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Ranger guide bdo

I'm Alex, and you know that by that point. And if it's the first special guide to the class you've chosen from our BDO Class Mega Guide (link), and you don't know me yet - I'm an experienced Black Desert Online player who knows almost every category of the game. After collecting tons of information about each category and testing it in the meantime, I decided to create a mega guide for all the categories available in the game, as well as comprehensive guides for each category to prepare players joining our community through their Black Desert Online console copies? In this BDO Ranger guide, I tell about the ranger, Elve's lass, which uses springs in its pre-awakening form, and the Kamasylven sword with a dagger as its awakening weapons. I try to cover everything, from pre-wake grinding to useful skills, certain combos, ranger roles in big PvP scenarios, crystals, tips and tricks and more. And with the recent release of Xbox, releases like this are really helpful. You may also like: BDO accounts - BDO Silver Coins - BDO Power Leveling - BDO Items - BDO Hacks and Cheats What role does Ranger fill? Ranger is a mixed bag. A lot of players stay out of this class, leaving Rangers with a really low number of players. Definitely the most annoying thing about a ranger is his resource management. It's incredibly hard to control his Stamina bar the right way because it basically forces you to play a Stamina minigame during each encounter so you can throw your skills freely. You have to look at your bars more than any other category in the game, and you have to learn to control what in itself is really inspiring for new players. And when you've learned this, is it worth it? Check out the developed BDO accounts available at MMOAuctions! Get a strong gear figure! Some. Depends on what you're getting at. If you want to focus on grinding and PvE, this category is not for you. It is very difficult to grind effectively in high-end areas outside Desert Fogs, for example. The class got very nfyed when it comes to PvP scenarios outside of 1v1 duels. Endurance geeks hit him hard. I cannot say how many times the increased loss of endurance cost me a battle that would have been the more important things I fought for. Having said that, ranger can still do massive burglary damage, but he needs the right situation to unleash his outburst. He can be funny as hell if you enjoy a red trip (Open World PvP kills players for fun and hones places) because you can become unstoppable if you know what you're doing. During the wars and sieges of Node, he's good at small skirmishes here and there. Outside. He can float quite well with his bow shotgun skills and. And. can destroy the entire enemy backline, but going to the point where you can actually do it is very tricky, you have to work really hard to put yourself in a position where you can effectively stand up and puncture people down from behind, and it's really hard when the enemy guild knows what they're doing because the map is the best friend for anyone willing to fend off the sidelines. The easiest and most effective way to play as a Ranger in its current state is to stand behind the front line, get a good view of the enemy team and set up forward combinations using Awakening primarily for defense when you jump or if you want an alliance with the enemy. And your usefulness largely contributes to improving armor, weapons and accessories, as you won't do much without full TET boss equipment or TET + Tri accessories, so you need to upgrade as soon as possible. It's expensive, it's repetitive. Ranger Preawakening Guide Dagger Protection: Dagger Lock This skill This ability lies to you. It does not protect, there is no super armor, no outpost, it only acts as a counterattack, it destroys enemies, but it is useless. The damage it causes is absolutely ridiculous and can get in your way when you use your balls. Lock it now and don't use it unless you're completely crazy. Downloadable wind status: Super Armor 200% Black Spirit Rage You use this skill as a continuation of the pervading wind. The main reason for this is that the charging wind can be charged due to additional damage and munitions speed, and Penetrating Wind automatically cancels the charging wind, applying maximum charges immediately. It's almost never used alone unless you decide to use it as a 200% Black Spirit Rage. It is an air raid that causes further damage from airborne targets and has the potential for Down Smash. Crescent Kick Status: Unsafe Float Device - Lock It works in some cases as an air raid and air crush and applies floating with good hits. Unfortunately, the animation is quite long, and it is unprotected, which means that you are not going to use it. The Ranger package has better skills with Crowd Control after Awakening, which means you want to lock it. Razor wind condition: Preawakening of PvE Grind Very decent skill in early PvE when it is off thanks to cooling damage. Unfortunately, it locks you in place for a long time to shoot all the hits. It's a low priority skill that you won't be using for long. Take it early and forget about it later in the game. Pinpoint mode: Lock it Pinpoint is a weak ability that not only handles minor damage, but it is also unprotected and slow. You don't use this ability and it can get in the way of combos because of its key command. Lock it now. Dash Kick Status: Lock it with useless kick knockback features. It minor damage, it is unprotected. It's not worth using in any scenario. Lock it off. Dodge shot mode: Essential Animation Cancel At Ultimate: Evasive Shot Evasive shot while weak in itself, when you reach Ultimate: Evasive Shot, it allows you animation to cancel your important pre-wake skills. Sometimes it activates Air Smash, especially after Blasting Gust. It's also a fun fact that when you cancel certain skills, evasive manoeulo movement is faster if you move to the right. Evasive Explosion Shot Status: Swap + Important Preawakening Invincible Frame + Stiffness CC The first part of the skill applies stiffness and is unprotected, but once you've fired your shot, you're completely invincible to the point where you land and return to the combat position. It's one of your super armor moves. This skill of changing weapons when used for Waking Up. You can spam this in PvE to get infinite iFrames, but in PvP it counts only as iFrame when used as cooling. Learn the timing of iFrame to get the most out of it, dodge crowd control, avoid damage - simple as that. All you need is Evasive Explosion Shot III, and maybe the Absolute version further away when you have spare skill points, don't take other parts of the tree. Circular kick mode: Flow: Sharp feather Useful for current symbols such as Sharp Feather I, which is used for long-range damage thanks to the air attack factor. Outside flows, this skill is not useful at all and should not be used alone. Use it only for workflows. Therefore, you do not need to level this, keep it level 1 for these useful flow. Tearing arrow state: 100% Critical hit rate Air Raid This ability can cause huge amounts of damage to skill that originates before waking up from Skill Tree, but it's been charged to do so. It's unprotected, so it's risky to use it. That's not our core ability, so if you want to even this out - you'd better make sure you have all the skills to wake up and the most important skills from your wake-up tree. *IMPORTANT* There is also a strange little trick in this ability. If you use the Ripping Arrow and follow Blasting Gust, Blasting Gust will have more range. It's a strange little bug (or feature) that shouldn't work or exist, but it does. Blasting Gust Status: Powerful Knockdown Tool Blasting Gust is one of our best long-range crowd controllers as it applies the game's strongest CC - Knockdown. It has a very long range and can be used to fish for CC. Crowd Control is all in this game at the upper levels, as high AP readings take one good CC to track a combination that 100-0 your enemy. I recommend visiting Critical PvP Videos because of the lot of mechanics about this skill and almost every mechanic, Ranger has his entire series. Detonation Detonation is unprotected, but with certain combos you can shorten the time you are unprotected while getting all the benefits of this ability. Combinations of good ones reduce unprotected time to about 0.6-0.9 seconds. It's very difficult to react to, and people are against it because of either the goodness or the desynchronous that Black Desert Online - unfortunately still is. Will Of The Wind Status: Powerful Down Attack This is the best skill to use when the enemy is on the ground thanks to its damage and Down Attack factor. As such - this ability is really slow and locks you into unsecured animation for the entire duration, but combined with Evasive Shot - you can unleash this ability as if you were simply letting a machine gun spam this ability and keep AD/+ F. It is becoming really fast and powerful, even if the damage to PvP is greatly reduced. It's one of your most important abilities in terms of damage, at least in the pre-awakening skill tree. Maximize it. Pervading wind condition: The head guard's pre-collateral capability It is the most important ability for good reasons. It is likely to have the most damage from all the pre-awakening skills. It can cooperate with other abilities. It has a very long range. It is equipped with a +100% critical hit ratio and acts as an air raid + down smash (Knockdown also in PvE against monsters). In addition to our Rabams and Awakening package, Penetrating Wind is the gateway to damage and long-range poking in major PvP scenarios. This skill is used with Flow: Sharp Feather, Flow: Kiss of the Wind, followed by The Ripping Arrow, and is a complete reversal of wind charging, which completely cancels the charging time and causes maximum damage immediately. Penetration wind is also an ability during major PvP matches. As a Ranger, you want to spend most of your time distracting from a distance and fishing for Crowd Control to open up opportunities for your teammates. Rabam's skills, permeable wind and its combinations are your main sources of attack, and your awakening is mainly used to counter enemies of yourself, a form of defense. Declining current mode: Accuracy speed debuff It's a good skill to apply multiple precision debuffs to enemy packs, but the damage is really weak. If you're going to take this skill, you can take it down the road when you have all the core skills and the whole Awakening skill tree. This skill is not a priority. Spirit Healing Mode: Useless MP Recovery Ranger is a very MP hungry category. Managing an MP is really hard and that's the most frustrating thing about playing Rangers. Without good MP control, you can't use your skills without Super armor or front guards - you can consider yourself dead. This ability can help you get back some MP, but you will get an extra only with basic spring attacks that you do not use in PvP because it is not safe. It gives some basic MP recovery, your resource will be renewed over time, but it is not worth the points. I wouldn't recommend taking it, it's a waste of skill points. Earth State Call: Unsecured Resolution Speed Self Buff This Buff increases your accuracy by a small amount. It has 20 seconds of cooling and 10 seconds of uptime, which means you have this 50% of the time. It is not protected, so you need to use it with caution. Also, keep in mind that if you decide to even this out, you want to get it for Call Of The Earth VIII at its maximum, because for some reason Call Of The Earth IX and Call Of The Earth X won't give you any additional stats besides reducing the MP needed to throw this buff. Infinite manageable space: Health scores 700 other health points - that's a lot. You're going to need it. The most important passive in each character's series. Skilled hunter status: Extra AP Against Monsters There's no reason not to accept it. You spend a lot of time grinding, and if you can take something that makes you grind faster - why not? Rabam Skills Rabam Skills combines two skills from your packaging, which basically gives you one ability to use whenever you want. There are four Rabam skills and you can choose two levels 56 and 57. Squall Shot Status: Short-range knockout with weak damage Squall Shot combines charging wind IV with penetrating wind IV. These two are very important skills on their own because you can put these skills together reliably, getting huge damage potential in exchange for some handy cancellations. It also boosts magic DP by 15 points for 10 seconds. It works with Down Attack, has the option of Down Smash, and it applies Knockdown to good hits. This skill unfortunately locks you into animation after the image and the area is quite short, but it's still an amazing ability. However, the main drawback of this ability is the lack of combination potential from it, as it prevents you from acting after using this ability. Tearing shot status: Long range stunning with good damage and combination potential This Rabam combines charging wind with IV blasting shot III. Its cooling is almost twice as long as Squall Shot's, but it is a minor drawback of the features it offers. It's both slow and stun enemy good hits, it applies a very long DoT in the form of Bleeding Damage, it's an air raid, it has a 100% critical hit rate, and it doesn't lock you in animation - which is actually a big deal. The lack of end animations means you can put it together. While Squall Shot is a good Knockdown tool that works well in itself, its combination potential is weak as it takes up a lot of the time from your Knockdown debuff. This is why Tearing Shot is your go-to Rabam you can easily follow your tearful shot with Blasting Gust, first use stunning, and then knock down your enemies, leading to really destructive combos. Fury Arrow Status: Very good knockdown fishing in large PvP This ability to combine Ultimate: Ripping Arrow + Penetrating Wind IV. It locks you in place for a while, but the shots come out really fast. It is a great peeling tool because every shot knockback, pushes enemies away from you and the last hit knockdown. It's an amazing ability in a large-scale PvP because you want to poo people between middle and long range. The defensive tool is always good for ranged class. It can really mess with people's kinnases. Roaring Arrow Status: Powerful Looking Shot with Knockdown This combines Ultimate: Tearing Arrow with Razor Wind V. This Rabam locks you just as well in one place when your Ranger gets down on his knees and loads powerful shots that bring down enemies or apply Down Attack, even Down Smash sometimes when they're already down. It is a great tool for enemy groups debuffing during Node Wars and it will improve DP to 20 points for a while. Games do not cause aggression - lags don't Check how ExitLag solves the delay issue! Tearing Shot is the obvious choice and you take it 100 percent of the time. With one seat left, you have to choose between Fury Arrow and Roaring Arrow. Both are very useful, and that depends on preference. Personally, I go with Fury Arrow because it allows for a faster CC app, and you can follow some nasty plitfthens when the ability to bring someone down. Hit confirm destructive combos, so easy. Ranger Awakening Skill Guide Awakening: Kamasylven Sword Status: Very Important C Swap Why is the exchange between waking up and waking up important? Because when you switch from bow to Kamasylven sword, you are granted an outpost position that lingers through the animation. And the length of this animation depends entirely on how you use C-switching, since there are three ways to activate your C-shift. C+W in preawakening mode forces you to make a frontal strike that gives you short outpost mode. C+S also makes a front strike, but the outpost is much shorter than in the case of C+W. When it comes to C+A/D - it makes Sideways Slash, which gives you a pretty long outpost space. When it comes to switching from Awakening to Preawakening, none of these have protection, and the main switch is C+D because it's the fastest switch in your series. Other exchanges don't matter. Spirit's Shackles Status: Grapple Grab is one of the best PvP mechanics in the whole game. It applies the longest mass surveillance in Black Desert Online - Knockdown, opening windows for destructive combos. Best in class and is that they are only countered by activating crowd control overlap or invincercation frames. Grab goes through every block, outpost and super armor status. Guardian status: E Buff Each class has an E Buff. E buff increases most of the time the speed of most activities, admits some evasion, accuracy, perhaps regaining some resources. When it comes to ranger, he gets +30% attack speed, +30% speed of motion, +15% avoidance, +20% critical hit chance and +500 Mana, all 30 seconds of 3 minute cooling. For the bonus, the entire animation of this self-enthusiast is full of Super Armor, and for 10 seconds after activating E Buff, the sprint doesn't cost endurance. Wind step mode: Dash, Gap Closer + Invincibility Frame A very important skill in ranger waking skills. It's a line that gives you a decent amount of iFrames throughout the movement. It can be used as an On-Cooldown, but it doesn't give you iFrames, so it just serves as a motion tool that people can punish, so it's very important to pay attention to cooling this ability, wanting iFrame through effective violations or getting out of messy situations. When you rush forward, you run into enemies. There is no collision when you rush backwards, but the line runs less. Use this line wisely, pay attention to its 3-second cooling and save it to evade crowd control or avoid huge damage. Cold Blade Status: Attack With Self Buuffs Cold Blade is not a good offensive skill on its own. It is true that this applies stiffness on the first hit, leaving to three good hits, and it knocks out four good hits, but it is unprotected, and if your enemy knows how this skill works, you will be severely punished. Crowd control over this skill is not only worth it - it also electrifies heavily. On the other hand, the switched accuracy speed for 10 seconds with good hits is a pretty good buff that is useful in PvP, of course, if you manage to quickly dislodge this skill to use your various abilities, as it will increase your damage by a reasonable amount. It is also worth mentioning that there is a special combination that you should know. Kamasylve Sword Training Ability (basic wake-up attack) is +10 AP Buff on the third hit. If the combination of a cold blade first and another attack, with a base attack, the base attack counts as a thirst strike by Kamasylve Sword. This means that both buffs - Cold Blade's buff on the second hit and Kamasylve Sword Training's buff on the third hit will apply. This means that you get +12% ranged accuracy and +10 Ranged AP. On its own - this attack is nothing special in terms of damage, you use it mainly for enthusiasts, and beyond - there is no room for this ability. Don't prioritize it in Awakening Tree. Blade status: Super-armor opening closer. Breezy Blade is our flammable Super Armor tool that acts as a Super armor every four seconds. You can spam this ability without stopping, but it is very dangerous, the skill itself does not protect you, it does not deal with almost any damage, and the gap it closes is much shorter. It lacks crowd control because it only slows down enemy movement in PvP, but it flows naturally into Flow: Rushing Wind, and you can cancel this Super Armor combination to the bow position to try your luck at spreading the damage and the CC shotgun, Blasting Gust, etc. Thanks to its protection and fairly quick recovery, it can be used in the Grapple combination to erect the grapple. Keep in mind that your enemies can also grab you, as Grabs bypasses Super Armor, and they can only be avoided by distance or invincible frames. Flow: Rooting mode: Lock it Flow: Rooting is a continuation of your grapple ability - Spirit's Shackles - but it's not worth using for two reasons. First of all, Spirit's Shackles is itself a big grab that guarantees a knockout if the grapple connects and is not resisted, your enemy stays on the ground for a long time, allowing you to finish them with one quick combination. Flow: Rooting greatly reduces the amount of time an enemy spends on the ground because it acts as Down Smash. Down Smashes is great for poured enemies, but only if you can apply them at the last minute as they somewhat reset the grounded timer and add a new one - shorter. Flow: Rooting applies Down Smash immediately after your enemy has received Knockdown Crowd Control, which means he spends time on the ground as if he's got Down Smash in his face - which means a much shorter time on the ground. Secondly, Flow: There's a long animation from rooting, and you really don't want to put yourself in a vulnerable state. Although it's a preference because some people might find a use for it - I've locked it because I don't see any point in using it. I'd rather do things the old-fashioned way. Flow: Rushing Wind Status: Breezy Blade Flow with Super Armor A very good Flow extension with your Super armor a little longer while dealing with good damage while unloading your enemy's attack rate and speed of motion by 20%. It flows naturally, it's fast, it makes Super Armor much longer, keeping you a little safe for longer, and you can cancel it to Preawakening to throw a shotgun or apply a preawakening control crowd. It stuns enemies, but only in PvE, so it is used as Super armor, some kind of damage and extension of a really good protected line. It also flows from Vine Knot quite naturally, so keep that in mind. Walling Wind Status: Powerful PvE Capability and MP Regeneration Wind is a great talent when it comes to a clean utility that crowd doesn't join although it applies Knockback. For every good hit, you get back +50 MP, which makes it a great MP recovery tool in PvE (a bit risky in PvP because it is unprotected and just knockback unprotected enemy movements. But the main reason it's so amazing in PvE - especially the endgame in places like PvE Aakman - is ranged DP debuff and Critical Hit Rate buff. Any kind of Evasion debuff or DP debuff is really priceless in every grinding area of the endgame because monsters have high defensive stats. Outside of PvE debuffs, it's a 100% Black Spirit Rage skill, and it gets amazing add-ons through it. It's Ranger's biggest damaging BSR skill, it uses stiffness, it knocks out and gives you Super Armor for the entire skill. Keep in the way that this skill causes more damage to the subjects in the middle of its ed. Flow: Tempest Status: Walling Wind Flow with Knockdown It's hard to take advantage of if your target isn't currently stunned, but it's possible. It flows from walling wind naturally, adds damage and applies Knockdown to good hits. The main reason enemies are hard to knock out with it is because knockdown is electrification with the original walling mood, and enemies who know how this Flow combination works avoid it. But if Striker decides to take you with him to the Nimbus attack, which is completely unprotected when he lands, you can find that little window when your enemy can't do anything once he's finished animation to bring him down. Vine knot mode: Floating tool with attack velocity, Buff Vine Knot itself is a double-edged sword. It can be used to fish for a quick flotation here and there, but it is unprotected and most of the time it makes you punished, and you float, or worse - poured. It's worth using as a medium combination because it acts as an air raid and air crush or attack speed hobby. Flow: Heavenly Knot Status: Swap To Preawakening From Engage It's a good ability to use after Vine Knot miraculously floats someone, or after a successful struggle with Spirit's Shackles. This allows you to instantly switch your pre-awakening mode by opening up some Bow connections. Especially useful when you manage to apply a knockdown because you can use your umbrella skills to apply Down Attacks Flow: Piercing Wind Mode: Ultimate/Extreme: Charging Wind after Super Armor Engage? Give it to me! After using Breezy Blade or Flow: Rushing Wind, you can throw the shotgun capability as soon as you switch to bow and arrow settings. Works excellently as a head finisher in a combination. Elven Rage Status: Forward Guard + Super Armor Elven Rage is a powerful Super Armor + Forward Guard tool to switch to tracking flow to get people off guard with Float flow, thanks to it. Elven Rage alone speeds up DP +10 for 10 seconds, it only brings down enemies in PvE, and it acts as a down attack. Natural tremor state: Forward guard down attack debuff It's not only a protected skill, it's also part of our most damaging combination once you've managed to get the Grapple. It is also used as one of your most important DP debuffs, as it reduces DP by 15 for 10 seconds, which is necessary for PvP and High-End PvE Grinding Sessions to end enemies (people rather than) easily. Flow: Disappointing mode: Punish Tool after Super Armor + Forward Guard Disappointment is a great continuation of Flow Elven Rage. Because Elven Rage is fully protected, and Disappointment itself is a natural flow, and it applies floating with good hits, making this Flow a reliable bait tool to help you get the chance to control your enemy after exchanging your Super armor with the enemy, which will work as long as your enemy can't reliably turn its first super armor into another super armor. Forward Guard or iFrame faster than you can change El Rage Flow : Disappointing. Flow:

Disappointment is unprotected, so you need to figure out how other categories work, against some enemy armor - you can expect lingering Super armor, some other CC streams without protection, or maybe someone expects you to activate Flow: Disappointing, he extends Super Armor for one more attack, or he follows Super Armored Stiff or Stun Who Knows? It is a great tool when you use it with thought and preparation. Regeneration mode: Buffs + Useful Addons + Knockdown + Down Smash Regeneration is a very useful skill and quite dangerous when used without 50% Black Rage Spirit, which really gives you Super Armor for the full animation. Is it worth using without BSR? In some cases, yes. And there are two cases where it's worth it. In addition, basic buff +10 Attack speed 10 seconds Regeneration is two highly reliable add-ons that will help you fight other players in PvP scenarios - PvP Attack +15 5 seconds, and All Critical Hit Rate +20%. This means that you should be able to use it as a self-enthusiast before a fight. Since it is not protected, you need to use it carefully. Before or during the fight. In addition to enthusiasts, this is a great ability to use near the end of combos. With its Down Attack and Down Smash features, it's the perfect way to end your combo for fallen enemies, not only to target extra damage thanks to Down Attack, but to keep the enemy on the ground for longer, because reusing Down Smash - which itself has a 30% chance of activating - at the right time can lead to an increase in downed mode when it comes to time spent on the ground. If you take it again too quickly, You leave, taking away precious seconds of seconds. Audience control throughout the game, so it would be more favorable to use regeneration eventually. Ranger PvP Guide Since we are covering almost all of Ranger's capabilities in its package, everything would have been worthless if you didn't know how to use it in PvP. This guide does not mention grinding tips, as you can easily figure it out for yourself - which exactly you can grind in the most effective way. It varies in terms of grinding positions because early places don't require you to apply DP debuffs, because when you're in the right place early, you know that at EXP you get, and the time that takes you to kill a group of enemies (up to 2 abilities). Near the end, in places like Aakman, you need to spend more time on each enemy, which means that DP debuffs are necessary, but you spend so much time getting to the point where you can afford to grind in Aakman that you are already a very experienced player who doesn't need a guide to skills or PvE. Ranger Buff Guide Buffs is a very important asset for every character. Skill and level are one thing, but a better selection of buffs from food, elixir, villas and other things can make a weaker character a better character. I'm not lying to you. While you may have skills and outplay potential - everyone can make mistakes. You get caught with CC when you have much weaker gear - you get one shot. And if you catch your enemies in battle and you can't finish them when they're down, you might not get a second chance. There are many for engagement and bait tools that allow you to apply mass surveillance, but that's the most important thing about 1v1 duels... Almost. The mind games and predictions that come with PvP are even more important because it allows you to dodge CC and apply your CC skills. And when you manage to do it (which takes the most skill), this may be your only chance to end your enemy. To make sure you have everything you need to complete the enemy, bring the best equipment with the best buffs from food, elixir and other things. To be most effective in PvP, you need to spend a lot of money on buff, which is necessary to get a change in large PvP scenarios. It takes not only money, it takes time. When it comes to foods, for example - to get the best effect on PvP, you have to spin through 4 types of foods. Knight's battle thids, Kamsyivia Meat, King of Jungle Hamburg and Valencia meal. Most types of food are available for 120 minutes, and the cooling of each food is 30 minutes. It means it takes about 2 hours to get every PvP buff from buff, especially NodeWars and Sieges, to get all the necessary enthusiasts into scenarios like a large one outside PvP. Foods - other default consumer products - Elixirs or if you want to. You want to, simple in the party, every party member uses Elixir of the Party, and you get all the buffs that add a ton to your stats. And the elixirs you use - it depends on how much time you have before the fight. Of course, if you're looking forward to a fight - we assume you're a red player looking for people in grinding positions to ruin their days or if you're preparing to take back the place - you'll have more time to get all the useful enthusiasts. And if you jump on top, you obviously won't take a long series of elixirs because you focus on not dying, so you'll have to trade it for quick statistics. If you have time - there are 14 very important elixirs and one or two small drinks that increase your statistics on PvP. These Elixirs are: Blue: Endurance Concentration Fury Human Hunt Shock Life Defence Party Draining Carnage Assassin Death Grim Reaper Perforation Sky Detection Minor AP Enhancer DP Enhancer Outside it are potions such as Elixir for deep-sea perfume courage, superior whale sinry or hard whale snne Elixir. Perfume is used as a stable basic enthusiast, and the other two are there in special scenarios where you have to use them to survive. And if you don't have time to open your elixir you can swap them for one quick drink - Beast's Draught. It gives you fewer and weaker stats than 14 and a MORE herb set, but it's a good switch if you need fast stats when a disturbed Musa jumps on top of you ready to take your place from you. There's also Alchemy Stones. These items can be put into character and activated when you need them. You can choose to have Velli's heart (the rarest item in the game worth a few billion silver), but before that, you need to rely on at least sturdy conservation or destructive stones. Outside of object-dependent enthusiasts - there are furniture enthusiasts, wool enthusiasts, Amity enthusiasts, but these are less consistent and always contain some preparation, you don't travel across the map just to get a buff from the NPC that is active on site for a few minutes before it ends. Buffs are outnumbered, but they require a lot of planning, storage space, inventory weight and resources, of course. A two-hour siege requires you to spend 50 million silver only on Elixirs. It's a lot, but at a higher level- very manageable. Ranger 1v1 Guide It's really hard to talk about duels as a Ranger. While Node Wars is kind of simple in general - you primarily use your string skills from afar and switch to waking up for enthusiasts and/or defense. But there are so many things that go into duels - listing everything - it will take me a few more years to list all the events in PvP that can happen in all categories in all scenarios. I usually try to talk about Ranger PvP in 1v1 duels, which you can focus on and and to succeed. There are two skills that in an ideal situation - you use before committing to polish your stats. These skills are Vine Knot and Wailing Wind. Both grant you a +20% critical hit rate of +10% attack speed. After that, you can go. Will of the Wind is definitely the best ability Ranger has if you cancel it with a branch. With high AP calculations (over 261) in 1v1, you can just apply a knockdown through the Grapple and spam this ability to end your enemies, and the chances are not so low to succeed with this tactic. In general, if you want to base your finishing combination on the wind and down smash road, it's a good idea to grapple &t; 5x Will of the Wind &t; Regeneration to apply Down Smash. And if you want to start tying from the area - Tearing Shot &t; Close Distance &t; Blasting Gust (Knockdown) works fine. That's one of the reasons tearing shot is Rabam's skill, which is optimal for Rangers and considered the core. Take advantage of your selection You can also use the assortment to your advantage. A lot of people miss this, but Ranger's Bow still breaks the guard really quickly and causes huge damage to people who are in Super Armor or Forward Guard mode. You have the privilege of sitting a few feet away, applying a ripping shot, blasting gusts, a permeable arrow, a charging wind - forcing your enemies to either run away or chase you, in which case you switch to Awakening to defend yourself from a weakened enemy. But still - a lot of Ranger's abilities aren't protected, so you have to be careful because your enemy's long-range CC still applies to you. Ranger has an S block in Awakening, As long as you go backwards, you block everything in front as long as your security meter isn't broken by powerful abilities with high AP numbers. Also - opening the mouse movement is crucial to get out of sticky situations that occur due to the use of certain skills. It's not just an attack, it's a defense. People who know the Ranger class: for example, rush you from the sidelines as soon as you activate Elven Rage, because the first frames of this skill are forward guard, and it takes some time to use Super Armor. You use your mouse movement to control abilities like Elven Rage or Nature's Tremble to keep your enemies in front of you to avoid crowd control from the side or back. But if you really want to understand how you should act in PvP duels with other players, you should watch the top-tier champions of this class and then - experience everything for yourself. You spend a lot of hours at Black Desert Online - make those hours count. Find friends for duels, fight multiple opponents at once as you get stronger, fight other classes and learn their skill trees, or the ropes of their tactics. Ranger Node War Guide Node Wars is generally quite direct You should stand behind your team and poo people with useful bow skills. Your bow can deal with destructive amounts of damage even to enemies who guard (easy guard breaks) or are in Super Armor mode. You use tearing shots, rags, penetrating arrows, shotguns, blasting gusts and charging winds, canceling animations and creating cobras that allow you to, for example, bypass the ability to charge time and still apply full damage as if you were loading it with a maximum penetrating arrow into the Charging Wind combo. When they say you don't have to do it because there's a lot to do. You don't have to stay and rely on your lucky crowd control to allow your team or damage to follow some kills. You can decide to go ham because your waking skills have a decent radius and range, and your 100% Black Spirit Rage skills - Wailing Wind, has a very powerful hard punching ability that can stiffen and then knock out your enemies. The Ranger can be a very mobile category that is hard to spot and is close to complete backline diving, as long as you have great gear enthusiasts and a combination specially designed to destroy enemy groups. It's not easy, it's definitely harder than playing Sorceress (her infinite flammable iframes) or Striker (natural tankiness and quantity of Super Armors), but you can do so. You can say that Ranger node wars and sieges is an all-rounder, except for tankiness. He could be a Long Rage poker player, a Long Range nuker, a Long Range Crowd Control fisher, a Long Range Assassin, a Melee Range Assassin, a flanker and more. He's not the clear guy of all professions and the no man's champion, he's just really flexible in what he can do. You want to be on the sidelines? You have the equipment to do it. Do you want to break up with wizards and witches behind your team and spread tons of damage and crowd control from afar? You have the tools to do that. You want to refuel? You don't have the tools to do that, but if you want to be useless, it's also a way to go. Final remarks You can read all the guides in the world and know the theory in and out, but your execution may be flawed. For the information found in this guide and other guides, also use your everyday game, use the things you've read about in this guide, and use it in your next duel. Experience everything, see what works and what doesn't. Which moves will punish you severely and are safe to use. To become a true champion of this class, you will never stop learning. Start today and not tomorrow and put yourself on the path to greatness. Order the official Ranger Discord . It is recommended to register for many reasons. There you will find the perfect guides for beginners, youtube video or gif style or famous streamers. From there A great ranger. a ranger. On Twitch TV - Anfieldw. Every guide published there gets many views, most of them relevant to the latest patch. And in our book, this thing updates your gaming session. You'll find everything you belt to wear, which statistic increases when you turn off the Shadow Rings badge. When to press LMB in your combination to make a reversal, which armour set is best for you. Spare us the hassle of distributing guides and send it to other border guards at your guild This is the end of the Black Desert Ranger Guide. I hope everything discussed here will be useful to you, and you'll look at the widely regarded weak Ranger - a little differently. BDO Ranger Guide is not the only guide available! Keep in mind that this guide is part of one huge guide - the Black Desert Online Classes Guide 2019, where we managed to cover each category overall. Each category gets its own guide just like this one, where we talk about skills, how to succeed in PvP and what each class is used for. Share this guide with your friends on forums. Check out the promotions that regarding Black Desert Online and many other games like WoW, LoG, Lineage 2, League of Legends, Fortnite and more. More.

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