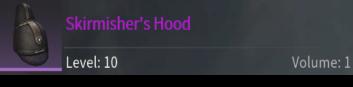
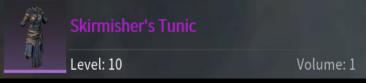


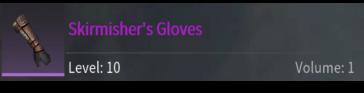




(0/4 pieces) Skirmisher's Gloves Skirmisher's Boots except those of Ultimates are reset, and the cooldown of Infiltrator is reduced by 30 seconds.









Reforged Ever-Patient



Level: 10 Category: Weapon Type: Dual Blades

Endurance: 310/344 Condition: Excellent Can be reforged

Piercing Armour Penetration 1360 +665 Slashing Armour Penetration 1328 +583 Blunt Armour Penetration 690 +318 Piercing Damage 717 +162 Slashing Damage 733 Blunt Damage 462 Strength 0 +11 Critical Resistance 0 +29



Level: 10

Category: Weapon Type: Dual Blades Endurance: 319/323 Condition: Excellent Can be reforged

Piercing Armour Penetration 1247 Slashing Armour Penetration 1224 +373 Blunt Armour Penetration 613 +292 Piercing Damage 667 Slashing Damage 678 +226 Blunt Damage 412 Toughness 0 +13

(0/4 pieces)

armour penetration by 250.



Level: 10



Level: 10

Volume: 1



Level: 10

Volume: 1

Volume: 1



Level: 10

Volume: 1



Level 6827

More >>>

Autoassign

XP 37832/60000

| Ø | Leadership | 732 | |
|---|------------|-----|---|
| # | Strength | 19 | + |
| 1 | Agility | 19 | + |
| | Armour | 19 | + |
| 4 | Toughness | 19 | + |
| | | | |

| General Attributes | | X | | |
|-----------------------------|-------------|-----|--|--|
| ♥ Health | 25680/25680 | | | |
| ♦ Stamina | 950 | | | |
| Critical Hit Chance | 9.57% | | | |
| Critical Damage | 150.00% | | | |
| Stritical Resistance | 12.46% | | | |
| Attack Attributes | | | | |
| N Piercing Damage | 836 | 14 | | |
| 3 Slashing Damage | 864 | 590 | | |
| ₩ Blunt Damage | 593 | | | |
| Piercing Armour Penetration | 1791 | | | |
| Slashing Armour Penetration | 1747 | | | |
| Blunt Armour Penetration | 1109 | | | |
| Defence Attributes | | | | |
| Piercing Defence | 342 | | | |
| Slashing Defence | 342 | | | |
| Blunt Defence | 342 | | | |
| ▼ Block | 330 | | | |
| ■ Block Recovery | 100 | | | |
| 21/4 (Mg/) | | | | |

Optimal Build: 1600 – 1800 Penetration

Rest into Slashing DMG

Mandatory Skills in current meta

Bo-Shurikens III

Cooldown: 4 sec.

Throw darts, dealing 189% of your base piercing damage plus 1971 points of piercing damage. Then become invisible for 1.7 seconds.

Extra Effect: The darts are poisoned, draining 300 health per second for 3 seconds.

Extra Effect 2: The poison slows the target by 50% for 3 seconds.

Notes:

- Can be blocked (No Bleeding)
- Can hit units behind shields
- AOE Skill / Can be spammed

Great Thunderbolt III

Cooldown: 18 sec.

Throw a thunderbolt bomb that causes 153% of your base blunt damage plus 1047 points of blunt damage, and concusses any enemy caught in the explosion. Afterward, you become invisible for 1.7 seconds.

Extra Effect: Heroes and units caught in the blast will take 20% and 30% more damage, respectively, for 4 seconds.

Notes:

- AOE Stun
- AOE Debuff
- PvE & PvP Skill

Dualblade Guides + Footage of current meta build

Creator: GRK

Link: https://www.youtube.com/watch?v=1C5escy7jLQ

Creator Code: KSRVO4Z0014IK3RT

Discord: -

Twitch: -

