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Elder scrolls blades skills guide

The equipment you use for these scenes is extremely flexible, as long as you are in these guidelines: the only piece that needs good consideration and care is all your jewelry and gloves. You want to have as much physical/elemental damage per condition as you can get and also a few protracted if you can. Also, look out for ignoring secondary elemental resistance. They can be very effective if you can stack them 3x, the main charm on the ring and gloves should be increased elemental damage for the composition you use. On the necklace I used. It's terrible that you always have to use it, but it's an exchange that I'm willing to do because it's won me several rounds at the top. At this point, it's also the reason why elemental protection is essential for me, I don't have the luxury of switching to Daedric Mail, Stalhrim, Glass or Dragonscale Shields, I have to stick with Elven. The secondary in your Set-off gloves is completely up to you. I used a physical/elemental resistance 2x to the healthy crit in my kit, along with 2 main spells +15%, 1 for health and 1 for magic pieces. Use elemental weapons and shields that make conditions easier. You must be able to pose them as soon as possible, so you can start to benefit from the increased damage in your gloves and jewelry. This is what I consider the minimum and should be used to expand depending on what you want. Essentially, especially for mages, because they (should) be able to use it several times in cycles, Spike ice is just the main skill for Mages in general. It also uses frost conditions quite easily. Harry Bash is good for any creation using shields and mages to use one (we'll be there soon). So Harry Bash is just naturally appropriate for me, it's also good with other mages because you can put their RE in longer cooldowns, which are larger. Harry Bash is also the best in my opinion because spellcaster in the stadium usually have to stall for the first 10 seconds of any round, as RE is common. Adding cooldowns in those situations can help tons. Still, Harry Bash is not necessary. It may also be replaced by staggering bash, you just need to bash, just hit the strike drill, because there is nothing better than a formation in a state in a world where there are so many shields running rampant, so one is a must for me, the resulting conditions are very important for Magicka Builds, after which you just distribute the remaining skill points in the direction you want, but one thing I suggest is to match with 2 spike ice spells, one for it and another. It's a spell from a different element, but which one is up to you? I went paralyzed because it filled the ice so sharply. If your second spell is Fireball, for example, you need to maximize the flame as well, because you need all the points of extra elemental damage you will get. It could be the difference between winning and losing, as the conditions work and spells like Ice Spike work. As for the extra shock, I wouldn't do this though. Second place is not very effective, you spend 5 for 1 point of additional damage, not worth it, in my opinion, link to the total BuildJewelry (which I use - I do not know how to add these to the chart):Absorb +5 Inferno Consumption +5 Echo Weapon +3Adrenaline Dodge +5 Dodge Renewal +4 Barbarian +3Enchantmentmenty +3 Healing Surge +4EDIT: My Jewelry/Gloves Bonus That Makes My 2H Build Here's what they are: Level & Score - 41, Have Magic & Stamina, Split 400/400 Armor - Flawless Dwarven Mail Made Daedric Armor Weapons - Abyss Levels - How Do You Go From 39 to 48 You Like Your Creation? See my Reddit post for more details, share others below. But here's what I'm sticking with - Level 53Level & Points - 53 Armor and Weapons - Abyss Level - How Do You Like Your Creation? Levels and points - armor and weapons - Abyss levels - how do you like your creation? Level 39, Abyss 37 - City is Level 9, Smithy is Level 8, Enchanter is Level 6, Alchemist is level 4Perks Tree - I left almost everything on the right side because that side is useless for my creation. The auxiliary poison is there, but it's too expensive to reach. Scouting and combat focus seemed to have no real benefit for my game Armsman +3 as my only choice on the rightAbilities tree - I tried to choose dodge renewal, but since my build was a sword and a board I pulled back. The higher capacity in this tree looks quite expensive and not very useful, so I focus on reducing. The most radical change I tried (and abandoned) was to put a shield on a second-hand weapon and try to use elemental resistance, but I did well with it, so go back to the sword and the board. Treet spells have redundant destructive spells and it seems better to have a little stronger spell than variety with the same effect. So I included: I wall of fire and ice fell down. However, the fire seems to be very useful to the more powerful enemy, as I have enough points left in the end to choose to consume. I tried selecting everything on the right to access the Echo Weapon at the top, but it was very slow to power me up. I don't know if there's a way to speed up or if it's meant for PVP, but it's not worth 10 points (or an additional 3 for Ice Spike and an additional 5 for Blizzard Armor), so I left it. Level - 67 armor and weapons - dragon pads, longswords, maces & axe abyss levels - 7 how do you like your creation? Quite satisfied, actually, if this is your creation, please send me Level 39, 780 Ebony Armor Score & Daedric LongswordIt is an ok creation, but looking forward to the advice to make it better. I do not play the forum that usually helps. But the abyss grind finally reached level 41, not much, I know hopefully this build will help. Use Your Skill Tree Calculator & Share Your Creation Below or vote for your favorite items, leave the form below to submit your version or - edit the site directly, you need to log in to your Gmail account to edit, see below the pencil, select one of the images below, upload your CREater skills buildlevel skills to your buildlevel & total number of armor points and usedAbyss LevelWould weapons that you suggested your creation? Add other suggestions Here's what you want to know, do not destroy the site or delete anything, please make it better. Note: Your edits are saved as drafts published daily. Levels and points - armor and weapons - Abyss levels - how do you like your creation? Abyss-Level 140+ see the full post, here's the best strategy I've ever seen for. Abyss - (below) Levels & Scores - Armor and Weapons - Abyss Levels - How Do You Like Your Creation? Sure, you can get away with less, but you should strive for gloves, necklaces and top layer rings, unchanged in my load, because now I lack the variety in those pieces of gear, since I'm mostly looking +Physical damage to critical health and only 1 piece with this charismatic PvE, the ability and real skills in my ring is discrete, so I will not be on the list. My rings would be great if they had 0 skills with them. For me, it's all about secondary charm and charm. Even if you enter PVP, this is not true because you can use the ability on your ring to compensate for the skill points that are obviously used. As an option, as a good part of these mobs will deal with fire damage as well as shear damage. If you happen to have a scary Dragonbone armor with +physical resistance at Crit Health, that might be the wish of Death Knight & Warmaster. Gloves, Necklace, Ring: Gloves: Daedric Majestic Letter w/ Stamina Cast, +Physical Damage to Critical Health & Armor PiercingNeck: +4 Focus Combat, +4 Enchantment w/ Stamina Cast +Critical Physical Health Damage & +Critical Health Element Damage: Magicka Enchant, +Critical Physical Damage: Stamina Enchant, +Critical Physical Damage & Armor Drill Lich & Nether LichNote: With my current preferences, I actually find that God's letter is too good and often keeps me out of a critical health range. So the gear choice suggests, which is what I'm working on crafting now, which should be more attainable for most people anyway. Helmet: Flawless Daedric Mail w/ Lightning Resistance: Exemplary Daedric Mail w/ Toxic Resistance, ResistBoots: Exemplary Daedric Mail w/ Lightning Resistance, Weapon Resistance Spell: Dragonbone Longsword Legend w/ Fire Extinguisher, +15% & -Max StaminaKey The surviving components for Liches are 2x lightning resistance, 1x lightning resistance, Toxic resistance and 2x anti-spell. Resistance spells help deny paralysis completely, and you don't need a ward anymore, and also negates the effects of siphon life. Just good for helping manage your health when you try to keep your health to less than 30%, but not too low, for denying all the damage from large damage spells such as Blind & Delayed Lightning Bolt (may be paralyzed if you can't get Spell Resistances),Adr Dodgeenaline: Delayed Lightning Bolt (may be paralyzed if you can't get Spell Resistances),Adr Dodgeenaline: It's also good for evading large damage spells if Ward is in the same cool down as a drill strike, and also for health managementCovery Strike: allows you to keep handling damage, even if you get stunned Quick Strikes: can help you deal with damage if you're impatient like me and still be blocked. However, obviously it is not possible if you use Recovery Strikes to recover from Dremora Warlock/Raider Trance & Flame AtronachsHelmet: Legendary Daedric Mail w/ Fire Resist, +Physical Resistance critical Health & +Critical Health Resistance: Daedric Mail w/ Health, +Physical Resistance at Critical Health & Resistance at Critical HealthBoots: Daedric Mail w/W/W/ Health, +Critical Health Resistance Body & Spell ResistWeapon: Majestic Dragonbone Longsword w/ Frost Cast, +Impact Damage (Area for Improvement, But These Mobs Die Quite Early Then, 3-5 Swing at major health), if you have a good frost axe and there is room for another load, try separating the survival components of Flame Atronachs.Key here is Daedric Mail By Nature Against Fire 1x, 3x + Physical Resist at Health Crit or more. Witchcraft resistance can also help and obviously resist elements that are important health, but not necessarily. Key Spells & Abilities: Absorbent, Ward + Dodge Adrenaline, Recovery StrikesSkills:Absorbing, Again, Just for All Health Management: For Denying Fireball Damage. Technically, Warlocks can throw lightning late as well, but they shouldn't last long to hit you, Adrenaline Dodge: Mostly for health management, most useful to a drill strike or fireball if your ward is on a cold downRecovery strike: for treating damage up if you're stunned. It's also useful for finishing the last bit of health on opponents rather than a full-scale swingOther: these are some of the most straight forward mobs, not too much to dive here. My guess is that one trick is to help the mob start swinging first before you start, or they are usually just. And it stuns you, but if they're swinging in the middle, then you're usually golden. Death Knight: Daedric Majestic Letter w/ Health, +Physical Resistance to Critical Health & Elemental Resistance at Crit HealthChest: Daedric Mail w/ Health Myths, +Physical Resistance to Critical Health & Elemental Resistance at Critical HealthBoots: Majestic Daedric Mail w/ Health, +Physical Resistance Critical Health & Spell ResistWeapon: Majestic Dragonbone Mace +Shock EffectivenessKey Survival Components Here are 3x Physical Resistance at Critical Health or More, Good Time w/ Cradle & Skill (save below in the Skills section,) and high weapons damage key spells. & Capabilities: Absorbing + Dodge Adrenaline, Recovery Strike, DodgeAbsorb Focus: This spell is important vs Dead Knight, although it is only ranked 1. For example, The Death Knight likes to use The Harrying Bash, which, if not alleviated, cools all your skills. This is almost certainly death with death knights, while you won't be able to dodge their high damage, track attacks like Skullcrusher or other Shield Bashes, if you activate Absorb before you hit with Harrying Bash, you'll still get a lot of damage (unless you're combined with dodgy looks below), but your skills won't be made to cool down. Adrenaline Dodge: I always share this with Ward to avoid damage from Harry Bash. Although sometimes they will use Skullcrusher first, in this case I will use the ad alone. Recovery attack: This is also the key in case you're stunned to get you out of stun + do some damage, or in conjunction with AD for spikeFocusing Dodge damage: I use this as a backup if Adrenaline Dodge happens to cool down and I know I can't deal with enough damage to them before they hit me too. If you go into a groove with a fixaton, you can shoot them 3-4 times before they use any of their abilities. If you are blocked in swing 2nd or 3rd - wait for them to use the abilities, then Adrenaline Dodge + Recovery Strikes immediately after the ad hits and usually enough to do them in The Warmasters:Helmet: Majestic Daedric Mail w/ Health, +Physical Resistance to Critical Health, & +Essential Health Resistance Elements: Legendary Daedric Mail w/ Health, +Physical Resistance to Critical Health & +Critical HealthBoots Resistance Element: Majestic Daedric Mail w/ Health, +Physical Resistance Critical Health & Spell ResistWeapon: Majestic Dragonbone War Axe w/ Stamina (Exhaustion)Shield: Any Really Soft Shield (I happen to use Majestic Stalhrim One) The key survival elements here revolve around Attack by blocking their first attack, then swinging away. Key Spells & Abilities: No need to use this strategy to really give them the same as the Death Knight in case you might want to dodge if you somehow Start blog mistime and may use Recoery Strikes if you can. Block their first attack, then swing back and forth at them, and basically the most they can do is adrenaline dodge and then they are out of steam. They are useless in the mud and you can finish easily without worrying about their highly damaging attacks. For PvE, your best spell is against absorbent elements and wards. The best ability is Adrenaline Dodge and other recovery strikes, spells can be helpful, but these 5 are all you need to master anything in PvE. You'll want helm/bust with Peerless Health and Boots with Firewalker.Against Warmasters and Skeleton Deathknights You'll want peerless health on Helm/Chest/Boots.Against Liches. With Antidote.Against Nether Liches you'll want helm/bust with Peerless Health and Boots with Antidote.So to get started, you'll want to invent and cast:Daedric Mail Chest of Peerless HealthDaedric Mail Chest of GroundingDaedric Mail Helmet of Peerless HealthDaedric Mail Helmet of GroundinDa The Mail's Gauntlets of SubsumingDaedric Mail Boots's Peerless HealthDaedric Letter Boots AntidoteDaedric's Letter Shoes Of FirewalkerFor Weapons You Need: Dragonbone Longsword's InfernoDragon Longsword winterDragon Macbonee's Storm Once you get this basic gear set created and cast, you'll need to start creating and casting new pieces until you get the following certification in each piece (ideal). Start with the weapon:Dragonbone Longsword of Inferno - +15%/Burning (-Max Magicka is fine) Longsword Dragon of winter - +15%/Frozen Dragonbone Mace of the Storm - +15%/Chest Drain Letter of Peerless Health - Physical Resistance / Elemental Crit HealthDaedric Mail Chest of Grounding - Witchcraft Resistance / Elemental Resistance at Crit Mail Helmet of Peerless Health - Physical Resistance / Elemental CritDaedric Mail Helmet of Earth - Witchcraft Resistance / Resistance at Crit Health Element Daedric Mail Ga Digest - Physical Damage at Crit Health / Peerless Health's Letter Shoe Piercing Armor - Physical Resistance / Elemental Crit HealthDaedric Mail Boots of Antidote - +15%/Spell ResistanceDaedric Mail Boots of Firewalker - +15%/Physical Resistance at Crit HealthThis obviously is a long list. And it will take time, but thanks to tempered armor, it's not as important as a tempering weapon, so focus on getting at least your inferno sword done before moving on to armor, but you ask for the best for & by r/ElderScrollsBlades - by u/Butterfly, Sponsors: u/AncientOracle, u/MacRCK, u/EzarethPVP, u/ShadowFangx, u/Hguols, u/Mannes99, u/berJae, u/leee1586, u/finalremedy [add your name to contribution if you]

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