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Ragnarok 2 class guide

Email ThisBlogThis! TwitterShare's shares on FacebookShare Pinterest Acolytes are the ones blessed by One Orthodoxy to travel through Midgard providing support to allies and expelling those who step against them. They train from an early age to become priests, being sent to the midgard mountains to fight demons and heal the wounded. After the revolt of many new monsters, the Acolytes are more in demand than ever, tasked with protecting others on the battlefield. While experienced in energizing his friends, Acolytes can dish out damage through prayers taught to them from the priests of Odin. These recitations can throw holy hammers in the direction of oncoming enemies or even stun and disorient them. They even have the opportunity to resurrect those who have returned to combat. The Acolytes must decide at level 25 to become a revered Priest or choose the path of a disciplined Monk. Priests use the power of exorcism to tear demons away from their victims and expel them, as well as keep their party alive by helping the wounded recover. While the priests act as a shield of the church, the Monk is a weapon. By studying the teachings of their elders, monks are able to hone their bodies and minds to inflict devastating damage. Role: Support, DPS Holy Light: Fires a ray of light to inflict magical attack damage. Lex Divina: Throws the Holy Hammer to inflict magical damage on the attack. Blessing: Increases the maximum HP of you and your party members within 30 minutes. Resurrection: Resurrect parties and attack squad members who are incapable of fighting. Monks are acolytes who move from Odin Orthodoxy to study under the guidance of Je Hong. They train their bodies as shields and fists as weapons. As soon as they start training as a monk, they put aside all the training they have received as acolytes. Role: Tank priests promote abilities acquired as acolyte in One Orthodoxy to provide stronger support to their allies and stronger opposition to their enemies. Role: Support, DPS No other citizen of Midgard is as tuned to nature as an archer wielding a bow to unleash the fury of arrows on his enemies and prey. They are staunch protectors of the forest and animals in it, experts in tracking and hunting through the wilds. By honing his senses and observant skills, Archer can strike a fatal blow to his enemy from afar before they even knew what hit them. Archers not only use deadly sharp arrows on their enemies, but have created various traps to capture or damage their prey. These well-hidden traps can painfully latch onto an opponent's leg, freeze them in gly ice, or explode and rain fire down on the group. These abilities make Archer a formidable enemy from afar, forcing any look over their shoulder as they walk through the woods. Once the archer reaches level 25, they have a choice to become archery like a ranger or take on the shape of a ferocious animal like Beastmaster. Ranger is based on archer's abilities, becoming an expert in the bow, unleashing various arrows hidden from direct consequences. Rangers even have the opportunity to summon the Falcon to help them in devaling their opponent. Beasts rely on their connection with nature, using the powerful power of animals to improve their physical strength. Some even become so powerful that they are able to take the form of these wild beasts and tear up crowds of enemies. Role: DPS Arrow Impact: Shoots arrows at the enemy to inflict physical damage on the attack and reduces the speed of movement for 5 seconds. Tumbling: Jump back to distance yourself from the target. Ankle Snare: Set an ankle trap trap that is activated for 30 seconds when stepped on. If a hostile target steps on a trap, it becomes immobilized. The ranger expands archer's capabilities by allowing more lethal combos, stealth, and faster movement. Role: DPS Beastmasters are able to turn into animals because of mysterious power. The shape of the Tiger gives an increased speed of movement, Bear's spirit increases the power of attack, Grizzly's form increases health and threats to enemies. Role: Tank, DPS Magicians are in constant contact with the elements around them, able to manipulate them to improve themselves or destroy their enemies. While others choose to inflict physical damage on their enemies, the wizards succeed when they can control the battlefield from afar, relentlessly slinging blasts of elementary damage to their enemies. Never underestimate the unbridled power of elements when communicating with the Magician. The Wizard can radiate the cold to his enemies, holding them in a block of ice, immobilizing them temporarily. They can then unleash a scorching fireball, electrifying the thunder bolt, or shoot the bones of cooling ice arrows to cause damage. If the Wizard is overwhelmed, they have the ability to create a devastating thunderstorm to destroy enemies within the area. Once the Wizard reaches level 25, they are given the choice to become a wise and powerful Wizard or to possess the power of the sorcerer's sage. Wizards learn the intricacies of magical art through the Geffen Academy of Magic, exploring the best ways to cull their enemies and heal the earth. Descendants of ancient magical users, sorcerers find possessing various magical elements of the second nature, able to summon spiritual allies in battle or able to revive wounded allies. Role: DPS Cold Bolt: Call Ice Arrows to the enemy to inflict damage and put the enemy in a state of deep freeze, which reduces their speed by 40% within 6 seconds. Fire Bolt: Shoot fiery arrows towards the enemy to inflict damage. Lightning Bolt: Fire arrows lightning to the enemy to strike thunder equivalent to magical Damage. This skill twice damages enemies in a freezing state. If the wizard is learning hard, he is able to refine his knowledge of elementals and create stronger fire, more protective ice, as well as the power of lighting and wind to get special motion abilities. Role: DPS sorcerers set themselves up for nature more than Wizards, and get the opportunity to use the element of the Earth to heal their allies. They also gain control over the destructive and healing properties of water, as well as the destructive forces of lightning. Role: Support, DPS Swordsmen train from an early age to be masters of the blade, as well as barricades against the evil Midgard. They are able to hone their body as well as their minds to perfect the path of the sword. Capable of concentrating the power of the auras in their weapons and armor, they provide different skills and buffs to their allies during combat, unleashing targeted sword blows, protecting others from harm. They never back down from an honorable fight, or a chance to protect the innocent from harm. Swordsmen love to start the fight first, delivering a crushing blow through the ability of the Bash. They can then follow a deadly blow called Head Crush, which leaves a deep scar, causing the enemy to suffer additional damage over time. Reading out their combative leadership, the Swordsmen will raise a critical chance to hit their party before moving to finish off their enemies. Swordsmen will have the opportunity at level 25 to become just a knight or a ruthless warrior. Knights train in the great city of Pronter to become a shining beacon of power and nobility. Midgard's warriors avoid The Gunners' etiquette and rules, preferring to wield their mighty swords as mercenaries, driving their blade through countless enemies as if it were nothing. Role: Tank, DPS Head Crush: Attack the enemy and inflict damage, leaving a deep scar that will cause additional damage every 2 seconds for 20 seconds. Magnum Break: Create a shock wave to physically damage a maximum of 3 enemy attacks and gain an additional threat value equal to 50% of the damage. Combat Guide: Increases the likelihood of a critical hit according to the character's INT statistics. At level 25, the choice came to choose your advanced class. Warriors are destructive mercenaries who have taken to the battlefield like fish in the water. It's a terrible thing to be caught on their way. To become a Warrior, you will need to see the High Venata warrior Burlemeister in Pronter. Role: Tank, DPS Swordsman serves on the front line in battle, using his sword to protect the Allies. The swordsman is able to choose between the Knight and the Warrior at level 25. Role: Tank, DPS Hidden among the shadows, wielding their razor sharp daggers, thieves are a deadly force. Flexible but powerful, they while dealing with tons of damage while remaining quickly on your feet. Using poisons to subdue their enemies, thieves are able to maintain the pace of battle. Even the escaped enemy cannot escape from the thief, as they can throw their daggers to cause damage as well. One of the main tools in the arsenal of thieves is hiding. A thief is able to become invisible by hiding in his own shadow. The first attack comes out of hiding the benefits of 200% damage. Thieves bring their genocide to the group as well, increasing the critical odds of the abilities performed by the group. Once the Thief reaches level 25, they are given the choice to become a hidden assassin or a deft Rogue. The killers live in the shadows so much that they have made agreements with the Devils of Shadows to learn how to use their skills, a practice rendered through the Assassin Guild. The robbers build their bodies to perform powerful moves with their daggers to help them destroy their enemies. Role: DPS Hiding: Hide yourself in the shadows. The first attack skill used during the Hidden State also causes twice as much damage. Hiding, the speed of movement will be reduced. Dark Illusion: To inflict physical damage on the attack by attacking the enemy from behind. This skill is always used as a critical blow. Meteor Attack: Cause a shock wave on the surface to cause attack damage from 23% to a maximum of 3 surrounding enemies. The robbers get to use the second dagger as well as work to increase their ability to hide. In addition, they get different ways of disabling their opponents and a great ability to perform combos. Role: DPS Assassins use claws instead of dagger, and get the ability to move faster, both when concealed and not. They are very effective in ignoring enemy defenses, easily sending a threat. Role: DPS Alter is a class unique to Noels Elenas. Their diminutive size hides their magical abilities. They focus on avoiding the state and health of the opponent. Alter can choose between Crecentia and Soulmaker classes at level 25. Role: DPS Crecentias are traditional oblique dancers Elenas. They continue to do what they started as Alters, and focus on disabling their enemies. Role: DPS Some Alters discover that they are called upon to support their allies more directly, and become Soulmakers instead. Soulmaker is teaming up with its soul doll to provide health regeneration and damage support. Role: Healing, DPS DPS

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