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Bdo guide gear

Gear Progression in BDO is very important. Black Desert Online prioritizes AP and DP over character levels. With the right armor, weapons, and upgrades you can decimate enemies your way. Without the right equipment, you can have a hard time passing through the game. HAPPY BDO Gear Progression! Armor, weapons, and accessories can be an improvement level that improves your stats. For example, increase protection points (DP), attack points (AP), and many other statistics. PEN (V) +20 (best/max level) TET (IV) +19 TRI (III) +18 DUO (II) +17 PRI (I) +16 +15 and +1 In BDO, gear is classified by rarity and color coded. This grade often shows us how valuable and powerful armor, weapon or accessory is compared to similar equipment. Red grade - the highest quality yellow grade blue grade of green grade white grade - do not touch! ☺ TIP: There are no character level restrictions for enhanced armor, weapons and accessories. Even a level 1 character can wear the best PEN (V) boss gear. The main advantage of armor is that it offers DP (Defense Points). This combination is tax evasion and damage reduction. This means that avoiding monster hits more often and reducing the damage that deals for you. Armor Advantages: Set Bonuses - wear two or more of the same type of gear and get a buff of Crystal Slots - customize your gear and add extra stats to Item Effects - a buff wearing that piece of armor. For example, weight limit increases and health points, etc. Sharing your gear with Alts: Most equipment can be shared across all characters by placing them in storage storage in storage in most major cities. You can also transfer gear to an Alt via Farm Wagon (mounts that outfit them only remotely collected by the nearest &Stable keeper=>) Weapons and sub-weapons (also known as secondary weapons) are class specific. Some weapons can be shared with multiple classes. The main-hand weapon personnel, for example, are used by witches and wizards. The steel guard subweapon is divided between the Witch, Wizard and Ranger. Awakening weapons can only be equipped with characters from level 56+ who have completed the class specific Awakened mission line. (Archer is the exception to this rule, and he's just a novice Archer Awakening weapon up to level 56.) Waking weapons can't be shared with another class. Do you feel a little confused about all the data in the gear window? There is a combat and skills guide that will help you learn more about your character and why you should consider more accuracy or tax evasion, etc. You can use the beginner's quest and Naru Gear until you get enough wealth to start working on other gear. Tuvala Gear is a good next step after Naru Gear, but only available season characters season servers. Naru Gear can be Completing the main quest line serendia. Press O, and then press the Main tab to see progress and &Stable> &Stable> quest rewards. There's a chance the Naru Gear will fall before then. (Naru Gear also drops the monsters you fight in the starting zones of Balenos and later in Serendia and Mediah.) Example PRI Naru Armor pen Naru weapons This full, 12 pieces, Naru Gear should be more than enough for novice players venturing into Mediah (Lv. 51+) for the first time. The simplest hunting ground mediah (Abandoned Iron Mine) has a gear recommendation of 75 AP and 110 DP. AP 97~103 (100) Accuracy 192 DP 140 Max HP 200 Max Stamina 100 Weight Limit 10LT Bonus AP 5 Defense Damage Reduction 69 Evasion 71 Hidden Damage Reduction 10 Hidden Evasion 179 Effects Attack Speed 4 Casting Speed 2 Movement Speed 2 Naru Gear and most equipment BDO must be improved in order To help as you progress through levels and enter dangerous areas. Naru Gear is lighter than any other gear to enhance. For more information, please visit the Naru Gear Guide. For instructions on how to repair normal equipment, refer to the accessory guide. There are 6 accessory slots to fill with 2 rings, 2 earrings, 1 belt, and 1 necklace. For beginner supplements, it is recommended to prefer AP or Accuracy over everything else. TIP: Be careful when repairing accessories. Accessories are more difficult to improve rules and you can buy very expensive. Even Naru supplements, which are easy to repair, can start adding up starting Blackstone cost. Always compare the cost/benefit of repairing accessories. In general, upgrading your weapons and armor first is the best option and then explore accessory repair. Naru accessories and beginner black stones are given during the main quest line. Use those if you can. Other people that have a hard time obtaining supplements are just taking some cheap supplements out of the market. Bares is a good novice AP focused accessory. TIP: Do not delicacy yourself with supplements as a beginner. Compared to guns, they don't have much trouble. The Naru supplement kit is very nice, even for basic statistics. Lets update your TRI and see what happens! Notice the nice boost to both AP and accuracy. But check out the repair costs vs. black stone cost! AP: 41 Accuracy: 27 Weight Limit: +40 LT PRI Enhancement Chance: 70% DUO Enhancement Chance: 50% TRI Enhancement Chance: 40% When you're ready for Mediah, around level 51, the accessory kit will soon be replaced by the Asula Accessory Kit. This is the best unenhanced accessory you have in the game and it takes a long time. You can get them through questing with Calpheon, but it's more work to do that way. Check out the Asula Set drop location maps and mission details in the Asula Guide. Hate Questing Much?! I MAGASan recommend you make the main mission line, even if you hate questing. It has many, many advantages. (Inventory slots, 3 free pets, and other goodies. It also means that up other things. For example, new content and events often require the main mission completion.) If you just want to hunt and don't earn for a while, you can get good armor through Marketplace. Naru gear and other equipment can be reduced to monsters, but it relies on luck. The main and sub-weapons you get from the main story line are sufficient to go through the starting zones and even do well in Mediah. However, quest chains can be quite long and can be hated for questing. For players who don't want to depend on the equipment they've earned or can afford more, there are many options available on Marketplace. But, we repeatedly see the same 4 gun player recommendations. Top 4 Recommended Main Hand Weapons: Table Updated: BDO Best Weapons For Leveling Ups and Starters (2018) Which is the Best? I'll leave that up to you. Green quality weapons will only help you get to better weapons. Don't invest too much in them as you'll want to focus on acquiring boss's main hand in ASAP. Do not enhance the green quality past TRI. Traditionally, players can opt for the highest AP, but there are those who swear by Bares effective AP, etc. For more information about the pro-Bares camp, visit the guide above. We also recommend max accuracy for a sub-weapon. Highest AP Sub Weapons (Green Grade for Beginners): Axion Shield: Warrior/Valkyrie/Guardian Steel Dagger: Witch/Wizard/Ranger Jubre Talisman: Oros Wizard Ornate Knot: Berserker/Dark Knight Needle Trinket: Tamer White Horn Bow: Musa Maehwa Estique Kunai/Shuriken: Kunoichi/Ninja Scale Vambrace: Striker/Mystic Ganatte Ra'ghon: Archer Oros Vitclari: Shai Mainhand – Elsh Elsh is often recommended, but it's a kind of wishful dream, Because it's hard to get. The accuracy and damage to each species buff is the same as the Kzarka boss mainhand. The AP is low, but in later levels you can use the awakening weapon more, depending on your class, game style, and level. The Elsh accuracy and damage buff will do you more damage with your Awakened skills. It also has a 5% chance to heal HP on hit. But Elsh weapons are only purchased through one mission ([Boss] Black Spirit and Giant Imp) and can be challenging through Marketplace. Repair can be tricky and expensive. Also, Chief Kzarka's weapons are the easiest boss equipment to obtain. So whichever green quality weapon you choose, you probably wont last long. Rosar Rosar provides 2 crystal slots, and the highest AP of all green quality weapons. (unless an effective AP is calculated.) In my humble opinion, if you're not happy with your main quest line gear, just buy an upgraded weapon that's cheap off the marketplace. All Mainhand recommendations: Elsh: Extra damage to all, high precision, 1 Crystal slot Rosar: High AP, 2 Crystal slots Kalis: High AP, 1 Crystal slot Azwell: AP, 1 Crystal Slot, Good Good Krea: Medium AP, 2 Crystal Slots Yuria: 1 Crystal Slot, Increased Damage to People (Good PVP) Bares: High Effective AP (Extra Damage for All Species), 1 Crystal Slot Armor Piece can be upgraded to +5 without chance of failure. Grunil and Heve are the most recommended stockpiles of armor. Grunil Armor Set: 2 Crystal Socket: Allows you to socket higher attack speed, movement speed, and evasion. Powerful set effects: 2-piece effect: +5 AP 3-piece effect: +150 HP 4-piece effect: +2 AP Heve Armor Set: 2 Crystal Sockets: Allows you to socket higher attack speed, movement speed, and tax evasion. Powerful set effects: 2-piece effect: +250HP 3-piece effect: +50HP weapon and armor NPC stores in regions of Calpheon and Serendia sell already improved gear. This list is kind of a final list if you can't find anything on Marketplace. I don't think that's going to happen, but you never know. Note: The silver cost of the NPC equipment sold may be more expensive than the Central Market at the moment! Look at it there first. The Root Treant add-on kit is easy to buy from Grandus in Calpheon City. He is located near the &Armor vendor=> north &Storage keeper=>. The kit gives you a nice bonus Weight Limit: 150 LT and a lot of accuracy. This set is higher for AP than for non-improved Bares, but lower for AP than most starting kits like Jarrett's. But it's good enough to move from Calpheon to Mediah if you enjoy the challenge. Root Treant Set Stats: 21 AP 90 Accuracy 150 LT 5 Damage Reduction TOTAL SET COST: 2 million silver – – – Gear Progression Calpheon: Level 30 + Calpheon offers a number of gear options. However, I suggest you stick to naru equipment from the main mission line. Keep up with the accessory, especially weapons and armor. Wait to enhance supplements later because they are costly for the novice Black Stones. Here is another accessory option that is not necessary, but it may be fun to obtain them anyway. Treant Spirit's supplement kit is won by hunting at SW Calpheon. The stock gives a nice bonus weight limit: 130 LT. This stock trades with accuracy ap compared to root treant set. Treant Spirit set stats: 33 AP 26 accuracy 130 LT 5 Damage Reduction Treant Spirit Set Drop Locations: Necklace: Treant Forest Ring: Mansha Forest Earrings: Lake Kaia (Harcaman) Belt: Rhotum Outstation – – – I'm including these, just for that completionist's sake. At the very least, you can sell these on the Market for extra silver. Calpheon is a kill quest chain that rewards you with 3 Witch's Earrings. Witch's Earring is a beautiful blue quality AP earrings with 5 AP and 2 accuracy. These missions are available for characters Lv. 51 or higher. Just enter the Hexe Sanctuary node area and you will automatically receive the mission. Hexe Sanctuary is located Calpheon City 6s Kelet-Behr. &Storage>&Armor> &Storage>&Armor> Leaving Calpheon territory, you'll want to see if you qualify to acquire up to three Cliff weapons. (Main, Sub-Weapon, and/or Awakening) The best time to complete the quest for these weapons is at level 55 and below. If 56+, the missions change and are much harder with 3 players recommended. Cliff's Weapon missions are for new or returning players only. New players are those who have 30 days (720 hours) or less, depending on whether they first set up the family name. Returning players are those who not logged in for at least 30 days (720 hours). These missions are not available for accounts that completed and acquired Cliff's weapons during previous event missions (Feb 2019). The character completing the quest must either complete the quest [Boss] The Witch of Horrors or Looking for Adventurers in the Main Black Spirit questline in order to accept the Cliff weapon quest. TRI Cliff's Aad Sphera AP: 96-105 item effects • Extra AP against monsters +4 TRI Cliff staff AP: 104-108 accuracy: 160 item effects • Extra damage, make each race: 5 • Extra AP against monsters: 6 • Critical Hit : +3 TRI Cliff's Dagger AP: 31-31 DP: 3 Damage Reduction: 3 Item Effects • Extra AP Against Monsters +3 IMHO is the best weapon available in Cliff's Weapon options for the Awakened Weapon, which is better in many ways for blue-quality awakening. You may want to just get 3 of these weapons and relinquish the main/subweapon if you want the best Cliff weapons to use with the Alts. (Cliff's Weapon box can be placed in storage and unlocked by another class of character.) The sub-weapon is the worst, but it is worth acquiring and the main hand if you've had trouble acquiring wealth as a new player and using a weak main or subweapon. (Soon you will receive a +15 Liverto main hand for free. This weapon is better than Cliff, although it's blue quality.) To learn more about Cliff's weapon options and statistics, please read cliff's weapon guide. Gear Progression: Mediah Level 51+ As mentioned earlier, the main quest line is your friend in this game! This will give you Naru Gear and everything you need to fix it. While on Mediah, you can get hundreds of novice Black Stones on the main quest line. They could even be used as they cannot be stored or traded. Allows you to view the maximum AP/DP we can obtain from our Naru Gear. Offense AP 132 ~138 (135) Max Stamina 100 Weight Limit 40L Bonus AP 5 Accuracy 223 Protection Damage Reduction 9 DP 191 Max HP 200 Tax Evasion 97 Hidden Damage Reduction 17 Hidden Tax Evasion 24 All CC Resistance 20% Extra Effects Attack Speed 4 Casting Speed 2 Motionspeed 2 Thanks to bdo planner.com image and gear look info Check out this complete Naru Pen gear build bdo planner.com The next gear won from Mediah, completing the Main Mediah quest line. level 51+ and complete the Calpheon Main quest line. Black abyssal weapon can not be enhanced by two crystal slots Black Abyssal weapon can only be obtained from the main mission. This equipment is the same as pri-level equipment. The main Mediah quest line will eventually give you a piece of armor that is about the same as the PEN Naru armor piece. And you don't have to enhance it! Woof! For this reason, you can hold off a little bit to the PEN Naru armor piece and focus on the other gear pieces, first. Main Mediah Quest: [Boss] Illezra's Servant Abyssal Weapon Upgrade: Obsidian Abyssal Obsidian Abyssal weapons are given at the very end of Mediah's main quest line. It's a good thing that before they venture to Valencia. Obsidian abyssal main weapons created by processing >g> heating black abyssal weapon main quest item called Obsidian alloy. Obsidian Abyssal main weapons can not be repaired or sold on the market. 2 Slots Other Gear Options for Hunting in Mediah If you are a completionist or want to know about other options, we have added another option below. If you're not looking for equipment in calpheon area, you'll need to obtain enhanced mediah equipment, at least 75 AP and 110 DP. The example enhanced equipment below requires no questing, but will cost you silver at the Market and/or luck and possibly more silver to enhance yourself. The accessories are purchased at the dealer. This equipment would allow you to hunt abandoned Iron Mine Mediah. The image below is just one example of how to obtain 75 AP and 110 DP. Check out the build below bddatabase.net Gear Calculator. Root Treant's Set + Enhanced Grunil Armor + Rosar Weapon +8 and +7 High AP Sub-Weapon Grind by Mediah until you have upgraded and replaced all accessories in the Asula accessory kit. At level 53, you'll get a quest for the Black Ghost, which will reward you with one of the generic accessories that is hancable after PEN level and complete quest lines. Gearing Up for Valencia While the Mediah Bashim Base in Valencia is a popular place to start your adventures in the desert lands. This is the simplest AP/DP recommendations for 160 AP and DP 200. As mentioned earlier, the main quest line is your friend in this game! This will give you Naru Gear and everything you need to fix it. But, you will need more than Naru equipment valencia. As a new player, you can save some silver by acquiring the gear below. There are other more expensive options further down. Thanks bdo planner.com for images and info Please see this build there. All Naru accessories have been replaced by duo asula accessories. Awakening quest line weapon is used roaring magical armor obsidian abyssal weapon pen naru everything else the Asula set 6 accessory pieces gives a total of 45 AP and +7 DP. It also adds 20 accuracy, 7 damage reductions and 350 Max HP, Weight. (All statistics are not improved. For Asula Enhancement, see the guide link below.) Thanks bddatabase.net gear designer image and data. View Asula's accessory to build there Awakening Weapons (Level 56+) at Level 56, you can get a quest for the Black Spirit in the Awakening quest line, and then an inheritance mission course will open. Here, you'll probably get the first Awakening guns. (The Canon Awakening weapon is normal characters and TRI Tuvala Awakening is the season character.) Damage awakening skills are partly determined by the main hand weapon and vice versa. So both the awakening and the main small arms are important, no matter if they are primarily succession or awakening. Inheritance & Awakening AP Awakened Skills: Adds 30% of the main hand gun AP damage calculations to inheritance skills: it adds 30% of the awakening weapon AP's Awakening quest line to the Black Spirit rewards the blue quality awakening weapon. (Archer is the exception and has access to a special beginner awakening weapon only until they finish Ascension.) Gear Progression: Valencia Level 56+ Valencia Main Quest Weapons Ultimate Katan Awakening Weapons and Sandstorm Subweapons can be repaired. Enhancement Chance is lighter than normal gear. It cannot be registered in the central market. 2 slots yellow grade Nesser Gear after completing Valencia's main quest line, you will be able to rent Nesser Gear. Nesser Gear is similar to TET level boss gear and costs 50 CP for each piece (Contribution Points). See the cost of your boss's gear before comparing diving! Check out our Nesser Gear Guide for more details. Sahazad Nesser &King of= valencia=> Green Grade Awakening Weapons The green quality revival weapon is an option if you are short on silver. (e.g. Practicing Celestial Bo Staff) They are cheaper when repairing max durability when repairing. Also check the Marketplace to see the prices and availability. You can purchase the green quality awakening weapons 120k from Tulem, the arms dealer Altinova, if you can not find any that have been heightened in the market. You will want at least 15. The target is DUO or TRI. The Red Sand Crystal Ring will be purchased after completing the Valencia Main quest line. Level 56+. You can find it on the main tab (O) of the Search window. For more details, see our Freed Magical Accessories guide. The following equipment can be achieved in Valencia by completing the Main Valencia mission line. Level 56+. The main mission line including Calpheon/Mediah Main quest lines are all required to launch the Valencia Main quest line. You may need help with your quest line with a friend. There is a Coop mission in which you have to run inside a dangerous area and run back. If you're fast and have good enough equipment + HP pots, you might have it. The equipment really isn't that good, but maybe you're having trouble acquiring something better. Maybe you can &King>&A friend lets you on the tougher Coop quest in this quest line. Valencia Main Quest Start (the Black Spirit): – The search for the Eastern Sand Kingdom with TRI weapon and DUO subweapon DUO level armor + Asula accessory kit meets the recommended AP/DP in many areas of Valencia. See the example of this duo armor bddatabase.net gear designer. This gear set is 175 AP and 226 DP. Gear Progression: Kamasylvia (Level 58+) By the time you're tall enough to complete Kamasylvia and Orieghan quest lines, you may already have some nice BIS accessories. But I'll include the following, in the back. Released magic accessories: Forest's Eye Earrings Almost Equivalent DUO: Tungrad Earrings (with +2 Monster AP and 1 more accuracy) Requirement #1: Level 58 + Requirement #2: Kamasylvia Main Quest Line Rock Heart Belt Is Nearly Equivalent DUO Tungrad Belt (Even 2 Accuracy) Requirement #1: Level 58 + Requirement #2: Drieghan II Main Line View Quest our Freed Accessories Magical Guide for More Details. Released magical accessory guide gear progression: boss gear gear, to the final destination!!! Boss Gear is considered endgame gear BDO. It's called Boss Gear because it's often very rare to get it from beating crazy crazy bosses. ☺ Gear Soft Cap Gear Softcap Full Tet Boss Gear Tri Yellow Accessories Rough Gear Stats: 251/253/294 Whew! This guide is becoming more massive. You're going to have to separate things a little bit. Little!

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