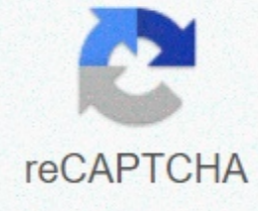




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Octopath traveler dancer support skills

In Octopath Traveler you have the opportunity to complement the support skills you learn from each .different class for your character, and you will want to use the best. This guide will help you know which support skills are the winners. This list of best Octopath Tourist Support Skills is not in any particular order. These are just the most valuable support skills overall. Why 11 and not clean 10? Because there happens to be 11 top tier Octopath Traveler Support Skills. It's not in any particular order. Beyond the Power (Warrior) – Octopath Tourist Support Skills Are completely useless for most games, and then absolutely indispensable in the endgame. Beyond Power allows the character to break the damage cap. Once you have some secret classes (especially Sorcerer and Runelord), you will die for breaking the damage limit. Beyond Power is a must on all your serious DPS characters. Second Serve (Hunter) - Octopath Traveler Support Skills Second Serving gives you a 50% chance of adding additional attacks whenever you physically attack. It doesn't benefit from the increase (it's 50% for one extra attack per attack command), but it's considered a completely separate attack, thus enabling a second element follow-up if you have an active Runelord augmentation. Due to Runelord's ridiculous augmentation (especially on Tressa), this ends up being a very important DPS skill, especially for each Runelords himself. Patience (Hunter) – Octopath Tourist Support Skills Other Hunter Skills go to this list, Patience gives you a 25% chance of getting a second turn at the end of each round. This is great for almost any class, but especially for classes that don't make good use of BP, such as support and Runelords. Saving Grace (Priest) - Octopath Tourist Support Skills May be the best defensive support skill in the game. You probably won't use this on most of your DPS characters because you'll want to gear them out to do damage, but these skills are beneficial to whoever you decide to use them. If you are on or under HP MAX, you can recover beyond your max HP. This means lof things, but here are two things it means: Alfyn can start any fight adding 3000 to the entire HP max party and you can use the strongest olive revive items on any character with this ability to bring them back with 9999 health. Second Wind (Dancer) – Octopath Traveler Support Skills Skill automatically recovers max sp percentage every turn. If you with a great SP enhance accessory, you will never have SP problems again. You'll probably want this on your healer, if you use a Priest instead of Alfyn, and you might want it on your Wizard if you can stand up to remove dps skills to have forit space. Evasive Maneuvers (Undergraduate) – Octopath Octopath These Skill Support skills lower the chance for random encounters, which is especially useful if you try to open all the cities early to steal all the best equipment. Otherwise, it's still pretty handy because The Traveler's Octopath random combat level is set too high. These are pretty standard milling skills that provide substantial bonus experience and JP, respectively. If you're going to do the grinding in this game (and you will, because the benched characters aren't on the same level along with your active party), you'll want to speed things up by complementing both of these skills in your party. Physical Proficiency (Warmaster) - Octopath A Tourist Support Skills must be performed for each physical attacker. It automatically and permanently gives the character a fan complement of dancers for physical attack and physical defense. It kind of cancels dancer classes but, hey, who cares about dancers? Elemental Edge (Runelord) – Octopath Tourist Support Skills The concept is the same as Physical Proficiency, but for elemental damage. Again, cancel the Dancers, but give a very reliable increase in damage to runelords and wizards. Augmented Elements (Sorcerer) – Octopath Traveler Support Skills Augmented Elements, don't be confused with Elemental Augmentation (Scholar), dramatically increasing the damage done by elemental attacks. If you have a Wizard with BP Eater, Beyond Power, Elemental Edge and Augmented Elements, that Sorcerer will kill every random encounter imaginable in the game in one hit and make the boss's short work. BP Eater (Starseer) – Octopath Traveler Support Skills Last but no less important is BP Eater, which is a very powerful damage increase for any character (except Runelord). This increases the effectiveness of Boost, and the increase is substantial. The attacks that are enhanced to the maximum with BP Eater will be very hit, making this skill one of the best support skills in Octopath Traveler. It's about doing it for the best Octopath Tourist Support Skills. Be sure to visit the Games Section for more content like this and click here for more game guides for Octopath Traveler. games guidesgamesjrpgjrpgsnintendoopath travelerrpggsvideo gamesWe have a lot of content in Bright Rock Media. Game Guides, Reviews, Fiction, and even Essays, so be sure to take a quick look at the Main Page before you go, because if you like this article, there's definitely more content you'll enjoy throughout the site. If you find you keep coming back, sign up for an account! With your account you can customize your profile and write blogs that are seen by all other users, as well as may be on display on the main site. Registered users can also comment on posts and view each other's profiles. Be sure to follow Bright Rock Media on Twitter to stay up to date with the latest articles, reviews and game guides. You can also Bright Rock Media's YouTube channel for regular updates on what's happening with the site. LudoLogic is passionate about the game. They love to share their gaming skills with the community. Octopath Traveler is fairly simple by RPG standards. However, when you take into account the game's working system, there are quite a lot of options on offer when it comes to deciding how to develop your character. In this guide, I'll discuss how dancers work. I will highlight some of the best skills to take advantage of and how best to use free work and skills to maximize the effectiveness of these characters. In all RPGs like this, back to Final Fantasy V, there are many options to consider and I don't mean this to be the definitive best building of any of the characters. Instead, think of them as a point in the right direction in the best way to use each member of your party. This build example assumes you've opened all eight basic classes but doesn't take into account the four additional jobs that can be gained later in the game. As always, if you think I have ignored certain strategies, please feel free to leave a comment. Primrose: DancerPath Action - Allure: Entices people to follow Primrose. (Affects reputation) Talent – Call: Call a city resident to help in the battle. Bonus Stat:Elemental Attack +8% Speed +10% Evasion 10% Weapon: DaggersActive SkillsLion Dance (4 SP) - One allied physical attack becomes stronger for 2 rounds. Moonlight Waltz (7 SP) - Deal with the heavy dark damage to one enemy. Peacock Strut (4 SP) - Increase single allied elemental attack for 2 rounds. Mole Dance (4 SP) - Adds a single allied physical defense for 2 rounds. Night Ode (10 SP) - Deal dark damage to all enemies. Panther Dance (4 SP) - Increase the speed of a single ally for 2 rounds. Bewildering Grace (25 SP) – Causes a curious effect to occur once. Appeal Sealticge (30 SP; Divine Skills) - Over the next 3 rounds, skills performed by a single ally who usually targets one enemy will affect all enemies instead. (This will not affect other Divine Skills.) Passive Performance Skills Take Place – Augmentation of the status you give to allies will last for one extra turn. Eye for an Eye – Get a 50% chance of counterattacking when targeted by a physical attack. Second Wind – Recover a certain amount of SP at each turn. Encore – After per battle, once paralyzed you will recover with 25% of your maximum HP. StrategyPrimrose plays a support role as a Dancer class. With his various dance moves, he can buff member statistics, thanks to solid speed growth, it can act early and often. Dancers are also the only regular work that comes with dark magic in the form of Moonlight Waltz and Night Ode.Perhaps the most interesting aspect of Dancers, however, is the bonus of his skills. This class has the second highest element attack bonus in the game (only behind the back Undergraduate) and also comes with great bonuses for speed and avoidance. Thanks to this, it makes a very useful secondary job for spellcasters with a list of buff skills and dark magic adding tactical flexibility and type coverage. When choosing skills as Primrose, you will want to take moonlight waltz and night ode as soon as possible to add coverage of his type, not to mention give him magical attacks that he can exploit. When it comes to buffs, Peacock Strut is definitely the most potent of its dances, although Mole Dance also deserves to get early if you have a great defensive character on your team, like Olberic, for example. The biggest drawback of this job is that, like many game support classes, it's a poor type of coverage. Primrose benefits slightly better than any other magic-based job for that, with a dagger for weapons than Staves, but has only one magic element to exploit the meaning that better type coverage should be on your mind when choosing a secondary job. Another drawback that must be taken into account by dancers is the limited SP. For magic-based work, this is the only class that doesn't come with a natural push into its SP pool and it's important that you take some useful SP passive boosts so that Primrose can be used maximum in combat. Passive SkillsShow Goes On Elemental Augmentation SP Saver Inner Strength/Second Wind Secondary Job - ScholarThis build transforms Primrose into an excellent offensive spell caster. Elemental augmentation, combined with scholar and dancer's natural bonus for elemental attacks makes for a lethal combination. With access to staves, daggers, and four types of magic, this combination also lacks type coverage, making it ideal for clearing various masses at record speeds. Show Goes On is included to increase the effectiveness of buff Dancers and SP Saver is a clear inclusion on any spelling casting character. Inner Strength or Second Wind is worth considering in the final slot, at least until you unlock advanced work at a later date, given how SP depends on this particular build. Is.