

Class Overview

This page is a starting point for class planning on OceaniaRO. It gives a broad overview of class roles and where players should focus next as the class section of the wiki grows.

What This Page Is For

Ragnarok has a lot of class depth, and custom servers can shift how comfortable or efficient a class feels. This page helps new and returning players understand the bigger picture before diving into detailed build guides.

Core First-Job Paths

- **Swordsman line** - durable melee progression with tank and frontline options
- **Mage line** - magic-focused progression with strong elemental identity
- **Archer line** - ranged damage and efficient leveling potential
- **Acolyte line** - support, healing, and hybrid utility routes
- **Merchant line** - economy utility with strong long-term class potential
- **Thief line** - fast, evasive, and often more gear-sensitive damage paths

How To Choose A Class

- Pick based on what feels fun first, not just what looks strongest on paper.
- Think about whether you want solo leveling, party support, farming utility, or bossing potential.
- Use the New Player Guide and Game Systems pages to understand how OceaniaRO's custom systems may support your class choice.

OceaniaRO-Specific Advice

- Custom systems, supporter conveniences, mercenaries, and custom gear may affect how smooth different classes feel early on.

- Poring Haven, custom cards, and themed gear sets can make certain progression paths more attractive than usual.
- As more class pages are added, link them from here so players can move from overview to detailed builds quickly.

What Should Come Next

- Individual class path pages
- Beginner-friendly build suggestions
- Early leveling recommendations by class
- Class interactions with custom systems and gear

This is an anchor page for the class section and should expand as OceaniaRO-specific class guidance is documented.

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