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## Tera sorcerer guide 2014

Sorcerer in Tera Online is a very powerful and fun class when someone plays it using the right skills and glyphs but at the same time if anyone has no idea how to play a magician they can be the worst player ever. Specifically some magicians in Tera have taken the worst rotation ever and made it most used with fireballs over and over again. This is very bad this makes you a horrible noob. Look below for an example of how to tell them you're bad. So you can ask How am I not supposed to be one of these wizards? continue reading to find out more. The first thing you have to decide is whether you will be a PvE player or a PvP player because the glyph build will vary as well as the right crystals and rotation. These builds will also require glyphs from the Temple of Temerity and Sir Juka's Gallery. You can also just pvp to get glyph boxes for both if you don't want to run these over and over then without a group it can be hard to find people to run these. Lets talk about PvE first, you need to use the following crystals to maximize DPS against managers: Carving Savage Acrimonious Focused You will want to make sure you stay behind the boss as much as possible this means you will want to use your glacial retreat, mana siphon, and backstep to position you to always be behind the boss. If this is too difficult for you then consider replacing behind critical damage for boss injury but you won't be doing as much DPS. As for the glyphs that you need you want to use the following: v1:017910112012252210102 the rotation for this build will depend a lot on your ping so if you have bad ping you will adjust your rotation depending on how good or bad the ping you are playing with is because of the buffs that you will run though. OC-LTC-BoC-FB-HS-(FlamingB)-MB-AP-VP-IN-FlamingB-PB-(LTC)-FlamingB-MB-IN-OC-FB This is the rotation that you will want to use if you have ping high enough to accomplish this without buffs. The skills are: OC = Over Channel LTC = Lightning Trap Cancel (Means start casting it and move before blowing cooldown) BoC = Burst of Celerity FB = Fireblast HS = Hailstorm FlamingB = Flaming Barriage MB = Magna Bomb AP = Arcane Pulse IN = Ice Needle PB = Painblast You can adjust this as you feel the need too because depending on your play style and ping it may/may not be possible for you to accomplish this but with glyph build above this will be optimal damage to PvE. As for PvP you will want to change the crystal setup then boss injury does not work on players. Carving Savage Salivating Slaying The build I will show is more of a glass cannon glyf setup is not recommended for 3v3's or 1v1 but it will be very good in a pvp situation when you want to destroy groups of people. slaying crystal is really good if your able to stay alive for a long time with your hp on on course you can replace it for back power instead and salivating is good for mana because you don't want to take. The glyph build: v1:01001110142130107276 The slick arcane pulse allows you to move with an arcane pulse loaded as if you are actually hitting targets with it you will do some serious damage much less noticeable compared to putting a fireblast under people's feet. You want to get used to using your traps because they are very useful against people whether it is explosive to knock people over or stun. I'm looking for magician pvp guide for 3v3 and 1v1 especially against lancers because it's the only class that I don't have clear idea how to beat (I know about waste settling and stuff). Any links will be appreciated. Faceroll keyboard and win. Sorry, I asked a guide for magician, you provided how to play your zerk. With zero instant skills on melee railing, I'd say against a perfect lancer that blocks all your CCs you have 0 chance, talking 3v3 where you don't do pitiful harm to him but try to CC him to get rid of him by your @ss. Obviously most lancers won't always block your flash trap. Sorc is the only flawed DPS class with zero instant CCs even in celerity, except magma bomb (with celerity) that doesn't reach at melee range, so theoretically you can get 100% countered by a bot or some insane guy. You can try killing the lancer behind the pillar or atleast hurt him, use hailstorm near the pillar (facing the pillar) so it's like putting it on yourself so he can take full damage from it while he's there on you. Unfortunately talking about 1v1 as well. I would say against a perfect lancer that blocks all your CCs you have 0 chance Ever heard of hailstorm (+ VM proc)? Some people don't even use Vm in duels just cause they don't want to do it unfairly with random VM procs. But what is fair and unfair in duels etc. is another big topic and we shouldn't open it right now. This item is not valid though. If your hopes of defeating a lancer are all on a random World Cup proc, then you're done. From my experience I would say that Lancer is a class that has a complete kit to defeat a magician quite easily. A perfect lancer should defeat a perfect sorcery without having much trouble. The ability to pretty much block everything and at the same time leash spellbinder near you and combo him to half hp at least is a big deal. And yes my point is that it's hard to land even a single cc against a lancer cause they just have the ability to block everything. If you see that you cant land anything, you might try kd him and then silence him while he stands up, so you can finally sleep him that way and make a combo after that, but that way you simply spend especially KD silence that can actually be used offensively after stun trap, in a hail storm, to extend the combo and pretty much much enemy like that. So even if you do, you wont be able to kill the beast so easily. He gives no fcans, you will just void-fireblast him, land a couple of magmas or barrages, and then he will start blocking again, he will heal up and kill you. And btw, if you're not crit, you shouldn't take him lower than half hp, lel. Decent lancers should not lose in general. Bottom line, lance2 stronk in 1v1s vs Wizards. If your hopes of defeating a lancer are all on a random World Cup proc, then you're done. Nope, I can use the same logic. Let's say a magician with world championship weap = fact. Throwing hailstorms at lances. Lancer KNOWS he has a good chance of getting stunned by world cup proc, so he does 2 things 1) play around it and try to get out of the hailstorm or something 2) ignore the hailstorm and hope you won't get stunned. Sorry but in 2's case I will use your words, if your hopes of owning a magician are all on a random World Cup proc does not trigger, then you are done. He asks for a way to beat a lancer as a tactic or something, not the gear you need to defeat a lancer and well, beat the lancer with luck.. (proc) Jump the leash and drain his loose and just forget about any sleep combo until no resolve just take him down slowly. Only thing I found decent ly sat in the stunning trap, they jump it &gt; avenge and you can painful trap &gt; VP when they are down. Haven't played much against lancers on magician though. Only thing I found decent ly sat in the stunning trap, they jump it &gt; avenge and you can painful trap &gt; VP when they are down. Haven't played much against lancers on magician though. And what about their leash? Also, about hailstorm, can't like lancer move out of it by dashing, backstep, etc, also, how the feth can i get to effective range of hailstorm (around 14 m if I remember correctly) against lancer who keeps close? Jump leash, then avenge and backstep, mos will rush in and try a wallop, but you can backstep before that, then act accordingly. Jump leash, then avenge and backstep, mos will rush in and try a wallop, but you can backstep before that, then act accordingly. I see only one problem with things you described, the CD is on the backstep longer than that. 7 sec if I remember, and no I do not mean that you can backstep after kd'd through jumped leash, before he can get wallop in on you. Basically, 0 chance to win against Lancer of similar skill if I'm not lucky with world cup proc. I doubt there are even 5 skilled enough lancers in the pve pool that you would always lose with the conjure if you were good. Nope, I can use the same logic. Your logic and theory are pure fail even by logical judgments seriously, cutting it out. Yeh rely on hailstorm not to proc non stop (at least 1v1, in team play it does not matter that much cause cleanse) is a Thing. After all something with 1% chance is definitely going to happen all the time and you should worry about it. But since your score is 1v1, you you lancer can only run AWAY right? Forces sorc to do one of 2 things: run after him and teleport, in which case he is out of hailstorm and lancer will turn back towards the magic. Or stay in a hailstorm until it's gone when lancer comes in and what's your next move Mr. Theory? Lasts 8sec, and it has that 23s CD snäff I think, so have fun in the massive downtime. You know what's even more fun? Lancer has World Cup weapons and procs as well. On every date. Let me put it another way, as long as the hailstorm is down (and it will be), the lancer will get more hits in (blocking is not considered a hit from the magician), therefore getting more VM procs. You're losing. BTW not to mention a perfect lancer will leash you exactly when you are mid-cast by an attack (you have to attack at some point or you are waiting for him to casually go to you in the melee range?). Therefore, tactics against lancers don't really work because it 100% depends on the lancer. If he plays perfectly, you're fucked. No one can beat a perfect lancer 1v1. Look who's talking about theory. You ALWAYS bring up your imaginary fights with perfect AI bots that don't make any mistakes and have 1ms reflex. Why do you even post in magic thread stuff all the time when you have ZERO clue? Your stupid adoption of a perfect lancer would block even instant skills without luck, like completely random backstab, but that's not the case. I don't suppose he blocks the divorce as magma bomb in celery or time gyre (although he could the latter, cause of the lock-on crippling message ofc). Every melee sorc skill takes as 0.3s minimum to throw in celery even with glyph bonuses, that IS reproducible it's a 300ms reaction time are you kidding? Not my fault lancer is such a stupid cheese class and most players who pick it are awful and have worse reflex, most melees have worse reflexes cause they are crazy dogs spamming keys. Oh and not to mention macro-ing, not like any other class benefits from it, just to show it even more. More.

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