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### Bdo super armor explained

There's your class and modify it, please and thank you. I didn't count the guards in walking up, swap c or lbeow. Each class's Because has block S, Swap C, and ebuff. When it comes to unity, I reckon... Showing results 1 to 9 of 9 image credits: Black Desert Online Image Winners - NA Vanguard Image Credits: Image Winners - EU WldSpark This BDO Fight, Skills, and Crowd Control (CC) Guide will help you understand the rules of engagement in PVP and PVE. Black Sahara Online is filled with complex types of combat mechanics, with a long list of blocks, special attacks, and combat states. Combat action with key controls is the most lively BDO feature, but skill details can rotate your head. If you don't agree, come c bee-bop blocks and pull woodpeddoo from me in the game. Can't wait to see the mechanics fighting your expert in action. © example combat color skill fighting skills in BDO amazing amount of information. It's easy to look at in-pvp hit skills and think it may be poor, but percentage damage alone doesn't tell the whole story. Skills with injury correction, such as 100% critical with 100% floating accuracy, and airstrikes could potentially be your strongest skill, even if it has the lowest percentage of damage. So let's determine what secrets our combat skills descriptions hold... Combat Properties Color Skill Code BDO Category Description Combat Color: Special Attacks: This property fighting skill can increase damage if the opponent in the state is fighting correctly. Block: This skill properly fight will attempt to avoid crowd control and sometimes damage during all or part of the animation. Crowd control: This fighting skill struggles to incapacitated your opponent, allowing them to only use potions, food, and ebuff. (During all or part of the animation.) Combat Hit Skill Injury Stats: Hits x shows how many animation hits have been used when skill once. This is one percent of your AP with a number of times the dice during roll animation. If the animation is cancelled or interrupted, then the hits and damage are reduced. 100% x 6 roll = 600% (assuming all land hits) Accuracy rate: chances of all x hits from a skill animation will land. Everyone, some, or no hit can escape. A 100% accuracy rate means that each hit will land, as long as the target has no escape. Accuracy is influenced by «precision gear» «Escage gear can deal carefully. Press me key for accuracy and AP. Critical Hit rate: each shot during a skill under another roll to determine whether this skill should hit crit. 100% critical rate means every y hits of skill that will land will cause 200% damage. Crits affected by crit cases, each rating giving +5%. Press P KEY Sgt. Battle Hit Cooldown: Wait a while for you to use skill again. Some skills can be used before it expires, but their effectiveness has weakened. (Example: less damage, no CC, or no HP, etc. they will have this statement: «Vicious effect during Cooldown») Combating: All guidance states can cause up to 5 combat states. CC incapacitated, prevent movement and skill. CC's players can only use elixir, potions, and foods. Every CC combat state is usually very short. Some CC will fail if trying on characters in certain states. The last CC of each class is for a slightly different amount of time. 1 skill can cause states to fight a few reasons. For example, a Knockdown causes an immediate air state, followed by a terrestrial state, and then a recovery state. Standing position: Standing on two legs. Aerial mode: No foot touching the ground. At the beginning Knockdown, float, and air gained noise. Normal attacks and defensive skills can force this mode. Government Buckle: Picked up and lifted into the air. Frozen mode: Frozen on an ice block, getting 20% of the damage. Land state: On the ground and unable to get up. This is the middle part of Knockdown, floating, buckle, ice, air noise, and noise bottom. The terrain is immediate with Bound. State Improvement: Get up from a terrestrial state. Knockdown's latest action, float, buckle, ice, limit, etc. noise, and noise bottom. If there are two combative states occurring at the same time, then the highest correction of the injury will occur. For example, if a player turns his back on you, while in the air, the air state becomes a priority because 170% stack more than 120% of critical attacks with any other special attack. (Example: Crit + Down or Crit + Air) Air and down the attack take priority over the return attack. Special attacks that can accumulate are add-ons. Normal attacks are 100%. Critical attacks add 20%. (100-100-170 = 270% of natural damage) critical low attack trades 220%. (100-100 +20 = 220% of natural damage) When one falls to move, blink or whisper... Drink a pot = Grumpy's crowd controls the enemy's sed mindless skills and give you the freedom to attack. They can also place others to increase damage in a land or air state. The name for CC skills is gailydflow color in the skill description. Hint: There is a 45% recovery bonus if the pot is used during a CC mode. Expect your opponent to use consumption (HP pot) during CC. Each CC Skill has a hidden value of 1, except the stiffness that is given 0.7. Every time you succeed in CC, your opponent gains CC value. When your CC counter reaches 2, your opponent is given 5 second CC safety. If your opponent runs away and doesn't cc (if for 5 seconds, reset your CC counter to 0, even if it was at 17 when he ran. NOTE: Air Smash and Down Smash have counts of 0 and were not considered normal CC. CC Lic with Requirements: Camp, Combat State Effects When someone is under the influence of Crowd You can see it visually. It helps to study and know your animations so that you can push your advantage if you happen upon some hapless CC'd person. Please update your browser to see the video! Example: Freezing Skill Wizard/Wizard. Freeze my not ending your opponent on for 1 second. And then a 1-second terrestrial state. 2 to 5 targets (5 in the highest rank, 100 in absolute rank.) Frozen opponents receive 20% damage. Acronyms/misspelling/resizing resistance can be used against it. (Former Adarian hat 15%) observe this skill bddatabase.net. Players use dloms to buckle or grab, meaning the same thing. The official term is BDO Grapple. Think of one player grappling on another player and not letting them go. Buckle/Grab may grapple with any government except the state. Buckle up and keeps your opponent in the air. (Just getting critical attacks and back during this time.) Look for guaranteed floats, limited, or Knockdown. The Grounded State is an AOE CC. Grab bypasses Blocks and Superarmor, but does not work against invincibility. Buckle resistance can be used against it. (Former Tullis Hat 15%) Please update your browser to see the video! Example: Buckle Warrior Skill: Down I see this skill in bddatabase.net. Please update your browser to see the video! Example: Buckle Invader Skill: A massive suppression I observe this skill bddatabase.net. Please update your browser to see the video! Example: Buckle Skill: Turn: Increase my kick-viewing this skill in bddatabase.net. Sun CC please, update your browser to see the video! Example: Sun Skill: Atk: Adamarine I nurse the need to stand or improve the state. It takes about 2 seconds. Causes a staggering dramatic animation. Acronyms/misspelling/resizing resistance can be used against it. (Former Adarian hat 15%) observe this skill bddatabase.net. Knockback CC please, update your browser to see the video! Example: Knockback Archer Skill: Kick my Volant Knockback needs to stand or improve the state. It takes about 1 second to cause a staggering dramatic animation back. Knockback/floating resistance can be used against it. (Former Trias cap 15%) observe this skill bddatabase.net. Crit CC please, update your browser to see the video! Example of cystic skill stiffness: Adamarine I need stiffness to stand or improve administration, will take about a second. Causes a staggering life animation. Acronyms/misspelling/resizing resistance can be used against it. (Former Adarian hat 15%) CC number: 0.7 (cc only that is less than 1.) view this skill bddatabase.net. CC Hover please update your browser to see the video! Example: Floating Archer Skill: Flow: Vesture Glst I may float with any mode but the state buckle. Floating offers the state's longest airstrike opportunity: 1 second air state, 1 second terrestrial state, 1 second recovery mode lifts your opponent up and away from you and then then They. Knockback/floating resistance can be used against it. (Former Trias cap 15%) observe this skill bddatabase.net. Limited CC please update your browser to see the video! Example: Limited Archer Skill: My ground kicks may be limited by any mode but the government is struggling. Karan produces an immediate land state. 1 second Grounded state with 1 second Knockdown state recovery/limited resistance can be used against it. (Former 15% cap) view this skill bddatabase.net. Knockdown CC please update your browser to see the video! Example: Knockdown Spirit may grapple with any administration but administration. Very short air state. 1 second government land, and then 1 second Knockdown state recovery/limited resistance can be used against it. (1x-15% cap) Press W, U, A, S, or D to choose what direction to roll towards during state recovery. (If you don't, it stays mostly grounded.) See this skill bddatabase.net. Chance resistance is a way to avoid CC to stack gear resistance. Resistance can be found in a variety of cases: armor, crystals, food, accessories, alchemy stones, etc. To get the most resistance, it seems you need to pick 1 out of a group of four. 5 Resistance Categories: SuperStiffnessFreezing Knockdown/Limited Knockback/Floating Buckle All Resistance (Lower Percentage, but All a CC.) Resistance Odds are calculated by taking no account your total resistance and subtracting any waiver resistance your opponent may wear. All players will fail 20% resistance to all forms of CC. (1 out of 5 CC.) Any accumulated resistance of more than 100% will not be counted towards calculating the chances of final resistance. After deducting ignoring resistance, you cannot exceed 60% resistance in PVP. If you reach 100% resistance, it is the opponent who has 40% pain resistance to tackle. Odds Resistance = Total Resistance (Max 100) - Ignore Manas Resistance Diamond Necklace +15% Air Resistance For Example Gear Resistance All Clifton Cape Resistance +5% +3 Manas Blue Coral Belt +5% Lt Noud Diamond Necklace +10% +15% Knockdown/Bound Resistance Zeneth Helme +15% Manas Topaz Necklace +30% +40% Impolpious Amanta Moproom +5% Knock Back/Helmet Resistance Thias Float +15% Sapphire Manas Necklace +30% +40% Acronyms/misspelling/resizing Resistance Cap +15% Emerald Manas Necklace +50 % +40% Tullis Cap Buckle Resistance +15% Ruby Manas Necklace +30% +40% Note: Anarsa gear and vial gear have high resistance and also ignore resistance. It has limited availability, though. (Trial characters, events etc.) block please update your browser to see the video! Example: S.H.I.E.L.D. block guard is a general term used for BDO skills that prevent CC and damage using a meter block. The block attracts hits, but can break after a certain amount of damage Superarmor is considered different because even if it deals with CC, it has such a block meter, and allows damage to get through. Both Superarmor and Block are vulnerable to grab/buckle. Invincibility is the only blocking of skill property that is not vulnerable to grab/buckle. Forward guard: The 180-degree block prevents CC and damage. (But vulnerable to grab/buckle up.) S-Block: Some classes have blocks while walking backwards. Block 180 degrees prevent CC and damage. (But vulnerable to grab/buckle up.) Guard held: The 180-degree block prevents CC and damage. Can be held as long as needed. (But vulnerable to grab/buckle up.) Shield guard: 360 degree Block cc barrier and damage. Can be held as long as needed. (But vulnerable to grab/buckle up.) Superarmor: 360 degree CC block that allows damage. Can be held as long as needed. (But vulnerable to grab/buckle up.) Superarmor: 360 degree CC block that allows damage. (Vulnerable to grab/buckle.) Invincibility: A 360 degree CC block that will make you invulnerable to everything, including grab/buckle. Grab/buckle can reach through blocks and Superarmor, but not invincibility. Reduces damage increases the block meter. The block meter appears left of the blocker character. Sources: Camp. Additional Info: This guide is based upon the awesome research and generosity of a player named Crit, who wrote a 64 page book found here: The Book of Combat, a complete guide to PVP mechanics. Thanks Crit @ thanks to InaQ for your video, BDO - CC Guide mechanics of PVP. Crit resources from the Red Desert dispute, thank you to Crit for listing your useful PVP resources. Below is a copy of his PVP Red Desert dispute. (they calledreddesert I want to be PVP.) You can flag by pressing alt+c and attacking anyone on the map outside of a safe area. However, if you flag on someone innocent, then if you attack or kill them, then you lose karma. Stat is causing severe penalties if it goes below zero! Layman has a great video on this: -. 2. If you go to arasa channel, then you don't miss karma. Arsha has better item drop rates, so many competitive players come here to win good mill points. Be careful to come here if you're new! - 500 AP +DP recommended. Third: Battle Anna is a great place for the new PvPers, as there is no death penalty. Bring a friend, open your menu,

choose battle arena option, some free pets, and test your possible! - I highly recommend starting learning to PVP here. iv. Red Battlefield is a team-based game for PvPers who prefer group fights. The two teams constantly try to get each other on the map Full of roads and buildings. Teams are random and players can only participate as individuals. - 500 AP+DP AP+DP v. War is a nod and siege of the struggle that takes place between the guild and the alliance to control the resources and the rights to brag on the map. If you join a guild, you can participate in objectively based fights as a guild member (you must destroy key buildings to win the fight while defending yourself). -450 AP+DP for Northwest, 550 AP+DP for small blockades. What class is the best class FAQ 2, and which one should I play for PVP? Classes change in their PVP rating. Most classes have been considered the best class for PVP since the release of BDO at one point or another. In addition, there are different roles in PVP. For example, a wizard in the PVP group is very powerful, but it is considered very poor in individual fights. Class games that matches (1) what role you want to serve, and (2) what style of gameplay you enjoy. You can test watch other PVP players (see other videos on this channel) or by playing a class to almost level 50. FAQ 3 how do I get enough equipment to PVP? What's so fun? You have more fun in solo play, which is the perfect LT, armor/weapons and full TR accessories. It can take a very long time to reach (typically 6 months), but you can start PVP much earlier. Just don't expect to fight over the 20-30 percent difference and still be able to win. There are several blogs reaching software: Solace Bard. - Get some costumes with +2 motion speed - Magnificent alchemy stones are an acceptable alternative to the heart of the beast - Mainhand: Kazuka at 269+ AP &gF in of Tet &g Kazuka below 26 AP FAQ 4 What consumable items do I need to P? - 4-food rotation (class-specific). Exquisite Crohn's meal troubles less but slightly worse. (It's like Coke vs Peeps - if you have a choice, go with Coke, but the difference is not great) - Elixir - a lot of Layvan potion has a good guide in it here: FAQ 5 I can now get PVP. How better? 1. Understand your skills, combos, movement, and engage 2. Copy other good players 3. Record yourself and analyze what you are doing right/wrong 4. Ask others for advice 5. Master your class! 6. Repeat 1-5 for all CR classes 1. Get full PEN Mystic

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