





















































































































































































































































































































































































I'm not robot!





| Pre Awakening Skills  |   |   |   |
|---|---|---|---|
| C RANK  | B RANK  | A RANK  | OTHER   |
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class. While class guides are a rough explanation of the class, designed to give you an idea of the class and what you should be aiming for. You should really adapt the guide and follow your own instincts to match your play-style. I also highly recommend looking at as many different sources as possible and gathering as much information as you can. You may find your class better than what is best for you and how to play it. The class discords are a great place to start, but have their own guides and resources as well as plenty of skilled players willing to help with questions. The Warrior class was one of the 'original' 4 classes in Black Desert. They use a long sword as their primary weapon and a shield as their secondary weapon. The Valkyrie class is the female counter class to the Warrior but Valkyrie has more of a supportive skill set, while Warriors are closer to a knight. The Warrior class has some blocks and taunts, but the vast majority of their skill set is offensive attacks. At level 56, Warrior unlocks their awakening weapon which is a two-handed Great Sword. Awakened Warrior is average in low end grinding spots and can be one of the slower and more clunky leveling classes. Warrior does becomes stronger in end game spots though. They are very strong and one of the top tier classes for 1v1 PvP because of their strong 360 degree block and also a grab skill. For the exact same reasons they are also quite strong in node wars, using their block to soak damage, get into a backline and grab and destroy high value targets. Check out the video below to see some examples of character combat. Source: PROS Great in 1v1 and nodewarsStrong 360 degree blockHigh burst (200% Black Spirit Rage skill)Has a grab skill CONS Lacking in mobilityCan feel clunky and slower in lower levelsSuccessionWarrior can be unlocked after level 56 after speaking to the Black Spirit and completing the Succession quest under the suggestions tab. This will give you a totally separate skill tree that enhances your main hand skills and only has a few awakening skills. Your awakening weapon still effects your succession damage but is not as much of a priority. You can get away with using a Green/Blue grade TRI Ultimate weapon without losing too much damage. This is because only 30% of your Awakening AP is applied to the damage of Succession skills, as well as the additional item stats, such as Human/Species Damage and Accuracy.Succession is considered better in general for PVE at end game. Like with most classes, succession pulls their highest trash loot in end game spots but until then Awakening will perform better. You also have many protection skills and big damage without having to pull off complex combos and skill cancels. The skills do have much longer animations and a much smaller range than the awakening kit, but in large scale PVP, succession is very strong due to their protecte skills and decent AoE. They also have an ally DP buff and their grab has super armor on it.For new players, you can get away with trying succession. You still need around 1,200 skill points to have a "functional" kit and then just over 1,600 for all the essential skills, but awakening warrior builds require more skill points. The succession kit is also considered easier in some ways and more relating to play.In each section of the guide you can find additional information about succession skills.Skills Pre-Awakening skill build - Level 55 (393 skill points): you've just reached level 50 or you're still leveling, use this build to put you in the right direction of what skills you should be using.Make sure you reset your skills at level 56 though because you will need skill points for your awakening skills and will only really need the support skills from pre-awakening.Post-Awakening skill build - Level 56 (494 skill points): skill build - Level 60 (987 skill points): skill build - Level 60 (1551 skill points): skill build - Level 60 (2141 skill points): prioritize Awakening skills before leveling your Absolute Skills.Succession Starter skill build - Level 60 (697 skill points): Core skill build - Level 60 (1272 skill points): you only want PVE skills you can only take up to Prime: Spinning Slash I. For PVP only skills you can take up to Prime: Forward Slash ISuccession End-Game skill build - Level 60 (1618 skill points): in square brackets [ ] mean that you tap the key. For example, [Q] means you tap Q once.Keys in round brackets ( ) mean that you hold the key. For example, (HOLD Q) means you hold Q until the next step. (PERMAHOLD Q) means you hold Q throughout the combo.Keys separated by a "+" symbol should be used at the same time. For example, [Q] + [LMB] means you tap Q and LMB at the same time.Keys separated by a ">" symbol show the order you should follow out the steps. For example, [Q] + [LMB] > [F] means you tap Q and LMB at the same time, then tap F [LMB] refers to left-clicking with your mouse. [RMB] refers to right-clicking with your mouse.Skill descriptions are still in development and you should either skip this section or take it with a grain of salt. GENERAL Slash [LMB] This is your auto attack skill. This skill is useful for regenerating your fury if it's low and at higher grades, it's damage and the amount of fury you regenerate will increase. However, due to it's lack of damage, I wouldn't recommend maxing this skill. Charging Slash [LMB] whilst sprinting This skill can be used whilst sprinting to perform an instant slash. It does regenerate some fury but I wouldn't recommend maxing it because you won't use it often. Forward Slash [LMB] + [W] Forward Slash will lunge you toward a target and swing at them. This skill costs stamina instead of fury. It deals more damage than Slash and is a better way of restoring fury if you are low. It's also good for gap closing between crowd control in PvP. Sideswaps Cut [RMB] + [A] OR [D] This skill will strafe you to the side as well as swinging your sword in that direction. It restores some fury but to be honest I wouldn't bother maxing it because it deals low damage and you won't use it often. Meditation (HOLD SHIFT) + (HOLD SPACE) This skill will quickly regenerate your fury at the cost of your current health. It doesn't have a cool down but will leave you vulnerable whilst casting it. Ground Roar [RMB] + [SHIFT] Ground Roar is an AoE ground slam which will pull enemies towards you and reduce their armor. This is a good skill for pulling monsters at the beginning of your combos. It does cost a lot of fury but it's cool down can be ignored. Fitness Training Passive This skill is your passive. It will increase your maximum health and also gives you higher defense. KICKS/GRABS Kick [F] This skill is one of your kicks. It will flinch enemies and restores a small amount of fury. Chop Kick [F] + [S] Your basic kick will turn into a chop kick when leveled up. This kick will cause you to lunge forwards towards a target and stun them. This skill is often used in your combos and Warriors are one of the only classes I would recommend maxing the kick. Charging Thrust [F] + [W] Charging Thrust is one of your best mobility skills for Warrior. It's often used as a gap closer and will charge you forwards then kick the target. Quick Charging Thrust [W] Pressing [W] whilst using Charging Thrust, will speed up the charge. Double Charge [W] Pressing [W] whilst using Charging Thrust, allow you to charge again. You can use this to quickly change directions before charging again. Take Down [E] This skill is your grab skill. It will grab a target then slam them down on the floor, knocking down the target and other monsters in your close proximity. Higher grade will increase the range of the animation and will flinch targets. This skill can be used on cool down but will not knock down. To be honest, there are better knock down skills that this one, which fit into your combos better. Therefore, I wouldn't recommend maxing this skill. Piercing Spear Skill Bar Piercing Spear is your only ranged attack. It will throw as spear, costing a lot of fury but will flinch targets. This skill can be used on cool down but will not flinch the target. Frenzied Charge Skill Bar Frenzied Charge will lunge you forwards. If you hit an enemy, you will deal damage to them and knock them back. Scars of Dusk [W] or [LMB] after last hit Scars of Dusk deals a burst of high damage and has a 100% critical chance rate. I would recommend putting the skill on your skill bar if you have trouble knowing when to use it. You can hold [W] during the attack to lunge forwards as well after the last hit. This skill will also inflict a bleed and armor debuff on the target. It's important to note that this skill doesn't cost stamina or fury. Spinning Slash [RMB] + [S] This skill is your 100% Black Spirit Rage skill. This skill will quickly slash at enemies in front of you and can be used on cool down. It does have a 100% critical chance rate and at higher grade, it's cast speed and damage will increase. The ultimate of this skill will allow you to hit again and can be combo'd with other skills. It's also important to note that this skill can only be learned through a Black Spirit quest. Jump Slash [RMB] + [S] This skill can be activated again after Spinning Slash to hit again and deal more damage. Ground Smash [F] + [SHIFT] This skill is your 200% Black Spirit Rage skill. It deals high AoE damage around you and at max grade will also strike twice, dealing more damage. The following skill combos are very basic combos/cancels and some additional tips/tricks for your class. I recommend using video guides to learn more complex skill combos, because it is much easier to see exactly what you should be doing, rather than reading it and trying to wrap your head around it all. There are some recommended skill combo videos in the Useful Links section and the end of the guide/Keys in square brackets [ ] mean that you tap the key. For example, [Q] means you tap Q once. Keys in round brackets ( ) mean that you hold the key. For example, (HOLD Q) means you hold Q until the next step. (PERMAHOLD Q) means you hold Q throughout the combo. Keys separated by a "+" symbol should be used at the same time. For example, [Q] + [LMB] means you tap Q and LMB at the same time. Keys separated by a ">" symbol show the order you should follow out the steps. For example, [Q] + [LMB] > [F] means you tap Q and LMB at the same time, then tap F [LMB] refers to left-clicking with your mouse. [RMB] refers to right-clicking with your mouse. Required skills: Take Down, Counter III, Frenzied Spear, Shield Charge, Ground Smash[E] > [S] + (HOLD LMB) > (Quickslot: Frenzied Spear) > [W] + [RMB] > [SHIFT] + [F]This combo is a Q once PVP combo to practise. Required skills: Solar Flare, Take Down, Pulverize, Flow: Armor Break, Flow: Overwhelm, Rockless Blow, Flow: Ankle Break, Flow: Slashing the Dead, Ground Smash, Shield Charge [W] + [LMB] > [C] > [E] > [C] > [S] + [LMB] > [SPACE] > [S] + Overwhelm > [LMB] + [RMB] > [S] + [F] > [SHIFT] + [RMB] > [C] > [SHIFT] + [F] > [W] + [RMB] This combo is an engage and pulverize combo designed for PVP.Required skills: Take Down, Grave Digging, Flow: Armor Break, Flow: Overwhelm, Solar Flare, Balance Strike, Shield Charge, Chopping Kick, Spinning Slash[E] > [C] > [SHIFT] + [LMB] > [SPACE] > [W] + [LMB] > [C] > [W] + [RMB] > [S] + [F] > [S] + [RMB] > [RMB] > [SPACE] > [W] + [LMB] > [SPACE] > [Q] > [SHIFT] + [Q] > [LMB] + [RMB] > [SHIFT] + [RMB] > [C] > [SHIFT] + [F] This combo is an example of a PVE combo. Use Head Chase to reposition yourself if needed.Required skills: Take Down, Ground Slash, Counter, Spinning Slash, Scars of Dusk, Pulverize [Succession] [E] > [S] + [LMB] > [C] > [W] + [RMB] > [S] + [F] > [S] + [RMB] > [RMB] > [SPACE] > [W] + [LMB] > [SPACE] > [Q] > [SHIFT] + [Q] > [LMB] + [RMB] > [SHIFT] + [RMB] > [C] > [SHIFT] + [F] This combo is an example of a PVP Succession combo.Required skills: Take Down, Ground Slash, Counter, Spinning Slash, Scars of Dusk, Ground Smash [Succession][E] > [S] + [E] > [SPACE] + [LMB] > [S] + [RMB] > (Quickslot: Scars of Dusk) > [SHIFT] + [F]This is an example of a PVP Succession combo. 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Use Head Chase to reposition yourself if needed.Required skills: Take Down, Ground Slash, Counter, Spinning Slash, Scars of Dusk, Pulverize [Succession] [E] > [S] + [LMB] > [C] > [W] + [RMB] > [S] + [F] > [S] + [RMB] > [RMB] > [SPACE] > [W] + [LMB] > [SPACE] > [Q] > [SHIFT] + [Q] > [LMB] + [RMB] > [SHIFT] + [RMB] > [C] > [SHIFT] + [F] This combo is an example of a PVP Succession combo. Required skills: Take Down, Ground Slash, Counter, Spinning Slash, Scars of Dusk, Ground Smash [Succession][E] > [S] + [E] > [SPACE] + [LMB] > [S] + [RMB] > (Quickslot: Scars of Dusk) > [SHIFT] + [F]This is an example of a PVP Succession combo. 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