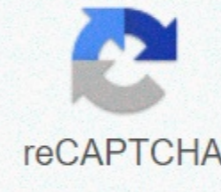




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Tera zerker tanking

Discuss PvE #1 ViceZX01/05/2017, 10:34 PMhi, I'm currently lvling berserker and Im aiming to the main tank at lv 65, I would like to be both DPS and tank and play mode more than warriors for that reason I chose it, I know lancer and brawler are probably the best tanks but as I said, I love the role of double and i'm going to play I love racing, not what emme is popular (pop But I wanted to know what are the main differences between the Zirker tank versus the other 3, and if you are able to tank all kind of endgame content and maybe even make a name for the end-of-game tank so that ppl don't grovel when they see berserker as tankPvE discuss #2 mollya01/05/2017, 11:40 Your tank was a fatal tank killer when fighting RMNM/RMHM atrocities. You get debuff for not receiving a wave of blows after the fiery rage popped makes Debov red and blue disappear, you can't see your color. Zerk's bad tank was temporarily designed to solve the issue of tank shortage 2 years ago. It is a strange role in TERA. Even if you like zerk tanking most people just don't trust you in the first place. BHS doesn't even care about tanking buttons at the moment. Try tanking warriors, the rework is soon getting to be on par with the brawls. As Mulya said, there's a flaw with passive silent anger that can cover your debuff. It's not a big deal though, you just have to pay a little more attention (in The SSHM Empire, you'll need to watch the text on the screen to see how many curses you get. As for the brutal MM, just make sure to remember what color you have before the silent rage takes effect, and that your color will change when it does an AoE attack. If you know the timing it's easy to get out of zerk with dash + jump strike /overwhelmed.) is uncomfortable, but easy to get used to (you want it to fix it either way). Besides that: - the weakest mass of any tank - low HP and endurance of other tanks - no anger /skill anger - less damage- and no support skills like Lancer there was enough stupid discussion about the lack of damage/anger in the reddit thread that I would just resummairize: if you're a good tank that carries aggro, attitudes, and doesn't die, most people in the game won't actually care if it works a little longer, even in end game content. Weaker endurance and mass just mean you have to take more bleeding through damage to certain attacks, if they are not adequately directed. Basically it's not an issue if you get a VM box and a turn for Tanking (damage, front damage, aggro, fury) even if it's just +12. With that, at least 3/2 bonus mix set, good endurance lists on earrings, it won't be a problem. Basically yes, people will doubt you at first. People are usually hesitant about zerk tanks at first. You'll probably spend a good bit of time explaining yes, I'm joining as a tank, yes, I know what I do, and so on. However, like you. Get a good reputation for it, and it won't matter. ZirK's tanks are so rare that if you show skill in tinkling, it will happen easily. After that, people always need tanks, regardless of the row. When I started about a year and a half ago, I hated a lot. People say it's bad, that I have to play a real tank, and so on. You didn't let it stop me, and i kept doing it, getting what could be good at it. Now I have a reputation for being a reliable tank, I am my main tank unions, spend most of every day tanking RMHM/SCHM/SSHM, for various groups and parties. It may take more effort, and you have to prove yourself to people more than other tanks, but if you put in that effort and get good at it, it won't matter in the end. Play what you enjoy. If you have any questions about specific things regarding the class, I'm happy to try to answer. I have 50 to 100+ wipes in every dungeon as a tank button, and I'm supportive of other people who develop an interest/passion for taking as a hybrid. PvE discussions #4 Furhyan01/12/2017, 5:18 am I play with a very good button tank on TR. I used to it but I was brought back to learn how to tank RM. They will definitely have to reformulate theie tank mode. But all that Severstra and Molya are true PvE discuss #5 MoeBunny03/23/2017, 2:49 am like Molia said, there is a flaw with passive silent anger that can cover your debuffs. It's not a big deal though, you just have to pay a little more attention (in The SSHM Empire, you'll need to watch the text on the screen to see how many curses you get. As for the brutal MM, just make sure to remember what color you have before the silent rage takes effect, and that your color will change when it does an AoE attack. If you know the timing it's easy to get out of zerk with dash + jump strike /overwhelmed.) is uncomfortable, but easy to get used to (you want it to fix it either way). Besides that: - the weakest mass of any tank - low HP and endurance of other tanks - no anger /skill anger - less damage- and no support skills like Lancer there was enough stupid discussion about the lack of damage/anger in the reddit thread that I would just resummairize: if you're a good tank that carries aggro, attitudes, and doesn't die, most people in the game won't actually care if it works a little longer, even in end game content. Weaker endurance and mass just mean you have to take more bleeding through damage to certain attacks, if they are not adequately directed. Basically it's not an issue if you get a VM box and a turn for Tanking (damage, front damage, aggro, fury) even if it's just +12. With that, at least 3/2 bonus mix set, good endurance lists on earrings, it won't be a problem. Basically yes, people will doubt you at first. People are usually hesitant about zerk tanks at first. You Spend some good time explaining yes, I join as a tank, yes, I know what I do, and so on. However, as I said, get a good reputation for it, and it won't matter. ZirK's tanks are so rare that if you show skill in tinkling, it will happen easily. After that, people always need tanks, regardless of the row. When I started about a year and a half ago, I hated a lot. People say it's bad, that I have to play a real tank, and so on. You didn't let it stop me, and i kept doing it, getting what could be good at it. Now I have a reputation for being a reliable tank, I am my main tank unions, spend most of every day tanking RMHM/SCHM/SSHM, for various groups and parties. It may take more effort, and you have to prove yourself to people more than other tanks, but if you put in that effort and get good at it, it won't matter in the end. Play what you enjoy. If you have any questions about specific things regarding the class, I'm happy to try to answer. I have 50 to 100+ wipes in every dungeon as a tank button, and I'm supportive of other people who develop an interest/passion for taking as a hybrid. Im super late for this discussion, but I wanted to ask you if you happen to have any videos/twitch yourself tanking yourself these dungeons? I really want to go back to the tanking button but it's very hard to find any zerker tank videos &w&t; to answer the Zirker tank question. You don't do it your DPS learn it, and love it, become it. To answer the question of The Zerker Tanks. You don't do it your DPS learn it, and love it, become it. Your tank button is not for everyone, you need hands, ping God in good FPS if you want to be zerk tank, learn how to tank, how agricultural works, love, become..... Discuss PvE #8 yime03/23/2017, 7:24 pm Xerk Tank is a lot fun. (I'm also zerker popor!) just learn the basics of tanking in general (i.e. GPS, hold aggro, etc.) first. It will help a lot in the long run. So, the giraffes aren't a traditional tank, obviously. It's a big concern for game-end players due to the lack of zerks' irritating skill. However, if you run with people who don't mind it, you'll still have a blast. Because zerker is basically a dps class, when you switch to a tank, you'll still retain the majority of your dps. ZirK tanks outrun Lancer for damage and aggro for quarrels. (I've tested with a friend of the quarrels, and I can hold aggro down against him.) You will leave the playstyle revolving around ~4 main skills, being a counter axe, punishing strike, raze, and flattening. It may be a little nice, but this is the case for almost all tanking classes (maybe except warrior.) if you want to learn how to zirk tank end-of-game content, try to find a fixed set to run you through the dungeons so you can get a hang of it first. The stigma against zerk tanks may prevent you from running some dungeons, but with Group, it won't be a problem. Once you get a hang of tanking buttons, you'll have a blast. Zerker needs another iframe or at least a more cap-capable block. Lilith normal is a hardmode for Zirker there is no way to prevent/iframe all the constant attack of the boss. I've died like 15 times in normal mode, and only 1 with my xD warrior (both with +12 slaughter crap). Is to slow down, to the week and the axe block is very bad. 1 iframe is not enough (I'm not counting dodgy crush as iframe why it share cd with dodgy roll) discuss PvE #10 yime03/23/2017, 10:10 PM Zerker need another iframe or at least a more scalable block. Lilith normal is a hardmode for Zirker there is no way to prevent/iframe all the constant attack of the boss. I've died like 15 times in normal mode, and only 1 with my xD warrior (both with +12 slaughter crap). Is to slow down, to the week and the axe block is very bad. 1 iframe not enough (I'm not counting dodgy crush as iframe the reason for the CD share with the dodgy roll) I can't think of one boss step in lkmm that would bleed through the zerk block rolled properly. The damage bleeding through is not as bad as you are talking about. You can only prevent for every block attack able to lkNM and SSMN bosses they have. 1 iframe enough for zerk tank, because they honestly don't need it much. They have other mobility skills that can move them around without the need for iframe (jump strike, overwhelm, fatal blow, etc.) also in the lol in not counting the dodgy roll because it shares cd with dodgy crush. As a zerk tank you should never (have) to crush the shuffle because you shouldn't be charging thunder as much if you dpsing, if at all. Im not your tank button. Im DPS. Don't just say, show some berserker on Ktera on lilith also die couple of times (and he does not play with 250 + ping). Zerker is now the hardest class to use me at least on pve. With my low gear warrior I have no problem at all. Discuss PvE almost touchable #12 Severstarr03/24/2017, 2:42 am @MoeBunny I personally have no videos of myself. sorry. I know that other people have poured some runs I've been in the past, but I don't know where to find them, if they still exist. @yime actually the biggest advice I have to give people to learn to visit your tank, is to learn to use Thunderstrike as much as possible. I feel that the reputation of zerk tanks has to do no harm because a lot of people neglect TS. You must ship them every time you have a slot between boss attacks, during mechanics, during weak attacks that you can safely facetank, etc. A lot of boss attacks can be avoided simply by getting out of them while charging TS, and then your next punishing strike or Raze will put you in position again. Also that Raze graphics to charge faster TS. 50-60% or more of the damage to each coach comes from TS. It is a huge loss for not using it. Zirker another iframe or at least a more overexhaustable block. Lilith normal is a hardmode for Zirker there is no way to prevent/iframe all the constant attack of the boss. I've died like 15 times in normal mode, and only 1 with my xD warrior (both with +12 slaughter crap). Is to slow down, to the week and the axe block is very bad. 1 iframe not enough (I'm not counting dodgy crush as iframe why they share cd with dodgy roll) berseker has 2 true inframes, dodgy crush/roll and rbreable (1s).) Tank chat in LK when the tank gets offline or it sucks (aka paper brawls with cristals processor), i can hold i agricultural, but it is pain not to die since some attacks need you tank need you tank need to evade and try to doge without inframeed (such as pizza cage in SSHM or bakayas fruit debuff, I'm using a dodgy roll + umbrekable) and re-fast CD to not lose dps/ aggro if the fire rage is. Discuss PvE #14 yime03/24/2017, 10:56 pm @MoeBunny I personally have no video for myself. sorry. I know that other people have poured some runs I've been in the past, but I don't know where to find them, if they still exist. @yime actually the biggest advice I have to give people to learn to visit your tank, is to learn to use Thunderstrike as much as possible. I feel that the reputation of zerk tanks has to do no harm because a lot of people neglect TS. You must ship them every time you have a slot between boss attacks, during mechanics, during weak attacks that you can safely facetank, etc. A lot of boss attacks can be avoided simply by getting out of them while charging TS, and then your next punishing strike or Raze will put you in position again. Also that Raze graphics to charge faster TS. 50-60% or more of the damage to each coach comes from TS. It is a huge loss for not using it. running with thunder while tanking won't lead to a fun boss mode. PvE Discussion #15 Yamazuki03/25/2017, 5:39 am @MoeBunny I don't personally have any videos for myself. sorry. I know that other people have poured some runs I've been in the past, but I don't know where to find them, if they still exist. @yime actually the biggest advice I have to give people to learn to visit your tank, is to learn to use Thunderstrike as much as possible. I feel that the reputation of zerk tanks has to do no harm because a lot of people neglect TS. You must ship them every time you have a slot between boss attacks, during mechanics, during weak attacks that you can safely facetank, etc. A lot of boss attacks can be avoided simply by getting out of them while charging TS, and then your next punishing strike or Raze will put you in position again. Also that Raze graphics to charge faster TS. 50-60% or more of the damage to each coach comes from TS. It is a huge loss for not using it. running with thunder while tanking won't lead to a fun boss You can walk again during the attack and then forward to use TS and the head will not move. The same for some other attacks, you can move out of the way while charging and then walk forward and they won't turn again. Discuss PvE #16 Severstarr03/25/2017, 06:07 AM exactly. You can get away while charging, and go back to the version. Or, as I said, use your next attack to move you straight forward, in the same way that any tank class will do after you're away or to the side. Side.

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