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Forsaken world vampire guide

Here's another MMORPG with an open fantasy of Youzu (Singapore) Pte. Ltd. Enjoy endless adventure with a world that had so much treasure and glory. Know several characters with unlimited customization options. You can choose to find the lost artifacts or enjoy fishing around a shade. Who doesn't like to become a legend? This game is the MMORPG that allows you to become a legend about the Forsaken world and make the future of Calindor. Discover all the secrets that Calindor hides and Demons supports and build some guild to join. A new adventure is waiting every time you sign in. Face the most significant challenge in the world by forging Gods and demons and becoming iconic in this world. When you go through the game, you will meet some classes for your game. You can specialize and customize them as you like and win challenges all over the world. But how can you face challenges without knowing what exact class you're going to play? Yes play for players. Although editors are giving the options to choose classes, it is clear that choosing a character depends on what you decides to approach enemies with aggression or cover. You may prefer to destroy your enemies with spells, or you may like to defeat enemies by arrows in the distance. Choosing what you need is the exact point. Based on your decision, you have to choose to play. Let's start then. Warrior There is a typical qualified character and a class in each MMORPG game. Here this place goes to Warrior takes the first step in the game for combat. Warrior has a sword in his hand for combat. He trusts him with all his soul, and that's the weapon he uses to get into battle. Warrior rushes to enemies with a superpower to destroy them. This class has no mercy on its enemies when he gets into the fight. So basically, this is a superclass to choose your game to start combat. Warrior is a class that can dominate quickly. No more complex is highly capable of understanding for a beginner. However, Warrior is quite easy to master; Your style of play will change after you change the classes. Very interesting, right? This class can change to Paladin or hexblade. Warrior is continuing to play throughout the game in a challenging way with high defensive skills. So the first recommendation about classes is the Warrior. Mage Mage is a class that has a lot of versatility, and is performing witchcraft. This Mage is a class that explores the magical world forever. Mage uses a style of play with a very forward attitude, and is well known for writing casting in the distance and seeing enemies fade away. Mage is becoming an elementaryist or archaist. So she will eventually turn her damage production into a maximum level, and she has good control skills in the game. Mage is paralyzing his enemies and desperately weakening them. This wizard class would be a perfect class to choose from for the game as the second option. Rouge Our third class is in rouge. We do not recommend that you start the game with this tutorial as it is too weak to start the game. But he has some right style of play, and uses daggers to give deadly attacks to his enemies. Rouge is a bit weak in combat, he is able to have survival against excellent sleeve damage. Priest The priest is a regular healer, as in many MMORPG games. She is very capable of healing and goes to the end of healthy classes. We can say that the priest is a regular healer, as in many MMORPG games. She is very capable of healing and goes to the end of healthy classes. We can say that the priest is a bit harsh in the battles, but remember that they are not very capable of fighting as they are a bit slow. Priests are switching to Heavenly or Oracle. Usually priests are very difficult to defeat as they survive. But she's not a strong class like others. So the team with another strong bat-shaped spells. He is throwing them towards his enemies, and it is a class that combines magic with martial powers. So the class vampire is highly capable of defeating his enemies heavily. The vampire can switch to Flamebringer or shadowcrafter. And he is also well known as a super beast in the outside world. Maximizes their survival with the army of their bats. So this class would be the most enduring class in the game with a superpower. Gunner Gunner is a tiny character who uses so many weapons to send opponents. She uses her skills to evade her enemies at a distance and is well known as one who is able to do a ton of damage. But remember that the gunman break easily. Gunner changing his class in Gunslinger or Artificer. Maximizes its capacity for damage and survival. So this little character wouldn't be a great evil for the election. Ranger Ranger Ranger Ranger Ranger the fencing. He does not engage with excel, but he is doing responsibilities to defeat enemies by using his endless number of arrows. The Ranger class is changing in shooter or jungle archer. When you change classes, you are very focused on damage and control. So Ranger is able to stop enemies with their skills. When the ranger is accelerating his attacking speed. When reversed, the ranger is accelerating his attacking speed. When the ranger is accelerating his attacking speed. When the ranger is accelerating his attacking skills and also survival. It does so by summoning the creatures with exotic traits. But Ranger is not as strong as other classes. Conclusion As mentioned in all classes, our recommendations on classes go with the Warrior, Wizard, Vampire, Ranger, Gunner, Priest, and finally, rouge respectively. So keep in mind the skills of each class and their playing styles before you play. This is the right way to become a teacher in The Gods and Demons of the Forsaken world. So enjoy the world of Forsaken and perform more meaningful combat with these unique classes without losing a second. This is a quide on the blood vampire tree, explaining how it works, what its role is in the game and how you can optimally build your vampire. There are already some other quides you could refer to (first and foremost the General Vampire Guide of Vathaelia) that could be of use to blood vampires. A list of them is at the end of this guide. Although I try to be as objective as possible, these are still my personal views – don't feel free to tell me if you think something is not right. The blood tree is commonly known as the healing tree for vampires. However, while this is mostly correct, it is not exactly correct. It would be more correct to say that Blood is the HP tree of vampires – because they specialize in everything that has to do with HP, be it care, HP regen/leech or HP debuffs. It also depends heavily on dark elementary abilities. Of the 3 vampire trees - a class already versatile - you could say that blood is the most versatile. While Inferno and Dark concentrate heavily on damage and debuffs, mostly regardless of the healing skills that vampires have, Blood tries to balance between all the different skills. However, the main focus is always healing and survival. However, blood's dps don't suffer as much as you might imagine. It's certainly far from Dark, and much more Inferno in terms of damage production, but the ability of vampires to have burst outbreaks of damage with Vampire Shape and Charmed Strike, and Blood's exceptional ability to self-heal while still attacking, makes it so that blood vampires can cope with enough damage. This mix of offensive and defensive talents together with the basic skills of vampires, it makes it so that blood vampires can effectively alternate between the healer and the damage dealer (and tank also, in circumstances) when at a party, in addition to being able to fill almost any necessary role whenever the need arises. Need. Jack expression of all trades, head master immediately comes to mind – but, as one can adjust his skill rotation to suit specific needs, it's not like blood vampires may not be perfectly capable main-healers/tanks/DDs if they need it - they simply can't fulfill many leading roles at once, such as tanking a hard head and healing. Of course, that diversity isn't always there - certain talent builds and gears can lean heavily toward any of the previous roles and/or make others not feasible. Also, keep in mind that blood vampires don't reach their full potential up to much higher levels, so between levels, so between levels 30 and 55 you might find yourself wondering if it was worth going down this tree. Vampires generally have a large arsenal of skills at their disposal. Next, I will comment on each skill, its use, usefulness and the blood talents that affect it. What are you doing? (NOTE: I have chosen to list the talents by skill rather than in the order in which they appear in the talent tree, because I think it makes no sense to discuss their usefulness without directly linking to the skills that affect and how these skills are used in the first place. Nor have I included detailed descriptions of talent, because they can be easily found in the Talent Calculator *In addition, they do not try to compairing image skills, since most of them are of different levels and therefore can easily fool you)*every time they bring you back. RACIAL SKILLSSabola skill laser perfectly cut for all vampires, increasing domains and HP. It has no cost and a long duration. Keep up to date with vampiric KissA great sangona HP + a medium-lasting silence, extremely useful in RRP and a nice emergency self-care too. Don't miss it unless it's the right time to use it - it has a very long cooling off. CLASS SKILLSVampire shape is a buff that lasts a maximum of 20 seconds, cannot be cleaned by opponents, and substantially increases its attack, HP and motion speed, as well as unlocking the Charmed Strike skill, doing so so that all random debuffs are successfully inflicted 100% and regening HP for each enemy that kills have a base chance of 10%, while firepower has a base chance of 5% and racial and charmed Strike have a 0% chance) so it's better to keep vampire for when you'll actually need an instant vampire-shaped trigger (usually that's when you'll need a quick boost to escape In an outbreak of dps burst) There are many blood talents that have to do with vampire form: blood demon: increases the likelihood of the skills most used by blood vampires to trigger the vampire form. It is not necessary from the beginning, but at the time of reaching lv55-60 maxing this talent will be an absolute necessity. Blood vampire. Bloodpact: Greatly increases the likelihood of healing the cry of its 2 main cures in the form of a vampire. That talent is probably the single most important talent in the blood tree, so everyone has to max it out. No, no, no, no. Extended blood work: If the vampire's Stealth etc.) this talent will do so to last longer, giving the blood vampire more time to re-trigger the vampire form without ever leaving it again. He's a polished little talent, but there's probably better blood talent out there. StealthThe main vampire attack skill for blood vampires. They regen a % of HP from the vampire (note that it only restores HP and not leech out of target), as well as having the opportunity to launch an HP debuff on target. It is the skill that above all gives blood vampires their high survival, and should be used as much as possible, especially when closed. Talents Blood Sign, Advanced Vampire's Stealth and Insignia Energy increase hp regen, reduce cooling and increase their base damage respectively, and all should be ideally maxed out as soon as possible. The talent Bad Blood increases the duration and exacerbates the effects of the curse of the blood, with its usefulness being highly debatable. Vampire's Stealth works ideally if you've invested in a high hp gear construction. Dark RippleThis attack skill sacrifices a small amount of HP (which adds to the damage you deal with) every time your cast, while having the opportunity to reduce the opponent's accuracy. It has a low cooling and treats dark damage, making a good skill for blood vampires, which focus on the dark element. Avoid it if possible by closing strong monsters, and only use it if everything else is in cooling, because it drains your HP and reduces its survival. In dealing with casual damage/against easier opponents it doesn't really matter. Flames malignant a fire skill, this attack collides with the main element of blood. However, it is still a powerful attack with the possibility of throwing a nasty damage over time on the opponent, which also reduces fire resistance. Note that it has 2s delivery time instead of the usual 1, so it could make you unable to react quickly when you are the healer at a party, which in turn can cost the death of a party member. Ira KillA dark attack skill that also some hp opponent to heal. It can exacerbate the curses of vampire Stealth, Dark Ripple and Evil Flame have already been released, to capitalize on its aggravating effect Curse. Talents Bloody Evil Death and Improved Wrath Kill increase leeching added effect for when a target hit by Wrath Kill has blood curse thrown on them. The usefulness of talents is not as important compared to others. Hellfire Death An AoE fire attack. Despite a long delivery time, a short radius, a mediocre damage outlet and being of the wrong element, is still the only spammable AoE that has a blood vampire, and is quite useful when filling the DPS roll at a party, or by when agricultural mafias. You can also throw flame curse - the same side effect that the flame of evil has - on any hitting goal, which makes it all the more useful for previous purposes. Avoid use in the fight against a single enemy and in healing. Shadow ScarA dark attack skill that drains a moderate amount of your HP (which is added to your damage output) and hits twice. It can also inflict the same effect as Dark Ripple. A good ability to throw when filling the dps paper and when you need some burst laps, but that's it. It is also a very difficult skill to obtain (a rare random fall from the end head of the LV65 Ancestral Catacombs instance). Avoid using it in hard opposing tanks or in healing. Blood SeaA Dark AoE attack with a relatively long cooling. It is the strongest AoE for the dark-based blood vampire. Like the other Vampire AoE, Hellfire Death, it applies a dowry curse on targets, but unlike Hellfire's death it always applies its recommended to use it regardless of whether you have many targets or just one, because the DoT offsets mediocre direct damage and total damage is decent, even on a single target. Charming dark strike attack skill that is only available while at the same time its cooling increases (but it is still quite short). The final effect is a monstrous outbreak of dps if you time all your skills correctly (a very nice skill rotation to maximize dps is: VS->CS-&g not busy healing. Especially when it closes, Charmed Strike is absolutely necessary to maintain the aggro, considering that the regular DPS of blood vampires is medium-low. It's also an extremely useful load movement in RRP, which breaks through ensnares and makes it really difficult for anyone to escape/star you. Charmed Strike mainly benefits from talents that increase the time you spend in vampire form, such as blood demon and extended sany work. There are 2 talents directly associated with this skill: Extended Charmed Strike, which increases the damage if is affected by the curse of blood, as well as the healing of a small amount for each strike performed. The utility of the former is debatable, but the latter is a necessity for those blood vampires who want to focus a little on their DPS/Tank looks. In case you put points on the bloody evil Always remember, when Vampire Form is activated, to launch Vampire Stealth before Charmed Strike so that the latter gets the bonus of added damage Dark curse Enemy inflicts over an area with dark curse. Not to be confused with the side effect of Dark Ripple that bears the same name, it is a very practical curse that serves as an ideal opener in any fight. After launching it and for some time, every time the target is hit by a vampire skill, not just yours) a pile of a DoT curse will be put on target. As they get more hooked on the target, the DoT increases dramatically. It's really important that you, like a blood vampire, use indelible flames as much as possible as an opener - the added DoT is a huge help for a class like blood vampire, use indelible flames as much as possible as an opener - the added DoT is a huge help for a class like blood vampire, use indelible flames as much as possible as an opener - the added DoT is a huge help for a class like blood vampire, use indelible flames as much as possible as an opener - the added DoT is a huge help for a class like blood vampire, use indelible flames as much as possible as an opener - the added DoT is a huge help for a class like blood vampire, use indelible flames as much as possible as an opener - the added DoT is a huge help for a class like blood vampire that has direct DPS casualties. It's also a good way to keep doing some dps to a head during healing, or in a RRP fight during kiting or while it's off/surprised/muted. If there's a hellish vampire in their party, they keep flames indelible, because chances are they have a talent that gives their additional effects debuff. FeastOne of the most powerful skills in the game, Party is a great radius AoE ensnare / DoT with auto hot added. It also removes stealth from the killers. Once you get in the middle of some enemies, Party can create real havoc. Especially in the RRP group, a well-chronicled party can secure an easy victory, as enemies are frozen instead and damage dealers on your computer can easily kill them without worrying about being knifed. The party also catches the blender for a shorter amount of time, but it's something that can be released with Charmed Strike or Gale Wings. Feast is also unspelable for enemy skills. The Blood Feast talent increases the HP regen by a large amount and a necessity for those who want max the tank capacity of their blood vampire. Gale WingsProbably the coolest skill vampires have, allowing them both kite/close distances easily in RRP, and show off reaching impossible places on various maps. Gale wings also deny snares and increase evasion for a short time. The Batwing Shadow talent makes you immune to stumbling for a short time after Gale Wings is over - but, since vampires already have two ways to free themselves from ensnare, this talent is of little use. Dark contract talent are gular healing, with a small amount of HP lost every time you launched it. Advanced Dark Contract talent increases the healing power of this skill and reduces its cooling. Maxing it out is absolutely essential if you want to be able to heal over time, with a small cost of HP in each casting, casting, casting, there is a trap – actually, some of them – the goal that receives the care effect for a small amount of HP up to 4 times, but only every time a skill of your lands on an enemy (in simple words, every time they receive as many cures as the targets they hit, always up to 4 heal the total). However, the effect only lasts 8 seconds, meaning it is very likely that they will not be able to get all the cured, especially against an awesome/disabling enemy. In addition, even with all the cured is really low, not to mention that, being a hot skill, it has little to offer in case of an urgent need for healing. For all intents and purposes, it's just an emergency cure to get out when everyone is dying and everyone else healing is in cooling. However, there is a third catch: the talent chain for revitalization. There are 3 talents in this chain: Blood Link: Increase the amount of HP sacrificed to launch the skill, but at the same time it gives the cured person a great fan of the attack, which only lasts as long as the skill effect is active though (which is 8s or 4 attacked targets, which comes first). Due to this extremely short duration, this talent increases the HP of each person affected by the revitalization by a substantial amount for 20 seconds. Its usefulness is debatable but surely it is the best talent in the dynamization chain. Fresh blood: Increases the healing of revitalization by a small percentage - although it makes little difference, so this talent has little usefulness. What all these talents do is actually turn the revitalization of a healer into a buff. Maxing everything out, and the strong gear indeed healing - which complements HoT's skills - can make this one of the best skills throughout the game, but the amount of talent points and gear bonuses needed to do so will leave you lacking in other, much more important aspects... Dark BondsA binding ability, immensely useful in RRP and moderately useful in PVE. A target was stunted for a moderately large amount of time, but it also makes them immune to all the damage and effects. Use it when you see a lot of anger orbs scattered around or when you to collect your grass/mineral without having to waste time killing this annoying aggro crowd that is behind you. HP Fantastic Blood RiteA/ Amateur Defense, which also mainly increases the effects of healing thrown on It practically melting a party maxed out after the rite of blood will probably keep you alive, even if your opponent is a high dps class with full anger. Blood Rite-> Vampire Kiss-> Vampire Kiss-> Vampire's Kiss-> Vampire's and the ability to put blood above other vampire trees in terms of healing and survival. It is usually activated with a delay of 5s (which makes it easier not to lose its healing power in minimal hp losses, but at the same person who uses seed of life) but is activated immediately if the health of the target reached less than 50% of max HP, so there is no concern of anyone dying because healing did not heal them in time. The main skill is updated 3 times, at levels (30.45 and 60) at the expense of 1 talent point at a time. The strength of life's talent greatly increases its grassroots healing power and screaming rate. Both skill and talent linked to it should be maxed out if you want to be able to heal a group properly. Blood curse of the AoE that puts everyone within a certain radius under congealed blood state for a limited time. Each time they are hit under this effect, their maximum HP drops by 4%, and the effect sticks up to 5 times for a massive 20% hp debuff. Extremely useful as an opener in RRP. Note that other versions of FW describe skill is useless in PVE. The main skill is a necessity, but spending 1 more point to upgrade is highly unnecessary as it only increases the area that is issued. Stagnate talent is a very nice PVP talent for mass PVP and 1v1 against healers, as it reduces the effects of healing thrown at all those affected by the blood curse. Withered SpaceAn essential skill for those who want to walk the path of the healer, and very useful for everyone else too, especially in RRP. Transforming into a gargoyle allows you to heal others while healing yourself at the same time, which means that it is an invaluable skill for the situation in which urgent healing is needed for both you and the team. This, combined with the Blood Rite, you have a crazy HP boost, which in turn makes Party and Vampire Kiss - which you can use while under the effect of amber space - extremely powerful. In the group, the use of gale wings to reach between the enemy group and drop The Blood Rite -> At odds space -> Party leaves opponents snatched, with massive bleeding and with all resistance Reduced. If you do it at the right time with the right match, it can be an instant win right there... OTHER TALENTS Blood knowledge: Reduces the mana needed to launch healing skills for a moderate amount. Sure it is useful for an analogous construction early, but sooner or later you will have to this, since it does not add anything substantial to your skills, and mana potions are cheap to buy at later levels. Night Escape: Reduces the aggro caused by healing by a substantial to their capabilities. It also limits your tank skills. However, blood vampires should be able to easily handle aggro theft (which will never happen if you have a good party anyway) Hasted Healing: Decreases the seed cooling of life and energization by much. An absolute necessity for those who want to make the most of their healing amount of seed of life and dark contract by a small percentage of its maximum HP. The blood rite doesn't really need any increase in duration in the first place (actually 15s is more than enough to take everything you want from it) and the additional healing is low even with hp max high epic. However, a talent of limited utility. Surging Blood: Increases the maximum MP by a set number, and HP by 2/4% over an established number. Whether or not it's worth it is debatable, but surely it's a good talent to have in a blood vampire greatly targeted by HP. Blood fever: While the blood rite is active, it gives added speed and dominance debuffs in Vampire Stealth. It is useful in RRP, not so much in PVE, and requires at least 1 point to be put in not so good ritual time. There are probably better talents, but it's still good to have in certain build-ups. Extremely useful in all situations. HYBRID CONSTRUCTIONS Tree constructions in Forsaken World are generally not recommended, because they always end up losing some key talents to spare and no talent in the blood tree that draws your attention, then how do you spend those points? I would suggest avoiding hell: the dark element of the blood tree and the fire of Hell shock, unless you have enough money to work in both domain, or somewhere else) This leaves us the dark tree – which obviously has a mastery to game ... And in the front row, there is a perfect talent: Demon of darkness. Think about it for a second: Maxing both blood demon and dark demon gives almost all your skills a 20% chance of triggering vampire form, and 30% in the case of Dark Contract... tempting, isn't it? In addition, 2 points in Advanced Dark Ripple can be useful (no more, because you will have the ability to get out of the cooling faster than you will be able to spam, and this would be a great waste of points). Putting points in shade strength is debatable as it would increase the rate of screaming and not base damage while turnsing in a hungry skill of HP, a kind of denial of the high survival of the blood No longer, at least there are many statistics that one can choose to build on your character (through base statistics, Added bonuses, gear identification gems and domain training), but what statistics are best suited for a blood vampire?-HP: This is almost mandatory — once you decide to start preparing seriously, there is absolutely no excuse for not having all the gears that have an HP added bonus and for not having 1 Stone of blood on each computer. There is a % hp in almost all skill vampire Kiss, HP makes a big difference. For the rest of the statistics, it is up to each person's choice. Recomended-Attack: Although expensive to pursue, an attack complexion can make a blood vampire a tough opponent. Care and high dps is a combination that can be deadly if done well. It's the state of choice for those who want to focus more on the tank look of a blood vampire. Along with the great hp regen of a blood vampire, it can make it almost invincible in PVE and can help in RRP, although it is certainly one of the least effective statistics for those who want to focus on RRP rather than PVE. An escape blood vampire/HP can be extremely difficult to kill in RRP, because they are hard to hit and by the time you get to land a second blow on them you have probably already reunited to full HP. However, evasion builds usually do not come out so well in pve.-Elementary attack / domain: In general, The domain is preferable to El. attack because, as the domain is based on %, small amounts of it usually increase the damage more than a much larger number of elementary attack. However, always do a quick calculation before deciding what to choose, because sometimes the opposite might be true. Of course, we always reject anything other than dark domain/attack, as the mastery of fire hardly has any effect on the dps of a blood vampire.-Critical Chance/Damage: This is a construction you have to devote fully - and also invest a lot of money - into, if you want it to be effective. And that's because critical opportunity and damage don't make much difference until you start putting high-level cry gems on and start getting going with screaming bonuses and ID cards. Blood vampire surely isn't the best tutorial to do this construction — as you don't really trust DPS to win in RRP. On the other hand, the attack has a better effect than crying in PVE, but A properly made screaming construction can wreak havoc on both 1v1 and the RRP group – which is where the difficulty in this game is found anyway. DEBATABLE:-Accuracy: It's a good statistic to have against players with high evasion and/or precision debuffs ... but that's it. Against everyone else precision is mostly useless. And the same for PVE.-Healing Effect: It is a good statistic for those who want to go down the path of the healer all the way ... but then again if they wanted they would probably be happier shooting a divine priest. Healing the effect usually does more bad than good in all, but elf divine priests. Of course, if you have a very talented dynamization, then curing the effect could actually be for you.-Critical Dodge: It's good for a full defensive build, but even then it just qualifies as 3rd or 4th best option... It's better to make sure you take regular hits smoothly, and only then do you have to bother with dodging critics. NO RECOMMENDED:-Critical defense: For all intents and purposes, it's a waste of a gem slot.-Critical Heal Chance: Useless when one of the blood cures has a 55% cry for opportunity, and criticizing healing in gears is 1-2% at most... -MP: There is absolutely nothing MP can help a vampire do better... there are always cheap pots – you'll always have to use it for a lot of max. Although in the end they make little difference, unless you get your talent close to maximum ... So my advice is: choose the one of the pets close to your level that looks better! A dps pet is probably more suitable for a tank damage class, low as blood vampire, but it doesn't really matter as much as there are pet skills that can give you that DPS anyway. As for pet skills ... it is up to your personal preference. Just avoid the support skills that heal, because this would be a waste of your own healing skills (hp leech/siphon is still a good option for an offensive slot though)... Note that the dynamic pet skills, which drive HP, work best with tanker pets, and brute force with dps pets. LINKSVampire Guide: guide 101: Talent Calculator: goes to Luciferia 2The Spartans of Forsaken World We are the Spartans guild of the World Forsaken in the Legion of Storms and we do not take prisoners. Prisoners.