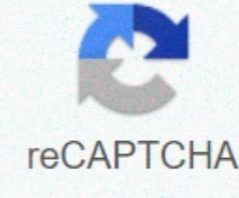




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Ark tek raptor spawn command

Utahraptor (Yoo-tah-RAP-tor) or simply Raptor is a dinosaur from ARK: Survival Evolved. Basic Info[edit | edit source] Dossier[edit | edit source] This section is intended to be an exact copy of the surviving Helena Walker, author of the dossiers. There may be some difference between the text and the in-game being. Wild Utahraptor prime is an incredibly aggressive subspecies of Utahraptor found on the island. It tends to travel in small hunting packs, attacking smaller prey with its sharp teeth and enlarged foreclaws. When hunting in a pack, the pack leader can speak a signal that acts as a battle cry. Get ready to run or fight when you hear the call from Utahraptor. The package will repeat the calls and attack with a much higher intensity. One of the island's faster creatures, Utahraptor, often uses its pack number to its advantage by swarming around its prey before reacting. The large curved talon of the second toe of the subspecies seems particularly suitable for treating significant damage. Utahraptor prime usually kills its prey with numerous cuts and bites. Domesticated What the Utahraptor lacks in size, it makes up for ingenuity. Instead of chasing smaller creatures, Utahraptor would rather strike and pin its prey to the ground than chase it. Despite its generally aggressive nature, Utahraptors have become one of the primary combat mounts roaming bands with raiders as well as scouts from larger collectives. Those who ride utahraptor claim they're hard to tame, but then they're wildly loyal. As carnivores, once tamed, they need a steady stream of meat to survive. ~ Helena Behavior[edit | edit source] Raptors attack dinosaurs and players in the sky. They often attack a run-and-bite strategy and can pounce on smaller targets like yourself or the same size holding the target down so that they can't move, making it hard to defend against the attack. A dangerous predator that meets in the dark, Raptors are almost impossible to fend off when attacking bundled in and aided by darkness. The Raptors often attack from different directions, using this method to take the prey while avoiding damage. Due to the high speed and ability to vocalize the package buff (if you have a pack of 3 or more), it is difficult to escape during the player's early level and we advise you to take deep water if you are trying to escape the attack or run behind a door and immediately shut it. Appearance[edit | editing source] The Raptor is a relatively small dinosaur with feathers on its head, back, tail and back of arms. They come in a variety of colors, although green and reddish brown seem to be the most common, while the rarest color variation is black. Color scheme and regions[edit | source editing] This part of Raptor is natural and regions. In the demonstration, the following regions are red in color with an albino Raptor. The colored squares below each region

description are the colors with which the Raptor spawns randomly to provide a full range of natural color scheme. Place the cursor over a color to display its name and ID. This information can be used to change the Raptor regions by typing cheats on SetTargetDinoColor <ColorRegion> <ColorID> in the cheat console. For example, cheat SetTargetDinoColor 0 6 would color the Raptor body accent crimson. 0:Tribe emphasize region 1:Feather tips 2. 3rd area: Body Region 4:Feathers Region 5:Belly Region 0:Inner Body Region 1:Legs and Head Region 2:Body Region 3:Gears Region 4:Spikes and Tail Region 5:Emissives Region 0:Accent Body Region 1:Feather Tips Region 2 not used for this creature. Region 3:Body Region 4:Feathers Region 5:Belly Region 0:Lower Body Region 1 is not used for this creature. Region 2:Stripes Region 3:Belly Region 4:Highlights Region 5:Main Body Tek Raptor (Variant)[edit source] Tek Raptor is a creature that was permanently added to the game at Extinction Chronicles III. It's a unique alternative to the original Raptor, and it's made clean Tek. Unlike the original, they multiply by 5% at a level 20% higher than usual. Drops[edit | edit source] Base Stats and Growth[edit | edit source] Note that creatures have different statistics about the basic speed of movement Stamina Wild Tamed Walking 480? 993.6 1104 6 Swimming 300 ? ? ? ? Attack Values Melee Stamina Cost Attack Range Description Base Minimum Activation A (PC), (PS4), (Xbox One), the Raptor bites and claws on target. 0 350 0 0 Attack type damage projectile values Torpor values status effect: Stamina status effect: Torpidity Life Impulse Radius Base Mult Duration Damage Mult Amount Duration Damage Mult Amount Melee 15 Pounce Stamina Cost Attack Range Description Base Minimum Activation Using the (PC), (PS4), (Xbox One), Raptor strikes the target. 0 350 0 0 Attack type damage projectile values Torpor values status effect: Stamina status effect: Torpidity Life Impulse Radius Base Mult Duration Damage Mult Amount Melee 10 Roar Stamina Cost Attack Range Description Base Minimum Activation Using C (PC), (PS4), (Xbox One), the Raptor bites and claws the target. This attack type cannot be used. 0 0 0 Melee_Pounce Stamina Cost Attack Range Description Base Minimum Activation Using the (PC), (PS4), (Xbox One) allows the Raptor to bite the target when it captured the creature with the strike. 0 1200 0 0 Attack type damage projectile values Torpor values status effect: Stamina status effect: Torpidity Life Impulse Radius Base Mult Duration Damage Mult Amount Duration</ColorID> </ColorRegion>Mult Amount Melee 20 Note that the creatures have different stats for survival in the first movement base speed sprint speed Stamina Wild Tamed Wild Tamed Walking 480? 993.6 1104 6 Swimming 300 ? ? ? ? Attack Values Melee Stamina Cost Attack Range Description Base Minimum Activation A (PC), (PS4), (Xbox One), the Raptor bites and claws on target. 0 350 0 0 Attack type damage projectile values Torpor values status effect: Stamina status effect: Torpidity Life Impulse Radius Base Mult Duration Damage Mult Amount Melee 15.9 Pounce Stamina Cost Attack Range Description Base Minimum Activation Using the (PC), (PS4), (Xbox One), Raptor strikes the target. 0 350 0 0 Attack type damage projectile values Torpor values status effect: Stamina status effect: Torpidity Life Impulse Radius Base Mult Duration Damage Mult Amount Melee 10.6 Roar Stamina Cost Attack Range Description Base Minimum Activation Using C (PC), (PS4), (Xbox One), Raptor bites and claws target. This attack type cannot be used. 0 0 0 Melee_Pounce Stamina Cost Attack Range Description Base Minimum Activation Using the (PC), (PS4), (Xbox One) allows the Raptor to bite the target when it captured the creature with the strike. 0 1200 0 0 Attack type damage projectile values Torpor values status effect: Stamina Status Effect: Torpidity Life Impulse Radius Base Mult Duration Damage Mult Amount Melee 21.2 Note that the creatures have different statistics on survival of the fittest attack values Melee Stamina Cost attack range description base minimum activation 0 350 0 0 Attack type damage projectile values Torpor values : Stamina status effect: Torpidity Life Impulse Radius Base Mult Duration Damage Mult Amount Melee 15 Pounce Stamina Cost Attack Range Description Base Minimum Activation 5 300 0 0 Attack Type Damage Projectile Values Torpor Values Status Effect : Stamina Status Effect: Torpidity Life Impulse Radius Base Mult Duration Damage Mult Amount Damage Mult Amount Melee 10 Roar Stamina Cost Attack Range Description Base Minimum Activation 0 0 0 Melee_Pounce Stamina Cost Attack Range Description Fund Minimum activate 0 1200 0 0 Attack type damage projectile values Torpor values status effect: Stamina Status Effect: Torpidity Life Impulse Radius Base Mult Duration Damage Mult Amount Duration Damage Mult Amount Melee 20 Wild Stats Level-up Type in values of a wild creature to see on which stats it's emphasized. Green values on a high-level creature are very good for breeding. Once you have tamed the creature, you can try to recover the breeding statistics from an external device. [1] RaptorA stat-calculator does not work in mobile view, see alternatives here: Apps Note that after the creature is tamed it receives bonuses statistics depending on the taming effectiveness. This makes it difficult to recover the levels of a tamed creature, so this tool is just the wild ones, but gives a first impression of how well the stats are distributed. Taming[edit | editing source] For general information on domestication of a fero savage see Taming. KO Strategy[edit | editing source] Start by throwing Bola so as not to chase you. If you have been immobile, use calming arrows (headshots as a result of faster rashes). To do this carefully; I don't need very much. If he's unconscious, use narcotics. Narcotics and prime meat tame it more effectively. Narcooper and raw meat also work. Watch out for other Raptors, as they often come in groups, and other predators, as they are often found in high-traffic areas; Unless you have a large herd of supporting dinos or numerous tribemates to help you out, you may have the time to find an isolated Raptor that will take a long time or kill the extra creatures. When a raptor is alone, wait for it to kill another dinosaur and stun it as it feeds on the corpse. Taming Food[edit | editing source] Note that the values are optimal cases, always with extra props! For a level-dependent number of resources, try an external taming calculator. Ingredients simple kibble: 1 × cooked fish meat, 1 × small egg, 5 × Fiber, 5 × Mejoberry, 2 × Rockarrot, 1 × Water Alpha Boost [edit | edit source] When you pack 3 or more, the Raptor's highest level group receives the Alpha boost after taking advantage of vocalization for 45 seconds. The Alpha is surrounded by a glowing red cloud indicating its status, while the rest is an orange cloud next to themselves. Tamed Raptors also receive a bonus for each member of the pack: a pack of three or more Raptors receives +1 bonus, which goes up to +X in an X+1 or more Raptor group (the maximum amount of X is 4). This function is currently flawed: tamed and/or bred raptors will almost never use this ability until they are released from a Cryopod at least once. Combat[edit | edit source] They run fast and attack faster, so be prepared for a quick reaction, usually a player with good speed and stamina can run them, but remember that they can be persistent. Always check the Raptor's surroundings and be prepared, it's in good visibility. General[edit | editing source] Raptors can often be found in the pack of two or more, depending on the zone you find them near the shores or deep in the jungle. Simple taming method[edit | editing source] Raptors can be tamed in different ways. One way to tame them is by using bolas on them and then knock them out. Strategy[edit | editing source] Strategy is to keep your distance or heavily engage with them, depending on your stats, armor and weapons. You might want to avoid them first. One trick is to run A herd of Trikes, Stegos etc. and get the Raptors to hit and agro them by mistake to make a diversion or means to collect lots of meat and hide. If you're a Raptor with a low level, the Spear can easily kill you, but beware if you pack two or more, this strategy won't work! One way to kill high-level is to have two or more Raptors that are a good climber, like a Thylacoleo, or a flyer. You can climb onto a big rock as they are good jumpers, from there, shoot a slingshot, Bow, Crossbow etc. He's got to die pretty fast. Make sure the Raptor doesn't light up red. If it is, it's an Alpha Raptor! Weapons[edit | editing source] A well-placed head shot with a crossbow can take out a Raptor with a level between 1 and 20. Since they are fast, try to make them run in a straight line and be ready to rotate. A complete set of hide armor or other armor is stronger than cloth armor and each weapon can take. Dangers[edit | editing source] Raptors can be dangerous if they reach knife from behind, eventually you learn to recognize the steps on the ground and start running before that happens. If you or your dino size is relatively smaller than they are, you will pounce and you will be immobile for some time. Try to take them out when you are involved with some big animals, if you want to easily kill them, just don't hit the bigger animal! Weakness[edit | editing source] Raptors have a very low Torpor tolerance, they can try to knock them out with a few punches if they have a big melee damage stat. Wild Raptors also make awkward swimmers, and even a relatively ill-equipped survivor with a basic spear can entice them to the shoreline as a tide-turning last resort. If they immobilized a target, they can't attack another dinosaur until they bounce off that target, leaving them vulnerable if there's no other Raptor nearby. Utility[edit | edit source] They can be useful and easy to travel as far as stamina lasts, you may want to increase your endurance if you want to transport or have health and attack damage if you want to help you in combat. Collect about the same or slightly more material per ottem than a Stone Pick, but finish gathering faster. They can also strike smaller targets to temporarily paralyze them (and kill them). If a survivor is on a certain mounted dino, the Raptors can push them off their tip and immobilize them. The following creatures may be immobilized by their pounce ability: Note: Just pounce on ferox in small form. The following mounts from which the Raptor can knock the player down: The following additional creatures can be recorded on ARK: Survival Evolved Mobile with its swooping ability: Doedicurus Raptor Roles[edit | edit source] With fast attacking decent damage that can easily circle slower enemies, the Raptor makes a good attack animal early on. It's this health and raw damage to Direwolf and Sabertooth. (Health and melee damage). Hunter: Similar to damage, the Raptor is useful for collecting hide and meat when you have a saddle. Although metal weapons usually take more damage, the Raptor's raw speed allows you to escape an inappropriate fight. (Health and melee damage). Hunt/Battle Pack: A pack of 3 or more of the package manager can temporarily vocalize the pack buff toward each other in 45 seconds (Level of damage and health for all Raptors, the Stamina, Carry Weight, Melee Damage and Health added to the one he rode). Travel: Raptors are very fast and have good mounts for a quick trip around the island. They can't transport much, so they make the poor pack of animals. They carry a perk over flying mounts in that they cover a lot of earth without much rest from endurance regeneration, and can hide in forests and high foliage if someone wants to travel undetected. (Level Speed, Endurance, and Carry Weight). Light Cavalry Mount: With the advent of the ability to close up weapons such as Pikes and Firearms, such as assault rifle from behind medium and small-sized mounts, the Raptor can be very useful as a lateral rider to mount a run, and after the rider fires up close, or by having a sniper to quickly circle around the enemy, fire, and then relocate or escape. Another particularly effective method is to use a fabricated sniper rifle while at a distance, but you don't have to be careful not to shoot your own Raptor in the head and dive in and out of thick forest cover. It combines the effectiveness of long range speed and agility the Raptor can provide while not making up a shooter like a flying mount would. If you are chased, just dart into the thicker forest and laugh as the enemy tries and probably can't find it as it runs down all land mounts, but you can use the trees to cover the airborne threats. (Level Health, Stamina, and Speed, Carry Weight if Needed). Cave Mount: The saber-tooth can be considered an upgrade of the Raptor in terms of strength (in previous versions now - the Raptor is stronger), but it turns out that the Saber teeth struggle to attack creatures in the air because they have an extremely low hit box, and the fact that their jumps do not reach vertically. They can barely handle a swarm of Onycs. The Raptors, however, don't have a problem with onycs punches, so it's the better choice. But you have to keep an eye on your own health, as creatures living in the air will harm the rider unless you ride megaloceros. Having a mount in caves has many advantages: The number of food and water drops slower, the mount is able to carry useful things and deal with and take damage (Level Health, Damage, and Stamina). Early Prime Meat Hunter: As one of the first primary meat collections available a playful Raptor can hunt alone or in a very In the second case, you just have to command Ichthyornis to hunt down and recover small creatures like Dodos and Lytrosaurus, and the Raptor will carry out the massacre. PvP: In PVP, the Raptors are much better than any other fast little creature because they can strike the target and make a player completely immobilized. Guardian: Scout: Battle Mount: War Mount: warrior: guard dog: jump: jump: jump: jump small and short, but you can help down while moving, the swoop can be used after you immediately jump a little higher jump to the top of a rock a man can almost get, you can use it while falling, but it has no effect. Defenders Warpack: Collectibles[edit | edit source] Spotlight[edit | edit source] Notes/Trivia[edit | edit source] For information specifically about the real Raptor, see the relevant Wikipedia article. Alpha Raptors are not able to strike or vocalize because it's too defeated. Like many dromaeosaurids, Utahraptor is believed not to have used sickle claws as a slashing weapon, but rather to pin its prey to the ground (due to the very thick profile of the claw). Dromaeosaurids such as Utahraptor, Velociraptor, and Deinonychus probably clung to the struggling prey with sickle arms, while primarily using their teeth to treat injuries while flapping their feathered wings to stay balanced (similar to a bird of prey). On the PS4, the Tek Raptor can jump even if it's loaded. The utahraptor siegemaysorum species was first studied and named after the release of the film Jurassic Park, in which a similar dinosaur was misjively called Velociraptor. The actual Velociraptor mongoliensis was the same as a large turkey and was only found in Mongolia. The Jurassic Park dinosaur was discovered in Badlands, Montana, while utahraptor siege maysorum was discovered at Dalton Wells Quarry in Utah-central Utah. Although Raptors were identified in ARK as a species of Utahraptor, the skull in its dossier is more of a subfamily of Dromaeosaurinae, to which Utahraptor belongs. However, the Raptor's in-game model resembles Achillobator giganticus or dakotaraptor steini. Raptors often kill themselves by attacking stronger herbivores, even with temporary wall-scavengers. Some herbivores can even take out whole packages. Utahraptor was originally named after a Utah raider. [2] Raptors are considered ARK cabalabas. They appear in most promotional works and at one of the in-game holiday events. In the Raptors game, it's depicted with only a few feathers, while their real counterparts would have had a full coat over their bodies. The player can use the weapons while mounted on this creature. Utahraptor prime is the best Utah raider. The Name Utahraptor prime translates into best Utah The Raptors got a one Upgrade during TLC Phase 2 that gave them a package of boost effects (similar to Direwolf) and the ability to pounce and immobilized smaller creatures and survivors of the kill, similar to Thylacoleo. The Raptors use one of the older audio packs to increase packaging. In ARK, the hands and clawed fingers on the Raptor's arm point downwards, while in real life the Raptors' hands pointed inwards toward the chest and moved sideways with the best mobility, not up and down. If the real Raptors hands were rotated like they did in ARK, their wrists would break. The Raptors were one of the main causes of death for all survivors, with a total of 62,257 murders followed by Dilo's trike of 30,715 and 24,686. [3] This applies to all maps, but extinction, the main cause of death #5. Raptor sound effects were taken from Jurassic Park and modified. Somehow immune to Managarmr's bomb attack. There's a dodging window for players to snuggle out of the Raptor's attack with a jump. Several practices are recommended to understand this technique. Lore[edit | edit source] This section may contain spoilers related to the background story ARK: Survival Evolved.If you want to experience the story ingame, you probably don't need to continue reading this section. According to mei yin's explorer records, mei yin had a black raptor named Wuzhui. Changelog[edit | edit source] Patch Changes 195.1 You can no longer add Alpha Raptors using flyers. 210.1 Fixed a collision loading certain savegames (Raptor Animation crash) 247.9991 Lightning Wyvern beam now damage Raptors and other small Dinosaurs missing. 256.0 New sound effects: Dodo, Raptor, Quetzal, Parasaur, Rex, Trike, Pteranodon, Dilo, Direwolf, Comp, Dung Beetle, Argentavis, Pachy and Mammoth. 279.22 (TLC) Get a model update, animation update, texture update, and some new capabilities: Pounce Press right-click to pounce on target pins small targets on the ground for a short time Press left-click to attack several times Pack Buff activates the C button, if 2 Raptors (the max pack size is 6) together increase the damage resistance increases the movement speed increases the attack speed increases the attack speed Finally 15s 279.224 Fixed problem that caused the player to fly out of the saddle when the Raptor strikes 279.23 Raptor Pack Buff now lasts 45 seconds Fix Raptor Basic Attack audio Raptor can no longer pounce on very small things like insects fixed target is no longer left behind if Raptor is killed Removed swoop While finished with 279,242 Fix friendly Raptor swoops detaching nearby riders from 279,252 Wild Raptor now swoop players PvE 280,114 Raptor Bone Costume is back at 28 2.102 Added Tek New Breeding Raptor Line 5% Chance of Spawning 20% Higher Base Level 293,100 Raptors Now Prefer Simple Roughly Grind Gallery [Edit | Editing Source] One Group The Raptors. A player riding a Raptor. Player. with a color mutation. TLC Patch 2 model update. Links[edit | edit source] source]

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