Popularity Chart of skill boosting title for each class

Class	Subclass	Popula	rity in ord	der (Left -	> right)						
	Blade Master	75 40 80 45									
	Soul Bender	45									
Slaver (M)	Berserker	35	70								
, (,	Asura	80									
	Ghostblade										
	Sword Master			the come antic in hele	familia						
	Demon Slayer										
Slayer (F)				3a burst. use Roxy + passive til							
	Vagabond		35	80							
	Dark Templer Nen Master		25 / 40 / 45								
			-								
Fighter (M)	Striker		80	75	40						
	Brawler										
	Grappler										
	Nen Master	35	60 or 70								
Eighter (E)	Striker	35 or 40	about	the same ratio in kdr	f ranking						
rigiter (i)	Brawler	35	80	40	30						
	Grappler	35 or 40	about	the same ratio in kdr	f ranking						
	Ranger	45									
C (5.0°	Launcher	70									
Gunner (M)	Mechanic	45									
	Spitfire	40									
	Ranger	45									
	Launcher	70									
Gunner (F)	Mechanic	75									
	Spitfire										
	Elemental Bomber		75								
	Glacial Master										
(24)	Blood Mage										
iviage (ivi)				25							
	Swift Master		/5	35							
	Dimensional Walker										
	Elementalist										
Mage (F)	Summoner										
•	Battle Mage										
	Witch										
	Crusader (Battle)										
Priest (M)	Monk	80 or 45	about	the same ratio in kdr	of ranking						
i i iest (ivi)	Exorcist	35	45								
	Avenger	60	40 or 70								
	Inquisitor	35									
Slayer (M) Slayer (F) Fighter (M)	Shaman	40									
	Mistress	80	70 or 75								
	Rogue	40									
	Necromancer	r 75 40 80 45 70 80 35 70 80 45 70 80 45 75 35 about the same ratio in the same									
Thief	Kunoichi	75									
Slayer (M) Slayer (F) Fighter (M) Fighter (F) Gunner (M) Mage (M) Mage (F) Priest (M) Priest (F) Thief Knight	Shadow Dancer										
	Elven Knight		70	30							
	Chaos										
Knight	Lightbringer		60								
	Dragon Knight										
			35 UF /U								
	Dark Knight										
	Creator										
	Vanguard		70								
	Skirmisher	75									
	Impaler	-									
		-									
	Impaler Dragoon Hitman	60	70 or 80	Hard to tell. Pleas (2nd sheet) + no	e see kdnf ref. she eed your feedback						
Lancer	Impaler Dragoon	60 35	70 or 80	Hard to tell. Pleas (2nd sheet) + ni	e see kdnf ref. she eed your feedback						
Lancer	Impaler Dragoon Hitman	60 35	70 or 80	Hard to tell. Pleas (2nd sheet) + ni	e see kdnf ref. she eed your feedback						

ı	Translated/reworked by Explorer club name:	[CC] Yong_'s "Should I buy the new Skill Title?" Flow Chart Guide link:
-	Dream	https://www.reddit.com/r/DFO/comments/oarpw3/should i buy the n
ı	Original work cited:	Please comment here if you'd like to contribute to update this list:
ı	https://blog.naver.com/hn03049/222021323229	https://www.reddit.
	Source: KDnF Ozma DPS ranking (30sec, mind stim used)	com/r/DFO/comments/oatkfq/bis_skill_boosting_title_for_each_class/

Please read before using the list

Disclaimer:

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.

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 Iv75, Iv80 tailsman 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.df

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 skill(s) with the highest dam(sk/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 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

https://www.reddit.

nts/oatkfq/bis skill boosting t

(Or see below)

Kdnf ref. sheet: https://docs.google.com/spreadsheets/d/1AafxNIB2qu2RMEZJ7TnPF0 hV9x4ks0HD1-oYTAhl77I/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 Durfal for their 25 so totation. 25s rotation has only been the endgame measurement for siroco. It's particularly phased out for puring (entirely suitable based duringeon) and Orman [20] to jot (10) (sclaer 3a) rotations and hit and-un usualism in between). These titles were introduced when either purp 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 tent 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 absolutely ridiculous damage output that slot 1SS beats slot 1 Geno post 3A in purg. Los a xceep that in Coma its a little loo risky to put in as slot 1 compas Geno. However, people in the top 20 will man Massive Fire (TS) as their slot 2 talkinam a under 5KD performance of geno even when sysword 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 amymore.

Another: Asuras tend to run their 60 tali as second most popular because of its range and consistency, for example, as slot 2 in their crossroads s means that Asura (which the english chart recommends 80, the Korean 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 burst-y 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/?c1=8kc2=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/df/info/guide/table/p/43.png

In this WiRch example, Furnace's damage of is way better than the other skills in the 35-70 range. Outside of rabbit, the damage per cast is all about the same. Quk wise, Furnace's Be filer while Rabbit is 5 liet. Nowever, Rabbit's damage increase no tail—tall is real small, even with the cd reduction factored in. Hence Rabbit is Furnace, Furnace's much better on damage, slightly worse in QoL, 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 distinuar, Forsity practicely has the same damage of a far force while being a higher Co. This is good, because this meets a bas a much abligate will distinuate postaget from the member to be a far force of the property of the control of the

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 pung or coma will look like is to do a no pet swap no sader 666 damage test (make sure your awakenings are cast and finished in the first 306). The damage *66 will reflect what a 5 minute astaros fight will usually look like (with a second 3 a 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 60, skills that 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 gencomparison title vs valhalla 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 tali shoes is super risky to use off cd in Ozma, there's a breath of the storm build that literally outdan anything else in sustain while if ramed 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 Qot tali.

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