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## Aqw class guide

It's probably going to take a while, but when you're done I hope that you have a very useful guide to AQW classes on this Subreddit. Any help you can give will be most appreciated. There are a lot of classes in the game and some I understand a lot less than others. But here comes our bamania. Let's work together to make a great guide for everyone. Page 2 It's probably going to take a while, but when you're done I hope you have a very useful guide to AQW classes on this Subreddit. Any help you can give will be most appreciated. There are a lot of classes in the game and some I understand a lot less than others. But here comes our bamania. Let's work together to make a great guide for everyone. Page 2 Ultimate Guide to farm XP and Class Point - AdventureQuest Worlds (AQW) This guide is divided into 3 parts. Pirates (Level 5-20) Time Space (Level 20-45) Shadow Realm (Level 46+) Pirates (Players / Hero level between 5-20) Lolosia (/ join pirates) is a good place for farming xp and class points. Kill undead pirates. Level: 40 Difficulty: 4 stars TotalHP: 2,388 22,673 5,621 Attacks: Top slash: 45-53 90-220 Prior: 45-53 90-220 Lolosia (/join pirates) Time Space (Players / Hero between levels 20-45) Timespace (/ join timespace) is a better place for farming xp and class points. Kill Astral Ehemerites. Level: 46 26 46 Difficulty: 4 stars Total HP: 2 450 21 798 7057 Attacks: Bite: 65-105 128-151 Claw: 65-103 130-149 Time Space (/join timespace) Shadow Realm (Players / Hero between levels 46 +) Shadow Realm (/ join shadowrealm) is the best place for farming xp and class points. Note: Only players are 45 or above. Kill the Shadow Warriors. Level: 53 Difficulty: 4 stars TotalHP: 7687 Attacks: Slash: 73-94 Jumping Slash: 73-94 Shadow Realm (/join shadowrealm) It would be helpful if contributors first published in the discussion of the site to help ease efforts to manage the format of the guide. Thank you for all your efforts and help, though. Since Aqw 1.0, classes are new moves and mana regeneration tips, so some information may not be true. (New Year's) Foreword It serves as a strategic guide, and as such focuses on Mage and Warrior, the two classes that are more or less strategically better in many ways. If I can find time, I'd like to go deeper into the rotations used by other classes, but now the Other Classes section can advise me on the strategic use of any other class. The purpose of this guide is to provide a basis behind the group leadership for tough fights when players are difficult to get. Unfortunately, this shows a statistical imbalance between classes. That's probably all the time changes. The release of mp drinks alone would break this guide apart. In the end, the stylistic choice is what matters, playing in the class that you love to play. Mage Az most useful class for dealing with devastating damage. However, magicians struggle to survive against bosses when Solo. (New Year's Day) Moves Auto Attack: Same as any other class (if you have a mage enhancement, you'll find that it's weaker) FireBall: Big fireball because it burns over time. Applies to scorched Ice Shard: Epic when used before fireballs. If a fireball is used after the application of Frozen Blood, the weakest enemies will be destroyed. Explosion: Good for group fights. Arcane Shield: Protects you from damage (hp) and transfers damage from HP to mp. (New Year's Day) Strategies Single Player: I only recommend Mage class when fighting the weaker enemies. Extremely weak against bosses (although Arcane Shield lasts longer in combat). The combined Ice Shard and then Fireball deal Epic damage to the enemy. The explosion is a good multi-attack move. (New Year's Day) Group: Mage is ok when fighting in a group. Preserve mana and let your friends act as meat shields while abolishing your enemies. (New Year's Day) Side Notes \* Mage is a very good class, and if it becomes passive skills and such, it will be even better! But keep in mind that this class is like Rogue, a class that relies entirely on that skills. Mage's automatic attack deals 90% weapon damage and is as fast as Warrior, which means it is the weakest with regular damage. Rogue and Ninja deal 75% damage, but faster (Ninja being the fastest, automatic attack is potentially more dangerous than Berserker!\* Confirmed Tomix\*), which means if you put a set of 1 mage against rank 1 villain at the same level, your core is pretty much guaranteed to win. DON'T SAY THAT. If you neglect your skills, Mage sucks when dony uses skill's. Keep an eye on the mp and don't be afraid of spam fireball and ice shard. -Saintofdarkness Warrior is by far the best custom farming class in the game thanks to its passive skills, DS, and prep strikes. Remarkable auto skills attack: same as any other class. However, fighter class mass advantage as Auto Attack gets a boost from Fighter improvements. Decisive strike: a good move. Most people don't appreciate the power that's unleashed (if you're good at DPS). Underrated not two attacks at a time. used to be a strong strike. Imbalancing Strike: A move to consider. Although stunning is loaded and it doesn't deal a lot of damage, this ability can change the flow of battle, especially if you fight against the boss. Ready Attack: A move that increases the attack damage for a short period of time. The guard: acts like a prepared attack (increases attack damage), but also increases protection. (New Year's Day) Strategies For Everything: Seriously. Laying farming or boss work, it doesn't matter. His work is durable DPS. If it causes as much damage as possible. For this effect, launch the attack, then use the prepared attack and the DS (Decisive Strike) fast in a row. This stops the point animation prep on the DS strike and results in a quick prep attack crit without delay. It deals with extra 250% of automatic attack in 3 sec after rank 6. 6. until both cooldowns are over, and then repeat. The download time must be only a fraction of a second between the download time. Getting the timing off is easy, try the 4 and 2 on the keyboard to get it down. This is the best DPS strategy in the game. Don't use imbalancing or anything else to preserve your MP and it's going towards dealing as much damage as possible. A single imbalancing strike means an extra 500% of automatic attack could have been done with a prep/DS combo. If used correctly, it will almost never run out of mana. All this relies heavily on the rank of 6 passive. Prep Trick: The fights that you expect to be particularly difficult, use prepared attack before starting and then rest back in full seconds and HP. You start the battle with an immediate crit. Just tell your group what you're doing. Unfortunately not very good class PvP, from what I hear. Ninja, Enforcer, Clawsuit, and even BERSERKER will be a much better choice if new passive skills and such come out. -Saintofdarkness I call this strategy, the stunaftermath, Get rank 8 and use the Guard, You can use balancing strike and stun your opponent, Strike your opponent and repeat this. Onguard prevents a lot of damage, Imbalancing strike stuns the opponent, the others ownage :3 Group fights - I totally agree with everything described above, but humbly recommend this: Imbalancing Attack is amazing for the group fights. If you take the big boss for four seconds, everyone at your party gets two or three hits for free. Imbalance attack has a 10 second cooling. Fighters can effectively reduce the target's combat time by 40%. This could be the most important contribution to the group's efforts... and it says a lot because Warrior food has a lot of damage. But, note: Imbalancing Attack is not often back mp. Also, if you have a (strong) healer (who knows how to play the role) completely avoid the guard. The healer must take care of his health. Use your MP to better serve your group. -LexHogan Other Classes ClawSuit is a very interesting class. Once again, I'm not a member, so this specific assessment is purely a mix of hearsay and conjecture. However, this ability to ninja level stun and villain damage improve all while retaining warrior passive skills is quite amazing. This is the first class where I'm sorry I'm not a member. Line up higher than team support. Any member that could contribute 1 level of mace testing damage would be very awesome. Healing is useful. Having the ability to ninja level stun and villain damage improve all while retaining warrior passive skills is always nice. Doing the same for beginners with low health is always nice. Level that rank 4 Clear Mind, which is a great mp conversion skill. The cool trick is to equip healing, cast clean mind and then re-equip another class in order to get an extra little mp protection trick. Healing word: A must be able to have class. Add mind that it makes it almost immortal. Healing word is just wonderful. heals all allies in the room, this is There it is. He used to heal only the ally you were targeting. Get a powerful weapon if you want to get better results. No members like me would get a sacred hammer of retribution if you were healing yourself or if someone was healing you. Heartbeat: one step that does two attacks at a time. Pure mind: It is helpful to healers costing healers less mana for the healing word. Use it before you use skills. I recommend not to use the word healing if Pure Mind is deactivated, especially in 1-1. I also recommend using only healing words and pure mind only. Remember to use pure mind before healing word. Energy flow: Costing only 5 mana if you're just starting out as a new player or needing to regenerate mana during fights (like a noob/just a player :D) is a great thing you can do to use Energy Flow. This ability regenerates your mana over time during combat, it's usually best if you're soloing or in low groups. It's not that big for large groups because usually the boss is attacking one person and then another (unless you have a tank) but you usually don't really need this, but it's great if you don't have a clear mind or you need to regenerate mana to do so. 12 seconds to cool down. Rustbucket, Enforcer Class and ProtoSartorium are even better at burst damage than ninja, with two DS level attacks in the form of Jackhammer and Plasma Bolt. Unfortunately, he's still beaten by the warrior. Warrior's DS 4 mana, while robots with two DS cost between 6 and 5 sec. Also, prep attack means warrior deals with consistent crits while still adding it to the DPS. These two factors mean fighters can have quite a lot of endless mana pools, which makes them much better at farming and long boss fights. See the warrior section above about how to achieve this. Overall, there are great classes, and definitely worth leveling for us without the Pally class, and in cold blood factor when we get the AOE attack working (Pulsewave). It is very useful for fast farming rather than for enduring long-running fighter drag. Event Horizon is definitely very nice to have and very useful for those otherwise frustrating occasions when they are forced to fight hard hitting, low down, mini-boss level monsters of their own. Strategies: Feel free to spam Jackhammer and Plasma Bolt as much as you want if MP conservation isn't a huge concern. The increased number of hits allows you to have more chances to crit and restore MP. However, in any boss situation or for long farming sessions, the use of The Hammer is not recommended, as you'll get more damage per MP point if you have the time to wait for Plasma Bolt's cooldown. Never use Pulsewave. Event Horizon: Being ranked 10 this skill set makes Event Horizon much better to use for long boss fights, supposedly longer than a minute. This is because if you successfully hit it while the event horizon is enabled, 0 Even regains 1 sec of fighter passive. Event Horizon takes 10 seconds and lasts 12 seconds. You are you can easily regain a little less than half the MP spent with this tactic, 11-13 secs when soloing the boss. Overall, probably the best non-mem class injury treatment. While fighting with your boss don't use event horizons until the very end of your health, so be sure to save up some energy, it works really well. -Joshman13x Enforcer is also the best farmer out there because of the insanely quick damage deals. Your battles won't last more than a few seconds against the average enemy feed. On each mission, where you have to fight the hordes of enemies, go enforcer. - Red Blizzard Hey Red, how's it going? :P totally agree with Red Blizzard. Enforcer and equivalent classes outclass Warrior. After all, Warrior's Prepared strike and decisive Strike combo are not easy to execute when there's a lot of people. Lag makes it almost impossible to work. His executive skills are great, like a barrage. Jackhammer, Plasma Bolt, and Pulsewave together are simultaneously great, and the Event Horizon can really change the tide in battle. Enforcer has three relatively effective damaging skills, while warrior has only 2 (Imbalancing Strike sucks) and enforcer has much better defensive skill. -Saintofdarkness DragonSlayer is the third of the non-member classes to receive warrior passive. Of course, this makes it immediately relevant. However, Impale hurts the class that there is no chance to crit, and ds remains even less crit possible than warrior or robots. Scorching Steel is the standard Decisive Strike clone and is as awesome as it means. And the ultimate ability, the current damage scaling, is almost completely useless. However, bane scales are the first refueling talent implemented and allows for clever strategies when it comes to opposing the scaly and fire-spewing variety. Definitely worth leveling ranking 9 if you take the extra time. Scorching steel: Not as good as it looks, this step. It's 150% the damage to your guns, but you're 120% of the class. It does 30% more damage, but takes up the same MP the fighter DS takes up. Fighters basically give a 40% boost. All in all, the warrior DS and dragon hunter have the same result, but the Dragon Hunter is less useful to the class. But at least Scorched Steel has an element that doesn't matter until the statistics come in, Paladin Paladin's class is currently characterized by its ability to both heal and deal with appropriate damage. However, it is not able to preform these tasks to the level of the healer or warrior. Abolish hits 80% of the damage that Warrior's Decisive Strike would do, but it costs 2 more MP. As for healing, Empower causes a goal to heal 25% of the total DPS with more than 5 attacks, which currently scales much worse than healing in the Healing Word, except in the most unreported situations (Low-level healer, Super high-level heal target). Paladin is saved from this otherwise mediocre skill set, however, it is the ultimate skill eternal This ability gives paladin an effective MP restoration skill. Of course, it's not as powerful an MP manipulator as the Warrior's passive skills, and it's not yet beneficial for a party like infusion (that's the skills nyl part). However, he still has his merits. Paladin, though underpowered by almost every skill in relation to a few other classes, is the only class that allows the solo player to actively control the HP and MP levels within combat, the ability many find attractive. It is very important to realize that if the staff fixes their (not yet implemented) skills and balances the fight in the game, Paladin ends up with a good class that combines healing from attacks as well as perhaps the best party support class in the game because of the eternal light alone. Strategies: In most cases, spam abolition and eternal light whenever possible. Never use The Blinding Light. When you feel you need to activate Empower and save yourself try to wait until abolition is off cooldown so try to get as many wipes during Empower duration. The more it wipes out that it fits an Empower, the greater the healing will be. Side Notes \* Paladin is not a good class at the moment and maybe only marginally better than Dragonslayer, but once you get passive skills (Paladin passive skills are similar to Warriors I think), it becomes a threat to PvP and also a threat to many bosses! But right now, it's a crappy class, and it's not worth using as a subsidy or farm class. Just prioritize it now and don't use it outside of PTR until your passive skills are released and your skills are executed, c'all you'll be set to pally for a good job! -Saintofdarkness Paladin also gives +30HP for those who rank above 6. It's not much, but it's better than nothing, right? Oh, and Paladin's PTR is so much better! The Eternal Light has been erased, but now the Paladins can get mana every time they are attacked or attacked. Also Empower, now your last skill, heal you from any attack (much more than before) and increase the mana you get when struck or strike. And finally, the skill that has been done empower as 2. must be checked) is a version of Healing Healing Skill. Paladin is one of the best last-long classes in PTR. -Z Rogue, Pirate, Vampire and others Very nice when the group reaches 4 + members of puncture. Otherwise, unfortunately, it loses the fighter because he can not handle mp. Vipers Kiss: I wanted to comment on sting, but it's been commented on in the description, so here it is. Vipers Kiss, Impale and Fireball do their own

damage over time, but Vipers Kiss is really something. 350% of them are weapons damage! Level 8 improvement of the weapon is usually 72-88 damage, so only 2 viper kisses is like adding a new player to the party / group. I recommend you never use this when farming, but use this if you are fighting a monster 3000+ off. Big step, people never really like But they forget to honor the unversed Vipers kiss. Strategy This strategy to deal with persistent great damage and the group to fight against high HP bosses: Use Viper's Kiss (VK) and then FootWork.This is to deal as much damage as possible. Use opportunity's strike (O.S.) just before viper's kiss wears off. Repeat viper's Kiss-Opportunity strike combo and re-apply FootWork if possible. When the enemy's health gets below 40% (slightly less than half), use Stiletto, then FootWork, because stilletos double the DMG of all attacks if the enemy's health is less than 40%, and FootWork attacks faster. You can then spam all your skills until stiletto goes away to get more attacks (Double dmg for each attack) if it goes away, your opponent must be dead. If not, repeat. Believe me, I'm level 26 and not a 982 dmg crit a bludrut pvp team b captain with this strategy. This strategy of rapid damage explodes and is best solo low down high dmg mini bosses, or very short, big damage fights: You want to attack as much as possible during the battle soon, so spam VK and Ok, and activate FootWork.When the enemy's health will be 40%, use Stiletto and continue spam attacks. I've defeated lvl 250 mini bosses (Bludrut Pvp Restorers) alone with this strategy.~Arry k y Passive skills (unlocked in the rankings 4) +15% Dodge odds (Elusive) +15% critical chance (incisive) Mana regeneration Rogues gain mana, When: Strike enemies in combat (right crits) Dodge every attack (also restores HP) Side Notes \* Rogue is actually much better than you think! It's just about as good as a support class like Mage if used correctly! And when Footwork is implemented, it would be more threatening. The hidden Blade is a useless skill... But Viper's Kiss, Prick, and Footwork (if it's finally) can make a Rogue awesome enemy! Oh, and Rogue is about to become a powerful Mana regen., where he recovers mana all the time Viper's Kiss saps enemy HP! -Saintofdarkness Rogue is a wonderful class, and maybe better than Pally, because the Mana regen., if you dodge, you will regain Mp and HP. Thus, you can do great damage deals and due to the high Dodge odds (Foot Work = + 30, Elusive = + 15) healing potential. Rogue is probably the best non-mem class to use Bludrut Brawl pvp because of it and I tried and it is one of the few non-mem classes that have custom restorers. Great for low health high dmg mini bosses. ~ Arry k y Ninja One of the best blast damage in the game. However, no mp driving (after 1.0, ninja got shadowburn,which returns mana if target doesn't have shadow blade on) and costly mp (the highest mana price is Thin Air and you wouldn't use it too much anyway. Good PvP or just everywhere really. Big injury, big mana regeneration, big and stunner. There's no health care system. Mana regeneration is severely reduced when the enemy is stunned though. :( All abilities are one-aim. Free 40 mana landing on first strike (see Mana Mana makes it good for farming missions or whatever. Extremely useful overall, get a ranking of 5 if you haven't done so. Skills Crosscut: Instant strike 2x autoattack damage. 15 mana, 2 seconds recharge time. Main offensive ability, high damage, fair enough. Shadowblade: Takes weaker damage than an autoattack, applies Shadowblade, blinding the enemy for 6 seconds. It's as good as a stunner, every attack on me was missed while it was active (tested in Miltonius). Prevents Shadowburn mana from regenerating, don't use it unless your opponent is doing heavy damage. Many say that it is extremely useful against PvP, including the Warriors. 25 mana, 12-second cooldown. Shadowburn: Damage is weaker than an autoattack. If Shadowblade is present, only use it when it's about to go away to prolong the stun time, it costs 5 mana and applies Shadowburn (extra 3 seconds of stun). If Shadowblade is not present, regenerate jattot 15 mana (20 mana won, 5 mana cost). Awesome mana regeneration against typical monsters when Shadowblade is not needed. 6-second cooldown. Thin air: For 30 seconds, each attack you receive increases avoidance by 3% and is in a 5% hurry. After 30 seconds, the statistics return to normal. It takes 30 seconds, 30 mana, 30 seconds. Extremely effective when attacked by many low injury monsters (eg Grizzle Spit + 2 Box Guardians). We haven't tested the effectiveness of practical situations, someone added to this. Passive skills (open in the rankings 4) +15% Dodge chance (Elusive) +15% critical chance (sharp) Mana regeneration Shadowburn regenerates 15 mana (5 mana cost, 20 mana gain) if used when shadowblade is not active. The cooling time is 6 seconds, so mana regeneration is 2.5 mana per second. Auto Attack Damage Management will return 1 mana. (1.5 seconds recharge time, hence 0.6 mana regeneration per second). Dealing critical damage auto-attack returns 2 mana. Attacking enemy the first time you do not attack back 40 mana. Strategy For Dealing With Great Damage: Do not use Shadowblade. Spam Crosscut and Shadowburn. Thin Air is useless in a group, it won't be a find that often. I think it's good for farm bosses in a group... deal as much damage as possible, respawn if you die (or just being a healer). Stun/PvP: (Use Shadowblade for the first time in PvP). Use shadowburn and then immediately use Shadowblade. Wait until Shadowblade is about to go away (use Shadowblade's cooldown as a guide) and then use Shadowburn. Repeat from step one (use Shadowburn again). If Shadowblade misses, Shadowburn will regenerate the mana, so use Crosscut. The enemy must not hit it at all while Shadowblade is active. This reduces the Damage. Shadowblade or Shadowburn will be active for 8-9 seconds. Taking damage for 3-4 seconds before Shadowblade cools, this amount can be reduced with Thief enhancements to create almost constant stunning. Critical causes: Use Warrior enhancements on ninja to get more critical hits, very good for burst damage. (Even warrior warrior u still have a 1.5 auto-attack cooldown.) ((Noxorix) The perfect stun: Use Shadowblade, then 1 Crosscut and then 1 Shadowburn and 2 more Crosscuts and then another Shadowblade.Repeat. (New Year's) Side Notes Thief enhancements are recommended for reduced reload times (more often attacks) and higher recoveries (less frequent attacks). -Saintofdarkness -Eragon4x10 (edited since ptr went live in brackets) -1 Berserker and Beta Berserker An outdated class. Breaker was once the stand out ability, but since then has only applied only 2 enemy swings, so interrupters are only marginally better than an attachment (in that they both reduce enemy damage by 100% in total, but the circuit breaker still allows you toprocs infusion). As such, the armor remains in the collection sub-par, expensive, or has not yet materialized capabilities. This other defining feature, enhanced auto-attack damage, is put to better use in the excellent Dragonslayer class. However, most players like the idea of hitting 120 instead of 90 for improved auto-attack. side notes\* Yah, Berserker totally sucks and rated the worst class in the whole game. However&I; I've heard that it can be somewhat of a threat to PP and even like Warrior, as it also has passive skills now! (The new passive skills of the classes are not implemented by non-members until PvP is fully released) -Saintofdarkness of the above claim is not true to the 2st best class besides doomknight. there is also a way to beta zerker, zerker faster by clicking broadside repeatedly. so it's a very fast class. and since every hit in the battle gives the zerker mana, you do not have to worry about losing mana quickly -Xaidan I feel that beserker 2. - I'm Meziel. Please note that all of my comments are here, apart from this, a long time ago. Blood for Blood didn't even exist when I made the previous comment. Berserker, at this moment, is indeed much better than it used to be. I find it a great soloing class, but it's weak against classes like stun and/or heavy Dodge increases. Most of the time, I can beat Berserker without effort. Xaidan, your confession is false. Doomknight is far from the best. Apart from the stunner, it's a pathetic class. You must try rogue and ninja! :) But I assume the comment is old, as this is probably the case. Remember, my confession wasn't false; it only been here for a long time and is extremely outdated. And whoever called me stupid is looser, learn how to spell UNDO before they use that lame insult. -Saintofdarkness Ok, new post! This class is awesome. I go so far as to say that this class is the best in the game. It's in the PVP, you can be alone with it, and basically, your own healer (if you do it right!). Berserker has extremely high attack power and excellent defense: criteria for a wonderful tank class. Ok here's how it works. Oh, by the way, he's a real head of department. If you follow these instructions letter by letter, there is no rejection. When I want a quick management session or pretty much everything that requires fast kills, long soloing, or PVP, I turn to Berserker. 1st place: Starts the class with the Breaker ability. This is very important. It's always like this. When it recharges, click it. Reduces enemy damage performance by 100% for 4 seconds. The damage you're dealing with won't be too high, as it only applies the weapon's DPS to the attack. Don't ignore this ability. He's saved my life countless times. It also gives you more time for missed Conclusions to breathe out. I'll get to it later. MP Cost: 30 reload times: 8 seconds Rank 2: This is a rather pointless and poor ability: Broadside. I don't have much to say about that. It does 70% weapon damage, which cannot be avoided, but cannot strike critically. Since Berserkers uses a huge amount of mana, this will cut straight into mp's reserves. But! This ability has a benefit. Just one. In the PVP, this Rogue is lost. Rogues, with their annoying Dodge almost every attack of cheapness, can't avoid this. So, spam them with this ability and you will (least) destroy your health reserves. Even if you die, another player can come and kill them. MP cost: 15 reload times: 2 seconds. 3rd place: Blood for blood. Without it, Berserker is the worst class in the game. That's what makes this class. This is a fairly simple concept: No damage based on the difference between max health and current health. Now, if you think about it, this ability does enormous damage. Wait until your health is around 30%, and let it be. This ability can easily deal anywhere from 500 to 2000 damage. This is also a key factor for the missed conclusion. Use this only if your health is low. MP cost: 30 recharge times: 10 seconds. 4th place: passive skills. Here's what you get: Furious: Increases the total damage done by 15%. Definite: Damage decreased by 10%. I don't have much to say. It helps a little. But since I'm not a fan of detailing each statistic, I'm just saying that it's a nice thing to have. And finally, Rank 5: missed conclusion. That's what keeps berserker alive. Here's the description: Increase the sieting by 25% for 12 seconds. When the effect fades, you can get health based on a small percentage of damage during treated effects. Translation: the more damage it causes, the more health you get back after the impact of the missed conclusion is over. That's why Blood for Blood is perfect for this. You deal a lot of damage to Blood for Blood, so use it as long as Forgone is active. When it's gone, if Blood for Blood wisely, between 500 and max health! MP cost: 20 reload times: 30 seconds. In short, almost nothing can stop the Berserker. If he had more mana reserves, he'd be unbeatable. However, he still has his weaknesses. This magical resistance is quite low, giving magicians an advantage. Okay, last thing. This will be a quick strategy guide. I'm going to apply what I said earlier to a real situation. I'm going to the Red Dragon alone. The first thing is the first. This class needs warrior upgrades for all items except the sword. The sword needs a lucky accessory (increases the damage by crits). Now, begin this fight (in this case I'm talking about Red Dragon. However, this is roughly one-by-one for each type of strategy. Feel free to play around with it, though!). First of all, the resigned conclusion. The essence of this is to keep your health as high as possible for the duration of the fight. Although your health will be low, that's what Blood for Blood is for. Then, cast Breaker. Spam that dragon is a breaker until either a) your health becomes low or b) Missed conclusion runs out. The solution to the second problem is only to hit a missed conclusion again. There's always Breaker and Bygone goes. But! Let's just say your health is low. This is where timing is most important. Quickly cast Breaker as boss (Red Dragon) to stop him from killing too quickly. You cast a backward conclusion. It is necessary to wait 12 seconds (the time until the effect fades). During these few seconds, cast Breaker and Blood for Blood. Blood for Blood is more important to cast in this case. Why? The more damage you do to more health you get back after it's cancelled ends. It fits two Bloodfor Bloods that 12 seconds and in the middle, use Breaker over and over again. When the 12 seconds are up, boom, you're in a lot of health. Keep this strategy until the boss falls. Keep in mind, however, that it doesn't work for all bosses. Some bosses may not be soloed. Don't expect this class to kill everything you see. I'm still asking for help from some bosses every now and then- comfort! ~ IronShadow Leprechaun Is a rare class that everyone likes to show how bred. This, contrary to popular belief, is the equivalent of a villain if it is. Despite what the tool tip suggests, Irish blessing hits the same damage as Viper's kiss, only distributed differently. From there, the third skills feature mostly small differences. Finally, if tool tips are to be believed (Which \*ahem\* they're not) the ultimate skill of Leprechaun is actually shorter than a villain. However, unlike the villain's ultimate skill, Lep skill actually works in the current game. Casting Patrick's Secret after Needle Point skill will help you most damage mana both your skills and increase your auto attacks to decisive Strike levels. -Joshman13x Some reinforcements: Leprechaun's ultimate skill is not the same as doing the same skill, Rogue last skill in a much shorter time. In addition, the first skill and the second skill are equal the first two skills. Finally, your third skill is worse than Rogue's third skill as it increases the damage you take, but doesn't increase your sight in any way, while Rogue skill barely increases sight. But why get every Rogue-based class to start with? They don't have mana regen. - Red Blizzard Personally, I have never used it since hit rank 10 (which I'm just saying I do) and now I just fitted it to show everyone who calls me a nob who just started playing that I'm not (Closely followed by another presentation by Beta Berserker.). I think it's much better now i can hit over 2000! even if everyone says leprechaun class on the show off i have a little secret... automatically heals when you dodge an attack. (both HP and mp) -superlegion you are all wrong with Lep is a great class. You don't know how to use it properly. I'm using it to keep him from cutting me off and who's doing this. I use it because no one can ever hit me because the highest dodge rate of all classes that coincides with it. If lep is used better you can hit it in the 500's or even 1000's. ~ Sir Mocow, who ever said in the comment above somehow agree with you because rogue based classes rock (once I 1000 dmg pirate) and there yes surprise. And red blizzard, villains are the best mana regen right now because it also regens LE. Also none of the third skills increase when taking dmg, but how quickly dmg deals. The only real difference is the look. ~ Arry k y DoomKnight A good knowledge of DPS dynamics and stats and what they do and how to build that class, it is the strongest class in the game. You're Sepulchure's man, the power of the Shadows that's inside you. Cruel and cruel, DoomKnight shows no mercy to its opponent. The DoomKnight is able to crush opponents with her high attack power and critical hit rate. In addition to being able to heal yourself with the Dark Siphon ability, this is indeed a class to contend with. Skills Dark Siphon: A quick attack that applies a dark wound to the target while dealing 100% of the weapons with DPS (Damage per Second) damage. Dark wound effect pile, and once stacked, instantly heals you twice the weapon DPS. Attacking the target with a dark siphon during the time the Dark Wound is still piling up and refreshing the Dark Wound. Dark wounds last for 8 seconds and can be stacked up to 5 times. High usage. Soul Crush: A quick attack dealing physical and magical damage. Not a fair amount of damage, but reduced the power of any dark wound applied to the target. It was reduced by about 0.12% per DW, effectively treating the minimum wound with 5 dark wounds. Moderate use. Void Strike: A powerful attack, dealing 100% normal damage, as well as an amount derived from full MP and HP. Possibly doubled the total MP and HP. Unfortunately, it's very Mana difficult, and if used one after the other, it will end up mana-less. Semi Use. Aggression: PASSIVE ABILITY ABILITY full wound equipped with 10% firmness of the class: passive ability reduces the entire wound while the class is equipped with a 10% blood deal: If a dark wound is applied to the target, the roller will receive an additional wound if attacked, but part of the resulting wound will be added to the next automatic attack. It takes 10 seconds. Note: If no target is hit by a dark wound, the target will only get a three-second stunner. DoomStrike: PASSIVE ABILITY It's an extremely powerful one that can do 50 times more damage in an automatic attack, but it's very rare to do it. Information and Strategy for DoomKnight is a very powerful class when used correctly. Not entirely a main tank/attack class, it is more of a support class that can withstand the enemy for an extended period of time. With the ability to recover Mana with every attack, and with every attack he's received, he'll never degrade to Mana. Health doesn't have many problems either, as with every Dark Siphon strike, twice the weapon DPS is given back to you as health. Keep up with those reinforcements! If applied at the right time, the Void Crush can be a devastating game changer, dishing out 200% + of normal damage, as long as you keep your health and Mana points up. Unfortunately, the Spirit Crush ability does little use, except that it senselessly hacks and deals less damage, it usually does. In addition, the more dark wounds you have stacked on target, the less damage you do! Well, they had to give the class terrible skills. Otherwise, they'd beat him. It's a blood show. Perhaps the most interesting skill in the game. See, you have to use this when you're going to die and stick to the last few pieces of life. Taking further damage, you take away the damage you've just suffered and take some of it back for a long time with your entire wound. He's pretty good, huh? Rightly so, it can save the party from defeat. The extra damage sticks, and as long as you have a Dark Siphon, you can only get that health back! Since DoomKnight can use the Dark Siphon and gain a sense of health and win mana when attacking and attacking, DoomKnight will almost never go low on Mana. Rest is always necessary, of course, but DoomKnight can grind 3-4 enemies before you actually need to rest. This makes the class a great grinding/farming department. It also allows DoomKnight to become one of the best tanks in the game. Paired with a healer, the two can become in addition to unstoppable. DoomKnight's high critical rate and 127% damage are of great help as you do more damage to weapons than any other class. And once you reach level 4, you'll get extra 10% damage. So in the end, you're doing 37% extra gun damage! Chronomancer class notes might reach me user talk: Zero Noisiv. Please do not hesitate to leave comments, suggestions, any missed tips or tricks, or otherwise testable and valuable information about the part of the page. Please refrain from editing unless editing can be validated and supported by the wider community. The whole point of a guide like this is to avoid rumors, myths and widespread misunderstandings. That being said, thank you to everyone who has time to support this. Damage comparisons were preformed with a level 1 enhanced skeleton hand to avoid random damage in the assessment. Any mace works though. In response to a rather strange (just deleted) edit berserker, yes, there is Beta Berserker, this is where you draw the test and reviews of the department. Work in progress Clawsuit needs info DragonLord needs info Contributors Sign Here Thanks: the following:

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