

# Nodachi Class Guide

## Playstyle Summary

The **Nodachi** is a medium-armor melee class wielding a large two-handed sword that excels at cutting down groups of lightly armored foes. Its playstyle centers on **self-sustain and area damage** – the Nodachi can regain health through **lifesteal** and shrug off crowd-control, allowing it to stay in the fight longer than most. In exchange, it has only modest mobility and is vulnerable to being bursted or heavily crowd-controlled if caught off-guard. Overall, the Nodachi is a **bruiser** that thrives in prolonged brawls, using wide swinging attacks to hit multiple enemies and **heal itself with every strike**, while timing its engagements carefully to avoid being locked down.

## Core Playstyle Highlights

### Sustained Lifesteal:

Builds up a unique *Bloodlust* resource that grants life-drain on all attacks, triggering **Bloodbath** (30% life-steal and damage reduction for 8 seconds) at max stacks

### Wide AoE Attacks:

Huge sweeping strikes hit multiple targets in front. The Nodachi's basic attack chain has impressive cleave (the 3rd and 4th swings especially hit hard in an arc)

### Burst Damage Option:

While most Nodachi damage is sustained, it does have a high-burst ultimate. **Dragon's Leap** (the preferred ult for general play) is a charge-up leaping slash that can **one-shot** or severely injure targets if fully charged

### Survivability & Control:

Multiple tools keep the Nodachi in the fray



# Strengths

## Excellent Sustain:

Through Bloodbath lifesteal and healing skills, Nodachi can **restore a huge amount of HP in combat**, allowing it to outlast opponents if not bursted down immediately

## Strong AoE Damage:

Wide swings and skills make it a **monster at clearing groups of units**.

## Crowd-Control & Disruption:

Has multiple **knockdowns and knockbacks** (Bloodthirsty, Tiger's Claw, Dragon's Leap), giving it the ability to disrupt enemy lines and juggle foes. It also has tools to ignore or cleanse enemy CC, meaning it's hard to pin down for long.

## Solid in Skirmishes:

In small-scale fights or messy brawls, Nodachi shines as a **sustain bruiser**. It can duel reasonably well against many heroes (especially if it can land its CC) and is great at **trading blows over time**, since any damage it deals heals it back. In group fights, its presence and AoE can heavily swing an engagement in your team's favor by weakening multiple enemies at once.



# Weaknesses

## **Burst Vulnerability:**

Despite its healing, the Nodachi wears medium armor and often spends attribute points offensively, so its **effective defenses are not as high as true tanks**. A Nodachi caught in a heavy burst combo (e.g. by Dual Blades or Muskets) or chain-CC can be killed before its lifesteal kicks in. Hard crowd control (stuns, knockdowns, especially *concuss* or *winded* which it **cannot cleanse**) are a big threat.

## **Struggles vs Shields:**

**Shielded units and heroes are a bane** for Nodachi. Almost all Nodachi attacks can be blocked by a shield's guard (the sole exception is Dragon's Leap). This means a shield line or a shield-user can negate your damage and even interrupt your lifesteal by denying hits. Without a way to break shield guard reliably, a Nodachi must flank or wait for an opening, which isn't always possible.



# Recommended Gear, and Attribute Distribution

## Armor & Weapon:

As a medium armor class, the Nodachi can equip any mix of light or medium armor (heavy armor is not allowed). Generally you'll want to use the **heaviest medium armor** available for better protection.

The go-to equipment set for Nodachi is **Carnifex's Armour** – a crafted rare medium set that provides a good balance of stats. For endgame, **Black Sun Anchorite's Armour** (epic set) is the premier choice.

The Black Sun set is especially potent because its 4-piece bonus grants immunity to CC during your **combo strikes**, meaning you can't be interrupted while doing your normal attack chain.

This synergizes perfectly with Nodachi's reliance on sustained swinging.

When reforging or selecting gear stats, **prioritize Slashing Damage and Slashing Armor Penetration** on your Nodachi weapon and gear—almost all your damage is slashing type, so boosting those will increase both your unit-clearing speed and hero damage.

## Attributes (Stats):

Distributing attribute points correctly is key to a balanced Nodachi build. The common recommendation is to invest heavily in **Agility** (which increases your slashing armor penetration and a bit of attack) until you reach a healthy penetration value, then put remaining points in Strength or Toughness depending on preference. A good target is around **1800 Slashing Penetration** (after gear and attributes) for endgame – this allows you to cut through high-tier units and heavy armor heroes more effectively. To achieve this, you'll likely go **primarily Agility**. Once that need is met, you have a choice: **Strength** will further boost your raw damage (and a bit of health), whereas **Toughness** will give you more health and armor for survivability.

If you find you're dying too fast, consider tempering your offense and adding a bit more Toughness or using a defense rune. But overall, *Agility > Strength >= Toughness* is the typical priority order for the Nodachi in most scenarios



# Key Skills and Traits

## **Bloodlust / Bloodbath (Passive Lifesteal):**

Every hit from most Nodachi skills builds **Bloodlust** (stackable buff). Each stack grants 2% life-steal on damage and 3% damage reduction. At 5 stacks, Bloodlust converts into **Bloodbath**, a state granting **30% life drain, 25% damage reduction, and 15% speed** for 8 seconds

## **Bloodthirsty:**

A **gap-closer and control** skill – you charge forward with your nodachi, dealing damage and **knocking enemies down** on hit. Notably, activating Bloodthirsty will **remove** any *daze* or *knockdown* effects on you, acting like a self-breakout

## **Dragon's Leap (Ultimate):**

The favored **ultimate skill** for Nodachi. You can charge this attack for up to 2+ seconds, then leap forward a great distance and **unleash a massive slashing strike** that **devastates all enemies in an area**. At full charge it deals enormous damage and knocks foes flying. Dragon's Leap is ideal for **bursting down heavy targets or disrupting formations** from range – for example, leaping into an enemy backline or onto a group on a capture point. It also reduces damage you take while charging by 50%, giving some protection during setup. (This skill cannot be blocked by enemy shields, unlike most Nodachi attacks.) **Tip:** You can also use Dragon's Leap defensively to escape, as the long leap can carry you out of danger

## **Recommended Build:**

For a general-purpose build, **Bloodthirsty, Tiger's Claw, Fearless & Steadfast**, and **Dragon's Leap** are a highly recommended loadout. Monstrous Blade can be slotted instead of Fearless if you favor maximum lifesteal over CC immunity, or Blood Oath can replace it if you want combo resets. Avalanche is less common in PvP but can replace Dragon's Leap if you prefer unit farming and sustain.)



# Pro Tips

## Master the Normal Attack Combo:

Unlike many classes, the Nodachi's **basic attack chain is very powerful** – especially the 3rd and 4th swings which hit in a wide arc and deal heavy damage

## Utilize Mount and Dismount Attacks:

The Nodachi's **mounted charge attack and dismount strike** are tools often overlooked. Your horse charge can knock down enemies, and the **dismount attack is a high-damage overhead slash that inflicts knockdown** in an area. It has a long wind-up, but you can aim it until it lands. A clever trick is to **ride into a fight, use your cavalry charge to bowl over foes, then immediately dismount with a heavy swing** to start the fight with a bang

## Keep an Eye on Bloodlust Stacks:

Pay attention to the Bloodlust flame icons on your HUD. If you have 4 stacks, **you're one hit away from triggering Bloodbath** – it might be wise to get that hit (even on a Unit) **before** diving into a dangerous situation so that you enter with Bloodbath ready

## Play Around Crowd Control:

While Nodachi has CC immunity tools, you should still anticipate enemy crowd-control. For example, if you see a Poleaxe raise his weapon for a concussion blow or a Short Sword glowing for a shield bash, **time your Fearless & Steadfast** right as the hit lands to immediately cleanse it, or pre-empt with Bloodthirsty's immunity if knocked down

## Practice Makes Perfect:

Nodachi has a **moderate skill floor but a high skill ceiling**. It's easy to hack away and survive against average foes, but mastering it involves timing Bloodbath, combo sequencing, and situational awareness. Practice your combos on training dummies or low-level missions to get the feel for **Bloodthirsty → Tiger's Claw → normals**, and the timing of Dragon's Leap charge. Also practice using **animation cancels** (for example, you can sometimes cancel recovery animations by blocking or moving at the right time) to smooth out your actions.



## TL;DR (Summary)

### Class Identity:

Nodachi is a **self-sustaining, high-damage melee bruiser** with wide AoE swings and a unique lifesteal mechanic. It **thrives in extended fights** by draining health from enemies, but has limited mobility and must avoid heavy burst damage

### Recommended Build:

Use **Bloodthirsty**, **Tiger's Claw**, **Fearless & Steadfast**, and **Dragon's Leap** for a general-purpose setup. This gives you mobility, damage, CC immunity, and a powerful ultimate. Focus attributes on **Agility** (for ~1800+ slashing penetration) then **Strength** for damage (or Toughness for more tankiness). Equip **medium armor** (Carnifex's early, Black Sun Anchorite's late) for balanced defense, and use runes that boost lifesteal, damage, or survivability.

### Playstyle:

**Engage with a dash (Bloodthirsty)** to knock foes down, then **cleave with Tiger's Claw** to damage and heal. **Maintain Bloodbath lifesteal** by constantly hitting something – your health will spike back up with each swing. Time your **Dragon's Leap** ultimate to smash clustered enemies or as an escape if needed. Use **Fearless & Steadfast to shake off CC** and keep fighting.