

## Dungeon survivor 2 classes

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Edit Comments Share has a lot of health and resistance. Depending on the type of subclass, you can choose more offensive warriors or strictly defensive and supportive ones. In any case, all warriors have a robust survivability, making them a necessary class to have when advancing outside the card 14. Portraits of characters (edited by editing source) Note that the stats are randomly rolled. You may end up with less or more said stats on the attribute, but ★ as have been summarized towards the most common. Female Warrior S Male Warrior S STR ★★★★★ STR ★★★★★ MAG ★ MAG ★ DEX ★★ DEX ★★ SPD ★★ SPD ★★ CON ★★ CON ★★ Best for: Demon Blade, Swordtitan Best For: The Dark Knight, the perfect portrait for Swordtitan Ghost Warrior S Swordsman S STR ★★★★★ ★★★★★ MAG ★★ MAG ★★ DEX ★★ DEX ★★ SPD ★★ SPD ★★ CON ★★ CON ★★ Best for: Demon Blade, Grand Blade Master, Swordtitan. You can only find in the growth of the SS. Commander S Swordsman stars S STR ★★★★★ STR ★★★★★ MAG ★ MAG ★ DEX ★★ DEX ★★ SPD ★★ SPD ★★ CON ★★ CON ★★ Best For: Dark Knight, Swordtitan. You can only find in the growth of the SS. Dragon Marshal, Grand Blade Master Note: This portrait is required to unlock the test camera Important Stats in the Class edit source Stats are listed as -Low/Good/Amazing at 560 and #1 for primary statistics, #2 for secondary statistics, etc. Class 5/60 to STR MAG DEX SPD CON Dragon Marshal 2 (-350/400/450) NA 1 (-275/300/350) NA (Vary) is often used as the lowest HP group. Темный рыцарь 3 (-350/400/450) NA 2 (-250/300/350) NA 1 (-350/400/450) Grand Blademaster 3 (-350/400) Grand Blademaster 3 (-350/400 /450) NA 1 (-275/300/350) 2 (-250/280/310) NA Swordtitan 1 (-350/400/450) NA 3 (-350/450) NA 3 (-350/450) NA 3 (-350/450) NA 3 (-450) NA 3 (-350/450) NA 3 (-450) NA 2 (-250/270/300) 2 (-250/280/310) NA Демон Клинок 4 (-350/400/450) 1 (-75/100/150) 2 (-250/300/350) 3 (-250/280/310) NA Advancement Tree (редактировать источник) Воины имеют две основные ветви прогрессии: Гвардия: Этот класс является типичным классом танка, имеет более высокий AR, чем большинство классов с олушением, насмешки и повреждения отражают. Swordsman: This is a DPS branch that is then divided into two more branches in ★★. Master sword focuses on abilities based on Str. While the Wizard Knight's abilities are used by both Str and Mag. Guards can advance further in: Dragon Marshall: Has the same skill set as the Guard. Only a class of warriors that does not require elements to advance. With sufficient dexterity, its reflection damage can be very effective in PVE and PVP. Ironically, what makes him tankier at most makes its reflection damage less. Consider balancing between reflecting or reducing damage. Dragon Knight: Has more opportunities to reduce damage by damaging the output. What makes DK unique is its sneering skill takes into account CON instead of STR, getting much more armor compared to the DM. His third skill also reduces the strength of the enemy and provides a decent amount of damage as well. Absolutely necessary if you want to progress past 14. Swordsmen can advance further in: Grand Blademaster: The main attraction of this class is its AOE armor down debuff. While he doesn't do as much damage as other under-classes, his armor-down debuff can absolutely demolish team comps in the arena if followed by a heavy physical striker such as the Barbarians or Musketeers. It also has a stun and one target damage. Very recommended. SwordTitan: has the same skill set as Grand Blademaster, with 2 main differences. His armor-down debuff prowess is less likely to be applied. However, his third skill, Violent Double Edge, causes a very high level of physical damage. The damage is almost on par with the barbarian, except for the best speed kick. It can be a useful alternative to the barbarian if you do not prefer a lower speed and speed of hitting the latter. Demon Blade: Significantly more offensive to what his colleagues have, possessing a healthy amount of utility. It has one target scorching DOT, the sheer rate of the positive effect and the AOE speed slowly. Actually doesn't have any glaring flaws, but no glaring strengths like other classes can make burn damage and slow debuffs better. Its abilities take into account both Magic and Str, using hybrid elements more effectively. Overall, this class is not a priority, but its not the end of the world if you get one either. Skills Edit Source Warrior SLASH (Lv. 1) Inflicts (Power × 1.15 - Force of Arms) physical damage to one enemy. Basic accuracy: 40% Basic criticism: 6% Increase cooling by 1 second. TAUNT (Lv. 1) Will make a mockery of her. Taunt: Increases armor by (8 × 0.1), while becoming the focus of the enemy for 30 seconds. Increase cooling by 1 second. DASH (Lv. 1) Inflicts (force × 1.3 - force of arms) physical damage to one enemy, with a 35% chance of causing stun. Stunning: Turn off the target for 4 seconds. Basic accuracy: 40% Basic critical rate: 6% Increase cooling by 1 second. Guards Shield Strike (Lv. 2) Inflicts (power × 1.3 - force of arms) physical damage to enemy units, making 50% chance of stun. Stunning: Makes the target unable to move for 5 seconds. Basic accuracy: 40% Basic Critical Rate: 7% Increase cooling by 1.5 seconds. Taunt (Lv. 2) Throw a mockery of yourself. Taunt: Increases (8 - Power × 0.1) Armor, becoming a target of the enemy for 30 seconds. Increase cooling by 1 second. Counterattack Roar (Lv. 2) Reflection (20 × Dex × 0.1) % of damage received within 20 seconds. Increase cooling by 1 second. Swordsman Armor Penetration (Lv. 2) Inflicts (Power × 0.6 - Weapon Power) physical damage to all enemies, with a 40% chance of causing a reduction in AR. Reducing AR: (3 × Dexterity × 0.25) goals within 8 seconds. Basic accuracy: 30% strength Basic critical speed: 3% Increase cooling by 2.5 seconds. Accident (Lv. 2) Strikes × 1.35 - Force of arms) physical damage to enemy units, resulting in a 50% chance to stun the target. Stunning: Makes the target unable to move for 5 seconds. Basic accuracy: 40% Basic Critical Rate: 10% Cooling increase by 1.1 Mortality (Lv.2) Inflicts (Force × 2.2 - Force of Arms) physical damage to enemy units. Basic accuracy: 40% Basic Critical Rate: 25% Increase cooling by 2.5 seconds. Heavy Guard Shield Bash (Lv.3) Inflicts (power × 1.35 - force weapons) physical damage to enemy units, causing a 50% chance of stun. Stunning: Makes the target unable to move for 5 seconds. Basic accuracy: 40% Basic Critical Rate: 7% Increase cooling by 1.5 seconds. Taunt (Lv. 3) Throw a mockery of yourself. Taunt: Increases (8 - Power × 0.1) Armor, becoming a target of the enemy for 30 seconds. Increase cooling by 1 second. Contra Roar (Lv.3) Counterattack: Rebound (20 × Dex × 0.1) % of the damage received within 20 seconds. Increase cooling by 1 second. Sword Master Armor Penetration (Lv.3) Deal (Power × 0.65 - Weapon Power) physical damage to all enemies, with a 50% chance to cause a Stun. Stunning: Disable target for 6s. Basic accuracy: 40% Base critical rate: 12% Boost 1s cool down. Violent Double-Edge (Lv.3) Deal (Power × 2.2 - Weapon Power) physical damage to one enemy. Basic accuracy: 40% Basic Critical Rate: 25% Increase cooling by 2.5 seconds. Wizard Knight Blitz Blade (Lv.3) Deal (Power × 0.85 and Magic × 0.65) physical damage to all enemies, with a 50% chance of causing SPD red. SPD Red: Reduce (5th Dexterity × 0.25) Target speed for 6 s. Basic accuracy: 35% Basic critical rate: 8% Increase cooling by 2 seconds. Air Blade (Lv.3) Deal (Power × 1.5 - Magic × 1.1) physical damage to one enemy, as well as a 100% chance to throw LDS Inc. on him/her self. SPD inc: Increase (5 × Dexterity × 0.25) Target speed by 10 s. Basic accuracy: 40% Basic Critical Rate 12% Conversion 30% damage done to HP increase cooling by 1 second. Flaming Slash (Lv.3) Deal (Power × 1.2 - Magic × 0.90) physical damage to one enemy, with a 60% chance to cause Scorch. Scorched: Loss (1 - Dexterity × 0.25) hp per second for 8 s. Basic accuracy: 40% Basic critical rate: 10% Increase cooling by 1.5 seconds. Guardian Shield Bash (Lv.4) Deal (Power × 1.4 - Force of Arms) physical damage to one enemy, with a 50% chance of triggering a Stun. Stunning: Disable the target for 5s. Taunt (Lv.4) Throw taunts at yourself. Taunt: Boost (8 - Force × 0.1) Armor, becoming the center of enemy attacks during the 30s. Increase cooling by 1 second. Counter Roar (Lv.4) Throw the counter on yourself. Counter: Reflection (20 and agility × 0.1)% of damage done over 20 years. Increase cooling by 1 second. Duelist Armor Penetration (Lv.4) Deal (Power × 0.7 - Force of Arms) Physical Damage enemies, with a chance to cause a reduction in AR. Reduce (3 - Dexterity × 0.25) Target Armor for 8s. Dash (Lv.4) Deal (Power × 1.45 - Force of Arms) physical damage to one enemy, with 50% chance of triggering Stun. Stunning: Disable target for 7s. Violent Double-Edge (Lv.4) Deal (Power × 2.25 - Weapon Power) physical damage to one enemy. The Magician Knight Blitz Blade (Lv.4) Deal (Power × 0.9 and Magic × 0.7) physically damage all enemies, with a 55% chance of causing the SPD red. SPD Red: Reduce (5th Dexterity × 0.25) Target speed for 6 s. Basic accuracy: 35% Basic critical rate: 8% Increase cooling by 2 seconds. Air Blade (Lv.4) Deal (Power × 1.6 - Magic × 1.2) physical damage to one enemy as well as a 100% chance of throwing LDS Inc. on him/her self. SPD inc: Increase (5 × Dexterity × 0.25) Target Speed by 10 s. Basic accuracy: 40% Basic Critical Rate 12% Conversion 40% damage done by HP to increase cooling by 1 second. Flaming Slash (Lv.4) Deal (Power × 1.3 - Magic × 0.95) physical damage to one enemy, with a 65% chance of causing a burn. Scorched: Loss (1 - Dexterity × 0.25) hp per second for 8 s. Basic accuracy: 40% Basic critical rate: 10% Increase cooling by 1.5 seconds. Dragon Guardian Shield Bash (Lv.5) Taunt (Lv.5) Counter Roar (Lv.5) Magic Wielder Blitz Blade (Lv.5) Deal (Power × 0.95 × 0.75) physical damage to all enemies, with a 65% chance of causing the SPD down. SPD Down: Reduce 72 (5) Dexterity × 0.25) Target Speed for 6 s. Basic accuracy: 35% Basic critical rate: 8% Increase cooling by 2 seconds. Air Blade (Lv.5) Deal 1066 (Power × 1.65 and Magic × 1.2) physical damage to one enemy, with a 70% chance of causing a burn. Scorched: Lose 68 (1 - Dexterity × 0.25) HP per second for 8 s. Basic accuracy: 40% Basic critical rate 10% Increase cooling by 1.5 seconds. Blademaster Armor Penetration (Lv.5) Deal × x (strength × 0.75 Force weapons) physical damage to all enemies, with a 50% chance of causa AR. Reduce X' (3) Dexterity × 0.25) armor target for 8s. Basic accuracy:33% Basic critical rate:6% Increase cooling by 2 seconds. Dash (Lv.5) Deal xz (STR × 1.5 - Weapon Power) physical damage to one enemy with a 60% chance to cause Stun for 7s. Basic accuracy: 40% Basic critical rate: 12% Increase cooling by 1 second. Violent Double-Edge (Lv.5) Deal xz (STR × 2.3 - Weapon Power) physical damage to one enemy. Basic accuracy: 40% Basic Critical Rate: 25% Increase cooling by 2.5 seconds. Dragon Marshall Shield Bash (Lv.6) Deal (Power × 2 - Power Weapon) physical damage to one enemy, with a 70% chance to cause a Stun. Stunning: Disable target by 5 s. Basic accuracy: 40% Basic critical rate: 10% Increase cooling 1.2 seconds. Taunt (Lv.6) Throwing ridicule at her. Taunt: Boost (8 - Force × 0.1) Armor, becoming the focus of enemy attacks at 30 s. Increase increase 0.8 seconds. Counter Roar (Lv.6) Throw the counter on yourself. Counter: Reflection (20 × agility × 0.1) % of damage inflicted in 45 seconds. The Dark Knight Shield Bash (Lv.6) Deal (Power × 2 - Weapon Power) is a physical injury to one enemy, with a 70% chance of triggering a Stun. Stunning: Disable target for 5s. Basic accuracy: 40% Basic critical rate: 10% Increase cooling by 1.2 seconds. Taunt (Lv.6) Throw a mockery at yourself. Taunt: Boost (8 × 0.2) Armor, becoming the focus of enemy attacks during the 30s. Increase cooling by 0.8 seconds. Enfeebling Slash (Lv.6) Deal (Power × 2.15 - Force of Arms) physical damage to one enemy, with a 70% chance of string red. STR red.: Reduce (5 - Dexterity × 0.5) Target strength for 8s. Basic accuracy: 45% Basic critical rate: 10% Increase cooling by 1.5 seconds. Grand Blademaster Armor Penetration (Lv.6) Deal (STR × 0.8 - Weap Power) physical damage to all enemies, with a 60% chance to cause (3 × DEX × 0.25) AR debuff for 8s. Basic accuracy: 35% Basic critical rate: 8% Increase cooling by 2 seconds. Dash (Lv.6) Deal (STR × 1.5 - Weap Power) physical damage to one enemy with a 65% chance to cause Stun for 7s. Basic accuracy: 40% Basic critical rate: 12% Increase cooling by 1 second. Violent Double-Edge (Lv.6) Deal (STR × 3.2 - Weap Power) physical damage to one enemy. Basic accuracy: 40% Basic Critical Rate: 25% Increase cooling by 2.5 seconds. Demon Blade Blitz Blade (Lv.6) Deal (Power × 1.05 and Magic × 0.8) physical damage to all enemies, with a 70% chance of causing the SPD down. SPD Down: Reduce (5 and Dexterity × 0.25) Target speed for 6 s. Basic accuracy: 35% Basic critical rate: 8% Increase cooling by 2 seconds. Air Blade (Lv.6) Deal (Power × 2.15 - Magic × 1.6) - The Power of Arms) physical damage to one enemy as well as a 100% chance of throwing the SPD at him/her self. SPD up: Boost (5th Dexterity × 0.25) Target speed for 10 s. Basic accuracy: 40% Basic Critical Rate 12% Conversion 50% damage inflicted by HP to increase cooling by 1 second. Flaming Slash (Lv.6) Deal (Power × 1.5 - Magic × 1.1 - Force Of Arms) physical damage to one enemy, with an 80% chance to cause Scorch. Scorched: Loss (1 - Dexterity × 0.25) hp per second for 8 s. Basic accuracy: 40% Basic critical rate 10% Increase cooling by 1.5 seconds. ⦿ Dragon Marshall Shield Bash (Lv.7) Deal (Power × 2.4 - Force of Arms) physical damage to one enemy, with a 70% chance to cause a Stun. Stunning: Turn off the target by 5 s. Basic accuracy: 40% Basic critical rate: 10% Increase cooling by 1.2 seconds. Taunt (Lv.7) Throwing taunts at her. Taunt: Boost (8 - Force × 0.1) Armor, becoming the focus of enemy attacks on 30 s. Increase cooling by 0.6 seconds. Counter Roar (Lv.7) Throw the counter on yourself. Counter: Reflection (20 × agility × 0.1) % of damage. Increase cooling by 1 second. ⦿ Dark Knight Shield Bash (Lv.7) Deal (Power × 2.4 - Weapon Power) Physical Damage ONE ONE with a 70% chance of calling Stun. Stunning: Disable target for 5s. Basic accuracy: 40% Basic critical rate: 10% Increase cooling by 1.2 seconds. Taunt (Lv.7) Throw a jibe at yourself. Taunt: Boost (8 - Constitution × 0.25) Armor, becoming the focus of enemy attacks during the 30s. Increase cooling by 0.8 seconds. Enfeebling Slash (Lv.7) Deal (Power × 2.6 - Force Of Arms) physical damage to one enemy, with a 75% chance of causing STR red. STR red.: Reduce (5 - Dexterity × 0.5) Target strength for 8s. Basic accuracy: 45% Basic critical rate: 10% Increase cooling by 1.5 seconds. ⦿ Sounvetan Armor Infiltration (Lv.7) Deal (STR × 0.85 - Weap Power) physical damage to all enemies, with a 50% chance to cause (3 DEX × 0.25) AR debuff for 8s. Basic accuracy: 35% Basic critical rate: 8% Increase cooling by 2 seconds. Dash (Lv.7) Deal (STR × 1.8 - Weap Power) physical damage to one enemy with a 65% chance of causing Stun for 7s. Basic accuracy: 40% Basic critical rate: 12% Increase cooling by 1 second. Violent Double-Edge (Lv.7) Deal (STR × 5.8 - Weap Power) physical damage to one enemy. Basic accuracy: 45% Basic critical rate: 35% Increase cooling by 2.5 seconds. ⦿ Grand Blademaster Armor Penetration (Lv.7) Deal (STR × 0.95 - Weap Power) physical damage to all enemies, with a 65% chance to cause (3 DEX × 0.25) AR debuff for 8s. Base accuracy: 35% Base critical rate: 8% Increase cooling by 2 seconds. Dash (Lv.7) Deal (STR × 1.8 - Weap Power) physical damage to one enemy with a 65% chance of causing Stun for 7s. Basic accuracy: 40% Basic critical rate: 12% Increase cooling by 1 second. Violent Double-Edge (Lv.7) Deal (STR × 3.9 - Weap Power) physical damage to one enemy. Basic accuracy: 40% Basic critical rate: 35% Increase cooling by 2.5 seconds. ⦿ Demon Blade Blitz Blade (Lv.7) Deal (Power × 1.25 and Magic × 0.95) physically damage all enemies, with a 75% chance of causing the SPD down. SPD Down: Reduce (5 and Dexterity × 0.25) Target speed for 6 s. Basic accuracy: 35% Basic critical rate: 8% Increase cooling by 2 seconds. Air Blade (Lv.7) Deal (Power × 2.6 - Magic × 1.9) - Weapon Power) physical damage to one enemy as well as a 100% chance to throw the SPD at him/her self. SPD up: Boost (5th Dexterity × 0.25) Target speed for 10 s. Basic accuracy: 40% Basic Critical Rate 12% Conversion 50% damage inflicted by HP to increase cooling by 1 second. Flaming Slash (Lv.7) Deal (Power × 1.8 - Magic × 1.3 - Force of Arms) physical damage to one enemy, with an 80% chance of causing a burn. Scorched: Loss (1 - Dexterity × 0.25) hp per second for 8 s. Basic accuracy: 40% Basic critical rate 10% Increase cooling by 1.5 seconds. Community content is available under CC-BY-SA unless otherwise stated. More Dungeon Survivor II Vicky Wiki dungeon survivor 2 classes guide. dungeon survivor 2 classes mage

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