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Edit Comments Share this article out: It has not been checked and verified since the previous update. Please help us update it to display the correct information. Introduction to [source editor] This is a guide for the Lucky Sacrier. Pros[editor]edit Source] Contains a powerful drainage attack and Dissolution. Is there an extra PP. There is high Vitality due to being a Sacrier. He has the greatest range of all sacrifice. (Absorption and Fury have the same range when left at 6, but Fury has higher range due to its AOE.) There are good AOE attacks. Disadvantages [Editor]edit source] Spell out are combat lock or to minimum range. Characteristic Points [source editor] Sacrier Soft Caps [source editor] Rates 1:2 1:1 2:13 3:14:1 15:1 Fast 1 ~∞ - Russian - 1 ~∞ - Str - -1~100~101~150~∞ Int - - 1~1 100~101~150~∞ Carriage – 1~100 101~150~151~∞ Agi - 1~100 101~150 151~∞ Sacrier's Features [Editor]Source] Vitality: Set all feature points of Vitality, no exception. Luckily: Despite this being a lucky builder doesn't put any points into it. The only thing Sacrier's should put points in is Vitality. You should however aim to roll this out as soon as you can, making it a top priority. Extra odds = Higher Hits. Wisment: Scroll this as your second priority. This will help in experiments gained, and the ability to avoid trimming AP/MP. Aim to roll out everything else scrolling order: Odds > Wisment > Adjusting > Strength or Intelligence. Exchange [editor] source editor] Icon Level Name Element Short Description Pain Sharing Exchange for this spell doploons allow allies to increase their damage every time they hit. Can discard every 5 turning attractions 1 This spell allows the caster to force enemies to approach him when they are too far away. Forcing Punishment 1 this punishment allows the kaster to increase his strength every time he is attacked. Can they throw every 5 turns. Sacrier's 1 Earth tree attack spelled earth-type damage and -dodge of tight combat. This Evasion 3 spell allows the caster to close any closed combat attack for 1 turn. Swap 6 Exchange the locations of the characters in closed range. Attack 9 Air Raid allows the caster to hit an enemy from a distance with air-type damage. Nimble's punishment of this 13 spell allows the caster to increase his skills every time he's attacked. Can they throw every 5 turns. Disolution 17 Waters Steal lives in adjacent enemies and/or allies. The bold Punishment of this 21 spell allows the caster to increase his chances every time he's attacked. Can they throw every 5 turns. This 26 spiritual punishment spell allows the caster to increase his intelligence whenever he is attacked. Can they throw every 5 turns. This Spell's 31 sacrifice allows the sacrifice to take damage to a four team. Absorption 36 Firefighters spell this allow its broken to enemy not to inflict it Damage. This vital punishment 42 spell allows the caster to increase his vitality whenever he is attacked. Can they throw every 4 turns. This 48-spell cooperation allows the caster to exchange his place with a foe on the map. Caster's 54 transposition trades his position on the map and the entire one. The punishment of 60 neutral punishment inflicted neutral-type damage to an enemy. Injuries depend on the max life of the kaster and contract most damage at 50% hp. Fury 70 Water attack this spell inflicted water-type damage to a small group of enemies, and allows the hunters to increase its damage, as well as the damage it receives. Steal the 80 sacrifice sword summons a magic sword that will straight load into the enemy to run it in. This 90-life transfer spell allows the caster to transfer part of his HP to his allies. Without thirsty Strength 100 sacrifice is absorbed without everyone in a strong recover. But it can kill your ally.... Recommendation from Sacrier Dopple 200 Saga a Sacrier Dopple Investing Points [source editor] Level 1-21: Leech with a different character or use other spelling such as Sacrier's footage or Attacks, the levels if you want. (en embodies you can forget to spell so you can level Sacrier's feet or Attacks and forget them at level 21, it's easier to level this way) Level 22-31: Increased attraction to 5. Level 32-33: Save your spell points. Level 34: Swap Level 3. Level 35-47: Save your spelling points. Level 48: To increase Cooperation to 5, you'll have to spell 4 points left, you better not spend them! Level 49-53: Save your spelling point. Level 54: Increase Transposition to level 4, you will have spell point left, again, do not spend. Level 55-59: Save your spelling point. Level 60: Increase the punishment to 5. Level 61-69: Save your spelling points. Level 70: Increase fury to level 5 (a main spell. This is for sure a must). Level 71-79: Save your spelling points. Level 80: Increases the thief's 5 swords. Level 81-83: Save your spelling points. Level 84: Increases transposition from level 4 to 5. Level 85-93: Save your spelling point. Level 94: if you haven't already, find Weapons skill with its level of 5. Level 94-100: Save your spelling point. Level 101: Increased attraction from 5 to 6. Level 102+: After this point should aim to fully level all the spells you have already invested point in, starting with the ones you use most. You should put your remaining points to other spells that will suit your personal style of play, from now you should have a firm company on everything. Equipment [editor] edit Source] Sets[edit]edit source] Lv. 70: You now have access to Fury and the Royal Gobball's Gobball sword, if you like the + Damage built. At this point 8 WILL become a MUST. I recommend Caracap and Gelano, but this is the best case scenario. Note: In its 70% best level to use full Crocodyl Chef Set with an endgo mountain and a ring + Chance of +2AP, +1MP, 270 150 Turners with very good resistance. Lv. 80: Royal Indigo Blop Set and Shika Ingalse Set become available. An alternative option is Single 'n' Battery Cape + Cruel Trovel + Gelano, plus set to suggest here can be great, because you can hit twice with disorientation and have 6 MP to reach your enemies. Another alternative is Caracap+ Gelano for 8AP, + Caraboots, if you get to maxed in 50 chance the two items alone from together at Turtle will give you 100 chances. Then end with Royal Indigo Blop set, the max three items will give you around 110 chances. Now obviously a Water Boat or a Dragoturkey Indigo is a necessity. A maxed Indigo/Ivory or Turquoise is working very nicely, just keep in mind it must give at least 40% chance when maxed. Now, alongside the next, I've still not decided what to put here, I face a 'battery' battery would go nicely for the extra MP and minimal Bonus Chance, but if you couldn't go with Rags, for the critical Hits, but that's part of up to you. And gun in, I'll give a suggestion so but you can still choose to do otherwise. The Ax Kos has big water hits, its 4AP so you can hit twice a turn and provide Vitality and Luck, its expensive hands. What you might do too, is get a pair of lucky maged Blessdags, but you would need something that provides Agitation to meet the requirements. a recent weapon recommended should be the stalk picks, it is somewhat expensive, but provides 1 approximately, lucky with vitality, and you don't need any adjusting to use this weapon, as you do with access to Kos. Everyone throughout the series should give you about 360 odds if everything maxed out, 8AP, 4MP, about 10-15 critical hit's with a fair amount of vitality. Lv. 110~114: The Wearing Zanstral can be equipped for up to 400% Chance. You can also equip Axel (Another option is Zoth Warrior Ax), Gelano > has 10 AP, allowing for double dissolution and two AP left for Swap or Leek Pie (If you have it). Leek Pie will do wonderful damage because of the boost + Damage reinforced from Ancestral wear. Additionally, you will be able to throw out the punishment and use Fury/Dissolution. If possible, try to find an AP/MP Gelano and get a Jackanape. If you have already equipped an Ancestral Seth, an AP/MP Gelano, an Axel, a Jackanape, and a mountain of your choice giving 1 MP, then you will have 11 AP and 5 MP (Fury, Disolution, Disolution). Lv. 120~130: Royal Mastogob Wear can be equipped, although it provides less chance and damage, it provides some new bonuses such as water damage, Dodge. Note: You can equip a Mastic Series for more odds, Adjusting and other bonuses. If you want to stay with the 11 AP you've had in the previous sets, you might want to get a Kwyness with only one of the Mastic rings, preferably Band of Mastic. Keep in mind that if you keep on your Jackanape and Royal Mastogob Set, that you will only have 4 MP (fewer points to get around with). Lv. 126: Swap Your Guns a water has forged Metal Hammer or Cannamet Snailmet. Lv. 152~168: Swap Your Chat, Cape and Ring (if not possible Gelano) at the Sovereign Set. Lv. 175~179:Place growth becomes available and fits perfectly with Sovereign Range. Lv. 179~189: You can use Gladiator Bworker Set Lv. 180: Change your weapon to Ougaammer. Lv. 183: if you like PvP Aggravating the Daggers are pretty good. Lv. 195: Change your boots for Round Kimbo Sandals. Pets and People [Source Editor] You can go with a cheap Enddigo or Indigo with Almond Mount for Beautiful Odds and Vitality or Nice Odds, Vitality, Initiatives and +1 Saga. Or if you have the money to get emerald or an emerald mountain with Ginger. Emerald provides 1 MP and 200 Vitality, while Emerald and Ginger provide 1 MP with 300 Vitality. Level [editor]edit source] There is a general level guide here. Guide level [editor]edit source] Lv. 1~20: Stay in Incarnam until you get Dissolution. Lv. 21~40: Scramble Prespicks, Mushds. Lv. 61~80: Fight kanigers with a large group (300~350) to provide good XP. Lv. 181~200: More Tips on Level (Speed, Best Suggested Wisfast) Get leeched in Cania from Level 1 to 50. Get leeched in Frigost; until 114. Reset your features at Vitality if you were better understandable. Leech people to town or join hunting from 114-200. Enjoy level 200. Note On Leveling [Editor] Edit Source] The key part being powerful is in level, in progress with your character. Without level then you will never be able to equip these fancy pieces of equipment you just bought, or increased that flash spell in lv. When training it's a good idea to work out your base experience, your XP per minute. What does that mean? good... say for example you kill a mobile Kanigers. It takes you 10 minutes and you get 100,000 XP. Then you go and face a Fungi Master, which takes you 12 minutes, but 12,000 XP. Now at first glance the Kaniger fight would look like better XP however do the math and you'll find that the Kaniger fight working out at 10,000 XP per minute whereas the Fungi Master was 12,000 XP per minute, meaning that you'd actually get more from Fungi Master. That said, just because mathically better doesn't mean that it's the right thing to do. Dofus only makes it roughly in minutes, whether for example the battle Fungi Master lasted for 1 minute and 59 seconds, whereas Kaniger's stroke lasted 10 minutes and 1 second. Then the Kaniger would have been better. However when it comes to training, there are always going to be variations. You can fight Kanigers, the XP is good but you lose a ton of life every time, meaning you spend a lot of money on those healing things, meaning you have little money for anything else. Or you might go face Treechnids, yet the XP is a good thing, but fights might make you kill. Even if these two fights were given good XP, it might not be worth it wise karma, or even for your own happiness. Finally where you train your choices. If you decide to do it based on XP (Which is more common), or just because you like the monster, that's all up to you. The only thing you shouldn't do, is to be one of the lazy people who spend all their time on recruiting channels will pay someone _ kamas to level me from _to _ . Just go out and train yourself. It's okay if a friend leeches you somewhere, but it's not okay if you're so lazy as just paying people to level you. If you play for 2~3 hours in a day, you train hard and try your best at it, you'll enjoy it more than someone who's just paying someone 1mk to their train at level 200, and now, nothing does. Community content is available under CC-BY-SA unless otherwise noted.

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