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Elsword rune slayer guide

Elsowrd Magic Knight dan Rune Slayer Skill Build Ini karakter Elsword Magic Knight dan Rune Slaye Menurut saya skill ini .yang cocok buat yang suka PVP. menurut saya sih hhe Test SEKIAN SOBAT SALAM BUAT PEJUANG ELRIOS LAINNYA Dmg is the mandatory skill Rune Slayer has dinerf. Please arrange your own skill, because this mixture for pvp and pveCritical sword: 85114Enchant breaker: 59233Sword fire: 91800/114564 (sword fire)Rising slash: 118145/153590 (awk)Over geyser: 187200/267696 (awk)Flame geyser: 195860/254618 (awk)Explo: 107578/167818 (awk)Wind blade: 60590/78768 (awk)Storm blade: 144584/187953 (awk)Luna blade: 110085/143111 (awk)Triple geyser: 333836/455168 (awk)Explanation:-Fire Sword is quite small, because its function is to clean the monster-No phoenix talon, because its function for buff, not for dmg. Dmg is just an additional.-Storm tongue has gk value, so those who usually bring the storm blade should replace.-Explo though was less worthy, please take kagak. Its function is to activate.-Unlimited only when pressing 1 monster-Dmg above without passive magic sequence and so on.- Anything wrong/wrong, please say. Then plus/replaced.-Luna tongue used to be a skill to make pvp, because besides dmgnya which consists quite large, there is a good burn too. Now free to take kagak, it's up to you (although it seems I'm the only one who usually brings this skill in the first pvp XD).PS: Blazing Hearth steal Sword Fire Rune Slayer, which is why now is weak XD NEW USER GUIDE Your first character Once you've logged into Elsword Online customers, you'll find yourself at the channel selection screen. Choose Channel 1 or 2 to get experience points boost for your level range. Next, you're taken to the character selection screen and it's time to get creative. 1. Choose the character you want to play. 2. Create nicknames for your new character. It must be made up of 2 - 12 letters and / or digits. 3. Prepare to have fun beating some baddies! ^Return to the top tutorial After successfully creating a character, then you will proceed to Tutorial mode. You will be introduced to the plot of your character and the basic controls of the game. Try to defeat the monster first! Once you have cleared the area, continue walking to get to the portal. You'll then be transported to Ruben Village, where you'll meet Lowe and Chief Hagus. The leader is on a mission to find you. To review the details, click the Quest button in the lower-right corner. Now you need to go out on the field! Continue walking to the right side of the village. The portal will take you to a field called Lake Noahs. The next step in your mission is to defeat Tobu, a member Banthus Bandits. Once he is defeated, press fast will appear on your task log on the right side of the screen and click OK to receive your reward. It's time for your first dungeon mission! 1. Click on the Dungeon icon. See that Tree of El is the chosen dungeon. Click 'Start Dungeon' then button OK. 2. Complete the dungeon to gain experience points and dungeon rewards. 3. Once you have completed the mission requirements and moved out of the dungeon, hit Quick Clear and collect the mission rewards. 4. Continue your adventure by exploring fields, completing missions, and chatting with NPCs. Let Elsword Online's story unfold! ^ Back to the top dungeon versions From the Dungeon selection interface, you can choose dungeons and difficulty levels. Select 'Start Dungeon (F8)' and the system will find other players you can join. If you're already at a party or just want to play alone, select 'Get started with existing members'. 1. The larger the later party size, the less stamina is consumed per dungeon. In addition, there will be a greater bonus experience point for larger parties. 2. Each dungeon will have 3 difficult modes (Normal, Hard, Very Diffcult). More stamina is consumed for higher difficulties, but the experience points will be higher. ^ Return to the top chat box & inventory players can communicate with each other using chat boxes. This box has a filtering feature that makes it easier for you to chat with guild friends and your friends, or to exchange private messages with someone. (Type /h for the list of commands) The various items received are placed in the character's inventory space and arranged accordingly. Note that players can equip different devices while they are in the dungeon. At the bottom of the inventory window, you'll see the balance for ED and AP. ED (Currency) ED is Elsword's online currency and is used to buy items and transactions. AP (Arena Points) Arena points can be acquired from the Winning Arena (PVP) match. ^ Returning to the interface of the top character The game user interface is simplified and easy to understand. Players can identify any UI object by moving the mouse pointer over it. HP Health scores; Represented by the red bar on the MP Mana point user interface; Represented by the blue bar on Awakening Status the Awakening State user interface is the vertical green bar to the left of the HP and MP bars. This bar will fill up when the player uses basic combos and skill to operate in the dungeon. A pink awakening bead will be provided to the player when the awakening state bar is fully filled; A player can accumulate up to 3 awakening beads. The attacking power and skill of a character will become much stronger when they are in a state of awakening. (The default control to activate the wake is the Ctrl key on the left.) Easter Stones The number of revived stones is the number of lives of players It can be used when the player dies in a dungeon. Skill Slots Players are allowed to set Up Skills for the first 4 Skill Slots (Default controls: A, S, D, and C keys). Think carefully about the skills you want to carry around when you go into a dungeon or join the PVP, they can implement or break your entire strategy. You can then choose to activate Skill Set B so that you can assign skills to 4 additional Skill Slots (Default controls depend on the type of Skill Slot user interface selected: Under Category A, you can switch to additional slots for keys A, S, D, and C by pressing the space bar; Under Type B, the default controls are the Q, W, E, and R keys). Map The map interface helps players locate their team members and check the current state of the stage, including the number of monsters remaining. Fever!! This feature is only applied when the player is in a party. The gauge increases as the group continues to play and complete the dungeon together. EXP bonus supplements are proportional to the increase. When fever reaches 100%, all party members' MPs are restored and they all become temporarily awakened. Your Total Score result is displayed at the end of a dungeon run. They are determined by how many monsters you defeat and how long your combos are. Remember: the longer you keep a match going, the higher your score. ^ Back to the top combat system The Elsword Online Combat System's combat system has a unique feature: its only limitation is the player's reflexes and imagination. Once you've had enough practice, it's time to string, string, string! Make a combo after another to create a combination string, which in doing so will increase your total score for dungeons. Combo Counter See the numbers? It's your damage counter; the higher that number, the longer and more efficient your combo string will be. Your combo can also be classified from Good to Evil, and can determine how much higher your total score will be. The basic combo presses the Z key then the X allows one to start a combo. Pressing the Z key a few times then X will also allow you to land more hits to start a combo. Each class has one, and even if the nodes are the same, their attacks are different. Remember: branching combo attacks is the first step to raising that total score! Hit F1 and you can see the combined tree when you attack. Here's a combo to start you: [Z] [Z] [Z] [X]. Advanced Combos Mix It Up! Link additional combos with your basic moves to create a continuous combo sequence.^Returning to the leading Elemental Effects Fire element will give the character the ability to ignite. If enemies are attacked with a combustion effect, their HP will diminish. Thuy Nguyen gives the character the ability to freeze effects. If the enemy is with a freezing effect, their defenses and movement will be reduced. Natural elements will give the characters the ability to effect. If enemies are attacked with a poisoning effect, their HP will subside. Wind Wind elements will give the character piercing effects. If enemies are attacked with piercing effects, the damage will increase while ignoring all defenses and buffs. Light Light element will give the character the ability to petrifying effects. If the enemy is struck with a chemical effect, there is a small chance they will turn into stones in seconds. Darkness Darkness elements will give the character the ability to obstruct. If the enemy is affected by the obstructed effect, hp and their MP will switch to the attacker's HP and MP. ^Return to EXP Progress of Top Player (Experience Point) Yellow bar that shows the current experience point and how much is needed to reach the next level. Players get experience points when they complete a dungeon or mission. Stamina Like any creature, your character can become tired. Stamina represents the stamina of a character, and once it is exhausted, the character will no longer be able to join the dungeon until it is replenished. ^Return to top

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