



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 Mystical 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 uneawakened 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 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 by 7.2% 7.2% - To match it to the top stats roll and base roll, this will give you 21.6% universal cooldown on all abilities. 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 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 Jaunt 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% decreases Teleport Jaunt cooldown by 7% + Decreases raging monster damage by 6% + Reduces frontal attack dam statistics roll increases healing by 6% - More cures are always good. Increase 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 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 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 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: 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 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 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 by 209. The 4+ PvP defense increases the stamina of 4 reshapable stats: brooch cleansing brooch (or Ouatrefoil and Marrowbrooch) is the viable brooch for healers as it offers Crit Factor and a self-cleaning ability. If you can change 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

matter too much, but gets one. You can go both critical factor and endurance. Options increases the resistance of 4 light circlet defense modifiers: 848 increases the maximum mp by 528 increases the resistance of 4 light circlet defense modifiers: 848 increases the maximum mp by 528 increases the resistance of 4 light circlet defense modifiers: 848 increases the maximum mp by 528 increases the resistance of 4 light circlet defense modifiers: 848 increases the maximum mp by 528 increases the maximum mp by 528 increases the resistance of 4 light circlet defense modifiers: 848 increases the maximum mp by 528 increases the maximum mp increases the Crit factor by 8 fixed statistics: Innerwear This is situational and more than one preference, you can go hp or resistance, should not be too important in the long term but many attacks by bosses can be based on HP, which requires More if you have a higher HP pool, plus, increased resistance gives you more defense against non-HP-based attacks. Fitness Options - Max HP. Increasing your maximum PS can help you survive flat damage better. Resistance. Increasing endurance can help you survive general damage and is better for healing through damage based on %. Catspaw indoor clothing isolated level 1 - iLvl: iLvl: Defense Modifier: 486 Increases ps maximum by 3,935 Increases resistance by 14 fixed stats: Mask The last addition to the equipment is the Mask. This is available in 4 Energetic (Cooldown) and 3 more variants, which are irrelevant to you. In future patches you will be able to disassemble and update them, but for now you have to face RNG to get an energy mask as you can not change the roll. It is the only one useful for Mystics. There are currently 2 levels, with a third coming up, Onset and Infinity. Options Reduces Skill Cooldown by 3% -Reduced more universal cooldown. The Energy Infinity Mask reduces skill cooldown by 3% increases the resistance by 3 Remember to use the Fine version of these crystals. They are expensive and can be obtained through Vanguard credits, so use a full Crystalbind. Weapon Crystals: For Diads: I recommend you incessantly (HP) or poised (Enraged Damage Reduction) Swift - This allows you to be faster while in combat as if you were hit, you will still be able to move at a faster speed than the default combat speed, allowing you to get out of situations without using your only escape. Brilliant - This gives you regen MP, which is vital if you're going to constantly disax skills without getting MP back. You should use 3 of these (2 if you use 1 carving) Carving – This is situational, if you think your MP is good enough and want to try to criticize heal a little more, then feel free to use 1 carving instead of a brilliant one. Armor Crystals: For Diads: Fast Advice (Motion Speed) Hardy - Hardy would be your most useful defense crystal, offers universal damage reduction and will help you a lot. For most dungeons, a 4 Hardies configuration is recommended. Relentless - These are your sierial crystals useful for flat damage attacks (the damage you receive is a predetermined amount of HP regardless of your defense). Some healers use them to get more flat damage; however any other attack coming up would be fatal, so you need expert gameplay. Accessory crystals: Swift Vyrsk Being fast is always a great thing. With 4 Vyrk you will have 4% attack speed, allowing you to execute skills faster. Being able to execute skills faster means less time stuck in the animation. I recommend using them. Vyrks on the ground If you don't feel comfortable with a dungeon, you may be hit more. Using these vyrsks will increase your endurance, which means your defense will help you with survival as you learn the dungeon. These are especially useful in Harrowhold. Rescue Vyrsk These your healing production. I personally don't know of a time when I would need more healing output. Engravings: Offensive engravings: Weapon and gloves should have energy engraving, as they offer attack speed and reduced recovery time. Being faster and having skills with a low cooldown when you have a limited tool kit will help you in difficult situations. Difficult. Engraving: Energetic IV Superior permanently increases attack speed by 5% and reduces skill cooldown by 3% in defensive engravings: armor and footwear should have incision on the ground. More resistance is always good for a PvE player, regardless of class. Armor Engraving/Footwear: Top EFFECT IV on the ground permanently increases the resistance by 10 accessory engravings: accessories should have implacable guick engraving or guick engraving, these offer combat movement speed and HP. Accessory Engraving; Relentless Swift III Superior [Effect] Permanently increases combat movement speed by 2 and maximum PS by 2.000. Abilities and Mystic Abilities have a wide range of abilities, in fact they probably have the most abilities. For PvE, many of the skills become somewhat useless or seral. Going even further, some skills become a bit useless in the party game. I've divided abilities and abilities into sections: Abilities: Damage Abilities: These are abilities that are used to deal damage. Main skills: these are skills that are constantly used during gameplay, especially PvE - Party Play (and alone). Thralls: These skills are our Thrall summons. Other: These abilities are considered useless or utilitarian, such as some Crowd Control abilities. Phifi: red lyfi are not useful, they should not be used. Orange lyfi can be useful in certain situations. Greens are always useful and are important for an effective mystical game. Abilities: Before I get into any ability, this is my healing lyfi page. Note that this is for the Awakened Mystic. Mystical standard healing glyph page This is my glyph page, you can make changes as you see fit, for example some people don't like RNG on restoring Thrall of Life, so they choose another glyph as a greater restoration of health on the ward totem, but the general idea is there. Using Awakened Arunic Release Ability of the Core: Arunic Release is an awakened support ability that explodes Arun's Vitae and Arun's Tear motes. You can explode up to 5 in front of you. The explosion of either effect will apply both effects of the straw (similar to what you will do when you collect them) to anyone within range of the explosion, for example, the explosion of an Arun Tear will also give the healing effect of Arun's Vitae to anyone within range. The healing effect is still limited to 2 stacks, although you can explode 5 bytes. Arunic release launch time: MP cost of 1.2 seconds: cooldown 875: 5 seconds base damage: 6,500 Explode all shots in front of you (limited to 5), Vitae di Arun Arun's Tear apply both HP recovery and MP replenishment to allies and deal damage to enemies. Using Core Arun's Vitae abilities: This is your main self-healing. Players, including yourself, can collect them to recover HP every second for a few seconds, but it also cleans up any malicious effects. Placement is as important as having to fight you, members of your group can still use them. Collecting heals you for quite a while. Glyphs: Flame Glyph: The cast's time isn't too long for Arun's Tears to make a drastic difference. Restoration Glyph: This is your main self-healing. This heals you 20% of your total maximum PS when you launch Vitae di Arun, so you can collect the straw if you need extra care. Arun Vitae XI Launch Time: Instant MP Cost: 180 180 Cooldown: 5 seconds Collect arunic power to create a straw that recovers 10254 hp every second for 3 seconds and removes all harmful effects. Load the range of the straw by holding down the skill button, then shoot the straw up to 18 m by releasing the button. Hp recovery effect can accumulate up to 2 times. (3) Flame Glyph: Accelerates the cast of Arun's Tears by 25% for a few seconds. (3) Restoration Glyph: [Master] immediately recovers 20% of total Hp. Using Core Arun's tearful skills: this is one of the ways to give MP. Players, including yourself, can take them to recover 20% of their total MP. Positioning is important to minimize DPS loss. This straw can be exploded using arunic release, effectively applying both Arun's Tear and Arun's Vitae to anyone close enough. Glyphs: Blaze glyph: Cast time isn't too long for Arun's Vitae to make a drastic difference. Arun's Cast Time Tears: Instant MP Cost: 150, 150 Cooldown: 5 seconds Collect Arunica Power to Create a Straw That Instantly Replenishes MP by 20%. Load the range of the straw by holding down the skill button, then shoot the straw up to 18 m by releasing the button. (4) Flame Glyph: Accelerates the cast of Arun's Tears by 25% for a few seconds. Using the Awakened Slave Upgrade ability of the core: Slave Augier is an awakened support ability that allows slaves to give group members a benefit at launch. You should have this 100% of the time, however it will drain your MP, you have to handle it correctly (potions, abilities and crystals). Thralls bonuses support the party immensely and discussed later in the Role section, see the tooltip on the right to see what each slave offers. Arunic Release Launch Time: Instant MP Cost: 250 Cooldown: 2 seconds While activated, using an enchanced thrald summon ability that provides beneficial effects to nearby allies. Protection Slavery: Provides a shield that absorbs 30000 PS for 12 seconds with umminty to take down and stagger while the shield is active. It costs another 340 MP. Slavery of Life: Removes the harmful effects expressed on neighboring allies. For 5 seconds, increase the speed of in combat of 10 and heals the maximum PS's 1.5% (15% typo) and supplies 10% maximum MP per second. It costs another 700 MP. Slave of Vengeance: Increases power by 15 for 12 seconds. The effect ends if knoced-down. It costs an additional 700MP. WWrath Thrall: Increases the written power by 0.6 times for 20 seconds. The effect ends if knocked down. It costs an additional 1000 MP. Mp. Slavery of the use of protection skills: this is shielding slave, it has two uses. It has a glyph that gives each 10% resistance will remain even if slavery is rejected. This slave also applies a shielding effect on the members of the group (within an area) when the awakened increase is triggered: slave. This is a 30,000 hp shield that prevents knockdown and pushback. This is good for stopping DPS disruption or bypassing mechanics who would normally kill your group. Glyphs: Energy Glyph: You should keep it available for mechanics, and since it has a long recovery time, it might be a good idea to reduce it. Power Glyph: Will not use it in group game for damage. For the solo game, you could then this is up to you. Fortification Glyph: Will not use it in tank/damage group game. For solo play, I'd rather rephrase and spend points somewhere else. Grounding Glyph: The best use for this slave is this benefit, it offers 10% more resistance throughout your party, this could be the difference between a 1-shot attack and surviving. Thrall of Protection XVI Launch time: MP cost of 2.8 seconds: 425 Cooldown: 50 seconds Summon a protection slavery that uses melee attacks to pull tangled from monsters and defend the summoner. It lasts 10 minutes or until death. Evoking a Slavery of Life will erase Thrall of Protection. (5) Energy Glyph: Reduces cooldown by 10%. (4) Power Glyph: Increases slavery damage by 25%. (4) Power Glyph: [Master] Increases slavery damage by 30%. (3) Fortification glyph: Increases thrall defense by 25%. (4) Grounding Glyph: [Master] Increases the resistance of all group members by 10% for 10 minutes. Using thrall of life core skills: This slave offers quick burst healing and AoE cleanup. It can be life-saving and can absorb damage. Under the effect of Awakened: Slave of The Rise, cleans at launch and heals 15% of everyone's Hp per second for 5 seconds, also replenishes MP. Therefore it is an excellent skill to heal and purify quickly, help to heal specific mechanics or replenish MP. Glyphs: Energy Glyph: This Thrall makes healing much easier, especially when everyone is low and needs a pick-me-up, so having it more readily available is helpful. Lingering glyph: Slavery lasts 10 seconds, this glyph allows him to heal more than usual. Personally, don't use it because it's 2 points that I can Elsewhere. Persistence glyph, it is quite nice to have the reset as you will find yourself able to use it more often. However, this is a big investment and the points can be spent in the same way elsewhere. Thrall of Life XIII Launch Time: Instant MP Cost: 875 Cooldown: 45 45 Summon a Slave of Life who periodically heals you and removes harmful effects. It lasts 10 seconds or until death (Thrall of Life is immune to damage). Summoning a Thrall of Protection will erase Thrall of Life. (5) Energy Glyph: Reduces cooldown by 20% (2) Energy Glyph: [Master] Reduces Cooldown by 20% (2) Persistent Glyph: [Master] Increases thrall duration by 25% (2) Persistence Glyph: [Awakened] 20% chance to eliminate cooldown. Using Revenge Slaves abilities: This is one of your most important support skills for your group as it increases power by 15 for 12 seconds for members when using the awakened increase: slave. You should aim to use this cooldown and try to get all the party members. It can also be used as an entity to take de buff or absorb shared damage. This slave spawns in the direction your character is facing, not in the camera. Glyphs: Power Glyph: Not useful. Fortified Glyph:: The slave's defense is rather weak, driving it away from danger. It's long haul. Lingering glyph: Lasts 60 seconds, base cooldown is 22 seconds, not worth points. Thrall of Vegneance XIV Launch Time: Instant MP Cost: 875 Cooldown: 22 Seconds Summon revenge slavery that attacks your enemies remotely. It lasts 60 seconds or until death. Summoning a Slavery of Wrath will erase Thrall of Vengeance. (3) Power Glyph: Increases thrall damage by 25% (3) Fortified Glyph: Increases thrall defense by 25% (3) Persistent Glyph: Increases thrall duration by 25% (2) Sofferma Glyph: [Master] Increases thrall duration by 35%. Use Thrall of Wrath core ability: Summon slavery.. of wrath.. to face the wrath. This IA is presumably improved and deals quite a bit of burst damage. More importantly, apply a 20-second benefit to group members (within range) that increases their Crit Power by 0.6 when used while Awakened: Thrall Augmentation is active. This ability is used for burn phases, which are discussed later and should be free for Contagion. Glyphs: Energy Glyph: With this glyph and cooldown reduction rolls, Thrall of Wrath reduces from 5 minutes to 55 seconds, which is good as it will be active for each combustion phase. (4) Power Glyph: I've never worked on this in my healing build, but as a DPS it could be an interesting glyph to play with. (4) Haste Glyph: The launch time is instantaneous while under the rise of slavery, it has no effect. Thrall of Wrath VII launch time: MP cost of 2.8 seconds: 1250 Cooldown: 10 minutes a solution of wrath for a powerful area attack. Thrall randomly attacks with his three powerful attacks until his death. Summoning a Slavery of Vengeance will erase Thrall of Wrath. (5) Energy Glyph: Reduces cooldown by 50%. (4) Power Glyph: Increases slavery damage by 25%. (4) Haste Glyph: Accelerates the launch by 30%. core core Use of contagious abilities: this, in addition to Crit Aura, is what sells a Mystic. The contagion applies a resistance debuff of 5% for 20 seconds. This can be increased to 29/30 seconds with Noctentium and persistent glyph. With triple recovery time reduction and engraving, you're looking at about 1 minute of in stoppage time. Aim to use this ability in combination with your DPSs burst skills (more on this later) and burning steps; the first enraged forced, the second rages and the third if it is a slower party or the fourth if it is fast and the tank forces it. Contagion and bursting skills should be programmed with burning phases, this is generally when the boss rages and the tank uses its support benefit (Adrenaline Rush for Lancer). You'll tend to start with Contagion as the first enraged one is forced by the wagon most of the time. Your goal is to maximize DPS output with support and therefore an effective game would be to time your Contagion and Awakened: Thrall of Wrath with DPS-specific burst abilities, tank support when the boss rages (which activates DPS increases damage against angry bosses). Glyphs: Persistent Glyph: A longer duration on Contagion means more DPS for the party. Contagion launch time: 1 second MP cost: 750 Cooldown: 2 minutes Infect a target within 18m of infection. This objective cannot be purified. The resistance of the infected target is reduced by 5% and spreads a disease that deals 15086 damage per second. Players deal less damage and recover less HP. Using this ability does not automatically start combat status. (5) Persistent Glyph: Increases the duration of the effect by 20% (4) Persistent Glyph: [Master] Increases the duration of the effect by 20% burst of curse burst abilities: your most important offensive debuff. Apply a 10% resistance debuff to the target when glyph (see Encefeeblement Glyph), which is a huge DPS increase for your group. Aim to keep it 100% Glyphs: Lingering glyph: This ability has a short launch time and lasts a long time. Flu Glyph:: MP should not be a problem. Multiplicative glyph: This ability hangs on 4 targets, you'll usually only have to block one (the boss), so you don't need an additional lock. Infeeblement Glyph:: This applies a 10% resistance debuff on a target that will greatly increase your party DPS. You should aim to keep this up to 100%, it is a must have glyph. Curse Burst X Launch Time: 1 second MP Cost: 163 Cooldown: 5 seconds Base Damage: 2685 Deal a Curse that does 1,238 damage every 2 seconds for 10 seconds. The effect accumulates three times. It does less damage to other players. Press the skill button once and hover to lock 4 targets within 18 m, then press the skill button again or left-click to curse all targets. (5) Lingering Glyph: Increases the duration of the effect by 20% (3) Flu Glyph: Reduces the MP cost of Curse Burst by 33 for a seconds (3) Multiplication Glyph: Increases the number of block targets by 1 (2) Flu Glyph: [Master] Reduces the MP cost of Curse Burst by 33 for a few seconds (4)Encefeeblement Glyph: [Master] Decreases target resistance by 33 for a few seconds (4) Encefeeblement Glyph [Master] decreases target resistance by 33 times. 10% for 21 seconds (3) Infeeblement Glyph: [Rare] Decreases target resistance by 10% for 21 seconds Noctenium infusion effect: Increase the duration of the effect consumes 1 noctenium infusion each time this Core Teleport Jaunt Skill Usage ability : This is your main escape, or iframe ability. Teleport Jaunt will always teleport you in the direction your character is facing. The iframe part is quite short. You want this to have a low cooldown to use it often, so wherever possible you should opt for reducing cooldown on Teleport Jaunt. Glyphs: Blaze Glyph: Launch time is still pretty fast, this glyph isn't really needed. Energy Glyph: This is the cooldown of your only escape is reduced, which is a pretty decent thing. Jaunt Teleportation Launch Time: Instant MP Cost: 120 Cooldown: 7 seconds Teleportation a short distance in the direction the camera faces. (This is wrong, it's your character's direction.) (4) Blaze Glyph: Accelerates vitae's launch by 25% for a few seconds. (4) Flame Glyph: Accelerates thrall of life's launch by 25% for a few seconds. (3) Energy Glyph: Reduces cooldown by 15%. (2) Energy Glyph: [Master] reduces cooldown by 15%. (2) Energy Glyph: [Master] reduces cooldown by 20%. Using Main Awakened Mass Teleportation Ability: Mass Teleportation is an awakened support ability that is a Jaunt Teleportation clone with the added effect of bringing up to 4 group members to you. No one expects you to use it to save other people, it's pretty buggy, so use it for your survival. It has a slightly longer iframe duration than the normal outing, but has a drastically increased recovery time. Mass teleportation launch time: Instant MP cost: 120 cooldown: 30 seconds Teleport alone and up to 4 group members nearby. I use main corruption ring skill: this is a secondary way to give Mana back. It's a two-part ability, with the first damage inflicted and then use it again to give Mana. The damage you do is proportionate to the Mana given out. It is then further divided over how many players are in the mana circle (and the amount given is different for each class). You're immune to Stagger, Knockdown Stun during the cast. You won't be put into combat. When paired with grounded glyph, this is a good skill for tank attacks coming when your iframe is down. Glyphs: Flu glyph: you don't need mp reduction, point wasting. Spirit Glyph: Since this is your secondary way of giving MP, the investment may not be worth it. Grounding glyph: This reduces incoming damage by 50% during launch, this allows you to survive and save Jaunt Transporter. Corruption Ring X Launch Time: Launch: MP Cost: 625 Cooldown: 15 seconds Baseline Damage: 1,847 HP of dumping from targets within 6 m, storing them as spiritual energy. The ABSORBED HP is proportional to how long the ring is channeled. Use the Infusion Ring ability to release energy stored as MP up to 20 group members within 16 m. Immune to knockdown, stunning and staggering during launch. (3) Flu Glyph: Reduces the MP cost of Arun Tears by 100 for a few seconds. (4) Grounding Glyph: Reduces damage taken by 50% during launch. (3) Spirit Glyph: Increases mp replenishment by 50%. (3) Grounding Glyph: [Master] Reduces damage taken by 50% during launch. Using basic retaliation skills: Practically for when it takes you down. Glyphs: Power Glyph: Will never use this ability to damage... To the right? Energy Glyph:: This glyph is sietional, most likely you will never need it. However, some dungeons, such as Abcess, are pretty big in knockdowns where it might come in handy. Balance Glyph: Never used, balance is not so good. Opportunity glyph:: This glyph is sietional, most likely you will never need it. However, some dungeons, such as Abcess, are pretty big in knockdowns where it might come in handy. Cast Time X Retaliation: Instant cooldown: 15 seconds of base damage: 1276 Jump to your feet as you attack the target. You can only use this ability when knocked down. You briefly become immune to knockdown, flaking and stunning. (4) Power Glyph: Increases skill damage by 25% (4) Energy Glyph: Reduces cooldown by 20%. (3) Opportunity Glyph: [Master] Eliminate Teleport Jaunt cooldown. (2) Balance Glyph: [Master] Increases the balance by 500% for 2 seconds. (2) Opportunity Glyph: [Master] Eliminate Teleport Jaunt cooldown. I use main Titanic favor ability: this is your main cure, previously had a healing over time, now it is a powerful fixed healing. Like cleaning, you should aim to pre-block or predict predictively heal members of your group. Glyphs: Multiplication glyph: This ability allows you to block only 2 people. In a party of 5 men, you can heal everyone with glyph. Longshot glyph: You shouldn't be that far where you need it. If you find yourself using or relving on this glvph, you need to reevaluate your gameplay. Titanic Favor IX Launch Time: 1 second MP cost: 400 Cooldown: 2.5 seconds Heal immediately up to 2 allies for 3637 hp. Press the skill button once and hover to lock up to 2 group members within 19m, then press the skill button again or left-click to heal all (2) Multiplication Glyph: Increases the number of block targets by 2 (4) Longshot Glyph: Increases the range by 3 meters (3) Longshot glyph: [Master] Increases range by 3 meters (2) Longshot glyph: [Rare] Increases range by 5 meters Noctenium infusion effect: increases healing consumption by 1 noctenium infusion each time this ability damages the core Using impulse skill: This ability is your best healing and bounce. It's an easy skill to throw on the back of the head to hit the DPSers back. You can also throw it through the boss and hit the tank. Since it's a bounce ability, you can always move and position yourself so that the bouncing ball travels through the person you didn't have when you threw it. Glyphs: Brilliance Glyph: I don't use any other MP glyphs than this. Purely because you tend to use this ability a lot and the 225 MP accumulates. Without glyph, 750 MP is a lot to consume. If you're okay without this glyph, feel free to spend points elsewhere. (4) Energy Glyph: Using the only other healing more frequently is quite nice. Reducing cooldown brings it to 5 seconds. Boomerang Pulse Cast time: Instant MP Cost: 750 Cooldown: 8 seconds Base Damage: 3301 Fires a bouncing bolt that damages all enemies in its path and heals group members in its path by 2439 (modified by the healing bonus). Using this ability does not automatically start combat status. (3) Brilliance Glyph: Reduces the mp cost by 225 (4) Energy Glyph: Reduce cooldown by 20% (3) Energy Glyph: [Master] Reduce recovery time by % Use Core Guardian Totem Ability: This is a good ability to passively heal the group, especially when they are scattered. This ability has a hidden shield of 7145 and lasts 5 seconds, unfortunately it does not give you immunity to knockdowns, staggering or stunning. In addition, Ward Totem has a vulnerability status of 0.5 seconds: when you launch the ability, it can receive damage for about half a second (maybe even shorter). This can be good or bad - if it is hit hard, it will die or can act as another entity to take a debuff or absorb shared damage (such as a dip). Also, when it's active, it will increase the healing effects of Titanic Favor and Boomerang Pulse. Glyphs: Glyph of Brilliance: This should not cause MP problems. Restoration Glyph: It's a decent amount of HP that accumulates, you'll have to use this ability a lot to make it worthy anyway. If you feel like you're not, use it or spend points somewhere else. Ward Totem II launch time: Instant MP cost: 600 cooldown: 25 seconds Summon a 10m totem in front of you that throws a ward effect on allies within 20m and restores 7000 HP every 2 seconds. The totem lasts 10 seconds. (3) Brilliance Glyph: Reduce MP Consumption by 300 (3) Restoration Glyph: [Master] Increases HP Regeneration by 25% Of Usage Core Arun's cleansing touch ability: this is your cleanliness, it's pretty fast but you'll have to hook up to players, so pre-lock/predictive cleaning is vital in difficult situations. It will clean up on its own. Glyphs: Multiplication Glyph: Only this ability block up to 3 players normally, you have at least 4 people to lock in a normal party, even more so in a man 7 or 10. Therefore this glyph is necessary for dungeons that may require everyone to clean up. Arun's Purifying Touch Launch Time: Instant MP Cost: 400 Cooldown: 2.5 seconds Eliminate all malicious effects from your allies. Press the skill button once and hover to lock up to 3 group members within 19m, then press the skill button again or left-click to delete all targets. (2) Multiplication Glyph: Increases the number of block targets by 2 (1) Multiplication Glyph: [Master] Increases the number of block targets by 2 Use Core Resurrection Ability: This ability does pretty much what it says, resurrects a dead player. I'll say this, I've met so many mystics who die when they try to resurrect – your timing is important, don't risk yourself and always keep your boss in agreement. Take on the boss too, most of you should have a chest roll that reduces frontal damage, so take on the boss to tank the damage if needed. Glyphs: Brilliance glyph: You shouldn't use this ability too often, even so, mp can be returned, it's not worth the points. Energy Glyph: You never know when more DPS will die from a mechanic, your job is to quickly get them back into combat. Haste Glyph: Resurrect is one of the slowest animations out there, so everything to speed it up and make you less vulnerable is good. Heartening Glyph: Resurrecting people with 100% HP and MP means they can quickly get back into the fight, we're not selfish. Resurrection Launch Time: MP cost of 7 seconds: 1700 Cooldown: 20 seconds When a dead group is within 4m, you can bring life back to the nearest one. (3) Brilliance Glyph: Reduces mp cost by 510 (5) Energy Glyph: Reduces Cooldown by 50% (5) Haste Glyph: [Master] Speed 40% Launch Glyph (4) Heartening Glyph: [Master] Resurrects a Target and Sets His Resistance to 120 (4) Energy Glyph: [Master] Reduces Cooldown by 50% Ability Usage Central Vow of Rebirth : This is your second life. Try to keep the Rebirth Vow, as if it dies: you can get up. Play safer if you don't have it and launch it as soon as possible. Getting people who don't already have a vote or a deficit is a bonus. Glyphs: Energy Glyph: A good glyph to have, this greatly reduces the cooldown of abilities, giving you more seconds of life and more survival than the party. (1) Altruism Glyph: To make this ability work for yourself, you have of this glyph, otherwise it's just a resurrection for the target. (3) Longshot glyph: We've never had any problems with the cast at close range, now that Vow is somehow at a distance, I don't think this glyph would be necessary. (3) Multiplication glyph: This glyph is interesting and can be useful, allowing you to launch on more than one target. A party that doesn't die so much might not need this. (We've done well without it in the past.) Rebirth vote launch time: Instant MP cost: 250 cooldown: 15 minutes Form a deal between you and a group member, which will rise if killed in the next 20 minutes. Press the skill button once and hover to lock a group member within 18m, then press the skill button again or left-click to form a pact with the target. (3) Energy Glyph: Reduce cooldown by 40% (2) Altruism Glyph: Caster receives Rebirth Vow effect when used on another target (2) Energy Glyph: [Master] Reduce Cooldown 4 0% (1) Altruism Glyph: [Master] Caster receives rebirth vow effect when used on another Longshot glyph target (3): [Master] Increases range by 3 meters (3) Multiplication Glyph : [Rare] Increase the number of block targets by 1 Use Main Regression Ability: this is your dissipation, some boss mechanics require you to use this ability, such as Runioso Manor or Dreadspire. The boss will either earn a benefit that needs to be removed over a certain period of time. Glyphs: Energy Glyph: Nowadays healers should have enough reduction in cooldown to be able to have this ability for the next time they need it for a boss without this glyph. Regression Launch Time II: Instant MP Cost: 1000 Cooldown: 1 minute End all beneficial effects on enemy targets within a radius of 8 minutes from you. (4) Energy Glyph: Decreases cooldown by 25% of the Central Aura of the Ruthless and the Aura of the Tenacious These auras are important for PvE. The Aura of the Tenaci will provide Mana support to your party. Ruthless Aura is the biggest damage boost you can contribute to your group, will increase Crit Factor by 2.2, and apply titanic wrath to surrounding group members (30m). Titanic Wrath is a 48 Power and 9.6% Attack Speed benefit, however it can be overwritten by Energy Stars. Aura of the Merciless grants Titanic Wrath III and Titanic Fury II to you and your allies within 30 m. It costs 30 MP every 2 seconds to keep. It can't be used with Swift's Aura. [Titanic Wrath III] Increases power by 48. Increases attack speed by 9.6. [Titanic Fury II] Increases Crit Factor by 2.2 times. Aura dell'Aura Tenace An emanates within 30 m of you, returning 20 MP to all other members of the group every second. Drena 30 MP every 2 seconds while active. It cannot be used with Aura dell'Unyielding. Damage the use of Sharan bolt abilities: a fill attack when dealing damage. Glyphs:: Power Glyph: No use for healing. Sharan Bolt XII Launch Pad: Instant MP Cost: 32 32 32 32 32 32 32 Base Damage: 609 609 609 609 609 609 0nleash a Bolt of Sharan Energy at a single target up to 18 m away. PVP: Damage reduced to maximum distance. (3) Power Glyph: Increases skill damage by 25%. Damage the use of the Metaphorical Explosion ability: a guick explosion of decent melee AoE damage, which means good for mystical DPS. Speed up the of Metamorphic Smite when chained. Glyphs: Power Glyph: If you're DPSing/healing hybrid, or need extra support for mafia stages, this is a nice glyph to deal extra damage. Persistence glyph: If you're DPSing/healing hybrid or need extra support for mafia stages, this is a nice glyph to lash out at extra damage. Blast XI Metaphorical Launch Time: Instant Mp Cost: 163 Cooldown: 1.5 seconds Base Damage: 1,197 Project a Divine Energy Cone that damages nearby enemies. It activates faster after using The Metamorphic Spot. (5) Power Glyph: Increases damage to abilities by 25%. (3) Power Glyph: [Master] Increases damage to abilities by 40% (4) Persistence Glyph: 50% chance to eliminate cooldown. Noctenium Infusion Effect: Increases damage-consumes 1 noctenium infusion each time this ability is used. Damage the metaphorical use of Smite's abilities: a quick burst of decent melee AoE damage, which means good for Mystic DPS when you're alone. Accelerates the launch of Metamorphic Explosion when chained. This is your knockdown ability as a mystic. Glyphs: Energy Glyph: Not very useful for group play, as if you ever need DPS something, you should be able to do it without glyphs (Arunic Release or Burst, Boomerang, Smite and Explosion). Flu glyph: not useful in party game and solo game. MP can be provided in many ways. Haste glyph: see above. Metaphorical Launch Time of Smite XI: 1 second MP cost: 250 cooldown: 5 seconds of basic damage: 2,133 damage targets within 5 meters and has the ability to shoot them down. Activates faster when used after Metamorphic Explosion. (3) Energy Glyph: Reduce skill cooldown by 20%. (4) Flu Glyph: Reduce the MP cost of the metamorphic explosion by 41 for a few seconds (4) Haste glyph: Increases the launch rate by 25% of the noctenium infusion effect: increases damage consumption by 1 noctenium infusion each time this ability is used. Damage Awakened Thrall Lord Skill Usage: Thrall Lord is an awakened DPS ability that summons the Slave Lord and deals immense damage, tries to take him out whenever possible, however he will be replaced by the use of any other slave. Summon: Thrall Lord Cast time: Instant MP Cost: 1,075 cooldown: 10 minutes of basic damage: 16,000 Summon the Slave Lord in front of you, dealing damage to nearby enemies. Summon: The Lord of Slavery cannot be used in the Civil Unrest area. Summoning a Slavery of Vengeance or an Aunt of Wrath will erase the Lord of Slavery. Another use of Mana's infusion skills: this is one way to get passive mana if you're not doing anything. This ability has a very long launch time and ends up entering combat. Usually better simply pop a pot of mana instead. Glyphs:: Spirit Glyph: You don't really need it because it won't use this ability much and isn't worth 5 points. Haste glyph: You don't really need it because it won't use this ability much and isn't worth 5 points. Haste glyph: You don't really need it because it won't use this ability much and isn't worth 5 points. Haste glyph: You don't really need it because it won't use this ability much and isn't worth 5 points. Haste glyph: You don't really need it because it won't use this ability much and isn't worth 5 points. Haste glyph: You don't really need it because it won't use this ability much and isn't worth 5 points. Haste glyph: You don't really need it because it won't use this ability much and isn't worth 5 points. Haste glyph: You don't really need it because it won't use this ability much and isn't worth 5 points. Haste glyph: You don't really need it because it won't use this ability much and isn't worth 5 points. Haste glyph: You don't really need it because it won't use this ability much and isn't worth 5 points. Haste glyph: You don't really need it because it won't use this ability much and isn't worth 5 points. Haste glyph: You don't really need it because it won't use this ability much and isn't worth 5 points. Haste glyph: You don't really need it because it won't use this ability much and isn't worth 5 points. Haste glyph: You don't really need it because it won't use this ability much and isn't worth 5 points. Haste glyph: You don't really need it because it won't use this ability much and isn't worth 5 points. Haste glyph: You don't really need it because it won't use this ability much and isn't worth 5 points because it won't use this ability much. Mana infusion launch time: 4.5 seconds Cooldown: 10 seconds regains MP every 1 seconds. Ends if you take damage or use a combat ability or item. (5) Spirit Glyph: Increases mp regeneration by 20% (3) Haste Glyph: Increases launch speed by 25%. Other Aura del Rondone and Aura dell'Unusable These auras are the least important for PvE. Swift's Aura will provide speed of movement (it also works in combat). The Aura of Unyielding offers resistance to the Crit factor, which is more of a PvP thing. The Swift An aura emanates within 30 m of you, increasing the movement speed of the group members by 30%. Drena 30 MP every 2 seconds while active. It cannot be used with Aura of the Aura Unvielding An emanates within 30 m of you, increasing the Crit Resist Factor of the group members by 40%. Drena 30 MP every 2 seconds while active. It cannot be used with Aura del Tenace. Other crowd control skills: These skills are practically useless for PvE: they are the mystic's crowd control skills. Most crowd control doesn't work for PvE bosses, unless there are mechanics that require you to stun the boss, so you can use Shara's Evelashes, Plus, vou can use crowd control skills on normal monsters/additions to help relieve combat, such as breathtaking/fearful/sleeping archers, for example, These skills are: - Svr. Dreams - Mire - Ancient Bond - Curse of Confusion - Shara's Evelashes (although useful in certain situations) - Curse of Confusion Talent Patch coming soon: 13th November 2018 - Guide will be updated in the coming weeks. Gameplay There is no rotation set when it comes to healing, instead there is a list of tasks – some take precedence over others. When you start as a mystic, be sure to tackle this list in order. Your goal is to be able to do all of the following things efficiently: Before combat: When you enter an instance and before entering a battle, you should activate Auras (Crit and MP), Slave Augier, launch Thrall of Protection for the benefit of resistance, use Rebirth Vow on a group member, and use your consumables (Potion of Courage, Nostrum Everful (Battle Nostrum), and Noctenium) Mystical Gameplay: As a healer you are expected to survive, heal, support your DPS via buff and MP, disfigure the boss, and perform specific mechanics/call them. A lot of people say you matter more than the party, because if you die, then the party dies. This is a bit true, however important your party is: their DPS is important. TERA is a DPS race at the end of the day and healing is not relatively difficult, so supporting the DPS by healing them through damage or optimizing their DPS is just as important. Survival: #1 survival means being vigilant, staying in the right place and healing yourself. Mystic is good enough to survive, we're out of action most of the time so you can essentially escape danger. If you for iframe, or escape guickly then you have both Teleport Jaunt and Mass Teleport. If those are down, you have the corruption ring (if it's glyph) to halve the incoming damage. Mystic has a lot of predictive play, you can use it to your advantage with Vitae of Arun, Thrall of Life and Warding Totem. You can make them burst if you know there is damage coming, you can also choose your wet. There are always healing potions for emergencies. If you fall, resurrect when it's safe and follow before the combat steps, making sure to blow up your Goldens and vow of rebirth. Healing and Mana: #2 Priority Healing is a simple, once again predictive approach. You have to learn a boss's attack, especially their stunners. You should pre-lock and clean (or heal if it's damage) while you're at a safe distance, this way if someone gets stunned you can limit their downtime to almost zero. Mana is something you should keep an eye on, especially the tank deputy. Try reloading it when it's less than 50%, you can use arunic release on nearby bytes, Corruption Ring, and Awakened: Slavery of Life. Mechanics, such as stunners. As I said, you need to learn them and not just avoid them: you should learn them to be able to proactively resolve things as soon as they occur. Another example is knockdowns, staggering and rescients, Bosses tend to hit the DPS, staggering or pushing them on cooldown. Learn these attacks and use your Awakening; Slavery of Protection to prevent it. There are also healer-specific mechanics, which a guide will tell you about, so be aware! DPS support: This is probably what makes and breaks a good Mystic, supporting your DPS through buffs at efficient times. The uptime of your buffs is important: I've listed a rough guide on what you should be aiming for. There is no way to legitimize the way you did well besides third-party software, which EME does not support. Therefore, I cannot recommend it: use it at your own risk. There are 2 levels of DPS support you can give: General support: I will do it during combat, not at specific times, so out of recovery time. Barrage of curses: this is what should always be kept up. It has an enfeeblement glyph that reduces resistance by 10%. Aim for 100% uptime, you'll use it to passively launch it without realizing it, which is a good thing. The goal - 98-100%: Excellent! - 95-98%: Good! - 90-95%: Decent! - Below 90%: needs work, 90%+ is easily obtainable. Awakened: Slave of the This is your upgraded Slave of Vengeance, which gives your group 15 Power for 12 seconds (if they're within range). Try to get everyone into the circle, if you have classes at a distance that are playing far away, then it might be wise to give them The cooldown of this ability is 16 seconds with the reduction in cooldown, which means that there are 25% downtime. You should use it out of recovery time to maximize its uptime. The goal - 65-75%: Excellent! - 60-65%: Good! - 50-60%: Decent! - Below 50%: needs work. 50%+ is easily obtainable. Burn Phase Support: Contagion: I've already touched on this, but to quote me: Contagion applies a 5% addition of resistance debuff for 20 seconds. This can be increased to 29/30 seconds with Noctentium and persistent glyph. Awakened: Slave of Wrath: This follows Contagion, increases the Crit Power of your party members by 0.6 for 20 seconds (within range). Uptime is not the focus; use them at the right times is. Your group should use its burn abilities are specific moments during combat, most of the time this is when the boss rages and (if you have one) when the Lancer uses Adrenaline Rush. The combination of these two, along with the DPS burn skills, allows them to use high malicious abilities quickly and quickly, thus contributing to a lot of damage. Your goal is to make your members stronger and the boss weaker during those phases by empowering them with Awakened: Thrall of Wrath and offping the boss with Contagion. Quick tip about raging: Most 99% of bosses rage at 90% naturally, and most of the time the Tank will force the rage (using Rage), to make it happen 100%. The enraged last 36 seconds and the boss becomes enraged again when enough damage has been dealt after a raging phase. In simple terms, the boss gets angry again when the party deals with 10% after the boss has become angry. It is important to note this because you need to know when the raging phase is coming and if it is the first, second, third, forced, etc. Phase of raging, as it will be related to the burn phase of the DPS. In the simplest scenarios, you'll use Contagion and Awakened: Thrall of Wrath every enraged or point to it. So, at first, you will use both (with contagion), so when the next enraged comes, you will use it again, etc. This will be something like this: However, you will soon find that due to your recovery issues, the abilities of DPS and Lancer do not fully match, so there are variations, there is also the possibility that the Tank will force another rage mid-fight. When the party deals more damage, you won't be able to use it in every rage. You may be able to use it for the first, second, and find that Contagion isn't ready for the third – in this scenario you may be forced to skip the third rage. your tank shouldn't be able to use Adrenaline Rush, so if they have experience they should force the rage after the third end, causing a forced burn phase (Burn Phase - 3), allowing you instead to use your skills here. So your fight might look something like that; take note that in a guick, fast party. Rush may not vet be standing for the start of Burn Phase - 2, so it might be wise to keep an eve on when the Lancer uses it so you can sync. Suggestions that resurrect most mystics die when they are trying to resurrect. It is expected to resurrect the DPS as soon as possible so that they are not out of action for long, but mechanics and other things can delay it. If you know your DPS is going to die (wrong debuff), you can pre-throw res, if they're dead, and in the circle when the resurrected animation ends, they'll dare. Always keep an eye on your boss and face the boss: many people turn around or face a different way, if you follow the guidance of the equipment, you should have a roll that reduces frontal attack damage, then take advantage of it. You should also know your boss, some attacks may take you down, so you might want to launch Awakened: Thrall of Protection or use a Sky Loto Drink for anti-staggering and knockdown. In addition, you can also use your brooch (whether it's Quatre or Marrow) or Lein's Dark Root Beer to accelerate resurrection animation. Additionally, abilities that don't require a block like Boomerang Pulse and Awakened: Thrall of Life can still heal or purify a player as they get up. Normally, you can't lock a player in the resurrect animation. This can help if they have chosen a bad time to resurrect. The Animation Blocks Animation block is when you're stuck in a skill animation, unable to undo it until its end (try it yourself with Titanic Favor), so knowing when to use your skills in a safe location is critical. Don't put yourself at risk anymore by throwing Resurrect while a boss is about to jump on you. Attack speed reduces animation lock, so why do I like an attack speed build. Actively plaving and predicting you have a short iframe and a pretty long one. Teleport Jaunt is a short cooldown, but there are times when a boss could target you in succession. Learn the boss's mechanics in depth as it will help you decide what to use your iframe. You may need to dodge/absorb some of the other attacks by walking/running out of danger with Out-of-Combat Play or your Swift Crystal, using the Corruption Ring Grounding Glyph to reduce incoming damage, or taking damage and countering with self-healing and consumables. Being a predictive healer allows you to make judgments in advance. If the boss is about to scroll through your DPS, it's just wise to pre-block Titanic Favor and complete the cast just as the damage occurs, so that it quickly heals your group without downtime. Similarly, if the attack of the it will defuse you or the members of your group, you can pre-block your cleaning, release a Vitae of Arun to collect or launch Thrall of Life to counter the curse as soon as possible. Again, some attacks will take you or your group down, thankfully you can Ring or Awakened: Slave of Life. There are so many ways to counteract a situation and doing it in advance gives you more control over the situation. Know your enemy It is important to know what you are fighting knowing its mechanics and have a rough note on its attack model. This will help you make judgment calls and increase your survival. For example, if a melee player dies under the boss, he knows when he will attack the tank head-on for a few seconds, so he can throw Resurrect instead of blindly doing so and having to cancel. Bosses in TERA are programmed to make set mechanics, in set schemes, with a set time. Think of the boss as a player, his attacks (abilities) have a cooling-off period and have a set rotation, however bosses are not that smart; As for artificial intelligence, many mechanics happen in % of their health and then on a timer, so after a while you will have an experience of when an important mechanic might occur. What does it say (how do I know this mechanic is doing)? Does this attack deal fatal damage? Can I survive with Corruption Ring? Can I run out of it? Can I run out of it if I'm in combat? Can I position myself to avoid this attack? If so, where should I go? Should I use Teleport Jaunt for this attack? These are the questions you should consider, however you don't literally have to write them down and answer them, it's just a mechanic's mental pairing with something to counteract it - you all do it without realizing it. By knocking down the mechanics and pairing them with a way to counteract it, you'll be able to survive every mechanic when they appear. It is important to watch your tools and their recovery time, because if you are thinking you can simply teleport Jaunt every mechanic ... well you might be able to do it sometimes, but what if things are consecutive without insurgent times? Positioning and out-of-action play A good place to do is positioning: unfortunately,

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 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 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 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 mangement 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 Ressurect'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 Zephya, 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; Luyaenne, 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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