

Dualblade – Quick Guide

Dual Blades – Hero Class Overview

Playstyle Summary

Dual Blades is a **stealthy, fast-paced assassin** that thrives on **bleed-based damage**, **high mobility**, and **combo-chaining gameplay**. Perfect for players who like to disrupt supply lines, hunt isolated heroes, and pull off flashy, satisfying takedowns.

Core Playstyle Highlights

- ⚡ **High mobility:** Dash, roll, evade – you’re constantly on the move.
- 🩸 **Bleeding DoT:** Stacks of bleed eat away at even armored enemies over time.
- 🎯 **Dagger Throw spam:** Reliable ranged pressure and bleed application – great for chasing and harassment.
- 🦊 **Stealth mechanics:** Become invisible to ambush, scout, or escape.
- 🎮 **Combo-driven class:** Fluid, satisfying to play with smooth chaining between skills.

Pro Tips

- Use **stealth to reposition mid-fight**, not just to engage.
- Spam **dagger throws** on targets running away – every hit matters due to bleed.
- **Combo execution is key** – time your attacks, roll out, re-engage.

Key Skills and Traits (Updated)

- 🔥 **Tons of DoT Bleed:** Almost every attack or skill applies **bleed**, making you deadly over time.
- ⚡ **Low cooldowns:** Most abilities refresh quickly, allowing constant pressure and fluid rotations.
- 🦊 **Diverse playstyle:** Play as an assassin, flanker, supply harasser, or backline killer.
- ✂️ **Quick, fast-paced gameplay:** Ideal for interrupting supplies, ambushing out-of-position heroes, and sneaking objectives.
- 🎮 **Combo-based class:** Skill chains feel impactful and satisfying when executed cleanly.
- 🦊 **Invisibility:** Key to outplay potential – use it for approach, disengage, or full escapes.

✅ Strengths

- Excellent at **isolated target elimination**
- **High uptime** on abilities due to low CDs
- Incredible **outplay potential** and escape tools
- Strong presence in the **backline or as a roamer**

❌ Weaknesses

- **Squishy** – dies quickly if caught
- Vulnerable to **AoE stuns and CC chains**
- Not ideal for direct frontlines or shield-heavy comps

💬 TL;DR:

Dual Blades is a bleed-stacking, fast-hitting rogue archetype built for speed, disruption, and satisfaction. If you enjoy fluid gameplay, combo mastery, and picking off targets like a shadow – this class is for you.

Ideal Use Cases

- Flanking or diving archers/artillery
- Stopping supply runners
- Picking off **isolated** or solo heroes
- Point capping and sneak plays



Dual Blades

Why fight enemy troops when you can assassinate their leaders?

Dual Blades heroes can use 3 extra powerful skills after triggering invisibility.

Click to change skill



Best Armour: Light Armour



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Bo-Shurikens III



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.

Great Thunderbolt III

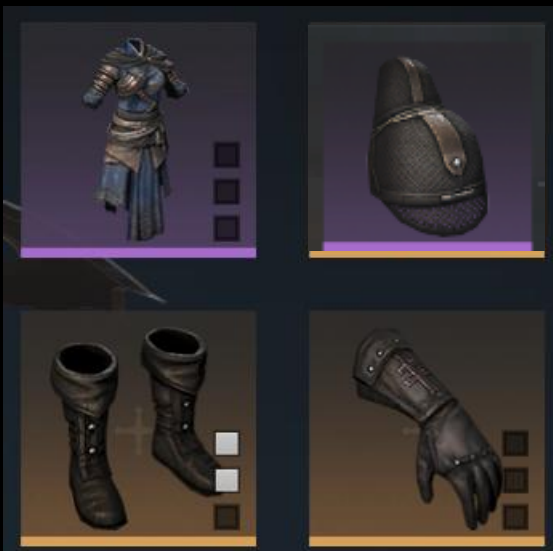


Great Thunderbolt III

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.



2 pieces: Alchemical Vapours and Infiltrator grants invincibility for 0.4 seconds.

2 pieces: Increases piercing, slashing and blunt armour penetration by 250.



2 pieces: Alchemical Vapours and Infiltrator grants invincibility for 0.4 seconds.
 3 pieces: Increases Armour Penetration by 150 points.
 4 pieces: After killing a hero, all skill cooldowns except those of Ultimates are reset, and the cooldown of Infiltrator is reduced by 30 seconds.

Main Stat

Slash DMG

Slash PEN -> 2100 optimal

Second Stat
Alternative

Pierce dmg for throws
Crit DMG Value

Reforged Ever-Patient



Level : 10

Category: Weapon

Type: Dual Blades

Endurance: 315/331

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

Full Guide / Class Combo Showcase | GRK

Please support GRK by using his
Creator Code: KSRVO4Z0014IK3RT

- <https://www.youtube.com/watch?v=1C5escy7jLQ>

