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Archeage class guide

Archeage is famous for many things, one of which is its class diversity and possibilities for extremely personalized and unique buildings/characters. You can mix and match any 3 skillsets of the 11 available together, and create one of the 130 skillsets exclusively called Archereo! The synergies you can achieve are literally endless, and there are always hidden unknown combos for real addicts to discover and share, or keep on themselves and rule in Erenor! I hope the class guide below will help you decide your goals more easily, and let you create the character of your dreams! ☺ Main Abilities There is no real distinction between the main and secondary abilities in Archeage, we are simply dividing them this way because the 5 Main Skillsets are the ones you can choose from for your first when creating a character. Archery Archery Skillset, Male Elf of the Nuiana Archery Lore Alliance: The ancient plains warrior Tahyang promised to protect the Firran tribes with true purpose and an honest soul. He keeps this covenant even in death, granting his powers to anyone with a pure heart. His disciples use rangeattacks to pursue enemies tirelessly and deal with cruel justice. Physical Attack: Magic Attack: Protection: Debuff: Enchant: Control Difficulty: Skillset Description: Focused on harassing the enemy from afar, Archery grants unparalleled control over the battlefield. Talented archers can disrupt enemy spellcasters, damage and disable groups of distant enemies, or compromise the defenses of a key target with a steady stream of arrows. The bow and arrow is the main skillset that can take advantage of the bow, as is the case with most MMOs. You can decide to use it to add some physical damage and kiting options to your character, or even base your entire build around Archery – if you're legolas type. ☹ Archers start with single-target abilities, but will soon have access to some heavy damage to AoE & CC. They have a good amount of escape skills, and can get good advantages if they are able to position themselves properly on the battlefield, and apply their buffs. Battlerage Skillset, Nuian Male of the Nuiana Battlerage Lore Alliance: The Battlerage skillset is symbolized by Kyrios, the God of Destruction. The devastating attacks of his devotees bombarde his enemies mercilessly, until finally his enemies kneel, bleeding, and bow before pure and destructive victory. Physical Attack: Magic Attack: Protection: Debuff: Enchant: Control Difficulty: Skillset Description: Dedicated to melee combat, Battlerage users focus on closing the distance to their enemy and inflicting maximum damage on arrival. dedicated to this ability they still learn to cut through armor, smash aside the attacks of their enemies, and get into a powerful frenzy that allows them to shrink even the most potent spells. Battlerage Battlerage the main Warrior class in Archeage, so this is the skill you would get if melee combat is your main thing, and you can't resist being the Aragorn of your group (I don't even know why I'm coming up with these LOTR quotes, it's not even related to the topic☹). Loads, spins, breaks and whatever you heart would wish a true Warrior are in place, while the occasionally berserk buff & CC debuffs do this probably more.. cliché, but at the same time completes warrior class in an MMO. Skillset Sorcery, Harani Macho of haranyan alliance Sorcery Lore: The ancient Aranzeb arch symbolizes sorcery. His followers cast powerful and unpredictable magic on versatile elemental and protective spells, just as Aranzeb once controlled his anger and sadness to confront his bloody destiny with serenity. Physical Attack: Magic Attack: Protect: Debuff: Enchant: Control Difficulty: Skillset Description: This skillset offers the most devastating long-range magic attacks, but its power comes with a price. Skilled Sorcery users should learn to plan around the long cast times of their spells, calculating the perfect time to freeze an enemy in their tracks or summon a deadly meteor. Sorcery must be the wizard class, right? Yes and no, since in Archeage's magic, there are some different magical damage abilities that fulfill different purposes and serve different magical schools. But yes, this is the wizard you'd expect, Fire, Ice, Lightning, it's all there, and it's growing with the single target AoE & DPS. ☹ Gand. I mean, sorcery is the magic damage bread and butter in Archeage, and probably its source of pure damage if you follow a construction of magic-based skills, and DPS is an essential aspect of its gameplay. Be careful with the long casting times though, as placement is critical for a mage. Vitalism Vitalism Skillset, Female Dwarf of the Nuiana Vitalism Lore Alliance: The vitalism skillset is symbolized by Kyprosa, who was tasked with guarding the gate to the realm of dreams rather than participating in reality. Now his disciples heal and revive fallen allies instead of participating in bloodbaths, providing crucial life support in battle. Physical Attack: Magic Attack: Protection: Debuff: Enchant: Control Difficulty: Skillset Description: Optimized for combat support, Vitalism is designed for experienced users who can switch between different weapons to attack and heal. Masters of this ability can change the tide of battle by healing their allies, or turn their power over themselves to survive almost any attack. Vitalism offers amazing buffs, endless cures as well as some good CC skills (and no more LOTR references I swear!). You can choose to use it for the OP, or base your build around it to become a powerful healer. Healing and protecting protecting it is not for everyone, so those chosen few who save our a**es in each MMO, will have great pleasure in controlling a vitalist and discovering great protective synergies. Malediction Malediction Skillset, Female Warborn of the Haranyan Alliance Malediction Lore: The Malediction skillset is symbolized by Orchidna, the Demon Queen. Abyssal voices corrupting her mind have unleashed a force of evil magic, which she passes on to her devotees. These demonic powers allow them to exploit their enemies' weaknesses and further improve their abilities by stacking charges. Physical Attack: Magic Attack: Protect: Debuff: Enchant: Control Difficulty: Skillset Description: An ability powered by the force of the Abyss, allows the user to bend the black magic for their own benefit. Effectively integrating your Malice Charges allows the caster to empower its own attacks and unbutton the enemy. Malediction is the latest skillset to come out in Archeage, making it the hardest to find information and build on as well. Another DPS user of heavy magical damage, which focuses on curses, debuffs and cunning gameplay, unlike the Wizard (they can make a great combo together, obviously, for ultra-destructive magical damage!). Damage-Over-Time is obviously a malediction user's strong advantage, while offering some CC options and combat positioning. Unfortunately, there aren't many necrotizing elements here, but you can still fulfill your necromantic fantasies, especially when combined with occultism. Secondary Skills As already mentioned, there is no real distinction between primary and secondary abilities other than character creation. However, all of the skills below consist mainly of secondary ones, in the sense that they provide a lot of buffs & debuffs, which are essential, of course, but come second compared to the main skills. The description of Witchcraft Skills: The real power here lies in the variety of stripping that this skillset offers, mutilating enemies so you can finish them at your leisure. Witchcraft.. another magical damage skill! What, you didn't want it anymore? ☹ Don't worry because we're dealing with one of the best pvp skills here! The amount of debuffs offered in Witchcraft is mind-blowing, and consists of high-risk/high-reward gameplay – for those able to handle it! Fears, traps, mana burns, sleep, knockbacks and the list of despoaçados continues. ☹ Any magic damage skill can benefit from this range of spells, especially in pvp situations where not having debuffs/escape abilities will render you useless. Auramancy Skillset Description: Masters of energy manipulation, those who practice auramancy can redirect magic Push and pull enemies through space, and reduce incoming attacks to a fraction of your former power. Auramancy is the ultimate protection skill. Definitive. A multitude of buffs and protection spells to face any imaginable scenario, is an essential choice for true supports as well as casters who want more self-sustainability. Auramancers have some healings, but their protective abilities derive primarily from damage absorption, resource regeneration, as well as cleansing debuffs of themselves and their allies. Songcraft Skillset Description: Used more often to support large groups on the battlefield, Songcraft allows its users to award a variety of powerful bonuses to all nearby allies. Talented musicians can also delight dangerous enemies by confusing and weakening their target with harmful arcane songs. Songcraft offers many healing skills, and many buffs/debuffs, which can be useful both in PvE & PvP when you have a supporting role, and of course they shine in groups. An amazing pvp support skill, which you can combine with many others, even if you don't have a 100% supporting role. Defense Skillset Description: The defensive abilities that make up this ability protect not only the rotation, but also nearby allies, making it ideal for group play. Defense is exactly what your name implies. And you thought there was no capable tank in the game? Well, there is! And it's not only a good tank for PvE, but also for PvP, offering many protection spells to allies and CC against enemies. As you can guess using a shield is a must here, as many of your skills use it. You also have a taunt to aggro monsters like every suitable tank, and the ability to heal and protect yourself. OccultskillsEt Description: Expert in spelling at close range, Occultism users take advantage of the rapid casting times of their skills and crippling curses to face multiple enemies at the same time. Wizards in this school often lead the charge in battle, weakening and disabling entire tracks of enemies for their allies to finish. Occultism is the right skill for practitioners of the dark arts ☹ ☹. As you can imagine, there are a lot of curses and theft of life involved, as well as summoned pets and the ability to stay invisible and teleport on the backs of your enemies. Scary. ☹ Occultists play a great game with any rotation skill, as their dot and rapid casting times can help in many different scenarios, from PvE to PvP. So go ahead, and absorb that life force! Shadowplay Skillset Description: Shadowplay users employ highly mobile reactionary skills to exploit the weaknesses of their enemies. A combination of stealth and acrobatics allows trained practitioners to avoid deadly attacks or catch an enemy by surprise, a variety of crippling attacks and poisons disable enemies for deadly strike. Shadowplay is the thief/sneaky/dagger-face of Archeage, and he is able to fulfill the role in a great way. With invisibility, poisons and fast attacks, you need great skill to discover the full potential of skillset, skillset, the reward is even greater too, both in PvE & PvP. There are many ways you can build on Shadowplay, but keep in mind that having some range attacks like the Bow and Arrow, or some extra protection/buffs will go a long way to your sustainability. ArcheAge - Class Combinations Data extracted from archeage.gamepedia archeage.gamepedia

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