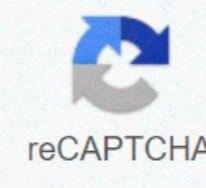




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Bdo dark knight gearing guide

Black Desert Online has various character lessons, including The Dark Knight. Dark Knights belong to Ludir, a faction of the children of the lia Sylvia who are followers of the moon. The class is useful in combat modes and is also effective in PVP and PVE game. They can use magic with their dominant magical glove and thorough swords. Dark Knights tend to be weaker and require ultimate accuracy which can be challenging for new players. The following tips will help new players better understand the Dark Knight of the Black Desert cast. What is the Dark Knight's style of play? Kriegsmasser is the main weapon used by the Dark Knight in BDO. It is a bilateral weapon that comes with good to high damage as well as excellent crowd control skills. The Dark Knights have an ornamental bond, which is their secondary weapon. They also have the Vediant as their level 56 awakening weapon which gives them the ability to use magic and two swords. Vediant also allow them to easily juggle range attacks and closing after. Besides dark magic, the Dark Knight's Platters also utilizes scuffle range to destroy enemies. Unlike other classes, dark knights are quick because of their high mobility but their defenses are weaker. The drawbacks of this squad is, very vulnerable Dark Knights in one situation and could be killed if hit with a CC. On the other side, they are ruthless in 5v5 situations due to their speed, high burst, and AoE damage. They have a vital role to play in sieges and intersectional wars as they outlight enemy lines and keep an eye on a backline. It's easy to control the Dark Knight class and play as well. However, if you want to be the best then you will need to work on super armor and front guard as well as your frames. Another trick is to maintain your position. For more BDO, check this out: Black Desert Online Crafting Beginner's Guide How can the Dark Knight survive a one-on-one showdown? Typically, dark knights are poor in one-on-one matchups where their opponents carry similar equipment or skill set. However, you have to be smart by avoiding close-range confrontation. Leverage over the dark knight's range skills. You can use your super armor in combination with frames to stay intact when you face tough opponents such as Warrior Valkyrie.Easiest Matchups WizardThe Dark Knight is very powerful if compatible against a wizard. In PVP, you are likely to encounter a wizard as one of the main objectives. Competition should be easier if you have a dark knight due to the impeccable mobility and range they have. WitchOnce again mobility and range of black night is useful when dealing with the witch because you encounter most PVP situations. Witches are considered stronger for magicians. You may find them hard to knock down due to their long-term knock and block capabilities. Their weakness By their power and you have to fight them by approaching. Use the Black Knight's awakening skills to corner them by attacking from behind. The witch has a lot of CCC and you're going to have to keep your front guard and your super armor intact. How about the toughest adjustment increases?1? ValkyrieValkyries keep their super armor and frontal block all the time during a confrontation. It makes it hard for you to hit so Valkyrie is a tough game upstairs. They are also kite hard and will keep the pressure on you with quick dashes. Nevertha, they can still be knocked out if you manage to hit through the gaps in their super armor.2. It's another tough game for the Dark Knight. Maehwa's awakening skills have higher mobility as well as a frontal block and super armour. They also have the creepy C.C. that could kill you. Therefore, you need to be careful, keep your distance and utilize more of your wake-up skills. Super armor will effectively protect you from the devastating attacks for Maehwa.3. A fighter just like Valkyrie, warriors always keep their front block and super armor. It becomes hard to put them to put them to put them to. Fighters are a little easier to handle considering they don't have a lot of CC. To conquer the Warrior, you need to use a full-build AP which penetrate the front block and reduce damage easily.4. Striker and Mystic the main reason why Mystic and Striker will have your toughest game ups lies in their evasion, harm reduction as well as magic abilities. They'll be harder to kill even if you can lock them up. Hey there's also an advantage in terms of skills that will keep the pressure on you. Your only way to win a debate like this is to attack them from middle to long position and stab them relentlessly. For more BDO, check this out: A BDO fashion guide to finding out what's the deal with wake-up skills? Upon awakening, the Dark Knights are able to open and equip Vediant which gives them full access to the power of the dark spirit. Dark Knights are also able to summon vediant's Phantom Blade and Vediant's Kriegsmesser through the infinite power of the dark wind. Besides, they become masters of close battle with both swords after waking up. By dissolving winds and phantom blades, they accumulate energy that allows them to maneuver so easily, perfecting range attacks. Below is a list of some of the best awakening skills:1. The Blaze wind wind the flame spreads to the generated energy of the wind after an attack with Vediant's Kriegsmesser. The Krygsmsr is then accused of dark energy from the wind that is being rigged for a frontal strike.2 A touch of survivor explosion uses the magic attack to absorb energy after cutting off the target enemy's head.3 Shattering the darkness helps the Dark Knight dodge backwards and also Imaginary blades to capture the engagement area.4. Catastrophell's seed actually drops distant targets, which are forward attack.5. Overlordl can be used to make a destructive move as it triggers the immediate release of a cage.6. This legacy of spirit has reduced the mobility of the goal. A perfectly knowledgeable conclusion of any class or character in BDO will enhance your experience and make the game more enjoyable. Things need to be much clearer after going over this black dessert online dark knight guide.For more BDO, check this out: choosing the right suitability: The black desert online best online progression gearing up in BDO is very important. Black talking online puts priority on AP and DP over character levels. With the right armor, weapons, and improvements you can omit enemies your way. Without the right equipment, it's going to be hard for you to get ahead in the game. Happy BDO gear progress! Armor, weapons and accessories can have an enhancement level that improves its statistics. For example, increasing defensive points (DP), offensive points (AP), and many other statistics. PEN (V) +20 (Best Level/Max) TET (IV) +19 TRI (III) +18 DUO (II) +17 PRI (I) +16 +15 to +1 Gear in BDO is rated by Rare and color-coded. This equipment rating often shows us how expensive and powerful armor, weapons, or accessory is compared to similar gear. Red Grade – Yellow Grade High Grade High Green White Grade - Do Not Touch! ☹️: No character-level restrictions on enhanced armor, weapons, and accessories. Even a Level 1 character can wear the best PEN (V) boss equipment. The main advantage of armor is that it offers DP (defensive points). It's a combination of evasion and harm reduction. This means you will dodge monster hits more often and reduce damage they face with you. Armor Advantages: Set bonuses – wear two or more of the same type of equipment and get amateur crystal slots – customize your equipment and add additional statistics to item effects – amateur wear this piece of armor. For example, the weight limit increases and health points, etc. Sharing Gear with Alts: Most equipment can be shared across all your characters by putting them in storage in Storage Keeper located in most major cities. You can also transport Alt equipment using a farm cart (Mounts that have equipment on which only remotely collected nearest &Stable keepers>their) weapons and under-arms (also known as secondary weapons) are rank-specific. Some weapons can be shared with more than one step. The team's main weapon, for example, is used by witches and magicians. The steel dagger of the sub-weapon is shared between a witch, a wizard and a ranger. Awakening weapons can only be fitted by level 56+ figures who have completed their specific class awoken search line. (Archer is the exception to this rule and is limited to weapons Awakening Archer begins to level &Stable>Emerging weapons cannot be shared with another class. Feeling a little confused by all the viewable data in the equipment wheel item window? We have a fighting instructor and skills that will help you learn more about your character and why you might want more precision or evasion, etc. You can use beginner search and Naru Gear until you get enough wealth to start working on other equipment. Tuvala Gear is a good next step after Naru Gear, but is only achievable by season figures on the season servers. Naru Gear is available from completing the main search line in Serendia. Press O, then the main tab to view your progress and see your search rewards. There is also a chance that Naru equipment will drop before that. (Naru Gear can get off monsters you fight in beginner areas of Balenos and also later in Serendia and Mediah.) Example PRI Naru Armor with PEN Naru weapons in this full, 12 piece, Naru Gear set should be more than enough for players starting to venture into Mediah (Lv. 51+) for the first time. The lightest hunting area in Mediah (abandoned iron mine) has an equipment recommendation of 75 AP and 110 DP. AP 97-103 (100) Accuracy 192 DP 140 Max HP 200 Max Endurance 100 Weight Bonus AP 5 Damage Reduction Protection 69 Evasion 69 Evasion 7 1 Hidden damage reduction 10 hidden evasion 179 attack effects speed 4 casting speed 2 speed movement 2 Naru Gear and most gear in BDO must be improved in order to help you as you progress in levels and enter more dangerous areas. Naru Gear is easier than any other gear to improve. For more information, visit our Naru Equipment Guide. For a guide to improving normal gearing, please view our improvement guide. You have 6 accessory slots to fill with 2 rings, 2 earrings, 1 belt, and 1 necklace. For beginner accessories, it's a good idea to prioritize AP or accuracy over anything else. Tip: Be careful with improved accessories. Accessories have tougher improvement rules and it can be very expensive. Even Naru Accessories, which is easy to improve, can start adding to the Blackstone price for beginners. Always compare the cost/benefit of improving accessories. Typically, upgrading your weapons and armor first is the best option, then look into accessory enhancement. Naru accessories and black stones for beginners are provided during the main search line. Use these, if you can. For other people who have trouble getting accessories, just buy some cheap off marketplace. Bares is a good accessory for AP-focused beginners. Tip: Don't get too excited about accessories as a beginner. They don't have a lot of money, compared to weapons. The Naru accessory set is very nice, even in base stats. Lets upgrade it to TRI and see what happens! Note the nice push for both AP and accuracy. But expect the cost of improvement versus black stone cost! AP: +1 Accuracy: 27 Weight Limit: +40 LT PRI Improved Chance: 70% Chance of improvement: 50% TRI improvement chance: 40% When you're ready to head to Mediah, around level 51, your accessory set will soon be replaced by an Asula accessory set. This is the best unenhanced accessory set up in the game and will last a long time. You can get them through a card search, but it's more work to do it that way. Show Asula set up drop location maps and search information in our Asula guide. Hate ambition a lot? I highly recommend you do the main search line, even if you hate questing. It has many, many, many advantages. (Stock slots, 3 free pets, and other goods. If you just want to hunt and not search for a while, you can also get some good armor through Marketplace. Naru equipment and other equipment can come off monsters, but it relies on luck. The main weapons and sub-weapons you get from the main plot line are enough to get past the novice areas and even into Mediah. However, the search chains can be quite long and you may hate questing. For players who don't want to depend on quested equipment, or can afford more, there are many options available on the market. But, we see over and over the same 4 weapons in player recommendations. Top 4 Primary Hand Weapons Recommended: Updated table from: BDO Best Weapon for Exploring Up and Start (2018) Which one is the best? I'll leave that to you. Green-grade weapons only help you get to better weapons. Don't invest too much in them, as you'll want to focus on getting a boss first hand as soon as possible. Don't improve the green score beyond tri. Traditionally, players choose the highest AP, but there are those who swear by effective AP bares, etc. For more information from the pro-Bares camp, view the linked guide above. They also recommend maximum accuracy for under-weapons. Highest AP Sub-Weapons (Green Class for Beginners): Axion Shield: Warrior/Valkyrie/Steel Dagger Guardian: Witch/Wizard/Ranger Joubert Tailsman: Ornamental Knot Oros Enchantress: Slotted/Dark Knight Necess Jewel: White Horn Arch Tamer: Musa/Maeh waa Estique Kunal/Shuriken: Kunoichi/Ninja Scale Vambrace: Striker/Mystic Ganatte Ra'ghon: Archer Oros Vitclari: Shai Meinhand – Elish Elish often recommended, but it's kind of a pipe dream that's hard to come by. The accuracy and damage to all different species is the same as the chief leader of The Boss of Czarcia. The access point is low, but at later levels you can use your wake weapon more, depending on your class, style of play, and level. Elish accuracy and buff damage will do you more damage with your wake skills. It also has a 5% chance of curing HP on the hit. But Elish weapons are only obtained through one journey (boss) black wind giant chimpanzee) and can be challenging to achieve through the market. Improvement can be tricky Expensive. Also, weapons boss Kzarka are the easiest boss equipment to obtain. So whatever green weapon you choose, it probably won't last long. Rosar Rosar provides 2 crystal slots and has the highest AP of any green grade weapon. (Unless effective AP is calculated.) In my humble opinion, if you're unhappy with the main search line equipment, just buy cheap improved weapons off the market. All the main recommendations: Alesh; Additional damage to all, High Precision, 1 Rosar Crystal Slot, AP Tall, 2 Kalis Crystal Slots; High AP, 1 Acwell Crystal Slot; Medium AP, 1 Crystal Slot, Krea Good Accuracy; Medium AP, 2 Yuria Crystal Slots; 1 Crystal Slot, Increased Damage to Humans (Good for PVP) Bares; High Effective AP (Additional Damage to All Species), 1 Pieces Crystal Slot Armor Can be Upgraded +5 Gronil and Hibs are the most recommended armor kits. Gronil Armor Set: 2 Crystal Sockets: Allows you to jack a higher attack speed, speed of movement, and evasion. Powerful Effects Set: 2 Piece Set Effect: +5 AP 3 Piece Set Effect: +150 HP 4 Piece Set Effect: +2 AP Hev Armor Set: 2 Crystal Sockets: Allows you to jack higher attack speed, speed of motion, and evasion. Strong effects set: 2 piece set effect: +50HP weapons and armor NPC stores in areas of Calpheon and Serendia already sell improved equipment. This list is kind of a recent origin list, if you can't find anything on the market. I don't see it as cold, but you never know! Note: The cost of money for this NPC equipment sold may be more expensive than the central market at the moment! Check there first. The Root Treant accessory set was easily purchased from Gardos at The City Club. is &Armor vendor>located near &Storage keeper>North. The set gives a nice bonus to the weight limit: +150 LT and has a ton of accuracy. This set has a higher AP than Bares unenhanced, but is AP lower than most other starting sets, like Jarret's. But it's good enough to go from a cucumber to a media, if you're enjoying a challenge. Root Trant Set Statistics: 21 AP 90 Accuracy 150 LT 5 Damage Reduction Total Cost Set: 2 million silver - - - - - Gear progression in calpheon: Level 30+ Calpheon offers many gear options. However, I recommend staying with Naru equipment from the main search line. Keep up for improvement, especially on your weapons and armor. Wait to improve accessories until later, because it is expensive in black stones for beginners. Here's another accessory option that's not necessary, but you may have fun getting them anyway. The Tarrant Wind accessory set is greeted by a hunt at SW Calpheon. The set gives a nice bonus to the weight limit: +130 LT. This group trades exactly for AP compared to Root Treant. Tarrant Wind Set Statistics: 33 AP 26 Accuracy 130 LT 5 Damage Reduction Treant Wind Reduction of Drop Set<Storage>&Armor>Necklace: Tarrant Forest Ring: Menashe Forest Earring: Kia Lake (Catfish) Belt: Rhythm Outstation - - - - - I include these, just for the sake of completion. At the very least, you can sell them on the market for extra money. The siphon has a sea search necklace that will reward you with 3 witch earnings. A witch earring is a nice blue ap grade earring with 5 AP and 2 precision. These tasks are available for Lv. 51 or higher characters. Just enter the Hexe Sanctuary node area and you'll automatically get the search. Hexe Sanctuary is located south of the city of Kalfon and east of the Behr Mountain. Before you leave the clafion area, you'll want to see if you're eligible to get up to three Cliff weapons. (Primary, under-weapons, and/or awakening) The best time to complete the searches for these weapons is level 55 and below. When you are 56+, the journeys change and are much harder with 3 recommended players. Cliff's weapons missions are for new or returning players only. New players are the ones who are 30 days (720 hours) or less after first creating their last name. Returning players are the ones who haven't logged in for at least 30 days (720 hours). These tasks are not available for equipment that have completed and earned Cliff's weapons through previous event missions (February 2019). The character who completed the voyages must have completed the journey (boss) the horror witch or looking for adventurers from the main black spirit search line in order to get the weapons missions of the cliff. Aid Sphera's Cliff TRI AP: 96-105 Item Effects • AP Extra Against Monsters +4 Team of Cliff TRI AP: 104-108 Accuracy: 160 Item Effects • More damage to all species; 5 • AP Extra against monsters; 6 • Critical hit: +3 Cliff's Dagger TRI AP: 31-31 DP: 3 Damage Reduction: 3 Item Effects • AP Extra Against Monsters +3 IMHO The best weapon available from the cliff's weapon options is the awake weapon, which is excellent in many ways for a blue grade player. You might want to just get three of these weapons and levitation on the main weapon/subweapon, if you want Cliff's best weapons to use for your Alts. (Cliff's weapons box can be put in storage and opened on a different class character.) The sub-weapon is the worst, but you might consider getting it and the main hand, if you have trouble obtaining wealth as a new player and you use a weak primary or sub-weapon. (You'll get +15 liberto primary hand for free soon. For more details on weapons cliff options and statistics, see our Cliffs weapons manual. Gear Progress: Media level 51+ previously stated, the main search line is your friend in this game! It will give you Naru equipment and everything you need to improve it. While at Mediah, you'll get hundreds of black beginners from the main search bar. They might as well be used because they can't be stored or traded. Allows to view the maximum AP/DP we can obtain from our Naru equipment. Attack AP 132-138 (135) Max Endurance 100 Weight Limit 40L Bonus AP 5 Accuracy 223 Damage Protection Reduction 9 DP 191 Max HP 200 Evasion 97 Hidden Damage Reduction 17 Evasions Hidden Ion 24 all CC resistance 20% additional effects attack speed 4 casting speed 2 speed motion 2 thanks to bdoplanner.com for the image and information set up watch equipment that's full naru pen gear build on bdoplanner.com the next equipment is obtained from Mediah, by completing the main Mediah search line. Must be level 51+ and complete the main calafone search line. Black Abyss Weapons cannot be enhanced and two crystal slots and a black abyss weapon can only be obtained through the main search. This gear equals PRI-level gear. The main mediah search line will eventually give you a piece of armor that is about the same as a piece of PEN Naru armor. And you don't have to make it better! Watt, Watt, Watt, Watt for that reason, you can hold a little bit on that piece of PEN Naru armor and focus on other pieces of equipment, first. Mediah's main ambition: [Boss] Iizar's butler upgrading abyssal weapons: Obsidian Abyss weapons are received near the end of the main mediah search line. It's a good thing to have before eruptions into Valencia. Main obsidian abyss weapons are created by processing > heating a black abyss weapon with the main search item called Obsidian alloy. Primary weapons in the obsidian abyss cannot be improved or sold on the market. 2 slots other equipment options in Valencia, you will have the ability to rent swrn equipment. Nesser Gear is similar to TE-level boss equipment and costs 50 CP for each piece (donation points). See the costs and compare boss equipment before diving in! See the Nesser Equipment Guide for more details. Sahazad Nesser &King of Valencia>> Green Grade Awakening Weapons Awakening Green Grade is an option, if you are short on money. (Formerly, practicing a team where heavenly) are cheaper to correct maximum durability during improvement. Also check marketplace to see pricing and availability. You can purchase Green Grade Awakening weapons for 120k from Tolm, the arms dealer in Altinova, if you can't find any that have been enhanced on the market. You want at least +15. The goal is DUO or TRI. A red sand crystal ring is obtained after completing Valencia's main search line. Level 56+. Go to the main tab of the Quest window (Q) to &King<T. For more details, see our Magic Accessories Guide for Freed. The next gear is obtained in Valencia, by completing Valencia's main search line. Must be level 56+. The main search line includes Calpheon/Mediah and the main search lines are all required in order to start the main search line of Valencia. You may need help with this search line from a friend. There's a Kop journey, where you have to run inside a dangerous area and run back out. If you're fast and have good enough equipment + HP pots, you can do it. The equipment's really not very good, but maybe you're having trouble getting something better. Maybe you can get a friend's help on a tougher chicken coop journey on this search line. Valencia Main Quest Start (From Black Wind): – In search of the Eastern Sand Kingdom TRI weapon and subweapon pair with armor level DUO + Asula accessory set meets AP/DP recommended for many areas in Valencia. See example of duo armor that set bdatabase.net equipment. This gear set includes 175 AP and 226 DP. Gear progression: Kamasyvia (level 58+) Until you are level high enough to complete quest lines Kamasyvia and Drieghan, you may already have some nice BIS accessories. But I'll include the following, just in case. Loose Magical Accessories: Forest Eye Earring Almost Equivalent DUO: Tungrad Earring (#1: Level 58+ Requirement #1: Level 58+ Requirement #2: Kamasyvia Main Quest Belt Heart Rock Line Almost Equivalent DUO Tungrad Belt (has 2 more accuracy) Requirement #1: Level 58+ Requirement #2: Drieghan II Main Quest Line Our Display Release Magical Accessories Guide for more details. Released magical accessory and progress gear guide: Gear boss and Gear boss, final destination!! Boss Gear is considered game-ending equipment at BDO. It's called Boss Chalk because it is often very rarely obtained from defeating crazy bosses. © Softcap Equipment Equipment is a Full Tet Boss Equipment with Yellow Tri Accessories Rough Equipment Stats: 251/253/294 Whew! This guide is getting massive. Lets split things up a little bit! Bit