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Adventure quest 3d beginner guide

ARTIX ENTERTAINMENT, LLC Copyright (©) 2008 - 2020 All games and characters are trademarks of Artix Entertainment, LLC. All rights reserved. All Wrongs Avenged by Undead Dragons Terms of Service California Privacy Policy Cookies Policy Contact Adventure Quest Basics Guide mystical Warrior Are you new to the game? Don't know how things work in Adventure Quest? Don't know what the stats are for? Then this guide will serve as your guide to the basic things and concepts you need to know in the world of Adventure Quest! This guide will guide you to the basic things you should know when playing Adventure Quest from weapon types, stats, bonuses, damage, armor, pets, spells and much more. IndexChal to jump through different parts of the wizard simply press Ctrl +F and paste into the code section of the wizard to which you want to go (e.g. 6] Shields[BSG007] Pets/Guests[BSG008] Miscellaneous Items[BSG009] Temporary items[BSG010] Elements[BSG011] Combat Defense[BSG012] Hit Bonus[BSG013] Status Effects[BSG014] TriggersAdvance Section:[ASG001] Base, Accidental and Maximum Damage[ASG002] Stat Bonuses[ASG003] Armor Damage Modifier [ASG004] Armor Leans [ASG005] Agriculture [ASG006] Gold and Exp CapRemarks and CreditsBasic Section [BSG001] Stats are one of the most common things which you will find in any RPG game, in AdventureQuest, it's no different. There are six stats in AdventureQuest.Strength: This statistic mainly helps in increasing damage up close and in range. This condition also increases the chance of hitting melee weapons. This is a stat that is mainly trained warrior builds. Dexterity: This condition mainly helps in increasing accuracy, which also slightly increases damage in the range. This stat also determines the rate of leakage. So the higher it is, the greater the chance that you can avoid attacks by your opponent. This is a universal stat because it can be used in any assembly. Intelligence: The main statistic for wizards. As you may already know, this status will increase your magic damage and MP (Mana Points). Endurance: The main task of this stat is to make your character last longer in battles by giving him more HP (Body Health). The more you train this stat the higher your HP can go. Charisma: It may be a little unusual among other RPGs, but in AdventureQuest this stat mainly affects your pets in battle. The higher your charisma, the higher the chance of your pet being attacked, and the higher the damage. Luck: This is a Jack-of-all-trades kind of stat. Statistics of happiness helps in every small way in the form that it gives you a little more accuracy, a little leakage, increases your accuracy. Although with all these perks the real pinnacle of happiness stat is that it gives you the opportunity to do Lucky Strikes or in other games. Now after hearing the basic concept of statistics, your next question will most likely be: Q: Where should I train them? A: Simply talk to Twilly (cute red guy on start screen) -> Click Hello! -> Visit Stat Trainers. (They will also provide information on each stat) Now that you can train your stats the next thing you need to know is that there is a limit or limit to how high you can train each stat and that cap is 200. Also, as more information training your stats will cost you gold and you can train only 5 stat points per training session. Here's a chart on the stat training costs taken from the Master List of Formula Games: Now some of you may have placed some of your stats in the wrong place. Don't worry, because you can compensate them, even if it will require you to die at least once for Guardian characters or many times for adventurers. (Warning: This will not return the gold that you used in training that stat.) Quoted from Adventure Quest Q&A - [FAQ] quote: How can I untrain my stats? To untrain statistics, first you need to lose the battle and die. When you encounter death after death, instead of talking to him, look down near his tail. You'll see an hourglass. Click on it, accept the task and you will be accepted into the domain of death. The person you want to meet, traveling through purple swirling portals, is Sir Pwnsalot (in the cemetery - click on his tombstone). Tell him what statistics you want to make up for, and then lose the battle with him. Voila! 5 stat points back that you can put into something else. However, you won't get your money back, and it will cost you whatever training costs you pay for where you then put your newly untrained stat points. If you are a Guardian, you can also get on this quest using a transporter in the Watchtower. However, you must first find Sir Pwnsalot an ordinary way before Teleporter takes you directly to him. [BSG002] Build/What are assemblies? Assembling is simply a combination of different statistics. One of the most common problems among new players is that they don't know what the build is and they just train the stats the way they want or in most cases training all the stats as well, where it's called Newb Build. There are 3 main build types. These are Warrior Build, Mage Build and Hybrid Build.The Warrior/Ranger Build: it focuses primarily on using close-range weapons or ranged as sources of damage. Although training the same kind of stat, Warrior and Ranger differ in the sense that Warrior builds mostly use melee weapons, while Ranger Build uses Ranged type weapons. Mage builds: On the other hand, it uses spells or Magic type weapons (e.g. chopsticks and sticks) as their main source of damage. Hybrid Builds: Get the best out of both worlds because they can use melee, ranged and magic weapons along spells, although it may be at the expense of lower accuracy or health. For a more detailed look at the builds and their variants, you can refer to the following guides: The Training Academy: Ultimate Warrior Guide The Training Academy: Ultimate Mage Guide The Training Academy: Ultimate Hybrid Guide[BSG003] WeaponsAs with any RPG games. Weapons are one of the most important aspects of the game. There are only 3 types of weapons in Adventure Quest. These are: Melee: Melee type weapons are mostly used warrior builds because Melee weapons get stronger as you train your forces stat. It also gets more accurate when you train strength and dexterity. So don't waste your time training strength if you're using Magic Weapons. (Oaklore Crusher is an example of a Melee weapon) Ranged: Ranged weapons are somewhat similar to Melee weapons (in the form of Poles, Lances and Spears) with the exception of gun and bow type weapons. At a distance the weapon mostly gain most of its power when you train strength, but you still get strong when you train Dex. The only exception to this are gun type weapons because they don't use force for their damage, but only dexterity, besides you can't expect a bullet to go faster by pressing the harder trigger -p (An example of a Ranged weapon is Sovereign lance, gun-type ranged weapon is Lhazor) Magic: Magic weapons mostly gain their power by training intelligence. They also get more accurate Dexterity training. (An example of a magical type of weapon is Heaventy Mana Employees) So when using weapons, make sure you've trained in the right condition to take advantage of their full damage potential. Weapon Specials: One of the features of weapons in Adventure Quest is that they have weapon specials. You can call gun specials as signature weapon movements in the sense that you carry out an attack that is mostly more powerful when you are just normally attacking with a weapon. While remember that not all weapons have specials other specials can come as spells or skills that can be used or selected. Note: You can only use 8 weapons in each battle. If you have both extra slots and bought a new weapon, that new weapon will not be used in battles. Only 8 leading weapons in your inventory will be used, including your No-Drop weapon. Also, you can't sell or move a no-drop in your inventory. Also there are times when you will have a temporary weapon, it will replace the no-drop weapon until you unsubscribe from the game, which means it will disappear and your No-Drop will return as soon as you close the game or log-out. [BSG004] SpellsHow with another game, spells are mostly used by wizards. Spells get stronger as you train your intelligence and get more accurate as you train dexterity and/or luck. While not all spells get stronger as you train your intelligence as weapons, spells also have different And these are: Magic / Attack Spells: This is a common arsenal for wizards, because these spells will be the main source of their initial damage snapped against enemies. (An example of a magic/attack spell is the exploding Poison Arrow) Healing spells: As with other games Healing spells are the ones that restore your health. Although in Adventure Quest, healing spells don't get strong as you train your intelligence higher, but the more you heal, the higher you train your Endurance stat because that's where they get their stat bonus. (An example of healing magic is to heal mortal wounds) Summon spells: This type of spell is used again where you summon a guest to help you in battle, or until you run-out an MP or SP because guests consume mp or SP as maintenance costs at every turn. If you don't pay maintenance costs, they'll disappear for the rest of the battle or until you call them back through their spell. (Summon Gaiden is an example of a summon spell) So just because wizards are the ones that benefit the most from magic doesn't necessarily mean that Warrior builds have no use for them. Warrior builds can still use healing spells and summon spells, although in limited use as their MP is low because they are not training their intelligence, which also increases mana character capacity. Also in some spells have a chance to cause different effects. Although note that some spells cost SP instead of MP cast. Note: Like 8 Weapon Limit in weapons, the same rules apply to spells, although you also have a temporary slot for temporary spells that you can get from items or weapons. [BSG005] ArmorsArmors is one of the main things you need to get into Adventure Quest... Sticking to only one armor won't help you because as level-up monsters you face it also starts to get harder. So updating the armor settings in the appropriate levels is necessary. Now there are different types of armor are:No-Drop: These are the default equipment that are armor that you start with the game. You may also be able to permanently switch your current no-drop armor with other no-drop armor at a cost of 20 chips per switch. To view the list of no-drop armor available in the game, click on me!. Once you open the link list no-drop armor are in the first part or part of the thread. Bought Armor: Simply put, these are armor that you can buy from NPC for the price. Armor class: It is also the same as bought armor although the difference of this type of armor is that it has class skills. They need to be able to use the skills you need to train class armor level from their Trainer/NPC class. Referring to the same link, Click on me!. You can see a list of available armor classes in the game. Temporary Armor: This is a armor that you can get from some weapons, quests, objects or battles. Temporary armor works in the same way as temporary weapons, where it replaces your No-Drop and disappears when you log off or close the game. [BSG006] ShieldsShields are the same as magic. You can play without them, but you can't go far without them. Shields offer you additional defenses on certain certain elements or additional defense blocking. Some shields can even make more offense in the form of triggers an example is Ultimus. Some shields even have effects that can help us fight certain monsters a good example is the magnetic barrier. Some don't even need any trigger to make an offense and the best example is Chieftain's Ironhorn. [BSG007] Pets/ GuestsA why they are called to be pets and guests, serve as additional support or damage to every step. Pets serve different kinds of purposes, whether it's strategic or just plain disher pan. The same applies to guests. Each guest has their own unique style when it helps you. Although be careful as guests stand SP or even MP when they are with you. Although you do not have to worry about pets, because they have no maintenance. Usually guests that cost SP are the ones you can get from quests, while those that cost mp are guests that you summon from spells, although there are cases that guests called out of spells has sp maintenance. Also note that some weapons or various items can also give guests in battle. [BSG008] The various itemsSimply put these are add-ons that you can only use during battles. Different items give different effects some provide elementary defense, combat defense, spells, weapons, guests, armor, other stats and even a combination of these effects. Different items can be ignored because it is not a requirement, you can still go far in the game without them, although some matches may be harder without these additional benefits they give. Also the same as guests some different items cost MP or SP keep. Also, remember that some of these items cost a spin to activate, while others don't. [BSG009] Temporary items, as the name suggests, are temporary. These are items that you can get from monsters or quests. Temporary items can come in different forms: As well as armor example is Snide Transformation, as a weapon example is legendary Blade, and the magic example is Dr. Volatobolt flash. These are still the kinds of temporary items available more may come in future releases. [BSG010] ElementsIn Lore there are eight main elements. It is fire, water, ice, wind, earth, energy, light and darkness. Elements have allied elements and enemy elements, which means that each element is connected to another and is the enemy of others. To see how they go here is an elementary round taken from the main list of games Formulae.Allied Elements: 1 position apart Neutral elements: 2 positions apart Ill-related elements: 3 positions apart opposite elements: Position to judge if you can't understand the relationship here's another explanation: We'll have the light as our sample element. Elements that are next to light, which are energy and wind, these are light allied elements. The element opposite the Light, which is Darkness, is its elementary enemy. Elements that are next to light-allied elements that are fire and ice are neutral elements toward light. Then the remaining elements that are water and earth are poorly related elements or somewhat smaller enemy elements. [BSG011] Combat DefensenIn essence, this is your blocking ability. These are divided into three types: mainly, Up close, remote and magical. The higher your combat defenses, the higher the chance that you can avoid attacking opponents. Armor already have a combat defense kit, although they differ for each armor, while some are the same. You can increase your combat defenses by equipping shields and different, although not all different offer combat defense. This also applies to monsters higher combat defense have more you can miss more often. [BSG012] Bonus to HitBonus to hit or more commonly abbreviated BTH or BZH. This is your accuracy it's the opponent's combat defense because your BTH has a better chance of getting to land your hits on your opponent. Also, armor and weapons already have their own BTH. The only way you can increase your total BTH is by training DEX and LUK mainly although for Melee weapons you have to train STR while in Magic Weapons and Spells you have to train INT. Pets and guests also have their BTH, but it is not added to their total BTH, you can increase their BTH by training CHA. Also some different items give you BTH for you and/or your pets, but rarely for everything at the same time. [BSG013] Status effectsAs basic, these are your enthusiasts and debuffs. Status effects can come in handy in some battles. Although their action can be hard or easy depending on your/monster save roll. In Save Rolls you get a random number generated for you (this is not seen in the game) and then you get bonuses to save the roll using stats and monsters stats depending on what is higher wins the state of infliction. Remember that the statistics used in saving roles vary for each Status Effect.For the list of status effects currently in the game go to this page: Status ConditionsTriggersThis are the effects or bonuses that items get when you face certain types of enemies. The common enemy group that is often used on triggers are the Undead, Dragons, Vampires, Werewolves, Metal and others. These are just some of the categories, but there are many more monster categories. There's a lot of weapons, armor, shields, spells, various items, pets and guests that trigger on certain enemies. You can check out this guide: Adventure Quest Trigger Guide, although it may be obsolete you can still a rough idea of what equipment it can summon on enemies. Advanced Weapons Section[ASG001] Base, Random and Max Damageln, what you see in the game is basic damage and maximum weapon damage. To get accidental damage to the weapon, simply retract the damage to the base from the maximum damage. For example, we have a weapon in the game that has a damage range of 15-45. The base damage is 15 and the maximum damage is 45 to get random damage simply 45 - 15 = 30, which means our accidental damage is 30. Although accidental damage is not displayed in the game, it is often used by armor. [ASG002] Stat BonusesThese are bonuses you get when you train your stats. I'll just quote the formula from the Master List of Formulae games.For Major Stat Damage Bonuses: Quote: Core Stat DamageMelee Weapon: STR/8 Ranged Weapon: STR/10+DEX/40 Magic Weapon: INT*3/3 2 Melee Skill: STR/4 Ranged Skill: STR/5+DEX/20 Magic Skill: INT*3/16 Pets & Guests: CHA/15quote: Average Stat Damage, with Lucky Strikes IncludedMelee Weapon: STR/8 + LUK/20 Ranged Weapon: STR/10 + DEX/40 + LUK/20 Magic Weapon: INT*3/32 + LUK/20 Melee Skill: STR/4 + LUK/20 Ranged Skill: STR/5 + DEX/20 + LUK/20 Magic Skill: INT * 3 / 16 + LUK / 20 spells: INT / 4 + LUK / 20 Pets & Guests: CHA /15For BTH bonuses: quote: Melee Weapon / Skill : [STR / 16 + DEX / 16 + LUK / 20] Range Weapon / Skill : [DEX/8 + LUK/20] Magic Weapon/Skill: [INT/16 + DEX/16 + LUK/20] Pets & Guests: [CHA*7/60]Finally for blocking bonus:quote:Blocking bonus from statistics: [DEX/10 + LUK/20]. [ASG003] The armor damage modifier that you have already noticed, when you look at the pedia armor inputs, you will be in their attack section numbers like 100% Base, Random and Stat Damage. These are your damage modifiers. Now for the simplest explanation we will use the following assumptions:Weapon: 15-45 Damage (Base = 15 | Random=30) Stat Bonus: Allows you to assume that you will receive a total of 20 stat bonus points from your Armor stats: 200% base and random damage, and Stat DamageNym will calculate your resulting damage as follows: Base = 15* 2 = 30 Random = 30 * 2 = 60 Stat = 20 * 2 = 40Now, When they are calculated they will be added together to get their maximum damage potential with 30 as its base or lowest possible damage, so the result will be 30-130. While remember that this is your damage range, which means that when you attack you can hit as high as 130 or as low as 30. [ASG004] Armor LeansNow these are the features that armor take. There are 3 main types of leans and it's offensive, neutral/average, and defensive. They are also 2 other kinds of tilts that are Mid-Offensive and Mid-Defensive.Offensive Lean: This is the armor that maximized their offensive according to balance standards, albeit at the cost of lower defence. An example of this isIblazing Solaris Plate.Mid-Offensive Lean: As the name suggests, this is armor that have an above average attack attack with below-average defenses. The best example is Virulent Chimeran Armor.Neutral/Average: This is armor that has no slender at all, so they have standard attack and defense. An example of this is Nemesis' Testament.Mid-Defensive Lean: This is armor with above-average defense and below-average attack. An example of this is the Armor of Awe series. Defensive Lean: This is armor with really good defense, but they have really low offensive power. Currently no post-sweep defensive armor, but the best bet you can go on is Fujin Plate [ASG005] FarmingThese is really just a term used for doing quests and beating the same monster repeatedly for gaining quick experience and gold. [ASG006] Gold and Exp capSimply give it are the limit of Gold and Exp that you can get in one day. Caps is reset to 12 hours server time. As for how much exp and gold you can get, it depends on your level. Here's a table for your caps to level: Guardians and Adventurers: Experience Cap Gold CapX-Guardians: Experience Cap Gold Cap Cap

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