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## Guild wars 2 mesmer pvp

Take the least followed path and surprise your enemies with this interesting Mantra Build. Long struggles are difficult with this construction, so do it fast! Home» Professions» Mesmer In addition to the central power shattered in methambating and carriage mirage, is there anything else that is decent? Something cool with chronomancer? 0 Guild Wars 2 Mesmer PvP Complete Guide to Blow/Greetsups Fellow Mesmers and Newcomers to This Lovely Profession! The aim of this thread is to help you as far as possible to enter the profession. I will do my best to give you some advice and also explain various aspects about Mesmer. I will be largely discussing the PvP aspect of the Mesmer and more than likely won't touch the PvE side. All information (constructions, thoughts, comments, etc.) are related to PvP, so please note.1. MesmerMesmers are masters of mirage. They weave mental magic that confuses, controls or evokes emotion in their enemies. With a wave of the hand, they can break their own illusions to produce even bigger special effects. As an academic profession, mesmers wear light armor.1.1 Why Pick MesmerThe mesmer profession is capable of producing a fair amount of control or burst when needed. At the moment the mesmer excels in 1v1 and 1v2 in sPvP compared to a larger fight where they tend to fall a bit compared to other professions. This does not mean that it is not useful in a 4v4, as we have storm chaos, time warp, stealth and we are good at eliminating conditions and boons to help our allies. You can use a lot of different constructions with your Mesmer. Some of them rely on breaking their illusions, while others will make you stronger to maintain an illusion. If you like a profession where you can be hard to kill once you master. Using illusions, shattering and other later tools that are given to us through weapons, then you'll love that mind twisting Mesmer. Also, if you're looking for a profession that's hard to master (in my opinion) and enjoy being rewarded for overcoming the opponent, then you'd definitely recommend Mesmer. You can really feel it when you play an opponent and trust me, it feels great!2. ArmsThere are ten possible sets of weapons for this profession and two while underwater. The mesmer can switch between two sets of weapons while in combat. I will go through every weapon and explain the use of skills, and my thoughts on each weapon. Main-handScepter — Blind causes or confusion at rangeSword — Focuses on range-to-body attacks and character movementOff-handFocuss — Offers offense and defensive illusionsPistol — Offers dps similar to thief and multi-targetSword conditions — Offers a clone created by blocking and an offensive swordsman phantasmTorch — Gives the user little invisibility or confuses targetAquaticSpear — Focuses on damage and manipulation of the dented position — Damage and various conditions and boons2.1 Greatsword Spatial SurgeThis is a fairly straight forward skill. The further away are, the more damage it does to your goal. However, remember that if you create clones through dodging, they will copy your #1 attack. So in this case, you will have a couple of clones making laser beams from a distance. Also, it makes a sound that you either hate or love. BladeS Mirror If you're using GS, this skill can be pretty good if you use it well. It will bounce back pretty fast and do decent damage, plus it leaves an illusion on the first hit target. The boon you get is it could increase your damage. Vulnerability is applied now too. He'll bounce twice to your enemy. Really use this well, and cooling isn't even long! Mind Stab This is hard to use, but it removes a boon and does it in AoE. You have to land yourself, and the animation is quite long. It takes a while to get used to. I would suggest playing with that and trying to land it combined with some kind of CC for best use. Phantasmal BerserkerA ghost very strong, it is also extremely annoying for the enemy because of his way of attacking. It basically spins through your enemy and applies a blow and damages everyone you hit in your spin. This means that it is put at a distance from the enemy, so you will have to use a specific target spell or wait until you are in range, although it rotates very fast. Illusionary wave A good spell to peel for someone, protect yourself or knock someone away from a catch point. The range in the knockback is pretty good, and you can really set a distance between yourself and your enemies if you weather well. Features affect GreatswordGreatsword Training — +50 power while wielding a great word. My thoughts on Greatsword Greatsword is a pretty strong weapon right now, and your only major problem is #3 pretty slow with your animation. You are locked in place for quite some time, plus the #4 and #5 are amazing. The damage you get is #2 is also great, especially if you stand next to the enemy. I really suggest trying that weapon and playing with it, another thing that can be quite annoying is the amount of casting you do, and you can get stuck in #1 channel. You are easy to interrupt and can be a little unseen among the pressure.2.2 ChaosThis staff winds is a pretty good spam spell. When you generate illusions while wielding this weapon, they will copy this attack. They may not inflict enormous damage, but the conditions or boons of these attacks are the real deal. His illusions applied burning, he scales with his burning statistics. So in theory it's pretty good damage from illusions. Phase Retreat An amazing spell. You can use this to escape it is also in a fairly low cooling. It is a great counterpoint to those professions that rely on being in range to deal with damage. Only won't break a trick, but it can be used as it surprises! This means that it can still be put at the distance of the blaze. Basically, you can use Phase Retreat during a trick, but it won't eliminate the actual CC on you, but you can still get a distance between the enemy and you. Amazing if a warrior hits you and wants to unleash a hundred leaves. Phantasmal WarlockA good range in this ghost, and works very well with his #1 attack. Your damage will increase very quickly. It is 10% extra per single applied condition. It's really worth using, but be careful about breaking it, or replacing it too quickly; its cooling is sadly quite long. Chaos ArmorAn amazing spell. Probably one of the best a mesmer has for almost anything. Are you fighting a thief or a warrior sitting on you? Pop that combined with a storm of chaos, and you'll be pretty scared. He also works on rank attacks. It grants you 5 seconds of protection in its use, this is incredibly good. Remember though you can only get staff protection, not through combos. Chaos storm Against a spell of chaos. Both the armor of chaos and the storm so amazing. This is a great spell to defend a catch point as it almost takes up all the space, letting them take damage and conditions while the mesmer wins boons. He's brilliant in a bigger team fight as well. Another thing is the psychological aspect of it. Many people see this big storm and prefer to stay away until it's over. Basically, if people back from staying in the storm will have time to get the advantage, get their health back, the conditions on you will probably decrease and so on. Features affecting StaffChaotic Dampening — +50 hardness while wielding a staff. My thoughts on the staff is really amazing. He does everything. It gives you offensive pressure, defensive boons and situations. You can get away from someone. It is one of the best weapons for a mesmer in sPvP by far. The utility is too big to say no to. It offers so much utility too, in addition to the IWarlock does a fair amount of damage from a distant distance.2.3 Scepter Ether Bolt — Ether Blast — Ether CloneThis is a chain spell. Basically attack a target once, and you'll do the Ether Bolt, then you have the option to use Ether Blast for a few seconds. This opens the last stage of the chain, Ether Clone, which in this case is a little bigger and an illusion is created. It#1 a decent time because the damage isn't the worst, but you really have to keep in mind important/ghost illusions through the spam of this skill. Unlimited counter — spell if you use the illusionary counter, you will block an attack. However, if you use the exciting meter, but no one seems to attack you, then you can With the counter and use Counter Spell, you will blind your enemy. However, this, do both. It's a decent spell, but the cooling is quite long. 12 seconds until you can block it again, and if you use it mindlessly, you won't block a major spell, so it's quite difficult to use efficiently. Remember that you don't have to stand still for the blog to work. Confusing imagesThese spell is almost the main reason I would use Scepter. It is a channel spell where he attacks the enemy 5 times if he channels it from start to finish. Each attack will deal with damage and apply a lot of confusion. Traits that affect the scepter cepia witchcraft +50 Malice when a scepter is wielded. My thoughts on Scepter Is decent for a build of confusion as you can spam illusions and apply confusion with each breakage, plus 5 batteries in a target of 1 spell is good. The #2 was recently blown into its modifier which means higher damage. The scepter doesn't really allow bursting, but more damage over time. It's a really dangerous weapon in a confusion-based construction now.2.4 SwordThe sword can be used in both slots and 2 swords at the same time if that's what you want. I split them so you can see what you earn from each hand. Mind Gash's → slash → stabbing mindThese is another chain spell. It's really great and I use it a lot when I'm playing. It's about decent damage, and the first 2 attacks apply vulnerability, but the 3rd deals with huge damage and removes a blessing from the target. This is really good. Blurred frenzyAll probably one of the best spells for a mesmer in the game. It's amazing. I love it with all my mesh heart. You can use this to prevent damage, treat enormous damage to everyone in front of you. The only drawback of the spell is that you stand still while channeling it, but you can disrupt the channel if the target has to break your CC or run away. It works great with stealth proc like Earth and Air as well. Jump illumination — another spell that is incredibly good for a mesmer, our only real gap closer. The way it works is that you send an illusion that applies, and then you can for a few seconds change the position with the illusion. This action will immobilize the target for 2 seconds which leaves a good window to use the blurred frenzy. Cooling isn't bad either. Out of hand Illusionary Riposte → Counter BladeWorks in the same way that his #2 in Scepter.Si uses an illusionary counter, will block an attack. However, if you use Illusionary Riposte, but no one seems to attack you, then you can wipe out the counter and use Counter Blade, which daze your enemy. However, it does not do both. It really isn't worth trusting in my opinion. Ghost swordsmanThese ghost is as a range that stands still while the skill is in cooling. When refreshing it jumps back to the target. It will deal with around 3k damage per jump and if you are speculated on the damage of illusion you can for around 5.5k, and performs a combo every time you jump. His strike rate is quite fast. It's worth playing with. Shootings that affect swordBlade training — +50 accuracy while splashing a sword. My thoughts on SwordMain-hand The main hand is amazing and really allows your mesmer to be offensive while maintaining a lot of measures to escape, defend yourself and generally be a threat. This is a weapon I use all the time in my own mesmer. It really pays to try. Out of hand has some potential, the #4 can be decent if you get the benefit of stunning all the people in one line of each goal, and the #5 will do decent damage too, but like I said — It's a trick to trust what can so easily be ruined.2.5 Focus Temporal CurtainThis is a very good spell. It is ideal for mobility that a deeply lacking mesmer compared to many other professions. This speeds you up and slows down the enemy, but the Focus itself isn't that good out of hand either. Temporary curtain when activated can be activated again and will drag all enemies to the center of the curtain. Ghost guardianThe thing is decent, it reflects all the projectiles, but the question I don't like this spell for is that it's staying stationary while doing it. It moves around a lot in sPvP and a lot of enemies can easily put you out of position with spells. It just isn't worth relying on. Features affecting FocusWarden feedback — FocusWarden's skills reflect projectiles. My thoughts on Focus The mobility this offers is great, but also it's not worth running with. The 2nd activation in focus is amazing but, you can really mess with peoples' minds when you use that, combined with some time AoE damage can leave people in very little health. However, unless they change the #5 I think it will stay that way for a long time.2.6 Phantasmal DuelistOne gun from their highest spells damage in the game. It will unload an enemy with 8 attacks each time. It deals very well with damage, and works very well with the shot where illusions apply bleeding in scream combined with fury at illusions. Magic BulletAtres spell insanely good overall for the sPvP. He'll make 3 shots where the highest target is surprised for 2 seconds, the 2nd is dazed for 2 seconds and the 3rd is blind for 5 seconds. This is what most mesmers use right now because of their high healing with a decent CD. Recovery mantrasSlightly instant. Cooling of 8 seconds. Works like any other mantra, you can load it up and then use it when needed. The with this being, it may be good for the former, but after that the delivery time is too long for your healing to work on sPvP. I realize this is not the hot case joining sPvP, but I'm trying to share my opinions especially on Play. MirrorHeals instantly, and reflects a projectile for 1 second after use. 30 second cooling. This will cure you by a lower amount than Ether Feast, but it will give you 1 second of reflection where you will reflect the 1st projectile that hits you during that second. This is quite difficult to use, and if you can't use it properly or enemies don't have anything worth reflecting it really isn't worth picking up. Mantras Mantras are spells that can be activated twice after 4 – seconds of casting time for an effect. You have 2 counts of each mantra. Concentration2x Mantra breaks stuns and gives you 2 second stability in use. This is a decent mantra as it offers an acrobatic breaker and stability for 2 seconds where you can't be CC'd. This is really good at securing a stomping, or escaping a difficult situation where you are the target. This is pretty good with the feature though it allows you to activate it again, this is 6 seconds of stability combined with 3 acrobatic breakers! This can't be used to get out of a takedown, though, remember that Distraction2x Dazes mantra your target for 1 second in use. 20 second cooling. Pretty decent spell. You have 2 two interruptions combined with your other spells as a disaster this can be really huge when you fight someone who relies on casting a lot. I would suggest trying this and going for an interrupt build where you deal with damage at the same time. Pain2x mantra damages your enemy in use, ladders with power. 1 second cooling. Decent damage, you need the feature that allows you to use it three times for the damage to be worth it. It's a decent burst though if all three criticize, it can really be good for initial engagement and take an enemy by surprise. Resolve2x Mantra Removes all conditions in use. 15 second cooling. This is the same as concentration. It eliminates 2 conditions per use, and can be really great in a fight if you're focused, but we already have a couple of ways to get conditions out. That's why I might be a little lacking. It's still worth assuming if it's a team based on heavy conditions that it's up against. Traits affecting Mantresharmonious domination mantras – Mantras can be activated three times before needing to be piped again. Dueling InspirationTresrestorians – Heal allies when launching a mantra. Sign signs are spells where you have a spell of activation and a steady passive spell. Signet of DominationStuns your goal for 2 seconds. Cooling of 45 seconds. Passive increases the damage of the condition. Really great spell. It has quite a long cooling, so be sure to use it well, and don't miss it. These 2 seconds stuns is what you need to land the burst interrupt a heal or escape. Really a good spell. Signet of IllusionsResets all shattered skills. Cooling 90 seconds. Passive increases your health of illusions by 50%It's not a bad sign at all, but it's kind of a against each other as activation resets all your shattered skills which is really good, but passive increases health by illusions/ghosts by 50%. However, it could still work as you can always save the reset if you quickly need that 2nd burst or distortion to survive a complicated situation. Signet from InspirationCopies your boons to all nearby allies. Cooling of 45 seconds. Passive generates a random boon every 100 second. This is another good sign, as you can get a lot of valuable boons and the whole copying device is really strong. Let's say you have 8 power stacks, and copy this to someone else, they'll also win these 8 batteries combined with their current stacks of power. This can really help you in a team fight. Signet of MidnightBlinds almost enemies for 3 seconds and break stuns. 35 second cooling. Passive increases the duration of the boon by 10%. I haven't really played around with this much, but it can be decent against the melee profession that are sitting on you, but I think any of the other signatories get over it. Features affecting signs domination State Domain – Signet coolings are reduced by 20%. Dueling ChaosThe cleaning inscriptions – Activation of a sign eliminates a condition. Manipulate Archane ThieverySteals all the boons of his enemy, and gives him his condition instead. Cooling of 90 seconds. This is a decent spell, but I think the cooling is quite long to make it worth taking a utility slot. BlinkTeleports at your targeting location and breaks stuns. 30 second cooling. I haven't really felt it was necessary to use this spell, as with #3 on the sword being fixed, we have a closer gap if you are using MH sword, plus we already have plenty of tools to escape and avoid damage. The acrobatic switch is of course nice, and maybe if you're not using the sword and it feels like you're missing a gap closer, this could be it for you. Illusion of LifeAllows allies dying in the illusion area of life to get up and fight for a certain time, and if someone goes down during this they will remain alive.135 seconds of cooling down. I've played a little bit around that, and I think we could see more of that spell in the future, if you face a strong squad this can be really good to get back up and continue the fight. I see a lot of potential with this spell. MimicAbsorbs an incoming projectile attack and allows you to send it back to an enemy for 4 seconds. 15 second cooling. There is some potential if you are fighting someone who uses this, but it requires a fair amount of skill and quick reaction to use this properly, but cooling is not horrible, that perhaps this is worth trying and playing with in freedom. Features affecting DuelingChaosMaster of Manipulation manipulation skills – Manipulation skills have 20% shorter coolings. Glamour spells FeedbackReflects projectiles around your enemies for 6 seconds. Cooling of 45 seconds. Jo Jo really quick this to be very useful as it relies on enemies using a lot of projectile-based spells that aren't always going to happen, I can't think of a situation where it's beneficial. It might be different when you release game. Null FieldCrea a field that removes boons from enemies and conditions from allies every 2 seconds. Cooling of 45 seconds. A very strong spell that I recommend almost any mesmer picks up when you are playing a tournament game, simply because of how strong you can be in both aspects of offense and defensive. Portal EntreCrea a portal yourself and allies can go from one point to another. 60 second cooling. This is fun, but I haven't really found any use in sPvP, or maybe I haven't given it a fair chance. The good thing is that when you place your first portal, you have some time before you need to place your 2nd. This allows for a pretty huge distance, I guess it's quick to switch from 1 point to another for quick defense. I'm sure you can do some good play with whatever you're up against a high-mobility team in the tournament game (which you're aware of) since this could certainly help Kyhlo to help defend the trebuchet or knock down his own, going from waterfall to mid-on Foefire and so on, but I honestly think he needs a lot more organized teams and game knowledge for that to be perfectly optimized. VelGive yourself and the stealth allies when running through the wall. Cooling of 90 seconds. This is actually a much stronger stealth than your elite. The wall lasts 8 seconds, and its wall stealth lasts 4 seconds, but if it passes through the wall it refreshes its stealth. This can be pretty good in a great team fight as people will miss the target and you can really get the edge there. Features affecting glamour spells DominationInspirationIllusionsDazzling Glamours – Glamour blind enemy skills at the destination location. The illusion writes DecoyGives that stealth for 3 seconds, breaks stuns, and creates an illusion. 40 second cooling. This is a pretty strong spell, the stealth is really good in this game as you can't see it in stealth unless you break yourself by casting a spell of damage on the enemy. It's nice to get a coup, or take people by surprise as you open up on them. Mirror ImagesCreates 2 illusions of yourself, and breaks stuns. Cooling of 45 seconds. That's decent, but I'd say Decoy is mostly always a better pick unless they are built around shattered only. Phantasmal DefenderSummon an illusion that redirects half of his damage by entering himself. 30 second coolingThese is decent against high burst equipment, combined with 50% extra health of a signet your it's not that long, and it's worth picking up if you're very focused. Tacky will leave some damage for a short cooling. Phantasmal DisenchanterSummon a ghost that removes boons from enemies and allies. 20 second cooling. This is decent too if you are up against a team based on heavy condition, as its cooling is not too long, but its attacking speed is the not the best. Of course, you can improve this through shooting, but without it being around 8 seconds per attack. Still good!4.2 Elites Mass InvisibilityYou and your allies win stealth for 5 seconds. Cooling of 90 seconds. Honestly, I don't find this worth an elite. I'm sure the CD isn't too long, but if you really want to pick up a stealth as mesmer, you have Vel. The other 2 elites outweigh this by a lot. Moa MorphTransform your enemy in a Moal Cooling of 180 seconds. This is also a very strong elite, going through stability as well. This means that you can gestur to the elite of a necroman, the elite of a tutor and so on. It's really strong 1v1, or 1v2 if you need to wait for an ally to arrive. It's nice to have if you're participating a point where the other team only has one player standing, basically they're not able to do anything other than run for 10 seconds. Time WarpGives everyone on time Warp speed for 10 seconds. Cooling of 210 seconds. This is an incredibly strong team fighting spell, how fast is in my opinion a way too strong to buff, and does that give everyone inside the wrap for 10 seconds? Yes, please! You can use this to win the initial fight when you are wailing in Foefire for the middle as it is very crucial to get this point. This elite will help you achieve that edge.5. Builds I'm not saying all the builds I'm going to create will be viable for the top game, but the game isn't just about the top game. Some of these constructions are just for fun, or maybe they will all be viable when game is released. Nobody knows. It all depends on how you build the composition of your team as well. If you have a construction that you believe should be added, I am more than happy to hear from you! 5.1 Efficiently, this knowledge will improve a lot as the game is released, but it's to help you get an idea and what to look for. I'll also try to give some useful tips with a couple of spells and such.6.1 Combined spells What do you mean by combos? Combos, also called cross-profession combos or skill combinations, happen when skills interact with each other to create an additional effect. An ability must be a combined field or a combined finish for which is an effect that is included in the description of the skill. For a combined field skill to occur, it is used by creating an area effect, and then one or more combined finishes can interact with the field to create a combo. The Number of combos are available through two characters from different professions working together, but you can also create combos with two from the same profession or a single character. The merged field, or initiator, is an ability that creates an area effect of a particular type. Type is a recognizable element or feature that determines the effect they cause on a finisher; for example, a Flamewall will allow some eligible finishes to inflict the cream. Fields are a circular field or a linear wall. For circular fields, all finishers will comb if they are activated while the character is inside the field. For linear combined fields, jump finishes and projectiles will comb whenever they pass through the combined field on the road to their destination. The combined finish is a skill that causes movement through or within the initiator field, such as creating a projectile or rotating or skipping the player. An eligible initiator increases the finish by adding damage or creating other effects. For example, the use of Cyclone Axe near a Flamewall launches fire projectiles in different directions. Finishes can only interact with one starter at a time. Each time a combo is created, a notification will be displayed on the player's screen, recognizing it and indicating what skills were used to create the combo. However, the appearance of the indicator is independent of whether the combo was actually performed – for example, the use of Vital Shot has only a 20% chance of activating a combo, but the indicator will still appear to notify the combo player whether it was performed or not. These two images will help you gain an understanding about them too: FieldsFinishersGood and easy self-made Ethereal combo mesmer: Chaos Storm, Null Field, Time Warp and Mirrored Feedback. Light: Temporary curtain and veil.projectile As a mesmer you have 2 attacks of projectiles (Mirror Blade &mp; Trick Shot) and illusionary Duelist bullets are projectiles, each of them. This means that combined with an anthereal field you can apply confusion about the target being hit by the projectile. Eteries 1. Put a storm of chaos upon yourself and make your duelist be inside it. 20% chance of proc confusion on each bullet. 2. Throw the blade out of the mirror or launch your trick and make sure your projectile crosses through an ethereal field and will inflict confusion that you are 100% guaranteed when done by yourself. Light 1. Place a timer curtain and have your duelist shoot through it, and it will remove a condition, the same goes for the Mirror Blade &mp; Trick Shot. This can be quite useful if you are against a strong construction-based condition. Whirlwind Like a Disaster You Have No Eddies Yourself, but Two of Your Illusions Do: Illusionary Warden and Phantasmal Berserker. two are able to apply confusion singing. Eteries 1. Make sure your ghosts through an ethereal field as the storm of chaos upon reaching the enemy, this will trigger signs of confusion. Light 1. When your ghosts swirl through your veil or curtain you will shoot cleaning slings that will eliminate conditions, again this should not be underestimated in a team fight! Jump You have two jumps yourself. Phase Retreat and Swap and then your illusionary swordsman jumps every time he attacks. Eteries 1. Placing an anthereal field and using one of these is an incredible way to generate additional chaos armor that you should try to use as best as possible if you use the weapons needed for these spells. This will help with supervivability, apply extra pressure and keep it in the middle of the light. Light 1. You will win reprisals when you jump through your curtain or veil. This can be quite neat for some additional damage returned to the enemy.6.2 Playstyle &amp; amp; Extra use of Spells1. If you need to escape the chasing people and are using the sword as MH can sometimes really cheat if you send your #3 to the furthest enemy and wait a couple of seconds, even if the illusion dies you can still change it if the timer is not up, and then change position. It often helped me escape difficult situations. 2. I recommend joining inventory to a quick key and organize it into your user interface so it appears right on your mouse, for me it's on the right side where I have Focus as 1st item available and then Greatsword. This is simply because sometimes it's really good to switch to GS and knock people away from a point if they really need to neutralize. Focus offers lots of mobility, quickly #4 on the ground and returns to your real Off-hand.3. Distortion and bait can be used to ensure a stomping, which can be used while channeling stomp.4. The #2 the MH sword is really great as it gives evasion during your channel. This can be used offensively, if a elementalist is riding the lightning towards you, and you start using that – You will gain the trade, the same with a warrior using Eviscerate on you and so on. It's also really good to quickly avoid a lot of damage if you're immobilized and don't have any CC's switches. If you have already activated a ground-breaking effect, you will not lose these illusions by generating new ones. You can also summon while launching a new illusion/ghost.6. Phase retreat is not only ideal for escaping, if you quickly turn your back with a quick mouse turn you can use it to teleport towards people. This is great for chasing people, it requires some practice, but give it a try!7. When you are advocating it as a disaster and people are coming, more than you can handle it and ask for help – placing a #4 in Focus is a great way to Remember, you don't go into combat until you actually take the damage yourself, so you can prolong the enemies from reaching you, thus giving you more time allies to reach out. This works very well. PlaystyleHow you're playing like a mesmer people will often think you're immortal if you're fighting 1v1 simply because of our amount of immunities, but with mesmer we're not tanks like a warrior or a lot of healing as a protective guardian. We are avoiding all damage or avoiding any, as we take a lot of damage if it has to hit us. When you are playing a mesmer you want to analyze the fight and decide quite easily when and how you commit to the fight. In a time 5v5 we are not able to solo a very fast player when fighting in a great team fight. We are good at helping with a murder because of our rapid burst, stunning, stunting and we can quickly engage an opponent and deliver bursts and leave. As a disaster you don't want to be one of the people at the front, but you can keep track of the spells needed for this moment. The cleanup, a storm of chaos, a sad or perhaps an attack on the warrior who is breaking his elementarist or an immobilize in the guy with stability trying to kite. Your decisions are changing game, so communicate with your team – ALWAYS – and judge the situation. When you are defending and people are approaching I often like to summon my illusions when they are at a distant distance, as this is getting the damage without me being close to them, they are in combat so moving more slowly, and you have the advantage. A reminder: You don't miment in combat until you get hurt! This means that you can easily switch back and forth with your weapons which is something you should abuse and make them cry when they are 60% and just come to you.7. Movements and reactions here I'll go some of the basic things, not really 100% mesmer related, but I want to deliver an entire package for an sPvP mesmer. 7.1 KeybindingsPlease does not start a discussion about whether to click is ok or not. If you are not linking most of the spells you use in sPvP you will make them a disadvantage. If your opponent is faster than you all the time, especially if it's the same class, then you will always have an edge to win this fight you may very well lose the match. What I think most people are doing wrong is making their key links too difficult. If you're wasting too much time reaching a spell that uses a lot, like using K for an elite, it's pretty stupid. It's a very important spell for your class, and if you have to get back and forth constantly, it's simply a waste of time and its precious energy! Try to keep it simple and within reach. I recommend displaying joining weapons too, to stop casting instead of spinning with mouse or pressing ESC. When you are doing key bindings wonder this:What spells do I use the most? What spells based on rapid reaction, chronic use and the required position? Is it appropriate for this spell?7.2 Reacting in timeThere are a couple of things that I think a player needs to remove/change in order to become and more precise with their actions. Remember though this is based purely on my opinion, and if this isn't working for you find what the trick does for you, and stay with it.1. Enable fast cast ground targetingThese speeds up the use of chaos storm, null field and such. Sometimes you need a clutch location, and you just need to click once instead of twice where you also place it for the first time.2. Disable Double Tap for evasion! I personally removed the chance to make a double tap for a dodge, I use V to dodge and that only. I'd rather than accidentally using a dodge that can easily be punished by 3. Disable Auto Attack Again, this is personal experience but I really hate the auto attack that is activated, you can remove it by holding down CTRL and right by clicking the icon. Sometimes he attacks and takes time where he should have used another spell.4. Turn off double-click to attack Again, if you're quickly switching to another CC-only target, you don't want AA to prolong the amount of time you're spending on that goal. These things may be small, but it's still important.5. Enable Show Recharge Skills Reloadable Skills, this will show you the exact amount of seconds before your skill is ready again. This isn't enabled by default for some reason, but you really should have this on how you can properly time your spells between arms exchanges then 8. Final WordsI really hope you enjoyed it, and maybe learned a little bit about clutter and if you're ready to play when the game is released. Released.

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