic Crystal - Hoom x2 x2 (helmet) Hoom 4 set - All discount damage +5, Max HP +150, All Escape x2 (chest) Special Attack Escape Rate +10% JIN Black Magic Crystal - Viper x2 (gloves) Attack Speed +1, Casting Speed +1, Accuracy 20 HAN Magic Crystal - Hoom x2 (shoes) Hoom 4 set - All discount damage +5, Max HP +150, All Escape Rate +10% JIN Black Magic Crystal - Viper x2 (gloves) Attack Speed +1, Casting Speed +1, Accuracy 20 HAN Magic Crystal - Hoom x2 (shoes) Hoom 4 set - All discount damage +5, Max HP +150, All Escape Rate +10% JIN Black Magic Crystal - Viper x2 (gloves) Attack Speed +1, Accuracy 20 HAN Magic Crystal - Hoom x2 (shoes) Hoom 4 set - All discount damage +5, Max HP +150, All Escape Rate +10% JIN Black Magic Crystal - Viper x2 (gloves) Attack Speed +1, Accuracy 20 HAN Magic Crystal - Hoom x2 (shoes) Hoom 4 set - All discount damage +5, Max HP +150, All Escape Rate +10% JIN Black Magic Crystal - Viper x2 (gloves) Attack Speed +1, All Accuracy 20 HAN Magic Crystal - Hoom x2 (shoes) Hoom 4 set - All discount damage +5, Max HP +150, All Escape Rate +10% JIN Black Magic Crystal - Viper x2 (gloves) Attack Speed +1, All Accuracy 20 HAN Magic Crystal - Hoom x2 x2 (shoes) Hoom 4 set - All discount damage +5, Max HP +150, All Escape Rate +10% JIN Black Magic Crystal - Viper x2 (gloves) Attack Speed +1, All Accuracy 20 HAN Magic Crystal - Hoom x2 x2 (shoes) Hoom 4 set - All discount damage +5, Max HP +150, All Escape Rate +10% JIN Black Magic Crystal - Viper x2 (gloves) Attack Speed +1, All Accuracy 20 HAN Magic Crystal - Hoom x2 x2 (shoes) Hoom 4 set - All discount damage +5, Max HP +150, All Escape Rate +10% JIN Black Magic Crystal - Hoom x2 x2 (shoes) Attack Speed +10, All Escape Rate +10% JIN Black Magic Crystal - Hoom x2 x2 (shoes) Attack Speed +10, All Escape Rate +10% JIN Black Magic Crystal - Hoom x2 x2 (shoes) Attack Speed +10, All Escape Rate +10% JIN Black Magic Crystal - Hoom x2 x2 (shoes) Attack Speed +10, All Escape Rate +10% JIN Black Magic Crystal - Hoom x2 x2 (shoes) Attack Sp
4 set – All discount damage +5, Max HP +150, All Escape +4, All Accuracy +8, All Resistance +3% These are an example of some cheaper crystals for your class, if you don't have as much to spend and go cheap crystals for your class, if you don't have as much to spend and go cheap crystals for your class, if you don't have as much to spend and go cheap crystals for your class, if you don't have as much to spend and go cheap crystals for your class, if you don't have as much to spend and go cheap crystals for your class, if you don't have as much to spend and go cheap crystals for your class, if you don't have as much to spend and go cheap crystals for your class, if you don't have as much to spend and go cheap crystals for your class, if you don't have as much to spend and go cheap crystals for your class, if you don't have as much to spend and go cheap crystals for your class, if you don't have as much to spend and go cheap crystals for your class.
Magic Crystal of Infinity - Memory x2 (helmet) Casting Speed +2 Magical Crystal of Infinity - Swiftness x2 (shoes) Movement Speed +2 I highly recommend using BDOPLANNER.COM to help you build and track your progression. The build you
choose depends completely on the style of play and the role you want to play in PVP. Below are some examples buildto help you decide what is best for you. Leveling Build: LinkHere is what to aim for when leveling and before you get your boss gear. You should focus first on strengthening your weapons and then on your armor. Try to also finish all the pieces as soon as
possible, especially your armor, as it will give quite a great DP boost. Click on the image below to enlargeLow-Tier build: linkHere is a low-level build to use if you are looking to improve your gear before you get the boss gear. You may want to use witch's earrings instead of Assula earrings, but they can be quite expensive compared to the rest of the tools. Click on the image
below to enlargeMid-Tier build: linkHere is a mid-tier build: linkHere is a mid-tier build to use once you have chief gear. You want to watch to get TRI as soon as possible and then work on your accessories. You can also use a tet heve and muskan's tri shoes instead, but Griffon and Urugon shoes are currently considered the best in slot in meta gear. Click on the image below to enlargeSoftcap build:
linkHere is what to aim for if you are going for. It takes a long time to get to this stage, and there are a lot of small improvements and other accessories that you will use along the way, but this is ideally softcap build for PVP. For PVE, you want to use a Kutum with corrupted magic crystals. Once you've reached 261 AP with Nouver, you'll want to stop using Kutum for PVE however
until you reach 265 AP with Kutum. After several tests, it is confirmed that Noover performs better than Kutum in these brackets. More information about AP and DP brackets. Start by getting level 4 in the main hand for extra 4 AP. Then
you'll want to move on to putting level 2 in each armor piece before getting them all up to level 4, too. Unlike other Kzarka will eventually outscale Blackstar, and since you can't put caphras levels in it. Click on the image below to enlargeEnd-game build: linkHere is what to ultimately aim for. It takes
a long time to get to this stage, and there are a lot of small improvements and other accessories that you will use along the way, but this is ideally the final game build for PVP. Be sure to put stones in your equipment for additional statistics. You can also change both of Black Magic Crystal - Accuracy for Crystal of Elkarr (best in the slot), instead, but they are very expensive and
harder to obtain. For PVE, you want to use a Kutum with corrupted magic crystals. Once you've reached 261 AP with Nouver, you'll want to stop using Kutum for PVE however until you reach 265 AP with Kutum. After several tests, it is confirmed that Noover performs better than Kutum in these brackets. More information about AP and DP brackers can be found hereFor PVP, it
really depends. If you only do tier 1 node wars, for example, then it is better to stick with Kutum because the node is AP capped anyway and the additional DP can push you to a larger DP bracket. Unlike other classes, Kzarka is considered the best offhand because of the high accuracy it offers. PEN Kzarka will eventually outscale Blackstar, and since you can't put caphras levels
in it. Click on the image below to enlarge Supplies When grinding, use EXP Elixirs and milk tea, then other foods of your choice, such as Margoia Seafood and Serendia Speciale. It really depends on your preference and crystals/statistics. For food rotation in node/siege wars, I would recommend using Knight Combat Rations, Valencia Specials, Kamaslyvia Table and King Jungle
Hamburger and in that order. You will also need to use Shock Elixir, so you have 5 crit. If you can't do this, then you'll need to use Margavia Seafood instead of Kamaslyvia meal. You may also want to use the special Valencia table, and the Kamaslyvia special table, so that it lasts 120 minutes. Recipes for these are: ICON RESULT INGREDIENTS USE Knight Combat Reasons
Dark Pudding x1, Ham Sandwich x1, Fruit Wine x1, Meat Crochet x1 All Attack +5, Damage against Human Race +5, All Discount Damage from Damage from Pudding x1, Ham Sandwich x1, Fruit Wine x1, Meat Crochet x1 All Attack +5, Damage against Human Race +5, All Discount Damage from Damage from Damage +5 for 120 minutes Valencia Table Teff Sandwich x1, Fruit Wine x1, Meat Crochet x1 All Attack +5, Damage against Human Race +5, All Discount Damage from Damage from Damage from Damage from Damage +5 for 120 minutes Valencia Table Teff Sandwich x1, Fruit Wine x1, Meat Crochet x1 All Attack +5, Damage against Human Race +5, All Discount Damage +5 for 120 minutes Valencia Table Teff Sandwich x1, Fruit Wine x2, Date Palm Wine x3, Meat Crochet x1 All Attack +5, Damage against Human Race +5, All Discount Damage from Damage +5 for 120 minutes Valencia Table Teff Sandwich x1, Fruit Wine x3, Meat Crochet x1 All Attack +5, Damage against Human Race +5, All Discount Damage +5 for 120 minutes Valencia Table Teff Sandwich x1, Fruit Wine x3, Meat Crochet x1 All Attack +5, Damage against Human Race +5, All Discount Damage +5 for 120 minutes Valencia Table Teff Sandwich x1, Fruit Wine x3, Meat Crochet x1, All Attack +5, Damage against Human Race +5, All Discount Damage +5 for 120 minutes Valencia Table Teff Sandwich X1, Fruit Wine x3, Meat Crochet x3, All Discount Damage +5 for 120 minutes Valencia Table Teff Sandwich X1, Fruit Wine x3, Meat Crochet X1, All Discount Damage Against Human Race +5, Al
Monsters -6% for 110 minutes Kamaslyvia Meal Rainbow Button Mushroom Cheese Melt x1, Fig Pie x1, Fruit Wine x2, Rainbow Button Mushroom Cheese Melt x1, Fig Pie x1, Fruit Wine x2, Rainbow Button Mushroom Cheese Melt x1, Fig Pie x1, Fruit Wine x2, Rainbow Button Mushroom Cheese Melt x1, Fig Pie x1, Fruit Wine x2, Rainbow Button Mushroom Cheese Melt x1 Max HP +150, Max Stamina +200, Back Attack Damage +5% for 110 minutes King of Jungle Hamburger Teff Paine x4, Nutmeg x3 ignores all resistance +3%, Fig Pie x1, Fruit Wine x2, Rainbow Button Mushroom Cheese Melt x1 Max HP +150, Max Stamina +200, Back Attack Damage +5% for 110 minutes King of Jungle Hamburger Teff Paine x4, Nutmeg x3 ignores all resistance +3%, Fig Pie x1, Fruit Wine x2, Rainbow Button Mushroom Cheese Melt x1 Max HP +150, Max Stamina +200, Back Attack Damage +5% for 110 minutes King of Jungle Hamburger Teff Paine x4, Nutmeg x3 ignores all resistance +3%, Fig Pie x1, Fruit Wine x2, Rainbow Button Mushroom Cheese Melt x1 Max HP +150, Max Stamina +200, Back Attack Damage +5% for 110 minutes King of Jungle Hamburger Teff Paine x4, Nutmeg x3 ignores all resistance +3%, Fig Pie x1, Fruit Wine x2, Rainbow Button Mushroom Cheese Melt x1 Max HP +150, Max Stamina +200, Back Attack Damage +5% for 110 minutes King of Jungle Hamburger Teff Paine x4, Nutmeg x4, Nu
critical damage hit +5% for 110 minutes ICON RESULTS INGREDIENTS USE Elixir of shock clown blood x1, Tiger Mushrooms x5, Cedar Sap x7, Time Powder x3 Hit Chance +2 for 5 minutes 21/11/2015 - posted the first version of the guide 27/01/2017 - general update, added awakening skills, updated skills builds, tools, added skill add-ons and example builds 04/03/2018 -
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broken fixed links, added absolute skills to the guide, updated skill builds 05/03/2018 - changed recommendations to match the current meta tools, updated example builds 16/05/2019 - added Dragon Slayer weapon and updated information about armor 13/06/2020 - Additional information on succession, added blackstar weapons, updated accessories, updated game constructions and crystals

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