


Battle chasers nightwar strategy guide

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The game IS HEAVILY level based on his calculations. The damage you do and the damage you get is based on differences in the level between you and the enemy. If you can't beat the boss, come back after getting level 1. It makes a huge difference. I can't stress that enough. In addition, the XP you get from the fight is based on differences in level as well. Trivial battles will bring trivial XP, including 0. That's why I don't recommend grinding the dungeon if you can help it. Almost all combat modifiers are based on ATTACK. This is important because the healing you do, the amount of barrier you get, the damage you are dealing with - it's all TIED to ATTACK. Strengthening an attack is more important than strengthening the defense. If you need more protection, see 1) above (go get the level). Debuff's injury is relatively static. Debuffs like poison, bleeding, curse, etc., don't care how much defense or magic defense you have. The only protection against them is the purification of abilities/potions and lots of Stamina. Kraft is worth nothing outside of Ultimate Arms. Don't worry with it aside from the occasional Healing potion (perhaps), revive the potion, and peel the potion. But if you want to craft, you can make higher-level items by investing more components. In a standard game, you can create up to Epic, in NG, you can create up to mythical. Unfortunately, mythical objects created in NG do not come with random charm, as myths sometimes do. The rush and Crete (on gear) are worthless. No matter how fast your characters are, they can only take one action per turn. Enemies will always have a turn between your character. Arena is your friend. If you are not aligned enough, go to the arena and fight. This is a good source of XP. Gear is STATIC! If you find one loop of nature, it will be exactly the same as another loop of nature, except rarity. Rarity increases the stats on the product, but you don't have to worry too much about it. When you go to the next dungeon, you will pretty much replace the gear anyway. Also, see paragraph 1). Mythical tackles can sometimes have a random enchantment on it, but grinding for a mythical piece for a particular charm is pointless, again see point 1). Revisiting dungeons should be avoided if you can help it. Just go to the next dungeon. The first fight in the new dungeon can be difficult, but you get a ton of XP. Use shrines and food lovers (healing in turn, the positive effect of food is better). When you start in the New Game, you will have to go through all the dungeons again anyway. By the end of NG, you should have a complete bestiary on your second dungeon trip. There are a few rare mobs in Mana Scleps, but this is the last dungeon anyway. Also note: spawning inside the caves is a bit random, but some things will never appear on the lower difficulties knowledge of books). You have to run the dungeon with high complexity, no matter if you want a trophy/knowledge award. Gear charm bonuses are very small. Focus on increasing the attack. Everything else is almost worthless, especially the chance of a chance hit the enchantment. Get a super-charged Calibretto gun from the shadow coin supplier as soon as possible. This is a weapon that you can use until the very end of the game. 10 pounds per turnover is not a joke and significantly overpowers everything else. This is a weapon you can charm with a lot of attack and never be afraid to replace it. When you first go to the Lycelot dungeon, pay attention to the boss. It calls unlimited henchmen. If you use a garrison, you can one shot them with Warblade. If you have enough perks and attack power, you can even overwork them for an extra bonus. Before you start the fight, go and fight the little enemy and ditch all your mana. Continue to use the ability until it is drained. The less blue mana you have, the more red ones you overpay. Do it for Caquette, Galli and Garrison. Key privileges to have: Attack for recharging (as much as you can nab), Warblade II, Recharge when the enemy dies. Use the Invigorating Calibretto fog to maintain its recharge, as well as keep recharging for the healing Calibretto. Alternative to Gully between Taunt and using her shield on herself, alternative Calibretto with invigorating fog/Healing Touch (on Gully, ofc). The garrison will just use Warblade II when you are 60 AP (red bar) or more. If the garrison falls under this, use Enrage or Sting. The XP you get is based on the current level of your party against the enemy. So if you kill about 50 henchmen with Overkill and One-Shots, you can hit level 30 in this dungeon. It won't take long. Don't forget to finish the fight in full health for an extra bonus! Fishing is great for getting shady coins. Buy two baits from a Shadow Coin dealer as soon as possible (unless you plan to hit lv 30 through above) and fish, fish, fish! Use a fish bar slider for the amount of MINIMUM tossed. Galli or Garrison is easier fishing than Calibretto (I think this has to do with his model being great and a little back off the edge). I recommend to hit up fishing spots after each dungeon run (they reset). There's one in Cantina, one in the Exploration Dungeon northwest of the city, and of course four places on Fishmonger's place. The new game is not a challenge if you use the right team. Gully/Harrison/Calibretto. You'll need Gully for tanks/shields/control, as well as opening hidden passages for treasure chests, Calibretto for heals (and its huge Overcharge gun weapons), and garrison for a lot of damage. The damage to Harrison is heavily affected by his perks, but once you start getting him perk'ed out, he can easily critique for massive damage and keep him rolling for double/triple encounters. Focus on Warblade and keeping it recharge high - which means you need to ditch all its blue mana. Rest in usually bad. Many of the perks that enhance the skills in the game rely on Overcharge, which is limited when your characters are in full mana (blue bar). Not only that, but you'll get a decent XP modifier if you finish fighting using only Overcharge. To fix this, go into an easy fight fight cast things repeatedly until your mana is almost exhausted. I usually leave about 1/2 on Gully and Calibretto, and completely drain the garrison. Unfortunately, each level completely replenishes its mana. :(Airship fights HARD! Airship pirates will scale up to your level and will start appearing after you finish Junktown. Airships will randomly appear in the world after FINISHING A DUNGEON. You need 20 airship battles to fight the captain of the airship. If you kill the captain, the pirates of the airship will stop appearing (unconfirmed by the latest version). Save temporary bonuses until you are going to fight the boss. In each dungeon you will encounter a red crystal in front of the boss. I never get red crystals as they refill your mana, see paragraph 14). This is your key indicator! Leave the dungeon, walk and pick up the shrines on the otherworld, as well as those actually inside the dungeon. You can leave the dungeon as long as you need and it won't reset. Just make sure that when you get back inside, you choose to continue the dungeon rather than go back to the dungeon. Now go fight the boss. All shrines stack (and with food a positive effect, too!) and can provide a very large increase in power. Bonus: Once you leave the dungeon, if you happen to encounter any airship Pirates, you have to be good and powered to steal their loot! If you don't fight airships, you'll be powered for the next area and level/difficulty jump for a few fights. Try to avoid single-purpose fights and go on multi-wave battles for more XP. EDIT: Added two bonus tips Always carry at least 5000 gold with you when you enter the dungeon (except the iron outpost, obviously). The reason is that you may encounter random traders. They are usually junk equipment, but if you look at their inventory tabs, they will have consumables. They are not cheap, especially at the beginning of the game, but they will save you a little time in exchange for (almost) useless gold. If the push comes to poke and you really want these skills to book, you can leave the dungeon and pick up the loot elsewhere and sell it. Leaving the dungeon won't throw him off. Sellers often sell rare components. Check them often. One of the key components is the wild elementary shard needed for the OEM Power Core, which can be purchased from Enchanter. You may be unlucky with a drop, so check it out when you lv. 18. Also be on the lookout for elementary cores (you'll need at least 2 for Knolan's Ultimate Weapon) and Living Stone Slab (Red Monika's Ultimate). If there is a specific charm you like and also be on the lookout for the vendor of sold items to run them. If you want to be fascinated, I would only recommend focusing on attacking charms for weapons, and Stamina (or All For armor. Page 2 30 Comments Author: Nathan Doverspike EDIT: After searching the web for the latest patch notes, it seems damaged to save the file bug I encountered during the game was corrected. This does not guarantee that there would be no accident as it was for me, and then I experienced to keep the corruption after 12 hours of gameplay, causing it to restart the game. I highly recommend this game even if there is a chance that the game may break from time to time. Fighting, artistic style, and scouting is only worth another go at it, even if it means I'll have my fingers crossed, that I won't have my save damaged again. Also, the game hasn't crashed for me since I resumed my save in March 2018, which hopefully means the game is fixed and appears to be a more stable build. Oh, and this game is just as good a second time too! More than twelve hours in the Battle of Chasers: Nightwar, and I can honestly say that this is the most fun I've had with a dungeon RPG scanner with Diablo 3. This game is not just gorgeous (I love the artistic style and effects during battles); it is also challenging without being too frustrating. If you just picked it up, or are interested in what this game is all about, keep on ready for some tips and tips. Grinding is a necessary evil as much RPG in the late 90s and early 2000s, grinding is part of the Battle of Chasers. I don't despise it because it allows me to work on different strategies and align characters I can't use as much as someone like Garrison (which has a big name and amazing ability). Some may not be thrilled with the possibility of grinding to see all the content, and I understand if it's not for everyone. It didn't bother me. I put too many hours into the original Neverwinter nights as a kid, and it's nowhere near as grind-fest heavy as the classic. The reconnaissance and dungeon scanner is two areas this game is almost perfected. Explore, Explore, Explore this game tuned to allow you to explore the world piece by piece at a time. As you progress through history, you discover new different areas with your enemies and dungeon to discover. Not all areas are critical to re-assotting the site and I highly recommend visiting them. You can get whooping cough at first, but you can always go back or talk to other NPCs to see if they have a side search for you to undertake as well. Who knows, maybe cleaning these spiders in the sewer gets you some much needed gear and a level or two that you need before you get back to the challenging dungeon. Battle Chasers: Nightwar_20171005220316 plan your attacking wisely action bar on the left side of the screen shows you that the order of your characters and enemies will take a turn. Use it to your advantage. Each attache has an idea of how long it will take the character to use this ability. Some are instantaneous, while others take a turn or two before they act. Use very fast To finish off a weakened enemy may just be the edge you need to defeat the boss who causes more enemies during the battle. Time these wisely, since they can be the difference between winning over a tough boss in a legendary dungeon and getting an RPG-loving rear handed to you. Just looking at what Mimik gives Dark souls of PTSD. Don't forget to equip Perx Yup, that's right, I forgot to equip the perks for the first four hours I played this game. Every time you level up you get points that you can spend on equipping perks for each character. For example, Gully may have 4 points per second, but the perks you want to equip cost 3 and 2 points, so either you grind a little until you level up, or you make a choice on which one you want to equip. They are all passive boosts stats or accept certain conditions based on other abilities in combat. You can increase the force of the attack, gain more health from healing abilities, or even get a constant boost for your overall defense as long as the boost is active. They can radically change the way your characters perform in combat, so experiments are very encouraged. Hopefully these are a few tips and hints enough to help you slide your way through an incredibly beautiful and interesting world. While history isn't an integral part of the

game as I might want it to be, I still really enjoy my time with it and look forward to pouring more time into it this weekend. For a small studio and a game half the price of other AAA games coming out recently, it was a nice surprise RPG. Did I miss anything? Did you get the game? If so, how do you enjoy it so far? Let me know in the comments! Comments!

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