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Divinity 2 rogue build guide

The last update on October 21, 2018Divinity: Original Sin 2 is in full view, and one of the main problems of players with the game is Builds. What build am I using? What is a good build for a warrior? Ranger? Magical? Etc. Because the game is extremely difficult, it has become much more in the spotlight than you might expect. In this guide, the builds were intended to include a unique Build: Duelist. Let's go to this build and see how it works. Duelist - Rogue BuildThe Duelist is a high, high build reward in which the character focuses on high damage and dodging. Since players are more likely to duel wield while playing rogue-like character (with Daggers) there is a natural synergy here with Talent Parry Master, which increases dodging by 10% when duel wielding. Players who want to play this type of build should also choose a dwarves race for this character, as they receive an additional 5% to dodge from The Solid. You won't have as good a dodge as Stormbringer, but he'll still be pretty good. Level 15 duelist. I haven't quite gotten warfare maxed out yet, but I'm getting there. You can see that I have 45% dodging with any help and a lot of pieces not about dodging on them yet. I'm also not a dwarf, so I would have 5% more if I were. Duelist Attributes and Equipment Duelist will focus on Finesse and Cleverness. Finesse is the main attribute of daggers, so you'll need it to increase your damage. Reason will provide you with a critical opportunity and initiative and is useful for detecting traps and other valuable items on the map. I recommend placing points in these two attributes in a ratio of about 2:1. You can also put a few points in memory and/or the Constitution if needed. Finesse and Reason are the two most important attributes for this build. You want to hit hard and often, as well as go first in the fight against Duelist. Duelists use armor that requires finesse, which means that you will have a balance of physical and magical armor. Ideally, you'd have more magic armor than physical armor, because with the amount of Dodge, you shouldn't be hit often by gun attacks, so keep that in mind when choosing armor. You will also want to find pieces of equipment that either dodge on them or dual wielding and stack pieces with these bonuses as high as possible. When it comes to weapons as previously covered, you'll want Dual Dzik Daggers. This will ensure that you receive a bonus from The Parry Master and will also allow you to use Scoundrel's skills. There are some good pairs of Daggers you can get at the beginning. Knives Flenser drops unique daggers: cleanliness and abstinence in Fort Joy Prison. If you defeat Dorothy, decadent in driftwood poddrzae, you will get Terrorbite and Venombite, which are also very good. They will help you go until there is a better choice of equipment to choose from. One of several pairs of unique daggers you'll find in the game. Bonuses are not ideal for these But the damage is pretty good at the game stage you can find them. Duelist skills and talentsOne of the most difficult parts about creating a build up in Divinity: Original Sin 2 is to obtain the distribution of correct abilities. It's easy to get too thin, and often people make the mistake of not spreading points around enough. The bonuses you get with the skills in this game are slightly different from the original, so it's easy to see why people might be wrong. Let's take a look at what abilities and talents you need for the duelist Duelist.As, which you will want to have at least 3 points to Scoundrel, so that you can use most of the skills there (5 points if you want a Fatal Blow) and want 10 points for Dual Wielding and 10 points in Warfare. Double wielding will not only increase your damage, but will also increase your dodging, which is important for this build. Despite warfare hints, this will increase your piercing damage as well as physical damage, so it gets a high priority here. Keep in mind that you'll need 1 or 2 Warfare points at the beginning so you can use your war skills as well. Double wielding not only increase your damage, but your dodging, which is the key to this build. War will not only increase your physical damage, but also your piercing damage. As for the talents to go I recommend the following Parry Master - I think this one is obvious already, but I have to mention it here because it belongs in this section. The only talent without which this compilation can not live, so take this first thing. Opportunist - Almost must for any kind of melee build. You'll use this talent in almost every battle, so take it early. Pawn - Perfect for any short-circuited character. It helps you get within range so you can use the gap closer to start the fight without using any AP. Since we have points in Scoundrel anyway, it's a no-brainer. Hothead - A great way to increase overall damage performance. Since you will have a high initiative with this build you should make good use of it. Health Photo - You'll be maxing out warfare with this setup, so it's a natural fit. It won't happen until the second half of the game, so you don't have to take it right away. Duelist SkillsTer that you have decided which talents and skills you want, you need to determine which skills work best with this kind of configuration. Duelists will use a mix of Scoundrel and Warfare Skills to deal damage and stay alive. As builds evolve throughout the game, I'm going to organize my skills from the earliest to the newest, because you won't be able to get them all right. Scoundrel SkillsAdrenaline - Gives up at the expense of AP next round. Very good for this kind of Build because you will have a very high DPS, so you may be able to burn the target or at least CC them before getting attacked using this skill. - Big difference closer, which guarantees a critical backstab, albeit with a 15% damage reduction vs. basic attack. This should be skills you use at the beginning of the fight if you are within range of the target. Throwing Knife - a decent ranged skill for this build (85% damage compared to basic attack). He can stab in the back, so try to aim at an opponent whose back is already standing in front of you for the best results. Damaged Blade - 115% damage ability with 2 negative status effects that are resistant to physical armor. It's hard to find many skills that's good without flaws. Tendon rupture - A great way to prevent goals from being away from you and making them pay if they try. Deals the same amount of damage as the basic attack and piercing as they move. Sawtooth Knife - This attack pierces armor and is a great way to finish a target or deal damage to a target with high physical armor that can be finished by a mage on his cusp. Deals the same damage as a basic attack. Sleeping Arms - This ability deals 100% damage and sets Atrophy on target, preventing it from attacking on its bend. You can never have enough of this type of skill. Mortal Blow - The best finisher in the game. It's up to you if you want to invest 5 points in Scoundrel just for that skill or not. Personally, I think it works better in Assassin's Build, but deals a staggering 140% damage compared to basic attack. Warfare SkillsBattle Stomp - a decent AoE skill that comes with Knockdown, which is good. Wait until I'm 2 to use this skill because you want to go in and stab 1 in the back. It will also allow enemies to group first. Whirlwind - absolutely perfect for AoE damage because you won't suffer any damage from using it. In other words, it deals the same amount of damage as the base attack, only for each target hit. Crippling Blow - Another skill that can be used to prevent you from escaping. Deals 115% damage compared to the base attack and hits targets adjacent to the initial target. Various SkillsBless - This skill provides an extra 15% Dodging while the effect lasts 1 AP and 1 SP. This is a great way to strengthen yourself at the beginning of the fight to make sure you won't be hit, especially during Act 2. Final TipsZ 10 points to Dual Wielding, Parry Master and Strong Talents, you should be at 25% Dodging without any equipment, which is pretty good. You want to shoot up to 50% or better at the end of the game with your own gear. It's not too hard to do because it's basically 3 pieces of armor with +7% Dodge on them. Also, remember that leadership increases your avoidance, so having a summoner on your team or someone with a decent amount of points to that ability will increase your dodge even further. This allows you to hit more than 75% dodging at the end of the game. Not bad... With 10 leaders, you'll give other friendly characters 20% avoidance and 30% resilience. Ideally, this would be Summoner type that evokes many Totems and Pet.Chicken Claw and Rupture Tendons in combination are one of them Deadly combinations in the game. Chickens will move a lot and take piercing damage in a massive amount when a tendon rupture is used. So much so that Larian recently nerfed the amount of steps chickens take so that this particular combo will inflict less overall damage. Consider adding a point to the Polymorph to get this skill only for this combo. Blinding enemies reduces their accuracy by 35%, which can make you really unfit to play later in the game when you've bought decent gear. Since Blind is a status effect that is resisting magic armour, it is difficult to pull off this build so consider about a party member to put a few points in Geomancer to take throw dust and dust blast skills to help (or use Razzle Dazzle Grenades). Since these scales from Intelligence and Blind is blocked by Magic Armour, it is recommended that the geomancer learn these skills at some point. Thunder Runes increase your dodge when pressed into rune nest necklaces. Be sure to find the ones that do and slot the best Thunder Rune you can out there and increase your dodging by up to 6%. Although this is not a huge amount, it all makes up a much larger number! One of the advantages of double-wielding is that your hand gun will also have a rune, which won't happen if you're a two-handed structure (Shields also have room for rune). Finally, consider dropping a point on the Hydrosophysis so that you have a way to replenish the Magic Armor (Frost Armor), because it will be your one gap. This will also give you access to at least 1 healing, which can also come in handy. Be sure to check out our other Build Guides! Good luck Sourcerers, Rivillon is counting on you! You!

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