

# Bdo dk gear guide

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The Dark Knight or DK is a powerful melee charmer hybrid that uses Swift's Ashes and Powerful Dark Magic to crush her enemies. It is a very glass cannon, but also a very high damage and a large number of AoE spells. It also does not depend on strict combo flowchart. So this means that while most Dark Knight will play pretty similar styles they can mix their moves, they can play a little differently and not strictly depend on a pretty flowchart combo where you hit something that you get crowd control and then you enter the next of combo sets like Maehwa for example. The dark knight's pre-awakening focuses on her blade. She uses her Kriegsmesser and a number of powerful dashes to jump in and eliminate her enemies. Most of her pre-wake skills you'll use uses the F key. You will start with an airstrike to get into battle, that is, like that you will keep the F strike with the unveiled dagger. After a while you will be at a higher level where you will start using the Wheel of Fortune. Other useful skills are obsidian ash, corrupt soil, and most of the mouse button skills of the RCB before unlocking the Wheel of Fortune as you don't unlock your condition for a while (level 24). After waking up when DK gets a lot of fun. Now you are turning into a caster with flashy, colorful and cool looking spells. As a dark knight, your dashes are very important. To use your normal dash (smoky haze), press forward (W) and shift, and you've also got a side dash (twilight) that you can use by clicking A or D and then shift. You can also chain twilight, so you can use it twice. Twilight is very important because this is how you are going to regenerate mana for the most part. You want all the abilities in the tried-and-tested tree minus S'LMB and S YUAN them. Then you only really want Lunacy/Nocturne and maybe the Wheel of Fortune/Airstrike in an unswelled tree. You also want everyone to passive in an unverified tree at the bottom. We'll go further into the details later in this guide about skills and abilities. The priority at the moment is: Shift Awakening Skills - Twilight Dash/Passives/Other Awakened Skills (Not S'LMB/RMB Ones)/Nocturne/Moonlight/Other Good Pre-Tried Skills/The Rest Dark Knight Gear What order should I upgrade my Gear as a Dark Knight? Your main hand is up to 15.Your off-hand to 15.Your accessories to the main accessory section. Your armor is up to 15.Your awakening is to 15.Your main hand to DUO. Your awakening to DUO. Your off-hand to DUO. Your armor is in DUO. Your main hand in TRI. Your awakening to TRI. Your offhand to THE TRI. Start looking Dandelion and the boss's gear. Your accessories to the extended accessories section/Tet Kzarka, Tet Dandelion. Completion of accessories. There are many updates to click on the past of this, but after this point, you should have a sense of what to update next. Dark Knight Combo PvE PvE PvP Guide Basic Intermediate Advanced Weapons, Armor, Accessories and Gear Progression To start you have to go do a quest in order to get quest gears and random drops. Follow the main storyline. At levels 50 you should be about 94 AP and 120 DP as a target. At 51-56, consider upgrading your Pri weapons. Also, enhance is your Oros Ornamental Knot Pri as well. Get a 15/Pri Hercules helmet, shoes and gloves or a Heve set, depending on what you prefer. You want the roaring magic armor piece that you get from the quest around lvl 55 (the first version of this part you can update received at level 52, from Preparing for Mediah quest) and 3 pieces of these options: Hercules' Might - 3 piece set bonus will give you 200LT (recommended for new players, since you can grind longer with extra weight) Heve Power - a 3 piece bonus set will give you 300 HP/Gruntl - 3 pieces of the bonus set you'll give you 150HP and 5 AP at level 56. your Gear should look like this: Weapon for the main hand you can get Rosar Kriegsmesser. If it's sold out, Krea Kriegsmesser is two AP smaller, but just as good. Don't buy Liberto. It's a nooba trap. It has the same repair costs as Kzarka, but with none of the benefits. To wake up, you want the Thorn Tree Veditant. Don't buy a light-swallowing Veditant. It's another nooba trap. You can upgrade other things for a much cheaper AP versus pouring silver into blue class weapons. If in doubt, always choose a green weapon over blue. So the 2 options you really only have are Thorn Tree Veditant, Dandelion or Offin Tett. I have a Weapon Yuria and/or one gem slot armor (Agerian/Tartias/etc) Guides or information on the internet suggesting these items are out of date. They are no longer viable because of better statistics on new weapons and/or armor. I don't have Hercules Might armor - should I switch? Probably not. A set of bonuses is not super important. If you have any of the 3 armor above there is no reason to switch. Eventually, it will be replaced by boss armor. Off-Hand/Knots Your first off-hand should be the Oros knot. Currently it is the only non-boss AP knot in the game that is viable. The Nouver node is the boss of the version. It provides more AP than a non-boss item and gives you 10% on resistance. Other notable knots: Kutum is a PvE focused outside of the hand useful for some late grinding game. Sayer is precision and dodging focused outside the hand. Not useful in the current meta, except for the occasional player evasion. At level 56, get Asula accessories. Increase your Rosar or Krea in Duo/Tri, Duo/Tri your Thorn Tree Veditant and Duo/Tri your Oros Decorative Knot. Pri/Duo is your hercules set. Substitute Roar For Hercules armor. By filling the Kamasylvia storyline, you'll get Sworn Gran earrings and Anabelle earrings (from kamasylvia 1 and you can get the Ring of Power from Valencia History quest line 1 and Kama 2. To finish, get a TRI Schultz necklace and belt at level 58. At level 58, your Gear should look like this: Level 59-60 Dark Knight Boss Gear: The main weapon of the hand: Kzarka or Offin Tet/Awakening Weapon: Dandelion/Offhand: Kutum for PvE, Nouver for PvP/Armor: Dim Tree Spirit/Gloves: Bhag Gloves/Helmet: User Choice. Some people prefer a Giath helmet. Some people prefer a Griffons helmet. There is no data to suggest one is 100% better than the other. So I'd just use whatever you can get your hands on first. Shoes: Urugon's shoes have been confirmed by tests to be above Muskan's shoes. If you have Muskan's, continue using them until you get Urugon's Which Accessories Should I Use The basic accessoriesAsula's Necklace [11AP/3DP] – Found at abandoned iron minesAsula's Belt [6AP] – Found at Elic shrineAsula's Ring x2 – [7AP/2DP] – Found at helms postAsula's Earring x2 – [7AP/25HP] – Found at helms post The advanced accessories TRI Shultz belt – [9AP]TRI Mark of Shadows [11AP] OR DUO Crescent Rings [11AP] TRI Witch Earrings – [11AP] OR DUO Tungrads [11AP]DUO/TRI Seraps Necklace [16/20AP]Finish:TRI Basilisk Belt [14AP]TRI Ogre Ring [25AP]TRI Crescents [14AP]TRI Tungrad Earrings [13AP] OR TET Witch [13AP] Crystals In Gear For Dark Knight Endgame-oriented gems/Helmet: JIN – Harphia [+50 HP, +20 Evasion] or Ancient Magic Crystal – Agility [+20 Evasion] Armor : JIN - Cobelinus (100HP, 5 DR) or Infinity Evasion (10% Special Tax Avoidance: JIN - Viper No20 Accuracy, No.1 Attack Speed) or Black Magic Crystal - Valor (2 Crete) and Black Magic Crystal - Viper No8 Precision, 1 Attack Speed: RBF - Adamantin (25% Knockdown/Associated Resistance and 5% Hard/Stun/Resistance Freeze), WON - Hystria No2 Movespeed and 150 Stamina/Mainhand: Black Magic Crystal - Precision No.2 Precision, 10% Ignore All Resistance BON - Karmae Attack No.1 NO3 AP - BON - Addis -2, Speed in Cast No.1, No.3 AP -Offhand: Valtarra Crystal No 150 hp, No 5 AP, No.3 Kamasylvia Damage Crystal Infinite Critical Additional Critical Impact Damage Level 1 Food Buffs for DK for Alignment (PvE): Simple Crohn's Nutrition: AP vs. Monsters, Fighting EXP10% , EXP Skill5%, Att/Cast Speed 1, Movement2, Crete Hit 2, HP 150 for PvP: Exquisite Kron Nutrition: All AP 8,all accuracy 15, Movement » » » » » » » » HP All Resistance 4%, Ignore All Resistance 4% For Lifeskillling: Seafood Kron Nutrition: Cook/Alch Time 0.6s, Life EXP Speed of Processing Success (10 percent), Gathering 2, Movement (Movement), Fishing (2), Weight (50LT), which should prioritize DK? attack speed and then critical, since DK does not use casting speed. Basic combos for PvE, PvE, 56 and up) Approach package What size package? Great: Spirit of Hunting (WRMB) in package. Twilight Dash (Keep F). If the package is not dead, use Shift E (See) and then Shift LMB (Breaking Darkness). Is Park dead yet? Use the Legacy of the Spirit (Shift-RMB) to death. Small: Spirit of Hunting (WRMB) in package. Starring Spirit Of Heritage (Shift-RMB). Park's not dead? Use Shift-E and then break down darkness (Shift-LMB). Legacy Cast Spirit (Shift-RMB) until the package dies. Build skills and skill additions for the Dark Knight to level 56 Some skills to consider aligning before waking up to get 56: Kamy Slash, Air Strike, Wheel of Fortune, Corrupt Earth, and Motion Skills (Dusk and Smoky Haze). No skills to build here, as each person has a different number of skill points at this early stage. Dark Knight Level 56 Skills Build Dark Knight Level 60 Skills to Build Rabam Enlightenment Skills for Dark Knight Shadow Strike First and Obsidian Blaze once you have about 1.4K skill points. DK Addons for PvE DK Addons for PvP Dark Knight Skills-Addons PvE and PvP Mixed If you want something that suits both PvE and PvP, I recommend going down this path. I don't have a slowdown on Lunacy or PvP damage increases on other skills as some of you will notice why? Because I don't see slowing down helps in PvE and PvP damage increase won't help in PvE at all, meaning I went to some middle if possible. If I spent my time fully in BDO's PvP, I would go on this 10% reduced attack rate on Lunacy, and I would go for PvP damage where I could put it, however I don't spend most of my time on the battlefield, hence I won't have these editions here and I'm too cheap and lazy to run back and forth before the knot wars/duels to change them. Pre-awakened slanted balance: - Why slanted? Because it is a skill that you will use, in the middle of a combo or start a combo as you catch someone. This means that it will land and proc the positive effect of the supplement, it is so often used that I see no other choice, a way easier to apply this supplement than something like air strike and execution as it actually needs to hit the enemy in order to cause. All accuracy 3% for 12 sec - Used to nurture the average damage in PvE and PvP. Especially against evasion builds, each a little help. Attack speed 7% in 5 seconds - Attack speed is king, in combo or in PvE. Wherever you can get it means that you will have a higher success rate to come out of certain skills in rough situations, and it helps to counteract the slowing down if you hit with it. Wheel of Fortune: Why? You will throw this skill either mid combo (PvP) Start one as you bait people in. If the wheel had 100% critical speed, we would look at a lot more than 2 shots with the wheel and Lunacy. The critical rate hit 20% in 9 seconds. - The wheel of fortune has no crit itself however it falls like a Truck regardless. Anything that will increase that or modif future skills for a short amount of time is helpful. This will help your average damage on future skills like: Pervasive Darkness, Enforcement and Sloping Balance as they themselves don't have 100% crit. Attack speed 7% for 5 seconds - Again, the attack rate is king. Get it and enjoy it. However you won't always use a wheel or sloping in close proximity to each other so 7% will be more than just when sloping the ground. Vedira's Madness: Why? This is one of our bread-and-butter skills just like Wheel of Fortune. You will use it. If you zone people with it, you SA trade or your goal is to just hit someone down with a lazy combo. In PvE, you will also definitely use it to clean the packages. Attack against monsters 30 for 8 sec - Monster damage is there to bring up your average damage and bring you closer to one shot for your average damage while grinding, and if not for one shot to make sure you have to throw less skills at mobs in the long run. For smaller spots this basically means that you don't need to spam Spirit Legacy for monster damage increase and can retain that great dick skill for nuking pack on its own, whether on Manshaum, Mirumoks, Crescents or Fogans. Attack speed 10% for 5 sec - Why I chose the attack speed here for different purposes, whether in a knot of wars where slowing down hit you quite easily to counteract it or after a combo in skirmishes/duels to just get out if someone survive or if you're zoning with skill yourself and it hits and procs the speed of attack, hell ensues as you have 10% in a few seconds to add more pressure and speed attack. This applies to all add-ons that are not the same. This means you want to get another % add-on going to further stack the speed attack Awakening Shattering Darkness - Why? You will use this whether your enemy is near, at range or in the middle of a combo. And given your enemy won't always block, getting the add-on to cause is always nice. Attack rate 4% within 5 seconds - As mentioned above, is easily applied in different scenarios and as the attack rate is shaping up it helps to apply pressure as well as counteract slowing down. I'm just repeating myself at this point... Causes 45 pain damages in 3 seconds. For 12 sec - As said this skill will be used differently and whether it is before the end of the quarter battle or you finish the combo with, the damage will start to tick and help cope with your opponent. The damage is not about wau, but there will be times when it's just enough. And frankly, anything that reduces DP builds healing me Spirit of Legacy - Why? You will use this skill a lot. Whether you use it for debuff/nuke your opponent in PvP or wish to one shot a package in PvE or or debuff it out like in Hytria with his initial -20 DP on skill. This skill will come into use. Attack against monsters No. 25 for 8 sec - As mentioned with Vedir Madness it is to help with average damage and clear speed. One shot into the crowd will mean that you don't waste time fighting it. Damaging the monster helps with it. However, this doesn't stack up with the Lunacy Vedir, and if you use Lunacy in front of your hand be sure to let the Lunacy 30 Monster damage run out first as 25 from Legacy don't override 30 from Lunacy. However 30 from Lunacy will close 25 from the spirit of Legacy. This means that you can quit Lunacy when there's 1-2 seconds left on the Legacy positive if you so desire. Attack speed -4% in 7 sec - Honestly, I don't fancy other options and anything that will trinker with potential animation cancels or delays getting grabbed even the slightest is welcome. You'll have it go off mid-trades or at the end of a combo for that hope, but there isn't a down-smash. Twilight Dash - Probably the most controversial of them all given the stamina nerf to skill. However I decided not to change it as I really love still learning the skills to be used in combat and in agriculture. The critical rate hit 10% within 9 sec - again this thing is about bringing up the average damage. Mastery itself is at 50% crete and other skills won't be landing 100% of the crits either. This positive effect will be re-recorded wheel of fortune 20% in the same way that Lunacy and Spirit of Legacy Monster damage interact if they are used in close proximity to each other. Inflicts 60 Burn Damage for 3 secs for 9 sec - Stacks with damaging Shatterings over time and given our longer combo ends it out there it will help if someone survives your combo or you twilight dash around/through them in the middle of the fight. Clicking Musas and Maehwas especially, however, I left this with damage over time rather than the potential down to break as I want a guaranteed occurrence rather than RNG when dealing with something like mysticism. The fact that they won't be healing as much is one of the reasons I've kept my damage going on over time. I hope you enjoyed reading this BDO guide for the Dark Knight, she's a very fun class! Class! bdo dk gear guide 2020. bdo dk gear guide 2019

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