

Epic seven gear enhance guide

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Welcome to the basic equipment guide. In Epic Seven, transferring your character is one of the most important parts of the game. Not optimizing the stats you need for the character will hinder your progress at various stages in the game. Most characters are viable in all PvE content if you invest in them enough. So let's look at the basics that you need to know about equipment in general. Equipment Basics Each transfer will have the following things attached: - This indicates the level of the item or level. The higher the number, the better the level. This ranges from 1-100. The higher-level transmission has better basic statistics and higher rolls for substats. B - It tells you what level of gear is on. It starts at 0 and can be increased in any case to 15 pounds. C - This tells you the gear set it belongs to. Matching kits will give you some bonus stats. We'll go over that below. You can equip 6 gear slots and 1 artifact for any character. Below are the basic statistics for each gear slot. Left side (blue) Weapon - Flat attack as helm's main stat - Flat health as the main stat of the Armor - Flat defense as the main stat right side (green) These are the parts that matter most. They give % basic statistics, which is what the scale of the character is. Bonus tip, never use flat stats as the main stats on the right side of gear ever. This is an absolutely terrible return on investment. Necklace - Home stats can be flat attack, flat defense, flat hp, atk%, hp%, def%, crit rate % or critical damage % Ring - Home stats can be a flat attack, flat defense, flat hp, atk%, hp%, def%, efficiency% and resistance effect % Boots - Home stats can be flat attack, flat defense, flat hp, atk%, def% and Artifact speed - Always provides a flat attack, health and special artifact effect, as you can see. Only a necklace, ring and boots can have a different basic stats. Only boots can roll speed as the main stats, rings with efficiency%/resistance effect% and crit rate%/crit damage % for necklaces. Efficiency affects how accurately your debuffs land on the enemy, while the resistance effects will affect the enemy's debuffs on your character. Nowadays, resistance to the effect is not the most useful stat, and I suggest you focus on everything else. This table below gives you a good idea of what stats and substats each slot can roll. Source: K Gaming: Update: With flat buff statistics, some characters actually Benefit from flat necklaces, rings or boots. Look at the document below Hax R Us, which you can click here to find out who can benefit from flat statistics. The main ones are the banshee sisters, Jecht, Hazel, Ruzid and Tamarrin. Equipment Score and Basic Stats There are currently 5 types: Normal - No Substat Unusual Bonus - 1 Bonus Substat Rare- 2 Bonus Substats Heroic - 3 Bonus Substats Epic - 4 4 substats All gears of the same level will have the same basic statistics regardless of rarity. As the update changes for levels, the old format now reads like this: T1 - 1 to 15 T2 - 16 to 30 T3 - 31 to 45 T4 - 46 to 60 T5 - 61 to 75 T6 - 76 to 90 T7 - 90 Equipment Substats Each transfer can have up to 4 to 4-4 statistics. Below are the options you can have: Weapons - Atk%, flat hp, hp, speed, crit rate%, critical damage, Efficiency, Resistance Effect % Helmet - Flat atk, atk%, flat hp, hp, flat def, def%, speed, crit speed, crit damage, efficiency, resistance effect % Armor - Flat hp, hp, speed, crit rate, critical damage, efficiency, resistance effect % Necklace, Ring and Boots - All but the main stat Gear Will have a set of gear. You can see what set of bonuses you have by looking at the bottom left corner of the character's page. Currently, you can have the following sets: Health - Gives 15% health (2 pieces) Defense - Gives 15% defense (2 pieces) Attack - Gives 35% attack (4 pieces) Speed - Gives 25% speed (4 pieces) Critical - Gives 12% Critical Speed (2 pieces) Hit Rate - Gives 20% Efficiency (2 Pieces) Destruction - Gives 40% Critical Damage (4 Pieces) Lifesteal - Gives 20% life protection from damage, (4 pieces) Counter - Gives a 20 quid counter-attack chance when attacking. (4 pieces) Resistance - Gives 20% Resistance Effect (2 pieces) Unity - Gives 4% chance to trigger a double attack (2 pieces) Fury - Gives 30% damage when the enemy debuffed (4 pieces) Immunity - Gives 1 turn of immunity a positive effect at the beginning of each stage of battle (2 pieces) If you are looking for a farm/hunt for specific gear sets, I categorized them below: Golem Hunt - Health, Defense and Attack Sets Wyvern Hunt - Speed, Hit Speed and Critical Sets Banshee Hunt - Destruction, Lifesteal, Counter and Resistance Maze Raid Kits - Unity, Fury, Immunity and All Other Sets of Upgrades/Enhanced When Updating Equipment, there's a break point for each level 3, up to 15. Every 3 levels, your equipment will either further improve the current substat statistics. Upgrading is also expensive and costs an average of 1 million gold to raise the level of 6 points to 15 euros. Update: Now the rules have changed. Below is how it works: The easiest way to explain this is below projectwar: For those who want some statistics, look at this Reddit post: Charms vs. Normal Gear White Charm (1500 exp) Black Charm (4500 exp) Red Charm (13500 exp) Charms are a great way to enhance gear and is a more effective gold. However, they are more meager and not easy to find. Normal On the other hand, it is less effective gold, but you can upgrade faster as you get more of them in adventure mode. Find Huche Here you can find Huche in the maze (Tyrel Tyrell Castle area buy charms, but I suggest you don't do it if you're in desperate need of upgrading. Gold is lacking in this game and you don't want to spend it for a quick upgrade. Charms can be obtained in different ways: Regular adventure cards (drops white charms that gives 1500 exp) Huche (sometimes it sells red charms) Conquest shop gives weapons, helmet, armor and boot charms (white and black) Ancient coin shop gives accessory charms (white and black) Transfer stone store also gives accessory charms (not to buy recommended, if you're desperate for an important update) Challenge but white charms can fall off) Raid Labyrinth (Red Charm Accessories can be sold with a currency raid) Vyntarus from Reddit give an excellent breakdown on cost-effectiveness charms vs equipment: Updated: Power gears using other equipment vs. charms from EpicSeven Gear BoostErs QuazziVazzy was able to come up with a gear upgrade. Increments Multiplier Level 0 1x 1.2x 0.2 (No4%) 2 1.4x 0.2 (No4%) 3 1.6x 0.2 (No4%)x 0.2 (No4%) 5 2x 0.2 (4%) 6 2.2x 0.2 (4%) 7 2.4x 0.2 (4%) 8 2.6x 0.2 (4%) 9 2.8x 0.2 (4%) 10 3x 0.2 (4%) 11 3.3x 0.3 (6%) 6x 0.3 (6%) 13 3.9x 0.3 (6%) 14 4.25x 0.35 (7%) 15 5x 0.75 (15%) Early on, the multiplier increases linearly and then it spikes at the end. Starting from the base value, the multiplier increases by 0.20 to 10 euros. From there, it rises to 13 euros to 0.30. At 14 pounds it is at 0.35 and finally at 15 pounds it jumps to 0.75, which is more than double the previous increments. If there's anything to take here, it's that getting the right side gear up to 15 pounds as soon as possible, 15% of the underlying growth statistics are pretty big. Substat Range substat also varies for different levels, but a higher level of gear will have a higher range. Below is a range of substat from Shipposting_Duck: Gear Recommendations for Different Roles Now that you have a good idea of how the equipment works, let's consider recommendations for different roles in the game. I grouped them under the next. Keep in mind that some characters intersect in different groups. Single Target / AoE DPS? These are your standard damage dealers who the game has no shortage of. There are usually two types of damage to dealers. The first is a clean damage dealer. The second type is damage to the dealer with debuffs such as rupture defense, burn, bleeding, etc. Net damage dealers for raw dealers damage, you want as much attack, crit rate % and crit damage%. It also helps if you can get some speed substats so they don't get too slow. 120 speed will be good. Recommended kits (set and right side of basic statistics): / Crete Rate% (Crete R%, Atk%, Atk%) Destruction/Crete Rate% (Crete Damage, Atk, Atk% or Speed) Damaging Dealers/Bruisers with Debuff Characters in this category of scale with a case of mixed damage. Damage, a character that bleeds, burns, poison or any damage over time effects will require some effectiveness, especially against tougher bosses with a high resistance effect. Look for the speed and efficiency of substats, so you don't have to use it on the right side of the equipment. Recommended kits (set and right side of basic statistics): Attack / Hit Rate% - (Atk, Atk, Atk%) Speed/Hit Rate% - (Atk, Atk, Speed) The second set is more for PvP as you need to go first to apply debuffs. For more niche units like Kiris or any character that relies on poison to cause damage, the recommended set: Speed/Hp - (Hp, Efficiency, Speed) Their main source of damage over time, so they must survive and move as quickly as possible to stack these effects. Bruisers (Ken, Cartuja, etc.) that scale with health will also benefit from some attack, defense and efficiency. For bruiser-bruiser debuffers: Speed/Hp - (Hp%, Hp%, Hp%) Counter/Hp - (Hp%, Hp%, Hp) - Great if their first skill has debuff buffers Most buffers are additionally divided into 2 types of offensive and defensive. Because they need to be tanked and durable to be more efficient. For offensive buffers: Speed/Crete rate (Atk, Atk, Speed) For defensive buffers (Diene, Rose, etc.): Speed/Hp - (Hp, Hp, Speed) Dispellers are vital to your progress in both PvE and PvP. For damage to dealer-type dispellers, it is best to build some attack and efficiency. Speed / Crete Rate - (Atk% , Atk, Speed) Lifesteal / Crete Rate - (Atk%, Atk%, Atk%) - You can do this with the help of abyss defense gears and efficiency goes a long way for tank dispelled. I recommend them go: Speed/Hp - (Hp, Hp, Speed) Tanks and Healers Most healers do well, especially if their healings scale the maximum health of either their or allies max health. The most common and best set for healers are health or speed kits. Healers also benefit greatly from defense and speed. Hp/Hp/Hp - (Hp%, Hp, Hp, Speed) Speed/Hp - (Hp%, Hp, Hp, Speed) Most tanks don't do much damage, so defense and health go a long way. It also helps if they have some substat speed. Def/Hp/Hp - (hp, hp, Def%) Crow is a bit of a unique tank, as his third deals damage from his lack of health. In this case: Lifesteal/Hp - (Hp%/Hp%/Hp%) PvP are concentrated in the champion arena and above, immunity sets become more important. It's more of an end-of-game set, and most players won't take any chances in that territory. Destruction/Immunity - (Crete R, Atk, Speed or Atk%) Speed/Immunity - (hp, hp, hp) Immunity will provide your damage to dealers or fight fighting The pushers will not be stunned or lose their turn in the first round. Conclusion Hope this guide will give you all the basics that you need to know about the transfer of your characters. Happy hunting! Hunting!

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