**[Dark Eden]**

**General Class & Race Guide**



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**Available Races & Classes**

**Slayers**

**Slayers have preset classes depending on the weapon & skills you learn from NPCs available in the Guilds in Eslania, your starting point.**

Defender – Swordsman – Wields a One-Handed Sword & Shield

Splitter – Blader – Wields a Two-Handed Blade

Bishop – Healer – Wields a Cross

Granter – Enchanter – Wields a Mace

Heavy Shooter – Gunner – Wields any type of Gun







**Available Races & Classes**

**Vampires**

**Vampires start off the same.**

**The way you distribute your status points determines your class.**

**Vampires can learn all the skills available to them, but certain skills are made for Mage Type Vampires, while others are made for Melee Type Vampires.**

Melee - Agile Fighter (The Aggressor) (Dexterity Based)

Melee - Heavy Fighter (The Front Line Defender) (Strength Based)

Mage - Agile Caster (Sage Vampire) (Dexterity, Intelligence Based)

Mage – Heavy Caster (Warlock Vampire) (Intelligence Based)





**Available Races & Classes**

**Ousters**

**Ousters start off the same.**

**The way you distribute your status points & skill points determines your class.**

Fire Ouster (The Warlock Ouster)

Water Ouster (The Healing Ouster)

Earth Ouster (The Crippling Ouster)

Combat Ouster (The Aggressor) (Dexterity Based)

Combat Ouster (The Front Line Defender) (Strength Based)

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**Attribute Information**

**Attribute Name: Description** **+Minimum ~ Maximum Bonus**

**Strength**:Increases Protection, HP & Physical Damage +1~+5

**Dexterity**:Increases Defense To-Hit & Attack Speed +1~+5

**Intelligence**:Increases MP, MP Regeneration & Magical Damage +1~+5

**All Attributes**:Adds Strength, Intelligence & Dexterity+1~+3

**To-Hit**: Effects the accuracy of the character +1~+5

**Defense**: The evasion rate of the character +1~+5

**Protection**: The physical damage absorption rate +1~+5

**Curse Resistance**:Reduces the effectiveness of Curse category skills +5, +10, +15

**Blood Resistance**: Reduces the effectiveness of Blood category skills +5, +10, +15

**Acid Resistance**: Reduces the effectiveness of Blood category skills

+5, +10, +15

**Poison Resistance**: Reduces the effectiveness of Blood category skills

+5, +10, +15

**All Resistance**: Includes Curse, Blood, Poison & Acid Resistance

+1, +3, +5, +7, +9

**Attack Speed**: Increases the attack rate of the character +5, +10, +15, +20, +25

**Damage**: Increases the physical damage of the character +1~+5

**Critical**: Increases the Critical Rate Chance of the character +2, +4, +6, +8, +10

**Vision**: Increases the Characters Filed of View +1~+3

**HP Steal**: Allows the character to Steal HP with each attack by a high probability +1~+3

**MP Steal**: Allows the character to Steal HP with each attack by a high probability +1~+3

**HP**: Increases the characters Health Points +3, +6, +9, +12, +15

**MP:** Increases the characters Mana Points +5, +10, +15, +20, +25

**Luck:** Increases the characters chance to get better drops +1, +3 +5

**Red**: 1 STR Points Effect on Character’s Status

**Green**: 1 DEX Points Effect on Character’s Status

**Blue**: 1 INT Points Effect on Character’s Status

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| --- | --- | --- | --- | --- | --- | --- |
| Race | **HP** | **MP** | **Defense** | **Protection** | **To-Hit** | **Damage** |
| Slayer | 3.5 | 2 | .5 | 1 | .5 | .25 |
| Vampire | 7,2,1.5 | - | .5 | 1 | 1 | .25 |
| Ouster | 4.5, 1.5, .5 | 1 | .5 | 1 | .5 | .25 |

**Race & Class Story, Game-Play, & Stereotypes**

**Slayer Race**

Slayers were formed by E.V.E; “Elite Vampire Exterminators”. The title Slayers was formed by the Vampire Race when they realized that an elite number of Human beings were slaying younger Vampires. **Slayers are known to almost never be alone. They seem much weaker when they fight alone, but when grouped with different classes Slayers fight much better and have the ability to work together to eliminate the most dangerous threat in the world of Helena. A group of Slayers is known as “The Unstoppable Force” by Vampires, which is why these predators lure & seduce Slayers to be alone as much as possible.**

**Vampire Race**

Vampires, the unholy beings, multiply day & night and have an outstanding ability to resist the light. Gilles, Tepes & Bathory, Lords of the Vampires, started infecting Human beings and those who were infected & transformed were off on missions to infect others with demonic blood. **Vampires are known to usually be alone most of the time. They have an arsenal of skills to survive the harshest conditions. Vampires do not have souls, and thus, they do not use MP / EP (Ousters MP) instead, they use their own blood. They regenerate their HP in a very rapid rate and can suck the blood from monsters if they need HP.**

**Ouster Race**

Ousters were born when peace was found between a Male Slayer & a Female Vampire. This couple grew fond of each other, shared their views of the perfect worlds and went off to leave technology & demonic rituals to find a place of peace & nature. This couple made love and after a while in a cave, the Vampire gave birth to a very unusual relic that resembled a human. From the shock of the vampire giving birth to an inanimate object, the Slayer ran and was charged with treason and was executed. The female Vampire was left alone with the relic and decided to revert back to her unholy traditions. Right when she was about to cast an unholy spell to seal the cave, the relic radiated with luminous light and exploded into millions of pods with live female fetuses that later grew to be fully developed & powerful women. The vampire was killed by the explosion & so Ousters were born. **Ousters are always out numbered but the force of nature & the superior genetics allows them to become stronger than both slayers & vampires alone. They live up to a promise to bring peace and avenge their parents, even if it means to kill other Vampires & Slayers mercilessly with their higher understanding of Elemental Magic & Physical Force.**

**Slayer Classes**

**The Defender**

The Defender is usually the front line warrior. **With quick reflexes, the ability to control lightning & a shield to protect them from attacks they are known to be the most well rounded Slayer. Defenders are usually in the front lines of battles directing & protecting his group.**

**Advantages:**

**-Fast Attacks,** which allows the Defender to change tactics quickly.

**-Good Defense,** which gives the Defender a chance to avoid more physical attacks

**-Good Protection,** which allows the Defender to endure more physical damage

-**High HP,** for longer longevity in the battlefield

-**Good Critical Rate,** this means you have a higher chance of doing 150%-250% *(Proven & Tested)* of the normal damage & knocking back your enemy at a much higher rate with your main skill, Infinity Thunder Bolt.

**Disadvantages:**

**- Low To-Hit,** due to the fast pace tactics, the Defender has a harder time to focus on the accuracy of the attacks

**- Average Damage,** due to the fast pace tactics, the Defender has a harder time to output strong, heavy attacks like the Splitter

**Typical Builds of a Defender**

**Dexterity Based Defender – 400~500 Dexterity, Rest Strength**

**Advantages:** High To-Hit & Evasion

**Disadvantages:** Lower HP & Protection, & Slightly Lower Damage

*“I highly recommend this build for Defenders. After you get promoted to 151 you will have the ability to freely distribute status points. Add 300-400 Dexterity & the rest to Strength. This is one of my favorite slayers to play since they have great skills, speed & if built correctly, survivability & accuracy which is what a melee should all be about”*

**Strength Based Defender – 200 Dexterity, Rest Strength**

**Advantages:** High HP & Protection, & Slightly Higher Damage

**Disadvantages:** Low To-Hit & Evasion

**Preferred Set**

1) Curse Resistance 120+, All Resistance 50+, 8-~12+ HP Steal, 3~5 MP Steal

2) Damage & To Hit for same race PvP

**Slayer Classes**

**The Splitter**

The Splitter is usually the most valuable damage dealer. **They have the ability to make every attack count because the damage & effectiveness of the attack is so high. They stand in the frontlines ready to take on any challenge. They are found to be in the front lines along side with the Defender, making up for the Damage.**

**Advantages:**

**-Powerful Attacks,** which allows the Splitter to cleave through the enemies HP

**-Good Defense,** which gives the Splitter a chance to avoid more physical attacks

**-Good Protection,** which allows the Splitter to endure more physical damage

-**High HP,** for longer longevity in the battlefield

-**Decent To-Hit,** because the Splitter has a much slower attack speed rate, they are able to focus on their targets more

**Disadvantages:**

**- Very Slow,** due to the heavy damage, the swing of the giant blade slows the Splitter down

**- High MP Consumption,** MP exhausts quickly due to the strong force of the skills the Splitter uses

**Typical Builds of a Splitter**

**Dexterity Based Splitter – 400~500 Dexterity, Rest Strength**

**Advantages:** Very High To-Hit & Evasion

**Disadvantages:** Lower HP, Protection, & Slightly Lower Damage

**Strength Based Splitter – 200 Dexterity, Rest Strength**

**Advantages:** Very High HP & Protection, & Slightly Higher Damage

**Disadvantages:** Lower To-Hit & Evasion

**Preferred Set**

1) Curse Resistance 120+, All Resistance 50+, 8-~12+ HP Steal, 9~10 MP Steal

2) Damage & To Hit for same race PvP

*“I never really liked Splitters; the game-play style is not my type. They hit really hard, but way too slow for me, and the MP usage is insane. For the most, Dexterity Builds are mainly for PvP, and Strength Based builds are for PvM, so make your choice. I would prefer the Dexterity Based build because I hate missing”*

**Slayer Classes**

**The Bishop**

Bishops are saints blessed with magical powers discovered by the powerful sages who worked with E.V.E. They have the ability to give life to dead Slayers, resist & cure all sorts of demonic curses, and the ability to support the group by using mystical healing skills and powerful magical spells. **Bishops are found in the middle lines of combat supporting the back & front lines with magical attacks. They may be found even in front of the Splitter & Defenders at advanced stages. Although this class may be powerful, they will almost always depend on others for assistance to attain levels quickly.**

**Advantages:**

**-Powerful Magical Attacks,** which poison the blood of Vampires & Ousters with Silver, which blocks their HP from regenerating past the Silver infected HP

**-Healing Spells,** Ability to Regenerate HP quickly & survive longer

**-Increased Resistance,** of Vampires demonic curses

-**Outstanding Magical Resistance,** Denial Magic allows the Bishop to be the last survivor versus any type of mage

**- Highest Survivability,** if built & played correctly

- **One of the most feared Slayer classes,** due to the arsenal of skills

- **Unstoppable** with the help of a Granter – Video to prove it:

**Disadvantages:**

**- Very Slow & Bad** **Versus Monsters,** the skills provided for the healer aren’t the strongest versus monsters

**- Dependence on Others,** you will almost always be in parties if you want to level effectively

**Typical Builds of a Bishop**

**Intelligence Based Bishop – All Intelligence**

**Advantages:**  Higher Magical Damage

**Disadvantages:** Horrible Survivability, Low HP, Low Protection

**Strength Based Bishop – All Strength**

**Advantages:** High HP & High Protection

**Disadvantages:** Lower Magical Damage

**Slayer Classes**

**The Bishop**

*“This is my favorite class. It requires a lot of work & patience but this class is bound to be the best in PvP versus other races... I highly urge and recommend you to play this class only as a Strength Based Bishop”*

*“A very important note to all future Bishops; on high rate servers, you may just want to level with a cross and add all your attribute points to strength. On Low – Mid rate servers, you will have to party with other members, wear a sword and shield and let others attack to increase your base STR. When you attack, you will raise INT. You will have to find a way to balance this and keep your STR as high as you can but with enough INT for MP & for it not to level so quickly.*

**Preferred Set**

1) Curse Resistance 100+ / All Resistance 70+, 8-~12+ HP Steal, 3~4 MP Steal

**Slayer Classes**

**The Granter**

Granters are saints blessed with magical powers discovered by the powerful sages who worked with E.V.E. They are the ultimate support of all Slayers. They have the ability to see through Darkness, Increase Physical Damage, Defense, Protection, and HP & MP and they have outstanding Magical Damage.

**Granters are found in the middle lines of combat supporting the back & front lines with magical attacks. They are also found soloing most of the time in advanced stages.**

**Advantages:**

-**Powerful Magical Attacks,** which poison the blood of Vampires & Ousters with Silver, which blocks their HP from regenerating past the Silver infected HP

-**Rotten Apple, Level 150 Skill,** “One Rotten Apple Ruins the Whole Batch”.

This skill allows a Granter to kill off any monster close to another monster that has nearly no HP left with just one click. Making the Granter one of the best Solo characters

-**Fame,** fame gets you the good items. Rotten Apple kills high level monsters in 1 hit so you will be able to build up your fame higher than any other class in the server.

-**Effective in PvM,** due to the high Magical Damage & Rotten Apple, you will be able to kill anything with very little effort. This depends in your game-play style.

- **Highest Survivability,** if built & played correctly

- **Unstoppable** with the help of a Bishop

- **Best In-Game Buffs & De-Buffs**

**Disadvantages:**

-**Inability to Survive Long Without Aura Shield,** Aura shield allows the Granter to use his spirit instead of his body to defend him, which means the MP will get damaged instead. If your MP depletes your aura shield will be off and you are open to most attacks that will hurt & possibly kill the Granter very quickly.

-**Requires Professional Players,** this is truly a class made only for the pro’s or people that are willing to fail A LOT before being able to become decent at playing as a Granter

**Slayer Classes**

**The Granter**

**Typical Builds of a Granter**

**Intelligence Based Granter – All Intelligence**

**Advantages:**  Higher Magical Damage, Higher MP, High MP Regeneration

**Disadvantages:** Horrible Survivability without Aura Shield

*“This is one of the most confusing but effective classes I have played on Slayers. This is one of my least favorite classes due to the fragility of the character at low levels. With enough leveling & dedication, this will be one of the strongest classes in the entire game even against other slayers”*

**Preferred Set**

Curse Resistance 120+, All Resistance 50+, 3~5+ HP Steal, 6~7+ MP Steal

**Slayer Classes**

**The Heavy Shooter**

E.V.E started off with this very class. They are the foundation of the Slayers army.

Heavy Shooters are the marksmen of the Slayer Race, and have the ability to use powerful Submachine Guns, Fully Automatic Rifles, Sniper Rifles, or Shotguns.

**Heavy Shooters are found at the back of the combat lines shooting their enemies from a long distance with deadly force, speed & accuracy and with enough cover to protect them from their fragility.**

**Advantages:**

-**Powerful Attacks,** which poison the blood of Vampires & Ousters with Silver, which blocks their HP from regenerating past the silver infected HP if the Heavy Shooter uses Silver Bullets

-**Very High Critical Rate** this means you have a higher chance of doing 150%-250% *(Proven & Tested)* of the normal damage & knocking back your enemy at a much higher rate with your skills

-**Turret Form,** Heavy Shooters can build an immobile turret and fire from it, giving them a great increase to physical & magical resistance and also increasing their damage, critical rate, HP/MP Steal rate drastically. They will also not be effected by the vision loss that is caused by Darkness

-**Highest Defense,** amongst other slayers

**Disadvantages:**

-**Low HP,** the low HP is the reason why gunners are not popular. They depend solely on their gear & defense to protect them from physical & magical damage.

**Typical Builds of a Heavy Shooter**

**Dexterity Based Heavy Shooter – All Dexterity**

**Advantages:**  Higher Defense & To-Hit

**Disadvantages:** Lower HP, Protection and Damage

**Strength Based Heavy Shooter – 400-500 Dexterity, Rest Strength**

**Advantages:** Higher HP, Protection, and Damage

**Disadvantages:** Lower Defense &, To-Hit

“*I really dislike this class the most. They have the lowest survivability in the battle field and are more of a support class for damage .A very fun class to play as a beginner*”

**Preferred Set**

1. Curse Resistance 110+, All Resistance 60+, 4-~10+ HP Steal, 2~5 MP Steal

**Vampire Classes**

**Melee Vampire Noble**

Gilles De Raise, the Head Lord of the Vampire Council was the ultimate melee vampire. He trained ever since he had lust for blood and immortality. Through his years of experience, he recognized that the ultimate weapon for a vampire would be their own body. A Melee vampire focuses on using their rage, hatred & pity to eliminate all in their path. These Vampires use basic tactics to overcome their threats and to endure Slayer’s destructiveness.

**Typical Melee Vampire Noble Builds**

**Dexterity Based Melee Vampire Noble - 100~200 Strength, Rest Dexterity**

**Advantages:** High Defense, High To-Hit

**Disadvantages:** Average Damage, Low HP, Very weak against Mage Enemies.

*“A Pure Dexterity Based Vampire was my least favorite type of Melee Vampire Noble class to play. The Defense & To-Hit was very high which was amazing for PvP but every hit that did land on it would hurt twofold. I think that the best type of character would have a good balance between Strength and Dexterity. With at least 200 Strength, I believe that this Melee Vampire Noble would be a well-rounded rounded character”*

**Strength Based Melee Vampire Noble - 100~300 Dexterity, Rest Strength**

**Advantages:** High Damage, High HP, High Protection

**Disadvantages:** Low To-Hit, Low Defense

“*These types of Vampire Noble’s are a very great alternative to go, hunt items, and kill higher level monsters. They make a great distracting and front line defense, and are just brutal versus mages. The lack of To-Hit really put me off but with the Vampire Curse: Mephistopheles, a Vampire’s To-Hit increases quite significantly. With the right amount of Dexterity & Strength, dedication to leveling & a good, set this would be one of the best characters in the game”*

“*A professional Melee Vampire Noble uses all the skills he can, even magical ones. Although they may not be as effective as a Mage Vampire, they still can save the vampire from Holy or Silver Infected or even Elemental magic. The Darkness Skill is a good way to avoid these attacks by concealing yourself into dust. The Meteor Strike skill is very difficult to cast with low intelligence, but with enough determination, you can use it to kill off high defense characters.*

**Preferred Set**

Curse Resistance 100 / All Resistance 60+, 20+ HP Steal

**Vampire Classes**

**Mage Vampire Noble**

Bathory, the evil witch Vampire had a very fragile body but her soul & thoughts were far more corrupt than anyone else’s, and this is what gave her the advantage in the battle field. Taking advantage of her cursed mind, rituals and spirit she developed the strongest, most fearsome kinds of Magic. She used all kinds of treacherous elements such as Curses, Poisons, Acids, Blood & hell-bound elements to make any Slayer in her path flee from the filth & destruction of her fury. Vampires that lusted for blood & destruction followed her path.

**Typical Melee Vampire Noble Builds**

**Dexterity Based Mage Vampire Noble**

240 Dexterity, Rest Intelligence to at least 500 & some Strength in later levels

**Advantages:** High Defense, Very Versatile Character, Low Cool Down on Skills

**Disadvantages:** Requires Professional Players, Average Magical Damage

*“This is my specialty out of all the Vampire Noble categories. They can do anything, and they can be immortal by playing cheap tactics. This is the perfect character for those who really like versatility in skills & tactics & teasing their enemies. This type of Vampire is as good as the player, literally. Some characters like Slayers have preset tactics, but these types of Vampires don’t, which makes them very hard to predict. It stands no chance against a large party of slayers, but it is one of the most outstanding PvM and 1:1 PvP characters”*

<http://www.youtube.com/watch?v=xHwRCol3tgA&feature=related>

**Intelligence Based Vampire - All Intelligence**

**Advantages:** High Magical Damage, Highly Effective Magical Spells

**Disadvantages:** Low Defense, Low Protection, Low HP, Low Survivability, High Cool Down on Skills

*“This type of Vampire is my least favorite. The reason being is that sooner or later, your damage will reach a maximum & people will develop sets that were made to be against your main skills; Resistance Sets. They perform the best when the server is new, but at higher levels & later staged in the server they will be very vulnerable. Your main target is 500 Intelligence, and you can get that with the Dexterity Based Mage Vampire Noble if you level enough. You will probably give up on this character before you reach a very high level because the survivability is horrible in PvP & PvM.*

**Preferred Set**

Curse Resistance 100+ / All Resistance 60+, 20+ HP Steal

**Ouster Classes**

**Fire Ouster**

Ousters that were born into nature blessed their bodies, minds, souls with the elements that suited their personalities the best. Fire Ousters are extremely aggressive & impatient like the Fire Goddess, Miga. The burning passion of revenge is like in inferno in their hearts and the rage will never stop for their betrayal from both Vampires & Slayers. **Fire Ousters specialize in magical attacks that spread like wild fire & burn their victims mercilessly. These ousters deal the most damage out of all because they have 5-6 skills that deal mostly deal damage over time.**

**Advantages:**

**Highest Damage Output In the Game:**

This Ousters dishes out so much damage because of the following:

Beat head + Magnum Spear Combo = Approximately 550 Damage/Combo

Ring of Flare = 40~70 Damage/Hit

Fire Elemental = 60 Damage/Hit

Prominence: 2000+ Damage over time

Hell Fire: 1600+ Damage over time

Fierce Flame: 850 Damage over time

Levels the Fastest

**Solo Character:** Do not need to depend on anyone for basic leveling or PvP

**Disadvantages:**

**Complex Game-Play:** Between keeping your buffs up, building right tactics versus each character & attacking, it gets messy if you’re new to the game

**Low survivability without RA:** Reactive Armor cuts all incoming damage in half. Now that you have no damage modifier…surviving will be a lot harder

**Darkness:** Darkness screws over a Fire Ouster the most, most of their important attacks are single target, and when a Vampire hides from them, vampires will have a greater chance of avoiding all your attacks.

**Silver Intake:** Silver Intake is very painful. Slayers will fill your HP with silver very quickly causing you to loose precious HP in the battle field

**Complex Set:** These are the worse characters to build a set for. You NEED high HPS, EPS, All Resistance and Curse Resistance to play comfortably

**Ouster Classes**

**Fire Ouster**

**Typical Fire Ouster Builds**

**Non-RA Hybrid Fire Ouster**

**(This is the only type I will cover, because RA is fixed on this server)**

400 Intelligence, ½ Dexterity & ½ Strength (100/100. 150/150. 200/200)

**Advantages:** High Magical Damage, Good Defense,, Can be great at PvP & PvM, can train at harder areas at night

**Disadvantages: -** Requires High Level Players, Low HP, Low Protection

*“These types of Ousters are very complicated to play. Fortunately, these are my favorite & most of the time, the only Ouster I ever make. They have an amazing capability of surviving great because of Ring of Flare that steals HP. They have amazing damage at 400 INT. They are simply the most feared class second to none. They are victims of Darkness & Yellow poison though, which makes a DEX/INT Vampire their main threat. A healer will be very hard to defeat without RA as well. If you build your character right and follow the proper skill tree, I believe you would be able to defeat healers but it will be a long fight.*

**Non-RA Strength Fire Ouster**

**(This is the only type I will cover, because RA is fixed on this server)**

400 Intelligence, Rest Strength

**Advantages:** High Magical Damage, High Protection, High HP, Best at PvP

**Disadvantages:** Low Defense, Can’t train at night even in Roahm 2/3 at higher levels

**Preferred Set**

Curse Resistance 100+ / All Resistance 70+, 10+ HP Steal, 4+ EP Steal

**Ouster Classes**

**Water Ouster**

Ousters born with a more conservative & passive personalities that mimic the ways of Nizle, the Goddess of Water & Ice. **Water Ousters warm & soothing touch can heal, cures evil curses & revives fallen sisters. When in danger, Water Ouster’s soft clear water turns into sharp ice crystals that cut through even the toughest armors.**

**Advantages:**

**Healing & Resurrecting Capability**

**Heals Silver**

**Chances of Critical Magic:** Critical Magic is a very powerful critical force that effects magic spells only. When this skill is at the maximum, spells have a high chance to knock back the enemy and do 250% the regular damage

**Disadvantages:**

**Cannot Heal any status effect except Paralyze**

**Very Slow Game-Play:** Since Waters do not have as many aggressive skills as a Fire Ouster, they usually end up struggling in leveling or grouping up with other Ousters to hasten their progress

**No HP / EP Steal Capability:** This makes it harder for water ousters to survive. Also, because they usually have low Intelligence & skills that have a high EP costs you will find yourself running out of EP quickly

**Typical Water Ouster Builds**

**Non-RA Water Ouster**

300 Intelligence, Rest Strength

**(This is the only type I will cover, because RA is fixed on this server)**

**Advantages:** High HP, High Protection

**Disadvantages:** Low EP, Slightly Lower Magical Damage

*“Water Ousters are the Bishops of Ousters. They are very fun to play if you have the patience to get to 130 very slowly. Even after that leveling isn’t the greatest but Water Ousters are very powerful in the end. Having more than 300~400 Intelligence on any ouster is useless because Ousters need to focus on survivability more than damage.”*

**Preferred Set**

Curse Resistance 100+ / All Resistance 80+

**Ouster Classes**

**Earth Ouster**

Ousters who believed in tactics in the battle field followed the way of Gnome, the Goddess of Soil. **These types of ousters use crippling magical & tactical fighting to slow down the enemy, bind them to the earth, or strike them with powerful boulders that weight tones.**

**Advantages:**

**Crippling Magic:** The 140 Skill slows down everything by 50%, event attack & cast speed, a one of a kind skill

**Can cast “Darkness”:** Earth Elemental is the Ousters version of Darkness; sadly, it can be broken and has a very long delay until you can cast it, but it can protect you from single target skills

**Reactive Armor:** This is the main reason why people made Ousters. This skill reduces Physical & Magical Damage intake by 50% when mastered! It’s an amazing skill that make’s Earth Ousters a huge threat

**Chances of Critical Magic:** Critical Magic is a very powerful critical force that effects magic spells only. When this skill is at the maximum, spells have a high chance to knock back the enemy and do 250% the regular damage

**Disadvantages:**

**Very Slow Game-Play:** Since Earth Ousters do not have as many aggressive skills as a Fire Ouster, they usually end up struggling in leveling or grouping up with other Ousters to hasten their progress

**No HP / EP Steal Capability:** This makes it harder for water ousters to survive. Also, because they usually have low Intelligence & skills that have a high EP costs you will find yourself running out of EP quickly

**Ouster Classes**

**Earth Ouster**

**Typical Earth Ouster Builds**

**Strength Based Earth Ouster**

400 Intelligence, Rest Strength

**(This is the only type I will cover, because RA is fixed on this server)**

**Advantages:** High HP, High Protection, High Defense

**Disadvantages:** Low Defense, Can’t train at night even in Roahm 2/3 at higher levels

*“Earth Ousters are another favorite alternative Ouster. They have great skills that cripple & help out in the battlefield. This Ouster is like the water Ouster, it requires some patience & levels quite slowly but with enough patience, this may be one of the enjoyable Ouster characters to play”*

**Hybrid Earth Ouster**

**(This is the only type I will cover, because RA is fixed on this server)**

400 Intelligence, ½ Dexterity & ½ Strength (100/100. 150/150. 200/200)

**Advantages:** Good Magical Damage, Good Defense, Can be great at PvP & PvM, can train at harder areas at night

**Disadvantages: -** Requires High Level Players, Low HP, Low Protection

**Preferred Set**

Curse Resistance 100+ / All Resistance 80+

**Ouster Classes**

**Combat Ouster**

Other Ousters saw how hard it was for their sisters to survive in the wilderness because of their fragile bodies. The Ousters were being outnumbered and overwhelmed by enemies who used weapons & brute force rather than magic.

They would be able to survive more & strike accurately to eliminate any threat if Ousters learned to use their nimble bodies to become agile & avoid these attacks.

**These types of Ousters are the physical force of the Ouster race, they fight swiftly & are usually hard to target because they move so much. With the blessings of the other elements, these ousters can be blessed with other elemental bonuses depending on their Elemental Soul Stone formation.**

**Typical Combat Ousters Builds**

**Dexterity Based Combat Ouster - 100~200 Strength, Rest Dexterity**

**Advantages:** High Defense, High To-Hit

**Disadvantages:** Average Damage, Low HP, Very weak against Mage Enemies.

**Strength Based Combat Ouster - 100~300 Dexterity, Rest Strength**

**Advantages:** High Damage, High HP, High Protection

**Disadvantages:** Low To-Hit, Low Defense

*“These Ousters are always fast paced. They are one of the most enjoyable melee classes because of the freedom of movement & attacks that have a large area of effect. Although melee type characters are not my type of characters I enjoyed them while I played with them. The HP and EP Steal capability is great and can make this type of Ouster more survivable than your average melee character”*

**Preferred Set**

Curse Resistance 100 / All Resistance 60+, 10+ HP Steal, 3+EP Steal

**Suggested Rank Bonus Selection for All Classes**

**Slayers**



**Defender Dragon Eye Swift Arm Anti-Curse Skin Reliance Brain Str/Dex+5 Dragon Eye 2**

**Splitter Dragon Eye Swift Arm Anti-Curse Skin Reliance Brain Str/Dex+5 Dragon Eye 2**

**Bishop Behemoth Skin Soul Smashing Anti-Curse Skin Reliance Brain Str+5 Beh. Skin 2**

**Granter Behemoth Skin Holy Smashing Anti-Curse Skin Reliance Brain Int+5 Beh. Skin 2**

**Heavy Shooter Behemoth Skin Swift Arm Anti-Curse Skin Reliance Brain Str/Dex+5 Beh. Skin 2**

**Vampires**



**Melee Vampire Behemoth Skin Crow Wing Wide Storm Wide Darkness Curse Inq. Curse Mastery**

**Mage Vampire Behemoth Skin Wis. Of Blood Know. Of Innate Wide Darkness Curse Inq. Curse Mastery**

**Ousters**



**Fire Ouster Wind Sense Fire Endow Anti Curse Skin Bless of Nature Wind of Spirit Earth+1**

**Water Ouster Wind Sense Water Endow Anti Curse Skin Bless of Nature Wind of Spirit Earth+1**

**Earth Ouster Wind Sense Earth Endow Anti Curse Skin Bless of Nature Wind of Spirit Earth+1**

**Combat Ouster Homing Eye Swift Arm Anti Curse Skin Bless of Nature Wind of Spirit Any**

**Important Skills for All Classes**

**Slayers**

**Defender:**

**Sword Mastery:** Increases Damage

**Dancing Sword:** Increases To-Hit

**Fabulous Soul:** Increases HP

**Shield Mastery:** Increases Defense

**Cross Counter:** Allows you to counter any physical attack by a high chance

**Radiance:** Increases Dexterity

**Expansion:** Increases the Health Points of a Party temporarily

**Sharp Shield :** Decreases incoming damage, reflects physical damage

**Blitz Sliding:** Slide and hit the enemy 2 times

**Hit Converter:** Push back an enemy with a critical strike

**Sword of Thor:** Large sword that doubles the damage on its area of effect

**Infinity Thunder Bolt:** Control lightning to attack your enemies quickly

**Bike Crash (150):** Advanced Slide using the bike

**Shine Sword (170):** Summon 3 Shine Swords & attack the enemy **(Requires a Skill Card)**

**Fighting Tips:**

-Keep your buffs up, always

-Keep Sword of Thor on the battle field, always

-Every 22 Infinity Bolts, you will be able to cast a Sword of Thor

**Combos**:

Blitz Sliding + Shine Sword = Quick Heavy Damage Combo

Bike Crash + Hit Converter = Slide & Critical Push Combo

\*Combos require the server to be slightly laggy so that when you switch skills quickly enough you will be able to cast 2 skills at once.

**Hot Key Set-Up:**

**F9:** Infinity Bolt, Sword of Thor

**F10:** Blitz Sliding, Shine Sword, Bike Crash, Hit Converter

**F11:** Sharp Shield, Cross Counter, Dancing Sword, Radiance

**F12:** Expansion

**Slayers**

**Splitter:**

**Concentration:** Increase To-Hit

**Ghost Blade:** Increase To-Hit

**Will of Iron:** Increase HP

**Evasion:** Increase Defense

**Shadow Walk:** Quickly slide to enemy

**Potential Explosion:** Increase Dexterity

**Charging Power:** Increase Damage, Can't use with Berserker

**Berserker:** Increase Damage Significantly, Lower Def & Pro

**Sword Dancing:** Use 3 Shadows to Attack Enemy from a range

**Typhoon:** Temporarily stun enemy by with a swirling typhoon

**Air Shield:** Decrease incoming physical damage

**Power of Land:** Use flames from the core to attack an area

**Blaze Walk:** Slide quickly to an enemy with blades of fire

**Wild Typhoon:** Temporarily stun enemy by with a swirling typhoon

**Burning Sol:** Charge a large fire ball and throw it at an area

**Split Stream:** Use the large blade to create sonic streams to attack a single enemy

**Dragon Tornado (150):** Cast a storm of typhoons

**Bomb Crash Walk (170):** Cast a large fiery explosion that spreads to every enemy that is adjacent to each other. Burning damage applies after the attack **(Requires a Skill Card)**

**Combos**:

Blaze Walk + Bomb Crash Walk – **Heavy Damage Slide**

Blaze Walk + Sword Dancing - **Low Level, Moderate Damage Slide**

Bomb Crash Walk + Burning Sol - **Mob**

Bomb Crash Walk + Split Stream 3x - **Single Target**

**Hot Key Set-Up:**

**F9:** Split Stream, Burning Sol, Bomb Crash Walk

**F10:** Blaze Walk,Sword Dancing, Shadow Walk

**F11:** Dragon Typhoon, Wild Typhoon, Typhoon

**F12:** Air Shield, Potential Explosion, Charging Power, Berserker

**Slayers**

**Bishop:**

**Protection from Poison:** Increase poison resistance

**Remove Curse:** Remove all curse type magic, even death

**Protection from Curse:** Increase Curse Resistance

**Create Holy Potions:** Create potions valued highly by slayers ($250,000 / stack of 30)

(Need Large Empty Bottles & level 110 + High INT

**Cure Critical Wounds:** Summon a holy light that heals over time

**Prayer:** Automatically regenerate MP

**Protection from Acid:** Increase acid resistance

**Denial Magic:** 80% Resistance to magical type attacks

**Cause Critical Wounds:** Crucify enemy temporarily

**Protection from Blood:** Increase blood resistance

**Cure All:** Cure all status alignments caused by vampires (Except Death) & heal some HP

**Vigor Drop:** Attack an enemy with a rain of holy light

**Peace:** Cause monsters to be peaceful towards you only

**Eternity:** Resurrect your body again after death

**Activation:** Increase the speed that potions heal

**Regeneration:** Create a holy field that heals all that stands on it

**Great Heal:** Advanced heal that cures blood drain

**Whitsuntide:** Resurrect fallen ally with full HP and MP from a range, can resurrect multiple allies if they are beside each other

**Bombing Star:** Cast a holy star that harms Vampires & Ousters

**Passing Heal (150):** Passes a healing light between the party members

**Illusion Inversion (170):** A strong attack that uses specialized holy water that purifies the soul of an enemy**.** Heals 45%of damage dealt. **(Requires a Skill Card)**

**Fighting Tips:**

- Move around a lot, this will help you survive more

- Know your cool down time to time skills perfectly

**-** Use activation to see if your denial magic is on

(Activation has blue flames on character, when it goes out, denial goes out since denial and activation have the same Buff Time : 59 Seconds)

**Combos**:

Cause Critical Wounds, Vigor Drop, Bombing Star, Illusion Inversion Vigor Drop, Bombing Star & Repeat-

**Hot Key Set-Up:**

**F9:** Cause Critical Wounds, Vigor Drop, Bombing Star, Peace

**F10:** Great Heal, Cure All, Remove Curse, Regeneration

**F11:** Cure Critical Wounds, Activation, Denial Magic, Whitsuntide

**F12:** All Protection Buffs

**Slayers**

**Granter:**

**Light:** Increase vision

**Detect Hidden:** See hidden monsters

**Bless:** Increase STR & DEX

**Continual Light:** Clear parts of Darkness

**Flare:** Blind Vampires, Monsters & Ousters temporarily

**Mercy Ground:** Cast a field of light to stop darkness from being cast on

**Aura Ring:** Very far range holy magic, single target, decent damage

**Striking:** Increases physical damage

**Meditation:** Passively regenerate MP

**Detect Invisibility:** See invisible monsters

**Requital:** Reflect physical damage to damage dealer

**Aura Shield:** Direct damage to MP

**Aura Storm:** Cast a large rain of light spheres from the sky

**Sanctuary:** Cast a light field that creates a miniature safe zone / trap

**Holy Armor:** Increase defense, loose 100 HP per cast

**Reflection (If Enabled):** Reflects magical curses & spells

**Rebuke:** Puts enemies to sleep and causes small damage

**Spirit Guard:** Summon 4 aura light balls that surround the Granter and damage all surroundings

**Divine Guidance:** Put an enemies soul into a typhoon, deals damage overtime

**Lightness:** Buff that allows character to see through darkness

**Sweep Vice:** Powerful magic that is customized by dragging & releasing

**Intimate Grail:** Increase HP, MP, Defense & Protection and when casted on enemies, decreases, protection defense, HP, MP.

**Rotten Apple (150):** "One Rotten Apple Ruins the Whole Batch”

This skill allows a Granter to kill off any monster close to another monster that has nearly no HP left with just one click.

**Heavenly Ground (170):** A large filed of holy light that damages enemies, leaving them at 1 HP at the lowest point **(Requires a Skill Card)**

**Hot Key Set-Up:**

Too complicated to generalize, set up hotkeys to suit yourself & game-play style

**Combos:**

Flare, Grail, Divine Guidance, Sanctuary to trap & your Spirit Guard up, Aura Storm & Sweep Vice

**Slayers**

**Heavy Shooter:**

**Fast Reload:** Learn how to reload magazines much quicker

**Heart Catalyst:** Allows the Heavy Shooter to regenerate HP

**Arms Mastery:** Adds damage

**Sniping:** Allows the Sniper to conceal their selves in one spot

**Liveliness:** Increases HP

**Vivid Magazine:** Allows Heavy Shooter to use larger magazines

**Concealment:** Increases Defense

**Revealer:** Reveals Hidden monsters

**Arms Mastery 2:** Adds damage

**Install Trap:** Lays an invisible trap that will immobilize target when triggered

**Observing Eye:** Allows Heavy Shooter to see invisible monsters

**Ultimate Blow:** Critical strike an enemy that is 1-3 tiles away

**Install Turret:** Form into a superior turret, many bonuses applied

**Plasma Rocket Launcher:** Set damage & speed bullets that form into rockets

**Harpoon Bomb (150):** Rapidly shooting skill that has no damage limitation

**Satellite Bomb (170):** Call upon an Ion canon blast to demolish an area

**(Requires a Skill Card)**

[**http://darkeden.forumtwilight.com/guides-f6/guide-heavy-shooter-t84.htm**](http://darkeden.forumtwilight.com/guides-f6/guide-heavy-shooter-t84.htm)

**Tips**

-Use a Sub Machine Gun or an Assault Rifle to level

-A Sub Machine Gun or Assault Rifle Gets Promoted Into the Battalion, the Advanced Assault Rifle

-A Shotgun or Sniper Rifle Gets Promoted Into the Tactical Scout, the Advanced Sniper Rifle

-If you use Plasma Rocket Launcher as your main PK skill, use a Sniper Rifle

-If you use Harpoon Bomb as your main PK skill, use an Assault Rifle

**Vampires**

**Melee Vampire Noble:**

**Hands of Wisdom:**  Low level physical ranged attack

**Paralyze\*:** Skill depends on INT, stuns a target

**Doom :** Skill depends on INT, reduces DEF & PRO

**Seduction:** Skill depends on INT, reduces TOHIT

**Summon Casket:** Regenerate HP at a very high HP

**Mephistopheles:** Increase TOHIT, DEF, PRO, stops any HP Regeneration

**Summon Gore Gland\*:** Depends on INT, use this skill to eat its corpse

**Bloody Tunnel:** Use a Crystal Seal to open a bloody tunnel

**Bloody Mark:** Use a Crystal Seal to memorize a spot to open a tunnel

**Transfusion:** Sacrifice your HP to resurrect others. Depends on INT

**Bloody Nail\*:** Mid Level physical attack

**Bloody Zenith:** Slide to an enemy

**Darkness\*:** Depends on INT, but can be used to cover from attacks

**Transform to Bat:** Turn into a bat to move quickly to places

**Transform to Wolf:** Turn into a wolf to eat corpses to fully regenerate HP

**Invisibility:** Stay invisible to the average eye, can walk but not talk. If you use skills or talk you will be visible again

**Rapid Gliding:** At 240 DEX, no cool down will be applied and you can glide freely anywhere

**Nail Mastery :** Increase damage

**Dark Revenge:** When a vampire dies, your damage will increase

**Transform to Werewolf:** Turn into a werewolf, increases to-hit and damage

**Meteor Strike\*:** Depends on INT to cast, Depends on STR for DMG

**Violent Phantom\*\***: Main physical attack, very powerful & effective to hit multiple targets

**Set Afire:** Powerful Strike thatslides to an enemy and knocks them back

**Wild Wolf (150):** Summon a bloody wolf to push back an enemy. Can also eat a corpse and regenerate a small amount of HP

**Aberration (150)**: Curse enemies by making them act abnormally. Causes the effected character to fail casting skills or cast in the wrong direction

**Bloody Sacrifice (170):** Sacrifice yours blood and rage to strike an enemy with a large stream of blood and push them back with heavy damage **(Requires a Skill Card)**

**Vampires**

**Mage Vampire Noble:**

***If DEX/INT, All Skills of a Melee Vampire Noble apply as well.***

**Green Poison:** Poison an enemy, make them loose HP overtime

**Yellow Poison:** Blind enemies

**Green Stalker:** Poison enemies more, make them loose HP overtime

**Blue Poison:** Poison enemies MP/EP; Make them loose MP/EP overtime

**Acid Swamp:** Cast a swap that will decrease the enemies HP rapidly

**Acid Storm:** Cast a storm that will hit all enemies in the range

**Acid Eruption:** Cast an acid eruption to damage an enemy multiple times

**Paralyze:** Render an enemy immobile, more INT means a longer paralysis and more success rate

**Doom :** Reduce enemies DEF & PRO

**Seduction:** Reduce enemies TOHIT

**Death:** Reduce enemies All Resistance

**Summon Casket:** Regenerate HP at a very high HP

**Mephistopheles:** Increase TOHIT, DEF, PRO, stops any HP Regeneration

**Summon Gore Gland:** Summon a Bloody Gland that acts as a mobile acid swamp**,** canbe attacked because it has a body of its own

**Noose of Wrath:** The only skill that is a magical attack but is not protected by magical defense skills, will always do full damage

**Bloody Tunnel:** Use a Crystal Seal to open a bloody tunnel

**Bloody Mark:** Use a Crystal Seal to memorize a spot to open a tunnel

**Transfusion:** Sacrifice your HP to resurrect others

**Bloody Spear:** A skill that strike enemies with a spear of blood

**Bloody Wall:** A wall that knocks back enemies who try to walk though it

**Bloody Breaker:** A wave of blood that pushes an enemy back

**Darkness:** A cloud of darkness that blinds enemies and conceals the vampire's bodies

**Transform to Bat:** Turn into a bat to move quickly to places

**Transform to Wolf:** Turn into a wolf to eat corpses to fully regenerate HP

**Invisibility:** Stay invisible to the average eye, can walk but not talk. If you use skills or talk you will be visible again

**Rapid Gliding:** At 240 DEX, no cool down will be applied and you can glide freely anywhere

**Nail Mastery :** Increase damage

**Dark Revenge:** When a vampire dies, your damage will increase

**Stone Skin:** Short buff to protect the skin from bullets

**Vampires**

**Mage Vampire Noble:**

**Transform to Werewolf:** Turn into a werewolf, increases to-hit and damage

**Grey Darkness:** Small darkness cloud that cannot be cleared

**Meteor Strike:** Summon a meteor from the sky that damages an area

**Blood of Curse (170):** Set a bloody sphere that will grow with the chanting of the vampire and then explode. Very powerful and harmful magic if the vampire has high intelligence **(Requires a Skill Card)**

**Fighting Tips**

* Vampires can use hotkeys F5-F12, use them wisely and memories your skills
* When fighting anyone, use Yellow Poison and darkness to hide your body an movements
* When fighting healers, use Noose of Wrath to break through their Denial Magic that reduces most of your magical attacks
* Conceal your body with Darkness & Grey Darkness always
* Cast multiple Darkness to give decrease the chances of you being detected
* Never stay in one spot
* Always use death if you are a mage, this will make any resistance sets obsolete
* If any curse spell fails, keep trying over the time you fight, your chances may be very low, but there is still a chance to turn the tables
* If you are running low on HP, summon gore gland, cast a darkness to conceal it, paralyze your gore gland and kill it, turn into a wolf and eat the invisible corpse
* Demoralize your opponent by casting yellow poison, bloody walls and Darkness all in the battle field to show your enemy that you are dominating the area
* To direct your Gore Gland to a certain position, use Set Afire or Bloody Sacrifice to push it in your desired direction

**Ousters**

**Fire Ouster:**

**Kassas Arrow (1):** Low level magical attack

**Hands of Fire (30):** Increases fire damage by 30%

**Divine Spirits (15-20):** Splits the damage of skills by 15-30% into your EP. Your EP will take 2x the damage

**Drifting Soul (1):** Regenerates EP at a very low rate

**Prominence (30):** A field of flame that does heavy damage overtime

**Ring of Flare (30):** Fire spheres that attack all that are near you

**Teleport (30):** Teleport at a far range

**Liberty (1):** Learned instead of blaze bolt to save skill points

**Critical Magic (1): -**

**Fire Piercing (1): -**

**Fire Elemental (15):** A small elemental that helps by attacking a target

**Magnum Spear (30):** Main magical attack, single target, heavy damage

**Hell Fire (30):** Cast a field of fire that does damage overtime and has a burning after effect to anyone who escapes from it

**Summon Miga (1):** Summon Miga that will direct it's self to the nearest enemy, great to find enemies that are hiding in darkness

**Magnum Spear Mastery (30):** Passive skill that lumps the multiple meteors into one magnum spear

**Beat Head (30): Earth Skill:** powerful stone that is dropped on the enemies head

**Tendril (30): Earth skill**: Immobilizes a target. This target cannot be damaged

**Gnomes Whisper (25): Earth Skill:** Detect Hidden & Invisible enemies. At level 25, you can see sniping gunners

**Refusal Ether (30): Earth Skill**:Clears darkness like the Granter skill, continual light; Need to change stones to use

**Fierce Flame: (150)** Powerful flames that spread like wildfire with every enemy that is near each other**.** The damage is lowered when more enemies are being burned

**Dummy Drake (170):** Casta burning gemstone that will explode inapproximately 5-8 seconds. Damage is similar to magnum spear. This skill is rarely used because of the high soul stone requirement **(Requires a Skill Card)**

**Ousters**

**Fire Ouster:**

**Hot Key Setup:**

**F7:** Magnum Spear, Beat Head, Hell Fire, Fierce Flame

**F8: Ring** of Flare, Hands of Fire, Fire Elemental, Divine Spirits

**F9:** Refusal Ether, Tendril, Gnomes Whisper

**F10:** Teleport, Absorb Soul

**F11**: Summon Miga

**F12:** -

*To cast prominence, you will have to press F8 to select Ring of Flare, and scroll down once.*

*(This is a professional move, if it is too complicated; use the F12 to hotkey Prominence)*

**Tips:**

-Every skill requires Elemental Levels & a wristlet. Typically, the best type of set up is to have a Fire Wristlet (5 Fire Levels), 3 Level 5 Fire Stones, and 1 Level 5 Earth Stone. These items are very high level items and are found in high level areas like Asylum. Lower level elemental stones are commonly found according to the map level, they will give less elemental levels but at least you can cast your skills

-Refusal Ether requires 7 Earth Stones, so to clear darkness; you will have to replace one of your fire stones with an earth one. This means you will not be able to cast Hell fire or Fierce Flame, but clearing darkness and being to hit your enemy is your top priority so it is worth the sacrifice against Darkness spammers.

-When in a mob, use Fierce Flame, Hell Fire, and Prominence.

-Hell Fire has very low cool down, abuse it in the battle field

-If blinded, hold CAPSLOCK & click with the magnum spear skill, this will auto target the closest enemy, just hope it's the enemy you need to kill

-Use Beat Head after magnum spear to fill in the cool down of Magnum Spear

-The numbers 1-30 represent the skill level, 150 and 170 are the 150 and 170 skills

**Combo:** Magnum Spear, Beat Head, Fierce Flame, Hell Fire, Prominence, Magnum Spear, Beat Head, Magnum Spear, Beat Head

**Ousters**

**Water Ouster:**

**Beat Head (1~30):** Used for Same Race PK if you require it

**Tendril (30): Bind an enemy; you can use this skill with explosion water to keep your enemy paralyzed 100% of the time**

**Divine Spirits (15):** Splits the damage of skills by 15-30% into your EP.

Your EP will take 2x the damage

**Water Barrier (30):** Reduce the Damage of Long Ranged, or magical Attacks by up to 40%

**Drifting Soul (1~30):** Regenerate EP at a slow rate

**Refusal Ether (20-30):** Earth Skill:Clears darkness like the Granter skill, continual light

**Hands of Nizle (1): -**

**Nymph Recovery (20-30):** A healing spell that recovers EP and HP

**Soul Rebirth (1-15):** Revive a fallen Ouster

**Teleport (30)**  Teleport to far ranges

**Liberty (1)** Free your fellow Ousters from Paralysis

**Critical Magic (20-30):** Allows the Ousters Magic to create a critical effect causing 250% of the regular damage and pushing back the enemy

**Ice Lance (30):** TheWaterOusters main magical attack**.** Has far range, and is a single target attack until Ice Lance mastery is learned

**Frozen Armor (1):** Reduces incoming physical damage by 20% regardless of skill level. Increasing this skill will only provide you with 20 seconds extra

**Summon Water Elemental (15)** Summon an elemental that will heal you and your party

**Explosion Water (30):** Put an enemy in a state of paralysis for 6-7 seconds. You are able to attack the person in this state**.**

**Soul Rebirth Mastery (10-30):** Determines how much HP and EP will be recovered when one is revived

**Ice Lance Mastery (30)** Makes ice lance mastery an area attack

**Ice Horizon (20)** A large crystal that heals all ousters nearby

**Shadow of Storm (150)** Sharp shards of ice that do damage over time to all those who are in the area

**Hydro Convergence (170)** Very weak version of Dummy Drake; useless

**(Requires a Skill Card)**

**Ousters**

**Water Ouster:**

**Fighting Tips:**

The only tip I can teach you here is to time your Explosion water and Tendril very carefully. You can keep an enemy paralyzed for 100% of the time and you can constantly attack them without them even scratching you

Explosion Water has a 9 second cool down. It usually lasts for 6 seconds.

At the 5th second if you are counting, use Tendril, this will keep them paralyzed for another 4 seconds, by then, your explosion water is ready to be used again.

**Ousters**

**Earth Ouster:**

**Beat Head (30):** Heavy stone that does heavy damage to a single target

**Tendril (30):** Immobilize a target, target cannot be attacked

**Gnomes Whisper (25):** Detect Hidden, Invisible and Sniping enemies

**Stone Auger (1):** Low level, weak, small area attack

**Drifting Soul (30):** Regenerate EP at a slow rate

**Refusal Ether (30):** Clears darkness like the Granter skill, continual light

**Teleport (30):**  Teleport to far ranges

**Liberty (1): Use instead of Earths Teeth to save skill points**

**Critical Magic (30):** Allows the Ousters Magic to create a critical effect causing 250% of the regular damage and pushing back the enemyby a moderate chance

**Reactive Armor (30):** Increases DEF and PRO, can be used on others

**Reactive Armor Mastery (30):** Reduces incoming physical, magical and ranged damage by 50%

**Ground Bless (1-30):** Increases STR, DEX and INT

**Summon Ground elemental (30):** Hides the bodies of ousters like darkness. This skill can be broken when the giant E symbol is broken

**Meteor Storm (30):** Earth Ousters main attack that has a chance of critical rate. It has a decent area of effect and attacks surrounding monsters once

**Fury of Gnome (30):** Giant rock that slows down enemies walk rate, cast rate, and attack rate by 100%

**Dustiness (150):** A giant mystical rock that detects all similar monsters in the users map and attacks them all

**Summon Clay (170):** A large pentacle that protects the user from Darkness. Similar to Granters skill, Mercy Ground

**(Requires a Skill Card)**

**Ousters**

**Combat Ouster:**

**Dexterity Based Ousters:**

**Flourish (1):** Low level attack

**Evade (30):** A skill that increases Defense significantly

**Back Stab (1):** Low level attack

**Cross Guard (30):** A skill that increases Protection significantly

**Teleport (30):** Teleport to a far range

**Hide Sight (30):** Passive skill that increases To-Hit significantly

**Shift Break (30):** Attack that clears darkness and hits all that is in front of the chakrams light

**Ice of Soul Stone:** Not important

**Sharp Chakram (30):** A skill that increases To-Hit significantly

**Destruction Spear (30:** A spear of light that burns the enemy

**Sand Cross:** Not important

**Ducking Wallop (30):** Swiftly teleport and attack at the same time

**Bless Fire (1):** A powerful passive skill that is activated when you have fire stones in the (I) and (II) slot and an earth stone in the (III) slot. This skill will do 3-4 the normal damage of your regular attacks

**Sharp Hail (30):** Cast a sharp hail of Chakrams from the sky that hit all enemies in the area 3-4 times

**Destruction Spear Mastery (30):** Give the destruction spear a new aura that will hit all enemies surrounding the light

**Sharp Round (1):** Low level attack

**Divine Spirits (1):** INT Based Buff, do not use

**Blunting (15-30):** Reduces enemies DEF

**Halo (150):** A powerful homing Chakram that attacks the enemy as long as they are close to the Halo Chakram

**Heter Chakram (170):** A powerful Chakram that is split in 2 to cut the enemies in half. Does heavy damage and damages a small area surrounding it **(Requires a Skill Card)**

**Ousters**

**Combat Ouster:**

**Strength Based Ousters:**

**Flourish (1): Low level attack**

**Divine Spirits (1): INT Based buff, do not use**

**Sharp Round (1): Low level attack**

**Blunting (30): Reduce enemies DEF**

**Evade (30): A skill that increases DEF significantly**

**Back Stab (1): Low level attack**

**Cross Guard (30): A skill that increases PRO significantly**

**Teleport (30):**

**Ice of Soul Stone (1): Not important**

**Sharp Chakram (30): A skill that increases TO-HIT significantly**

**Hide Sight (30):** Passive skill that increases To-Hit significantly

**Shift Break (30):** Attack that clears darkness and hits all that is in front of the chakrams light

**Water Shield (1):** A powerful passive skill that protects that ouster from damage completely when you have a water elemental stone in slot (I) and (II) and an earth stone in slot (III)

**Bless Fire (1):** Not important in this build

**Distance Blitz (30):** An electrical attack that shocks all enemies in a certain area. This skill has incredible range

**Sharp Round (1):** Low level attack

**Halo (150):** A powerful homing Chakram that attacks the enemy as long as they are close to the Halo Chakram

**Heter Chakram (170):** A powerful Chakram that is split in 2 to cut the enemies in half. Does heavy damage and damages a small area surrounding it **(Requires a Skill Card)**

***- END -***

***~Full accreditation goes to Don Vito~***

***If you have any further questions, please feel free to post in the Twilight DE Guide section and ask anything you would liked answered in thread***

***I hope this guide has been helpful and clears out some of the false myths that people have spread***

***Remember, ask before assuming;***

***Less Ignorance means More Power & Knowledge.***

*Good Luck*