

Black desert online ranger guide

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Remember that class guides are a rough explanation for a class designed to give you an idea of the class and what you should aspire to. You have to really adapt the guide and follow your instincts to match your style of play! I also highly recommend looking at as many different sources as possible and gathering as much information as you can about your class before deciding what is best for you and how you play. Class contention is a great place to start, most of them have their own guides and resources, as well as a lot of qualified players willing to help with the issues. I also like to give shoutouts to Delta, Wally and Crete from Ranger Discord. These three players have influenced this leadership and the way I play Ranger. Check out the useful links/credit section for more information and links to their guides. The Ranger class uses a long bow as the main weapon and dagger as a secondary weapon. At level 56, the Ranger reveals his weapon of awakening, which is a sword. The Ranger class has a lot of movement and agility that allows you to kite your target and inflict damage over long and short distances. They have high impact attacks, but very low defenses and are considered a glass gun/killer class. Ranger midtier in PvE with decent clear speed. The main problem is that they consume mana very quickly and will require a lot of pots when grinding. On a small scale PvP, a ranger really shines if they know how to play smart, on a large scale they can also be strong once they have their absolute Skills and Rabam skills. The ranger's role in Knot Wars/Seige is to stay in the back line and use his shotgun abilities on large groups. Check out the video below to see some examples of Ranger in action. Source: PROS High Mobility Ranged and Melee High DPS and Blast Easy PvE Grinding Fun play CONS High Ceiling Skills Complex Combo Very Low Defense Required Mana and Endurance Control No Support Skills or Self-Healing Lack of AOE CC Ranger Succession can be unlocked after level 56 after talking to Black Spirit and completing the quest. This will give you a completely separate tree of skills that enhances your basic hand skills and has only a few waking skills. Your weapon awakening still affects your succession damage, but not many priorities. You can get away with using green/blue class TRI Ultimate weapons without losing too much damage. This is because only 30% of your AP Awakening applies to damage-damaging inheritance skills, as well as additional item stats such as human/species damage and accuracy.Succession is considered best for PvE as well as good in large-scale PvP, but very weak in 1v1 In each section of the guide you can find more information about succession skills. Skills Pre-Awakening Skills Build - Level 55 (388 Skills Points): you've just reached level 50 or S still level, use this build to put you in the right direction what skills you should use. Priorities are the following skills: Evasive Blast Shot, Evasive Shot, Explosive Gust, Charging Wind. After awakening skills build - Level 56 (452 skill points): skill build (without absolute skills) - Level 60 (1378 skill points): End of the game skill build (inc. Absolute Skills) - Level 60 (1731 skill points): priorities Awakening skills before aligning your absolute skills. Succession Skill Build - Level 56 (600 Skill Points): High-level skills build (1,287 skill points): End-Game skills build (1831 skill points): Keys in brackets means you hit the key. For example, this means that you will hit once. The keys in the circular brackets mean that you hold the key. For example, (HOLD) means you keep throughout the combo. Keys separated by the | symbol should be used at the same time. For example, LMB means that you click on LMB and LMB at the same time. The keys, separated by the symbol, show the order by which you have to follow the steps. For example, LMB means that you click on the and LMB button at the same time, and then press F (LMB) on the left tap with your mouse, RMB means right click with your mouse. Red skill names are optional. Blue skill names are awakening skills (level 56). GENERAL Bow Skill (LMB) This skill is your automatically qualified and is your automatic attack. It is a low-damage skill used to regenerate mana or collect monsters. You can also keep SHIFT in AoE, but it drains your mana. Using this skill on horse AoE without using mana or carrying out a shift. Dagger Protection (RMB) This skill is your hand-held automatic attack. It causes low damage to AoE and also reduces the speed of your target on impact. Moving Shot (HOLD LMB) - (HOLD A) OR (HOLD D) This skill allows you to work left or right during an automatic attack. This skill is great for collecting monsters when the level is low/before waking up. Call of the Earth Skill Bar This skill has no hot key. It will put the tree on the floor, which increases your accuracy and accuracy of all nearby allies. You can cancel the animation as soon as you use the skill, strafing in the direction. Example: A and LMB. You can use Blasting Gust to undo it as well. Spirit Healing Passive This skill is your passive and it increases the amount of mana you The bow position only, and does not work on the skills of AoE. One only has to align this passive if you already have a basic skill to build, because passive is usually completely useless. Awakening: Kamasylven Sword 'C' This skill allows you to change between the main hand and the awakening awakening The skill has different animations depending on the direction of the key you click when switching. When going from pre-wake to wake-up it also gives you a forward guard, so you want to expand the animation as long as possible for the more forward guard. The best way to use this is A or D (D). Walking back with awakening also gives you a forward guard (s block). You can move backwards diagonally to stop yourself from locking in the animation block and it will still use a forward guard. This skill is used in PvP and is very important for combos and interweaving certain class skills. You can also grab multiple targets simultaneously (up to 10). It will knock down the target (s) if successful, and give you a DP 20 positive effect within 10 seconds. Guardian SHIFT - This skill gives you a powerful wake-up effect within 30 seconds when used: attack speed 30%, 30% speed, 15% evasion, 20% critical strike chance. It also restores 500 MP allows sprinting for 10 seconds without consuming stamina. The skill has 3 minutes of cooling. You have super armor when using skills. Kamasylven Sword Training LMB This skill is your awakening auto attack. You can use it with W, A, D to attack forwards or sideways. This skill gives you mana back for a kick and also gives you range accuracy to a positive effect. You can use this skill with Cold Blade to quickly get buffs from both skills before engaging: S (x2) (MB) (MB) (x1). DODGES DOD (HOLD SHIFT) - A or S or D This skill is your strafe. You can strafe in the sides or backwards. I recommend blocking this skill. Wind Step RMB This skill is your dash and uses stamina. Using RMB will move your character backwards, but you can use W and RMB to move forward as well and can go diagonally forward as well. Your character is invincible when using skills as long as it is not used while on cooling. You also get a positive DP 10 effect within 10 seconds. It is important to note that the collision will occur when used forward, but not backwards. If you are in a nasal position, you can use this skill (W) to dash forward and swap for awakening. KICKS Round Kick (F) Spin Kick is one of your strokes. It can be used during sprints to perform a charging kick and is used in some combos. When used it will be knockdown or knocked down by enemies. I personally block this skill because the combo it is used in is not as good in the current meta. Charging Kick (W) F Charging Kick will cause your character to kick forward and fight off the enemy. This skill is used with a stream: Call from Sky, which has super armor. DAMAGE Charging Wind (HOLD RMB) - (HOLD SHIFT) Charging Wind is your 100% Black Spirit Fury skill. start charging before firing a loaded arrow and knocking/back the enemy (PVE only). It's important to get Extreme: Charging the wind as soon as possible because it allows you to throw an extra shot often called a gun because of its damage. To quickly drop it, use Evasive Shot, then SPACE. For example: Az and LMB SPACE. The ultimate of this skill is often spammed by rangers in both PvP and PvE, and you can use Call of the Earth with the ability to undo between them for a precision positive effect. Accurate definition of LMB S This skill shoots three arrows very quickly and is great for recovering mana, but again, it is not used often because it leaves you immobile and vulnerable in PVP. However, it can be combined with other skills to instantly throw. I would recommend blocking this skill to avoid conflicts with other skills such as Razor Wind. By descending The Current (optional) Skill Bar This skill has no hotkey and should be placed on your skill bar. Once activated, you have to hold the LMB to shoot the arrows. This skill is your 200% Black Spirit Fury skill, but requires you to be immobile while you're casting. The damage from this skill is too low to be used frequently. The only real use for it is to scout out ninjas or that are in stealth, or in unique situations where you can find a safe place to rain arrows on structures in the knot of war. I would recommend only taking this skill if you have a basic skill build already. Dodging Shot (HOLD LMB) - W or A or S OR D This skill allows you to strafe in the direction while auto attacking. This should be a skill and you have to align it to its maximum as well as getting the Absolute later because it is often used to undo other skills. Razor Wind (E) (HOLD LMB) This skill is guided as well as the AOE skill. However, you cannot move while channeling, and this makes you very vulnerable. You can undo the skill by clicking on the S, but it will still use a lot of mana. This skill is often used to throw up the Wind and Extreme: Charging Wind is very fast, using: E zgt; (LMB) RMB GT; SPACE Breaking Arrow (optional) (S) E (HOLD LMB) This skill is a counter-section of Razor Wind. It has a short charging period and will have more harm for the longer it is charged. Unlike Razor Wind, this skill is not worth any mana, but instead regenerates it and slows down the enemy, as well as applies the bleeding effect. Personally, I do not use or recommend this skill because of the amount of time it takes to charge, and this is the absence of damage. However, it's a combo with other skills and it's all up to the preferences at the end of the day. If you decide that you absolutely need this skill, I would recommend waiting until you maxed out your most important skills first. Explosive Gust and this skill will charge arrows and knockdown enemies that he hits, along with giving them dodging debuff. This cool down can be ignored, allowing spam skill at the expense of less damage and not it costs a lot of mana and stamina to keep lifting skills, but it's a great way to regenerate mana if it hits a big enough package. You can pair this skill with Evasion Shot before unding, which basically means you can remove the clumsy animation on the To do this, hold A and A, D or W or S to select direction. Will Wind SHIFT This skill is great for shredding low-level mobs and preawakening, because it can be spam and has good damage. It also has decent damage for the PVP and can be a good finisher with a DEBAFF DP as well. Will Winds can be undone with a skill evasive shot by clicking on A or D (F). Evasive Blast Shot (RMB) This skill will cause your character to jump backwards or side by air. This is an important skill because it has and is one of your longest iframes and often in super rotation armor. When aligning, you can use Evasive Blast Shot and then click on the LMB. This will release umbrella arrows (damage scales with bow skill - automatic attack), deal a large amount of damage to AoE. You can pretty much spam this as much as you like while level, and it makes grinding very easy to pre-wake up. It is also important to note that if you are in a wake-up position you can quickly switch into an onion using: RMB or D Penetrating Wind Skill Bar's LMB for firing This skill can be used on cooling, but this will reset the cooling skill. The skills that are used on cooling will not have a CC and will have a reduction in damage. The skill has a knockdown in PvE only, air attack and down smash. It also has a 100% critical hit rate. An aerial attack can be used by undoing other skills such as razor wind and Kiss of the Wind and other combos. You can also hold the yuan after this skill to undo the animation after it and attack with low level of damage charging wind. Cold Blade S LMB I wouldn't recommend aligning this skill and to be honest, you won't use it that often either because it doesn't have protection. You can use this skill with your Kamasylven Sword Training (automatic attack) to quickly get buffs from both skills before engaging: S LMB (x2) zgt; LMB (x1). Breezy Blade LMB while running / Windstep / Waltz Wind This skill is a short dash that causes damage. It is not worth the mana to use and instead uses stamina. The skill is a small gap closer with super armor if used from cooling. I recommend placing this skill on a hot panel because you can instantly throw it without using a dash in the first place. This is useful if you quickly need to evade CC. You should also practice taking your time with this skill rather than undo it right away because it has lingering super armor on its squatting animation at the end. Crying Wind This skill causes moderate damage and beats off targets as well as debuffing, giving a critical effect and bleeding. The skill does significantly less harm while on cooling, but has an additional Flow skill: Tempest, which extensive damage and used as a filler for PvE. This skill also gives you super armor and applies stiffness when it is used as 100% Black Spirit Fury skill. Waltz Of the Wind (F) - (W) OR (S) This skill can be used to soon run forward or backward with an F or S. «S». can transform the camera using the skill to position itself. It is a high-damaging spin that strikes all the enemies around you. It does less harm at cooling and takes a lot of mana if you spam it. The problem with this skill is that it leaves you very vulnerable and you should only use it when the target is already CC'd. You can use the Breezy Blade right after this skill and then stream: a shrill wind to deal with a high burst of damage very quickly. Elf Fury SHIFT (RMB) This skill damages and shoots down enemies in front of you (PVE). It's more of a defensive skill for PVP and doesn't do much damage. This damage also decreases in PVP. You get a forward guard while casting skill and super armor while attacking, so it's a good skill to use when you need to block incoming damage or evade CC. Nature's Shivering SHIFT LMB This skill is one of your highest damage skills and forward guard. It has a long cooling 21 - 23 seconds depending on the qualification rank, so you don't use it and only try to use it when you have a goal knocked down already. The skill gives -15 DP debuff for opponents as well as your 200% Black Spirit Fury skill, which has extra stun and super armor. Flow: Rooting (optional) LMB immediately after the shackles of the Spirit This skill is optional and I would not recommend taking it. This slightly increases the damage to the shackles of the Spirit and does not cause much damage. The problem is that the animation skill is so long that you lose the chance to do damage. This can be useful in some situations if you need a CC target longer with a down smash for your allies to inflict damage, but skill is unprotected and often too risky and not worth using. Flow: Rushing Wind (RMB) during the Breezy Blade/Vine Knot/Waltz Wind This skill is another small break closer with cooling. It inflicts a decent amount of damage, as well as stuns targets (PVE only), while inflicting very strong debuffs. It can be used immediately after Breezy Blade, Vine Knot and Waltz Wind. The skill also has a Super Armor that lingers as well. Flow: TempestHold SPACE during the Weeping Wind This skill chain from Crying Wind inflicts additional damage. It has a cooling 18 seconds and unlike Crying Wind it can't be spammed. Stream: The Storm will knock down targets if it successfully hits, but the skill is too risky to use because it has no protection and is mostly used in PvE. Vine Knot (F) This skill is a lower harmful skill that strikes the target in front of you. It has a floating CC and allows you to do extra damage before you undo the waltz of the wind (F;S and F). You get a 10% positive attack rate within 10 seconds as well, and it restores MP 10 for a successful hit. The skill is often used in combos for floating CC after capture. Flow: The shrill wind of SPACE during the Breezy Blade, after the wind waltz (only back)/Flow: Rushing Wind This skill allows you to use Ultimate: Charging Wind or Extreme: Extreme: Wind after some skills. It is great for switching from sword to bow quickly and does a lot of damage. Flow: Frustration during elven anger This skill is an additional skill of elven anger. This skill is a 100% chance of a critical hit and also has a small chance of a swim target. You've remained completely vulnerable when you use the thread, though and I wouldn't recommend using it in PVP. This can be useful as a filler in PvE though. RegenerationSkill Bar This skill is a high harmful skill that strikes all the enemies around you. It restores a lot of MP if used on a large pack of mobs, and also has a small chance of knocking down completely and has a downsmash as well. You get an attack rate of 10% for 10 seconds of positive effect when you use the skill. This is one of your important CC skills in PVP and has long cooling, so you have to be careful not to waste your skills. It's also your 50% Black Spirit Rage skill and super armor when used with fury. SUCCESSIONSuccession: Feathers LemoriaPassive This skill increases the range of your skills. Prime: Wind SpiritPassive This skill increases your maximum stamina by 300 Prime: Spirit BlessingPacy This skill can be leveled to increase your Ranged AP. Prime: Feathers perfume SHIFT This is your positive succession effect, it has 3 minutes of cooling and gives the following buffs for 30 seconds: Attack speed , All Dodging Rate 15%, All Precision Speed 15%, MP Recovery No. 500. The skill also has super armor when used, and you won't consume stamina during the sprint for the first 10 seconds. Prime: Charging Wind (HOLD RMB) - (HOLD SHIFT) Prime: Charging Wind has super armor while charging skill and has less damage when it's not charging. You can move with skill fully charged if you take the skill flow: Wings of Freedom. The skill has a knockdown and knockdown in PvE, as well as an air attack and a downward smash. Prime: The penetrating WindSkill Bar is LMB for firing This skill can be used on cooling, but it will reset the cooling skill. The skills that are used on cooling will not have a CC and will have a reduction in damage. The skill has a knockdown in PvE only, air attack and down smash. It also has a 100% critical hit rate. An aerial attack can be used by undoing other skills such as razor wind and Kiss of the Wind and other combos. You can also hold the yuan after this skill to undo the animation after it and attack with low level of damage charging wind. Prime: Razor Wind (E) (HOLD LMB) This skill is guided as well as is an AOE skill. However, you cannot move while channeling, and this makes you very vulnerable. You can undo the skill by clicking on the S, but it will still use a lot of mana. This skill is often used for Winds and Extreme: Charging Wind is very fast, using: E zgt; LMB (RMB) SHIFT Prime zgt; SPACE Prime: Arrow Break S This skill has one of the higher single-damage target. Recent hits are also knockdown, but every punch is a blow it has to land to be successful. You can instantly throw this skill right after Evasive Blast Shot as well. Prime: Explosive Gust ' This skill has a knowndown on good hits and is basically used as a single target CC in PVP, because the damage from the skill disintegrates, making it bad damage in PvE. Check the normal description of the version of this skill (above) for more information. There is also the skill of Prime: Ultimate Blasing Gust, which adds super armor to the craftsmanship, but only when you shoot during craftsmanship. You can use the Ultimate version by holding LMB after Blasting Gust. Prime: Extreme charging WindSPACE after certain skills This skill is a continuity version of the famous shotgun skill. The skills are not as great as they used to be because of the split damage and the way that the skills projectiles work. It's mostly a filler in PvE, but does a lot of damage to one goal. You can throw this skill by clicking SPACE after most skills. Prime: The Nature's Tremble is one of the only awakening skills in the succession set. It has a DP -15 for 10 seconds of debuff when used on target. The skill can also stun in pVE and has a forward guard. Prime: Regeneration (S) - This skill is one of the only awakening skills in the succession set. This skill is a high harmful skill that strikes all the enemies around you. It restores a lot of MP if used on a large pack of mobs, and also has a small chance of knocking down targets and has a downsmash as well. You get an attack rate of 10% for 10 seconds of positive effect when you use the skill. This is one of your important CC skills in PVP and has long cooling, so you have to be careful not to waste your skills. The following combo skills are basic combos and some extra tips/tricks for your class. I recommend using video guides to learn more complex combo skills because it's much easier to see exactly what you should be doing rather than reading it and trying to wrap your head around it all. There are some recommended video combo skills in the Useful Links section and a late guide! The keys in brackets mean you click on the key. For example, this means that you will hit once. The keys in the circular brackets mean that you hold the key. For example, (HOLD) means that you hold on until the next step. (PERMAHOLD) means you keep throughout the combo. Keys separated by the | symbol should be used at the same time. For example, LMB means that you click on LMB and LMB at the same time. The keys, separated by the symbol, show the order by which you have to follow the steps. For example, LMB means that you click on the and LMB button at the same time, and then click F (LMB) on the left tap with your mouse, RMB means right clicking with the help of Required skills: Bow Skill, Crescent Kick, Ultimate: Evasive Shot (PERMAHOLD LMB) - (PERMAHOLD F) (A) OR D Every time you hit A or D, you'll shrug aside and quickly shoot your automatic attack once. This combo is great for regenerating mana while also kiting. It's This. The cost of stamina however and will drain it pretty quickly if you repeatedly use this combo. Necessary Skills: Onion Skills, Crescent Kick, Riding Wind, Ultimate: Evasive Shot (HOLD LMB) (HOLD LMB) (HOLD D) (HOLD SPACEBAR) Using this you will strafe to the side and quickly fire your automatic attack once and then jump into horse riding skill in the wind. This combo gives you more mobility than the one above. Necessary skills: Evasive Blast Shot (RMB) or S or D LMB You will jump into the air either backwards, left or right and then release an umbrella of arrows. This attack is one of your main AoE combos before waking up and also knocking down the enemy. It is, however, pretty close. Necessary Skills: Explosive Gust, Ultimate: Evasive Shot (Basic Ranger Mechanics) (PERMAHOLD LMB) - (PERMAHOLD) (HOLD A) OR (HOLD D) OR (HOLD W) OR (HOLD S) This combo allows you to instantly throw Blasting Gust while strafing aside. If the skill was not on the cooling, it would also shoot down the enemy. Reusing quickly depletes your stamina, but it's a good way to regenerate mana if you're up against a large pack of mobs. This combo is often referred to as cancellation. You can also use your cancellation to stop the animation from the Call of the Earth skill and instantly drop it. You can use the SPACE after that combo to add a gun to it for high damage. Required skills: Dash Kick, Flow: Call from Sky, Evasive Explosion Shot (Mechanics Core Ranger Mechanics) (W) (SPACEBAR) (LMB) (LMB) OR (RMB) This combo will make you kick forward and then perform the jump through the air. The last part can be used in one of two ways. Using LMB at the end of the combo will release the shooter's umbrella, while RMB will perform the third jump forward through the air. This combo is useful for kiting in PvP because you're invisible during the flow: Call from the sky and evasive Blast Shot. Required Skills: Ultimate: Dodging Shot, Will Wind (Basic Ranger Mechanics) (F) (F) OR D This combo allows you to instantly throw Will The Wind without the awful animation it has. This is often used in both PVP and PvE. Required Skills: Razor Wind, Ultimate: Evasive Shot, Ultimate: Charging Wind (Basic Ranger Mechanics) (E) (LMB) (RMB) - (SHIFT) (SPACE) This combo allows instant casting of Charging Winds, followed by Ultimate: Charging Winds for a quick burst of damage. It can be risky to use because it has no protection at all. Necessary Skills: Wind Step, Breezy Blade, Flow: Rushing Wind, Evasive Blast Shot (Basic Ranger Mechanics) (LMB) (LMB) (RMB) (RMB) qgt; (LMB) qgt; (LMB) qgt; It's very hard to pull off and can have small gaps. You have to expand each animation because each of the skills has a lingering super armor/frame on them and you don't have to undo them right away. Necessary skills: The Shackles of the Spirit, Waltz of the Wind, Brisng Blade, Fast Wind, Grape Knot, Tremors of Nature (Awakening PVP Skill Combo) (W) (LMB) (RMB) (RMB) (F) (F) (SHIFT) is a PVP combo that you can use after landing a successful grip. Necessary Skills: The Shackles of the Spirit, Waltz of the Wind, Brisng Blade, Flow: Fast Wind, Regeneration, Trembling Nature (Awakening Skill PVP Combo) (W) (LMB) (LMB) (Kwixlot: Regeneration) (SHIFT) Locked Skills These skills that I recommend locking in to help prevent the combo. To block the skill, click the lock icon at the top of each skill icon in the skill box (K). Absolute Skills Below Recommended Absolute Skills, which you must take in order of priority: Absolute: Absolute: Blasting Gust - Required Level 57 (32 Skills Points)Absolute: Extreme Charging Wind - Required Level 60 (56 Skill Points)Absolute: Will Wind - Required Level 58 (24 Skill Points)Absolute: Dodgy Blast Shot - Requires Level 57 (28 Skill Points)Absolute: Evasive Shot - Required Level 56 (16 Skill Points) Rabam Skills Level 56 - SHIFT Breaking Shot - Requires Charging Wind IV and Explosion Gust III (Preferred Choice) Squalor Shot - Wanted Charging Wind IV and Penetrating Wind IV I recommend taking Tear Shot Rabam craftsmanship. The skill has a wider range and stunning is useful for subsequent takeoffs with Blasting Gust. You can also use SHIFT to control when the skill ends, while Squal Shot is blocking you in animation when it ends and won't work on some terrain. Level 57 - SHIFT Breaking Arrow - Requires Ultimate: Arrow Break and Razor Wind V (Preferred choice for succession of large-scale PVP)Fury Arrow - Requires Ultimate: Tearing Arrow and Penetrating Wind IV (Preferred Preferred Choice) I would want to take the skills of the fury of The Arrow of Rabam. He has faster shots and can CC the goal faster. This is good for in knot wars where other players can follow the CC. Skills supplement below are some examples of viable skill supplements you can take. I recommend experimenting with your add-ons and figuring out what's best for you because it really depends on your personal preferences and how you play your class. If you're just not sure what to take, then you can blindly follow the examples below and they will still be effective. You can also check out our skill add-on guide for a full list of all Ranger Skill additions. PVP Skills Supplements Awakening Level 50 Explosive GustInflits 45 Pain Damage for 3 sec for 12 secPVP Attack 5 for 5 sec Level 52 Penetrating WindInfl 40 Poisonous damage for 3 seconds for 18 seconds. Precision (5% for 12 seconds Level 54) Evasive ShotInflits 50 Burn Damage in 3 seconds, 9 seconds. For targetAll Attack Speed (7% for 5 seconds level 56) Breezy BladeInflits 70 Burn Damage in 3 seconds in 9 seconds. Attack rate (7% for 5 sec) Level 58 Vine 40 Poisonous damage for 3 seconds for 18 seconds. Precision 5% for 12 seconds. For Self Level 60 Nature TrembleAll Critical Hit Rate 10% for 9 secInflits 45 Bleeding Bleeding Damage 3 sec for 15 sec PVE Skill Add-ons (Awakening) Level 50 Charging WindAttack vs. Monsters 20 in 8 seconds, for a self-critical strike rate of 10% in 9 seconds. For self Level 52 will WindAttack Speed 7% in 5 seconds. For selfAll Precision 5% for 12 seconds, for yourself Level 54 Razor WindAttack against monsters 20 in 8 sec. For selfAttack speed 7% for 5 sec. for yourself Level 56 Crying WindAttack against monsters 20 in 8 sec. For selfAttack speed 10% for 5 seconds, for yourself Level 58 Waltz WindCritical Hit Rate 10% in 9 seconds. For selfAttack speed 7% for 5 seconds, for yourself Level 60 RegenerationCritical hit rate 20% in 9 sec. For selfAttack vs. Monsters 30 for 8 sec. For Self-PVP Skills Supplement Succession (Level 50) Will WindAll Precision 5% for 12 sec. For selfAttack speed 7% for 5 sec. for the self Level 52 Razor WindAttack vs. Monsters 20 for 8 secAttack Speed 7% for 5 seconds, for self-in-line Level 54 Charging WindAll Precision 5% for 12 seconds, for selfCritical Hit Rate 10% for 9 seconds, for yourself Level 56 Prime: Evasive ExplAttack vs. Monsters 20 for 8 secMovement Speed 7% for 10 seconds, for self-driving level 58 Nature TrembleAttack vs. Monsters 30 to 8 secAttack Speed Level 60 RegenerationAttack vs. Monsters 30 for 8 secCritical Hit Rate for self-PVE Skill Add-ons Succession (Level 50) GustAttack Explosive Speed (4% for 5 seconds, selfPVP attack) 5 for 5 sec, for self-level 52 Arrow Gap 5% in 12 seconds. For self-driving speed -7% for 7 seconds. For the target level of 54 Charging ArrowAll Precision 5% for 12 seconds, for selfCritical Hit Rate 10% in 9 seconds, for self-level 56 Precision Razor WindAll 3% for 12 sec. For selfAttack speed (7% for 5 seconds for self-level 58) Will windAttack Speed 7% in 5 seconds, selfAll Precision 5% for 12 seconds. For himself, Level 60 is a Evasive explosion of ShotAll's defense No. 15 in 10 seconds, for selfMovement Speed 7% in 10 seconds. For the self-defense/armor featured weapons in the game now dropped from World Bosses.For more information click here to watch our World Bosses guide. Main weapon: Rosar Rosar (or Yuria, if any) is something you should aim at the level of your character. You should raise it to at least 7 pounds for alignment and then a PRI or higher as soon as possible if you don't have a Liverto/Kzarka. I would get it in DUO at the highest, then a goal for Liverto/Kzarka. Aim to buy No.15 Rosar if you can keep your resources upgraded. Ideally you want to buy or make it the ultimate (yellow) to close the AP difference. Make sure you also use precious slots to get attack speed and critical hit up to 5. LivertoLiverto is the fourth strongest mainhand much easier to get and boost than Kzarka. I personally will not invest in Liverto because it will just slow down your progress. Go to the barracks as early as possible. If you already have a liverto and have already invested in it, you will want to upgrade it to or above as soon as possible. I would like to Get it into tri at most and then you really want to go to Kzarka. Liverto has a little

Remember that class guides are a rough explanation for a class designed to give you an idea of the class and what you should aspire to. You have to really adapt the guide and follow your instincts to match your style of play! I also highly recommend looking at as many different sources as possible and gathering as much information as you can about your class before deciding what is best for you and how you play. Class contention is a great place to start, most of them have their own guides and resources, as well as a lot of qualified players willing to help with the issues. I also like to give shoutouts to Delta, Wally and Crete from Ranger Discord. These three players have influenced this leadership and the way I play Ranger. Check out the useful links/credit section for more information and links to their guides. The Ranger class uses a long bow as the main weapon and dagger as a secondary weapon. At level 56, the Ranger reveals his weapon of awakening, which is a sword. The Ranger class has a lot of movement and agility that allows you to kite your target and inflict damage over long and short distances. They have high impact attacks, but very low defenses and are considered a glass gun/killer class. Ranger midtier in PvE with decent clear speed. The main problem is that they consume mana very quickly and will require a lot of pots when grinding. On a small scale PvP, a ranger really shines if they know how to play smart, on a large scale they can also be strong once they have their absolute Skills and Rabam skills. The ranger's role in Knot Wars/Seige is to stay in the back line and use his shotgun abilities on large groups. Check out the video below to see some examples of Ranger in action. Source: PROS High Mobility Ranged and Melee High DPS and Blast Easy PvE Grinding Fun play CONS High Ceiling Skills Complex Combo Very Low Defense Required Mana and Endurance Control No Support Skills or Self-Healing Lack of AOE CC Ranger Succession can be unlocked after level 56 after talking to Black Spirit and completing the quest. This will give you a completely separate tree of skills that enhances your basic hand skills and has only a few waking skills. Your weapon awakening still affects your succession damage, but not many priorities. You can get away with using green/blue class TRI Ultimate weapons without losing too much damage. This is because only 30% of your AP Awakening applies to damage-damaging inheritance skills, as well as additional item stats such as human/species damage and accuracy.Succession is considered best for PvE as well as good in large-scale PvP, but very weak in 1v1 In each section of the guide you can find more information about succession skills. Skills Pre-Awakening Skills Build - Level 55 (388 Skills Points): you've just reached level 50 or S still level, use this build to put you in the right direction what skills you should use. Priorities are the following skills: Evasive Blast Shot, Evasive Shot, Explosive Gust, Charging Wind. After awakening skills build - Level 56 (452 skill points): skill build (without absolute skills) - Level 60 (1378 skill points): End of the game skill build (inc. Absolute Skills) - Level 60 (1731 skill points): priorities Awakening skills before aligning your absolute skills. Succession Skill Build - Level 56 (600 Skill Points): High-level skills build (1,287 skill points): End-Game skills build (1831 skill points): Keys in brackets means you hit the key. For example, this means that you will hit once. The keys in the circular brackets mean that you hold the key. For example, (HOLD) means that you hold on until the next step. (PERMAHOLD) means you keep throughout the combo. Keys separated by the | symbol should be used at the same time. For example, LMB means that you click on LMB and LMB at the same time. The keys, separated by the symbol, show the order by which you have to follow the steps. For example, LMB means that you click on the and LMB button at the same time, and then press F (LMB) on the left tap with your mouse, RMB means right click with your mouse. Red skill names are optional. Blue skill names are awakening skills (level 56). GENERAL Bow Skill (LMB) This skill is your automatically qualified and is your automatic attack. It is a low-damage skill used to regenerate mana or collect monsters. You can also keep SHIFT in AoE, but it drains your mana. Using this skill on horse AoE without using mana or carrying out a shift. Dagger Protection (RMB) This skill is your hand-held automatic attack. It causes low damage to AoE and also reduces the speed of your target on impact. Moving Shot (HOLD LMB) - (HOLD A) OR (HOLD D) This skill allows you to work left or right during an automatic attack. This skill is great for collecting monsters when the level is low/before waking up. Call of the Earth Skill Bar This skill has no hot key. It will put the tree on the floor, which increases your accuracy and accuracy of all nearby allies. You can cancel the animation as soon as you use the skill, strafing in the direction. Example: A and LMB. You can use Blasting Gust to undo it as well. Spirit Healing Passive This skill is your passive and it increases the amount of mana you The bow position only, and does not work on the skills of AoE. One only has to align this passive if you already have a basic skill to build, because passive is usually completely useless. Awakening: Kamasylven Sword 'C' This skill allows you to change between the main hand and the awakening awakening The skill has different animations depending on the direction of the key you click when switching. When going from pre-wake to wake-up it also gives you a forward guard, so you want to expand the animation as long as possible for the more forward guard. The best way to use this is A or D (D). Walking back with awakening also gives you a forward guard (s block). You can move backwards diagonally to stop yourself from locking in the animation block and it will still use a forward guard. This skill is used in PvP and is very important for combos and interweaving certain class skills. You can also grab multiple targets simultaneously (up to 10). It will knock down the target (s) if successful, and give you a DP 20 positive effect within 10 seconds. Guardian SHIFT - This skill gives you a powerful wake-up effect within 30 seconds when used: attack speed 30%, 30% speed, 15% evasion, 20% critical strike chance. It also restores 500 MP allows sprinting for 10 seconds without consuming stamina. The skill has 3 minutes of cooling. You have super armor when using skills. Kamasylven Sword Training LMB This skill is your awakening auto attack. You can use it with W, A, D to attack forwards or sideways. This skill gives you mana back for a kick and also gives you range accuracy to a positive effect. You can use this skill with Cold Blade to quickly get buffs from both skills before engaging: S (x2) (MB) (MB) (x1). DODGES DOD (HOLD SHIFT) - A or S or D This skill is your strafe. You can strafe in the sides or backwards. I recommend blocking this skill. Wind Step RMB This skill is your dash and uses stamina. Using RMB will move your character backwards, but you can use W and RMB to move forward as well and can go diagonally forward as well. Your character is invincible when using skills as long as it is not used while on cooling. You also get a positive DP 10 effect within 10 seconds. It is important to note that the collision will occur when used forward, but not backwards. If you are in a nasal position, you can use this skill (W) to dash forward and swap for awakening. KICKS Round Kick (F) Spin Kick is one of your strokes. It can be used during sprints to perform a charging kick and is used in some combos. When used it will be knockdown or knocked down by enemies. I personally block this skill because the combo it is used in is not as good in the current meta. Charging Kick (W) F Charging Kick will cause your character to kick forward and fight off the enemy. This skill is used with a stream: Call from Sky, which has super armor. DAMAGE Charging Wind (HOLD RMB) - (HOLD SHIFT) Charging Wind is your 100% Black Spirit Fury skill. start charging before firing a loaded arrow and knocking/back the enemy (PVE only). It's important to get Extreme: Charging the wind as soon as possible because it allows you to throw an extra shot often called a gun because of its damage. To quickly drop it, use Evasive Shot, then SPACE. For example: Az and LMB SPACE. The ultimate of this skill is often spammed by rangers in both PvP and PvE, and you can use Call of the Earth with the ability to undo between them for a precision positive effect. Accurate definition of LMB S This skill shoots three arrows very quickly and is great for recovering mana, but again, it is not used often because it leaves you immobile and vulnerable in PVP. However, it can be combined with other skills to instantly throw. I would recommend blocking this skill to avoid conflicts with other skills such as Razor Wind. By descending The Current (optional) Skill Bar This skill has no hotkey and should be placed on your skill bar. Once activated, you have to hold the LMB to shoot the arrows. This skill is your 200% Black Spirit Fury skill, but requires you to be immobile while you're casting. The damage from this skill is too low to be used frequently. The only real use for it is to scout out ninjas or that are in stealth, or in unique situations where you can find a safe place to rain arrows on structures in the knot of war. I would recommend only taking this skill if you have a basic skill build already. Dodging Shot (HOLD LMB) - W or A or S OR D This skill allows you to strafe in the direction while auto attacking. This should be a skill and you have to align it to its maximum as well as getting the Absolute later because it is often used to undo other skills. Razor Wind (E) (HOLD LMB) This skill is guided as well as the AOE skill. However, you cannot move while channeling, and this makes you very vulnerable. You can undo the skill by clicking on the S, but it will still use a lot of mana. This skill is often used to throw up the Wind and Extreme: Charging Wind is very fast, using: E zgt; (LMB) RMB GT; SPACE Breaking Arrow (optional) (S) E (HOLD LMB) This skill is a counter-section of Razor Wind. It has a short charging period and will have more harm for the longer it is charged. Unlike Razor Wind, this skill is not worth any mana, but instead regenerates it and slows down the enemy, as well as applies the bleeding effect. Personally, I do not use or recommend this skill because of the amount of time it takes to charge, and this is the absence of damage. However, it's a combo with other skills and it's all up to the preferences at the end of the day. If you decide that you absolutely need this skill, I would recommend waiting until you maxed out your most important skills first. Explosive Gust and this skill will charge arrows and knockdown enemies that he hits, along with giving them dodging debuff. This cool down can be ignored, allowing spam skill at the expense of less damage and not it costs a lot of mana and stamina to keep lifting skills, but it's a great way to regenerate mana if it hits a big enough package. You can pair this skill with Evasion Shot before unding, which basically means you can remove the clumsy animation on the To do this, hold A and A, D or W or S to select direction. Will Wind SHIFT This skill is great for shredding low-level mobs and preawakening, because it can be spam and has good damage. It also has decent damage for the PVP and can be a good finisher with a DEBAFF DP as well. Will Winds can be undone with a skill evasive shot by clicking on A or D (F). Evasive Blast Shot (RMB) This skill will cause your character to jump backwards or side by air. This is an important skill because it has and is one of your longest iframes and often in super rotation armor. When aligning, you can use Evasive Blast Shot and then click on the LMB. This will release umbrella arrows (damage scales with bow skill - automatic attack), deal a large amount of damage to AoE. You can pretty much spam this as much as you like while level, and it makes grinding very easy to pre-wake up. It is also important to note that if you are in a wake-up position you can quickly switch into an onion using: RMB or D Penetrating Wind Skill Bar's LMB for firing This skill can be used on cooling, but this will reset the cooling skill. The skills that are used on cooling will not have a CC and will have a reduction in damage. The skill has a knockdown in PvE only, air attack and down smash. It also has a 100% critical hit rate. An aerial attack can be used by undoing other skills such as razor wind and Kiss of the Wind and other combos. You can also hold the yuan after this skill to undo the animation after it and attack with low level of damage charging wind. Cold Blade S LMB I wouldn't recommend aligning this skill and to be honest, you won't use it that often either because it doesn't have protection. You can use this skill with your Kamasylven Sword Training (automatic attack) to quickly get buffs from both skills before engaging: S LMB (x2) zgt; LMB (x1). Breezy Blade LMB while running / Windstep / Waltz Wind This skill is a short dash that causes damage. It is not worth the mana to use and instead uses stamina. The skill is a small gap closer with super armor if used from cooling. I recommend placing this skill on a hot panel because you can instantly throw it without using a dash in the first place. This is useful if you quickly need to evade CC. You should also practice taking your time with this skill rather than undo it right away because it has lingering super armor on its squatting animation at the end. Crying Wind This skill causes moderate damage and beats off targets as well as debuffing, giving a critical effect and bleeding. The skill does significantly less harm while on cooling, but has an additional Flow skill: Tempest, which extensive damage and used as a filler for PvE. This skill also gives you super armor and applies stiffness when it is used as 100% Black Spirit Fury skill. Waltz Of the Wind (F) - (W) OR (S) This skill can be used to soon run forward or backward with an F or S. «S». can transform the camera using the skill to position itself. It is a high-damaging spin that strikes all the enemies around you. It does less harm at cooling and takes a lot of mana if you spam it. The problem with this skill is that it leaves you very vulnerable and you should only use it when the target is already CC'd. You can use the Breezy Blade right after this skill and then stream: a shrill wind to deal with a high burst of damage very quickly. Elf Fury SHIFT (RMB) This skill damages and shoots down enemies in front of you (PVE). It's more of a defensive skill for PVP and doesn't do much damage. This damage also decreases in PVP. You get a forward guard while casting skill and super armor while attacking, so it's a good skill to use when you need to block incoming damage or evade CC. Nature's Shivering SHIFT LMB This skill is one of your highest damage skills and forward guard. It has a long cooling 21 - 23 seconds depending on the qualification rank, so you don't use it and only try to use it when you have a goal knocked down already. The skill gives -15 DP debuff for opponents as well as your 200% Black Spirit Fury skill, which has extra stun and super armor. Flow: Rooting (optional) LMB immediately after the shackles of the Spirit This skill is optional and I would not recommend taking it. This slightly increases the damage to the shackles of the Spirit and does not cause much damage. The problem is that the animation skill is so long that you lose the chance to do damage. This can be useful in some situations if you need a CC target longer with a down smash for your allies to inflict damage, but skill is unprotected and often too risky and not worth using. Flow: Rushing Wind (RMB) during the Breezy Blade/Vine Knot/Waltz Wind This skill is another small break closer with cooling. It inflicts a decent amount of damage, as well as stuns targets (PVE only), while inflicting very strong debuffs. It can be used immediately after Breezy Blade, Vine Knot and Waltz Wind. The skill also has a Super Armor that lingers as well. Flow: TempestHold SPACE during the Weeping Wind This skill chain from Crying Wind inflicts additional damage. It has a cooling 18 seconds and unlike Crying Wind it can't be spammed. Stream: The Storm will knock down targets if it successfully hits, but the skill is too risky to use because it has no protection and is mostly used in PvE. Vine Knot (F) This skill is a lower harmful skill that strikes the target in front of you. It has a floating CC and allows you to do extra damage before you undo the waltz of the wind (F;S and F). You get a 10% positive attack rate within 10 seconds as well, and it restores MP 10 for a successful hit. The skill is often used in combos for floating CC after capture. Flow: The shrill wind of SPACE during the Breezy Blade, after the wind waltz (only back)/Flow: Rushing Wind This skill allows you to use Ultimate: Charging Wind or Extreme: Extreme: Wind after some skills. It is great for switching from sword to bow quickly and does a lot of damage. Flow: Frustration during elven anger This skill is an additional skill of elven anger. This skill is a 100% chance of a critical hit and also has a small chance of a swim target. You've remained completely vulnerable when you use the thread, though and I wouldn't recommend using it in PVP. This can be useful as a filler in PvE though. RegenerationSkill Bar This skill is a high harmful skill that strikes all the enemies around you. It restores a lot of MP if used on a large pack of mobs, and also has a small chance of knocking down completely and has a downsmash as well. You get an attack rate of 10% for 10 seconds of positive effect when you use the skill. This is one of your important CC skills in PVP and has long cooling, so you have to be careful not to waste your skills. It's also your 50% Black Spirit Rage skill and super armor when used with fury. SUCCESSIONSuccession: Feathers LemoriaPassive This skill increases the range of your skills. Prime: Wind SpiritPassive This skill increases your maximum stamina by 300 Prime: Spirit BlessingPacy This skill can be leveled to increase your Ranged AP. Prime: Feathers perfume SHIFT This is your positive succession effect, it has 3 minutes of cooling and gives the following buffs for 30 seconds: Attack speed , All Dodging Rate 15%, All Precision Speed 15%, MP Recovery No. 500. The skill also has super armor when used, and you won't consume stamina during the sprint for the first 10 seconds. Prime: Charging Wind (HOLD RMB) - (HOLD SHIFT) Prime: Charging Wind has super armor while charging skill and has less damage when it's not charging. You can move with skill fully charged if you take the skill flow: Wings of Freedom. The skill has a knockdown and knockdown in PvE, as well as an air attack and a downward smash. Prime: The penetrating WindSkill Bar is LMB for firing This skill can be used on cooling, but it will reset the cooling skill. The skills that are used on cooling will not have a CC and will have a reduction in damage. The skill has a knockdown in PvE only, air attack and down smash. It also has a 100% critical hit rate. An aerial attack can be used by undoing other skills such as razor wind and Kiss of the Wind and other combos. You can also hold the yuan after this skill to undo the animation after it and attack with low level of damage charging wind. Prime: Razor Wind (E) (HOLD LMB) This skill is guided as well as is an AOE skill. However, you cannot move while channeling, and this makes you very vulnerable. You can undo the skill by clicking on the S, but it will still use a lot of mana. This skill is often used for Winds and Extreme: Charging Wind is very fast, using: E zgt; LMB (RMB) SHIFT Prime zgt; SPACE Prime: Arrow Break S This skill has one of the higher single-damage target. Recent hits are also knockdown, but every punch is a blow it has to land to be successful. You can instantly throw this skill right after Evasive Blast Shot as well. Prime: Explosive Gust ' This skill has a knowndown on good hits and is basically used as a single target CC in PVP, because the damage from the skill disintegrates,

more AP than Rosar, but it also has a critical effect of hitting No.3 points. Kzarka Kzarka is the main weapon you will use. It has the same AP as Liverto, but has more accuracy and attack speed no.3 element effect. Offin TettOffin Tett weapons are usually not worth investing in because of the loss of accuracy. This may help you click on the next AP bracket, but on the higher AP brackets the extra AP you'll get less and you'll lose the chance to hit % while at the same time as on preawakening and your awakening. So in fact you're actually losing damage altogether, since you won't be hitting your opponent as much (unless they're full of DR). Offin Tett can be good when you reach a certain AP bracket, and if your class doesn't depend on accuracy as much as others, but if you're not sure whether you should use that weapon or not, it's much safer just to use Kzarka. Blackstar Blackstar is considered the current best in the main weapon slot with a higher AP base than Kzarka. It should be created using elements in Star's End and then after the quest. The weapons are also harder to boost so most players only switch to Blackstar once they already have AET Kzaraka and a very high AP without easier upgrades. It has damage for all types of No 10 and the attack rate of the No.3 point effect, as well as other bonuses when upgraded. The weapon can't be extended with Caphras stones though. Blackstar is considered the best for PVE in the endgame, but eventually PEN Kzarka will be outscale. Offhand Weapon: Bronze Dagger Bronze Dagger is your offhand accuracy and is the best offhand to go with if you are a beginner. Currently considered the best by hand for PVP, if you don't have Bheg gloves or Liverto/Kzarka and even with end-of-game gear, this is especially effective against high enemies evasion/classes. The dagger of sealed magical power is equivalent to bronze dagger number 15 and is given to you for free through the quests of the Black Spirit. I would use this instead while aligning until you can get a bronze dagger. You should raise it to at least 7 pounds to align and then PRI or higher as soon as possible. The goal is to buy 15 pounds if you can keep your resources improving. Ideally you want to buy or make it the ultimate (yellow) as well. Steel Dagger Steel is the best green offhand class you can use for PVE if you have Bheg and Liverto/Kzarka. It is usually safer to continue using a bronze dagger and then get a Kutum when you have the silver and the resources to raise it. Kutum Dagger This dagger gives a mixture of AP and DP with additional monster damage and accuracy. Kutum weapons also have 10% ignore resistance. The higher the AP makes this weapon the best in the slot for PVE as well as well PVP at the end of the game. When you're 261 (using Nouver) it's actually better to use Nouver's PVE as well because of the AP bonus given the AP brackets. Once you reach over 261 AP (with Kutum) it is best to switch back to Kutum for PVE. More More About AP and DP brackers can be found hereIt also has 2 crystal slots. The Kutum dagger can also be modified with the inverted Garmoth hearth to give additional stats (Max HP No.150, Max Stamina No.100, Special Speed of Evasion of attack 10%). Nouver Dagger Nouver is currently considered the best in slot selection for Ranger for PVP until you reach the very high AP bracket. You should aim to have TRI gear before you go to this by hand. The dagger gives a clean AP and all resistance to the 10% effect element and can be modified with the help of the inverted hearth of Harmonth, to give additional stats (Max HP No. 150, Max Stamina 100, Special Attack Evasion Speed 10%). When you're 261 (using Nouver) it's actually better to use Nouver in PVE, and because of the AP bonus, given in AP brackets. once you reach over 261 AP (s Kutum) it's best to switch back to Kutum for PVE. More information about THE AP and DP brackers can be found hereAwakening weapons: The Young Tree spirit of the Kamasylven Sword is a green sword class that is sold by some Blacksmith/Weapon Dealers. This sword has a lower AP than other options, but it is still viable for PvE because of its damage against each type of No.5 item effect. than other options, so if you don't have a lot of money or participate in a lot of PvP, then this weapon is a good alternative until you get a dandelion. Heiress Kamasylven Sword is a blue class sword weapon that is given to you when you complete the awakening quests. The only way to get this sword is through a quest or night vendor. This makes it difficult to get and it can be more expensive to repair. The sword is good for PvP and has a higher AP than the Sword of the Young Spirit Tree, and it has damage from the human No.7 element effect. Dragon Slayer Kamasylven SwordDragon Slayer weapons are very comparable to dandelion weapons with their stats. They have a little less AP, but much cheaper to repair and much less hassle. However, Dragon Slayer weapons cannot be placed on the market and must be manufactured by the player himself. Dandelion Kamasylven Sword Dandelion Weapon BiS Awakening Weapons. It has a much higher AP, but it can only get from a dandelion weapon box (Karanda world boss loot) or from a night vendor. Armor: The best armor in the game is being dropped from the bosses. You want the goal to get the boots and gloves first. Griffon's helmet (helmet) - fell from the Griffins in Kamasly. Dim Tree Spirit's Armor - fell from Dim Tree Spirit. Bhega's gloves fell off Bhega. Urugon's shoes (shoes) fell from Urugon (Gaifnrasia Raid Captain Scroll). Giata's helmet (helmet) is an alternative choice - dropped from Giath. Muskan shoes (shoes) are an alternative choice- dropped from the Monastery Leader.The best in slot armor is Griffon's helmet, Dim Tree Spirit armor, Bhega gloves and Urugon's shoes. Full will give you the maximum MP/WP/SP 100, Maximum HP 200, Max Stamina Stamina Attack speed Number 1, Casting Speed No.1, Speed No.1 and All Resistance 5%. You will also get higher accuracy, evasion and reduced damage from these parts. In the meantime you have to use one of the following armor sets: The popular choice of armor for Ranger is to go full Grunil set, because it increases your maximum HP and will give you 2 slot sockets on each part, along with the added bonus of the AP No.7 set. Another advantage of using this set is that it is viable for any class, making it easy to rename another class. The full Heve set is also a very popular choice because it has an easier transition to boss gears while. Once you get one boss item with Grunil, you will lose a set of bonuses that Grunil is weaker. Another alternative is to use the Akum set. It has comparable stats with the armor boss, as well as a very useful set effect that gives damage reduction and hidden AP. If you are unable to get boss armor, then the Akum kit is a good cheap alternative that will be good for PVP and PV. Investing in this kit can slow you down in your progression to a softcap, but much cheaper once you factor in repair and enhancement. Accessories there are many options when it comes to accessories and it really depends on what you can get your hands on. Earrings: If any, I recommend using Asula's Crimon Eye Earrings (Asula Set), if you're new in the game, it gives you 7 AP and also has a very good set of bonuses. Otherwise use Bares earrings for 2 AP and switch to witch earrings as soon as possible for 5 AP. You'll want to aim for DUO/TRI witch earrings (9 AP/11 AP) before exchanging for DUO Tungrad earrings (11 AP) because of the huge difference in value. Tungrad earrings are one of the best earrings you can get. Another alternative is Black distortion earrings, which give the highest amount of AP (21 AP in PEN), but reduce DP as well. Red coral earrings are also very good at the Ranger because they give precision and also have a bit of AP. I would only recommend using Red Coral earrings if the earrings are DUO or above, though or you miss too much AP. Capotya earrings are also worth mentioning. It is only available at 62 level, but it is a very good earring because of its high AP. It makes the perfect backup for enhancement and is essentially a free TRI Tungrad earrings. Basic DUO TRI/ TRI / TRI / DUO TET / TRI / TET TRI / TET 7 AP 9 AP 10 / 11 / 8 /11 AP 10 / 13 / 13 AP 15 / 15 AP Item Title Title Basic Stats Raising Bares earrings 2 AP 1 AP Jarette in earrings (Jarette Set) 4 AP 4-Piece Set Bonus: Attack No. 5 6-Piece Set Bonus: Attack No. 10Accuacy 2Idden Dodging 1 Can't Be Extended Asula Crimone Eye Earrings (Asula Set) 7 APHealth 25 3-Piece Set Bonus: Health No 300 5-Piece Set Bonus: A 20 Can Not Be Improved Blue Coral Ring 5 AP Max MP/WP/SP No25Accuracy 2 1 APMax MP/WP/SP No5Accuracy 2 Mark Ring Shadow of the Sahazada Monarch 2 AP Max HP No.25 Can't Be Extended Ring Crescent GuardianOREye Ruins Ring Capotia Ring 14 APAccuracy 8 Precision 1 (alternating) AP 1 (variable) Tungrad Ring 6 APAccuracy 2 3 APAccuracy 2 Necklace : If any, I recommend using Asula's Crimon Eye Necklace (Asula Set), if you're new to the game, it gives you 11 AP and 3 DP as well as damage reduction and a mind-numbing set bonus. Otherwise use Bares Necklace for 4 AP and upgrade this to DUO/TRI for 8 AP/10 AP. Improving Bares Necklace is much cheaper than using an un-enhanced BiS necklace. Then you want to swap for DUO Serap or PRI Ogre/Tungrad.The Manos Necklaces are also an alternative to PvP if you don't have DUO Seraps already, because of their item effects. I personally wouldn't bother with them though, because you want as much AP as possible. BASE PRI DUO/PRI TRI/DUO TRI/TRI TET 11 AP 12 AP 16/15 AP 20/20 AP 25/25 AP 30 AP Item Title Stats Raising Bares Necklace 4 AP 2 A. Jarrett's Necklace (Jarette Set) 7 APAccuracy 2Idden Dodging 1 4-Piece Set Bonus: Attack No. 5 6-Piece Set Bonus: Attack No. 10Accuaty 2Idden Dodging 1 Can't Be Improved asula in Crimon Eye Ring (Asula Set) 7 AP2 DPDamage Decline No. 2 3-Piece Set Bonus: Health Set Bonus: Health No 300 5-Piece Set Bonus: A 20 Can Not Be Improved Blue Coral Ring 5 AP Max MP/WP/SP No25Accuracy 2 1 APMax MP/WP/SP No5Accuracy 2 Mark Ring Shadow of the Sahazada Monarch 2 AP Max HP No.25 Can't Be Extended Ring Crescent GuardianOREye Ruins Ring Capotia Ring 14 APAccuracy 8 Precision 1 (alternating) AP 1 (variable) Tungrad Ring 6 APAccuracy 2 3 APAccuracy 2 Necklace : If any, I recommend using Asula's Crimon Eye Necklace (Asula Set), if you're new to the game, it gives you 11 AP and 3 DP as well as damage reduction and a mind-numbing set bonus. Otherwise use Bares Necklace for 4 AP and upgrade this to DUO/TRI for 8 AP/10 AP. Improving Bares Necklace is much cheaper than using an un-enhanced BiS necklace. Then you want to swap for DUO Serap or PRI Ogre/Tungrad.The Manos Necklaces are also an alternative to PvP if you don't have DUO Seraps already, because of their item effects. I personally wouldn't bother with them though, because you want as much AP as possible. BASE PRI DUO/PRI TRI/DUO TRI/TRI TET 11 AP 12 AP 16/15 AP 20/20 AP 25/25 AP 30 AP Item Title Stats Raising Bares Necklace 4 AP 2 A. Jarrett's Necklace (Jarette Set) 7 APAccuracy 2Idden Dodging 1 4-Piece Set Bonus: Attack No. 5 6-Piece Set Bonus: Attack No. 10Accuacy 2Idden Dodging 1 Can't Be Improved Asula Crimon Eye Necklace (Asula Set) 11 AP3 DPDamage Decline No. 3 3-Piece Set Bonus: Health No. 300 5-Piece Set Bonus: Accuracy No 20 Can't Be Improved by Ancient Guardian Seal Core Weapon Set) 6 AP 3 DP Set Effect: Precision 20Accuracy 4Damage Reduction 3 2 AP 1 DPAccuracy 4Damage Reduction 1 Manos necklace - Topaz 6 AP Knockdown / Resistance 30%Precision 4 3 AP Knockdown / Associated Resistance 2%Precision 4 Manos Necklace - Ruby 6 AP Grapple Resistance 30%Precision 4 3 AP Grapple Resistance 2%Precision 4 Manos Necklace - Emerald 6 AP Stun/ Stiff Ness/ Freezing Resistance 30%Precision 4 3 AP Stun/ Hardness / Freezing Resistance 2%Precision 4 Manos Necklace - Diamond 6 AP Resistance to All Status Anomalies 10%Precision 4 3 AP Resistance to All Status Anomalies 1% % Precision 4 Manos Necklace - Sapphire 6 AP Knockback / Floating Resistance 30%Precision 4 3 AP Knockback / Floating Resistance 2%Precision 4 Sicil Necklace 7 AP 3 DPEvasion 3Idden Dodging 6 3 AP 2 DPEvasion 2Idden Dodging 4 Serap Necklace 8 AP 4 APAccuracy 4 Ogre RingRLatern Power Stone Tungrad Necklace 10 AP Black Spirit Fury 20%Precision 4 5 AP Precision 4 Belts : If any, I recommend using Asula's Crimon Eye Belt (Asula Set). If you're new in the game, it gives you 6 AP and has amazing set bonuses. Otherwise, use the Bares Belt for 2 AP and swap for the Tree Spirit Belt as soon as possible for more AP and high accuracy. You want to aim for the PRIDUO Tree Spirit Belt before sharing for DUO Vasilisk because it is much cheaper and easier to get hold of. Belt Vasilisk and Vallarra are very good belts, but Tungrade is currently the best in the slot. BASE DUO TRI / PRI DUO TRI / TRI TET 6 AP 7 AP 8 AP 11 AP 14 / 14 AP 17 AP Item Title Base Stats Raising Bares Belt 2 Weight Limit No. 40 AP Jarrett Belt (Jarette) Precision 2 Hidden Dodging 1 4-Piece Set Bonus: Attack No 5 6-Piece Set Bonus: Attack No 10 Can't Be Improved Asula Crimon Eye Belt 6 AP 3-Piece Set Bonus: Acur Racy No. 20 Can Not Be Extended Ancient Core Arms (Ancient Keeper Belt Set) Health 0 Weight Limit 80LT Precision 2 Tungrad Belt 6 AP Black Spirit Fury 20% Weight Limit Accuracy 80LT 2 Sockets (Crystals) This is an example of the best outlets for your class and those I would use. They cost a significant amount of silver. Black Magic Crystal - Precision x2 (weapon) Precision 8, Ignore all resistance 10% Damaged Magic Crystal x2 (sub-weapon) Critical hit Damage 10%. All AP No 2. All Damage Reduction -2. 2 Set. Critical Damage Hit No2% HAN Magic Crystal - Hoom x2 (Helmet) Hoom 4 Set - 8 Precision, Precision 7% Resistance, 420 hp, 10 Damage Reduction, 8 Dodging BON Magic Crystal - Cobelinus x2 (breast) Max HP No 150, Weight Restriction No 20 LT, All Damage Reduction No. 3 JIN Black Magic Crystal - Viper x2 (gloves) Attack Speed No. 1. Speed casting No. 1. 20 HAN Magic Crystal - Hoom x2 (shoes) Hoom 4 set - 8 Precision, 7% Resistance, 420 HP, 10 Damage Reduction, 8 Dodging This is an example of some cheaper crystals for your class if you you. There is so much to spend and want to go cheap crystals that will help you while grinding. Magical Infinity Crystal - Mining x2 (weapon) MP/WP/SP Recovery No.1 on Infinity Magic Crystal Attack - Critical x2 (sub-weapon) Additional Critical Impact Damage No 10% Ancient Magic Crystal - Harphia x2 (helmet) Max HP No50 2 Magic Crystal Infity - Attack x1 (gloves) Attack Speed No 2 Magic Crystal infity - Valor x1 (gloves) Critical hit No 2 Black Magic Crystal - Hystria x2 (shoes) Weight restriction BDOPLANNER.COM No 20LT Build you choose, depends entirely on your style of play and on whether what role do you want to play in PVP. Below are some examples of builds to help you decide what's best for you. Build level - LINK That's what you want when aligning and before you get your gear boss. You have to focus on raising your weapons and then your armor. Try also the ultimate all your parts as soon as possible, especially your armor, because it will give a pretty big DP boost. Click on the image to view the big Lot-Tier build - LINK is a low-level build to use if you want to improve your gear before you get the boss' gear. You can use red coral earrings or witch earrings instead of asula earrings, but they can be quite expensive compared to the rest of the outfit. Click on the image to view the large Mid-Tier build - LINK is a mid-level build used after you have the boss' gear. You want the goal to get a TRI as soon as possible and then work on your accessories. If possible use THE TRI Red Coral Earring and you can swap your bronze dagger for Nouver in most cases as long as you have at least 320 accuracy when using Nouver. You can also use TET heve and TRI Muskan shoes instead, but Griffin and Urugon shoes are now considered the best in the slot in meta gears. Click on the image to view a large BuildSoftcap - LINK Here's what to aim for if you're going to. It takes a long time to get to this stage, and there are a lot of small improvements and other accessories that you'll use along the way, but it's ideal for your softcap to build for the PVP. For PVE, you want to use Kutum with damaged magic crystals. Once you reach 261 AP with Nouver, you will want to stop using Kutum for PVE however, until you reach 265 AP with Kutum. After many tests, it is confirmed that Nouver works better than Kutum in these brackets. More information about AP and DP brackers can be found hereYth can also consider starting to put Caphras Stones in your gear for bonus stats to help you get to the next AP bracket. Start by receiving 4 in your main hand for an additional 4 AP. Then you want to go to put Level 2 in each piece of armor before you get them all up to level 4 as well. Click the image to view the large End-Game build - it's what we're going to end up aiming for. It takes a long time to get to this stage, and there are a lot of small improvements and other accessories that you'll use along the way, but it's ideal for your end of game build for PVP. Make sure to put Caphras stones in your equipment for additional statistics. You can also swap both Black Magic Crystal - Precision for Elkarr Crystal (best in the slot) and not, but they are very expensive and harder to get. For PVE, you want to use Kutum with damaged magic crystals. Once you reach 261 AP with Nouver, you will want to stop using Kutum for PVE however, until you reach 265 AP with Kutum. After many tests, it is confirmed that Nouver works better than Kutum in these brackets. More information on AP and DP brackers can be found here For PVP, it really depends. If you're only doing tier 1 knot wars, for example, it's best to stick with Kutum because the AP node is limited anyway and an extra DP can push you to a higher DP bracket. Click the image to view the big when grinding, use EXP Elixirs and milk tea or simple Crohn's meal and beast Draught.For your food rotation in PVP (knot wars/siege), I would recommend using Knight Combat Rations, Valencia Special, Kamaslyvia Food and King of the Jungle Hamburger and in that order. This requires a 2-hour pre-check. If you are late or lazy, you can use Exquisite Cron Meal. You will also need to use the Shock Elixir, so you have 5 crit. If you can't do this, you will need to use Margoria seafood instead of Kamaslyvia food. You can also use Valencia's special meals and special Kamaslyvia dishes so that it lasts 120 minutes. Recipes for them are: ICON RESULT INGREDIENTS USE Knight Combat Rations Dark Pudding x1, Ham Sandwich x1, Fruit Wine x1, Meat Croquette x1 All Attack No5, Damage against Human Race No5, All Damage Reduction No5 for 120 minutes Valencia Meal Teff Sandwich x1, Couscous x1, Fig Pie x2, Date Palm Wine x2 Nullifying All Resistance 4%, Resistance vs. All Debuffs No 4%, All Dodging No 10, Reducing Damage from Monsters -6% for 110 Minutes Kamaslyvia Nutrition Rainbow Button Mushroom Sandwich x1, Coconut Pasta x1, Rice Pie x1, Fruit Wine x2, Rainbow Button Mushroom Cheese Melt x1 Max HP No 150, Max Stamina No 200, Back Attack Damage 5% for 110 minutes King of the Jungle Hamburger Tef Bread x4 , Marinated vegetables x2, Lion Meat x4, Nutmeg x3 Ignores all resistance No 3%, Critical blow damage 5% for 110 minutes Also, you can use the perfume of courage (buff lost death) and tough Tendon Whole Elixirs. Normally they are not required for node wars. Other buffs you can collect can be found here: Links levels are important and can affect your chances of or chance CC. Higher-level skills greatly increase your damage as well. If you're a new or returning player, you can use Olvia channels to increase by 200%. AP is very important for Rangers and if you want to be one of the best, you need to AP as soon as possible. You want to aim for all AP accessories and boost your weapons to get as many as you can. Precision is essential for PvP. You want to aim for Kzarka Longbow and Bhega's gloves. Red Coral earring is also good for PvP, but is not a requirement. Mana Managementif you're having a hard time managing your mana, then there are some things you can do to try to make it easier: Use the Magic Crystal Infinity - Mining x2 on your weapons Use the skill of an add-on waltz wind: Instantly recover 3 MP/WP/SP per hit. Use Blasting Gust on large mob groups to quickly issue mana. Limit the use of your mobility skills such as Wind Step. I highly recommend checking out The Ultimate Ranger Delta Handbook and the succession ranger guide for Wally. These two guides really helped me learn everything I know about Rangers and influenced the way I play as well as the advice in this guide. I also want to give a shoutout on Crit-7771 to Ranger Discord for PVE and PVP addons listed in this guide. These additions that I use, with a bit of adaptation. It's also worth checking out his book Fight Guide. Here are some other helpful links to check out: 24/03/2017 - Added wake-up skills, changed recommended builds skills, changed the accessory section, added Kzarka, Nouver and Kutum to arms, added awakening weapons, added skills additions, added other tips section. 26/03/2017 - Fixed image skills, modified skill names to match in the game, added tooltips skills when hovering over skill names. 22/12/2017 - General Update: modified transfer recommendations, skill add-ons, added hidden statistics, more information, altered consumables and crystal recommendations. 23/12/2017 - Fixed a few problems with accessories, added some more information to choose gear and skills combos. 06/03/2018 - Absolute skills have been added, information about consumables has been changed, examples of crystal sockets have been updated, combo and description skills have been updated, an example of gear assembly has been added, and updated gear recommendations to match the current meta. 12/04/2019 - Added Rabam Skills, General Udate, updated gear recommendations to match the current meta and state of the game. Updated skills descriptions, updated BiS crystals, updated accessories. 04/05/2019 - Updated gear assembly with links to bdo planner, Updated skill add-ons, added later links in useful links 16/05/2019 - Added Dragon Slayer weapons and updated armor information, added more information for all skills, and updated skill combo section 13/06/2020 - Added continuity information, added Blackstar weapons, updated accessories, updated games builds and 22/07/2020 - Updated useful link/credit section 30/07/2020 - Updated skill builds for a new user interface update, added a link to the skills to add to the list. List. List. black desert online ranger guide 2020. black desert online ranger weapon guide. black desert online ranger pvp guide. black desert online ranger succession guide. black desert online ranger skill guide. black desert online ranger combo guide

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