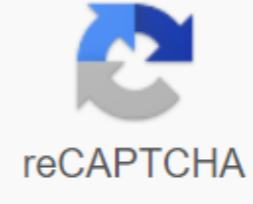


Conqueror's blade bow class guide



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To become a great general, you must be a master strategist and tactician, but before that you must be effective on the battlefield as a combatant in your chosen class. In a series of guides in the coming days and weeks, we'll look at some of the classes that will feature Conqueror's Blade, so you can think about how you want to approach the game when you run. There are two important things to keep in mind about classes. The obvious is that they are subject to big changes in the period until Conqueror's Blade launches later this year. The other is that it's helpful to think of them as a specialty weapon rather than traditional character classes, in that you're not necessarily locked in one class throughout your character's life. You can start with a long-range weapon, for example, but you might want to add another line to the bow, so to speak, by purchasing funds to be able to participate in close encounters. As you become more experienced you can branch out to other weapons and become a more versatile turnout on the battlefield. Or, you may prefer to stay focused on one weapon, improving your art and acquiring an increasingly effective weapon for the chosen class. Obviously, the classes won't deviate much from historical reality and are designed to overlap enough Venn DPS/tank diagrams, melee/range and solo/crowd control. In addition, each class will have abilities that will allow them to engage in battle with the enemy beyond their archetypes. For example, sword and shield symbols, and able to divert incoming damage, can use destructive shield charges and sweeping sword attacks in order to break down the fat defense. Then there is the aspect of how the armies will consist and how the generals will work together. The Musketeer may be afraid to be accused of being a warrior-wielding, for obvious reasons, but with one or two generals supporting their hesitant comrade with bows, the prospect of one encounter and how it fuels the narrative of an ongoing war can quickly change for all concerned. Share Comments Share There are currently ten playable classes, each holding on to their own specialization. Classes Title Armor Class Description Difficulty MAUL Heavy Mole is a heavy weapon that can effectively break heavy armor. Huge blunt force can easily destroy the toughest armor and shields, making them front-line champions. The very lightweight GLAIVE Heavy Glive stands for its considerable stop power, especially against lightly armored infantry. It is prized for its long reach, allowing it to easily cut waves of enemies, but needs a lot of power to own. Average POLEAXE Heavy Poleaxes are a formidable combination of reach, and the masses. They rely on knockdown to kill anyone who dares to come too close. Average LONGSWORD and SHIELD SHIELD The long sword is dressed in armor plates, and they hold defensive shields with strong defensive capabilities, are excellent fighters against heavy armor generals and units. Hard SHORTSWORD SHIELD Heavy Short Blade with Round Shield has a balance between great defensive ability and incredible crowd control (CC), making this kit a favorite among many soldiers in the east. Easy MUSKET Medium The Musket is a Ming dynasty firearm with slow reloading speed and high medium-range damage that can cause enormous damage to enemy generals on a chaotic battlefield. Easy SPEAR Medium Spear is a martial artist on the battlefield. His diversified fighting methods allow him to have an unprecedented advantage with him exploding damage in a small-scale battle. The best cavalry commanders use these weapons. The average NODACHI Middle Nodachi has a large attack area, strong cutting damage, and flexible actions. When he enters the enemy's light armor regiment, he can attach his maximum killing efficiency and is a nightmare for light armor units. The medium LONG BOW Light Long Bow has extremely high damage and a very large range. It is a fixed-point sniper weapon on the battlefield. A long general with deep shooting skills will be the most terrifying existence on the battlefield. THE solid knives DUAL BLADES Light Dual are extremely mobile and can hide their body. On the battlefield or on enemy generals, launch a one-shot kill, or sneak attack to chase enemy strongholds to deter enemy action. Easy SHORT BOW Light Although the attack distance is shorter and the damage is slightly lower, the shooting speed is faster and the body style is flexible. He is more inclined to constantly strike at a closer place. Easy Character Attributes Apart from a class of weapons that you can specialize in your character by adding skill points to attributes. Fighting in sieges, field battles, open world battles, etc., you will get experience. For each elevated level you get 1 free point to spend on your attributes. Each character has a maximum of 72 points attribute. Strength: Increases your damage reduction, blunt damage and piercing armor penetration at 6 points. Agility: Increases your piercing damage as well as reducing armor penetration and blunt armor penetration at 6 points. Armor: Increase all types of defense by 3 points. Strength: Increase your maximum health by 100 points. Leadership: Determines the number and type of units you can bring to battle a maximum of 700. (The attribute will increase along with the level) You can get additional attributes with the help of equipment. Community content is available under CC-BY-SA unless otherwise stated. Author: Cancellation / June 25, 2019 Other Conqueror Blade Guides: Heavy Armor. Role: Short-term tank, Brawler, Disruptor/engage, Combo is good with classes, Horse launched attack. Stats: Stats: Toughness.Shield Bash 1 CD:18s High damage combo, very difficult to land. Bash the enemy twice with the shield, dealing 201% of your base with blunt damage plus 978 blunt damage points. Shield Bash 2Bash opponent twice with your shield, dealing 201% of your base with blunt damage plus 1090 blunt damage points. Click twice: add a follow-up attack that inflicts 93% of your damage reduction base plus 1,162 damage reductions. Shield Bash 3Bash opponent twice with your shield, dealing 201% of your base with blunt damage plus 1207 blunt damage points. Click twice: add a follow-up attack that inflicts 93% of your damage reduction base plus 1,288 damage reduction. Tap three times: Finish with a vertical strike from the bottom that causes 116% of your damage reduction base plus 1,610 damage reduction points. Strike 1 CD:16s Not big, hard to hit. Strike your opponent to inflict 147% of your base blunt damage plus 756 blunt damage points. This reduces the enemy's block. Strike your opponent's 2Kick to inflict 147% of your base blunt damage plus 864 blunt damage points. This reduces the enemy's block. Press twice: Add a roundhouse kick that causes 161% of your base of blunt damage plus 942 blunt damage points. Strike your opponent's 3Kick to inflict 147% of your base blunt damage plus 994 blunt damage points. This reduces the enemy's block. Click twice: Add a roundhouse kick that causes 161% of your base of blunt damage plus 1,084 blunt damage points. Tap three times: a powerful punch that deals 174% of your base blunt damage plus 1,174 blunt damage points, and knocks your opponent down. Ironsides 1CD:20s God level damage reduction, minor reduction of DMG at the max level. Inflict 67% of your base of blunt damage plus 391 blunt damage points on nearby enemies. Additional effect 1: Reduces incoming damage by 80% within 7 seconds. Additional Effect 2: Reduces attack power by 40% within 8 seconds. Ironsides 3Inflict 67% of your base is blunt damage plus 391 blunt damage points on nearby enemies. Additional Effect 1: Reduces incoming damage by 80% within 8 seconds. Additional Effect 2: Reduces attack power by 40% within 8 seconds. Ironsides 3Inflict 67% of your base is blunt damage plus 391 blunt damage points on nearby enemies. Additional Effect 1: Reduces incoming damage by 80% within 8 seconds. Additional Effect 2: Reduces attack power by 30% within 8 seconds. Throw shield 1CD:8s Powerful hesitated slowly, %mspd, chase damage. Throw the shield at the enemy to deal 80% of your base of blunt damage plus 459 blunt damage points. The shield returns to damage the enemies it inflicts on the way back. Additional effect 1: Increases the speed of movement by 15% for 3 seconds. Additional Effect 2: Reduces enemy strike rate by 30% within 5 seconds. Throw Shield 2Throw your shield at the enemy to deal 80% of your base damage plus 518 blunt damage points. The shield returns to damage the enemies it inflicts on the way back. Additional Extras 1: Increases the speed of movement by 15% within 3 seconds. Additional effect 2: reduces enemy strike rate by 40% within 5 seconds. Throw shield 3Throw your shield at the enemy to deal 80% of your base of blunt damage plus 577 blunt damage points. The shield returns to damage the enemies it inflicts on the way back. Additional effect 1: Increases the speed of movement by 15% for 3 seconds. Additional effect 2: reduces enemy strike rate by 50% within 5 seconds. 1CD Defense Charge: 17s must have the ability, high damage, cc, damage reduction. Lift the shield and charge into your enemy, causing 134% of your base to blunt damage plus 687 blunt damage points and knocking them down. After that, hit the enemy with a shield dealig 134% of your base blunt damage plus 687 points of blunt damage. Finish the attack by smashing the enemy with a sword, inspired 268% of your basic blunt damage plus 1,374 blunt-force damage points. Secure charge 2 Range your shield and charge in your enemy, causing 134% of your base to blunt damage plus 805 points of blunt damage and knocking them down. After that, hit the enemy with your shield dealig 134% of your base of blunt damage plus 805 points of blunt damage. Finish the attack by smashing the enemy with a sword, inspired 268% of your base blunt damage plus 1,610 blunt-force damage points. Secure charge 3Raise your shield and charge at your enemy, causing 134% of your base to blunt damage plus 923 points of blunt damage and knocking them down. After that, hit the enemy with your shield dealig 134% of your base of blunt damage plus 923 points of blunt damage. Finish the attack by smashing the enemy with a sword, inspired 268% of your base blunt damage plus 923 points of blunt damage and knocking them down. Barricade 1CD: 8s Low damage combo, High damage reduction of the enemy. Bash your enemy with a shield to cause 134% of your base of blunt damage plus 652 blunt damage points. It also reduces enemy blocks. Additional effect: This attack reduces enemy attack strike forces by 30% Additional effect 2: Recovery from stun. Barricade 2Bash your enemy with a shield to cause 134% of your base blunt damage plus 746 blunt damage points. It also reduces enemy blocks. Click twice: Add a second shield bash to cause another 134% of your base of blunt damage plus 746 blunt damage. Additional effect: This attack reduces enemy attack strike force by 35% Additional effect 2: Recovery from stun. Barricade 3Bash your enemy with a shield to cause 134% of your base blunt damage plus 844 blunt damage points. It also reduces enemy blocks. Click twice: Add a second shield bash to cause another 134% of your base blunt damage plus 844 blunt damage. Additional effect: This attack reduces enemy attack strike force by 40% Additional effect 2: Recovery from stun. Thunderstruck 1CD: 60s CC ultimate, powerful AOE hard CC, massive Damage. Leap and smash the ground with a shield, inflicting 401% of your base blunt damage plus 2,533 blunt damage points on all nearby enemies. Additional effect: Knocks down enemiesExtra effect 2: Reduces incoming damage by 50% within 3 seconds. Additional effect 3: Recovery after stun. Thunderstruck 2CD: 55sLeap forward and smash the ground with a shield, inflicting 401% of your base blunt damage plus 2,887 blunt damage points on all nearby enemies. Additional effect: Knocks down enemiesExtra effect 2: Reduces incoming damage by 50% within 3 seconds. Additional effect 3: Recovery after stun. Thunderstruck 3CD: 45sLeap forward and smash the ground with a shield, inflicting 401% of your base blunt damage plus 3,240 blunt damage points on all nearby enemies. Additional effect: Knocks down enemiesExtra effect 2: Reduces incoming damage by 50% within 3 seconds. Additional effect 3: Recovery after stun. Centurion's Battle Drill 1CD: 60s DPS ultimate, killer unit/hero killer if locked. Wade is in a battle with sword and shield, dealing 241% of your damage reduction base plus 3,518 points of damage reduction. Centurion in Battle Drill 2CD: 55sWade in battle with sword and shield, deal 241% of your damage reduction base plus 4501 damage reduction points. Heavy armor. Role: Frontliner, Bruiser, CC, Harass, Tank, Only Healing Class Horse Assault Initiation. Stats: Toughness, all strength. Gets % healing through the roof. With Prowess 1CD: 20s Necessary, High Damage. Lvl 3 may misplace you. Give two quick blows with a sword, striking 100% of your damage reduction base plus 954 damage reduction points. With 2Give prowess two quick blows with a sword, insuding 100% of your damage reduction base plus 1107 points of damage reduction. Press Twice: Continue the attack with a series of strikes, each of which inflicts 100% of your damage reduction base plus 1107 reduction points. With Prowess 3 Give two quick blows with a sword, striking 100% of your base damage reduction plus 1107 points of damage reduction. Press Twice: Continue the attack with a series of strikes, each of which inflicts 100% of your damage reduction base plus 1107 reduction points. Click three times: You'll end up with a punch that causes 201% of your base of blunt damage plus 1,268 blunt damage points, and knocks the enemy down. Paladin 1CD: 10s Only slow CC, low damage, slow, big in deathmatch. Strike back, hitting 75% of your damage reduction base plus 758 damage reduction points. Additional effect: reduces the speed of the target by 30% within 6 seconds. Paladin 2Attack is back-hitting, hitting 75% of your damage reduction base plus 903 damage reduction points. Click twice: Jump and kick again, striking 10% of your damage reduction base plus 1,264 points Damage. Additional effect: reduces the speed of the target by 40% within 6 seconds. Paladin 3Attack is back-hitting, hitting 75% of your damage reduction base plus 1,047 damage reduction points. Tap twice: Jump and kick again, striking 10% of your damage reduction base plus 1,465 damage reduction points. Additional effect: reduces the speed of the target by 50% within 6 seconds. Mercy Of Heavenly 1CD: 20s Lvl 2/Lvl 1 (duration also), Heals Allies/l at maximum. Restores 3% of your health every second for 8 seconds. Mercy Heavenly 2 Restores 3% of your health every second for 10 seconds. Additional effect: Instantly restores 10% of your maximum health. Mercy Heavenly 3Restores 3% of your health every second for 12 seconds. Additional effect: Instantly restores 10% of your maximum health. Additional Effect 2: Restores the health of nearby AlliesShield Bash 1CD: 12s Great for deathmatch, interrupts skills/stun recovery/CC. Shieldbash your opponent twice, each blow causing 141% of your base blunt damage plus 667 points of blunt damage. Additional effect: Recovery after stun. Shield bash 2Shieldbash your opponent twice, each blow causes 141% of your base blunt damage plus 887 points of blunt damage. Additional effect: Reduces target block. Additional effect 2: Recovery after stun. Shield bash 3Shieldbash your opponent twice, each blow causes 141% of your base blunt damage plus 887 points of blunt damage. Additional effect: Reduces target block. Extra Effect 2: Knocks the target back. Additional effect 3: Recovery after stun. Combat Skill 1CD: 8s Healing for a Kick, Low CD, extremely useful. Watch out for your shield and lay about you with a sword each blow deals 60% of your damage reduction base plus 607 damage reduction points. Additional effect: Restores 3% of your health. Combat skill 2Keep is your shield and lying about you with a sword each blow deals 60% of your damage reduction base plus 722 damage reduction points. Additional effect: Restores 4% of your health. Combat skill 3Keep your shield and lying about you with a sword each blow deals 60% of your damage reduction base plus 837 damage reduction points. Additional effect: Restores 5% of your health. Additional Effect 2: Damage is reduced by 30%, while this skill is active. Knightly Vows 1CD: 44s Less viable until mobility is implemented. Increases the speed of movement by 30% during 8 secondsKnightly Vows 2Increases your speed of movement by 40% for 8 secondsKnightly Vows 3CD: 42sIncreases your speed of movement by 50% for 8 secondsExtra effect: Increases the speed of nearby allies by 20% over 8 Shields 1CD: 60s God level, multifunctional CC, block clear, outclasses other ult. Lift the shield and charge to inflict 402% of your base blunt damage plus 2,535 blunt damage points. Extra effect: Defeated enemies slow down by 75% within 2 secondsClash of Shields 2CD: 55sRaise your shield and charge to inflict 402% of your base blunt damage plus 1077 blunt damage point. Additional effect: Defeated enemies slow down by 75% within 3 secondsClash of Shields 3CD: 50sRaise your shield and charge to inflict 402% of your base blunt damage plus 3304 blunt damage points. Additional effect: Defeated enemies slow down by 75% over 4 secondsSally Forth 1CD: 50s Less damage overall, inferior to ult in all aspects. needs to be rebalanced. Give the enemy a powerful sword blow, leaving 150% of your base reducing damage plus 1901 points of damage reduction. Click twice: Shieldbash is your target, causing 274% of your base to blunt damage plus 1,731 blunt damage points. Push three times: Jump forward and make a quick attack, causing 250% of your base piercing damage and 3,169 points of piercing damage. Additional effect: Recovery after stun. Sally Fort 2CD: 45sGive enemy is a powerful sword blow, resulting in 150% of your damage reduction base plus 2,190 damage reduction points. Click twice: Shieldbash is your target, causing 274% of your base to blunt damage plus 1934 blunt damage points. Push three times: Jump forward and make a quick attack, causing 250% of your base piercing damage and 3,649 points of piercing damage. Additional effect: Recovery after stun. Sally Fort 3CD: 40sGive enemy is a powerful swordstroke, resulting in 150% of your base damage reduction plus 2,478 points of damage reduction. Click twice: Shieldbash is your target, causing 274% of your base to blunt damage plus 2,138 blunt damage points. Push three times: Jump forward and make a quick attack, causing 250% of your base piercing damage and 4,130 points of piercing damage. Additional effect: Recovery after stun. Heavy armorRole: Frontliner, Killer Unit, Hard CC, AOE Damage Positive Effect. Great Horse AttacksStats: STR, ArmorArc of Steel 1CD: 20s Amazing Block Clear. Spin the round in half, making 58% of your damage reduction base plus 899 damage reduction points. The most basic ability gained by Glaive, this ability spins you around twice, causing the listed amount of damage when hitting the target. Hitting multiple targets scales the damage down after each hit for normal, but the amount of damage is reset after entering the next spin. It will take about one second to complete both spins. The arch of steel is a 2Spin round three times, making 58% of your damage reduction base plus 899 damage reduction points. The second level of the most basic ability of Glaive, all this update does is add extra spin to your attack. The second spin connects faster than usual, but there is much more wind before the final spin, which eventually increases the total time for skill by about half a second. The arch of steel is a 3Spin round three times, making 58% of your damage reduction base plus 1,032 damage reduction points. Extra effect: This skill makes you to stun while this skill is active. The final level of the most basic ability of Glaive, this update adds an additional 133 points of damage reduction on each back, and and makes you immune to stun while spinning. Just for the added effect just makes it worth considering how being stunned out of your back often leads to death. This doesn't make you immune to other forms of CC, however. Shield Switch 1CD: 14s Hard to hit the first blow, still powerful. Hit the enemy with a blunt end of the weapon, inflicting 375% of your base blunt damage plus 901 blunt damage points and reducing the enemy block. Additional effect: recovers after stun. Shield Switch 2 Hit the enemy with a blunt end of the weapon, inflicting 375% of your base blunt damage plus 1077 points of blunt damage and reducing the enemy block. Click twice: Flip the weapon and attack with the blade causing 69% of your damage reduction base plus 1,175 damage reduction points. Additional effect: recovers after stun. Shield Breaker 3 Hit the enemy with a blunt end of the weapon, inflicting 375% of your base blunt damage plus 1253 blunt damage points and reducing the enemy block. Click twice: Flip the weapon and attack with the blade causing 69% of your damage reduction base plus 1,367 damage reduction points. Additional effect: recovers after stun. Charge 1CD: 25s Great Chase/Escapes Ability You dash forward. Charge 2 You dash forward. Press Twice: Attack opponents as you dash forward, dealing 64% of your damage reduction base plus 1,165 damage reduction points. Tap three times: End your charge with a powerful attack that causes 35% of your damage reduction base plus 715 damage reduction points. Greetings of the warlord 1CD: 12s Hard CC Spacejam, enough said. Strike twice from the top, each hit deals 58% of your damage reduction base plus 926 damage reduction points. Greeting the warlord 2Strike twice on top, each hit deals 58% of your damage reduction base plus 1,059 damage reduction points. Additional effect: the enemy struck by this attack will be stunned. Greeting the warlord 3Strike twice on top, each hit deals 58% of your damage reduction base plus 1,192 damage reduction points. Additional effect: the enemy of the truck will be shot down by 1 second. God Battles 1CD: 24s God level damaging the positive effect. Increase your attack force by 25% and your allies' power by 50%. This effect lasts 6 seconds. God battles 2Un increase your attack power by 35%, and your allies

by 50%. This effect lasts 6 seconds. God battles 3Un increase your attack power by 45%, and your allies by 50%. This effect lasts 6 seconds. Heat Battle 1CD: 20s Antii reals/stunsThis skill removes any stun effects and instantly brings you to your feet. For 6 seconds you cannot be stunned or blocked. Additional effect: Recovery Stunning. Heat Battle 2It skill removes any stun effects and instantly brings you to your feet. Within 9 seconds you can't be or blocked. Additional effect: Recovery after stun. Heat Battle 3It skill removes any stun effects and instantly brings you to your feet. For 13 seconds you cannot be stunned or blocked. Additional effect: Recovery after stun. Hail Blades 1CD: 60s Mass Block Clear/DPS ultSpin will quickly cause 289% of your damage reduction base plus 5,162 damage reduction points. Additional effect: Recovery after stun. Hail Blades 2CD: 55sSpin will quickly cause 289% of your damage reduction base plus 5,962 damage reduction points. Additional effect: Recovery after stun. Hail Blades 3CD: 50sSpin will quickly cause 289% of your damage reduction base plus 6,761 damage reduction points. Additional effect: Recovery after stun. Flying Reaper 1CD: 60s AOE CC ult. Jump up and then slam the ground, leaving 511% of your base of blunt damage plus 1,549 blunt damage points. Extra effect: Enemies hit stunned and knocked to the ground. Extra Effect 2: Enemies hit also take 10% more damage within 3 seconds. Additional effect 3: Recovery after stun. Flying Reaper 2CD: 55sLeap up and then slam the ground, leaving 511% of your base blunt damage plus 1,789 blunt damage points. Extra effect: Enemies hit stunned and knocked to the ground. Extra Effect 2: Enemies hit also take 10% more damage within 3 seconds. Additional effect 3: Recovery after stun. Flying Reaper 3CD: 50sLeap up and then slam the ground, leaving 511% of your base blunt damage plus 2028 blunt damage points. Extra effect: Enemies hit stunned and knocked to the ground. Extra Effect 2: Enemies hit also take 10% more damage within 3 seconds. Additional effect 3: Recovery after stun. Heavy armorRole: Frontliner, Killer Group, Duelist, CCStats: STR, AGI, ArmorThe Old Billhook 1 CD: 10s Nice, when in a combo with a pushback, it is difficult to land. Drag the enemy closer with the hook of your weapon, inflicting 68% of your damage reduction plus 1043 damage reduction points. The old Billhook 2Drag enemy is closer to the hook of your weapon, causing 68% of your damage reduction plus 1,158 damage reduction points. Additional effect: slows down your goal. The old Billhook 3Drag enemy is closer to the hook of your weapon, causing 68% of your damage reduction plus 1,273 points of damage reduction. Additional effect: slows down your goal. Extra effect: Knocks your target to the ground. Beck de Corbin 1 CD: 24s Mass AOE Damage. Anti-unit. Super Armor.Execute is a horizontal impact that deals 113% of your damage reduction base plus 1,515 damage reduction points. Bec de Corbin 2Execute horizontal blow that strikes 113% of your damage reduction base plus 1,699 points Damage. Press Twice: Continue the attack with a left-footed strike that inflicts 113% of your damage reduction base plus 1,699 damage reduction points. Bec de Corbin 3Execute horizontal blow that deals 113% of your base reducing damage plus 1,891 points of damage reduction. Press Twice: Continue the attack with a left kick, a blow, inflicting 113% of your damage reduction base plus 1,891 damage reduction points. Tap three times: Finish with a right kick that causes 113% of your damage reduction base plus 1,891 damage reduction points. Weapon Dance 1 CD: 50s Garbage without top tier armor set bonus. Smash the ground with the haft of your weapon, inflicting 33% of your base blunt damage plus 413 blunt damage points. Extra effect: Within six seconds any enemy affected has their attack reduced by 10%Weapon Dance 2 CD: 46sSmash ground with haft your weapon, inflicting 33% of your base blunt damage plus 452 points of blunt damage. Extra effect: Within six seconds any enemy affected has their attack reduced by 15%Weapon Dance 3 CD: 42sSmash land with the haft of your weapon, inflicting 33% of your base blunt damage plus 486 points of blunt damage. Additional effect: Within six seconds any enemy affected has their attack reduced by 20%Halbredier in Thrust 1 CD: 8s Fast Attack, Bleeding. Strike up a 74% of your damage reduction base plus 1,030 damage reduction points. Halbredier's Thrust 2Strike up the case is 74% of your damage reduction base plus 1,179 damage reduction points. Click twice: Make a quick lunge, causing 79% of your base piercing damage plus 1,270 points of piercing damage. Halbredier's Thrust 3Strike up deal 74% of your damage reduction base plus 1,329 damage reduction points. Click twice: Make a quick lunge, causing 79% of your base piercing damage plus 1,431 points of piercing damage. Additional effect: Causes bleeding damage to the enemy. Push back 1 CD: 12s Amazing cone AOE tempo CC. Remove stun when used. Push the enemy away with your axe haft, causing 100% of your base to blunt damage plus 1,132 blunt damage points. Additional effect: Recovery after stun. Push back 2Push your opponent away with your axe haft, causing 100% of your base to blunt damage plus 1,260 blunt damage points. Extra effect: Knocking enemies on the ground Extra effect 2: Recovers from stun. Push back 3Push your opponent away with your axe haft, causing 100% of your base to blunt damage plus 1,394 blunt damage points. Extra effect: Knocks enemies to groundExtra effect: Recovers from stun. Grim Harvest 1 CD: 18s Huge damage, remove stun to use and stuns. Hit the enemy in the guts with poleaxe, inflicting 107% of your base blunt damage plus 1,373 blunt damage points. Extra effect: Recovers from the stunGrim Harvest 2Hit enemy's guts with poleaxe, inflicting 107% of your base blunt damage plus 1,515 blunt damage points. Press Twice: Conduct a second attack, causing 120% of your base blunt damage plus 1,705 blunt damage points. Extra effect: Recovers from the stunGrim Harvest 3Hit enemy's guts with poleaxe, inflicting 107% off your base of blunt damage 1658 blunt damage points. Twice Press: Conduct a second attack, causing 120% of your basic blunt damage plus 1,865 point points Damage. Additional effect: Recovery after stun. Additional effect 2: stun the enemy. Rough Justice 1 CD: 60s God-level CC/damage will warrant kill with help. Knock your enemy off your feet and finish them with a blow from your axe, insumping 340% of your damage reduction base plus 5,673 damage reduction points. Rough Justice 2 CD: 55sKnock your enemy with your feet and finish them with a kick from your axe, insumping 340% of your damage reduction base plus 6,365 damage reduction points. Rough Justice 3 CD: 50sKnock your enemy off your feet and finish them with a kick from your axe, insumping 340% of your damage reduction base plus 7056 damage reduction points. Lochaber Strike 1 CD: 60s DPS ult, no lock. Batter the enemy with hail strikes, knocking them down and insuding 340% of your base cutting damage plus 5,673 points of damage reduction. Additional effect: Force your goal to dismantle Extra Effect 2: Recover from stun. Lochaber Strike 2 CD: 55sBatter enemy with hail of blows, knocking them down and insuding 340% of your base cutting damage plus 6,365 points of damage reduction. Additional effect: Force your goal to dismantle Extra Effect 2: Recover from stun. Lochaber Strike 3 CD: 45sBatter enemy with hail strikes, knocking them down and insuding 340% of your base cutting damage plus 7056 points of damage reduction. Additional effect: Force your goal to dismantle Extra Effect 2: Recover from stun. Average armorRole: Frontliner, Amazing Unit Killer through Support, Poor Duelist, Dismantle Massive DamageStats: STRTiger's Claw 1 CD: 20s Lifesteal Twice Per Hit. Perform two quick slashes: Each deals 123% of your injury reduction bash plus 1,449 damage reduction points. Additional effect: This skill restores up to 1000 health. Tiger Claw 2 CD: 18sExecute Two Fast Slash: Each deals 123% of your bash cutting damage plus 1,667 points of damage reduction. Additional effect: This skill restores up to 1500 health. Tiger Claw 3 CD: 15sExecute Two Fast Slash: Each deals 123% of your bash damage reduction plus 1,885 damage reduction points. Additional effect: This skill restores up to 2,000 health. Bloodthirsty 1 CD: 8s Sprint combo god level, hard to hit. Encourage your sword well in advance by causing 86% of your base piercing damage plus 892 points of piercing damage. Additional effect: Once hit the target, the speed increases by 30% within 4 seconds. Additional effect 2: recovers after stun. Bloodthirsty 2Point your sword and advance by causing 86% of your base piercing damage plus 1,075 points of piercing damage. Additional effect: Once hit the target, the speed increases by 30% within 4 seconds. Additional effect 2: Strikes a strong shot at the target. Additional effect 3: recovers after stun. Bloodthirsty 3Point your sword and advance, 86% of your base piercing damage plus 1,258 points of piercing damage. Additional effect: Once hit the target, the speed increases by 30% to 4 4 Effect 2: Strikes a strong shot at the target. Additional effect 3: recovers after stun. Fearless and Steadfast 1 CD: 8s Stun/knockdown to restore Low CDMake two sweeping blows with a sword: Each kick provides 62% of your damage reduction base plus 598 damage reduction points. Additional effect: Removes any stun effects and allows you to instantly grow if knocked down by Fearless and Steadfast 2Make two radical blows with a sword: Each kick provides 62% of your damage reduction base plus 703 damage reduction points. Additional effect: Removes any stun effects and allows you to instantly grow if knocked down by Fearless and Steadfast 3Make two sweeping sword blows: Each kick provides 62% of your damage reduction base plus 812 damage reduction points. Additional effect: Removes any stun effects and allows you to instantly grow if knocked down by Samurai March 1 CD: 12s Unit knockdown, fast attack Step forward and attack the enemy with a downward blow, dealing 86% of your damage reduction base plus 892 points of damage reduction. Press Twice: Conduct another attack that causes 92% of your base cutting daming plus 956 points of damage reduction. Additional effect: The second part of the attack shoots down enemy soldiers. Samurai March 2Step ahead and attack the enemy with a downward blow, dealing 86% of your base damage reduction plus 1045 points of damage reduction. Press twice: Conduct another attack that causes 92% of your base cutting daming plus 1,119 points of damage reduction. Additional effect: The second part of the attack shoots down enemy soldiers. Samurai March 3Step ahead and attack the enemy with a downward blow, dealing 86% of your damage reduction base plus 1,196 damage reduction points. Press twice: Conduct another attack that causes 92% of your base cutting daming plus 1,283 points of damage reduction. Additional effect: The second part of the attack shoots down enemy soldiers. Monstrous Blade 1 CD: 30s must have, HUGE lifesteal at maximum level. Lets steal your opponent's health within 10 seconds. Each blow to the enemy transmits 20% of the damage done by your enemy to your health. Monstrous Blade 2 CD: 25sAllows you to steal your opponent's health in 12 seconds. Each blow to the enemy transmits 30% of the damage done by the enemy to your health. Monstrous Blade 3 CD: 20sAllows you to steal your opponent's health in 14 seconds. Each blow to the enemy transmits 40% of the damage done by your enemy to your health. Blood Oath 1 CD: 30s combo for 4 attack moves or extreme vital. Cleans the coolness on The Monstrous Blade, Tiger Claw, Fearless and Persistent, Samurai Marsh, and Bloodthirsty.Blood Oath 2Clears Cooling on The Monstrous Blade, Claw of the Tiger, Fearless and Steadfast, Samurai March, and Bloodthirsty. It also increases your damage by 10% within 9 seconds. Blood Oath Cooling on The Monstrous Blade, Tiger Claw, Fearless and Persistent, Samurai Samurai and bloodthirsty. It also increases your damage by 15% within 9 seconds. Avalanche 1 CD: 60s More consistent ability/troops clear, AOE damage. Smash through your enemies with the power of an avalanche: deal 370% of your damage reduction base plus 4,869 damage reduction points. Additional effect: Recovery after stun. Extra Effect 2: Restores 1% of your maximum health every time you hit an enemy. Avalanche 2 CD: 55sSmash through your enemies with avalanche force: deal 370% of your damage reduction base plus 5,654 damage reduction points. Additional effect: Recovery after stun. Extra Effect 2: Restores 2% of your maximum health every time you hit the enemy. Avalanche 3 CD: 50sSmash through your enemies with avalanche force: deal 370% of your damage reduction base plus 6,438 damage reduction points. Additional effect: Recovery after stun. Extra Effect 2: Restores 3% of your maximum health every time you hit the enemy. Dragon Jump 1 CD: 60s 2 sec charge makes it difficult to land, better for dueling. Charge the energy for 2 seconds and then release a 370% of your damage reduction base plus 4,869 damage reduction points. Dragon Leap 2 CD: 55sCharge energy for 2 seconds and then release a jump in attack that causes 370% of your base to reduce damage plus 5,654 damage reduction points. Dragon Leap 3 CD: 50sCharge energy for 2 seconds and then release a jump in attack that causes 370% of your base to reduce damage plus 6,438 damage reduction points. Average armorRole: Frontliner, Block Killer, Tanky utility, Big horse abilities minus sweep. Stats: STR/AGI/ArmorLugh March 1 CD: 8s must have anti-stun/standup, armor stack/anti unit. Prepare the spear and advance causing 122% of your base piercing damage plus 1,085 points of piercing damage. Additional effect: Removes the stun locks and allows you to stand up instantly. Extra effect: Every time you hit an enemy while this skill is active, your armor increases by 2%, and any enemy hit will slow down. Bonus protection lasts 6 seconds and can be stacked up to 10 times. Lugh's March 2Brace is your spear and advance causing 122% of your base piercing damage plus 1,334 points of piercing damage. Additional effect: Removes the stun locks and allows you to stand up instantly. Extra effect: Every time you hit an enemy while this skill is active, your armor increases by 2%, and any enemy hit will slow down. Bonus protection lasts 6 seconds and can be stacked up to 10 times. Lugh's March 3Brace is your spear and advance causing 122% of your base piercing damage plus 1,594 points of piercing damage. Additional effect: Removes stun locks and instantly get up. Extra effect: Every time you hit an enemy while this skill is active, your armor increases by 2%, and any enemy hit will slow down. Bonus protection lasts 6 seconds and can be stacked up to 10 times. Overhead Strike 1 CD: 9s Fast Damage, Low Low Huge bonus damage%. Perform a quick top kick that deals 61% of your damage reduction base plus 693 damage reduction points. Additional effect: This attack pierces the target's armor, forcing them to take another 10% damage over the next 3 seconds. Overhead Strike 2Perform a quick blow from above that deals 61% of your base damage reduction plus 823 points of damage reduction. Click twice: Add a showing attack that takes 61% of your base piercing damage plus 823 points of piercing damage. Additional effect: This attack pierces the target's armor, forcing them to take an additional 20% damage over the next 3 seconds. Overhead Strike 3Perform a quick hit from the top that deals 61% of your damage reduction base plus 953 damage reduction points. Click twice: Add a showing attack that takes 61% of your base piercing damage plus 953 points of piercing damage. Additional effect: This attack pierces the target's armor, forcing them to take an additional 30% damage over the next 3 seconds. Procris's Gift 1 CD: 20s Long cooldown, pierces ALL blocks. Free damage. Throw the spear into the air and then kick it forward, hitting the enemy with 153% of your base piercing damage plus 1,473 piercing points. Additional effect: Recovery after stun. Procris's Gift 2Throw is your spear in the air and then kick it forward, hitting your opponent with 153% off your base piercing damage plus 2,253 points piercing damage. Additional effect: Recovery after stun. Return of Jangar 1 CD: 16s Long cool, stun recovery knockback, hard to get into. Hit the enemy with an overhead kick that inflicts 73% of your damage reduction base plus 832 reductions in the damageExtra effect: Recovers from stun. Return Jangar 2Hit opponent with an overhead kick that inflicts 73% of your base damage reduction plus 988 cutting damagePress in half: Continue the low-impact attack that causes 79% of your base piercing damage plus 1,070 points of piercing damage. Additional effect: Recovery after stun. Return Jangar 3Hit opponent with an overhead kick that inflicts 73% of your base reducing damage plus 1,144 cutting damagePress in half: Continue the low-impact attack that causes 79% of your base piercing damage plus 1,239 points piercing damage. Then complete it with a flying two-legged kick that deals 239% of your base of blunt damage plus 1,366 blunt damage points. Additional effect: The target is pushed back. Additional effect: Recovery after stun. Hurricane Edge 1 CD: 24s Amazing block of clear armor stack. Long CDSpin fast and deal 183% of your base reduction plus 1,627 points flashing damage to all enemies in the range. Extra Effect: Every time you hit an enemy while this skill is active, your armor is armored 2%, and any enemy strike will be slowed down. Bonus protection lasts 6 seconds and can be stacked up to 10 times. Hurricane Edge 2Spin is fast and deal 183% of your damage reduction base plus 2001 points flashing damage to all enemies in the range. Click twice: End an attack with a massive blow causing 81% of your base to reduce damage. Extra effect: Every time you hit an enemy while this skill is active, your armor increases by 2%, and any enemy hit will slow down. Bonus protection lasts 6 seconds and can be stacked up to 10 times. Gungnir's Greeting 1 CD: 15s Unit clearly. Pierce the block. Slow start of animation. Armor stackLunge forward and kick, resulting in 61% of your base piercing damage plus 589 points piercing damage. This attack cannot be blocked. Additional effect: breaks the target's armor, causing them to temporarily have 20% more damage. Gungnir's Greeting 2Lunge forward and kick, resulting in 61% of your base piercing damage plus 745 points of piercing damage. This attack cannot be blocked. Click twice: You'll end up with a flying blow that has inflicted 122% of your damage reduction base plus 1,490 damage reductions. Additional effect: breaks the target's armor, causing them to temporarily have 20% more damage. Extra effect: Every time you hit an enemy while this skill is active, your armor increases by 2%, and any enemy hit will slow down. Bonus protection lasts 6 seconds and can be stacked up to 10 times. Gungnir's Greeting 3Lunge forward and kick, resulting in 61% of your base piercing damage plus 901 points piercing damage. This attack cannot be blocked. Click twice: You'll end up with a flying blow that has inflicted 122% of your damage reduction base plus 1802 damage reductions. Additional effect: breaks the target's armor, causing them to temporarily have 20% more damage. Extra effect: Every time you hit an enemy while this skill is active, your armor increases by 2%, and any enemy hit will slow down. Bonus protection lasts 6 seconds and can be stacked up to 10 times. Dragon Roar 1CD: 60s High dps, preferred ult, hard to hit. Cut the path through the enemy, inflicting 367% of your base piercing damage plus 4783 piercing points. Additional effect: This attack breaks down enemy armor, causing them to temporarily take 30% more damage. Dragon Roar 2CD: 55sCut the way through the enemy, making 367% of your base damage plus 5,719 points of piercing damage. Additional effect: This attack breaks enemy armor, causing causing temporarily take 30% more damage. Dragon's Roar 3CD: 50sCut way through the enemy, causing 367% of your base piercing damage plus 6,655 points of piercing damage. Additional effect: This attack breaks down enemy armor, causing them to temporarily take 30% more damage. Rage of Heaven 1CD: 50s High dps, best used on CC'd units or it's not so preferable. Perform a series of lightning strikes, causing 555% of your base piercing damage plus 7,247 points of piercing damage. Extra effect: Every time you hit an enemy while this skill is active, your armor increases by 2%, and any enemy hit will slow down. Bonus protection lasts 6 seconds and can be stacked up to 10 times. Fury Of the Sky 2CD: 50sPerform a series of lightning strikes, causing 555% of your base piercing damage plus 8,655 points of piercing damage. Extra effect: Every time you hit an enemy while this skill is active, your armor increases by 2%, and any enemy hit will slow down. Bonus protection lasts 6 seconds and can be stacked up to 10 times. Heaven's Fury 3CD: 50sForm a series of lightning strikes, causing 555% of your base piercing damage plus 10084 points of piercing damage. Extra effect: Every time you hit an enemy while this skill is active, your armor increases by 2%, and any enemy hit will slow down. Bonus protection lasts 6 seconds and can be stacked up to 10 times. Average armorRole: Midliner, Hero Killer, High Explosion, Poor Unit KillingStats: AGI, STRScatter Shot 1 CD: 6s Huge damage at close range, low cooldown explosion 7, each damage deal 8% of your base piercing damage plus 159 points piercing damage. The Scatter Shot 2Fire Explosion 9, each damage deal is 8% of your base piercing damage plus 179 points of piercing damage. The Scatter Shot 3Fire explosion is 12, each damage deal 8% of your base piercing damage plus 200 points of piercing damage. Thin Gunpowder 1 CD: 12s One moment of reboot and damage buffShortens your reboot time, and increases the damage done by 8% during 4 secondsFine Gunpowder 2Shortens your recharge time, and increases the damage done by 12% within 5 secondsFine Gunpowder 3Shortens your recharge time, and increases the damage done by 15% during the 6 secondsClose Combat 1 CD: 17s Aoe knockdown, not so convenient compared to other abilities. Batter your enemies with the grip of your gun, deal 222% of your base with blunt damage plus 611 blunt damage points. Additional effect: knocks hit enemies on the ground. Additional effect 2: Recovery after stun. Close Combat 2 CD: 14sBatter your enemies with the grip of your gun, deal 222% of your base of blunt damage plus 680 points of blunt damage. Additional effect: knocks hit enemies on the ground. Additional effect 2: Recovery after stun. Close Fight 3 CD: 10sBatter your enemies with the grip of your gun, deal from your base to blunt damage plus 749 blunt damage points. Additional effect: knocks hit enemies on the ground. Additional effect 2: 2: stunner. Skirmisher 1 CD: 38s Long range output capability, long cooling, final level catlops. Jump back. Additional effect: recovers after stun. Shooter 2 CD: 36sLeap back. Additional effect: Removes the electroshock effects and allows you to recover instantly if knocked down. Shootout 3 CD: 34sLeap back. Additional effect: Removes the electroshock effects and allows you to recover instantly if knocked down. Extra Effect 2: Deploys catlrops in your position before jumping back. Liquid Fire 1 CD: 30s Good against Shields and that's all/ small DoTThrow firebomb that takes 89% of your base blunt damage plus 212 points of blunt damage to enemies caught in the blast. The incendiary liquid inside sets the area on fire, causing 230 fire damage for 3 seconds. Additional effect: Scares soldiers. Liquid Fire 2Throw is an incendiary bomb that inflicts 89% of your base blunt damage plus 239 blunt damage points to enemies caught up in the explosion. The incendiary liquid inside sets the area on fire, damaging 300 lights for 3 seconds. Additional effect: Scares soldiers. Liquid Fire 3Throw is an incendiary bomb that inflicts 89% of your base blunt damage plus 266 blunt damage points to enemies caught up in the explosion. The incendiary liquid inside sets the area on fire, causing 350 fire damages for 3 seconds. Additional effect: Scares soldiers. Deployment Catlrops 1 CD: 27s VIGT Ao slow/bleeding. Throw a handful of catlrops into the selected area, slowing down enemies in the area by 30% within 5 seconds. Deploy Catlrops 2Throw a handful of catlrops in the selected area, slowing down enemies in the area by 30% within 5 seconds. Additional effect: Enemies affected also suffer bleeding. Additional effect: The area that resulted in this is now expanded by one meter. Five rounds Rapid 1 CD: 55s Amazing single-goal DPS, no range limit. Fire five bullets in quick succession, each dealing 30% of your base piercing damage plus 799 points of piercing damage. Additional effect: Recovery after stun. Five rounds Rapid 2 CD: 50sFire five bullets in quick succession, each dealing 30% of your base piercing damage plus 899 points piercing damage. Additional effect: Recovery after stun. Five rounds rapid 3 CD: 45sFire five bullets in quick succession, each dealing 30% of your base piercing damage plus 998 points piercing damage. Additional effect: Recovery after stun. Blackpowder Grenade 1 CD: 50s Anti Wall Shield/Before Technique/AOE Knockdown. Throw a hand grenade that 710% of your basic blunt damage plus 2131 blunt damage points. Additional effect: Anyone who has been hit by an explosion can be sent on a flight. Blackpowder Grenade 2 CD: 45sThrow hand grenade that takes 710% of your base of blunt damage plus 2,397 blunt damage points. Additional effect: Anyone who has been hit by an explosion can be sent on a flight. Blackpowder Grenade 3 CD: 40sThrow hand grenade grenade Trades 710% of your base is blunt damage plus 2,662 blunt damage points. Additional effect: Anyone who has been hit by an explosion can be sent on a flight. Lightweight armorRole: Flanker, Hero Killer, High Bang, Poor Armored Killing Unit Big Anti rangedStats: AGI, STRBo-Shurikens 1 CD: 8s Good Potential Chase/Poke, different style of play. Throw darts, deal 210% of your base piercing damage plus 1200 points of piercing damage. Bo-Shurikens 2Throw Darts, deal 210% of your base piercing damage plus 1200 points of piercing damage. Additional effect: darts poisoned, draining 300 health points per second for 3 seconds. Bo-Shurikens 3Throw darts, deal 210% of your base piercing damage plus 1,200 points of piercing damage. Additional effect: darts poisoned, draining 300 health points per second for 3 seconds. Additional Effect 2: Slows the target by 15%Skylark 1 CD: 9s God level, big damage/block penetrate/doT.Execute a sequence of beats while in the air, deal 420% of your base damage reduction plus 3,135 points of damage reduction. Additional effect: Drains 160 enemy health every second for 5 seconds. Skylark 2 CD: 8sExecute a sequence of air strikes, deal 420% of your damage reduction base plus 3,651 damage reduction points. Additional effect: Drains 400 enemy health every second for 5 seconds. Skylark 3Execute a sequence of bumps while in the air, deal 420% of your damage reduction base plus 4,166 points of damage reduction. Additional effect: Drains 600 enemy health every second for 5 seconds. Additional effect: This attack cannot be blocked. Butterfly 1 CD: 15s Amazing ability, good damage/block/bleeding/fast ability, block clear. Make two quick attacks that inflict 105% of your damage reduction base plus 681 damage reduction points. Additional effect: Draining 160 health points per second for 5 secondsExtra effect 2: slows down the enemy for 8 secondsButterfly 2Make two quick attacks that inflict 105% of your base damage reduction plus 835 points of damage reduction. Press Twice: Repeat the attack, away 105% of your damage reduction base plus 835 damage reduction points. Additional effect: Draining 400 health points per second for 5 secondsExtra effect 2: slows down the enemy for 8 secondsButterfly 3Make two quick attacks that inflict 105% of your base damage reduction plus 990 points of damage reduction. Click twice: Repeat the attack, deal 105% of your damage reduction base plus 990 damage reduction points. Additional effect: Plum 600 health points per second for 5 secondsExtra effect 2: slows down the enemy for 8 secondsInfiltrator 1 CD: 50s Extreme cooling for stealth, hidden abilities. Become invisible for 30 seconds. You can use your skills while invisible, but will be identified by injury or make an attack. Infiltrator 2 CD: 48sBecome invisible for 30 seconds. You can use the skills while invisible, but will be identified by injury or make an attack. Infiltration 3 CD: 39sBecome 39sBecome for 30 seconds. You can use the skills while invisible, but will be identified by injury or make an attack. Additional effect: While invisible your speed increases by 50%Alchemical pairs 1 CD: 30s Best stealth in straight fightstun recover, hidden abilities. Throw the smoke bomb on the ground and jump back, turning invisible for 3 seconds. Additional effect: your speed increases by 40%Additional effect: Removes any stun effects and allows you to recover instantly if knocked down. Alchemical Pairs 2 CD: 28sThrow smoke bomb on the ground and jump back, turning invisible for 3 seconds. Additional effect: your speed increases by 40%Additional effect: Removes any stun effects and allows you to recover instantly if knocked down. Alchemical Pairs 3 CD: 24sThrow smoke bomb on the ground and jump back, turning invisible for 3 seconds. Additional effect: your speed increases by 40%Additional effect: Removes any stun effects and allows you to recover instantly if knocked down. Great Thunderbolt 1 CD: 32s Top tier for deathmatch, long knockdown for teamwork. You throw a lightning bomb that stuns enemies caught up in an explosion within 2 secondsGreat Thunderbolt 2Ys throw a lightning bomb that stuns enemies caught up in the explosion during the 2 secondsExtra Effect: The bomb explodes with enough force to injure enemies caught up in the explosion. Great Thunderbolt 3Y throw a lightning bomb that stuns enemies caught up in the explosion during the 2 secondsExtra Effect: the bomb explodes with enough force to injure enemies caught up in the explosion. Extra Effect 2: The hit targets will take 20% more damage in 4 seconds. Dance of Death 1 CD: 60s Organized deathmatch DPS, insane dps if blocked. Become a whirling blur od double-wielding lethality, deal 1050% of your damage reduction base plus 8,869 damage reduction points. Additional effect: The target slows down by 90% within 6 seconds. Additional effect 2: Recovery after stun. Dance of Death 2 CD: 55sBecome whirling blur ode double wielding fatality, deal 1050% of your damage reduction base plus 10,416 damage reduction points. Additional effect: The target slows down by 90% within 6 seconds. Additional effect 2: Recovery after stun. Dance of Death 3 CD: 45sBecome whirling blur of one double wielding fatality, a case of 1050% of your damage reduction base plus 11963 damage reduction points. Additional effect: The target slows down by 90% within 6 seconds. Additional effect 2: Recovery after stun. Tagged for Death 1CD: 60s Hard CC, generally more flexible/excellent in most cases. Make an almost unstoppable series of punches that rely on all your Deal 525% of your damage reduction base plus 4,434 points of slashing damage. Labeled for Death 2 CDs: 55sMake almost stop a series of strokes that rely on all your workouts, dealing 525% of your damage reduction base plus 5208 points slashing damage. Tagged for death 3 CDs: 45sMake almost stop a series of strikes that rely on all your workouts, dealing with 525% of your cutting base plus 5981 points slashing damage. Lightweight armorRole: Backline, Harasser, longest range (no drop-off damage), Excessively weak in close combat. I hate people who bear a range of units. Stats: AGI, STRFlaming Arrow 1 CD: 12s One Target Damage Point, Shoots Through the Block. Run a flaming arrow that causes 78% of your base piercing damage plus 1,254 points of piercing damage. It also causes 200 fire damage points within 6 seconds. Additional effect: knocks the enemy off the horse. The flaming arrow is a 2Launch flaming arrow that inflicts 78% of your base piercing damage plus 1,378 points of piercing damage. It also causes 200 fire damage points within 6 seconds. Additional effect: knocks the enemy off the horse. The Flaming Arrow is a 3Launch flaming arrow that inflicts 78% of your base piercing damage plus 1505 points of piercing damage. It also causes 200 fire damage points within 6 seconds. Additional effect: knocks the enemy off the horse. Rain Arrows 1 CD: 12s Longbow's shotgun ability/arrow spread. Shoot a volley of 6 arrows, each causing 20% of your base piercing damage plus 312 points of piercing damage. Rain Arrows 2 Shoot a volley of 9 arrows, each causing 20% of your base piercing damage plus 338 points of piercing damage. Rain Arrows 3 Shoot a volley of 12 arrows, each causing 20% of your base piercing damage plus 364 points of piercing damage. Bodkin-Tipped 1 CD: 15s Shield ability violation, high goal, pierces the block. Loose armor-piercing bodkin arrow that inflicts 96% of your base piercing damage plus 1,646 points of piercing damage. Bodkin-Tipped 2Loose is an armor-piercing bodkin arrow that inflicts 96% of your base piercing damage plus 1,775 points of piercing damage. Additional effect: The armor protection of the target is reduced by 20%Bodkin-Tipped 3Loose armor-piercing bodkin arrow, which inflicts 96% of your base piercing damage plus 1904 points of piercing damage. Additional effect: Goal armor protection decreases by 20% Additional effect: This skill also reduces the target block. Marksman 1 CD: 15s large % armor pen for 5s. Target weak spot in enemy armor, increasing armor penetration by 15% within 5 seconds. Marksman 2Target is a weak spot in enemy armor, increasing armor penetration by 25% within 5 seconds. Marksman 3Target is a weak spot in enemy armor, increasing armor penetration by 35% within 5 seconds. Light-Footed 1 CD: 30s Superior escape capability, long CD. Make a quick jump forward or backward. Note: Divides cooling with Sharp Exit.Extra effect: Recovers after stun. Additional effect: Your speed increases by 20% over a 2 secondsLight-Footed 2Make fast jump forward or backward. Note: Shares cooling with Sharp Exit.Extra effect: You can use this skill, even while stunned or knocked down. Additional effect: Your speed increases by 20% over a 3 secondsLight-Footed 3Make fast jump forward or backward. Note: Shares coolness Sharp Exit.Extra effect: You can use this skill even while stunned or knocked down. Additional effect: Your speed increases by 20% in 4 seconds. Jump back a longer distance. Note: Divides cooling with Light-Footed.Extra effect: recovers after stun. Sharp Exit 2 CD: 30sLeap back for a longer distance. Note: Shares cooling with Light-Footed.Press Twice: You jump back. Additional effect: Recovery after stun. Sharp Exit 3 CD: 28sLeap back for a longer distance. Note: Shares cooling with Light-Footed.Press Twice: You jump back. Additional effect: Recovery after stun. Blast Arrow 1 CD: 60s Anti Shield / AOE Knockdown. Running an explosion arrow that takes 180% of your base piercing damage plus 3,280 points of piercing damage to anyone caught in the blast. The affected targets can be sent in flight as a result of the explosion. Blast Arrow 2 CD: 55sLaunch exploding arrow that takes 180% of your base piercing damage plus 3,569 points of piercing damage to those caught in the blast. The affected targets can be sent in flight as a result of the explosion. Exploding Arrow 3 CD: 45sLaunch exploding arrow that inflicts 180% of your base piercing damage plus 3,859 points of piercing damage for those caught in the explosion. The affected targets can be sent in flight as a result of the explosion. Lightning Bolt 1 CD: 60s No range limit massive damage pierces through units/blocks. Shoot an impossibly powerful arrow that takes 240% of your base piercing damage plus 4,373 points of piercing damage, punching through all the targets in its pathExtra effect: This arrow ignores most blocks. Additional effect 2: All the hit targets are stunned. Lightning Bolt 2 CD: 55sShoot is an impossibly powerful arrow that takes 240% of your base piercing damage plus 4,759 points of piercing damage, punching through all targets in its pathExtra effect: This arrow ignores most blocks. Additional effect 2: All the hit targets are stunned. Lightning Bolt 3 CD: 45sShoot is an impossibly powerful arrow that takes 240% of your base piercing damage plus 5,146 points of piercing damage, punching through all targets in its pathExtra effect: This arrow ignores most blocks. Additional effect 2: All the hit targets are stunned. Lightweight armorRole: Midliner, Harasser, Support, Kill Provision, Well Rounded against Units, Weaker Duelist Without ult Mediocre With Ult, Weak for Shields/Killers, Surprisingly Against Other Range. Stats: Max Aagh or 90/10 aga/StrPoison Arrow 1CD: 8s Must Have, Heavy DoT.Shoot Deadly Poisoned Arrow, Deal 100% of Your Base Piercing Damage. Extra effect: Poison deals 95 Damage over 6 secondsPoison Arrow 2 Shoot a fatally poisoned arrow, deal 100% of your base piercing damage plus 209 points of piercing damage. Additional effect: Poison inflicts 120 points of damage in 7 secondsPoison Arrow 3 Shoot a deadly poisoned arrow while dealing 100% 100% Your base piercing damage plus 245 points of piercing damage. Additional effect: Poison deals 165 points of damage over 8 secondsSteel tipped Arrow 1CD: 8s High damage, pierces block and block fall. Shoot a powerful armor-piercing arrow that deals 100% of your base piercing damage plus 943 piercing damage points. Steel-tipped Arrow 2 Shoot a powerful armor-piercing arrow that inflicts 100% of your base piercing damage plus 1,157 piercing points. Additional effect: This arrow reduces enemy blocks. Steel-tipped Arrow 3 Shoot a powerful armor-piercing arrow that inflicts 100% of your base piercing damage plus 1371 point of piercing damage. Additional effect: This arrow reduces enemy blocks. Additional effect 2: This arrow can pierce two targets at once. Stunning shot 1CD: 16s must have, high damage and stun. Shoot the enemy with an arrow that causes 75% of your base piercing damage plus 814 piercing points. Additional effect: slows down the target by 50% within 3 seconds. Stunning Shot 2CD: 14sShoot an opponent with an arrow that causes 75% of your base piercing damage plus 948 piercing points. Additional effect: stuns the target within 1.5 seconds. Stunning Shot 3CD: 12sShoot an opponent with an arrow that causes 75% of your base piercing damage plus 1082 piercing points. Additional effect: stuns the target within 1.5 seconds. Showing shot 1CD: 30s Don't use, needs to be rebalanced. Misses enemies all the time. Jump back and lose three arrows, each dealing 17% of your base piercing damage plus 159 points of piercing damage. Additional effect: Recovery after stun. Showing Shot 2Leap back and losing three arrows, each of which has to deal with 17% of your base piercing damage plus 186 points of piercing damage. Additional effect: slows down the target by 1 second. Additional effect 2: Recovery after stun. By showing a shot of 3Leap back and losing three arrows, each of which has to deal with 17% of your base piercing damage plus 223 points piercing damage. Additional effect: slows down the target by 2 seconds. Additional effect: Increase damage by 30% within 3 seconds. Additional effect 3: Recovery after stun. Throw Bola 1CD: 20s CC, knocks down horse, high damage. It's hard to aim. Throw a bola that knocks your opponent to the ground, deal 211% of your base with blunt damage plus 1,085 blunt damage points. Extra effect: Forcibly removes the target from their mountThrow Bola 2CD: 18sThrow bola that knocks your opponent to the ground, dealing 211% of your base of blunt damage plus 1,264 blunt damage points. Extra effect: Forcibly removes the target from their mount Throw Bola 3CD: 16sThrow bola that knocks your opponent to the ground, dealing 211% of your base of blunt damage plus 1,442 blunt damage points. Effect: Forced takes off the target with their mounting Escape 1CD: 7s Optional, Great Escape. Go fast back or forwardRolling Escape 2Jump fast back or forwardExtra effect: Removes dazed or slowing effects. Rolling Escape 3Jump Fast Fast or forward effectExtra: removes dazed or slowing effects. Additional effect 2: Increases the speed of movement by 15% within 3 seconds. Angry Hornets 1CD: 50s Insane Kill Safe, Very Long DoT, Bad Range. Send a hail of seven arrows, each dealing 36% of your base piercing damage plus 88 points of piercing damage. Additional effect: The poison depletes 90 health per second for 6 seconds. Angry Hornets 2 Send a hail of seven arrows, each dealing 36% of your base piercing damage plus 103 points of piercing damage. Additional effect: The poison depletes 105 health per second for 7 seconds. Angry Hornets 3 Send a hail of seven arrows, each dealing 36% of your base piercing damage plus 118 points of piercing damage. Additional effect: The poison depletes 120 health per second for 8 seconds. Anger Artemis 1CD: 50s High DPS, Long Range, Poor Animation is so hard to land. Run five arrows, each dealing 50% of your base piercing damage plus 614 points of piercing damage. These arrows fly much faster than your usual ammo! Anger Artemis 2 Runs five arrows, each dealing 50% of your base piercing damage plus 721 points of piercing damage. These arrows fly much faster than your usual ammo! Anger Artemis 3 Runs five arrows, each dealing 50% of your base piercing damage plus 828 points of piercing damage. These arrows fly much faster than your usual ammo! Playing: Blade Conquerors

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