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LINEAGE 2 REVOLUTION is an Android game with a release date of December 14, 2017 from Netmarble from Korea. Game: Role-playing game. In the article, we summarized the tips of top players, developers answers gamers to questions, guidebooks for newcomers from the official site and our secrets of passing the game. Attention, the article is periodically updated, look at the site Wise Geek more often. Better Lineage 2 Revolution download to the computer (PC) through this link and play full HD resolution with maximum graphics, no brakes and with continued progress. Simply download the emulator, log into your Google Play account, set the game in the window that will appear, and you will become Wisest. The Content Guide to Newcomers Guide to the Orc Guide to Equipment Guide Line 2 Revolution: A Guide to Newcomers Lineage 2 Revolution has been beating all popularity ratings in the Russian mobile gaming market for several years. Indeed, the game is very bright and dynamic. Lineage 2 Revolution is an analogue of the famous Games Lineage and Lineage 2, which came out a few years ago to play on PC. In today's guide, we have collected the most useful information about the game, the necessary tips at the start for beginners, analyze the pros and cons of each character in the game, their positioning, how they behave in this situation. This article will help new players get started correctly rather than making some of the mistakes that old gamers encountered at the beginning of the game. Lineage 2 Revolution: Which server is best to choose at the beginning of the game, the system offers to choose one of the servers offered to the player. Choosing a server will affect the start of the game and is an important part of the gameplay. A year ago, there were a lot of servers in Russian language. But in the fall of 2018, they merged, leaving two servers - Belf and Faris. They remain ardent fans of the game, for years creating characters and improving the technique of the game. On these servers, all the top places are already occupied, guilds are formed and filled to the maximum. If you start playing on these servers, it will be difficult to catch up with experienced players. It will be difficult to find a group to pump characters. For beginners it is better to choose a new server, where you can harmoniously pump your character, join a good guild and eventually take the top positions. Players on the new servers are developing dynamically, you can always find a group (participant) to complete the tasks. At the moment Russian-speaking players are offered to play on European servers: Julian Number 1 - a new server for Russian-speaking players, life in full swing, a lot of young clans. There are representatives from other countries. Lyon Bay number 1 is a new server, but players are on it with characters that have reached 100 levels and above. Thagonne Moon. Jana Belet. Faris. The last three servers are quite old, which will be difficult to develop. Choosing the characters describing the game. Once the server has been selected, the player will be asked to choose a character. There are 5 races in the game: People. Elves. Dark elves. Dwarves. Orcs. Each race has strengths and weaknesses. Dwarves are the most underrated race players. But, as practice shows, these are wonderful warriors, they have good characters. The characters are also divided into classes: Warrior - this melee has a lot of endurance. With control over the enemy, will be able to protect the allies from the onslaught of enemies. Can defeat the enemy in the square. Players call them tanks. The robber is a warrior. The main type of weapon is bow and crossbow. They have an increased attack, but few points of health. Magician - used in combat spells that give an attack on the area (mass attack). Have the ability to impose positive skills on the team, to treat it. They also impose negative consequences on opponents. To have little health. They are long-range fighters. About each profession, its pros and cons can be found below. Choosing a class will affect the choice of profession. For all races, each class can choose one of 2 professions at level 31. Orcs at level 31 have only one profession. It is worth noting that when choosing an orc player immediately receives a character level 180, good equipment (set, equipment), jewelry and weapons. Anytime, if you don't like playing for a champion, you can remove the character. Choosing a character, the player gets to the central city of the race, where he will be offered the first job. Runs automatically. Then you can look at the main screen menu, mail, store and other main sections of the game. For each section there is training that is recommended to pass. He will tell you about this section, what can be done in it. Menu system Description of objects on the screen. On the left, there will be tasks on the screen that need to be completed. In the top right corner there is a mini-map where the player can look in the direction, the main places through which the character passes. In the bottom right corner is a panel with active skills that can be used in combat. Above it are various potions (health, protection) that can be used during combat. In the top left corner, there is an icon that can be clicked on to select automatic mode of play (attack or not attack certain players). The main menu with buttons is located next to the mini-map. There is a backpack (where things get, rewards, equipment), shop, post office (awards and various messages are sent here), Chat Group, Bell (player achievements are shown here). The menu (indicated by the three-bar button) is the main menu through which you can enter the main gaming activities (Clan, Dungeons). In the menu you can open the symbol (all about it is given here), Item, Settings, Events and more. You should go to the menu more often and replace, which are highlighted in a red circle - it means that you can get a reward or take some action. Rewards are recommended to be collected immediately. Combat power. The most important moments in the game are combat power (CP). All actions performed by the player in the line serve to increase CP (BM). By BM choose characters in groups and clans. The level of BM affects the selection of opponents in the Arena. Combat power can be seen in the top left corner under the HP and mana scales. In order to raise the fighting power, it is necessary: to raise the level of the character - alignment is the main part of the gameplay. With each level, the character becomes stronger and increases its fighting power. Skills - each character has active and passive skills that need to be developed. They affect the force of impact in combat, increase the characteristics of the hero in combat, imposes a positive impact on the allies and negatively affects the opponents. Improving the level of equipment - armor, weapons and jewelry increases the basic parameters of the character, as well as increases his fighting power. 4a - they give additional characteristics, increase the bmn hero, give the character bonuses to the parameters. Achievement level - with each achievement the player receives bonuses and increased performance. Reputation points - increases the fighting power of the hero. Soul stones - give the equipment an increase in performance, thereby increasing the bm. Code Monsters hero - improve the character's characteristics. Pets are riding animals that give an increase in BM. Other characters on the account - the more characters on the player's account, the better. They and their level give a certain percentage to the increase in BM. The hero of the alignment pumping occurs, mainly because of the execution of quests. The player gets some experience for completing the job. There are also underground, in which some items are mined to increase combat power (stones, fragments of mine, equipment). Subject tasks - marked on the panel in yellow. These are quests that lead the player through the history of the world. They are given all the time. But there will be a moment when the game will offer a little shake and raise the level, after which the storyline will continue. In this case, you need to go to the main menu - Calls - Tasks. There are several tabs for different tasks: daily task - 6 quests are available per day, at the same time you can take 3 pieces. The point of the task is to find the character online for a certain amount of time. After the arrival of this period of time, the player receives rewards and experience. You can get out of the game online and go about your business, or perform other activities Games. Weekly tasks - 10 quests available daily. The player simply clicks on the Run, and the hero automatically runs to execute them. Single tasks and tasks of the Klan Hall - you have to read what task you take, because some quests are designed for pumped-up and high-level heroes. The dungeons are simple, everything is painted at the entrance to each dungeon: where and what to do. There is a Tower of arrogance - here you need to walk on the floors and kill monsters. The higher the player rises, the more difficult it is. But at the same time the reward is better than on the first floors. If the player is stuck and can not pass a certain floor, it is recommended to click on the Auto Pass button, after which the character will quickly pass through the already passed floors and will bring a reward to the player. There is an Elite Underground where stones, crystals, blood stones, equipment fall. Rewards for passing the Daily Underground (type, rank and amount of remuneration vary depending on the day of the week and the difficulty of passing): Day of the week/moma underground Rate Monday. Sanctuary of the Persecutors.Scroll: weapon modification. Tuesday.Warrior's Shrine.Stone improvement weapons. Wednesday. Scroll: modification of the armor. Thursday. Shrine of evil. Stone improved armor. Friday. Scroll: modification of accessories. Saturday.Shrine Memories.Stone accessories enhancement. Sunday.An sanctuary. A selection box with improved stones. Time break. To pass, you need several participants. Opens for a certain time. If you get out of the problem, you can get a fine (limiting entry within a few hours). Stories are chosen at the entrance to the rift: The type of dungeon. The name metro. The level of complexity. The level of combat power. The level of the Underground itself. Award status. Rewards for Altar Madness Rewardamount Difficulty Level: Easy / Normal / Hard / Very hard cloak yarn10/20/25/100 Ramog in core1/2/4/8 shard of madness2/5/10/25 Accidental reward for passing- / 1/1/1/1/3 2 Difficulty Level: Nightmare Shard Of Madness100 Core Ramog (Nightmare)6 Fragment of The Forgotten Foli2 Accidental Award for Passing2 Awards for The Countess Bloody Bedroom Rewardamount Level of Complexity: Easy / Normal / Hard / Very Hard Cloak yarn10/20/25/100 / Tricia Core1/2 /4/8 Tricia's Teardrop2/5/10/25 Accidental Pass Reward.- / 1/1/2 Difficulty Level: Tricia's Teardrop's Nightmare100 Kernel Trish (Nightmare)6 Fragment of The Forgotten Foli2 Accidental Reward Award Award 2 Temple Creation Rewardamount Difficulty Level: Easy Cloak yarn2 0 Core level of difficulty of hagiozon: Normal / Hard / Very hard cloak yarn40/80/150 Core agios2/4/8 / Core elements Agios1/10/50 Accidental reward for passing1/1/2 Award for Temple Dragon Of The Heart of any Complexity. Rewardamount Cloak yarn60/100/190 Awakening Embryo Core4/8/16 Dragon Scale10/50/75 Accidental Rewardfor Passage1/2/2 What is included in the random rewards for passing the Temporary Fault? Marf Defense, Blessed Scroll modification weapons (armor, accessories), Magic needle. Scroll through attributes, Energy Attribute. Attribute stone by rank (except UR). Tactics scramble. Automatic tasks in the game, called autoquest. It is activated immediately after the search. At this time, the champion independently runs to perform this or that mission. The player at this time can control his hero. If during the autoquest the champion gets into 1 monster, the player is recommended to collect several goals in one place and beat them with great skills. So you can quickly complete the quest and gain experience. If a player is fighting against a boss or an elite monster, it is recommended that his guards (guards) be redirected to another facility. This object can be non-fiction or story characters. When the guards are distracted, you should immediately start hitting the monster. When a character has very few lives, you don't have to run away from the monster. It is recommended to just circle around it and not to go far. Thus, the boss will miss, but will not move away from the hero. This maneuver will give time to restore life or drink potions. Autovboy mode - different from the auto quest in that the player can activate it during the fight. The game has two options for using an autobot: This is when the character fights the monster on his own, using his active skills. When the champion uses an automatic attack, the player controls the skills. Experienced players recommend option 2, because the player will be able to activate the necessary skills at the right time. For example, hit with massive skill or put a shield. If you perform every day all the proposed quests, go underground, you can quickly gain experience. It's important to do other things in the game. For example, join the clan. Experienced clan players recommend joining the clan from the beginning of the game. And the better the clan, the better the player. There is a Clan Hall in the rolling clans. Here the player will receive a large number of bonuses. For example, there is the Unity Crystal. The higher the crystal level, the more interest the clan members receive. This bonus will be constantly issued while the player is in the clan. Roulette. By clicking on the leg in the top right corner, you can get extra prizes every day, you just need to turn the roulette, from which you accidentally fall out good bonuses. If the relic has fallen, you should go to the Relic section where you need to register it (put in the appropriate cell). Here the relic will stand for an hour, after which the player will be able to pick up bonuses. Every time the prizes are given Quantities, Holiday - having stopped in this menu, you can organize a holiday. The cooler the event, the longer the bonus earned from its running. You can customize options from the usual peer to the luxury. Resources for the holiday are given to perform the tasks of Clan Hall. It works like this: the player arranges a holiday, guild members come, they can take part in the event (they will have an additional window). The player then receives a certain percentage, which improves the character's characteristics for a while. During this time, you can perform difficult tasks or go to the boss of the guild. Donations are an important part of the development of the clan. Each member of the clan must periodically donate to Aden (game currency), traces of blood and blood stones to the guild. Traces of blood and stones are needed only to raise the level of the clan. Therefore, if a player has these items, it is extremely important to donate them to renew the clan. Achievements of the hero. This section is divided into 5 different areas of player activity: Battle - points are given for any fight, killing a rare monster. Profit - points are awarded for reaching the level, performing certain missions history, improving skills, and so on. Equipment - points can be obtained for the purchase of equipment, its improvements, insertion of stones. Social - points are given for finding friends, getting friendship points, donations. Resources - points are awarded for the purchase of various stones, for the use of potions and scrolls. When you perform a specific task, you can get aden and reward. With each task in each section, the scale of achievements increases. When the scale is filled, the character receives the title of achievement and he is given an additional bonus to the characteristics of the hero. It is recommended to enter their achievements daily and perform tasks, as in this way the player raises the main characteristics of the character to the champion. Some tasks can be accomplished in other tasks. Arena. Players can fight in the Arena among themselves. For each fight is given a certain number of reputational points, which raises the glory of the champion. The rating increases the main parameters of the hero. To receive the glory rating, the player can receive additional rewards every day. You can enter the arena from the main menu - at the bottom of the Battlefield screen - Arena. The arena will be available to the player at level 10. It is recommended to choose an opponent not by the level of the hero, not by the rating, but by the number of points of combat power. If the champion CP player is higher than the opponent, then you can easily defeat him. Run you can enter the rune menu through the main menu - Character - Runa. Here's an improvement on the main characteristics of the hero by applying run. 4 can be divided into basic and Each basic run corresponds to the type of champion parameters. When all the main 40 on the page reaches the level of the central (core) run, the character will receive a significant increase in all the characteristics presented on the page. There are 10 pages with runs. As soon as the player fills the entire 1 page, the second page opens and so on. Thus, you can strengthen the hero and increase his fighting power. To apply run, you need to have enough fragments of aden and mine. Fragments are knocked out in the Tower of The Arrogance (in the subway) and in the Store. The menu has an Automatic button, when pressed the system will evenly distribute the use of sherry. The skills of character skills are divided into passive and active, depending on the method of use. The effect of active skills is constant. Active skills must be activated. Passive skills. The effects of passive skills are constantly applied from the moment they are received, additional conditions are not needed for their use, and they do not spend their health and mana. They enhance the basic characteristics of each class, as well as the effectiveness of weapons and armor. Passive Skills ClassificationExplanation Skill Class. The ability that all heroes have a certain class. Clan skills that a character can gain in a clan. Rare craftsmanship. Passive skill, which is given to the hero with the help of a rarely forgotten scroll (it can be obtained in ordinary game zones, involving the raids of the clan, fall out of the awards). Active skills. To activate them, you need mana (MP) and health (HP). Active abilities can be used in a variety of ways and are applied against opponents, themselves or team members. These skills help you make better use of the attributes of each class. Active Skills ClassificationExplanation Physical Excellence. It does physical damage to enemies. Magical craftsmanship. It takes magical damage to its enemies. Skills modification. You can use it to change the spell attribute or target you've chosen. Weakening skills Is a skill that limits or weakens the attribute of the chosen target. Rare craftsmanship. It turns out, with the help of a rare forgotten scroll. Rare skills. They can be obtained regardless of the class of the champion. These abilities differ from other high performance. To do the skill, you need to find a certain number of pages of the Forgotten Scroll, then make a forgotten scroll, and then get a certain skill. Rare skill levels are increased by the forgotten Atta scrolls. Skills: Flying Arrow - Damages several opponents. Meteor rain - attacks a large number of enemies on a large area. Absolute shield - gives a shield that greatly increases the protection of the character. Healing Impact - it can be used to significantly restore HP. Active and passive abilities can be increased for skill points (Skill Point - given with reaching a new level of hero, for some quests and to increase the scale of quests. To top up the SP, you can buy a chest from the store. SP at the beginning of the game will be given in large quantities. That's why a lot of players improve everything. It is worth remembering that upon reaching the 31st level the hero will get a profession in which active skills will change. Consequently, increased active abilities will not go away. Experienced players recommend not to spend SP on active skills. But passive abilities can be increased, as they will stay with the character until the end of the game. Elixirs In the menu for the preparation of potions can be passed through the main menu - Character - Elixir. Here you can make a variety of potions that are used in battles: Elixir HP - increases for a while the scale of the health of the hero. Elixir MP - increases for a certain time mana scale. Attack elixir - increases the attack. The elixir of protection - increases protection. The elixirs are made of special herbs that can be obtained in underground loot. Here players can get up to 20 herbs 4 different colors. There are 3 types of monsters in The Loot Dungeon. Each of them has different parameters, different herbs are given to defeat them. This dungeon includes PvP

mode (i.e. players can fight each other), so it's a good idea to be careful when collecting herbs. The dungeon is open from level 24. The elixirs forever increase the parameters of the hero. Therefore, it is necessary after collecting herbs to look for a special monster Mandragor. Essences fall from them, without which it is impossible to make a potion. Monster Types: Strong honey badger - you need to kill this monster to get the blessing of a honey badger that will give the character certain effects. Each type of Medoyed has its effect on herbs extraction. The effects are not cumulative. Mandragora - Successful grass mining increases the likelihood of this monster appearing. She doesn't move and attacks from one place. Mandragora appears at a certain time, if you do not win it - it will disappear. The garden keeper is a giant monster that periodically appears and travels on the subway. If you collect herbs around it, you can get twice as many products. If you kill him, you can get a box of trophies. Bestiary In the Main Menu - Challenges - Bestiary you can get to register the cores of monsters in Code.Registration gives the opportunity to improve the basic parameters of the hero. Bonuses are given depending on bestiari's rank. Monster kernels can be obtained on the hunt, or from phone boxes. When hunting for these monsters, it is likely to get a core. Once the page is filled, Bestiary becomes active. After that, the gamer can see the details of the specific The player receives rewards for activating the page. Bestiary has monsters operating in every region. You can activate the code by hunting certain animals. Each Bestiary page is a specific place where monsters are from the page. If the player can not find a certain monster, he will be in one of the regions of the game world. To find the monster, you need to click on the Place button under the icon of the beast, after which the map of the desired region will open. To the right of the map will show all the monsters in the location. The desired enemy will be highlighted in blue, and the Movement button will appear in front of his name. If you click on it, the character will start to the place of the desired monster. Lineage 2 Revolution: Guides by class Game consists of 3 main classes, which are divided into 2 professions on 31 level characters. Choose a character you need it by profession, because the basic parameters and active skills will be determined by it. In the article, we will not describe all the skills of the characters, because they can be viewed at once at the first creation of the character. It is important to answer the question: which heroes behave better in certain actions, what are their pros and cons, which hero is universal, and who behaves badly in any situation. The main characteristics of the hero are determined by two leading directions in the game: PvP - it's all actions and actions related to the battle against the characters of other players. Many gamers choose their hero on the criterion of his behavior in the fight against players. PvE is a fight against monsters and bosses. Picking a hero with excellent performance for this game mode, gamers can work well (periodically kill monsters to get a certain object), quickly raise the level of the hero, help the team on the bosses. In the article we described the impressions of the characters of experienced ruler players who have been playing this game for many years. If the player has an opinion, it is worth trying to pump the chosen hero. The People of Paladin (warrior) are a good class of tanks (melee fighters) who in any case will defend their group. If he develops harmoniously, he will be able to keep the boss to himself. It has a huge amount of control in PvE and in PvP, it has a huge survival rate. In PvP, it will be a little better than other classes of tanks. The general (warrior) is a good class, a lot of control in PvE and in PvP. Can play with two hands swords and spears. They are well grown (to extract certain things from monsters, repeatedly attacking them). But it will be more difficult for them to run into the crowd than to other classes of warriors - dealers (warriors with increased attack). The treasure hunter (robber) is good at PvP, he has enough control, but he is weak in PvE. During the fighting Mass brawl with other players, it is very difficult for them to play. If you fight 1 on 1, you can win in many cases. Shooter (robber) - he is a good farmer, considered one of the best archers in PvP. In PvE he is weak enough, but nevertheless gets monsters from the longest distance in the game (good for group farming, when the shooter pulls a thick monster out of the crowd, and then the tank intercepts him and does not attack the rest of the fragile fighters). But there is Lucari who will be better than him. Although he is good at mass sieges. The firefighter (magician) is one of the weakest classes in PvP, it is quite difficult for them to kill a character. He's in low control. But for PvE, this character is good (especially in a group with a warrior). Bishop (mag) is a good character, able to heal allies, but has no features. It performed well in mass PvE, but in PvP it doesn't work so well because it has overtaken other healers. Elves Knight Eva (warrior) - among the tanks this hero is very rare. But, nevertheless, the mechanics of this class will lead him to the first position. The PvE - good, well controlled and keeps the crowd of monsters. In PvP, this character survives well. Minstrel (warrior) - The player can give the group a very big favor by playing for this hero. It is characterized by an increase in the critical strike. Gives a lot of damage in the mass PvE brawl. The PvP is a little weaker. He is often found in a group. If the player is looking for a quality character - this hero is perfect. Pathfinder -- good damage in PvE. A very good champion for one player. The PvP is not bad, but will yield to the commander. The PvE will have a lot of potions, so you need to be careful with it, don't get into the rampage. It has a huge attack speed and good critical damage. Silver Ranger (robber) - very quickly does damage, but does not cause much critical damage. Very good in PvE and in PvP. It can be a crackdown. You can wear any equipment. In mass fights it is good, from the farm gives a very good performance. Spell Singer (mag) is one of the best PvP classes. They can quickly farm and fight in PvE. The character damages the ice. He deserves attention. The character is good in the group and in one game. Elder (mag) is one of the best PvE and PvP healers. It is considered a universal class that fits into any group for any situation. Good in mass fights and in one fight. They find it hard to work alone, but nevertheless, it will be, there are not many potions. Dark elves Knight Shilen (warrior) - tank. The character regains his health through attacks. Thanks to this, the hero survives and survives in all situations. The controls aren't as much as Paladin's. The class is common among players. Good in massive PvP. For him, although it is considered one of the best tanks for pharma (especially when Lucari bring a lot of monsters to the group). Dancer of death (warrior) - will find its place in any group, strongly accelerate all allies. Dress it up for critical damage. The dancer is comfortable to play alone. He has only one drawback - a lot of players play for him. The wanderer from the abyss (robber) - causes huge damage, takes away most bosses (sometimes in order to pick up a thing, you need to strike the last blow to the boss). It does the maximum damage to one target. Minus, he's got a bad survival rate. Good in massive PvE and in PvP, but won't be able to take many kills because it hits one target and won't be able to live long. Phantom Ranger - strikes a lot of powerful critical blows, inflicts huge damage during the carfight. Universal in PvE and PvP. It has great control. You need to be careful with its positioning, you need to properly put the hero (behind the tank), also the use of active skills affects the survival. The weak side is low survival, but a huge loss, it must be overlooked in the group. If phantom gets a good group, he can handle all the enemies. The Wind Caster (Magician) is one of the TOP characters in terms of causing damage for both one and for multiple purposes. It does an incredible amount of damage because of its abilities. By taking 3 professions, Summoner will have the greatest damage in the game. Of the cons - little control and low survival. Sage Schilen (magician) - the strangest healer in the game. In order to cure the group, the group itself must work to do so, and the sage will impose the necessary positive effect to do so. If the group is poorly dressed, she will not be able to be treated. Of the advantages - very few players play for him. The Dwarf Guard (warrior) is a very good tank, has a large amount of control, but is slightly smaller than that of Paladin.Behaves better at PvE than Paladin, but the PvP is weaker than Paladin. Can beat the ability 2 times. Killer (warrior) - takes swords or spear. Very good in terms of positioning in combat. You can quickly go to the battlefield, which allows him to instantly fly into the battle. Gives a good influence on the group. He has the strongest physical attack in the game. At the same time, it does not have high critical damage and a high attack rate. Collector (robber) - has a lot of control, a lot of health. The deal is stable damage, but without large numbers, does not have a high attack rate. Increases agricultural aden for the whole group. The Combat Ranger (robber) is the strangest Lucar in the game, he has no more attacking scorecards. It does good damage in PvE and in PvP. But other characters bypass it throughout. Combat magician (magician) - imposes on the group a lot of positive effects. Gives a unique effect - increases by hand (not skills) for the whole team. He may act as an assistant or in the role of causing a lot of damage. Good character. The sage (magician) is an interesting healer, but above all, he is one of the best healers of PvE. PvP doesn't have much control. It has a great ability that damages the entire area, but in PvP this character is weak. How heroes behave in PvP FineAverageWeakly PaladinTreasure HunterFire Lord GeneralShooter (but good in massive PvP)Bishop Silver KnightCananune Spell singerMinstrelBattle Magician ElderPatfinderBattle Ranger Keeper of the AbyssOn night Schilen ShilenDeath Dancer (pretty strong) KillerColle How Heroes Behave in PvE One of the Best GoodAverage Death DancerPaladinTreasure Hunter Keeper of the AbyssGeneral Fire Lord Wind spellShooterBishop MinstrelKnight on the eve of PathfinderSage Shilen Silver RangerCollector ElderBattle Ranger Guardian Killer Battle Magic Sage Lineage 2 Revolution: Orc Guide Orc appeared in the game a year ago. This race is the strongest in the game, but for each of them is very difficult to play, you need to learn to play first in other races, and then you can choose the orcs. These symbols are immediately given to the player at 180, without having to comply with any conditions. They have 3 classes, of which you can get one profession. Like other races, orcs have common passive skills: the orc potential is a bonus to defense and resistance to critical hits. Thieves - increases the attack with claws Number 12. Light armor - increases dodge by 2, applies separately to helmet/armour/gloves/shoes. Warrior skill - increases the damage in an attack by 10%. As skills improve, productivity improves. At the beginning of the game, the orcs already have all the open skills for level 180, they get good SR equipment and weapons, and lots of different bonuses. Skills have already been pumped up to level 30, run are at level 7. Anything you can get above level 180, the player shakes on his own. Shaman orcs is a magician, and he has the most balanced active abilities, from which you can make an excellent combination in battle. Gives group support - a good attack and a magic attack. Wearing is necessary in magic equipment, preferably in attack. He is accompanied by a magical staff and shield (he is the only one who can wear these two attributes at once). Active skills: Frosty flame (activated only by rod/staff) - attack, causing damage in percentage equivalent - a certain amount of final damage. He will become a target (stopping the enemy, not allowing him to move and beat) for 2 seconds. With this skill it's good for the farm. Flash shaking (stick only) - there is a fiery aura that causes 26% damage per second to the enemy, and damage reduces the enemy's defense by 9%. In PvP, it delivers additional additional You can attack several times. If the Shaman moves, the aura follows him, inflicting gradual damage on the enemy. The song of revenge - increases the attack by 18,000. This stable figure gives the shield for 7 seconds and within 15 seconds allows the hero to heal from the damage of the monster (vampirism). Passive skills: Whisper of Death - increases critical damage for the entire group - 59%. Battle Song - increases the attack of the whole group by 0.5%. The effect increases with the growth of group members. Song of Life - using any ability there is a chance to impose on all members of the group to recover by 3 seconds 5.6% attacks No3427. The probability of activation is 15%. The shaman can collect monsters in a circle, activate 3 skills, then 1 and finish them with 2 abilities. This symbol can be pumped up quickly. Raider is a warrior with an increased attack. He needs to pick up equipment for the damage. The character has sufficient control over the enemy, which makes him a welcome member of any group. Active Skills: Attack on the weak spot - inflicts damage - additional damage - 50% chance to impose a negative impact on the enemy, from which the enemy becomes weaker or is in a stupor for 3 seconds. It's such a variable skill or weakness, or camp. Rock Sword - Deals 3 attacks, each of which damages and reduces the launch speed of the target by 45% within 5 seconds. Suitable at the moment when the player pursues the enemy. Fury - increases the attack by 16,000 and increases the critical chance of hitting by 6% and increases the attack rate by 10%. As the skill level improves, the number of skills increases. Passive Skills: Attack Aura - Increases group attack by 2,664 units of the entire group. Hardening - increases critical damage resistance by 11,000 and reduces the duration of the negative effect by 16%. Detection of a weak spot - activated during an enemy attack. Reduces enemy defense by 20%, reduces critical damage by 6624 in 5 seconds. The chance to activate the skill is 15%. Monk is a robber who uses totems in battles. They are based on his combat tactics. The hero's dress is recommended to attack. Active skills: Burning fist (works with claws) - causes 177% damage and 25,000 fixed damage. In 3 seconds reduces enemy armor by 21%. Hurricane onslaught - strikes a series of quick, stunning blows. Spirit Totem - randomly dials 10 seconds by the force of one of the spirits: Puma (the number of targets increases by 2, the attack rate - 21%). Bear (defense 17500, Stealing life No.4, 24%), Orc (attack 19500, accidental critical blow - 9.15%). Passive skills: Fast step - increases the speed of the group by 16%. Increased the speed of the attack - with a successful strike, the probability of increasing the speed of attack by 7% and the probability of evasion from 11%. For a while, the Rabbit Spirit is given strength (speed 28% in 2.5 seconds). There is a chance to get the power of the Spirit of the Falcon, the probability of activation of which is 30%. Falcon inflicts critical damage to the hero - 70% in 10 seconds, speed factor - 18.29% in 10 seconds. If you're lucky to do damage, Totem Spirit plus hero will get all 3 bonuses from the character's last passive skill. Lineage 2 Revolution: Equipment Guide to Armor, Weapons and Jewelry - an important moment in the growth of combat power. Many players spend resources to improve their armor without thinking that a great thing can fall out at a high level, and an improvement that requires a huge amount of materials. Also, do not waste the stones of the soul prematurely, making them into anything. The first rule of a successful player is to save resources. You don't have to spend rare things right and left. First, you need to properly study the game and its mechanics to understand which items have value, and which are just feeling wreckage, suitable only for disassembly. The line has a wide variety of things to enhance the character. The quality of things is determined by the grade of goods: C - the worst things, they can be either sold or put for processing. B - everything is a little better, but there is no point in improving them anyway. And - normal things, you can carry, rarer parts of the equipment will not fall out. There is no need to sharpen them. S are good things, but you don't have to hone them. R - from this rank you can improve items. SR - until recently were the best subjects in the game. They can be improved and strengthened. UR - at the moment the most top items, they can be obtained through a long collection of resources for production. All improvements are made in the forge. You can get into it through the main menu - Item. In forge, you can do the following: improve the level of equipment. Improving equipment. Equipment combination. Equipment modification. Modification of the attribute. Sub-characteristic changes. Increase the limit. Making an item. If the inventory space is not enough, it is not worth selling the equipment. It's a good idea to use it to improve things. If there are no items to raise the level, it is advisable to choose any best thing from the wardrobe and raise its level. Thus, the player will make the character stronger and make room in the inventory. Increase the level of equipment. When improving, you should pay attention to some features: the maximum level of equipment is 30. Exceeding the limit is available for SR rank and above, and Level 40 is available. If you use sold and un-sold equipment together, the resulting goods will not be sold. To improve the level of equipment, materials of the same type (weapons for weapons, armor for and so on). Special varnishes can be used to improve the level. You can use Automatic Choice to improve the level, after which you can select the rank of items you can improve. Improved equipment is worth noting that at the moment it is not necessary to improve the equipment to increase its rank. This requires a lot of material, and making a thing of rank SR or UR in this way won't work. Improving equipment lifts things up in rank. To improve, improvements are used, which can only occur at the maximum level of equipment. The rewards of improvement can be obtained in daily dungeons, during cl materials, in prizes for everyday activities, for quests. The level of modification, soul crystals, random characteristics and attributes do not change when improved. At the same time, the level of the improved item is reduced to 1. The improvement comes with 100% success. While improving the subject, things that can be used to improve are highlighted. For each type of item there are improvements of stones: Weapons - a stone to improve weapons. Armor is a stone to improve armor. Accessory is a stone of improving accessories. Equipment modification. If the modification is successful, the main characteristics are increased. The weapon receives an aura depending on the level of modification. Scrolls are used for modification. Scrolls are special elements for modification. They don't have titles. There are 2 types of scrolls available: Normal - the level of modification increases by 1. Blessed - the level can go up from 1 to 3. There are different types of scrolls to change each type of equipment. The player can get bonus effects when using 7 more items of clothing with level 8 and above. Modification of the attribute. Equipping a rank of S or higher gets attributes. The player can use items with the same attribute to raise the attribute level. The chances of improvement vary depending on the rank of equipment and resources. Attributes can only change when equipment is combined. Type attributes for The AttributeEffect SlaughterhouseBonus weapon damage when attacking monsters. Hunting.Bonus damage when attacked by elite monsters. Valor.Bonus damages when attacked by bosses. Damage. SpikeBonus damage when attacking magical monsters. AttributeEffect Type Of Attribute Defense Maneuver. Reduce monster damage. Patience.Reducing damage from elite monsters. Iron wall. Reduce damage from other players. Aegis.Reducing damage from magical monsters. AttributeEffect Perseverance attribute type. To increase magic protection. Vitality.Increased resistance to slowing down. Solidity. Speed. CalmAccretion of the duration of the combination. With each level percentage of effect Sub-characteristic changes. Each A and higher equipment has 1 to 3 attributes. If the player doesn't like certain attributes, they can be changed with a certain number of diamonds. Sub-characteristics of the same type should not be repeated. You also can't change the basic sub-characteristics. Sub-characteristics can be changed by combining equipment. Increase the limit. Exceeding the limit of the level of equipment is possible only on things of the rank of SR and UR. To increase the maximum level, you need to use the same equipment of the same rank. The maximum level can be increased by 2. Such operations can be performed 5 times, that is, the maximum level of the object can be increased to 40. Combination. Lower-grade equipment can be combined for higher-ranking equipment. You don't have to pay anything for the combination. This operation in each case is 100% successful. You can also combine scrolling tasks and grasses to increase their rank. Soul Crystals Soul crystals serve to enhance the core characteristics of the equipment. The number of cells in which soul crystals can be inserted depends on the rank of armor. Bonus parameters depend on the level and rank of crystals inserted into the thing. Each type of equipment has its own kind of crystals. Soul crystals have 5 levels. Rows of soul crystals from C to SR, and crystals of the maximum level below the SR rank, can be improved to a higher rank. Soul crystals can be obtained by hunting game cards and clan dungeons. Soul crystals are inserted into the object for free, but when removing you will need to pay a certain amount of aden. There are 9 types of soul crystals that affect changes in the parameters of things. Soul Crystal Types Crystal nameThe subject where you can insert Soul Crystal Attack (increase physical and magical attack). Hands, gloves. Crystal soul protection (increase physical and magical protection). Helmet, armor. Soul Crystal HP (health). Helmet, armor. Soul Crystal Punching.Ring. The crystal of the soul of precision. The crystal of the soul of evasion. Soul Crystal Flexibility.Earrings. Soul Crystal Critical AttackNecklace, gloves. The crystal of the soul is critical resistance. Earrings. Improving the crystals of the soul. To improve the crystals by one level or higher, it is necessary to use a certain number of soul crystals of the same rank and aden. Improvement is done in the main menu - Item - Improvement. The effects of the equipment kit. The player can receive additional bonuses if the character is dressed in 2 or more items of the same type. The impact of recruitment increases as the number of posts increases. Armor: Helmet. Armor. Gloves. Boots. Accessories set : Necklace. Earrings. Ring. There are no weapons kits. Equipment rank determines the class in which Effects. Available kits: Blue Wolf. A set of pursuers. A set of distances. Distances. Install. Avadon set. A set of greatness. Dominus set. Create an UR element If at the start a player plans to ever create UR armor, weapons and accessories, you need to prepare for this operation from the beginning of the game. It's not a joke! All the necessary materials are collected for a very long time and in large quantities. To create UR equipment you need: Full SR equipment - equipment must be level 30 and up. Recipe is a special recipe for creating UR equipment. They require 15 pieces for weapons and 10 for armor. There are many recipes, they exist for each type of weapon. Materials for equipment - you need 250 pieces for weapons and 150 for each armor. There are different materials that are defined by the class. Shining stone improvement - you need 10 pieces for weapons and armor. Items - 5000 parts for weapons and 3000 parts for armor. Recipe - determined by the attributes of armor and weapons. To create a recipe you need 10 or 30 (depending on the attribute) fragments of a torn recipe and 1500 weapons and armor. The number of parts also depends on the attribute. For example, for weapons with an attribute against magical monsters, you need a recipe with an attribute against magical monsters. It requires 30 fragments of a torn recipe and 5,000 weapons. Materials for equipment - they also need to be created. They are created not only by attributes, but also by weapons/armor classes. Materials for Warrior class weapons (sword, shield, twin swords, spears) AttributeRecipe Slaughterhouse15 are attributed to weapons monsters, 250 Durandilum alloys, 10 glowing stones upgrade weapons, 5,000 weapons. Hunting.15 weapons with attribute against elite monsters, 250 durandilum alloys, 10 glowing stones upgrade weapons, 5000 weapons. Valor.15 weapons with attribute against bosses, 250 Durandilum alloys, 10 shining stones improving weapons, 5000 pieces of weapons. Annihilation.15 attributes the weapon to the players. Orihalkum 250, 10 shining stones of improved weapons, 5,000 pieces of weapons. Rage.15 weapon with attribute against magical monsters, 250 Orihalkum, 10 shining stones weapons improvement, 5000 pieces of weapons. Materials for Rogue class weapons (dagger, bow) AttributeRecipe Slaughterhouse15 weapons with attribute against monsters, 250 iron ore, 10 shining stones weapons improvement, 5000 pieces of weapons. Hunting.15 weapons with attribute against elite monsters, 250 iron ore, 10 shining stones weapons improvement, 5000 weapons. Valor.15 weapon with attribute against players, 250 iron ore, 10 shining stones to improve weapons, 5000 weapons. Destruction.15 weapons with attribute against bosses, 250 steel, 10 shining stones improving weapons, 5000 pieces of weapons. Rage.15 weapon with attribute against magical monsters, 250 steel, 10 shining stones improving weapons, parts of the weapon. Materials for the weapon class Magician (staff) AttributeRecipe Slaughterhouse15 weapons with attribute against monsters, 250 trees, 10 shining stones improving weapons, 5000 pieces of weapons. Hunting.15 weapons with attribute against elite monsters, 250 trees, 10 shining stones weapons improvement, 5000 weapons. Valor.15 attributes weapons to bosses, 250 trees, 10 shining stones, 5,000 pieces of weapons. Annihilation.15 attributes weapons to players, 250 strong trees, 10 glowing stones to upgrade weapons, 5,000 weapons. Rage.15 weapons with attribute against magical monsters, 250 sturdy trees, 10 shining weapons enhancement stones, 5000 weapons. Materials for the creation of Warrior class armor (heavy armor) AttributeRecipe Patience.10 armor with attributes against monsters, 150 Adamantite, 10 shining stones to improve armor, 3000 units of armor. Armor Aegis.10 armor with attributes against players, 150 Adamantite, 10 shining stones to improve armor, 3000 units of armor. Armor Aegis.10 with attributes against magical monsters, 150 sturdy leather, 10 shining stones to improve armor, 3000 units of armor. Armor Aegis.10 with attributes against magical monsters, 150 sturdy leather, 10 shining stones to improve armor, 3000 pieces of armor. Armor Aegis.10 with attributes against bosses, 150 Leather, 10 shining stones to improve armor, 3000 armor units. Patronage.10 armor with attributes against bosses, 150 Leather, 10 shining stones to improve armor, 3000 pieces of armor. Iron power.10 armor with attributes against players, 150 sturdy leather, 10 shining stones to improve armor, 3000 units of armor. Armor Aegis.10 with attributes against magical monsters, 150 synthetic fibers, 10 shining stones to improve armor, 3000 units of armor. Materials to create the usual accessories (Elves, Moonstone, Black Accessory, Phoenix, Nassen, Arbol) Mandatory Materialomnary Recipe (for each type of your own)ten gold bars150 Shining stone improvement accessories3000 beads (for each accessory their own beads)150 Materials to create accessories Hero Required materialamount Recipe - Hero Hero Bar150 Shining Improvement stoneten Parts accessories3000 Hero's Beads150 If the player does not have enough materials when improving, creating equipment, and the player does not know where to find it, then you need to go to the forge or workshop, choose a thing to improve and click on the missing material. The revealing window will show you where to find the resource. Where to get materials for the manufacture of the ur class: Recipes - workshop. Fragment of a torn recipe - clan shop, breaking equipment in the workshop, the world boss. Materials for production - breakdown of equipment in the workshop, field boss, Timebreak. Shining Stone Improvement - Daily Dungeons (at a hellish level of difficulty), combining common improvement stones in the workshop. Pieces of equipment - equipment breakdown in the workshop, Temple of the Guardians, Field Hunting, Timebreak. Beads from ordinary accessories - Treasure Keeper, time break (in complexity - Nightmare). The boots for Hero accessories fall out of the glory clat box (you can buy from the trader Glory Call). Once a player has a SR rank weapon, you have to start saving on improving it, and you need to select the ingredients by attributes. The cloak is a feature of the game that allows you to show the achievements of the player while traveling around the world Lineage 2 Revolution. If you put it on the hero, you can improve your stats. Rain cloaks have different effects, the subcharacterism of the cloak can be changed. Cloaks can be obtained after certain goals have been achieved. There are two types of cloaks: Types of personal cloak: Adventurer's cloak - can be obtained after reaching level 75, brooch is needed for the adventurer's cloak, which is given during the passage of the Cape Guide. Blood Ranger Cloak - it turns out, at 75, you need a bloody Ranger Cape Brooch, which you can buy in the store. Garden cloak - it turns out at level 75, you need a brooch garden cloak, which can be bought in the store. The cape of the hero - it turns out, at the level of 75, you need a cloak of the hero brooch, which can be bought in the store. The cloak of the red destroyer - it needs out, at level 75, you need a brooch of the cloak of the red destroyer. The brooch can be obtained as a reward for passing the Temporary Fault on the complexity of the normal. The cloak of voluntary blood - it turns out, at the level of 75, you need a brooch of the cloak of voluntary blood, which can be obtained as a reward for the completion of the Temporary Fault for difficulties - normal. The cloak of determination is the cape of the clan, only the leader of the clan can raise the level of the cape. To get, you must have a level of 75 and be a member of the guild. The level of each cloak can be increased in the main menu - Subject - Cloak. To improve the necessary materials that can be obtained in Wine. The maximum level for the cloak is 30. Author of the article: Eugenia G. We use cookies. When you browse the site, you accept the User Agreement and the Privacy Policy. Policy.

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