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Laplace m best class guide

Page 2 Sign In Register Tales of Wind, also known as Laplace M, gives you a series to start with different characters, each with its own promotional ladder. You can promote any of the starting characters to second grade. Your classes already specialize a little, but with sophomores, you can specialize in character with an even newer class, as well as make them stronger overall. Whether your goal is to be the best damage dealer, tank or healer, you get all kinds of advantages from promoting your character. Read on for the full guide on how to introduce and promote your characters in Tales of Wind/Laplace M! First, it will not be possible to start the promotional process for a while after starting the game. When you reach the 48th level player, you will be able to start the process. To do this, first go to the main menu. Then, shoot Kingdom, then hit Promotion. When you do this, some promotional tasks are started. You'll also be able to test both of the new classes you're targeting. Start hit for both classes to test them in battle. When you press the Promotion key, new tasks open. These tasks will be specific to the goal of introducing your character, so the sooner you complete them, the faster you can introduce them. Complete these missions and focus on earning skill points. Keep in mind that you can trade experience points for skill points to speed up the process. So, if you want to keep leveling, you don't have to do all the trades, but if you want to encourage faster, you can trade experience points. To speed up the process, do the usual and complete your daily adventures. Complete your main tasks, side missions and everything you can do and complete the promotion process without knowing it. To speed things up even more, you can speed things up by playing Tales of Wind from your PC or Mac. Just make sure you log in to the same account (you need to be connected to start with the account) and you're fine. PROMOTION CLASSES: For your warrior, they can be promoted to a Paladin or a Berserker. Paladins are the best tanks with high defense and specialties of sacred shields. Their weapons are swords and shields. Their skills include Holy Strike (stunner and splash damage), Advanced Protection Of Light (temporary invincible and foresing enemies to target you) and Savage Jump (jump damage jump attack with stunner). Berserkers also have high defense, but with high damage and the ability to steal lives from enemies. They're doing big swords without shields. Their skills include Sword Strike (healing for very hostile damage and character), Rage Burst (increased damage dealt by Berserker plus splash damage) and Bladestorm (extremely high jump damage). Your wizard could be pyromancer or Frostweaver. Pyromancer is an expert in fire magic, with high attack strength and sustainability. They wield surprisingly enough. Their spells are Firebird (high damage to enemies in their path), Advanced Firestorm (stunner and high damage to six target) and Frostbird (high ice damage to enemies in their way). Not a typo - a pyromancer has an ice attack). Frostweavers special in high ice damage, crowd controls (stunner etc.) and wield a staff member (more believable for a magic user). They use Ice Ward, which damages and freezes six target. During the treatment of nerfs/debuffs to the user and freezing them, a group of FO enemies are used in Advanced Blink, which damages. They use ice storm freezing, which gradually damages their enemies and reduces their speed. Clergy can be priests or Rangers. Priests are pure healers and invigorators. Wild asases. Their skills are Light Tathe (healing and invincible for allies), The Prayer of Advanced Nature (healing and dispel for allies) and Song of the Forest (gradual healing for allies). Rangers can also use curses and there are healers who do significant damage. They use bows + arrows. Their skill is Fairy Arrow (extensive damage to multiple enemies), Advanced Song Of the Forest (see above) and Praise of Blossom (great damage to a group of enemies). An assassin could be an Asura or a Ninja. Asura specializes in high damage and critical hit percentage, as well as crowd control. Wild double knives. Their skills include Asura (call for high damage). Advanced Shadow Strike (creating points that open while high damage and invisible to stunner and nearby enemies) and Blade Assault (a blade-turning that does extensive damage after landing behind the target). Ninjas are secret, and I'm an expert on subpoenas and crowd control. They are Shadowed Soul (which damages enemies a lot as well as earning a drop-down point and stun enemies if you are invisible), Advanced Void Phantom (high crit rate plus drop-down point) and Cross Cleave (increased dodge and high damage to nearby enemies). All of these unlock possible second-class, so take the initiative to unlock it as soon as you get the chance. Reposted ( English Version ) This is S27 Chiyaki and I just want to share it with you. • Cam Cannon Class • Assassins Laplace M has the HIGHEST DPS class for all of the main Assassins. It can easily break down enemies with high attack speed along with crazy critical shots. The question is, what skill do you need to make out? As you know, you can always do laplace M two skill sets, so it lets you split it in two. Mainly, PvE and PvP skill sets. • PvE • In this structure, it will be prioritized to make as much DPS as possible in a short period of time. &gt; Set 2 Pic take the core Lvl 5 Void Phantom for this structure and see max out passively. This skill is the main source of critical hit for 8 seconds. Then max out Cleave after this is currently the highest DPS skill Do not need to take its passive since it is not necessary to escape PvE There's probably going to be a Cleric at your party. Next shadow strike max out , this cross cleave will also serve as the second most harmful skill alongside and maintain as its damage has a 10% healing effect. Finally, you get a Lvl 1 Blade Assault because the gap will act as a way to escape closer or a Boss skill. • • Build this structure so-called Stun lock for PvP. The main purpose of this structure is to kill your opponent without giving him a chance to move or fight. &gt; Pic First Set 1 see Lvl 5 Void Phantom is to take and passively max out. Basic talent for an assassin. And while giving it a critical chance, it also serves as an anti-CC skill since it removes CC effects on your character. It is also hidden, dodge and gives speed of movement. Next is to take Lvl 5 Blade Assault and max out passively. This is 1.5 seconds of stun skill closer to your gap. Then you get an Lvl. 5 shadow strike and Lv. 5 Assassination Art. For this structure to work, you also need to use the Frost Wolf card, the donata has a stunned 2s skill that you know. The Combo of this structure is this. The first use of Void Phantom can not target you since the enemy is hidden. Then use Blade Assault for 1.5 seconds stunner + his then Shadow Strike pair. Then use frost wolf skill for 2 seconds stunner while adding a pair of hits. Then use Assassination Art for automatic attacks after another 2 stuns. If the enemy survives this opening, void Phantom as well as Blade Assault must be waiting. This series of stunners are the chain when dealing with critical hits. This structure also works in PvE with non-immune bosses who are stunned and even NPC fights. Next post pro and con ashure and ninja and which way you need to take. Tales of Wind is the latest mobile MMORPG to muscle in and hit app stores and is one of the best autoplay MMMMs we've ever played. This team-based game features a ton, a fabulous anime art style, and a richness of different class options. This will be the focus of the guide: looking into various class options. We will explain in detail the role of each class and what you can expect from them. In this way, you can make an informed decision about what is the best class for you. Looking for more Tales with wind content? Check out everything else we've written below: Wind Stories (Laplace M) – What are classes? The classes in MMORGG define the way you play and, more importantly, determine the role you play in a group. They often provide a variety from Tanks to Damage Dealers, Healers and more. Tales of Wind is no different from the standard series of roles, as well as several hybrids. Initially you will choose a base class, then when you are promoted to sophomore year, you will be 50th. Let's take a look at the different base classes in the game. Warrior: The warrior is your brightly armored knight who focuses on getting close to your enemies and being personal. Its role is based primarily around defense, Coping is a secondary role for this class. The Warriors are generally considered a good class to play for starters, as they can bowl out good damage and get a very significant amount. They're great for bands where both solo and defensive freedom come to the fore. Promotional classes allow them to specialize in tanking as a Paladin or causing damage as a Berserker. Sorcerers are masters of dealing with damage from a safe distance. With this class, you will cast spells on the left, right and center, focusing on damaging a large group of enemies at the same time. This class is usually for mid-experienced players who want to accelerate from their warrior roots. They will do more damage than the fighters -- especially the groups -- alspite not being so harmed. Their promotional ways include Pyromacer, a Damage Dealer specializing in sustainability, and Frostweaver, also a Damage Dealer, but a Crowd Control focus. Priest: The priest is everyone's favorite class, but few actually want to play as one. They are Healers and Support specialists, keeping everyone alive from start to end of challenging group content. They are not really a class for beginners, despite their wealth of healing and support options. Because they usually struggle on their own, they do little harm. Promotional routes are also quite diverse for this class. Priest doubles down on the Clergyman's ability to provide Healing, but he also offers the ability to inder ourselves into the mix. Ranger, on the other hand, is probably the ability to debuff the most hybrid class and enemies in the game, providing good Healing, Damage. Assassin: Assassin is a master of hidden and melee damage. If you like quarrein secretly and taking out a healer or other vital party member before disappearing into a puff of smoke, this is class for you. We recommend advanced players though, as you should actually take into account positioning, who attack, and where enemies are always. You also need to make a quick escape, as if you do not have strong defense. Assassins are two interesting promotional ways. Asura is all about Damage and Crowd Control, with a high chance of hitting critical, while Ninja Stealth and Crowd Control are a master, summoning with a side help. So what's the best class? You probably won't like our answer, but there really is no best class. Each class has its own defined roles and is best played as part of a team. So instead of asking which class is the best, think about how you think about playing and what kind of content you like the most. If you like to play as part of a group, all classes have a place. Warriors are the best as front tanks, clergy as Healers and Support specialists, Wizards as AoE Damage Dealers and Assassins as their only target Damage Dealers. Their Promotional ways allow you to get them one different roles. Some roads have a certain role, such as Paladin as tank, Priest as Healer and Ninja as Damage Dealer, but other classes are set to less stone. Berserker, for example, specializes in dealing with damage, but can fill your Tank slot in a bonding state. Ranger is very the most hybrid class, capable of performing countless damage supporting healing roles. He's not very good at anything. By the way, Ninja and Asura are probably the best classes to take if you want to play a lot of pvp. They specialize in causing a lot of damage to a single target, and Crowd Control options allow them to close their opponents with ease. Pure damage dealers will want to go with Pyromancer, who is the master dealing with brutal AoE damage. Frostweaver can fill this role, but it is best used for Crowd Control. Therefore, it is a very good class for PvP - especially group PvP. You don't get hanging much though, as it will be most fun just by choosing the class that you enjoy the most. Start with the archetype you most look like, then you can define their role when you start Promotion. On.

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