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Age of wushu dynasty guide 2018

Published by Snail - Aug 10,2018 The Land of Jianghu is one of struggle and triumph, mysteries to be discovered and potential to realize. Since its launch into the world this January, age of Wushu Dynasty has opened this exciting adventure to kung fu masters around the world, and with every day that passes come new stories. It is with great emotion, therefore, that we announce the first of our new series of community spotlights while showing the real stories, personalities and adventures of the Wushu Dynasty Era. For our inaugural spotlight, we contacted players of distinction and notability to learn more about what makes their teachers work. This individual was kind enough to answer us, and so, without further ado, we would like to present our interview with Teddy, hero Tangmen and #1 master of the CA-S1 Arhat Hall Endless Dungeon Ranking. Weekends with Teddy Hi, Teddy. Can you introduce yourself briefly? Hello everyone, my name is Teddy, I played at CA-S1, today I want to show you some of my personal experience as Tangmen. Great, and we're glad to have you, Teddy. Could you start by counting your first impressions of Age of Wushu Dynasty and how you feel about Tangmen's school? Why did you choose that school? Age of Wushu Dynasty is a very diversified and open game, you can fly, run, jump everywhere and you can choose more than 40 skills. So at first, I was confused what skill I need to use to be stronger. But, little by little I have been developing some of my own knowledge in building a powerful character. And now, I'm really willing to share with all my colleagues in Jianghu. Fantastic. Well, don't let us get in your way, tell us more about what you'd like to share with everyone today. Today I wanted to talk about Skills: which are one of the most important factors in contributing to a powerful character. I'm going to outline the skill sets I use, and that's helped me become a top player. Viper Sting. This is one of the most useful skills for Tangmen. Hmmmm..... I'm sorry, I think it's the best skill for Tangmen, no other skill can be equivalent. Snake tongue can stun the target for 3 seconds and if you level up to 4, you can stun all targets within 5 meters. Not only is Viper Sting efficient for stun, but also for the wide range of attack. In PVP you can stun the target in 8 meters and then start your attack. The fint has an attack range of 4 meters that is 1 meter longer than other abilities. And it's very easy to get to school. So I highly recommend putting viper sting on main. Drunken fist. This is the free skill if you log in for 7 days. To be honest, Drunken Fist has a very high attack when leveling up the lifting jug to 4,100% critical hit for the next 5 attack. And the rage also had very high damage. But it is very weak in PVP due to the short attack range, and very difficult to catch the target. The finta can their 100% evasion rate in the next 5 seconds is invincible. So I recommend using DrunkEn Fist to kill the boss, not in PVP or battlefield. Snow sword. First I don't use this skill set very often. However, Snow sword has the longest stun, Cold Bone damage for 3 strokes, and each hit can stun for 2 seconds when level up to 1. Totally almost stunned for 4 seconds. And finta can also stun the target for 2 seconds. This is very powerful in PVP. But I recommend using this skill as a high school if you choose Tangmen. By the way, Snow sword is not very efficient while dealing with the boss due to low attack speed and low viability. Mount Hua Sword. The same problem is not the best option for Tangmen. Because Wudang's internal ability can increase sword damage by up to 45%. The fake can increase the attack by 15% and the attack is very fast. Emerging Cloud is used for the global challenge, because the challenge of the world rule is the first attack of its own. I recommend using this to kill the boss and the global challenge. Yanyang Leaf. This is the least attention-catching skill. But it's actually a very good choice for beginners. Many have asked me how only the boss; for beginners, my answer is - Use Yanyang Blade. As soon as you sund from Gold Strike level to 3, you can recover PS up to 2% for 3 consecutive times. Unlike Wudang, Tangmen has no recovery ability. But Yanyang Blade can recover up to 6% PS every 8 seconds. In PVP if you hit Golden Strike at 4, you can receive the heavy rage that can help you avoid stun against opponents. Heavy anger is better than light anger, heavy anger is able to avoid any negative benefits. And Yanyang Blade is the only ability that gets a lot of rage using the fullest version. That's a lot of sense, and we're happy to have it, Teddy. Thank you for sharing your thoughts and advice with the community, and we wish you the best of luck in the rest of your martial arts adventure through Jianghu! You think you have a story to tell? A advice guide or strategy worth sharing? We would like to hear from you, our community of players, to appear in our piece of prominence of the ongoing Jianghu Stories community! Those who show up will be eligible for awesome rewards. If you think you have a story worth telling, email us at AoWDcommunity@SnailGamesUSA.com, and keep an eye on event-related ads on Facebook and our Official Forum. Posted by Snail - Aug 10,2018 Deep in the Shaolin forest, in the isolation of a monastic library - a bulky volume. in its pages: all the secrets that a Shaolin acolyte could dream of to become the ultimate Buddhist champion. Crisscrossed through the cover, barely legible, but for those who know they see the name: Tiny. We return with more impressive guides, ladies and gentlemen jianghu, as we join one of the best players of the Age of Wushu dynasty as they reveal the secret of true Shaolin starvation! Shaolin! MasterMonk, also known as Tiny the AU-S1 Vietbros superstar as the ultimate contributor to our fan-written community game guides! The school interiors here are three internal (indoor) skills for Shaolin, like all schools, which vary in quality from bronze to gold. Centered (bronze): Use it if you're a new player, leveling up as your character level increases and immediately switch to third internal school when you've learned it. Zen Balance (Silver): Ignoring this, we only use it as a component to activate mental effects. Subdue of the Demon (gold): This is the standard school interior that you must equip for all Shaolin players. I started investing it when my ruthless staff was at level 4, so at least I can maximize a skill level. Jianghu Inners Here are all the recommended Jianghu interiors for Shaolin: Sunset Skills – This is the easiest golden Jianghu interior you can get in AoWD and one of only two Jianghu inmates that increases the damage of your staff. The other is Hidden Prowess (jade quality). It also increases Falchion's damage. What a perfect combination for Shaolin. For Knuckles users: Poison Toad&Transcendence: Poison Toad (silver) is the popular internal Jianghu for Knuckle users. This is relatively easy to get from Jianghu Adventure Shop (only two skills per parchment). Transcendence (gold) is harder to get and level up to level 7. It can only be obtained from tyrants. Currently, players only use it to activate the Constant Accumulation mental ability. I wouldn't use Jianghu's interior for sword, dagger, double dagger, and concealed weapons, because whatever you're using, your damage from these weapons won't be as high as other schools specializing in these weapons, and none of them provide damage bonuses for the personnel you'll use as Shaolin. Mental Skills Here are all the mental effects that were frequently used by Shaolin players: Shaolin Mental Skill: 15% damage reflection. This is the first mental skill shaolin players would activate. It is really effective during PVP battles. In an extreme situation, when your opponent has a very low PS and counteracts your attack, your opponent will usually die from their own combo before you. Explosive Thunder: 20% chance to gain Grinding status: Your next attack must be a critical hit. A common construction for this is to equip Ruthless Staff and YanYang Blade as your martial skills with Red Blade as Interior, then place Five Talismans, Zen Balance and Centered in three slots of mental skills union. Doing this will activate two skills at the same time. Most players don't do this now because Sunset Skill also increases falchion damage, so they prefer to use it. I continued to use this mental effect during the Tyrants event, until I was able to activate Constant Accumulation. Wind of Complaint: Poisons and loses an enemy that didn't stop at 1% of current PS per for five seconds and half your enemy's PS recovery speed. This mental ability is significantly effective in PVP against a player with healing skills like TaiChi Sword and YanYang Blade users. Constant Accumulation: Increases your critical strike rate by 10% every second. This effect resets when a critical hit is hit. This is the mental effect I'm currently using. I call this a version 2.0 of Thunder Explosion. It works well in both PVE and PVP. In PVP, your first hit will always be a critical hit. Siphon Skill: The next hit will have a 2% life-stealing effect. I use this from time to time I found it hard to just stop red leaf tyrant. Immortal Chi: When attacked, there is a 10% chance to recover 5% of your maximum PS and gain light Rage for 3 seconds. It can be activated once every 15 seconds. Personally, I haven't tried this mental skill yet, because I'm missing Seven Executions. I recommend everyone try this for PVP. For example, when you lose all your current rage states and are combined by a higher Tang player, the combo usually has more than 20hits. Imagining that you have 3 states of anger from this mental effect and stop your opponent in the middle of their combo... It's crazy. Equipment Sets For Gold Sets, for starters, either Frost set: Increases fero feta damage by 5% or the moonlight set, increasing damage deviation by 2%. I prefer Frosty because I use the latest PVP and PVE skills a lot. On the other hand, the Moonlight set is good for PVP, but has very little impact on PVE. For Jade Sets: Use New Moon for PVP: Increases Anger Status by 5 (increases by 11 if you find four items six times in both reinforcements) Use High Wind for PVE: Increases overt ability damage by 2% (increases by 8% if you upgrade four items six times in both reinforcements) More Tips Tyrants are really important to agricultural resources , so here's a recommended way for Shaolin to have the highest DPS during the battle against the Trants, so here's a recommended way for Shaolin to have the highest DPS during the battle against the Trantes, so here's a recommended way for Shaolin to have the highest DPS during the battle against the Trants , and therefore here is a recommended way for Shaolin to have the highest DPS during the battle against the Trants, so here's a recommended way for Shaolin to have the highest DPS during the battle against the Trantes, so here's a recommended way for Shaolin to have the highest DPS during the battle against the Trantrantes , so here's a recommended way for Shaolin to have the highest DPS during the battle against So here's a recommended way for Shaolin to have the highest DPS during the battle against the Trants, so here's a recommended way : For building all staff (sunset skills): Different constructions involve using 8 Trigrams (8T) or Ruthless Staff (RS) and Steady Accumulation(SA) or Thunder Explosive(ET) mental effects. The following graphic will use these abbreviations as a reference. For my character, the relentless staff is at level 7 and 8 trigrams on level 2. I have made a DPS table that shows the times for each of the different combinations and the calculation of my DPS. As we can see, Relentless Staff and Constant Accumulation have the most damage for tyrants. For now, all Shaolin could only have level 2 or maybe 3 for the 8 Trigrams. Later, when players start reaching level 7, we must do another test in all combinations. Combinations. in PVP are a great topic to talk about. I'm just using two sets: Viper & Snow Sword for the Mount Hua Competition; and 8 Trigrams & Cruel Blade (level 7) for the Sky Arena. In the current version of MH, Viper's sting & Snow Sword is the highest set, so use them if you want to raise your ranking quickly. The popular initiation combo is: Tongue Snakes (3s stun) + 3-4 normal attacks + Cold to bone (Change in SS) + a normal attack + Snow without traces + fingon attack The initiation combo Popular for 8 Trigrams and Cruel Blade I use: End of Love Forever (3s Stun) + Fake Attack +two Normal Attacks (Change in 8T) + Vertical Hand + Feint Attack After Combo , try, block or pretend or Jade Slade, depends on your opponent's style of play and your PVP experience. During PVP, you have to play and make combos intuitively and flexibly. Situations change every second, don't just use the combos I've provided or just one or two combos you're always using. Because if one of your combo skills is in cooldown, you'll end up not knowing how to combine and waste a good opportunity to take advantage. Also, when your ultimate is ready, you'll have more variety in your combos. Add anger to your combo wisely to maximize your damage! Damage!

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