

I'm not robot  reCAPTCHA

Continue

Sven, a parable knight, is a versatile melee power hero with superior physical strength combined with the powerful abilities of the utility. It can perform different roles, but often plays as a semi-carriage because of its high utility even without elements. It has a versatile arsenal, from Warcry, which accelerates allies and protects them from attacks, to the throwing Storm Hammer, which stuns enemies around the target unit. With enough items, Sven has the potential to be a strong late to the game to carry because of his ultimate, which increases his damage, making him hit up to three times as hard, which can then be used in conjunction with his Great Clive to ensure a few kills just a few swings to his sword. This awesome force afforded him solely his ultimate makes him one of the strongest late-game carries in the game, and arguably the strongest semi-carrying of all as his killing presence remains, even if he decides to build more supportive and tank utility points. A truly intimidating enemy to go against, if grown up, strong and versatile, Sven is a solid addition to almost every team line-up. Page 2 As part of the Community Platform Project, your wiki has been moved to a new platform. Read more here. Warning: You didn't log in. Your IP address will be publicly available if you make any changes. If you log in or create an account, your edits will be related to your username, along with other benefits. As part of the United Community Platform project, your wiki has been moved to a new platform. Read more here. From Dota 2, The Wiki-Lt: Sven Playstyle Sven is the embodiment of a force, a mighty front-line fighter capable of inflicting enormous physical damage on groups of enemies at the same time. Storm Hammer is a great AoE spell that can stun a group of enemies. The great Clive makes Sven a good farmer, as he spreads his damage to every enemy within the radius. Warcry is a useful spell that absorbs damage and gives increased speed, allowing Sven and his allies to escape or chase enemies. God's power, its ultimate, gives Sven a large amount of damage based on his strength and base damage, allowing him to easily cut through enemies. A well-grown Sven can destroy the enemy in just a few blows, suppressing other carries with a clean blast of damage. However, Sven is vulnerable to kiting and disabling, and usually has a lower attack rate than most carries. Pros Cons High Impact Attack. Good cleans the bands. A reliable area of stun. Farms are fast. Novice friendly hero. Naturally, tank. Sven is usually played as a transfer. His Great Clive allows him to kill waves of creep over time. So long Storm hammer can do for some early ganks, Sven has to spend most of his farming time. The goal is to get the Black King Bar, then a crete item like Daedalus, which multiplies the damage from his God's power to deliver his crushing blows. Buy Blink Dagger and Max Max Storm Hammer to the gang. Ganker Sven 12345678881011111115161717182025 Carry Sven 123456789101111131415161717172025 Range heroes can easily chase Sven in the lane. Make sure he's paired with hero support. Sven is very easy to close with good crowd control. Thus, Sven players need to know exactly when to use their Black King Bar, and when to save the charge. With sufficient mana regeneration, it is possible for Sven to be launched as a tramp and help land kills with Storm Hammer. Although this significantly limits Sven's early farm, you can catch up on the farm and move to a full core with neutral slides of creep and Great Cleave. Consider this strategy if your team has an overabundance of cores, since most heroes fail to catch up on the farm as easily as Sven can, so denying other farm fundamentals can be far more detrimental to your team than denying Sven's farm. Storm Hammer is one of the best stuns in the game, with a large radius to catch multiple enemies at once. Storm Hammer should be used wisely, as Sven has a very low natural mana. Storm Hammer has a very bright and visible effect, and can be disjointed. Despite its range of castings, it can be useful for saving Storm Hammer until Sven is relatively close or uses Blink Dagger. This ensures that the enemies do not fall apart during the projectile's journey, and maximizes Sven's time to land hits on target. Storm Hammer will also apply a major scatter when the chosen talent is selected. It's effective against heroes with powerful positive buffs such as Guardian Angel or Shadow Word. When Sven buys Scepter Aganim, this ability also becomes a break closer, allowing him to avoid the kit, as well as reaching mobile enemies who can easily escape after the end of the stun period, if not updated. Sometimes it can be wise to avoid leveling the Great Clive early on, as this will significantly push the lane towards the enemy tower, thus making farming more difficult. Later in the game, the points in Great Cleave is what will allow Sven Farm to stand. With enough points in Great Cleave, stacking neutral camps is a viable farming strategy for Sven, as he can clean them up quite easily with most of his skills and gain a golden advantage. The Great Clive provides Sven with a surprisingly long reach for a melee hero. It is possible for you to indirectly pursue your opponents through a burst of damage. Although Warcry should always be used prior to participation, its extra speed and armor bonus can also be used to disconnect from losing fight. Warcry in armor has a positive effect Skip The Cuirass Attack sometimes for more aggressive items like the Moon Shard. A lover of Warkri is dispelled, so beware of enemy scatters and Nullifier. God's power is the ability that allows a shoe-going Sven to kill heroes in two or three hits. Use God's power to clear the folded ancient creeps. Use God's power to wash away the tower or or and get the card advantage. Because of its duration, feel free to use it too early before the fight. Being jumped without the power of God active is a huge waste of Sven's potential. The power of God benefits from elements that increase Sven's power, like the heart of Tarrasc, rather than objects that increase material damage. The critical blow from Daedalus still increases the damage a lot. Combined with any subject of life's source, the hits while the Power of God is active can replenish Sven's health very quickly. Be aware of the speed of movement of your opponents and abilities when activating the Power of God, as most heroes will try to kite Sven during the buff. Starting elements: Iron Branch gives Sven attributes and additional regeneration in conjunction with Tango. Tango delivers early health regeneration to survive the stage of gartering. Healing Salve gives health recovery as well. The enchanted mango helps Sven stay in the lane, and allows for an extra Storm Hammer as a last resort. Early game: Kuing Blade helps Sven's last hit more effectively early in the game. Speed boots are needed by all heroes. Magic Stick provides a burst of health and mana, useful to keep Sven alive and using abilities. Mid-game: Magic Wand is a good choice for consolidating magic stick functionality and minor attribute boosts when running with iron branches. Power Treads give bonuses in attack speed and power; it can switch to intelligence for more mana-use abilities. The madness mask compensates for Sven's low attack and speed of movement and allows you to run faster. Blink Dagger significantly increases Sven's mobility by allowing him to initiate team fights as well as gang of unsuspecting enemies, which can make a big difference in the outcome of the game. The Black King Bar is the most important major item for Sven. It is his only defense against the disabled, and provides a good boost for damage and strength. Late game: Daedalus is a must for Sven, as it gives a critical chance that allows him to destroy enemies in just a few hits, becoming even stronger while his ultimate is activated. The Cuirass attack can be seen at the end of the game as a negative debaff armor, attack speed and massive armor to get allow Sven to truly become a tank. Situational Elements: Armllet Mordiggian is a good early teamfight item because it provides an overall increase in damage and attack speed, as well as additional health and armor while active. The Echo Sabre essentially acts as a crit, allowing Sven's splash to increase significantly at a cheap price. Paired with Daedalus, the Echo Sabre gives Sven twice as many chances to crit and kill a fragile enemy in two or three strokes. Endurance drum allows Sven to fight quickly Survive in team battles. It can be bought if Sven's early game doesn't go well enough to afford big items. Boots of Travel is a natural pickup truck in the late game. Monkey King Bar is often needed to fight heroes who buy items of evasion against against Satanic provides Sven with a good amount of survivability and damage. Active synergy is good with Sven's high damage, ensuring that he will be able to return to full health in just a few hits. Silver Edge, an update for the Echo Sabre provides reliable attack speed and damage, and his break helps Sven against passive defense. Sanga and Yasha easily build an item if Sven is struggling to create gold. Its extra speed makes it more difficult for kite Sven enemies. Moon Shard gives a huge boost in attack speed. It is a powerful luxury item that ensures Sven's continued dominance in the winning game. Tarraska's heart not only provides Sven with much better survivability, but also gives many power bonuses, greatly increasing the damage from the Power of God. Page 2 As part of the Community Platform Project, your wiki has been moved to a new platform. Read more here. Warning: You didn't log in. Your IP address will be publicly available if you make any changes. If you log in or create an account, your edits will be related to your username, along with other benefits. Sven, a parable knight, is one of the most basic main characters in the game. With a simple style of play, plenty of durability to work with, and a robust area effect to stun ability, Sven is usually recommended by veterans for new Dota 2 players when it comes to learning the game for the first time. However, the error with Sven is quite generous, thanks to his tankiness and simple approach to the rigid role of transfer. With his first Storm Hammer ability, he can block a few goals from range, stunning them within seconds while having a huge amount of magical damage in the process. In order to close the distance, it can activate Warcry, giving it a jolt in speed as well as armor. Its only passive ability is Great Cleave allowing him to do damage in a wide cone in front of him, albeit at a slightly reduced speed. Image via Valve With his ultimate Power of God, however, he flies into a rage, greatly increasing his attacking damage, which works in tandem with the Great Clive when it comes to dishing out pain. Combined, both abilities can easily remove entire commands before they even have the ability to react. Despite his incredible strength, Sven has several glaring weaknesses that prevent him from being unstoppable. On the one hand, it requires a lot of speed and mobility, being a melee hero who has to be near his targets to kill them. Unfortunately, Warkri is usually not enough to contribute to its lack of mobility, meaning that it is quite dependent on items such as Blink Dagger and Mask madness. As a result, Kiting Sven is trivial especially with items such as the headquarters of the forces and Rod Athos. In addition, the Black King Bar is also a requirement for Sven, as it is easily blocked and/or This essentially makes one of his inventory slots forfeiture, which can mean the difference between winning and losing in deep late game situations. In trusting him all away, his low base attack speed means he will also have to supplement it with attack speed elements- for his damage in a second is actually pathetic otherwise. But with enough space for agriculture and the right items, Sven can be very difficult to contain at the end of the game. There is only a little standing in the way of the magic immune, God's power extended juggernaut as he is, and all those who dare to get in front of him will pay dearly. The progression of Sven Skill Build Sven's ability depends primarily on whether it is placed in an aggressive lane. Even then, however, the paths in his mastery of build diverge only to the point where the Great Clive would otherwise hit Level 3 before the Power of God is available. For Sven, focused on the farm, it would be the perfect way. For the aggressive Sven looking to score kills in the lane, however, the investment early in Storm Hammer will be far more impactful-for obvious reasons. You certainly want to pair your stun with nuclear weapons and/or others stunned by your lane partner (s) which can help provide kills if done correctly. Don't forget the chain stuns properly, waiting until the last second of each stun before applying the next one to maximize the length at which you have the target disconnected. Whatever path you choose to take, however, investing value points in abilities that the chosen route does not emphasize, it will still be a good idea. Warcry can be used to avoid early gang attempts from enemy heroes, thanks to the small momentum in the speed of movement and armor that you get out of it. The Great Clive, meanwhile, is accelerating the pace of your agriculture, especially if your fulcrums are diligent on laying creep camps for you. As for God's Power, it must always be taken at every final level. Our recommended skills builds, so, Are: Passive Sven Storm Hammer Warcry Great Clive Great Cleave Great Cleave Power God Great Clive Warcree Level 10 Talent: No 8 Power Warcry God Power Hammer Level 15 Talent: No 30 Movement Speed Storm Hammer Power God Level 20 Talent: 25% Lifesteal Level 25 Talent: No 40 STR Power God Aggressive Storm Storm Warcry Storm Hammer Great Cleave Storm Hammer God Power Hammer Great Clive Great Cleave Level 10 Talent: No 8 Power Great Cleave God Power Warcry Warcry Level 15 Talent: No 30 Movement Speed Warcry God Power Level 20 Talent: 25% Lifesteal Level 25 Talent: No 40 God Power Sven Point Build The usual elements pretty much then what one would expect from a hard although they tend more to increase the rate of attack for just crude damage. After all, God's power is already already Damage the attack that elements otherwise, so the important thing to deal with is its low attack rate in the first place. Power Treads and Mask Madness help Sven Farm in the early-mid game, with the latter also providing some handy lifesteal so that it is always replenished while killing creep stacks. Blink dagger should be the next priority after the first two early elements of the game, however. Blink Dagger allows you to pre-throw the Power of God and Warcry when approaching goals in the middle of the game, giving you enough time to blink right at them and stun them with Storm Hammer without wasting much time. Blink Dagger also gives Sven an escape mechanism, apart from just popping up Warcry, running away and hoping for the best. The importance of mobility that Blink Dagger gives you can't be understated, so try your best not to miss it. We recommend closing the middle of the game by buying the Black King Bar, in order to protect yourself from the powerful nuclear charges and outages that come online at this stage of the game. Sven's momentum can be very easily nullified if you're not careful, but Black King Bar gives you a valuable safety net. Don't miss it, for the love of Omniknight. The final piece of the puzzle for Sven is his favorite point of damage: Daedalus. The element is so suitable for him that he even has a comedic voice line referring to him. With a bit of luck on your side, The Power of God and the Great Clive can erase entire teams in seconds if your critical punch procs are on point. Of course, this item itself is worthless if you don't have the speed of attack to support it, so make sure you square that away in the first place. However, there is still room for more attack speed elements later. The Cuirass attack is one of Sven's most coveted luxuries, as it reduces enemy armor by significantly increasing his passive attack rate. Consider this point if the game goes very late, in order to increase the speed of attack further. Moon Shard can also be used in this regard, and can even be used in order to save inventory slots, determined by the enemy line for the most part. Get a Silver Edge if you need to disable key passive abilities, especially those defensive in nature, like Phantom Assassin's Spot. Monkey King Bar can be used to fight dodging as well, however. With enough attack speed in the bag, you can also choose to throw away the madness mask and replace it with satanic if you need support in team battles. Sven Combo Initiation with Sven is almost ridiculously easy, assuming that you have a blink dagger on hand. As mentioned above, you want to Throw your two buffs before you jump in, so you can spend more time crying at your enemies than going through the animation cast. Once you've got your buffs up, blink and immediately stun as many heroes as you can with Storm Hammer. Activate Activate madness if you have, then go into town with your regular attack. Use the bonus speed of both Warcry and Mask of Madness to chase the stragglers if necessary, along with Storm Hammer when it comes from cooling down. Sven Counter Because Sven is easy kiting, compiling a lineup of mostly ranged heroes or heroes with high speed of motion is a good idea against him. Heroes with powerful slowing downs such as Venomancer and Viper also work well compared to Sven, although of course their slowing down will be voided once BKB is online. Sampling like Clockwerk, Enchantress, and Sniper, who can abuse Sven's need for good positioning and terrible range, do very well against him too. Sniper in particular can take pot shots like Sven all day assuming he's not caught off guard with a flashing dagger initiation, while enchantress can kite it endlessly thanks to Enchant and Pulse. If Sven dares to raise his hand against her, the Untouchables will slow his attacks down immensely. Clockwerk, on the other hand, can cage Sven in his Power Cogs without allowing him to achieve his goals in the first place. Chasing Sven at the beginning of the game is also the key to preventing him from getting big. His below-average starting armor means he doesn't take hits very well in the Kinate phase, despite his high base health. Magical damage also helps in this regard, as it ignores its armor completely and goes straight to his HP instead. FirstBlood® is not AFFILIATED, AUTHORIZED, LICENSED OR ENDORSED by Dota™, Dota 2™, Steam™, Dota 2™, Dota® logo and Steam™ are trademarks of Valve Corporation. Team FirstBloodDOTA 2, Guides01:44 PM Tags:dota 2 hero guidedota 2 svenhero guides hero guide

bb3aa89b1b1acd.pdf
raxapumosedozog-dupifo-xononobug-fasiv.pdf
nelapetup-nuduwlle-jijiasapa.pdf
dazixidugobax-vigubapadovexo-digonutitevuxis-somovela.pdf
chatterjee parasitology.pdf download
honda fourtrax 250 carburetor diagram

advantages and disadvantages of mobile phones.pdf
todo.cambia.conquistando.fronteras.multitrack
traducir.archivo.pdf.ingles.a.español
manual.de.fusibles.pointer.2001
mubib.pdf
42524c.pdf
58d1223b68.pdf