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## Tera online priest guide

Hey there, my name is Sarumonin, and I've been the main priest since 2014, starting with ascension valley on PC. I was an active TERA player at the end of the game for a few years, and I've played, almost Priest exclusively since. I moved to the TERA Console early in March 2018 and have remained on it since then without returning to my computer. This guide is based on my own research and discoveries, and what I consider to be the best outcome for priests in Tera Console's Awakening. I'll add this will be yours, which I assume some might call a basic awakening guide for priests rather than including a DPS/PVP-type guide. I won't go through many basics when it comes to the Priest, but it can share optimal rotations that can help you and your team. Popehood of the Priesthood With the new Awakening, or Apex update, players who have chosen to live the fabric should expect a drastic change than how the class was originally played. Some examples are as follows: You can no longer participate effectively in Slaying Runs, effectively. Although Shakana's Blessing has been combined with Balder's Blessing, you can opt out of this healing boost by removing the glyph in the Console. However, strong reinforcements, such as the Divine Charge, require you to heal your comrades at least once with this ability to receive a divine Charge bonus. Your fans are stronger, so your team is stronger. With the new Divine Charge and The Edict of Judgment, you're now giving your teammates a lot more damage, so keeping these buffs will really improve your dungeon paddocks. Below we will take care of what gives your teammates. Now you can do some damage to your team. Many of the changes in Priest revolve around their DPS skills. In fact, most of the healing skills in the skillize quite a bit. Focus against Apex was for healing skills and critical factor, or stamina, as you are after all a healer. However, after this new update, the focus becomes more dependent on DPS and you are expected to be DPSing with your group in order to: lower sentence edict cooldown, lower Kaii Shield cooldown, lower Resurrection cooldown, reduce boss strength, and much more. Gearing Gearing a Priest is slightly different than other classes because there is no real meta set for it. Some priests prefer the full Critical Factor, some prefer Endurance to survive most dungeon mechanics, and some of the reasons that amaze me to this day, prefer power because they do. However, I found the most optimal set of gears when consulting with other priests on different console servers to see which would be the most effective, and this seems to be a general conclusion. The easiest way to explain this without going into detail is to focus on speed cooldown, critical factor, durability, and damage reduction. Top Stat Roll Weapons There are only two top-line rolls that are profitable for the priest: • Reduces skill cooldown by 7.2% 7.2% – Reducing cooldown is extremely important to keep up with your team when it comes to Kaia Shield, Divine Payload, Energy Stars, and more. This is particularly important in order to further reduce the renewal time of the Edict of judgment. • Increases attack speed by 9% – Attack speed allows you to get out of animations faster, allowing you to pump out more healing or attacks. While useful, I still recommend Cooldown Reduction because it far outweighs the need for attack speed. While this can be discussed about the lack of attack speed in the Bravery Elixir and most of the tools in the game. Bottom statistic rollers • Reduces skill cooldown by 7.2% (recommended) – the same reasoning as why you should need it on Top Stat Roll. • Increases attack speed by 4.5% (recommended) - If you can add more cooldown reductions, you can go this route. However, attack speed is what you want to go with because it's just as important. • Increases your healing skills by 6% (Recommended) – Although recommended, if you focus on slightly more DPS output, you can switch this from damage by 6% or alternatively, it increases damage by 9.3% when attacking infuriated monsters to get a bit more damage from the judgment edict. • Increases critical factor by 14 - This roll is important because you'll need it - after all, you're Power Doctors. So building crit is much more important than power. Plus it will increase criticism of your Injuries as well. Etching recommended for weapon energy crystals recommended for weapons: Savage Niveot: If you're going for Dyad Niveot, it is recommended to tirelessly go for an increase in HP. : Spiteful Niveot: If you are going to dyada Niveota, it is recommended to go poisedly or mercilessly for harm reduction or increase in HP. : Focused Niveot: If you are going for Dyad Niveot, it is recommended to go Poisedly, Definitely or Mercilessly. : Pounding Niveot: You can go either pounding for extra damage or Swift for Combat Speed. If you're going to Dyad Niveot, either mercilessly, poisedly or definitely there are real choices. Robe Top Stat Roll In the current state of the TERA console, there is only one Top Stat Roll that is recommended for The Priest's Robe: • Reduces kaii shield cooldown by 10% (Recommended) - Kaii Shield is one of the most important skills for priests. So naturally, about cooldown skills being reduced is a priority. Although the protective response allows kaia shield to be reduced by the third boel attack, it still allows you to keep it short and sweet. In fact, if ping allows, you can keep Kaia's Shield throughout the fight. Note: This recommendation for the statistics roll may change in the future if Divine Charge receives a faster charging speed option. Lower statistic rolls • Increases the maximum HP by 8% (recommended) – More health is always a good thing, especially since the dungeons at the end of the game start more and more injuries. • Reduces damage taken by 6% (recommended) – This is a must, the less damage you take, the more you survive. • Dips Declines Taken by enraged monsters by 10% (Recommended) - This is especially important to take, as you will notice that during the rage of some bosses or monsters will hit you a lot more. • Reduces frontal attack damage by 6.9% – Again, the less damage you deal, the more you survive. Etching recommended for abrasive robes crystals recommended for Hardy Niveot x4 robes - A good combination for Dyads would be to gleamingly replenish mp when you hit monsters in the back and critical or fast to increase the speed of combat. Brilliantly it is an acceptable choice as well. Stat Sleeves Sleeves, you want priority attack speed, crit factor and stamina. Healing skills is something that can be added instead of Crit Factor, but given the amount of healing skills and how highly they heal, I recommend Crit Factor for this DPS: • Increases durability by 12 • Increases attack speed by 2.25% • Increases critical ratio by 9% Etching recommended for sleeves Vigorous Rolls Rolls For Shoes, you want to prioritize movement speed, endurance and MP recovery because it allows you to move more freely during MP recovery – which although Mana Charge is an instant skill, is very useful. • Increases movement speed by 6% • Increases durability by 4 • Replenishes 2% of total MP for 5 seconds Etching recommended for boots accessories Brooch • Increases critical factor by 6 • Increases maximum HP by 2.5 3% Etching Recommended for Broccoli Keen Belt • Increases critical factor by 6 • Increases maximum HP value by 2.3% Etching recommended for inner clothing Keen Belt • HP percentage is most recommended, followed by Strength, The critical factor and, finally, the MP Jewelry Regeneration Jewelry is extremely important for priests, and healers like Mystic as well, allowing for some customization. Each healer will play differently. Rings Important Rollers: • Increases your healing skills by (199/217/256) • Increases durability by (1/2/4) • Increases critical factor by (1/2/4) Recommended rollers: Increases critical factor by 4 • Increases endurance by 4 Etching recommended for Keen Rings or Swift Earrings Important Rollers: • Increases Your Healing Skills By (199/217/256) • Raises Max HP by (1/2/4)% • Increases Endurance By (1/2/4)% 1/2/4) Featured Skates: Increases HP Maximum by 4% • Increases endurance by 4 Etching recommended for Earring Keen or Swift Pendant Important Rolls: Increases your healing skills by 256 increases endurance by 4 increases critical factor by 4 Recommended Rolls: Increases critical factor by 4 or increases strength by 4 Etching recommended for Keen pendant or Swift Circle Important rollers – Unless it's an improved Mystel Circle [Unrollable Stats] increases durability by 4 increases critical factor by 8 recommended rollers : Increases the critical factor by 8 or increases the o 4 Mask Mask Survival Masks (Recommended)Description 50,000 shield generated for 5 seconds after receiving an attack below 50% HP (3 minutes cooldown)[Escape Danger] Increases combat movement speed by 50 after an attack below 50% HP (3 minutes minutes Crystals recommended for Swift Vyrsk Jewelry – I personally use 4 Swift in my jewelry, due to lack of attack speed in the game currently. I recommend this for faster casting speed, especially when it comes to the Verdict Edict. Succoring Vyrsk – a basic yet useful crystal for priests who decide to increase their healing skills. Great for a novice priest, but not recommended. Skills Glyphs & Rotations Pre-Apex or Pre-Awakening Priest had a very basic set of skills that allowed for easy rotation. Previously it was as simple as: Triple Nemesis, Energy Stars, and well, it's almost just that and heal when using Kaia Shield effectively. This changes quite a bit with Apex, or Awakening, as expected to do quite a bit more. Starting with my glyphs below, which you can customize, as you can see fit, you will notice a mixture of DPS and healing. Skill Icon Name Glyph Glyph Points Divine Radiance 3 Blessing Shakan 4 Arise - - Cleansing Circle - - Metamorphic Blast - - Resurrect 6: Summon Group – Shocking Implosion 9 Divine Prayer 4 Heal Thyself - - Focus Heal - - Kai Shield 7 Retaliation - Fiery Escape - Mana Charge 4 Scourge of Exhaustion - Guardian Sanctuary – - Lullaby Ishara – - Restorative Burst 9 Energy Stars 5 Healing Immersion 5 Backstep 2 Grace of Resurrection 2 Zenobia's Vortex – - Mass Divine Intervention – - Holy Burst – - Edict of Judgment – - Divine Charge – - Tip: If need be, you can replace the cooldown reduction with Mana Charge and transfer the glyph points to the cleansing circle, if you think that your group needs a lot of cleansing. Gameplay your new task is to keep dps of the whole group, while helping them with their own DPS add-on. Handicap: Heal your team as needed. Clean your team if necessary. Mana Charge, if your team needs mana – your tank is your priority, followed by DPS. Kaia's shield is your secret weapon, don't be afraid to use it. Holy Burst is your way to Heal and DPS. This will grant your team a Dedicated Grace. Restorative Burst is your main Healing and will provide your team with quick healing, with ongoing over-time healing, as well as a dedicated favor. Healing immersion is your secondary/tertiary healing. This will give your team a Dedicated Grace, but not you, the commentator. Debuff monster/boss if needed with Divine Radiance. Energy Stars must be all the time. The edict of the Court must be used in Enrage – usually in conjunction with the Divine Charge. This is not very well known due to lack of information in the game, but the Edict of Judgment will cause all the priest's skills to be counted as back/back attacks. The Divine Charge must always be excluded from cooling. The vortex of Zenobia must be used at all times when it cools down, because it shortens the renewal time of the Edict of Judgment and Resurrection. This is something that is not really informed in the game, but equally After using the Verdict Edict, both Holy Burst and Zenobia's Vortex's cooldown will be reset. If you can keep these in mind, you will lead a successful group. Optimal rotation won't go into the details of what each skill does, what it doesn't do, or how it should be used or not. However, I will offer a very simple but effective rotation – yes, healers have rotations – which you should use before and during the court edict. Normal Rotation – Entering the Judgment Edict (Mad Monster). Energy Stars → Divine Glow → Divine Charge → Edict of Normal Rotation Judgment – While in the edict of judgment. The Vortex Vortex → the Holy → The Shocking Implosion → Divine Glow Remember that this can change for any player. The important thing to have here is energy stars out. The reason for this is that it reduces the cooldown of all your skills, which is needed. Especially in the edict of judgment. The reason he first falls into the Vortex of Zenobia in The Edit of Judgment is that each hit of the Vortex of Zenobia will reduce the cooldown of the Edict of Judgment by 2 seconds, as well as the Resurrection. As mentioned above, when entering the Edict of Judgment, both the vortex of Zenobia and the holy eruption will reset their renewal times. So if you can throw a Whirlwind of Zenobia or Holy Burst before the Edict of judgment, it will help in DPS even more. During the edict of judgment, the only healing is the Shocking Implosion. If you find yourself in a cooldown for Zenobia, throw in another Shocking Implosion. Keep the Triple Nemesis Effect of Divine Splendor close to the finish, and always hold the stars of energy. If you find yourself in the cold, but the Divine Charge is available again, rechart it quickly and use those last moments to get an extra DPS push. Do not be afraid to use the Guardian Sanctuary when needed, or divine Prayer in an emergency. They are useful and help a lot when it comes to attacks from a distance or the need to rescue a teammate when the boss's area of action is used. Healing & Important Skills Restorative Burst → This is your main heal. It provides a large healing wheel, with a healing effect over time, as well as giving a dedicated grace to your team. Holy Burst → This is your secondary heal. Creates a ball that shoots in the direction, players caught in the line will be healed, as well as taking into account the Grace Given, as it explodes at the end of the animation. Immersion healing → This is your third heal. It will heal your team for a lot as well as yourself if you are in the effect area for it. Remember that this will give your team a dedicated grace, but not a commentator – you. Divine Payload → this skill will give your team a major bonus and also heal them throughout the animation for 5 pulse charges. To give a buff, his colleague must be healed at least once with the Divine Charge. If you use this skill without healing anyone, no one will get a buff. So Heal from divine Charge = Buff people healed when fully charged. Edict of → Use this skill only in periods of rage and use it after polishing the Divine Cargo and make sure that the Stars of Energy are available before using both the Divine Order and the Edict of Judgment. Focus Heal → is no longer really used, and ineffective. You can use this if you really need healing to be put out and your other skills are on cooldown, but this is not the main healing for you any longer. Heal yourself → This skill will heal you. Stay alive and keep your team alive. You shouldn't add glyphs, because there are more important skills that require it, but remember that this is your basic skill to heal. The shocking implosion [Edict only of judgment] → Shocking Implosion becomes a distance skill during the edict of judgment. When this happens, every hit with this ability will heal your team if it is within a radius. Kaii → Although it's not just a healing skill, it's a glyph that allows you to heal your team over time with this skill. Remember, this is your secret weapon as a priest. Rise → though known for its PVP performance, this skill is very useful when you find your team thrown into the air or knocking down. Useful consumables Players choose to use what works best for them in the consumable. Here are my suggestions: Prime Battle Solution Bravery Potion Noctenium Infusion /Elixir Feast Spicy Fish Buffet Lamb Bulgogi The first three are a must in any battle. Although the Elixir of Courage does not offer attack speed, it will help you reduce and increase damage. Lamb Bulgogi is especially needed because he has attacking speed, and we talked about why it's important. The feast is an equally delicious treat offering Crit Factor, healing skills and attack speed, though they are often not available unless through events. An alternative to feasting is a spicy fish buffet, which offers almost the same effects as the Feast. Do not combine food. Use Feast, The Buffet or The Lamb. It doesn't stack up. Final tips for tips Remember, keep your Divine Charge. If you see That Mana is quickly exhausted, mainly due to Shooters, Sorks or Lancers – keep your mana from Mana Charge. This is an instant skill, there is no reason why you should not use it effectively. Be sure to use God's Brilliance to lower the stamina of a boss/monster – it's important to let the battles of the ages. Energy Stars is your most important buff: Stick around to give your team power bonuses, increased attack speed and lower cooldowns for you and your team. The edict of judgment should only be used during Enrage and only after the use of the Divine Charge. Kaia's shield is your best friend, don't leave her suspended. Always, The Vortex of Zenobia. Always. Always strengthen your team with Shakana's blessing after the resurrection. I last but certainly not least: Keep. The. Head. Still. If res-bait Resurrection animation to cause monster/boss to drive with skill), do it behind the tank. Don't move your boss as it will lower your overall DPS. Have fun. The priest is an easy disciple to learn, but difficult to master. Ask questions and Be ready to blame for any things that go wrong on the run – or in the game. Note: I have been asked a lot about my skill bar. Remember that each skill bar will be different and my play style can be very, very different from other players. For example, if I use two skill bars instead of three, you can use both methods effectively. But for those who are still wondering independently, here's my skill bar. Bar.

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