**Known Builds**

**Main Builds**

All build's use the same format setup for stats aside from that of Glass Cannons below are a list of builds you can use.

Default Build

Strength: Just enough points to equip gear

Dexterity: Just enough points to equip gear

Vitality: Main stat all points go here

Energy: No points here

Amazon Glass Cannon Build

Strength: Just enough points to equip gear

Dexterity: Main stat all points go here

Vitality: No points here

Energy: No points here

Druid Glass Cannon Build

Strength: Main stat all points go here

Dexterity: No more than 200 here

Vitality: No points here

Energy: No points here

Sorceress Glass Cannon Build

Strength: Just enough points to equip gear

Dexterity: Just enough points to equip gear

Vitality: No points here

Energy: Main stat all points go here

So far there are 3 classes that have the capability to be Glass Cannon builds. While many still look into the other classes for Glass Cannons, there no luck with them yet. They well eventually surface one of these days.

There are many specializations out there. You well be able to view these in the Known Builds section of this guide.

There are a total of 210 class skills that can be used of which each class has 30 skills with 10 skills per tap and max of 110 skill points at level 99 for each class. Each class also gets a max of 505 stat points

Resistance is maxed out at 75% base, even if you have 300% resistance added up from all of your items you well still only get the base of 75% max used based on that difficulty. This means you well still suffer 25% of the damage done to you unless you have bonus resistance which can increase it up to 95% which would then cause you to suffer a 5% damage.