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Tera mystic glyphs

You have Sono Zephya and this is a semi-in-depth guide to the Mystic class. This guide will cover appropriate gear choices, lyfi choices, skill uses, and other tips to improve your game. We hope this will guide the new Mystics by helping current Mystics improve themselves. While this guide will prepare you to know what to do with your Mystic: your real workout comes from the experience of applying what you know in the real game. This guide has been updated for Mystic Awakening (02/11/2018) At the moment, the guide focuses on the Mystic Awakening. As the baseline increases, being nonexistent should be non-existent in the near future, so I'm sorry this guide no longer appealed to the unawakened Mystics. I'm aware that some of you play consoles, so for now I'll add in a non-Awakened section. Your Role Mystic is a support class of TERA. Your main role is to support your party through dungeons. There are several support areas you can offer, namely: healing and cleaning, buffs, shields, MP management, de-buff (enemies), crowd control, and additional DPS. There are also specific mechanics for healer in the basement that require the support of the healer. You have to do all this by surviving yourself, which involves the correct placement and use of the tools. Awakening Mystic's awakening changes their game a bit. They are required to do more and have ways to support the party such as shielding knockdowns and rejecting, as well as empowering the party. This guide is aimed at the Awakened Mystic. If you're not awake, your guide should still be able to guide you in the right direction and may give you some tips for the future. The biggest differences are thralls and mana, in my opinion. Your slaves won't give the enhanced effects and therefore won't have to be launched for DPS support – plus, since Thrall of Life doesn't give MP and you won't be able to explode moans via arunic release - you've used Corruption Ring much more. The mystics of the equipment builds should opt for the standard support build, I proposed the recovery time build: this is a balance between reduction of recovery time and attack speed, with additional Crit factor. There are parts where you can choose between survival rollers (Resistance and HP) and offensive/support rolls (Crit Factor) – you need to examine your gameplay; if you can minimize the damage you receive, you can swap these survival rolls for Crit Factor, which could help in your overall support. Weapon accessories and armor and crystals misc and engravings Recommended Top Stat Roll: Reduce skill cooldown by 7.2% - Cooldown is essential to properly support your party. Recommended Lower Stats Rollers:: Reduce skill cooldown by 7.2% - To match it to the top stats roll and base roll, this will give you 21.6% universal cooldown on all abilities. Increase Increases Speed by 4.5% - Attack speed offers reduces animation blocks and increases the ability to throw out support and faster healing. Increases healing by 6% - More healing is always good. Increase Crit Factor by 14 – this is only if you can roll 4 rows, if you can only roll 3, then choose the 3 above. It's best to go to Crit Factor for extra critical heals. You can also replace it with the MP role if you find yourself running into a lot of MP issues. Note: Intermediate level equipment has 4 reshakable options, while high-level equipment has 5. Storm Cry equipment will offer additional support stats on +7, 8, and 9, while Heroic Oath will add them to basic stats. +9 Storm Cry Scepter Level: 65 Mystical Attack Modifier: 13,432 (+1,813) Increase MP Regeni by 29 Punishable Sign Recoveries by 10,471 HP Decreases ability recoveries by 7.2% increases PvP defense by 10 increases attack speed by 4.5%. Increase your healing skills by 450+ Reduce skill recovery time by 7.2% + Increase your healing skills by 6% + Reduce skill cooldown by 7.2% + increase attack speed by 4.5% + increase crit factor by 14+7: instantly replenish 0.6% of your total MP when you use an ability. +8: Increase your healing skills by 450. +9: Reduces skill cooldown by 1%. Armor: Recommended Top Statistical Shot - Skill Modifier: Reduces Jant Teleportation cooldown by 15% - Reduced cooldown on your unique iframe and escape will increase your survival, this 7% combined with other cooldown reductions reduces it to 3.5 seconds. Recommended Lower Stats Shot: Reduces raging monster damage by 10% - More damage reduction; means more survival; you can also take on tank shots while distorting support for your party. Reduces damage by 6% - As above. Reduces the damage caused by frontal attacks by 6.9% - As above, however your character/you have to face the boss for it to work. Increase ps maximum by 8% – Even higher health is good, this can be replaced with frontal damage if you think this is a safer option, increasing your overall HP will increase the healing of Arun Vitae glyph (as it is 20% of your maximum PS). Note: Intermediate level equipment has 4 unwavering options, while high-level equipment has 5 unwavering options. Chests have a unique frontline skill shot. +9 Storm Cry Mystical Robe Level: 65 For Mystic Defense Modifier: 8,382 (+754) Increases the maximum number of MPs by 2,469 increases the maximum weight by 8% Reduces damage taken by 6% Reduces raging monster damage by 10% Crit resistance factor of 30 increases resistance by 22 increases resistance by 6+ decreases Teleport Jaunt cooldown by 7% + Decreases raging monster damage by 10% + Reduces damage by 6% + Reduces frontal attack damage by 6.9% + Increases max HP by 8% +7: Increases resistance by 3+8: increases damage by 1% +9 : Increase PS max by 4%: Recommended lower statistics roll increases healing by 6% - More cures are always good. Increase the attack the attack by 2.25% - Attack speed offerings reduce animation blocks and increase the ability to throw out support and faster healing. Increase resistance by 12 - More resistance allows you to survive better. +9 Stormcry sleeve level: 65 Sorcerer, Priest, Mystical Defense Modifier: 6,288 (+565) Increases the Crit factor by 12 increases attack speed by 2.25% decreases damage taken by creatures by 15% increases power by 19 increases resistance by 21 increases skill damage by 3% + increases healing by 6% + increases attack speed by 2.25% + increases resistance by 12 +7 : Increases resistance by 3 +8. : Increase damage by 1% +9: Increase PS max by 4%: recommended lower stats roll increases movement speed by 6% - Being mobile on a mystic is key, allows you to escape attacks instead of using your only escape, which can be saved for other situations. Increase resistance by 4 - The more resistance is more defense, which allows you to survive more in general. It replenishes 2% of the total MP every 5 seconds – this should help you with any MP issues, it looks like a small amount but accumulates. +9 Stormcry Shoe Level: 65 Sorcerer, Priest, Mystic Defense Modifier: 6,288 (+565) Increases movement speed by 13%. Increases total DPs by 4%. Increases the power by 22 increases the resistance by 6 increases the write resistance factor by 24. + Increase movement speed by 6% + Increase resistance by 4 + Replenish 2% of total MP every 5 seconds +7: increase resistance by 3+8: increase damage by 1% +9: increase PS max by 4% belts: belts are a free piece of equipment, don't worry too much. Viable rolls increase ps maximum by 2.3% - The more PS maximum allows you to survive better through flat damage attacks. Increase PS max by 1.5% - See explanation for maximum PS by 2.3% storm belt level: 65 defense modifier: 3,242 increases ps max by 12,686. Increases the power by 10. Increases resistance by 10. + Increase ps maximum by 2.3% + Increase PS maximum by 1.5% Accessories, for me, include anything other than a main gear (Weapon, Armor, Gloves, Shoes or Belt). There are a few pieces of additional equipment that you can shake: jewelry, brooches, innerwear, circlets and masks. Reshaping statistics: Jewelry hatches most accessories, can be etched, and can equip a crystal (Vyrsk). Now there is less variation in jewelry selection than in previous patches. There is no reason for a healer to go pumped, so stay with a full carving set. This will give you some basic criticism for some healing of Crit. you want to stack the resistance, HP and healing modifiers. Ring rings can offer resistance, healing, or Crit factor. Generally you should aim for the following relaunchables: Increase resistance by 4 increases healing by 256 day ring level carving: 65 Attack Modifier: 717 Increases maximum mp by 172 increases resistance by 3 increases Crit Factor by 42 Increases your healing skills by 173 173 PvP defense by 3 increases healing by 199 + Increase your healing skills by 256+ increases the strength of 4 earrings that your earrings offer you defense and an increase in HP. Increases PS max by 4% increases resistance by 4 levels of daylight earrings: 65 defense modifiers: 931 increases ps max by 8,570 increases attack speed by 2% increases the attack factor Crit resistance of 42 increases the Crit factor by 30 increases PvP defense by 3+ increases PS max by 4% + increases resistance by 4% 4 Necklace Your necklace offers you attack speed on its basic statistics and a rerollable. Increase the resistance of X - Resistance gives you more defense. Increase X's healing - Although Mystics will benefit from this roll, it's not ideal compared to Crit Factor or Endurance. Carving daylight necklace level: Attachment modifier 65: 732 increases the maximum number of MP by 245 increases the attack speed by 6% increases the writing resistance factor by 34 increases the Crit factor by 38 increases your healing skills by 209 increases by 209. The 4+ PvP defense increases the stamina of 4 reshapable stats: brooch cleansing brooch (or Quatrefoil and Marrowbrooch) is the viable brooch for healers as it offers Crit Factor and a self-cleaning ability. If you can change your presets, you can bring a simple quickcarve that you can use to speed up your resurrection ability on difficult bosses. As for the belts, it's just a free piece of gear, don't worry too much, roll it the same way. Viable rolls increase ps maximum by 2.3% - The more PS maximum allows you to survive better through flat damage attacks. Increase PS max by 1.5% - See explanation for PS max by 2.3% Purifying Brooch Level Attachment Modifier 65: 345 increases crit factor by 6 + Increases PS max by 2.3% + Increases PS max by 1.5% [Accessory] Contains a usable ability to remove harmful effects. Drag to the shortcut bar after equipping to use it as a skill. [Ability]: Cleanses malicious effects Cooldown: 3-minute rerollable stats: Circlet This accessory offers limited variations and doesn't

each boss is different, however the general rule is not to stay too close where you are taking a lot of damage if you are not comfortable and not stay too far so that close-range mechanics and healing become difficult. Find your comfort zone and area that's easier for you to be based on boss attacks. To the side? North Land, North West? Does this garment swing back, side swings? Try to eliminate attacks launched against you by staying in areas where they won't hit you. Staying at a comfortable distance allows you to avoid running mechanics, you should not be in combat: you are free to run and a fast pace. An important point is that Stand behind the boss: Bosses will be a healer-specific attack, or at least a remote attack on the other player, which should be most of the time. Therefore, if you are on the back, the leader will make a 180 every now and then that causes the whole party to party Try to stay at least to the side. Using Thralls and Warding Totem as an entity A hidden mystical talent is the ability to use thralls as an entity. They act as players, which means they can help with some mechanics that: - a) deal a fixed amount of damage that is shared by players within the damage area - b) apply a curse that is applied to the nearest (or farthest) players. Note: This is not the case with newer bosses, it depends on the fight, refer to a guide. Adding slavery reduces the damage each individual player receives as the damage is shared with an extra player. Thralls that take curses, instead of players, allow players to continue to DPS without worrying about the curse effect and simplify the run. The only two slaves that are viable are Thrall of Vengeance and Thrall of Protection, as they take damage and are on shorter cooling. However, since they are used for other things (buff and support), this could pose a problem, so I don't think this is expected. Warding Totem has the same concept, which means you can further share the damage or take up to 2 curses for your group. However, the time on Warding Totem is harder to master, as it only has about 0.5-seconds of vulnerability, after which it is immune to damage and effects. You want it to appear while the curse/damage is taking effect. Consumables As I've said many times, even if you're a mystic who can heal, it's wise to use consumables to improve your gameplay. There are different types of consumables, such as Core, Situational and Luxury. Core Everful Nostrum/Battle Solution If you're a returning player, this consumable replaces bonfire amulets, battlegrounds, and assault scrolls. This is a consumable to use, as it gives endurance, regen MP in combat, attack speed, reduced cooldown, and more. Basic healing potions You can heal yourself through consumables, there are a couple of healing potions: your normal healing potion that instantly heals you for a predetermined amount. I prefer instant healing over the Elixir. Then you have others who share the 30-second cooldown, these are Health Potion that heals you for 50% of your maximum PS instantly (check before purchase, there are two items with identical names) and Rejuvenation Potion that heals you for 5% of your MAX PS up to 75% every 1 second for 15 seconds. Even as a healer, the use of Potions is essential for those sticky and multitasking situations. Mana potions situa You can get mana through consumables, there are a couple of mana potions: Your normal of Mana instantly giving mana for a predetermined amount. I prefer instant mana over Elixir for a quick explosion when needed. Then you have others like Sarberry Deliciousness that give you 170 mana every 1 second for 15 seconds and Divine Infusion which gives 5% of your maximum MP up to 75% for every 1.1 for 15 seconds. Mana management is important, and potions can be a way to quickly replenish yourself in sticky situations. Blessings of the central goddess These allow you to rise again on site if you fall into combat, they are good to use to save the party or during the burning stages when the DPS cannot resurrect you. They have a recovery time of 1 hour. You should always have 1 in your inventory, in case it falls without a rebirth vote. Core Courage Potion This increases attack speed by 4% (6%), damage by 10% (12%) and 10% Defense for 30 minutes. These are good for general play, attack speed allows less animation lock, and the defensive part can save you. They can be purchased from merchants. Situational Noctenium These increase the effects on the selected abilities, you can check the skills above to see which abilities have noctenium effects and what they do. I highly recommend mystics to use Noctenium as it increases the duration of contagion, speeds up Resurrect's launch time, and increases your healing. If your DPS is spending their noctenium, you should also do so as it will benefit. Luxury Roostock Food There are different types of Roostock Food and they can be mystical benefits. Sky Lotus offers knockdown and staggering resistance for 10 seconds, good for when you're trying to resurrect someone. Lein's Dark Root beer offers a higher attack speed of 20 for 10 seconds, against good for when you're trying to quickly resurrect someone. Future updates, credits, and revision history Future updates Revision History Credits The next patch is the talent system. I won't update it as soon as the patch comes out, but I'll try later! You're Zephyra, again. I would like to thank the following people for their help with this guide: – Obsie: For teaching me and helping me program. – Floss: To correct the link and update the guide for new patches. – Caesar: (My dog). Very inspiring throughout this piece of writing. – Pop: Teach me the ways. – Yosha: class balances. – Bookie: For teaching me the art of killing people as a healer... and the art of making excuses for it. Some friends who have helped and endured my mystical trials over the years; Luyanne, Can, Jazzy, Poke, Yooona, Poopsie, Banim, WH static, Back Pain etc. - That random mystic on reddit who killed everyone by teleporting Jaunting behind the boss. – Start: February 2016 – First draft: 17 May 2016; 16:07 – Final change: July 24, 2016; 11:41 p.m. - Velik's Fate Patch Update: May 18, 2017 by Floss - Awakening Part 2: Started: October 10, 2018 - Awakening Part 2: Draft Ended: November 2, 2018 Scroll Up

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