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Next

Archer skills guide

Rarity	Attack	HP	Defence	Speed	Accuracy	Damage
COMMON - LVL 50	240	414	100	100	100	100
EPIC - LVL 50	300	514	120	120	120	120
GREAT - LVL 50	360	614	140	140	140	140
RARE - LVL 50	420	714	160	160	160	160
LEGENDARY - LVL 50	480	814	180	180	180	180



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My Equipment

Lv. 59

Lv. 20

Change Hero

Attack 1851 Max HP 7031

Lv. 50

Lv. 50

Lv. 60

Lv. 50

By Rarity My Collection Fuse

Equipment

Great Brave Bow



Only the worthy can use this bow, with balanced performance.



Ability Tier List For Archero	
	Abilities (Average)
S	[Icons]
A	[Icons]
B	[Icons]
C	[Icons]
D	[Icons]
E	[Icons]
F	[Icons]
G	[Icons]
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T	[Icons]
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W	[Icons]
X	[Icons]
Y	[Icons]
Z	[Icons]

Best archero abilities. Are talents worth it archero. Best archero skills.

There are two things you need to understand about the team in Archero, it is extremely powerful and important for your long-term success and contributes to the greatest power of your hero, as well as it is really difficult to improve. Therefore, if you choose to upgrade the wrong equipment, you can stay stuck later and have a huge wall to climb when you need to bring some other equipment to the same level. Do not waste much time and work on the right team from the start. Of course, the reason I have here my list of updated levels that will show you which team is the strongest you should invest to the right from the beginning. How to know. What is the best team that is many Player only observes the basic statistics of a piece of equipment or just take the one that has merged with the highest level of rarity, but there is much more that contributes to that and the individual special abilities of each. Those skills often make the difference between (almost) useless and really powerful! The best team for every slot enough game, let's join the team and see what the best items are in Archero. Weapon Short, Brightspear and Stalker staff. **C** I have this in a good guide because I would have completely crushed this article in full detail: take a look here. Alarm when approaching the armor, we actually have a pretty clear choice here: #1 **ac** vest. Of skill, the reason is that this armor will add +7% of skiing, which is a lot and helps in every situation, in every room, in every chapter. You have significantly the chance of avoiding an attack and not being beaten. It matters that this is not +7% in the Dodge it has, it is +7% Dodge Total that is added, so it will basically dodge every 14th success you get. Also add +20% red heart healing that is also excellent and provides a lot of extra health when you need to. The special ability to treat the damage of lightning splashes to nearby enemies is not the best, but it can be useful when faced with a room. room. many enemies beg. It's splash damage so it works well. The best armor, certainly here. #2 - Phantom Cloak Phantom Cloak adds only +10% projectile resistance (unlike the Bright Robe that adds +12% to all attacks, including melees), this is significantly "weaker" than the Bright Robe. It's still strong, but not so strong. It is actually a strong package with the addition of +20% red heart healing, as well as freezing and enemy damage that attack you, which also counts for enemies ranks. In general still a very powerful armor and in terms of general force here on the list of safe levels at the same level as the Brilliant Robe but a little stronger for me as all the skills are working well. #3 - Bright Robe Adds +12% damage resistance (i.e., for missiles and melees attacks) which means you get 12% less damage when you get hit and win Battle XP faster with it. This is not as strong as you will win Max Battle XP in any chapter and will work anyway, just get it faster won't make it stronger at the end. Each level you update will also increase your global HP, which is also large. If this robe would change the Battle XP Bonus with extra red heart healing, it would probably be my favorite choice at #1. #4 - Golden Chestplate Relatively fresh to the game and I really thought it would be stronger. It has +5% total damage resistance where the Robe Brillante has +12% and +20% healing of the Red Hearts. The flame damage to nearby enemies is not so strong because you prefer to get away from enemies and burn them only adds damage with time instead of direct damage as you have with the Dexterity Vest. Still a strong and useful armor, but the other is better. Don't use - Robe Empty The Robe Empty might sound powerful on paper poisoning all enemies in the room, but that poison is not strong and it takes a long time in Tick. The reduction of collision damage of +10% is a joke and it is not useful at all. Anything will be given importance. importance. when he finds himself in an enemy and this 10% doesn't change much at all. The best is the +20% healing of the Red Hearts, but that's something you get from the upper armor as well. Do not use - Shadow Robe This is also a new armor and is not terribly bad. only gets damage reduction from the back and a small HP buff. Skill will hurt the near enemies that are well but never compensates the other two rather useless skills. Don't use this armor at all. Rings You can equip two rings and I will show you the highest ranking of all rings first and then I will give you my recommendation that combination is also strong. Please be careful! None of the previous rings is "unused", all bring good benefits to the table, but some are a little stronger than the others. However, I would not consider one of them as useless, although Falcon Ring is only powerful at certain points. #1 - Toro Ring No. 1 and 2 are very close to me and divided by a thickness of hair. The ring of bull still has a slight advantage of having flat reduction +10% damage and treats more damage to all the mobs and you know there are tons of mobs in Archero, right? Really powerful ring and a Lion ring #2 As I said, very close. This deals more with the damage to the patterns and adds +20% damage to the crit. This is also a powerful and useful ring for any situation as bosses in each chapter and the additional crit applies to each attack. #3 - Serpent Ring This ring only increases the damage against rank units but +7% is applicable to all attacks and is really powerful, as I have told you before when we talk about armor in Archero. Also a very powerful ring, but for me the clear No. 3 due to the extra skiva. #4 - Wolf Ring The Wolf Ring gives additional damage to the melees drives and adds a +5% critical probability. More crits is useful (and this also applies All enemies) and there are always enemy melees around. The reason why I see the stronger serpent ring is the manure is more powerful, but this is still a useful ring, there is no doubt about that. Do not use - Bear Ring The Bear Ring gives this is not the least useful ring is the reason why there are more earth mobs in Archero than air mobs, but +5% HP is not a game changer and I would not recommend that you put a lot of effort into merge and level this ring. Do not use - Falcon Ring Like the bear ring, do not use it. +5% The attack speed is not much (let's say your weapon has a 1-second attack speed, now you'll get 0.95 seconds. That's hardly anything) and there's not a lot of air turbines around where you get extra damage. Best Ring Combinations You want to intelligently combine them to get a full spectrum of benefits. Here are the three combinations that make sense Why are there no double ring combinations? At Archero you have to melt your team and it will be hard enough to merge a ring to epic or legendary. Doing that with two of them is almost impossible so merging the different and combining them is for much more effective! #1 - Bull Ring + Lion Ring The best combination because you get increased damage against patterns and mobs, basically every possible enemy except peaks or saws on the ground. You get more damage and damage reduction as well - this is the combo go-to. #2 Serpent Ring + Wolf Ring This is the second combination of rings in Archero and will also give you the increase of damage against the melees and rank units (including the bosses). You got the extra dodge and the highest critical change to make it a powerful combo too. #3 - Ring Bear + Falcon Ring It also gives you a damage increase against any enemy by combining further damage against ground and air units (including bosses). The additional speed of HP and attack, although not as powerful as what the previous ring combinations give. Them Locket Lockets are really interesting when it comes to how powerful they are in Archero. #1 - Agile Locket Picking a number 1 here is really difficult between Locket Agile and Angel Locket, but I think the Agile Locket is the best option. When your HP drops below 20%, your dodge will increase and you have a better chance of not receiving the fatal blow and surviving longer. This is super convenient and will extend your useful life in Archero practically with every race. #2 **Ac** Angel Locket This is for me the second strongest medal on this list of levels, let me explain. He has the opportunity to revive you instantly invincible when you die. It sounds very powerful, but you can't trust it and the odds are less than 5%. The thing is that with the Agile Locket you will avoid dying with each race while the Angel Locket will work here and there but you can't expect it to work. That's why the Agile Locket is the first option for me. #3 Bloodthirsty Locket This came in the 2.30 update and will add the Bloodthirst effect when you drop below 20% HP. It's nice to see a little extra healing that will get you back on the road, but as soon as you exceed 20% HP that effect will disappear again. This places this locket below Angel and Agile Locket, as it will constantly avoid damage and can give it a revival. Reaching 21% health won't help much, but it's a good thing if it can be merged. #4 "Ball-proof locker" This medallion will reduce the damage to the projectile (not body-to-body) when it's below 20% HP. The agile lock will give you a higher chance of not being hit. If you're below 20%, each hit may be the last one, so reducing damage isn't as helpful in comparison with dodging higher or the chance to revive. Don't use the puncture lock This will give you a puncture effect when you fall below 20% HP, but I can't recommend using it. Getting the perforation effect won't help you much unless you're up against mob hordes right now and don't keep your health any longer. For a medallion that # is not a useful benefit kindly ignore it and do not level it on level! Don't use **ac** Iron Locket Use more or less as the Bulletproof Locket, but with damage per collision. This collision. This Worse and I can not recommend this medallion at all. Best Bracelet Bracelets are very close when it comes to the useful that are in archero and none of them is useless. You can still have a ranking here. #1 **à** **é** "frozen bracelet is the best of my opinion. You have that freezing that is really useful not to instantly receive spammed and get a feeling for the room and what enemies you are facing a small amount of time. It is not about damage, but the damage that the other bracelets treat is not so high so I go with that freezing. #2 **à** **é** "Thunder bracelet This random lightning strike can be very good or very bad. Strike a random amount of enemies (2-8) and the damage is also random. It is exquisite and that is what I do not like much about it. You have situations where it hits really hard and works well, but in other situations it simply stinks. Still the second stronger in my opinion. #3 **à** **é** "Instant bracelet is also entered in the 2.30 update is the QuickShot bracelet that will increase the attack speed for a few seconds when entering a new room. Actually it is useful since the attack rate will increase every point and ability, but the effects of freezing and religious are still stronger. #4 **à** **é** "Sharpening bracelet The burn sounds good on paper, but in reality the burning effect is not so much and only hits 2-3 enemies, which makes it much less effective than the freezing you get from the frozen bracelet. #5 **à** **é** **œ** Pit bracelet This bracelet really had the potential to be the stronger, but the shadow clones will disappear too quickly to really make an impact. It is still a solid option, there is no doubt, but the previous ones bring more blow for your dollar. #6 **à** **é** "Invincible bracelet This bracelet will grant some time of invincibility when you enter a new room and it is the less useful bracelet since you almost never smell when you enter a new room. It may be useful but the other bracelet actually apply an effect all the time while this bracelet is only useful on rare rare Book of spells! The spellbooks are not easy to get and merge, so using and leveling the right is extremely important! You need time to fill up, but then you'll get a good boost. Here's my recommendation: #1 Giants Contract This book will fill you with several interesting things when you reach your maximum energy, such as additional attacks and crit damage, as well as adding collision damage, boosting your defense and giving you all spinning skills automatically. In general fans are great because they will give you a direct impact every time without having any ring effect to it, so it is a great choice if you can merge it well enough. #2 **«** Spectral Book The other last book published in the 3.0 update along with the Giant Contracts and will call you a Magic of the Flame and a King of the Skeleton once the energy is full that will be done so quickly but spread quite quickly. It is not as much a plane amateur as the Gigantes Contract, but in general it is also a superpowerful book to get and merge. #3 "Illumination No doubt the greatest impact. All books take the same time to fully load, and this will give you a random skill in battle. Especially in races that have many rooms you will get your maximum Battle EXP at some point, this book will still add new skills and you will be able to get 3-4 additional skills in the course of 50 rooms. Really Powerful! #4 Combat Art This book will increase the knockback effect of your projectiles, which is really effective. The descriptions don't say much, but you'll really see an effect for every knockback load that books add. Add the knockback every time the book is full, the longer the fight lasts, the more knockback you get to interrupt your enemies too. #5 **«** Arcane Archer Not as effective as the previous ones, but still powerful because often Attack speed and attack power when full. It is also decent and if you are looking for a simple amateur you can also use this book. Don't use "Ice realm book less powerful for because the freezing effect only applies to the enemies around you, not to all the enemies in the room. The increase in attacks is similar to the Arcane Archer Book, but the freezing needs a fan to be strong enough to keep up with the other books. 30/11/2021 - Also, Read Archero Tier List. Smash Ultimate "A" Tier List in 2021 Smash Ultimate - A Tier List. The fighters who are in the upper-middle range are placed in the Super Smash Bros Ultimate Tier List - A grade. Of course, the players in this tier are also considered to be powerful and are efficient in defeating the opponents. 28/12/2021 - Figure Fantasy. Figure Fantasy is an idle, team-building, gacha mobile game that released globally in 2021. In this game you collect a multitude of different 3D figurines from in-game blind boxes and use them for the game's combat system. 17/05/2021 - It's time for the new player guide for new players that are new to [Honkai Impact 3rd], first thing's first. I'm going to be linking a bunch of helpful documents at end of the post down below. Those links will mostly cover things that won't be in this guide, like...

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