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Blade and soul assassin guide for beginners

The Killer is a secret category based on quick attacks and avoiding damage. They can attack in secrecy where most enemies will never see them, or out in the open and have a more party utility role. The Killer specializes in fast attacks and is more powerful in the hands of an experienced player. While most categories charge boldly and boldly, Assassin is a hidden species that prefers to take things at their own pace. They can control the battlefield like no other, luring enemies into deadly traps before they even know what hit them. The Killer cuts off an enemy's power with quick attacks that cause bleeding and poisonous damage, which drain life from their enemies over time. While their sharp daggers are vital, they also use explosives, poisons, smoke and other powerful utilities to corner their enemies. In addition to their ingenuity, they can also use strange martial arts that allow them to become invisible, teleport around the field, and even swap positions with enemies at a time. More than the others, the Killers work better on their own. However, their regime-changing abilities and their impact on time make them an important addition to any large-scale battle. This section or article is incomplete. Reason: It needs the rest of the skills and a way to deal with HM skills upgrades. It also needs construction and rotation information. You can discuss this topic on the discussion page or edit this page to improve it. Skills Many of Assassins' skills are based around secrecy, poison, and quick attacks. These are some of the Killer's remarkable abilities. Icon name button level element Hongmon upgrade? Heart Stab 4 Lightning in Stealth, Shadow Otherwise Yes Type Name Damage Focus Conditions Name Name Level Element Hongmon Upgrade? Show/Hide Dash Shadow Details 2 Lightning No Name Type Damage Focus Conditions Name Name Flat Element Hongmon Upgrade? Bait 4 No Yes Name Type Damage Focus Conditions Icon Name Button Level Element Hongmon Upgrade? 50px Fighting Spirit Standard: V Key 45 No Yes Type Name Damage Focus Conditions For a complete list of Assassins skills, see Assassin/Skills Builds The Killer has 2 items available, Lightning, and Shadow. Both structures include maintaining a poison stack. Having 5 stacks of poison allows your heart Stab ability to shed immediately. This is vital to the shadow build as you significantly damage your DPS without 5 stacks. Lightning is much more forgiving with poisons, as the heart stab is also direct in secrecy, and lightning flash also stacks 1 poison. The Lightning Builds are very stealth based. To d the main DPS rotation should be stealthed. Fortunately, there are also many different ways to get into secrecy, from Shadow Dash to Hook Kick. This makes lighting builds generally considered harder to play compared to shade. The Dark Build is not stealth-based. To do your spin properly, you spend most of the time outside of privacy. This means that you have not Manage stay in secrecy, and you have the advantage of easy party utility skills such as Bait protection, which can only be used when not stealthed. Shadow build is also more consistent. If you can't stay in secrecy, Lightning build suffers where Dark doesn't. Because of this shadow builds is the most common construction. For more information about Assassin's constructions, see Assassin/Builds Gallery Add a photo to this collection The Battle of Videos Blade & Soul has been fun and unique since its release in 2012 and manages to maintain both features in 2019! Each class has a unique style of play, making it impossible not to fall in love with at least one of these ☺, and offering great replayability, in another... mmorpg without content. There is no gender-lock here fortunately, but there is a race-lock, which means that not all races can become all categories. I wouldn't say it's limiting at all though, mainly because the 3 races look very much like (Jin, Gon, Yun), and Lyn, the... Children's breed makes for some more variety, offering 2 unique categories of their own as well, for all of you lolli lovers out there ☺ Before deciding your main class, be sure to see all BNS tribes, as well as the related limitations in the table below. Jin Gon Lyn Yun Assassin Blade Master Destroyer Force Master Gunslinger Kung Fu Master Soul Fighter Summoner Warden Warlock Zen Archer Assassin, Blade & Soul Class, Male Jin & Female Jin Class Description: Killers use agility, cunning and unique stealth techniques to catch opponents off guard. Using traps and fast lighting attacks, disciplined Assassins can eliminate their opponents before they have time to deal with. Eligible Games: Jin, Lyn Gun: Dagger Role: DPS Difficulty: Expert Killer Play Style: killer's stealth skills and fast combos are best in the hands of an experienced player. Use stealth to take the fall for your enemies. A smoke screen can provide cover for your allies. Attack: Strengthening Party: Protect Party: Defense: Range: Crowd Control: Surely one of the most complex and rewarding BNS categories, Assassins control the battlefield through Lightning and Void elemental damage, and well-timed combos. They can use stealth during matches, and use a wide range of cc spells that can confuse their enemies, and shine them into PvP. Pros Stealth & Decoy Stop Many Crowd Control Skills Unique in PvP Disadvantages Timing & Position Counts High Skill Cap (professional for some people) Blade Dancer Blade Dancer, Blade & Soul Class, Male Lyn Female Lyn Class Description: Blade Dancers use quick sword blows to carve through opponents. These versatile warriors can deploy their inner chi to maim a single enemy or launch swirling attacks to banish several enemies at once. Eligible Games: Lyn Gun: Lynblade (identical to sword) Role: DPS Difficulty: Hard Blade Dancer Play Style: The flexibility of the Blade Dancer and all around their strength make them an asset to any team. Use Phantom Grip to catch and shoot an enemy enemy Air. Call a swarm of blades to protect yourself or hit your opponent. Attack: Party Aid: Protect Party: Defense: Range: Crowd Control: Similar to Blade Masters, but tailored for the Lyn fight, Blade Dancers offer huge damage production, for the cost of defense capabilities. They also rent a lot from Force Masters, making them a very satisfying hybrid category, where resource management and placement will determine the outcome of the race. Pros Blade Master & Force Master Hybrid Great DPS & Mobility Stacking Buffs Cons Resource Management Low Defense Blade Master, Blade & Soul Class, Male Jin & Female Yun Class Description: Blade Masters are balanced fighters who handle their swords with surgical precision. Their flexibility allows them to avoid enemy attacks and reduce their enemies with destructive precision. Eligible Games: Yun, Jin Gun: Sword Role: Tank Difficulty: Hard Blade Master Play Style: Blade Master is a flexible option suitable for both beginners and experts. Block capability can effectively mitigate incoming attacks. Blade Call skills can target distant opponents. Attack: Enhanced Party: Protect Party: Defense: Range: Crowd Control: A fairly flexible category, Blade Masters focuses on dealing with fire & lightning damage with their sword, while having a balanced aggressive/defensive style of play depending on the situation. Advantages Two different positions (Basic & Draw Stage). High attack speed, several squares and avoids. Balanced offensive and defensive capabilities. Powerful solo rotation & easy PvE. Cons You should be expected to tank in dungeons (not con per se...) Based on avoidance, not armor. Destroyer Destroyer, Blade & Soul Class, Male Gon & Female Gon Class Description: Holding huge axes, Destroyers are frontline fighters capable of cutting their way through each melee. Destroyers use brute force to absorb attacks, take on their opponents and eliminate multiple attackers at once. Eligible Games: Gon Weapon: Axe Role: Support Difficulty: Normal Destroyer Play Style: Thanks to their above-average durability, the Destroyer is a reliable and reliable choice. Use Grab to hold an opponent and let your allies do damage. Use stone shield to defend yourself from attacks. Attack: Strengthening Party: Protect Party: Defense: Range: Crowd Control: Always on the front line, Destroyers make for the best stoppage power at BNS. Take advantage of stunned opponents by signing their Grabs, and on they're full of stuns! Business It's dizzy and it's ringing. Low threat production. It can take a lot of damage. Cons A little slow. They require strategy, more than quick reactions. (although some of us prefer that!) Force Master Force Master, Blade & Soul Class, Male Gon & Female Gon Class Description: Utilizing their inner chi, Force Masters manipulates the elements to attack their enemies from afar, torching them with flames, freezing them with ice, and unleashing bursts of concentrated energy to keep them in. Distance. Eligible Games: Gon, Lyn, Yun Weapon: Bangle Role: DPS Difficulty: Normal Power Master Play Style: His Powerful Master Power ranged skills require careful Focus management to be successful. Use Phantom Grip to catch and drop an enemy in the air. Develop a Divine Veil to protect nearby allies. Attack: Party Aid: Protect Party: Defense: Range: Crowd Control: Power Masters are the Wizards of BNS, and fill the role just fine! Great dynamic battle moves and quick switching between Fire and Ice skills will certainly not disappoint the cing fans! Advantages Amazing Single Target & AoE damage. Good crowd control skills & debuffs. Long range and mobility. Mounting disadvantages are very important, with limited escape options. PvP needs a lot of skill. Gunslinger Gunslinger, Blade & Soul Class, Male Jin & Female Jin Class Description: Gunslingers use double pistols and hooks to release destructive combos and support their allies. Eligible Games: Jin, Lyn, Yun Gun: Pistols Role: DPS Difficulty: Easy Gunslinger Play Style: The Gunslinger uses rapid-fire ranged attacks and a hook to take ownership of the battlefield. Use your hook to move through the air, avoid attacks and ambush your opponents. Leave an Alpha Call to enhance the abilities of your allies. Attack: Party Aid: Protect Party: Defense: Range: Crowd Control: Gunslanders are a special kind of class in MMOs, and their fans won't be disappointed. You can make rain balls from afar with an impressive speed, and use your reflexes to stay out of harm's way. They also use a unique wrestling hook, which can prove very useful in both offensive and defensive situations. Pros Guns Grappling Hook Easy to Play Cons Kung Fu Master Kung Fu Master, Blade & Soul Class, Male Jin & Female Jin Class Description: Kung Fu Masters live, breathe weapons capable of destroying opponents with only their own physical prowess and a pair of armored fists. These agile melee fighters specialize in counterattacks and fighting. Eligible Games: Jin, Gon, Yun Gun: Gloves (identical to Bracers) Role: Tank/DPS Difficulty: Expert Kung Fu Master Play Style: The Kung Fu Master depends on skillfully timed counterattacks. Best for experienced players. Use counter skills to block and destroy the attacker. Use Graapple to reduce an opponent's guard and dish out huge damage. Attack: Enhance Party: Protect Party: Defense: Range: Crowd Control: The pro class of Blade & Soul, Kung Fu Masters are hard to learn & hard to but those willing to put it the training will be greatly rewarded! Their playstyle is based around counterattacks that lead to large combo chains with great damage output, so knowing your opponents is vital to your success. Advantages High Skill / High Reward Deadly in 1v1 Counter-Attacks & Big Combo Chains Disadvantages Timing Counts Knowledge Game Required Soul Fighter Soul Fighter, Blade & Soul Class, Male Jin & Female Jin Class Description: Soul Fighters Fighters The close ferocity of the Kung Fu Master and the long-range elemental attacks of the Master of The Force. By changing positions, these warriors can adapt their skills to each match. Eligible Games: Jin, Gon, Yun Gun: Bracers (identical to Gloves) Role: DPS/Support Difficulty: Easy Soul Fighter Play Style: The Soul Fighter is ideal for veteran players who want to balance melee and ranged attacks. Use the Focus Chi capability to instantly retrieve your chi and use powerful combo attacks. Use Chi Burst to heal yourself and your allies. Attack: Enhanced Party: Protect Party: Defense: Range: Crowd Control: The only category that excels in both ranges and melee, Soul Fighters change positions depending on the situation and can use their Chi to launch devastating attacks. It is a hybrid class, using the control skills of Force Masters, combined with the reactive movements of Kung Fu Masters, while it is easier to learn from both. Pros Party Heals & Resurrection Great DPS & Mobility Cons Summoner Summoner, Blade & Soul Class, Male Lyn & Female Lyn Class Description: Summoners exploit the power of nature to control and attack enemies. They also create and command powerful familiars who will fight teeth and claws to keep their masters from evil. Eligible Games: Lyn Weapon: Personal Role: DPS/ Difficulty Support: Very Easy Game Style Summoner: The presence of a Protective Known makes summoners ideal for beginner players. Use Huzal to transfer your health to your Home. Use Siddoni Seed to protect yourself and nearby allies. Attack: Boost party: protect party: defense: range: crowd control: While summoners are the easiest category you can play at startup, it doesn't make them any less important. Call your intimate will tank for you while you make sure you support it and block your enemies. Self/party heals will keep you alive, and help you make a big impact on the team game. Advantages More beginner-friendly class Solid Ranged DPS & CC Party Heals Cons Easy to learn, Difficult to Master Warden Warden, Blade & Soul Class, Male Gon & Female Gon Class Description: Keeping huge greatswords, Wardens are resilient melee fighters capable of absorbing punishment and unleashing their enemies. Building themselves into a frenzied rage, Guardians protect and strengthen their allies, shake up incoming attacks and debuffs, and reduce everyone who will stand in their way. Eligible Games: Jin, Gon, Lyn Gun: Role: Tank Difficulty: Hard Warden Play Style: Warden uses many different positions to absorb punishment and deal with devastating attacks. Use Blade Ward in combination with your durability to withstand damage and condition effects. Unlock powerful combat skills for yourself and your Soul Flare allies. Attack: Strengthening Party: Protect Party: Defense: Range: Crowd Control: The last category to be introduced in BNS, Wardens engage in massive greatswords, and can tank great damage/CC, only to release it later for their enemies. They have great great on the battlefield, allowing them to change priorities based on the needs of their teams. Pros Almos Immune to CC Great Positioning Capabilities Offensive Party Cons Warlock Warlock, Blade & Soul Class, Male Jin & Female Jin Class Description: Wizards use charms and spells to mount a wide range of powerful attacks. They use a Thrall and energy from the Kingdom of Spirits to defeat enemies or strengthen allies. Eligible Games: Jin, Lyn Gun: Razor (identical to Siletto's) Role: DPS/Difficulty Support: Normal Warlock Play Style: Warlock has something for everyone, with skills that are effective at any distance. Use leech to unlock other skills and replenish your focus while stealing from the enemy. Call a Thrall to serve as your powerful ally on the battlefield. Attack: Strengthening Party: Protect Party: Defense: Range: Crowd Control: Warlocks are medium-range casters, focused on calling and debuffing. It's amazing in the party game, offering a global cooldown reset, as well as awakening various abilities of their party members. They are weaker in solo scenarios as they require good management to come out on top. Pros Great Party Buffs Summons & Debuffs Cons Zen Archer Zen Archer, Blade & Soul Class, Male Jin & Female Yun Class Description: Zen Archers use multiple attacks and powerful combinations to rain arrows on their opponents. Armed with bow, mobility and unique control capabilities, these versatile fighters can maintain their composure in any scenario. Eligible matches: Jin, Yun Gun: Bow Role: DPS Difficulty: Hard Zen Archer Style Game: You can light up your enemies with fireworks capability. Charge Storm Bolt to cause catastrophic damage to unused enemies. Attack: Boost Party: Protect Party: Defense: Range: Crowd Control: The Zen Archer follows the classic ranger MMO archetype, so arc fans will surely have a lot of fun eliminating enemies from afar! Providing high DPS while staying out of focus won't be easy though, so expect for extremely active gameplay and combo mashing to get most of your class. Advantages Great damage of a good knockback goal Mounting Disadvantages Challenging Combos Glass Cannon It is worth noting that difficulties have been taken by creating characters in the game, since the information of the official website is outdated. Outdated.

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