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Flyff billposter guide aoe

These guides are viable and up to date for flyff v19! More tutorials: Jester Guide Ranger Guide Blade Guide Hey there! I wrote this guide to help aspiring Billposters. Here's what the guide covers: • Introduction • Pros and Cons • Build • Skills • Awakenings • Gear • General Tips If you reach 60 levels as assists, you'll be able to make a work change with Billposter. The main weapons are Knuckles & Shileds, or sticks buff & heal themselves/others. Billposters are powerful melee fighters who are also tanky. The main stat point is a 1 versus 1 Billposter for Strength (STR), but they also benefit from Dexterity (DEX) and sometimes a little stamina (STA). There are many game styles and builds for this work, but this is the guide for 1v1 players. The Pros are a 1 versus 1 Billposter: • Great damage • Tanky • Self-sufficient Billposters are able to buff themselves (Assist buffs) in order to increase their damage and endurance. They don't depend on Ringmasters, but of course if you can get an FS to help you, it will be much better. • Ability to stun chain You pretty much chain stunning monsters/players using a skill called Stone Hand. • Useful buffs/skills • Good PvP • Awesome Giant Hunter The Cons is a 1 versus 1 Billposter: • Slow leveling compared to AoE Billposter • Not so good pvp compared to Asalraalaikum Billposters • Stonehand Bug Is currently a bug that sometimes causes monsters to attack faster when they come out with stun effect. This could be a problem if you're Giant Hunt. A quick way to fix this is to run away for a while when you get out of the Narcotic Effect. After a few seconds of running away (or in large circles), just attack the monster again. Build a 1 versus 1 Billposter! Recommended build: Remember: DONT add any INT because it doesn't benefit 1v1 Billposters in any way! Without buffs or equipment: FINAL STR: XXX STA: 30 DEX: 43 INT: 15 You'll need a lot

of power as force puts your attack power up. Give me as many points as you can. Stamina is needed to survive critical hits from monsters. For maxxed Heap Up, your stamina points should be 70. Agility increases accuracy, attack speed and critical chance. With the maxxed Cannon Ball, you have at least 63 DEX, which is the speed break. DON'T ADD INTELLIGENCE POINTS. Skills - which ones do you need to max? When you create a character, you don't get infinite SP (skill points), you get SP after leveling up and changing work. Article 1(2) shall be replaced by the following There are many skills available, but never enough SP, so don't max out any skills. at least not until you level at a very high level. Therefore, be careful in which skills you put points. Add points only in skills that unlock the skills you need (given in the guide). Most of them have requirements, a level requirement and a previous skill requirement. (e.g. Y-ability requires 4 points in X-skill and also requires you to level 20 to unlock). SP gains depend on the level, the higher the level, the sp you get after leveling up. Maximum skill level First job: level 20. Second job: level 10. Third job: Level 5. Tramp Skill Tree don't spend points on your Tramp skills. Save points for assist skills. Important order (left to right): Heap Up, Haste, Stonehand, Beef Up, Accuracy, Cannon Ball, Quick Step. Heap UpLv. 20 - Increases endurance to target 40 if maxxed. Hastening Lv. 25 - Increases attack speed to target by 25% when maxxed. The Stone. 20 Leave Stonehand is only level 19 because level 19 Stonehand is the same as level 20 Stonehand. Therefore, you can save 2 skill points. - Attacks have a chance to be dazed for a short time. Beef UpLv. 25 - Increases target strength by +20 maxxed. AccuracyLv. 30 - Increases the accuracy of the target by 20% if maxxed. I'm Cannon BallLv. 35 - Increases dexterity to target 20 if maxxed. Quick Step Lv. 20 - Increases the goal walking speed by +30% if maxxed. (Optional) Resurrection.Lv. 20 - Resurrects the dead player. Leave level 1 or level 4 asmodeusLv. 60 - Increases attack power when a Csülök by 80 maxxed. I'm SonichandLv. 75 - Quick, straight punch. This capability is mostly used in PvP, so if you want to have PvP, max this skill as well. Sonichand works well stonehand.Asalraalaikum Lv. 80 - Fully concentrated strike. It's eating away at all your congressmen. This ability is what makes Billposters so powerful PvP. High level players who have PvP max this skill and build around it. The gear will focus on MP and STR awakenings as this skill will be stronger with more MP and STR. This k.o. most players and normal monsters 1 hit with the right outfits. Special mastery - master skill - increases the attack power of the. The higher the master level, the more effective it is. Awakenings You should target ICD/STR/CRIT/DEX awakenings. Since you're 1v1 you're going to rely on critical hits. Therefore, ICD and STR are the best awakenings for you. ICD = Increased critical damage. (a.k.a. ADOCH) Helmet: STR / DEX (Preferred STR) Suit: ICD / Critical Chance (Preferred ICD) Gaunts: CRIT / ATTACK SPEED (Preferred CRIT) Boots: ICD Weapon: ICD / STR / CRITICAL CHANCE / DEX (Preferred ICD) Shield: ICD / CRITICAL CHANCE (Missing critical chance? If so, a little critical chance.) Pet: ICD/STR/CRITICAL CHANCE/DEX (Preferred ICD) Fashion: ICD/STR/CRITICAL CHANCE/DEX (Preferred ICD) As you can see, you need a lot of ICD, but keep in mind that critical chance awakenings are also needed. ICD increases critical hit attack, but if you don't have many critical chances, then it's pointless. Try to balance the awakenings. Gearit largely depends on your budget! Levels 1-59 Best option: Big budget Vagrant gear for good awakenings, or you can use the awesome woke up level 30 green set. Depending on the awakenings, you can keep these sets, 105. Option two: Low Budget Sardinia/Curus Set Lv. 15 1/4: No Effect 2/4: Def+15, DEX+3 3/4: Def+3 33, DEX+3, FP+10%, MP+10% 4/4: Def+33, DEX+3, FP+10%, MP+10%, Atk Speed+10% Or you can use Talin/Sayram Setram Setram.I Talin/Sayram (Recommended) Lv. 30 1/4: No Effect 2/4: Def+19, INT+5 3/4: Def+47, INT+5, FP Consumption-15%, MP Consumption-15% 4/4: Def+47, INT+5, FP Consumption-15%, MP Consumption-15%, Crit Rate+10% This set is awesome because the critical rate gives. You can also get it for free if you complete Reonan chain missions, you will be rewarded with equipment, EXP and peny. so I recommend you complete the mission. Levels 60-104 Best Option: High Budget Keep the Awakened Vagrant or Talin/Sayram set. Option two: Low budget Continue to use the Talin/Sayram set or try buying a decent Vagrant look. (one that exceeds the level of 30 you) Alternatively, you can purchase one of the following sets: Shurand/Shuran Set Lv. 60 1/4: No effect 2/4: Def+19 3/4: Def+45, INT+8 4/4: Def+45, INT+8, Add HP+15% Alexi/Ales Set Lv. 75 1/4: No effect 2/4: Def+21 3/4: Def+43, DEX+7 4/4: Def+43, DEX+7, Add HP+15% Levels 105-150 The Rody/Rodey kit is mandatory. It can be clean or not, it again depends on the budget. This is the best available kit for a 1v1 Billposter. Rody/Rodey Set Lv. 105 1/4: No Effect 2/4: Def+20 3/4: Def+47, Hit Rate 12% 4/4: Critical Damage +40%, Def+47, Hit Rate 12% If you want to get a safety stock refueling stuff, I recommend the following kit. Bills/Billporon Set Lv. 105 1/4: No effect 2/4: Def+10% 3/4: Def+10%, Ranged Block+10%, Melee Block+10% 4/4: HP+15%, Def+15%, Ranged Block+15%, Melee Block+15% Recommended Leveling/Damage: Tiger/Rabbit. Tanking/ stamina: unicorn/lion. Use a tiger for more damage or use the rabbit if you lack push speed/critical chance/accuracy. Lions are better for high-level characters, while unicorns are better for lower-level characters. All shields that have a good awakening. Keep in mind that there are some rare shields out there as well. Ancient Shield Lv. 57 DEF: 348-351 Shield Ivllnes Lv. 70 DEF: 280-282 BONUS: ALL Stats +1. All Csülök / Stick that you can wear, depending on the level. If you still complete Reonan's mission, the 40-ish level will be a quest that will reward you with 40 Knuckle & Stick +6 levels. I don't mention Sticks because you can use any Stick, it doesn't really matter. It's a bonus, but it's completely not necessary. Use it if you can, or you can afford it. Attack: 130 ~132 Attack speed: Fast bonus: STR+5, Damage reflect+10% Work Required: Assist Required Level: 45 Level 60 Guardian Csülök (Recommended) Attack: 258 ~260 Attack Speed: Quick Bonus: Critical Chance +6%, Attack Speed +3%, Increased Critical Damage +23%, Damage Mirror +1%, Hit +10% Work Required: Assist Required 60 Yakadain Knuckle (If you can't afford the Guardian Knuckle) Attack: 220~225 Attack Speed: Quick Bonus: STR +5, Hit Rate +20% Job Required: Assist Required Level: 60 Once You Reach Reach Reach You need an Ultimate Lusaka's Fist. This weapon is stronger than a level 105 green Knuckle. If you can't afford the Lusaka Knuckle, just buy a green weapon, depending on the level. Ultimate Lusaka's Fist Attack: 493 ~494Attack Speed: FastAdded Bonus: Critical Chance +10%, Attack Speed +6%, Increased Critical Damage +63%, Additional Damage Monsters [Wind]+3%, Hit +10% Required Work: AssistRequired Level: 75 Green Weapon's (Not Recommended) They are all available from normal Giants. Level 75: Historic Cskök Level 90: Angel Csök Level 105: Legendary Golden Glove Level 120: Bloody (It's actually good, but you're already at a high level at this point) Bloody weapons drop Red Meteonyker, a powerful boss. You can also purchase the following: They are all obtainable via game Bosses, so they are stronger and more expensive. Level 80: Ultimate Knuckle Madness Level 95: Ultimate Fist of Tides Level 110: Ultimate Godhand Level 120: Ultimate Vampire Knuckle These 4 are actually gradually better than the Lusaka Knuckle, but only slightly. Therefore, I do not recommend buying all of them, but only one and retaining as long as you can not afford master / hero weapons. Once master, you will be able to see the following weapons: 75 Master: Ultimate Lusaka Crystal Fist 80 Master: Ultimate Mystic Knuckle of Madness 95 Master: Ultimate Majestic Fist Tidal 110 Master: Ultimate Mastercraft Godhand 120 Master: Ultimate Ancient Knuckle They are gradually better, but only slightly. That's why I don't recommend buying them all, but just one and keeping them until you can afford the Ancient Gos. In the end, it's not worth buying them all. You also need to update them every time you purchase a new one, which is why I'm suggesting sticking to just one. Level 75: Buy an Ultimate Lusaka's Knuckle-> hold until you reach level 75 Master. (Optional) Level 75 Master: Take a final Lusaka's Crystal Csülök-> hold until you reach level 120 master. Level 120 Master: Buy an ultimate ancient all jewelry that gives STR, ICD, increased attack, attack damage etc. You could even use Arek (DEX) for example if you have a bad build or negative DEX awakenings. This is only if there is a lack of attack speed, hit speed or critical chance. Cards with weapons PvM you will need fire and electric cards. Try balancing them to see what's missing. Suit Lightning cards or volcano cards. It depends on what you want to do, damage or tank. The volcano cards on hp % lightning cards give the increased attack %. General tips - Completing Reonan missions would be a wise choice if there is no peny. - It's a bonus to have a Ringmaster around. You can multi log so you can get the Assist (Assist->BP) to level 34, you will get the second character level 15 (Assist->RM) and you will be able to pM yourself. - Always be a leech while you even it out. - Join a progressive party while Thank you for reading this guide & be sure to visit YouTube channel for FlyFF videos! Leave a comment down below if you have any questions, suggestions or requests. Happy FlyFFing! More guides guides

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