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Introduction Killers lurk in the shadows, they can kill a person in ten steps without any trace. They have nimble bodies that can cause great damage and solve the problem before the danger ever befalls them. These are spirits that travel along the boundary of life and death through the dark night, quickly moving figures through the desert, accompanying the beasts and sleeping with falling leaves. They listen to the whispers of the stars and moon, feel the pulsation of the blood of their target and wait for the opportunity to land their deadly blow. They know that they have to go the way of a dark night to finally reach the light at the end. Skill Assassins have a special stealth ability that allows them to hide their footprints under the eyes of the enemy while waiting for the right moment. They have a lot of damage and huge critiques, when they find themselves in a moment of crisis, they can dodge and do a lot of life steal, completely easing their danger. Whether in PvP or PvE, Killers are always deadly. ORIENTATION DPS, Dodging, Sneak Attack, Melee Asura They pursue demons by tracking the sweet aroma of freshly poured blood. Battles excite them endlessly. All evil cringe and hide at the mention of their names. Ninjas like a shapeless wind in a storm, like an untouchable shadow in the dark: nimble scouts are able to appear in the places that are least expected of their enemy. Assassin Void Phantom becomes invisible with increased speed of Crete and generates a combo point. Blade Assault becomes a rushing blade that travels across the battlefield and provides a devastating attack after reaching for the target. Killing art consumes 4 combo points to strike at nearby enemies, causing great damage and causing them to be stunned. Asura Descent Asura Consume 5 combo points to cause Asura, causing great damage to enemies within reach. This skill has a 50% chance of critically hitting. An improved shadow strike stuns and damages nearby enemies quickly. The transactions have greatly increased the damage and generates combo points when used while invisible. Blade Assault becomes a rushing blade that travels across the battlefield and provides a devastating attack after reaching for the target. Ninja Shadowed Soul damages enemies within range and generates a combo point. Paralyzes enemies for 2 seconds if used while invisible. The improved Empty Phantom becomes invisible with the increased speed of Crete and generates a combo point. Cross Cleave consumes 3 combo points to wield two sharp blades, inflicting great damage on the nearest enemies and significantly increasing the Dodge caster level temporarily. Killer Skills Description Max Level Costs CD Active requirement cross Cleave offers damage equals 360% (515%) Attack 289 (No 1360) on surrounding enemies 10 3 0s Attack - Phantom Cross Cleave increases evasion rate by 40% for 1.2 (2) sec 5 0 - Passive Cross Clive Lvl 5 Blade Assault Teleports to nearest enemy in front and causes damage equal to (240%) (240%) 120 pounds (660 euros) for all surrounding purposes. Adds 2 combo points when hitting on target 10 0 6s Attack - Psychology Attacks stun target for 0.7 (1.5) sec 5 0 - Passive Blade Assault Lvl 5 Killing Art Deal damage equals 335% (480%) Attack No120 (1200 euros) on surrounding enemies and stuns them within 2 sec 10 4 0s Attack - Deadly Killing Art further reduces the effectiveness of healing on target by 55% (75%) 6 sec 5 0 - Passive Murder of The Art of Lvl 5 Void Phantom Will Turn into a Shadow, receiving the effect of stealth, which lasts 5 seconds, increases evasion rate by 30% and speed by 35% (50%). While in invisible status removes all control effects and get 1 combo-point 10 0 10s Buff - Shadow Attack Void Phantom increases the rate of crete by 30% in 4 (8) sec. 5 0 - Passive Void Phantom Lvl 5 Shadow Strike Strike damage equals 167% (24%) Attack No. 135 (675) on surrounding enemies and restores your own HP to 10% of the damage from skill. Profit 1 combo point when hit by enemy 10 0 3s Attack - Shadow Strike Technique additionally heals you for 30% (150%) 5 0 - Passive Shadow Blow Lvl 5 Ninja Skill Description Max Level Costs CD Active Requirement Shaded Souls Deal Damage Equals? (372%) Attack? (990 euros) to enemies within reach. Casting this skill gets 1 combo point. Casting this skill while invisible additionally stuns targets within 3 seconds and increases the damage done 100% 10 0 5s Attack - Advanced Shadowed Soul Shadowed Soul deals a 10% increase in damage 5 -- - - Passive shadowed Soul Lvl 5 Advanced Void Extended Void Phantom: remove all the effects of crowd control on you. Can be used while affected. For 1.5 seconds, performing attacks or taking damage will not break the stealth. When you become invisible, you get a super-armor and do 20% less damage in 2 seconds. 10 Passive Superior Void Phantom increases critical speed by 50%, while Advanced Phantom active 5 Passive Ninja Normal Attack Normal Attack Normal Attack bleed target deal (5% attack and 10) damage within 4 sec 10 - - - Passive Ninja zen Mastery increases physical damage, Applied 0.5% 10 - Passive Ninja Mastery Increases Dodge Speed by 0.5 10 Passive Asura Skills Deal Damage Equal 669% attack 1782 to surrounding enemies with a 50% chance of landing critical impact 10 5 0s Attack Advanced Descent Asura Descent Asura has 10% (50%) Chance to provide you with invisibility within 8 sec 5 - Passive Advanced Shadow Kick Advanced Shadow Strike extra deals 80% and 300 damage and students aim for an additional 1.5 sec. 10 - - Passive Superior Shadow Strike Extended Shadow Strike has a 2% chance to strike a critical blow 5 - - - Passive Attacks Asura Normal Attack Normal Attacks increase your critical damage by 12% for 6 sec 10 Passive Advanced Asura Normal Attack Normal Attacks additionally provide you with a 1% Crete rate for 6 5 Passive Asura zen Mastery increases physical damage by 0.5% 10 Passive Asura Mastery Increase Crit Rate by 0.5% 10 Passive Community Community available under CC-BY-SA, unless otherwise stated. Just like the MMO RPG in general, the way you play, the bigger the level you have. Each level up you get stat points that you can use to improve your character's attributes. Of course, you can't use point stats. Here's a short explanation and stat guide to laplace m characters for beginners, squeezing your avatar character into the top corner, you'll see a pop-up like the next. It contains data about your character, there is information about the name, Guild, Level, Exp, Seal Level and various types. Description of attributes and basic status of P-ATK: Increased damage from PhysicalM-ATK attacks: Increase damage from MagicDMG attacks × : Increase the damage multiplier done by P-DEF: Reduce the physical damage caused by karakterM-DEF: Reduce the magic/magic damage caused by charactersHP: Health Point, if you lose all the hp, you will die. Read more: Laplace M Pre-registration opens! Explaining the attributes and status associated with each STR work: The effect of DMG's Work Warrior and Killer and the level of work of 2 nyaDMG ×: Within 0-200 STR, every 10 STR that your character, will increase the character of DMG by 1%. After exceeding 200 STR, the increase in DMG × will be reduced by increasing STR. AGI: Influences DMG Job Warrior and Assassin DMG × and Crit: Within the 0-200 AGI limit, every 10 AGI will increase DMG by 0.4% and Crete by 0.3%. After exceeding 200 AGI, the increase in DMG × of crit will be reduced by increasing AGI. INT: Influences DMG Class Mag and Cleric DMG ×: Within the 0-200 INT limit, every 10 INT will increase DMG characters by 1%. After exceeding 200 INT, the increase in DMG × will be reduced by increasing the INT. Read more: Latest Update Patch, Auto Chess Now More Newcomers Friendly SPI: Influence of DMG Class Mag and ClericDMG x and Crete: Within 0-200 SPI limit, every 10 SPI will increase DMG × characters by 0.4% and Crete by 0.3%. After exceeding 200 SPI, the increase in DMG × crit will be reduced with an increase in SPI. VIT: 1 VIT will increase the character of hp, as the level of characters increases, the number of HP kit will also increase. Every 100 VIT will increase by 1% HP and 1% Crit.A applies to all works and their continuation. In addition to these basic attributes, there are even more detailed attributes such as Damage, Strength, Recovery and other special attributes. This information will be updated at a later date. (Visited 4,758 times, 1 visit today) ToW World has opened. Players around the world are eager to start their adventure and prove their strength along the way! Today we will discuss one of the most important features that you need to know to become stronger in the game: Battle Rate! But first, what is a combat course? The simplest explanation is that this is the total amount power that has been gained through several environments such as your equipment, skill level, guardian, shower card, level of character, stats, and enhancements. It serves as a sensor on how strong you are now, and at the same time, becomes your guide if you can handle certain dungeon runs and problems like Kingdom Realms. In this guide, you'll learn and discover some amazing tips and tricks on how to increase your combat course in the best way possible, so you can solve all the obstacles and emerge as a winner! 1. Equipment equipment is one of your main sources of BR. It is essentially the source of the character for attack and defense, as well as the catalyst for the soul card. Don't rush with gold equipment early on because you'll change your equipment every 10 levels. Always do the highest difficulty on the equipment area (Nightmare Mode) with a full batch for the best chance of getting high-level rewards. 2. Equipment Boost Getting powerful equipment is great and all but you can increase their combat speed further when you upgrade them. Focus on enhancing your gear first while you are at lower levels, as improvements can be transferred to other equipment freely. You won't fail when you raise to 6 because it has 100% success. You can get improved material from Points Shop, Spiral Shop, Zodiac Bosses, and Truesight. To raise no 1 to 6 pounds you will need Star Diamonds, followed by Moon Diamonds for 7 pounds. 3. Equipment Reforge After getting the equipment you want, you can now reforge your items. Rechecking requires the repack how to re-examine the bullion fork and Silverstar as materials. Silverstar can be obtained through all kinds of different events and quests while the front bars can be obtained in realm equipment, Marketplace Trade, and from dismantling equipment. You can also fuse the rest of the bars to get a higher level of them. You can fuse 6 bronze bars to get 1 iron bar, 6 iron to get 1 Mithril, and 6 Mithril to get 1 Adamantine. Reforge bars: Bronze for equipment level 30 and below iron - level 40 to 50 Mithril - level 50 to 60 Adamantine - level 60 above the rating of additional attributes of equipment will be displayed when rechecked, and the reforge rating will highlight you whether the attributes are good or not. The higher the battle rate, the better. The hardware overs can give the equipment additional attributes of types and bonuses, making each piece of equipment unique. 4. Soul Card (Monster) Soul cards powerful elements imbued with the soul of the monster in the form of a map. Equipment one in your gear adds extra combat speed and gives you access to stats boosts and special skills Just like with the equipment, try to get 6 pounds on the card because it has 100% success, and some cards also have a special impact on 3.6.9 and 12 pounds. You can get a materials upgrade card called Mana from the Points store, Dismantle Card, Realm cards and Hunt bug. Be sure to unlock extra card slots when you can. You need to Glory points to unlocking the slot. You can get them by participating in the Kingdom Event. Pro Tip: Before you dismantle or paste cards, always check/compare Max Rating, not Cur. Rating. 5. Redeem Skill Point (SP) One of the unconventional features is how you get skill points. You get one skill point each level up, but most of your points can be obtained by repaying. You need to exchange XP to redeem skill points. Take note of how much XP you need to exchange for one skill point - this increases in price the more points you redeem. Every time you upgrade your skill level you will get about 600 BP and boost some of your stats. The best time to do this is when you reach cover level. You'll need 50 SP for the 2nd Job Change Pro Tip: How to Earn Extra EXP After Cap Level? Daily routine to reach Cap level first! Exp Limit Subject: Escort, Arena, Card Kingdom, Realm Equipment, Dragon Treasure Event Area: (Kingdom of Events, Treasure Hunter, World Boss) Next! Once you reach the cap level, you can continue to earn exp and start redeeming skill points. You can level your character only after the new level cover has been unlocked. Not subject to Exp Limit: Main quest, side quest, NPC Fight, Revelation trials, Farm Order, Racoon Raid, Truesight Reward, and Fairy Music Box Square Event: Zodiac Bosses, Guild Ball 6. Guardian/Pet The Guardians are your partner throughout your journey to ToW, helping you in combat as well as giving you stats boosts as well, increasing the speed of combat. You can upgrade your pet level by giving them juice (bought from a Artifact store or a Farm Coins store) and when it reaches the maximum level, you can develop it by donating to other guardians with the same stars. Evolution will give your pet more statistics and more skills. Note: You will get a FREE Golden Pet on the 7th day. 7. Truesight Truesight is a special skill of adventurers that gives you an idea of the invisible world by revealing their secrets and hidden treasures. This feature is very useful as you can use truesight to get a number of useful properties on each map in ToW. You can only do this 8 times a day, so choose your rewards wisely. Don't worry if you don't find anything - the truesight point will only be spent if you could find the treasure and you grabbed it. (edited) 8. What should I buy at Spiral? There's a lot of tempting items in the Spiral Shop. But what should you buy? Never use a gauche spiral. Instead, use it to buy Star/Moon Diamond Materials to enhance equipment. What class should you choose? More and more people are starting to wonder what Build for each class, and while the answer is vague as the number of possible skill combinations and levels that you can come up with in the game, there is definitely one that is better for each player. In some ways, it depends on what you really want to focus on which is the basic principle that applies to how you choose a particular class in the Place! There are many things to consider that needs to be aligned with your target build, but the most basic should come from the statistics you need to prioritize and skills that you need to focus on. Some concepts apply generally in all classes, regardless of your preferences and Playstyle. Warrior, Paladin and Berserker Warrior is one of two melee class options when you start the game. Generally, warriors are much more common in other RPGs and acts as the most basic class for beginners to easily pick up on. Warriors can be built in several ways, which naturally depends on how you play, and if you prefer to have an easy time doing quests on your own or being a more suitable member of the sides, especially later in the game. Warriors sport both offensive and defensive skills and can usually be built towards having a higher DPS, all out of the tank, or a combination of both. For the first, Rage Burst is a must-have as it increases the damage you inflict on all enemies. You can also add a few points to get angry to add a few more seconds to the duration of Rage Burst. Thunderclap will be a good skill to invest in as it has the lowest cooling period, although a little harder to take off while playing manually. For better survivability, feel free to max out Absorb Lightning to get the Life Steal effect on every bit of damage you're dealing with With Thunderclap. Bladestrom is your best crowd control skill and even the skill of point-to-bullying will enhance your survivability as it weakens surrounding enemies. Strength will naturally be the main focus stat for DPS warriors and while bonus stats on agility help raise attack values as well, making life leaching work in the direction of your survivability requires a stat boost to vitality. So, to sum up, Rage Burst, Thunderclap, and absorb Lightning should be your top priority, while strength and vitality should be your main consideration of statistics with a big focus on strength. If you're up to standing up as the best tank you can be, it would be best to work on your defense early on and build on a style of play that will help you play on your own well enough as it would be a challenge to clear quests with full defense and HP build. For tank builds, The Protection of Light comes as a top skill priority as it increases the chance of a block as well as pulls enemies within reach of you and away from other party members. Stalwart Shield comes as an excellent addition to light protection and further enhances its efficiency. While you don't necessarily have to max it out, having Bladestorm works well in damaging a lot of enemies and bringing them to attack you. As you would like to keep both HP and defense as high as you can be a solid tank, should consider allocating points to general skills, especially on masteries, which further enhance your defensive stats. Choosing between Berserker and Paladin should be a lot easier now if you already have a firm decision about the role you want to play. After assembling DPS with some survivability to boot, Berserker Berserker your definite choice while if you want to be a warrior who is always invited to parties, then Paladin is one for you to consider. Berserker is called a kamikaze style of combat, Berserkers can cause a lot of damage and bank on a life steal to maintain their health and survive long fights. In addition to Thunderclap with Absorb Lightning to leach HP from enemy mobs, the Berserker Sword Strike is a must for further pot on life theft tactics. While some players will consider Asura over Berserker as far as DPS is concerned, you may be working on having a higher survivability with Berserker with the right distribution of the stat between Strength and HP. The Berserkers also have an extended version of Rage Burst, which raises the attack values especially since once you get a raise to Berserker, they should be top picks as far as priorities go. Paladin Paladins will always be top-notch as far as defense and HP goes. As there will be very challenging team battles in the game as you progress further, the value of having a strong Paladin grows much further. On the other hand, it will naturally be a pain to complete the history quests that you need to finish on your own, especially if you fully focus on defense and viability. Especially since higher defensive stats require rallying a good set of armor and gear, it can be a bit expensive to really aim for Paladin at his full potential. Improved light protection should be your top choice in terms of skills. You can probably leave Bladestorm and invest in Holy Strike as it also damages several enemies with stunning effects as well as reduced damage. Don't expect to bag many wins in the arena though, as it will be as hard to win in a solo PvP as it is to complete solo quests like a full-fledged Paladin. Magician, Pyromancer and Frostweaver Magician are your best damage dealer AoE in ToW and as far as stat attributes go, there are hardly any mistakes you can make as intelligence is all that matters to magicians. In terms of assembly, however, you can go to DPS and inflict as much damage as possible to large mob groups or consider controlling crowds through freezing enemies and making it easier for you and the rest of the team. So, again, it will be a matter of preference as both can be great considerations on solo and team quests and battles. As a base class, most of The Magician's skills are ice-based attacks, and if you're more inclined to control, then Ice Storm is your best bet. If control is more important to you than higher damage values, then you shouldn't max this skill as highlighting the skills points for a winter bite would be better as far as the freeze probability is concerned. Similarly, Blink is also a good skill to have as it can freeze enemies and lower their magical defense statistics as well as recover of your HP in the process. For better survivability, bank on Frost Dance as well as it increases your HP recover from every blink you've successfully thrown. How you won't be To deal with so much damage with the control of the focus of your build, you should consider working on your life statistics a bit to support the life recover you can get from using Blink. If you have spare skill points, feel free to spend them on general skill skills especially those that enhance all the attributes. If you want to build a DPS Mage without any concern for survivability, you can go all out to enhance intelligence statistics and highlight points skills exclusively offensive skills. Regardless of the skills you choose, Word of Elements is your must for damaging the booster. As this will make spells cost more to throw, you should save a couple of points by saying goodbye to extend its duration for a few more seconds. A fire storm should be your top damage-deal spell especially if you bank on Pyromancy that will boost your Crit rate as well. As it takes some time to throw, you can opt for Frostbird as a quick cool down spell to damage enemies while the recharging fire storm. As the two common builds at the same time the magician should give you a fairly clear idea of which promotion class to choose once you are able to, knowing well the pros and cons of both, while at the same time as assuring which role you can perform best, should be the deciding factor in choosing between Pyromancer and Frostweaver classes. It will be a challenge to check every bit of possible combinations between DPS and control between them, but then again, if you have time to experiment before moving on to the next class, be sure to do so. Pyromanzer as a pyromancer, you can unlock Firebird skill, which is the equivalent of a Frostbird fire that causes much more damage. An improved fire storm should be your top choice as well as the only AoE spell that is stronger than your regular fire storm. As you don't necessarily have to max out skills other than these two on top of Word of Elements, be sure to save some skill points for general skill craftsmanship to further increase your intelligence and willpower. Frostweaver For the Frostweaver class, it's all about stopping enemies in their tracks without necessarily worrying about how much damage you can do. Similarly, although you need to highlight the stats on the usual banks Mage attribute priorities on how well your control plays in solo quests as well as the team plays. How survivability should be your supreme consideration if you want to do well in solo plays and then work a little more about giving your character a little more vitality. While you should most likely always have a healer in team quests, dealing a little more harm should be your concern, especially if you're just a magician around. With what's said, it's going to be a little hard to balance between on intelligence and vitality, but keeping all equal things, you still have to prioritize first over the latter. Cleric, Priest and Ranger Cleric is a healing and support class that will always be a necessity in any quest or game game Unlike typical medic fantasies common in most RPGs, though, clerics in ToW can cause some decent damage. So the overall choice is to go full support or be a bit like a damage dealer and support that works much better for solo missions and is still fun to have around in team plays. Like magicians, clergymen must work on intelligence and willpower for greater spell efficiency and for survivability, should spare a few points on viability as well. Going to the AoE Damage Dealer is an easy choice as you can have 2 offensive skills and 2 healing spells to play around with in your journey. For the most part, it's the build that makes the basic quests a bit cakewalk as you can clear mob enemies and maintain your health like no other class can. There's roughly the perfect distribution of skill points for your initial skills as you can easily balance between healing and damage with multiple combinations of different skill levels. So you have to adapt your skill levels depending on whether you're playing solo or with the team. For the full support of the type of cleric, survivability has a major concern, which means that on top of the powerful healing spells that are the result of high intelligence statistics, you also have to work on defense and HP. Keep in mind that party members depending on you for continuous survival are more likely to die once you get knocked out so ensuring that you are strong enough is just as important as keeping everyone else alive. As you focus more on healing spells it will become an opportunity for you to clean out flights all on your own so be sure to keep that in mind as well and be ready for great challenges ahead when it comes to solo quests. Priest If you enjoyed being a full support clergyman until you are ready to get promoted to a new class, then proceed to select a priest class because it offers even better healing and support spells for the team. Being a full support priest is likely to earn you a lot of invitations from other players, especially for various activities that are very challenging later in the game. Enough of being a bank to bathe in the light on top of the Song of the Forest and the prayers of nature. Temporary invulnerability is a must especially for harder quests. Extra skill points should be considered for general skill craftsmanship, and especially those that elevate defense and vitality. Ranger If you like the AoE damage case is a magician class, take it a step further and go for the Ranger class. Fairy Arrow will be your best choice for damaging case skill especially for mobs. You can build around poisoning enemies as well and dish out damage streams. For team quests and missions, the Extended Forest Song is a must as it heals allies as well as increase their damage. Be sure to balance between offensive spells and heal spells. Rangers may not work well in automatic mode, but it's a great multi-aumymal class if you're ready for manual games. Killer, Asura and Ninja Assassins as the more offensive melee class of choice as opposed to While both can do a lot of damage, killers can still dish out more especially when you bring critical damage to the equation. While both killers and warriors benefit from the strength and agility the attribute increases, the killers are much better off with a focus on agility given the increased speed of critical punches and damage. As for the build, the main difference between the two options is the bank's preference for how much PvP and PvE content the game are concerned about. Either way, Cross Cleave is a must-have skill with its relatively high damage for the cheapest combo points required. If maxed out, this is your top damage-dealing skill before promotion. For some points to survivability, Shadow Strike is also a great option, especially with some points highlighted for the technique. With a 4-skill limit you can equip at one time, you can bank on other skills including Void Phantom for PvE quests and team activities. While the Void Phantom is not a good choice on PvE battles, aligning it to 5 to unlock shadow attacks is a must for builds that rely on critical damage. The tougher choice to make regarding the choice builds for the killer goes for all attacks and determining the right number of stat and skill points to learn for survivability. There's no argument that the attribute is primarily to focus on this agility, but to further increase the damage, you may want to consider strength as a second priority or viability to get more out of Shadow Strike and technology. If you plan to go for Asura, then damage should be your top priority and as such, you should aim to increase the damage with more points for strength after agility. For the Ninja class, which is also designed to control the crowd, but with stealth to boot, a little more attention to viability should be done especially since the ninja is better for PvP and even the top dodge speed you can dial may not be enough to survive the deadly blows from your enemies How to catch guardians of The Guardians of ToW are a collection of pets you can get from Guardian Island. They can provide boosts for yourself and for your character. They definitely do not relax in the attacking police! The bad news is trying to catch something for the great guardian to have. The good news is that you really shouldn't! You just need to know what to look for in the guardian. Note that your own luck is that going to get you stuck with the choice of not so great guardians. However, they can still be used in the Guardian Array or as food for the development of other guardians. Warrior class warrior is a well-balanced class who, once promoted, could end up tank party (Paladin) or a magnificent damage dealer with great support and - yet - good defense (Berserker). Focuses on: Defense, Melee Promo Way: Paladin or Paladin: Paladin go on a promo path for those who want to support their team by owning and tanking incoming damage with this holy saint If you're used to this style of play, it's especially cool. (No Iron Virgin Unuldor!) Berserker: The Berserkers no longer have a shield, and they essentially go to the battlefield, waving their essential sword left and right and beating their enemies. It's an incredible class if you're going to wish to do whatever you want, like self-support, good damage and defense tend to set you up for any situation you may experience. The Magician class is my preferred class to play in most games, since it has a large range, cool-looking abilities (usually) and they can be very effective against damage, particularly in PvP. Focuses on: Range, AoE Damage Promo Way: Pyromancer or Frostweaver Pyromancer: This way is a hot one that uses fire to handle enemies. It's very effective having a pretty high impact attack, however it also has some resilience, it's great if you like firepower! Frostweaver: The exact reverse of Piromanzer, this path has steep abilities. The owner of the ice, the abilities of this magician path can cause a lot of CC (crowd control) to the enemy as well as inflicts a lot of damage. The cleric class of Cleric is one of the most key classes in numerous games. They're therapists. Playing Cleric is really enjoyable, however, if you really don't know what to do and when, it can go down quickly. This class is extremely important in PvP and throughout boss raids and heavy events as an excellent therapist can turn the battle in favor of his team with a single spell. Focuses on: Healing, Support. Promo Way: Priest or Ranger. Priest: This is the path of a therapist who can be thought through the type in numerous circumstances throughout the game. They can recover dead allies and also offer excellent healing and tend to support their team. This can show a fun play, as often you can just not recover someone if you don't like them! As that means, don't do it. Ranger: Now kinda against The Priest however still maintaining comparable traits, is Ranger, who is pretty well balanced on all sides. It can inflict damage, restore and place curses on enemies that one could think of as a great help to any team (as it not only heals). Killer class cunning foxes; guys lurking in the shadows; silent killers; all this can be thought out about the features of the Assassins, some of which can even be discovered in Tales of the Wind! The class focuses on high damage and quick (but deadly) attacks. Focuses on: Sneak Attack, Melee Promo Way: Asura or Ninja Asura: Wielding 2 deadly claws their attacks quickly and cause a lot of damage. They depend on critical and high damage, but they can also cause curses on the enemies around them. Ninja: Ninjas are stealth killers (like you, is being envisioned) and they are the supreme killers: supply stealth ability and quick attacks, they also cause CC (crowd control) debuffs on enemies! Enemies! Enemies!

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