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Bdo maehwa guide 2020

Black Desert Online is a fantastic game. Excellent graphics, dynamic gameplay, created crafting system and character progression path. All this makes many players want to try this name. But BDO is very different from traditional MMORPGs. In some respects, it is more complex. This guide has been prepared for new players who want to immerse themselves in the fantastic world of the Black Desert. Black Desert Online - Beginner's Guide! 00:00 – Intro00:52 – Settings and home Out4:15 – How to game4:50 – Experience and skill experience6:38 – Gear / equipment8:23 – Awakening and inheritance 9 :48 – (leveling 1-56) Action plan16:02 – Crystals and transfusion16:37 – World bosses and dark rift bosses18:18 - Quick note about guild 18:38 – Marni Stones for EXP level 57+18:52 – Loyalty 530% EXP Scrolls19:20 – Intro to Combat – Protection23:217 – Introduction to Combat - CC25:32 - Magnification Gear31:48 - Closing Notes This guide will work to fill the knowledge gaps you may have and help you decide how you want the tools and step stones to take to achieve the above goals. Gear is not a cookie-cutter as most people think it is. Yes, certain builds work better in certain classes, but playstyle will also help shape your character and how you gear up. Statistics AP – Direct correlation with damage output. Accuracy – helps the earth reach targets. Hiding - Miss hit opponents. DP – Harm reduction + concealment from armor. Think of hiding you hit less for attack (3/7 hits), then damage reduction reduces the damage taken. BUILDS AP - All AP builds have been popular since launch, AP is a linear stat (BioHack) that will increase damage to output. This is usually gone as the first build because it improves the grinding speed of better silver per hour, avoidance and DP builds don't require most PvE when grinding silver to buy PvP gear. Maehwa/Sorc does well to work full AP build and so do other classes and playstyles. Hiding - Avoidance build is a popular choice for certain assassin classes who want to fight full ap builds. Ninja/Kuna Accuracy – Full accuracy build can be considered overkill, the theory of work is that there is a limit to what is needed for an attack to be a successful hit. Think about how my main chance is 80% hit, they stack 10 avoidance to reduce their chance of 70% stacking more than you need to hit 100% would be overkill. (all this is also changing at the level). I saw some rangers go completely accurate. DP - A full DP build concludes stacking concealment and damage reduction equipment to help achieve that there is a complete tank. good support rolls or crowd control builds under siege. witch/berserker work well with CC and the amount of utility they have. Hybrid - a mixture of different statistics, and options are the only tool choices you decide to choose from. Witches and wizards work very well in hybrid builds because their usefulness helps greatly siege. Ranger / also work well in accuracy + hiding hybrid build. Key Arm Yuria: Use be the best choice back-to-back liver and ches. It mainly sells for a bad decision and/or old guides that still recommend this option. (Don't breathe your yuria) Rosar: Almost a new choice if you just get into the game as you probably won't have the funds or resources to curse a less frequent item like liverto or kzarka. The reason why this item is taken over by Yuria is now due to the fact that its base AP is 1 higher and having an extra gem slot (which we will get later). It is also theorized that Rosar offers greater basic accuracy than yuria. If Rosar is sold out Krea is another popular choice. Liverto: Is 2 just a kzarka, it shares the same base AP and 2 pearl slots. This biggest difference is having 5 less accuracy and being +3 crit in your character stats for gemming capabilities. Kzarka: The best dog in competitive PvP. It offers a higher basic accuracy of 5% liverto, which can be the difference in finishing off your opponent or having them live. This option offers +3 attack speed compared to +3 Critical as well. Kaia Weapon: There is a weapon that can be rented calpheon for CP that can be used while getting ready - Link Awakening Weapon Although the list is small there are several options as well as the optimal choice. Green: This is primarily the first choice as a new player or poorer player. It's a cheap repair when enchanting. It has been said this version should never be taken past the TRI level, as the way Dandelion becomes a clear choice. This base statistic is as follows; 11-20 AAP +7 All types of Damage.Blue/Yellow: This awakening weapon is only used primarily in PvP because it is 1 snack level behind in terms of PPE being searched after Dandelion. The basic statistics are as follows; 16-25 PPE +7 Human damage. Wait for this final, only ult it at the maximum level you are going to level through (TET) on repair costs. Dandelion: This is the best slot for PvE and PvP, there are 1 snack levels in terms of PPE over the Blue version it puts it in the holder in the next tier in terms of damage. The basic statistics are as follows; 18-27 PPE. See the picture below for enchanted level differences. Offhands Now certain offhands have different names in certain classes, but have a variety of similar stats I'll talk about the key ones most players use in the middle to end game builds of current meta. (I use daggers as an example) Parry Dagger (DEF): This dagger is used for more evasive/defensive builds because it offers the maximum amount of avoidance of any of these 4 choices. This base stats ultimate (Gold) is as follows; 3AP 4DP +3 concealment +100ag +1 DMG reduction +1 Special attack (back/down/air). Rosar Dagger (DEF): This dagger is also used in evasive/defensive builds. This base stats ultimate (Gold) is as follows; 1-4AP 6DP +1 Special Attack (Back/Down/Air) and 2 Gem Slots. Steel Dagger (ATT): This is a full AP offhand, it's for those who want to smash mainly for those who want to do great harm to my ping (Mad King Lacari 2016). Base stats at Ultimate(Gold) are as 7AP +1 Special attack (back/down/air). Kutum Dagger (mix): This offhand is the mid-ground between AP and DP. This is one of the best PvE offhand and offers great survival just after parry offhand, while having attack power just below the AP is king of choices. Kutum offers 2 Gem slots compared to Parry and Steel, which offers only 1 Gem Slots. The basic statistics are as follows; 4-6 AP 4DP Ignore all resistance +10% (hidden accuracy and monster DMG included). [Very useful kamasive] Nouver Dagger (ATT): This is the NA AP is king offhand. Not much of this choice, except that is the biggest AP offhand currently in the game. This base statistic is as follows; 6-8AP and +All Resistance 10% and 2 Gem Slots. Saiyer/Vangertz (MIX): Some classes have access to an offhand that offers accuracy and avoidance, which is a highly used competitive gameplay. This offers 1 Gem slots, base stats are 1-3 AP, 4 DP, 5 Accuracy, 2 Concealment, 2 Injury Reduction. Nouver vs Kutum (PvP): Nouver is typically used up to about 220-230 AP PvP. Then it makes sense to use Kutum for additional DP in the current meta. This will change as AP and DP continue to grow. You want your AP to be around 50-60 for your opponents dp. Armor Choices These are probably those of the most cookie cutter parts of the end game PvP. Now the current meta boss gear seems to trump almost all other choices, as some of the pieces offer bonus stats to unparallel at boss gear. This does not mean that you can not beat a player in full boss gear with something less. This just means that if you want min max boss gear is the best choice. 3 current Meta choices end game PvP Rocaba - avoidance set your default and latest set of default gear included in the game with Valencia. It can be harder to find on the market because most people don't grind valencia or just buy these pieces and end the game accessories. Heve - This kit is a great choice for any new player because it easily breaks when you buy boss gear pieces and give +HP, because it's a bonus. Boss Gear – Not much to say here, it's OMG I mean pieces. Things like Bheg and Muskan's just make this set so much better than any other pieces of gear. It includes additional set bonuses such as IM/WP, Stamina, and Attack/Cast Speed. Bheg's - the first pieces of gear towards the end of the game PvP on each snack in +15 it gives + accuracy %. The +15 gloves provide approximately +10% accuracy and act as a counter-muscan. Muskan's – the second piece to pursue, as this colleague it gives + avoidance % to +15, as you can see it's a higher base stat DP than other armor choices (remember DP is evasion + dmg reduction). At +15 it gives about +7% more tax than any other piece. Urugon's – This piece is an alternative to Muskan's. Urugon's is slated with +1 Speed of Movement, and Increase Damage compared to concealment. Depending on the build you want either musk or urugon can be positive. I personally believe that these harm reduction will be more beneficial to the tax evasion class (striker/mystic). Dim Tree's - +200 hp and higher DP than other armor so it's no easy as a 3 piece to achieve. This higher DP is theorized to be mostly avoidance. Giath's - +100 hp and less DP (than no boss) make this the last piece to achieve if you're looking to achieve a 4 set bonus. Has the same avoidance compared to Griffon's, but the victim damage reduction and all res for +100 HP. Depending on the build Griffon's can make more sense when builds. Griffon's - an alternative to Giath's if you honestly get one over the other I would step up either. While Griffon offers a +5% reduction in all aist and +3 Dmg compared to Giath's +100hp. Lemoria - This is a new set of armor delivered with Kamasive. He pairs with Liverto nicely to make a mid-tier level set. I honestly wouldn't suggest this to anyone who wants to be at the top. While someone wants to play this game a little more casually it's maybe a great set. This is due to the fact that the requirements for setting a bonus for cutting back gem are also easier to repair while strengthening. Set up a bonus; 3 Pcs. +1 Crit / +1 MS, 4 Pcs. AttSpd / CastSpd.