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Black desert sorceress gear guide

The progression of the gears in BDO is very important. Black Desert Online prioritizes AP and DP above character levels. With the right armor, weapons and upgrades, you can decimate enemies on your way. Without the right equipment, you'll have a hard time progressing through the game. HAPPY BDO Gear PROGRESSION!
Armor, weapons and accessories can have a level of improvement that improves its statistics. For example increase defense 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 to 1 Gear in BDO is classified by rarity and is color-coded. This gear quality often shows us how valuable and powerful an armor, weapon or accessory is compared to similar equipment. Red category - top grade yellow grade Blue Grade Grade Green Grade Grade White Grade - don't touch! ☹️ There are no character restrictions on improved armor, weapons and accessories. Even a level 1 character can wear the best pen (V) pattern equipment. The main advantage of armor is that it offers DP (Defense Points). It is a combination of escape and damage reduction. This means that you will escape monster shots more often and reduce the damage they deal with you. Armor Benefits: Set bonuses - wear two or more of the same type of equipment and get a Crystal Slots buff - customize your equipment and add extra item effects stats - a buff to wear that piece of armor. For example, the weight limit increases and health points, etc. Share equipment with Alts: Most of the equipment can be shared among all your characters by putting it stored at Keeper Storage in most major cities. You can also transfer equipment to an Alt via a farm cart (mounts that have equipment on them can only be collected remotely at their nearest stable keeper.) Weapons and sub-weapons (aka secondary weapons) are class-specific. Some weapons can be shared with more than one class. The main weapon of the staff, for example, is used by witches and sorcerers. The under-armed steel dagger is shared between Witch, Wizard and Ranger. Awakening weapons can only be equipped by level 56 characters who have completed their class-specific awakened quest line. (Archer is the exception to this rule and it is limited to an archer awakening weapon starting up to level 56.) Awakening weapons cannot be shared with a different class. You feel a little confused by all the visual data the window of the gear element? We have a fight and skills guide that will help you learn more about your character and why you might want more accuracy or escape, etc. You can use the beginner quest and Naru Gear until you get enough wealth to start working on other gears. Tuvala Gear is a good next step after Naru Gear, but is only available by seasonal characters on season servers. Naru Gear can be obtained by completing the main quest line in Serendia. Tap O key and then main tab to see your progress and see 'Stable' quest rewards. There is also a chance that Naru Gear will fall before that. (Naru Gear can fall from monsters as you fight in the beginner areas of Balenos and also later in Serendia and Mediah.) Example PRI Naru Armor with pen naru weapons This full, 12-piece, Naru Gear set should be more than enough for beginners to venture into Mediah (Lv. 51) for the first time. Mediah's easiest hunting area (Abandoned Iron Mine) has an equipment recommendation of 75 AP and 110 DP. AP 97-103 (100) Precision 192 DP 140 Max HP 200 Max Stamina 100 Weight Limit 10LT Bonus AP 5 Defense Damage Reduction 69 Escape 71 Damage Reduction Hidden 10 Hidden Escape 179 Effects Attack Speed 4 Flow Speed 2 Motion Speed 2 Naru Gear and most BDO gear needs to be upgraded to help you progress through levels and enter more dangerous territories. Naru Gear is easier than any other equipment to upgrade. For more information, please visit our Naru Gear Guide. For a guide to improving normal equipment, please see our improvement guide. You have 6 accessory slots to fill with 2 rings, 2 earrings, 1 belt and 1 necklace. For beginner accessories, it is recommended to prioritize AP or Accuracy over everything else. TIP: Be careful with improving accessories. Accessories have more difficult improvement rules and it can become very expensive. Even naru accessories, which are easy to improve, can start to add up in the new Blackstone cost. Always compare the cost/benefit of improving accessories. Usually, upgrading your weapons and armor first is the best option, then consider accessory enhancement. Naru accessories and beginner black stones are given during the main quest line. Use them, if you can. For other people who are struggling to get accessories, just buy some cheap on the market. Bares is a good beginner-focused ap accessory. TIP: Don't cling too much to accessories as a beginner. They don't have a lot of bang for their money, compared to guns. The Naru accessory set is very nice, even at the base stats. Lets upgrade it to TRI and see what happens! Notice the nice boost to both AP and accuracy. But look at the cost of the upgrade vs. the cost of the black stone! AP: 41 Accuracy: 27 Weight limit: 40 LT PRI Chance of Improvement: 70% DUO Chance of Improvement: 50% TRI Chance of Improvement: 40% When you are ready to head in Mediah, at about level 51, your set of accessories will soon be replaced by the Asula accessory set. This is the best not set up in the game and will last a long time. You can get them through the quest in Calpheon, but it's more work to do it that way. Check out the fall location maps and details of Asula Set's quest in our Asula Guide. Hate Questing A Lot?! I highly recommend you make the main quest line, even if you hate quests. There are many, many, many advantages to that. (Inventory locations, 3 free pets, and other goodies. It also up to other things. For example, new content and events often require the completion of the main quest line to begin with.) If you just want to hunt and not look for a while, you can also get good armor via the marketplace. Naru equipment and other gear can fall out of monsters, but this is based on luck. The main and sub-weapons you get from the main story line are enough to help you through the beginner areas and even well into Mediah. However, quest chains can be quite long and you may hate quests. For players who do not want to depend on quest equipment, or can afford more, there are many options available on the market. But, we repeatedly see the same 4 weapons in the recommendations of the players. Top 4 Recommended Main HandGuns: Table Updated from: BDO Best Weapons for Leveling and Starters (2018) Which one is best? I'm going to leave this to you. Green quality weapons just help you get better weapons. Don't get too involved, as you'll want to focus on getting a boss head hand as soon as possible. Do not improve green quality after IRR. Traditionally, players opt for the highest AP, but there are those who swear by Bareseffective AP, etc. For more information from the pro-Bares camp, visit the guide above. They also recommend maximum accuracy for a sub-weapon. Highest AP sub-weapons (green category for beginners): Axion Shield: Warrior/Valkyrie/Guardian Steel Wrist: Witch/Magician/Ranger Jubre Talisman: Oros Ornamental Witch Knot: Dark Knight's Needle Babiote: Tamer Horn White Bow: Musal/Musa/Maehwa Estique Kuna/Shuriken: Kunoichi/Ninja Scale Vambrace: Striker/Mystic Ganatte Ra'ghon: Archer Oros Vitclari: Shai Mainhand - Elsh Elsh often recommended, but it's kind of a pipe dream because it's hard to get. The accuracy and damage done to all species buffs are the same as those of Kzarka's boss. The AP is low, but in later levels, you can use your Awakening weapon more, depending on your class, style of play, and level. The Elsh Precision and Damage Buff will make you do more damage with your awakened skills. It also has a 5% chance of curing HP on a hit. But Elsh weapons are only obtained by one quest ([Boss] Black Spirit and the Giant Imp) and could be difficult to obtain via the Marketplace. Improvement could be tricky and costly. In addition, Kzarka's boss weapons are the easiest boss equipment to obtain. So Whether it's the green quality weapon you choose, it probably won't last long. Rosar Rosar provides 2 crystal slits and has the highest AP of all green quality weapons. (unless an effective AP is calculated.) In my humble opinion, if you are not satisfied with the equipment of the main quest line, just buy an improved weapon that is cheap out of the market. All Hand Hand Recommendations: Elsh: Extra Damage at All, High Precision, 1 Rosar Crystal Slot: High AP, 2 Kalis Crystal Slots: High AP, 1 Azwell Crystal Slot: Medium AP, 1 Crystal Slot, Good Krea: Medium AP, 2 Yuria Crystal Locations: 1 Crystal Slot, Increased Damage to Man (Good for PVP) Bares: high effective AP (Additional Damage to All Species), 1 Crystal Slot Armor Pieces can be upgraded to 5 euros without the risk of failure. Grunil and Heve are the most recommended sets of armor. Grunil Armor Set: 2 crystal casings: allows you to increase attack speed, movement speed and escape. Powerful Overall Effects: 2-piece set effect: 5 ap 3 room play effect: 4 HP 4 piece set effect: AP heve armor set: 2 crystal shots: allows you to take higher attack speed, speed of motion, and escape. Powerful overall effects: 2-piece overall effect: 3 room set effect: 50HP Weapon and armor NPC stores in the Calpheon and Serendia regions sell the already improved equipment. This list is a kind of last resort list, if you can't find anything on the marketplace. I don't see that as happening, but you never know! NOTE: The cost of money for this equipment sold by NPC may be more expensive than the central market right now! Check first. The Root Treant accessory set is easily purchased from Grandus in Calpheon City. It is the Armor vendor located near the North . The set gives you a ton of accuracy. This set has a higher ap than bares not enhanced, but is lower AP than most other beginner sets, such as Jarret. But it's good enough to go from Calpheon to Mediah, if you like a challenge. Root Treant Set Stats: 21 AP 90 Accuracy 150 LT 5 Damage Reduction TOTAL SET COST: 2 million silver → → → Gear Progression to Calpheon: Level 30 Calpheon offers many speed options. However, I recommend staying with the Naru equipment from the main quest line. Keep improving, especially on your weapons and armor. Wait until later, wait until later, as it is expensive in Beginner Black Stones. Here's another accessory option that isn't necessary, but you can have fun getting them anyway. The Treant Spirit accessory set is obtained by hunting in the Calpheon SW. The set gives Weight Limit a nice bonus: 130 LT. This set trades Accuracy for AP compared to the Root Treant set. Treant Spirit's Set Stats: 33 AP 26 Accuracy 130 LT 5 Damage Reduction Treant Spirit's Set Drop Locations: Collier: Treant Forest Ring: Mansha Forest Earring: Lake Kaia (Catfishman) Belt: Rhutum Oultstation → → → I'm including these, just for the sake of this completionist. At the very least, you can sell them at the Marketplace for extra money. Calpheon has a Kill quests that will reward you with 3 witch earrings. Witch's Earring is a beautiful blue quality AP earring with 5 AP and 2 Accuracy. These quests are available for Lv. 51 or more characters. Simply enter the Hexe Sanctuary node area and you will automatically receive the quest. Hexe Sanctuary is located south of calpheon city and east of Behr. Storage/Armor Leaving Calpheon territory, you'll want to see if you qualify to get up to three Cliff weapons. (Hand, Under-arms and/or alarm clock) The best time to complete quests for these weapons is at level 55 and below. When you're 56 and older, quests change and are much more challenging with 3 recommended players. Cliff's weapon quests are for new or returning players only. New players are those who are 30 days (720 hours) or less of having first created their last name. Returning players are those who have not logged in for at least 30 days (720 hours). These quests are not available for accounts that have completed and won Cliff's weapons through quests from previous events (February 2019). The character who completes the quests must have completed either the [Boss] The Witch of Horrors or Looking for Adventurers quest from the Main Black Spirit quest in order to accept the cliff's weapon quests. TRI Cliff Aad Sphera AP: 96-105 Element Effects - Additional AP Against Monsters - 4 TRI Cliff's Staff AP: 104-108 Accuracy: 160 Element Effects - Additional Damage to All Species: 5 - Additional AP Against Monsters: 6 - Critical Shot: 3 TRI Cliff's Dagger AP: 31-31 DP: 3 Damage Reduction: 3 Extra Object Effects - 3 AP against monsters 3 IMHO the best weapon available from cliff weapon options is the awakened weapon, which is superior in many ways to blue grade awakening. You may just want to get 3 of these weapons and give up the main/sub-weapon, if you want cliff's best weapons to use for your Alts. (Cliff's weapon box can be stored and opened on a different class character.) The sub-weapon is the worst, but you may consider getting it and the main hand, if you have struggled to acquire wealth as a new player and use a main weakness or under-weapon. (You'll get a main hand of Liverto for free soon. This weapon is better than Cliff's, even if it's blue quality.) To learn more about Cliff's Weapon's options and statistics, please see our Cliff Weapons Guide. Speed Progression: Mediah Level 51 As previously stated, the main quest line is your friend in this game! This will give you Naru Gear and everything you need to improve it. During your trip to Mediah, you'll get hundreds of beginner black stones from the main quest line. You might as well use them, because they can't be stored or exchanged. Let's see the maximum AP/DP we can get from our Naru Gear. Offense AP 132-138 (135) Max Stamina 100 Weight Limit 40L Bonus AP 5 Accuracy 223 Damage Reduction 9 DP 191 Max HP 200 Escape 97 Hidden Damage Reduction 17 Hidden Evasion 24 All CC Resistance 20% Extra Effects Attack Speed 4 Casting Speed 2 Motion Speed 2 Through the bdo planner.com picture and info Please see this build there. All Naru accessories have been replaced by DUO Asula Accessories. The weapon of the Awakening quest line is used Roaring Magical Armor Obsidian Abyssal Weapon PEN Naru from everything else The Asula set of 6 accessory pieces gives a total of 45 AP and 7 DP. It also adds 20 accuracies, 7 damage reduction and 350 hp max, with with by weight. (All statistics not enhanced. For Asula Enhancement, see our guide link below.) Thanks to bddatabase.net of equipment for the image and data. See asula accessory build if Awakening Weapons (level 56) At level 56, you'll get a quest from your Black Spirit for the Awakening Quest Line, and then a succession quest line will open. Here you will probably get your first Awakening weapons. (A cannon awakening weapon for normal characters and TRI Tuvala Awakening for the characters of the season.) Damage to awakening skills is partly determined by the main hand weaon and vice versa. Thus, awakening and main hand weapons are important, no matter if you are primarily succession or awakening. Succession and Awakening AP Awakened Skills: Adds 30% of the AP main handgun for damage calculations Succession Skills: adds 30% of the AP Awakening Weapon The Black Spirit's Awakening Quest Line rewards a blue quality awakening weapon. (Archer is the exception, and has access to a special weapon of awakening beginning only, until they complete their Ascension.) Gear Progression: Valencia Level 56 Valencia Main Quest Weapons Ultimate Katan Awakening Weapons and Sand Storm Under-Weapons can be upgraded. Chance improvement is easier than normal equipment. It is not possible to register in the central market. 2 Yellow Grade Nesser Gear locations After completing Valencia's main quest line, you will have the option to rent Nesser Gear. Nesser Gear is comparable to TET-level boss equipment and costs 50 CP for each piece (Contribution Points). See the costs and comparison of boss gear before diving in! Check out our Nesser Gear guide for more details. Sahazad Nesser 'King of Green Grade Awakening Weapons The green quality awakening weapon is an option if you're running out of money. (e.g. Practice celestial bo staff) They are cheaper to repair maximum durability during improvement. Also check the Marketplace for prices and availability. You can buy green quality awakening weapons for 120k from Tulem, the arms dealer in Altinova, if you can't find any that are already improved on the market. You'll want at least 15. The objective is DUO or TRI. Red Sand Crystal Ring is obtained after completing Valencia's main quest line. Level 56. Go to the Main tab in the Quest (O) window to find it. Check out our Freed Magical Accessories guide for more details. The following equipment is obtained in Valencia, completing Valencia's main quest line. Really be level 56. The main quest line, including Calpheon/Mediah Main Quest Lines are all to start Valencia's main quest line. You may need help with this quest line from a friend. There is a Coop quest, in which you have to run inside a dangerous area and run back. If you're fast and have enough hp-pot equipment, you could do it. The equipment really isn't that good, but maybe you're having a hard time getting something better. Maybe you can 'King'. Using a friend for the more challenging Coop quest in this quest line. Valencia Main Quest Start (from Black Spirit): - In Search of the Eastern Sand Kingdom A TRI weapon and a DUO sub-weapon with DUO-level armor - Asula Accessory Set meets the recommended AP/DP for many areas in Valencia. See an example of this DUO armor in the bddatabase.net equipment planner. This set of speeds has 175 AP and 226 DP. Speed Progression: Kamsyvlva (level 58) By the time you are high enough to complete kamsyvlva and drieghan quest lines, you might already have some nice BIS accessories. But I'm going to include the following, just in case. Magical Accessories Released: Forest's Eye Gear almost equivalent to DUO: Tungrad Earring (a 2 Monster AP and 1 more accuracy)#1 requirement: Level 58# Requirement #2: Kamsyvlva Main Quest Line Rock Heart Belt almost equivalent to DUO Tungrad Belt (a 2 more accuracy) Requirement #1: Level 58 - Requirement #2: Drieghan II Main Quest Line See our Guide Freed Magical Accessories for more details. Freed Magical Accessory Guide Gear Progression: Boss Gear Boss Gear, the final destination!!! Boss Gear is considered the end-of-game equipment in BDO. It's called Boss Gear because it's often got very rarely to defeat crazy bosses. ☺️ Gear Soft Cap Gear Softcap is full tel boss gear with sort of yellow accessories Rough gear stats: 251/253/294 Whew! This guide is becoming massive. Lets divide things up a bit! Little!

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