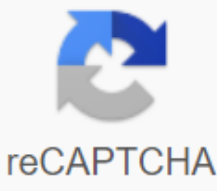




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## Mcoc mastery guide updated 2019

Beginner Build - Intermediate Build Settings Basics for advanced players that still provide universal compatibility. Veteran Build v1 Foundation for most PI Gain Builds (Defense and Utilities can be set differently!) Veteran Build v2 Focus on additional regeneration and healing for builds with Recovery 3/3 + Willpower 3/3

AQ+PI Build 3.0 Alliance Quest/Wars, Arena, all types of Quests; universal compatibility + max attack build maximized attack maximized attack w/o suicide masteries; Recovery + Willingness to fight 7.2% Max Health loss Boss killer + PI v1 Universal Soldier Boss Killer + PI v2 Bosskiller + PI v3 Bosskiller + PI v4 Bosskiller + PI v5 Bosskiller + PI v6 Heavy Artillery Professor Increased PI Skills - Increased PI Violation - Increased PI Defense - Utility Source: Einige Word-Funktionen können on Google Docs nicht angezeigt werden und werden bei Änderungen entferntDetails anzeigenLetzte Änderungen anzeigen I prefer this setting better. The most balanced by still providing more power to the damage. There is no need to stand your ground because it is not 100% guaranteed anyway. MCOC Mastery Guide version 1.0.2 by RoninNupeSpecial Notice: This guide has/has been removed from the forum for violations (see email exchange at the end of this guide). I did my best to get it back, if you want to see it back feel free to post it too. I personally am a fan of transparency. I plan to write a Synergy Hacking guide but I am delaying for now until I get some clear answers. Look how I made hulk stun with his head butt. I've played the Marvel Contest of Champions since May 2015 and have tried almost every mastery out there, because I instantly admit that they are game changers. Building mastery is expensive, confusing, and unforgiving. If you mess it up, it costs hundreds (maybe even thousands) of units... But if you build mastery properly, you can have a SIGNIFICANT game advantage by winning Alliance Quests more easily, winding through easier quests, and earning faster points in Arenas. I wish I had a guide way back when. People always ask me Ronin, What is the best way to do my mastery, Nupe, can you help me with my mastery. It's time I threw away all my knowledge in one living document that I will maintain to help more people and save me time. In addition, many people do not want to do the math for themselves. Who am I?: I'm RoninNupe. I'm a businessman and founder . Tech guy and math nerd. MCOC player- I've beaten Realm of Legends pre Guillotine with Masteries which is the key. Former Magic the Gathering teacher and Star Wars fan. I can be reached via line app &amp; MCOC Game: RoninNupe If I find this handy guide feel free to send my gifts though the game. - This is all completely optional and highly appreciated because, It has cost me hundreds to test this mastery :/ Also I have decided not to buy crystals anymore after spending a whopping \$500 recently and not receiving 4 star characters. My goal is to get some higher strength characters to work on the Synergy guide. When I asked Kabam a simple question about the possibility of attracting 4-star characters they refused to answer such a simple character, so I wouldn't contribute to this black box. Shout out jonu (AWA-x) and Callibruz (mob-x) for their generous contributions! Disclaimer: 1) Mastery and cost can change over time, so I can't guarantee this guide is always up to date 2) There are some mastery I haven't tried first hand, but have read and forwarded because I can read into the matrix and realize that they are rubbish, or not worth the time yet – There is a later explanation of why 3) I have updated the guide to be able to receive comments from anyone so please be useful, or I will remove this ability. 4) This is my personal opinion from my experience collecting data, testing, and talking to others. 5) Feel free to comment directly here through Google Docs comment capabilities... However I may not get to all the comments. START A REAL GUIDE NOW:Before I start telling you there are some basic questions you need to answer:What's Your Goal? Message them in an important way Rock in regular search (Story Build)Rock in Alliance Quests (AQ Build)Rock in Arena (Arena Build)What is your budget in units (which means potential money)? Baller (I don't care how much it costs)Semi-Baller (Trying to keep it under 5,000 units)Students (Trying to keep it under 1,000 units)What level are you? Who is this guide for? This guide is for any Purpose, preferably Semi-Baller upwards, and preferably level 40 and above. Anyone can find value in it though. I just want to be clear to the audience I'm talking to. Some main definitions: PI: Power Index - This is a number in front of your character that generally represents how strong your character is relative to others. More PI in the Arena means more points per game. Here's a big thread on PI: Critical Hit: I hope you know what this is... These are hits that feature much larger yellow numbers and more damage. We want more damage more often ... Short-handed for attacks at their current level. L1 = Level 1 specific attack. Tree: When I refer to trees, I mean the way mastery is laid out is connected to each other. Some mastery requires others to unlock and have a notched line go from left to right. I call this a tree. You must gain mastery to the left beforehand and can form branches to new mastery. It's because of my geeky background. Debuff: It stands for adverse effects such as armor breaks, toxins, bleeding, etc. it is one of the red circles on you or your opponent. Step 1: Mastery that I believe everyone should have regardless of the goal There are 18 points that I believe everyone should spend on the basis of building any mastery. I call it the Core Masteries set. Core executive summaries are Strength (1/9), Greater Strength (1/9), Pierce (1/3), Lower Precision (1/5), Precision (5/5), Lower Cruelty (1/5), Cruelty (5/5), Limber (1/5), Parry (1/3), and Dexterity (1/3). Below I explain in detail why for more novice usersCore Offense (15 points mastery): Even poor people should strive for these 15, and incidentally these 15 allow you to qualify for Baller Offensive mastery. Anyone who doesn't have these 15 I personally believe is not serious about their mastery... Strengths (1/9): Rank 1st out of 9 only. Don't waste your precious mastery points anymore. It's just to open deeper in the tree. Greater Power (1/9): If you're not able to master more expensive later after building the rest of the core, that's fine, but honestly it only increases your attacks fractionally from 1.6% to a maximum of 8%. That's expensive for an additional 8 points of valuable possession. Use this to unlock the tree further. Pierce (1/3): Spend your first unit! It's six units. No biggie. It makes your champion ignore 5% armor when you perform critical blows. Not bad... But that's to get things better. General rules of thumb... The further stuff in the tree is better. Lesser Precision (1/5): Gives you a 0.5% increase to your critical increase rate. That's not much :( but we use it to get too.... Precision (5/5): The first thing we maximize. Maxed it increases the critical level of all champions by 10%. That's huge. Last time I checked it cost 100 units to maximize this, plus maybe the cost of unlocking (5 stone cores? The cool thing about unlocking fees is once you pay them it's unlocked even if you rebuild. Lesser Cruelty (1/5): Increases your critical damage by 2%. That's not much :( but we use it to get too.... Cruelty (5/5): MAX THIS. Maxed it increases the critical damage of all champions with a whopping 50%. That's huge. Last time I checked it cost 100 units to maximize this and the unlock cost 1 time 675 units! It's worth it!!! Trust me. Your battle will last much longer without him. So don't get to 7 Premium Hero Crystals (PHC) with the champion 2 junky them and make all your champions stronger. In short to build this first time is about 1,556 units in total and to rebuild it around 206. This is why I say this guide to Semi-ballers upwards. For the most accurate fees and PI increases, see: see: Defense (0 points possession):I Don't believe there's a core defense. You can technically live defenseless in the game completely. Wait... What about will or stand your ground? It's all Baller stuff, and it's not necessary. The point is about getting the basic mastery that will be in EVERY building in my opinion. To get the most accurate cost and PI upgrades for defense checks: Utility (3 points of mastery):There are only 3 you need. And I use the word need. There's a debate like, I'm not a blocker so I don't need Parry OR I don't really shy away so I don't need Dexterity. That's BS in my opinion because ... At some point you do both, and they trigger many times even when you don't mean them either, and that game changes. I call it Dexparity. I have swiped to avoid returning and only the right time has triggered the stun fend. I've fended off special attacks. I have avoided long-range attacks often deliberately and sometimes unintentionally. It's HUGE to avoid thor and storm L1 and L2. If not clear above: Parry (1/3), allows you to stun on the perfect time block. Increasing it increases stun time. I personally don't think you need to make the most of it anymore and if you want to spend extra mastery points, it's better to spend 3 points on Stupely to get half a second added to all the stuns vs. just half a second more just on parry. 3 stoney cores for a total of 405 units to open and 15 units to climb the ranks. Dexterity (1/3), allows you to avoid returning to avoid any attacks. It also increases the chances of critical blows from the next connected/unblocked attack to your enemy. I don't think it's worth raising this at all. Dexterity for me is all about additional avoidance. It costs 2 stone cores for a total of 270 units to open and 15 units to climb the ranks. Limber (1/5): Oh this is necessary to unlock the 2 above. This reduces the stun duration time on one of your champions. It's actually not a bad idea to max out for aQ build, because champions like Thor and Storm can kill you with their long stuns. That maxing will effectively reduce the stun time by 48% effectively by half. That maxing has also caused a lot of parries in Arenas to fail to allow the enemy to capitalize and hit me. This is a strong one worth considering. 10 units to climb the ranks. Note: There is some debate among some powerful players and my friends about core utility. This is my personal opinion on However, if you are a rare person who just dodges, you can leave fending off. A good friend of mys has an effective building that uses only dexterity and instead of using every defense-related block at the bottom of the defense tree, it maximizes greater vitality. We discussed it, and I advised him that it was the best option to reach 15 to still get the will. He killed her on the Alliance Quest Quest map. However I still strongly recommend both. There are many instances where I have parsed even when trying to avoid returning and it makes a difference. This is 715 units in total and 40 for rebuilding. To get the latest impact from Utilities for the cost of unlocking and pi inress please see: the summary for building core for the first time is about 2,271 units in total, which in raw dollar costs is about \$60, assuming you can buy and odin for \$99 and get 3100 units, and this costs about 60% of those units. You can also have a core built by level 23, because it's only 18 points of mastery and you start collecting them at level 5.Here we come to the fork in the road ... You need to decide now:A) I'm a Baller: I was able to buy some Carbonium Cores (at least 7) each at 550, realizing Nupe had bought more than 20 to more than 10,000 units testing this nonsense. B) I am a Semi-Baller (Balling on a budget): I can afford maybe another 2000 units put me in Odin and half.... C) I'm a Student now (wife, GF, or family member side of your eye for expenses): I can't afford much in terms of units but I've gotten a few more Stoney Cores and I'm looking to maximize things) No more units... Below I cover all 4 of these scenarios in the advanced mastery section starting with Step 2Step 2: Install your defenseself you're not already level 41, read ahead to get an idea of what you're saving and then move on and level up again. You will need at least 18 more mastery points to continue balling after the core. So I'm going to break it down to you... Defense is key to most Baller Strategies. If you are a baller or even a semi-baller you should try to get mastery of Willpower. This is the basis of the most advanced builds. Here's the kicker... To maximize willpower it takes 4 Carbonium Cores at 550 units x 4 = 2,200 units, plus 90 more units for each level. Ouch. It will also take 15 mastery points before opening the Advanced Defense Mastery tree and 3 others to maximize Willpower.So the hell willpower and why is it so big? At 3/3 Willpower gives the following – Your champion regenerates 1.5% health and gets 3% armor for every adverse effect (debuff) they suffer. In short, when one of your characters is hit with poison, bleed, stun, etc. they take less damage from the blow and they start regenerating health. So I know a lot of people don't like doing math... Here are some short examples based on me:My 3\* Superior Iron man (4/40) got Armor Break against Iron Fist 4\* (3/30) woke up 20. Since his health is 5857 he will recover at a rate of 88 health per second for each armor break while they are active, furthermore with 3% more armor it will reduce the armor reduction from 11.8% to 8.8% warding off many of its effects. Still unfortunately it doesn't help Iron Fist's critical levels are increasing, especially if they have a bloody Core Masteries.My 4\* Awakened Juggernaut (4/40) at a rate of 66 hp per half second of the Hawkeye arrow. Since his health is 12,570 he will recover at a rate of 188 per second! BUT since I have mastery of Recovery (3/3) and Salve (3/3) I get a 15% bonus for all healing AND 5 extra HP per half second ( I will explain this later) I receive 227 HP per second ... FYI is important to note that you see healing rates twice per second. So this will actually be displayed as +114. So I healed more than my bleeding. WOWSUMMARY: YOU HEAL OFTEN MORE THAN YOU HURT WHEN YOU GET DEBUFFFSI incapable of Willpower, what should I do? If you are not able to willpower you have 3 options ... I list them in order that I think is the best. Live Adaptable Students and focus on code mastery builds ( that require 39 mastery points and far fewer units (Below 1,000 after core settings), it used to be the best mastery build before the introduction of Carbonium Core. This gives you a very good PI bonus, and you can always reclaim the Utility tree later for about 40 units, and go back to step 2 here, as some defense trees will be set up, and rebuild the 3 utilities you need for just 40 units. I used to have code builds before the new advanced masteries. Go the way of Patient One. Suck it up and save for willpower. Start building the defenses you need above for 15 units, and save any other mastery points you get, and endlessly. Go the way of Broke Dude. You get out of the unit, and you're happy with the core. Race the point of mastery and rank through gold in greater Power and Greater Vitality. You will spend 16 points and get an 8% increase in attacks and health. You can always rebuild another day, right? It's not bad for the average player to be honest, and it's useful in all contexts. I plan to get Willpower – So what should I choose in the basic defense tree to get 15 points? If you're a Baller: This is a matter of personal preference, but I recommend the following Cover (3/3): This maximum gives a 15% bonus for all cures. It's expensive at 6 Stoney Cores to open and 15% seems pale, but too all sources include healing herb Alliance. That 15% is huge for some hacking heal build as I'm running. You need a Salve of at least 1/3 to unlock. With Salve recovery at 1/3 cure you at 2 HP speed per half second for 60 seconds the fight, and maximum it heals you at a speed of 5 hp per second for the first 60 seconds of the fight. I waver on whether to max salve out or hold on to it 1... At the moment the mine is maxed out because I don't find much value in the rest of the tree. Mind you it's a total of 8! Stoney Cores to get this addition because you have to open the Salve as well AND rank top, so it's a 1,220 unit baller budget. Stand Your Ground at least 2/5. At this rank you maximize the EARNED PI, and get the opportunity to reduce damage from heavy attacks to normal blocks, and continue to block vs. take massage damage. Stand Your Ground at maximum level increases this chance to a good 50%, but still random. An experienced player should be able to anticipate most of the heavy attacks and avoid properly by dashing back. This fee is stoney core 135 unit to unlock and 6 units to reach the rank of 2.If you Balling on a Budget: you can earn your 15 points by not spending the unit at all. I would recommend Vitality (1/9), Greater Vitality (9/9) which gives HP your base more to get a higher will to heal, Block Proficiency (4/4), and Perfect Block (1/4) for 15.In addition to building a good HP Booster Heal that gives you 15 points are Vitality (1/9), Greater Vitality (9/9), Salve (2/3), and Recovery (3/3). That additional 8% health can be effective in AQ. This is great if you don't have many blockers and prefer to avoid. I personally am not a fan of the following:Energy Resistance: Up to 4% maximum for 4 points.

That means on very rare occasions you won't take the damage from an energy attack. % is too low for me to be meaningful. It may save your ass once in a while, but there is better mastery that is more consistent. Physical Endurance: Up to 4% maximum for 4 points. It has the same commentary with energy resistance but for every physical attack like a punch. Yes punches, kicks, etc. are more common, but actually taking an average of no damage for every 4 out of 100 physical attacks does not guarantee this as a wise expense for me. I'd rather have 50% of my heavy blocks rejected vs. 4% of every physical attack. Perfect Block: I saved this only on level 1 to reach Stand Your Ground. Maximize this to make only +4% of your block to give 0 enough lame damage for me... Daredevil off the bat gets a perfect block of 30%, what 4% more do... So somehow below are the 15 I'm currently running, because you're probably walking. It cost me 1,391 units to get, NOT including Willpower. Note: I personally like Block Proficiency maxed at (4/4) because it gives you an 8% bonus for blocking proficiency, which means when you block damage it is added to your armor and then further reduces damage by your block. I have been able to hack multiple builds along with the right synergies to reduce damage taken by the block to 0 for some rather consistent champions, which for me is better than focusing on percentages with a Perfect Block.In summary if you're balling and now have a maximized willpower defense installed you might now spend a total of 3,257 units in total, which in raw dollar costs is about \$105. You can also make this built on level 38, as only 33 mastery mastery and you start collecting them at level 5.Step 3: Look back at your Goals and decide how hard you're going to goSo there are some powerful mastery that I'll discuss the pros and cons of each before recommending the build. MasteryProsConsLiquid Courage: Does poison to you permanently at a rate of 1% of your health per second, but gives you +30% attack when maximized (negative AQ, Positive Arena)+30% duh attack! It makes no sense not to maximize this if you get it, because the damage does not go upWith willpower and recovery you can net some HPSome champions like Ultron immune to poisonGrants GREAT PI BENEFITSBecause poisoning causes ALL your regeneration/healing to be 30% less effective... Sucks for Wolvie, Strange, Iron Man's Arc Overload and even reduces the effectiveness of WillpowerRequires Recoil (1/3), which despite making your special more damaged, delivers 5% damage every time you use :( You have to be wise now... Double Edge: Makes you bleed for 10 to 20 seconds based on strength and delivers 10%-30% damage, but gives you 10-30% more attacks (AQ is neutral to positive, Positive Arena)Up to +30% duh attack! With Willpower and optional Recovery you can heal your HP cleanly and completely regenerate more. Some champions like Ultron are immune to bleedDoesn't survive throughout the fight which can be an advantageA awakening champion like Venom and Winter Soldier benefit from bleeding targetsThree does not provide nearly as much PI as Liquid CourageWhen paired with Liquid Courage and Willpower you can potentially lose more health than you getCoagulate: Reduce bleeding damage by up to 30% based on level (AQ positive, Positive Arena)In addition to the obvious benefits of reduced bleeding, when combined with willpower you can actually use enemy bleeding to your advantage When combined with Double Edge and Willpower you can have a healing machineI have saved my life many times against high blooded people like Deadpool and L3IMPORTANT Winter Soldier: Because of bugs if you do not ADD Coagulate before you add Double Edge , it will not reduce double edge damageOne is very expensive just to reduce bleeding by 30%Injustice: At 3/3 gives you a 6% damage reduction per debuff on your opponent. Note: it's pitched HORRIBLY (AQ positive, Arena neutral)Damage reduction can add to the crazy with champions like Ant Man, and make them VERY effective in AQWorks very well along with the great resonateWorks in the Arena if you face an opponent with liquid courage double edge, untuk mengambil keunggulan. Tidak terlalu berguna jika hero kamu tidak menambahkan debuff, tapi pedang double edge adalah hero yang memang menambahkan debuffs suck against willpower Resonate: Randomly causes all your champs to add weakness that last 7 seconds and reduced the damage you take when hit by 7-13% based on the level (AQ positive, Arena negative)Damage reduction-nya sangat bagusThis triggers inequity for champs that that already have debuff. So at the basic injustice level 1 and resonating 1, you will see a 9% damage reduction when weakened, and your maximum will see 19%! This is the most expensive mastery to unlock in 2 Carbonium Cores PER Level with a total of 6 to Max. Seriously WTF! Ass sucks this plain against anyone with willpower and makes the arena battle painfullt's RANDOM. Sometimes when you want it not to come, and when you don't want it, it doesn't! Stitches: Reduces your bleeding time, so time you take damage up to 20% (AQ positive, Positive Arena)Taking less bloody damage from a time perspective can be fun. I personally am not a fan because with Willpower and Coagulate, I actually prefer to bleed longer because I am healing clean. You can go all this, some of this or not this! I have taken the liberty to create sheets that literally calculate the possibility of a combination of willpower, liquid courage, and double excellence because 1) It's confusing about how they work mathematically and there are many posts on kabam forums about how it works, 2) if you just maximize them, you can end up hurting yourself and it's stupid to do because they're EXPENSIVE to unlock and build, and 3) I want to know myself from optimal combinations because I'm just trying a few subsets of them because I'm not going to rebuild my mastery for every permutation. I know you see links and like WTF, it's too much to digest. So I'll give you a summary:If you're a BALLER and prefer to maximize the Arena Run as follows: Willpower (3/3), Liquid Courage (3/3), Double Edge (3/3), Recovery (3/3), Coagulate (3/3). It sucks if you get with Heal Block in AQ, but other than that if you have a champion with 10,000 HP (which many ballers have and above ... I only use 10K because it is a round number), you will heal the first 730 20 seconds, and then 20 hp every second for the rest of the fight. If you're a BALLER who likes AQ and still plays arena a lot, and worries about Heal Blocks I would recommend: Willpower (3/3), Double Edge (3/3), Recovery (3/3), Coagulate (3/3). if you have a champion with 10,000 HP, you will cure 1,350 at the beginning of each good round! This is the build I currently useIf you are a BALLER who likes AQ, and don't mind the challenges in the Arena, I recommend adding to build 1, Injustice (3/3) and Resonate (2/3). Reducing incoming damage by 19% is enough money. Finally I realized, I did not discuss the thought Glass Cannon and Recoil rankings further. My personal recommendation is not to trade 2.4% health for 2.4% attacks more than once. Assume you have 700 attack champions, with 10,000 health, by doing this exchange your attack will rise to 717, but your health will drop to 9,760.... That doesn't seem feasible to me. Also do more and taking more damage from your special doesn't seem worth it to me either. It's just my opinion. Step 4: Round it Out with some of theseSo here are some masteries that I personally like and why:Courage. When you are below 50% HP it gives you +10%, +20% or +30% attacks by level. At least do 1 level because the first level gives you the main Pi BoostLimber. This can be huge for AQ against annoying stun characters like Thor, Storm, or Captain America. Reducing stun time can further change the game. Plus maximizing it almost destroys parry's effectiveness. Pierce. This increase makes your critical attacks ignore more armor. I find this very useful for Realm of Legends to make the hits stick harder vs Rhino and the annoying Juggernaut to fight for. Plus increasing it beyond 1 gives a small PI boost. Stupefy. For 3 mastery points you can extend all your stuns by half a second, which is very useful to allow you to react to parry you didn't expect, and help champions who use natural stuns as well. Works great with Yellow Jacket.Pure Skill. If you use especially champion skills in AQ this can be an animal when forced. It makes your skill champion ignore 65% of the enemy's armor. So basically it's like hitting people naked when you're critical. Mystic dispersion. I like this in theory but never have 11 points in Skill due to the tight constraints of the mastery points required to get baller synergy. Maxed it gives 12% power gain on your mystical champion whenever the beneficial effect ends on your opponent. It's amazing with Scarlett Witch when she cancels out the beneficial effects. It should also work with Dr. Strange and counterspell, but I think they might bug with it and stay away from this! Personal opinions about masteries are sucking or unworthy.Mutagenesis: your mutant bleeds 2.5 seconds less. It's limited to 1 class, and personally I like bleeding against Willpower.Collar Tech: Tech champions make 18% less enemy power gains. Expensive for 5 units to maximize. It will only slow down the inevitable. Extended anger: This God sucks. That maximum extends the anger by 0.8 seconds. At first I thought this was a typo, and it lost decimal places and had to be 8 seconds, or 80% but something was clearly wrong. I suggest we band together and have Kabam fix this one. Even the second extension to 4 points of mastery seems futile. Extending the stun for half a second can mean a difference a series of attacks, but this makes no sense to anger... Enhanced Fury: Extend anger effectiveness by 8% to the maximum (requires 4 mastery points). I honestly don't know what this means, but if it means 8% more lame damage... Lens Scout, Technology Detection, Mutant Detection, Skill Detection, Science Detection, Mystic Detection, Cosmic Detection – I'm surprised Kabam wants us to pay to detect on the map these enemies and and requires 11 utility points to unlock!!! This means leaving the big building I'll show below... Wtf. Worse is that without allowing us to easily switch mastery points/mastery profiles, this possibility will never be used... FAQ:What will improve my PI the best? Use this resource to see: see:

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