

This guide got created in 2018/2019, so some things might have changed since then. From my experience in PvP in 2021 most things stayed the same. I will update this when EU hits.

Lost Ark Crowd-Control-Guide by Legi (discord: Legi#2493)

This guide is written from a PvP perspective, but some things might apply to PvE as well.

Types of CC

There are three major types of CC. Stagger, Displacement and Hard CC.

Stagger is a small on hit interrupt that makes the player unable to move. There are weak and strong staggers. Weak staggers can be prevented by any action (for example auto attacking with enough Agility). Weak staggers are Machine Gun from Blaster, Spin from Destroyer or similar. Strong staggers need Super Armor: Stagger Immunity or better. More on that topic later. (If someone wants to give me a complete list of weak staggers with proper skill names, feel free to PM on discord. I add it and give a special thanks)

Stagger has Diminishing Return (DR). When a player gets staggered too much in a period of time, big scales will appear over the model and the character will be knocked down. The player with the scale symbol can not be staggered any longer. Some auto attacks of classes have stagger.



(Example of the Scale Symbol)

Displacement is every knock up, knock down, knock back or vortex pull. Displacement has no DR by itself but Displacements count towards the CC-Limit. The CC-Limit is explained later.

Hard CC is the last group. It refers to stun, paralyze(shock), earthquake(tremor), freeze and fear. Hard CC has DR aswell. When you get hit by one of the Hard CCs you are immune to Hard CCs for 5 seconds. (KR Version 7 seconds) So when you get stunned, you cant get stunned, paralyzed, frozen, feared or affected by tremor for 5 (7) seconds.

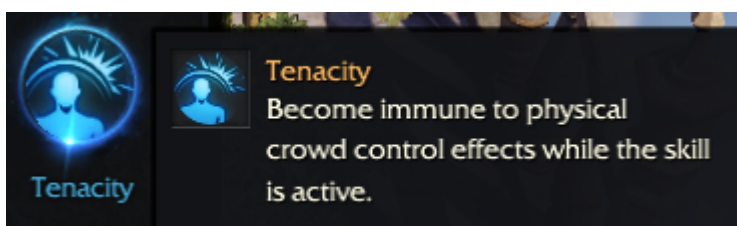
Preventing CC

Beside DR you can actively prevent/avoid CC in three different ways. You have Stagger Immunity, Tenacity and All Immunity. There are class specific things I will list at the end of this chapter.

Super Armor: Stagger Immunity is usually referred to as Stagger Immunity and prevents all stagger effects while this skill is cast. You can find this on different skills of different classes. Its shown as an orange text.



Super Armor: Tenacity is usually referred to as Super Armor. Super Armor prevents all stagger effects and all displacement effects. You get it through the Tripod Tenacity and it lasts for the duration of the skill cast.



Super Armor: All Immunity (I call it Mega Armor due to laziness) prevents all forms of CC to affect you. It can be acquired through different actions in the game.

Dodging (Space while standing) will give you Mega Armor. So even when you dodge into a Hard CC, like the Hawkeye Paralyze-Claymore, as long as you time it right, you are immune to the CC (you still get the damage though)



Demonstration by [T-Party] Qami

<https://streamable.com/mn5r1>

Teching/Standing up (Space while knocked down and passively standing up from a knockdown) will give you Mega Armor. So if you try to hard CC people that are rolling out of a knockdown, they are immune.



Casting Awakening will give you Mega Armor too. So the only chance to prevent the cast is to kill the caster.

CC-Limit after a fixed number of four Displacements and/or Hard CCs in a specific timeframe (TODO: what timeframe?) you get Mega Armor.

Demonstration by [T-Party] Qami

<https://streamable.com/fsqo1>

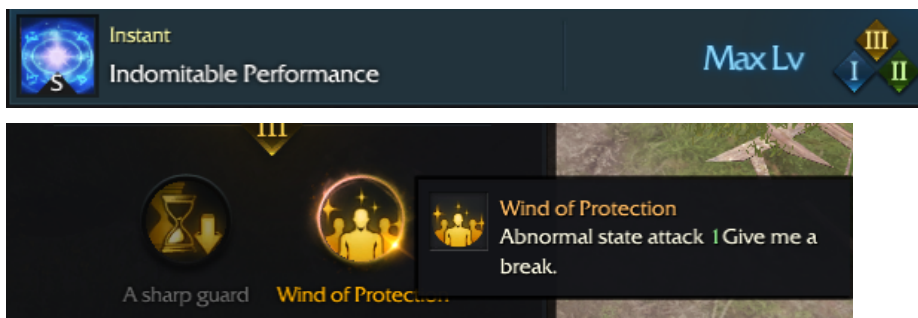
Qami (here on his Infighter Quacki) Hard CCs the Destroyer with the stun "Instant Hit"(1. CC towards CC-Limit), then follows up with "Fists of Destruction". At the end of "Fists of Destruction" the Destroyer reaches the Stagger-Limit, gets DR against Stagger (Scale Symbol) and through that is forced into a knock down state(2. CC). Then the last hit of "Fists of Destruction" has a knock down of its own (3. CC). Lastly he uses "True Art: Eruption" which knocks up the Destroyer (4. CC) and gives him Mega Armor (the white-glowing line around the character) and the knock down of the second part of "True Art: Eruption" doesn't work anymore. (He is still on the ground as part of the knock up from before)

Class specific Preventions

Bard: She can give you a buff called Winds of Protection, it makes you immune to the next Hard CC you get hit by.



It is the last Tripod on the skill Indomitable Performance.



Warlord: The Counter Spear of Warlord has Super Armor: All Immunity.

Counter Spear



Instant
Cooldown 20 sec.

Skill Lv7
Mana Cost: 326 Consume

Warlord summons an energy shield, which absorbs damage for 2 second equal to 100% of maximum health. If during 1st seconds, Warlord received damage, he performs a powerful counterattack, knocking enemies down and inflicting 8904 damage.

Parts Destruction : Penetration I
Impairment III
Back Attack: Possible
Super Armor: All Immunity

Thanks...

...to the people of the Lost Ark Discord Server that helped me putting this together.

Especially **[T-Party] Qami** for providing footage and explaining some things I was not aware of.