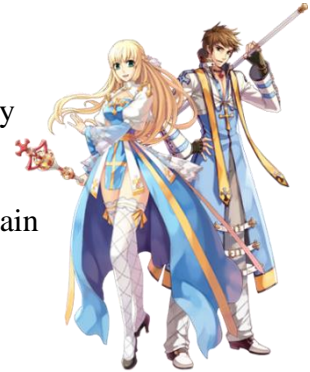


RAGNARÖK ONLINE RENEWAL

NEW CLASSES

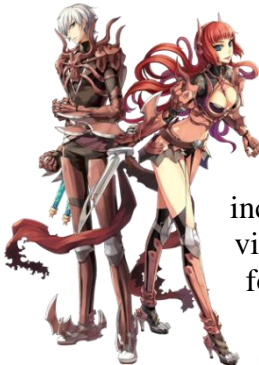
Arch Bishop

The Arch Bishop is capable of Healing and buffing an entire party using their skills and their Holy magic skills cover a wider area than a Priest or High Priest can. These Holy servants are the Priests who went on pilgrimages to Odin's Shrine seeking more power to maintain the peace on Rune Midgard.



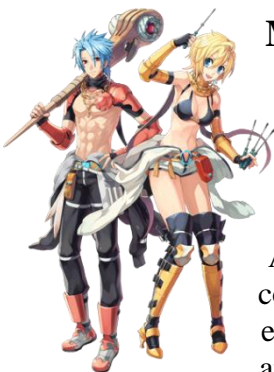
Geneticist

While most Alchemists sought learning in various fields of knowledge, some of them concentrated their studies in the alchemic principles of transformation: these alchemists were known as the “Geneticists” among their peers. The Geneticists transformed the reliable Merchant’s Cart, which was primarily used to hold various experimental tools, into an effective weapon. They also upgraded their creation technologies to transform existing creatures into completely different beings.



Guillotine Cross

The Guillotine Cross strike fear into their enemies with their new incapacitating poisons, their improved evasion and their skill at hiding from view. This class specializes in tricks and strategic diversion to throw their foes off balance.



Mechanic

These drivers of Magic Gears, or Madogear, use various attack and complementary skills that are completely new to the world of Ragnarok. By configuring a variety of Magic Gear equipment items, Mechanics are highly flexible in terms of skill customization and character growth. A Mechanic’s Attack Strength, Defense, Movement, Attack Speed, and complementary skills including Self Destruction are completely reliant on equipment sets. Therefore the Mechanic can change character attributes anytime they want as long as they have the right equipment.



Minstrel

Many tales about how Minstrels came about have surface over the years, but none have ever really been confirmed as the truth. The most popularly accepted story is: once upon a time, a particular Bard composed many songs during his travels. His charming songs touched the hearts of almost everyone in the world and were widely known as the Minstrel Songs.

Ranger

Rangers have superior maneuverability and Trap skills compared to Hunters and Snipers. The use of camouflage and Warg riding allows Rangers to ambush and retreat before the enemy can counterattack. Rangers can also use Detonators to explode their traps to inflict maximum damage against their foes.

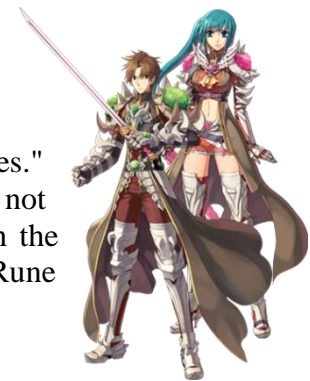


Royal Guard

The Royal Guards were established three centuries ago in AW Year 711 under the rule of King Schmitz. King Schmitz was ahead of his time and knew that he must prepare a special force to deal with the ever present threat of attacks from his enemies and national chaos. He organized an elite unit under his direct command around the time that Glast Heim was built.

Rune Knight

Rune Knights practice a new type of magic derived from "Rune Stones." Although magic from these Stones can be cast very quickly and does not consume SP, Rune Knights can only carry so many at a time. With the right materials, Rune Knights can create the different kinds of Rune Stones required to cast their new magic.



Shadow Chaser

In order to keep up with the growing power of other guilds such as the Rune Knights of the Swordman guild, the Rogue guild discovered that painting would lead them to the power they were seeking. They studied ways to inflict psychological damage to their enemies by using various strategies based on visual and magic tricks. Their use of deception and disguises made them the elite members of the Rogue Guild and soon became known as Shadow Chasers.



Sorcerer

The Scholars of Juno have long studied how to further control the four elements of nature, but they eventually hit a seemingly insurmountable plateau. With the discovery of the Ash Vacuum and the magical power of the fairies, Scholars found a way to further their elemental powers by harnessing the magic that the Sapha wield.

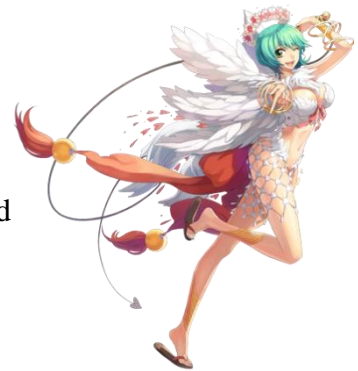


Sura

When Satan Morocc re-emerged, some Monks abandoned their duty as loyal servants of God and chose to seclude themselves to further develop their physical prowess. They were looked down upon as "Power Mongers," but these Monks offered no excuses for their actions. In order to control their newfound power, they lost their humanity in the process. But they never forgot their roots and continue to use their power for righteous deeds calling themselves Suras also known as Gods of War.

Wanderer

Wanderers are the free spirits that don't want to be restricted by anything or anyone. They desire true freedom and let the wind guide them. They love nature and worship the grace of the gods.



Warlock

Warlocks, unlike Wizards, focus more on causing abnormal status effects to their enemies rather causing direct magic damage. Warlocks specialize in a brand new magic casting technique: they can Read Spell Books to Summon Spells to either store or recall to instantly cast the spells without any casting delay.