

BURL'S GUIDE TO L2R



THE RACE OPTIONS

HUMANS

Pros

- ❖ Beards
- ❖ Good classes
- ❖ No one will think you like anime

Cons

- ❖ No sharks
- ❖ Whitegiant and Holysmoke



ELVES

Pros

- ❖ Good classes
- ❖ Fast
- ❖ Pretty dresses

Cons

- ❖ Lust2Kill will follow you everywhere
- ❖ Not a lot of HP



DARK ELVES



Pros

- ❖ High DPS
- ❖ Shark

Cons

- ❖ No Batman
- ❖ Glass Cannons
- ❖ No boobs

DWARVES



Pros

- ❖ Slayer

Cons

- ❖ People will know you like anime
- ❖ Just look at them

ORCSS



Pros

- ❖ Good DPS
- ❖ Doesn't skip leg day

Cons

- ❖ No healer option
- ❖ Everyone will assume you're an idiot

CLASSES

Pick an archer



MELEE

Pros

- ❖ Big swords
- ❖ Stuns galore

Cons

- ❖ You will die
- ❖ You will never reach that archer

MELEE OPTIONS

Treasure Hunter

- + Throws sand, good DPS, turns invisible
- Not a lot of crit

Plains Walker

- + Good skills, high attack speed
- You will never crit

Abyss Walker

- + You will kill the world
- You crit so often you start to feel bad for your opponent

Scavenger

- + ZZK is cool, you have a silence
- Everything else

Warlord

- + Stuns, knockdowns, big poles
- You can't dance

Swordsinger

- + You have buffs
- That's all you have

Bladedancer

- + SPIN. TO. WIN., also buffs
- You sometimes stop spinning

Slayer

- + Stuns, you jump on fools, two swords
- You're still a dwarf, even if you're the best dwarf

Orcs

Just pick one, they're all melee and cool as hell

ARCHER

Pros

- ❖ Bows are cool
- ❖ People die a lot

Cons

- ❖ ...

MAGES

Pros

- ❖ Solid DPS
- ❖ Spells are cool

Cons

- ❖ People will want you to heal
- ❖ I will probably one-shot you

ARCHERS & MAGES

Hawkeye

- + AoE, good in sieges, fairly tanky
- Kinda slow, no shark options

Silver Ranger

- + Fast, debuff and stun fools
- Uhhh

Phantom Ranger

- + Good DPS, self-buffs are cool
- You're never going to be an SR

War Ranger

- + You're skills are decent, you're still an archer
- You only have two skills and you still look like a little girl

Sorcerer

- + FIRE, FIRE FIRE FIRE
- Not the best skill options

Spellsinger

- + Awesome skills, catwoman, self-heal
- Uhhh

Spell Howler

- + You can vomit on the ground, your breath hurts people
- Your awakening skill sucks

Battle Mage

- + Good DPS if you know how to play, has a buff
- You don't know how to play

TANKS

Pros

- ❖ Won't die
- ❖ Good CC

Cons

- ❖ Your job is to stand there
- ❖ Old age kills faster than you do

HEALERS

Pros

- ❖ You will never need a heal
- ❖ Decent at solo farming
- ❖ People like you when you do a good job

Cons

- ❖ People hate you when you do a bad job

TANKS & HEALERS

Paladin

- + Bullshit skill that removes control from your opponent
- You hit like a kitten

Temple Knight

- + No one can kill you
- Neither can you

Shillien Knight

- + You can pull people toward you then steal their HP
- You'll wish you'd chosen Bladedancer

Guardian

- + You can summon earthquakes with your mind
- Vatican

Bishop

- + Good heal, not the worst DPS
- No one will ever be in your healing circle

Elder

- + Best healer, has a rez
- People will blame you for not reviving them

Shillien Elder

- + Debuffs and buffs!
- Your heals are DPS-dependent

Sage

- + Stuns
- I really don't like the way dwarves look, I'm sorry