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All Playable Characters In Crimson Desert And How To Use Them

Are you planning to try all playable characters in Crimson Desert? Kliff, Damiane, and Oongka have their own unique specializations. They also use specific types of gear in combat. We've got a primer on what you can expect when you go through the campaign and tackle quests with these warriors. Oh, and just to be clear, this guide does contain a few spoilers.

Kliff Availability: Default Melee weapons: One-handed swords and maces; two-handed swords and spears. Ranged weapon: Bow. Flight mechanism: Crow Wings. Kliff is the main playable character in Crimson Desert. He's the only one who can complete most main quests, and the only one who can thoroughly explore the Abyss. Needless to say, you need to prioritize him when it comes to skill unlocks and gear upgrades. Kliff's strength is his versatility when it comes to his abilities. Since you focus on his skill tree, you're bound to unlock powerful maneuvers like Turning Slash, Nature's Snare, and various elemental powers. You can learn more about the top-tier options in our best skills guide.

Note: Kliff, Damiane, and Oongka have their own unique skill trees. Even though some abilities are shared among all three, there are those that you still need to invest points into if you want to use the other characters. Moreover, resetting the skills of one character also resets the skills of others.

Damiane Availability: Chapter 3 - Homestead. Melee weapons: Rapiers and two-handed swords. Ranged weapons: Guns/muskets. Flight mechanism: Propeller. Damiane is a speedy combatant, whose flurry of rapier stabs are a sight to behold. Compared to Kliff, Damiane has a Captain America-esque Shield Toss ability, as opposed to Force Palm. This is further bolstered by Shield Sentinel, which turns her shield into a floating sentry turret that fires at nearby hostiles. Likewise, Damiane's heavy attack, Smiting Bolt, damages enemies with a blast of light. Her guns are also great for hunting wildlife due to their damage and range.

Oongka Availability: Chapter 7 - Homecoming. Melee weapons: One-handed axes and swords; two-handed axes and staves. Ranged weapons: Blaster/cannon. Flight mechanism: Jetpack. Oongka is the third and final playable character in Crimson Desert. You won't get to use him until much later in the campaign. It's quite a harrowing experience, too, due to the foe that you'll be facing. As such, you need to practice to get used to his playstyle. Oongka is a melee bruiser, though he's not as speedy as Kliff. That said, his Rampage ability lets him cleave through enemies. His Scatter Shot cannon fire also packs a punch, while his Rage power grants super armor to boost his survivability.

How to summon supporting characters: If you don't want to invest in upgrading all three characters, then you can just stick with Kliff for the most part. If you're free-roaming--i.e. venturing across landscapes and assaulting encampments--you should be free to summon your companions. This can be done as long as they've been unlocked and are available--i.e. they're currently not part of any quest that you must complete. To summon your comrades in the game, simply press and hold F1 on a keyboard or up on the d-pad. This brings up the character wheel. Select the other characters, then press the pause button to make them appear next to you.

That does it for our Crimson Desert playable characters guide. If you're ready to head straight to this adventure, you can visit our beginner's guide, which has dozens of tips. The lands of Pywel are vast and you are the only one who can keep the peace. As you explore distant realms and battle numerous foes, you might want to read about various tips in our Crimson Desert guides hub.

<https://www.gamespot.com/gallery/crimson-desert-playable-characters-damiane-oongka-kliff/2900-7600/>

