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Here's a review of all the classes in Criticism: REBOOT. WarriorRogueMageScytherEclairNobliaMonk Related messages: For the freedom of battle, a true fighter who defeated the Knights! The brave warrior is a sword wielding a close fighter fight. Bold, hard and strong, Warrior is an advanced powerhouse that can send enemies with ease. His massive sword causes huge damage, making short work even bosses. FIRE LORD Powerful strikes from close range. Draw the energy of the flame into your fist to increase the power of your attacks. -BLEA----BERSERKER channel your inner fury into wild, spectacular onslaughts. Medicine? Medicine! Burst Breaker Skill Information Burst Breakers are, to put it simply, powerful strikers. They prefer to use their fists rather than their sword, and while they don't deal with the quick chime of damage and lack of perfect evasive abilities, they end up doing so with a powerful one attacker who is as tank-like as they do damage. This class relies on Mist Gauntlet, allowing all their attacks to become flame attributed, developing many of their powerful skills into even more destructive forms, and providing even more destructive critical ones. Pros: - Fog glove. At level 50, this character unlocks the full potential of his super-heated Mist Glove, allowing for more critical hits and converting some of his skills into more devastating fiery attacks. This character pays a lot of attention to charging, which makes what Breaker feel much more powerful. The fire is attributed. While Fire is usually an unfavorable element, this class is entirely based on fire thanks to Mist Gauntlet. The building fire element makes this character a matter of really devastating damage. If the fire is your thing, the switch breathes and the shit fire. Medicine Man! (Strike Class) This class deals with powerful hits that destroy Super Armor. This means that all the skills for Burst Breaker are Strike-Type and much more destructive for Super Armor. Tanks. Many of the Burst Breaker skills provide Super Armor in some way, some even improving your defense's huge amount, allowing you to take loads of damage while dealing even more. Cons: -Late Bloomer. The true power of Breaker does not come out until after waking up (LV50), and even then many powerful skills will have slow cooling until you reach level 60. - Not a combo character. This character can definitely hit a large number when it comes to mobs, but overall it is a character that deals with pure power and doesn't rely on chain combos. - Not an evasive character. While the Breakers have two skills that are close at a distance, they lack the skills that allow them to get out of difficult situations, including invincibility frame-type skills. -Charging. Many of the Burst Breaker skills must be charged to reduce and serious damage. This can be turned off for people who don't like to keep their character under control for peak capacity. -Absolutely not a PvP character. As destructive and broad as the skills in PvE, PvP is a completely different story. This character is an absolute training dummy when it comes to PvP, unless you invest points in Demon Blade long-range craftsmanship and even maybe one of Berserker's skills, and even then, your skills are so narrow range that you have to have extreme precision to inflict damage. One small mistake completes the match. I DON'T DIE Mad Berserker Skills Info Mad Berserkers quickly and recklessly go so far as to sacrifice their own lives for greater power. They swing their giant sword around like nothing, and don't soften on enemies, cutting several times for a massive flinch damage. Thus, they rely heavily on speed for more hit and damage output. The Berserkers are really reckless, as they can abuse super armor properties to continue their madness-driven attacks, but they also have the ability to avoid danger with relative ease. Pros: - Ultimate Fury Achievement. At level 50, the Berserkers lose the mana completely, with all the skills of consuming HP to perform. Instead of Mana, the Berserkers get a furious sensor that allows their true fury to get out, consuming fury to turn some of their skills into more destructive attacks, and absorbing the fury right in order to tap into their true fury, providing constant super armor, speed, critical, and allowing the full use of some converted skills. Immortal. Berserkers get much more health than other classes, with the ability to turn their no longer used mana into an extra HP max, as well as having skills that instantly regens 25% of their maximum hp per second within 5 seconds of falling below a certain amount of health. - The inexorable speed of the demon. (Class SLASH) When you break the enemy super armor and start unleashing your skills to the trait you really start to feel the power of speed. Berserkers can keep enemies who have had their armor broken held down at sheer speed, leading to huge bursts of their hp lost. Slash-type skills cause additional damage to defenseless enemies, causing damage to the Berserkers. Cons: - Destructive use of health. While hp properties are massive for Berserker, the player should keep in mind that even with HP regen, you can still die easily if not in check. This is another character that requires constant verification, which can be turned off for some people. Deteriorating equipment. With constant abuse of health and being in the heat of battle, this character is known to eat through the strength of the equipment like nothing. Given this, you can expect minor to spare changes received between dungeons. Worst case scenario? You will be left naked in the middle of a dungeon raid, so repair tools should have for your inventory. -Mob whore. This character can make many dungeons a furious feast for other players with their many knockdown skills. The location of the crowd and keep in mind that other players can be helpful. - AP Eater. A number of Berserker's best awakenings require a TON AP, leaving your choice of awakened skills very limited. Choosing what you want to end the game should be carefully considered. Violations. Demon Blade Skill Information Demon Blades are perfecting their Bushido skills, which serve dark values. Their wielded blade fills all attacks with darkness and gives the ability to summon souls with multiple skills, allowing them to use a combination of long and close attacks that push enemies and close gaps with relative ease. Adept in strength, speed and evasion, Demon Blade is considered one of the most effective, if not one of the best fighters in Criticism. Pros: - Samurai. Demon Blade prefers to use Katana, which he receives while advancing in class, while typical cool swords are mostly just for the show at the back. At the level of 50 souls his attacks infect enemies with stigma, allowing him to acquire his strength to improve his own immensely. The darkness is attributed. All of Demon Blade's skills are imbued with darkness, making him another elementary character. Darkness is one of the most favorable elements because of its effects, which makes this symbol much more powerful when building a high dark element. It's clear. (SLASH Class) Demon Blade uses both long and close range skills, so speed is a must. The strength of this character comes out with high speed of attack and movement, both of which his skills rely on very much. As a slash character, his skills do more damage to the enemy without Super Armor. -PvP character. With PvP as broken as this, Demon Blade is one class that can actually hold its own as a pure profession in PvP. Cons: -Player Experience. This character needs a lot of practice and experience to master its use. Of course, it does not deny that some players will find Demon Blade easy to get used to. -Mob whore. This character can make many dungeons a furious feast for other players with their many knockdown skills. The location and consideration of the crowd should be kept in mind so that other players can be useful. Rogue Nohjya"대공대공대공대공 -대공대공대공대공 Cat Acrobat Skills Info Cat acrobats are quite popular in Criticism, for obvious reasons. They are easily the coolest class in the series with all their skills of using Nyans in some way or another, but the adorable factor undermines just how deadly this class is. Cat Acros prefer not to rely on a class of weapons for attacks, mostly being a brawler - a cat class of sorts, if you like. As you can expect, this class is all about high speed and combo, making Cat Acros a very effective and disruptive melee character play. Pros: - Air queen, Speed queen, Scratched queen! One of the notable features of Cat Acrobat is the only class really can do air combat. Many of her skills knock enemies into the air and can keep them from catching a break, along with sheer speed behind her attacks they make her even more ruthless Super combo character. Being an easy Slash-type character, Cat Acro claws at the enemy for big numbers when they lack Super Armor. Diversification. While the signature trait of Cat Acrobat in combat air combos, At Level 50 her awakening is better focused on combating her flaws and the preferences of other players, such as making her more ground-based combo character, clean or hybrid, better Super Armor switch, or even more evasive. -PvP the queen. More than a year has passed, and the badly misguided nerfs still don't dent the serious power imbalance behind Cat Acrobat when it comes to all other classes. Cat Acro is indeed the PvP queen, with speed unsurpassed across all other classes and evasiveness like no other, she can take directly to the sky and hold her own while targeting ignorant opponents at will while they run around helplessly. As soon as Cat Acro knocks you into the air, consider yourself done. Unless you're a murderer! ohoho -Nyan factor. Call it a poodle feed or whatever you have, but this class is all about Nyan. Once promoted they become meowing a mess of character, imitating the act of feline and speaking as such. This can usually be a negative factor, but for your part, this class is very diverse in relation and atmosphere from what you expect when comparing all the other characters. On top of that, the Korean Voice actress does a really good job flowing cat for this class. This change can be considered amusing. Cons: -Nyan Factor! Because after a while all that meowing will get very annoying at some point, and much earlier for some people. Try to join the 4-pt Cat Acros, this one hell Nyan Festival, I can assure you. Player experience. Although Cat Acro is a very fast and fluid character, some practice and experience is required to get used to evading bosses and such. Much more practice is required if you plan to diversify your build with awakening. Early pain. Cat Acrobats have some notable problem breaking Super Armor. While they have skills that break the armor, and waking up to provide further support in doing so, you will have to fight most of your battles in the party or apply tactics that dodge around Super Armored enemies, especially Champions, Blast enemies and bosses. -Party of rage. Playing with mob whore characters can prove frustrating as many of your skills can be easily broken when enemies are brought down. - End of the game Change. If you get used to the aerial battle, you'll find that Ether Dungeons, Monster Hunter and Dimensional Library bosses are going to keep their ass planted on the ground. You'll also find that these ultimate dungeons are pretty much all about bosses and gimmicks. There's a fine line in the difficulty that really sticks out once you start getting closer to the end, and this change requires you to adapt to it, if you come to expect that the air combo is the end of all the solution. My mission doesn't end there. Crimson Killer Skill Information Information Killers are symbols based on precision. Many of their skills are improved to accomplish a specific goal, and as such, they are aimed at fulfilling this task. Because of the nature of their profession, this class does not make large combos, rather choosing accurate, fatal damage. The killers are noted for their absurdly huge damage output compared to any other class in the game, standing up with an unprecedented reputation as the best damage dealer in Criticism. Pros: - Relentless killer. (SLASH Class) The killers boast a plethora of debuffs designed to reduce enemy defenses for a deadly strike. By causing enemies to bleed profusely and take hits on them with deadly poison, the type of stack that can be obtained gives way to some of the best damage ever seen. As a slash-type character the ultimate goal is to keep the enemy's resistance low and armor off, leaving them vulnerable to her strongest skills. - The low nature of the service. As a further emphasis on its ridiculous power, rely on element and debuffs alone, you could solo end-of-game dungeon weapons in relative ease and time, provided you have the experience to avoid incoming attacks. If you consider this potential, you can understand that the strength of the equipment dish of the game is low maintenance for this character dish of serious damage. The evasive ability. This character uses many skills that give her an unexpected advantage over enemies, such as quick back attacks or cheating on their vision, allowing her relative ease of movement. - Ease of alignment. Provided that you can get used to how this character works fast, the strength of this character is revealed early on and only becomes more destructive as you rise in the levels. Cons: - Boring. This character is not flashy like all other characters and as such is very boring in comparison early on. While some may find Assassin attractive, in general they tend to be quite boring until their entire skillset is unlocked, and even then, you'll only rely on a few favorite skills for real damage, while the rest are used to stacking debuffs and chipping away at health. It also really lacks AOE skills for a while, so you won't expect fancy damage. - Not a combo character. While Poison Mire does cover a massive range and rake in numbers, Assassin is not a combo character. Skills are aimed at dodging and precision, not chain and grabbing. You will need extraordinary speed in order to make the chain skills proper, and even then going about this method is questionable if you are not laying bleeding. Player experience. As a character who has to stack debuffs and make accurate hits, Assassin will require a lot of practice and experience, especially with the end of the dungeon game. -Debuff builder. This character emphasizes Stack the debuffs, as some of her best skills take advantage of high bleeding, low slash resistance, and back attacks for super massive damage. This type of gameplay can be unattractive to some as it requires a fair bit of work work Bosses. -Party of rage. Playing with mob whore characters can prove frustrating as many of your skills can be easily broken when enemies are brought down. Sirius! Go bite that particular creature in the face! Mistik Wolfguardian Skill Info Mystic Wolfguardians tend to rely on their wolf companion, Sirius, in combat, often combining skills and power together in order to unleash destructive skills and combos. Mystics command the power of lightning and use various attacks Strike, Slash and Pierce, which makes them a kind of combination of hybrid skills. The lightness of this character makes it favorable for many. Pros: - Lightning is important with a variety of intruder. (CLASS HYBRID-PIERCE) The type of damage varies between Mystic and Sirius, Mystic Being a Line, Sirius Time Strike, and both using piercing-type attacks. In fact, almost all attacks Mystic and Sirius start the line, strike and then follow up with a puncture and lightning to explain the damage. This kind of mix makes it interesting and surprisingly powerful character end of the game. As with other classes attributed to the elements, the creation of a high lightning-fast element really reveals its power. -Powerful Bloomer. The end of the game Mystic is one of the most hilarious and powerful characters in Criticism, dishing out insane DPS damage and combos. They can shock even the worst bosses in submission and save the damage while avoiding safely and riding Sirius for a prolonged surge of immunity to attack. -- Ease of use. This class is known for its ease of use. The end of the game, at least so far. Cons: - Rape victim. (MEGA NERF) Honestly, it seems that Allm took out all his anger on this particular class. When The Criticism was just beginning, Mystic Wolfguardian was the easiest class to use, not the strongest end game, but so simple that it was practically a novice guide for many Koreans and favored many. It was easily the most balanced class in the game. When their class balance change came along, almost all the nerfs went down in full force on this class and barely tapped into other classes. So what are we looking at? - Massive damage reduction at the start of the game - AoEs pushed up to lv30, with MASSIVE Cooldowns for every damn skill of 30 - Many skills can be easily broken without waking up due to the removal of invinc frames and super armor. The end result is that playing Mystic Wolf is now an unbearable challenge for beginners, and even the end of the game's massive cooldowns continue to hurt. It hurts.

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