

Popularity Chart of skill boosting title for each class

Class	Subclass	Popularity in order (Left -> right)			
Slayer (M)	Blade Master	75	40	80	45
	Soul Bender	45			
	Berserker	35	70		
	Asura	80			
	Ghostblade	35			
Slayer (F)	Sword Master	45 or 35	about the same ratio in kdnf ranking		
	Demon Slayer	80 or 40, 45, 75, 70 (Your pref)	Feedback by LCTWing , 0% focus on 3a burst. Use Boxy + passive titles		
	Vagabond	40	35	80	
Fighter (M)	Dark Templar	45			
	Nen Master	75	35 / 40 / 45		
	Striker	45	80	75	40
	Brawler	30 or 60			
Fighter (F)	Grappler	70			
	Nen Master	35	60 or 70		
	Striker	35 or 40	about the same ratio in kdnf ranking		
	Brawler	35	80	40	30
Gunner (M)	Grappler	35 or 40	about the same ratio in kdnf ranking		
	Ranger	45			
	Launcher	70			
	Mechanic	45			
Gunner (F)	Spitfire	40			
	Ranger	45			
	Launcher	70			
	Mechanic	75			
Mage (M)	Elemental Bomber	30	75		
	Glacial Master	30	40		
	Blood Mage	75	60		
	Swift Master	80	75	35	
	Dimensional Walker	35			
Mage (F)	Elementalist	35			
	Summoner	40 or 45			
	Battle Mage	30			
	Witch	30 or 40	70 or 75		
Priest (M)	Crusader (Battle)	75 or 35	about the same ratio in kdnf ranking		
	Monk	80 or 45	about the same ratio in kdnf ranking		
	Exorcist	35	45		
Priest (F)	Avenger	60	40 or 70		
	Inquisitor	35			
	Shaman	40			
	Mistress	80	70 or 75		
Thief	Rogue	40			
	Necromancer	35	60 or 45		
	Kunoichi	75			
Knight	Shadow Dancer	80			
	Even Knight	75	70	30	
	Chaos	40			
Demonic Lancer	Lightbringer	35	60		
	Dragon Knight	40	35 or 70		
	Dark Knight	60			
	Creator	60 or 70			
Agent	Vanguard	60	70		
	Skirmisher	75			
	Impaler	75			
	Dragon	60			
Agent	Hitman	35	70 or 80		Hard to tell. Please see kdnf ref. sheet (2nd sheet) + read your feedback
	Secret Agent	35			
	Troubleshooter	80			
	Specialist	80	40		

Translated/reworked by Explorer club name: Dream	[CC] Yong_'s "Should I buy the new Skill Title?" Flow Chart Guide link: https://www.reddit.com/r/DFQ/comments/oatf9u/showid_1_buy_the_n
Original work cited: https://blog.naver.com/hud03059/222021323229	Please comment here if you'd like to contribute to update this list: https://www.reddit.com/r/DFQ/comments/oatf9u/bis_skill_boosting_title_for_each_class/
Source: KDNF Ozma DPS ranking (30sec, mind stim used)	

Please read before using the list

Disclaimer:

This can be controversial due to your settings, skill builds, and goals (25sec sandbag, Sirocco sets, actual DPS rotation, etc).

If you do not think this list is correct, then please do **NOT** use this list.

Also, you may want to consider boosting 2 skills instead of 1 skill with your skill boosting title, e.g. You may have 2 Lv 35 skills to boost, whereas Lv 70 has only 1 skill.

Bolded ones are the classes with only one BIG (viable) skill title and they are **definitely** worse getting: e.g. All top #10 Soul Bender DPS rankers use Lv. 45 skill boost titles.

This list is partially outdated since it was created BEFORE lv75-iv60 talisman update. e.g. Blade Master was outdated but I manually updated it. I will keep updating the list.

You may use Google translator on this KDNF DPS ranking to check your classes: <https://dunfaoff.com/ranking.d/>

Disclaimer #2:

Some people seem to be confused about the concept behind choosing these titles. >You are trying to find the best overall damage increase obtained from the skill damage title. This implies that you are focusing on your class's skills with the highest dmg%/CD ratio, and are able to reliably use that skill in your build/playstyle.

>Do **NOT** just blindly pick the title for the highest dmg%/cd skill your class happens to have. Make sure it's a skill (or skills) that make up a significant proportion of your damage charts in practice (e.g. in actual content, not just sandbag).

Update logs:

6/29 - **Updating the list. Find this color for updated classes.** [up-to-date](#)

6/30 - **Every class is updated to current KDNF version.** Some classes may be outdated in DFOG. (please leave your feedback on the above link)

7/9 - Title has been changed to "Popularity Chart of skill boosting title for each class"

7/9 - For more insight on getting these titles, please check out the comments on the reddit post: https://www.reddit.com/r/DFQ/comments/oatf9u/bis_skill_boosting_title_for_each_class/h3ykr18?utm_source=share&utm_medium=web2&context=3 (Or see below)

Kdnf ref. sheet: <https://docs.google.com/spreadsheets/d/1aFkN82a2RM4217TnPF0lv94ts5HD1-cY7AB177/edit#gid=497213690>

Disclaimer #3:

[Yonaka_Kr](#) has commented: There's a few issues with this chart and I can't comment on all of them but let me go with what I can contribute.

A lot of these are not actually performance-based recommendations, but popularity based recommendations. This is a recommendation list almost entirely by measuring only the top 20 players in Dunfa for their 25s rotation. 25s rotation has only been the engine measurement for sirocco. It's practically phased out for purg (entirely sustain-based dungeon) and Ozma (30s (pot) /40s (sader) 3a) rotations and hit-and-run sustain in between. These titles were introduced when neither purg nor Ozma was really considered relevant. There's a lot of really good talismans (and gear for that matter) that people completely underrate, and people don't tend to care about what's better, just what looks better.

Let me go with an example here: **Chaos** is "geno crush the class" right? But with Chaos 3A they gave Geno no damage increases while buffing Sky Sword. It has absolutely ridiculous damage output that slot 1 55 beats slot 1 Geno post 3a in purg. I can accept that in Ozma its a little too risky to put in as slot 2 compared to Geno. However, people in the top 20 will run Massive Fire (75) as their slot 2 talisman at under 50% performance of geno even when sky sword slot 2 does nearly 66% of geno in 40s. This is not a situation of what is good, it is a question of what looks good in 25s, which again is not relevant anymore.

Another: **Auras** tend to run their 60 tal as second most popular because of its range and consistency, for example, as slot 2 in their crossroads setups. This means that Asura (which the english chart recommends 80, 35) should actually be 80 -> 60 -> 35, and so on.

Talismans and what is recommended changed with Purgatory and Ozma. Most of these people bought titles before black purgatory was a thing. This means a lot of people went stuff like bursty titles to optimize their 25s, and does not mean it remains optimal.

See next comment for damage numbers link:

Go to this site for reference <https://df.gamechosun.co.kr/info/character/7c1-88c2-4> click on the class -> subclass, order goes MSlayer topleft, FSlayer top right, Mfighter below Mslayer, and so on in the usual class listing order. Bottom right is Q&A.

The damage/cd is, generally speaking, more important than per damage cast. That does not mean per damage cast is useless or higher damage/cd is automatically better. Sometimes you will take a 40s cd skill with 32k damage/cd over a 10s cd skill with 40k damage/cd.

<https://image.gamechosun.co.kr/dl/info/guide/table/pl43.png>

In this **Witch** example, Furnace's damage cd is way better than the other skills in the 35-70 range. Outside of rabbit, the damage per cast is all about the same. Q&A wise, Furnace is 8 tier while Rabbit is 5 tier. However, Rabbit's damage increase to tall -> tall is real small, even with the cd reduction factored in. Hence Rabbit vs Furnace, Furnace is much better on damage, slightly worse in Q&A, making it a much better talisman. This kind of comparison needs to be done every time you weigh talismans, not just "what does more damage"

Factoring in the 75 talisman, Frosty practically has the same damage/cd as furnace while being a higher CD. This is good, because this means it has a much higher realistic damage output (less time needing to stick to bosses to use skills off cd), making Frosty a considerably better talisman skill (even in just the damage department) than Furnace. Keep in mind higher level skills also benefit more (but only slightly) from active levels so something like Dawn or Annunciations would put Frosty at an even higher damage/cd than Furnace, thus Frosty > Furnace > else. With tall shoes, my advice is to get a higher Q&A talisman in slot 3 rather than a higher damage one, so it doesn't get in the way of casting your main 2 talismans off cd. Hence despite rabbit's poor damage/cd, it would be the absolute ideal slot 3 tall on a crossroads setup.

Finally, you weigh this to how much can I use this for sustain damage output and how much can I do this for 30s or 40s rotations (30s damage pot, sader 3a durations) respectively.

My rule of thumb for seeing a good idea of what your damage in purg or ozma will look like is to do a no pet swap no sader 60s damage test (make sure your awakenings are cast and finished in the first 30s). The damage % will reflect what a 5 minute ataroxi fight will usually look like (with a second 3a and three 2as, the damage weights come pretty similar). This is especially good because skills that fit twice in 30s will fit three times in 40s will fit 4 times in 60, and so on.

Also outside of a few very specific examples (Creator, Dark Knight, etc.) **I would generally recommend Valhalla or Doppel EX title. I genuinely think a damage comparison title vs valhalls should have been used.**

Okay so my issues with the chart continued:

I can't say for every class for this, but I can say for multiple here that some of these recommendations are bad. Like, at least recommend the right title if it's going to cost 100m. Here's some examples.

Anything in the Korean chart that says 70, most of the time don't bother. Again, 25s meta is dead. There's only a few exceptions to this.

Specialist's 80/75/40 are all practically the same damage output. CEAB is safer but Brandish Light and Lightning Slash are less susceptible to bosses dashing out. 75 is a fine recommendation. 70 (in Korean chart) is not.

Troubleshooter, people in kdnf literally just say fuck sustain damage, I'm going max damage per cast, this class doesn't do much otherwise. That's a big reason why they take the 80 talisman (Korean chart says 70 as well), but 75 is ultimately better off.

Dark Lancer: literally anything but 30 or 60 cause they're all good

Vanguard: His 60 is so much better than 70, go look at people with 5 crossroads, they all run 60 slot 1.

Creator: Who the fuck recommends link as equal to ice age

Dragon Knight: 70 is dogshit compared to 75, 35 with tall shoes is super risky to use off cd in Ozma, there's a breath of the storm build that literally outdamages anything else in sustain while iframed 80% of the time like Secret Agent.

Mistress: 60 has very consistent damage output, and it was recommended in the Korean chart but not in the translated one. It is a higher performance talisman than 70, which is primarily a Q&A tall.

And more on:

https://www.reddit.com/r/DFQ/comments/oatf9u/bis_skill_boosting_title_for_each_class/h3yys18?utm_source=share&utm_medium=web2&context=3

