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Bdo black star weapon fail stack

This guide is more advanced and detailed than our Enhancing guide. It covers how to fail the battery efficiently and what type of fault stacks you should use to improve your equipment. If you are looking for the basics of improving click here Improve Guidelines Important note: (maximum of X) refers to the amount of failstacks you should use in this article before stopping and using a different failstack. This is to make your upgrade as cost-effective as possible and make sure you save your failstacks for higher equipment. It can be annoying to stop when you're unlucky with failstacks, but in the end it works better! Safe upgrade to +5 Use 0 or more error stacks to get +6 Use 0 or more error stacks to get +7 Use 3 or more fault stacks to get +8 Use 6 or more fault stacks (maximum of 15) To get +9 Use 7 or more error stacks (maximum of 16) to get +10 Use 8 or more error stacks (maximum of 17) to get +11 Use 8 or more error stacks (maximum of 18) to get +12 Use 9 or more error stacks (maximum of 20) to get +13 Use 10 or more error stacks (maximum of 25) to get +14 Use 15 or more error stacks (maximum of 25) to get +15 Use 15 or more fault batteries (failure batteries (maximum of 25) maximum of 25) to get PRI (+16) Use 20 or more fault stacks (maximum of 35) to get DUO (+17) Use 30 or more fault stacks (maximum of 45) to get TRI (+18) – Recommended to force improvement if you can use 40 or more error stacks (maximum of 60) to get TET (+19) Use 70 or more fault stacks to get PEN (+20) – Preference whether you want to use Cron Stones or not (Grunil, Rocaba, Heve, Agerian, Zereth, Talis, Taritas , etc.) Even if you last the equipment, use these guidelines. Safe upgrade to +5 Force upgrade to +7 Use 5 or more fault stacks to get +8 Use 6 or more fault stacks (maximum of 15) to get +9 Use 7 or more fault stacks (maximum of 16) to get +10 Use 8 or more error stacks (maximum of 17) to get +11 Use 8 or more error stacks (maximum of 18) to get +12 Use 9 or more error stacks (maximum of 20) to get +13 Use 10 or more fault stacks (maximum of 25) to get +14 Use 15 or more fault stacks (maximum of 25) to get +15 Use 12 or more fault stacks (maximum of 25) to get PRI (+16) Use 18 or more fault stacks (maximum of 35) to obtain DUO (+17) Use 28 or more fault stacks (maximum of 45) to get TRI (+18) Use 40 or more fault stacks (maximum of 60) to get TET (+19) Use 60 or more fault stacks to get PEN (+20) Upgrade Secure Tuvala weapons upgrade to +7 Use 3 or more fault stacks to get +8 Use 6 or more batteries failures (maximum of 15) to get +9 Use 7 or more fault stacks (maximum of 16) to get +10 Use 8 or more error stacks (maximum of 17) to get +11 Use 8 or more error stacks (maximum of 18) to get +12 Use 9 or more error stacks (maximum of 20) Get +13 Use 10 or more fault stacks (maximum of 25) to get +14 Use 15 or more fault stacks (maximum of 25) to get PRI (+16) Use 20 or more error stacks (maximum of 35) to get DUO (+17) Use 30 or more error stacks (maximum of 45) to get TRI (+18) – Recommended for forcing force if you can use 40 or more error stacks (maximum of 60) to get TET (+19) Use 70 or more error stacks to get PEN (+20) – Preference if you want to use Cron Stones or not Improve Green Grade Weapons (Yuria, Krea, Bars, Kalis, Azwell, Offhands, etc.) Safe upgrade to +7 Force upgrade to +8 Use 9 or more fault stacks (maximum of 14) to get +9 Use 9 or more fault stacks (maximum of 15) to get +10 Use 12 or more fault stacks (maximum of 16) to get +11 Use 12 or more error stacks (maximum of 16) to get +12 Use 15 or more fault stacks (maximum of 20) to get +13 Use 16 or more fault stacks (maximum of 25) to get +14 Use 18 or more error stack (maximum of 25) to get +15 Use 12 or more fault stacks (maximum of 25) to get PRI (+16) Use 18 or more fault stacks (maximum of 35) To get DUO (+17) Use 28 or more fault stack (maximum of 45) to get TRI (+18) Use 40 or more error stacks (maximum of 60) to get TET (+19) Use 60 or more Fault Stacks to Get PEN (+20) Improves Boss Armor (Giath Helmet, Dim Tree Spirit's Armor, Red Nose's Armor, Muskan's Shoes, Bheg's Gloves) Safe enhance to +5 Use 10 or more fail stacks (maximum of 12) to get +6 Force enchant to +a8 Use 11 or more fail stacks (maximum of 12) to get +9 Use 11 or more fail stacks (maximum of 12) to get +10 Use 15 or more fail stacks (maximum of 16) to get +11 Use 15 or more fail stacks (maximum of 18) to get +12 Use 18 or more fail stacks (maximum of 28) to get +12 Use 18 or more fail stacks (maximum of 20) to get +13 Use 20 or more fail stacks (maximum of 25) to get +14 Use 20 or more fail stacks (maximum of 30) to get +15 Use 15 or more fail stacks (maximum of 45) to get PRI Use 15 or more fail stacks (maximum of 35) to get DUO Use 30 or more fail stacks (maximum of 50) to get TRI Use 50 or more fail stacks (maximum of 100) to get TET Use 100 or more failure stacks to get PEN Enhancing Boss Weapons (Liverto, Kzarka, Kutum, Nouver, Dandelion)**If you're upgrading a blue grade awakening weapon use these guidelines. Safe upgrade to +7 Use 10 or more error stacks (maximum of 13) to reach +8 Use 10 or more error stacks (maximum of 14) to reach +9 Use 11 or more fault stacks (maximum of 15) to get +15 10 Use 11 or more error stacks (maximum of 16) to get +11 Use 12 or more fault stacks (maximum of 18) to get +12 Use 15 or more fault stacks (maximum of 20) to get +13 Use 16 or more fault stacks (maximum of 25) to get +14 Use 20 or more fault stacks (maximum of 30) to get +15 Use 15 or more failures (maximum of 25) to get PRI 15 USE or more error stacks (maximum of 35) to get DUO Use 30 or more fault stacks (maximum of 50) to get TRI Use 50 or more fault stacks (maximum 100) To get TET Use 100 or more piles of failures to get PEN Armor/Weapon Tips Upgrade your armor/weapons to +15 can be more difficult than upgrade them from PRI to TRI due to the chances of Remember that when you are failstacking, keep an eye on your failstacks and save failstacks for higher improvements if you go beyond recommendations. For example, if you're upgrading your boss armor to +11 and you're exceeding 25 you must stop them and save them for +15/PRI/DUO attempts. Log in to another character or use a Valks Tip to start fallover to the recommended failstacks. Important tip: When repairing the maximum durability of Liverto weapons or blue-grade awakening weapons, you must use craftsman's memory (400 Loyalty) and weapon. This will repair 30 durability and works much cheaper than using memory fragments to repair. Improved Tuvala accessories Use 20 or more error stacks (maximum of 25) to get PRI Use 25 or more fault stacks (maximum of 35) to obtain DUO Use 35 or more fault stacks (maximum of 45) to get TRI Use 50 or more fault stacks (maximum of 80) to get TET Use 75 or more fault stacks to get PEN Improve blue grade accessories (shadow mark, Witch Earring, tree spirit belt, red coral slope, etc.) Use 18 or more error stacks (maximum of 25) to get PRI Use 30 or more fault stacks (maximum of 35) to get DUO Use 40 or more fault stacks (maximum of 45) to get TRI Use 60 or more fault stacks (maximum of 90) to get TET Use 100 or more fault stacks to get PENing Yellow Grade Accessories (Ogre, Ring, Ring, Basilisk Belt Ring, Crescent Guardian Ring, Trungrad Earring, etc.) Use 18 or more fault stacks (maximum of 25) to get PRI Use 40 or more fault stacks (maximum of 45) to get DUO Use 45 or more fault stacks (maximum of 60) to get TRI Use 90 or more batteries Faults (maximum of 110) to get TET Use 150 or more fault stacks to get PEN Accessories Tips You can use Cron stones in some accessories like Cheaper Bars like Bars, Earrings/Coral Rings and the Shultz Belt the Gladiator. Remember that you won't build bug stacks when using Cron stones, but they'll prevent the item from being destroyed. You can still detach so make sure to failstack correctly. I recommend only improving accessories if you have a backup. Whether with duplicate accessories in the same upgrade, or cheaper accessories where you won't lose too much AP if your main accessory fails. A TRI/TET Bars necklace is great as a backrest for when you go for PRI/DUO ogre rings and they don't cost much to do. These recommendations do NOT include Epheria Sailboat blue grade parts, Epheria Caravel/Galleass parts, Epheria Carrack parts or Granverre/Krogdalo horse sets (you can find them below) Use 3 or more fault stacks to get +1 Use 4 or more fault stacks to get +2 Use 5 or more fault stacks to get +3 Use 6 or more fault stacks to get +4 Use 7 or more fault stacks to get +5 Use 10 or more fault stacks to get +6 Use 10 or more error stacks to get +7 Use 20 or more fault stacks to get +8 Use 20 or more fault stacks to get +9 25 or more fault stacks to get +10 Greeneria Ephemel/Galleass parts can be touched to +10 without any failstacks needed or you can use very lowstack failures. Use 5 or more error stacks (maximum of 8) to get +1 Use 5 or more error stacks (maximum of 8) to get +2 Use 10 or more error stacks (maximum of 13) to get +3 Use 10 or more fault stacks (maximum of 13) to stop +4 Use 20 or more error stacks (maximum of 27) to get +5 Use 20 or more error stacks (maximum of 30) to get +6 Use 30 or more fault stacks (maximum of 40) to get +7 Use 40 or more error stacks (maximum of 50) to get +8 Use 50 or more error stacks (maximum of 60) to get +9 Use 60 or more fault stacks (maximum of 80) to get +10 Use 0 or more fault stacks (maximum of 5) to get +1 Use 0 or more fault stacks (maximum of 5) to get +2 Use 5 or more fault stacks (maximum of 10) to get +3 Use 10 or more Fault stacks (maximum of 15) to get +4 Use 15 or more error stacks (maximum of 20) to get +5 Use 18 or more fault stacks (maximum of 25) to get +6 Use 20 or more fault stacks (maximum of 30) to get +7 Use 22 or more fault stacks (maximum of 35) to get +8 Use 22 or more fault stacks (maximum of 35) to get +9 Use 30 or more batteries (maximum of 40) to get +10 Use 42 or more fault stacks (maximum of 55) to get +1 Use 54 or more error stacks (maximum of 60) to get +2 Use 63 or more batteries fault stacks (maximum of 70) to get +3 Use 65 or more fault stacks (maximum of 70) to get + 4 Use 65 or more error stacks (maximum of 70) to get +5 Use 67 or more failures (maximum of 75) to get +6 Use 56 or more fault stacks (maximum of 65) to get +7 Use 90 or more error stacks to get +8 Use 66 or more error stacks to get +9 Use 100 or more error stacks to get +10 Use 6 or more fault stacks (maximum of 8) to get +1 Use 8 or more error stacks (maximum of 10) to get +2 Use 10 or more error stacks (maximum of 13) to get +3 Use 20 or more fault stacks (maximum of 23) to get +4 Use 23 or more fault stacks (maximum of 25) to get +5 Use 25 or more batteries error stacks (maximum of 30) to get +6 Use 30 or more error stacks (maximum of 40) to get +7 Use 60 or more fault stacks (maximum of 80) to get +80 Use 65 or more Error stacks to get +9 (no bother recommended) Use 100 or more error stacks to get +10 (no bother recommended) Use 6 or more error stacks (maximum of 13) to get +1 Use 8 or more fail batteries (maximum of 14) to get +2 Use 11 or more error stacks (maximum of 15) to get +3 Use 11 or more fault stacks (maximum of 16) to get +4 Use 11 or more fault stacks (maximum of 18) to get +5 Use 15 or more fault stacks (maximum of 20) to get +6 Use 15 or more fault stacks (maximum of 25) to get +7 Use 25 or more fault stacks (maximum of 15 or more fault stacks25) to get +8 Strength Enhancement to get +9 Enhancement Force to get +10 Use 2 or more fault stacks (maximum of 25) to get PRI Use 7 or more batteries failures (maximum of 30) to get DUO Use 24 or more error stacks (maximum of 45) to get TRI Use 42 or more error stacks (maximum of 90) to get TET Use 72 or more mistakes to get PEN fail to connect, remember to use the option to prioritize durability, or you won't be able to create errors on green grade elements. 1 to 12 Failures: Use +14 rebath armor or militia weapons to achieve these failures. You can buy both from Vellia's blacksmith. If you're going to +15, log in to a level 10 character with negative karma** (kill wild horses for negative karma) and y peat to denigrate the upgrade back to +14. You can instantly relive on the spot if the character is level 10 or less. You can also use cheap green grade accessories for 1 – 5 failstacks and these can help save money you would use on the Black Stones, but have a high chance of success. You can also use +10 to +12 degrees green, but in terms of optimization, Reblath/ Militia is the best method for up to 12 failstacks. Some people like to go as high as 25 stacks and in some cases, even higher.12 to 20 failstacks: Use a +14 degree green hand or growl. You can buy cheap offhands at special offers, such as Krea, Bars, Seleth, Rosar or Azwell. You can also buy other hand garments like The Steel Dagger or buy grunted pieces if you want to sell them later. You can also use these stacks to try PRI on yellow grade accessories or while upgrading the boss team between +10 and PRI.21 to 32 failstacks: Use PRI, DUO, or TRI grunil to get failstacks at this point. You can also use the Heve helmet to stack because it is used in gear constructions if you go to PEN. I would recommend that you keep your old armor if you get boss armor so you can use these to fail. You can also use PRI – TRI armor/weapons if you have additional parts. You should use your 21 – 32 stacks to attempt DUO boss armor/weapons and if you don't succeed the stacks will be useful for TRI attempts later. You can also use these stacks to try DUO on yellow.33 to 49 failstacks grade accessories: Use these stacks to try TRI on armor/boss weapons. If you do not succeed these stacks will be useful for TET attempts later. You can also use these stacks to try TRI on yellow.50 to 100 fallstacks grade accessories: Use them for TET attempts on your boss armor/weapons or TRI/TET attempts on yellow grade accessories100+ failstacks: Use them for PEN attempts on your armor/weapons or PEN attempts on yellow grade accessories**Make a negative alternative: Now you can degrade the equipment without needing a negative alt by going to the city priest and spending 100k silver to degrade. Using a negative alt is free, but it depends on what you worry about the most, time or money. For priest locations, click hereCreate a new character or use a character level 10 or lower for maximum efficiency. Characters below level 10 can instantly revive on the spot. To create the negative alt, you'll have to kill horses to lose karma. Killing horses can be difficult if you don't have much AP. Be careful not to restart the horse by chasing it in a straight line and instead attack it from the sides. You can also ask a friend to help you by first lowering the horse's HP and hit him one last time. Once your character is below negative karma 1,000, you can equip gear and then die in front of city guards. When you die in PVE (guards/monsters) the team has the ability to unsue the upgrade. For example, a rebath +15 armor can drop to +14 when you die, but the object object is equipped. This is useful when fallover because you don't have to start failstacking on a new piece of equipment. Also, if your character is level 10 or lower and in the Balenos region, you can instantly relive on the spot without using Elions Tears. You should make your improvement in Velia because of this and also because you can buy Reblath from the blacksmith in Velia. Gear Progress (Seasonal Characters) Before you begin, I strongly recommend that, unless you're already on a softcap team, you should create a seasonal character. Seasonal characters receive many additional benefits, such as rewards when reaching certain levels and rewards from the free Battlepass, as well as combat XP upgrades and abilities permanently on the channel. Completing the main missions of the story gives you an item called [Season] Secret Book of the Misty Breeze. When used, this will give you a lot of skill points, which would usually take hours to get by grinding. In addition to all this, seasonal characters can only use Naru Gear, Tuvala Gear, or story mission equipment. The Tuvala team is much easier to improve than the regular team and you can keep your Tuvala team at the end of the season. The PEN Tuvala team is the same as having a TET boss team. This makes gear progression much easier and faster than trying to progress with a normal character. Use our seasonal server guide to help you learn more about the characters from the Beginner Team season (Level 1 – 55) – 135 AP/191 DP Follow the main quest line to level up. If you get stuck or confused at any time, press O and then go to the Main tab and follow the missions in order. You'll want to continue the missions until the end of Mediah's story. At this point you'll be level 55. During the quest line you will receive various mission teams from the Naru story and team. Use any team that has the best stats, but be sure to keep your Naru team. Later in the missions you will also get Black Stones for beginners. Open your inventory and right-click the Black Stones to open the upgrade window. Here you can select your Naru equipment and improve it. Don't worry about the flaws for your Naru team, you have very high chances of success and you should be easily able to reach PEN. As for your accessories, use the accessories that are available to you with the best statistics. Personally I would not bother to improve Naru accessories until you have all your equipment to PEN because they have very little AP in them and will later be replaced by better accessories. You can get the accessories by exchanging your black stone for x5 beginners. Naru Gear Exchange (Level 55) – 141 AP/203 DP After Mediah's quest line and have full naru pen gear (not including accessories), go to Fughar. Fughar can be found next to the stable keeper in every city. Unequip your PEN Naru team and use the Chat option to tell Fughar you'd like to change your team. He'll change your PEN Naru team to PRI Tuvala. Weapons will be exchanged for boxes of weapons that can be to receive a PRI Tuvala weapon. Your PRI Tuvala team can now be further improved using time-filled Black Stones to make you stronger. Time-filled Black Stones can fall from monsters, and there are also weekly and region missions you can do to get more. See the seasonal server guide for more information. If you have black stones for spare beginners, I recommend creating another set of PEN Naru if possible, or at least just the PEN Naru armor piece if you don't have much left. Swap this for a second PRI Tuvala part that you can use as a backup or to help failstack later. Asula Accessories (Level 58) – 165 AP/ 167 AAP/ 253 DP After reaching level 55, you will now need to grind monsters to reach level 58. I recommend going to Bashims or the Naga Desert Temple in Valencia. Both give a good EXP and are very easy monsters for your current AP/DP. You may also want to get some Asula accessories now, which will replace your Naru accessories. Asula accessories can be obtained from the Abandoned Iron Mine, Helms Post, Elric Shrine and Corruption Canyon. They are easy areas for around level 56 with low AP requirements. At this point you will also want to invest in some cheap crystals to put on your team and start improving your Tuvala equipment even more. The crystals shown in the screenshot above should be available in the central market and cost very little silver, but it will make an impact on your grinding speed. One thing to keep in mind is that if you are a witch, magician, valkyrie or sorceress, then you should use infinity magic crystal - x2 value in your gloves, and infinity magic crystal - x2 memory on your helmet. This is because your class uses Launch Speed instead of Attack Speed. You should also have Fughar upgrade missions that will give you Valk Tips. These go to your Pearl tab in your inventory. You can right-click on them to get them as an error stack. For example, if you have a Valk Tip (+40), you can use it to give it 40 failstacks. Fughar should give you the necessary flaws to reach the PEN team, but you may also need to make some mistakes for multiple PEN attempts. Reaching level 61 (Level 61) – 201 AP/ 203 AAP/ 283 DP After reaching level 58, it becomes a slower level to level up per grinding. The fastest way is to find level 61, but to do so you'll have to complete the take chenga quest line. After having your chenga take, make sure it is equipped and follow our Level 58 – 59 guide to reach level 59. Then follow our Level 59 – 60 and Level 60 – 61 guides to reach level 61 in just a few hours. At level 60 and 61 you will receive a free PEN Tuvalation ring and earring, which is big boost for your AP. You can also grind at Titium Valley, Crescent Shrine and Cadry Ruins to get a free DUO tvlva earring, belt or ring depending on the area. For exact details, see our seasonal server guide. These grinding points require level 56 or 57 and above. DUO Tuvala Earrings and Rings are the same as your Asula team, but you can try to try TRI the free accessories you get for extra APs. The belt is higher AP than Asula, and if you have the replacement tvalancha ore you can also invest in improving a De Tuvala necklace at this point. Continue to upgrade your Tuvala equipment using our recommended failures in the failstack section above and use the failures given by Fughar. Graduation (Level 61) – 221 AP/ 223 AAP/ 303 DP Improve as much of your team as possible to PEN Tuvala and get your accessories as high as possible before the end of the season. Prioritize your weapons to PEN before your armor and then work on accessories later because they will most likely be replaced first anyway. You can even replace the TRI Tuvala Earring with the Forest Eye Earring from the Kamaslyvia quest line. The Forest Eye Earring can be improved using the Released Magic Black Stones, which are obtained from the quest line. However, the Kamaslyvia quest line is quite difficult and you may need a friend to help you complete it. It is not recommended to do it alone and you will only get lost in 2 AP. Post-Graduation (Level 62) – 254 AP/ 256 AAP/ 294 DPwhen you graduate, I recommend using your boss exchange coupon on your armor, gloves, main weapon or awakening weapon. Look at all the equipment on the market and select the one with the highest value to save you as much money as possible. In this example, I exchanged my PEN Tuvala for a tenuous TET tree armor. If available, I recommend taking the Ring of Capotia PEN as a seasonal reward. Now you will have to do a lot of grinding to build silver. Gradually start replacing your other accessories with better accessories. The Capotia slope can be obtained when level 62 is reached, but in the meantime you may want to invest in a cheap accessory, such as pending witch teto, which has the same statistics and is not too expensive considering the AP it gives. Eventually you'll want to replace your Tuvala Shoes with Urugon Shoes. Urugons have a high damage reduction statistic, while your Tuvala shoes have great evasion in place. Damage reduction has proven to be most effective when your team is at this stage and will help you when you move to the grinding points at the end of the game. Finally, you want to do Igor Bartal's adventure log and Deve's Encyclopedia. Completing both of these adventure logs will give you an additional 5 AP that will help you get to support 261. The above example does not include the Adventure Logs 5 AP. Once you've reached 261 APs, purchase a TET Nouver weapon for your class. This will be used to grind over time, but keep your PEN Tuvala out of place as it will be needed again in the future. Check out our ap/DP Bracket guide for a full explanation Why. Reaching Endgame (Level 62) – 256 AP/ 256 AAP/ 305 DPDUO you may have reached softcap equipment, you'll want to start slowly replacing the rest of your Tuvala team so you can improve it even more in the future. Start with your main hand and awakening weapon, as you may need to add caphra levels to Use the crystals recommended in our class guides or check the final game builds below to see which crystals you should use in the game. These crystals cost a lot of money. You'll also want to start looking more at the AP brackets. You can find more information about the AP and DP brackets here. Make improvements based on your current AP and see how to reach the next AP support with the least amount of cost. This may be using caphras levels. Your goal is to reach 261 APs with your equipped Kutum TET, i.e. reach 261 AP support. Until you reach 261 APs with Kutum, continue using your Nouver TET as it will deal more damage in both PVP and PVE. After reaching 261 APs with Kutum TET, use your kutum for PVE. After you've reached this point you sealed a lot of silver for small increases to your computer. The next upgrades for you can be Vell's Heart, TET Blackstar or TET Trungrad Earrings. Gear Progress (non-seasonal characters) This part of the guide will go into more detail about optimizing your AP/DP and get the most out of your money. It will show checkpoints for your team and what most classes should point to. Gear progress is very RNG, especially in the highest equipment scores and really depends on what items can be obtained. Some items like boss parts and accessories can be a struggle, but this part of the guide will show what's best in terms of optimization or what to aim for if you're not sure. If you ever feel burned, take a step back and do other activities in the game. I personally buy all my equipment now because I hate to get better! If you're still not sure what to do next or want specific advice about your team, feel free to enter our discord and ask questions in the help section. Remember that when improving your equipment you should prioritize the awakening weapon &t; main weapon &t; secondary weapon &t; armor &t; accessories You should also save the spare accessories as backups in case they break when you upgrade them, and keep your armor to the test in the chimney when you get boss armor. I'm using the Heve set for this example because it's a good set for all classes if you don't already have boss equipment. Another set you can use is the Grunil set, which you can use instead if you prefer. The Heve set is a smoother transition to the boss team, but it doesn't really matter much. I'm also using Striker as an example in this guide so that the brazen weapons listed don't fit your class, but you can check out our class guides to learn more about which weapons are best for your class and you'll also find information on which crystals to use. I also recommend that you start storing the Yona as soon as possible to help you save a lot of money on accessories. Beginner Equipment (Level 51) – 106 AP/139 DPEsto is your beginner's equipment and what you should aim to have at level 51. If you follow the main line of the story's mission, you'll be given your first set of gear to help you level 56. You'll get the Delphad Castillion weapon and the thunderous magic sub-weapon of your black spirit as a gift to complete certain missions and reach level 51. Shoes and earrings may fall from Catfishment, helmet and rings are from Mansha Forest mobs, gloves and belt are from Rhutum and the necklace is from Treat Forest.Si you do not follow the main quest line (strongly recommended) or lose your weapons/armor, you can use a Rosar weapon, Heve armor set and the recommended tear for your class. The items you get from the story's main mission are very useful and you'll use them for a while, so don't throw them away even if you have something stronger you can use, because they're updated at level 56. If you lose items, you can follow this short article on the official support page that explains how to recover them: This is what you should aim to have at level 56. You will receive a mission of your black spirit that will send you to the blacksmith of Altinova. There you can get a short line of missions that will change the Magic Dim Armor to Roaring Magic Armor. Next, you'll want to start grinding in the following places, in this order, for your Asula accessories: Abandoned Iron Mine (necklace), Rudder Post (rings and earrings), Elric Shrine (belt). Get a set of heve (helmet, gloves, and boots) because this will be the set of armor you wear until you switch to boss gear. You want to upgrade these 3 pieces to +5 immediately and then get them up to +15 as soon as possible. You can also make them yellow grade to get additional stats using a Ultimate Armor Reform Stone on each of them. Use a Rosar for your main hand and cheeky hand, see our class guides for details. Once you complete your Awakening quest line, you'll also receive a green-grade +10 weapon that you should use for now. Next, you want to bring your armor to DUO and their weapons to TRI. You can also make your awakening weapon yellow at this point using a Ultimate Weapon Reform Stone. This will give some additional statistics. Transition to Boss Gear – 181 AP / 183 AAP / 290 DP Work on replacing your team with boss team next. Try to get your weapons first and then armor. This is probably the most difficult step, but there are often events that give boss pieces and will help a lot. You can also start changing some of your Asula accessories now. You can wear the DUO brand of shade rings, DUO seraphim necklace and DUO Tree Spirit belt if these are better and you allow them. At this point you should also be pushing to level 60. In these examples, I'm going to use a Kutum offhand because they're the best to grind and what you really should at lower levels. You can also get a Discount Nouver for PVP. Asulas Translation (Level 61) – 198 AP/ 200AP / 283 DP You will now want to move from asula accessories to those with Ap. At this point you should be level 60 as well, or very close. You can do quests in Kamaslyvia and in the area around Stars End to reach level 61 in about an hour (use our level 59 – 60 guide and level 60 to 61 guide). Reaching level 61 will give you the Capotia Ring that has HIGH AP and is equal to TRI Crescent Rings. You will use this ring for a long time as you progress towards the final game. The other accessories are considered quite cheap accessories to help lift your AP. You can come across better accessories and get lucky with some improvements. You can find information about all accessories for your specific class in our class guides. In these examples, I'm going to use a Kutum offhand because they are the best for grinding and what you really should prioritize at lower levels. You can also get a Discount Nouver for PVP. Go by TET – 216 AP/218 AAP / 305 DP At this point you may want to start going for TET armor and weapons. Start with your main hand and wake up first, then de-play, before making your armor. I would personally buy your equipment if possible because improving can be very disheartening and can burn it quickly. You're also starting to update your accessories right now. Approach softcap (Level 62) – 106AP/139DP At this point you will approach softcap. Be sure to make your adventure records for the extra AP and DP, then start putting caphras levels on your weapon to push you towards 261. You should also be approaching level 62 at this point and hopefully you've collected enough fragments of Yona to create a second Capotia ring and earring. If you havent, you'll need TET witch earrings and TRI crescent rings to have the same AP. Swap your Capotia rings for TET crescent rings. You can simply swap 1 crescent ring and use a TET basilisk strap instead if this is cheaper on your server. You'll also want to put a couple of caphras levels on your Kzarka and then make your adventure record to get the remaining AP needed to reach 261 APs. Once you reach 261 APs with Nouver, you'll want to stop using Kutum for PVE, until you reach 265 APs with Kutum. After many tests, it is confirmed that Nouver works better than Kutum between these brackets. More information about THE AP and DP brackets can be found here At this point you can make most of the final game venues, such as Aakman, Hystria, Sycaraia Abyss, Manshaums and Mirumok. After you have reached the softcap gear, you will want to start looking at the AP supports. You can find more information about the AP and DP brackets here. Make improvements based on your current AP and see how to reach the next AP support with the least amount of cost. This may be using caphras levels or your After this point, you'll want to start going for PEP and you really need to know what you're doing in terms of equipment. Check out the next section to learn more about final game builds, Kzarka VS Offin VS Blackstar and more information. Example of final gear builds of the game This is an example of End-game build with the best in slot elements and PEN items along with the crystals you can use. The construction is suitable for any class, but you can consult our class guides for details if you want to double check the crystals. Blackstar is considered better for PVE, but is outperformed by a PEN Kzarka eventually due to Caphras levels. You should put caphras level 4 on each of your equipment and you can use a cheap PEN Heve with high caphras instead of a Griffons helmet, this is because the heve is much cheaper and evenly will be better than Griffons due to the cheap caphras levels that can be put on it. This is an example of a final game build with the best in slot elements and PEN elements along with the crystals you can use. The construction is suitable for any class, but you can consult our class guides for details if you want to double check the crystals. Kzarka is best considered for PVP, but you can also use an Offin weapon if your class requires more precision. Most of the time it's safer to go with Kzarka if you're not sure because the difference isn't that big. You should put caphras level 4 on each of your equipment and you can use a cheap PEN Heve with high caphras instead of a Griffons helmet, this is because the heve is much cheaper and evenly will be better than Griffons due to the cheap caphras levels that can be put on it. Full damage reduction construction is not always feasible and really depends on your class. It only works for a few classes like Guerrero, Valkyrie, Berserker, Striker and Mystic. It is particularly strong in the Warrior class because DR makes its block stronger and harder to overcome. It is also a good construction to use in large-scale PVP. I would only recommend changing or using this build as an alternative if you already have a strong AP construction. The Buid Hybrid Damage Reduction is not always viable and really depends on your class. It only works for a few classes like Guerrero, Valkyrie, Berserker, Striker and Mystic. It is particularly strong in the Warrior class because DR makes its block stronger and harder to overcome. It is also a good construction to use in large-scale PVP. I would only recommend changing or using this build as an alternative if you already have a strong AP construction. This is what should be pointed out eventually if you want to go for a hybrid evasion construction. I only recommend going for this if you can still keep 269+ APs. Going full evasion is no longer really viable and is not considered goal. It only works in a couple of classes and even then it is not always viable, but if you decide to go down this path then here is an example you can use. Construction also uses objects that are not used in most constructions Muskans, Heve helmet and Leebur gloves, but this will give you around 600 evasion in total and will still deal very good damage. Be sure to put Caphras stones on your computer for additional stats. You can also change the Black Magic Crystal – Accuracy to Elkarr Crystal (best in instead, but these are very expensive and harder to obtain. Optional Crystals:Boots: Black Magic Crystal – Adamantine/Red Battle Action Crystal: Adamantine/HAN Magic Crystal – HoomGloves: JIN Magic Crystal – Viper/Black Magic Crystal – SturdinessOffhand: HAN Magic Crystal – Hoom (if used with boots)

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