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Bdo berserker awakening guide

Daum has released a short intro on Berserker Awakening for today's edition. Hello adventurers! The next class in our wake-up message lineup is up to us. Behold, the power of the awakened berserkers! Apart from the devastation that Berserker's double axes already bring, no one will have a chance against Waking Up Berserker's Gun, Iron Buster! Catch, bash and cleave your senseless enemies! ♦ Berserker Although the Berserkers are known for their outstanding forces and combat capabilities, they continued to stay in the Keplan region because they had no ambitions to conquer other territories. However, after the discovery of abundance in the Black Crystals in Keplan, over-excavations by humans caused the Berserkers to leave their homes and leave the area. In order to preserve their way of life, Chief Geaku of the Berserkers plans to move south so they can avoid conflict. Tantu, the young Berserker leader, however, felt that the greed of the people would soon bring war against them and lead to the extinction of the Berserkers. Although Tantu had very little stature for Berserker, he was gifted with the ability to be extraordinarily convincing. With this, he was able to inspire the younger generation of Berserkers adventures out and find a new place where they can call home. One night, Tantu and his followers left the other Berserkers and disappeared into the night. According to rumors, they were on their way to Mediah - a mysterious and ancient country. Along his trip, Tantu met with Ain Gried, Dwarven Chieftain, who was already living near Mediah. Due to past alliances between berserkers and dwarfs, Ain Gried agreed to help Tanta by taking them to the Mausoleum of the Grand Chief in the sacred lands of the ancient Berserkers. As Ain Gried, Tantu and his followers arrived at the Mausoleum, they made their way to the center of the stage, where they saw an ancient tome. Tantu slowly approached the stage, opened the theme and looked at the ancient scripture. Although no one else was able to recognize the text, Tantu suddenly began to decode the message as if it had spoken a forgotten ancient language all his life. He began to recite the text: To the one that reads this message, Iron Buster, which was forged by ancient dwarfs will save our species. After reading this, Tanta's body began to change as he entered a state of transformation. Its previously small stature has now been transformed into a hulking giant whose size was larger than the largest of the Berserkers. Like its body growth, Tantu suddenly began to spark with new self abilities and became even smarter than before. With the help of Ain Gried and the dwarfs, they were able to create a new Iron Buster that would be distributed among the Berserkers. With Iron Buster on hand, Tantu was sure to have this new would bring unmeasurable power to the Berserker Race. ♦ Berserker Awakening Quest Berserker's Awakening Quest is available at level 56 and once this task is completed, the awakening weapon, Iron Buster, can be equipped. The story begins from Gehaku Plains (where the separation of Geaku and Tanta originated) and follows Tantu and his group leaving for a new land of prosperity. Although the main quest line consists of 7 parts, 3 of these quests will test your skills to see if you are worthy of wielding Iron Buster. However, if you are able to handle monsters in the Mediah area, you should be fine. When all the tasks are completed, you will get iron buster and acquire various awakening skills as a reward from Chief Tanta at Grand Chieftain's Mausoleum. ♦ Berserker Awakening Weapon Skills Awakening Weapon Skills can be found in the Skill Menu (keyboard shortcut: K) in-game. When you complete the Awakening Quest, all usable awakening weapon skills become visible. <Awakening weapon= skills= can= be= found= on= upper= portion= of= the= skill= menu.=> ♦ Berserker awakening weapon skills below are new awakening skills for Berserker. Using Iron Buster, Berserkers specialize in concentrating their energy for fast, powerful attacks and increased speed of movement. Blasting the menu damage using both fists alternately. It has the option to Down Attack and Air Attack to use to continue the attack combination. Also, using this skill will treat HP (not applied when used during cooling). Flame Bustger Fire shell from your Iron Buster at mid-range distance. Using normal shots, you can quickly eliminate your enemies. Shooting after concentrating your focus will solve stronger damage and can knock down your enemy. When used against multiple targets, WP will be restored in a great Giant Leap Fire shot with Iron Buster on the ground and use recoil to jump away. You don't have to have any damage during the jump. Titan Blow Focus focus on Iron Buster and attack enemies in the forward direction 3 times, causing bindy. The final attack of this powerful skill will also address knockdown. Ground lifting Lift the ground from underfoot and start enemies in your direction forward towards the sky. Along with Berserker and all those that came before him, each class is reborn with new abilities and become much stronger after their awakening. The next class to achieve their awakening will be coming in 2 weeks, so keep an eye on it! Thanks! 11/09/2020 Well, that's a question we do a lot and answer a lot, so we thought we'd write a little ... AP and DR are the best statistics on zerk in most situations. Zerk skills don't add much accuracy, so having enough accuracy is very important as well. Personally, I never sacrifice accuracy <Awakening>AP, but accuracy should not be neglected. I'd be messing with leak/hybrid builds, I think they're weak on zerk. Your endgame zerk build should include; Bhegs, Urugons, Griffon and Dim Tree. Accessory slots will be your standard AP kit, ominous neck, crescent rings, basilisk belt, witch/tungrad earrings. For weapons, standard Kzarka / Offin, Dande. and Nouver / Kutum settings. I'd focus on getting dande up first, followed by mainhand, and Kutum for grinding. Nouver is the best in PvP due to damage, but I mostly use my Kutum in PvE. Gear Progression Guide If you are looking for an in-depth gear progression guide, click here How to Play Berserker Our resident hero Zerk Steve has done some very comprehensive guide to playstyle, combos, movement. Check out these videos to understand the class: Finally, @Choice put together an amazing video explaining the preawakened movement, woke movement, flame buster and Q buff flame buster spam: Steve's video would give you a very good visual understanding of the class, and if you like what you see, where do you grind like Berserker? 190-240 AP. Zerkers take a lot of skill points to really shine. The 1600+ is where you can get most of your kit, but the 1950+ is where you can get most of everything you need. So make sure to grind on high density zones while leveling to get a lot of skill points along the way. You will need to call in terms of your effectiveness when grinding these different places, but the goal should be to kill packing crowds very quickly and keep moving. Here's my list of grind placements that I liked as I advanced from weakest to strongest: Sausans > Pirates > Cadry / Bashims > Gahaz / Fogans / Naga > Centaurs / Pila Prison / Crescent > Manshuam > Aakman > Hystria Berserker Skill Body Build (56 Minimum PvE) (57 Minimum PvE) (58 Minimum PvE) (raging drop of thunder in favor of our passive) (59 Minimum PvE) (60 Minimum PvE) (Pick up flame buster and flow: SplitShot) these are absolute bare bones you want, you should have more SP than that at these points, but just enveal (60 Max PvE Build) gets everything what would you ever like for PvE, but leaves Rabam open. (Min-MaxPvP with PvE skills to build 60) Berserker Crystal Setup There are quite a few options based on personal preferences, but they all revolve around central statistics relevant to zerkers; HP, DR, accuracy, durability, endurance and other damage. Hybrid builds on zerkers are captivating, so escapism is probably our least coveted stat. IMO a few slots are no to think about, Jin Viper in gloves, but I added a lot of variations in #crystal-Settings Here are some builds I like: PVP HP/DR Build – No RBF Crystal in This One with Crit Gems PVP/PvE v3 Hoom PVP HP/DR Build – No RBF Crystal in This One with Crit Gems: PVP/PvE HP/PCB Build HOOM: PVP HP/DR Build HOOM: PVP/PvE DPS Focus Build MACALOD: PVP/PvE Offin HOOM Build: PvE Utility Build MACALOD: PVP Beginners Build: I think zerkers benefit a lot from double +10% Crit gems in the offhand, so I always run. Valterra/woke gems have their place as well, but I prefer to be a monkey. For PvE, I use 2x crit gems in nouver, and 2x back attack gems in kutum (mostly for hysteria grind) Berserker Skill-Addons I use it for PVP/PvE because it's annoying and way to try hard to replace these around me. I think it's a good combination of both. Some honorable mentions are: Replacing Smackdown with headbutt addon. Or if you're not PvEing too much, and prefer just straight PVP Flame Buster w/+ speed of movement/accuracy (down-smash sucks don't use) Food Rotation and Elixirs Pro Berserker Almost 2 alternatives for foods like zerk. Excellent Cron food or real spin. If your money is into min-maxing and not lazy AF, here's my food spin. Special Kama, Jumbo Hamburger, Knights Rations (or Special Serendia), and Special Valencia. These are all yellow grade/orange, and you can have 4 runs together, or a 10m gap with Serendia. For Elixirs, I always run Gaints drafts. This is by far the best draft for us, with +3 motion speed/critical speed. I farm wheat for sun fruits that are needed to make draft ingredients. I typically buy the rest off the MP. If you really try hard, you can use typical party pots such as gloomy reaper, detection etc. Finally, I wanted to use perfume courage in knots/sieges when I really need them. If you have Deep Seas they are really good too. Too.