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Bdo sorceress weapon guide

Promoting broadcasts in BDO is very important. Black Desert Internet puts priority on AP and DP above character level. With the right armor, weapons and enhancements you can destroy enemies on your way. Without the correct transmission, you will find it difficult to progress in the game. HAPPY BDO Gear Progression! Armor, weapons and accessories can have a level of enhancement that improves its stats. For example, increased defense points (DP), attack point (AP) and many other statistics. PEN (V) No20 (best/maximum level) TET (IV) No19 TRI (II) No18 DUO (II) No17 PRI (I) 16 to 1 Gear in BDO graded by rarity and color coded. This variety of gear often shows us how valuable and powerful armor, weapons or accessory is compared to similar equipment. Red class - the best class yellow class blue class green class white class - don't touch! © TIP: There are no character level restrictions on improved armor, weapons and accessories. Even a Level 1 symbol can wear the best PEN (V) boss gear. The main advantage of armor is that it offers DP (Defense Points). It's a combination of evasion and damage reduction. This means that you will dodge monster hits more often and reduce the damage they inflict on you. Benefits of armor: Set bonuses - wear two or more of the same type of gear and get a positive Crystal Slots effect - customize your outfit and add extra stats to item effects - a positive effect for wearing this piece of armor. For example, the weight limit increases, health scores increase, etc. Gear exchange with Alts: Most gears can be shared between all your characters by putting them in storage in the Keeper Warehouse located in most major cities. You can also transfer Alt gears through the farm wagon (mountains that have gear on them can only be remotely assembled in the nearest q;t;Stable keeper) Weapons and Subo Weapons (aka Secondary Weapons) are specific classes. Some weapons can be shared in more than one class. The main weapon of the headquarters, for example, is used by witches and wizards. The sub-channel steel dagger is divided between a witch, a wizard and a ranger. Awakening weapons can only be equipped with Level 56 characters who have completed their class-specific Awakening quest line. (Archer is an exception to this rule, and he is limited to the novice Archer Awakening arms to level 56.) The awakening of a weapon cannot be shared with another class. Feeling a little confused about all the data you can view in the gear box? We have combat guidance and skills to help you learn more about your character and why you can do more accuracy or evasion etc. you can use beginner quests and Naru Gear until you get enough wealth to get started other gear. Tuvala Gear is a good next step after Naru Gear, but you can only get season characters on seasonal servers. Naru Gear can be obtained from completing the main line of the quest in Serendia. Tap the O key then the main tab to see your progress and see the zlt/stable the quest rewards. There is also the possibility that Naru Gear will fall before then. (Naru Gear can fall from the monsters you are fighting in the beginner zones of Balenos, as well as later in Serendia and Mediah.) An example of the PRI Naru Armor with PEN Naru Weapons This full, 12 piece, Naru Gear set should be more than enough for novice players venturing into Mediah (Lv. 51) for the first time. The simplest hunting zone in Mediah (Abandoned Iron Mine) has a recommendation for transfer 75 AP and 110 DP. And.. 97103 (100) Precision 192 DP 140 Max HP 200 Max Stamina 100 Weight Limit 10LT Bonus AP 5 Reduced Defense Damage 69 Dodging 7 1 Hidden Damage Reduction 10 Hidden Dodging 179 Effects Attack Speed 4 Speed Casting 2 Speed 2 Naru Gear Speed and Most Gear Transmissions in BDO must be improved, must be improved, To help you as you progress into levels and enter more dangerous territory. Naru Gear is easier than any other gear to enhance. For more information, please visit our Naru Gear Guide. For a guide to improving your equipment, please review our improvement guide. You have 6 accessory slots to fill with 2 rings, 2 earrings, 1 belt, and 1 necklace. For beginner accessories, it's a good idea to prioritize AP or Accuracy over everything else. Tip: Be careful with the enhancement of accessories. Accessories have more complex enhancement rules and this can become very expensive. Even Naru accessories, which are easy to improve, can start a dowrizing at a beginner Blackstone cost. Always compare the cost/benefit of enhancing accessories. Typically, upgrading your weapons and armor is the best option and then a peek into the accessory enhancement. Naru and Beginner Black Stones accessories are given during the main line of the quest. Use them if you can. For other people who have a hard time getting accessories, just buy cheap ones with marketplace. Bares is a good newcomer to the AP focused accessory. Tip: Don't get too hung up on accessories as a beginner. They don't have much bang for a dollar compared to guns. Naru accessories set is very good, even with basic statistics. Lets upgrade it to TRI and see what happens! Notice the good momentum of both AP and accuracy. But watch the cost of the raise vs. black stone cost! AP: 41 Precision: 27 Weight Restriction: 40 LT Improvement Chance: 70% DUO Boost Chance: 50% TRI Improvement Chance: 40% When you're ready to head to Mediah, at about 51, your accessory set will soon be replaced by the Asula Accessory Kit. This is the best cul-tame accessory installed in the game and will last a long time. You can get them through searches in Calpheon, but it's more of a job to do it that way. See Maps of asula Set locations and quest information in Asula's guide. Hate questing a lot?! I highly recommend you do a basic quest line, even if you hate quests. There are many, many, many benefits to it. (Inventory slots, 3 free pets, and other goodies. to other things. For example, new content and events often require the start of the main completion of the quest line.) If you just want to hunt rather than search for a while, you can also get good armor through the Marketplace. Naru gears and other gears can fall from monsters, but it depends on luck. The basic and sub-part that you get from the main storyline is enough to go through the zones for beginners and even well into Mediah. However, the quest circuits can be quite lengthy and you may hate quests. For players who don't want to depend on quest gears, or can afford more, there are many options available on the Marketplace. But we repeatedly see the same 4 weapons in the recommendations of the players. Top 4 Recommended Main Hand Weapons: Table Updated from: BDO Best Weapon for Alignment and Snacks (2018) Which one is better? I'll leave that to you. Green class weapons will just help you get to the best weapons. Don't invest too much in them as you want to focus on getting the boss main hand as soon as possible. Don't imitate a green variety past TRI. Traditionally, players choose the highest AP, but there are those who swear bares effective AP, etc. For more information from the pro-Bares camp, visit the guide linked above. They also recommend maximum accuracy for the substitution. Higher AP Sub Arms (Green Class for Beginners): Axion Shield: Warrior/Valkyrie/Guardian Steel Dagger: Witch/Wizard/Ranger Jubre Talisman: Witch Oros Ornamental Knot: Berserker/Dark Knight Needles Trinket: Tamer White Horn Onion: Musa / Maehwa Est KunaI/Shuriken: Kunoichi/Ninja Scale Vambrace: Striker/Mystic Ganatte Ra'ghon: Archer Oros Vitclair: Shai Mainhand - Elish Elish is often recommended, but it is a kind of pipe dream, because it's hard to get. Precision and damage for all kinds of positive effect is the same as the boss of Kzarka mainhand. AP is low, but in later levels you can use your weapon Awakening more, depending on your class, style of play and level. Elish accuracy and damage positive effect will make you do more harm with awakening skills. It also has a 5% chance to heal HP on the hit. But Elish weapons get through just one quest (Boss Black Spirit and Giant Imp) and can be tricky to get through the Marketplace. Improving can be challenging and expensive. In addition, Kzarka Boss Arms are the easiest gear boss to receive. So whichever green weapon you choose, it probably won't last long. Rosar Rosar provides 2 crystal slots and has the highest AP of all green class weapons. (unless calculated by an effective AP.) In my humble opinion, if you're not satisfied with the main line of gear quest, just buy an extended weapon that's cheap Marketplace. All top recommendations: Elish: Extra damage for all, high accuracy, 1 Crystal Slot Rosar: High AP, 2 Kalis Crystal Slots: High AP, 1 Azwell Crystal Slot. Mid AP, 1 Crystal Slot, Good Good Krea: Average AP, 2 Yuria Crystal Slots. 1 Crystal Slot, increased Damage to People (Good for PVP) Bares: High Effective AP (Additional Damage to All Kinds), 1 Crystal Slot Armor Pieces can be upgraded to 5 pounds with no chance of failure. Grunil and Heve are the most recommended armor kits. Grunil Armor Set: 2 Crystal Sockets: allows you to break down a higher attack speed, speed and dodging. Powerful Set effects. 2 piece set effect: 150 HP 4 piece set effect: No. 5 AP 3 piece set Effect: 150 HP 4 piece set effect: No. 2 AP Heve Armor Set: 2 Crystal Sockets: Allows the rest a higher attack rate, speed of movement, and evasion. Powerful set of effects: 2 piece set effect: 250HP 3 piece set effect: 50HP weapons and armor NPC stores in the regions of Calpheon and Serendia sell already extended gear. This list is kind of the last list of tools if you can't find anything on the Marketplace. I don't see it happening, but you never know! NOTE: The silver cost of this NPC sold outfit may be more expensive than the Central Market at the moment! Check there first. The Root Treant Accessory is easy to buy from Grandus in Calfeon City. It's not far from the North's Storage keeper. The set gives a nice bonus to weight limitation: 150 LT and has a ton of accuracy. This set has a higher AP than unenhanced bares, but lower AP than most other beginner sets like Jarrett's. But it's good enough to go from Calpheon to Mediah if you like the challenge. Root Treant Set Stats: 21 AP 90 Precision 150 LT 5 Damage Reduction TOTAL SET COST: 2 million silver -- -- -- Gear progression in Calpheon: Level 30 Calpheon offers a plethora of gear options. However, I recommend sticking to Naru gears from the main quest line. Watch out for promotion, especially on your weapons and armor. Wait to improve the accessories later because it is expensive in the beginner Black Stones. Here's another accessory option that isn't necessary, but you can have fun getting them anyway. The Treant Spirit accessories kit is obtained by hunting in SW Calpheon. The set gives a nice bonus to the weight limit: 130 pounds LT. This set trades Precision for AP compared to the Root Treant set. Treant Spirit Set Stats: 33 AP 26 Precision 130 LT 5 Damage Reduction Treant Spirit Set Drop Places: Necklace: Treant Forest Ring: Mansha Forest Earrings: Lake Caja (Catfishman) Belt: Rhutum Outstation -- -- -- I'm including these, just for the sake of it. At least you can sell them on the marketplace for extra silver. Calpheon has a kill quest chain that will reward you with 3 witch earrings. The witch earring is a good blue class AP earrings with 5 AP and 2 Precision. These quests for Lv. 51 characters or above. Just enter the Hexe Sanctuary node area and you will automatically get the quest. Hexe Reserve is located south of the city of Calfeon and east of Bera. </Storage></Armor> </Storage></Armor> Leaving The Calfeon Area, you'll want to know if you have the right to receive up to three Cliff weapons. (Main, Eagle and/or Awakening) The best time to complete the search for these weapons is at 55 and below. When you are 56 years old, quests change and are much more difficult with 3 players recommended. Cliff weapons quests for new or returning players only. The new players are those who are 30 days (720 hours) or less from having first created their surname. Returning players are those who have not logged in for at least 30 days (720 hours). These quests are not available for accounts that have completed and earned Cliff's weapons through previous event quests (February 2019). The character completing the quests had to complete either the quest Boss the Witch of Horrors, or Looking for adventurers from the quest of the Main Black Spirit to take cliffs weapons quests. TRI Cliffs Aad Sphere AP: 96-105 Item Effects - Extra AP vs. Monsters No. 4 TRI Cliff Staff AP: 104-108 Precision: 160 Item Effects Critical Hit: No. 3 TRI Cliff's Dagger AP: 31-31 DP: 3 Damage Reduction: 3 Point Effects - Extra AP vs. Monsters No 3 IMHO Best Weapon. Available from Cliff's weapon options is The Awakened Weapon, which surpasses in many ways the blue-class awakening. You can just get 3 of these weapons and give up basic/undersused if you want the best cliff weapon to use for your alts. (Cliff's gun box can be deposited and opened on another class character.) Sub-weapons is the worst, but you may want to consider getting it and the main hand if you are having trouble acquiring wealth as a new player and are using a weak core or sub-appropriate. (You'll get 15 Liverto main hand free soon. To learn more about Cliff's weapons variants and statistics, please see Cliffs gun guide. Gear Progression: Mediah Level 51. As stated earlier, the main quest line is your friend in this game! This will give you Naru Gear and everything you need to enhance it. While in Mediah, you get hundreds of beginner black stones from the main line of the quest. Can also use them, as they cannot be stored or traded. Allows you to view the maximum AP/DP we can get from our Naru Gear. Attack AP 132-138 (135) Max Stamina 100 Weight Limit 40L Bonus AP 5 Precision 223 Defense Damage Reduction 9 DP 191 Max HP 200 Dodging 97 Hidden Reducing Damage 17 Hidden Dodging 1724 All CC Resistance 20% Additional Effects Attack Speed 4 Casting Speed 2 Speed 2 Speed 2 Featuring bdoiplanner.com for Image and Transmission Information Set View this full Naru Pen gear build on bdoiplanner.com The transfer is received in Mediah, completing the main Mediah quest line. Line. Be Level 51 and completed the Calpheon Home Line quest. Black abyss weapons can not be extended Two crystal slots Black Abyss weapons can only be obtained through the main quest. This outfit is equal to about a PRI-level gear. The main line of the Mediah quest will eventually give you a piece of armor that is about the same as a PEN-Naru armor piece. And you don't have to fix it! Woot! For this reason, you can hold up a bit of that PEN-Naru armor piece and focus on other parts of the gears first. Chief Medich quest: The Boss Servant of the Abyssal Weapons Update: Obsidian Abyss Obsidian Abissal Weapons obtained at the very end of the main line of the Mediah quest. It's a good thing to have before you delve into Valencia. Obsidian Abyssal main weapons are created by handling the Heat Black Abyssal weapon with a main quest item called The Obsidian Alloy. Obsidian Abissal's main weapon cannot be expanded or sold on the market. 2 slots Other Gear options for hunting in Mediah If you're a completionist or want to know other options, I've added another option below. If you're not looking for gear in Calpheon territory, you'll need to get an advanced gear for Mediah with a minimum of 75 AP and 110 DP. The example of the extended gear below does not require quests, but will cost you silver in the market and/or luck and perhaps more silver to boost yourself. Accessories are purchased from the seller. This equipment will allow you to hunt the abandoned iron mine in Mediah. The image below is just one example of how to get 75 AP and 110 DP. See the build below in bddatabase.net Gear. Root Treant's Set - Advanced Grunil Armor - Rosara's Weapon No.8 and the No.7 High AP Grind in Mediah until you upgrade and replace all of your accessories with an Asula accessories set. At level 53, you will receive a quest from Black Spirit that will reward you with one of the common accessories that is extended to PEN after level and completing quest lines. Getting ready for Valencia while at the Mediah Bashim base in Valencia is a popular place to start your adventures in the desert lands. It has the simplest AP/DP recommendation of 160 AP and DP 200. As mentioned earlier, the main line of your friend's quest in this game! This will give you Naru Gear and everything you need to enhance it. But, you will need more than just Naru gear for Valencia. As a new player, you can save some silver by getting the gears below. There are other, more expensive options further down. Thanks to bdoiplanner.com images and information Please view this build there. All Naru accessories have been replaced with DUO Asula accessories. Awakening a quest line of weapons used by Roaring Magical Armor Obsidian Abissal Arms PEN Naru All The Rest Of Asula Set of 6 Accessories Pieces a total of 45 pounds and 7 DP. It also adds 20 Precision, 7 Damage Reduction, and 350 Max HP, with to the weight. (All stats are unclear. For asula improvement, see our link guide below.) Thanks to bddatabase.net for image and data. View Asula Accessory to build there Awakening Arms (level 56) At level 56, you'll get a quest from your Black Spirit to wake up the quest line, and then the succession of the quest line will open. Here you will probably get your first Awkening weapon. (Weapon Canon Awakening for Normal Characters and TRI Tuval Awakening for The Characters season.) The damage to awakening skills is partly determined by the main hand of the weaon and vice versa. Thus, both awakening and basic arms hands are essential, no matter if you are primarily a sequence or awakening. Continuity and Awakening AP Awakening Skills: Adds 30% of the AP's main hand weapon to calculate the damage of Continuity Skills: adds 30% Of the Awakening Arms AP Awakening quest line from the Black Spirit rewards the blue class of awakening weapons. (Archer is an exception, and has access to a special weapon awakening a beginner just until they sparkle their Ascension.) Gear Progression: Valencia Level 56 Valencia Basic Weapons Quest Ultimate Katan Awakening Weapons and Sandstorm sub-weapons can be expanded. Improving the chance is easier than a conventional tackle. Can't be registered in the Central Market. 2 slots yellow Grade Nesser Gear After completing the main line of the quest Of Valencia, you will be able to rent Nesser Gear. Nesser Gear is comparable to the TET-level boss gear and costs 50 CP for each piece (Water Points). See the costs and boss gear comparison before diving in! For more information, check out our Nesser Gear guide. Sahazad Nesser's king of valencia is a Green Class Awakening weapon green class awakening weapon option if you don't have enough silver. (e.g. Practice Heavenly Bo Staff) They are cheaper to repair maximum strength during the enhancement. Also check the Marketplace to see prices and availability. You can buy a green weapon Awakening for 120,000 rubles from Tulem, an arms dealer in Altnova, if you can't find something that's already been reinforced on the market. You want at least 15 pounds. The goal is DUO or TRI. The red sandy crystal ring was received after the completion of Valencia's main quest line. Level 56. Go to the main tab of the quest window (O) to find it. For more information, see our freed Magical Accessories guide. The next transfer was received in Valencia, completing the main line of Valencia's quest. Must be level 56. The main line of the quest, including calpheon/Mediah Main quest lines, is required in order to start the line of quests of Valencia. You may need help for this quest line from a friend. There is a Coop In which you have to run inside the dangerous area and run back. If you're fast and good enough gear and HP pots, you can do it. The gear really isn't that good, but maybe you're having trouble getting anything better. Perhaps you can zllking's qgt; Help a friend for a tougher search for Coop in this quest line. Valencia Basic Quest Beginning (from Black Spirit): - In Search of the Eastern Sand Kingdom TRI Weapons and DUO PEDS with DUO-level armor and Asula Accessory kit meets the recommended AP/DP for many areas in Valencia. See the example of this DUO Armor installed in the bddatabase.net gear planning. This set of gears has 175 AP and 226 DP. Gear Progression: Kamasylvia (level 58) By the time you have a hint enough level to complete Kamasylvia and Drieghan quest lines, you may already have good BIS accessories. But I'll include the following, in case. Freed Magic Accessories: Forest Eye Earrings Almost Equivalent to DUO: Tungrad Earrings (has No.2 Monster AP and 1 more Precision) Requirement #1: Level 58 Requirement #2: Kamasylvia Home Line quest Rock Heart Belt is almost equivalent to the DUO Tungrad Belt (has 2 more Precisions) Requirement #1: Level 58 Requirement #2: Drieghan II Major Line Freed Magic Guide final destination!!! Boss Gear is considered the end of the gear game in BDO. It's called Boss Gear because it often gets very rarely from defeating crazy bosses. © Gear Soft Cap Gear Softcap is full of Tet Boss gear with Tri Yellow Accessories Rough Gear Stats: 251/253/294 Whew! This leadership is getting massive. Lets split things up a bit! Bit!

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