

Guide is under construction with new 440 Legend gear! It will be getting changes within the next few weeks



Introduction

So you want to be a Fencer? The better question is do you have the determination and funds to be a Fencer? Fencer is a class that scales exponentially with gear and attribute. You will need determination to get the best gear in the game in order to take advantage of Fencer's high scaling.

Fencer is pretty much a single target DPS that utilizes a rapier. They primarily do pierce damage and rely on critting for high damage. Epee garde, a Fencer buff, gives fencer a whopping 80% damage boost to critical damage at max attribute.

As a result, it's best to pair Fencer with Matador since they have Ole which gives +88% critical rate. Matador also provides the AoE that Fencer lacks and together these classes cover each other's weaknesses and strengthen one another.

If you have any questions, feel free to ask and comment. Typically I respond faster to my youtube comments but here is also fine. I play on the North American Orsha Klaipeda server and my team name is Resource. If you want to see the build in action then go to [\[Decalogue's\] youtube](#). I currently am playing a scout build and i do not have any recent fencer builds on my youtube.

http://www.youtube.com/c/Source_DN

Anything colored in this document is usually a link except for High, Medium, Low, None

Each skill will show how many points I allocated to it. That is followed by a description with comments. At the end there is the priority for leveling the enhance attribute. For all attributes except for **None** you should raise them to Lv50 then prioritize the **High** -> **Medium**. When **High** and **Medium** reaches Lv80 start maxing 1 **High** skill until you max all of them then move onto **Medium**. **High** means this is a staple move that will give you the most damage for your money. **Medium** is the next strongest set of skills and they should be maxed before moving onto **Low**. **Low** is fillers as well as effects that are weak and this is mostly if you finish everything else. **None** means there is an enhance attribute and they should be ignored, you will waste your money investing in these but there might be some minor gains. Keep in mind that maxing an enhance attribute gives an additional 10% boost to the skill.

Swordsman skills:

Thrust (0/5 or 1/5): Thrust your weapon into the enemy. With the new ARTS it becomes a mobility skill. You could get this if you want. Remove a point from bear for it.

Attribute Priority: **None**

Bash (0/5): Slashes the enemy and with the attribute it knocks the enemy back.

Attribute Priority: **None**

Gung Ho (5/5): Buff that provides 10%-16% damage increase. Free damage buff, take it. Stacks with Bear. Maximize this buff with a **Durandal** and a **Gun Ho Gem** (top/bot socket) in order to increase Gung Ho to lv 8. With those + max attribute this gives 25.6% damage. This is very significant.

Attribute Priority: **Medium**

Bear (4/5 or 5/5): Buff that decreases physical damage taken by 10%- 16%. Stacks with Gung Ho. Cast with **Durandal** with a **Bear Gem**. Put the Bear gem onto the durandal.

Attribute Priority: **High**

Pain Barrier (5/5): Provides a buff that prevents knockback and knockdown. It also gives you a higher chance of resisting debuffs. The best take home from the swordsman tree because getting knocked back or down = dps loss.

Liberate (1/1): Increases your Aggro to enemies for 30 seconds. If you use the attribute it reduces damage taken by 50% for 12 seconds. The Arts also adds an effect that increases damage by 50%.



Fencer skills:

Offensive Rapide: This is actually an attribute but many people ask about so i'll put it in. So this skill divides your fencer damage into two lines. Each line is 50%-70% (depending on attribute Lv) of your skill damage but in return it doubles your hit count. Essentially you are hitting for 140% for each fencer skill instead of 100%. For example Sept Etoiles hits 6 times normally but now it will hit 12 times, which is shown below. Offensive Rapide also disables your ability to block from a shield, but the attribute is so good that you should always have this attribute on despite your build. This and Epee is what makes fencer scale so well.



The left side shows Offensive Rapide on. The right side shows it off. Notice right does higher damage lines (attribute off) while left does 30% less damage lines but double the lines (attribute on).

Sept Etoiles (15/15): Stab the enemy 8 times despite the name being "7 stars." Fencer's strongest single cast skill in the whole tree. The skill factor is high, cd is 15s, and it has 50% defense ignore. The 50% defense ignore is what makes it

extremely strong. This is a must max for all fencer builds. This skill is usually what you prep. The gif above also demonstrates Sept Etoiles.

Attribute Priority: **High**

Esquive Toucher (0 or 1/15): This skill does some fancy animation and has really low damage. The skill animation is shown in the beginning fencer section gif 3rd to the left. One of the most useless skill in the fencer tree. Low SFR but it can be jump canceled. The evasion buff is only present during the skill animation.

Attribute Priority: **None**

Flannconnade (0/15): Strikes upward twice. It has been heavily nerfed with rebuild. It does not auto block anymore during animation. The 100% block increase only happens during a small 2 second window.

Attribute Priority: **None**

Attaque Composee (9/15): Pokes the enemy two times quickly. Composee's attack speed scales with dex. This is purely a filler skill. For the extra skill points you will put it here!

Attribute Priority: **None** or **Low** or **Medium**

Preparation (1/5): This is a channeling skill that increases block during the channeling and at the end of the channel you get a buff that doubles the attack of the next pierce skill. The block portion gets ignored and you pretty much tap this skill for the buff. The cooldown goes down with levels and when it is at 5/5 the cooldown will match with Sept Etoiles.

Balestra Fente (10/10): Dashes forward and hits enemy in the path of the dash. This is one of your combo starter + aoe skill as it applies a debuff that reduces crit resist by 20%. It has a 100% uptime so make sure the boss is always debuffed. The skill factor is also the highest in the fencer tree.

Attribute Priority: **Medium**

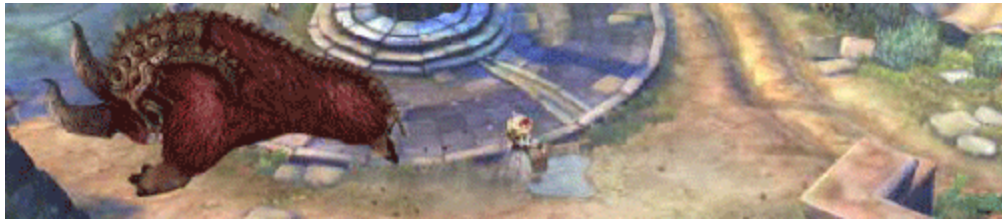
Epee Garde (5/5): Bread and butter skill. This is a toggle that increases your critical damage for pierce damage type but also disables the defense gains from your shield. if you have rodelero in your build then the shield defense does not get nullified. It increases your crit damage by 80% with max attribute. This is why fencers strive for critical rate and why they scale so well. Note that you can use an item like **Venier** to get +2 fencer skills for a higher lv Epee since its a toggle.

Attribute Priority: **High**

~~Au fer (5/5): Strikes the enemy's weapon out of their hand. Makes a nice noise and has a really high skill factor. My favorite skill in the whole fencer tree. Just kidding it got deleted.~~

Fleche (5/5): Stabs the enemy 3 times quickly. Strong skill that gets overshadowed by Sept Etoiles prep wise. It is the strongest skill in Fencer tree now due to Vaivora rapier reducing the cooldown. The only time this skill will beat Sept Etoiles is if your critical rate is low.

Attribute Priority: **High**



Matador skills:

Capote (1/15): Waves the capote which aggro's bosses and mobs around. This skill will always grab the aggro of the boss for a set amount of time regardless of how much damage you do. Matador's provoke got nerfed as it doesn't reduce critical resist anymore and it reduces accuracy and evasion. The debuff duration goes up with levels. For PvP this skill is actually not bad. For a pve build this is 1/15 while pvp would max it. The same applies to the attribute enhancement. You can animation cancel this by jumping.

Attribute Priority: **Low** or **Medium**

Muleta (1/15 or 8/15): Channeling skill that takes out your capote in front of you, if something attacks you during the animation then you will counter hit the enemy and receive a critical rate buff for 20 seconds. It also reduces cooldown of matador skills by 5 seconds and gives more critical rate per level (up to 30% for 20s at max). The tooltip is wrong for this skill and the SFR is much lower than it actually shows. The critical rate is significant as its 30% crit rate with 100% up time.

Attribute Priority: **None** or **Low**

Faena (0/15): Strikes a really thin cone in front of you multiple times. This skill got heavily nerfed in SFR and AoE Atk ratio. It is not worth it anymore but it gets increased hit count with levels. Note that the SFR does not go up with levels and it has a 20% damage increase on large enemies.

Attribute Priority: **None**

Ole (15/15): Waves the capote around and gives you a buff. Bread and butter skill for Matador. It gives a whopping 88% critical rate increase with max attributes. Complements epee garde so much and you should have this up almost all the time if you use muleta at least once when Ole is on cooldown.

Attribute Priority: **High**

Paso Doble (10/10): Hits enemy in an aoe around you. You also receive a 20% critical rate increase for 5 seconds so this is one of your combo starters. Enemies hit by paso get knocked up pretty high and it is your only crowd control besides bash. This skill resets if backslide successfully evades during animation. It is decent skill that makes you invincible for a bit but the skill factor is a little on the low side. I recommend you don't use the remove knockback attribute as its quite useful as crowd control.

Attribute Priority: **Medium**

Backslide (1/10 or 10/10): Slides backwards and increases your evasion. If you successfully evade during the animation then your Paso Doble cd will reset. More points into it reduces the cooldown 1 second per level. There is an interaction with balestra where if you balestra while backslide is on cd then it will reset backslide cd. This can be jump canceled.

Corrida Finale(1/5 or 5/5): Probably matador's most iconic skill. Summons a :ox: that passes by and hits once. The bull comes back a second time with attribute. So there are 2 unique interactions with prep here. The one mentioned in the preparation description and another one where you can actually prep Finale + another skill. If you use Corrida Finale then the bull passes by once, prep. All of the hits from the second bull will get prepped but you will retain your prep buff so you can prep another skill.

Attribute Priority: **Medium**



Third class choices + Skill builds:

Realistically any class works with fencer+matador so feel free to pick anything that complements your playstyle. Barbarian is by far the strongest build though. Templar Fencer Barb is quite good for guild content as well.

Barbarian: // most recommended

This offers powerful buffs and debuffs to complement fencer and matador. This is probably the most well rounded choice in terms of aoe and bossing. You get cleave which gives you a 10% critical rate increase and crit damage increase to stunned mobs. Warcry decreases enemies physical defense by 10% while increasing your skill factors and lastly you get frenzy, another powerful buff that increases your damage. Going barbarian drastically changes your playstyle as you need to weave in debuffs. My top choice, current build, and the strongest fencermata build.

Skill build contributed by New Savior.

Standard Vaivora Rapier Build

Skill build contributed by Decalogue

For the last 12 points in matador you can either dump it into Backslide or Muleta. Muleta gives more crit rate so that's good against Plan/mutant. Back slide is for the evasion buff and resetting paso.

For the last 3 skill points from 440~450. Dump it into muleta to max it or composee.

Stats:

For all PvE Fencers you want to go Full STR for physical attack.

Important note: Critical attack is not that good and this is why we won't invest in dex. The defense formula makes crit atk much weaker than physical attack. This is because critical attack is not inside of the log formula while physical attack is and as

a result only physical attack affects how much your damage gets reduced by defense. The formula is below. This makes STR far superior to DEX in terms of offensive damage because you get the physical attack and the defense reduction % lowers. Not to mention that you need to crit for critical attack to even be useful. You will need some dex for smoothing out your attack animation though.

$$\text{damage} = (\% \text{ factor}) \times \text{attack} \times \log_{10} ((\text{attack} / \text{defense} + 1)^{0.9} + 1) + \text{additional damage}$$

The formula has changed a little with rebuild so i might revise this part, but I think it is still true for P.Atk vs Crit Atk because in order for crit attack to be better since crit attack would need to at least double your damage compared to the gains from STR due to crit rate hard capping at 50 or 60%.

Equipments:

UNDER WORK

Everyone should work for a Glacia armor or Savinose Dysnai. Glacia is for raid and WB while Savinose is for CM. I recommend making only Glacia armor because this is a bossing focused build and not a CM.

Glacia armor set effect. Sauk

Fixed Ichor: [Ziburynas Leather Armor - Overload Raid](#)

Equipments:

Ichoring:

As of the new patch 10/14/2020. If you are a new player then you should look to buy [Skiacclipse Varna Leather armor](#) from other players that are getting rid of it for cheap. Do not invest above trans5 as itll be replaced soon.

Only go for [Primus Dysnai](#) as ichoring is much much easier now. You must use a [Skiacclipse Varna Leather armor](#) as it can use both fixed and random ichor.

For your weapon ichor your goal is a [Vaivora Rapier - Leventador](#). There is no alternative. It reduces skill cooldown greatly for Sept Etoiles and Fleche. Not to mention +1 fencer skills.

For General Content you want these Stats:

- STR
- CON
- Attack against Medium-type Target Offsetting / Leather Offsetting
- Critical Rate



For Specific Content, Swap out blue for Whatever content you are doing in Red, such as Beast damage.

Generally for stats, STR > CON > crit rate > Medium-type Offsetting / Red Specific > DEX > Physical ATK > Critical Attack.

Weapon (2* Red Gem - Physical attack + Fleche Gem):

Standard affordable weapon is +11 trans10 **Skiacclipse Varna Rapier**. +15 or higher for the cool shine. Note that +11, +16, and +21 gets higher enhancement bonus from reaching those tiers.

The new in line legend is **Glacia Legenda Rapier**. A +11 is equivalent to a skiacclipse Varna rapier so upgrade ASAP.

Dagger (Red Gem *3 - Physical attack):

For daggers the physical attack base (including enhancement) does not benefit you at all(yet). In the future 25% of the p.atk will be transferred to your main weapon range. Only the gems and the stat lines matter currently so it is essentially a stat stick. All fencer variants should use a dagger.

Skiacclipse Varna Dagger

1. **Vaivora Dagger - Coordination** - The motherload of stats. Slightly stronger than glacia.
2. **Glacia Dagger**
3. **Misrus Dagger**

All Fixed armor Ichor follows this ranking.

1. **Wonderous Leather Armor - Courage.** Best for bossing
2. **Glacia Leather Armor**
3. **Skiacclipse Plate Armor**
4. **Ignas Plate Armor**

Top (Frenzy Gem):

Bottom(Balestra Fente Gem):

Shoes(Sept Etoiles Gem):

Gloves (Attaque Composee Gem):

Accessories, You must have the 3 sets:

1. **Karaliene Pyktis**
2. **Drakonas Pasiutes** or **Moringponia Pyktis.** Note that both of them are used to craft Karaliene Pytkis.

Seals:

1. **Boruta Seal - Swordsman**
2. **Irredian Seal - Swordsman**

Arks:

1. **Ark - Divine Retribution**
2. **Ark - STR**

Headgear :

1. Physical Atk (126)
2. HP (2283)
3. AOE Atk ratio (1)
4. Movement speed (1)
5. Critical Attack (189)
6. Critical rate (14)
7. everything else

Any 2 or 3 combinations of the top 6 will be fine. Values do matter so make sure they are high values.

Awakening:

Armor/ACC: HP > P/Mdef > Evasion > Crit Resist > Rest

Weapon: P.Atk > Crit Rate > Crit Atk > ACC > Rest

Miscellaneous:

Cards:

Everything here is 3x of each and 10* unless noted otherwise.

Red :

1. [Prison Cutter Card](#). 30% Increased damage to targets bleeding.
2. [Specialized Red Card](#). For example [Vubbe Fighter Card](#)(beast damage) for boruta.
3. [Glass mole](#). 30% increase Skill factor for 6 seconds after you eat an SP

Matador's Picadore bleeds any target that are aggro'd to you and that you hit. This is essentially a permanent 30% damage buff after the first hit with prison cutter.

Green:

1. [Rashua Card](#). +40 STR/card
2. [Netherbovine Card](#). +10 STR/card

Blue:

1. [Zaura Card](#) & [Nuaele Card](#). You can mix and match. Physical or mDef
2. [Maria Leed Card](#). upgraded version of Armaos
3. [Armaos Card](#). 3000 shield every 10 seconds. Great for CM farming.

Blues are extra so you don't really need these. You should mix and match Nuaele/Zaura.

Purple:

1. [Rajapearl Card](#). Bleeds the enemy incase you don't have aggro. Only get 1 or 2 of these then fill the rest with Gazing Golem.
2. [Gazing Golem Card](#). Chance to get lv1 pain barrier on getting hit. Does not work in PvP if players hit you. With 5/5 PB you have 100% uptime but 1 is still handy.

I recommend the setup of 1 [Gazing Golem](#) + 2 [Rajapearl](#).

Legend:

1. [Demon Lord Marnox Card](#). Minimum Crit Chance increase. Does not count towards the crit rate cap. It is basically 1% crit chance per star.
2. [Unbound Skiacclipse Card](#) - insect damage or [Heretic Pantorex Card](#) - Beast damage. Depends on the boss.

3. [Boruta card](#). Boss damage. More general than #2 but also costs a lot more.

Enchant Jewel:

I recommend that you only use the [\[Lv400\] Unique Jewels](#) on your permanent equip/weapon. The higher the grade, the better the chance to roll max. Keep in mind Legend grade or Unique grade does not raise the max stat you can get.

These are the 6 Stats you would want on your equipment + weapons. I'll list the cap of the stats next to them. You can use total of 6 stats because of 4 armor + 1 weapon + 1 subweapon.

1. Main Weapon Damage (15%)
2. Critical Rate (25%)
3. Critical Damage (15%)
4. Boss Damage (15%)
5. Physical Damage Reduction (25%)
6. Magic Damage Reduction (25%)
7. Evasion
8. AoE ATK Ratio (3)

Extra decent stuff to keep for PvP if high stat: Accuracy (25%), PvP Damage (15%), PvP Damage reduction(25%).

Pet:

[Hedgehog](#) is the best pet as it gives 500 Pierce damage. Its also adorable.

Rapier Lengths:

Here are the Rapier skin lengths if you were curious. They are in order from Longest to Shortest.

The longest is the [Pumpin Rapier](#) and the shortest is the [Wastrel Zvaigzde Rapier](#).



<https://forum.treeofsavior.com/t/submit-resource-for-fencer/397659>

Forum post with the guide. The forum post has less details than this one and gets updated less but its there.

Special thanks:

Orna for helping me with "Third class choices + skill build"
Palemoon for teaching me how to use headings. Kappa
Nepenthe for Retarius skill build
Rjgtav for his database tos.guru
Aliore for being my punching bag for gifs
SugoDiAgnello for fixing my glass mole mistake
TearsTail for Rodelero skill build + description
Tekquel [EU][NA][SEA] for proof reading and consistency help

Queue3 for overall help and fact checks.
NewSavior for Fencer build.
Queue for new info/proof reading.
Decalogue for helping me with new fencer info. Ark, Legend

Changelog:

01/24/19 : Guide started
01/25/19: Correction on flanconnade about block. Some text change for esquiver. Changed all matador skill build. Added Mata and fencer attr Gif. Cleaned up some grammar/text. Added Rodelero to third choice.
01/26/19: Changed muleta description
01/30/19: Added Enchant jewel section
02/02/19: Removed marnox, added rajapearl. Fixed flannconnade to be ret only.
02/03/19: Added a PvP ret build.
02/04/19: Added velcoffer legend card
02/08/19: Fix up a lot of junk. Changed Ret PvE skill build. Added durandal
02/11/19: Fixed centaurus (thanks SpardaTheDevil). Added text about gazing not working in PvP
02/12/19: Changed bear
02/13/19: Changed crit rate to 1300.
02/14/19: Guide is out of construction. Everything is up-to-date to my knowledge and updates will become slow from here.
02/15/19: Added PvP armor/acc. Added hybrid and pvp build for retiarius. Fixed Pasiute misspelling. Adjusted all Ret skill build to have at least lv 3 throw rete. Throw rete tooltip is wrong, it increases with 3s~10s
02/23/19: Checked over all skill builds and made minor changes. Added more equips. Touched up on equip description and added links.
02/25/19: Added Boruta legend card. Added full PvP build. Adjusted ret skill builds.
02/28/19: Fixed swordsman skill links. Fixed Sept etoiles description
03/18/19: Changed recommended Lv390 rare enchant jewel to unique. Slight changes to hoplite and ret description. Changed my current build from ret to hop. Fixed wrong links for pendants. Added Irredian shelter accessories. Added seals.
03/19/19: Changed crit rate recommendation to 1314 for Amiss Dog instead of Boruta
03/24/19: Changed seal preference
03/31/19: Changed barb to be top choice
04/04/19: Removed templar (its still an ok choice), slight change in pelt build and barb build to include flannconnade. Added a small section about 400 legend equip. Removed block gems from top/bot. Put an emphasis on drakonas legend equips. Added harpeia card. Adjusted most skill builds
04/05/19: Swapped plate ignas to leather. Added ichoring advice.
04/07/19: added Rapier skin lengths
04/09/19: Added Irredian seal lv2. Added hop barb fencer
06/11/19: Slight updated to 400. Tldr not much changed.

-- large gap, finally Updated

08/02/20: New Savior Info added and Decalogue

08/08/20: Removed some old info. Cleaned up guide.

08/27/20: Slightly changed skill build and talked about the extra +3 skill pts

09/18/20: New update. Updated Legend rapier and Ark name.