Class Starter Guides

OceaniaRO is a **Renewal** server with the normal class tree enabled up to 4th jobs. This page is a practical leveling guide, not a strict meta bible. Use it to pick a class, know where to level, and understand which custom systems are worth using while the server economy grows.

If you are brand new, pick the class fantasy you like. OceaniaRO gives you enough support gear, manuals, healing, warps, and board quests to experiment without needing a perfect build on day one.

Fast Start Checklist

- Claim the **Welcome Pack** from the Welcome Quartermaster in Malangdo at **121,135**.
- Change from Novice using the **Job Master**. First-job changes give a one-time class starter pack.
- Use the **Malangdo Warper** for towns, Eden Group HQ, Poring Haven, and common dungeons.
- Use the **Settings Assistant** to keep quality-of-life commands enabled between logins.
- Use the **Eden boards** and the Oceania Hunt Board while leveling.
- Run the patcher as Administrator before logging in, especially after item or headgear updates.

Recommended Leveling Flow

Level Range	Main Spots	Good For	Notes
1-15	Poring Haven, Training Grounds	Everyone	Use the Poring Haven healer at **new_1-1,66,115**. Beginner Assist Mode can help with the lowest tier mobs.
15-30	Poring Haven, Payon Cave F1, Prontera Culvert F1, Ant Hell F1	New first jobs	Do early Eden board quests when available. Ranged classes can kite comfortably here.
30-45	Orc Dungeon F1, Byalan F1, Wolves, Poison Spores, Hodes/Sandman	First jobs with basic skills	If a spot feels slow, swap between Eden board targets and dungeon mobs.

Level Range	Main Spots	Good For	Notes
45-70	Orc Dungeon F2, Toy Factory, Clock Tower F1, Geffen Dungeon, Poring Haven custom mobs	AoE classes, melee with sustain	Start taking Oceania Hunt Board trials for useful custom headgear rewards.
70-85	Magma Dungeon F1, Glast Heim entrance areas, Stings, Alarms, Ice Dungeon F1	Second jobs	This is a good time to work toward Ocean Gear.
85-99	Rachel Sanctuary F1, Magma Dungeon F2, Juperos, Ice Dungeon F2, Abyss Lake F1	Trans push, party play	Party play starts feeling better here. Be careful in harder dungeons if undergeared.
100-125	Eden boards, Juperos, Abyss Lake, Thanatos lower floors, Scaraba if available	Third jobs starting out	Upgrade weapons and cards before forcing harder content. Use Drowned Aequoria for a party-style custom break.
125-150	Magma/Nogg Road, Scaraba, Bio Lab lower floors, Rachel/Thor cautious routes	Third jobs with AoE	Use class AoE and defensive stats. If you die too often, the spot is probably too early.
150-175	Bio Labs, Thor Volcano, Abyss Lake, higher Scaraba, party instances	Geared third jobs	Cards, resist gear, and party support matter more than raw level here.
175-260	Advanced dungeons, custom instances, party farming, available 4th job routes	Late game classes	Use this range to refine your build, farm custom materials, and test harder maps with groups.

Quick Class Picks

If you want...	Try...	Why
Simple melee leveling	Swordsman > Knight > Rune Knight > Dragon Knight	Durable, straightforward, and easy to gear.
Tanky party play	Swordsman > Crusader > Royal Guard > Imperial Guard	Good defenses and party utility.
Magic AoE farming	Mage > Wizard > Warlock > Arch Mage	Strong mob clearing once you learn positioning.
Elemental utility	Mage > Sage > Sorcerer > Elemental Master	Flexible magic route with support options.

If you want...	Try...	Why
Ranged farming	Archer > Hunter > Ranger > Windhawk	Easy early damage, kiting, and strong solo flow.
Party songs	Archer > Bard/Dancer > Minstrel/Wanderer > Troubadour/Trouvere	Useful in parties while still leveling at range.
Healing and support	Acolyte > Priest > Arch Bishop > Cardinal	Always useful in groups and safe for learning.
Combo burst	Acolyte > Monk > Sura > Inquisitor	More active solo route with strong single-target damage.
Zeny and utility	Merchant > Blacksmith > Mechanic > Meister	Good farming tools and long-term account value.
Homunculus/crafting flavor	Merchant > Alchemist > Genetic > Biolo	Flexible utility route with item-based gameplay.
Fast attacks and crit	Thief > Assassin > Guillotine Cross > Shadow Cross	Quick solo gameplay and satisfying damage scaling.
Tricks and stealing	Thief > Rogue > Shadow Chaser > Abyss Chaser	Flexible farming and utility options.

Swordsman Routes

Knight / Rune Knight / Dragon Knight: Level as a sturdy melee class. Early on, use single-target attacks and basic weapons. Once you have AoE tools, move into Orc Dungeon, Magma, and later Juperos or Abyss Lake. Add VIT if you feel fragile.

Crusader / Royal Guard / Imperial Guard: Slower early than Knight but safer. Good for players who want to tank, party, or build around shield skills. Dungeons with dense mobs are good once your defenses are online.

Stats: STR for damage and carry weight, VIT for HP, DEX for hit, AGI for attack speed routes.

Gear goals: Ocean Armor, Ocean Shield, Ocean Shoes, Ocean Manteau, Bunny Hat, Black Fox Tail, Blue Dragon Wings.

Mage Routes

Wizard / Warlock / Arch Mage: Start carefully, then lean into AoE. Payon Cave, Orc Dungeon, Clock Tower, Magma, Juperos, and Rachel-style maps are good once your cast speed and positioning improve.

Sage / Sorcerer / Elemental Master: More flexible and more utility-based. Level similarly to Wizard early, then use elemental tools and control skills to handle harder mobs.

Stats: INT for damage and SP, DEX for cast speed, VIT for survival.

Gear goals: Falling Leaves - Arctic, Cyan Aura, Water Aura, Rune of Prophecy, Helios Pendant, Ocean Valk Helm.

Archer Routes

Hunter / Ranger / Windhawk: One of the smoothest starter routes. Kite early, use traps or ranged skills, and move through Poring Haven, Wolves, Orcs, Stings, Magma, and Juperos. Good for farming because you can kill before being hit.

Bard / Dancer / Minstrel / Wanderer: Level like Archer early. In parties, songs make you valuable even if your personal damage is behind a pure Hunter route.

Stats: DEX for ranged damage and hit, AGI for attack speed, LUK for crit/falcon-style routes.

Gear goals: Starter bow pack, Blue Dragon Wings, Night Scarf, Butterfly Ring, Emerald Wings.

Acolyte Routes

Priest / Arch Bishop / Cardinal: Safe but slower solo if built full support. Use Heal offensively on undead where useful, party when you can, and build enough INT/DEX to keep leveling comfortable.

Monk / Sura / Inquisitor: More active solo path. Good for players who like combos, burst, and single-target damage. Level on normal melee spots, then graduate into harder dungeons once you can survive.

Stats: INT/DEX/VIT for support. STR/AGI/DEX/VIT for Monk-style physical builds.

Gear goals: Water Aura, Rose Ring, Ocean Valk Helm, Helios Pendant, Bunny Hat, Black Fox Tail.

Merchant Routes

Blacksmith / Mechanic / Meister: Strong account class because vending, farming, and carry weight are always useful. Level through standard melee spots, then use AoE tools once available.

Alchemist / Genetic / Biolo: More item and utility focused. Can feel slower early, but scales into flexible farming and support-style play.

Stats: STR and DEX for physical farming, VIT for survival, INT/DEX for utility and skill-based routes.

Gear goals: Black Fox Tail, Emerald Wings, Ocean defensive pieces, Water Aura for INT routes.

Thief Routes

Assassin / Guillotine Cross / Shadow Cross: Fast solo class. Early leveling feels good with AGI, crit, and attack speed. Avoid spots where you miss often, and add DEX if your damage is not connecting.

Rogue / Shadow Chaser / Abyss Chaser: Flexible route with utility and farming potential. Good for players who enjoy experimenting and stealing.

Stats: AGI for attack speed and dodge, STR for damage, DEX for hit, LUK for crit routes.

Gear goals: Bunny Hat, Butterfly Ring, Blue Scarf, Blue Dragon Wings, Black Fox Tail, Ignited Rings.

Expanded Class Notes

Class	Leveling Style	Notes
Super Novice / Hyper Novice	Flexible	Use general stat gear and choose spots based on your chosen skill mix.
Gunslinger / Rebellion / Night Watch	Ranged	Likes DEX, hit, ammo management, and safe spacing. The starter pack includes bullets.
Ninja / Kagerou / Oboro / Shinkiro / Shiranui	Physical or magic	Pick one branch early so your stats do not split too hard.
Taekwon / Star Emperor / Sky Emperor	Physical	Weaponless route. Likes STR, AGI, DEX, and survival stats.
Soul Linker / Soul Reaper / Soul Ascetic	Magic utility	More unusual but useful. Build INT, DEX, and enough VIT to survive.
Doram / Spirit Handler	Flexible	Build around your chosen Doram branch and use the general leveling bands above.

Custom Gear While Leveling

- **Oceania Hunt Board:** Best source of early custom headgear rewards. Trials cover level ranges from early Poring Haven up into later farming.
- **Ocean Gear:** Good level 70 defensive set tied to Izlude and Coral Reef materials.
- **Sunfire Shadow Set:** Fire/sun-themed shadow gear from Morroc. Good later progression goal.
- **Poring Haven Cards:** Custom card drops from matching Poring Haven monsters. Keep useful ones, recycle spares at Cardsmith Marlow.
- **Tidemark Mercenaries:** Token-based mercenaries can help solo players get through rough patches.

When To Move Spots

- If mobs take too long to kill, move down a tier or upgrade your weapon/cards.
- If you die often, add VIT, use defensive gear, or pick a safer dungeon floor.
- If experience feels slow but safe, add Eden board quests or hunt board trials.
- If you are missing attacks, add DEX or hunt lower flee monsters.
- If your SP is always empty, carry SP items, adjust skill spam, or add INT where appropriate.

External References

For deeper class mechanics and skill trees, the community-maintained iRO Wiki Classes page is useful. OceaniaRO has custom rates, custom gear, Poring Haven, custom support systems, and open dungeon warps, so treat outside guides as a reference rather than a perfect copy.

This guide will keep improving as players report which spots feel too slow, too hard, or too rewarding. If something feels off, tell staff in Discord so the route can be tuned.

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