

[----- Cayeon's Guide on Full Attack Clerics -----]

~ How to transcend beyond the limits of healing ~

by Cayeon



Dedicated to Perfect World MY - EN

and

Perfect World International

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[~~~ 1. Intro ~~~]

First of all, let me introduce myself. I'm Cayeon from Delphi, a level 83 Full Attack Cleric. I've started playing Perfect World MY-CN in late summer 2007 and moved to MY-EN at the launch of the Closed Beta. My cleric is my first and only character, which I have carefully planned on building since I became interested in this game. The goal of this type of cleric, which I'd like to call Full/Pure Attack Cleric, or Nuker Cleric, is to maximize damage from a combination of their offensive, buffing, and debuffing skills. This will naturally require a pure MAG build, and to completely leave out all healing and support spells due to the extreme shortage of SP.

So what drives me to dare and play such a controversial and unexplored version of the cleric? Well, first of all, my passion in MMORPGs has always been to play strategical, high damage dealing fighters, which are usually very tough to level, and require a lot of skill to make full use of a wide range of different capabilities. Perfect World did not seem to offer such a character, so I was rather disappointed at first, until I found a way to twist a healer into this very model. Since it completely diverts from the original role, I actually didn't think it would work out very well, but after many weeks of experimentation, the results were beyond any expectation: when played correctly, a Full Attack Cleric can outdamage even the most powerful archers and wizards.

Unfortunately, not many players are aware of their true potential, which explains why this build is so rarely used. So by creating this guide, I'd like to raise public awareness of this very exceptional type of cleric, and inspire people to actually try it out as well. Read on if you're interested in creating the most unique class this game will ever have to offer.

[~~~ 2. Status points ~~~]

As a Full Attack Cleric, you will aim for the greatest possible damage, no matter how much defense and HP you will have to sacrifice.

MAG - Magic: (1 MAG = + magic attack based on your level and equipment magic attack)
This is your main stat, increase it by 5 points every level unless you need STR or DEX for your armor.

STR - Strength: (no special attribute worth mentioning for clerics)
Will be let at a minimum to meet your armor's requirements. Usually equals putting 0.5 STR every level for magic robes, 1 STR for light armors, and 2.5 STR for heavy armors.

DEX - Dexterity: (20 DEX = 1% critical rate)
Neither the additional evasion rate nor the higher critical rate are high enough to compare with the magic attack you gain from MAG. Hence your DEX should never exceed the minimum amount required for your armor. That usually equals putting 1 DEX every level for light armors, 0.5 DEX for heavy armors, and of course 0 for magic robes.

VIT - Vitality: (1 VIT = 10 HP)
It might be tempting to put some points into it in the early levels, but it totally obliterates your damage output later when each point of MAG gets more and more valuable. Plus, the amount of HP you gain from VIT is simply too low to make any difference. Let it at 5 or if you have the cash to spare, decrease it to 3 by restatting. Getting the lacking HP solely through your equipment will be much more effective.

[~~~ 3. Equipment ~~~]

[~ 3.1. Armor Types and Builds ~]

Armors are among the most heavily debated subjects when it comes to choosing the best type for each class. Although magic robes are the most obvious path for casters, light / heavy armor has shown some benefits in wizards and support clerics as well. But is it really an option for a Full Attack Cleric?

The most notable benefits of these alternative armor builds undoubtedly lie in their higher physical defense, which might let you survive a bit longer in AoE parties or in duels against physical characters like archers. Since they can also switch to magic robes whenever necessary, they can perfectly adjust to any situation requiring the one or the other type of defense. Now for the bad news, most people are completely unaware of the actual damage loss you will suffer after sacrificing so many of your precious MAG stats for STR and DEX to be able to equip these armors in the first place.

Let me show you the statistics of a sample Pure MAG, Light Armor, Heavy Armor, Pure VIT and Full Heavy Armor build on a worksheet I created in Microsoft Excel:

[>>> Full Attack Cleric statistics <<<](#)

Just see a bunch of numbers? No worries, I'm going to explain this statistic in detail now.

[3.1.1. Heavy Armor - Full] Heavy Armor obviously has the lowest magical and highest physical defense, but in order to equip it, you'd need so much STR and DEX that you wouldn't have left enough MAG to carry your latest magic weapon anymore. That's what the Full Heavy Armor build is about – totally ignoring damage and going for a hardcore physical defense. You could tank any physical mob without problems, but well, that's it. Your abnormally low magic attack would not only prevent you from killing the mobs in an acceptable timeframe, but combined with equally low HP and magic defense it would get you killed at every single magical enemy, be it in PvE or PvP.

[3.1.2. Heavy Armor - Minimal] So, people have come up with a better solution. Instead of restricting the MAG to wear their heavy armor, they're now restricting the STR and DEX to at least be able to equip their latest magic weapon. The highest possible heavy armor they can wear at level 70 for example, would be the level 40-46 set, which still has slightly more physical defense than light armor. But again it comes at a great cost, namely a loss of 17.1% of their potential damage. Due to their slow killing speed, they'll also have to take a few more hits before their enemy dies, so their higher physical defense is practically nullified again. Not to mention they'll now have the magical defense of a level 46 blademaster. Hence both Heavy Armor builds are absolutely out of question for any serious Full Attack Cleric.

[3.1.3. Light Armor] Light Armor would cover exactly that low magical defense problem. While still having a nice physical defense, this would seem like the ideal all-round armor – if there wasn't this damage loss again. The slightly higher critical rate unfortunately doesn't make up much of the huge MAG loss, so you'd still be stuck with a mere 84.8% average of your potential damage. Just like Heavy Armor builds you wouldn't be able to kill your enemy fast enough before getting hit yourself. None of your defenses is high enough to efficiently protect your equally low HP; so yet again, this alternative option too is doomed to fail.

[3.1.4. Pure VIT Magic Armor] Then how about increasing your VIT while simply keeping your magic armor? It gives 10 HP per point, which equals about 1100 more HP than a Pure MAG at level 70. Protecting you from both physical and magic attacks at the same time, this is clearly the best defensive build for squad-oriented people. However, it's a contradiction to the very nature of a Full Attack Cleric to play defensively. Just like Heavy and Light Armor builds, VIT builds can only reach 79.8% of their damage potential, which is totally unacceptable for this specific type of cleric. Your job is to kill enemies in 1-2 hits by debuffing and dealing great damage, so 1100 HP is no reason to give up the very purpose why you created this kind of character.

[3.1.5. Pure MAG Magic Armor] Yes, this leaves just 1 viable option. To maximize your damage to the fullest extent, every build other than Pure MAG is a waste. Your low physical defense and HP will not be a problem here, because unlike the wizards, the cleric's protective skills can let you survive easily on a purely offensive build. What's more, by skipping all heals you'll have saved enough SP to max these skills at a very early level already. In grinding, no mob is strong enough to reduce your HP fast enough before your massive HoT kicks in again - in PvP, you can easily sleep the enemy and take your time to debuff before smashing him with full power - and in dungeon parties, you can simply put up plume shell when the situation gets critical. If played correctly, this is the only build that has virtually no weaknesses.

[~ 3.2. Jewelry ~]

Since your choice of rings is pretty obvious, I will just concentrate on the magical and physical defense enhancing kind of jewelry here. Their benefits are strongly dependent on which armor you're wearing, and for which purpose you intend to use it for.

*Please note that the defenses are **percentage based**, so the higher your defense is, the less damage reduction you will receive when equipping additional jewelry of that type.*

Physical defense: Overall, this is the better choice for robe users, as only very little additional defense is required to get a huge increase of damage reduction. The bad thing is that physical defense type jewelry usually comes coupled with HP bonus stats, which isn't the ideal choice for a Full Attack Clerics in the later levels.

Magical defense: If you already have high magical defense, more of this jewelry will probably give you no more than a 1% or 2% higher damage reduction. The reason why some players still prefer it over the physical defense jewelry is because it often has higher values of MAG as bonus stats, which can prove very useful in grinding.

If you can't decide, you can also buy 1 of each type and switch them as necessary, if your cash agrees with it.

[~ 3.3 Bonus Stats ~]

Bonus stats, not stars, are the most important factor to consider when buying equipment. First of all, if you don't plan on switching equip on every second mob, make sure that no piece of armor lacks any of the basic elemental defenses. The more elements are missing, the higher the remaining elemental defenses will be, but you'd have a hard time fighting against mobs of these specific elements since your overall defense would be much lower.

The options of bonus stats are:

For higher endurance:

+ HP or VIT: Probably the most common bonus stat. Since you can get a very high amount of HP from it, most players consider it as their main choice for improving their survivability.

+ Physical Defense: You can get a fair amount of it to profit from the huge damage reduction until the percentages become inefficient compared to VIT. Remember that HP increases the numbers of hits you can take from both physical and magical mobs, while + physical defense is only limited to physical damage. In later levels, most of the mobs are magical, so I'd advise you to never choose physical defense over HP, except for PvP purposes.

+ Elemental Defense: Not what you should look for. HP/VIT is much more valuable.

For higher damage:

+ MAG: Quite rare, and comes in very low values compared to HP/VIT. Mostly + 4 or + 5 MAG is the highest you can find, while HP goes easily over 80 at a cheaper price. If stacked, the difference can be even higher. But if you're looking for even more damage instead of HP on equip, + MAG is your best option in the lower levels.

+ Magic Attack: Mostly comes in rather low amounts compared to MAG. To find out which one gives more base magic attack, refer to my formulas in the Questions and Answers section.

- % Casting Time: Very rare, will increase your damage per second by a small amount, but overly expensive for what it's worth. Even when stacked at 30% or above, you almost can't tell the difference, especially if you're lagging.

+% Critical Rate: Very rare and expensive, rises in effectiveness over the levels as your damage output increases. Its efficiency compared to + MAG strongly depends on how much an attack is based on magic attack instead of a fixed value. For example:

To outdamage 1% critical rate on average:

*As Pure MAG at level 50 (wearing average 3 star equipment), your equipment will need at least **+ 6 MAG** when using great cyclone level 10.*

*As Pure MAG at level 80 (wearing HH80 sword + average 3 star equipment), your equipment will need at least **+ 10 MAG** when using wield thunder level 10.*

Seeing that +1% critical is much easier to get than +10 MAG, +% Critical Rate as bonus stat actually proves to be more effective than + MAG in the higher levels.

Other:

+ MP recovery: Unless it's heavily stacked, you'll be burning through your MP way too fast to notice the recovery.

+ HP recovery: Comes in too small amounts to be useful.

+ STR / AGI: No need for additional STR/DEX over the minimum requirement for armor.

+ MP: No use in adding even more MP as a pure MAG build.

+% Experience: The available +% of Experience are too low to make any real difference while grinding.

+ Movement Speed: Became totally useless since the Forest Ruin was closed.

+ Evasion Rate: Due to high accuracy of your enemies, + Evasion Rate barely has any effect.

+ Accuracy: Magic attacks never miss, no need for any accuracy at all.

[~~~ 4. Skills ~~~]

The totally different arrangement of skills is what truly sets apart a Full Attack Cleric from the common healer. Only when giving up on what most people call the very purpose of a cleric, you will be able to explore their true powers that have been overshadowed by the common support role bias. The right combination of the skills will enable you to easily outdamage wizards and archers, so you will have to do a lot of planning before deciding which to level. Setting very clear goals and determining the extent to which you want to restrict your supporting abilities will be crucial to achieve an optimal skill array that best suits your needs.

Basically you can go from a pure damage dealer, who only skills attacking spells and buffs, to a PvP type cleric, who will also include debuffs, to a secondary supporter, who will use ironheart blessing as well. Just remember that the more skills you omit, the sooner you will be able to max your important nukes.

[~ 4.1. Nuking Spells ~]

Nuking Spells will generally be your first priority.

Physical Nukes:

Plume Shot: This will be your main attack throughout the lower levels, so I advise you to max it. Only when the benefits of Metal Mastery start showing at around 60+, Plume Shot will slowly disappear from your grinding combo, but due to its very low casting time, it will still be invaluable in PvP against magic classes.

Razor Feathers: Useless in normal PvP or grinding, the damage is way too low to compensate for its horrendous casting time. The only real use of it will be for solo AoE leveling at level 70+, so don't get it until you really have the SP to spare.

Metal Element Nukes:

Great Cyclone: Good damage, very fast casting – your main attack in all levels. Get it to 10 as soon as possible, it will allow you to kite mobs (slow-down effect) and deal great DPS at the same time.

Thunderball: Your only DoT skill, which won't show its full power until much later. Useless in PvP, but absolutely necessary in PvE to replace Plume Shot against wood type mobs. Set it aside until you've maxed Spirit's Gift, Elemental Seal and Plume Shot / Great Cyclone.

Siren's Kiss: Probably the cleric's least used skill – it's pretty much the weaker version of Tempest. It deals some good metal damage, but the requirement of 1 spark totally ruins it. Its only use would be to bridge your combo in solo AoE at poison mobs (Razor Feathers -> Siren's Kiss -> Purify) and in PvP (Wield Thunder -> Cyclone -> Siren's Kiss), so I wouldn't recommend it until 70+.

Wield Thunder: Your best spell ever. Get it immediately once it becomes available, and do always keep it maxed for your level. Its enormous damage compared to your standard nukes makes it invaluable in every situation, may it be PvE or PvP.

Tempest: The spell that will strike fear into the faces of your enemies. Even though it uses 2 spark, it will allow you to 1 hit almost every class in PvP when they're properly debuffed. Unfortunately, it's very expensive to level, both money and SP wise, so I advise you to set it aside until 70+ unless you're a very PvP oriented player.

[~ 4.2. Debuffing Spells ~]

Debuffing Spells are the Full Attack Clerics' speciality. All the surplus SP you saved from the heals will be used to max these 4 spells as soon as possible for maximum PvP advantage.

Elemental Seal: Your most used debuff in PvP as well as in PvE in the later levels. Get it once Spirit's Gift and Metal Mastery are at a fairly high level.

Dimensional Seal: Great debuff against magic metal or fire element mobs, since you are going to defeat those with Plume Shot. Get it when you have Elemental Seal maxed.

Silence Seal: Your paralyze debuff. It has rather limited use (in PvP against melee classes for example) and doesn't show its real benefits until it's upgraded to Holy / Dark.

Chromatic Seal: An absolutely mandatory debuff to level. It can sleep your enemy for up to 33.6 seconds at level 10, which gives you plenty of opportunities in every fight: healing yourself, debuffing the enemy, escaping from mobs or taking aggro off someone else. Get it as soon as you can.

[~ 4.3. Buffing Spells ~]

While the squad buffs are totally useless to a Full Attack Cleric, the single buffs are undeniably necessary to level if you don't want to depend on another cleric all the time. Their priority over the debuffs is debatable and solely depends on your preference.

Single Target Buffs:

Plume Shell (*self-buff only*): Takes 80% of incoming physical damage, and subtracts it from MP instead of HP. During its uptime, you will be pretty much invincible to all physical classes, so I'd advise you to max it as soon as possible, preferably in your 50s.

Vanguard Spirit: Significantly increases your physical defense. It's very cheap to level, max it when you have some leftover SP from your nukes.

Magic Shell: Increases magical defense. Since you won't have many problems fighting against magical mobs anyway, don't level it too much until Vanguard Spirit is maxed.

Celestial Guardian's Seal: A quite useful regeneration buff, but way too expensive in the lower levels. Don't get it until much later when you can afford to spend so many SP.

Spirit's Gift: This buff is an exception; get it as soon as you can. It dramatically increases your damage.

Squad buffs:

Greater Protective Aura: Don't ever waste your SP on this. Squad buffs have exactly the same effect as single buffs with the difference that they affect the whole squad and last 1 hour instead of 30 minutes. Just let the other cleric buff the squad.

Aegis Spirit: Same as above.

Exalted Renewal: Same as above.

Arcane Empowerment: Same as above.

[~ 4.4. Healing Spells ~]

The only skill you're ever going to need from this category is Purify. Ironheart Blessing is optional, all other heals are to be strictly avoided if you don't want to end up being a supporter.

Blessing of the Purehearted: Leave it at 1. Not even support clerics need it.

Ironheart Blessing: If you ever get tempted to skill heals to get invited more frequently into FBs or HH, go for this one. Ironheart Blessing will be the only requirement to act as a secondary healer. At 60+, it can also save you a huge amount of HP pots and make a real difference in PvP, so I advise you to level it at least a little. Consider it as a short secondary regeneration buff.

Wellspring Surge: Leave it at 1. You can use it for a while in the lower levels to save yourself some HP pots until you have the SP to level Ironheart Blessing. For more flexibility in duels, you can max it later at 8x when you have excess SP, but it isn't needed at all.

Revive: Don't EVER level this skill, no matter how many SP or money you have. People are going to bug you all the time to fly over half the map to revive them. Level 1 is enough to avoid this situation and still be able to revive people in danger of a squad wipe in dungeons.

Purify Spell: Get it as soon as it becomes available, and leave it at 1. Leveling this skill will only reduce its cooldown time.

Soon the Light: A simple squad heal. Don't get it; let the other cleric heal the squad.

Stream of Rejuvenation: A mix of Ironheart and Blessing of the Purehearted. Don't get it, you're no healer.

[~ 4.5. Pure Support Spells ~]

These spells must be avoided at all costs. They're locking your own powers to support other people, which is totally contrary to the purpose of your build.

Regeneration Aura (also called Blue Bubble): It reduces the damage taken by enemies and constantly heals everyone who stands within its array, so it's quite a valuable skill – for a support cleric. Don't get it. As a Full Attack Cleric, you're not supposed to abandon your tremendous damage output to heal the squad.

Heaven's Wrath (also called Red Bubble): Increases damage and casting speed for everyone within its array. Don't get it. You're much better off dealing the additional damage yourself.

[~ 4.6. Passive Skills ~]

Metal Mastery: Extremely expensive, but gives a great increase in metal damage. It's very much worth its high cost; get it when you have leftover SP from Spirit's Gift.

Flying Mastery: This totally depends on your preference. If you're not very rich or spending real money to pay for faster wings, consider getting this skill. Just remember that it solely increases the speed of your original white wings, not the brown ones or any DQ / Cash Shop wings.

[~ 4.7. How to get the most out of your SP ~]

Especially at level 40-50, you will find yourself among tons of different skills that you won't be able to learn right away. Since there is no way to purely farm SP, you will have to save them as much as possible.

- Don't get skills just to 'try them out'. Look at the skill descriptions, make your plans, and stick to them.
- Concentrate on no more than 2-3 skills at a time, which you will always keep maxed for your level. 2 good skills are better than 5 average ones.
- Plan ahead at least 5 levels, so you can skill your nukes as soon as they become available.
- If you ever happen to have a surplus of SP, don't waste them on useless skills. Save them for later.

[~~~ 5. Your role in a Squad ~~~]

In FB/HH parties, a Full Attack Cleric's role is very versatile and needs to be adapted to each situation. Since there is mostly only 1 other cleric in your squad, your task will be to watch over him and protect him at all costs. Use your sleeping or paralyze debuff in case he takes aggro, and help him out by tossing in some Ironheart Blessing whenever his heals can't keep up with the damage taken. Especially at bosses, you can act as a secondary supporter, while attacking and debuffing during Ironheart Blessing's effective HoT (Heal over Time). Debuffs will be adjusted according to the layout of your squad: Elemental Seal if there are more magic classes, Dimensional Seal if there are more physical classes. In the easier parts of the dungeon where no debuffs or additional heals are required, concentrate on high damage dealing for faster killing.

This is indeed a very unusual role for a cleric, so make sure to inform everyone of your build before setting up the squad, to avoid any misunderstandings later on. You also need to talk it out with your squad in which situations you should revive or not, as most people hate to grind back the higher exp loss from revive level 1.

[~~~ 6. Where and how to Level ~~~]

[~ 6.1. Monster Locations ~]

As your level increases, the exp from questing diminishes until eventually grinding takes over the most part of your time. A Full Attack Cleric can sometimes be a pain to level, so you need to look out for special spots which are best suited for your strengths. Until level 75, it's best to grind on nearby magic or poison mobs, preferably in the air or underwater since they give much more exp on average, and are also more spaced out for higher security from aggro spawns.

Level 37 – 44: Native Vipion level 41, flying poison mob. Location: North of Swiftwind Tribe.

Level 45 – 52: Evolved Vipion level 50, flying poison mob. Location: Around the Elf, Untamed and Human starter towns.

Level 53 – 57: Vipion Revolutionary level 54, flying poison mob. Location: City of Misfortune.

Level 58 – 62: Foxwing Supreme level 60, flying magic mob. Location: North of Tusk Town, or around the starter towns for non-aggro.

Level 63 – 64: Vampiric Nightstalker level 62, flying magic mob. Location: Village of the Dreaming Cloud.
Level 65 – 70: Minion of Alucard level 68, flying magic mob. Location: Swamp of the Wraiths, around the Altar of Disbelief.

Level 71 – 74: Carrion Vulture level 72, wood element flying magic mob. Location: Fragrant Hills, north of Sanctuary.

Level 75 – 82: Mothran Dazzlewing level 80, wood element flying magic mob. Location: Lake of Woe, west of Dream Weaver Port. This is where the famous butterfly parties start: A group of 6 people using an exp scroll and killing as many butterflies as they can during 1 full hour. It's considered the cheaper alternative to AoE, as the exp reward is enormous compared to normal grinding.

Level 83 – 90: Ultrafin Supreme level 88. Location: Sea of Isolation. Fish parties work the same as the butterflies. Alternatively, if you don't find enough people for your squad, you can solo AoE at the level 85 poison mobs called Malicious Cadevil, east of Thousand Streams. Be aware that their stacked poison can be quite strong, so I advise you to max purify to avoid any casualties.

[~ 6.2. Skill Combos ~]

Setting up a good combo will be crucial to maximize your damage output in all kinds of situations.

PvE combos should always be adjusted to kill as fast as possible with minimal hits. Mostly you will be using this:

Elemental Seal -> Wield Thunder -> Thunderball -> Cyclone

If the mob is rather strong you can try to minimize the hits taken by slowing them down first, and using faster skills to heal or cast plume shell immediately if the situation gets critical:

Cyclone -> Wield Thunder -> Cyclone -> Plume Shot

At Fire or Metal magic mobs, use this:

Dimensional Seal -> Plume Shot -> Plume Shot

In case the mob is totally superior to you and you can't outpot / outheal it (mostly Fire or Metal physical mobs), you need kite it by constantly using cyclone and running away from it till its safe to attack again. Another option is to use plume shell, but it will burn through your MP like hell.

[~ 6.3. MP Management ~]

Clerics are the class with the worst MP upkeep in the game. In the higher levels, you'll sometimes be using over 1k MP per mob, which will drain away your cash in no time. The cheapest solution of course is to sit down and go AFK for a while until the MP fills up again, but that clearly is not an option in FB/HH or intense grinding parties.

The best way to go without seals is to level your apothecary craft up until you can make Concentrate Orbs. They regenerate 100 MP per second during 10 minutes, and you can get 5 for 15 Serpentine Herbs and 20 Butterfly Herbs. That's 300.000 potential MP in 50 minutes for a few grasses, more cost-effective than seals could ever be. In case your Concentrate Orbs can't keep up with the rapid MP usage in battle mode, simply make some Arctic Orbs or buy the normal MP Potions.

Another point to consider is the MP usage of the skills themselves. Wield Thunder has about 1.5 times the damage of Great Cyclone, but almost 4 times as high MP usage. If you're not in a hurry, save yourself 200 MP by casting Cyclone or Plume Shot twice, instead of 1 Wield Thunder.

[~~~ 7. Player vs Player ~~~]

The competition of fellow players in PvP is probably one of the biggest reasons why people keep playing this game for so long. Full Attack Clerics (or even support clerics to a certain extent) are excellent PvPers, and are generally unmatched by any other class except very skilled archers or venomancers.

Your strategy stays the same against every enemy, which is to sleep, debuff, and kill in a few seconds before they get to do anything:

Chromatic Seal -> Elemental Seal / Dimensional Seal -> Ironheart Blessing -> Spark Eruption -> Tempest (Wield Thunder / Razor Feathers if you don't have spark) -> Cyclone

In case something goes wrong, you have to put up Plume Shell and Ironheart Blessing to protect your HP until Chromatic Seal can be cast again. Running is not an option against most classes, since your movement speed is among the lowest of all.

[~ 7.1. Light Armor in PvP ~]

The only reason some people choose light armor is the slight advantage against some enemies in PvP. Having the possibility to survive a few more seconds sometimes allows them to dish out another quick attack that could eventually decide between victory and defeat. The bad thing is that they themselves probably need 1 more hit to kill the enemy as well. That essentially makes them dependent on a critical hit to win, which means it's all based on pure luck. As such, their PvP strategy will shift from 'sleep-debuff-quick kill' to 'endure and hope for the right moment'.

[~ 7.2. Heavy Armor in PvP ~]

Heavy armors are definitely the worst possible choice when it comes to PvP. The higher physical defense doesn't provide any real improvement against 4 of the 6 classes, nor is your damage high enough to kill them fast enough before they get to take on your low HP. Therefore your strategies will all have to be based on outhealing your enemy before too much damage is taken, and hope your defenses stand strong to give you an opportunity to strike back.

[~ 7.3. Winning chances and strategies ~]

Here I'll explain how to win against the different classes in duels, and how good the chances of each build generally stand. For convenience, I'll refer a Pure MAG Magic Robe build as to MR, Light Armor as LA, Light Armor switching to robes as LA-MR, Heavy Armor as HA, and Heavy Armor switching to robes as HA-MR.

[7.3.1.] Wizard: *(high magic attack - low defense and HP - no PvP skills)*

Wizards are definitely the easiest opponent to defeat for a cleric. You will just have to wear magic armors to significantly decrease their damage, while you can either hit with physical or magical attacks depending on their weak spot. They also don't have any good stunning or healing skills, so it's basically a skill->skill->dead duel. In case they land a lucky critical hit, sleep them and heal yourself with ironheart blessing before resuming the battle again.

MR: (Very Easy) Mostly 2-3 hits are enough to kill them. You can't lose against wizards.

LA-MR: (Easy) Your hits won't be as strong as if you were a Full MAG, but you will probably win nevertheless, especially if you crit.

HA-MR: (Rather Easy) In absence of HP, attack power and critical rate as well, your only plus here will be your skills. The wizard will probably outdamage you, so you'll have to rely on ironheart to win this one.

[7.3.2.] Blademaster: *(moderate HP - high physical defense – close/mid-range only)*

Blademasters are, just like the wizards, a rather easy enemy to defeat. The heavy armor they're wearing makes them very vulnerable to your magic attacks, and the fact that they don't have any long-ranged skills brings them in a serious disadvantage. The only real danger they pose is their close range stunlock, which essentially means: once they come up close, you're as good as dead. Hence you'll always have to keep them at bay by sleeping and paralyzing them adequately.

MR: (Easy) A 1 hit for Tempest. If there is no spark allowed, use wield thunder and cyclone instead, it will still kill him in 2 hits.

LA: (Easy) The higher physical defense certainly comes in handy here. You'll win easily.

HA: (Very Easy) Deadly combination. The blademaster won't stand a chance.

[7.3.3.] Cleric: *(high magic attack - low defense and HP - sleeping / healing skills)*

When fighting against your own class, it mostly comes down to each individual's experience and (to a lesser extent) equipment. In many cases though, none of you will be able to outdamage the healing of the other, so in the end it very often depends on who has the better MP upkeep. Here I recommend to have ironheart blessing maxed even as a Full Attack Cleric, otherwise you might not be able to fully recover your HP fast enough.

MR: (Rather Easy) You'll probably win. If sleeping + debuffing + razor feathers + plume shot doesn't kill him, his MP will still run out faster than yours.

LA: (Normal) It doesn't really matter if you're wearing a magic robes or light armor here, the other cleric will attack you with magic or physical attacks depending on your weakness. The only way to win for light armors is to hope for a lucky critical hit, and then try spamming plume shot as fast as possible before he regenerates.

HA-MR: (Hard) No matter if you wear heavy or magic armor, you will lose. You'll be hit hard with either magic or physical attacks, you can't dish out any damage, and your HP won't withstand many hits.

[7.3.4.] Archer: *(rather low HP – moderate physical/magical defense – ranged stunning skills)*

Archers are one the harder enemies to face for a cleric. They're doing a lot of damage in a very short time, combined with deadly stunning capabilities and excellent defensive skills such as Winged Shell and Wings of Grace. Their only downside is the rather low HP that you must exploit mercilessly by trying to 1 hit them with Tempest or even Wield Thunder. If you can't finish them off quickly enough, cast plume shell immediately, in hope for another chance to strike the final blow.

MR: (Normal) Unless they wear extraordinarily good equipment, you can 1 hit archers even several levels above you with tempest. 2 hits with wield thunder and cyclone. Still, make sure not to let them gain the upper hand – they can usually 1 shot you as well.

LA: (Rather Easy) Light Armor Clerics are the archers' most feared enemies by far. Both of you have great debuffs, can attack both magically and physically, and even wear the same armor now – but your attacking power is slightly higher. If you don't screw up too much here, you'll probably win.

HA: (Hard) Archers have magical attacks too, so either way, you'll be shot dead.

[7.3.5.] Venomancer:

Venomancers are the most versatile and unpredictable class of all – duels against them can range from very easy to very hard. One usually distinguishes between Mage and Fox Form type, each with special skills of their own.

Mage type: *(low HP/physical defense – debuffing / stunning skills – pet assistance)*

Almost all venomancers you will meet are Mage types. Normally wearing magic robes, they'll be very easy to defeat with plume shot. Still, you need to be very careful about their pet: it always does physical damage, with very fast consecutive attacks. Some pets even have various debuffs, including the bugged bleed, which for some reason doesn't suffer any damage reduction in PvP. Sleep the venomancer first to avoid her deleting your buffs / plume shell, then kill her off as fast as possible before she gets to do anything. Alternatively, if she's not using the golem, kill the pet first to avoid any problems in case plume shell runs out. Don't ever let her catch you off guard, try to control the fight from the beginning.

MR: (Normal) Venomancers can be quite tricky to defeat for Full MAG Clerics. There are many strategies available how to kill them, but it depends on each individual player which works best. Just try to finish her off as quickly as possible, 2-3 hits are enough.

LA: (Easy) Neither the venomancer nor the pet can hurt you very much. With a bit of experience, she'll be an easy kill.

HA: (Rather Hard) Either the pet or the venomancer is going to hit you really hard here. Try healing yourself to endure long enough to dish out a few blows, but I doubt you can win here.

Fox Form type: *(low HP/magical defense – high physical attack – pet assistance)*

Since it costs too much time to switch forms in duels, this rare venomancer type will concentrate on her physical attacks in her Fox Form. By leaving MAG at a minimum, she has enough spare points for STR and DEX to wear heavy armor without a problem, so you are going to attack her with magic attacks instead of plume shot. Sleep her immediately once the duel starts, and try to get a 1 hit with Tempest or Wield Thunder.

MR: (Easy) Easier than a blademaster. 1 hit her before she can come close.

LA: (Easy) Even if you can't 1 hit, she won't be able to get your HP down fast enough before she's dead.

HA: (Very Easy) Not only can you strike right at her weak spot, you can also endure most of the damage taken. No way you can lose here.

[7.3.6.] Barbarian: *(insanely high HP – low attack/magical defense – close-range only)*

Their low magical defense and melee-only attacks makes them very vulnerable to your ranged magic spells, yet their sheer HP makes them an enemy better not to be underestimated. Your tactic here will be the same as against blademasters: keep them away from you by paralyzing and sleeping at the right moment. You can also kite them with cyclone, but that's time-consuming and not recommended if he's on a seal.

MR: (Normal) You might take a few hits before you can kill him. Still, your chances stand pretty good if you're using your debuffs wisely.

LA: (Rather Easy) Due to the barbarian's low attacking power and accuracy, you probably won't take much damage. Be careful of Perdition though, probably their only skill that can seriously endanger you.

HA: (Easy) You have much lower HP than him, yet you almost won't take any damage. Regenerate when needed, and watch your attacks slowly sucking the life out of his HP. You can't really lose here.

Now, you might find it to be really hard to PvP as a cleric at first. But don't worry, that's completely normal, since clerics need to think about what they're doing, not just blindly attacking until dead. That naturally requires very fast reaction times and the ability to always anticipate the enemy's next step, which is no easy task for the less experienced players. Just keep dueling different people, learn about the skills of the different classes, develop countering measures against every type of enemy - and you'll soon be able to efficiently use the full spectrum of the cleric's extraordinary capabilities.

[~~~ 8. Beyond Level 89 ~~~]

[~ 8.1. Sage and Demon ~]

At the level 89 cultivation quest, you will get to choose between Sage and Demon, a feature that enables you to gain additional effects for skills by using the skill books that drop from FB89 onwards. When looking at the skill bonuses, you will immediately notice the huge difference between the two options, so make sure to evaluate them properly before deciding which of them suits you best. Generally, Sage is more balanced in damage, has better healing and buffing capabilities, and is clearly preferred for more defense and squad-oriented players. For PvPers and soloers, Demon is the better choice, for its better debuffs, higher critical rate, faster attacks, and more offensive capabilities. Personally I'd advise all Full Attack Clerics to choose Demon, to fully exploit their potential in PvP as well as in general damage dealing. Here are the skills which convinced me to take the Demon path:

Spirit's Gift: "Demon version grants an additional 150% to magic attack for the first 10 seconds." No more needs to be said, this will make you the king of 1 hits.

Dimensional Seal: "Demon version does not reduce your attack damage." Paralyzing melee classes from distance and then attacking at full power will make this your best debuff skill.

Wield Thunder: "Demon version reduces enemy's Metal resistance by 30% for 10 seconds." Another great debuffing effect to further increase damage output.

Plume Shot: "Demon version reduces both channel and cooldown times to 1.2 seconds." Fast Plume Shot spamming will give you absolute superiority against all magic classes in PvP.

[~ 8.2. Your final destination ~]

At level 90+, all clerics, no matter which type, have accumulated enough SP to max all their remaining skills. This means that now Full Attack Clerics can skill their heals as well, even though I strongly discourage doing so. As soon as you can heal, you'll be asked to play the supporter role in parties, which is of course completely contrary to why you created a Full Attack type in the first place. The only supporting skills you could consider maxing are Purify (needed for solo AoE at poison mobs), Ironheart Blessing (to save HP pots in grinding), Wellspring Surge (as quick heal in PvP) and the 1 hour buffs. Don't ever touch the rest, or you'll regret it.

Skills aside, you should now concentrate on farming HH and earning as much money as possible to be able to afford your end-game equipment. Indeed, equipment will play a major role in the now ever more frequent PvP activities like group PK and Territorial Wars. Once you got together all your necessary gear, consider getting physical defense soulstones for your sockets, especially if you're wearing magic robes. The reason for that is, you'll get a nice increase in damage reduction when your defense is still low, and the HP can now mostly be covered by high armor upgrades alone. This will give you a whole range of new opportunities in mass PvP like Territorial Wars. Although you'll never stand on the front lines, you can endure a few shots while dealing massive AoE damage to surrounding enemies, as well as effectively eliminating catapult pullers without immediately getting sniped from behind. In fact, Full Attack Clerics can completely replace wizards in any situation, while having a lot more additional capabilities to adjust to new circumstances and strategies. Be it for interrupting blademaster stuns, hunting down the healers or just assist in standard damage dealing, you'll always be of great value to your team.

In conclusion, Full Attack Clerics will become the ideal all-round damage class, without ever needing to skill their heals.

[~~~ 9. My own Experiences ~~~]

During the 8 months I played on Delphi, I learned a lot about the system and economy of the game, made many wonderful acquaintances, had tons of fun in PvP, TW and raid parties, while receiving a lot of admiration for my Full Attack build from various people, as well as having to endure a lot of disfavor and criticism. Overall, I can say that my experiences have been very mixed, and I can't deny that they could certainly have been much better if I was a generic support cleric. Nevertheless it was totally worth trying out this really unique class, and finally writing this guide to pass my legacy on to newer motivated players. I shall tell you my story as a Full Attack Cleric as I went through the levels, so you can get a first impression how it's like to belong to the estimated 0.5% of the clerics who can't heal.

The hardest part of the game were undoubtedly the lower levels, when every ranged physical mob practically smashed me to bits. Especially around level 16-20, my nerves were arduously being put to test. Without healing or plume shell, it was nearly impossible to survive even 1 mob unless I potted like mad. As you can guess, this seriously made me question my build already. Did I overestimate the damage bonus you gain from higher MAG? As I almost decided to put some VIT already, the surprising appreciation of my build from other players inspired me to be patient and go on with my plans. Yes, at that level, people were actually very open for new ideas, probably because they hadn't directly experienced the standard role of a cleric yet. Anyway, from the point I got my 3 star weapon from FB19, my leveling got much easier. To make up for my low VIT, I collected enough money to put some HP stones into my equip, which carried me over into the 3x levels without problems.

It wasn't until I needed FB29 that I made my first rather bad experience with other players. As I didn't have a faction at that time yet, Memoire was kind enough to assist me with the dungeon. Everything went pretty smoothly, until one of their members blamed it on me that apparently his seal jumped way too often. Although I had mentioned my build before going into the FB, he didn't seem to have taken it seriously until I proved him that I couldn't heal indeed. He seemed to be really furious, and persistently called me a stupid noob. The other people also wanted to make clear how horribly useless I was, and insisted that I should skill heals immediately. It was such a disappointment. Worse still, as the levels passed I've noticed the same behavior again and again from many different people. No one ever heard of my build before, so I've come to realize that I was probably the only Full Attack Cleric on the whole server, contrary to my original assumption that the population was at least 10%. But well, ever since that event, I always made sure to thoroughly explain my build before partying anyone, to avoid such painful situations in the future.

As my quests slowly ran out in the low 4x levels, I was grinding for the most part on flying poison mobs until my high 50s. It was exactly then that I first noticed the difference in damage compared to normal MAG/VIT builds. When observing other clerics grinding at my spot, it couldn't be overlooked that they always needed at least 1, if not 2 more hits to kill the same mob. Of course I attributed this remarkable difference not only to my build, but also to my higher leveled offensive skills and my optimal stat system on equipment (I'll explain that in detail in the FAQ section). What's more, that difference even seemed to increase in the coming levels.

In my mid 60s though, the strength of the mobs suddenly rose dramatically around Tusk Town. Although my damage was good, I still couldn't kill these metal mobs fast enough to avoid significant HP losses. The dropped HP pots couldn't keep up with the rapid usage anymore, and kiting wasn't really an option if I wanted to kill many mobs in a very short time like before. So it was then that I decided to skill ironheart at last. It felt kinda weird to level a skill from the healing tree to higher than 1, but it was necessary – unless I would have liked to spend tons of money on HP pots, which would be rather ironic, since I could easily heal myself with a low level ironheart blessing. Up until this day I still don't regret skilling it. It truly made my life much easier in grinding, as well as getting into HH parties when there was only 1 other cleric. Since I never spent any real money on this game, HH was indeed my second best money supplier when I needed to buy my rather expensive skills / equipment and teleports for the daily world quest - the first being mining on my pet ride along a fixed route around Dream Weaver Port and Plain of Farewells.

In the meantime, I've been in at least 5 factions, all of which I eventually left due their members' disappreciation of my build. The bigger and higher the faction was, the more rejection I usually experienced. From being ditched in parties, to being insulted for not having revive level 10, I experienced the full palette of possible disfavor you can imagine.

Fortunately I found a much more mature faction shortly after, where I finally met some people who were more open-minded for my playing style again. That accidentally coincided with the moment I was able to max all my debuffs, so with my newly found companions, I began to explore an aspect of the game that I had neglected up to now: PvP. As much as I hate to admit it, I got seriously owned in my first fights. Sometimes I even lost against people a few levels lower than me, partially because of my lack of experience, and partially because I was always lagging horribly at 700 ping before the AIMS lines got implemented. Still, no matter what the outcome was, people always praised me for my damage, which gave me motivation to further improve my strategies. Over a few weeks of dueling people and exchanging experiences, my PvP skills gradually got better: I learned to keep enemies at bay to protect my low HP and use different tactics to counter each class' most sneaky skills. I also now realized the need to level up the preciously unneeded spell tempest, which allowed me to 1 hit almost every blademaster, archer, or light/heavy armor MG/EP/WF several levels higher than me (when properly debuffed with Elemental Seal of course). It made me so proud to see everyone go "WTF!" after seeing that skill smashing through their HP.

Still, at heart I was more focused on PvE and damage dealing than anything else. In the late 70s then, I decided to slowly switch most of my +HP accessory to +MAG and + Critical Rate, while still keeping in mind the optimal stat system. Contrary to what most people would expect, additional HP proved to be useless when it came down to normal grinding, simply because unless you're 1 hit, you will be able to heal yourself much faster than a mob can hit you. My level 10 ironheart blessing combined with insanely high MAG truly did wonders there.

In the end, I had around 2700 HP and 415 MAG at level 83. I never wore any HH armors due to their bad bonus stats up until 90, instead I bought HP / physical defense enhanced 3 star equipment for my level, since +MAG on good armors was pretty much impossible to find. To save my money for the level 90 HH armor, none of my equipment was upgraded to more than +1 or had soulstones higher than grade 5.

As for skills, I maxed them in the following order:

Level 45: Plume Shot
Level 48: Great Cyclone
Level 5x: (early) Vanguard Spirit
Level 56: Spirit's Gift
Level 5x (late) Plume Shell
Level 64: Elemental Seal
Level 6x (late): Magic Shell -> Ironheart Blessing -> Thunderball
Level 7x (early): Celestial Guardian's Seal -> Razor Feathers
Level 74: Metal Mastery -> Dimensional Seal
Level 7x (late): Silence Seal
Level 80: Wield Thunder
Level 8x (early): Purify -> Siren's Kiss
Level 8x (early, planned): Arcane Empower -> Greater Protective Aura -> Aegis Spirit -> Exalted Renewal
Level 85 (planned): Chromatic Seal
Level 86 (planned): Tempest

None of the remaining healing skills were planned to be learned at all.

Skills I always kept at maximum priority, but could not master immediately due to higher level requirement:

Spirit's Gift -> Wield Thunder -> Metal Mastery -> Chromatic Seal -> Tempest

All in all, I'm very happy with what I've achieved here. Though it was undeniably a very difficult way, I never regretted having chosen Full Attack Cleric as my class. I would absolutely recommend it to any experienced player who seeks a new challenge in the ever increasing dullness of the high levels. Although you're going to need nerves of steel to fend off all the criticism from other people - if you have the necessary devotion and persistence to play this class, by all means go for it. I know you won't be disappointed.

[~~~ 10. Common Misconceptions ~~~]

Since the concept of a Full Attack Clerics differs so much from the usual supporter role, it has sparked serious controversy among many people, whose narrow-minded perspective has often caused many misunderstandings, the following ones being the most popular:

>>> *Clerics are meant for support.*

The fact that clerics can heal doesn't make them a support character by default. Wizards can heal others too, yet for some reason no one ever thinks about that. Consider that if clerics were meant only for support, they wouldn't have any debuffs or attack spells in the first place.

>>> *Clerics have very little attacking power.*

Most clerics do indeed. But that's because of the lack of SP; they always prioritize the supporting skills, which in turn horribly weakens their offensive power. If clerics can focus on nuking spells alone just like wizards, they can become one of the most powerful classes.

>>> *Pure MAG Full Attack Clerics die all the time with 5 VIT.*

Pure MAG builds are only as good as the player's reaction times and coordination. If they're AFKing in dangerous areas, constantly pulling aggro mobs in FBs, not paying attention to PKers or badly timing their skills, yes they will die a lot. But if they're well organized, the HP they get from equipment will be more than enough to survive on pure MAG.

>>> *No one takes a Full Attack Cleric into their squad.*

If that's true, then because they're ignorant. Actually Full Attack Clerics should be one of the most desired classes for squads: they can deal exceptionally high damage, protect other people by taking aggro off them, and assist in healing at the same time. Mostly when there is a Full Attack Cleric, you don't even need a second healer.

>>> *Every Cleric who doesn't have revive at level 10 is selfish.*

My hair always stands on the end when I get to hear this. It's so sad to see that clerics are actually expected to be selfless and run around helping other people all the time. I don't know what to say about this misconception, except that if you truly believe this, something is very wrong with your mentality.

>>> *Full Attack Clerics don't want to help other people.*

Healing does not equal helping people. Everyone can play their character as they like, not merely "to be useful". Archers, wizards and bladesters would be just as useless in that case.

>>> *There is no purpose in creating a Full Attack Cleric instead of a wizard.*

There are many reasons why not to choose a wizard:

- no physical attacks
- no good debuffs
- much longer casting time
- much worse in PvP
- not very versatile
- no buffs / heal over time
- no beautiful wings (not really a reason, but it depends on your preference)

[~~~ 11. Questions and Answers ~~~]

>>> *Can't Full Attack Clerics go into AoE parties without Regeneration Aura (blue bubble)?*

That's right, they can't. Due to their low HP and physical defense, luring is mostly not possible either. You might think about skilling Regeneration Aura, but be aware that it requires Soon the Light and Stream of Rejuvenation to unlock it. That would essentially make a support cleric out of you; therefore you will have to do without AoE if you truly want to be Full Attack.

>>> *So you don't recommend VIT builds or Light / Heavy Armors for Full Attack Clerics. How about Support Clerics, Wizards and Venomancers?*

Support Clerics: I strongly recommend a moderate to high VIT build for all support-oriented clerics, especially those who can't afford extremely high upgraded gear. They're the most important person in a squad, which means once they die, it's over. The lack of additional healing power will not be a problem if there is another secondary supporter in the squad. Don't ever go for light or heavy armor, neither the physical defense nor the critical rate will yield any benefit against most bosses. Remember that more HP = higher survival against both magical and physical monsters.

Support clerics with this build usually put most of their stats into VIT in the early levels, cap it out at level 60-65, and then restat to a low to no VIT build at 90+. The reason for that is because VIT has close to no benefits in high levels anymore, but it's mostly needed in mid-levels for better security at HH bosses.

Wizards: Your job is to deal high damage so VIT builds and heavy armor are out of question. Light armor might be worth considering, since you can't heal yourself effectively in combat against physical mobs, and the additional critical rate makes up a bit for your rather bad PvP capabilities. Still, magic armor will enable you to hit much harder, the only reason why people would take you into their parties.

Venomancer: Unless you go for a Fox Form type, being anything other than Pure MAG is nonsense. Your pet is always going to tank anyway, so there is no need for HP or physical defense at all.

>>> *Why do you never mention Hybrid Clerics – half support half attack?*

Because they don't exist. Either you can heal or you can't, there's nothing in between. Although it's true that the priority of skilling attacks over heals varies between each individual, support clerics or the so-called 'hybrid clerics' are one and the same thing when it comes to their role in parties: healing.

>>> *What about Full Support Clerics - skilling no attacks at all?*

Unfortunately that's not possible in this game. While you might get away with it in dungeon raids and AoE parties, you still need to be able to attack somehow when it comes to grinding and questing.

>>> *Exactly how much base magic attack does MAG give?*

It depends on your level and your equipment magic attack. Basically it goes like this:

$(\text{level} + \text{equipment magic attack}) / 100$

For example, if you have 550 equipment magic attack at level 50, every point in MAG will give you 6 base magic attack.

>>> *What is the difference between equipment magic attack and base magic attack?*

Equipment magic attack: You get it by adding all +magic attack giving equipments, i.e. weapon, rings, soulstones and bonus stats.

For example, if your weapon gives 500-650 magic attack, your rings 100, your soulstones 15, and your bonus stats 25, your equipment magic attack is 640-790.

Base magic attack: This is the value you see under Magic Attack in your character window. You can calculate it with the following formula:

$(1 + (\text{MAG} / 100)) * (\text{level} + \text{equipment magic attack})$

For example, if you have 1100-1500 equipment magic attack and 500 MAG at level 100, you'll have around 7200-9600 base magic attack.

You see, it's not a simple addition. MAG actually acts as an **amplifier**.

>>> *How did you calculate the damage of all the different builds?*

The approximate formula is: $((\text{base magic attack}) + (\text{MAG} + \text{weapon magic attack}) * (\text{magic attack \% from skill}) + \text{skill add-on damage}) * (100\% + \text{additional \% from metal mastery})$

Please note that it doesn't take into account the mob's defense. Unless you can figure out how much damage reduction a specific mob has exactly, you can only calculate your damage on the extreme low level mobs like goats and dogs.

>>> *Where did you find these formulas? Are they really 100% accurate?*

I came up with the MAG and magic attack formulas myself, and I'm very sure they're accurate. Numerous calculations all have come up with exactly the right value. If you're in doubt, you can test them yourself; they're relatively easy to calculate.

The damage formula I got from the official forums of PW-PH, but here my tests have shown some minor deviations from the expected results, so I cannot guarantee its absolute validity. Still, it did a good job to accurately predict the % damage loss of the alternative armor builds compared to Pure MAG.

>>> *How come your damage calculations show so dramatic differences when I, as a light armor cleric, almost hit as high as a pure MAG at the same level?*

There might be 2 reasons for that. First, your equipment might be much better than theirs. My calculations are based on the assumption that both are wearing exactly the same offensive equipment.

Second, you're lower than the level I used in my worksheet. The difference in damage increases with each level, so if you're level 30 for example, you still have 93.3% the attack power of a pure MAG. At level 100+, this percentage will go down to 75% and lower, depending on how much you upgraded your equipment. The stats you put into STR and DEX as a light armor build will become more and more of a burden as the base magic attack you gain from MAG increases at an ever growing rate.

>>> *So a pure MAG does the most damage of all builds. But who is second?*

My worksheet indeed doesn't clearly show any major differences between pure VIT, light armor, and minimum heavy armor builds. Level 70 is still too low to overly express the differences; but in the end, the damage will be like this:

Light Armor > Minimum Heavy Armor > Pure VIT

This is purely due to the critical rate, since the 3 of them will always have around the same MAG.

>>> *What is this optimal stat system you were talking about earlier?*

Basically, it means that you should aim for the most 'total stats' when buying equipment. When choosing the bonus stats, don't just mindlessly buy whatever you need at that moment, but precisely look for the stuff that gives you the most 'stats'. I write stats under quotation marks, because they're not really stats, but more like hidden properties which you can obtain from the real stats as well.

For example:

If you had 920 average equipment magic attack at level 80, what additional property would you choose for your equipment, 10 magic attack or 5 MAG? Contrary to all logic, most players indeed went for 10 magic attack, which equals about 40 base magic attack, while at this stage 5 MAG truly is around 50 magic base attack. This means they lost out on 1 MAG stat point, just out of ignorance.

Another Example:

Would you rather like to stat VIT and get the lacking MAG on equipment, or stat MAG and get lacking VIT from equipment? Most people choose the former, which is again, absolutely contradictory. Not only is MAG equipment much more expensive than their VIT counterpart, but it also comes in lower amounts. You can see +140 HP, which is in fact 14 VIT, on quite a bunch of accessories, while +14 MAG is close to non-existent.

If you keep this in mind, you will always be ahead in stats compared to the average player of the same level. Just use your brain and plan ahead carefully.

>>> *Apart from the Full Attack Cleric, do you know of any other irregular builds that work well?*

Not really. Most irregular builds, like equipping an unusual weapon for your class, have shown to be rather weak compared to their original form. The only build worth mentioning might be a Pure DEX Bow Venomancer, who can simultaneously use her pet and deal some nice damage with her bow too. I've tried playing one until level 30 and it actually went pretty well, with 1 big downside: on a pure DEX build, I obviously couldn't equip any good magic weapon, which prevented me from healing the pet effectively. I stopped playing her for this very reason, since that hindrance would get worse with increasing levels. Maybe I should have statted enough MAG for the latest magic weapon, but the bow's damage would become unacceptable then. So in the end, I really wouldn't recommend playing any 'wrong weapon' type builds, except maybe as a fun alternative character.

>>> *Will you ever be active again in the game?*

Mostly likely not. I've experienced pretty much all that was worth experiencing here, now it's time for me to move on to another game.

>>> *I have some more questions, is there any way I can contact you?*

I am not very keen on giving out my personal contact infos on a public place. You can try PMing me on the official [PW-INT](#) or [PW-MY-EN](#) forum, but chances are I won't answer very fast or at all. I'll just keep visiting those places from time to time, until they fade out of my memory.

[~~~ 12. Notes ~~~]

1. This guide is mainly directed at Full Attack Clerics, but most things apply to support clerics as well.
2. The formulas also apply to all other caster classes.
3. All names were translated from PW-MY to PW-INT.
4. PvP claims are not to be taken universally. They are probabilistic estimations or generalizations, but in the end it still comes down to the individual player. No matter which class or build, you can win or lose against anyone.
5. Dueling strategies are based on the assumption that no one is wearing a seal. If they do, you'll have to adjust your skill combo a little, but your strategies still remain more or less the same.
6. All statements in this guide are opinions formed from experience, not hard facts. Feel free to disagree at any point, or choose a totally different build.
7. I'm aware that some passages might sound a bit weird or contain grammatical errors. Please don't be too hard on me there; English is actually my 5th language I only recently learned.
8. The damage values in my worksheet are meant to provide damage comparisons of the different builds, not necessarily to calculate your real damage. As I already stated in the Questions and Answers section, the formula is not 100% reliable.
9. Some sections in this guide might not be very newbie friendly. Don't worry. As a newbie you better start out with an easier class and learn the game basics first, before trying out a Full Attack Cleric.
10. If you find any errors or inaccuracies in my guide, please tell me. I'll gladly correct them.

Version: 3.4

05/2008:

Started writing the guide.
Intro complete.
Section 2 complete, basic draft for section 3.
Added Contents, determined the guide's structure.

06/2008:

Stopped playing PW-MY-EN for the most part.
Section 4, 5 and 6 complete.
Basic draft for section 7 and 9.
Added MP Management to section 6.
Added version history.

07/2008:

Section 9, 10 and 11 complete.
Rewritten section 3.
Revised section 5.

08/2008:

Section 7 and 8 complete.
Added Notes.
Revised section 9.
Conducted ingame experiments for section 11, adjusted it after.
Expanded section 3.
Added pictures, converted to .PDF, finished guide.

09/2008:

Translated names to suit PW-INT version.

~ That's it! I hope you had as much fun reading as I had writing it. ~

Many thanks to:

*Beijing Perfect World Co., Ltd
for developing this beautiful game*

*All my friends
who accepted and appreciated my Full Attack build
and enriched my gaming experience in all these months*

*Every volunteer
who helped in my experiments and damage tests*

*Special thanks to Ellera
for all the challenging discussions about the different builds and PvP strategies,
as well as reviewing my guide and sharing her valuable opinions and experiences*



~ Cayeon, Level 83 Full Attack Cleric ~

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