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## Knights of pen and paper 2 classes unlock

There are six bonus classes that you can unlock in Knights of Pen and Paper on Android and iOS systems (iPhone, iPad, etc.). You don't even have to beat the game to unlock them, you just need to complete specific quests at certain locations in the game. Here are the bonus classes you can unlock, and how to unlock them. Unlocked Barbarian Classes - Unlocked from a quest involving delivery to the Goblin hideout that begins in Journey Village. Bard - Complete the rescue princess quest at Sunset Castle, then complete the Slay Bandits quest. You will be sent to find the Bard after defeating the Bandits. Hunter - Complete collection quests for red apples, green apples and carrots in the default village. Knight - Complete the Battle Skeleton Quest at Sunset Castle. Necromancer - Complete the Escort Elder quest in Default Village. Shaman - Complete the quest to the Plains Temple in Yoga Village, then complete the quests available at the Plains Temple. Tags: Feather Knights and PaperKnights of Pen and Unlockable Paper Knights of Pen and Paper 2 - Optimal Team Composition and Skills Built A basic guide suggesting a team composition, equipment and skills built for new players. Preface First and foremost don't let this guide tell you how to play. Play the way you want and make sure you try new combinations. All that matters is having fun. This guide is just my opinion on how the most optimal team composition looks. The core These 2 are the core of the party. They are difficult to replace and will carry you throughout the game. Make sure to get them as soon as possible so you don't have to worry about their delay in XP Jock - Dwarf - Warrior Why Jock? Because it has the highest body stat and an extra arm slit can be super useful. The three-handed sword can be found early and used only by him. It is very strong and seriously compensated any other weapon at this point of the game all the way until you can make 3 enchantments. Why Dwarf? More points in the body and a racial ability giving more damage reduction. Why Warrior? In combination with your character and the race of this class makes an excellent tank that does not lack damage. Max on Power Lunge first, then Second Retaliation. If you like, you can put 1 point in retaliation and apple strike from the start for more support/utility. Cleave is not recommended as it does very little damage and requires a lot of level investment to make it viable. Lab Rat - Human - Mage Why Lab Rat? Because he has the The highest of the mind and an extra trinket slot make him a very powerful pitcher. Why human? An additional skill point gives the mage a much-needed head start. That's much better than the 20 extra energies of the elves. Why Mage? This class is strong at any time of the game. They have the strongest AoE spell that also flakes with spell damage (unlike the hunter for example). Max Max Lightning Channel First and Arcane Flow second. Putting points in Fireball is a waste imo because the status effects can be easily dispelled at the beginning of each round. Ditto for Frostbite - can be resisted easily, especially by end-of-game bosses. If you have Fist of Fury DLC, you can find some trinket that will add 1 level to each ability, meaning you can have at least 1 point in each capacity without any investment. Backing up The rest of the team can be anything you want. But I suggest these 3 classes because they work really well. Rocker - Dwarf - Paladin Why Rocker? The rocker's passive ability eliminates the negative effects of armor and shields, making him perhaps the best tank in the game. It is also in synergy with Paladin's passive capacity, which I will talk about shortly. Why Dwarf? The dwarf and the human work well with Paladin. Which one is up to you. The man gets an earlier skill point. Dwarf gets more chances to resist dizziness and weakness. In terms of damage and tankiness they will be pretty much the same. Why Paladin? Paladin's passive ability allows him to use his energy as a health. Combining this with the Rocker's passive makes this party member the best tank in the game. Put 1 point in Armor of Faith from the start and put the rest in either Smite or Guiding Strike. The latter does a little more damage than Smite, costs less energy and wins the threat, but he does not apply weakness to enemies. Again, it's up to you to decide which one to maximize. Who to replace? Knight is basically the same as Paladin. The Only drawback of the Knight is that his only harmful skill depends on the threat level. And the bigger the party, the lower the percentage of threats. All in all, although I can see him working in a group of low-threat single-threat tanks. Cheerleader - Elf - Thief Why Cheerleader? Cheerleader's passive is pretty strong at the beginning and even in the middle of the game. And it turns out it works well with Thief's passive that I'll talk about soon. Later in the game thought you could replace it with Rich Kid for more stat sense. Why Elf? A higher initiative and crit chances as well as better resisting camping rollers and rollers. All in all, although the situation is the same as paladin - you can go with either Elf of Human. Take the latter if you like this extra skill point. Why Thief? High burst damage, low threat, ability to re-position enemies and even AoE damage potential - making the Thief one of the best classes in the game. The passive, Stealth, can also transform Thief as a party healer, thanks to Cheerleader's innate ability. Put 1 point in Stealth and Grappling Hook from the start, the rest goes into Backstab. Knife dam works well if you have a lot of status in applying limbs, but personally I prefer to leave the AoE damage to the Mage. Possible replacements? Hunter and Ninja. While the Thief excels in faster battles, the Thief works best in longer fights. All in all, although Hunter is outclassed in both burst damage and AoE. The Ninja is however quite close to the Thief or probably even better. Their mass paralyzing construction, sudden death construction or even just the old shadow chain build can surpass any other class in the game with ease. Hipster - Human - Cleric Why Hipster? Unlocking items in the early shop is very useful, especially enchantment rolls. Later in the game however you can replace it with Surfer to worry about 1 less condition or Bookworm if you go for an achievement. Why human? Because as a cleric, you don't have to worry about criticism, initiative, threat, damage and etc. All they care about are skill points. And a Mind stat bonus means better resistance to rage and confusion that can mess up the Cleric. Why Cleric? Once you're done adding tanks and damage dealers to the game, it's time to add a support character. It can be very insightful to heal members of your injured group (and recover their energy while you are at it). Try to keep your restoration level at a point where it heals at least half the health of your tank. The rest goes into Radiance (this is especially useful for Paladin and Mage). If you want, you can put 1, or 3 points in Purge to recover from 1 or 2 conditions respectively, but this is the only use for it as it heals very little and costs a lot of energy. Replacements? As a support clerk is the best class out there, but Warlock and Druid have those abilities too. Warlock can heal even more than cleric with life transfer, which also damages enemies. 1 point in the renewal of the shell for druid is not bad either. But if you're trying to replace the Cleric, you probably don't need support. In this case, any class is ok. Warlock and Psion have a single, high-gust target spell that flakes with spell damage. Ninja and Druid have a lot of use with their mass stunning inflicting spells. And Barbarian, Monk and Knight have high burst damage spells that metrics with physical damage. Equipment Weapons and Armor (Boutique) Explicit. Safe to buy for Warrior, Paladin, Thief and even Cleric. I recommend waiting until you unlock heavy armor instead of buying light/average armor earlier, but if you got the money - go for it. Safe to buy for Warrior and Paladin. The reason I'm going for Maul on Waraxe is Yes, your crit luck is low, but when you do write you stun an enemy without any resistance rolls, be it a rat trap or a dragon. Stunned enemies also automatically lose all their resistance rollers for other conditions that make them the strongest condition in the game. Safe to buy for Clerc, Mage and even Thief. The same reason as maul, but this thing has no threat and later can be designed as magical staff and Ro staff. Optional for thief. Dirty cheap and adds a lot of luck crit. Another option for Thief. Buy this if if don't want to spend a skill point on Grappling Hook. A better alternative for the bow. Release a hand slot for anything else. Found in the village of Orienting (Fist of Fury DLC). Optional for Warrior (Jock) to use alongside maul for more tankiness. Optional for Warrior (Jock) to use alongside maul for additional damage. Or for Paladin if you want him to use a shield. Bibelots (Boutique) At least 1 baguette is safe to buy. Later in the game will be used for the development of a magical staff. The mind, body and senses ring. Safe to buy for Warrior, Paladin, Cleric and Thief. Later, all three can be combined into The Almighty Ring, which gives '1' to the Body, Sense and Spirit, meaning that you can have up to 3 additional stats for each. This is especially good to get into the end game content as it gives you a better chance of resisting all conditions while increasing your camping rolls and higher chances of avoiding dungeon traps. I recommend getting at least 1 almighty ring for each party member (except the Mage) and filling the rest of the trinket slots with relics that you will find throughout history. Basically, a weaker version of the Almighty Ring. But used to make another ring that increases the damage against end-of-game bosses. Can be purchased in Expandria Castle (Here be Dragons DLC). The main source of damage for Mage. One is used to make a magic stick. Buy and equip four more if you want to maximize your Mage's damage. At least 3 of them are safe to buy. Used for the crafting of Ro's staff. At least 1 is safe to buy although it is unlocked quite late in the game. Relics below, I'll list a couple of strong relics that can be found by investigating areas. I'm not going to list the relics found via the main quest because you'll find them yourself eventually. Found in the cemetery. This weapon is slightly stronger than a large sword of 2 and can only be used by the Jock. This will be his main weapon until you unlock a parchment in the shop. A stun applied hand by critical stroke ignores the resistance rollers. That's where this trinket really shines. Man him on your Warrior, Paladin or Cleric. It can be found at Spawm Point Village. The only armor in the game without an energy penalty. Can be found in the vault. Found in the village of Orienting (Fist of Fury DLC). Adds 1 level to all your skills, essentially giving you 4 free skill points. Best used on the Mage. Another God's rank for Mage. Found in the monastery (Fist of Fury DLC). Skill builds Warrior Max on Power Lunge first, then Second Riposte. You can put 1 point in Riposte and Pommel Strike early for a bit of utility. A Cleave maxed out does much less damage than Mage's chain lightning, even with the highest damage configuration. Mage Max out Chain Lightning first, then Arcane Flow second (but keep in mind that the paper hat trinket adds 1 level to each). I don't recommend Frostbite and Fireball simply because Mage doesn't have any competency points. Paladin Max either Smite or Guiding Strike first. Both will do around the same damage. The only difference is Smite applies weakness to almost all enemies and Guiding Strike gives Paladin additional threat. Put 1 point in Armor of Faith early and max after you're done with Smite or Guiding Strike. Thief Max on Backstab first, then Grappling Hook second. Put 1 point in Stealth and Grappling Hook early. You can ignore the latter if you have chosen to use the bow or shuriken or simply do not want to line up your enemies for the Mage chain lightning. Cleric The level of restoration will depend entirely on the health of your tanks. To start putting 3 points in it and start leveling Radiance. When you notice that your Restoration doesn't actually start enough to put more levels to it. Overall, the levels of brightness and restoration should be about the same. You can put 1 point in Purge when you feel like you need it. Room décor The configuration of the room that will transport you throughout the game. Physical Project - Spell Damage - 2. Can be replaced by a weapon rack if you go for sudden death Ninja construction. Bear skin rug - Health - 20. Can be replaced by a bamboo yoga mat later in the game where 20 health doesn't matter as much as resisting rolls. Royal President - Energy 20. Can be replaced by a red sofa for more damage or black leather sofa for more damage reduction if you feel like 20 energy is not useful Light Gun Arcade - Your basic attacks deal with 5 more damage at the cost of 5 energy. If you feel like you don't do a lot of basic attacks, you can replace it with a Pinball arcade bowling game - 5% extra xp. Can be replaced by Race Car Track if you have trouble in dungeons. Golden Table - Charms become available as the item falls. This décor is too important to replace in my opinion that charms can not be obtained normally from enemy drops. And Pounds of Rock (aka Geodes) are a real pain to get. Dice Collection - Dwarves get '1' body, elves '1' sense and humans '1' spirit'. Can be replaced by Go Set if you make knife barrage and/or mass stun Ninja shenanigans. Shenanigans.