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Click to change skill



Best Armour: Light Armour



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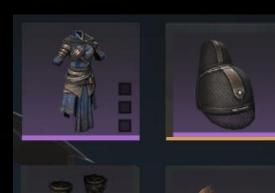
2 pieces: Increases piercing, slashing and blunt armour penetration by 250.

Main Stat Slash DMG

Slash PEN -> 2100 optimal

Second Stat Pierce dmg for throws

Alternative 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

# **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.

## 🗡 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.
- M 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.
- **The Stealth mechanics**: Become invisible to ambush, scout, or escape.
- Combo-driven class: Fluid, satisfying to play with smooth chaining between skills.

## Key Skills and Traits (Updated)

- **Ons of DoT Bleed**: Almost every attack or skill applies **bleed**, making you deadly over time.
- Sow 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.
- • 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

## of Ideal Use Cases

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

## 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.

# Full Guide / Class Combo Showcase | GRK

Please support GRK by using his Creator Code: KSRVO4Z0014IK3RT

 https://www.youtube.com/watc h?v=1C5escy7jLQ

