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Gw2 elementalist beginner guide

Intro: For every new one, let me start with the fact that in Guild Wars 2 you can play as you want to play, no matter the game mode you play. If you're not having fun, try a weapon that suits you better. Once mastered, learning the other weapons can be more fun than the first time you try them out. Although we as Elementalist can equip only one weapon, but we are designed to master and love them all... Apart from Trident, no one likes Trident. Play Styles Based on Weapon: Staff: Slightly favors power, AoE, control, healing, long range. Scepter: A mixture of power and damage, survival ability, medium range. Dagger Main hand: Thanks to the damage from the condition, high mobility, quick attacks, control of the scope of the melee, close range. Dagger with focus: Survival ability, anti-range. Dagger with off hand: Dedication, melee control. Play Styles based on Game Mode: Small Events: Direct damage to mark enemies for the loot. Large areas Bosses: ranged, direct damage. Dungeons: Some survival is key. Glass cannon sufferers.sPvP: player selection. WvW: Player Selection Training Tools, Videos and Channels: WoodenPots Dagger + Dagger Guide to Trahiega Comprehensive Elementalist Combo Field and Finisher List. sPvP Remarkable Players: wShuynhail SPvP - Skipping matches. Sad Fayce Youtube guide for SPvP roaming and stomping iphone vault building apps lets you view features from anywhere! Some of the traits are also incorrect from beta. Notable mentions – Spell naming system: (Weapon Element-Key#) and (Element-Key#): Combo finishers are counted during their execution except Phoenix (f-3 scepter) and eruption (staff e-2). Phoenix counts when the phoenix explodes and turns around. Phoenix only needs to blow up near a combo field to trigger finishing. It can be thrown before combo fields are placed, as long as it explodes near one. The eruption counts for everything thrown in the middle of the ring-shaped field, such as a static field (A-5 personnel) and Ring of Fire (OH Dagger f-4). Arcane Blast (utility magic) is an instant uninterrupted combo finisher. Example: Combo finisher in healing fields for a series of AoE team healing.Combo Finishers activate only the nearest combo field. Combo Fields can be activated several times using several combo finishers. Cleaning wool (OH Kamka w-5) and healing rain (staff w-5) remove a condition. Example: heal long poison enemies apply while leveling. The burning condition accumulates by duration. If the enemy dies before you run out of burning, you'll have a lot of losses. Bleed conditions stack by intensity, making it much harder to severely overkill a target. Although Power and Condition Damage are grouped together in the hero panel, they affect the damage from different. The force strengthens spells that do direct damage, and the condition of damage intensifies the spells that apply a condition to the goal of doing their damage over time. Element glyph slot is the most flexible elite skill. The water element is treated for over 6000 at level 80, and Earth Elemental is a strong tank. Drive the flash (OH Dagger a-4) will not automatically load the nearest untarated enemy if you change the option in Settings to attack only target enemies. Turn off AutoTargeting. Can stacks provide 35 power and 35 state damage each at level 80. Some capabilities throw 3 harmful parts simultaneously (MH Dagger f-1 or Staff a-1). These abilities benefit more from precision than from abilities that strike once as you have more chances to crit. Critting more often gives several Boons and unique conditions than your line features. Focus on the precision and specific conditions of Crit in your features. Damage condition surrounds the bumper (Armor = protection + durability). Direct damage is reduced by Armor. You can change your Auto-Attack to immediately activate each spell for each setting. This is especially useful for water by placing heal or Aura like your Auto-Attack, so it throws immediately on Attunement. Burning Retreat (F-4 Personnel) and Conjure Flame Axe (e-3) act as additional concealment, neglected damage from enemies, but not from the environment. Heals does not affect Downed players. Super Veggie pizza and rare vegetarian pizzas from cooking give 36% and 40% increased duration of the condition, respectively. This is a huge increase in damage if you have extra money to save. Super Veggie Pizza is hardly worse, but it is much cheaper at the trading post. Notable Skill Mentions: Arcane communal spells and Cantrip communal spells can be thrown despite status effects such as Stunned from Enemies or channeling from their own abilities such as Churning Earth (OH Dagger e-5). Glyph of renewal (utility) is useful in WvW and sPvP for immediate resumption of allies. Armor of Earth (utility) and other spells/traits that provide Boon stability can be used for Stomp enemies in PvP without interruption. Signet of Earth has a stationary that is useful for landing Dragon's tooth (Scepter f-2) and other delayed spells. Signor of water (utility) can be very useful when leveling or in dungeons, if enemies often apply a long duration DoT spell. Magnus can only be made by the elementary class. Here are some reasons to be good. Remember, it's all x2, because you get two of them, although the coolness is shared between the weapons if used only by yourself. For an extensive combination list refer to trahiega's relationship under Training Tools, Videos and Channels.conjure Earth Shield: Cripples, Dazes, Pulls Enemies AoE, 3second Invulnerability.conjure Ax Flame: Retreat (Retreat), Fire Combo Field, Leap Combos with HIGH Damage Burn. I summon Frost bow: perhaps the best intercepted weapon. Healing in harm, vulnerability, chill zone, concentrated high damage AoE, single freezing target (such as stunning). Thunderbolt: Short Cooling AoE Blind Blast Blast Finisher, Leap Combo Finisher, Repellent, Static Field Stunning (same as a-5 staff, but with unique unique Conjure Fire Giant: high damage capability similar to Lava Font (Staff f-2), LONG DISTANCE Whirl combo finisher (only one Elementalists get), Leap (no combo finisher), Decent AoE capability (similar to f-5 staff). Tips and combos for each weapon. Combos are a combination of spells that are combo finishers placed on spells that. We can connect to jh i can be combo fields. When the combo finisher is placed on a combo field, it will either buff the user and/or his team or in place of the target. For more, see here. Personnel: Fire to Earth Combo 1: Lava Font (f-2) OR Burning Retreat (f-4), Earth precipitation, eruption (e-2), Shock wave (e-5). Explanation: Gain Might and apply burning enemies using Lava Font (f-2) or Burning Retreat (f-4) as a combo field. Useful for stationary enemies. Note This combination can be done in the opposite direction using Eruption (e-2), Fire Attunement, and then Lava Font (f-2) for better results during lag. Earth Fire Combo 2: Lava Font (f-2) OR Burning Retreat (f-4), Earth Adjustment, Stones (e-1), Shockwave (e-5). Explanation: Apply the attack-burning at a transition to Earth Attunement by Fire Attunement. More useful than fire to Earth combo 1 against moving targets. Water to Earth Combo 1: Healing rain (W-5), Earth precipitation, eruption (e-2), Shockwave (e-5), stones (e-1). Optional [Arcane Blast (utility), Arcane Wave (utility)]. Explanation: Each blast finisher gives AoE an outbreak of healing in a healing field (W-5). Each projectile graduate applies regeneration, which will stack during. Water to Earth Combo 2: Frozen Earth (w-4), Earth attunement, then select: Stones (e-1) for cold (heaps in duration). Air to Earth Combo 1: Static Field (a-5), Earth Attuning, then select: Tuning (e-1) for vulnerability.. Shockwave (e-5) for vulnerability.- Arcane Blast (utility) for vulnerability.- Arcane Wave (utility) for Swiftness.. Eruption (e-2) for Swift. Scepter + Dagger: Fire Combo 1: Ring of Fire (f-4), Dragon Tooth (f-3), Phoenix (f-2), Optional Arcane Wave (utility - blast), Arcane Blast (utility - projectile). Optional in the ground, earthquake (e-4), Churning Earth (e-5). Explanation: This combination can accumulate 15-20 Might on your entire team with the correct setting of a feature with 3 can of combo finisher, 1 can for any fire magic, and 1 can be deducted for fire. Air to Fire Combo 1: Drive Lightning (a-4), Updraft (a-5), Fire Combo 1. Explanation: While the enemy is torn down, the dragon's tooth (f-3) and Phoenix (f-2) are much easier to land. In SPvP, it is faster to skip ring of fire (f-4) to ensure tooth dragon (f-3) hits the enemy. Earth Fire Combo 1: Ring of Fire (f-4), Earth Out, Earthquake (e-4), Churning Earth (e-5), Optional [Dust Devil (e-3), Air Attunement, Updraft (a-5)]. Explanation: Earthquake (e-4) and Churning Earth (e-5) are explosive finishers and will give you 6 total can from fire left by ring of fire (f-4). Magic Damage Mitigation Cycle: Updraft (a-5), Dazzle Flash (a-4), Fire Setting, Phoenix (f-3), Dodge Roll, Earth Attunement, Dust Devil (e-3), Earthquake (e-4), Dodge Roll, Rock (e-2), Water Undulating, Water Trident (w-3), Cleaning Wave (w-5), Dodge Roll, Air Attunement, Blinding (Flash-3). Explanation: Although long and complex, this is a good example of how much damage reduction scepter + dagger can provide. By slowing down with dodge rolls, you can go cycle abilities for a long time without being harmed by many of the slower attacking enemies. Never underestimate dodge rolling to reposition and slow down for cooling. Dagger + Dagger: Fire to Earth Combo 1: Ring of Fire (f-4) OR Burning Speed (f-3), Earth-aiming, magnetic grasp (e-3), optional [earthquake (e-4), Churning Earth (e-5)] Explanation: Fire Combo field + Magnetic grab (shield jump) leads to fire Aura Shield. The remaining time in the fire field will enable earthquake (e-4) and Churning Earth (e-5). Scepter + Focus: Dagger + Focus: Trident: There are no known traditional combinations for underwater Trident. I found that aerial attunement seems to be the best in the underwater battle in terms of single targeted damage, keating (speed traits) and control. Lightning Cage (a-5) acts just like a static field (A-5 personnel). Against stationary enemies, you can use Air Bubble (a-4) or Rock Anchor (e-4) to navigate through the Lightning Stun Cage barrier. Miscellaneous combinations: Water Elemental throws Chil Combo Field.Conjured Weapons have several Combo fields and finishers. Elite: I call the Fire Great Word has the only Ver! Finishing for Elemental List. Conjure Thunder hammer and conjure Flame axe have jump finish: Magnetic Grip (MH Dagger e-3) is the only other Leap finisher available to Elementalist. Arcane Wave (utility) and Arcane Blast are just two useful combinations for elementalist spelling errors. Level 80 Trait and Tactics: Aura Builds: Scepter + Dagger: Vulnerability/Aura/Critical/Synths/Can Accumulate Goals: Stack Vulnerability through Triple-Hitting Criticism Stone Shards. Constant Swiftness and Fury (20% crit) via Auras plus other Boons. Burst with combos for bonus power and exchange between Burns and Bleeds to maximize damage. Bypass armor, using mainly spells for damage. Good for: Questing, Dungeons like Bleeding Damage, WvW, Solo SPvP. Bad for: SPvP Tournament, Zone Bosses (Dragons). Player selection: The last 5 points on Earth can be moved. Earth traits V and VIII can be changed based on Game Mode. Fire Trait V can be changed by the player's preferences. Mist Form can be replaced for Cantrip player preferences. Tactics: Crit's high chance is played well on Stone Shards (e-1 scepter) as it is hit 3 times for activation. after Critical Strike chance 60% to apply vulnerability and 30% chance to burn. Burn. 20% Crit Chance) for 10seconds that accumulate in the denomination. You have 3 signets and Frost Aura (W-4) for 40 seconds total Fury and speed. It's an extra 10-20 seconds Swiftness and Fury for cooling down to get back - it's endless. Can stacks are easily obtained in Fire Attunement using the combinations mentioned in this guide. The main battle will begin with the help of Frost Aura (w-4) and/or signet, Breaker (W-3), then change to Earth Attunement or Fire Attunement and burst, and then back. Rotate the damage between burning and bleeding to maximize damage. Battles can begin in any kind of atuni and rotate others for full potential. Aura: dagger + dagger: Wooden sanium D/D construction. goals: fun! Bonn Stacking by swapping humps and Aura Buffs.daggers have access to the aura of any Weapon Choice.Super high mobility to retreat and out of combat and thin enemies down. Good for: Search, WvW, Solo SPvP, Decent in Dungeons with flaws of melee range, mediocre for Zone Bosses. Bad for: tournament sPvP, crowded areas (aggroing several enemies by accident). Player solution selection: To activate Signet instead of Cantrip Might Boons, the Fire Trait line can be changed to traits V and IX. Also, the waterline changes to II, V or VI for Signets.Although not recommended, 10 points can be moved from the Arcana Trait line to another feature of the player's choice. Tactics: Battles are very mobile, to listen to and out with combustion speed (f-3), ride the flash (a-4), Updraft (a-5), magnetic grasp (e-4), flash flash (utility), and endless Swiftness Boon. Be sure to keep Swiftness and Fury up at any time from Aura. Apply Frost Aura (w-4) and shocking Aura (a-3) when available, and use Magnetic Grip (e-3) on fire combo fields for additional Ara fire from your Leap Finisher (not specified on an explanation). Auras can be automatically activated when exchanging atutments by scrolling them as auto-Attack on this setting. Run enemies through Fire Fields as much as possible to stack burning. Use cantrips for extra power. They can be thrown during enemy crowd control, and also during churning Earth (e-5). The main battle consists of starting with a ride of lightning or burning speed. Take an aura of Air Attunement or water out and then set fire combo field and stack Might. Save one firefield and move on to earth Attunement, jumping across the field with magnetic grasp for additional fire aura and power from earthquake.Charge the churning Earth and use Cantrip during a channel extra for Might.Swap to water aturament and apply frost frost Aura, Frozen Burst, and Cone of Cold.Repeat. Arcana Builds: Staff: PvE: SPvP: Targets: Staff compilations have several combo fields and are usually made to trigger trigger Construction is about creating large combo fields, cooling or immobilization of the enemy inside them, and triggering the fields. This build is less tank than closer, located in the range, but has the added benefit of shooting from a long distance and several Crowd Control spells. Good for: WvW, Zone Bosses (Dragons), Dungeon supporting/defeating role, Zerg events, crowded areas. Bad for: Questing, Making a Big Bang If You're Not Prepared. Player selection: Two compilations are listed: PvE and sPvP. SPvP construction works well in dungeons as a support character. Utility Spells are a complete player choice, but Arcane Wave (utility) is strong for triggering Combo Fields. The player can choose Arthur power for more Combo fields and finishers (see Notable Skill Mentions). Arcane Power (utility) can be useful as you will have a lot of power and not much Crit. A few traits that we have taken change Crit, but the staff is slow to attack and many attacks can not Crit. It may be preferred arcane power to compensate for the lack of outburst observed in other dual wielding weapons. 10 points in Fire can be moved to Earth for Armor of Earth III for SPvP. Tactics: Trait: It's all about combo fields. Set them up for your allies or your own. Your fields are huge due to exploding personnel feature VII in Arcana. You can trigger Combo fields with: Arcane Wave (utility), Arcane Blast (utility) (projectile). Dodge mobile in fire or Earth attacking (despite hint) by Arcana Trait XI.Stoning (e-1) (projectile). Eruption (e-2), Shock wave (e-5) (projectiles). Each combo field has different effects based on the type of finisher you use (see Combos tab). With this build you will retreat constantly to trigger the flight and avoid damage while waiting for coolers. You will use Signet of Earth in SPvP to keep enemies in your fields. You will stand on your fields, so enemies must stand in them to attack you. Use a line of sight as your fields are damaged over a certain period of time. Slow them down with the Unstable Earth (e-4), immobilize with Shockwave (e-5), stun with Static Field (a-5), displace your enemies with Gust (a-3). The most: dodge. Dodge to remove effects and activate fields. Combo field Boons / conditions: Swiftness = Trigger static field.Can = Trigger lava font or burn Speed.healing = triggers healing rain several times. Lukewarm = projectiles through

frozen soil (also thrown on water elementary). Vulnerability = projectile through a static field (useful for bosses, almost invulnerable to stun). The main battle cannot be described. The reason this staff build is fun is because every combo is fluid with every new battle. Think about what you need and then do it. Repeat. Gear tips: Gear options and tips before and after level 80, green quality facilities are almost equal to the equal levels Rare (yellow) quality gear. Go to a trading post every 10 levels and replace your gear. At level 80, you can purchase green-level equipment for almost equivalent statistics level 80 gear. You can also purchase level 79 Rare (yellow) quality equipment much cheaper than level 80 Rare gear with the near-zero difference in statistics. Use all the Rooney and Sigils you find when leveling up to see how they work or to boost your stats. You will not use them at level 80, and level quickly. While leveling, you can get away with gears like a glass cannon (power, accuracy, Crit damage and damage to conditions), unless you often work dungeons. When buying cheap Green Gear when reaching level 80, go ahead and put good runes in it and Sigils in your weapons. If you have a Black Lion Slager kit, you can get runes back 100% of the time. Rescue mastery kits are an 80% chance, so it's not a bad investment to move on and get a full Rune Set at level 80 for your green gear, then reuse them for upgrades. Magic Find does not affect chests, sals, or looting that open. This only affects prey taken from a corpse. It is not effective to grind a kind of enemy in an area for more than 20-30 minutes due to an anti-botting code in the game that limits the spoils afterwards. There are other aspects of this anti-botting code, but they are not well known and rotating enemies after 20-30 minutes will bypass most of the limitations of prey. Condition damage affects only spelling-based status (DoTs) and power affects only spells for direct damage (immediate damage). Spells such as Lava Font (f-3 personnel) are affected by Power because they do not apply a condition for damage. Each time you use a new drawing guide from the provider (level 11, 40, and 60), it resets all current traits. So it is safe to throw your traits around up to 80 at no extra cost as it is reset 3 times. Note: You can't use the same drawing guide twice or skip a book. Use Karma for rescue kits, pickaxes, axes and sickles if you want to keep your gold. Gold is more valuable at the early levels. You get two back pieces in your personal storyline. The first can be nested on a low-level gem, and the second you will get in the personal quest storyline near level 80. The second part of the back can be glued with any gem at a high level. You can buy an 80-level water helmet at Gavbeorn's Loca in Cursed Beach for nearly 1,000 karma points from the karma seller there. You can also buy lower-level water steering while every 20 levels, but don't know where. Craftsmanship is usually a gold sink, but some people have made hundreds of gold. So far, most of the highly profitable goods are no longer in high demand and low supply. Crafts can make you a set of facilities much cheaper than a trading post, if you have found most of the materials. This may not seem useful to waste reaching 400 crafts; but remember that each profession gives 10 levels of character experience of 1-400. This experience scales with a level, so if you craft from 1-400 level 1, you will reach level 11. If you craft level 1-400 level 70, you will reach level 80. You can craft exotic weapons for small expenses with your skill points in Mystic Forge at battling level 80. Search for the weapon you want and treat yourself to a very powerful weapon for small costs. They are made with 30 mystical coins, 1 Scroll from the lady near Mystic Forge (50h points), 5x weapons components A (varies) and 5x weapons component B (varies). For further instructions and clarifications that make mystical weapons, see this guide from a fellow reddit. Supplementing statistics: discussion. So far, only my opinion has been written. Level 80 gear has 3 statistics per count. I would like to show that based on your playstyle and weapons, you can get more of your statistics. Although you should always use any print, based on your features, some settings can be used more often. Staff: Focus on fire and ground: strength, condition damage, bow features, greater AoE staff trait. Focus on Precision or Crit Damage as many of your spells can't fit in. Do not focus on water and air: healing, precision, strength, vitality. It's a secret style based on control, maintenance and the possibility of survival. You will still often use fire and earth, but if you are inclined to stay in water or air, do not take advantage of the damage from the condition. Dagger + Dagger: You will need to use all the suggestions constantly. Focus on: Precision, Crit damage, damage provided durability. You have several multi-punching abilities and those that thrive on Crit for extra Boons and damage from traits. You also have a lot of combinations to get might, so you don't need power as much as with some other weapons. Several causes of damage in the fire and earth. Endurance for melee's range and complement the damage to the condition in the traits. Scepter + dagger: You have to balance fire and earth as you will use both, but you can choose to focus on one. Focus on fire: power, condition failure, endurance. Focus on Earth: Accuracy, durability, condition damage. Multi-hitting Stone Shards (e-1) graced by crit more than Power. Scepter + Focus: Rooney and Sigi: Things you need to know: On a weapons exchange, the singles are activated when exchanging Elementalists acts with a short cooling. The duration of cooling depends on the sigil. Sigil, who accumulates in intensity like Sigil of Blood, Sigil of Corruption, and Sigil of Luck do not fight each other. Only one sign will be activated and the other is useless. Sigils stacking in intensity can be arranged and then placed in your bag while still leaving the stacking effect activated. For example, you can stack Sigil of Luck 25 times with a green dagger and then equip a better dagger with the exchange of weapons effect and keep all 25 stacks of Sigil of luck, although they are no longer equipped. Just try not to get down. If you use two weapons with the same 25 Sytil, he'll stack twice on murder, but he won't accumulate more than 25 times. In the case of an exchange of weapons, they will be fully explained after further testing. SPvP: SPvP can be frustrating for new Elementalists. Make sure you have read the Remarkable skills and level 80 Trait builds and tactics for more. Pre-game Swiftness Buffing: Don't start the game in an air attum if you have speed bonuses to set up the air. Wait until the game starts and then Attune to Air. Ride the Flash (OH Dagger a-4) can be used in mid-air to move quickly at the beginning of the game. Updraft (OH Dagger a-4) provides 10seconds of speed, but throws you back. Instead, as you run, find a convenient way to turn your characters in direction and use updraft to roll the way you want and get speed. Watch out for this is the long cooling. The tree of air features can give speed at any time of application of aura with proper construction. Aura Complex are explained in the Line section of Level 80. If you use personnel, you can use Eruption (e-2), Attune air, and create a combo field with Static Field (a-5) for the spectacular speed of your party. Double the duration by using Arcane Wave as a combo finisher, and the previous one erupts (e-2). Be wary of long cooldowns. Combos: Most of this guide deals with combos, and they differ dramatically based on the choice of weapon and trait. For information about more SPvP-specific combinations, read the Level 80 Draw Builds and Tactics section. SPvP tips and tactics: You can use Lightning Flash (utility) to beam to the top of some raised paths below to escape enemies, surprise enemies, or rain damage on them as they try to reach you. For example, a wooden platform alley next to the Clock Tower. If you're below it, place your cursor on the bottom of the tree and use Flash Flash. You have to finish on top. You can also use Lightning Flash and other Cantrips during a channel or under the influence of crowd control. Like the Lightning mentioned above, other targeted spells such as Rain of Fire (F-5 personnel) can be used on the underside of paths and will be thrown at their top. The large number of underwater crowds make Elementalists great for protecting the ruins in SPvP. You can crowd control 2-3 enemies at a time and let the sharks eat them. Elementalists, however, aren't great for solo take/closing Ruins.... As mentioned already in this guide, Arcane Wave (utility) is excellent for inflicting damage while simultaneously activating combo fields. This is especially good in coordination with healing rain (w-5 staff) and similar healing spells from teammates as it provides AoE healing of bursting. You can throw any skills that aren't weapons while you're in Mist Form (utility), including cures, all communal spells and elite spells. If you're delayed (crippled, chill, etc.) or like any damage before logging into Mist Form (utility), you'll also be delayed as a status. In other words, Mist Form makes you invulnerable to anything other than the conditions and effects you had when entering Mist Form. Use it before you have 100hp and 3 DoTs on you. Water elementary is considered the most useful Elite skill in it heals, provides Chill combo fields, is durable, and copes with moderate damage. The timers are on XX:18, XX:38 and XX:58. If you are going to be crammed and it is close to one of these times, do not prevent it. Try and trip enemies right after these times, if possible. Stop and stop prevention: First, you should not trip someone to kill them. You can continue to damage them. I know it's important, but somewhere, someone's learned something. The first thing you need to know about the foot is that stability will prevent stop or resurrection. If you've pushed someone, you can try to stun them to prevent a break, but the best guarantee is to have stability on you when you trip. You can get this in the line of earth features as Armor of Earth (utility). Mist Form can be used as an alternative to stability. It can be thrown before or during a step, as before or during the resurrection. It won't break the channel. Your first goal at any time is to prevent crammed allies. They may not revive quickly, but the time enemies spend on them is not a time spent for you. If you give them enough time, they may be able to Mist Form or their class equivalent and revitalize. Long-distance prevention: Gusts (A-3 personnel). Galls (Focus a-5)Ride the Lightning (O Dagger a-4), Updraft (a-5). Short Distance Stomp Prevention: Any spell that moves the enemy. Using Movement Displacing Abilities Efficiently: Each class/profession has several spells that can displace your enemy. The most basic example of this is gust (A-3 staff). To get the most out of these spells, you need to pay attention to your positioning. Never fight your back on the ledge. They may not kill you by ripping you off, but they can ban or protect it longer while waiting for backup. Instead of being repelled by your opponent, tear them off the ledge. Always position yourself to have the opportunity to knock your opponent off the ledge. You can even use this to make 2v1 in 1v1. Elementalists' abilities can use the knockout of people off skipping boards:Gust (a-3 staff), Updraft (OH Cam a-5)Wind blast (Conjured Lightning Hammer -3)Debris Tornado (Tornado -3) Things to test: Bleeds and Burns round last tick or drop it if not integer duration? Does Fire Great Fever Fever (FG-4) act as leap finish? How often does elemental water throw Chil Combo field and heal? Can anyone explain in full about exchanging weapons for double-use? If I use two of the same crit sigil, will they be activated simultaneously or one after the other? Do I get the effect of two different exchanges of weapons at the same time, or do they take turns? Do On Weapon Swap and On Crit Sigils share internal cooling with each other? Arcane Power (utility): are the five auto-crit attacks in two attacks from dragon claw (MH dagger f-1)? I can't remember, I can't remember, I can't remember, what is the spvp restocking timer? Is it every 20seconds or something? Check combo fields Finishers from Conjure Flame axe despite bouncing does not indicate them. Explosive lava (2) like combo blast finishing? A burning kick (flame axe -3) like a combo field fire? The ring of fire (flame of flame - 4) as combo field fire? Fire?

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