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Errant hunter soul longbow guide

I've seen many players asking what weapons and equipment to choose from, so I decided to give some suggestions. For weapons: Because no Behemoth is completely opposed to physical damage, it is recommended to use physical weapons at the initial game. For me, I flattened the physical weapon to level 95 and refined it to Max (lv15), and you'll be easier to build your elements equipment and weapons. And for the element, I recommend ICE as your first element, because it's efficient for most Behemoth to compare with other elements, and the second reason is the Rainbow Dragon Set, which will be discussed later. But it is a trend to have all the elements at the late game, for maximum damage. And choose a weapon with the rise of Crit. Opportunity. For equipment: First, FYI, each starts at 40 levels, and will get an additional skill point at levels 50, 70 and refined max. At level 40, I recommend Bone Fiend Set, which has cruel and positive accuracy and negative diving at level 40. Some players will start making Azure Dragon Sets at level 60, but I wouldn't recommend because Bone Fine Set is still enough, just upgrade when you're always dead. At level 70, you'll be able to make the Holy Dragon Set, which will change your game experience if you play Dual Swords, because you'll get 10 Frenzy Skill Point if your Holy Dragon Set is 70 levels, which will increase 100 resilience when attracting Critical Hit, it's useful for Dual Swords as a 3rd Skill Desert. In addition, St. For other weapons that endurance is always enough, Bone Fiend Set it's still a good option up to level 80. At level 80, which is the starting point of this game (you'll know what I mean when you reach 80XD levels), a Grizzlord set and a Rainbow Dragon set are available. Grizzlord Set is a universal set for physicality and all weapons of elements, cruelty positive, Hormone, Penetration, Roar Tolerance and Negative Madness. The Rainbow Dragon Set is the best option if you're looking for maximum DPS, as it has 20 points of Gash skill. As you know, Gash is the skill of king In this game, because it increases Critical Damage. Rings and horses by increasing Gash are always a lot of cost. Moreover, Famine Instinct and Survival are also very useful and negative Vitality is not a big deal, if you use The Dual Sword, Frenzy will overcome this problem. I'm going to be talking about Elemental Domination right now. Element Mastery IS A MUST when you play elements, and try to earn skill points to 20, since it INCREASES ELEMENTAL DAMAGE BY 50%!!!! It's a huge improvement!!!! The Rainbow Dragon Set has 10 points of Ice domination skills at level 70, so I recommend ICE as your first element, because it won't wash any skill point of the set. After all, THIS IS JUST MY OPINION, there are still many ways to play this game. Different set combinations are also played by some players, but rings and horses with specific skill points will be required in this situation. Lastly, thanks for reading this post, and sorry for my grammar mistakes. I will try to answer some questions i am free. PS: The picture below shows my skill points, I'm a 122-day player, of course not in the Silverfall XD Errant server. The Hunter's Soul Sea (also known as rangers of Oblivion in the NA/EU version) has recently launched for an Android and iOS platform, and it quickly becomes a hit among players who have been waiting for something Errant: Hunter Soul happens in the world where the monster called Behemoth Surviving humans have no choice other than to retreat and seek shelter in cities surrounded by strong walls, protecting them from the horror and chaos brought about by these Behemoths. But not all are satisfied with the collaboration behind this wall. Man has fought back, setting up Rangers, a military force consisting of people with a special ability to use the Hunter Soul: A spirituality that has superpowers. Along with their friends and the soul power of Hunter, they seek to oppose the Behemoths to reclaim the world again. The game offers a variety of different weapons players can dominate. In this brief guide, we will give you a background on each weapon so you will be willing to confront the Behemoths outside the safety of the wall cities.1 Wide Swords of Heavy and powerful, Broadswords can exert explosive power when used by skilled warriors. A single charged slash can deliver a terrible blow! Massive and frightening, broadsword is a two-handed mammoth of weapons that rely on heavy swings and increases attacks with a wide range of short and long-range skills for versatility. It balances the slow attack swing with skills that collect power over time that can address one of the highest damage scales in the game. Broadsword is one of the staple weapons for Rangers and is beginner-friendly as the techniques are easy to learn and a good variety of melees. Learning the right time to release a charge attack is one of the first things a player should practice when using these weapons. There are two types of basic charge attacks: pressing straight away the attack button will release a one-tier swing, and the other is a staple skill that charges up to stage three. It can handle a significant amount of damage to Behemoth when fully charged, making quick work of your enemies. Pros: Addressing the huge damage when committing cajEasy attacks learn, friendly beginners Of Close range! Has melee and cons' long-distance skills: the time of the slow common attackCharge requires a little accustomed to 2War Blade War Blade is the perfect melee weapon, combining speed and power. Long-range attacks and speed can chopping all behemoths. With long reach Various slashing moves. The War Blade is one of the most popular weapons for Rangers. This weapon is very stylish, including the long Katana. It has a good variety of melee and various slash and stabbing attacks. And just like his inspiration, the Blade of War focused on movements and attacks such as thaw, and Great traceability on the battlefield, you'll cut the enemy in no time. Blade War has a special gauge called Morale. By using attacks and common skills, gauges can be filled up to three types of stages: Morale H, Morale R, and Morale C. Higher levels give your attack a damage boost. Not only that, but by consuming morale-full bars, War Blade users can release additional triggerable attacks using specific skills. Despite being a long melee weapon, it is not inhibited by the movement of making weight on the wind battlefield and using a common attack of great options when your skill is on the cooldown. Pros: The good rangeStylish melee skillsMovement aren't prevented even when the gauge of arms sizeMorale increases the damage and gives you the trigger extra skill cons: It's hard for masterSkills to need a little used because they rely on long-standing attacks and skill buttons3Pike Lifting pikes and giant armor. Perfectly integrate attacks and defenses, and become knights of the strongest keepers on the battlefield. Pike is a weapon focused more on defense. It is used to perform thrust while large shields are used not only for defense but for assault as well. Unlike other melee weapons, pike has no problem attacking high Behemoths thanks to the assault of accusations that can thrust over. In addition, by releasing these charge skills and following it with multiple pipes of attack buttons, pike users can lean some thrust over adding more damage. Pike's main certainty is his defensive ability. Armed with large shields, it was used to perform AoE attacks and restrict enemy retaliation. Special shield counters, skills that generate defense aura, can restore enemy damage without users getting damaged in return. This makes Pike a favorite of people who always want to be at the forefront of serving as Rangers main tank in the party and absorbing Behemoth attacks that can cripple the team. Pros: May blocking and resisting attack enemies The high defensive capabilities of Gunthor weapons has a good variety and many of the AoE Cons skills: The attack counter requires the right time for it to be fully used attack power compared to other arms swords with unforgettable attacks, two-agile swords can conclude lacerated wounds on the enemy, leaving them nowhere to hide Flashy and fast on the draw. Sword Two can dish out various attacks within seconds. Compared to other melee weapons, the damage to the two sword is low but it greatly forms it with the simultaneous number of attacks it perform, as well as the ability to target high Behemoths and skills that allow you to deal with damage while moving. And besides, who doesn't want to be like Kirito from SAO? The two sword rangers have very high attack speeds and great coincidence-abilities, serving waves of slashes then surround the problem when needed. Their expertise is the requiem of skills that leave the mark on their targets. These signs conclude more when you target certain parts and when a lot of it has accumulated it can explode to deal with massive damage. Pros: The very high speed of attack Maneuver's high speed of flashyRequiem skills adds to the additional damage to Cons: Low damage to the meleeRequiem weapon needs to be stacked full to deal with maximum damage5Gauntlets With shocking explosive power, the giant gauntlet is the first choice for hot bloody fighters. Their strong blow will make the enemy shudder. Gauntlet users can be compared to martial artists choosing to fight Behemoths head with their fists. It can do various chain combos from fury blows. With short skills cooldowns, users of gauntlets can make quick work of their enemies. No tactics or strategies, just some good old fashioned, toe to toe brawl. Their specific skills allow them to create illusions or clones themselves that can be used to extend the damage they do on target. Gauntlets also have moral systems like the Blades of War, but are less complicated. High morale gives you extra clones when you use the skills that use them. It is one of the weapons that beginners can take easily. With explosive power, chain combos, and good feasibility, Gauntlet is awful despite its short distance. Pros: Can do the chain's maneuverability on the battlefieldCing executes additional damage by using Cons clones: The shortest melee distance in the rosterVulnerable for The Behemoth attack most revolve aroundReliant on gear with a good defense of The Bow Advocacy strength and regret, Long Bows can hit the target right from a distance. They are the most reliable siege on the battlefield! Long Bow is one of two diverse weapons currently available in the game. Bow's main allure is its ability to deal with damage from a distance with high crit rates and the accuracy to target certain parts of Behemoth, making it easier to break down those that help a lot when you need certain substances to make gear later on. Longbow users should be aware of their various effective weapons. Red target markings mean you're within the most optimal range, dealing with maximum damage and crit to your targets. Yellow signs mean you are outside the range effectively and will reduce the damage you dish out. Get strayed too far and you'll be out of range. Long Bows have a charge attack that will release three homing arrows to the target. Unlike other weapons, players can still move will commit common attacks and charge, allowing Bow users to effectively place themselves on the battlefield, there is it staying away from enemy reach or to get a better angle on target. Pros: The long-distance damageHigh crit rateCan is still moving while attacking certain Behemoth targets of the Cons section: The set armor for Long Bow has a low defense Of Flashy's move making it quite tedious to use The Ters' Staff with magic power, staff have good multiple attacking capabilities. Their spelling elements can crush all the Behemoths. Stafford was the second range weapon available in the game. It's Arcade arcades that focus more on casting spells that can incite high magical damage to beat the Behemoths. It is the only weapon that has elemental damage in its skill set (other weapons need to rely on craft) making them very versatile in exploiting the vulnerability of the Behemoth element. They have special arcade missile skills that can return home on target regardless of Ranger's position. This can be activated by filling a special gauge through casting spelling and attacking. Just like Long Bow, Staff can also target certain parts making it a favorite for Material rallies and face Behemoths with high statistics. Choosing these weapons requires a lot of patience and practice because staff users should always have a good position during the battle for them to have enough time to throw skills and avoid enemy damage. Pros: The range of high damage lengthsHas element properties in their skills Specific targeting Behemoth Parts Cons: The Shield set has a weak defenseMust has a good position when fighting spells Can take a few seconds And there you have it. We hope that this guide can help you choose your weapon in Errant: The Soul of The Hunter. Remember, there are no best weapons and each one of them has their advantages and disadvantages. It's up to you to show you how great they can be, so start practicing today! For more game guides, always song here in Enduins! Cheers! Cheers!

