



BDO VALKYRIE GUIDE

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Valkyrie Discord: <https://discord.gg/XrZrZzn>

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What is succession?

The Valkyrie succession is a system that takes the Valkyrie's pre awakening kit and strengthens a few skills at the expense of losing all but 2 awakening skills that get passed to succession with new skill addons and slightly different effects.



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PROS	CONS
Really high dmg,better skirmish tools.	Less mobility than in awakening.
Protected ccs,slightly stronger block.	Very limited toolkit to deal with large fights (20+).
Easier and better grinding toolkit, especially in areas where mobs can be down attacked.	Disengaging from fights becomes even worse (since your first dash is now an sa skill instead of sa+fg).
Less stamina consumption.	Early and mid game grind gets even worse than in awakening due to low pack to pack speed.
Less skill point cost,easier to learn and better in most lvl matchups than awakening.	You lose the ability to use the wave of light (vacuum) ability, you get a worse ebuff and a worse ultimate
More protection due to the passives and the fact you don't have to switch to pre awakening's weak guard	Outside of shield throw and shining dash most of your big dmg skills are unprotected.

So to sum it up valkyrie succession makes you lose mobility and versatility for a much simpler kit,higher dmg and more protected playstyle.

Her pve effectiveness in high spots increases at the expense of her low a mid game clear speed, she also becomes especially effective on places such as aakman and star's end when mobs can be knocked down and hit by down attacks such as shift f and sword of judgement.

The entry level difficulty of valkyrie also gets heavily reduced due to the simple nature of her new kit and higher dmg resulting in less gear required than for the awakening form.



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Combat Abilities



Prime: divine power - This skill was your big burst skill aoe bound, this skill is unprotected and it no longer does alot dmg, when you have ultimate:divine power skilled (its on the pre awakening tab) it can be used as a multihit cc or to hit sorcs

This skill can be casted faster by using prime: counter or prime: glaring slash.



Prime: shield throw - This skill is your protected sustain dps with cc,it can be used to pressure opponents as well as protecting yourself from multiple threats due to the multi hit nature and aoe size of the skill.

This skill can be casted faster by side stepping into it, by using absolute celestial spear into it or by using celestial smite into it.



Prime: Shining dash - This skill is your protected engage cc with frontal guard (3x knockdown), this skill deals a fair amount of damage and is ideally used against ranged dmg threats or static opponents, avoid using it vs fast moving targets or targets with a protected grab.

This skill can be casted faster by pressing the space bar during the animation of shield chase.

It can also be canceled by side stepping after the first hit or by using sanctitas after the first hit.



Prime: just counter - fg+stiffness (3x fg 1x stiff), this skill is generally used as a safe way to try and cc or even kill an opponent when cc skills are being thrown at you

This skill can be used to recover sp (full bar after 3 hits).

Do not forget to level the flow if you want the 3 hits (on the pre aw tab).



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Prime: judgement of lightning - sa+stun (float on pve), this skill is your sa protected cc skill that can be used to trade against those really pesky aoe cc fg classes such as mystic or to deal with multiple enemies coming at you with unprotected attacks, this skill can also be used as block regeneration since it has a lengthy cast animation.

This skill can be casted faster by using prime: counter and holding s+lmb.

This skill is your 100% black spirit rage cast and it has float on every hit (during its cast duration), this skill is usually slow to cast and the dmg is not too great, so most people prefer to absorb or transfer rage to their allies.

If you want to use it, make sure to use elion's blessing before casting it and be outside of grab range when casting it.



Prime: sword of judgement - This is your spammable down attack burst dmg skill, its mostly used as a way to clear downed mobs on aakman or stars end and can also be a nice finisher skill during pvp combos (since the skill is unprotected, it's usually preferred to use other skills outside of 1v1),

This skill can be casted faster by using prime: glaring slash

This skill can be cancelled into its 3rd (final) animation by using the following skills:

  (only when you hit a target)  (succession only)  (timing sensitive, requires 2 hits)  (fastest soj)  (absolute and prime)  
(shield chase into rmb into soj)  (x3 meme cancel) 



Prime:glaring slash - sa aoe skill, this skill is generally used as a safe way to deal some trade dmg or a protected way of speeding up an unprotected skill.

On pve this skill is used as a pulling skill as well as a way to speed up sword of judgement or divine power.

This skill can be used to recover block durability since it has a decent sa time.

This skill can trigger a downsmash.



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Prime: counter - unprotected float, this skill is usually used to trigger instant judgement of light (by holding s+lmb), veteran players usually use this skill during side step as a way to catch the opponent off guard.

This skill can be used to speed up judgement of light.



Prime: shield chase - sa+fg dash, this skill allows you to move without being cc'd by your opponents.

This skill can be used to speed up shining dash by pressing spacebar.

On succession the cooldowns of shield chase 2 and 3 have also been reduced to 6s and 7s respectively.

Using shield chase once results in an ap buff of +4.

Using it 2 times in a row (no interruption) results in an ap buff of +10.

Using it 3 times in a row (no interruption) results in an ap buff of +16.

(these buffs do not work separately so for example you can't cast +16 and then do one dash and expect another +4 or do a +10 and then do another dash after a bit and expect a +16, the highest buff is always prioritized)



Prime: celestial spear - This skill is usually not leveled up for 2 reasons:
1 - it stops you from being able to cast other skills until its animation is over (especially skills like shield throw).

2 - The dmg difference between this skill and its absolute version is 300% (which is pretty low), it does not gain any additional effects or increased range and the only difference you actually get from getting this skill is being able to use sanctitas by pressing only c instead of c+s (the speed is still the same as before).

Tldr: do not get this skill, use your skill points for something else

Succession also gets to keep 2 awakening skills from awakening:



Prime: sanctitas de enslar - faster to cast and allows to cancel some animations, however it loses the 3-4 s lingering SA animation for a reduced 1-2s one.



Prime: purification - same skill, can cancel into sword of judgement.



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Skill builds

- Basic new player build (1095 points)
<https://bdocodex.com/us/skillbuilder/143886>

This build focuses on giving you tools to farm more Skill Points properly, you get the basic skills for Sword of Judgement cancels, all the passives and skip everything else. If you are below 1000 Skill Points, get everything other than the passives and start from there.

- Basic plus (1424 points)
<https://bdocodex.com/us/skillbuilder/143888>

Same build as before, but now you have access to two PvE hard hitters: Divine Power and Judgment of Light.

- Midgame build (1665 points)
<https://bdocodex.com/us/skillbuilder/143889>

At this point, you'll start getting PvP focused skills, such as Punishment (grab), Breath of Elion (heal) and Elion's Blessing (PA). This will transition smoothly into the endgame build.

Note: If you PvP more than PvE, swap Prime: Just Counter for Absolute: Just Counter.

- Endgame build (1930 points)
<https://bdocodex.com/us/skillbuilder/143890>

All useful skills on max level.



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What skills should I lock?

Ultimately, you don't need to lock anything other than Charging Slash , Shield Strike  and Evasion , but you can also consider locking:

- Flurry of Kicks (F)  - sometimes it can trigger after Righteous Charge but can be useful as a last resort float CC;
- Breath of Elion (Shift+E)  - can trigger after Shield Chase if you cast Celestial Spear, since it's not a quick reaction skill it won't be a huge deal to use it from hotbar;
- Heaven's Echo (Shift+Q)  - no need to quickly cast this in succession, since it's not a quick reaction skill it won't be a huge deal to use it from hotbar.

What skills should I use from the hotbar?

Succession valkyrie doesn't need any skill on hotbar to work properly, but there are some options that can perform well:

- Glaring Slash (S+RMB+LMB)  - can be useful to cast easily from hotbar in tight spots where you need to cast it consistently;
- Judgement of Light  - when you need to cast it with full protection, since you when it is casted from Counter (S+LMB) , there is a huge unprotected gap;
- Just Counter (While blocking: W+LMB)  - useful for casting outside of block stance;
- Divine Slam (Shift+Z)  - has no downside for using from hotbar, other than coming out slower due to no animation cancel, but it won't affect your combo performance. Shift+Z can be hard to press for some people;
- Shining Dash  - you can cast it using Spacebar while Shield Chasing (Shift + A/S/D/W)  but it can be casted from hotbar if needed.



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Addons

Since 28/10/20 patch changed everything regarding addons, this section has moved to discord #addons-pve and #addons-pvp.



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Gameplay and combos

Introduction

Before we get into the combos we first need to know where the valkyrie succession excels at

1v1 fights - Her kit has a lot of protected ccs and natural high dmg making her a real threat on any duel, she is capable of pressuring her opponent while being able to also play defensive and react to her opponent's mistakes.

Small scale skirmish fights (less than 20 ppl) -The valkyrie succession is quite capable of skirmishing with a high degree of success due to her innate dmg and protected ccs , she also has the capability of catching targets off guard with judgement of lightning and shield throw and mass kill opponents who fail to notice her by combining elion's blessing and divine power (along with its ultimate: divine power), she can also punish ranged opponents or opponents that are out of position with shining dash.

Pve vs cc'able mobs (such as aakman or stars end) - The valkyrie succession has a lot of down attack dmg with skills such as divine power and sword of judgement, on locations where the monsters can be knocked down she can easily melt a pack of monsters by combining her ap buffs gained from shield chase and sanctitas with her divine power and sword of judgement 3rd hit cancels.



For all the following combos pre buffing with shield chase is optional but recommended.

 > > > / > > > > > / >

3x Shift+A/S/D/W > S+E > S+C > A/D+RMB > S+Q > S+RMB+LMB / S+LMB > SHIF+F



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Grab engage (using sanctitas  and a/d Imbrmb is optional):

 3x (for the +16 ap buff) >  (+20 melee ap buff) > a/d + rmb (sidestep) >  >
 >  >  >  >  >  >  or another  or  > 

Note: you can also do a sidestep bait with sidestep into  and then use a similar follow up to the one above

These are some examples of possible pvp abilities you can use (more will be added as this guide develops or as new combos are suggested on #combat).



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PVE

The following section is gonna show you some practical combos you can use on some of the higher end areas (such as Hystria, Stars end, Syraia and Aakman).

Utility skills:

Glaring slash  and heaven's echo  can be used as pull skills for attracting mobs nearby. You can also use  on CC immune mobs to pull.

 is used to buff your ap by consecutive use (1x = 4ap 2x=10ap 3x=16ap)

 is used to buff your melee ap by 20 (it stacks with the buff of shield chase )

 is used to buff your critical hit rate by 80% (100% with the 20% addon)

 is used to debuff dp by -10

 is used to recover sacred power (3 hits recover you to full sp usually)

Standard back attack PVE combo

  >  backwards >   >  /  (s+f flying kick cancels shield throw animation) >     > finish remaining mobs with   or  

Star's End crystal pull combo:

  >  backwards >   (hold shield throw until the crystal explodes)

 /  >   > finish remaining mobs with   or 

Aakman

   > sidestep >  >   >   >   or  (divine power should only be used when ultimate:divine power is off cooldown).



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Troubleshooting

How do I get succession?

You can get succession by accepting the quest "[VALKYRIE SUCCESSION] THE CALLING" in your black spirit and going to the town of keplan.

After completing the quest you will acquire "Valkyrie's Vow", which will allow you to learn succession skills.

Note: In order to learn succession you have to use the button all reset (while Cliff's Skill guide or Secret Book of Old Moon is active)





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Is succession good?

Succession is generally better than awakening on 1v1 (by a big margin) and small scale up to rbf levels due to its extensive amounts of protected ccs, resistances and shift f (yes this skill is more busted than terra bsr).

At nw/siege: you are more useful for your team as an awakening walk since the succession kit lacks quite a bit when it comes to group fighting tools in larger scale due to having mostly FG based protections making you vulnerable to flank engages and due to your inability to disengage.

For grinding: succession is generally better on places where the mobs can be attacked with down attacks or cced like Stars End or Aakman.

For places with hard mobs such as Sycraia or Hystria succession is marginally better if not equal to awakening but generally believed to be less input heavy (tests are still undergoing on these areas).

For low areas with spread mobs and wide rotations (like ghaz, polly forest, fogans, iron mine, etc) awakening is generally better due to its superior mobility and clear speed on those spots.

Can i go back to awakening?

Yes, you can go back to awakening by using the all reset button mentioned above (while Cliff's Skill Guide or Secret Book of Old Moon is active)

Also with the new slots mechanic it eliminates the need to use cliff or book of old moon since you can swap between both your presets by speaking to a skill instructor.



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Helpful pve grind videos

Susuno (hystria) - <https://www.youtube.com/watch?v=ve3Q4HlznsA>

Quelia (Sycraia) - (full grind) <https://youtu.be/Ee5X4dZINwk>

(showcase) <https://streamable.com/s5qq8>

Hanbit j (aakman) - <https://youtu.be/JYRZ62KyM4I>

You can find more grind videos on #grinding channel

Contributions

[Naillou#7720](#) - mention typos and missing stuff

[Quelia#9061](#) - help with some of the grind part + vids

[Kepon#9798](#) (susuno) - help with some of the grind part + vids

[Renshi#6114](#) - 50% of the consulting on the guide

[AryaStark#4309](#) - define sidestepping...

[dande2#1296](#) - fixing typo on addons

[pxds#5868](#) - leading force in keeping the guide up to date and general maintenance.