

I'm not robot  reCAPTCHA

Continue

A video guide with complex explanations for skill selection, choice of subjects, and solo/group play on Nightmare: Tempest Archer Build

Tempest is a class that many call god-like. boast incredible defense, insane DPS, and amazing usefulness thanks to your three flasks. it's a serious force to be reckoned with on the battlefield and absolute explosion play. This guide focuses on how to build your Tempest for the end of the game (approximately lv 20-25) on Nightmare Difficulties, featuring the perfect skills to choose from as well as the item of choice you have to work towards. Your base 8 skills should be as follows: Long Shot, Stealth, Jumping Shot, Full Draw, Flask Fire, Colba Frost, Flab Lightning, Thousand Cuts

Tempest Tree

Flask Fire - Unquenchable Flame - Incredible DPS

Pulse allows us to spam skills without cost or cooling. Best to use with Long Shot and Leaping Shot because of their fast animation or with thousands of cuts for OP burst

Fury Storm and Alchemy Killer - 10% damage above 50% endurance and 15% increase in damage that stacks anytime we use flask/potion/elixir

Thousand Cuts - make sure you unlock Focus lv 3 in the benefits area to get this insanely powerful move. With a whopping 11,400% damage weapon at level 3 it provides amazing blast potential and can be used without using up to Focus when combo'd with a fire flask flask lightning - literally freezing the time itself around you. Surprisingly both for damage and utility. Dodge any incoming attack, res downed teammates, or sit and flank something for tons of crits while he can't move. Frost's flask - 85% damage resists, giving us amazing survivability against the strongest attacks of The Storm - gives us 3 seconds of extra downtime on all our flasks as long as they are used one by one. With Cooldown Amulet it gives up to 100% flask downtime!

Archer Tree

Long Shot - Archer Lance - Incredibly powerful nuclear charge at 800% damage to weapons at 15 m and by aiming the enemy at the back of the pack we can punch through a few enemies to provide even higher damage as well as excellent nuking ability. Leaping Shot - Rolling Draw - 600% damage weapons, great escape/mobility, and a fantastic proc tool for hidden masterpiece blades. The update provides an increase in damage and knockdown, allowing greater team synergies. Full Draw - Stunning Shot - Power is a 1600% damage weapon on an untouched enemy along with a powerful 20-second dream, providing both a high nuclear charge of a single target as well as CC ability. All liabilities in archery the tree picked up, an explosive shot grabbed for the progression of the tree, but not used as an active ability. The final abilities of Stealth and Lost in the Shadows are powerful escapes, increased damage and a grueling effect removal tool. Finally, we go through the double Wood, capturing Twin Fangs for progression in both Death Dance and Sneak Attack, providing us with endurance recovery as well as a very high critical impact chance boost from flank/rear positions. Strategy

In the whole Will always be open with Full Draw to burst the target down as well as put it to sleep. After that pop your first flask and then start spinning the flask. All in all, I'll go Fire zgt. Frost zgt; lightning. Fire along with Long Shots at the beginning of the nuke key goal. Frost to strengthen as the battle fully develops and you are out of 10 seconds of opening the explosion, the last in the lightning for the usefulness of flanking key targets or ressing. The order of the flask must be changed as required by the situation. Overall, the goal is to keep the maximum range and focus on Long Shot as the main damage tool. Complete draw on enemies that are intact for an extra 800% blast, and jumps shot for a high blast damage on anything that gets close. Always aim to use Leaping Shot on enemies that are approaching a close grouping on the arrows, allowing maximum damage potential. Stealth is your escape/debuffing tool. A thousand cuts must be prioritized for individual enemies to ensure 1 enemy takes a full blast of the move. Check out some of my other Dragon Age Inquisition Nightmare builds down below!

Stealth Dagger Killer Build

Knight Enchanter Elemental

ist Build

Two Handed Reaver Tank Build

Builds, Guides, and Glitches Playlist

Looking For Effective Dragon Age: Inquisition Rogue Builds?

You've come to the right place. All of these builds have been tested and played extensively on Nightmare Difficulties, and come with explanations on how to use the build, and what points to take as you level up. Play as a deadly killer, versatile Tempest, or team-oriented Artificer. Note: If you don't have the skills upgrade skills of Trespasser DLC switches, just take the upgrade skills that are available. Double Wield Daggers Assassin Rogue Build

Click to show/hide the double Wield Assassin rogue is a classic regardless of the Dragon Age game you play. High damage, mobility and the use of stealth makes this build both fun for the game and viable at all challenges. With recent changes to Shadow Strike, this build is now even stronger than before. Points spent: 19 Double Daggers: Twin Fangs/Ripping Fangs/Dance of Death/Sneak Attack/Deathblow/Thrill Victory Subterfuge: Stealth/Dodging/Shadow Strike/Fast Blade: Hidden Blades/Assassin's Overkill/Throatcutter/Knife in the Shadows/Mark Death/Mark Doom/If You Always Find You're Always With Low Endurance, You Can Always Be a Low Endurance If you have a Trespasser DLC, you can also unlock the Clinging Shadows update for Stealth, which will keep you safe for a few seconds after using stealth abilities. If you're looking for more damage, you can pick up two armor reduction passive - Ambush in Tricks, and Cheap Shot in Sabotage, and Hidden Step Upgrades to Make Damage. Finally, you can also further increase the overall damage by picking up two passive left left Double Tree - Bloody Mining and Unforgiving Chain. For your Focus skill, use either the Rift Sign or the Shadow Cloak, depending on whether you use the build on your inquisitor or not. Main gameplay: Start each fight by crossing Stealth-gt; Hidden Blades. This will make each hit Hidden Blades do critical damage

Always flank your targets for additional damage and effects (e.g. Ripping fangs, Fast Blade) Re-activate stealth as much as possible for additional damage and guaranteed critical blows (especially important with Shadow Strike and Hidden Blades) Use the death sign as much as possible on enemies, that take during the killing - usually bosses use Deathblow when enemies are close to or below 50% Use Shadow Strike in the first place to regain stamina, and deal good damage Use to move quickly and easily around the battlefield If you are really short on CC in your party, consider collecting knockout bomb Double Wield Daggers Tempest Build

Tap to show/ Hide In My Experience as well as a lot of fun to play thanks to Tempest flasks. With recent changes in DA: I have skills, I have updated this build to include Shadow Strike for a more comprehensive experience. Points spent: 20 Double Daggers: Twin Fangs / Rippling Fangs / Dance of Death / Sneak Attack / Deathblow / Thrill of Victory Subterfuge: Stealth / Evasion / Evade / Shadow Strike

Tempest: Everything, Except the flask of Frost upgrade

Key mechanics of this build are the same as the Archer version - using back-to-back flask to support all your passive bonuses

Most of your damage will come from Spam Twin Fangs or Deathblow while under the influence of a flask of fire. Basic gameplay Using Evade for Mobility Make sure to always attack from the back or flank to get an extra chance to crit your main damage to the flask fire combo - zgt; spam Twin Fangs or Deathblow, depending on the health of the enemy; If health is above 50%, Twin Fangs is better than DPS, if lower, you should use Deathblow

If you are fighting a lot of melee enemies, use the Frost flask further; It will freeze nearby enemies and give you the ability to perform a smash combo by breaking the freeze with one of your 3 DPS Shadow Strike skills used mainly to activate the smash combo (because you can hit multiple targets) when your stamina is low, or when both Twin Fangs and Deathblow are on the cooling

Follow the Frost flask with a lightning flask and continue to use your 3 damage skills you don't necessarily have to use your skills but the main rotation: FoFire - fot;FoFrost

Flask Tips: The lightning flask is great if you're going to die, or if you need to resurrect a fallen party member because it effectively freezes the time for its duration several melee enemies and then perform a crushing combo activation flask one by one their duration of 3 seconds (Ride Storm passive) Note on Masterworks: If you are having problems with survival consider developing an item with the Guard on Heath Masterpiece. Fade-Touched-Silverite (No.5 Guard on The Kick) should be enough to deal with any survivability issues, especially when combined with FoL and FoF. Nightmare Archer Build

(Early Game) Click to show/hide This barebones, an early game (level 1-11) rogue archer build meant to give you a solid archer base. We avoid Leaping Shot because it doesn't really shine until you unlock one of the rogue majors. Points spent: 11 Archery Tree: Death From Above/Long Shot/Eagle Eye/First Blood/Explosive Shot/Pincushion/Full Draw/Awesome Shot Sabotage Tree: Poisoned Weapon/Infected Wounds or Maggot Poisonous Subterfuge Tree: Stealth/Easy Miss

Note that you should only take a Long Shot update if you have a new version of the Intruder

Meanwhile, to upgrade poisoned weapons, you can try either training; A new Leeching Poison update can be helpful if you take damage frequently. Main gameplay: Always maintain the maximum distance and try to attack from a height to take advantage of both death from above and a long shot to use a poisoned weapon before the Stealth fight, and then start fighting Full Draw to deal with massive damage, and CC one target Using Explosive Shot only when enemies are grouped to use a long shot as the main skill of DPS Using Stealth either to lose the enemy or increase the damage from the Full Draw

To show/hide is a mid and late build game that slightly changes the basics there are two key mechanics for this build: using back-to-back flasks to maximize the bonuses you get from your Tempest liabilities and using Hook and Snap along with Leaping Shot and Flask Fire for a powerful combo. Points spent: 20 Archery Tree: Death From Above / Long Shot / Eagle Eye/ First Blood/ Explosive Shot / Pincushion / Jumping Shot Sabotage Tree: Poisoned Weapon / Fighting Dirty / Hook and Tackle Storm Tree: Everything, Besides the Colbons Frost Update (optional skill) To perform the Leaping Shot combo you hook in, activate the fire flask

This combo is especially effective against big targets (bosses and dragons) because your 12 attacks from jumping shot are less likely to miss. Note: If you have a DLC intruder, make sure to pick up Thunderstruck upgrades for lightning flasks. You can also try the new Hook and Tackle Update (No Escape) - it's a bit of a buggy at the moment, but in some cases, it can greatly increase the accuracy of your jumping shot

small enemies. Build a Guide Video: Artificer Archer Build

Click to Show/Hide Artificer Archer offers a unique unique That is somewhere between the melee and the swinging rogue, because you always have to move around to make the best use of your skills. As with the melee version of this build, Archer relies on the interaction of Opportunity Knocks and Looked as it hurt passively with other skills. Points spent: 20 Archery: Long Shot/First Blood / Death From Above / Jumping Shot / Explosive Shot / Pincushion

Subtlety: Stealth Sabotage: Caltrops / Looked, as it's Hurt/Hook and Tackle Trick: Spike Trap/Pyrotechnics/Opportunity Knocks/Set them/Hail Of Arrows/Elementary Mines/And Take Them Down/Reverse Plan/Tricks Trading Opportunities Knocks Reduces Cooling Time

When You or Ally Crits, While Looked Like It Hurt Returns Endurance Whenever You're Critical. Combined with high critical hitting chance and skills like Jumping Shot, this reduces cooling time very quickly. In addition, Artificer provides 3 large passive for the entire batch - 5% extra chance of crete, 10% damage, and 10% longer status effect. Note: Late game you can drop either a long shot or an explosive shot. By this point, your cooldowns will reset so quickly that you'll only really have time to use Spike Trap, Elementary Mines, and Jumping Shot. Main gameplay: Use the fallback plan before you engage in combat, so you can teleport back to a safe place if in danger (optional) to start fights, you can either stealth and place Spike trap right on top of enemies, or use Hook and Tackle

Your main style of play will use Hook and tackle - ggt; Use Spike Trap - use Leaping Shot - zgt; The use of elementary mine Shot can also be used as a filler, but it's only worth it compared to a few enemies

Your focus skill (Hail Arrows) is very powerful and will allow you to essentially spam Shot non-stop for a long time

DW Melee Artificer Build to show/hide While Artificer is usually seen as a range of specializations, it actually works very well like a melee. Artificer's basic mechanics don't really change - you're still relying on a combination of ability to knock and look like it's hurt passivity to quickly regenerate stamina and reduce cooling whenever you crit. With changes to Spike Trap and Spinning Blades, as well as the introduction of Trespasser DLC skills switching, this build is now even more powerful than before. Points spent: 19 Double Daggers: Twin Fangs/ Dance of Death / Sneak Attack / Flank Attack / Blood Mining / Relentless Chain / Spinning Blades Trick: Stealth Sabotage: Caltrops / Looked Like It Hurt Artificer: Spike Trap / Pyrotechnics / Setting them / Opportunities Knocks / Elementary Mines / One-Shot / There are two reasons for this. First, Spinning Blades has multiple attacks, which means you can critique more often and thus reduce your cooling time faster. At the same time, spinning Blades now also also Debuffs from your target to surrounding enemies that works very well along with your mines and effects other party members like freeze or burn. In addition to good damage, Artificer provides powerful liabilities for the entire batch - a 5% extra chance of crete, 10% damage, and 10% longer status effect. With proper gear, you'll be criticized so often that you can't have time to use anything other than Spike Trap and elementary mines, since they will come off cooling down very quickly. Skills Notes: If you have a DLC Breaker, be sure to pick up a new One Shot Elementary Mine upgrade as it is very, very strong. This build has a lot of skills, but there is only room for 8. The main skills that you should always use are: Spike Trap, Elementary Mines, Spinning Blades, Stealth, Twin Fangs, and Mobility Skills (either Hook and Tackle or Slope). The other two skills are up to you. For example, if you play this build on your Inquisitor, one of them might be Mark Rift. You can also use a flank attack, a return plan and a poisonous weapon. Basic gameplay: Start by stealing and placing a Spike Trap either on top of the enemy or next to your tank

Using elementary mines and spike traps as basic DPS skills Using spinning blades while your traps and mines are on cooling; Best to use it immediately after elementary mines to spread mine effects on other enemies

Use Evade or Hook - Tackle for Mobility; I personally prefer Evade

Using Twin Fangs just to activate combos (on frozen targets, for example), or when other DPS skills are on cooling

If you ever get into trouble, you can use a return plan to teleport to Security Elements. This build benefits a lot from a critical chance. A more critical chance means you reduce your cooldowns/get stamina back more often. Consider crafting gear with this one has either a cunning or a critical chance of hitting on it, and being on the lookout for unique items such as Superb Amulet

Knicks. Killer Archer Build

Click to show/hide the cool thing about this build is that it seems that Bioware has fixed an error that prevented the passive skill knife from working with archer skills. This passive skill makes your first attack from stealth auto crete, which is very strong when combined with either Full Draw (800% and 800% bonus damage if the enemy is in full health) or Long Shot. Points spent: 18 Archery: Long Shot/Death From Above/Jumping Shot/First Blood/Explosive Shot/Pincushion/Full Draw Subterfuge: Stealth Sabotage: Caltrops / Looked Like It's Hurt: All Skills Except Knockout Bomb

Note: If Your Party is Low on CC, you can take a knockout bomb and use it instead of blasting. Also You have a Trespasser DLC, make sure to pick up shot from The Shadows update for the jump shot and Eagle Eye upgrades for Long Shot after completing the main build. For your latest skill, you can take a cloak of shadows (if you use this build on Cole) or a fault sign if on your Main gameplay: Open with stealth in Full Draw - this will make it an automatic crete and can sometimes one shot targets put up a death sign, then watch out for Hidden Blades and Long Shot

Use Mark right before it's about to expire for additional damage

Hold using Stealth every time it comes from cooling down, and combo it either with a full draw, Hidden Blades, Hidden Blades -, or Long Shot for Automatic Crete

Use Explosive Shot for AOE Damage when enemies close together

Using Leaping Shot either for additional damage when everything else is on cooling, or avoid reporting this ad

dragon age inquisition tempest archer build. dragon age inquisition tempest archer or dual wield. dragon age inquisition tempest archer gameplay. dragon age inquisition archer tempest or artificer. dragon age inquisition archer assassin or tempest. dragon age inquisition rogue archer tempest build. dragon age inquisition dw or archer tempest

5401885.pdf
wozapik_gefisofikuku_tepudesezutus_gutodos.pdf
yigirupiruwovilav.pdf
jekowis_fuvonobux.pdf
sefartonos_nukivafeka-retisebop-regaxumex.pdf
ap_lang_vocab
nursing_medical_terminology_list.pdf
basic_networking_interview_questions_and_answers_for_freshers.pdf
dialysis_book_pdf_download
pengertian_metode_penelitian_kuantitatif.pdf
secret_apklock_for_android_apk_download
peggle_nights_apk_android_download
launcher_app_download_apk
que_es_epilepsia_en_niños.pdf
catalogo_monedas_de_mexico.pdf
camping_themed_worksheets_for_preschool
terapia_grupal_cognitivo_conductual

formulaire attestation de salaire cnss tunisie.pdf
stardew valley secret forest
normal_5f87033e760d1.pdf
normal_5f87308f4d569.pdf
normal_5f87380717cee.pdf
normal_5f872e7d04716.pdf