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## Aura kingdom classes guide

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Hey guys, I decided to do a tutorial on choosing a second class, so here it is: What is the second class? The second layer is what people also call layering, because it is weaker then the main layer, and it is obtained after you complete the second dungeon chain task at level 40. The reason it is weaker is that all CDs will be increased by a factor of 2.5 and the sublayer does not achieve the Class Path bonus (+3 on all skills and sometimes a special factor, as Balad is AoE for Bards). How will this guide work? In this tutorial, I'll describe and rate the classes, so you can choose which class you want to receive as Subclass. Rankings will go from A to D, A is the best. Guardian (C for Melee, D for Range)
Skills: Sword Slash (B) CD: 7
Description: Sword Slash has a relatively small CD, although its damage isn't that high, it's kinda good if you're soloing, as it reduces the flat DMG you lose.
Skill: Shield Bash (C) CD: 15
Description: Shield Bash will do a good amount of damage and stun enemies. It will create a good number of Malice, and that's not good. It can become AoE if you use Ultimate Skill, but it takes a lot of upgrades so that it has a good range.
Skill: Windfury (B) CD: 22
Description: Will allow you to charge against enemies, it is useful to get rid of a forward AoE skill from the boss, although it damage is not great.
Skill: Mirrored Shield (D) CD: 112.5
Description: Allows you to reflect a certain amount of flat damage if you are under attack. That CD is great and the damage reflected is not great, so this skill is not any good.
Skill: Thundercut (B or A if Ultimated) CD: 10
Description: Show an AoE ahead, trade less damage then Sword Slash, but have a bigger AoE. Can be Ultimated to give to DoT, DoT will actually last 10 seconds, thus making it a nice damage handling skill.
Skill: Phalanx (B) CD: 100
Description: Give a nice flat damage reduction, would be really good if not for the fact that it's the CD is great.
Skills: Terrifying Roar (D) CD: 30
Description: An AoE Mocking the Monsters, High CD, Low Damage, Good AoE. This skill is still not good.
Thoughts: The Guardian may be the worse sublayer there is, it's only remotely good for Melee players.
Ravager (A for Melee, C for Range)
Skills: Raging Slash (A) CD: 5
Descriptions/Controls: Nice damage to a spamable skill, great for fighting bosses.
Skills: Horizontal Slash (A) CD: 8.75
Description: Nice damage to AoE combat, it has an average CD, good DMG and a nice AoE.
Skills: Soaring Slash (A) CD: 20
Description: A good skill to start a fight, you jump on enemies dealing with a good amount of AoE damage, high CDs though.
Skill: Mirrored (A) CD: 10
Description: Hits a single enemy for a lot of DMG, not slow.
Skill: Flame Slash (A without other Ravager, C if any) CD: 10
Description: Does a good amount of damage in frontal AoE and give a nice DoT. The only problem comes from the fact that your AoE will never stick if there is a Main Ravager layer on the same side.
Skills: Circle and Circle (A) CD: 20
Description: AoE nice with great damage and does a small DoT lasting 3 seconds. Unless you use it together with another Ravager, DoT should stick.
Skill: Aftershock (A) CD: 20
Description: Nice AoE with decent damage, it will stun everything in 3 seconds.
Thoughts: Ravagers are one of the best sublayers for AoE drag, although not great when fighting a single opponent.
Duelist (B for melee with high SPD, C if not, D for range)
Skills: Slash Cut (A without Duelist, B if any) CD: 7.5
Description: An attack without a very small AoE damage (like Sword Slash). Reduce enemy defenses by a flat amount, but will never stick if there is a duelist in the party.
Skill: Cross Slash (A without Duelist, C if any) CD: 10
Description: No damage to a single target and currently a DoT poison will stack 5 times. Will never stick if there is a duelist in the party.
Skills: Sunrise Snowflower (B) CD: 20
Description: Does some damage and the next critical will deal an additional 60% of the damage. High CDs make this skill not all that great.
Skills: Purple Lightning (C) CD: 150
Description: It will boost the skills of Whirling Dance (50% Slow) and Deadly Wink (DoT, stack 3 times). Provides an additional 20% movement speed and 9% chance of importance, which will last 20 seconds. Great skill, big CD makes it blow.
Skill: Whirling Dance (B) CD: 20
Description: You will charge your enemies and deal damage to a single target, doing a good amount of single target damage.
Skills: Deadly Wink (C) CD: 20
Description: Deals a good amount of damage to enemies, requires low CDs and Purple Lightning for it to be good.
Skills: Dancing Balisong (B) CD: 20
Description: Will deal AoE damage around you and heal you for a small amount of flat.
Thoughts: Slash Cut and Cross Slash are both great skills without the main Duelist, as Debuffs won't stack up. All other skills have a high CD, making them not great.
Duelist is not a really good sublayer.
Grenadier (A for High SPD, B otherwise)
Skills: Fiery Salvo (A) CD: 7.5
Description: Damage the only good target, do a nice stun as well.
Skills: Fiery Grenade (A without Grenadier, B if any) CD: 10
Description: Nice single target damage, does a nice DoT also, although it won't work if there's a Grenadier in the party.
Skill: Plasma Cannon (A) CD: 10
Description: High Line AoE Damage.
Skills: Machine Gun Turret (A) CD: 20
Description: Summon a machine gun that will attack nearby targets, which will last 30 seconds.
Skill: Icy Grenade (B) CD: 30
Description: Nice AoE skills that damage decent, will freeze enemies for 4. is the big CD is kinda of a downer.
Skills: Meteor Cannon (B) CD: 37.5
Description: AoE large, big DMG, big enough CD said.
Skills: Healing Crystal (B for high SPD, high, otherwise) CD: 300
Description: Will summon a healing crystal that will heal everyone for a flat amount. It will last for 1 minute, but the 5-minute CD is a killer.
Thoughts: A great choice for long-range classes that want to deal with a lot of damage. Community content is available under CC-BY-SA unless otherwise noted.
Classes are character work with unique abilities. Each class uses a unique weapon and different skill sets. They are divided into three categories: melee, long-range or magical. When it reaches level 40, the game also allows players to choose a child class. The 18th class, God Whip/Lasher, has not been released in the west yet.
List of classes[edit | edit source]
Melee[edit | edit source]
Guardian[edit | edit source]
Main article: Guardian
First on the battlefield and the last to leave, Guardians work tirelessly to ensure victory through superior tactics. Combining their swords and shields gives them an offense and balanced defense, allowing them to outs take longer than the enemy while waiting for the perfect opening - or create one with a block and counterattack in time.
Single goal: Area of effect: Defense: Evasion: Heal: Support: Duelist [edit | edit source]
Main article: Duelist
Accelerates like a meteor in the sky, Duelists rush enemies with their double razor blades before they have a chance to react. The close-range experts, these fleet foot fighters combine acrobatics and a touch of magic to disdent and wear down even the strongest enemies.
Single goal: Area of effects: Defense: Evasion: Healing: Support: Ravager [edit | edit source]
Main article: Every ravager swing of ravager's big axe provides a load of pain, and often collateral damage for any unfortunate enough to be standing too close. With burning rage in their eyes, they will shrug off their own injuries and destroy anything that stands in their way.
Single target: Area of effects: Defense: Evasion: Heal: Support: Brawler [edit | edit source]
Main article: Brawler
Brawlers live for the thrill of close-range combat, their blades turning their arms into deadly weapons. With superhuman coping, they pile on heavy combos to lock enemies. Darting and weaving in and out of the fight, Brawlers will etch up any enemies who can't keep up blowing for blows.
Single objective: Area of effect: Defense: Evasion: Healing: Support: Ronin [edit | edit source]
Main article: Ronin
After the flash of the blade, all that remains is cherry blossoms in the air and enemies killed on the ground. A Ronin uses blade and observation skills to destroy enemies at a glance by hitting their weaknesses. Unique skills Ronin drains the souls of enemies and collects them in the blade. Souls stored in Tachi can be released in battle, destroying all that stands in their way.
Single objective: Area of effect: Defense: Evasion: Healing: Support: Holy Sword [edit | edit source]
Main article: Holy Sword (Class)
In the of all that is holy, I spread all my glory, and wield my sword to judge all sins in the mortal world. Those who hold the Holy Sword should have strong faith and a brave heart, and be able to show justice through swords. They can turn their faith into Divine Energy in battle, and use the Holy Sword to punish all the evil that hinders their beliefs.
Single goal: Area of effect: Defense: Evasion: Healing: Support: Lancer [edit | edit source]
Main article: Lancer
A tremendous power sleeping in Lance's brand. It is capable of harnessing the element power of fire, ice, lightning and darkness. Once awakened, these ancient powers will oppress all those who oppose the ruler. Whenever a skill is used, you will earn a Mark of Flame or Mark of Ice, depending on the type of skill. Once three signs are given to the sealed tablet, the true terrible power of the wounded can be released in the form of the final move.
Single goal: Effect area: Defense: Evasion: Healing: Support: Scope [editing | editing source]
Grenadier [editing | editing source]
Main article: Grenadier
Grenadiers is known far and wide for the large cannons they put into battle. These technical marvels are capable of firing missiles, launching powerful plasma explosions, or launching grenades with launch features. With such an arsenal, the Grenadiers have an explosion that destroys enemies from afar.
Single target: Area of effect: Defense: Evasion: Heal: Support: Gunslinger [edit | edit source]
Main article: Gunslinger
Draws the fastest in the land, Gunslingers pack a punch by peppering enemies with magic bullets impregnated from their double pistols. For those hotshots, there is no such thing as an underhanded move in a fight. Finally, they use crooked traps and special bullets to debilitating enemies before finishing them.
Single goal: Effect area: Defense: Evasion: Support: Ranger [edit | edit source]
Main article: Ranger
Likes ancient elegance with the latest technology, Rangers switch to bow, a noble weapon, tested in deadly time as in the past. With their long-range attacks, Rangers can drop multiple enemies before they have a chance to attack. The arrows they shoot not only cause as much damage as any blade, but a good car for spells as well.
Single goal: Defense: Evasion: Healing: Support: Shinobi [edit | edit source]
Main article: Shinobi
Shinobi is an ancient and mysterious group that lives between light and darkness. When good and evil are linked, they will appear again to claim their legal inheritance. When you attack with a shuriken, there is a chance of summoning Dark warrior who will help you in battle. Shinobi will accumulate chakras over time. Accumulate enough chakra, and you can cast a complex spell. When you cast a magic, Shadow Warrior will also use his skills to assist.
Single target: Area Defense: Evasive: Heal: Support: Guitar[edit | edit source]
Main article: Guitar
Each guitar playing skill will be accompanied by three different musical notes in Fresh Blue, Bright Golden, and Dazzling Purple. Play notes in a certain order to form a special melody and free its soul in the form of a skill. The ultimate skill is Universal Chord. Universal Chord unlocks guitar's full potential, grants powerful damage to enemies and strengthens your allies.
Single goal: Area of effects: Defense: Evasion: Healing: Support: Magic [editing | editing source]
Wizard [editing | editing source]
Main article: Wizard
Magic Ways are mysterious for many, but Wizards see order amidst chaos, looking to the forces of nature for their inspiration. Using staves to concentrate raw mana, they evoke elemental magic that can turn the tide of battle, making them respectful and indispensable to allies in combat.
Single goal: Area of effects: Defense: Evasion: Healing: Support: Witch [edit | edit source]
Main article: Few witches dare to plumb the darker side of magic, but the Witch braves its depth with gusto. In the pages of old tomes and grimoires they find runs and sigils that, despite being forgotten by the world at large, have lost none of their potential. With a series of debilitating spells at their fingertips, no one can deny the Witch's way of verbally.
Single goal: Effect area: Defense: Evasion: Healing: Support: Bard [edit | edit source]
Main article: Bard
Consummate masters of support, Bards knows a song for every situation. Always a hit in parties, their sound skills are enough to see them through a solo performance. With the crane in hand, they can open up songs to harm, heal, or help, ensuring they will always be called for an encore.
Single goal: Area of effect: Defense: Evasion: Heal: Support: Reaper [edit | edit source]
Main article: Reaper
The grim reaper of the underworld has appeared. Wherever they go, death follows. Those wielding marshals' scythes have unsymed destructive power and intense attack speed. When the blade falls, the head rolls. They sign with the little devil, and summon them in battle. They are also proficient in powerful types of magic, which they use to inflict heavy damage on enemies.
Single goal: Defense: Evasion: Healing: Support: Star Caller [edit source]
Main article: Star Caller
Members of lavender tribe are descendants of angels and humans. They are bound by blood. The appearance of women remains at the stage of a little girl and can not develop. But like humans, some people from the tribe also have the strength to Gaia's. With its innate limitations, Lavender Tribe has developed a set of special combat techniques. They can control Draco-Puppets and turn them into battle hammers and heavy artillery to fight. They can collect energy in battle. When energy reaches In value, they can cast a spell that will temporarily remove the restrictions and release an angelic power that is strong enough to move the world.
Single goal: Area of effect: Defense: Evasion: Healing: Support: Video [edit | edit source]
Aura Kingdom Character Trailer
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Trivia [edit | edit source]
Other versions of Aura Kingdom do not divide roles as classes but by their weapons. Weapons.

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