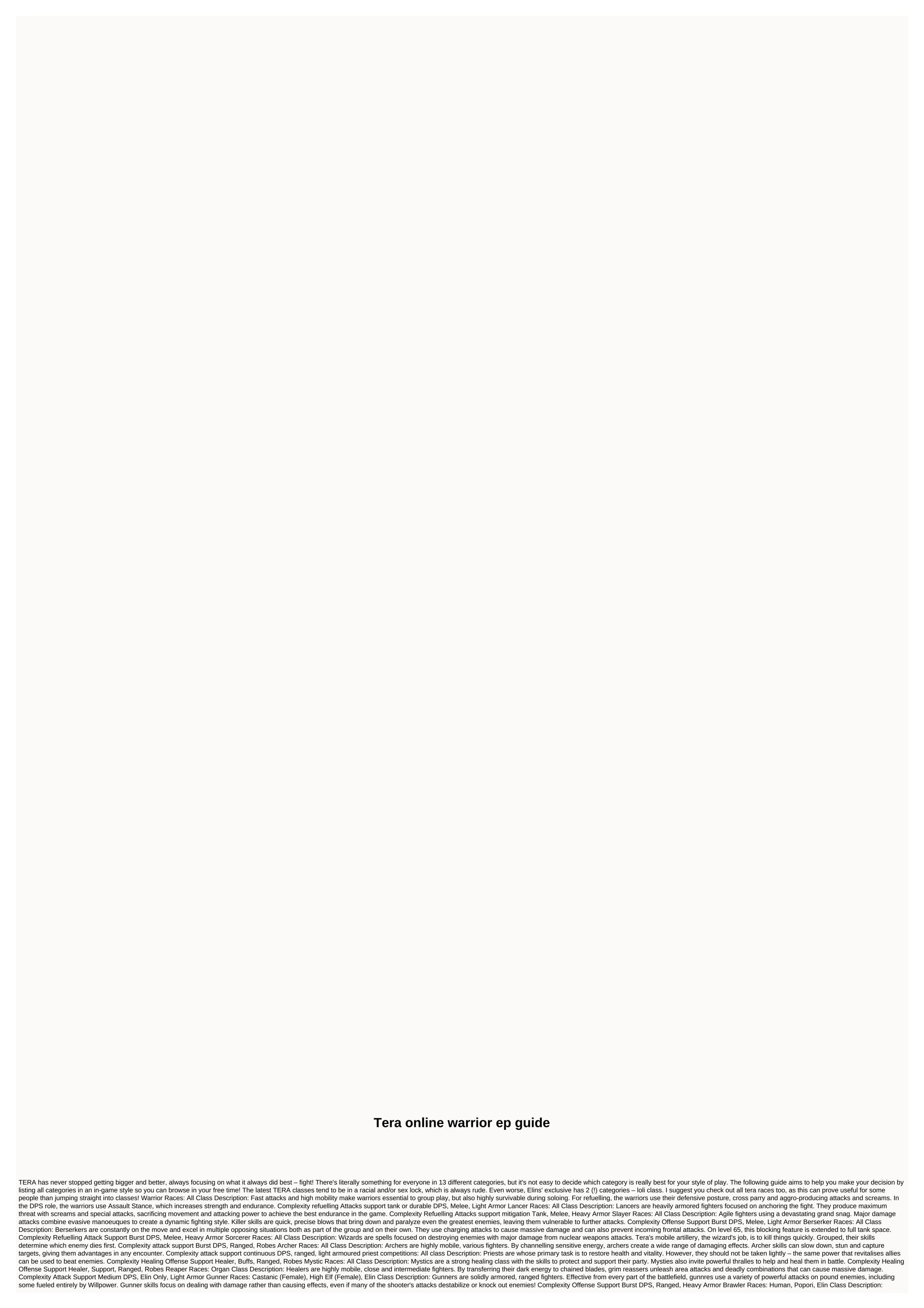
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	defeat enemies, including many that Rage feeds entirely. Brawler skills focus on dealing with damage, but many brawler attacks hit enemies all over the battlefield! Complexity Tanking Attack
	ters with the ability to avoid enemy attacks. Ninja agility and mobility more than compensate for the reduced defenses of fabric armor – and their damage output puts them firmly on the front li
	class Description: Using her intricately carved runeglaive, valkyyrie brands runemarks enemies and blast them massive damage. He mixes cuts, leaps attacks and force strikes to destroy his
	S, Melee, Light Armor Disclosure: We may sometimes use affiliate links to reputable retailers such as Amazon. Tera Online Guide PvE Warrior DPS Build. The warrior is a lightweight armored
	warrior are agility and fast execution skills. Although the warrior is not the best at taking a hit, it specializes in great dodging skills thanks to the speed of rapid movement to avoid being hit.
	ere known as Dimachaerus in ancient Rome. Guide PvE Warrior - Scythe 50% of total DPS is the contribution of Scythe, your highest damage treatment skills and the highest participatory tot
	t don't exceed it. The value of criticism decreases significantly when you hit the upper limit of criticism, since Scythe is not affected by more criticism, it only affects other skills that are about 55
	ills. Guide to PvE Warrior – Crystals Keen Vyrsk if you didn't reach the critique cap. Powerful Vyrsks if you cross the cork of criticism. Guide to PvE Warrior - Gear Weapon Weapon: Top line
	ons for the top row roll: Increase damage by 9.3% attacking with outrage Reduces skills cooling by 7.2% Increases attack speed by 9% Increases the critic by 18. An enraged reel is the best low ping. There are a lot of animation locks at the end of a warrior's skills, which means you spend less time in animation locks if you have low ping. As a result, higher ping players spend mor
	ifit from this roll, as the animation lock time between their skills will reduce the cooling time of their skills. On the contrary, a low ping player can effectively burn their skills on a CDR reel becau
	od compared to a high ping player. Another thing to consider is the resetting of the blade pull. By resetting the blade draw, you practically do not use your CDR roller (because the reset nature
	k velocity enthusiast we got from the cross-section, it's harder to control the rotation, but it's still possible. As I explained before, every time you reset a blade draw, all CDR stats are basically
	ne fold cdr. Without the skill of a CDR roll, you'll use a little more filler, which is great because buffed with deadly gambling most of your damage comes from it. Optimal party layout and allows
	don't need the extra skill for cdr optimal Deadly Gamble circulation. The attack speed is an interesting roll because it is more or less the opposite of the skill of CDR roll. While high ping players
	of skills, unlike a low-ping player who would burn his skills faster and no longer have the skills to use. Basically, we can say that a low ping player has a lot of attacking speed and a high ping
, , ,	g speed to get the same ping as a low ping player (not working if pinging is in the 180s), however, remember that you will lose an enraged roller line. The roll of criticism is bad. Bottom line ree
1	es skills cooling by 7.2% Increase damage by 6% Explanation for bottom lines: All DPS classes in this game roll out the growth of basic damage with the lower vests of their weapon because
	cythe has a 100% chance of criticism (assumption that you will hit the cap of criticism), but it is not optimal. If you use full red dyads and critique effectiveness VII scroll, the effectiveness of th
	y only 3.7%. The attacking speed as the fourth reel is not entirely questionable, as its value is halved. It gives you 4.5%, which is half the top roll compared to a CDR roll that retains the same
value as the top roller. The critique roll is not a viable fourth reel, as you can easily get the critic from other source	es, such as accessories, compared to the skills cooling reduction, which is only available as a roll or etsing (Energinen etsing). In other words, the cooling reduction is the best fourth reel
because its utility is larger than one in two of the fourth reels, since it allows you to use more skills in battle (which	h allows you to build edge faster). Chest top line roller: Increase blade pull damage by 10%. Explanation for the top line roll: Some may argue that Blade Draw cooling is viable on the chest ro
	use the ability to reset the blade pull is independent of cdr. In other words, the cooling roller is useless when you return the blade draw, which occurs 50% of the time. This means that the
cooling roller is about 50% equally effective. On the other hand, the damage to the blade is much better because	e you always use the roller to its full potential. Guide to PvE Choosing the right etchings for your warrior can be quite difficult, since you will benefit from all three etching types. Energetic etching
Energetic etchings are especially good for a warrior because it gives you a lot of attacking speed, resulting in few	ver animation locks. Cooling and attack speed are both useful, they synergized very well with each other. The attack speed allows you to throw your skills faster, which means you burn your
skills faster, causing you to use more filler skills. However, the CDR of corrosion rejects this. This roll is especially	y useful for high ping players. In other words, with energetic eternities, you can throw more skills in the same time frame as a warrior with no energetic etses. Although note that dual-ingengin
use has a greater or lesser effect on your dps. You lose too much criticism/strength by doing so. 1x energetic alre	eady helps you a lot with animation locking issues, but 2x energetic doesn't really make animation locking issues better unless you have serious ping issues. The only real benefit of running
	want a min-max warrior, you should at least drop one energetic etsing. During Deadly Gamble, you have Adrenaline Rush (20 offensive speeds), Lein root beer (20 offensive speeds) and
	difference if you had energetic ettations. In addition, since Deadly Gamble halves your skills, the cooling from ettering is almost zero, because your rotation during this time does not require
	animation locks outside of Deadly Gamble. Pumped etching: Pumped etchings are a viable choice for warriors. If you've pressed the critique cap on your scythe (which will be discussed later
	I have mixed jewelry (strength and criticism), it requires you to be fully equipped (golden critique internal, Quatrefoil Brooch, perfect with a raven) and you must have a mystic in your party too
	get this etiques. However, running double criticism of jewellery, you cross the critique cap scythe as you run a mystical that will make you lose a lot of dps. In other words, for pumped etching
	I choose this etsing. Eager etching: Garbage, With a new Scythe-shown pretty. Finally: 1x energetic 1x pumped: If you want min-max but want fewer animations locked or if the ping is
	if you don't mind animation locks. 2x energetic: If you have insanely high ping or want to get rid of animation locks (requires more testing) or if you like high attack speed. Guide to PvE Warrio
	ower kit would only be better if you are very lucky with blade pulling settings and blade draught crits during Deadly Gamble. Guide to PvE Warrior – Brooch You have 4 options for your brooch
	nes in second and Quickcarve third. One big misconception about the Warriors is that Quickcarve beats Empowered. During Deadly Gamble, increasing attack speed helps, but it is not
	asically useless during Deadly Gamble because you already get a 1.5x Crit Factor (which is about 500 crit factors). Since you have already exceeded the upper limit of Scythe's criticism, the
	n, the criticism factor becomes less useful, so the A-speed of the Quickcarve brooch is the only useful part of it. Basically, the only useful thing you get from Quickcarve is 12% attack speed.
	hrow your skills faster. You have the option to make one extra scyth during Deadly Gamble compared to empowered brooch, but that depends entirely on your Blade Draw resets. The
	ve, which does not add to the damage to your hardest hitting skill: scythe). The main reason to go empowered the brooch is increased damage to the scythe. Scythe is your hardest hitting
	so great if you use it in 10 Edges). The critic from Deadly Gamble is synergoated with the power of a really well-empowered brooch because you criticise more often and deal with much more
	uatrefoil is a combination of empowered brooch and Quickcarve, so it is very powerful. Note: Golden Quickcarve Brooch is a good idea score for runs because you can two brooches in battle
	ame cooling). Assume empowered/Quatrefoil Brooch is the default preset. Just before the match, replace the brooch with the other and activate Quickcarve Brooch. Immediately afterwards, Oches at the same time, Empowered/Quatrefoil Brooch simply replaces the effect of Quickcarve Brooch. Guide PvE Warrior – Main Skills Warrior is perhaps the most flexible category in TERA
	al modes: offensive position Attacking position and defensive position Defensive position. Warrior starts without a position and one of them needs to be turned on, and both offer bonuses for t
	damage, up to four hits, and the fourth hit handles significantly more. Commentary: Hybrid attacks are your automated attacks. Use this skill as a filler only if you have 0.5 seconds to wait for
, , ,	s. Threat sign (5 points): Offers 5% more aggro. Not useful, even for tanks. Spirit Marker (2 points): Increase MP replenishment by 35% You won't benefit enough from this meglyte because
	attack is not used often enough during your cycle, so the possibility of this sign is almost non-existent. In addition, most bosses are immune to CC unless they need to be stunned by a particular tracking the stunned by a particular tracking tracking the stunned by a particular tracking tracking the stunned by a particular tracking
	aggering Counter. Dodging roller Dodge your enemy's attack. Explanation: Evasive Roll is one of your most important I-frames. It also acts as an animation canceler and is chained to Scythe.
You are invincible skill during animation and also for a short time after its animation. It consumes 500 determination	ions every time you throw it, which means you can make 3 reels if you have a full RE. Swift's mark (3 points): 40% increase the attack rate by 15% for 10 seconds. The probability of activating
· · · · · · · · · · · · · · · · · · ·	ions every time you throw it, which means you can make 3 reels if you have a full RE. Swift's mark (3 points): 40% increase the attack rate by 15% for 10 seconds. The probability of activating this glycae is quite high, you should expect much fewer animation locks, which will help significantly. Return Marker (4 points): Immediately returns 3% of hp's total for the following chain skill
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this character during battle is very high because you use Evasive Roll frequently. In addition, since the uptime of Poison Blade. It's nothing. Thing. Make Unending (3 points): Reduce RE costs by 120. You use Evasive Roll quit your swords over a wide arc, pulling high aggro from surrounding enemies. You only take half the damage when face a hit because it acts as a block and reduces dmg, which means you can cope with hits that would otherwise and staggering. Activates faster if used after Combative Strike, Pounce or Cascade of Stuns. Explanation: Rain o is advisable to chain it from Combative Strike most of the time, but in rare cases, when CS is not up and the only brawl, you're going to have to make a deal out of it. This means you have to waste 2 points on attack speed mark Increases skill damage by 25% Since you use RoB quite often during your cycle, this sign will help you deal with how to I-frame or use potions. Battle Cry You bellige cry pulls a high aggro from enemies within 10 meters, and c damage by 10% when attacking monsters. However, Endurance decreases by 10%. You can only use one position increases durability by 25% and the balance factor by 30: Attacfor tanks, unless you want to use infuriating. Infuriating casting locks you in position D for 3 minutes, so you shoul Above is also a I-frame. It produces 1 Edge and does decent damage (although it should only be used as an I-fra cannot be reversed with a dodge roll. This means that you can potentially die after DFA if you are not careful. Declearning the dungeon. Swift's mark (3 points): a 50% chance of increasing the attack rate by 15% for 10 seconds. for 8 seconds. 25 extra durability is quite a bit; However, you already have a lot of defenses about your equipmen Death From Above. Explanation: Yourkex Slash is an interesting skill. It can only be used after a dodge roll or DFA is a very good blade zipper. It is not advisable to use the Vortex Slash without chaining to the blade pull, as it doe Instead, Vortex Slash should only be used after you h	this glycae is quite high, you should expect much fewer animation locks, which will help significantly, Return Marker (4 points); Immediately returns 3% of his total for the following chain still the abit Which means your determination stops quite often. This sign will help you manage it by reducing the cost of Evasive Roll to 380 RE. This sign could save your life. Stream of blows We using this skill, and you can better withstand knockout and staggering. Adds a frontal block effect, Explanation: This is the skill of the tank. You don't want to use it unless you definitely have to fill you. It restores 182 solutions, Shock rain performs a sword swing as it advances to your enemy. You take Soles admage when using this skill and are more able to withstand knockout of Blows causes proper damage (~10% of all DPS). You create one edge (2 during Deadly Gamble) skill on the last hit. It his? Times and the damage distribution is as follows: 2-1-1-1-1-2-2. In thing you can do is Role, you can chain Role to the Scytte and Scytte lines. You don't have to finish the animation of skill on the last hit. It his? Times and the damage distribution is as follows: 2-1-1-1-1-2-2. In this pour can chain Role to the Scytte and Scytte lines. You don't have to finish the animation of skill to chain it. Role returns 14 RE for each hit (98 total RE), Glyph of Power (4 points): we men more damage. Return mank (4 points): Futerus 0.5% of his total protection of the Scytte and Scytte lines. You don't have to finish the animation of skill to chain it. Role returns 14 RE for each hit (98 total RE), Glyph of Power (4 points): we may not the skill still be the skill still be skill be skilled to the Scytte and Scytte lines. You don't have to finish the animation of skill and the skill be skilled to the Scytte Relation of the Scitter of Scitter (1998) and skill on at a time. Explanation: Since we are always members of DPS. It is important that the Apo box of the skilled protect and the skilled protect and the skilled protect and the skilled prot
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