

“Live fast, die young and have a good-looking corpse!” - a Guide to Berserker Class

Beginner Section

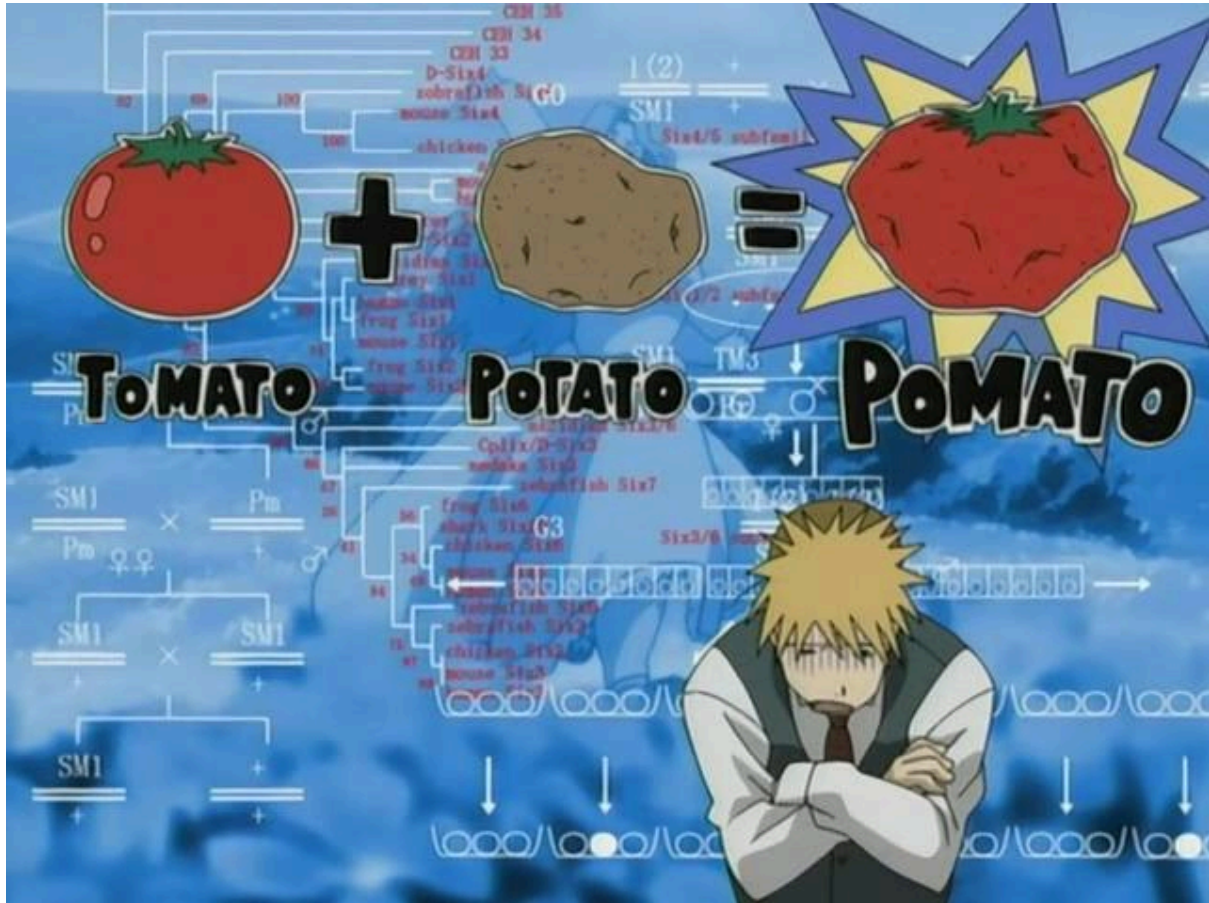


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I. Introduction



Hello!

As you might've guessed, this is a Dungeon Fighter Online guide about certain subclass of Male Slayer class: Berserker.

This guide doesn't cover all the required information for beginner players or experienced players, but I've tried my best to include as much valuable information as possible about Berserker and everything that's related to him that you might've not found anywhere else.

I'm not gonna explain to beginner players stuff about "how to level" or "where to go" or "should I buy equipment" and other typical beginner stuff in the guide itself and just quickly explain it now.

These days, leveling and thinking where to go in DFO is pretty much self-explanatory: follow Scenario Epic Quests, clear Dimensional Seal Quests and maybe clear several Featured Quests (at least the ones that are related to Hell Mode, and do ignore Transcendence Weapon quests).

As for equipment - don't bother with buying anything expensive with your money and just use Magic-sealed Rares you get from Scenario Quests and buy Boss Uniques you want until

you get closer to Lv.80-90. After that's it's better to start checking out the sections of this guide for what equipment to buy and/or use.

I'm also not gonna explain to experienced players stuff about "how to make money" or "I have X, Y and Z and I wonder if X or Y would do more damage when used with Z" or "which Epic set is the best" or "when can I start selling Raid" or "what build I should use in order to be Anton/Luke Raid ready" and other typical "beginner players who think that they're already experienced" stuff in the guide and just quickly explain it now.

There are way too many ways to make money: farming dungeons, compounding for valuable Unique/Legendary items, playing Auction House market, selling Raids, selling everything you get from dungeons to NPC vendors and Auction House, trading Karma Koin vouchers for in-game money, and many others ways. I don't know how much free time in a day you have and how much time/money you want to spend on DFO, so I can't tell you the best way to make money that'll fit you the best.

When you want to compare which item out of two (that goes to the same item slot) works the best in your current equipment setup, you'd better not ask me and go straight to Training Room to test it - it takes one minute at max to reach Pungjin from any location of Arad, Emyrean or Pandemonium. I'll be honest: if you don't start doing damage tests with equipment comparison by yourself, you will never become a good Berserker player and will keep asking other experienced Berserker players for information that might look pretty trivial to them. So you'd better start thinking with your own head at some point and ask for help only when you did everything you could up to this point.

You use whichever Epics you get. If you got an Epic set - just use it. Asking for which Epic set is the best is meaningless, because you can't choose which Epics you'll get from Hell Mode.

Sell Raid is a very delicate topic, and it's hard to advice much here without proper information: what's the amount of sellers in your Sell Raid, how geared are you and your colleagues, how skilled are you and your colleagues, what classes do your colleagues play so you can plan your roles in each Raid Phase, can you and your colleagues trust each other, and many-many more questions. I can only say that I haven't seen any Sell Raids that go higher than 5-man, and even 5-man is really rare these days. 2-3 man Sell is more common these days, and 4-man usually means that you have either a Crusader player or sort-of "inexperienced with Sell Raid" player in your Sell Raid. For Berserker player, I'd just say that it's not even worth trying to sell until you get Lv.90 Epic Weapon or usable Savior Weapon, finish at least one Lv.85/90 Epic set and fill the rest of your slot with great Epics.

As for how to get ready for Raids - Anton Raid and Luke Raids have completely different cutlines for Berserker.

For Anton Raid, finishing Lv.85 Quest Legendary set, getting Liberation Weapon, filling the rest of slots with at least good offslot Quest Legendaries and getting at least 6pc Brutal Madman for Derange Swap Set is the **bare minimum** for Anton Raid. The better stuff you get from this point (be it a better Weapon, Armor, Accessories, Special Equipment or parts of Derange Swap set), the easier it'll be for you to get into Anton Raid and be successful with clearing it.

Luke Raid is a completely different thing. "Best in Slot" (as in usually called BiS) Epics is what should be used to enter Luke Raid, so don't expect to enter it AND be successful with clearing it as soon as it was with Anton Raid. It's easier to tell just by going to Training Room

and trying to kill Lv.105 Evanescent Ferman **in 40 seconds without CD Resets**. The faster you can do it, the higher the chance that you can get into Luke Raid and clear it. If it takes you more than 40 seconds - don't even bother with trying Luke Raid and just focus on training in Luke Normals.

Now what this guide can explain to new players or experienced players is:

- "Parameters & Modifiers" section explains which stats are important to Berserker and how items with modifiers affect your damage output, which is good to know for both new and experienced players;
- "Skills" section contains the stats for each Berserker Skill and recommendations on which Skills to level (as well as Skill Build example), so this section is a good read for new players;
- "Build Progression" section contains the information for new players about all types and subtypes of Equipment in the game, as well as how to upgrade your equipment setting after reaching Lv.90;
- "Reinforcement", "Refinement" and "Amplification" sections contains information about the stats increase they do and best cases when you should any of them (for example, reinforcement is only useful for several cases that are mentioned in equipment sections);
- "Reaching 100% Crit Rate" section contains the information about maximum amount of Crit Rate you can get without depending on equipment (Weapon, Armor, Accessories, Special Equipment, Aura, Pet);
- "Derange Swap Set" section contains most of items that increase your Derange buff effect, which is really important in endgame content (Anton Raid and Luke Raid) - it's important to have at least minimal swap set before doing any of those;
- "Weapons", "Armor", "Accessories" and "Special Equipment" sections explain the idea of "Build Progression" section and contain the stats and recommendations for items and item sets that work well for any Berserker at different stages of your equipment setup, "Titles", "Pets", "Auras" sections contain recommendations about items that might be or might not be available (depending on their Auction House status and current Avatar package), and "Avatars & Emblems", "Insignia & Gems", "Enchants" sections help you with adding finishing touches to your equipment setup. There's also "Elemental Settings" section that lists most of Legendaries and Epics that fit each of four Elemental settings;
- "Cooldown Reset Set" section contains information about items that are widely used by Berserker players in Anton Raid and Luke Raid and greatly increase your chances in getting into Raid and complete it;
- Several dungeon sections contain more detailed information about pros and cons of each farmable dungeon, details about every Named/Boss monster in the dungeon and some additional notes along with videos; *(sections are in progress of writing as of now)*
- "Future Balance Changes" section contains information about all of the changes in Korean version of the game (kDnF) that are directly or indirectly related to Berserker class.

The two most common questions I can still expect before starting are “Is Berserker fun to play?” and “Is Berserker OP / high-tier class?”.

For the first question, I can answer that I’ve been playing Berserker since the start of Nexon DFO (though I do admit that I didn’t last until the end of Nexon DFO and dropped the game earlier), was following the progression of the class after Nexon DFO closure and before DFOG Alpha Test, and been playing Berserker since DFOG Beta Test. So I’ve known this class for about 7 years already, and I’m still finding him fun to play. I can’t say for sure if you’ll find him fun to play, but I can say for sure that he’s more “newbie-friendly” right now than, for example, during the first days of Nexon DFO, when playing Berserker was a drag.

For the second question, I can answer that you shouldn’t care that much about tier lists and just try him first. He’s not a “easy to gear / easy to get into Raids / easy to oneshot everything” class - unless you invest a lot into him, he’ll be only good for non-Raid content (which is actually more than enough for some people). So try him first, and by the time you reach Level 90 think for yourself about whether or not did you found it fun to play as Berserker.

To help you with finding the answers for any of those two questions, here’s some good points and bad points of Berserker:

Pros:

- Being a Fixed Damage class means that you don’t need to care about Reinforcement in 99% of cases (which saves you a lot of money) or stacking Physical Attack;
- Most of Berserker’s skills are “Burst Damage” type, so you’ll be able to deal large amount of damage in a very short time (and most of endgame content welcomes that kind of damage dealing);
- Most of non-endgame content (Othervers, Echon) is easy for non-Epic/non-Legendary geared Berserker compared to other classes, thus making him a pretty good choice to casual players or to players who are searching for “farmer” character (i.e. running Grandine or Time Square);
- Many classes are sort-of locked to specific Weapon Type because of their Weapon Mastery Passive, which gives them many benefits, thus making it a problem of getting Epic Weapon of their required Mastery. Berserker is not one of those classes: he can use any Weapon Type (beside Lightsabre) and get full benefit from weapon’s effects (mostly because that’s how most of Slayer Weapons were designed AND because all Weapons of the same Level and Grade have the same Independent Attack value, which is the only main Attack stat Berserker cares about), which makes your variety of good usable Weapons pretty wide;
- Thanks to Derange, Berserker can avoid most of Abnormal Status Ailments that Named/Boss monsters inflict. And even if there’s still situations where you might get inflicted by Abnormal Status Ailments (Egene’s stun, Renee’s and Aslan’s silence, Duke Juris’s effects, Petrilisk’s petrification etc.), their duration or efficiency is greatly reduced for Berserker player (and you still can just heal them with Toy of Sparkling World or some Pet’s ability). This might not sound much, but it really helps in situations where getting Abnormal Status on yourself leads to time waste for everyone... except you;

- While stuff like Immortality Formula and i-frames on some Skills does allow you to avoid several “One Hit K.O.” boss mechanics, Berserker got a separate Skill that allow him to do this without much trouble: Poignant Madness. Upon its activation, you’re pretty much free from most instant kills for 3 seconds upon getting hit by that mechanic. For example, you can survive Nerbe’s Red+Blue Magnet Shield explosion by using Poignant Madness beforehand. A lot of Named/Boss monsters have mechanics that can instantly kill you (be it a “punishment for failing gimmick” mechanic or just a certain Named/Boss monster’s move), so it takes some time to learn when’s the best moment to use Poignant Madness and survive, but it does a great help when you master the usage of this Skill;
- Your 2nd Awakening (Blood Evil) is one of the best one in the game. All of Blood Evil’s Skills are great: Blood Incarnate greatly increase your Skill Damage, Bloody Rose is a great AoE damage dealing Skill, Blood Boom is Berserker’s best damage dealing Skill beside 1st and 2nd Awakening, and Blood Riven is one of the fastest (and still pretty strong) 2nd Awakening Skills in the game. Blood Riven is even so good that in endgame content it’s preferred to stack as many “+1 to Lv.85 Skills” effects as possible (but not replacing your main gear setup just for them, of course) and use Cooldown Reset items to use it again and again, thus dealing insane amount of damage in short time.

Cons:

- Being a Fixed Damage class means that there’s not many ways to increase your Damage through basic stats (Strength, Independent Attack, Elemental Damage), which comes to having to Amplify your equipment at some point;
- Because most of Berserker’s skills are “Burst Damage” type (and them having long cooldowns), your DPS will have really high spikes (during your skill rotation) but overall it’ll be really low. This is why Berserker benefits a lot from Cooldown Reduction and Cooldown Reset items;
- As a pure DPS Class, Berserker don’t have much utility beside doing damage: his hold Skills are either situational (Wave Wheel Slasher, Bloodlust, Blood Ruin) or used as a damage dealing burst Skill instead (Bloody Twister), his Superhold Skill is used as a damage dealing Skill and on long cooldown (Extreme Overkill), and his semi-hold Skill also have the problem with cooldown (Burst Fury). Because of this, in endgame content (Anton Raid, Luke Raid) you need to be placed with proper party members (holder, support, another damage dealer or sub-dealer), or else you won’t be as effective as you could be, and in worst scenario you won’t even get into party because your place is already taken by a more geared damage dealer or by a class that does another role beside damage dealing (Dealer + Holder like Sword Master, (Sub-)Dealer + Support like Female Nen Master, (Sub-)Dealer + Debuffer like Soul Bender, etc);
- Even though Berserker is good without Epics for non-endgame content, he really starts to shine in endgame content with Lv.90 Epics. Without them, you might get into situation where you use your entire Skill rotation kit in 5-10 seconds on one Named/Boss monster... and he’s still alive after all that. What you can do after that? Just spam low cooldown Skills like Mountainous Wheel, Bloodlust and Frenzy’s Basic Attacks and wait for the big Skills to go off cooldown. That’s it, and it’s not much. But

the more great Epics (or even Epic sets) you get, the easier it becomes to spread your Skill rotation kit across several Named/Boss monsters. For example, a Berserker player in Lv.85 Legendary set + offslot Legendaries might not even kill Anton Normal's Nerbe with his entire Skill rotation kit, while Berserker player in Lv.90 Legendary set + offslot Epics might not even need full Skill rotation kit to kill him;

- Damage increase from Blood Memory, Hell Bringer's passive Skill, applies only on Bleeding enemies, so you need to always inflict Bleed through some small non-main damage dealing Skills (like Frenzy Basic Attacks or Mountainous Wheel) or else you'll lose a huge amount of damage while using the first Skill of your damage rotation (because every main Skill of Berserker applies Bleed, starting from 2nd Skill of your damage rotation the passive Skill will activate);
- As great as Berserker's 2nd Awakening is, his Skill Damage was spread across all of his Skills in a very unbalanced way: most of pre-Lv.40 Skills are non-existent in terms of overall damage output (Mountainous Wheel is a "Inflict Bleed" Skill, Bloodlust works only on grabable enemies and Raging Fury is just "okay" in terms of damage) and all 1st Awakening Skills were bad until recently (Extreme Overkill was a weak and gimmicky Skill, and Blood Memory was used only for Crit Rate and Hit Rate increase, but at least now these Skills are good; meanwhile, Blood Ruin have the same problem as Bloodlust while having a much higher cooldown, and Burst Fury is... probably one of the worst Berserker's Skill, because it has a stupidly long cooldown and takes too much time to do full damage). Because of this, most of your damage comes from Bloody Twister, Blood Sword, Outrage Break, Extreme Overkill and all 2nd Awakening Active Skills - 7 Skills in total. Players who have Cooldown Reset items are probably more happy about it, because they can just reset these Skills and deal crazy damage compared to other classes, but as for players who don't have even a single Cooldown Reset item... it might become a problem in endgame content (especially in Luke Raid - there's almost zero chances that you'll get into it without minimal Cooldown Reset setup).

II. Parameters & Modifiers

Being a Fixed Damage class, Berserker follows Fixed Damage formula in 99.99% of cases (the only exception is Frenzy's Basic Attacks). This means that stacking Physical Attack on Berserker is

POINTLESS.


Any item that provides you with only Physical Attack but no Independent Attack, or Weapon Reinforcement, or Physical Attack enchants - all of that is useless to you. Please, for your own sake, never waste money on stacking Physical Attack.

As for the Fixed Damage Formula - let's start with the Basic Stats first and then cover more complex aspects of Fixed Damage Formula - the Modifier Stats.

Basic Stats

STR (Strength)

Strength Formula = $(1 + (\text{Strength} / 250))$

 Strength $\uparrow 1271$

Strength is the first Basic Stat and the main raw stat out of four (Strength / Intelligence / Vitality / Spirit) you should care about as a Berserker. Thankfully, you get enough Strength from Derange buff (and Crusader buffs in case you're in party with one), as well as from equipment. But Strength alone doesn't apply as minimal damage formula - it needs at least Independent Attack.


IA (Independent Attack)

Skill Formula = Independent Attack * Berserker's Skill Coefficient

Berserker's Skill Coefficient = Skill Coefficient * Bloody Cross' Skill Attack * Blood Memory's Special Independent Attack % * Blood Incarnate's Skill Attack

Overall Damage_(ver.1) = Strength Formula * Skill Formula

Overall Damage_(ver.1) = $(1 + (\text{STR} / 250)) * (\text{IA} * \text{BSC})$

 Strength $\uparrow 1271$

 Independent Atk. $\uparrow 990$

 (Skill Coefficient: 492.34)

$(1 + (1271 / 250)) * (990 * 492.34) = 6.084 * 487416 = 2965439$

Independent Attack is the second Basic Stat and the only Attack stat out of three (Physical / Magical / Independent) you should ever care about. Unfortunately, unlike Physical Attack or Magical Attack, the sources of Independent Attack increase are very scarce:

- Independent Attack enchants are placed on Accessory slots (unlike Physical Attack / Magical Attack enchants on Top, Bottom and Weapon) but they are very weak compared to Elemental Enchants
- Refining has a limit (Level 8) compared to Reinforcement, but it's still your best damage increase in terms of raw Independent Attack
- Earrings provide additional Independent Attack with Reinforcement / Amplification, but because there are so few Earrings in the game you shouldn't invest too much money into Reinforcement / Amplification of non-Epic Earrings
- Several equipment pieces have raw Independent Attack increase


The good thing about Independent Attack is that it doesn't scale that bad with Crusader in party as Physical / Magical Attack for Percent Damage classes (or Strength for Berserker), so at least it is very profitable to stack raw Independent Attack in both solo and party play.

Ele Damage (Elemental Damage)

Elemental Formula_(ver.1) = (1.05 + 0.0045 * Elemental Damage)


Overall Damage_(ver.2) = Strength Formula * Skill Formula * Elemental Formula_(ver.1)

Overall Damage_(ver.2) = (1 + (STR / 250)) * (IA * BSC) * (1.05 + 0.0045 * ED)

 Strength ▲1271

 Independent Atk. ▲990

 (Skill Coefficient: 492.34)

 Light Dmg. ▲20

(1 + (1271 / 250)) * (990 * 492.34) * (1.05 + 0.0045 * 20) = 6.084 * 487416 * 1.14 = 3380600

Elemental Damage is the last Basic Stat and the only one with further potential (due to Elemental Elenore).

Elemental Damage is the best Basic Stat to stack for two reasons:

- It doesn't get affected by Crusader's buffs, so you won't get diminishing returns from it and thus your damage output will be much better than if you stacked too much Strength or Independent Attack
- The moment you get Elemental Elenore in your setup, your damage output drastically improves depending on how much Elemental Damage you have

Still, just stacking Elemental Damage might not be as effective as stacking less Elemental Damage but with Modifier Stats instead.

Ele Resist (Elemental Resistance)

Elemental Formula_(FIN) = (1.05 + 0.0045 * (Elemental Damage - Elemental Resistance))

Overall Damage_(ver.3) = Strength Formula * Skill Formula * Elemental Formula_(FIN)

Overall Damage_(ver.3) = (1 + (STR / 250)) * (IA * BSC) * (1.05 + 0.0045 * (ED - ER))

An addition to Elemental Damage, Elemental Resistance can be either a benefit or a problem to you. If enemy has a negative Elemental Resistance for one of Elements, then you'll deal more damage if you main such Element. Of course, there's a reverse situation where enemy has high Elemental Resistance, and so attacking this enemy with the same Elemental Damage you main will decrease your damage output on this enemy.

For example, let's look at EX Giant Nugol - his Elemental Resistance is:

- Fire: -20
- Water: -20
- Light: 0
- Shadow: 0

So if you main Fire or Water Damage, then you might as well consider that you gain extra 20 Fire / Water Damage against him.

PDef/MDef (Physical Defense / Magical Defense)

Armor (%) Formula = Defense / (Level * 200 + Defense)

Overall Damage_(ver.4) = Strength Formula * Skill Formula * Elemental Formula_(FIN) *

Armor (%) Formula

Overall Damage_(ver.4) = (1 + (STR / 250)) * (IA * BSC) * (1.05 + 0.0045 * (ED - ER)) * (1 - D / (L * 200 + D))

This Basic Stat is the reason as why your Skills never do as much damage as you could imagine they'd do.

A lot of endgame content has high Armor % on enemies, and without Defense Reduction in your party you will clearly notice how low your damage output is.

Until now we tested the damage on Meteor, an object with 0 Defense. But let's look at how the damage output (with the same setup) will go against EX Giant Nugol:



That's... nowhere near the damage we've seen before. Is it really that bad against monsters with high Defense?

Well, EX Giant Nugol's Armor % is known to be 90.756%, and we can actually do the reverse calculation and check his total amount of Defense:

- EX Giant Nugol's Armor (%) = 90.756
- $0.90756 = x / (18000 + x)$
- $16336.08 + 0.90756x = x$

- $16336.08 = 0,09244x$
- $x = \sim 176721$ Defense

With this Defense parameter you can now calculate how profitable Defense Reduction or Defense Shred will work against EX Giant Nugol by doing proper calculations of Defense Penetration Modifier.

Modifier Stats

DFO provides several modifiers, but some of them work differently, so it's better to know how each of them works.

Smash Modifier (Attack Damage)

Smash Formula_(ver.1) = $1 + \text{Smash Modifier}$

Overall Damage_(ver.5) = Strength Formula * Skill Formula * Elemental Formula_(FIN) *

Smash Formula_(ver.1) * Armor (%) Formula

Overall Damage_(ver.5) = $(1 + (\text{STR} / 250)) * (\text{IA} * \text{BSC}) * (1.05 + 0.0045 * (\text{ED} - \text{ER})) * (1 + \text{SM}) * (1 - \text{D} / (\text{L} * 200 + \text{D}))$

One of two unstackable Modifier Stats, Smash is a pretty common modifier to find - a lot of equipment pieces have it. The good thing about it is that it always apply, unlike Critical modifier in case your Crit Rate is low.

When there are two Smash modifiers in your setup, only the highest one will apply (so if you have 10% Smash and 50% Smash, only 50% Smash will apply; same goes for 10% Smash and 10% Smash - they won't stack). Sometimes you can (and should avoid such situations), but sometimes (especially in endgame) Epic sets conflict with each other due to having Smash modifier on both of them.

Critical Modifier (Critical Damage)

Critical Formula_(ver.1) = $1.5 * (1 + \text{Critical Modifier})$

Overall Damage_(ver.6) = Strength Formula * Skill Formula * Elemental Formula_(FIN) *

Smash Formula_(ver.1) * Critical Formula_(ver.1) * Armor (%) Formula

Overall Damage_(ver.6) = $(1 + (\text{STR} / 250)) * (\text{IA} * \text{BSC}) * (1.05 + 0.0045 * (\text{ED} - \text{ER})) * (1 + \text{SM}) * (1.5 * (1 + \text{CM})) * (1 - \text{D} / (\text{L} * 200 + \text{D}))$

One of two unstackable Modifier Stats, Crit is not as common as Smash, and most of beginner items either don't have one or provide a very small one.

The advantage of Crit modifier is that even without one in your setup, you get 50% damage increase from critical attacks, and Crit modifier multiplies with that native Crit modifier.

The disadvantage of Crit modifier is that you need to deal constant critical attacks in order to benefit from it, and that requires high Crit Rate.

Just like with Smash, you should never have two Crit modifiers in your setup unless it's the case when your setup is already too strong and the difference between modifiers is too great to notice (for example, you have 5% Crit modifier from Great Glory Bracelet and 40% Crit

modifier from Dainsleif, but you're using Great Glory Bracelet mostly because of 10% Smash modifier).

Bonus Smash Modifier (Additional Attack Damage)

Smash Formula_(FIN) = 1 + Smash Modifier + Bonus Smash Modifier₁ + Bonus Smash Modifier₂ + ... + Bonus Smash Modifier_n

Overall Damage_(ver.7) = Strength Formula * Skill Formula * Elemental Formula_(FIN) * Smash Formula_(FIN) * Critical Formula_(ver.1) * Armor (%) Formula

Overall Damage_(ver.7) = (1 + (STR / 250)) * (IA * BSC) * (1.05 + 0.0045 * (ED - ER)) * (1 + SM + BSM_n) * (1.5 * (1 + CM)) * (1 - D / (L * 200 + D))

A stackable version of Smash modifier. Only some Lv.90 Legendaries and Epics provide this modifier, so don't expect to see it often.

Even if you don't have usual Smash modifier in your setup, Bonus Smash will work like one (so in setup with 0% Smash and 35% Bonus Smash your overall damage increase from Smash modifier will be 35%)

Bonus Critical Modifier (Additional Critical Damage)

Critical Formula_(FIN) = 1.5 * (1 + Critical Modifier + Bonus Critical Modifier₁ + Bonus Critical Modifier₂ + ... + Bonus Critical Modifier_n)

Overall Damage_(ver.8) = Strength Formula * Skill Formula * Elemental Formula_(FIN) * Smash Formula_(FIN) * Critical Formula_(FIN) * Armor (%) Formula

Overall Damage_(ver.8) = (1 + (STR / 250)) * (IA * BSC) * (1.05 + 0.0045 * (ED - ER)) * (1 + SM + BSM_n) * (1.5 * (1 + CM + BCM_n)) * (1 - D / (L * 200 + D))

A stackable version of Crit modifier. Just like with Bonus Smash, only some Lv.90 Legendaries and Epics provide this modifier, and Bonus Crit will work even if you don't have usual Crit modifier in your setup.

Defense Penetration Modifier (Defense Shred)

193643.625

Armor (%) Formula_I = (Defense - (Defense * Defense Penetration Modifier)) / (Level * 200 + (Defense - (Defense * Defense Penetration Modifier))) => for Defense Shred modifiers (like Muramasa) and Percent Defense Reduction

Armor (%) Formula_{II} = (Defense - Defense Reduction Modifier) / (Level * 200 + Defense) => for Flat Defense Reduction (like Spider Queen's Breath)

One of modifiers where people have troubles figuring out how it works.

There are three types of possible Defense Penetration:

- Flat Defense Reduction (applies directly to enemy Defense in formula; works in 100% efficiency in Raids)
- Percent Defense Reduction (needs to be converted into Flat Defense Reduction and only then apply to enemy Defense in formula; works in 50% efficiency in Raids)
- Defense Shred (needs to be converted into Flat Defense Reduction and only then apply to enemy Defense in formula; works in 100% efficiency in Raids)

The common mistake during these calculations looks like this:

- EX Giant Nugol's Armor (%) = 90.756
- Percent Defense Reduction = 12%
- $90.756 - 12 = 78.756$

This is the **WRONG** way to do it.

The **CORRECT** way to do it is:

- EX Giant Nugol's Armor (%) = 90.756
- EX Giant Nugol's Defense = 176721
- Percent Defense Reduction = 12%
- $176721 - (176721 * 0.12) = \sim 155514$
- $155514 / 173514 = 0.89626$
- EX Giant Nugol's Armor (%) after Percent Defense Reduction = 89.626

All Attacks Modifier

All Attacks Formula = $1 + \text{All Attacks Modifier}_1 + \text{All Attacks Modifier}_2 + \dots + \text{All Attacks Modifier}_n$

Overall Damage_(ver.9) = Strength Formula * Skill Formula * Elemental Formula_(FIN) * Smash Formula_(FIN) * Critical Formula_(FIN) * All Attacks Formula * Armor (%) Formula
 Overall Damage_(ver.9) = $(1 + (\text{STR} / 250)) * (\text{IA} * \text{BSC}) * (1.05 + 0.0045 * (\text{ED} - \text{ER})) * (1 + \text{SM} + \text{BSM}_n) * (1.5 * (1 + \text{CM} + \text{BCM}_n)) * (1 + \text{AA}_n) * (1 - \text{D} / (\text{L} * 200 + \text{D}))$

One of stackable modifiers that was added in Lv.90 cap, so it appears only on Lv.90 Legendary / Epic equipment.

It's actually pretty similar to Bonus Smash and Bonus Crit, only All Attacks modifier doesn't have non-stackable counterpart (like Smash and Crit to Bonus Smash and Bonus Crit).

Skill Attack Modifier

Skill Attack Formula = $\text{Skill Attack Modifier}_1 * \text{Skill Attack Modifier}_2 * \dots * \text{Skill Attack Modifier}_n$

Overall Damage_(ver.10) = Strength Formula * Skill Formula * Elemental Formula_(FIN) * Smash Formula_(FIN) * Critical Formula_(FIN) * All Attacks Formula * Skill Attack Formula * Armor (%) Formula

Overall Damage_(ver.10) = $(1 + (\text{STR} / 250)) * (\text{IA} * \text{BSC}) * (1.05 + 0.0045 * (\text{ED} - \text{ER})) * (1 + \text{SM} + \text{BSM}_n) * (1.5 * (1 + \text{CM} + \text{BCM}_n)) * (1 + \text{AA}_n) * (\text{SA}_n) * (1 - \text{D} / (\text{L} * 200 + \text{D}))$

The best Modifier Stat in the game due to be the only multiplicative one.

Every other Basic Stat and Modifier Stat become less efficient in increasing your damage the more you stack them due to them being additive, but every Skill Attack modifier multiplies with the rest of your damage formula (so you can count them as Skill Attack 1, Skill Attack 2, Skill Attack 3 and so on, unlike Smash / Crit / All Attacks that exist only as single modifier).

Counterattack Modifier

Counterattack Formula = 1.25

Overall Damage_(FIN) = Strength Formula * Skill Formula * Elemental Formula_(FIN) * Smash Formula_(FIN) * Critical Formula_(FIN) * All Attacks Formula * Skill Attack Formula * Counterattack Formula * Armor (%) Formula

Overall Damage_(FIN) = (1 + (STR / 250)) * (IA * BSC) * (1.05 + 0.0045 * (ED - ER)) * (1 + SM + BSM_n) * (1.5 * (1 + CM + BCM_n)) * (1 + AA_n) * (SA_n) * (1.25) * (1 - D / (L * 200 + D))

A situational modifier that doesn't come from equipment or Skills, but from the timing when you attack the enemy.

During the moment when an enemy is about to hit you, you can use any of damage dealing Skills during that moment, and it'll get 25% damage increase. For Berserker that's actually pretty easy to do due to his Burst Damage Skills, so it's a good idea to sometimes "bait" an enemy into doing some attack and then counter it with some hard hitting Skill like Blood Boom or Blood Riven's explosion.

Do note that this modifier obviously doesn't apply when enemy is being hold (so don't try to counterattack enemies with Skills like Extreme Overkill or Bloody Twister).

Elenore Modifier (Additional Damage)

Elenore Formula = Overall Damage_(FIN) * Elenore Modifier₁ + Overall Damage_(FIN) * Elenore Modifier₂ + ... + Overall Damage_(FIN) * Elenore Modifier_n

Modifier stat that is very similar to All Attacks, but it always apply as the last one in damage formula and acts as an additional hit instead of damage increase in your formula. Sometimes it's actually better or worse than All Attacks due to some gimmicks in the game depending on hit count (some items require long Combos, some bosses require fixed amount of hits to start taking damage, etc.)

Elemental Elenore Modifier (Additional Fire/Water/Light/Shadow Damage)

Elemental Elenore Formula = Overall Damage_(FIN) * Elemental Elenore Modifier₁ * Elemental Formula_(FIN) + Overall Damage_(FIN) * Elemental Elenore Modifier₂ * Elemental Formula_(FIN) + ... + Overall Damage_(FIN) * Elemental Elenore Modifier_n * Elemental Formula_(FIN)

An upgraded version of Elenore modifier.

This modifier works just like ordinary one, but it also includes Elemental Damage modifier in it, thus almost doubling the efficiency of your damage increase from Elemental Damage. That's why it's so efficient to invest a lot into Elemental Damage when you have Elemental Elenore modifier (or even two).

In order to make Elemental Elenore modifier really good, it's recommended to reach ~300 Elemental Damage, but 200-250 Elemental Damage also works fine in case you don't have resources of reach 300 mark yet.

That's pretty much it for Fixed Damage Formula. Although there are still several stats that greatly benefit Berserker:

Crit Rate (Critical Chance)

Your source of dealing consistent critical attacks and benefit from Crit modifiers in your setup. Obviously, there's no point in stacking Magical Critical Chance (due to Berserker being a Physical Fixed Damage class), but there are few rare cases where items increase your damage depending on amount of Magical Critical Chance you have.

There are many ways to increase your Physical Crit Rate, so it's better to check out "Reaching 100% Crit Rate" section for more details.

ASPD/CSPD/MSPD (Attack Speed / Casting Speed / Movement Speed)

While not a direct damage increase, Attack Speed and Movement Speed do affect how fast you're moving across rooms and how fast your Frenzy Basic Attack are. The major benefit from these stats comes during farming, when a monotone process can be sped up with faster room cleaning time and thus faster dungeon clear time.

Hit Rate

Against enemies with high Evasion, you want to keep your Hit Rate at decent amount, otherwise your attacks will just "Stuck" instead of dealing damage. Fortunately, Berserker already gets decent amount of Hit Rate from Frenzy and Blood Memory, but sometimes you might need an additional source of Hit Rate (in case some items decrease your Hit Rate or in case enemy's Evasion is just **that** high).

Evasion Rate

Mostly just a nice thing to have in casual play, Evasion Rate is a countermeasure for Hit Rate. In some endgame dungeons it won't really matter (because it's better not hope for a OHKO attack missing at you and just avoid such situation instead), but in casual play or during farming it's pretty nice to have high Evasion Rate (from Bloody Cross stage 3 in most cases) and evade several annoying monsters who keep hitting you.

VIT (Vitality)

A thing that increase your max HP. Nice to have, but not that important.

SPR (Spirit)

A thing that increase your max MP. Also nice to have, but not as much important as even Vitality due to some of Berserker Skills consuming HP instead of MP.

HP/MP

Another way to increase your HP/MP is by direct HP MAX / MP MAX options. Just like with Vitality and Spirit, nice to have but not that important for endgame.

Exorcism

Pretty much a requirement to enter some endgame dungeons and nothing else.

CDR (Cooldown Reduction)

Not really a stat, but an important thing nevertheless.

Cooldown Reduction is a modifier that allows you to spam your Skills more often by reducing their Cooldown. Unlike Cooldown Reset items, these items are easier to find, but they're also much less efficient. Still, in some cases it's very profitable to have low cooldowns for some portions of the dungeons (especially if it's a long dungeon and your equipment build is not that strong, so you compensate the lack of damage with more consistent Skill spamming)

There are three types of Cooldown Reduction:

- Flat Cooldown Reduction Modifier (appears only on Chronicle sets; instead of % reduction, this modifier just simply decrease the amount of seconds on your cooldown, making it similar to Additive Cooldown Reduction but still different):
 - $Cooldown_2 = Cooldown_1 - Flat\ Cooldown\ Reduction_1 - Flat\ Cooldown\ Reduction_2 - \dots - Flat\ Cooldown\ Reduction_n$
- Additive Cooldown Reduction Modifier (appear on several Titles and Legendary / Epic items; in case you had Flat Cooldown Reduction Modifier in your setup, additive Cooldown Reduction Modifier will consider "new" Cooldown as 100%, thus actually reducing cooldown by a smaller amount than it should have):
 - $Cooldown_3 = Cooldown_2 - (Cooldown_2 * Flat\ Cooldown\ Reduction_1) - (Cooldown_2 * Flat\ Cooldown\ Reduction_2) - \dots - (Cooldown_2 * Flat\ Cooldown\ Reduction_n)$
- Multiplicative Cooldown Reduction Modifier (appear mostly from Skills, Burning Fatigue and CDR Potions; the least efficient Cooldown Reduction due to it being multiplicative, thus never being able to reduce cooldown up to 0; usually only Multiplicative Cooldown Reduction from Skills stack with each other, while only the highest Multiplicative Cooldown Reduction modifier applies out of all of CDR Potions / event buffs):
 - $Cooldown_{FIN} = Cooldown_3 * (1 - Multiplicative\ Cooldown\ Reduction_1) * (1 - Multiplicative\ Cooldown\ Reduction_2) * \dots * (1 - Multiplicative\ Cooldown\ Reduction_n)$

III. Skills

After figuring out how Basic Stats and Modifier Stats work in Dungeon Fighter Online, it's time to look at how Skills work for Berserker. Some Skills are shared between every class in the game, some are shared between Male Slayer subclasses, but the majority of Skills listed here are exclusive to Berserker subclass.

The overall progression of Skills goes like this:

- Common Skills: Lv.1-90 (available from the start and some of them automatically level up until the maximum level)
- Male Slayer Skills: Lv.1-90 (majority of these Skills are worth leveling only until you become a Berserker, but some of them work great even at Lv.1 and Mountainous Wheel is a really good Skill even in endgame)
- Berserker Skills: Lv.15-90 (pretty much every main Skill of your build will be obtained here, and most of these Skills should be maxed because of how essential they are);
- Hell Bringer Skills: Lv.50-90 (unfortunately, this 1st Awakening subclass is one of the weakest in the game, and aside from Blood Memory the other Skills are worth leveling only until you become a Blood Evil - after that it's better to keep Blood Ruin and Burst Fury at Lv.1 for utility use);
- Blood Evil Skills: Lv.75-90 (an incredibly good 2nd Awakening subclass where everything should be maxed out because of how good each Active and Passive Skill is).

In order to explain the viability of each Skill and how much Skill Points should you invest into each of them, here are some things that should help you with navigation:

- Info Template:
 - Skill Type (either Active Skill (Buff included) Passive Skill; Active Skill can be used by either manual input or by moving the Skill to Hotkey Bar and pressing allocated button);
 - SP Cost (the amount of Skill Points it cost to level a Skill each time)
 - Master Level (the amount of times you can level a Skill manually)
 - Max Level (the amount of times you can level a Skill manually and by using items that increase either specific Skill or certain Skill Level range)
 - Casting Time (only for Active Skills; the amount of time it takes to activate a Skill; can be shortened by increasing Casting Speed)
 - Cooldown (only for Active Skills; the amount of time it takes to use a Skill again; can be shortened by using Cooldown Reduction modifiers)
 - Clear Cube Fragment Cost (only for Active Skills; the amount of Clear Cube fragments it cost to use a Skill each time)
 - Recommended Level (the maximum level I recommend you to get for a Skill)
- Skill Options (applies at Skill Lv.1 and doesn't change starting from this Level)
- Skill Value Table (for Skills that are worth leveling beyond Lv.1):
 - Skill Level
 - Level Req (the requirement for you character to level a Skill of certain level)
 - **Red Line** = Master Level (you can increase it further only by using items)

- **Blue Line** = the highest level of a Skill you can get at Lv.90 and by using Tactician's Contract (but without items that increase your Skill Level)
- Skill Value Formula (in case you want to see how good / bad the Skill scales with each additional level)

In case you don't really care about majority of details and just want some basic Skill Build - here you are (but I'd still recommend you to read the reasons behind all these choices):





Common Skills



Basic Armor Mastery

Skill Type: Passive

SP Cost: -

Master Level: 1

Max Level: 1

Recommended Level: - (learned from the beginning)

A passive Skill that additionally increase your stats from non-Heavy Armor pieces. The effects are free and guaranteed, and you automatically get this passive Skill, so it's a good thing in general. Compared to Berserker Heavy Armor Mastery, these are the effects you get from this Passive Skill:

- Only 40% Strength increase ratio of Berserker Heavy Armor Mastery
- Vitality
- HP MAX
- Only 50% Physical Critical Chance increase ratio of Berserker Heavy Armor Mastery



Basic Training

Skill Type: Passive

SP Cost: -

Master Level: 1

Max Level: 100

Recommended Level: - (levels automatically)

Another Passive Skill that doesn't cost anything and levels automatically, thus it's a good thing to have.

The list of attacks and Skills that are affected by this Passive Skill is:

- Basic Attack
- Dash Attack
- Jump Attack
- Upward Slash

Even after reaching Lv.15 and becoming a Berserker (where you learn Frenzy and this list of attacks and Skills above change its Damage Type from Percent Damage to Fixed Damage), your Frenzy Basic Attacks still benefit from Basic Training (because of how Frenzy formula works), so it's not completely useless for you.



Backstep

Skill Type: Active

SP Cost: -

Master Level: 1

Max Level: 1

Casting Time: -

Cooldown: -

Clear Cube Fragment Cost: -

Recommended Level: - (learned from the beginning)

An Active Skill that's rarely used, but it's actually incredibly good for dodging some attacks. While you can manually jump or sustain lethal attacks by using Poignant Madness, this Skill actually makes it much more smooth when you learn the timing for each of such attacks (for example, you can actually avoid Egene's Shockwave Dash (but not his grab) by timing this Skill right). It doesn't works in every situation, but sometimes it saves you from wasting Poignant Madness on some enemy gimmicks, which is a good thing in case such monster has several wipe gimmicks.



Quick Rebound

Skill Type: Active

SP Cost: 10

Master Level: 1

Max Level: 20

Casting Time: -

Cooldown: 5 seconds

Clear Cube Fragment Cost: -

Recommended Level: MAX

Skill Level	Level Req	Invulnerability Duration	Super Armor Duration
1	1	3 seconds	0.3 second

2	-	4.5 seconds	0.335 second
3	-	6 seconds	0.37 second

One of the most important Skills in the game for survivability, especially when several Raid bosses have a gimmick that expect you to use this Skill.

The moment you get knockdowned, you can hold C button and become invulnerable as long as you hold the button, but only up to 3 seconds. Still, this is more than enough due to cooldown of this Skill being only 5 seconds.

The bosses that expect you to know (and use) Quick Rebound are:

- Grinding Ator (Anton Normals / Raid)
- Fortuneteller Rosaura (Luke Normals / Raid)

The only way to have Lv.2 / Lv.3 Quick Rebound is during Burning Fatigue events.



Leap

Skill Type: Buff

SP Cost: 20

Master Level: 10

Max Level: 20

Casting Time: 0.4 second

Cooldown: 25 seconds

Recommended Level: 0

A completely useless Skill for Berserker in PvE. Maybe it has some value in PvP, but it's a waste of SP for other kind of content.



Ancient Memory

Skill Type: Buff

SP Cost: 25

Master Level: 10

Max Level: 20

Casting Time: 0.5 second

Cooldown: 40 seconds

Recommended Level: 0

Another Skill that is absolutely useless for Berserker. You shouldn't care about Intelligence increase.



Indomitable Spirit

Skill Type: Buff

SP Cost: 25

Master Level: 10

Max Level: 20

Casting Time: 0.2 second

Cooldown: 30 seconds

Recommended Level: 0

Maybe it's not as useless as other Buff Common Skills, but investing 250 Skill Points into Super Armor effect that could easily be replicated with Super Armor Potions is not worth it.



Throw Mastery

Skill Type: Passive

SP Cost: 25

Master Level: 10

Max Level: 20

Recommended Level: 0

This Skill was used for Refine Amnesia Stone Ring resetting at one point, but with patch it's no longer possible to proc CD Reset with this passive, thus making it utterly useless again.



Focus: Physical Critical

Skill Type: Passive

SP Cost: 20

Master Level: 10

Max Level: 20

Recommended Level: 0~10

Skill Level	Level Req	Physical Critical Chance
1	20	+1%
2	23	+2%
3	26	+3%
4	29	+4%
5	32	+5%
6	35	+6%
7	38	+7%
8	41	+8%
9	44	+9%
10	47	+10%

One of the best and easiest ways to increase your Crit Rate without other sources of Crit Rate.

This Passive Skill is a must have until you reach Crit Rate cap in dungeon. After you over exceed 100% in dungeon, you should take out Skill Points from this Skill and allocate them to somewhere else. Obviously, because this will happen from time to time, you should always re-check your amount of Crit Rate and change the level of this Passive Skill accordingly.



Focus: Magical Critical

Skill Type: Passive

SP Cost: 20

Master Level: 10

Max Level: 20

Recommended Level: 0

Magic version of Physical Critical Chance, so obviously it doesn't matter to Berserker.



Physical Rear Attack

Skill Type: Passive

SP Cost: 20

Master Level: 10

Max Level: 20

Recommended Level: 0

Even though it's another source of Physical Critical Chance, it's not as good as Focus: Physical Critical due to be much less consistent. It applies only to Back Attacks, and you can't really do them consistently, so investing Skill Points into unstable Passive Skill is a bad idea.



Magical Rear Attack

Skill Type: Passive

SP Cost: 20

Master Level: 10

Max Level: 20

Recommended Level: 0

Magic version of Back attack Physical Critical Chance, so obviously it doesn't matter to Berserker.



Conversion

A Passive Skill that you shouldn't really touch unless you really want to do Physical Damage with every Male Slayer Skill.

This Skill lets you choose which damage type (Physical or Magical) apply to most of Male Slayer Skills. If you keep it at Normal, then each of Skill will stay at its native damage type:

- Physical Type:
 - Upward Slash
 - Ashe Fork
 - Thrust
 - Aerial Chain Slash
 - Mountainous Wheel
 - Gore Cross
 - Drive Slash
- Magic Type:
 - Ghost Slash
 - Moonlight Slash
 - Force Wave: Neutral
 - Wave Wheel Slasher

Honestly, it doesn't matter much if you keep Conversion at Physical or Normal, because you won't use Magic Type Skills for damage dealing. Just remember that some Named / Boss enemies can activate some gimmick in case you hit them with specific type of attack (like Guardian Aegis in King's Ruin or Oblivious Aslan in Altar of Light), so don't use Magic Type ones on them.

In Origin patch, Basic Attack / Dash Attack / Jump Attack will also become affected by Conversion.

Male Slayer Skills



Ghost Slash

Skill Type: Active

SP Cost: 15

Master Level: 50

Max Level: 60

Casting Time: -

Cooldown: 6 seconds

Clear Cube Fragment Cost: -

Recommended Level: 1

An okay Active Skill until you reach Lv.15 and become Berserker. After that it's not worth leveling at all.

One interesting effect Ghost Slash has is that it deals Shadow Damage, which had some use in the past (Reshpon before Infinite Equilibrium patch), but these days it's not really important.



Upward Slash

Skill Type: Active

SP Cost: 20

Master Level: 10

Max Level: 20

Casting Time: -

Cooldown: 2.1 seconds

Clear Cube Fragment Cost: -

Recommended Level: 1

Another "okay" Active Skill until you reach Lv.15 and become Berserker, but not worth leveling after that.

Still, it has one good use in one dungeon: Durable Leg in Anton Normals / Raid. During the fight against Krave, you'll need to place zombies on Fire Seals, and in order to do so you need to knockdown zombies. Upward Slash is one of the easiest and safest ways to do so, and it saves you from wasting Bloodlust / Raging Fury / Burst Fury on juggling zombies.



Ashe Fork

Skill Type: Active

SP Cost: 15

Master Level: 50

Max Level: 60

Casting Time: -

Cooldown: 4.2 seconds

Clear Cube Fragment Cost: -

Recommended Level: 0 or 1

A pretty weak Skill that is useless outside of PvP. Unless you have Refined Amnesia Stone Ring and need some more spamming Skills (in order to proc full Cooldown Reset), it's not worth getting at all.



Thrust

Skill Type: Active

SP Cost: 15

Master Level: 1

Max Level: 6

Casting Time: -

Cooldown: 1 second

Clear Cube Fragment Cost: -

Recommended Level: 0 or 1

Another useless Active Skill in terms of damage, but actually one of the best ways to proc Refined Amnesia Stone Ring's full Cooldown Reset (especially since Throw Mastery no longer procs Amnesia Ring anymore), so do level it in case you have Amnesia Ring.



Kazan

Skill Type: Active

SP Cost: 15

Master Level: 10

Max Level: 30

Casting Time: 0.3 second

Cooldown: 6 seconds

Clear Cube Fragment Cost: -

Recommended Level: 0 or MAX

Skill Options	
Duration	120 seconds

Skill Level	Level Req	Strength / Intelligence
1	5	+31
2	8	+40
3	11	+48
4	14	+58

5	17	+67
6	20	+79
7	23	+90
8	26	+103
9	29	+116
10	32	+131

Actually a decent Skill to use, but only if you're willing to fully invest into it and Kazan TP Skill.

As long as you stand within Kazan's range, you get Strength increase, which is pretty useful in solo but much less so in party with Crusader. Important thing to note that only one Kazan (with the highest amount of stat increase) will apply at a time, so in case someone in your party already learned (and uses) Kazan, there's no real point in using yours.

131 Strength increase is... not really that much by itself:

- 4.76% damage increase (at 2500 Strength)
- 3.08% damage increase (at 4000 Strength)
- 1.58% damage increase (at 8000 Strength)

And this is why I either recommend you to go full in into Kazan and Kazan TP (in order to actually benefit from it) or to not invest at all and use your Skill Points somewhere else.



Guard

Skill Type: Active

SP Cost: 20

Master Level: 5

Max Level: 15

Casting Time: -

Cooldown: 2 seconds

Clear Cube Fragment Cost: -

Recommended Level: 0

An actually good Active Skill, but not so useful to Berserker due to Poignant Madness existing.

This Skill greatly decrease Physical Damage taken but much lower amount of Magical Damage taken. It also applies only to front attacks dealt to you.

The reason this Skill is not really worth it for Berserker is because it doesn't work against "party wipe" attacks (because those usually apply not just to the front hitboxes of your character, but to your back hitboxes as well), and you already have Poignant Madness for such "emergency" moments. Investing too many Skill Points that doesn't increase your damage output but survivability instead is not such a great idea, at least not in majority of cases.



Aerial Chain Slash

Skill Type: Active

SP Cost: 10

Master Level: 1

Max Level: 11

Casting Time: -

Cooldown: -

Clear Cube Fragment Cost: -

Recommended Level: 1

A pretty good damage filler Active Skill for low amount of Skill Points.

When you look at how much Frenzy improve this Skill after turning it into Fixed Damage type, it's actually not a bad idea to invest a mere 10 Skill Points into it.

As of now there is an "exploit" of sort related to this Skill: if you equip Magic Cataclysm (+150% Basic Training Damage), Peridot Plate Greaves (Aerial Chain Slash Skill Lv. +2), max out Basic Training TP and just have good Epics in the rest of slots, you can turn off Frenzy which will cause a formula error in Aerial Chain Slash's damage, ending up in [abnormally huge damage](#). This exploit was fixed in kDnF's January 11th 2018 patch, and so it'll be fixed in DFOG as well. But even without it the damage output from this Skill is not that bad for "filler".



Mountainous Wheel

Skill Type: Active

SP Cost: 15

Master Level: 50

Max Level: 60

Casting Time: -

Cooldown: 4.2 seconds

Clear Cube Fragment Cost: -

Recommended Level: 20~MAX

Skill Options	
Minimum Physical Attack Count	2
Maximum Physical Attack Count	3

Skill Level	Level Req	MP Cost	Physical Attack	Shockwave Attack	Shockwave Range
1	10	17	2.22	4.00	250 - 375px
2	12	19	2.49	4.47	254 - 381px
3	14	21	2.77	4.99	257 - 386px
4	16	23	3.03	5.48	261 - 392px
5	18	26	3.30	5.95	265 - 397px
6	20	28	3.58	6.47	269 - 403px
7	22	30	3.85	6.94	272 - 408px
8	24	32	4.11	7.43	276 - 414px

9	26	35	4.38	7.90	280 - 419px
10	28	37	4.68	8.41	283 - 425px
11	30	39	4.94	8.88	287 - 431px
12	32	41	5.21	9.35	291 - 436px
13	34	44	5.49	9.87	294 - 442px
14	36	46	5.76	10.36	298 - 447px
15	38	48	6.02	10.83	302 - 453px
16	40	50	6.30	11.35	306 - 458px
17	42	53	6.57	11.83	309 - 464px
18	44	55	6.84	12.31	313 - 469px
19	46	57	7.12	12.82	317 - 475px
20	48	59	7.39	13.31	320 - 481px
21	50	62	7.65	13.78	324 - 486px
22	52	64	7.92	14.27	328 - 492px
23	54	66	8.20	14.77	331 - 497px
24	56	68	8.47	15.26	335 - 503px
25	58	71	8.73	15.73	339 - 508px
26	60	73	9.03	16.24	343 - 514px
27	62	75	9.29	16.71	346 - 519px
28	64	77	9.56	17.20	350 - 525px
29	66	80	9.84	17.70	354 - 531px
30	68	82	10.11	18.19	357 - 536px
31	70	84	10.37	18.66	361 - 542px
32	72	86	10.64	19.15	365 - 547px
33	74	89	10.92	19.65	369 - 553px
34	76	91	11.19	20.14	372 - 558px
35	78	93	11.46	20.62	376 - 564px
36	80	95	11.74	21.13	380 - 569px
37	82	98	12.00	21.61	383 - 575px
38	84	100	12.27	22.10	387 - 581px
39	86	102	12.55	22.61	391 - 586px
40	88	104	12.82	23.09	394 - 592px
41	90	107	13.08	23.56	398 - 597px

42	92	109	13.38	24.06	402 - 603px
43	94	111	13.65	24.54	406 - 608px
44	96	113	13.91	25.03	409 - 614px
45	98	116	14.18	25.50	413 - 619px

Skill Formula	
Level Requirement	$10 + 2 * (n-1)$
MP Cost	$17 + 2.25 * (n-1)$
Physical Attack	$(2.22 + 0.2718 * (n-1)) * 3$
Shockwave Attack	$4 + 0.488636 * (n-1)$
Min Shockwave Range	$250 + 3.7045 * (n-1)$
Max Shockwave Range	$375 + 5.5454 * (n-1)$

Probably one of the most useful Skills for Berserker out of basic Male Slayer Skills.

Until recently this Active Skill was your main source of inflicting Bleed on enemies, but as of now it's just a good AoE Skill that helps you with clearing rooms of trash mobs.

If you just press the Skill button, you'll deal only 2 Physical Attack hits and Shockwave's Range will be minimal.

If you hold the Skill button, you'll deal 3 Physical Attack hits and Shockwave's Range will be maximal.

There is Super Armor effect when you start to descent after the jump (so be careful until you reach the highest point of the jump, because you can be knockdowned during that period of time) and a few i-frames upon landing (which you can actually time during some enemy patterns if you're good enough and there's no lag).



Wave Wheel Slasher

Skill Type: Active

SP Cost: 15

Master Level: 50

Max Level: 60

Casting Time: 0.4 second

Cooldown: 8 seconds

Clear Cube Fragment Cost: -

Recommended Level: 1

Skill Options	
Wheel Multi-Hit Count	3

A good Hold Skill that can also be used for its i-frames.

Even if Berserker has several Hold Skills, it's always good to have another one, especially since it also provides you with i-frames during its animation. It can grab enemies with Super Armor, but not the ones who are immune to Grabs.

Because Bloodlust has a much shorter animation (and Blood Ruin has way too long cooldown, so you can't use it often), it's safer to use Wave Wheel Slasher if you want to dodge some attack by abusing i-frames.



<Weapon> Mastery

Skill Type: Passive

SP Cost: 15

Master Level: 30

Max Level: 40

Recommended Level: 0, 0~MAX (Ancient Ruins / Otherverse)

Skill Level	Level Req	Katana's Hit Rate	Zanbato's Hit Rate	Bludgeon's Hit Rate	Short Sword's Hit Rate
1	15	+0.3%	+0.3%	+0.4%	+0.3%
2	18	+0.6%	+0.6%	+0.8%	+0.6%
3	21	+0.9%	+0.9%	+1.2%	+0.9%
4	24	+1.2%	+1.2%	+1.6%	+1.2%
5	27	+1.5%	+1.5%	+2.0%	+1.5%
6	30	+1.8%	+1.8%	+2.4%	+1.8%
7	33	+2.1%	+2.1%	+2.8%	+2.1%
8	36	+2.4%	+2.4%	+3.2%	+2.4%
9	39	+2.7%	+2.7%	+3.6%	+2.7%
10	42	+3.0%	+3.0%	+4.0%	+3.0%
11	45	+3.3%	+3.3%	+4.4%	+3.3%
12	48	+3.6%	+3.6%	+4.8%	+3.6%
13	51	+3.9%	+3.9%	+5.2%	+3.9%
14	54	+4.2%	+4.2%	+5.6%	+4.2%
15	57	+4.5%	+4.5%	+6.0%	+4.5%
16	60	+4.8%	+4.8%	+6.4%	+4.8%
17	63	+5.1%	+5.1%	+6.8%	+5.1%
18	66	+5.4%	+5.4%	+7.2%	+5.4%
19	69	+5.7%	+5.7%	+7.6%	+5.7%
20	72	+6.0%	+6.0%	+8.0%	+6.0%
21	75	+6.3%	+6.3%	+8.4%	+6.3%
22	78	+6.6%	+6.6%	+8.8%	+6.6%
23	81	+6.9%	+6.9%	+9.2%	+6.9%
24	84	+7.2%	+7.2%	+9.6%	+7.2%

25	87	+7.5%	+7.5%	+10.0%	+7.5%
26	90	+7.8%	+7.8%	+10.4%	+7.8%
27	93	+8.1%	+8.1%	+10.8%	+8.1%

A pretty useless Passive Skill for Berserker outside of Hit Rate effect.

Physical Attack increase is completely useless outside of Frenzy Basic Attacks, so investing into any of these Skills in general is not worth it.

The only few cases when you can actually invest some Skill Points into one of these Passives are:

- Being a Byeollungum user (even if Frenzy and Blood Memory provide you with enough Hit Rate to compensate Byeo's negative Hit Rate, you might invest some amount of Skill Points into Zanbato Mastery if you're still getting "Stuck" (and thus proc Strength decrease) effect from time to time)
- Running Otherverse / Ancient Ruins dungeons on high Difficulty Levels (because the amount of Evasion Rate enemies are getting on high levels, you might easily miss any of your Burst Skills (thus dealing absolutely no damage and wasting precious limited time) unless you compensate that with Hit Rate increase that any of these Passive Skills provide)



Gore Cross

Skill Type: Active

SP Cost: 15

Master Level: 50

Max Level: 60

Casting Time: -

Cooldown: 3.1 seconds

Clear Cube Fragment Cost: -

Recommended Level: 0

An Active Skill that has no real use outside of PvP these days.

When you look at this Skill more closely and compare it to other Berserker filler Skills, you'll notice that they do everything Gore Cross does, only better:

- Mountainous Wheel is a very mobile Skill that deals damage in wide AoE range, while Gore Cross is a completely stationary Skill that deals damage only in linear AoE range
- Frenzy Basic Attacks are very fast and deal several multi-hits (in case you need to deal many multi-hits, like against Egene and Luke), while Gore Cross is pretty slow and deals only 3 hits at most.

You can easily use better filler Skills instead of this one, and because of that there's only one good use for Gore Cross: juggling. Unfortunately, juggling is no longer that important in current DFO metagame (because you want to kill enemies as soon as possible and not waste time for safer play instead), so it's really useful only in PvP. A shame, because this Skill is supposed to be one of basic Berserker ones.



Drive Slash

Skill Type: Active

SP Cost: 15

Master Level: 50

Max Level: 60

Casting Time: -

Cooldown: 6.3 seconds

Clear Cube Fragment Cost: -

Recommended Level: 0 or 5

Skill Options	
# of Attacks	3

An Active Skill that is mostly used for mobility and activating Skill procs.

The damage output from this Skill is laughable for Berserker, so there's no use for it in terms of damage. But there are two good alternative ways of use for it:

- It allows you to cross the room very fast (especially since you get a lot of Movement Speed from Bloody Cross), which actually saves time during farming and during Raids
- Each slash counts as a separate Skill, which actually makes it a very good way of activating full Cooldown Reset proc on Refined Amnesia Stone Ring (compared to Thrust, you can pretty much deal 3~5 Skills in much less shorter amount of time, so it's pretty useful nevertheless).

In case you care about speedrunning or want even more fast Skills to proc Amnesia Ring, you should get Drive Slash to Lv.5 and get Drive Slash TP Lv.1, otherwise ignore this Skill completely.



Moonlight Slash

Skill Type: Active

SP Cost: 15

Master Level: 50

Max Level: 60

Casting Time: -

Cooldown: 4 seconds

Clear Cube Fragment Cost: -

Recommended Level: 0

A pretty useless Skill in general that's similar to Gore Cross but of a Magic Damage type instead.



Force Wave: Neutral

Skill Type: Active

SP Cost: 15

Master Level: 50

Max Level: 60

Casting Time: -

Cooldown: 3 seconds

Clear Cube Fragment Cost: -

Recommended Level: 0

A pretty fast Skill, but might be used only to keep enemy knockdowned for a few more milliseconds. As a damage dealing Skills it's just... okay, so it's not really used on Berserker outside of PvP.

Berserker Skills



Berserker Heavy Armor Mastery

A passive Skill that additionally increase your stats from Heavy Armor pieces. The effects are free and guaranteed, and you automatically get this passive Skill once you become a Berserker, so it's a good thing in general. These are the effects you get from this Passive Skill:

- Physical Defense
- Strength
- Vitality
- Spirit
- HP MAX
- MP MAX
- MP Recovery
- Physical Critical Chance

Bad news: this Armor Mastery is really lackluster and you won't get much additional good effects (aside from Strength and Crit Rate) from using Heavy Armor sets.

Good news: because this Armor Mastery is lackluster (and not that much better compared to Basic Armor Mastery), you can freely use any kind of Armor and not be gimped by doing so.



Latent Power

Skill Type: Passive

SP Cost: -

Master Level: 1

Max Level: 1

Recommended Level: - (levels automatically)

	Total amount of stat increase pre-Awakening	Total amount of stat increase after 1st Awakening	Total amount of stat increase after 2nd Awakening
STR / INT / VIT / SPR	15	145	275
Independent Attack	-	35	65
All Elemental Damage	-	6	13
All Elemental Resistance	5	5	11
Physical / Magical Critical Chance	-	8%	8%
Hit Rate	6%	10%	10%
Evasion Rate	-	4%	4%
Attack / Casting Speed	-	1%	1%

Movement Speed	8%	8%	8%
HP MAX	550	900	1500
MP MAX	400	700	1300
HP / MP Recovery Rate	150	150	150
Town Movement Speed	-	5%	5%

Another passive Skill that automatically levels up each time you progress into your class (by becoming a Berserker / Hell Bringer / Blood Evil). This Skill replaced all of the bonuses from Title Book clearance and Dimensional Seal Quests, thus making your life easier by not wasting your time on completing them.



Frenzy

Skill Type: Buff

SP Cost: 15

Master Level: 20

Max Level: 30

Casting Time: 0.5 second

Cooldown: 10 seconds

Recommended Level: MAX

Skill Options	
1st Basic Attack Skill Coefficient	36.229 * 2
2nd Basic Attack Skill Coefficient	41.652 * 2
Dash Attack Skill Coefficient	75.935
Jump Attack Skill Coefficient	153.359
1st Aerial Chain Slash Skill Coefficient	279.826
2nd~ Aerial Chain Slash Skill Coefficient	138.557
Bleed Duration Bonus (Vim and Vigor)	+7 seconds
Gore Cross/ Bloodlust / Raging Fury Cooldown Reduction	20%

Skill Level	Level Req	MP Cost	HP Cost (Activation)	HP Cost (per 10 seconds)	Hit Rate	Hit Recovery	Basic / Skill Attack	MAX HP Absorption
1	15	10	220	75	+0.2%	+10	+1.0%	2
2	18	10	244	87	+0.4%	+21	+2.0%	3
3	21	11	267	99	+0.6%	+32	+3.0%	4
4	24	12	291	111	+0.9%	+44	+4.0%	4
5	27	13	315	122	+1.1%	+55	+5.0%	5

6	30	14	338	134	+1.3%	+66	+6.0%	6
7	33	15	362	146	+1.5%	+77	+7.0%	7
8	36	16	386	158	+1.8%	+88	+8.0%	9
9	39	16	409	170	+2.0%	+99	+9.0%	10
10	42	17	438	182	+2.2%	+111	+10.0%	12
11	45	18	470	193	+2.4%	+122	+11.0%	13
12	48	19	501	205	+2.7%	+133	+12.0%	15
13	51	20	532	217	+2.9%	+144	+13.0%	17
14	54	21	563	229	+3.1%	+155	+14.0%	19
15	57	22	595	241	+3.3%	+166	+15.0%	22
16	60	22	625	253	+3.6%	+178	+16.0%	24
17	63	23	657	264	+3.8%	+189	+17.0%	27
18	66	24	688	276	+4.0%	+200	+18.0%	30
19	69	25	719	288	+4.2%	+211	+19.0%	33
20	72	26	750	300	+4.4%	+222	+20.0%	36
21	-	27	782	312	+4.7%	+234	+21.0%	40
22	-	28	812	324	+4.9%	+245	+24.0%	44
23	-	28	844	336	+5.1%	+256	+26.0%	48
24	-	29	875	347	+5.3%	+267	+27.0%	52
25	-	30	906	359	+5.6%	+278	+28.0%	56
26	-	31	937	371	+5.8%	+289	+29.0%	61
27	-	32	969	383	+6.0%	+301	+30.0%	66
28	-	33	999	395	+6.2%	+312	+31.0%	72
29	-	34	1031	407	+6.5%	+323	+32.0%	77
30	-							

The first buff Berserker gets and probably his most iconic one, but these days it's just... okay.

It casts automatically upon entering the dungeon (though you can turn it off after 10 seconds) and allows you to use Bloody Twister, Blood Sword, Outrage Break and Burst Fury. Beside HP Recovery upon each enemy kill effect (which is honestly pretty useless these days), this Buff Skill does two important things:

- Your usual Basic Attacks are transformed into fast double attacks, this doubling the amount of hits you do with Basic Attack (and your usual Basic Attack damage is split in two, but you still deal the same amount of damage) - this is very helpful when you need to deal multi-hits, like usual hitstun or some Named / Boss enemy gimmick;

- Upon casting Frenzy, next Skills will change their Damage Type from Percent Damage to Fixed Damage:
 - Basic Attack
 - Dash Attack
 - Jump Attack
 - Aerial Chain Slash

These two effects are nice, but not really important in general other than making your Basic Attacks better (due to scaling with both Basic Attack and Independent Attack increase) and being a decent filler damage Skill. The important effects are Skill Attack increase for one group of Skills and Flat Cooldown Reduction for another group of Skills.

Unfortunately, there's no point in making Frenzy Swap Set - there are only several effects that can be swapped, and the most important ones are real-time:

- Real-time Effects:
 - Skill Attack Increase
 - Flat Cooldown Reduction
- Swappable Effects:
 - HP Cost (per 10 seconds)
 - Hit Recovery
 - MAX HP Absorption

So if you try to cast Lv.30 Frenzy and swap it back to your main setup (with Lv.20 Frenzy), the values on Skill Attack and Cooldown Reduction will be of Frenzy Lv.20



Insanity

Skill Type: Passive

SP Cost: -

Master Level: 1

Max Level: 1

Recommended Level: MAX

An essential Passive Skill that should always be ON and maxed.

This Skills locks out your finishing Basic Attack in standard XXX combo, thus your combo is looped after 2nd attack. Fortunately, this is a good thing, because that allows you to do infinite combo and hitstun enemies (unless they have gimmick that interrupts it). Along with Frenzy, this makes you one of classes who can multi-hit really fast (which is important against bosses that have Hit Count gimmick, like Eugene and Luke).



Vim and Vigor

Skill Type: Passive

SP Cost: 20

Master Level: 1

Max Level: 1

Recommended Level: MAX

Skill Options	
Gore Cross Base Attack Range	+10%

Bleed Chance	100%
Bleeding Duration	7 seconds
Bleed Damage	158

Another must-have Passive Skill that adds Inflict Bleed on most of your Skills.

This Skills is important mostly to activate some additional effects of other Skills (“Bonus Damage against Bleeding enemies” on Bloodlust and Blood Ruin, Thirst and Blood Memory in general) or to have synergy with items that require Bleed status on enemy (Giant Nugol Form, Native Ornamental Shoes, HeartNeck Gore Orb and so on).



Bloody Cross

Skill Type: Passive

SP Cost: 15

Master Level: 10

Max Level: 20

Recommended Level: MAX

Skill Level	Level Req	Skill Attack	Attack / Movement Speed	Stage 1 (70% HP)		Stage 2 (60% HP)		Stage 3 (50% HP)	
				Evasion Rate	Attack / Movement Speed	Evasion Rate	Attack / Movement Speed	Evasion Rate	Attack / Movement Speed
1	15	+35.9%	+5.5%	+0.5%	+11.2%	+2.7%	+11.6%	+4.5%	+12.0%
2	18	+37.1%	+6.0%	+0.5%	+11.4%	+3.0%	+12.0%	+4.9%	+12.6%
3	21	+38.3%	+6.5%	+0.6%	+11.6%	+3.2%	+12.4%	+5.3%	+13.2%
4	24	+39.5%	+7.0%	+0.6%	+11.8%	+3.4%	+12.8%	+5.7%	+13.8%
5	27	+40.7%	+7.5%	+0.6%	+12.0%	+3.6%	+13.2%	+6.0%	+14.4%
6	30	+41.9%	+8.0%	+0.7%	+12.2%	+3.9%	+13.6%	+6.4%	+15.0%
7	33	+43.1%	+8.5%	+0.7%	+12.4%	+4.1%	+14.0%	+6.8%	+15.6%
8	36	+44.3%	+9.0%	+0.7%	+12.6%	+4.3%	+14.4%	+7.2%	+16.2%
9	39	+45.5%	+9.5%	+0.8%	+12.8%	+4.5%	+14.8%	+7.5%	+16.8%
10	42	+46.7%	+10.0%	+0.8%	+13.0%	+4.8%	+15.2%	+7.9%	+17.4%
11	-	+47.9%	+10.5%	+0.9%	+13.2%	+5.0%	+15.6%	+8.3%	+18.0%
12	-	+49.1%	+11.0%	+0.9%	+13.4%	+5.2%	+16.0%	+8.7%	+18.6%
13	-	+50.3%	+11.5%	+0.9%	+13.6%	+5.4%	+16.4%	+9.0%	+19.2%
14	-	+51.5%	+12.0%	+1.0%	+13.8%	+5.7%	+16.8%	+9.4%	+19.8%
15	-	+52.7%	+12.5%	+1.0%	+14.0%	+5.9%	+17.2%	+9.8%	+20.4%
16	-	+53.9%	+13.0%	+1.0%	+14.2%	+6.1%	+17.6%	+10.2%	+21.0%
17	-	+55.1%	+13.5%	+1.1%	+14.4%	+6.3%	+18.0%	+10.5%	+21.6%
18	-	+56.3%	+14.0%	+1.1%	+14.6%	+6.6%	+18.4%	+10.9%	+22.2%

19	-	+57.5%	+14.5%	+1.2%	+14.8%	+6.8%	+18.8%	+11.3%	+22.8%
20	-	+58.7%	+15.0%	+1.2%	+15.0%	+7.0%	+19.2%	+11.7%	+23.4%

The main Passive Skill of Berserker and an absolute must-have to max.

You get full Skill Attack bonus and some of Attack / Movement Speed increase no matter how much HP you have left - only additional Attack / Movement Speed and Evasion Rate increase scales with your HP.

This Skill was a huge problem of Berserker's playstyle before (by keeping your HP at low in order to get maximum Skill Attack increase), but after Reunion patch there's no point in lowering your HP during endgame dungeons. The only reason to activate any of Bloody Cross stages is for Speed increase, and that's important only during dungeon farming (where it's not that important to keep your HP at max and you'd rather get more Speeds to clear dungeons faster).

This Passive Skill is also your best choice for main use of Platinum Emblem slot after you're done with maxing Derange Swap Set.



Diehard

Skill Type: Active

SP Cost: 20

Master Level: 10

Max Level: 20

Casting Time: 0.3 second

Cooldown: 10 seconds

Clear Cube Fragment Cost: -

Recommended Level: 0~MAX

Skill Options	
HP Recovery Duration	2.5 seconds
HP Threshold	35%

Skill Level	Level Req	MP Cost	HP Recovery	Physical Defense	Hit Recovery	Duration
1	20	40	1.5%	+3744	+259	21.6 sec
2	23	61	3.0%	+4169	+271	22.6 sec
3	26	82	4.5%	+4615	+284	23.7 sec
4	29	104	6.0%	+5086	+296	24.7 sec
5	32	125	7.5%	+5578	+310	25.8 sec
6	35	147	9.0%	+6094	+322	26.8 sec
7	38	168	10.5%	+6631	+335	27.9 sec
8	41	190	12.0%	+7193	+347	28.9 sec
9	44	211	13.5%	+7776	+360	30.0 sec

10	47	233	15.0%	+8382	+373	31.0 sec
11	-	254	16.5%	+9011	+385	32.1 sec
12	-	276	18.0%	+9664	+398	33.2 sec
13	-	297	19.5%	+10338	+410	34.2 sec
14	-	319	21.0%	+11035	+424	35.3 sec
15	-	340	22.5%	+11755	+436	36.3 sec
16	-	362	24.0%	+12498	+449	37.4 sec
17	-	383	25.5%	+13264	+461	38.4 sec
18	-	405	27.0%	+14051	+474	39.5 sec
19	-	426	28.5%	+14862	+486	40.5 sec
20	-	448	30.0%	+15696	+499	41.6 sec

Once an important part of your Strength increase, now this Active Skill is just an unlimited HP Potion.

When your HP reach 35% or less, you can activate this Skill and restore certain amount of HP % as well as increase Physical Defense and Hit Recovery.

Unfortunately, it's... not much. The moment you notice that your inventory is full of Canna's Bread, Remy's Touch and other great HP recovery items, there's no real point in leveling this Skill - you can use 200 Skill Points on something else.

The only real use this Skill has (outside of PvP) is during Tower of Despair and Tower of Anguish runs. Any kind of HP recovery items are banned there, but not Diehard, so you can actually recover HP there in case things start getting worse.



Boiling Blood

Skill Type: Passive

SP Cost: -

Master Level: 1

Max Level: 1

Recommended Level: MAX

Mostly a thing for solo play, it's still a must-have Skill because it cost 0 Skill Points and can be toggled ON/OFF.

Every HP Recovery Skill used by your party members or HP Recovery dungeon buff picked up by party members won't work on you. But your own HP Recovery items, Anton Raid HP Recovery buff and HP Recovery dungeon buff picked up by yourself will work on you.

Obviously, you want to toggle OFF this Skill during endgame dungeons (so you will be healed by Crusaders when something serious is going on the screen) and keep it ON only during dungeon farming (in order to activate Bloody Cross stages).



Bloodlust

Skill Type: Active

SP Cost: 25

Master Level: 50

Max Level: 60

Casting Time: -

Cooldown: 6 seconds

Clear Cube Fragment Cost: -

Recommended Level: MAX

Skill Options	
Energy Drain Count (Thirst)	+2

Skill Level	Level Req	MP Cost	Energy Drain	Energy Surge	Energy Surge (Grab Immune)	Energy Surge Bonus (Bleeding enemies)
1	25	37	4.10	7.76	21.50	5.56
2	27	41	4.51	8.54	23.69	6.10
3	29	45	4.94	9.33	25.87	6.65
4	31	49				
5	33	54				
6	35	58				
7	37	62				
8	39	67				
9	41	71				
10	43	75				
11	45	79				
12	47	84				
13	49	88				
14	51	92				
15	53	97				
16	55	101				
17	57	105				
18	59	109				
19	61	114				
20	63	118				
21	65	122				
22	67	127				
23	69	131				
24	71	135				

25	73	139				
26	75	144				
27	77	148				
28	79	152				
29	81	157				
30	83	161				
31	85	165				
32	87	169				
33	89	174				
34	91	178				
35	93	182				
36	95	187				
37	97	191				
38	99	195				
39	101	199				
40	103	204				
41	105	208				
42	107	212				
43	109	217				
44	111	221				
45	113	225				
46	115	229				

Skill Formula	
Level Requirement	$25 + 2 * (n-1)$
MP Cost	$37 + 4.5122 * (n-1)$
Energy Drain	$3.03 + 0.308 * (n-1)$
Energy Surge	$4.83 + 0.49024 * (n-1)$
Energy Surge Bonus (Bleeding enemies)	$3.45 + 0.35024 * (n-1)$

A very strong Skill with a very short cooldown, but works only on grabbable enemies. This Skill has i-frames during Energy Drain and partially during Energy Surge, and also has Super Armor (after leveling Blood Incarnate) upon casting the Skill (even when it fails and you don't grab anyone). Energy Surge hits not only the enemy you grabbed, but also nearby enemies.

The important thing to note is that bonus damage against Bleeding enemies applies only to Energy Surge (and not Energy Drain as well), so it's actually not as strong as it could've been.

Still, it's one of the strongest filler Skills in your rotation kit, especially since Lv.20 Frenzy decrease its cooldown by 36.5% and makes it a mere 3.8 seconds. That allows you to spam Bloodlust almost every 4 seconds (and this amount of time can be filled by your main damage Skills) and deal really great amount of damage. It also allows you to interrupt Named / Boss enemy patterns (which sometimes can be either for the best or for the worst). The only problem this Skill has is that it's completely useless against Grab Immune enemies. But because SP Cost per Level is not that high, it's actually worth investing just for those Named / Boss monsters that can be grabbed.



Derange

Skill Type: Buff

SP Cost: 20

Master Level: 10

Max Level: 20

Casting Time: 0.5 second

Cooldown: 5 seconds

Recommended Level: MAX

Skill Options	
Abnormal Status Tolerance	+200
Physical Defense	-10%
Magical Defense	-10%
Blood Sword Cooldown Reduction	20%
Bloody Twister Cooldown Reduction	20%
Outrage Break Cooldown Reduction	20%
Hit Recovery	+1000
Immobility Duration (Gore Cross, Mountainous Wheel, Frenzy)	+50%
Recoil (Gore Cross, Mountainous Wheel, Frenzy)	-50%

Skill Level	Level Req	MP Cost (+ per second)	Skill Damage	Attack / Movement Speed	Intelligence
1	25	271 + 2.2	+34.0%	+21%	-105
2	28	392 + 2.9	+36.0%	+22%	-109
3	31	513 + 3.5	+38.0%	+23%	-113
4	34	634 + 4.2	+35.4%	+24%	-116
5	37	755 + 4.8	+40.0%	+25%	-120
6	40	876 + 5.5	+44.0%	+26%	-124

7	43	997 + 6.2	+46.0%	+27%	-128
8	46	1118 + 6.8	+48.0%	+28%	-131
9	49	1239 + 7.5	+50.0%	+29%	-135
10	52	1360 + 8.2	+52.0%	+30%	-139
11	-	1481 + 8.8	+54.0%	+31%	-143
12	-	1602 + 9.5	+56.0%	+32%	-146
13	-	1723 + 10.1	+58.0%	+33%	-150
14	-	1844 + 10.8	+60.0%	+34%	-154
15	-	1965 + 11.5	+62.0%	+35%	-158
16	-	2086 + 12.1	+64.0%	+36%	-161
17	-	2207 + 12.8	+66.0%	+37%	-165
18	-	2328 + 13.5	+68.0%	+38%	-169
19	-	2449 + 14.1	+70.0%	+39%	-173
20	-	2570 + 14.8	+72.0%	+40%	-176

Skill Formula	
Level Requirement	$25 + 3 * (n-1)$
MP Cost	$271 + 121 * (n-1)$
MP Cost (per second)	$2.2 + 0.6632 * (n-1)$
Strength	$28 + 21 * (n-1)$
Skill Damage	$30.9 + 1.5 * (n-1)$
Attack / Movement Speed	$21 + 1 * (n-1)$
Intelligence	$105 + 3.7368 * (n-1)$

Berserker's main Buff Skill.

There are several positive and negative effects from this Buff Skill. The negative ones are Defense decrease (although -10% is not as bad as it was before several reworks) and Intelligence decrease (which doesn't matter at all). But there are much more positive ones: Skill Attack, Strength, Attack / Movement Speed, Hit Recovery, 25% Cooldown Reduction to Bloody Twister, Blood Sword and Outrage Break (do note that it's Multiplicative Cooldown Reduction) and Abnormal Status Tolerance increase (+200 allows you to negate majority of Abnormal Stats in the game, with the exception of special ones like Silence). All these effects make Derange so great, and obviously it's worth leveling.

Because it's your main Buff Skill, it's the Skill you need to swap, and for that it's better to check out "Derange Swap Set" in order to figure out how to maximize its effects.



Raging Fury

Skill Type: Active

SP Cost: 40

Master Level: 50

Max Level: 60

Casting Time: -

Cooldown: 16 seconds

Clear Cube Fragment Cost: 1

Recommended Level: MAX

Skill Options	
Physical Attack Hit Count	8

Skill Level	Level Req	MP Cost	Physical Attack	Shockwave Attack
1	30	110	3.02	6.05
2	32	123	3.33	6.67
3	34	137	3.64	7.28
4	36	151	3.95	7.90
5	38	165	4.25	8.51
6	40	178	4.56	9.13
7	42	192	4.87	9.74
8	44	206	5.18	10.36
9	46	220	5.48	10.97
10	48	234	5.79	11.59
11	50	247	6.10	12.20
12	52	261	6.41	12.82
13	54	275	6.71	13.43
14	56	289	7.02	14.05
15	58	303	7.33	14.66
16	60	316	7.64	15.28
17	62	330	7.94	15.89
18	64	344	8.25	16.50
19	66	358	8.56	17.12
20	68	372	8.86	17.73
21	70	385	9.17	18.35
22	72	399	9.48	18.96
23	74	413	9.79	19.58

24	76	427	10.09	20.19
25	78	441	10.40	20.81
26	80	454	10.71	21.42
27	82	468	11.02	22.04
28	84	482	11.32	22.65
29	86	496	11.63	23.27
30	88	510	11.94	23.88
31	90	523	12.25	24.50
32	92	537	12.55	25.11
33	94	551	12.86	25.73
34	96	565	13.17	26.34
35	98	579	13.48	26.96
36	100	592	13.78	27.57
37	102	606	14.09	28.18
38	104	620	14.40	28.80
39	106	634	14.70	29.41
40	108	648	15.01	30.03
41	110	661	15.32	30.64
42	112	675	15.63	31.26
43	114	689	15.93	31.87
44	116	703	16.24	32.49
45	118	717	16.55	33.10

Skill Formula	
Level Requirement	$30 + 2 * (n-1)$
MP Cost	$110 + 13.7949 * (n-1)$
Physical Attack	$(3.02 + 0.3074 * (n-1)) * 8$
Shockwave Attack	$6.05 + 0.6149 * (n-1)$

Probably the first essential part of your Skill rotation kit, even if it's one of your weakest damage Skills by itself.

This Skill deals one Shockwave Attack hit (that knockdowns enemies) and eight Physical Attack hits (that lift knockdowned enemies in the air). You get Super Armor effect while casting this Skill.

While the damage by itself doesn't look too good, this Skill is actually much more stronger due to Frenzy and Thirst increasing its damage by a lot.

It's a very good "press and forget" Skill that has decently short cooldown (thanks to Frenzy), but it still has two problems:

- The range of this Skill is very short, so you always need to get close to enemy and use it, which sometimes can be very dangerous to do
- The "Physical Attack" part of this Skill is delayed for a few moments, so in case you didn't hit an enemy with "Shockwave Attack" part of the Skill (or such enemy just can't be knockdowned) he might just easily dodge the following part of the Skill or hit you with some of his attacks (and Super Armor effect is already off by this moment).

Nevertheless, it's a good Skill to combo some enemies and keep them knockdowned with other similar Skills (like Bloodlust, Burst Fury, Frenzy Basic Attacks and so on).



Thirst

Skill Type: Buff

SP Cost: 20

Master Level: 10

Max Level: 20

Casting Time: 2.4 second

Cooldown: 5 seconds

Recommended Level: MAX

Skill Options	
HP Cost per Charge Tick	10%
Bleeding Duration	7 seconds
Bleed Range	500px
Bleed Tolerance (Shockwave Attack)	-50

Skill Level	Level Req	Bonus Attack (Bleeding enemies)				Bleed Attack	Bleeding Level
		Raging Fury	Blood Sword	Outrage Break	Burst Fury		
1	35	+11.4%	+25.0%	+18.6%	+11.4%	1671	67
2	38	+12.0%	+27.0%	+20.0%	+12.0%	1734	70
3	41	+12.6%	+29.0%	+21.4%	+12.6%	1799	73
4	44	+13.3%	+31.0%	+22.7%	+13.3%	1863	76
5	47	+13.9%	+33.0%	+24.1%	+13.9%	1926	79
6	50	+14.5%	+35.0%	+25.5%	+14.5%	1990	82
7	53	+15.2%	+37.0%	+26.8%	+15.2%	2055	85
8	56	+15.8%	+39.0%	+28.2%	+15.8%	2118	88
9	59	+16.5%	+41.0%	+29.5%	+16.5%	2182	91
10	62	+17.1%	+43.0%	+30.9%	+17.1%	2247	94

11	-	+17.7%	+45.0%	+32.3%	+17.7%	2310	97
12	-	+18.4%	+47.0%	+33.6%	+18.4%	2374	100
13	-	+19.0%	+49.0%	+35.0%	+19.0%	2438	103
14	-	+19.6%	+51.0%	+36.4%	+19.6%	2502	106
15	-	+20.3%	+53.0%	+37.7%	+20.3%	2566	109
16	-	+20.9%	+55.0%	+39.1%	+20.9%	2630	112
17	-	+21.5%	+57.0%	+40.5%	+21.5%	2693	115
18	-	+22.2%	+59.0%	+41.8%	+22.2%	2758	118
19	-	+22.8%	+61.0%	+43.2%	+22.8%	2822	121
20	-	+23.5%	+63.0%	+44.5%	+23.5%	2885	124

Skill Formula	
Level Requirement	$35 + 3 * (n-1)$
Bonus Attack (Raging Fury)	$11.4 + 0.6353 * (n-1)$
Bonus Attack (Blood Sword)	$25 + 2 * (n-1)$
Bonus Attack (Outrage Break)	$18.6 + 1.3647 * (n-1)$
Bonus Attack (Burst Fury)	$11.4 + 0.6353 * (n-1)$
Bleed Attack	$1671 + 63.875 * (n-1)$
Bleeding Level	$67 + 3 * (n-1)$



Bloody Twister

Skill Type: Active

SP Cost: 40

Master Level: 50

Max Level: 60

Casting Time: -

Cooldown: 30 seconds

Clear Cube Fragment Cost: 1

Recommended Level: MAX

Skill Level	Level Req	MP Cost	HP Cost (per second)	Independent Physical Attack
1	35	180	23	72.30
2	37	202	24	79.63
3	39	225	26	86.97
4	41	247	27	94.30
5	43	270	28	101.64

6	45	292	30	108.97
7	47	315	31	116.31
8	49	338	32	123.64
9	51	360	34	130.97
10	53	383	35	138.31
11	55	405	37	145.64
12	57	428	38	152.98
13	59	450	39	160.31
14	61	473	41	167.65
15	63	496	42	174.98
16	65	518	43	182.32
17	67	541	45	189.65
18	69	563	46	196.99
19	71	586	48	204.32
20	73	608	49	211.66
21	75	631	50	218.99
22	77	654	52	226.33
23	79	676	53	233.66
24	81	699	54	241.00
25	83	721	56	248.33
26	85	744	57	255.67
27	87	766	59	263.00
28	89	789	60	270.34
29	91	812	61	277.67
30	93	834	63	285.01
31	95	857	64	292.34
32	97	879	66	299.68
33	99	902	67	307.01
34	101	925	68	314.35
35	103	947	70	321.68
36	105	970	71	329.02
37	107	992	72	336.35
38	109	1015	74	343.69

39	111	1037	75	351.02
40	113	1060	77	358.36
41	115	1083	78	365.69

Skill Formula	
Level Requirement	$35 + 2 * (n-1)$
MP Cost	$180 + 22.55 * (n-1)$
HP Cost (per second)	$23 + 1.361 * (n-1)$
Independent Physical Attack	$72.30 + 7.33472 * (n-1)$



Blood Sword

Skill Type: Active

SP Cost: 50

Master Level: 50

Max Level: 60

Casting Time: -

Cooldown: 20 seconds

Clear Cube Fragment Cost: 1

Recommended Level: MAX

Skill Options	
Explosion Attack Range	120%

Skill Level	Level Req	HP Cost	Explosion Attack
1	40	94	43.78
2	42	103	48.22
3	44	114	52.66
4	46	123	57.11
5	48	133	61.55
6	50	142	65.99
7	52	151	70.43
8	54	162	74.87
9	56	171	79.32
10	58	181	83.76
11	60	219	88.20
12	62	234	92.64

13	64	258	97.08
14	66	281	101.53
15	68	304	105.97
16	70	328	110.41
17	72	359	114.85
18	74	382	119.29
19	76	406	123.74
20	78	437	128.18
21	80	468	132.62
22	82	499	137.06
23	84	531	141.50
24	86	562	145.95
25	88	593	150.39
26	90	624	154.83
27	92	655	159.27
28	94	687	163.71
29	96	718	168.16
30	98	749	172.60
31	100	780	177.04
32	102	811	181.48
33	104	843	185.92
34	106	874	190.36
35	108	905	194.81
36	110	936	199.25
37	112	967	203.69
38	114	999	208.33

Skill Formula	
Level Requirement	$40 + 2 * (n-1)$
HP Cost	$94 + 23.6363 * (n-1)$
Explosion Attack	$43.78 + 4.4418 * (n-1)$



Outrage Break

Skill Type: Active

SP Cost: 60

Master Level: 50

Max Level: 60

Casting Time: -

Cooldown: 40 seconds

Clear Cube Fragment Cost: 2

Recommended Level: MAX

Skill Level	Level Req	HP Cost	Hammering Physical Weapon Attack	Shockwave's Attack	Debris Attack
1	45	200	2.35	15.68	10.06
2	47	215	2.59	17.27	11.08
3	49	230	2.83	18.86	12.10
4	51	250	3.06	20.46	13.12
5	53	275	3.30	22.05	14.14
6	55	300	3.54	23.64	15.17
7	57	325	3.78	25.23	16.19
8	59	350	4.02	26.82	17.21
9	61	380	4.26	28.41	18.23
10	63	425	4.50	30.00	19.25
11	65	450	4.73	31.59	20.27
12	67	488	4.97	33.19	21.29
13	69	575	5.21	34.78	22.31
14	71	615	5.45	36.37	23.33
15	73	655	5.69	37.96	24.36
16	75	695	5.93	39.55	25.38
17	77	735	6.17	41.14	26.40
18	79	775	6.41	42.73	27.42
19	81	815	6.64	44.33	28.44
20	83	855	6.88	45.92	29.46
21	85	895	7.12	47.51	30.48
22	87	935	7.36	49.10	31.50
23	89	975	7.60	50.69	32.52
24	91	1015	7.84	52.28	33.55

25	93	1055	8.08	53.87	34.57
26	95	1095	8.32	55.46	35.59
27	97	1135	8.55	57.06	36.61
28	99	1175	8.79	58.65	37.63
29	101	1215	9.03	60.24	38.65
30	103	1255	9.27	61.83	39.67
31	105	1295	9.51	63.42	40.69
32	107	1335	9.75	65.01	41.71
33	109	1375	9.99	66.60	42.74
34	111	1415	10.23	68.20	43.76
35	113	1455	10.46	69.79	44.78
36	115	1495	10.70	71.38	45.80
37	117	1535	10.94	72.97	46.82

Skill Formula	
Level Requirement	$45 + 2 * (n-1)$
HP Cost	$200 + 15 * (n-1)$
Hammering Physical Weapon Attack	$2.35 + 0.23875 * (n-1)$
Shockwave's Attack	$15.68 + 1.59125 * (n-1)$
Debris Attack	$(10.06 + 1.02125 * (n-1)) * 6$



Poignant Madness

Skill Type: Buff

SP Cost: 60

Master Level: 1

Max Level: 1

Casting Time: -

Cooldown: 45 seconds

Recommended Level: MAX

Skill Options	
Duration	10 seconds
HP Threshold	50%
Blood Barrier Duration	3 seconds

Hell Bringer Skills



Blood Memory

Skill Type: Passive

SP Cost: 45

Master Level: 30

Max Level: 40

Recommended Level: MAX

Skill Options	
Buff Effect Range	1000px

Skill Level	Level Req	Independent Attack	Hit Rate	Critical Chance	Enemy Bleed Tolerance	Bleed Level
1	48	+12.9%	+0.6%	+3.0%	-13	2
2	51	+14.4%	+0.9%	+3.6%	-15	2
3	54	+15.9%	+1.2%	+4.2%	-18	3
4	57	+17.4%	+1.5%	+4.8%	-20	3
5	60	+18.9%	+1.8%	+5.4%	-23	4
6	63	+20.4%	+2.1%	+6.0%	-25	4
7	66	+21.9%	+2.4%	+6.6%	-28	5
8	69	+23.4%	+2.7%	+7.2%	-30	5
9	72	+24.9%	+3.0%	+7.8%	-33	6
10	75	+26.4%	+3.3%	+8.4%	-35	6
11	78	+27.9%	+3.6%	+9.0%	-38	7
12	81	+29.4%	+3.9%	+9.6%	-40	7
13	84	+30.9%	+4.2%	+10.2%	-43	8
14	87	+32.4%	+4.5%	+10.8%	-45	8
15	90	+33.9%	+4.8%	+11.4%	-48	9
16	93	+35.4%	+5.1%	+12.0%	-50	9
17	96	+36.9%	+5.4%	+12.6%	-53	10
18	99	+38.4%	+5.7%	+13.2%	-55	10
19	102	+39.9%	+6.0%	+13.8%	-58	11
20	105	+41.4%	+6.3%	+14.4%	-60	11
21	108	+42.9%	+6.6%	+15.0%	-63	12
22	111	+44.4%	+6.9%	+15.6%	-65	12
23	114	+45.9%	+7.2%	+16.2%	-68	13

24	117	+47.4%	+7.5%	+16.8%	-70	13
25	120	+48.9%	+7.8%	+17.4%	-73	14

Skill Formula	
Level Requirement	$48 + 3 * (n-1)$
Independent Attack	$12.9 + 1.5 * (n-1)$
Hit Rate	$0.6 + 0.3 * (n-1)$
Critical Chance	$3.0 + 0.6 * (n-1)$
Enemy Bleed Tolerance	$13 + 2.5 * (n-1)$
Bleed Level	$2 + 0.5 * (n-1)$



Extreme Overkill

Skill Type: Active

SP Cost: -

Master Level: 30

Max Level: 40

Casting Time: 1 second

Cooldown: 145 seconds

Clear Cube Fragment Cost: 5

Recommended Level: - (levels automatically)

Skill Options	
Absorption Duration	65 seconds
Physical Attack Hit Count	20
Level 3+ Bonus	Attack / Movement Speed increase
Level 6+ Bonus	Absorption Duration increase
Level 9+ Bonus	Summons maxed out Blood Sword

Skill Level	Level Req	MP Cost	Blood Sword Attack	Physical Attack	Explosion Attack	Attack / Movement Speed
10	95	2436	45.10	35.18	153.36	+19.7%
11	100	2607	48.49	37.82	164.88	+21.0%
12	105	2778	51.88	40.46	176.40	+22.2%
13	110	2949	55.27	43.11	187.92	+23.5%
14	115	3120	58.66	45.75	199.44	+24.7%
15	120	3290	62.04	48.39	210.96	+26.0%
16	125	3461	65.43	51.04	222.48	+27.2%

17	130	3632	68.82	53.68	234.00	+28.5%
18	135	3803	72.21	56.32	245.52	+29.7%
19	140	3973	75.60	58.96	257.04	+31.0%
20	145	4144	78.99	61.61	268.56	+32.2%



Blood Ruin

Skill Type: Active

SP Cost: 60

Master Level: 30

Max Level: 40

Casting Time: -

Cooldown: 30 seconds

Clear Cube Fragment Cost: 1

Recommended Level: 1

Skill Options	
Drain Duration	1 second
Drain Attack Interval	0.2 second
Surge Attack Interval	0.05 second
Surge Attack Hit Count	3
Drain Attack Hit Count Bonus (Thirst)	3

Skill Level	Level Req	MP Cost	Drain Attack	Surge Attack	Surge Attack Bonus (Bleeding enemies)
1	60	400	6.83	15.51	6.59
2	62	410	7.52	17.08	7.26
3	64	420	8.22	18.66	7.93
4	66	430	8.91	20.23	8.60
5	68	441	9.60	21.81	9.26
6	70	451	10.30	23.38	9.93
7	72	461	10.99	24.95	10.60
8	74	471	11.68	26.53	11.27
9	76	482	12.37	28.10	11.94
10	78	492	13.07	29.67	12.61
11	80	502	13.76	31.25	13.28
12	82	512	14.45	32.82	13.95

13	84	523	15.15	34.40	14.62
14	86	533	15.84	35.97	15.28
15	88	543	16.53	37.54	15.95
16	90	553	17.23	39.12	16.62
17	92	564	17.92	40.69	17.29
18	94	574	18.61	42.27	17.96
19	96	584	19.31	43.84	18.63
20	98	594	20.00	45.41	19.30
21	100	605	20.69	46.99	19.97
22	102	615	21.39	48.56	20.64
23	104	625	22.08	50.14	21.30
24	106	635	22.72	51.71	21.97

Skill Formula	
Level Requirement	$60 + 2 * (n-1)$
MP Cost	$400 + 10.25 * (n-1)$
Drain Attack	$6.83 + 0.6909 * (n-1)$
Surge Attack	$15.51 + 1.5739 * (n-1)$
Surge Attack Bonus (Bleeding)	$6.59 + 0.6687 * (n-1)$



Burst Fury

Skill Type: Active

SP Cost: 70

Master Level: 30

Max Level: 40

Casting Time: -

Cooldown: 50 seconds

Clear Cube Fragment Cost: 2

Recommended Level: 1

Skill Options	
Attack Frequency	0.2 second
Max Duration	4 seconds

Skill Level	Level Req	MP Cost	HP Cost (per second)	Physical Attack	Shockwave Attack
1	70	1000	50	6.74	25.01

2	72	1046	63	7.43	27.54
3	74	1092	75	8.11	30.08
4	76	1138	88	8.80	32.62
5	78	1184	100	9.48	35.15
6	80	1230	113	10.17	37.69
7	82	1276	125	10.85	40.23
8	84	1323	138	11.54	42.77
9	86	1369	150	12.22	45.30
10	88	1415	163	12.91	47.84
11	90	1461	175	13.59	50.38
12	92	1507	188	14.28	52.92
13	94	1553	200	14.96	55.45
14	96	1600	213	15.64	57.99
15	98	1646	225	16.33	60.53
16	100	1692	238	17.01	63.06
17	102	1738	250	17.70	65.60
18	104	1784	263	18.38	68.14
19	106	1830	275	19.07	70.68

Skill Formula	
Level Requirement	$70 + 2 * (n-1)$
MP Cost	$1000 + 46.11 * (n-1)$
HP Cost (per second)	$50 + 12.5 * (n-1)$
Physical Attack	$(6.74 + 0.685 * (n-1)) * 20$
Shockwave Attack	$25.01 + 2.5372 * (n-1)$

Blood Evil Skills



Blood Incarnate

Skill Type: Passive

SP Cost: 80

Master Level: 30

Max Level: 40

Recommended Level: MAX

Skill Options

Bloodlust's Super Armor	Enabled
Blood Ruin's Super Armor	Enabled

Level	Level Req	Skill Attack
1	75	+24%
2	78	+26%
3	81	+28%
4	84	+30%
5	87	+32%
6	90	+34%
7	93	+36%
8	96	+38%
9	99	+40%
10	102	+42%
11	105	+44%
12	108	+46%
13	111	+48%
14	114	+50%

Skill Formula	
Level Requirement	$75 + 3 * (n-1)$
Skill Attack	$24 + 2 * (n-1)$



Blood Boom

Skill Type: Active

SP Cost: 80

Master Level: 30

Max Level: 40

Casting Time: -

Cooldown: 40 seconds

Clear Cube Fragment Cost: 3

Recommended Level: MAX

Skill Options	
Min HP Requirement	10%
HP Consumption	5%

Skill Level	Level Req	MP Cost	Blood Explosion Attack
1	75	580	319.57
2	77	680	351.99
3	79	781	384.41
4	81	881	416.83
5	83	982	449.25
6	85	1082	481.68
7	87	1183	514.10
8	89	1283	546.52
9	91	1384	578.94
10	93	1484	611.36
11	95	1585	643.78
12	97	1685	676.20
13	99	1786	708.62
14	101	1886	741.04
15	103	1987	773.46
16	105	2087	805.88
17	107		
18	109	2288	870.73

Skill Formula	
Level Requirement	$75 + 2 * (n-1)$
MP Cost	$580 + 100.5 * (n-1)$
Blood Explosion Attack	$319.57 + 32.42 * (n-1)$



Bloody Rose

Skill Type: Active

SP Cost: 80

Master Level: 30

Max Level: 40

Casting Time: -

Cooldown: 45 seconds

Clear Cube Fragment Cost: 5

Recommended Level: MAX

Skill Level	Level Req	MP Cost	Blood Draw Attack	Blood Orb Multi-Hit Attack	Blood Orb Explosion Attack		
					Phase 1	Phase 2	Phase 3
1	80	800	25.48	22.08	116.40	129.36	168.15
2	82	933	28.07	24.32	128.20	142.48	185.21
3	84	1066	30.65	26.56	140.02	155.61	202.27
4	86	1200	33.24	28.80	151.81	168.72	219.32
5	88	1333	35.82	31.04	163.63	181.85	236.38
6	90	1466	38.41	33.28	175.43	194.97	253.44
7	92	1600	40.99	35.52	187.25	208.10	270.50
8	94	1733	43.58	37.76	199.05	221.22	287.56
9	96	1866	46.16	40.00	210.87	234.35	304.62
10	98	2000	48.75	42.24	222.67	247.47	321.68
11	100	2133	51.34	44.48	234.49	260.60	338.74
12	102	2266	53.92	46.72	246.29	273.72	355.80
13	104	2400	56.51	48.96	258.10	286.84	372.85
14	106	2533	59.09	51.21	269.90	299.96	389.91

Skill Formula	
Level Requirement	$80 + 2 * (n-1)$
MP Cost	$800 + 133.33 * (n-1)$
Blood Draw Attack	$(25.48 + 2.5854 * (n-1)) * 5$
Blood Orb Multi-Hit Attack	$(22.08 + 2.24 * (n-1)) * X$
Blood Orb Explosion Attack (Phase 1)	$116.40 + 11.8081 * (n-1)$
Blood Orb Explosion Attack (Phase 2)	$129.36 + 13.1236 * (n-1)$
Blood Orb Explosion Attack (Phase 3)	$168.15 + 17.06 * (n-1)$



Blood Riven

Skill Type: Active

SP Cost: 300 (Lv.1), 200 (after Lv.1)

Master Level: 30

Max Level: 40

Casting Time: -

Cooldown: 180 seconds

Clear Cube Fragment Cost: 10

Recommended Level: MAX

Skill Options	
Assault Max Multi-hit Count	2

Skill Level	Level Req	MP Cost	Blood Majin Assault Attack	Blood Majin Blood Explosion Attack
1	85	2500	172.63	422.00
2	90	2564	212.67	519.86
3	95	2628	252.70	617.72
4	100	2692	292.73	715.57
5	105	2756	332.76	813.43
6	110	2820	372.80	911.29
7	115	2884	412.83	1009.14
8	120	2948	452.86	1107.00
9	125			
10	130			
11	135			

Skill Formula	
Level Requirement	$85 + 5 * (n-1)$
MP Cost	$2500 + 64 * (n-1)$
Blood Majin Assault Attack	$(172.63 + 40.033 * (n-1)) * 2$
Blood Majin Explosion Attack	$422 + 97.8566 * (n-1)$

Common TP Skills



Basic Training Upgrade

TP Cost: 1

Master Level: 3

Max Level: 5

Recommended Level: 0

Male Slayer TP Skills



Upward Slash Upgrade

TP Cost: 1

Master Level: 5

Max Level: 7

Recommended Level: 0



Ghost Slash Upgrade

TP Cost: 1

Master Level: 5

Max Level: 7

Recommended Level: 0



Thrust Upgrade

TP Cost: 3

Master Level: 1

Max Level: 3

Recommended Level: 0



Guard Upgrade

TP Cost: 2

Master Level: 1

Max Level: 3

Recommended Level: 0



Kazan Upgrade

TP Cost: 1

Master Level: 5

Max Level: 7

Recommended Level: 0~MAX

Skill Level	Level Req	Kazan's Strength / Intelligence	Kazan's Post-Casting Delay
1	50	+8%	-0.3 sec
2	55	+16%	-0.6 sec
3	60	+24%	-0.9 sec
4	65	+32%	-1.2 sec
5	70	+40%	-1.5 sec



Force Wave: Neutral Upgrade

TP Cost: 1

Master Level: 5

Max Level: 7

Recommended Level: 0



Ashe Fork Upgrade

TP Cost: 1

Master Level: 5

Max Level: 7

Recommended Level: 0



Drive Slash Upgrade

TP Cost: 1

Master Level: 5

Max Level: 7

Recommended Level: 0 or 1

Skill Level	Level Req	Drive Slash's Damage	Drive Slash's Damage	Drive Slash's # of Attacks
1	50	-15%	+8%	+2
2	55		+16%	
3	60		+24%	
4	65		+32%	
5	70		+40%	



Gore Cross Upgrade

TP Cost: 1

Master Level: 5

Max Level: 7

Recommended Level: 0



Wave Wheel Slasher Upgrade

TP Cost: 3

Master Level: 1

Max Level: 3

Recommended Level: 0



Moonlight Slash Upgrade

TP Cost: 1

Master Level: 5

Max Level: 7

Recommended Level: 0



Mountainous Wheel Upgrade

TP Cost: 1

Master Level: 5

Max Level: 7

Recommended Level: 0~MAX

Skill Level	Level Req	Mountainous Wheel's Damage	Mountainous Wheel's Jump Height	Mountainous Wheel's Bleed Duration	Mountainous Wheel's Shockwave Range
1	50	+8%	+6px	+1 sec	+4%
2	55	+16%	+12px	+2 sec	+8%
3	60	+24%	+18px	+3 sec	+12%
4	65	+32%	+24px	+4 sec	+16%
5	70	+40%	+30px	+5 sec	+20%

Berserker TP Skills



Diehard Upgrade

TP Cost: 2

Master Level: 5

Max Level: 7

Recommended Level: 0

Skill Level	Level Req	Diehard's HP Recovery Duration	Diehard's HP Recovery	Diehard's HP Threshold
1	55	-1.5 sec	+5%	+3%
2	60		+10%	+6%
3	65		+15%	+9%
4	70		+20%	+12%
5	75		+25%	+15%



Bloodlust Upgrade

TP Cost: 2

Master Level: 5

Max Level: 7

Recommended Level: 0~MAX

Skill Level	Level Req	Bloodlust's Damage
1	55	+10%
2	60	+20%
3	65	+30%
4	70	+40%

5	75	+50%
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Raging Fury Upgrade

TP Cost: 4 (Lv.1), 2 (after Lv.1)

Master Level: 5

Max Level: 7

Recommended Level: 1

Skill Level	Level Req	Raging Fury's Damage	Raging Fury's Hit Count
1	65	+10%	+2
2	70	+20%	
3	75	+30%	
4	80	+40%	
5	85	+50%	



Bloody Twister Upgrade

TP Cost: 2

Master Level: 5

Max Level: 7

Recommended Level: MAX

Skill Level	Level Req	Bloody Twister's Damage	Bloody Twister's Snaring Speed	Bloody Twister's HP Cost (per second)
1	65	+10%	+10%	+10%
2	70	+20%	+20%	+20%
3	75	+30%	+30%	+30%
4	80	+40%	+40%	+40%
5	85	+50%	+50%	+50%



Blood Sword Upgrade

TP Cost: 2

Master Level: 5

Max Level: 7

Recommended Level: MAX

Skill Level	Level Req	Blood Sword's Damage
1	65	+10%
2	70	+20%
3	75	+30%

4	80	+40%
5	85	+50%



Outrage Break Upgrade

TP Cost: 2

Master Level: 5

Max Level: 7

Recommended Level: MAX

Skill Level	Level Req	Outrage Break's Damage	Outrage Break's HP Cost
1	65	+10%	-10%
2	70	+20%	-20%
3	75	+30%	-30%
4	80	+40%	-40%
5	85	+50%	-50%



Derange Upgrade

TP Cost: 0

Master Level: 1

Max Level: 1

Recommended Level: 0, 1 (special case)

Skill Level	Level Req	Derange's Abnormal Status Resistance
1	65	-50



Completely useless and should never be leveled unless you use one of following items:



- Unknown Dark Hole Set
- Razor Queen's Necklace
- Refined Chaos Stone Necklace
- Pure Rod Coil

If you don't use any of those items - don't level Derange TP.

IV. Build Progression

Before starting the game, it's a good idea to check out which items exist in Dungeon Fighter Online and what can / should you do with them.




Common Equipment are the most useless items in the game - they're not even worth equipping and using. The only use they have is either being sold to any NPC Merchant or being disassembled for  Clear Cube Fragments and  Common Souls. For new players, it's better to just sell Common Equipment for starters and save at least 10k Clear Cube Fragments (they are used for main damage dealing Skills), because you can also get Clear Cube Fragments by disassembling Uncommon Equipment, and it's not that easy to make Gold until you reach the endgame. After that, you can start to disassemble Common Equipment in high-level disassemblers and sell Clear Cube Fragments on Auction House (do note that it's worth doing only if the profit from selling Clear Cube Fragments is higher than the profit from selling Common Equipment you're gonna disassemble) or to save them up for Amplification (this is not recommended until you're geared in Lv.90 Epics and saved up large sum of money for Amplification process).

Uncommon Equipment are pretty much as useless as Common Equipment. The only difference is that you should always disassemble Uncommon Equipment to get Clear Cube Fragments and  Colored Cube Fragments (which are used for Cube Contract or as an entrance fee in several Dungeons), as well as  Uncommon Souls. This is your main source of Clear and Colored Cube Fragments, so you'd better pick up every Uncommon Equipment you see during dungeon farming.

Rare Equipment are the items you're gonna use during your leveling period. They're actually pretty decent and more than enough for Scenario Quests. Unlike Common and Uncommon Equipment, they're not a very common drop (outside of Special Dungeons, like Forgotten Forest and Village of the Confined), but thankfully Scenario Quests will give you untradeable Rare Heavy Armor and Slayer Weapons (up until Lv.85 Rares in Anton Scenario Quests), so you won't need to collect every piece by yourself.

Compound System

Unlike Common and Uncommon Equipment, Rare Equipment can be disassembled either by Normal Disassemblers (the huge free ones you see either by the entrance of the dungeon area or the ones other players set up) or Professional Disassemblers (the ones you carry with yourself in "Usable" section of Inventory). It's up to you as what to do with them -


Normal Disassemblers give you  Low Grade Elemental Crystals (sometimes they give  Gold Cube Fragments instead),  Rare Souls and small amount of Clear Cube Fragments, while Professional Disassemblers provide you with materials needed for your Profession.


There are several types of Rare Equipment you can find:

- Magic-sealed Rares (pretty much they're the items I was describing right now)
- Legacy (a pretty much outdated type of Rare Equipment - these items were useful for PvP and general use... until Halidom Equipment was added, thus making Legacy Equipment useless; this is why nowadays they're used to be transformed into untradable Halidom Equipment through Legacy Equipment Halidom Converter sold by Seria Kirmin; for Berserker, only Weapons and several Top pieces are useful for Derange swap)







Unique Equipment are the first actual "rare" items you can find, and they're better than Rare Equipment of the same Level. Their drop rate is very low, but they can drop from any random enemy / boss, from specific bosses or by crafting - all depends on the type of Unique Equipment you're looking for. The difference between each type of Unique Equipment will be listed below.

In terms of disassembling Unique Equipment - low-level Normal Disassemblers will provide

you with  High Grade Elemental Crystals, while high-level Normal Disassemblers will

provide you with Gold Cube Fragments. Any of them provide you with  Unique Souls as well. It's not a good idea to use Professional Disassemblers for Unique Equipment, because you won't get much profit from it compared to Normal Disassemblers.

There are several types of Unique Equipment you can find:

- Tradable Uniques (these items can drop in any Normal or Special Dungeon from any enemy or boss, they can be compounded in Seria's Room and they can be traded / put up on Auction House; these days most of Tradable Uniques are very cheap, because current endgame relies on Legendaries and Epics; the only few Tradable Uniques that are worth something are Class Buff Swap Items (like Kazan's Curse), Proc Swap Items (like Forgotten Fellow's Glory) or some decent items that are useful even for some endgame content (like Yellow Dragon Motif Bracelet in Anton dungeons); the Level of Tradable Unique depends on the dungeon you're farming, and bosses in Special Dungeons have a higher drop rate for Tradable Uniques);
- Boss Uniques (**no longer available as of Origin patch**) (these items can drop only in Normal Dungeons from bosses, they can't be compounded and they can't be traded / put up on Auction House; they still have a very low drop rate, so usually you have a better chance to get what you want by buying Boss Uniques from NPC vendors with       Meteors that drop in Normal Dungeons or obtainable after disassembling Boss Uniques; the only problem Boss Uniques have is that they become outdated very quickly, and by the time you finish Scenario Quests you should be using only a few Boss Uniques from Castle of the Dead which, eventually, will be replaced with Chronicle or better Equipment);
- Halidom (upgraded version of Legacy equipment - the more Halidom equipment you wear, the more basic stats (Strength / Intelligence / Vitality / Spirit) you get from Halidom Bonus, making it mostly an equipment for PvP; still, it can be used in PvE as well due to several effects like Skill Level and Speed increase, but only in some early dungeons (like Otherverse or Ancient Ruins); the general way of getting Halidom can be done in two ways: tradable Halidom equipment is obtained the same ways as


Unique equipment (drop / Compound / Auction House), while untradable Halidom equipment can be crafted either by converting Legacy equipment to Halidom equipment or by crafting untradeable Halidom equipment by running Circulation

Mode and farming  Halidom Fragments and then using Halidom Recipe of the appropriate dungeon level that drops from bosses there).



Chronicle Equipment are the items that only drop in Otherverse dungeons, and they usually come either as a “Do-It-Yourself” single pieces (Tainted Dimensional Seal) or in a set of 3 to 9 pieces (like Arterial Spray or Brutal Madman). While the latter ones are really worth using when you equip 3 / 6 / 9 pieces of the same set, the former ones used as a substitute until you get the missing pieces of Chronicle set you’re planning to use.

Chronicle Equipment is probably the only one that provides different items during disassembling, depending on which kind of disassembler you’re planning to use:

- Normal Disassembler gives you  Chaos Stone Fragments
- Player Disassembler gives you  Nihilistic Demon Stone Fragments
- Professional Disassembler gives you Gold Cube Fragments and materials needed for your Profession


All Disassemblers also give you  Interdimensional Fragments when you disassemble Berserker Chronicle Set pieces (so Tainted Dimensional Seal pieces or Chronicle Set pieces of other classes won’t give these Frags).

Legendary Equipment are either some of the most expensive items in the game (Tradable Legendaries) or require some serious farming / daily quest attendance (Quest Legendaries), but in general they’re one of the best items in the game you can get. They’re also always available in some sort of way (unlike Epics, which are completely random given out as a drops within their Level range), so usually you can either plan which to farm or which to buy.


The majority of Legendary items provide  Legendary Souls and either  Endless Eternity (low-level Normal Disassemblers) or Gold Cube Fragments (high-level Normal Disassemblers), but there are some cases where disassembling Legendary items can provide only one Legendary Soul (like most of Quest Legendaries) or none at all (like Valor Set pieces).

There are several types of Legendary Equipment you can find:


- Tradable Legendaries (these items can drop only in some specific endgame dungeons, and each Named / Boss monster has his own possible Legendary drops; they can be compounded in Seria’s Room, they can be traded / put up on Auction House and some of them can be crafted by using a specific Legendary Recipe sold by Gabriel):
 - Low Level Legendaries (these Legendaries are usually obtained by buying Legendary Recipe from Gabriel and crafting a Legendary with it)


- Ancient Legendaries (named after removed Ancient Ruins, these Legendaries can be obtained from  Mythical Ancient Pot)
- Anton Legendaries (named after Anton, these Legendaries very rarely drop from Named / Boss monsters of non-Raid Anton dungeons or obtained as Anton Raid Phase 1 Reward)
- Luke Legendaries (named after Luke, these Legendaries very rarely drop from Named / Boss monsters of Luke Normal dungeons or obtained as Luke Raid Phase 2 Reward)
- Quest Legendaries (these items are usually sold by specific vendors like Captain Luther in Saint Horn (Requiem Weapons), Hunter Von in Pandemonium (Reconstruction Weapons and Flameskin Accessories) and Simona near Valley of Fallen Souls (Tower of Anguish Earrings Pot) as non-set Legendary items, but there are also vendors who sell Quest Legendary Set pieces):
 - Lv.85 Legendary Sets (Captain Luther sells Legendary Ancient Ruins set pieces in Saint Horn, Court Supplier Ande sells Legendary Guild Dungeon set pieces in Guild Hideout and Woon Lyonir sells Gigantic Presence set in Noblesky)
 - Lv.90 Legendary Sets (Snowflake Joshua sells Valor Set boxes in Pandemonium Junction, Eventful Erica sells Silent Constructor set pieces in Zelva and somewhere in the future patch Veteran Rachel sells Twilight Road set pieces in Guild Hideout)



Epic Equipment are the strongest pieces of equipment in the game, but the problem is that in most cases you can't choose which Epics you will get: beside the dungeon level (that decides which Level range of Epics will drop), the chance of getting an Epic you need is completely random. There is a way to get Epic you want, though: either by crafting them in Epic Book (requires 1000 Epic Fragments of said Epics and many Legendary / Epic Souls) or transferring them at Gracia (also requires a decent sum of Epic Fragments of said Epic, many Epic Souls, Refined Terranium and High Grade Elemental Crystals). Unfortunately, both of these opportunities are not really available to new players, so you're pretty much stuck with running any type of Hell Mode (Forced Hell Mode in dungeons, Temporal Rift or Pandemonium Rift) in order to keep getting Epics.

Upon disassembling in Normal Disassembler Epic Equipment gives you  Epic Soul that can be used in many ways: traded for Demon Invitations, used in Epic crafting or buying some Epics from Gracia with them.

There are several types of Legendary Equipment you can find:


- Lv.60-90 Epics (these Epics drop from Hell Mode of dungeons within specific level range: Time Gate Hell Mode drop Lv.70-80 Epics, Power Station Hell Mode drop Lv.80-85 Epics, Castle of the Dead Hell Mode drop Lv.85 Epics and Metro Center Hell Mode / Pandemonium Rift drop Lv.85-90 Epics)
- Upgraded Lv.90 Epics (these Epics cannot be obtained through usual means and require a recipe, an Epic (that will be upgraded) and materials required to craft an upgraded version; in order to get materials for crafting Upgraded Epics, you need to clear Anton Raid (for Infinite Avarice Epics you'll need  Condensed Antonium

and  Anton's Soul Fragment) or Luke Raid (for Savior's Triumph and Lv.90

Upgraded Epic Armor Set you'll need  Dark Source and  Monolium), and the amount of materials depends for each Upgraded Epic)

- Raid Epics (these Epics cannot drop in Hell Mode and either rarely obtained by successfully clearing a Raid or bought from vendors like Woon Lyonir (Savior's Glory Weapon and Avarice Epics) and Eventful Erica (Heblon's Monarch set pieces) for specific amount of Raid materials)
- Craftable Epic Weapon (a unique system where you craft one of special Lv.90 Epic

Weapon that can't be obtained from Hell Mode; depending on which of 

 Catalysts you're using, crafting this Epic Weapon might take you from 2 to 5 months, but in case you're unsuccessful with getting endgame Epic Weapon from Hell Mode it's one of few ways when you can actually choose which Epic Weapon to get).

Now comes the question: how should you progress in this game and which equipment should you use in order to get into endgame dungeons? For rich players you can always just buy some Tradable Legendary equipment and skip majority or beginner content (maybe even jump straight to Anton Raid), but for players who just started playing Dungeon Fighter Online and don't know what to do beside following Epic Quest Scenarios here are some Build Progress steps. They give you a gear cutline you need to reach in order to make a progress and slowly but surely get further and further into DFO's endgame (up until Raid content) and they also tell you when you should start to farm some other dungeons in order to not waste time and make additional progress that will pay for itself in the future.

Lv.80-85 Magic-sealed Rares + Lv.85 Halidom Weapon

The first Build Progression step is pretty obvious:

- Use Magic-sealed Rare Equipment (provided by Epic Quests) and use either Magic-sealed Rare Weapon (also from Epic Quests) or Halidom Weapons (by clearing Missions given by Karakas). This process goes from Lv.1 to at least Lv.80, so just enjoy the story and casual part of DFO for now.
- Keep either Lv.25 or Lv.55 Magic-sealed Rare Top - it'll be used later in Halidom Top crafting (and this Top is a part of Derange Swap Set). The easiest way to do it is to clear "Collect Scorpion Venom" Scenario quest by clearing Rotting Lot - you'll get this quest in Sewers of Mirror Arad.
- Try to clear "Melvin's Shame" Feat Quest in order to get High Tech Slayer Ring (it's also a vital part of Derange Swap Set) - it's not very hard to get 20 Carnellian and 30 Nihilistic demon Stones these days.
- Don't waste your money on anything (except repair fee) and just hold onto them for now.

Halidom Set (or other Beginner Set) + Lv.85 Boss Uniques (Accessories / Special Equipment) + Boss Unique / Halidom Weapon

- Starting from Lv.80 and up until Lv.90 you can craft one of Halidom Armor Sets (by spending Carnellian at Karakas), but it's up to you: it's possible to reach the next Build Progression step without Halidom Armor Set, but it does make farming Othervers more smooth due to decent Set Options. But don't try to buy any of Halidom Armor Set pieces off Auction House - they're not worth the price people asking for.
- As for the weapon - you can use a free rental weapon in case you have Neo Premium Contract on (Chills / Killij during Lv.80-84, Ice Flare / Holy Instant starting from Lv.85) or just keep using Lv.85 Halidom Weapon you get from clearing missions given by Karakas (just be sure that you've cleared all previous missions and not just Power Station or Castle of the Dead ones, because some missions are connected and start at very early level range).
- Still hold onto your money for now, as well as Demon Invitations you get from Daily Challenges and from reaching Lv.85.

Chronicle Set (9pc Brutal Madman or 9pc Blood Reaper) + Terra: Reconstruction Weapon

This is the Build Progression step where you finally start farming Othervers.

- You should have enough Exorcism by now in order to do Difficulty 1, and if you're able to clear it, then you're on the right track. At this Difficulty Level you will get only Chronicle equipment, but even these are good in order to get your Exorcism level high enough for Difficulty 2. Enchant Tainted pieces with Red Dimensional Aura (either Blood Sword or Outrage Break effect), and use Complete Red Dimensional Aura to apply the effect of other Skill (so either Blood Sword or Outrage Break) if you ever get some of those. Don't spend your Interdimensional Fragments on anything for now.
- Never ever bother with Chronicle Weapons - they're worthless and should never be used.
- The moment you feel comfortable and used to dungeon gimmicks, you can start running Difficulty 2. Ancient Memory Fragments will start to drop, and you might even finish 3pc set of some Chronicle by now (check "Chronicle Sets" of Armor section to see how good / bad Berserker's Chronicle sets are).
- Your goal is to finish at least two 3pc Chron sets or one 6pc Chron set and start running Difficulty 3. This is where the droprate of Ancient Memory Frags become decent (as well as possible Quest Legendary flips from dungeon clearing), and from there on you just need to focus on finishing either 9pc Blood Reaper set + 6pc Brutal Madman set (do get Shoulder, Belt, Shoes, Bracelet, Necklace and Magic Stone pieces specifically, because they are the vital parts of your Derange Swap Set) or 9pc Brutal Madman set (but be sure that you have all 6 pieces I just mentioned).

- When you finish either 6pc Blood Reaper or 6pc Brutal Madman, check if you have enough Interdimensional Fragments to buy the missing three pieces of the set from Bowmaster Ludmilla (remember to buy "Devolved Box - Tier 3 Chronicle Set" ones and not the Cracked versions, although in case of error just don't open the box and refund it from Ludmilla). The moment you finish either "9pc Blood Reaper + 6pc Brutal Madman" or "9pc Brutal Madman", you can stop running Otherverse for the sake of building Chronicle set (but not the farming of Gold Cube Fragments / or Nihilistic Demon Stones or Legendary Souls or potential Card Books / Mythical Ancient Pots).

While you're doing Otherverse, you're probably already Lv.90, so you can try to start doing some other dungeons in the meantime.

- You can start doing Daily Limited Quest "For Metro Center" and run Bloody Lane dungeon in order to farm Purification Stones. You can either buy Reconstruction Weapon and craft Terra: Reconstruction Weapon (1200 Purification Stones in total, but still a good thing to do even if you're already using Lv.85 Halidom Weapon) or buy some Quest Legendary accessories (400 Purification Stones each).
- You can start running Tower of Despair - it takes ~50-100 days to clear (depending on whether or not you have Simona's Letter of Recommendation from Neo Premium Contract Daily Box), but it might be worth running because of potential good Epic Weapon you can pull from Tower of Despair Weapon Pot. Always go for Katana Pot - it has the best chance to give you a good Epic Weapon, because every Epic Katana from there is great for Berserker.
- You should start running Silver / Golden Dragon Tournament as well - you get Powerful Energy, Demon Invitations and Demon Challenges from there. It's better to start hoarding Powerful Energy right now so by the time you get good Lv.85/90 Epic Weapon you'll have a big stash of Powerful Energy that should be used for Refining this weapon.
- Do clear Sizki's Dojo Quest - as much as you might find PvP content unusual or slow (this one is against AI, thankfully), you get additional 2 TP upon clearing it, which are the only additional TP in the game;
- Lastly, you can try to start buying Pandemonium Rift carries and get a chance of getting Epics from there (do know that Neople officially don't support any kind of Sell Party, so they won't refund your gold in case your Rift carry scam you in any sort of way, so just try to find some known good Rift sellers and buy Rift Sell Party only from them). Although be careful not to spend too much money, because you need to get 60 Terranium (or 6 Refined Terranium) per day - just trade your ordinary Terranium (or buy it) for Refined one at Red Tail Jonathan.
- Keep onto your Demon Invitations and Ancient Memory Fragments until you finish either of two Chronicle setups.

Lv.85 Legendary Set + off-slot Legendaries / Epics + Liberation / Lv.85-90 Legendary / Lv.75-90 Epic Weapon

At this point you're geared enough to run Hell Mode without huge problems and wasting too many Life Tokens.

- Use all of your Demon Invitations you've saved up in Temporal Rift (I don't recommend normal Hell Mode on Slayer difficulty to beginner player for two reasons: because it's still harder than Temporal Rift (so you might waste some Life Tokens and additional time) and because it has lower Epic drop rate compared to Temporal Rift, while beginner players need more Epics for starters, not Epic Souls and Hell Orbs).
- Depending on how your usable Epic stash turned out to be, you can go one of three possible roads of how to use your Ancient Memory Frags:
 - If you got many specific non-Light Damage Epics (Weapons like Mysteltainn or Makya; Armor and Accessories like Elemental Dropper, Natural Guardian or Ice Princess Breath pieces), then you should get Wild Romanticist 6pc set;
 - If you got many Neutral or All Elemental Damage Epics (like any Lv.90 Epic Weapon or Armor), then you should get Gracia Family's Symbol 6pc set;
 - If you got way too many good off-slot Epics and can only save 5 slots for Lv.85 Quest Legendary Set, then you should get Cursed Sea God's Fury 5pc set.
- In order to figure out the best item slot composition for each of these sets, check "Lv.85 Quest Legendary Sets" of Armor section for further details.
- It's also recommended (no matter which set you're gonna use) to purchase Sea God's Bottom (which is a part of Derange Swap Set). It's also a decent idea to buy Great Glory Bracelet / Great Glory Armband and Buried Scream Crystalline, but only if these slots are not already taken by some better items in your setup.
- In case you didn't buy Legendary Weapon or get an Epic Weapon, you can also use your Appeasing Stones and purchase Requiem Weapon (because you have a choice here, there's no reason to not go with Katana). After that you should try to craft Liberation Katana from your Requiem Katana (by buying the recipe from Luther) and try to craft it four times. If you didn't succeed during those four tries, then you have a choice: either keep trying to craft tradable Liberation Katana (with low chance of success) or craft untradable Liberation Katana (with 100% success chance). If you don't care about reselling your Liberation Katana in the future and just want to get a decent weapon for the time being, then just buy Untradable Requiem Converter for 4 Condensed Spirits from Iris (in Time Gate - Requiem) and craft the untradable version.
- At this point you can already farm dungeons like Grandine Power Plant or Time Square in order to make decent sum of money per day. You can also start buying Anton Sell Raids for the time being (and if you have money for that), but do remember once again that People officially don't support any kind of Sell Party, so they won't refund your gold in case your Sell Raid got any sort of problems that left you with no rewards from Phase 1 and/or Phase 2 (unless it was related to something like server bug). You can also run Anton Solo instead, but do note that it doesn't provide you with Demon Invitations as part of reward (for now).
- The moment you finish Lv.85 Quest Legendary set and get yourself a good Legendary / Epic Weapon, you can get to the next Build Progress step.

Lv.90 Legendary Set + off-slot Legendaries / Epics + Lv.85-90 Legendary / Lv.75-90 Epic Weapon

At this point you have at least minimum equipment setup in order to try and get into Anton Raid as a full-fledged participant. Still, there is a high chance that you won't get accepted exactly because your gear has reached only minimum requirements. In order to improve your damage performance and increase the chance of getting into Anton Raid, you need to start farming Valor Set from Echon.

- There are two important things to remember while building Valor 6pc set:
 - You need to get as many BB / BC / CC pieces as you can - any piece with Group A effect (raw main stat / Speed increase) drags down the entire piece and makes it not worth using as a Berserker. Thankfully, you don't need to rush with getting correct pieces, because the amount of Darma's Symbols you can get per day is limited and they're the most important part in upgrading and creating Valor Set.
 - You need to fill the weakest slots of your setup with Valor Set, while the rest of slots should be filled with very strong off-slot Legendary or Epic items. And it's better to think twice before finalising the slots you're going to fill, because rearrangement of Valor Set is gonna cost you several days of farming Darma's Symbols.
- While you're trying to get into Anton Raid and farm Valor Set, you can farm content like Guild Dungeon (if you're a part of the guild) in solo play instead of party play, and the overall speed of dungeon farming clear time should be much better now. Anton Normals is also available for improving your Anton Raid performance and farming additional Condensed Antonium, but it's available only for party play.
- By the time you finally manage to finish Valor 6pc set, a lot of time will pass. In case some of your slots are still missing good equipment, you might want to check "Weapon", "Armor", "Accessory" and "Special Equipment" sections and see if there are any good Tradable Legendaries worth purchasing. And from now on you're entering the longest Build Progression step.

Lv.85-90 Epic Set + off-slot Legendaries / Epics + Lv.75-90 Epic Weapon

From here on no Anton Raid Leader should decline your application just because of "no damage" criteria, and so you should be able to get into Anton Raid pubs more often.

- Pandemonium Rift should be easy to solo from now on, and you can even try to start doing Luke Normals in party.
- Unfortunately, there is no more guaranteed progress in terms of your equipment setup: it all comes down to pure luck and running Hell Mode again and again until you finish some Epic sets. This step can honestly feel like an eternity have passed: some people get lucky and finish Epic sets very early (in less than 100k Demon Invitations), some people are extremely unlucky and don't finish any good Epic set in more than 200k Demon Invitations.

Lv.85-90 Epic Sets + Lv.85-90 Epic Weapon + off-slot Lv.85-90 Epics

Finishing your first Epic set always feel good, and depending on how good that set is you might even try to search for some Sell Raid applicants (although these days Anton Sell Raid is either 2-man or 3-man, and Epic set + Epic Weapon + off-slot Legendaries / Epics probably won't be enough). Unfortunately, all you can do now is keep farming Anton Raid, Hell Mode and Pandemonium Rift until you become Luke Raid ready...

Lv.90 Epic Armor Set + Sensory Satisfaction Set + Savior's Glory / Lv.90 Epic Weapon + Pars & Rosetta & Babylonian

With your entire build being filled with Epics, in some setups it might be more than enough to enter Luke Raid - for example:

- Weapon - Excalibur
- Armor - Natural Guardian
- Accessories - Infinite Structure / Remnants of Avarice, Capri Empher Necklace
- Special Equipment - Time Traveler's Silver Watch / Rosetta Stone / Bridal Pearl

In case you're able to enter Luke Raid and successfully clear it, all you can do now is try to get:

- Savior's Glory Weapon (doesn't matter which one, just to upgrade it later on)
- Lv.90 Epic Armor set (in order to upgrade it later on)
- Either Sensory Satisfaction or Infinite Avarice accessory setup (both are very strong and can be upgraded in the future patch)
- Getting Pars / Rosetta / Babylonian also helps with improving your performance in Luke Raid, but they'll be replaced by Heblon's Monarch set anyway

Lv.90 Upgraded Epic Armor Set + Sensory Satisfaction Set + Savior's Triumph + Heblon's Monarch Set

Pretty much the final Build Progression step where all you're doing is waiting until next Luke Raid day and get Monolium for upgraded versions of your Epics. The order of upgrade always depends on what are you using, but in general Berserkers usually go:
Upgraded Lv.90 Armor Set -> Savior's Triumph -> Solium Fons -> Tenebrae Nus -> Lumen Basiliium

V. Reinforcement

Like it was mentioned before, Reinforcement in general is pretty useless (and incredibly expensive) process for Berserker. Only Earring Reinforcement in general is worth doing because of Independent Attack increase.

You can reinforce equipment at Lady Kiri's place in Underfoot.

Each reinforcement level has its own price and success chance. Up to +10 Reinforcement Level there is no difference between Weapon and non-Weapon equipment when you fail to reinforce an item: instead of increasing Reinforcement Level, your item just keeps its current Reinforcement Level.

The effects Reinforcement provide for each type of equipment are:

- **Weapon:** Physical / Magical Attack increase
- **Armor:** Physical Defense increase, Damage Reduction from enemy Physical Attacks
- **Accessories:** Magical Defense increase, Damage Reduction from enemy Magical Attacks
- **Sub-Equip / Magic Stone:** Strength, Intelligence, Vitality and Spirit increase
- **Earrings:** Physical / Magical / Independent Attack increase






In case of Berserker, only a few items are worth reinforcing due to special effects requiring certain level of reinforcement:

- Giant Nugol Form
- Goth Loli Dress
- Absolute Field
- Source of Disease Bracelet
- Sensory Satisfaction Set
- Nagaraja's Voracity Set pieces (Top / Shoulder)
- Any Legendary / Epic Earring

After +10 Reinforcement Level, there are few differences between Weapon and non-Weapon equipment:

- **Weapon:**
 - Failing +10 -> +11 Reinforcement leads you to losing 3 Reinforcement Levels (thus your Weapon becomes +7 reinforced)
 - Failing +11 -> +12 Reinforcement leads you to losing 3 Reinforcement Levels (thus your Weapon becomes +8 reinforced)
 - Starting from +12 Reinforcement Level, each failure leads to destruction of your Weapon (this can be prevented by having Reinforcement Protection Ticket in your inventory)
- **Non-Weapon:**
 - Starting from +10 Reinforcement Level, each failure leads to destruction of your non-Weapon equipment (this can be prevented by having Reinforcement Protection Ticket in your inventory)

There are few items that can help you with Reinforcement process:

-  Reinforcement Protection Ticket (when you fail a reinforcement that is supposed to destroy your equipment, this ticket is consumed and your reinforcement level drops to +0 instead, thus saving your equipment piece)
-  Portable Reinforce Machine (works as a usual reinforcement, only you don't need to pay Reinforcement Fee, thus making it a real moneysaver on high Reinforcement Levels)
-  Reinforcement Proficiency Formula (slightly increase Reinforcement Success Rate)
-  100% Reinforcement Tickets (guaranteed to increase your Reinforcement Level up to the one listed on the ticket)
-  1~90% Reinforcement Tickets (has a chance to increase your Reinforcement Level up to the one listed on the ticket)


The higher your Reinforcement Level on item is, the lower Success Chance it has to reach next level and the higher price it cost to do so:

Reinforcement Level	Success Chance	Reinforcement Nominal Cost
0 -> 1	100%	x1
1 -> 2	100%	x1
2 -> 3	100%	x1
3 -> 4	100%	x1
4 -> 5	80%	x2
5 -> 6	70%	x2.2
6 -> 7	60%	x2.4
7 -> 8	50%	x2.6
8 -> 9	40%	x2.8
9 -> 10	30%	x3
10 -> 11	25.9%	x3
11 -> 12	18%	x5
12 -> 13	12.7%	
13 -> 14	8.3%	
14 -> 15	5.6%	

VI. Refinement



Refinement is an incredibly important process for Berserker, because it's one of your biggest Independent Attack increase options.

You can refine equipment at Jun the Blacksmith's place in City of Shonan (or at your Guild Hideout).

Each refinement level has its own  Powerful Energy Cost and success chance. Unlike Reinforcement, there's no penalty for failing refinement: you just don't increase your Refinement Level and keep your current one. The biggest difference here is that, unlike Reinforcement, Powerful Energy is pretty scarce and you can't buy it, so you'll have to farm it somewhere through various dungeons and NPCs:

- **Silver Dragon Tournament / Gold Dragon Tournament:** 0~8 Powerful Energy (per run)
- **Trial of the Champion:** 50 Powerful Energy (per run and can be done only three times across account per week)
- **Guild Dungeon Powerful Energy Box:** 25 Powerful Energy (cost 20 Guild Contribution Certificates and can be purchased only once on each character per day)
- **Red Tail Jonathan's Powerful Energy Bag:** 25 Powerful Energy (cost 10 Refined Terranium and can be purchased only four times across account per day)

There are few items that can help you with Refinement process:

-  Portable Weapon Refiner (works as usual refinement, only you don't need to pay Refinement Fee, thus making it a real Powerful Energy saver on high Refinement Levels)
-  100% Refinement Tickets (guaranteed to increase your Refinement Level up to the one listed on the ticket)

The higher your Refinement Level on weapon is, the lower Success Chance it has to reach next level and the higher Powerful Energy Cost becomes. Do note, though, that the Powerful Energy Cost also depends on Weapon's Type (Legendary / Epic) and Level (Lv.75-90):

Lv.85 Legendary Weapon				
Refinement Level	Success Chance	Powerful Energy Cost	Independent Attack	Abnormal Status Attack
0 -> 1	100%	58	+33	+5.8%
1 -> 2	52%	64	+50	+13.0%
2 -> 3	72.22%	70	+66	+21.5%
3 -> 4	28.89%	77	+99	+31.4%
4 -> 5	25%	83	+132	+42.7%
5 -> 6	17.11%	89	+215	+55.4%

6 -> 7	13.4%	95	+298	+69.5%
7 -> 8	8.8%	101	+413	+84.9%

Lv.90 Legendary Weapon				
Refinement Level	Success Chance	Powerful Energy Cost	Independent Attack	Abnormal Status Attack
0 -> 1	100%	62	+35	+5.9%
1 -> 2	52%	69	+52	
2 -> 3	72.22%	75	+70	
3 -> 4	28.89%	82	+104	+32.1%
4 -> 5	25%	88	+139	+43.6%
5 -> 6	17.11%	95	+226	+56.5%
6 -> 7	13.4%	101	+313	+70.9%
7 -> 8	8.8%	108	+435	+86.6%

Lv.75 Epic Weapon				
Refinement Level	Success Chance	Powerful Energy Cost	Independent Attack	Abnormal Status Attack
0 -> 1	100%	57		
1 -> 2	52%			
2 -> 3	72.22%			
3 -> 4	28.89%		+97	
4 -> 5	25%			
5 -> 6	17.11%		+210	+57.3%
6 -> 7	13.4%		+290	
7 -> 8	8.8%		+403	

Lv.80 Epic Weapon				
Refinement Level	Success Chance	Powerful Energy Cost	Independent Attack	Abnormal Status Attack
0 -> 1	100%	60	+34	
1 -> 2	52%	66	+51	

2 -> 3	72.22%	72	+68	+22.7%
3 -> 4	28.89%	79	+102	
4 -> 5	25%	85	+136	
5 -> 6	17.11%	92	+221	
6 -> 7	13.4%	98	+307	
7 -> 8	8.8%		+426	+89.7%




Lv.85 Epic Weapon				
Refinement Level	Success Chance	Powerful Energy Cost	Independent Attack	Abnormal Status Attack
0 -> 1	100%	64	+36	
1 -> 2	52%	71	+54	
2 -> 3	72.22%	77	+72	+23.2%
3 -> 4	28.89%	85	+108	
4 -> 5	25%	91	+144	
5 -> 6	17.11%	98	+233	+59.7%
6 -> 7	13.4%	104	+323	
7 -> 8	8.8%	112	+449	+91.6%

Lv.90 Epic Weapon				
Refinement Level	Success Chance	Powerful Energy Cost	Independent Attack	Abnormal Status Attack
0 -> 1	100%	67	+38	+6.4%
1 -> 2	52%	74	+57	+14.3%
2 -> 3	72.22%	81	+75	+23.7%
3 -> 4	28.89%	88	+113	+34.6%
4 -> 5	25%	95	+151	+47.0%
5 -> 6	17.11%	102	+245	+61.0%
6 -> 7	13.4%	109	+339	+76.4%
7 -> 8	8.8%	116	+471	+93.4%

VII. Amplification

Amplification is a very similar process to Reinforcement, but it's actually much more useful to Berserker (and much more expensive). The major difference is that you can't amplify any equipment you have: it needs to be cursed with Otherverse Energy (cursed equipment cannot be equipped until you uncure it).

There are two ways to deal with cursed items:

- Uncurse it with  Otherverse Energy Extinguisher and make it equippable, but you can only Reinforce it (and Refine in case it's a weapon) from now on
- Uncurse it with  Otherverse Energy Purification Scroll and make it equippable, but you can only Amplify it (and Refine in case it's a weapon) from now on
 - You can buy Purification Scroll Recipe from Klonter and craft it by using Gold Cube Fragments and  Essence of the Rift (drops in Otherverse dungeons or can be purchased from Red Tail Jonathan)


Obviously, it doesn't matter much if you don't care about amplification (these days only best Lv.90 Epics are worth amplifying), but in general:

- If it's BiS Lv.90 Epic equipment - use Purification Scroll on it
- If it's any other equipment - use either Extinguisher or Purification Scroll (whichever you can find for cheaper price).

Purified cursed equipment obtains one of Dimensional Stats (it's completely random as which one you'll get) and also provides usual bonuses from Reinforcement (so if reinforcing Earrings will increase only your Physical / Magical / Independent Attack, then amplification will do that as well but also increase your Strength).

You can amplify equipment at Klonter's place in Underfoot.

Similar to Reinforcement, each amplification level has its own price and success chance, but unlike Reinforcement there are different penalties on each level for failing amplification (and do note that trying to get past +10 Amplification Level on Weapon without Protection Ticket will break it, unlike Reinforcement that allows you to get your weapon up to +12 without Protection Ticket).









Beside usual gold cost for each amplification, you also need to have  Crystallized Chaos (you can trade 1000 Clear Cube Fragments for 1 Crystallized Chaos at Klonter).

Obviously, because it's actually a profitable (but VERY expensive) process to Berserker, you want to get Dimensional Strength on each of your best Lv.90 Epics, but there's a specific order as what to amplify and invest your Crystallized Chaos into:

1. Equipment with Reinforcement / Amplification Level effects (usually requires up to Level 12, but getting even just one piece of equipment to Amplification Level 12 can cost you hundreds of millions gold, so in case you can't afford yourself such huge sum - just stick with reinforcement on items like Sensory Satisfaction for now)
2. Earrings (Independent Attack + Dimensional Strength)
3. Sub-Equip / Magic Stone (Strength + Dimensional Strength)
4. Armor / Accessories (Physical / Magical Defense + Dimensional Strength)

5. Weapon (Dimensional Strength)

There are few items that can help you with Amplification process:

-  Amplification Protection Ticket (when you fail amplification that is supposed to destroy your equipment, this ticket is consumed and your amplification level drops to +0 instead, thus saving your equipment piece)
-  Portable Equipment Amplifier (works as usual amplification, only you don't need to pay Amplification Fee, thus making it a real moneysaver on high Amplification Levels)
-  Pure Tome / Amplification Grimoire (works on non-cursed equipment and enchants it with any Dimensional Stat effect of your choice; possible Amplification Level (that applies within certain range) depends on the type of Grimoire)
 - You can buy Pure Tome Recipe from Klonter and craft it by using Gold Cube Fragments and  Condensed Purity (obtainable by failing Amplification past Level 10)
-  Conversion Spell (drops item's Amplification Level to 0, but allows you to choose any of Dimensional Stat effects, which means that you can change Dimensional Intelligence / Vitality / Spirit option to Dimensional Strength)
 - You can buy Conversion Spell Recipe from Klonter and craft it by using Gold Cube Fragments, Chaos Stones and  Vestige of Hope (obtainable by failing Reinforcement past Level 10 or can be purchased from Red Tail Jonathan)
-   1~90% Amplification Tickets (has a chance to increase your Amplification Level up to the one listed on the ticket)

The higher your Amplification Level on item is, the lower Success Chance it has to reach next level and the higher price it cost to do so (as well as the harsher Failure Penalty becomes):

Amplification Level	Success Chance	Average total # of tries to reach this Amplification Level	Failure Penalty
0 -> 1	100%	x1	-
1 -> 2	100%	x2	-
2 -> 3	100%	x3	-
3 -> 4	100%	x4	-
4 -> 5	80%	x5.5	Downgrade from +4 to +3
5 -> 6	70%	x7.6	Downgrade from +5 to +4
6 -> 7	60%	x10.6	Downgrade from +6 to +5

7 -> 8	50%	x23.2	Reset to +0
8 -> 9	40%	x60.6	Reset to +0
9 -> 10	30%	x205	Reset to +0
10 -> 11	30%	x688	Equipment Destruction
11 -> 12	25%	x2755	Equipment Destruction
12 -> 13	20%	x13780	Equipment Destruction

Amplification Level	Dimensional Stat Increase	
	Lv.85 Epic	Lv.90 Epic
0		+7
1		+9
2		+11
3		+13
4		+15
5		+19
6		+23
7		+27
8	+30	+31
9		+33
10	+39	+41
11	+71	+74
12	+102	+108
13	+138	+143
14		+227

VIII. Reaching 100% Crit Rate

3% (native enemy Critical Resistance decrease)

8% (“[Dimensional Seal] Find The Admiral” Feat Quest)

12% (Blood Memory Skill Lv.16)

10% (Focus: Physical Critical Skill Lv.10)

5% (Gold Cube Contract)

3% (Title)

0.3~1.5% (Physical Critical Chance Gem)

9.6~24% (8 Physical Critical Chance Emblems in Top + Bottom + Aura + Skin Avatar slots)

4.4~6% (4 Strength + Physical Critical Chance Emblems in Hair + Hat Avatar slots)

2~10% (Shoulder enchant)

6~10% (Belt + Shoes enchant)

1~2% (Sub-Equip enchant)

5~10% (Armor Mastery)

1% (each +1 to Lv.20 Skills)

0.6% (each +1 to Lv.48 Skills)

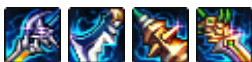
IX. Derange Swap Set

Derange Level	Strength				Skill Damage			
	Normal	6pc Madman	Gaiters	6pc Madman + Gaiters	Normal	6pc Madman	Gaiters	6pc Madman + Gaiters
1	+28	+36	+30	+39	+30.9%	+40.2%	+33.0%	+43.0%
2	+49	+64	+52	+68	+32.4%	+42.1%	+34.7%	+45.0%
3	+70	+91	+75	+97	+33.9%	+44.0%	+36.3%	+47.2%
4	+91	+118	+97	+127	+35.4%	+46.0%	+37.9%	+49.2%
5	+112	+146	+120	+156	+36.9%	+48.0%	+39.5%	+51.3%
6	+133	+173	+142	+185	+38.4%	+49.9%	+41.0%	+53.4%
7	+154	+200	+165	+214	+39.9%	+51.9%	+42.7%	+55.5%
8	+175	+228	+187	+243	+41.4%	+53.8%	+44.3%	+57.6%
9	+196	+255	+210	+273	+42.9%	+55.8%	+45.9%	+59.7%
10	+217	+282	+232	+302	+44.4%	+57.7%	+47.5%	+61.8%
11	+238	+309	+255	+331	+45.9%	+59.7%	+49.1%	+63.8%
12	+259	+337	+277	+360	+47.4%	+61.6%	+50.7%	+65.9%
13	+280	+364	+300	+389	+48.9%	+63.6%	+52.3%	+68.0%
14	+301	+391	+322	+419	+50.4%	+65.5%	+53.9%	+70.1%
15	+322	+419	+345	+448	+51.9%	+67.5%	+55.5%	+72.2%
16	+343	+446	+367	+477	+53.4%	+69.4%	+57.1%	+74.3%
17	+364	+473	+389	+506	+54.9%	+71.4%	+58.7%	+76.4%
18	+385	+501	+412	+536	+56.4%	+73.3%	+60.3%	+78.5%
19	+406	+528	+434	+565	+57.9%	+75.3%	+62.0%	+80.5%
20	+427	+555	+457	+594	+59.4%	+77.2%	+63.6%	+82.6%

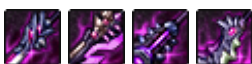
Weapon:



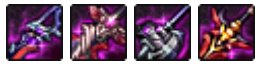
Brakium Black Metal Wrench (Derange Skill Lv. +1) **(No longer available)**



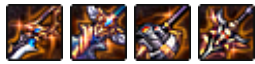
Lv.85 Halidom Weapon (Derange Skill Lv. +1)



Lv.90 Halidom Weapon (Derange Skill Lv. +1)



Reconstruction Weapon (Derange Skill Lv. +1)



Terra: Reconstruction Weapon (Derange Skill Lv. +1)



Kazan's Curse (Derange Skill Lv. +2)



Heaven's Luck Sword (Derange Skill Lv. +2)

Top:



Halidom: Glorious Scale Armor of Lat (Derange Skill Lv. +1)



Halidom: Chain Mail of Kers (Derange Skill Lv. +1)



Metal Line Armor (Derange Skill Lv. +1)



War God Upper Heavy Armor (Derange Skill Lv. +2)



Supercontinent - Vaalbara's Earth (Derange Skill Lv. +2)

Bottom:



Sea God's Cursed Chain Leggings (Derange Skill Lv. +1)



Bleak Wind Suede Greaves (Derange Skill Lv. +1)



Glassy Orb Silk Pants (Derange Skill Lv. +1)



Big Sacrum Gaiters (Derange Skill Lv. +1)



Metal Line Gaiters (Derange Skill Lv. +1)



Captain Trooper's Iron Armor Gaiters (Derange Skill Effect +7%)

Shoulder:



Brutal Madman Shoulder ([6] Set Effect - Derange: +30% STR, +30% Skill Attack)

Belt:



Brutal Madman Belt ([6] Set Effect - Derange: +30% STR, +30% Skill Attack)

- **Legend of Olympus Bead [Legendary]** (Derange Skill Lv. +1)
- **Merlin's Bead [Legendary]** (Derange Skill Lv. +1)

Shoes:



Brutal Madman Shoes ([6] Set Effect - Derange: +30% STR, +30% Skill Attack)

Bracelet:



Brutal Madman Bracelet ([6] Set Effect - Derange: +30% STR, +30% Skill Attack)

Necklace:



Brutal Madman Necklace ([6] Set Effect - Derange: +30% STR, +30% Skill Attack)

Ring:



High Tech Slayer Ring (Derange Skill Lv. +1)

Sub-Equip:



Brutal Madman Armband ([6] Set Effect - Derange: +30% STR, +30% Skill Attack)



The King's Book of Secrets - Hell Bringer (Derange Skill Lv. +1)



Sweet Honey Basket (Derange Skill Lv. +1)



Navarre's Insignia (Derange Skill Lv. +1)



Time Traveler's Silver Watch (Derange Skill Lv. +1)

Magic Stone:



Brutal Madman Magic Stone ([6] Set Effect - Derange: +30% STR, +30% Skill Attack)



Sóljūm Fons (Derange Skill Lv. +1)

Title:



Seeker of Power (Title Enchant: Derange Skill Lv. +1~2)



Seeker of Knowledge (Title Enchant: Derange Skill Lv. +1~2)



The Awakened Ones (Title Enchant: Derange Skill Lv. +1~2)



Sweet Dreamer [Cat] (Derange Skill Lv. +1, Title Enchant: Derange Skill Lv. +1~2)



Sweet Dreamer [Squirrel] (Derange Skill Lv. +1, Title Enchant: Derange Skill Lv. +1~2)



Welcome to Hell [Nightshade] (Derange Skill Lv. +1, Title Enchant: Derange Skill Lv. +1~2)



Welcome to Hell [Miasma] (Derange Skill Lv. +1, Title Enchant: Derange Skill Lv. +1~2)

Pet:



Petit Blood Evil (Derange Skill Lv. +1)



Black Behemoth (Pet Option: Derange Skill Lv. +1)



Bloody Behemoth (Pet Option: Derange Skill Lv. +1)



The Behemoth (Pet Option: Derange Skill Lv. +1)



Petit Argos (Derange Skill Lv. +1)



Petit Gragol (Derange Skill Lv. +1)



Petit Domina Hailey (Derange Skill Lv. +1)



Petit Guan Yu (Derange Skill Lv. +1)



Petit Zhang Fei (Derange Skill Lv. +1)

Avatars:



Rare Top Avatar

- Platinum Emblem [Derange] (Derange Skill Lv. +1)



Rare Bottom Avatar

- Platinum Emblem [Derange] (Derange Skill Lv. +1)

Aura:



Unique Motion Aura

- Platinum Emblem [Derange] (Derange Skill Lv. +1)

X. Future Balance Changes

May 10th 2017's kDnF Live Server Patch: (added in Reunion Patch - October 24th 2017)

Berserker Heavy Armor Mastery:

- Physical Critical Chance increase was added
 - +10% Physical Critical Chance with five Heavy Armor items

Basic Armor Mastery:

- Now applies several partial effects from Berserker Heavy Armor Mastery:
 - Strength: 40% effect of Berserker Heavy Armor Mastery
 - Physical Critical Chance: 50% effect of Berserker Heavy Armor Mastery

Refinement:

- Weapon Refinement's Independent Attack is now included in "+X% Independent Attack" effects

June 22nd 2017's kDnF Live Server Patch: (added in Reunion Patch - October 24th 2017)

Mountainous Wheel:

- Physical Attack was changed from Percent Damage type to Fixed Damage type

Gore Cross:

- Slash Physical Attack, Cross Physical Attack and Additional Attack were changed from Percent Damage type to Fixed Damage type

Vim and Vigor:

- Now applies Inflict Bleed to Mountainous Wheel, Gore Cross and every Berserker's, Hell Bringer's and Blood Evil's Skill

Frenzy:

- Was changed from Toggle ON/OFF Active Skill to Toggle ON/OFF Passive Skill
 - Now activates automatically upon entering the dungeon
- Now the Skill won't turn off automatically upon reaching 1 HP
- Attack-cancelling Attack Bonus was removed
- Upon casting the Skill, next Skills will change their Damage Type from Percent Damage to Fixed Damage:
 - Frenzy's Basic Attack
 - Dash Attack
 - Jump Attack
 - Aerial Chain Slash

Bloody Cross:

- Skill Damage increase no longer depends on Stage and now applies on constant manner
 - Skill Damage increase per Stage was removed
- Skill Damage was increased (33.4% -> 46.7% at Level 10)

- Constant Attack Speed and Movement Speed increase was added (+10% Attack Speed and +10% Movement Speed at Level 10)
- Evasion Rate and additional Attack Speed and Movement Speed increase now applies depending on Stage:
 - Stage 1: +13% Attack Speed, +13% Movement Speed, +0.8% Evasion Rate
 - Stage 2: +15.2% Attack Speed, +15.2% Movement Speed, +4.8% Evasion Rate
 - Stage 3: +17.4% Attack Speed, +17.4% Movement Speed, +7.9% Evasion Rate

Diehard:

- Master Level was changed (Lv.20 -> Lv.10)
- Max Level was changed (Lv.30 -> Lv.20)
- Skill effects per Level were rebalanced due to Master Level and Max Level changes
- HP Recovery was changed from fixed amount to percent amount

Diehard Upgrade:

- Strength Increase was removed

Bloodlust:

- Damage was increased by 17%
- Strength Bonus was removed

Bloodlust Upgrade:

- Strength Bonus was removed

Derange:

- Master Level was changed (Lv.20 -> Lv.10)
- Max Level was changed (Lv.30 -> Lv.20)
- Skill effects per Level were rebalanced due to Master Level and Max Level changes
- Strength was decreased (500 -> 259 at Level 10)
- Skill Damage was increased (35% -> 44.4% at Level 10)
- Strength increase when attacked was removed
- Defense Reduction was lowered (20% -> 10%)

Raging Fury:

- Damage was increased by 38%
- Post-delay was decreased by 30%
- Number of hits is now fixed at 8 hits and is no longer affected by placement of enemy
- Knockdowned enemies hit by Shockwave will stay in this state for a longer period of time

Thirst:

- Master Level was changed (Lv.20 -> Lv.10)
- Max Level was changed (Lv.30 -> Lv.20)
- Skill effects per Level were rebalanced due to Master Level and Max Level changes

Bloody Twister:

- Damage was increased by 22%
- SP Cost was decreased (50 -> 40)
- Enemies to Grab for the Max Attack effect was removed
 - Now the Skill always deal maximum damage
- Finishing Attack was changed
- Finishing Attack's hold was changed to last until it hits enemy

Blood Sword:

- Damage was increased by 7%
- Explosion Range increase from Bloody Cross's Stage was removed
 - Base Explosion Range was increased
- Stab Attack was removed
- Skill's animation now stops immediately after hitting enemy

Outrage Break:

- Damage was increased by 12%
- Debris Attack now spreads equally across the entire range of Shockwave's Attack

Extreme Overkill:

- Post-Blood Sword Launch's animation was reduced by 50%

Blood Memory:

- Amount of Max Stacks was decreased (3 -> 1)
 - Named/Boss Monster Stacks effect was removed
- Skill effects per Level were rebalanced due to Max Stacks changes

Blood Ruin:

- Damage was increased by 33%

Burst Fury:

- Damage was increased by 17%

Blood Boom:

- Damage was increased by 23%
- Skill's Y-axis Range was increased by 50%

Blood Incarnate:

- Attack Increase on Bleeding enemies effect was removed
- Skill Damage increase was added (34% at Level 6)

Bloody Rose:

- Blood Absorption Attack was added

Blood Riven:

- Damage was increased by 29%
- Assault Max Multi-hit Count was lowered (5 -> 2)
 - Blood Majin Assault Attack was rebalanced due to Assault Max Multi-hit Count changes

Infinite Onslaught Chronicle Set:

- [6] Set Effect:
 - Frenzy's +5% Attack-cancelling Attack Bonus was removed
 - Frenzy's damage was increased (30% -> 35%)

Arterial Spray Chronicle Set:

- [3] Set Effect:
 - Bloody Twister's +50% Bleeding Attack was removed
 - Bloody Twister's +6 Bleeding Level was removed
 - Vim and Vigor's +5% Bleeding Damage was added
- [6] Set Effect:
 - Bloody Twister's +75% Bleeding Attack was removed
 - Vim and Vigor's +5% Bleeding Damage was added

Reckless Abandon Chronicle Set:

- [3] Set Effect:
 - Bloodlust's +50 Strength was removed
 - Bloodlust's +50 Strength for 20 seconds was added

Immortal Murderer Chronicle Set:

- [3] Set Effect:
 - Frenzy's +5% Attack-cancelling Attack Bonus was removed
 - Raging Fury's damage was increased (25% -> 30%)
- [9] Set Effect:
 - Frenzy's +10% Attack-cancelling Attack Bonus was removed
 - Burst Fury's damage was increased (20% -> 30%)

Dark Blood Stained Chronicle Set:

- [3] Set Effect:
 - Bloodlust's +60 Strength was removed
 - Bloodlust's +60 Strength for 20 seconds was added

Green Dimensional Aura:

- Bloodlust's Strength increase was removed
- Bloodlust's Damage increase and Cooldown Reduction was added

June 29th 2017's kDnF Live Server Patch: (added in Reunion Patch - October 24th 2017)

Thirst:

- (PVP-only) Outrage Break's Damage increase was reduced (26.8% -> 15.2% at Level 10)

July 13th 2017's kDnF Live Server Patch: (added in Reunion Patch - October 24th 2017)

Bloodlust:

- Post-delay was reduced
- (PVP-only) Damage was decreased by 25%

August 3rd 2017's kDnF Live Server Patch: (added in Reunion Patch - October 24th 2017)

Otherverse:

- Non-set 2nd Chronicle equipment was removed

August 17th 2017's kDnF Live Server Patch: (added in Origin Patch - February 27th 2018)

Buff Swap System is added:



Outrage Break:

- Hammering Physical Weapon Attack has been changed to Fixed Damage type

Extreme Overkill:

- Damage was increased by 17%
- Cooldown was increased (140 seconds -> 145 seconds)

Burst Fury:

- Damage was increased by 11%

Blood Boom:

- Damage was increased by 7%

August 24th 2017's kDnF Live Server Patch: (added in Origin Patch - February 27th 2018)

Thirst:

- (PVP-only) HP Cost per Charge Tick was reduced (5% -> 3%)

Outrage Break:

- (PVP-only) Back Attack Damage was decreased
- (PVP-only) Shockwave's X-axis Range was reduced
- (PVP-only) Shockwave's Y-axis Range was reduced

September 21th 2017's kDnF Live Server Patch: (added in Origin Patch - February 27th 2018)

Origin Patch:

- Complete revamp of overworld map
- Complete revamp of Epic Quests
- Removal of several dungeons

- Removal of Boss Uniques and Meteors
- Removal of Dimensional Seal Quests
- Removal of Title Book Achievements
- Addition of Anton Single Raid
- Addition of Hell Bringer / Blood Evil quests
- New Common Skill added:

Potential

Skill Type: Passive

SP Cost: -

Master Level: 1

Max Level: 1

Recommended Level: - (levels automatically)

	Total amount of stat increase pre-Awakening	Total amount of stat increase after 1st Awakening	Total amount of stat increase after 2nd Awakening
STR / INT / VIT / SPR	15	145	275
Independent Attack	-	35	65
All Elemental Damage	-	6	13
All Elemental Resistance	5	5	11
Physical / Magical Critical Chance	-	8%	8%
Hit Rate	6%	10%	10%
Evasion Rate	-	4%	4%
Attack / Casting Speed	-	1%	1%
Movement Speed	8%	8%	8%
HP MAX	550	900	1500
MP MAX	400	700	1300
HP / MP Recovery Rate	150	150	150
Town Movement Speed	-	5%	5%

September 27th 2018's kDnF Live Server Patch:

Derange:

- Strength Increase option was removed
- Skill Attack Increase option was adjusted (44.4% -> 52% at Lv.10)
 - Skill Attack Increase per level was adjusted (1.5% -> 2% per Level)

Chronicle Sets:

- Brutal Madman 6pc option was changed:
 - Pre-rework: +30% Strength, +30% Skill Attack
 - Post-rework: +10% additive Skill Attack
- Infinite Onslaught 9pc option was changed:

- Pre-rework: +15% Strength
- Post-rework: +5% additive Skill Attack
- Reckless Abandon 9pc option was changed:
 - Pre-rework: +15% Strength
 - Post-rework: +5% additive Skill Attack
- Green Dimensional Aura effect for Derange was changed:
 - Pre-rework: Defense Reduction decrease
 - Post-rework: Skill Attack Increase

Captain Trooper's Iron Armor Gaiters:

- Derange effect was changed:
 - Pre-rework: +7% Skill effect
 - Post-rework: +12% additive Skill Attack

Derange Level	Skill Damage				
	Normal	6pc Madman	Gaiters	6pc Madman + Gaiters	6pc Madman + Gaiters + 4% Green Taints
1	+34.0%	+44.0%	+46.0%	+56.0%	+60.0%
2	+36.0%	+46.0%	+48.0%	+58.0%	+62.0%
3	+38.0%	+48.0%	+50.0%	+60.0%	+64.0%
4	+40.0%	+50.0%	+52.0%	+62.0%	+66.0%
5	+42.0%	+52.0%	+54.0%	+64.0%	+68.0%
6	+44.0%	+54.0%	+56.0%	+66.0%	+70.0%
7	+46.0%	+56.0%	+58.0%	+68.0%	+72.0%
8	+48.0%	+58.0%	+60.0%	+70.0%	+74.0%
9	+50.0%	+60.0%	+62.0%	+72.0%	+76.0%
10	+52.0%	+62.0%	+64.0%	+74.0%	+78.0%
11	+54.0%	+64.0%	+66.0%	+76.0%	+80.0%
12	+56.0%	+66.0%	+68.0%	+78.0%	+82.0%
13	+58.0%	+68.0%	+70.0%	+80.0%	+84.0%
14	+60.0%	+70.0%	+72.0%	+82.0%	+86.0%
15	+62.0%	+72.0%	+74.0%	+84.0%	+88.0%
16	+64.0%	+74.0%	+76.0%	+86.0%	+90.0%
17	+66.0%	+76.0%	+78.0%	+88.0%	+92.0%
18	+68.0%	+78.0%	+80.0%	+90.0%	+94.0%
19	+70.0%	+80.0%	+82.0%	+92.0%	+96.0%

20	+72.0%	+82.0%	+84.0%	+94.0%	+98.0%
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