



# Soul Binder Awakening Guide

oml SB is SOSOSOSOSOSOSSOSOSOSO cute, legit waifu material... HONESTLY why haven't you rerolled yet?

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## General Info

- Soul Binder is the single class that can provide utility AND as much damage as the main DPS classes if played right
- **The most important info you have to know:**
  - Soul Binders get a second mantra, called Awakened Mantra.
  - Upon binding it on a macro and casting with a directional key, you charge up 2x faster.

<No Macro>



<w/ Macro>



Now that you know the most elitist strat that not even some KMS2 players may know,  
Seriously, why haven't you rerolled yet?

- **You cannot have both mantras up at the same time**
- Remember, SB can feel clunky, but consider yourself as a person attacking with a big missile as compared to others who shoot guns. Your 1 attack will be as strong as 10 bullets others are shooting out. Be mindful of casting your skills when you are sure 100% that you will hit the boss, or you will lose out on DPS.

### Important Soul Binder stats in order






1. Piercing 30%
2. Magic Piercing 10% (unbuffed)
3. Attack speed 10% (anything more than 10% would not make a difference)
4. Boss damage 40%
5. Critical damage

### Gemstones

- 2 Bonus attack
- 6 Wisdom
- 1 Accuracy

## Awakening Skill builds

### Skill Description

 <b>Soul Flock</b>	Deals damage and inflicts Lethargy Lethargy: decrease defense and movement speed Lethargy can stack 5 times, <b>but not with Static Flash</b>
 <b>Soul Shield</b>	Deals damage Creates a shield for allies that absorbs damage and lasts 30 seconds Consumes 1 awakened mantra core Can provide shield that prevents knockbacks
 <b>Soul Harmony</b>	Heal 4 allies Consumes 1 Awakened Mantra Core to activate Awakened <u>Soul Dissonance</u>
 <b>Triune Link</b>	Increase dmg of <u>Soul Flock</u> , <u>Soul Shield</u> , <u>Soul Dissonance</u> Increase healing of <u>Soul Harmony</u> With this skill, SB can benefit from <b>critical damage</b> + can have ~6-8 less accuracy than everyone else ←this statement is currently under review
 <b>Soul Dissonance</b>	Passive from <u>Triune Link</u> when <u>Soul Harmony</u> is used with 1 orb Attacks nearby enemies for 10 seconds and lowers the enemy's evasion You can move while casting this ability, and won't get knocked back -dashing will cancel this ability <b>This skill does not stack with attack speed</b> -meaning the passive duration will decrease with higher attack speed

## Support Build



- 8 points in Narushaban Unleashed (any additional points will slow the process of chaining abilities with Awakened Mantra)
- Generally, there is no difference in DPS whether Narushaban Unleashed is used or not

**Awakening Build** *recommended build--unless you're giving up your utility kit to become full DPS*



### DPS rotation

1. Soul Flock 5 stacks
2. Awakened Mantra
3. Narushaban Unleashed (AFTER Awakened Mantra since you are unable to use awakened skills for 15 seconds)
4. Soul Dissonance
5. 1st skills (Shooting Star + Expansion Blast + Energy Surge + Flash Strike)
6. Soul Dissonance



## Soul Binder Gameplay Examples

- [Madrakan Spire](#)
- [Pink Bean](#)
- [Black Shard Chamber](#)

## Lapenshards

Recommended Lapenshards:



## Credits

Credits to 히키

<http://www.inven.co.kr/board/maple2/4276/6478>