

Vigilante's Kael Guide

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NA Server
IGN: Vigilante

Quick Introduction:

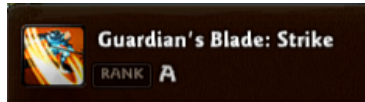
Kael is a counter class character who has very good survivability and a unique kit to inflict damage to the boss. He's pretty straightforward to play but there are a few things to keep in mind while playing this character, which I will cover. I will go over the basics including all of his inputs, skills, and actives. I will later explain how to optimize him for damage, which artifacts to use, and which waking stones to use for each skill.

Abbreviations:

- L = Left Click
- R = Right Click
- Spacebar = Dodge

Skills and Actives

Guardian's Blade Strike:



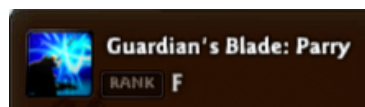
Input: L-L-L-L-L-L



This is your main combo. To use, press left click. His combo consists of a total of 6 left click inputs. The last two hits (L5, L6) are considered his smashes. Those smashes do a lot of damage and they provide stacks for you. Notice that when you land these smashes you'll see a few slash effects on the boss. Those are your multi hits, and that's part of your Starborn Brilliance skill which I will explain in a bit.

Anytime you see those slash effects you are gaining stacks which you need in order to perform counters. L5 gives up to 3 stacks, L6 gives up to 4 stacks.

Guardian's Blade Parry:

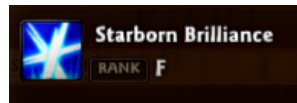


Input: R



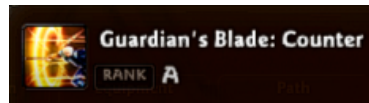
This is your main block skill. To parry, use right click. Do this when there's an incoming attack to avoid taking damage. Landing a successful parry will gain you some stamina back, and will allow you to perform a counter if you have enough stacks. If you don't have enough stacks to counter, you can also chain into L3, allowing you to skip the first two left click inputs

Starborn Brilliance:



Starborn Brilliance is an effect skill that gives you the ability to inflict multi hits to gain stacks. Anytime you start a battle, you will always start with 5 stacks. The effect shows up at the top of your screen with the amount of stacks you currently have. The maximum amount of stacks you can hold is up to 10.

Guardian's Blade Counter:

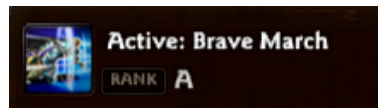


Input: R - TAB - TAB



To use your counter, use TAB after landing a parry. This will allow you to i-frame attacks and do damage. One counter has up to two TAB uses each, so make sure you do two TAB inputs whenever you counter. In order to perform counters, you need at least 5 stacks. Every time you counter, 5 stacks will be consumed. Countering also allows you to chain into L3.

Brave March:



Brave March is his sprint move. It has up to two uses. Brave March alone can be pretty handy to get out of pesky situations and evade attacks, or if you need to catch up to the boss quickly.

Red Hawk Crush:



Input: Brave March - L - L



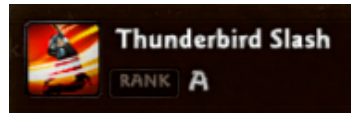
Red Hawk is one of Kael's hard hitting skills that should be used off cooldown when possible. It has two left click inputs and requires at least 75 SP to use entirely. To use red hawk, first use brave march, then press left click for the first strike, and left click once more for the slam. The first hit of red hawk does as much damage as your L6 so always make sure you land that before the slam.

Successfully landing the slam gives you up to 6 stacks. Brave March/Red Hawk's cooldown is also dependent on how many inputs you do.

- Brave March: 10 seconds
- First strike: 15 seconds
- Slam: 20 seconds

Keep in mind that Red Hawk does leave you wide open so you want to make sure you use it when it's safe and try to be quick with it. If you don't have enough time to land your red hawk, simply dodge away or use low flight to cancel. Red Hawk can be chained into L3.

Thunderbird Slash:

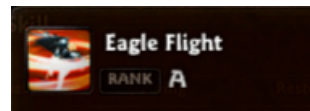


Input: Spacebar - L



Thunderbird is a follow up input after a dodge. To perform Thunderbird, press Spacebar and then left click. You can regenerate some stamina and gain up to 2 stacks if landed successfully. This is very efficient to do if you need to gain some stacks quickly or if you're very low on stamina. Thunderbird can be chained into L2, replacing the first normal left click of GB strike.

Eagle Flight:



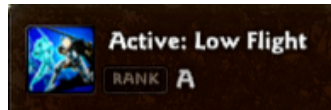
Input: Spacebar - L - TAB - TAB 3x



Eagle Flight is a follow up input after Thunderbird. After you use Spacebar+Left click, press TAB to perform Eagle Flight. The first TAB you land gives some more additional stamina. You can keep using the TAB input to make him spin. Every 3 spins give you more stamina.

In most cases you would only need to use Thunderbird. Eagle flight does very little damage and it's mostly useful to kill mobs quickly in normal dungeons and Abyssal Arena. While you're using Paladin or Dark Knight transformation, Eagle Flight also helps kill the mobs faster. If you're going to use Eagle Flight in raids, only use the first TAB. You never want to use Eagle flight entirely as the spins take very long and you'll lose a lot of damage.

Low Flight:



Input: Activate - R - R

This skill right here is very important to know. Low Flight is an active skill that can be used to animation cancel and block multiple attacks. It has up to 3 inputs and requires 50 SP to use. To use, activate Low Flight for the first strike, right click for the 2nd strike, and right click once more for the last hit. During Low Flight, you're pretty much immune to incoming attacks as you're able to parry them during the animations. Blocking any attack during Low Flight will give you some stamina back just like how regular parry does. Keep in mind that there's no iframes in between each input if you were to delay or leave big gaps. The last hit allows you to gain up to 4 stacks and regenerate stamina.



There are various ways you can utilize this skill.

- to regenerate stamina
- to gain stacks to counter
- to deal with very aggressive attacks
- to animation cancel
- to chain into L3

If you have enough stacks, you can counter off of Low Flight and chain back into your L3. If you don't have enough stacks, just simply use it to block. You can chain into L3 from any of the Low Flight inputs as well. The cooldown on Low Flight increases depending on how many inputs you do.

- Activation: 10 seconds
- 1x Right Click: 15 seconds
- 2x Right Clicks: 20 seconds

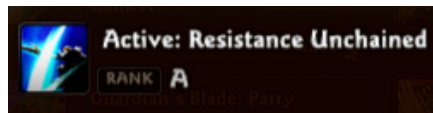
Animation Cancel



A quick tip: Using the first input of Low Flight puts it on cooldown for 10 seconds. Try to use the first input only so that you get it off cooldown more often. Less cooldown times = more opportunities to use it. Only use Low Flight entirely if you're low

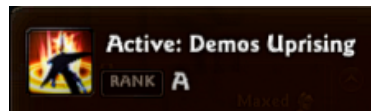
on stamina. Low flight itself doesn't do as much damage compared to his other skills.

Resistance Unchained:



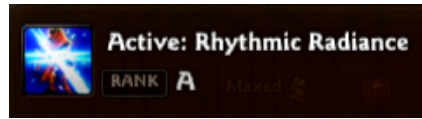
This active is another hard hitting move that should be used off cooldown. It costs 250 SP to use and it's pretty fast. He does a stab attack and it can also be used from a slight distance. It does not give stacks but you will inflict decent damage and you can chain into L3 afterwards. Cooldowns are only 10 seconds.

Demos Uprising:



This skill does the most damage. It costs 400 SP to use. He slowly jumps into the air and does a powerful sword slam. Upon use, you'll have i-frames for the whole duration up until he does the slam. Demos has a long cooldown of 2 mins and 30 seconds, so this is a skill you can't afford to whiff. It can stun bosses in normal raids and can also be chained into L3.

Rhythmic Radiance:



This is Kael's active hold. It costs 750 SP to use and will only work in normal raids. Upon use, he will do a series of attacks while holding down the boss for the rest of the party to do dps. The last hit of this move will grant you 8 stacks and can be chained into L3.

Skill Awakening

Kael only has damage and break off options for most of his skills. Use damage stones for everything. Never use break off stones as they're completely useless. Demos has an SP stone option but Kael doesn't really struggle with SP, especially if you're using a compass with an SP enchant scroll on it.

Here's how your skill awakening list should look like.

 Guardian's Blade: Counter Waking Stone: Damage Boost (12%) 433/1100	 Guardian's Blade: Strike Waking Stone: Damage Boost (12%) 653/900	 Active: Rhythmic Radiance Waking Stone: Damage Boost (10%) 668/800	 Thunderbird Slash Waking Stone: Damage Boost (12%) 332/900
 Red Hawk Crush Waking Stone: Damage Boost (12%) 294/900	 Active: Resistance Unchained Waking Stone: Damage Boost (12%) 785/900	 Eagle Flight Waking Stone: Damage Boost (10%) 689/800	
 Active: Low Flight Waking Stone: Damage Boost (12%) 343/900	 Active: Demos Uprising Waking Stone: Damage Boost (12%) 683/900		

Artifacts

- Werewolf Paw - Kael has a pretty slow base attack speed, so using a werewolf paw artifact is an absolute must.
- Succubus Fang - If you're fighting a hard boss for the first time and you're not too familiar with their moves, you can also use a succubus fang to save on potions. I will only recommend this if you enter a space time distortion and redeemer battles as they're difficult and you can only bring a certain amount of potions per run.
- Cat statue - This artifact isn't terrible to use for Kael if you're having a hard time landing hits, but I personally don't find it as useful compared to paw.
- Goddess War Statue - We've got a new one recently. This one gives you an extra +1000 add damage while it's active. This artifact is okay to use but I still believe speed is just better for him.

Overall, you should use werewolf paw. The extra speed boost will help you land your smashes and skill actives before taking a hit from the boss.

Compass/Enchants

Since Kael is slower than most other characters, you would want to own a Compass Rhod with enchanted Prefix and Suffix scrolls that have more consistent activations. Here are my suggested scrolls to use:

Prefix: Resolved / Concerted / Stern

Suffix: Ardor / Outburst / Clash

These prefix scrolls will have more SP activations, whereas the suffix scrolls here will have more speed buff activations. These are crucial since Kael needs the extra speed boost.

Right now, Stern/Clash are the best scrolls to use since they provide the most stats. If you're on a tight budget, go for the other ones I've listed.

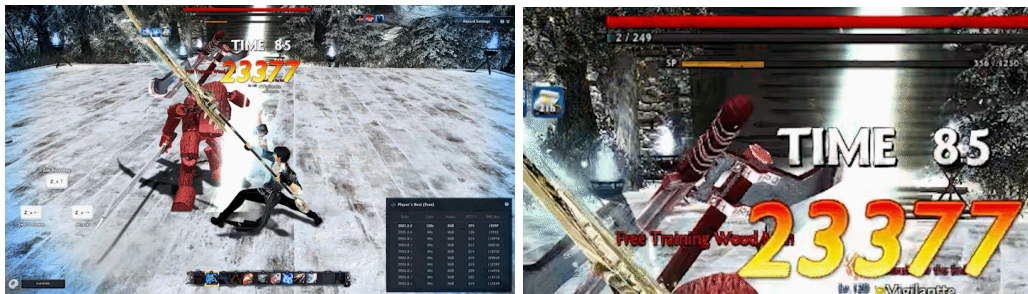
Kael's Chaining Ability

Kael has a unique passive ability where he can chain into other moves without going into a tired state. In other words, you can have 0 stamina and still perform these skills. To better explain this, I will list all the possible actions you can do at low stamina.

Important note: You need at least 20 stamina to perform Red Hawk

- All of your actives can be chained off of each other
- All of your actives can be chained into L3
- Parry and Counter can be chained into L3
- Parry and Counter can be chained into all actives
- Any input from GB Strike can be chained into all actives

Example



A few things to keep in mind about parry. You need to block an attack successfully in order to chain. At 0 stamina, parry can be used up to 2 times if you don't block anything.

When it comes to chaining, you might eventually have nothing else to chain into and will get into a tired state if you're at 0 stamina. If it comes down to that, you can use Low Flight entirely to gain stamina back and continue your rhythm. If everything is currently on cooldown, my best suggestion is try to delay your GB Strike and parry inputs and hope for the boss to attack you so you can block. You may want to also use Low Flight entirely to perform Red Hawk.

Example chaining against Spinos



So this is pretty much how his chaining ability works. It's a very effective way to do damage without much interruption. This is also why I mentioned earlier that using Eagle Flight isn't recommended. Kael doesn't need to have stamina because of this ability.

Stacks and Precise Strikes

Now that you have a better idea on how to gain stacks, I'm going to list all the skills that gain stacks for you and how much each skill can give you.

- L5 (up to 3 stacks)
- L6 (up to 4 stacks)
- Red Hawk (up to 6 stacks)
- Low Flight (up to 4 stacks)
- Thunderbird (up to 2 stacks)

Rhythmic Radiance will always give 8 stacks.

I'd like to explain why I say "up to a number of stacks." In order to gain all possible stacks for each skill, you need to land precise strikes. To get precise strikes, the entire blade of the swordstaff needs to hit the boss. For instance, if only the tip of the swordstaff lands, it won't be considered a precise strike and you will get less multi hits or none. This can happen if you're too distant from the boss, attacking from an odd angle, or if the boss moves away from you.

Non Precise Thunderbird Slash: 0 Multi Hit



Non Precise Red Hawk: 3 Multi Hits



My Rotations and General Tips

Sandbag Rotation:

Assuming you have all of your skill actives on cooldown, this is what you should be doing if the boss isn't attacking or if a party member is holding.

Spacebar - L-L-L-L-L (Rinse and Repeat)



Avoid starting GB Strike with L1 since it does very little damage. Instead, start your combo each time with Thunderbird. It will do a bit more damage than L1, and you will also gain some stacks and stamina along the way.

If your skill actives are off cooldown, use them right away even if you're mid combo. You always want to prioritize Red Hawk, Resistance Unchained, and Demos over your smashes. Remember if you're at 0 stamina, you'll want to use Low Flight entirely to perform Red Hawk since you need at least 20 stamina to use.

If Low Flight is your only skill that's off cooldown, use only the first part of Low Flight after you finish your GB Strike combo so you can chain into L3. This is how the inputs should look like.

Spacebar - L-L-L-L-L - Low Flight 1x - L-L-L-L



Just try to remember that anytime you chain into GB Strike you'll be starting your combo with L3, so you'll be doing 4x L inputs for the rest of the combo. Thunderbird only replaces L1, so you'll be doing 5x L inputs for the rest of the combo.

Quick tip: If a boss flinches or knocks you down, you can use Low Flight to quickly start your GB strike.

Example



How you should start in Boss Fights:

Some raids have mobs where you can farm SP. If that's the case, you should always start off with Brave March/Red Hawk then continue your rotations from there. However, if you start a boss battle with 0 SP, avoid using brave march right away. Instead, dodge towards the boss and start your sandbag rotation. By the time you land your L6, you should have enough SP to use Red Hawk.

Red Hawk at Start



Remember that you only need 75 SP to use it. You might even be able to use it after L5 or sooner if you're using a consistent SP enchant scroll like Stern or Concerted. The reason you don't want to brave march right away is because you'll put it on cooldown and won't be able to use Red Hawk for 10 seconds.

For some bosses, you might not have time to land your smashes before they start attacking, so you'll have to counter instead. You'll most likely still have enough SP to use Red Hawk. If it's a regular attack, counter and then use Red Hawk immediately. If it's an aggressive or multi hit attack, counter and block the rest, and then use Red Hawk.

General Tips for Red Hawk:

Red Hawk takes a bit of time to perform, so you have to find the right openings. Usually the best time to use it is at the very end of a boss attack. With that said, here are some of my suggestions on how to utilize this skill.

Circling to land Red Hawk

- Brave March away from the boss as they're finishing a pattern, or use it after you counter the last hit.
- Try to circle around the boss during Brave March after they finish an attack. Some bosses turn towards you before they start their next move, giving you some time to land your Red Hawk safely.
- If you're in a party, you can Red Hawk behind a boss if they're going after someone else. This will depend on what type of attack they're doing.

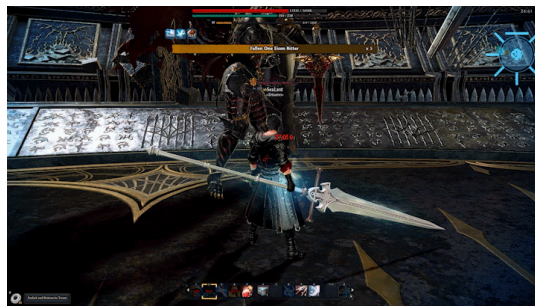


Red Hawk behind Neamhain



- Brave March can be useful to dodge red attacks and 1hkos. Evade these attacks with Brave March and use Red Hawk after.

Dodging 1hko with Brave March



- If you feel you're going to miss the Red Hawk slam due to a boss teleport, dodge out of it after the first strike. This is so you can avoid increasing the cooldown. Remember that if you don't do the slam, your cooldown will be 15 seconds instead of 20 seconds.

These can be very situational and this is where werewolf paw can be very handy as well. It's all going to come down to timing, reaction time and practice.

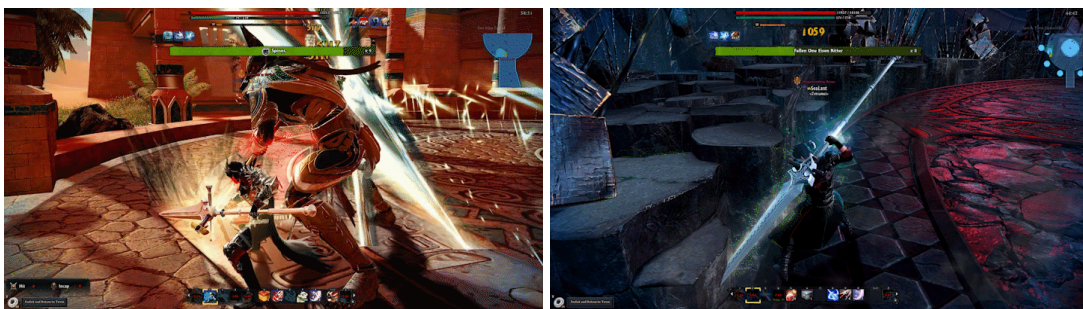
Quick note: Don't always rely on Brave March to dodge 1hkos. While it can be useful, holding onto Brave March/Red Hawk for too long means you'll lose a lot of damage

General Tips for Thunderbird Slash:

Thunderbird is a very useful skill to squeeze in while the boss is attacking. At first glance, you might think parrying everything is the proper way to play Kael. While it's not wrong, it's not as efficient. Let's say you don't have enough stacks, and you're in the middle of your GB Strike combo. The boss might start their next move and you might not have enough time to use your first smash, so the usual instinct is to just parry and restart your combo.

Depending on certain attacks, it's better to dodge + left click rather than just parry. Since you can't use your smashes in time, you would want to use Thunderbird so you can at least gain some stacks while evading hits. Parrying and restarting your combo every time means you'll miss out opportunities to counter. It is a little risky to do, but if you want to get the most out of Kael, this is one of the ways to do it. This may take some practice to get used to and does require boss knowledge.

Examples of using Thunderbird during Boss patterns



Quick tip: Kael has a pretty generous dodge frame. The frames do end as soon as you use left click. Make sure not to press anything too soon if you're dodging a risky move.

General Tips for Resistance Unchained:

Resistance Unchained is a quick attack which can come in handy in tight situations. Usually if a boss does more than one attack, most of the time you won't have enough room to use your smashes. If you're in a scenario where you have less than 5 stacks, you can quickly use Resistance Unchained in between boss combos. Essentially you would want to use it off cooldown, but if it goes off cooldown while you're dealing with a certain boss pattern, then that will be a good time to use it.

The usual way to handle those types of attacks is by countering if you have the stacks for it. However, depending on what type of attack you're dealing with, you should still use Resistance Unchained even if you have stacks. It does more damage than a counter. There are also certain boss patterns where you won't have time to use both counter and resistance unchained. If you do a counter first, you might not be able to land resistance unchained in time unless you're willing to take a hit.

Prioritizing Resistance Unchained over Counter



Quick tip: You can quickly use Resistance Unchained right when a boss comes back from teleporting.

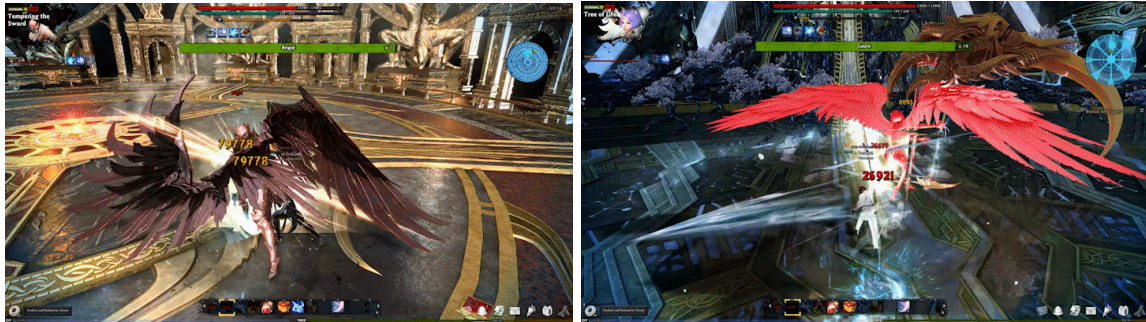
Example



Super Armor:

Kael also has an ability to take hits without getting flinched or knocked down. You'll be able to face tank during your GB Strike, but only if you're mid animation. You won't have super armor at the end of each input. Resistance Unchained and the Red Hawk slam will give you super armor as well. The main benefit of this is if you want to get your smashes in for more damage and gain your stacks without starting your combo over, with the cost of losing HP.

Face tanking during GB Strike, Red Hawk, and Resistance Unchained



If you're willing to greed without caring how many potions you use then this ability will do that for you. I do not recommend doing this if you have weak gear or have min stats for Space time distortion. Most of the time you're going to take too much damage or even get one shot if the boss lands a critical hit on you. If you decide to face tank, make sure you at least have the defense for it. Never face tank multi hits.

My performance:

Congratulations, you are now ready to play Kael! The last thing I'll do is showcase one of my recent solo videos against Eisen Ritter, so you can see how I usually do my rotations.

[Vindictus NA Kael Eisen Ritter Solo Clear \(58:58\) 마영전 북미 카엘 아이젠리터 솔클](#)

