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Celtic heroes guide ranger

This is a guide on what skills/stats you need to level your Ranger, I love building strength with the best bolas. Dex skills like sharp shots never really worked for me. Click here to find out where to level up at any level! This guide will tell you the best location for grinding/lix. I would recommend you use these skills to flatten: Bolas – Keeping the mass at double shot distance – unavoidable skills, and damage the masses to double the damage to your melee Steady Goal – increase your melee damage and sharpen your attack rating Weapon – increase your melee damage Secondary skills you may want to enter points are: Camouflage – Reduce your aggro so that when you are mass bolasing, you do not aggro other mass Light Heal – If bolas are avoided, you can heal yourself without having to use a Rapid Shot pot resto – Keep this in your skill bar even if you don't have points in it. I have this as a secondary skill because you won't need it if you use combos or haste elixirs to level with. Statistics Use as much power as you can to make your melee attacks stronger. Make sure you have enough vit to keep you alive you need enough Attacks that your melee attacks don't disappear all the time. so don't ignore dex. This is my ranger build at level 200+ If you notice any errors or problems with this site, please send me a message or PM me at the Celtic Heroes Forum and I will fix it! Notice: All Celtic Heroes content and database data belongs to Virtual Realms. This site is created by a player and maintained as a completely free resource for the game's player base. Nonetheless, it does take time, effort, and some money to keep the site up to date up and running. If you want to contribute to site maintenance in a very small way, you can buy me a coffee Here are a few things to know to make Celtic Heroes a better experience for you. It's always tough at the start but the final game makes the slog invaluable. This tip page will help you have the best class build start for Celtic Heroes Mage, Ranger, Warrior, etc. Regeneration is very difficult in Celtic Heroes. Health and Energy Regeneration only happens OUTSIDE THE BATTLE (unless you have a regeneration item in the battle). What this means is that you just have to start fighting the next enemy when you know you're ready to take it. This game does not push back to constant fighting. Your build skills and stat are essential. Before you begin, check out the guidance on what your points should put in for each class. If you end up putting random points into your skills and stats, you'll have a hard time killing the enemies you're supposed to kill, and the game will become less fun for you. Also, many of the best skills must be planted or purchased for several thousand gold. You have to save for this at some point. For the witch: click here to see some of the great greats Guide. I recommend fire mage to flatten. For soldiers: click here to build a decent stat. I recommend maxing Frenzy, Shatter, Pummel, Rupture, and Giant Swing, in that order. For rangers: click here for a decent guide. For druids: click here for a decent guide. I recommend following his DPS one build, druid DPS is significantly easier and faster to the level than solo druid leveling support. For the naughty: click here for general skill build information, and here for stat build information. If your build is WRONG, there's a quest in Dustwither Catacombs that offers a free change and rebirth book, which is an item used to reset your build skills and stat. I recommend doing this search and using these books once you know the build is optimal for you. Level 1 – 20Follow an initial quest that will take you through Lir's Reach to Farcrag Castle, Crookback Hollow, Highscore Village, Bandit Camp, and into the Dustwither Catacombs. Level 20 – 23Start to kill the enemy in a room close to the first room of the Dustwither Catacombs. When you are around level 25 heading north, that will take you down the stairs set to a large room Skeletons.Level 25 - 30Kill enemies in the surrounding area around Death's Caress Leystone, complete the search when you can. Level 30 – 45Head to shalemont ravine's new zone and start a search available at MacCroin Encampment. Start by killing enemies in the Eastern Camp, making your way around the lake shore. When you reach level 35 then start heading towards the bridge to the West of the camp, work your way down to Leystone at Greygorge.Level 45 - 53 Stay around Greygorge Leystone and start crossing the bridge to the East River and move to the Shalemont River Leystone just below the castle. Levels 53 - 59In this level you have to look to advance to Stonevale. Take the lane next to Greygorge Leystone and work along the road until you find Leystone Southern Road. Up to level 60 is attached to kill Faeries in a small area on south Leystone Southern Road and Stonevale Farm, the village at the centre of the map. Ranger ClassRangers is undoubtedly a very fun class to play in the endgame, although it can be a struggle without proper teeth and mid-level from 120-180, but the results can be very fruitful. Ranger is a force to be reckoned with, but it requires enormous patience and equipment, a lot of quality DPS equipment that will be hard to come by if you are not in the end game clan that attacks all the bosses. There are also decent lux items out there that can replace raid droplets, but you won't get to as a ranger. If you're reading this and already thinking about making a ranger then let me make it easy for you. If you can dual-device or record the number of other devices, you must A ranger. If your auto ranger has a high enough attack, you can auto-let it on the boss with double shots, sharpshots, and occasional buffs, as you command your other classes. Making a ranger your first hero is also worth it. You have to be patient and ready to grind. It's not as easy as solo compared to soldiers and villains, but it pays off in the end. Playing ranger is also a fantastic option for casual gamers who want to take their time level and economy. Hopefully this thread will give direction to all dps rangers who inspire.

-----The SkillsSharp Shot: Useful DEX-based skills at all levels and highly recommended. Don't auto-cancel with the animation speed anymore. Longshot: Always useful DEX-bas skills, and pinning enemies for a few seconds. Must be the first skill you throw at the masses followed by a quick shot. This is the ranger's strongest damage skill. Don't use these skills if you're kiting bosses with your clan, bosses will take root and wreak havoc on the naughty. Double Shot: a staple for the end game of attacking rangers because all raid bosses have a high defense. This skill is not left behind and is basically two autos in a skill. I recommend using this even when your musut drug is active in all 6' tower EDL bosses, Hrungnir, Mordris, Necromancer, Event 6*, Proteus, and Gelebron. Your car won't miss much if you have more than 5000 attacks on 5* bosses. Never maximize this skill. Stay 5-10 levels above the mass you moss or in lv220 if you end the game. Stable Objective: recommended for all builds. Increase attacks and damage. Enhanced by adding DEX. Sharpen Weapons: a staple for the final game, increasing the damage to your fellow group members when casted. Improved by DEX. Barbed Shot: damage over time skill, has an initial burst of damage compared to your auto. It also has cool casting animations. Driven by DEX. Rapid Shot : increases your attack speed by 50%, just like super combos and super hastes. It must have skills regardless of how many skill points are invested. It is still worth it in lv1. You can't be hasted all the time. Recommend skills for those who don't have a haste or combo. Light Heal: a great support skill that can be used on yourself or on other heroes. A good choice to have if you face bankruptcy. Driven by DEX. Defensive skills that damage the masses that attack you. The damage is in the low hundreds. Driven by DEX. Bolas: a skill used to slow down enemies. It should be used at 3-4* mass when lixing. Using it at a lower star mass will just be a waste of time in your lix. The skills you must have if you end the game but do not have many tanks in the clan or your boss is often angry. This helps solo placeholders 4*4* in carrowmore and the tower. Bolas further promotes kiting/walking: when the occasional tank taunts the boss bolased and runs around it using a lix/mount ride. This is an important skill to prevent your clan from wiping out post-anger. Never maximize this skill. Stay 5-10 levels above the mass you moss or in lv220 if you end the game. Entangle: skills that slow down the speed of mass attacks. Good for the boss of the final game, it is a must for the raging boss if the boss cannot be kited out: Mord, Hrung, and Gele. Do not recommend using this through bolas to flatten. Conceal/Camo: two very similar skills that prevent the masses from detecting you. Good to use if you travel a lot in crowded locations. There are better skills out there than this so I don't recommend them.

-----The BuildsThese are the different types of Rangers you will see in this game, and I will give you my opinion on them. • Bow Ranger - DEX: will run a build containing longshot, sharp shots, stable objectives, sharpen weapons, (optionally) some may choose spiked shots. Set aside 300 stat points for STR, while the rest in DEX, do not forget his hp. Autos will also pack punches, but not that much, as this class will run gears that instantly increase longshot/sharpshot damage, or dex gear on top of straight up damage/attack gear. Powers up with: DEX= skills, STR=autos, stray combat abilities = skill breakdown/skill hit levels. • Bow Ranger - STR: will run builds that contain stable goals, sharpen weapons, fast shots, double shots, (optionally) light bolas/healing, some even include longshot in the build. Most points will be allocated in STR, placing points in DEX if you do not use quiver DEX. Autos will pack bigger punches. This type of ranger works very well with tooth enhancing damage, and attack improves gear if bossing. I recommend using a super combo or range combo for attack speed bonuses. You can still manage at maximum speed, it's the same as the attack speed of the elixir combo. Powers up with: DEX= buff skills, STR=autos, arc ability = attack and damage. • Bow Ranger - Hybrid: will run a build containing sharpshot, steady aim, sharpen weapon, doubleshot (optional) bolas/light heal/rapid shot. Statistics will be balanced between STR and DEX. This build is mostly decent at the end of the game, even then you have to have the right combination automatic damage / skill damage gear. This is a popular setting for endgamers because of attacks that come from extra dex and upgrade to sharpshot. Power up with: DEX= skill, STR=autos, arc capability = attack and damage, stray combat capability = skill damage/skill hit level. • Spear Ranger: will run builds containing sharp weapons, double attacks, skewers. (optional) Most points will be allocated in STR. You can do it. Choose to hotbar your bow to throw a stable goal. Use combos or haste elixirs when lixing. I REALLY DO NOT RECOMMEND TO USE A SPEAR. I've written that in a hat so you don't waste your time with the ability to lixes as a terrible ranger spear. If your mind is moving in this direction ask this question to myself: Should I really use a spear with bad skills when I can make naughty and have better skills? Powers up with: DEX= skill, STR=autos, spear capability = attack and damage.

-----The Gear• Armour: full Warden -> full Meteor -> full Frozen -> full Dragonlord -> full Exalted Dragonlord -> Doch Gul: if given the choice, go for gloves, top, helmet (if you don't have it with damage and attack), boots and finally pants. • Mord Helm: Mord helmet is not entirely necessary because the DL/EDL helmet gives you a decent bonus, but if you're a final game ranger looking for your pure potential, you'll have to find a DPS helmet. Ranked from first priority to last priority, any helmet not on this list should not be in your view:1. Helm of the Moon: dmg/energy/attack, toxic damage is not treated in all masses except Necro, occasional Event, all tower mob/EDL/Gele. (they slightly reject the poison, but by no means make it lower than the damage) The attack bonus is great for fighting the final game boss's defense, while the energy is still useful as a ranger as you will be drained of your skills after a while. 2. Helm of the Earth: dmg/defence/attack, magic damage is the least resisted from damage in the tower, that's where most of your action will happen if you end the game. Gele is also weak to magic damage. Attack bonus+. Defense is not required by ranger endgame but if you are going to enter with this helmet to the tower for lix, you can expect a better EXP. This is mord's most rounded helmet in the game.3. Duellists/Victory: energy/DEX/attack vs health/STR/attack helmets, these two helmets are very similar. If you'd rather have more HP than energy, get Victory.4. Helmet of Secrets: health/FOC/attack, as a HP bonus ranger and energy is never a bad thing, this is on top of the crusade because energy takes the cake over defense, assuming your tank knows how to aggro. 5. Helmet of Crusades: defense /VIT/attack, defense is not all good for rangers because you won't be tanking. • Bow: Warden's bow -> Meteor Arc Frozen (use adamant bow if you have surplus gold) -> Dragonlord bows to the mass of chaos, and the despoiler/necro bow on a non-chaotic mass – > Bends to the mass of chaos, and Gele bows to the mass of non-chaos. • Quiver: I recommend using elemental quivers if you find yourself lixing with fire/mage most of the time. They should have points in the bait. Use a vibrating fire if they are a fire mage. Use vibrating ice if they are a ice mage. If your mage friend uses killer killer and you don't have a fast ring or have a better replacement for your haste ring, then use pierce+ haste quiver. Another world lv150 quiver -> Carrowmore animal/air quiver lv100 -> carrowmore wild/wind vibrating lv1150 on mass non-clutter, DL vibrating on mass chaos -> Tower elemental/savagery quiver lv180 on mass non chaos, DL vibrating on mass chaos -> Tower elemental/savagery quiver lv200 on mass non chaos, DL/EDL vibrating on mass chaos. Dragonlord and Exalted Dragonlord quivers are the best offhand weapons in the game. They add 600 and 800 direct divine damages that are not denied to your attack and can be game changers in key battles if used correctly. It is important not to die when the quiver skills are active, so strategically place yourself in the non AoE zone, use the skills after the shield, use the resto if necessary to avoid a vibrating death. • Garanak/Skain set: Poison > Magic (skain charm) > Fire (charm gara) I personally do not recommend using other sets. • Necklace: any lux necklace is fine until lv150. At lv150 go with a stormcaller necklace. Comrak poison/fire/magic/ice set is also a good choice if you can't afford Lux's neck, gears, or stormcaller neck. Tower runic dmg/attack necklace or stormcaller necklace should be your top choice. • Charm: If not equipped with a set, the charm of any summer 2013 damage is fine at a lower level. At lv170+ go for a spider charm that improves stat and skill. Currently the best charm for the ultimate ranger game is: - Charm poison/sunfire (use this on carrow and hrung masses, but it has one of the charms below for other masses) - Charm Garanak bladeleaf (fire) : provides 100 STR and 300 attacks. - Charm skain stormleaf (magic) : give 145 STR and 250 attacks - Enchantment pastishot Empire / God: give 90/100 STR and attack 160/200, with 650 + sharpshot damage (best charm when leveling)Three charms above all very similar but choose imperial charm / definitely if given the opportunity. - Emberdrake double shot recast charms 20/25% skill recast reduction (best charm on raid)Easy best charm to have if you end the game. Spam double shots on those pesky mounted defense attacks and you will more than often handle the most damage. • Bracelet: bracelet bow capability to a lower level is the way to go, other lux braces are also fine. Hrung/lux bracelet when you reach 175+. Since then prot braces with attack, and gele braces with arc capability must complete the slot You. • Ring: The forgotten ring of the current necro is the best DPS for Auto Rangers out there. The ability of the bow adds to the attack and direct damage. Output. The magnificent forgotten ring will give you the ability of 70 STR / 70 VIT / 700 Bow - which produces 700 attacks and more than 100 damage. This ring is very rare. Until you can get your own forgotten ring, satisfied with the precision ring imperial / godly emberdrake or runic ring with attack / HP / STR. At lv215+ you can Divine damage rings 65+ which is nice on the chaos mass. The reaper ring also adds a lot of attacks but can set you back in the millions, the runic haste ring is a good economical choice over this (when not in a hurry)• Pets: If you've ever planned to buy a plate or be okay, then invest in upper-level spiders and wolves, mid-level pets are fine if you want to stay economical. Get a wolf on top of a spider if not much endgame has a wolf. Get a dragon pet on top of wolves and spiders if you frequently make app purchases. • Battle seat: The wolf battle seat is best for the ranger because of his piercing skills, which most magicians will encourage because of pierce's lure.

----- ConclusionRangers is a popular class in the endgame because they can sift through decent DPS while moving away from chaos. It may take longer to flatten than a warrior, rogue or witch, but it is cheaper than a witch, druid. This is the perfect class for dual/triple logs with if your ranger has decent autos. This is the best DPS class in Proteus.EDIT:Dec 27, 2016: Ranger classes have become more balanced with sharpshot improvements. This is highly recommended for all builds. Nov 9, 2017: Small editJan 3, 2018: Detailed charm info, bracelet/ring editing, adding the best pets and battle seats for rangers. Hope this ranger guide helps

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