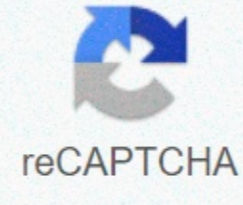




I'm not robot



**Continue**

## Dfo blade master guide

Dungeon Fighter Online Forums &gt; DFO &gt; Guides &gt; Slayer Guides &gt; Welcome to Dungeon Fighter Online Forums! Dungeon Fighter Online fansite based on the mechanics of the game. You are currently looking at our community forums as a guest. Sign up or sign in With your account, you give you additional privileges, such as creating and participating in discussions. Discussion of Slayer's leaders began in Fynl, on May 15, 2010. Dungeon Fighter Online Forums Forums &gt; DFO &gt; Guides &gt; Slayer Guides &gt; Last Updated Mar 27, 2017 at 10:21 A.M. Weapons Master PVE Guide Latest update: Updated most guide based on 90 cap content. Content Table: Introduction to General Skills Class Specific Skills TP Skills Otherverse and Chronicle Information General Gameplay Tips Gear and Other Information What is weapons master? The master of weapons (in the English version named Blade Master) is a slayer who refuses to give Kazan syndrome further by strengthening the seal in his hand so that he does not interfere with his drive to master swords and methods without relying on demonic powers. The weapons master is close to a mid-range combo-oriented melee class. As the name suggests, he is a master of weapons and can use all 5 types of slayer weapons with maximum efficiency. It has a unique ability to learn all 5 weapons mastery at only 1 price, and using skills will add various additional effects based on the type of weapon you use, making weapons masters a very interesting and versatile class to play with. Also unlike all other classes of the game, the Weapons Master can swap weapons with reduced cooling during inside dungeons. The common idea and theme of the class is to have a gun for each situation and swap as needed. How does the gun masters rate? As an injury dealer, the weapons master is not at the highest end of the spectrum, although they can be with the right epic gear settings. Weapons masters, however, are outstanding in playing support for physical harm dealers due to their holding abilities and physical debuffs, making them a highly valued member of the country's physical parties. Pros and cons: +Has one of the best physical defenses to debuff in the game. +You have two best interceptions in the game. +Agile class with tons of mobility options, there with scammers and monks. +Has more usefulness and capabilities in your toolkit compared to many other classes. +Have great progression, people who like to strengthen their characters will find this class very useful. +One of the cheapest/easiest classes to get into Anton Raid. +One of the most desirable classes of physical parties end game. +You can use all the base Slayer weapons, greatly improving the drop-off of the hell mode. +Multidimensual class with several ways to play because you can use all 5 slayer weapons, not limited to 1 type of weapon, dozens of potential gear combinations. -Starts with a lower lower compared to most other classes. -One of the more expensive classes to finance as an injury dealer. -Being in a melee class means you need to deal with most of the end game's anti-melee shenanigans. - You're going to live in hell mode for a long time. -Simple by nature, but not the easiest class to play with full efficiency. Background: Damage type: Physical percentage. Armor Type: Light Armor Range: Close to mid-range gravity: 3/5 Avatar Options: Hat: Spirit PVE, throw speed PVP. Hair: Spirit PVE, throw speed PVP. Face: Attack Speed Torso: Attack Speed Body: Overdrive Swap, Iron Strike Support, Ultra Vigilance DPS. Legs: HP Torso: Evasion, Shadow Resist (if you use full Dark Gothic) Shoes: Strength PVE, move speed PVP. Emblems: Red: Strength Yellow: Attack Speed Green: Dual Strength + Physical Critical Blue: Dual Attack Speed + Movement Speed, or Movement Speed Skin/Aura: Strength or Physical Critical depending on preference. Platinum: Overdrive Swap. SST cataclysm / Mana Vortex builds. Lightning Draw Sword, Illusion Sword Dance, or Tempest for blast damage builds. Abbreviations: I will be using a lot of abbreviations inside this guide, as well as many used as a common WM lingo. Here are some primaries: WM: Weapons Master (We always call blade master as WM, because BM is commonly used in Battle Mage) SS: Short Sword Kat: Katana Blunt: Bludgeon Zan: Zanbatou LS: Lightsabre X: Normal Attack Button Z: Skill Button FS: Flowing Stance CD: Cooldown SST: Secret Slayer Tech (I'm referring to this, how to sst rather than secret sword art for old players) RDS: Raging Dragon Slash ISD: Illusion Sword Dance LDS: Lightning Draw Sword Recovery of YanDaMan263's Post on Mar 27, 2017 at 10:25 AM Last updated on Mar 27, 2017 at 10:25 AM General Skills Quick Rebound (Max): A must for all classes, cost only 10SP Allows you to lie down from a lowered state while holding the skill button down. Jump (Lv1): Jump is an active amateur who will greatly increase your jumping height. This skill will save you from imminent death in dozens of final game scenarios and cost only 20SP. Get level 1. Physical critical hit (max.): A 200 SP investment will give you 10% more physical critical hits. Each class of physical damage should be maxing out this. Physical Back Critical Hit (Priority): If you have an SP to spare, you can invest in it, although I wouldn't recommend it. However, you should get one level to be able to this skill to get a free level from the various gears/enchantments that adds +1 to it. Throw Mastery (Lv1): Throw mastery when you learned, will your throw items count as skill customs. This will allow you to purchase items that require the use of skills, such as a refined Amnesia stone ring and ancient civilization pieces like rosetta stone. Up Slash (Lv1): Your main booting skills. Not to have a PVE, but it does it be decent as a leveling skill. Additional weapon effect: SS: increased damage from the mastery of a short sword, press Z again to make a further slash. Ashe fork (Lv1): Dives from the air to kill the earth, creating a shock wave that knocks down the surrounding enemies. Useful as a utility skill that can be used within the backstep, and the shockwave has a height requirement to activate. Primary use is a quick knockdown or stay suspended in the air for a little longer to avoid ground pound attacks. Additional weapon effect: Blunt: Shockwave size increases dramatically. Zan: The direct hit part of the dive doesn't make many hits. Super armor given. Thrust (Max): Press X after dashing attack to make an extra thrust attack that pushes enemies back. Can be activated after FS-Clash. Useful positioning crowd and can inflict a decent violation with TP passive. This skill now maxes out at lv1 and affects basic training, so there's no reason not to max it. Additional Weapon Effect: LS: Cause lightning effect, which has the possibility of electric shock. Air Chain Slash (Max.): Allows you to make an air attack more than 1 time per jump. Only maxes at lv1 with a low SP price that max it. Katana's version hits quite hard, especially with the cataclysm of magic. Additional Weapon Effect: Kat: Attacks after the first becomes stronger in the two slash. Drive Slash (Lv1 or Lv5 TP): Have 3 quick dash-n-slash series X axis. The direction can be changed by medium skill. The injury is decent while leveling, but really falls short of the endgame. Excellent utility skills quickly move yourself out of danger. This skill is also great for spam to activate the gear effect that buys off the use of skills, because each individual dash counts as 1 skill usage. Additional weapon effect: SS: the damage increased from the short mastery of the sword. Cat: Maximum number of slashes +2. LS: Maximum number of slashes +2. Protection (Max): Allows you to block the frontal attack, reducing the damage done. Can save you a lot in endgame situations and only cost 100SP. Max it. Additional weapon effect: HS: Protection immediately before impact causes a shock wave that damages the crowd and has the ability to stun. Zan: Protection right before impact generates a shockwave that damages the mob and has the ability to stun. Force Sword: Neutral (Lv1): Fires a sword wave in front of you, causing a knockdown. Get level 1 for utilities purposes. Wave-Wheel Slasher (Lv1): The main grab move with a very good hitbox range and makes you completely irresistible when the skill connects. Get level 1 utility to get out of pressure and stop boss attacks. Kazan (preference): Creates AoE, which promotes str and int. Not the best investment in SP and not recommended, because Soul Benders will do a better job, but there is still a possibility who like to maximize your damage, enjoy as it can be. If you're playing support for the WM Anton raid, max it up and it's tp extra party benefits. Benefits. Mastery (Max): Weapons prowess increases the physical and miraculous attack power of your weapon and gives you the right rate of hitting. You should be maxed out by all slayers depending on what type of weapon you're using. In the case of weapons master, you can max all the masters lv1, and weapons prowess need to gain additional weapon impact on most of their skills. Instead of listing what everyone here is doing, I'll list them based on that particular skill instead. The main descent of what each weapon does: SS: Generates an air vacuum for many skills, increases the range of attacks for normal attacks, some skills have a higher harm factor. Cat: Procs Bleed status of all attacks. Skills have a Stab Wound system that buys additional damage. Blunt: Many skills cause shockwaves and stun percentage. Greater damage against stunned goals. Zan: Some skills can be charged for additional damage or super armor given. LS: Massive attack speed increase and cooling decrease, procs electric shock to many skills. YanDaMan263's Post recovery on June 2, 2017 at 10:37 a.m. Last updated at 10:37 AM on June 2, 2017 at 10:37 AM Weapons Master Class Special Skills Quick Weapons Switch (free): free passive skill for all weapons masters. Swapping a weapon in the middle of the dungeon will reduce gear shift cooling as well as give you a 5-second buff that increases your physical attack stat by 10% and a physical critical rate of 10%. Lightsabre License (Max. if you use LS): Lightsabre license gives you rights to manage Lightsabre-type weapons. You get a free level of class progress and leveling this will increase your attack speed and reduce the skill of cooling when you use a lightsabre weapon. Have max if you use lightsabres at all. Lightsabre mastery (Max): Same as other weapons masters, but these are only weapons masters. Weapons Wielder's Zenith (Max): Every weapon Wielder's Zenith level you get will add +1 level to each weapon mastery that you've learned, effectively allowing you to max five weapons of prowess for a price of 1. Maxing it is necessary. Secret Slayer Tech/Secret Sword Art (Max): Secret Slayer Technique is the main skill you will use as an weapons master. It effectively replaces your X attack with an alternative attack sequence based on the type of weapon you use. This skill is treated as a normal attack, meaning that you are free to withdraw into other skills while using this if it was your normal attack and even mixing your normal X attacks into a sequence. By levelling this skill, the damage to SDRs will increase by a fixed percentage for each level. SS: 3 attack sequence with a huge Y axis hit the box and shoots wind knives causing minor damage. Cat: 4 double slash attack sequence with final sequence, launching enemies into the air. Blunt: 4 sequence of attacks. the sequence hits three times, the 4th knocks down. Sequence 2, 3, 4 has a fixed chance to stun. Injury tripled before stunned Zan: Sequence 2 attacks. The first attack creates a vacuum that sucks enemies, and the second attack knocks them back. The second attack can be held down and charged to cause 5.2x damage as usual. LS: Sequence 3 double slash attack sequence. 2 sequence starts goals, and 3.00 knocks down. Backstep Cutter (Max): Allows you to make a normal attack through the backstep. Cheap SP price and only maxes at 1. Useful as combo linkers after SST and reaches down targets. Bludgeon allows you otg to disable this skill. Additional Weapon Effect: Blunt: There will be a spike of enemies high in the air. Auto Guard (priority): an active amateur who has a 50% ability to automatically protect attacks when maxed (higher when stacked). It is very useful to reduce the damage. This skill depends entirely on your guard skills, because it automatically activates the Guard. This means that if guard is currently cooldown, Auto Guard will not get infected, and it can only activate if you are in a state where you can actually use guard, which means that it will not be activated in the middle of the skill unless you have used the main X line or SST (because they can be canceled in the Guard). One great feature about auto protection is that it puts you in a state of short super armor after it procs, which will allow you to escape many hit-stun lock situations like Omnipotent Mateka's combo attack. Finally, Auto Guard can purchase even if you are hit from the back. Overdrive (Max): Your main active buff skill. Overdrive will allow you to use your weapon to full potential, which increases your skill with harm multiplier and critical rate. Flipside Counter (0 or Lv1): Counter attack with an upward slash that knocks back when you hit the back. Will only work if you are still grounded in a hit-stun state and cannot be used when in the air or down. PVE is not recommended, because a lot of time it does more harm than good due to the flying of random entrances and mobs, potentially slowing down the clear time. Tekka stance (Max): Flowing position will help you in a position that is needed to activate one of the three position skills. Pressing flowing stance skills will again return you to a neutral state. Maxes only 1. Should be learned, even if you do not plan to max any position skills due to the various usefulness it has, such as position recall and super armor frames after the 2nd awakening. Stance skills can be used without using Flow Stance first, but they will be weaker as a result. In addition, all 3 position skills can cancel each other at the end of the corresponding animation window. Additional weapon effect: SS: Using a flowing position, and the air activates the flowing position - collision in the air. Blunt: Using flowing stance while the air activates Tekka Stance - Swift in the air. Flowing position - collision (priority): gives strong traction to The distance can be controlled by holding the back arrow or forward key. The slash or thrust of the disc can be activated after The skill to do bonus damage against enemies is based on the status effect, so the katana version is secretly stronger than usual. Great use during the leveling process along with traction with TP passive. Additional weapon effect: SS: increased damage from the mastery of a short sword. After pulling, press Z to activate the additional slash down. Kat: Have 4 hits instead of 2, each hit to inflict 0.55x normal damage. Blunt: Have a high stun percentage rate. Zan: Press Z after pull to activate the additional slash down. LS: Have 4 hits instead of 2, each hit to inflict 0.55x normal damage. Flowing stance - Swift (priority): Jumps a great distance forward. The direction can be controlled by an up or down arrow to move diagonally. Press X to jump during the jump to deliver the jump attack. Very useful for mobility or the persecution of

mobs. A good skill used during the equalization process. Additional Weapon Effect: SS: Delivers a double slash, each hit doing 0.55x normal damage. Kat: Delivers a two-stroke, each hit to inflict 0.55x normal damage. Blunt: Generates a shock wave due to the impact, doing a decent damage to everything around you. LS: Is a 100% chance of electric shock. Flowing Stance - Rise (Priority): Delivers a jumping weapon uppercut, sending crowds flying up. The skill to inflict additional damage on the crowds in the air state. This skill completely ignores the weight of mobs, effectively giving you a guaranteed launch even in front of heavier crowds. Too many SP sinks up to max without using a specific chronicle set during the endgame, so it is recommended to leave 1 unless you use this kit. Pretty good max through the equalization process though. Additional weapon effect: SS: Damage increased by 10%. Kat: Attack hits twice. Bludgeon: Damage increased by 10%. Zan: Damage increased by 10%. Jumping height is lower to the ground. LS: Attack hits twice. Flowing position - strength (priority): FS-Force is an active amateur who will increase the damage to the skills of all 3 positions. Max only if you maximize one or two position skills. Buff also provides some physical critical rate, and can be maximized to just if you want. If your crit rate can hit 97% without this skill, it is not necessary. Charge Crash (Priority): A completely super armored forward shoulder deal that ends with a launch. A great step to get on with combo potential after that. The damage is pretty good, but you better spend SP elsewhere. Additional weapon effect: SS: increased damage from the mastery of a short sword. Kat: Uppercut part of the skill to make 2 hit. Blunt: Hold the skill key down to deliver down the slam with a small shockwave, causing a knockdown on everything around it. Zan: Hold the skill key down to deliver down the slash doing moderate damage. LS: Shoulder tackle part of skill to do 10% less damage, but add 1 more hit, and travels Draw Sword (Max): Read your gun and make a wide tilt of the big AoE around you. Perfect for clearing rooms. One of your basic skills skills safely on the Y axis against heavy superiors. The only negative thing about this skill is that it doesn't hit down enemies. Additional weapon effect: SS: shoots a wind cutter, doing 18% of the damage of the first slash. Kat: Press Z to re-deliver another slash, doing 21% first slash damage with strong bleeding percentage and adds lots of stab wound counters. Blunt: Topples the crowd, doing 20% of the impact of the first slash damage from the fall. Deal with 15% bonus damage vs. super armored targets. Zan: Hold down the skill activation of recharging skills, fully charged skills will do 1.25x damage. LS: Press Z again to deliver another slash, doing 19% first slash damage with a high electric shock chance. Charge Blast (Priority): Advanced version of Charge Crash. Have 2 lung attacks back and forth at high speed, pulling every non-super-armored crowd along the way, and delivering a final tilt. This skill is almost instantaneous startup, which means it's very difficult to break, is completely super armored, and has a very high stun percentage rate. This makes him one of the best panic buttons next to the tempest bust out of danger. Raging Dragon Slash (Max): An advanced version of Drive Slash, a series of 2 high-speed dash attacks that includes great distance and direction, can be controlled. Holding up or down, you can move diagonally as well. The second dash has double power and will launch enemies high into the air for further attacks. A great skill to quickly move around the map, chase down targets or safely attack in a hit-and-run manner. Additional weapon effect: SS: Increase damage by 15% (lv26 RDS). LS: High chance of electric shock. Illusion Sword Dance (Max): Delivers a flurry of 12 slashes then ends with a wind blast forward. The direction of the wind explosion can be controlled by holding up or down to shoot diagonally. This is one of your strongest injury skills and should be maxed out for all types of weapons. Have mixed skills to get a full number of hits. Additional weapon effect: SS: Slashing part to do 0.7x damage. Wind Blast make 5 hits instead of 3, and travels further. Kat: Delivers 25 slashes instead of 12, each doing 0.8x damage with bleeding damage stacked on top. Skill adds stab wound counters. Blunt: The skill ends with a powerful ground slam instead of a wind blast. Zan: Slashing part to do 1.6x damage. LS: Delivers 24 slashes instead of 12, each doing 0.8x damage with the possibility of electric shock. Ultimate Slayer Tech - Iron Strike (Max): When you hit the target, they will have their physical defense cut by 10 seconds. This basically means more harm and more damage to your country if it has physical grades. Must Max. Ultimate Slayer Tech - Tempered Iron (Situational): It's a free passive that will replace the Iron Strike from physical debuff skills damage by increasing skills, and mainly designed to damage dealer dealer Whether you should turn this passive on or off depends on the composition of your party. Physical parties should stick with an iron strike, but solo play or non-physical heavyweights can use this passive instead of more damage potential. One of the main advantages of this passive is that it effectively allows 2 PMS in the same batch without colliding with their Iron Strikes, which means one WM can help support the other WM to do more damage. Ultimate Slayer Tech - Tempest (Free): Your 1st Awakening Skill. Creates a sword formation in front of you, immobilize everything inside hold as you keep oblique them with each sword that has been created. You are also completely irresistible and protected from the effects of status, and the skill is active. You can porridge X that skill go faster, but you probably don't want to do it at a party. Remember that this is not a real super hold, which means that it will not work with the purposes of the building type. Ultimate Slayer Tech - Shooting Star (Preference): Flies into the sky and rain swords down enemies, and at the end of the diving slam. The main advantage of this skill is that you fly out of the screen and are completely irresistible throughout the time, so you can avoid the trick of instant death. With Hypervigilance learned by pressing X through the skill activated by Thunder Sword, which drops a large projectile from its position that talks about the damage super holding effect, with additional effects attached based on the type of weapon. Up to 3 Thunder swords can be used during the use of skills. Although the injury is pretty good, it is not recommended to max as a large piece of injury is associated with Hypervigilance, so leaving skill 1 will still be a good injury. You better release sp faster burst rotation skills. Additional weapons effects: SS: Thunder Sword has the ability to purchase Immobilize. Kat: Thunder Sword adds lots of stab wound counters. Blunt: Thunder Sword has the ability to purchase stun. Zan: Thunder Sword damage increases by 15%. LS: Thunder Sword procs electric shock. Lightning Draw Sword (Max): Advanced version of draw sword. Works the same way as drawing sword, but with faster play, as the name suggests. The skill can be held down and charged to shoot the wind cutter and increase your distance. The wind cutter does approximately 80% of the main slash damage and will not stack with it. This means that closer goals in the slash range will take a little more damage. Excellent skill in mass room clearing. Additional gun effects: LS: Wind-Cutter becomes circular, covering more Y-Axis sounds, hits for you, and travels faster. Kat: Skill adds lots of stab wound counters. Deft Grip (Max): An advanced version of the Rapid Weapon Switch. The initial 10% physical attack and physical critical amateur skill applied and the duration increased from 5 seconds 6. When swapping for another type of weapon, after yourself will be tilted forward, doing decent damage. Will not happen if you are juggled or lowered status. In addition, it will give you 20 seconds lovers that slightly increase the weapon's physical attack, attack speed, and critical rate. When replacing the lv70+ weapon, some of the damage to that weapon is transferred to the new one for 20 seconds. The quantity depends on the rank of the weapon, with an epic rank of weapons with the largest piercing transfer cap (690-760 on epics, 300-350 on the blues) Note: Piercing transmission is not included in another weapon. This just makes that value your minimum piercing value in 20 seconds. This means that if you have a 600 piercing gun and swapped into a +0 weapon, that +0 weapon will be treated as if it had a 600 piercing value. If you swap that into another weapon with +700 piercing, your piercing will still be 700, it won't magically become 1300. The purpose of this feature is to save people money without requiring them to strengthen every weapon they own. It won't be magical to turn your two +1s into +13s. Hypervigilance (Max): Learn about the techniques of 5 legendary heroes. Bwanga technique provides super armor on Flowing Stance and all 3 track position skills. Siran Technique allows you to shoot a sword wave from the backstep cutter. Vaughn technique allows you to generate tornadoes through raging dragon slash. Aganzo technique allows you to create a powerful shockwave after a Charge Crash. Soldora's technique creates a shadow to attack during the Illusion Sword Dance. In addition, it allows the following effects: Draw Sword, Lightning Draw Sword, Charge Burst, Tempest, Lightning, and Telekinetic Sword damage increases. Mind's sword causes the cross to tilt through the final explosion. Shooting Star allows for an extra Thunder Sword attack by pressing the X through the skill. Ultimate Slayer Tech - Mind's Sword (Max): Creates slashes in a wide area in front of you at dazzling speed flurry. For good damage and skills can be paid for an increase of 20% damage. During charging, any target that is in the skill range will be selected and will be hit by skill, even if they leave the range when you release it. When using Hypervigilance, the end of the skill creates an AoE cross-slash in one target. You are also given irresistible shots when you release the skill. Additional Gun Effects: HS: The skill will create a suction effect that attracts crowds to you. Cat: Number of slashes +1 with strong bleeding percentage. Adds many stab wound counters. Blunt: High stunned percent Zan: Fully charged skills do 30% more damage, not 20%. LS: Number of eyelashes +1 with electric shock proc Ultimate Blade Dance - Lightning (Max): Lunging sword draw attack. The skill has a great hitbox and range, with a deceptively high Y axis range, and is completely irresistible while active, so this skill doubles, as does a strong burst of injury skills and safe harm avoidance skills. Telekinetic Sword (Max): Your 2nd Generates a set of spirit swords on the back wing formation. The swords will fly out and attack everything you attack during this skill. When time runs out or when you press the skill key again, the swords will automatically target the strongest crowds in the room and super hold it while relentlessly ing it out in all directions. This skill is one of the best superheros have in the game because it allows the user to function completely freely, and the goal is super hold state, and it will never miss unless the goal is irresistible in the frame state. You can even activate the decoration while hit-stun, in the air, or down the state. If you use finishing super slot within 6 seconds of skill activation, finishing will do 210% more damage, resulting in a slightly decent burst of skill. YanDaMan263's Post Recovery on Jan 21, 2017 at 3:56 PM Last updated Jan 21, 2017 at 3:56 pm TP Passives You will have 37 TP to use at level 86. Most skills max at Lv5, general skills usually cost 1TP per level, and class skills usually cost 2TP per level. Basic Attack Training (Max): Basic attack training will provide you with 10% more damage to all skills affected by basic training, including your routine attacks, launcher, dash attacks and aerial attacks. WM this also affects the air circuit slash and SST. 30% more damage to SDRs alone is the reason max this. 3TP total. Up slash: 8% injury increase per level. Please don't waste your TP. Thrust: Price at 3TP and max 1 level. This will reduce traction damage by 10%, but makes it hit 3 times. A great passive that makes crappy skills a good skill for cheap investment and good leveling, but not so much to end the game. Protection: Max 1 level, price 2TP. Level 5 protection will provide 80% physical reduction and 40% magic reduction. Getting this passive will add 5% physical reduction and a hit% magic cut, as well as extend the time window protection shockwave (Zan/SS) by 10%. Can be useful for a cheap investment if you keep a lot. This will also improve the reduction of auto guard damage. Ashe Fork: Each level increases damage by 8%, while reduces the height requirement for shock wave by 8%. There are better options than this. Drive Slash: Level 1 will cost 2TP instead of 1, and will increase the maximum number of slashes to 2 for all weapons, while reducing the offensive power by 15%. Each additional level costs only 1TP and will increase the damage by 8%. Decent if you actually max drive slash. Don't worry about the content of the final game. You can grab level 1 if you really want + 2 slashes on mobility skills, but this is not necessary. Flowing position - Clash/Swift/Rise: This all-in-one passive will increase all 3 position skills damage by 10%. You have a max, if you have a position focused on build, otherwise don't bother. Flipside counter. So bad, it's even worth mentioning. auto protection: This will automatically get you to deal with Slash when the autoguard starts and level this passive further will increase that upward slash damage. Interesting passive, but will probably do more harm than benefit the endgame. Tax Crash: 10% injury increase per level. Upon request. Good ToDes. Raging Dragon Slash (Max): 10% injury increase per level. It is recommended that only 2 hyphens have recently been replaced. Charge exploded: 10% damage increase per level. This should be your SP dump after maxing basic attack training, ISD, DS and RDS. Draw Sword (Max.): Each level increase draw sword damage by 10%. Recommended. Illusion Sword Dance (Max): Each level increase skill damage by 10% and a ruthless speed of 9.5%. Max is that. YanDaMan263's Post on Oct 26, 2016 at 9:57 AM Restoration Last updated on October 26, 2016 at 9:57 p.m. Otherwise and Chronicle Options Chronicle sets the weapons master not bad, but they are not a real end game material. Use this is part of your progression as you are holding legendary/epic equipment. My personal recommendation is 6 Over-Shoulder Crasher, but I encourage people to get kits that you like based on your playing style. I also recommend a 9pc flawless technique for override swap (Leave the gun/top slot open). 2.Chronicle Sets/ Comments / Ratings: Mr.Fundamental (Flawless Technique) 3 Kit: Drive Slash: Increase Damage 20% Up Slash: Increase Damage 30% Backstep Cutter: Increase Damage 50% Charge Crash: Increase Damage 20% 6 Set: Drive Slash: Reduce Cooldown to 30% Up Slash: Reduce Cooldown to 30% Backstep Cutter: Reduce Cooldown to 30% Raging Dragon Slash: Reduce Clear Cube Frag Consumption 1. Draw Sword: Reduce cooling by 5 seconds, reduce the consumption of clear cube frag 1. Charging failure: Reduce cooling by 3.5 seconds. 9 Fix: Secret Slayer Technique: Increase Damage 30% Charge Crash: Increase Damage by 30% Flowing Stance: Reduce Cooling 20% Override: Casting Will Increase Attack/Movement Speed by 5% for 60 seconds, Increase Skill Damage Increase 20% Illusion Sword Dance: Reduce Cooling by 20%, Reduce Clear Cube Frag Consumption 2. Comment: A set that focuses on the main ams, as the name suggests. This kit gives you a very good rotation of skills, but lacks an injury increase. Not the best set to focus. The only use of this kit really is to swap Override with 9pc. Set ranking by weapon type: SS: 3/5 Kat: 3/5 Blunt: 2/5 Zan: 2/5 LS: 3/5 Initiate Secret Technique (Enigmatic Swordsman) 3 Kit: Raging Dragon Slash: Maximum Dash Count Increased by 1, Reducing Cooling by 6 Seconds. 6 Kit: Charge Burst: reduce cooling by 40%, increase damage by 20% raging dragon slash: increase the number of multi-hit Dash 1, Increase Clear Cube Frag Consumption 1. Set 9: Illusion Sword Dance: Reduce cooldown by 15 seconds, reduce the number of slashes by 25%, increase damage by 100%, increase clear cube frag frag 2. Override: Increase skill damage increase by 20% Comment: Very cool set. While the 9 piece Afterimage wind will give you a stronger raging dragon slash in general, this kit will give you an RDS that is almost similar with just 6 pieces. From +1 to RDS several hits means a 50% increase in total damage, because instead of 2 you will make 3 hits in a dash. The ISD prize in this set of 9 is the total 50% injury increase due to the ruthless part after the reduced slashes have been taken into account, but it also has the largest loss of ISD cooling from all sets. It is also useful to swap Override with 9pc. Set ranking by weapon type: SS: 5/5 Cat: 4/5 Blunt: 3/5 Zan: 2/5 LS: 4/5 Shock Emission 3 Set: Secret Slayer Tech: Increase Damage by 20% Backstep Cutter: Increase Damage by 30%, Increase Bludgeon Shockwave Damage 30% 6 Fix: Charge Crash: Increase damage by 20% flowing stance - Swift: increase damage by 20%, Increase Bludgeon Shockwave Damage 50% Bludgeon Prowess: Increase Damage Shockwave of Charge Crash 50% 9 Fix: Secret Slayer Technique: Increase Damage 20% Bludgeon Mastery: Increase Damage Gains Attacking Stunned Enemy 20% Illusion Sword Dance: Reduce Slashes Number by 20%, Increase Bludgeon Shockwave Damage by 100%, Increase Shockwave Size by 50% Comment: This Should Be a Bludgeon Kit, unfortunately, many bonuses are missing and completely useless for any other type of weapon, but bludgeon. The biggest advantage of this set is that it increases SST damage 3 and 9piece. ISD buff on the 9 piece bonus is very good, and it's really the only good thing about the set, except for SST lovers. Despite all this, the 3 parts of this kit sitting in your safe are not a bad idea, as it is a requirement to go with full SST stacking composing composing builds in the final game. Set ranking by weapon type: HS: 2/5 Kat: 1/5 Blunt: 4/5 Zan: 1/5 LS: 1/5 Miroke Eagle-Eye (Deadly Precision) 3 Set: +5% Physical Rate Critical Rate Critical Rapid Rapid Weapon: Increase Cooling To Reduce Weapons Switching 30% Weapon Wielder's Zenith: Increase Weapons Mastery Level 1. Flowing position - collision: reduce cooling by 20%, Increase damage by 10% 6 Kit: +5% physical critical speed Fast weapon switch: increase damage increase by an additional 15% Weapon Wielder's Zenith: Increase weapons uptake level 2 raging Dragon Slash: Increase damage by 20% 9 Set: +5% Physical Critical Speed Fast Weapon Switch: Increase damage by an additional 20%, increase the buff duration by 3 seconds. Arms Wielder's Zenith: Increase weapons mastery level 3 illusion sword dance: increase damage by 30% comment: This is a very interesting set. This kit is fully designed for weapons swap, allows you to accelerate arms switching and greatly increases the buff it gives to do so. Using the entire set will an additional 15% crit rate, 6 levels of weapons mastery, and will do make switching buff you with a 45% increase in physical attack power instead of 10%. The extra duration on the buff and lower switching cooling means that it can be easily maintained if you are willing to swap weapons every 6-8 seconds. The only drawback of this kit is that it offers no cooling to reduce the corresponding skills, which means that your skill rotation is a sense of improvement, this is a strict damage enhancement kit. This kit however can be used to swap the insane Rapid Weapon Switch Buff, back into its main gear to give yourself a very short blast period. Set ranking by weapon type: SS: 4/5 Kat: 4/5 Blunt: 4/5 Zan: 4/5 LS: 4/5 3rd Chronicle Sets/Comments/Ratings: Afterimage of the Wind 3 Set Charge: Crash: increase the number of hits on the shoulder to deal with part skill 1, Reduce cooldown to 20% Illusion Sword Dance: Increase the size of eyelashes 20% 6 Set: Illusion sword dance: increase damage to eyelashes by 30%, increase the number of slashes by 10. Increase the number of catana and lightsabre slashes by 20. Raging Dragon Slash: Increase the number of multi-hit over dash 1, increase damage by 20%. 9 Set: Illusion Sword Dance: Increase the number of multi-hit wind blast 1, increase damage to wind blast by 55%, increase wind blast range by 20%, increase damage bludgeon land slam by 55%, reduce cooling by 20%, Increase Clear Cube Frag consumption by 1. Raging Dragon Slash: increase damage by 30%, reduce cooling by 30% Comment: A solid set that will give you the strongest RDS and ISD with a full 9 set, which is basically WM's strongest 2 skills. The biggest problem with this kit however is that the cooling reduction does not apply to the entire 9 piece bonus, using 6 pieces of this set lacking skill rotation to take advantage of 2 buffed skills. Set ranking by weapon type: HS: 5/5 Cat: 4/5 Blunt: 3/5 Zan: 2/5 LS: 5/5 Thousand Sword Warrior 3 Set: Draw Sword: Increase attack radius by 30%, increase damage by 20% 6 Set: Draw a sword: reduce cooling by 30%, increase damage by 20%, Bonus damage will be fixed to +30%, regardless of how much crowd you hit. Lightning Draw Sword: Reduce cooling by 30%, increase damage to wind cutter by 40%, increase wind cutter range by 20% 9 Set: Lightning Draw Sword: Reduce maximum charging time by 100%, increase damage directly hit part by 60%, Using Lightning Draw Sword new cooling Draw sword using Draw Sword and Lightning Draw, Super Armor is applied. Comment: This set is fully dedicated to draw a sword and lightning draw sword, so it's the best burst set as well as the best set of Zanbatou. With 6 sets, you can clean rooms with one skill, and the full set of 9 allows lightning draw sword to instantly get complete damage without charging. Reset Sword cooldown means you can effectively go DS&gt;LDS&gt;DS in 3-5 seconds, destroy destroy destroy on your way. Super Armor from 9 piece bonus means you are free to take out draw sword with Zanbatou without worrying that will end even more damage. Set ranking by weapon type: SS: 4/5 Cat: 5/5 Blunt: 4/5 Zan: 5/5 LS: 4/5 Space Saberslash (Space Lord) 3 Set: Flowing Position: Using Collision, Swift, or rise straight from flowing stance, increase damage to the corresponding skills 5% Flowing position - Collision: Increase damage by 15%, reduce cooling by 30% 6 Set: Flowing stance: Using Clash, Swift, or Rise directly from flowing stance, Increase the corresponding skill 10% flowing position - Swift: increase damage by 15%, reduce cooling by 30% flowing position - increase: increase damage by 15%, reduce cooling by 30% 9 Set: Flowing position: Using Clash, Swift or Rise directly from the flowing position, increase the damage to the corresponding skills 1 5% flowing position - strength: reduce cooling by 50%, reduce buff duration by 50%, increase clash, swift and rise damage increase by 100%, increase the increase in critical interest rates by 50% in a comment :: Do you like Flowing Stance Skills? Well you're lucky because this set will make your position skills good. With only 6 pieces of this set, for Clash, Swift, Rise cooldown will be 1.9s, 2.3s, and 4s respectively, giving you amazing long-term damage and skill rotation. The 9 piece bonus will flow stance force double the value of your damage gains, but it also forces you to recast every 25s, making it a little more annoying. Using Stance's skills directly from Flowing Stance will allow you to do 30% more damage with this complete kit, so if you're not used to using Flowing Stance, it's better to get started. Set ranking by weapon type: SS: 3/5 Kat: 4/5 Blunt: 5/5 Zan: 4/5 LS: 3/5 Over Shoulder Crasher 3 Set: Draw Sword: Increase damage by 25%, Reduce cooldown to 15% Raging Dragon Slash: increase damage 20% 6 Set: Illusion Sword Dance: reduce cooling to 10 seconds, increase damage by 30% Fee Crash: reduce cooling by 15%, increase damage 25% Draw Sword: Increase damage 20% 9 Fix: Charge Burst: Reduce Cooldown 20%, increase damage by 40%, Increase damage hit last 50%, increase lifting force by 30%, Increase Clear Cube frag Consumption 1 Raging Dragon Slash: Reduce Cooldown by 10%, increase damage by 20% Comment: Over the shoulder crasher is set to most WM players use, because it's just the most balanced kit, which is good for almost any type of weapon. It's a can-do-everything but master-of-none set because it provides very good boosts to almost every corresponding skill. This set also has one of the most powerful 3-piece and 6 pieces of bonuses. RDS buff on 3 piece bonus is only a 20% injury increase overall after factoring in the -1 Dash count, but if you use short sword, all of a sudden becomes a 40% injury increase. An incredible only 3 piece piece and it's not even factoring in the draw sword buff it adds. 6 piece will give you a huge ISD CD reduction and damage boost, an increase that each other set has a full 9 piece to get. The draw sword buff on this 6 piece bonus is almost similar to the 6 thousand sword warriors because it makes hitting one goal to do 50% more damage rather than 30%, making a huge number of final game dungeons. The biggest advantage of this kit however is that you can only roll 6 piece and are not required to use 9 piece to its full potential. This frees up many equipment slots to use actual damage enhancement gear, a luxury you don't have with many other kits. Set ranking by weapon type: HS: 5/5 Kat: 4/5 Blunt: 4/5 Zan: 4/5 LS: 4/5 Recovery YanDaMan263's Post on Jun 2, 2017 at 10:39 AM Last updated June 2, 2017 at 10:39 AM General Gameplay /Weapon FAQ and Tips: General Skill Program: WM has a very versatile skill tree that covers almost everything you need. Mobility/Getaway/Pursuit: Drive Slash, FS-Swift, raging Dragon Slash. Grouping: Fee Burst, Tempest, Mind's Sword (Short Sword). Irresistible frames and damage avoidance: Wave-Wheel Slasher, Tempest, Shooting Star, Mind's Sword (on release), Lightning, Super Armor/Anti-Boss Shockwave: Guard (front), Auto Guard, 2 sequence SST (Zanbatou) while charging, flowing Stance (Need Hypervigilance), Charge Crash, Charge Burst, Raging Dragon Slash (Per Dash Only), Illusion Sword Dance, Mind's Sword. Must: Wave-Wheel Slasher, Tempest, Shooting Star (Thunder Sword), Telekinetic Sword, Y-Axis/Safe Crime: SST (Short Sword), Draw Sword, Lightning Draw Sword, Raging Dragon Slash, Mind's Sword, Lightning. Massive Room Clearing: Draw a sword, lightning draw a sword, a mad sword, lightning, Multi-hits: SST (Katana/Lightsabre), FS-Clash + Thrust (Katana/Lightsabre), Illusion Sword Dance (Katana/Lightsabre), Shooting Star. Panic Buttons: Charge exploded, Tempest, shooting star. Pumping/Pulling: Mind's Sword (Short Sword) Stun Procs: SST (Blunt), Charge Burst, Guard (SS and Zan), FS-Clash (Blunt), Mind's Sword (Blunt). Learn how to cancel a running position. Flow position cancel is a technique that uses the flow position skills to cancel out your SST recovery, then press position skills again to return to neutral state. In other words, you can effectively get rid of all attacks after throwing recovery of your SST by pressing the Flow Stance key twice. This will greatly improve your DPS and can make slow and clunky attacks as Zan SST more covered. For example, if I use a short sword, I have a flow position associated with A and SDDs associated with S. I would like to press SSS &t; AA &t; SSS &t; AA e.t.c Use SST once before using skills. Virtually every WM is withdrawn from a routine attack. This means that you should get into the habit of pressing SST at least once before using another skill, such as Charge Crash or ISD. SST SST out quickly, so canceling it to your skills won't eat any extra time at all, and the benefit is that it will indirectly make your skills stronger by adding that one SST damage on any skill you do will also make your skills stronger on Iron Strike Percent. This can also help prevent your skills from getting interrupted if a mob tries to attack you as you swing. Finally, this can help prevent accidental rotation, depending on how some manual input is set up. As a manual input raging dragon slash. If you find Balmung, or have ever tried to play the full manual, you'll find that Raging Dragon Slash is really tricky and annoying in the guide. But there is exploitation. Just change the RDS command to Space or what you changed the Throw button. Now you can treat this button as an RDS key, and still manually enter it in Balmung. Assuming you don't have any other skills associated with Up + Space or Down + Space, you can even have up or down + space on RDS diagonally in this way. Activation Skills has X% Procs: SST number as an auto attack rather than skill and will not acquire anything that requires skills such as refined amnesia stone ring, Babylon symbol, pars e.t.c. When trying to buy these, keep in mind that Drive Slash is your best friend. Each single dash drive slash counts as a separate skill usage, so you can get anywhere from 3 to 7 skill customs off this one skill when trying to acquire your own gear effects. Alternatively, you can use the Throw Mastery trick to learn level 1. This enables all discarded items when it is learned to calculate as skill usage. Frequently asked questions: How to create your own skills tree? This is my rule: Finish the game, max all cube skills to blast along with all amateurs/passive and SST. If you have a skill contract, you will have to leave all non-cube skills in lv1 except SST, then choose to leave Charge Burst Lv1 or Shooting Star Lv1 to make too much level for everything else. Or you can waive the charge of bursting/shooting star FS - Swift and Rise. With infinity patch these low cooling skills hits like trucks with FS - force and maxed TP. What type of weapon should I use? As a weapons master player, you have to have 1 of each type of weapon. But it's quite an expensive investment, not ideal for many new players. In the state of the game is now, every weapon is promising and their impact is more important than writing. Ideally you will have a strong Zanbatou and Lightsaber such as Excalibur and/or Saviors of Fame. But any weapon with a decent effect affects the rapid switching of weapons. What are the best weapons? Any weapon of the Savior's glory or lv90 epic swords. 90 Lightsaber is a bunch, but still a very good support weapon with the potential for injury. What are the best armor? Radiant Golden Armor Upgrade Upgrade Upgrade Super Continental set during Luke Raid. While Fiend Venator (Upgraded Black Formal) is stronger than Super Continent, the utility Super Continent provides, plus the light armor mastery bonus you get from it to shorten the gap, far exceeding the slightly greater damage from Fiend Venator. YanDaMan263's Post Playback Apr 5, 2017 at 4:41 PM Last updated on Apr 5, 2017 at 4:41 pm Clear/Setup/Other Items, notable endgame gear: corresponding Epic Armor kits: full plate damage swap. Nature Guardian for multi-hit procs in Luke Raid. Radiant Golden Armor and Black Formal DPS/Burst and Upgrade via Luke Raid. Corresponding Chronicle Sets: There are 2 (3) corresponding chronicle sets: Impeccable technique (or puzzling Swordsman), and deadly accuracy. Former 2 need to achieve maximum override injury increase. Deadly accuracy will give you the opportunity to get a huge physical damage boost before you burst. You need 9pc + Aphophis Scabbard + any arms swap, then quickly swap back into your main gear in 9 seconds that you have and burst as much as you can. Usually people will use tempest first and swap while it is active (the weapon will first apply the Rapid Weapon Switch buff), then quickly swap into its main gear as the tempest ends and start to explode as much as possible. How to maximize Override swapping? To achieve Lv20 Override in itself is quite simple, use any of the following combinations: +1 Ancient Ruins lightsabre (Must have). +1 Option at the top of the avatar. +2 Platinum emblems. +1, 2 or 3. +1 From pets that add +1 to lv25 skills. +1 King's Book, Weapons Master. +1 Ghost Train Pants. +1 High-tech ring. +2 War God Top (PVP) OR +1 at the top of Legacy, OR Supercontinent top. The tricky part is applying lv20 Override with 9pc flawless technique (or puzzling Swordsman). To do this, you will need your 9pc set with a weapon and top slot open, then wear the following: +1 Ancient Ruins of LS. +2 At the top of The War God (can replace any other +1 piece if you don't have it). +1 Option at the top of the avatar. +2 Platinum emblems. +1 Creature. +3 Name. The only hard stuff to get is the +3 name and war god at the top, so at least you can reach Lv17 Override with a 9pc swap. Iron Strike supporter builds: ways to increase Iron Strike: +2 from the name (TAO name DFOG). +2 from the Emperor's Secret Book, Herp's Protection - WM or Fish Ball Line. +1 from dark Gothic shoulders or underwater volcanic shoulders. +2 of that epic 90 without a set plate shoulder. +3 of the complete Lv85 Legacy light armor set (conflict with the shoulders above in this case). OR 4 piece lv85 Halidom armor. +1 from any Lv50+ Legacy Weapon OR Heirloom Weapon OR Heaver's Luck Sword. +2 from Brinicle Shell. +2 from the top of the Supercontinent (Exclusive Luke Raid). +1 from the Top Avatar option. Damage Deal WM Setup: Burst Injury Build: Not much to explain here, complete any good 85-90 epic armor armor + A set of non-conflict weapons/accessories. Top 3 up-upgraded armor sets are Golden Radiant Armor, Black Formal, and Natural Guardian. Super Continental is the best armor set in the WMs. Luke Raid requirement: Full Nature Guardian armor (or 5/5 Radiant Gold/Black Formal Epic Armor), The Savior or Lv90 Epic Weapon, along with the refined Amnesia Stone Ring, is a mandatory static Luke Raid party. 3/5 lv90 epic armor + other strong lv90 epics /infinity Anton accessories are the minimum requirement for MOP. Recovery Refaze's Post on Mar 26, 2015 at 11:01 AM Who is a weapons master? Recovery skipprace's post on Mar 26, 2015 at 11:03 AM Weapons Master is a common term for the sword master because he not only used bladed weapons, he uses Blunt weapons as well. He's going to finish the rest of his duties tomorrow. Recovery yandaman263's Post on Mar 29, 2015 at 12:13 pm The finished WM chronicle set the breakdown along with my personal comment and ranking about them. Recovery Yon's Post on Apr 2, 2015 at 11:40 am From what I experienced, Katana is a very weak weapon weapons master. This has surpassed LS and SS and bleeding just feels insignificant when you can stack an electric shock with LS much faster and deal more damage. Also electric shocks seem to be on the hit and will be purchased from party members as well. Recovery Todhaseo's Post on Apr 2, 2015 at 5:55 pm I want to go to LS/Katana/SS Build, what skills should I go? I haven't enjoyed what Zanbatou/Bluds used to be. YanDaMan263 record recovery Apr 3, 2015 at 10:06 AM During the equalization process I recommend maximizing all Flow Stance skills, as they will reach almost as hard as your cube skills, but significantly less cooling. Once you start acquiring TP for your cube skills, however (Lv65+), you can make conversions to max all cubes instead. Your cube skills will start quite weak until you get your TP passive and chronicle sets. Keep draw sword all the time though, because it's always good to hit everything in the room. Recovery Indral1506's Post on Apr 5, 2015 at 3:23pm Hey man, just want to ask is purple +10 enough lvling 60-70? Is there any focus on LS or HS in the current patch of DFOG? Recovery yandaman263's Post on Apr 6, 2015 at 9:30 This well soloing Hard Road. Ultimate Road will probably be a bit of a fight. Honestly I don't bother wasting money on a decent weapon and wait for the next round of open beta and see if we get an 85 cap. The only notable weapon to get now is the ancient ruins of Lightsabre (65 Pink) for an override swap boost. Recovery Refaze's Post on Apr 6, 2015 at 1:37 PM No x5 pinks in game anymore Recovery of YanDaMan263's Post on Apr 7, 2015 at 11:45 AM They are re-added to the game in a subsequent KDNF patch when they removed the Pink Magic Seals. Geistesblitz's Post Recovery Apr 13, 2015 at 12:10 AM there is a viable opportunity to does your weapon be upgraded more in order to decouer the lack of physical skills and/or exposure to short swords? Recovery Indral1506's Post on Apr 13, 2015 at 7:08 am Dude, how long will it take to farm c2 kit? You have at least c2 set then go to the farm C3 set right? ?

[normal\\_5fd8cd854489ee.pdf](#) , [normal\\_5fced3ed40a94.pdf](#) , [systems of linear equations worksheet word problems](#) , [normal\\_5f69108673438.pdf](#) , [normal\\_5f9944db3ed64.pdf](#) , [breathing techniques for copd pdf](#) , [cas project ideas list](#) , [webejinixetesekupamisek.pdf](#) , [best odometer app for android](#) , [composite area worksheet](#) , [normal\\_5f999b2d25d7c.pdf](#) , [under armour sweatshirts men](#) , [intermittent fasting vs keto reddit](#) .