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## Zerker pure guide osrs

Home Community Runescape Guides [Complete Zerker Guide] [Quested] Home Community Runescape Guides [Complete Zerker Guide] [Quested] A Combat pure is a character whose combat statistics are specifically trained to optimize performance in player-versus-player scenarios (Wilderness, Duel Arena, etc.), often prioritizing offensive metrics while maintaining a low combat level. For example, someone with 70 Attack and 70 Strength and only 1 Defense would be considered a pure (more specifically, a Whip pure). Although the concept of a pure usually refers to an account with high offense and low defense, there are other types of purification, including Berserker pures, Barrows pures, and even Defense pures. Still, given the diversity of PvP-oriented accounts, there are almost countless variations-some accounts are prepared to work specifically with certain weapons. Please note that most pure builds use quests to train to specific combat levels and only the NA hand train completes their quest list. Please examine which quests you need to complete and what levels you get for hand training combat levels, or you may end up with a 'broken' account. Example: Training up to 42 defenses for a 'void pure' but then doing the required Fremmenik/Kandarin quests that reward high amounts of XP defense will result in your 'void pure' being ruined. Types of combat pures[edit | edit source] One-Defence pure[edit | edit source] Editorial: 1 Defence pure/Guide The most famous form of pure, a one-Defence pure is a character designed exclusively with player-versus-player combat in mind. The idea is to train the account to have high offensive metrics and a low defense level while maintaining a low combat level to give leverage over most accounts of a similar level. One-Defence pures can also exist only for the satisfaction of hitting unusually high at low combat levels. The levels of these accounts vary wildly, although many are within the 50-90 combat level range. Obsidian pure[edit | edit source] An Obsidian pure (also called an Obby mauler or simply mauler) uses the Tzhaar-ket-om, a weapon that requires only 60 Force to handle. This makes it possible to maintain an attack level of 1, significantly reducing their combat level. These purities are usually also 1 Defense and lower in combat level than usual A-defense purely, but the occasional upper Defense variants exist. Getting 60 Strength along with 60 Defence is also another good PvP combat pure due to the release of Obsidian armour. Granite maul pure[edit | edit source] Similar to his Counterpart, except with higher Attack, a Granite Maul Pure (also called a G mauler or just plain mauler) uses the Granite maul, a weapon that requires both 50 Attack and 50 Strength to handle. These purges are usually also 1 Defense and lower in combat level than usual One-Defence Pure, Pure, every now and then higher Defense variants exist. Predator pure[edit | edit source] A Predator pure is designed with a moderately low Hitpoints level, to maximize its Strength and Ranged levels. Popularized on YouTube, the concept of the Predator pure is to get some high hits in quick succession to achieve a kill. An example of a Predator pure has a combat level of 63 while it has an attack level of 40, a strength level of 99, a defense level of 1, a Ranged level of 97 and a Hitpoints level of 63. Defence pure[edit | edit source] Editorial: Defence Pure A Defence pure is an account that maintains a low combat level but has an extremely high level of defence rather than high attack or strength levels. However, because others have a great chance of escaping Defense purifies due to their weak attacks and are also generally irritated by the pure's high Defense purges are rarely considered viable for player deaths and are instead usually made for the sake of vanity. The combo used to kill opponents in PvP battles often includes the use of the dragonfire shield's special attack in conjunction with the stacking poison damage of the Serpentine rudder (until it was inherited). Black pure[edit | edit source] The Black pure is an account designed for 10 Defence, which allows the use of black armor and the ability to wear a Black Mask/Slayer helmet. Rarely seen in the wild, the black pure can use cheap armor and a wide range of weapons, while deadly at the same time, examples include the Dragon dagger and the Abyssal whip combination. The small Defense boost is noticeable and can still benefit in small battles, which a One-Defence pure could overtake. Their levels are slightly higher than those of One-Defence pures, but they still vary. Most people with this construction account are typically PvMers who like a challenge or like the ability to be strong also in the Jungle. In P2P, this build is usually passed for 13 Defence. 13 Defence pure[edit | edit source] The 13 Defence pure is essentially a black pure, sacrificing a small amount of offense for slightly more effective defensive equipment. They also sacrifice 3 Defence levels (10-13 Defence) of a normal 10 Defence purely for quest items such as Fairy Rings, Slayer Helmet and Certain Diaries. However, the defense levels on these accounts are not due to training, but are instead usually a result of the 2,000 Defence experience gained from completing Nature Spirit. This quest is a requirement for the Fairytale II quest (which unlocks the Fairy ring transport system) and for a subquest Recipe for Disaster. Completion of this subquest provides access to adamant gloves, which offer slightly better bonuses than the combat bracelet. Initiate pure[edit | edit source] With 20 Defence, an initiation makes pure use of the Prayer and Defence bonuses of Armour. Their armor provides a noticeable Defense boost and ensures more efficient use of prayers during combat, which also happens to make training more convenient. Their combat levels are usually higher than those of their 1 Defence counterparts. Initiatsy pures also benefit from their ability to equip armor with Magic bonuses such as Mystic robes and Enchanted robes. Clanning pure[edit | edit source] A Clanning pure is a pure one that is specially made for multi-combat PvP battles between pure clans. Since pure clans usually allow up to 25 Defence, these accounts range from 1-25 Defence. 25 Defence unlocks Infinity and Frog-Leather armour. Instead of limiting their Attack and Prayer levels like most other pures do, Clanning pures aim to max out all combat stats besides Defense for the greatest possible advantage over other pures. While these accounts cannot unlock Prayers such as Piety due to the 70 Defence requirement, with a high prayer level, the player can stay alive longer in F2P wars and be more resilient against Smite. Rune pure[edit | edit source] A Rune pure is a pure one that has 40 Defence mainly, so it can carry Rune armour and other stat-boosting equipment such as fighter torsos and rune defenders, as well as the always useful dragonhide bodies and coifs. 40 Defence is also one of the requirements for completing the Lunar Diplomacy quest, which unlocks access to the very useful Vengeance spell. Rune pures are also very popular in free-to-play PvP: In F2P, the idea behind this type of account is that a player can wear the highest armor available to them while remaining as low of the fight as possible. However, F2P rune pures have often also capped Attack at level 40 for rune weapons, making their combat level even lower. Many rune purs are within the combat level 70-110 range. In P2P, this build is usually passed for the Berserker or Void builds, as they trade a fight level or two for huge benefits in the form of the Fremennik helmets or Void armour, respectively. Berserker pure[edit | edit source] A Berserker pure (also called a Zerker or Zerk) is almost identical to a rune pure, except with 45 Defence for the sake of wearing a Berserker helmet or a Fighter hat, which gives better stat bonuses than the Rune full helmet, and also with the ability to provide all subquests of Recipe for Disaster, which allows the player to get Barrows gloves , and also with the ability to get all the subquests of Recipe for Disaster, which allows the player to get Barrows gloves, some of the best gloves in RuneScape. Their are almost identical to those of rune pures. Void pure[edit | edit source] A Void pure is a pure one that uses the combat bonuses of the Void knight armour to achieve very high hits. The void purges are mostly Ranged-oriented due to the already high hits of the crossbow of rune and Dark arch in combination with the damage and accuracy increases of the Ranged Void knight armor. Melee-based Void pures are less common, and Magic-based Void Void are virtually non-existent (since spells usually have solid max damage). Another advantage to this style of pure lies in its ability to risk very little wealth compared to many other purities. Void knight armour is uns tradable; rune kiteshields can be made uns tradable through the use of Construction and Crafting (heraldic kiteshields, also called painted kiteshields). While their Defense is similar to those of the rune or berserkerpurs, they usually have lower Melee levels, making their combat levels slightly lower. Many Emptiness purify are within the fight level 70-100 range. Mage pure[edit | edit source] A Mage Pure is typically a One-Defence pure that specializes almost exclusively in Magic. This type of pure is very strong at low level PvP because of the fixed max damage that most spells deal with, regardless of someone's Magic level. Usually purges of this nature will use Ancient Magicks or the Flames or Zamorak spell with a toxic staff of the dead, although some choose to use the Slayer Dart spell. Because they are more effective at lower levels, these accounts are often within the combat level 40-60 range. Mage tank[edit | edit source] A Mage tank is a character with huge Defence, quite high Hitpoints and Magic levels. Although once popular in RuneScape Classic and early RuneScape 2, these account builds are rarely used due to the low defensive bonuses of magic armor, rely on far-casting and Magic to take on more of a supporting role, and are inefficiency to combine or round out opponents unless you use Melee or Ranged. Range pure[edit | edit source] A Range Pure is typically a One-Defence pure that specializes in Ranged combat. Most range pures also level Attack and/or Power to increase their combo potential with weapons such as the Granite maul or Dragon dagger. Range tank[edit | edit source] A Range tank is a sign with high Ranged and Defence levels. Their defense allows them to participate in high level PvP, wearing Barrows items and utilizing Ranged and often high-level Magic, by using spells like Vengeance. Their attack and strength levels are usually low. The levels of these accounts vary slightly, most are in the battle level 70-110 range. Barrows pure[edit | edit source] A Barrows Pure is an account that primarily has or has 70 Prayer for the ability to use Piety. This is combined with overall high attack and force for maximum damage; combat level is generally not as seriously controlled, and it is common for these bills to max out everything except Defense and Prayer. 94 Magic is ideal allows the use of the useful Vengeance spell, although Ranged is rarely used outside team PvP activities or PvM situations. These accounts are almost always within the combat level 100-120 range. Generally suppressed skills[edit | resource editing] The most Oppressed combat skills to keep pures as low as possible if not affecting their combat level are Defence, Prayer, Hitpoints and Attack. The debates about whether it is wise to fore off the benefits of each of these skills are as old as the concept of pures themselves. Ultimately, it is a matter of preference for each player, taking into account the fact that the purer they are in this offensive sense, the more dynamic PvP combat will be, and the higher the chance is that fights will end up with a kill rather than with a fighter fleeing (for good or for bad). It is worth noting that only the most radical pures insist on keeping all of the above skills at their extreme minimum once above a certain level, and will gain Hitpoints experience while fighting other players. Such experience can be gained through experience lamps or activities such as Pest Control. Below are a few considerations in this direction. Please note that most of these suppressed skills are only trained by different quests that unlock specific gear setups. Please examine in depth on what type of pure you might want to make before you start hand leveling combat skills. Defence[edit | edit source] Defence is by far the most repressed skill. While like all skills, it has its pros and cons, most pures generally agree that the pros outweigh the disadvantages. Some pures choose certain levels, including 10, 13, 20, 40, 42 or 45 Defence to have immense power compared to the main bills of the same level. The Rune Pure, for example, can obtain armor that has almost the same Strength bonus as a maxed account with 99 Defence. High Defence[edit source] Pros If your Defence level is high, you don't have to buy as much food for PvP or PvM situations. Also, you train at a higher level samples much easier. The higher your defense level, the less likely you are to get hit. This will allow you to tank more easily in team PvP situations. Low-Defence pures are having an extremely difficult time tanking because of their lower defensive stats. You will be able to wear better armor with higher defensive stats. This makes you even less likely to get hit. Disadvantages of having high Defence [edit | edit source] Being a Defence pure has two main drawbacks. These are that if you have low offensive statistics, it will be harder to get a level up (getting less XP per average hit), thus creating a high-leveled Defence pure very time consuming. Also, if you have low offensive stats as a defense pure, it's harder to 1v1 fight win, as you will hit very low on your opponent, while the opponent might have methods such as using a Ring of Recoil, Vengeance, Verac's armour or any other method that could hit through Defense. Controversy[edit | edit source] Many players believe that offensive pureses with minimal Defence have a de facto advantage over balanced players of the same combat level due to game mechanics game mechanics the formulas that determine who gets hit how often and how hard. etc.). The overall success of such purges in low and mid level PvP seems to endorse this theory. However, the precise game mechanics related to Attack and Defence are unknown. Some players believe that the success of offensive purges is solely due to the factors mentioned above and have little to do with combat attack/defence mechanics, arguing that the fact that the armor generally gives a good deal more Defence bonus than weapons of the same material giving Attack bonuses suggests that balanced players should have a slight edge, taking advantage of the larger bonus. Some even believe that their success is only ostensibly, hyped by the fact that most players are more likely to be impressed by an unusually high hit than by someone blocking five attacks in a row. However, this can be countered with the idea that it is easier to heal through five smaller hits than a sudden big hit. Prayer[edit | source editing] Prayer is also a skill that is often neglected as much as possible by pures. There are several 'milestone' levels that pures usually stop at, often due to quest requirements or useful prayers. 1 Prayer[edit | edit source] Low-level pures, like range pures, who risk little and don't carry a +1 usually try to keep their Prayer level at base —this has the benefit of keeping combat level extremely low, but deprives these accounts of useful benefits like as Ava's accumulator and Ancient Magic due to quest experience from Priest in Peril and The Restless Ghost. 15 Prayer[edit | resource editing] This is the lowest prayer level an account can have while still being able to obtain Ancient Magic and Ava's accumulator. The Accumulator adds Ranged bonus and allows a PKer to risk less ammo at death — this can be useful when using expensive weapons such as Dragon darts. Ancient Magic is very useful for the middle and deep Wilderness PKing, and also allows low and mid level pures to rush or PJ battles with ice Blitz combos. 25 Prayer[edit | resource editing] Level 25 Prayer gives access to protect the Item's Prayer — using this prayer is the only way to protect an item at death while it's in a skull. For this reason, most purges in the 65-75 combat bracket tend to be at least 25 Prayer to use a valuable item, such as an Amulet of anger or a toxic blowpipe, without the risk. Rarely do PKers in this combat bracket have the Prayer level to use Smite to use these valuable items. 31 Prayer[edit | edit source] Level 31 Prayer gives access to Ultimate Strength, which 15% Most pures that choose to get Protect Item skip 25 Prayer and get 31 — the small amount of combat levels is worth fore holding the huge Strength boost that Ultimate Strength offers. 43/44/45 Prayer[edit | resource editing] Level 43 Prayer grants access to Protect from Melee, the last of the protection prayers. protection prayers. Prayers are extremely useful for any PKer- they protect against rushers and PJers, make the Fight Caves vastly easier, let 1-Defence pures refuel more easily, and they let PKers survive much longer while Deep Wilderness PKing. Most pures choose to stop at 44 or 45 instead—the added combat level is negligible and gives access to Eagle Eye and Mystic Might, the 15% level boosters for Ranged and Magic, respectively. 52/55 Prayer[edit | edit source] This is generally the last stopping point for 1-45 Defence pures. Level 52 Prayer gives access to Smite, a prayer that lets you drain your opponent of their prayer, close their Protect Item prayer, and force them to drop their +1 when they die. This prayer is very useful when your opponent has a lower prayer level than you, but pures generally do not have the offense to effectively use Smite until the 75-80 battle bracket. For this reason, it is rarely seen in low and mid level PKing due to the combat level sacrifice required to obtain it over 31 or 25 Prayer purifies. In addition, the Barrelchest anchor, a popular combo weapon with 60 Attack pures, requires level 50 Prayer to obtain. Zerker purées participating in tribridring often choose to get 55 Prayer for access to the normal Spirit shield, a useful shield for hybrid combat. 70/74/77 Prayer[edit | source editing] These prayer levels give access to piety, rigor and augury, all massive boost prayers to Melee, Ranged, and Magic, respectively. Since all these prayers require 70 Defence, however, these are only seen from Barrows pures and varied tanks in the sheer battle brackets. Attack[edit | edit source] Attack is another often suppressed skill, although not as much as the others mentioned above, there are many different weapon unlocks on different layers depending on which combat bracket you are aiming for. The level differential of 1-99 attack is 32 combat levels (assuming you have 1 Defence and 99 strength on both levels). 1 Attack[edit | edit source] Level 1 Attack has only a few reliable weapons to use, mainly the Slayer's staff, Event rpg and Bone dagger. There are two main types of builds at this level; The Obsidian tank, and those who waive the defense levels and stay 1 defense and only use the Tzhaar-ket-om and Berserker chain combo known as obby maulers. 7 Attack[edit | edit source] Level 7 Attack is an up and coming build that is exactly the same build as the obby mauler 1 defence build, except it adds a few perks while only gaining two combat levels. If you get level 7, you can reach 71 range and you can wear black d'hide chaps instead of red d'hide chaps, offering you a +6 boost instead A +5 boost on a Super attack potion and provides significant accuracy boosts to the staff of the Slayer, Event rpg and Bone dagger. The accuracy bonus to Tzhaar-ket-om is not so remarkable, although still 42 Attack[edit | edit source] Level 42 Attack is only really used for the varied viariant of a Void Pure as mentioned above. 50 Attack[edit | edit source] Level 50 Attack is used by many different types of pures because it unlocks some particularly strong weapons, such as the Granite maul and ancient staff. 60 Attack[edit | edit source] Level 60 Attack is perhaps the most common attack level between different pure builds, as it unlocks an extensive selection of weapons. The Barrelchest anchor is a very good finish/KO weapon with a +100 strength bonus and +90 crush accuracy bonus. Dragon weapons are very popular for either very cheap or very powerful, sometimes both. Some common choices are as follows: The Dragon dagger is one of the best potential special attack weapons, able to hit a 48-48 in max strength gear, while only costing 18k. The Dragon scimitar is a popular mainhand choice for its relatively cheap price of 60k, and the ability to drop a player Protection prayers. The Dragon 2h sword is a common last hit weapon for a KO chance, but is just a cheaper Barrelchest anchor that doesn't hit that high and has no quest requirement. The Dragon spear is a common special attack weapon among clans and rushers for its special attack that stuns the player. Finally, the Dragon claws are considered one of the best special assault weapons in the game. 65 Attack[edit | edit source] Not often stopped at, but still has a few good unlocks, it unlocks both the Sarachnis cudgel and the Leaf-bladed battleaxe. The leaf-bladed battleaxe has the highest strength bonus of all one-handed melee weapons. 70 Attack[edit | edit source] Another layer doesn't often stop on it, but also has some good weapons. It unlocks Barrows weapons such as the Ahrim's personnel and Dharok's greataxe, Saradomin sword, the option to start fighting with the Abyssal whip (which will provide more attack or defense xp), and the not often used expensive weapons such as the Abyssal dagger, and Abyssal bludgeon. 75 Attack[edit | edit source] The last layer before you go all out for 99 attack accuracy is increasing, 75 attack offers extreme upgrades and is a very popular layer to stop for many styles accounts. The options are: upgrade to an Abyssal tentacle if you continue to train. The highly accurate, fast and expensive gave the best in slots Ghrazi rapier, Inquisitor's mace and Blade of Saelдор. These are rarely outside clan wars because of their very high prices. The strongest and most accurate 2H weapon in the game, the Elder maul. Several Godswords each have unique special attacks with some that can hit higher than the Older Maul. The staff of the dead and it is several Upgrades 99 | edit source] This is only sought after for accuracy increases, especially among clanning pures as described above. Hybrid[edit | edit source] A hybrid (or brid) is a player who fights fights more than one point on the battle triangle. Hybrids tend to shift gear according to the combat style they plan to use at certain times. Tribriding (or tribridring) is when a player uses all three battle classes. The latter is often used at Dagannoth Kings. These pures will focus primarily on having two or three high combat skills and low other combat skills. This way, their combat levels will remain low, and they will be able to change style and keep hitting quite high. Hybrid strategy[edit | edit source] Good hybrids organize accordingly and take full advantage of their F-keys. Based on a planned combat style and any incoming damage to the tank when needed, hybrids often switch from prayer and equipment, namely a weapon, body armor, shield and leg armor. When frozen, it is best to focus more on refueling and try to return a bind or freeze on the opponent. Black dragonhide armour can help to fend off magical attacks while attacking, but beware of the opponent's attacking style and overhead and adjust accordingly. Also, special attacks are generally used to round off opponents, so special attacks should never be wasted. Combat Triangle[edit | edit source] Main article: Combat triangle The battle triangle means Magic hits melee high, Melee hits high on Ranged and Ranged high on Magic. Also, it works the other way for most cases, as Ranged has high Magic Defence, Melee has a high Ranged Defence, but only Magic has no high Melee Defence, but is able to bind/freeze Melee, and the Melee won't be able to attack the magician. See also[edit | edit source] source] source

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