

Turn off page breaks by going to [View > Print Layout](#)

---

# Furious Blade Master

## A Raven "Furious Blade" Compendium by Coki91

This document is: **UP TO DATE WITH April 12, 2023 Elsword NA/INT Patch** (If it hasnt been 4 Weeks since then, consider it valid)

# It's Furious



## Disclaimer

This guide is purely made out of Experience, Non-Documented Investigations and most importantly, without Consulting other Raven experts, so keep in mind this can and will not Align with most other Furious Blade Player Opinions, but it will Absolutely teach you to play this Class, in a way or another.

# Basic Information/Summary

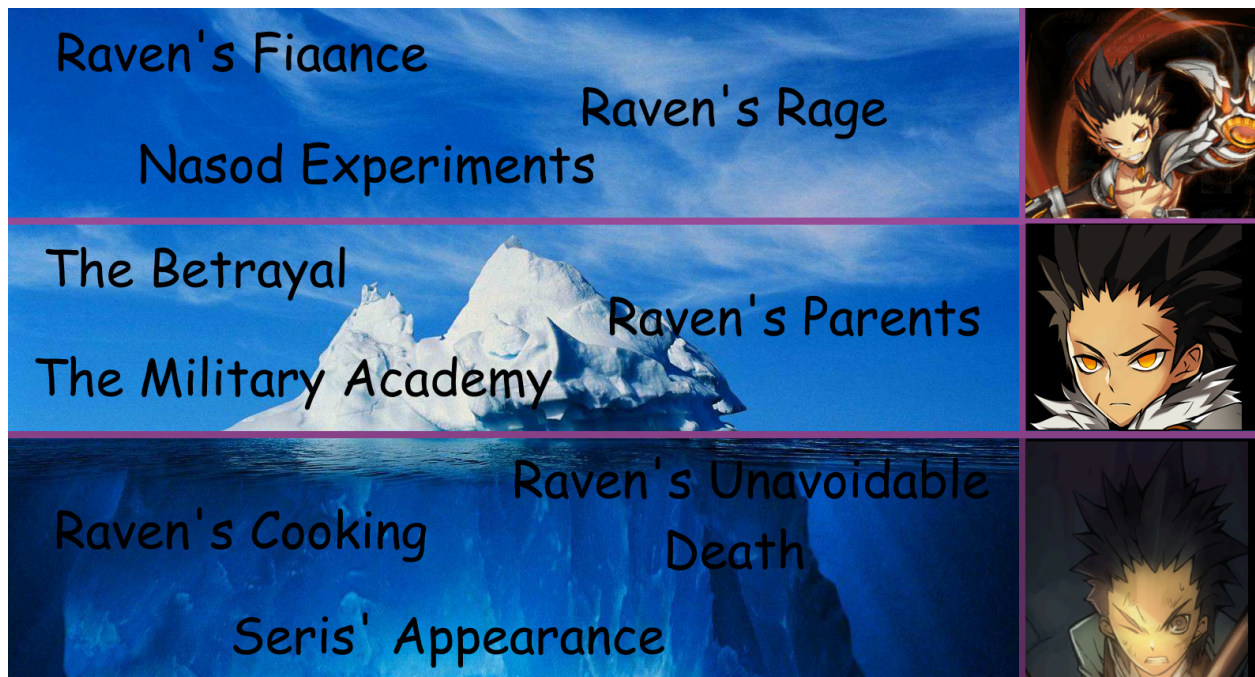
Raven's Furious Blade is the 3rd Job Advancement of the 1st Raven Class Branch

As such this Class features **Physical Damage, Fast Paced Gameplay and the Most Useless belts you have ever seen in your entire Life**

For PvE : this class has competent capabilities for **Room Clearing, Bossing, Survival and Low Gear Requirements** although with a high **Maintenance Cost**

For PvP : this class has a wide range of **Combo Options, Offensive Tools, Recovery Options and Catching Tools** although with a high **Mana Dependency, Skill Requirement and Amount of Countering Classes**

For Fashion: this class has **A Fluffy Coat, Elegant Posing and A Hidden Belt Sword**



# Advanced Information/Specifics

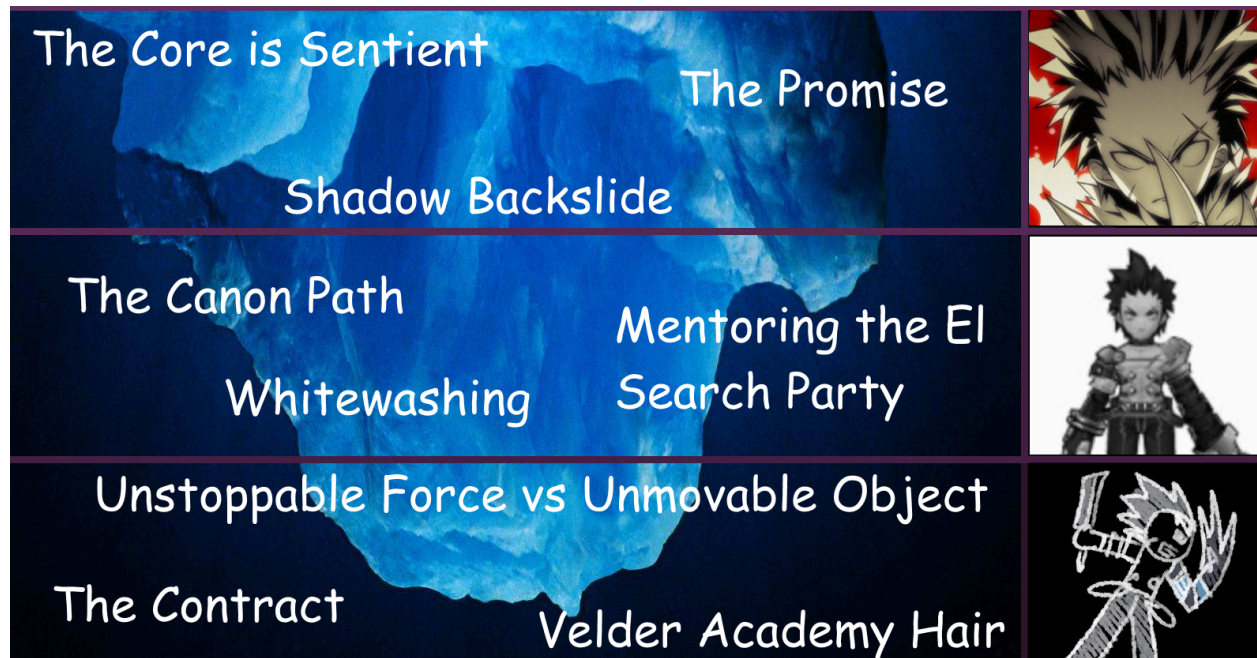
Furious Blade is a Class charged to the brim with Buffs and Critical Related Passives (Both Critical Chance and Critical Damage)

While keeping an Eye for most of them is not necessary, the lack of the aforementioned heavily (and very noticeably) reduce the Effectiveness of their Attacks, and as such is vitally important to **Remember them Actively**

Due to the latter, it is important to note that there is **NO INNATE POWER UP** on the Class, and even more so gearing up Effectively will be detrimental to Combat Power Acquisition, as such, **This Class may be lacking/have lower Combat Power than other Choices available**

This class **Is viable in Flexibility, Strength and Bravery Tier Stacking**, in fact, Furious Blade is the Class of highest Flexibility Damage potential in the entire Game.







Additionally, while this Class may have variety of Options for Aerial Attacking, it indeed has **Very Poor Aerial Movement**, as such Enemies that can remain off ground will easily become bold targets for this Class to face against



# Class Commands

Note that due to Changing Combos through Classes, only 3rd Job Advancement Combos will be listed, additionally Knockdown Hits will be **Bold**, Uncancellable Moves will be Underscored (Cancelling can be done either by Dashing or Skill Usage) and Super Armor Moves will have **Different Colouring**

Command Sequence	Legend	Comment
	<u>ZZZZ</u>	Standard 4 Hit Combo, Cancel-Looping can be done in the 3rd Z
	<u>ZZZXZZZZ</u>	Enemies not caught in X will be pushed into it by following Z Attacks, Enemies will only fall when Combo is finished
	<u>ZZXX</u>	Launches the Opponent into the Air allowing for preparing On-Land Follows
	<u>ZZZ^Z</u>	Launches the Opponent into the Air and you with it, Allowing for Aerial Attacks to Follow
	<u>XZZZ</u>	Launches the Opponent into the Air and you with it, Allowing for Aerial Attacks to Follow
	<u>XXZZ</u>	<b>Last Step cannot be Cancelled by Dashing</b> , and Combo is Long in execution, not very useful Combo despite having Super Armor
	<u>XXX</u>	The opponent is sustained in the Air before knockdown allowing to Follow the Combo, but last X costs 3 Mana

	<p>»ZZZ</p>	<p>Launches the Opponent into the Air allowing for preparing On-Land Follows</p>
	<p>»X</p>	<p>Quick movement great for cutting distance or Catching</p>
	<p>^Z</p>	<p>Standard jump attack, very spammable too, Good for Catching</p>
	<p>^X</p>	<p>Standard Jump Attack, great for getting the Opponent set for a Ground Combo Follow</p>
	<p>»^ZZZ</p>	<p>Super Armor is granted upon Landing and can be extended by 4th Z Command, extremely good Catching, Distance Closing and Super Armor Clash Command</p>
	<p>»^XZ</p>	<p>Long Distance Vertical attack but preferably used in short distance or very close to the ground since it pushes enemies away, Very costly too, Consumes 10 Mana on X and Z costing 20 Mana Total</p>
	<p>»^ZX</p>	<p>Long Distance attack useful for Catching but not for Closing Distance unless the Enemy is cornered, preferably used Close to the Ground and Last X costs 3 Mana</p>
		<p>I mean, she is the Queen of Nasods... <b>her word IS YOUR COMMAND...</b></p>


# Class Skills

Note that Skill's Relevance will be marked with PvE, PvP and Both respectively, when Applicable (If you are Colorblind, Im Sorry)

Taker			
Skill Icon	Skill Name	Trait Recommendations	Usage Description
	[Active] Shadow Step	Useful Traits: Haste and Light	Furious Blade's Main Mobility Tool and the Best Designed Skill of the Entire Game.
	[Special Active: Tenacity] Maximum Cannon	Useful Traits Light	A functional catching tool and A Low Cost Invincibility Panic Button (Early to Mid Game)
	[Special Active: Strength] Cannon Blade	Useful Traits: Useful and Heavy	Great Damaging Skill for the Strength Stacking Furious Blade but varyingly effective (Super Armored < Non-Super Armored)
	[Special Active: Strength] Power Assault	Useful Traits: Heavy and Light	Average Damage and Mobility Tool, but not bright on either side
	[Active] Emergency Boost	Useful Traits: Regenerating	Escape Skill, they're all trash Game Design and should be gone. Objective fact, not an opinion
	[Special Active: Bravery] Seven Burst	Useful Traits: Useful	Great Damaging Skill for the Bravery Stacking Furious Blade, but effective use requires positioning
	[Active] Flame Sword	Useful Traits: Empowered	Decent Damage Skill for the Flexibility Stacking Furious Blade, very fast too
Sword Taker			
Skill	Skill Name	Trait	Usage Description





Icon		Recommendations	
	[Active] Finishing Slash	Useful Traits: Critical	High Damaging Skill, Usable for Quick Repositioning and Gray Damage in Raids, only Splash Damage Skill on the Class
	[Special Active: Strength] Shockwave - Divider	Useful Traits: Gigantic and Critical	Highly capable clearing Skill, but varyingly effective on Enemies (Big > Small) (Super Armored < Non-Super Armored)
	[Special Active: Tenacity] Berserker Blade	Useful Traits: Light	Usable as Panic Button, but long and unable to move or cancel move until it ends
	[Special Active: Strength] Flying Slash	Useful Traits: Reversed and Heavy	High Damaging Skill for the Strength Stacking Furious Blade Impossible to react to as Damage is delivered before the Animation even begins. Double Input Skill thus Can be tactically aborted
	[Active] Armor Crash	Useful Traits: Killing Blow (2)	Physical Defense Debuffing Skill, quick and usable in any situation, reliable for Cage breaking as well
	[Special Active: Bravery] Hypersonic Stab	Useful Traits: Heavy	Great Damaging Skill for the Bravery Stacking Furious Blade, Impossible to Mana Break

### Blade Master


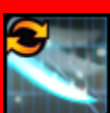

Skill Icon	Skill Name	Trait Recommendations	Usage Description
	[Special Active: Bravery] Bloody Accel	Useful Traits: Killing Blow (1) and Killing Blow (2)	Enables Life-Stealing and Debuffs Enemies making them unable to run through Commands or Actives and Provides Special Active Skill Cooldown Reduction

	[Active] Sonic Slash	Useful Traits: Empowered	Very usable Catching and Countering Skill, instantly provides Super Armor for the Entire Skill Duration enabling Super Armor clashes to be forced through due to long duration
	[Special Active: Tenacity] Supersonic Draw	Useful Traits: Empowered	Short Range Catching and Debuffing Skill, but very short Invincibility and Time Stop Period, high skill required.
	[Special Active: Strength] Giga Drive - Limiter	Useful Traits: Gigantic and Killing Blow (1)	Reduces all Active Skill Cooldown to 1 Second and Increases Attack Power, Reliable Catching Tool and Core of Flexibility Stacking and Mobility in Furious Blade
	[Special Active: Strength] Shockwave - Cutter	Useful Traits: Heavy and Light	Highly Capable Clearing Skill but varyingly effective Against Different Enemies (Big > Small) (Super Armored < Non-Super Armored)
	[Active] Cut Tendon	Useful Traits: Light and Killing Blow (1)	Good Skill for Cutting Distance and Quick Damage Skill for Flexibility Stacking Furious Blade but very unreliable for Debuffing
	[Special Active: Bravery] Rising Dance	Useful Traits: Light and Heavy	Great Damaging Skill for the Bravery Stacking Furious Blade, but varyingly effective on Enemies (Big > Small)
	[Special Active: Tenacity] Wolf Fang	Useful Traits: Light	Great Catching and Distance Cutting Skill and forgiving to use but high skill required
	[Hyper Active] Extreme Blade	N/A	Blade Master's Best Hyper Active



## Blade Master: Transcendent

Skill Icon	Skill Name	Trait Recommendations	Usage Description
	[Special Active: Tenacity] Flash	Useful Traits: Critical	Good Mobility Tool, Great Catching Skill and Decent Damage
	[Active] Rend	Useful Traits: Powerful and Empowered	Great Damage Skill for the Flexibility Stacking Furious Blade and Great for Chaining a Combo
	[Special Active: Strength] Shoot Up Genocide	Useful Traits: Critical	Shortens Cooldown of All Special Active Skills (If the Attack Connects) and Great Damage Skill for the Strength Stacking Furious Blade but varyingly effective on Enemies (Big > Small) (Super Armored > Non-Super Armored)
	[Special Active: Bravery] Sharp Charge	Useful Traits: Heavy	Great Clearing Skill for the Bravery Stacking Furious Blade and a Very Costful Catching Skill

## Furious Blade


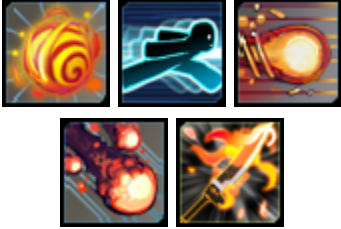

Skill Icon	Skill Name	Trait Recommendations	Usage Description
	[Hyper Active] Final Blade	N/A	Furious Blade's Worst Hyper Active
	[Special Active: Tenacity] [Mod] Berserker Blade	Useful Traits: Light and Critical	Amazing Catching Tool but can only be used in Mid-Air
	[Special Active: Bravery] [Mod] Hypersonic Stab	Useful Traits: Heavy	Great Damage Skill for the Bravery Stacking Furious Blade but varyingly effective (3+ Targets <-> Maximum Damage)





	[Special Active: Strength] [Mod] Shockwave - Cutter	Useful Traits: Heavy and Light	Great Damage Skill for the Bravery Stacking Furious Blade and Decent Catching Skill
	[Special Active: Tenacity] [Mod] Flash	Useful Traits: Critical	Situationally a good Catching Skill and Double Input Skill thus can be tactically aborted
	[Special Active: Strength] [Mod] Shoot Up Genocide	Useful Traits: Ruthless and Critical	Shortens Cooldown of All Special Active Skills (If the Attack Connects) and Great Damage Skill for the Strength Stacking Furious Blade but very short invincibility Period
	[Active] [Mod] Finishing Slash	Useful Traits: Critical	Decent Catching Skill
	[Special Active: Strength] [Mod] Shockwave - Divider	Useful Traits: Gigantic and Critical	Can Deal Great Damage on Gigantic Enemies but too low Average Damage to be useful anywhere else
Furious Blade: Master			
Skill Icon	Skill Name	Trait Recommendations	Usage Description
	[Master Skill Stage 1] Atomic Cutting	N/A	Decent Catching Skill
	[Master Skill Stage 2] Atomic Cutting	N/A	Great Catching Skill although costful for that purpose
	[Master Skill Stage 3] Atomic Cutting	N/A	Decent Damage Skill although costful for that purpose


	<p>[Master Skill Stage 4] Atomic Cutting</p>	<p>N/A</p>	<p>Greatest damage of the Category but insanely slow and costful to be usable on anything</p>
<p><b>Average Raven User</b></p>			
	<p>[Active] Outcry</p>	<p>Useful Traits: Gigantic and Ruthless</p>	<p>Usable only on the Chat Window upon Losing a Match or Failing a Dungeon</p>

# Class Passives

Note that values may differ from PvE to PvP, that when applicable wont be mentioned  
 Values will be noted on the Maximum Level the Passive can Achieve

Sword Taker			
Passive Icon	Passive Name	Related Skills	What does it do Exactly
	[Passive] Focus		<ol style="list-style-type: none"> <li><b>Increases Action Speed by Normalized 13%</b> (This is not reflected on the Stats Window nor does it Count for other Passives)</li> <li>While Awakened <b>Increases Physical Attack Power</b> and <b>Awakening Duration</b> (This is not reflected on the Stats Window nor does it Count for other Passives)</li> <li>Converts the Damage Type of <b>Magical Damage to Physical Damage</b> on all Skills that Apply</li> </ol>
	[Passive] Victor's Dignity	N/A	<ol style="list-style-type: none"> <li><b>Knockdown Rate on Attacks is Decreased by 15%</b> (This effectively increases the Amount of Attacks you can deliver before the Opponent Naturally Falls Out of a Combo)</li> <li>While <b>HP is Over 60%</b>, <b>Physical Attack Power is Increased by 15%</b></li> </ol>
<b>Blade Master</b>			




	<p>[Passive] Blade Mastery</p>	<p>N/A</p>	<ol style="list-style-type: none"> <li>1. <b>Physical Attack Power is Increased</b> (This is Reflected on the Stats Window and does Increase Combat Power Accordingly)</li> <li>2. <b>Critical Chance is increased by Unnormalized 20%</b> (This is not Reflected on the Stats Window)</li> </ol>
	<p>[Passive] Winning Strategy</p>	<p>N/A</p>	<ol style="list-style-type: none"> <li>1. Whenever 5 Hits are Landed <b>A Buff is Gained that Increases Critical Chance and MP Gain by Multiplicative 5% Per Stack up to 4 Stacks</b> (This is not Reflected on the Stats Window) but when Duration Ends all Stacks are Lost (Refreshes Upon Stack Gain or when Maxed)</li> </ol>
	<p>[Passive] Extreme Response</p>	<p>N/A</p>	<ol style="list-style-type: none"> <li>1. <b>Increases Maximum MP by 100</b></li> <li>2. <b>Increases Additively Critical Damage in Proportion to Action Speed in the Stats Window</b> (This is not reflected on the Stats Window) up to 120% Action Speed</li> </ol>
<p><b>Blade Master: Transcendent</b></p>			
	<p>[Passive] Awakened One</p>	<p>N/A</p>	<ol style="list-style-type: none"> <li>1. <b>Increases Physical Attack and Magical Attack Powers by 10%</b> (This is Reflected on the</li> </ol>

			<p>Stats Window and Increases Combat Power accordingly)</p> <ol style="list-style-type: none"> <li><b>Increases Physical and Magical Defense by 10%</b> (This is Reflected on the Stats Window and Increases Defense Power Accordingly)</li> <li><b>Increases Base HP by 10%</b> (This is Reflected on the Stats Window and Increases Defense Power Accordingly)</li> </ol>
	<p>[Passive] Awakened Will: Blade Master</p>		<ol style="list-style-type: none"> <li><b>Increases Movement Speed by Multiplicative 10%</b> (This is not reflected on the Stats Window)</li> <li><b>Increases Knockdown Recovery Attack Speed by 30%</b> (The Z or X Command Attacks when Knocked Down)</li> <li><b>Increases Special Active Skill's Damage by 23%</b></li> </ol>

	<p>[Passive] Counter Wave</p>		<ol style="list-style-type: none"> <li>1. After using "Counter Wave" Skill, gain "Counter Wave" Counter, when Counter is 2, the next "Counter Wave" Skill will <b>Gain MP Cost Decrease and Defense Ignore</b>, Resetting the Counter upon usage</li> </ol>
---	-----------------------------------	---	---

**Furious Blade**

	<p>[Passive] Overpower</p>		<ol style="list-style-type: none"> <li>1. Certain <b>Command Attacks Gain Additive 15% Chance to Double Attack</b> <ul style="list-style-type: none"> <li>• &gt;&gt;ZZZ</li> <li>• &gt;&gt;^ZX</li> </ul> </li> <li>2. When using either Bloody Accel or Giga Drive - Limiter while the Buff of the Other Skill is already Active, <b>Gain Overpower Buff that Increases Critical Damage by Additive 20% for 30 Seconds</b></li> <li>3. When using Special Active Skill, <b>25% Chance for that Skill Instance to Calculate Damage as if Maximize is 100%</b> (If the chance does not succeed, Maximize still Applies Normally)</li> </ol>
--	--------------------------------	--	--

	<p>[Passive] Overpower</p>		<ol style="list-style-type: none"> <li>1. When using Hypersonic Stab, <b>Gain Blade Acceleration Buff that increases Movement Speed by Additive 20%</b></li> <li>2. Giga Drive - Limiter's <b>Skill Size is increased by 20%</b></li> <li>3. Rising Dance <b>Can now be Cast Mid-Air and Height Achieved through the Skill is reduced by 70%</b></li> <li>4. When Shoot Up Genocide lands a Hit, <b>All Skill's Remaining Cooldown are Decreased (3 Seconds Cooldown) (Once per Cast)</b></li> <li>5. Sharp Charge's <b>Casting Animation is Accelerated by 30%</b></li> </ol>
<p><b>All Raven Mains</b></p>			
	<p>[Passive] Skill Issue</p>	<p>N/A</p>	<ol style="list-style-type: none"> <li>1. Whenever a Key is pressed, <b>it will go wrong</b></li> </ol>









# Class Gear Building

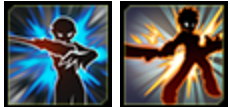


## Innate Capabilities

For the purposes of illustration and comprehension of the Class Building, first we have to note what capabilities does it hold upfront, a summary of them would be as Follows

Note that Unnormalized Values will be **Bold** and Multiplicative Values will be Underscored, otherwise it can be assumed they're Additive and Normalized.

In the Amount and Sources correspond to each other in the same order

Benefit	Amount (PvE)	Amount (PvP)	Source(s)
Action Speed	13%	4%	
Awakening Duration	<b>10%</b>	<b>10%</b>	
Physical Attack Power	<b>10%+15%+10%+30%</b>	<b>2%+15%+4%+30%</b>	   
Knockdown Rate Decrease	<b>15%</b>	<b>15%</b>	
Critical Chance	<b>20%+<u>20%</u></b>	<b>20%+<u>20%</u></b>	 
MP Gain	<u><b>20%</b></u>	<u><b>20%</b></u>	

Critical Damage	<b>20%+20%</b>	<b>10%+20%</b>	
Movement Speed	<b><u>10%</u></b>	<b><u>10%</u></b>	
Special Active Cooldown Decrease	<b>12%(14.4%)</b>	<b>12(14.4%)</b>	

Based on this Information, we can proceed to making an appropriate *Gear Configuration* that is Optimal to the Class' Strengths and Weaknesses

## Optimizing Basic Stats

To reach maximum optimization of the Class Basic Stats the Following Conditions must be met:

First we have to meet Requirements for Passives to Work, Namely [**Extreme Response**] Passive First requires to reach **120% Action Speed** to make the Most Use of it

Second we have to reach 100% Practical Critical Chance and Maximize in Gameplay, for that we have to account the Gain from Passives Namely [**Blade Mastery**], [**Winning Strategy**] into Calculation, then sum the rest from the Stats Window until we have 100% as final Result:

	Amount from Passives	Stats in Stat Window	Final Result
Critical Chance	<b>20%+20%</b>	66.67%	100%
Maximize	N/A	100%	100%

As we can see, we require 66.67% Critical Chance and 100% Maximize in Stats Window to Achieve 100% in both during *Gameplay*, however, in case of Counting with *Gear* that grants *Bufs* to either of these, we have to also account those increases to Optimize these stats

	+10% Buff	+11% Buff	+12% Buff	+13% Buff
Amount Needed in Stats Window of Critical/Maximize	60.61%/90.91%	60.06%/90.09%	59.52%/89.29%	59%/88.5%

## Endgame Gear Choosing


As a Physical Class, Furious Blade most benefits from Wearing Elrianode Equipment Filled with **Red El Tears**, as it provides Physical Attack Power boosts from it's Set Effect



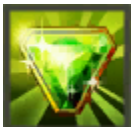
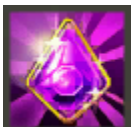
In Amethystine Prophecy Gear, Furious Blade mostly benefits from using the **Crimson** variant, as it's Set Effect Bonus' Negative side effect (Attack/Attacked Damage) is mostly negated by the Class' innate Capability of Life Stealing with **[Bloody Accel]**, making it a Perfect Match.

However multiple could argue that **Cerulean** variant of the same Gear can be very useful to him too, due to a variety of Factors but most importantly the Great MP Cost Reduction it's Set Effect Provides

## Optimizing Advanced Stats

After sometime and progress in the game, any Class can come to full optimization of their Basic Stats without exhausting their Gear's building capability and as such will have leftover space to fill in. This is when advanced Stats come to play, these can endlessly fill that gap in their gear and be useful for many situations, for Furious Blade specifically, recommendations for Advanced Stats are as follows:

Stone	Effect	Note
	<b>Action Speed +X%</b> <b>Movement Speed +X%</b> <b>Jump Speed +X%</b>	Can replace conventional Action Speed Sockets, equip until Action Speed 120%

	<b>Critical Chance +X%</b> <b>Skill MP Cost -X%</b>	Can replace conventional Critical Chance Sockets for useful reduced MP Cost
	<b>Damage Increase to Boss Monsters +X%</b> <b>Damage Decrease from Boss Monsters +X%</b>	Equip only up to 180% Damage Increase to Boss Monsters (Combined with Other Sources)
	<b>EXP Gain +X%</b> <b>Item Recovery Effect +X%</b>	Equip as much as you can for Farming Purposes
	<b>Increased Damage to Enemies with 30% HP or less +X%</b> <b>Decreased Damage received with 30% HP or less -X%</b>	Equip only when Damage Increase to Boss Monsters is 180% or more

## Weapon Elemental Attribute

While most Elemental Attributes are somewhat Equally Effective regardless of the Class, Furious Blade is the exception, as with Flexibility Stacking Furious Blade, more destructive Damage can be achieved with Wind Attribute and Mana Hungry Furious Blades will find Resource Comfort on using Dark Attribute. As such:

<b>Average Furious Blade</b>	<b>Flexibility Furious Blade</b>	<b>Flexibility/Mana Hungry Furious Blade</b>
Water 4	Wind 4	Dark 4
		

## Choosing a Pet

In Elsword pets are generally an Add-on to the Damage a Player regularly Deals, however for Furious Blade some pets can do way more than that

Specifically speaking, Pets whose Attacks deal Damage Considered Commands are Supremely Useful to Furious Blade due to **[Bloody Accel]** Skill since their Attacks will Life Steal for the Player. As such, the most notable recommendations are "Yellow - Mellow" and "Jay" since both are Available for Free as "Velder Academy Concert" and "ELStar Signing" Event Dungeons.

## Optimizing Class Specifics

First, we have to Build the rest of our Gear in the way we intend to play the Class, namely Skill Tier Damage Increase (from Skill Ring) and Specific Skill Damage Increase (From several Gear Types) of which both will Match in each case of Playstyle Choosing as follows:

Skill Tier	Flexibility	Strength	Bravery
Corresponding Specific Skill	[Flame Sword] or [Rend]	[Shockwave - Cutter]	[Hypersonic Stab]

As mentioned before, Furious Blade is a Class **Viable** on Flexibility, Strength and Bravery so choosing from any of them will be practical in any field, however carrying different disadvantages on each, should you try each one before making a Final Choice and start spending resources towards increasing said Playstyle


However if not interested in playing what brings you the most fun but rather what's most effective, Bravery Tier is the current META

## El Search Party Synergy Setup

As of the El Search Party Collection being a permanent, non-optative Upgrade system, you should naturally want to get all of them, prioritizing the Attack Power Increase corresponding to your Class' Attack Type (for Furious Blade, that would be Physical)

However, El Search Party Synergy is a different Story, this System's Usage is broadly called "Situational" where you would want to get a Different Setup depending on the content you're running, but due to the System not having a Pre-Configuration System (Like Equipment Pages) you either have to Stick to one Specific Synergy Usage or Lose Sanity re-arranging your setup each time you Change Content Focus

For that reason, the synergy application about to be suggested is designed to Cover as much ground possible while also being the most optimal choice for Furious Blade gameplay as follows:

Characters	Combined Benefits
	<p style="text-align: center;">All Skill Damage +5%.            When using Force Skill, Apply Super Armor to you and Nearby Allies (30 Seconds Cooldown).            Attack/Attacked Damage +3%            Physical and Magical Defense +4%            Gain Double Jump</p>

As previously explained, this synergy is useful for Variety of situations, being effective at PvE, PvP and Raid content Alike, while also strengthening Furious Blade's most vital weakness (as mentioned before), Aerial Movement

While other Synergy setups may be more Powerful at specific grounds, the effective Power Difference is entirely negligible against the Utility provided by this specific combination (Marginal difference of 3% Power Difference based on Calculations)

## El Resonance Priority

As with El Search Party Synergy, EL Resonance is a system broadly situational, except that it does have the possibility of Pre-Configured Setup so this section will only point out priority of effects for Furious Blade Class as follows:

Priority	PvE	Raid	PvP
1st			



# Class Skill Build

As previously mentioned, Furious Blade is a Class **Viable** on Flexibility, Strength and Bravery Tier-based Builds, as such there is a variety of Builds to Pick and again as previously recommended, you should try them all out first to find what's most enjoyable for you.

For that Purpose im not going to tell you what you should play, or what your skill bar should absolutely be, however I will guide you into proper construction of your Skill Bar based on each Skill Tier as follows:

## Core Skills

Core Skills means the Passives that are attached to the core gameplay of your Character (which is to say their passives) and as such, are a must-have on each respective Class, for Furious Blade these Skills would be **[Shadow Step]**, **[Bloody Accel]**, **[Giga Drive]**, **[Shoot Up Genocide]** and **[Armor Crash]**.

**Keep in mind this concept does not Apply to PvP Skill Setting Up, only PvE**

Should you locate them in your Skill Bar in no particular order, but also not Occupying the Transcendence Skill Slots as those are vitally important for later. Example:



Additionally, you should also Choose an Hyper Active Skill and a Master Skill of your preference

## Bravery Tier Build

For a Bravery Tier Skill Build, you should primarily locate your two strongest Bravery Tier Skills into your Transcendence Skill Slots, of which said Skills would be: **[Hyperonic Stab]** and **[Rising Dance]**

Keep in Mind these should be located on the Transcendence Skill Slots for Maximum Effectiveness, whether they go up or down does not matter however. Example:

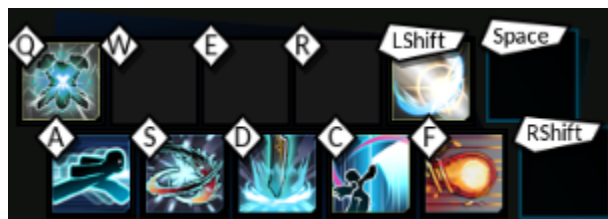


Resting Skill Slots should be filled with more Bravery Tier Skills Primarily and Other Skill Tiers for filling in the Situation/Necessity of the Content Activity

## Strength Tier Build

For a Strength Tier Skill Build, you should primarily locate your two strongest Strength Tier Skills into your Transcendence Skill Slots, of which said Skills would be: **[Shockwave - Cutter]** and **[Cannon Blade]**

Keep in Mind these should be located on the Transcendence Skill Slots for Maximum Effectiveness, whether they go up or down does not matter however. Example:

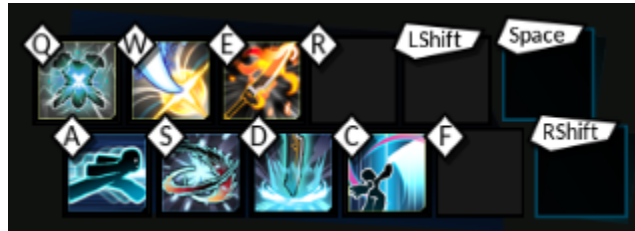


Resting Skill Slots should be filled with more Strength Tier Skills Primarily and Other Skill Tiers for filling in the Situation/Necessity of the Content Activity

## Flexibility Tier Build

For a Flexibility Tier Skill Build, unlike other Skill Tier Builds, you should **ONLY** allocate the 2 strongest Flexibility Skills and they should be **NOT IN TRANSCENDENCE SLOT** of your Skill Bar as Transcendence Skill Slots are completely wasted otherwise, these Skills would be: **[Flame Sword]** and **[Rend]**

The transcendence Skill Slots should instead contain Skills that are Both the Strongest they can be and also have Short Casting Animations as they are meant to Supplement your attack. Example:



Resting Skill Slots should not have other Flexibility Skills but any other Skills Tier for any given Purpose is Acceptable (General Dungeon Clearing or Boss Attack Supplement).

## PvP Skill Build

"If you know the enemy and know yourself, you need not fear the result of a hundred battles. If you know yourself but not the enemy, for every victory gained you will also suffer a defeat. If you know neither the enemy nor yourself, you will succumb in every battle."

-Sun Tzu, The Art of War

Welcome to Furious Blade  
we have:



# Gameplay Loop

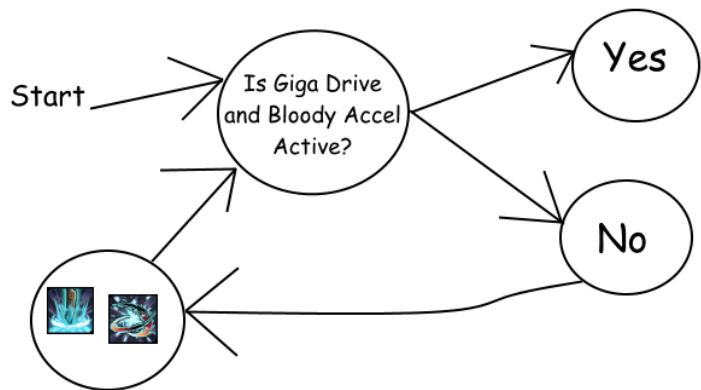
## Strenght/Bravery

To play Furious Blade effectively, like many other Classes, micromanaging is necessary.

As Mentioned before, Furious Blade is a High Maintenance Cost Class, particularly due to the Buffs he has to upkeep to maintain peak Damage, as well as the Skill Rotation that is most effective on itself

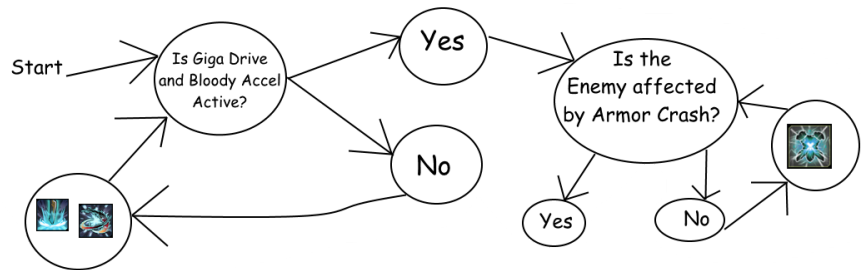
Generally Speaking, you want to start all your Runs by using both **[Giga Drive]** and **[Bloody Accel]**, as such:

## Furious Blade Flowchart



Following that, you want to have as many Enemies as reasonably possible Debuffed by **[Armor Crash]**, as such:

## Furious Blade Flowchart

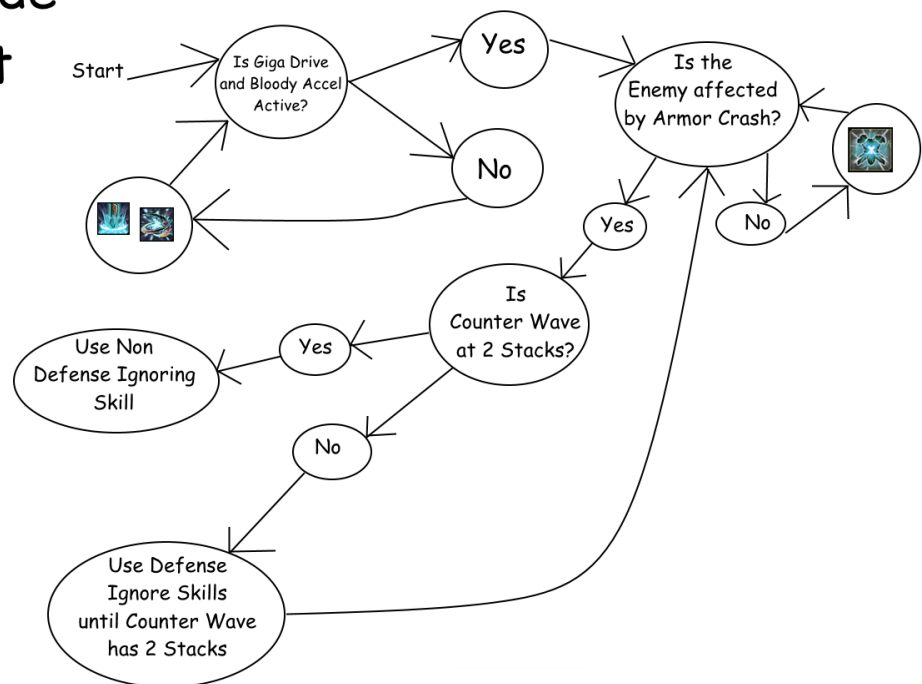


Once both these conditions are met, you can start a proper offensive, if this is the Start of Run you will already have 2 Counter Wave Stacks, for making effective use of these we have to keep in mind the Following:

Defense Ignore is an effect that Stacks Multiplicatively, as such, multiple accumulated **INSTANCES** (not to be confused with Amount of Defense Ignore) in a same calculation return Diminishing Effectiveness, contrary to a Single Instance of Higher Value or 2 Different Skill Casts, both with their own Unique Instance of Defense Ignore.

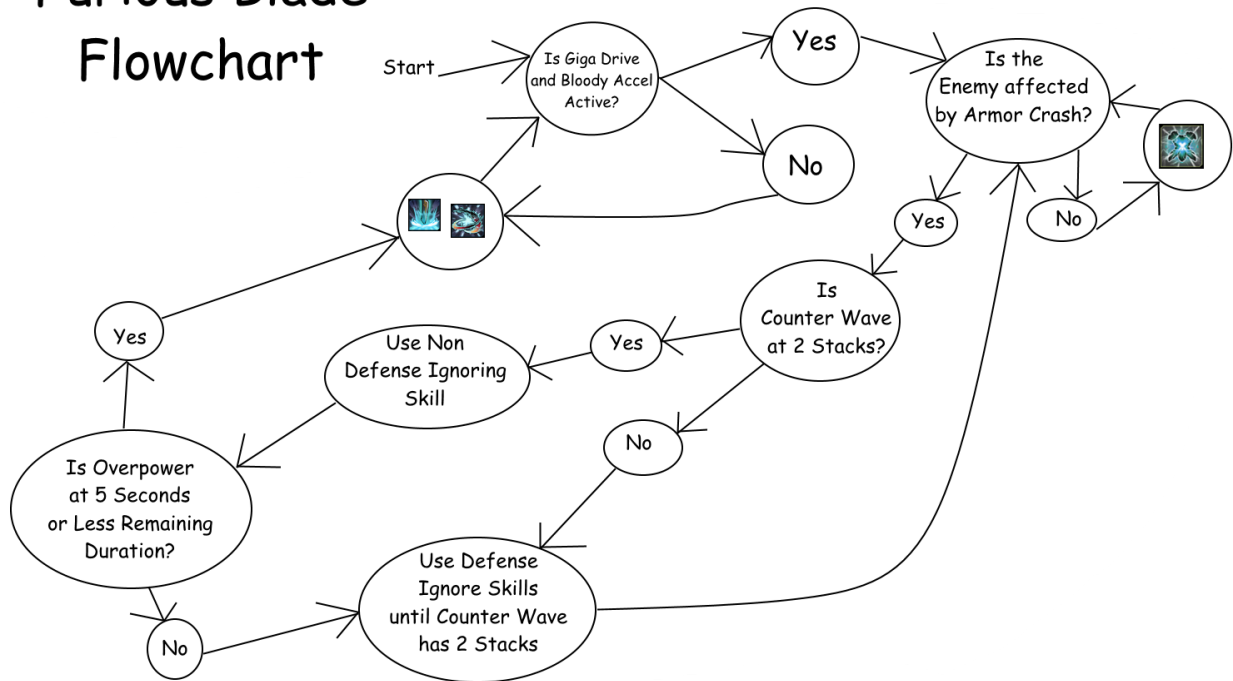
Due to this nature, you want to use [**Counter Wave**] 3rd Cast to provide Defense Ignore to Skills that dont innately have them, maximizing their Damage and Use Skills with Innate Defense Ignore to Charge [**Counter Wave**] up to 2 Stacks instead, making the most out of this Passive for maximizing Damage output. As such:

## Furious Blade Flowchart

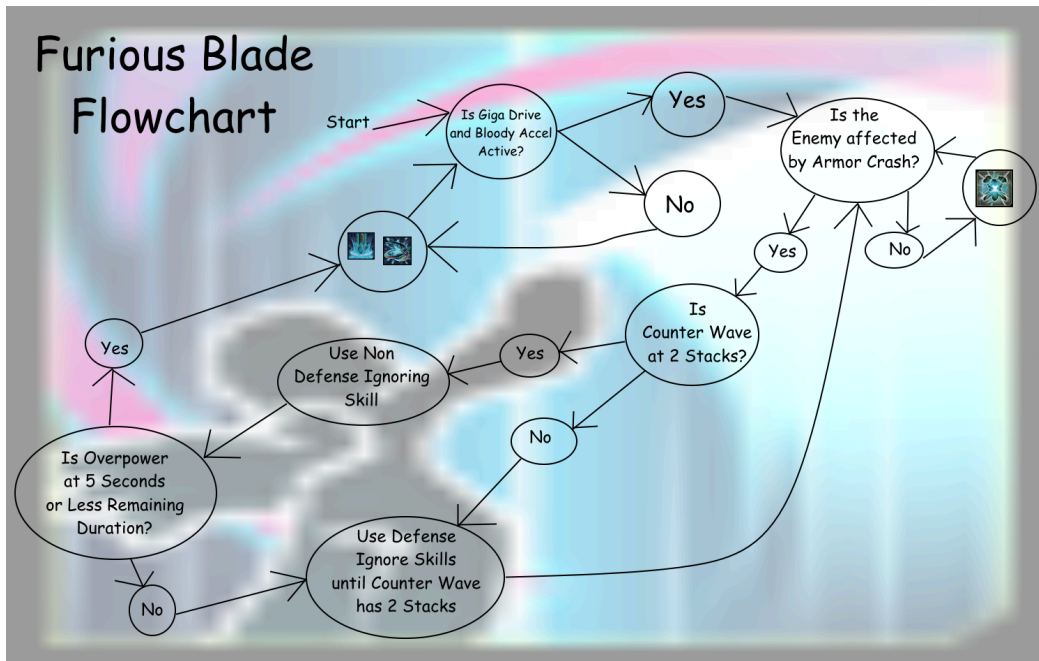


As our offensive keeps going, our Buffs s will slowly fade away, we have to keep them in mind to upkeep Damage, both [**Giga Drive**] and [**Bloody Accel**] have a base Duration of 30 Seconds, which is the same Duration as [**Overpower**] thus we only have to track Overpower to know if we should refresh our Buffs. As such:

# Furious Blade Flowchart



And Finally, while it is not mentioned in the Flowchart, it is important to Note that **[Shoot Up Genocide]** will halve any remaining Cooldowns Skills have, so as a Defense Ignoring Skill, it is preferrably used After all Other Skills, and for Charging Up **[Counter Wave]**



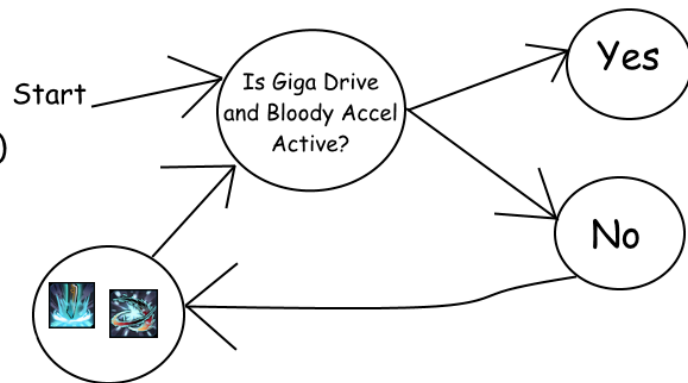
# Flexibility

To play Furious Blade effectively, like many other Classes, micromanaging is necessary.

As Mentioned before, Furious Blade is a High Maintenance Cost Class, particularly due to the Buffs he has to upkeep to maintain peak Damage, as well as the Skill Rotation that is most effective on itself

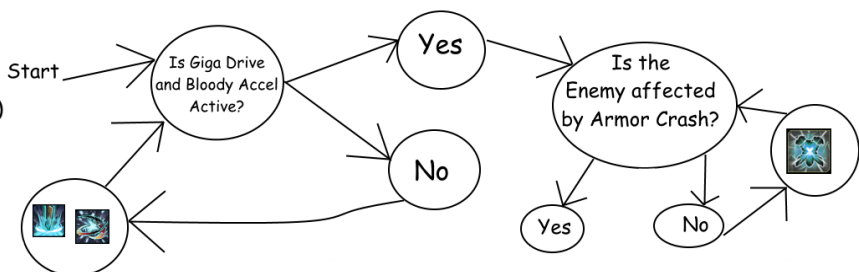
Generally Speaking, you want to start all your Runs by using both **[Giga Drive]** and **[Bloody Accel]**, as such:

## Furious Blade Flowchart (Flexibility Style)



Following that, you want to have as many Enemies as reasonably possible Debuffed by **[Armor Crash]**, as such:

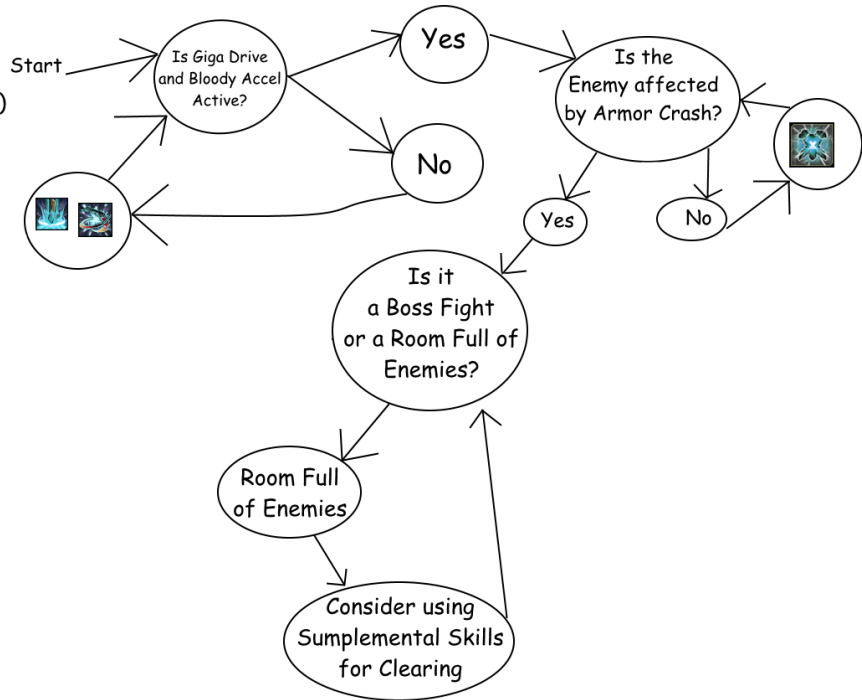
## Furious Blade Flowchart (Flexibility Style)



Keep in mind while your main Damage dealers are Flexibility, they're not necessarily the best you have for *General Clearing*, so considering the situation you're in you may be better off using supplemental skills, as such:

## Furious Blade Flowchart

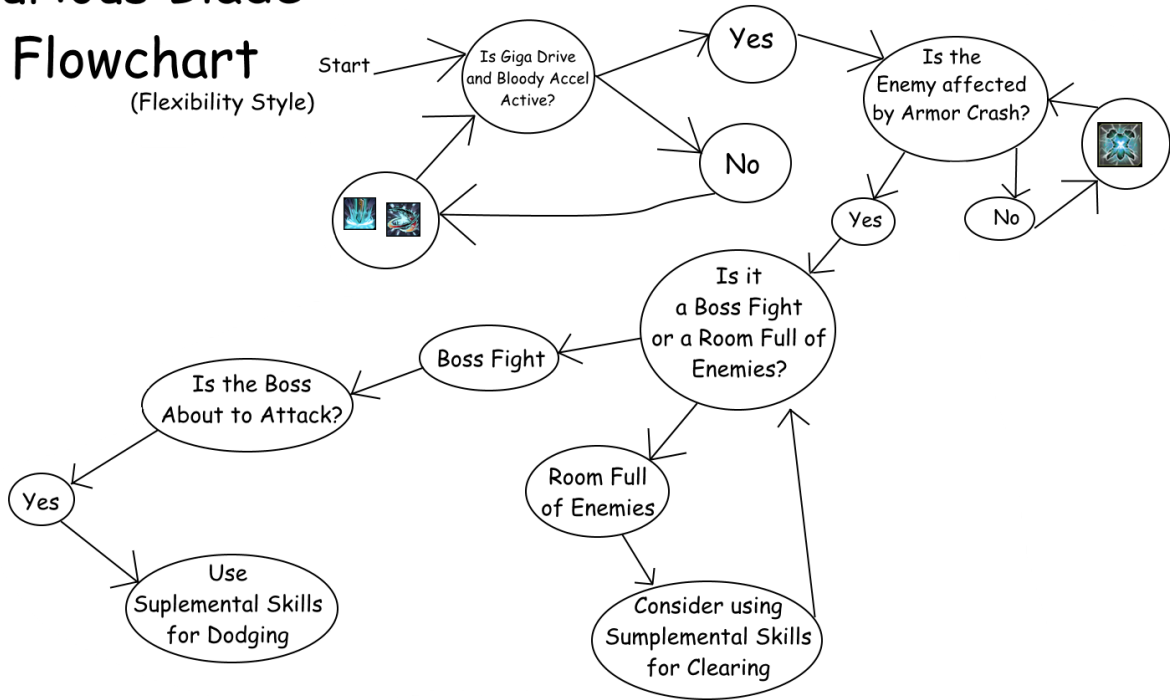
(Flexibility Style)



In the Boss Room, is usually when Flexibility Build is the most effective, however you still have to take consideration of the situation, because Flexibility Skills will not protect you from incoming attacks, as such:

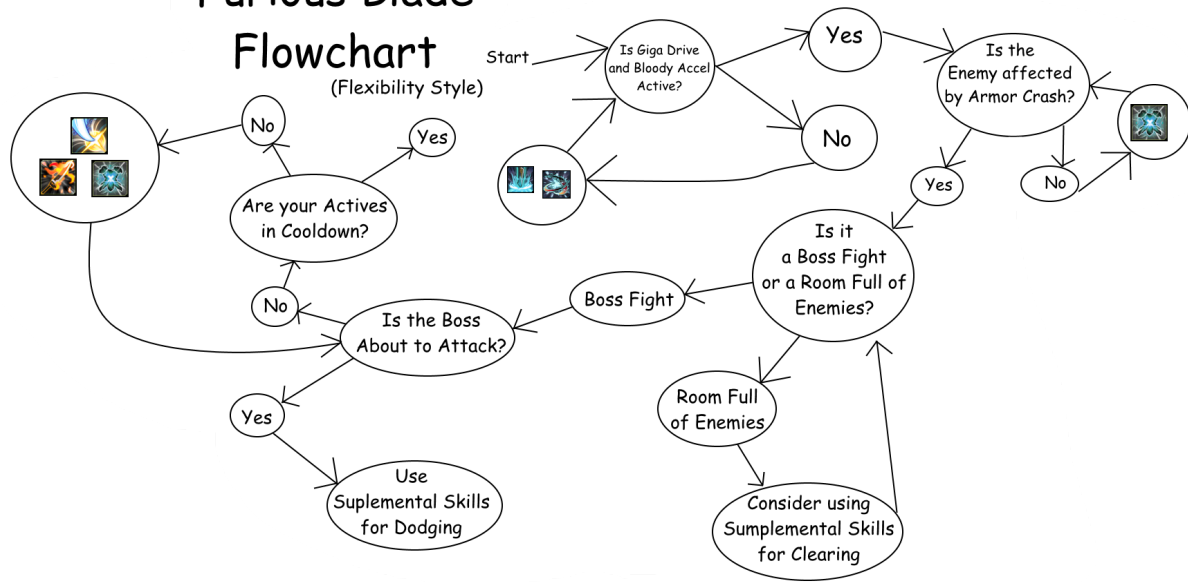
# Furious Blade Flowchart

(Flexibility Style)



And finally, when most Fit, you can Start a Berserker Attack against the Boss, as Active Damage Benefits from [Bloody Accel]'s Life Steal, you will be able to sustain yourself even trough sustained Attacks from the Enemy, allowing for maximum damage output paired with No Cooldowns from [Giga Drive] thus, you must keep both of those Buffs Active, as such:

# Furious Blade Flowchart



Keep in mind that due to the usage of Supplemental Skills, you would still be benefited by knowing how to play outside of Flexibility Gameplay Loop, so consider taking a look at Strength/Bravery Gameplay Loops as well, while both vastly differ they overlap as you're still playing the same Class.



# Furious Blade: Arcane

This final section will be devoted to Unique Quirks and Traits I have discovered Playing Furious Blade through the Years, consider it an Extra Page of Arcane Knowledge

## Self Revive

Self Revive refers to a Technique through which Furious Blade can infinitely revive himself, named by Me (as apparently nobody else has showcased it) it consists of Using the Life Steal of [Bloody Accel] After dying in Mid-Air to Not Die

To do this you must have both [Bloody Accel], [Giga Drive] and [Shadow Step] in your Skill Bar, when you know Impending Doom is approaching and you can predict where Enemies will be present at the moment of your Death, Activate [Bloody Accel] and [Giga Drive], then start Spamming [Shadow Step]'s X attack to drop grenades on the Spot you know there will be an Enemy on, and when the Attack that's gonna kill you is about to happen, jump as high in the Air as you can, if it goes Right, you will Trigger Death first, and then the Moment you Heal while Falling you'll gain Control again.

Example: [Self Revive](#)

## Freezing Cold Genocide

This refers to a hidden mechanic of [Shoot Up Genocide], as most hits, even of Skills push away enemies affected by it, Developers needed a way to maintain Enemies in place after receiving the First Hit ("Thrust" Attack) of [Shoot Up Genocide] for its consecutive Attack to Connect, as a result they made said part of the Skill Freeze whatever it hits. This allows for the Skill to Cancel Infamously known as "HP Threshold Attacks" from Most Bosses that have it (Such as Alterasia, Form of Mutated Demonic Energy, Trosh, Etc)

To do it, you first have to know what the Attack Thresholds are, then Simply use [Shoot Up Genocide] with Enough damage to break through that Threshold on the First Hit, if done right Enemies will Enter Stoic/Hyper Armor but will not do the Attack

By the way, I know this is on the Wiki, but it's there only because I put it there so it's still Secret

Example: [\[Elsword KR\] Shoot Up Genocide Can ignore super armor](#)

Sadly I dont have a Clip of my own against a Boss, but to explain that Clip Add Maintains Super Armor so long they keep the Skill Pressed, as [Shoot Up Genocide] Freezes them in the first Hit, Super Armor is cancelled and Subsequent Hits work as normal. Being effectively the same in PvE

## Core Accelerator

As another hidden Mechanic, but this time of [Bloody Accel] normally when Special Active Skills are used, they Increase the Raven's Rage Core level by 1 and if the Skill Hits an Enemy then the Core is dispatched to Attack said enemy, resetting it's level to 0 if it Connects. What's different comes when [Bloody Accel] does neither of those things, it instead instantly sets Core to Maximum Level

This can be used swiftly in PvE to Constantly maintain Defense against Attacks that would normally send Players to fly (Rosso Raid swing Attacks for example) as Raven's Guard Activates when taking those hits, Locking him in place. While in PvP this can be used at the End of Awakening Duration (if the Core has been diminished by any use) to Achieve the Maximum HP/MP Restore from Raven's Rage Effect when Awakening Ends, as it is Affected by Core Level and further use Bloody Accel's Buff to Life Steal even more HP

Example: [Core Block](#)

Raven Port to DFO  
Each Raven is Customized  
El's Aspirations is the reincarnation of Seris



# Conclusion

At the end of all the *Gimmicks*, *Learning* and *Irritatingly complicated Mechanics*, we can say for sure that the *Best Furious Blade* has to offer is that it can *Job Change to Rage Hearts*

*Good night Everyone.*