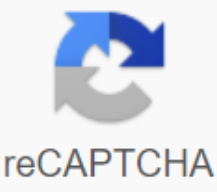




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## Nioh warrior of the west build

So we go through Sword & Dual Sword in my two previous posts: NIOH – BUILDS – THE CROSS SWORDSMAN – DUAL SWORDS NIOH – BUILDS – RAINING RONIN – SWORD That's the Holy Trinity for everyone, some have also succeeded in creating Tri-Sword build from above. Today we will add another sword style to this combination, the Odachi, new weapon added in Dragon of the North DLC. This build focuses on your ability to take over your opponent in an aggressive manner. So if you like refueling mobs, this is construction for you. ODACHI - GRUESOME It's been a while since we last saw Odachi in video games, thanks to For Honor, for bringing back the popularity of this weapon. In fact, because of its size and weight, Odachi is not often used, but in video games, this weapon is best for showing the bad-ass aspect! © PEW! CHARACTER STATISTICS After Axe, Odachi is the second weapon to scale STRENGTH and of course this is your main focus. BODY is also needed because you need HP to withstand enemy attacks. However, if HP is increased for all statistics (but BODY scale the highest) you temporarily neglect it (in higher difficulty, this stat is very important though), but enough amount to wear armour is needed. STRENGHT is the main Odachi stat STAMINA is also a stat that you need to concentrate as later you will normally be using Heavy Armor set (Tanetashi for example) However, with weight reduction, STAMINA can be around 44 - 46 (my current build) to get B Agility. Bro, even lift yourself up! Finally, you also need enough ai to swing that heavy piece of iron, which means you either have to master the AI-pulse technique, with some affixes helping AI reduction, or (the best) using Odachi along with Sword. With that said, Odachi require some more stats to master, so it's easier to use as a secondary weapon if you have some of the core stat like HART (increase your AI a lot) That doesn't mean you don't use odachi on your 1st play-through though, just a suggestion © equipment early game - WAY OF THE SAMURAI (The first part is from the previous post) At the beginning - Way of Samurai (level 1 -80) , you will encounter Nioh's first two series (Stuff that will enable special affixes when resting together) - West Warrior and Red Demon Armor - mostly by Revenants (Red Graves resemble previous player deaths, usually carry their armor set and weapon) by the mission These two sets are the very basic set due to its damage increase (10% for carrying 4 pieces of armor or equipment) and for 5 pieces the damage increase further (~28%) when enemies are inflicted with (Red Demon Armor) of Lighting (Warrior of the West) Warrior of The West verhogen 10% schade bij het uitrusten van 4 stukken The Red Demon Set is vergelijkbaar met Warrior of the West, echter, echter, The Fire Element, with 5 pieces, the damage is increased by 27.5% if enemies are scorched These two sets are also categorized as Light Armor, if you don't have much STAMINA, the Agility Stats of the character will often remain on B – a very safe bet for you not to charge too much AI in dodge and attack. Agility C when character weight gain more than 70% MID and endgame - WAY OF THE STRONG AND HIGHER With the tendency of tanking the enemy, you need to receive focus armor that helps increase toughness and reduce damage. Again, Tanetashi is one of the choices, Armour of The Exceptional is also good, but since it is a Spear set, some of the affixes are not used to full potential. With update 1.14 – 1.16 A new set has been added – General of Kigetsu, which offers Damage Reduction, Attack Increase base on bath status aliment. This combination with Hermit Talisman & Carnage Talisman is one of the best armor for Odachi With Tanetashi we also have EQUIPMENT WEIGHT BONUS A, which is perfectly synchronized with the Heavy Armors Finally you can also mix the sets for some damage increase. This depends on your playing styles, some may prefer Warrior of the West with Tanetashi, others used their previous Kingo set for Sword. Kingo set có thể dùng nhĩn set bổ trợ Some set that Odachi has as a weapon: He who never withdraws (The affixes are very strange with making it hard to use) General of Kigetsu (Added on the second DLC Defiant Honor) - A very well-rounded set that syncs with Odachi WEAPON AFFIXES In the beginning (First Play-through) you don't have to focus much on the affixes, affixes, affixes, affixes, affixes, affixes, simply pick up the stronger weapons on your journey and use them, to modify and change affixes require many upgrades and materials - which is more suitable for endgame (Way of the Strong /Demon /Wise) Just as mentioned in NIOH - THÔNG SẴ TRANG BẢ - PHẦN 1 - WEAPONS , there are many affixes that help increase the damage of the weapons, however, there are some core affixes that each weapon should have. CLOSE COMBAT DAMAGE 10% – 20%/ SKILL DAMAGE 15 – 20% FAMILIARITY DAMAGE BONUS A KILLING STRIKE DAMAGE 18 – 25% SKILL DAMAGE (MoonLIT SNOW) 17 – 25% CHANGE TO ATTACK (STRENGTH) A+ IN Odachi, You also use: CLOSE COMBAT KI DAMAGE 17 – 25% Initially, the AI damage from Odachi is one of the best in-game, but this makes the process even easier, imagine facing a human opponent where they can be exhausted in just one or two skill. In 1.14 update, a new affix for Odachi come MOONLIT SNOW X3 (ATTACK DAMAGE X2) This increases the damage of the last Moonlit Snow hit (the 4th hit) by double, but requires some setup if you also need to land the first 3 hits. With exercise, this can be used as an alternative to the above affixes. CHANGE TO ATTACK (STRENGTH) is ideal when using Sword build from the start - as your first max stat is is however, if you use sword as a secondary weapon, and your first max stat is not strength, this should be the one you already maxed out (HART, STAMINA, SKILL...), this is the most efficient damage increase affixes and very difficult to roll as well, but with Temper, this process is a little easier. SKILL DAMAGE & CLOSE COMBAT DAMAGE (CCD) These two affixes are not stacked, which means you only prefer one over each other, at first glance CCD seems better because it increases overall damage, but it's hard to get the best stat (20%) roll. so use your SKILL DAMAGE as an alternative SKILL DAMAGE (MOONLIT SNOW) - This application only appears when you forge Weapon or loot drop, which means you won't be re-covering it with Black Smith. One of the ways to get this is to obtain the SMITHING TEXT for the Odachi of your desire. Some good Odachi's you should prefer: Sekishu Kazushada (General of Kigetsu series) Monohoshizao - dropped from Mysterious Samurai (Ganyu sub-mission in Defiant Honour) Bloodstain kmes - Occasionally dropped from Namahage (New yokai appears in North Dragon, on Road of the Fashion Difficulty) My Odachi on Demon Road, as my first weapon is Dual Sword , CTA Skill is used We still have a slot for an affix, this depends on your desire, if you want some spark here and there, basic affixes is a good choice (FIRE, LIGHTING, WATER....) you also choose Damage 50%

which help increase damage from a specific element - this is best when you use Talisman as the main source of element damage. Finally, WEAKENING TORSO is also a good affix as it reduces the defense of chest armor, in general, more damage for you! ARMOR AFFIXES As in NIOH – THÔNG SẴ TRĂNG BÃ – PHẪN 2 – ARMOR &amp; ACCESSORIES Armor in Nioh also have some very good affixes (DAMAGE REDUCTION is a basic afx that exist in all armor, however, higher in heavier armor) TOUGHness DEFENSE BONUS for absorbing ARMITA (INCREASE ATTACK) (Helmet only) ATTACK ELEMENT RECEIVEDAL ATTACK DAMAGE 20 – 25% For Armor build in this , because we use heavy armor set, we need this stat: WEIGHT REDUCTION 15 – 17% This helps reduce the weight of the armor and allows you to achieve B Agility when using heavy armor. With Temper, this is easier to get now. WEIGHT REDUCTION 14% ACCESSORIES AFFIXES AND RANGED WEAPONS AFFIXES If we use heavy armor, you should apply this: EQUIPMENT WEIGHT DAMAGE BONUS A These help increase damage based on the weight of the character (~15% for over 30.1 Weight) For Ranged Weapon, as applying the Ranged Weapon can be turned on if it is used on a primary slot , we can just for a weapon with AGILITY DAMAGE BONUS A and leave it there. At B Agility this should be about 8% in Damage increment, not bad for something we’ve never used much! Tired of fighting that Boss? Join PS Plus and bring the Ochoko Cup! For accessories you have a Yasakani Magatama (make mixing the sets possible) and all accessories as desired, as long as they have this: YOKAI CLOSE COMBAT 10 – 15% A small limit there, but considering your enemies in this game are usually Yokai, this should be enough ☺ SKILLS A big disappointment of Odachi skill tree is the maze-like description. The goal was to create a weapon that allows to connect between postures and open up opportunities for some good combo. Example: You hit Square in Mid Stance and then follow up with Triangle, William will end up with a heavy attack in High Stance and changing attitude in the process. However, when it comes to execution, the description is overly complex and require some serious mapping to make sure things work, and sometimes it's not even helpful! (If you think otherwise, please comment your play-style ☺) There are about 6 skills like this, capable of switching postures during normal attacks, but mostly useless – IMO With that said, the list below is the skills you need to focus – these are almost considered must have been considered for Odachi user. Flux - All movements - This helps you regenerate ki when changing posture using R1 at the right time, mastering this skill is crucial for any builds. Crashing Wave – Using your vest and body to break enemy guard, one of the best skill to use on human opponents. Kiaiiii! Charging Bull – This causes huge AI damage to enemies as their AI bar is exhausted, using your sword to take down the enemy. One of the most bad-ass looking for skills in Nioh Nhũ đñĩ thĩ hĩt Kĩ, dùng kiếm dè ngñĩ! Moonlit Snow – Collect power and slash three times if charged the last slash will hit twice. The bread and butter of Odachi skills Taking a look, the slashes represent the seasons during the year (Snow, Leaves, and finally Spring Blossom) Passage to the Afterlife - Grapple Damage (Mostly used on the human enemy) Đĩ đũ quay sñ phũ êiiii Sword of Severance - Increase the damage on human opponent with 12% Mystic Art - Subtle Blade - Increase Ki damage on attacking human opponent in Nioh , the passive skills of other trees can also be applied without using the weapon, so it is worth upgrading if these skills fit your need. Some useful skills below: Increase the damage from behind - Kusarigama Increase Final Blow Damage Kusarigama - Max 12% 200 HP in Axe Skills GUARDIAN SPIRIT Once again, another build using skill, so we'll friend with the mind that helps increase skill damage. Kato is one of our first choices Another Spirit is Kara-Jishi, help increase your damage (as a buff) after every skill you performed on the enemy, this spirit also supports Lighting Element, if you like Enlightenment, this is your best choice. INCREASE ATTACK (SKILL) does not show the exact number, but many reported that this is about 40% increase, an impressive affix, during my game by, damage of Kara-Jishi is higher than Kato in most cases especially when using Lighting. Kato increases Skill Damage 21% along with Close Combat Attack 14%, while Kara-jishi increases damage every time you use a Skill Kara-Jishi – The Lighting Lion NINJUTSU and ONMYO MAGIC In Ninjutsu &amp; Onmyo Magic you need some basic skills. With Ninjutsu, you can use Quick Change Scroll – another chance of death. There are also many other traps, bomb you like, however, this requires some ninjutsu points and one will be more suitable if you have a high DEXTERITY Tired of fighting that same boss? Join PS Plus and bring the Ochoko Cup! As for Onmyo Magic, you need some basic things – Weakness Talisman, Carnage Talisman &amp; Steel Talisman After 1.14 patch we have a new talisman – Leeching Talisman – increase the damage base on HP loss, but reduce HP during the duration. This can be a substitute for Carnage if it is higher - about 55% The Paralytic Groundfire is also added in 1.14 for Ninjutsu Skills, which allow awesome skills for human opponents while playing, the order of buff should follow this: Quick Change Scroll &gt;&gt; Carnage Talisman/ Leeching Talisman &gt;&gt; Steel Talisman &gt;&gt; Weakness Talisman Quick Change SScroll, Weakness Talisman và Carnage Talisman You also upgrade the skills in Ninjutsu &amp; Onmyo magic to be able to carry more ninjutsu items, as well as the Mystic Arts who help the buff animation NO SAY TO SLOTH! ☺ Lighting - Have your animation cancelled when performing Ninjutsu Awakening - Have your animation cancelled when performing Onmyo Magic PLAY STYLE Initially, Odachi is not very popular, due to its speed and appearance, but later many discover that there are a lot of great features that make Odachi a killer weapon! Normal damage is higher and wider range Before Odachi, Axe is a weapon that has high damage normal attack, however, have some downside in speed, Odachi appear as an alternative to balance out speed and power. Ridiculous Ki Damage Crashing Wave – R1 + Square is one of the best skill in the game for Human Opponent, only about two hits will exhaust the enemy and be vulnerable. You either follow up by knock them down and take the final blow or just grab them. A quick demonstration of this skill is the Marobashi mission where I use it to complete the Masters in about 2 minutes. But does not mean that it is lacking Skill Damage As mentioned above, Moonlit Snow is the source of skill damage for Odachi, for Yokai, this is the killer move, in the video below, a full hit can take 50% HP (Way of the Level 365) This also comes with good Poise which means you won't waver when performing this skill. But this requires a good damage reduction on your side or at least a large HP pool to hit the or will die before the full movement is carried out. The above is my Odachi build - I collect some information from another source - Reddit, Youtube ... but I have not seen an official guide to pure Odachi build, I think this is due to the lack of supporting set, but with 1.16 update, much has been added to Odachi, you now have many choices for this weapon. But this does not stop the bad-asses of this weapon, we will use it again for another build - The Living Weapon! NIOH &amp;#8211; BUILDS &amp;#8211; The Man with the Guardian Spirits &amp;#8211; Living Weapon Weapon

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