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## Tera online priest healing guide bfa

tera online priest luciferiatabella dei Contentuti+Capitolo 1 – news & video +chapter 2 – what is a priest? +chapter 3 – what you need to know about crystals +chapter 4 – abilities & glyphs +chapter 5 – builds, their oa and how you create yourdisclaimer – this guide is currently based on the Korean retail version of Tera, starting from 18 February 2012. I am neither an eme employee, bhs or nhn, and all the opinions and indications provided in this guide are thoughts and opinions based on my experience as a priest of the highest level in Korean theroes. This guide exists to help educate North American and European players on the priest class, and prepare them for the unique style of play of this class. chapter 1+News & video+ Queen of argon update (tera 3.0) in this upcoming update to ktera, there are many changes that come to the world of arborea. first, the level cap was raised from lv58 to lv60 – and this means new armor, new skills, new glifi, new crystals, and even more glyph points. While the priest does not receive almost all the changes of other classes, we are receiving some new skills, which I can give you brief details about here before moving forward. healing wings – block on a party member, and heal other members around the person you closed down. this skill can be used during movement. blissful resurrection – automatically revived when you die, will rise with hp, mp and stamina to the maximum. Unfortunately there isglyph information for these skills yet (or any glyph that has been added to existing skills), but I hope to be able to update this guide when information about the Queen of Argon patch is more readily available. + Videos[PVE]LV34 Priest PVE Grinding – =LuDr21GMPP9Q LV57 Priest PVE Grinding – Duels]LV58 Priest vs. LV58 Lancer – Duels]+LV22 Presbyter NA CBT1Mystic POV Videos for comparison[10v10] [PK] Chapter 2+ What is a Priest? What is a Priest, you ask? Priest is fundamentally equivalent to TERA to a Cleric in AION, a White Mage in Final Fantasy XI, a Bishop/Health in Lineage II, or a Paladin or Priest in the Warcraft World. So, no, I'm sorry to disappoint, but we don't touch the kids in their places. Promise. Some people love to consider Priests “the main healer” of TERA, but that is not quite true. Our healing rival is mystical. Both classes are a bit different, but despite their differences, both are fully able to heal their party through dungeons or PvP – and unfortunately generally do not synergize well together in the content of 5 men. A lot of people who come to me asking for Priests are mainly trying to decide which of the two healing classes they want to play – both have their pro and their cons. Both mysticsPriests are extremely strong classes, but the lines between the two were blurred to a point where many people do not seem to say the differences between the two classes. So, I'll put Pros & Cons for you guys here! Priest ProsBurst/AoE Healing. Having HoT extremely good. LV56+ gets a healing that heals the caster for a percentage of their HP every second for 10 seconds. (5,500 HP/second for me at LV58). Very powerful buffs, lasting 20 minutes. (Attack, run speed, defense, resistance, HP Regen.) LV40 gets an attack ability that blows all party members in range, giving them an increase in the damage output for ~15 seconds. Duration/Cooldown can be glyph. Knight fighter when alone. (may be a con for some beliefs)Absorption Shield (skill is very impressive, absorbs about 10k DMG to LV58, is thrown on all your party!) Good utility skills/Kiting when necessary – extremely dependent on the player, though. It has the second highest HP poolHas a Dodge. (It may be different in the NA version, our dodge was not available in CBT1)It has a second dodge that slows the speed of movement & attack speed of everything that is near you in a small AoE. (Fiery Escape) Can lock-on sleep, but only one goal. It is mainly based on Burst DPS. Self-guarable. Their sleep is one goal. They don't have the ability to return mana to their party. There is a Glyph that allows them to do so, but it is very weak in comparison. They have no spells that affect the criticism/reception of their partyGuarire is not very efficient in the next levels. Priests do not like “traditional” and are not very mobile. Mystic ProsLock-on Heal has a HoTAura-like buff (like Chanter Mantra in AION). Orbs to regenerate HP or Mana. HP Orbs also act as a HoT.HP Orbs also act as a Cleanse, deleting negative effects on the individual taking them. Powerful Veleno Skill. Kiting/Utility is the key when you fight alone. High mobility thanks to their skills and Teleport Jaunt. Teleport with a glyph that has a 25% chance to reset cooldown. Extremely useful. Can return their party mana with more than just the use of orbs. There is an aura as well as DoT that put on their enemy which then can turn into Mana for their party. It has a self-resurrection capacity that can be thrown on party members. With glifi, when you throw it on a party member you get applied to yourself as well. Guarire Fata has the same spells as a priest, but it is usually useful only to heal yourself. It can sleep up to 2 goals. It has more AoE CC skills (stun/fear etc.) It slows down/drops. He's a Danniero for the Time Class. (This could be a scam for some people). Attacks are remote. Mystic Can not heal through burst damage easily as a Priest can, because of having to rely on their lock only. No useful pet other than the healing fairy and a pet nuke (10min cooldown on said pet nuke). Some Auras do not hang with the buffs of the Priest. Can't force people to collect Obs.Has to depend on Fairy or orbs forhave no party shield until TERA 3.0 Patch, and nothing is know about the strength of this new skill. Success in the parts depends greatly on the skill level of your party members. If your party is bad, there is little you can do to keep them alive – especially at later levels. Have less ability to attack a priest. As you can have collected from going through Pros and Cons, despite the relatively sharing of the same role in group content, they have very different styles of play – especially in scenarios alone, but also in group scenarios. I will not go into too many details regarding the Mystics and what they do or do not, since I personally did not play cap. One of my officers played a mystic, and most of my information about Mystics comes from discussing with him, as well as reading Mystics experience posts on the forums. Chapter 3+What you need to know about crystals. Crystals are a pretty integral part of TERA, regardless of the class you are playing. Your crystal construction can be the factor that determines if you kill something in 15 seconds or in 60. As with something so flexible in an MMO, there are countless variants and combinations of crystals that you can potentially use – even more with the next upgrade to KTERA, which adds four additional crystal slots (one for earrings and rings). For the moment, there are two different types of crystals available in the world of TERA. You have your Red Crystals, which slots in your weapon, and you have Bluewhich fit into your armor. The degree of armor you wear determines the number of crystals you can slot – at most you can have four of each type. For the purposes of this guide, we assume that you wear gold equipment, so that I can cover the ideal crystals for those slots. Personally I change my Crystal build from situation to situation – which makes the “gear set” function that was added to TERA in November a very useful tool to use really. This feature allows you to set up up to five different sets of gear/crystal combinations in your profile (P or C), and switch between them with the use of shortcut keys – by default they are set in Shift+1-5. I will include my Crystal builds in the fifth chapter, where I will cover the exact buildings both for crystals and glyphs, and how to modify or create your own. Now, on the crystals themselves! There are about five buildings I like to use for my Priest at the end of the game. In fact, three of them are for PVE, and the other two are for PvP. Why the distinction? Since many crystals in the game apply only to certain size monsters – mini-mob, normal monsters, or BAM (large ass monsters). Because of this “problem”, all classes require a slightly different construction in PvP than when they are participating in the PVE. Please note that the names I'm using for Crystals are not the English names – I didn't have the chance to go over the English names for most Crystals during the first CBT. I'm using “what do they do” asname, until I can update this with the appropriate names for Crystals. +Good Weapon Crystals I'm ordering these from “category”. At the bottom of this section I will write a simplified set of buildings and applications for those builds; as you can see, some of their situational area – so the need for more buildings. This is your typical icon for crystals involving either critical probability, or critical damage multipliers. It is generally possible to understand that it is “chance” and that it is simply a damage modifier looking for a percentage (%) or more (+) icon in the description. Crystals based on percentage are critical possibilities, and plus-based crystals are critical damage modifiers. There are a lot of crystals related to critical blows, but the following are the ones I personally prefer. Flat Critical Increase – You can only equip one of these crystals, regardless of the level. The critical probability percentage increases with each level in the following way. 1.5%, 1.8%, 2.1%, 2.4%, 2.7%, and finally 3% for the Tier of Crystals final. Critical damage to angry monsters – You can only equip one of these crystals, regardless of what level. This Crystal increases the damage you do with critical blows to monsters that are ragged. +0.86, +1.02, +1.2, +1.36, +1.54, and finally +1.7 for the Tier of Crystals final. Critical damages from behind\* – You can only equip one of these crystals, independently/What a tier. This Crystal increases the damage you do with critical blows to monsters or players if you hit them from behind. Players should note that behind the side with this Crystal also works, as long as you are still “slim” behind the target. The critical damage modifier increases with each level in the following way. +0.6, +0.72, +0.84, +0.96, +1.08, and finally +1.2 for the final Tier of the crystals. Critical damages from behind normal monsters\* – You can only equip these crystals, regardless of what level. This crystal increases the damage you do with critical blows to monsters from behind normal monsters. \* To clarify, this crystal will only work on normal sized monsters, and only from behind. +0.68, +0.82, +0.96, +1.1, +1.24, and finally +1.38 for the final Tier of the crystals. Critical damages from behind medium monsters\* – You can only equip these crystals, regardless of what level. This Crystal increases the damage you do with critical blows to monsters from behind average monsters. \* To clarify, this crystal will only work on medium-sized monsters, and only from behind. +0.68, +0.82, +0.96, +1.1, +1.24, and finally +1.38 for the Final Tier of Crystals. \*Crystals “from behind” may seem useless to a priest at first, but then, you have to remember that we have a sleep. In a lot ofomnsters will only come one by one. Because of this, we can sleep our enemy and make our rotation of attack from behind. In many cases, doing so will be practically spell condemnation for our goal in PvE, because with critical blows our enemy will be dead or near it after a rotation. If anything we are fighting is still alive, it is not so difficult to wander around the side or behind the monster and finish it. \*\*For anyone who is not sure what a monster of normal size is, think about the Trees and the Hints that you fight on the island of Dawn. Those, my friend, are Monsters of Normal Size. Regardless of the title they can have, or which icon they can have next to their name, monsters like those are always considered Normal Size, while Mini-Monsters are in packs with a monster Normal Size as their leader. [Bleep] Surprisingly, not everyone knows what a BAM is, even “Medium Monster” is quite vague. A BAM (big ass monster), known as a “group mob” to some, are very big monsters that meet all over the world. The first you see is at the LV10 at the end of the first Campaign, and then you meet them in the world open around the LV18 in the Oblivion Forest as Basiisiks. Any extremely large monster that is in or out of dungeons is considered a BAM, whether it is a boss or not. Because they are called “Medium” monsters in Korea, I will never understand. But now you know. This is your typical icon for crystals that have effects for when you are below 50% HP. Thereonly two types of these Crystals for weapons – one deals with modifiers of critical damage (imagine that!) and the other deals with an increase of flat damage and based on the percentage. These effects are held only when you yourself are under 50% HP, so some people can find these crystals a little too risky for their pleasure. Personally, I like to use the 50% HP Critical Modifier Crystal, especially at the highest level. It gives us some added “umph” that we need for our attacks, especially in some of the areas where we end up grinding missions. Whether you use these two following Crystals, it depends on your game style, as well as if you want to risk being below 50% HP – especially on a PvP server. Increased critical damage under 50% HP – You can only equip one of these crystals, regardless of level. This Crystal increases the damage that your critical blows do when you are under 50% HP. This Crystal works against both players and monsters of all kinds. The critical damage modifier increases with each level in the following way. +0.8, +0.96, +1.1, +1.26, +1.42, and finally +1.58 for the Tier of Crystals final. Increased attack damage less than 50% HP – Unlike crystals that deal with critical blows, you can equip up to four attack damage crystals if you choose so. Some people prefer to use attack damage crystals on critical crystals, since critics are still RNG – personally they are not one of those people, but I am listing these types of crystals anywayThey are feasible. Attack the damage crystals percentage-based area, so your damage per cent increases as follows from level-a-tier. 4.8%, 5.7%, 6.7%, 7.6%, 8.6%, and finally 9.5% for the final Tier of crystals. Thus a potential of 38% increased damage to LV58 with four of these crystals equipped. This is the typical icon for damage-related crystals increases. As with 50% HP Damage increase Crystal, these crystals give you an increase based on the percentage of attack damage. The icon is different, because these particular crystals do not require to be less than 50%. However, it is worth noting that there are no crystals like this that players effect, so they are just a crystal PvE. As with 50% HP Crystal for damages, I do not personally use these – but others find them useful. Since it's a valid option, I'm listing it. Increased damage to normal monsters – You can equip up to four of these, if so choose. Attach the damage crystals percentage-based area, so that your damage per cent increases in the following way from level-a-tier. 3.9%, 4.7%, 5.4%, 6.2%, 7%, and finally 7.8% for the Tier of Crystals final. Thus a potential of 31.2% increased damage to LV58 with four of these crystals equipped. Increased damage to the average monsters – You can equip up to four of them, if so choose. 3.9%, 4.7%, 5.4%, 6.2%, 7%, and finally 7.8% forTier of Crystals. Thus a potential of 31.2% increased damage to LV58 with four of these crystals equipped. This is the icon for crystals that deal with mana regeneration. In fact there are not many crystals of this type, and only one is actually all that is relevant for you. You will see that many people use these in situations that do not require them – even DPS or tanks will often use these crystals, and this is due to them not being able (or willing) to play their class properly. Unfortunately for the Priests and Mystics, we no longer buy the mana from the use of our basic attack, so in group content sometimes we need a little extra help to regain our mana, and that's where these Crystals arrive. Mana Regen – It is possible to equip up to four of these crystals. Depending on your group you may or may not need all four. These crystals regenerate a portion of your mana pool every few seconds, from a higher and higher number throughout the level. 24MP, 27MP, 31MP, 37MP, 39MP, and finally 41MP. These numbers may look small to you, but keep in mind that if you have four of these crystals on to LV58, this is decent fraction of mana you are getting. Coupled with the Mana Regeneration buff you can get on your weapon, it actually helps a little. And since you are not going to harm your DPS anyway in PVE/PVP group for most, these are a good option since there are not many crystals that are good for support. Speed of movement in combat – Youonly equip one of these, and there is only a speed of movement in Combat type of crystal anyway, so I share my information on these in this description. I have a love/hate relationship with these crystals. Love because they are rather beautiful, hate because everyone uses them when they should not be. Like Lancers using them, or really any DPS/Tank class. In many cases there is no excuse to use these instead of DPS Crystals, but for Priests and Mystics it is slightly different. In support situations, there is not much more to choose from, so extra mobility is always a good option. If I'm not swinging four Mana Regeneration Crystals, I'll rove three more of them. +Good Armor Crystals Honestly, it will be rather short. There's not a lot of crystals that are good for the armor, like there's for weapons. There are probably some crystals that I do not want to list here that some people love to use – but honestly after trying everything, these are the only ones I personally find to be useful. Plate HP Increase – This is the main type of crystal I usually use in my armor, and when I use them it is always four of them. These are especially great if you intend to use the HP crystals of 50% I mentioned above for weapons, as it gives you a much safer sign of 50% for your HP. I used them from LV10-LV58 practically, and I usually brought eight or more on me at a time only in case I had to die and break one.also one of the few blue crystals that is worth using in PvP. This is your general defensive crystal icon, and there is actually a variety of these. However, only two are actually relevant. Luckily, you can wear up to four of these – which is something you should do in late-game dungeon, and especially difficult ways. Outside dungeons, I don't use these personally. I prefer HP. Remember also these crystals are only PVE. They won't do anything for you in PvP. And do not forget – they are not so useful unless you have four. Otherwise there is no point. Defense against normal monsters – Rarely you will need these, but later in the game against some monsters it is advisable to use these. Once again, especially in difficult ways. For the most part you do not need these when you delete the garbage mobs (even if they help if your tank is bad or if you can't get good on Priests.) it is usually only necessary for the occasional boss that is not a BAM. These are, again, based on the percentage, so here is percent of the defense for each level. 3.9% 4.6% 5.4% 6.2% 7% and finally 7.7% for the last level of crystals. This amounts to a reduction of 30.8% of damage suffered. Defense against average monsters – You will rarely need these, but later in the game against some monsters it is advisable to use these. Once again, especially in difficult ways. Generally the only BAM you meet in dungeons are the masters, so youthey have to pass to these on the leaders. These are, again, based on the percentage, so here is percent of the defense for each level. 3.9%, 4.6%, 5.4%, 6.2%, 7%, and finally 7.7% for the last Tier of Crystals. This amounts to a reduction of 30.8% of damage suffered. These are basically “Change” crystals. What did I mean by Crystal shield? Basically, under certain circumstances you have the possibility to be protected by a shield. In the case of those with this particular icon, it is a shield when it is knocked down by a certain sized monster or an angry monster. You can only have one of these on, and if you have another type of Crystal on that even shields, the effects of the shield do not hang. So it becomes a choice you think is the best option at the moment. This particular set of crystals is only PVE, as they are only bound to monsters by size or if they are infuriated. These are a little more extensive than the last type of shield crystal. Why? Because not everyone is shielded. And wider, I mean there's another guy. Once again, these crystals have effect only if you are knocked down – but unlike the above, these works in PvP. Unfortunately, the rates are only about a 10% chance. You have two options with these, and only one is truly feasible for Priests. When you look at this type of Crystal, you have the possibility of a Shield, or a chance for a HoT Buff. For obvious reasons, the HoT is useless on the Priest. The Shield, however, is very nice when projecting. I do.rather like this Crystal in PvP. His unfortunate one can only give one of them. The shield and the HoT plates match the crystal level. A crystal level three will be shield III, as well as a crystal level six will be shield VI. Chapter 4+Ability and glyphs I will warn you at this moment; this will be quite long. Priests currently have 32 abilities, and each has 1-4 or more glyphs for this particular skill. So, what are the glyphs? Glifi are basically the TERA version of skill trees or perks. Unlike having a skill set or master tree, however, you must actually purchase glifi from a glyph supplier in one of the three main cities. Starting from LV20 you can finally equip glifi, and you start with 10 glyph points. Each level after 20 will receive an extra glyph point. In LV58, you have 48 total glyph points to spend, so spend wisely! If by chance you experience screwing up your construction, you want to try something new, or simply change because the situation requires it, you can restore points to the glyph supplier. If you are lucky you will have some Glyph Reset Stones already on you. I will cover skills by level, and list their available glifi below them. The green means that it's worth the glyph, the purple means his situation, and the red means I'll hunt you and I'll shake you from my toes if you use it. If it doesn't have a special color, then it doesn't matter. “Power” numbers and healing numbers will be the default since you learn the highest current level ofRemember that numbers are before damage or heal modifiers are calculated. [x] Glyph Cost – Effect – Description \* Indicates that this is a Glyph Master. Its effects are acquired by the dungeon of the Training Camp; is not available on the basic trainer. “Power” numbers and healing numbers will be the default since you learn the highest current level of skill. Remember that numbers are before damage or heal modifiers are calculated. [LV1 Divine Radiance | Cast Time: Instant | MP Consum: 25 | Cooldown: None | Power: 281 ]This is our basic attack as a priest. In the MMO tab-target, it would be considered our self-attachment. For obvious reasons, this is not the case here. When it comes to our basic attack, you might not think it is all so important. Of course, for our first level or so is our only DPS (DPS gracious, to this), but it serves a purpose that is more important than “DPS only”. In groups – even only a duo – it is really important to weave basic attacks between your healing rotation. Why? Because this is our primary way of mitigating our hatred gain from anything bad is that we are fighting. This is not because the Divine Radiance has a Mechanic – Enmity% (which does not). This is simply due to the way the game's hate system works. The healers are always read as critical blows. Healing someone for 5,000 or 30,000 will always be read as if a DPS class had just hit the head for huge amounts of damage, which in turn makes their BAM turns to slap us in the face. However, if we throw ourselves into DPS (usually Divine Radiance and Triple Nemesis) when we are not healing, we appear less threatening. While there is no cumulative hate system in the game, monsters seem to have a “list” of those who did what they recently did. If they see five explosions in a row from a priest, and only two bursts from the reservoir – they are most likely going to the Priest. So to make you look less threatening, the DPS is the key. [3] Glyph of Power – Starts the power of 25%. [LV1 Guareate yourself | Cast time: instant | MP Consumption: 100 | Cooldown: 5 seconds | HP Healed: 2813 ]This is our main self-heal. At first do not “look” heal for all that much of our HP, but later the levels you will notice the healing of skills about 1/3 of your HP pool, if not anymore. Everything depends on your equipment, and how many healing increase statistics you have on your various pieces of equipment. There is not much to say about this skill, besides keeping it close. Perhaps you do not need to heal much in PVE, but in group content and PvP, you are going to want this skill as close as possible. [5] Glyph of Restoration – Increases HP regeneration by 20%. \*4] Glyph of Restoration – Increases HP regeneration by 20%. [LV1 Backstep | Melting time: instant | MP Consumption: 375 | Cooldown: 7 seconds | Power: None ]This is an almost identical dodge at Archer and Sorcerer's Backstep. The same icon. This is basically just an extra dodge for us, whichever in the opposite direction of the camera about 7 meters. This skill was added in Part 2 of the Evolution update in November 2011, in Korea. No Glyphs, right now. [LV2 Mana Infusion | Cast Time: 4.5 seconds | MP Consumption: No | Cooldown: 10 seconds | Power: Nobody ]Unfortunately this skill is not that bad. On paper it seems good, but the key thing that spoils this skill is the fact that Mana's regeneration buff is dispelled if you are hit or if you enter into combat. Since the strange mechanics of TERA's hatred makes us stand in combat almost all the time, there is no time to use this skill, except after or between fights. [5] Glyph of Spirit – Increases MP regeneration by 20.% \*4] Glyph of Spirit – Increases MP regeneration by 20.% [3] Glyph of Blaze – Increases launch speed by 25%. If this skill is usable in-combat, then these Glyphs would be useful. But since they are a little, it is not worth using at all. [LV2 Metamorphic Blast | Cast Time: Instant | MP Consumption: 130 | Cooldown: 2.5 Seconds | Power: 675 ] This will be your primary source of DPS up to about LV14, and you use this skill all through levels. Metamorphism Blast is a fairly short-range skill, a note longer than the DPS applies range for classes like Slayer and Lancer. It is very useful to get rid of groups of mini-moters. It is also pretty good enough since once you learn Final Reprisal, you animate instantly if launched after using this skill. [4] Glyph of Brilliance –consumption mp of 33. [4] glyph of numbing – 20% chance to decrease opponent attack speed by 15% for 7 seconds. These are both good options when using a dps construction. However, I would suggest choosing one or the other. Not both of us. [lv4 triple nemesis | cast time: instant | mp consumption: 50, 75, 100 | cooldown: 7 seconds | power: 405, 492, 961 ]triple nemesis could be considered our primary dps skill. Unlike divine radiance, it does a decent amount of damage, to compliment said damage, final reprisal soul almost instantly if chained by this skill. [5] glyph of powerlink [metamorphic blast] – increases the ability power of 25% for the next skill of the chain: metamorphic blade. [4] glyph of powerlink [metamorphic blast] – increases the ability power of 25% for the next chain skill: metamorphic blade. [4] glyph of weakening – 20% chance to decrease opponent's resistance by 10% for 7 seconds. [lv6 fiery escape | cast time: instant | mp consumption: 120 | cooldown: 8 seconds | power: 340 ]fiery escape is our primary (and best) escape ability. This ability reduces the speed of movement of any enemy in front of us by 70.% and pushes us backwards about 7 meters at the same time. this skill even auto to reduce attack speed – I am not sure if it is missing only from skill description, or if that mechanic has been removed. [4] glyph of brilliance – decreases the consumption of mp of 30. \*4] glyph of persistence – 35% chance to reset cooldown. glyphPersistence is definitely a Glyph that you should consider using if you are planning on PvPing a lot. Some people think that the best strategy in PvP is to ruin the healer. In such cases, being able to escape is extremely important, and with such a high possibility of resetting cooldown on this skill, you could potentially rabbit hop through the map away from the idiots who are trying to chase you. [LV6 Restorative Burst | Cast Time: Instant | MP Consumption: 1100 | Cooldown: 12 seconds | Power: None ]This is one of my favorites heals later in the game, when we have a higher MP pool. Personally, I consider this to be one of our strongest healings, even if it shares a cold with Healing Circle. This skill throws a 4 meter radius healing circle, centered 10 meters in front of you. This circle lasts 5 seconds, and any ally (including yourself) entering the circle will be healed for 559HP every second for 5 seconds. The actual amount of HP recovered depends on the recovery of HP increases from you and the people you are healing. One of my favorite tricks with this skill is in PvP, where I will cast it and then use Fiery Escape to jump back into it. He always captures people out of control. J3] Glyph of Lingering – Increases the duration of the effect of 20.% [4] Glyph of Brilliance – Reduces MP consumption by 275. [3] Glyph of Brilliance – Reduces MP consumption by 275. At lower levels I often took both Lingering Glyph and Brilliance Glyph for this skill. However high level had a wider repertoire of skills, I opted to drop Glyph of Lingering sometimes and put those extra into something else instead. [LV10 Focus Heal | Cast Time: Instant | MP Consumption: 338 | Cooldown: 2.5 Seconds | Power: None ]Sadly, this is one of our main heals up to later levels due to mana efficiency. This is our only healing. A lock on the ability is simple enough to use – you hit the hot key, scroll your crosshair over your desired goals, and then hit the space or skill key again to let your heal fly. By default, you can select only up to two goals, and this ability heals for pre-healing 2624HP modifiers. [6] Glyph of Multiplication – Increases the number of lock-on targets by 1. [3] Longshot Glyph – Increases the range of 3 meters. [4] Glyph of Freedom – Decreases 20% agro. If you are going to use this skill a lot, I suggest you invest your Glyph points in Glyph of Longshot and Multiplication. Help immensely if you are about to use this skill as your primary healing. Glyph of Freedom, however... If you are playing your class correctly, you don't need this Glyph at all. [LV10 Final Reprisal | Cast Time: 1.5 seconds | MP Consumption: 250 | Cooldown: 4 seconds | Power: 1182 ]This is one of our two most difficult DPS skills. His rather similar to LOTR when Gandolf bangs his staff in the bridge and shouts “YOU! Don't do it! PASS!” In fact, that's what we called in KTERA when we had no idea what it really was.and “squivogliare squiggly squiggly square circle” was too vague. This ability to LV58 in a DPS construction can shout upwards of 50,000 damages in PVE, so it is a great DPS skill to use. Its relatively high rate of downfall is quite beautiful, although it rarely seems (if ever) to break down the players. [4] Glyph of Brilliance – Reduces the consumption of MP of 62. [6] Glyph of Persistence – 40% chance of cooldown reset. [5] Glyph of Numbing – 20% chance to decrease opponent speed by 30% for 4 seconds. Since this skill moves away from our other DPS skills – causing them to animate instantly – a 40% chance to eliminate cooldown is excellent. I had the Glyph of Persistence proc up to 6 times in a row before. Glyph of Numbing... It's okay, I suppose. Not my cup of tea personally, but it is a valid option. [LV12 Retaliare | Cast Time: Instant | MP Consumption: 0 | Cooldown: 15 seconds | Power: 638 ]This is a skill that every class gets, and is usable only when it is knocked down. This skill simply allows us to quickly rise from being shot down, while we make an AoE around us as we do it. [3] Glyph of Power – Increases the power by 25%. [3] Glyph of Energy – Reduces cooling by 20%. I only recommend using Glyph of Energy in PvP. We are extremely easy to break down. The increase in glyph power is useless for obvious reasons. [LV12 Mana Carica | Melting time: Varies. This is a loaded skill. | MP Consum: No | Cooldown: 8 seconds | Power: Nobody As mentioned above, this ischarging skills. The longer you hold the button, the more mana will restore. You can only restore up to 800MP with this skill (full red bar). This is our good mana regeneration skills. We can use it in combat, and we can move while charging it. [4] Glyph of Blaze – Increases charging speed by 25%. [4] Glyph of Spirit – Increases the regeneration of the MP by 15%. [4] Glyph of Powerlink [Shocking Implosion] – Increases the ability power of 25% for the next chain skill: ?[4] The Spirit glyph – 25% of the recovered MP will also be restored to the group members. \*4] Also Glyph of Spirit – 45% of the recovered MP will be restored to the group members. I put a ? for Spirit's first Glyph because I'm not 100% sure where that comes from. I didn't see it at the normal Glyph supplier, but I didn't even find it at the glyph salesman at Training Camp – it's quite possible that I missed it when I was looking, of course. [LV14 Shocking Implosion | Cast Time: Instant | MP Consumption: 500 | Cooldown: 15 seconds | Power: 2443 ]This is our most difficult DPS skill. Hitting the implosion affects 5 times, each of those hits that have the possibility to hit critical. If you can get most or all those blows to cry at LV58, you can do over 100,000 damage from this single skill. At least in the O.R. It's very nice. And, of course, since Final Reprisal connects with this skill, which is quite a bit of damage burst in 1-2 seconds or less. [5] Glyph of Powerlink [Finalae] – Increases the ability power of 25% for next chain skill: Final Reprisal. [4] Glyph of Powerlink [Final Reprisal] – Increases the ability power of 25% for the next chain skill: Final Reprisal. [ LV14 Ishara's Lullaby | Cast Time: 1.5 seconds | MP Consumption: 500 | Cooldown: 35 seconds | Power: Nobody ]This is another lock-on skill – this to sleep an enemy! It is rather beautiful, though it is limited to a goal, unlike the Mystic version of this skill. This ability allows you to lock a target up to 18 meters away and sleep. Unfortunately, Warriors and Slayers can slap the sleep if they do it well. Lancers and Berserkers can block it. All others are quite free game, however. [3] Glyph of Energy – Reduces cooling by 20%. [LV16 Purifying Circle | Cast Time: Instant | MP Consumption: 375 | Cooldown: 2.5 seconds | Power: None ]This is our unique and only cleansing spell. Or cancel. Or purify. Whatever you are accustomed to it being called in other games. This is a fairly large background circle of AoE that cleans debuffs from party members. Not only that, but it cleans up to fifteen allies within that circle of 17 meters! Great, right? [2] Energy glyph – reduces cooling by 25%. [LV18 Regeneration Circle | Cast Time: Instant | MP Consumption: 500 | Cooldown: 2.4 seconds | Power: No one, this is a good cure. I suppose. This is another circle dug to the ground, this up to 16 meters in front of you, excluding your peripheral.heals up to 5 allies for 208HP every 2 seconds for 10 seconds. It is a weak enough HoT, but its useful to keep people blocked if they are getting hit by an enemy team, or to keep your DPS ranged out in PvE scenarios. [5] Glyph of Lingering – Increases the effect life by 30%. [4] The glyph of energy – Decreases cooling by 20%. \*4] Energy glyph - Reduces cooling by 30%. [3] Glyph of Influence [Focus Heal]– Reduces the MP cost of 85 for next chain skill: Concentrate Heal. [ LV18 Resurrect | Cast Time: 5.1 | MP Consumption: 1700 | Cooldown: 20 seconds Power: No one This skill is quite self-explanatory. This is our single-target resurrection skill, and throws 5 meters in front of us. Since the cooldown is so long, I suggest bringing Resurrection Scrolls so you can resurrection party members while the ability is in cooldown. [4] Glyph of Brilliance – Reduces MP consumption by 510.\* [2] Glyph of Brilliance – Reduces MP consumption by 510. [3] Energy glyph – Reduces cooling by 50%. [4] Glyph of Blaze – Increases melting speed by 30%. [LV20 Blessing of Zenobia| Cast Time: Instant | MP Consumption: 200 | Cooldown: 5 seconds | Power: Nobody's the first bar we have, okay? This is a rather simple buff, it increases the non-combat movement speed of you and allies within 8 meters from 10 for 10 minutes. [3] Glyph of Boost – Increases the rate of increase by 50%. [3] Glyph of Dexterity – Increases in-combat motion speed of 15 by 10Only the effects of the caster. \*2] Glyph of Dexterity – Increases in-combat motion speed of 15 for 10 minutes. Only the effects of the caster. [LV22 Summon: Party | Cast Time: 4.5 seconds | MP Consum: 1000 | Cooldown: 20 minutes | Power: Nobody ] As the name of skill suggests, this ability allows you to summon the members of your party to you. However, you should remember you can only summon the party members who are in the same province as you (Arcadia, for example). They must also be on the ground. If I'm on Pegasus, it's a no-go. So make sure everyone is in your province and don't fly when you try to summon! [2] Glyph of Brilliance – Reduces MP consumption by 800. [1] The glyph of energy – Reduces cooling by 20%. [LV24 Arise | Cast Time: Instant | MP Consumption: 400 | Cooldown: 40 seconds | Power: None ]This skill causes group members within 20 meters to instantly stand up if they were knocked down, and gives them a 5 second buff that increases their knockdown resistance. [2] Energy glyph – Reduces cooling by 50%. \*3] Glyph of Lingering – Increases the duration of the effect of 100%. [LV26 Healing Circle | Cast Time: Instant | MP Consumption: 650 | Cooldown: 5 seconds | Power: None ]This is probably our strongest healing burst. It heals up to five of your closest allies for 4343 HP. This is a healing apply-range, you must be really close to your allies to use this skill. Remember that this skill shares a cooldown with Restorative Burst. If you use RestorationBefore Healing Circle, you have to wait 12 seconds. However, if you use Healing Circle first, the cooldown is only 5 seconds before you can use one of the skills. [5] Glyph of Restoration – Increases HP regeneration by 10%. [LV26 Blessing of Shakan | Cast Time: Instant | MP Consumption: 625 | Cooldown: 3 seconds | Power: 10 ]Our second buff! This skill blows allies within 8 meters, increasing their strength by 25 for 15 minutes. [2] Glyph of Lingering – Increases the duration of the effect of 30%. [LV32 Homeward Bound | Cast Time: 4.5 seconds | MP Consumption: 1000 | Cooldown: 10 minutes | Power: None ]Teleta you and your group members within 20 meters to nearest field fire. [3] Glyph of Brilliance – Reduces MP consumption by 800. [ LV34 Blessing of Seren | Cast Time: Instant | MP Consumption: 625 | Cooldown: 3 seconds | Power: No, our third buff! This buff increases your endurance and up to 5 allies of 11 for 15 minutes. [2] Glyph of Lingering – Increases the duration of the effect of 30%. [LV36 Balder Blessing | Cast Time: Instant | MP Consumption: 625 | Cooldown: 3 seconds | Power: No one ]Forty buff skill. This skill gives you and your allies within 15 meters a regenerating HP buff that heals for 71HP every 2 seconds for 15 minutes. The actual amount of HP recovery depends on healing increases from you and your allies. [2] Glyph of Lingering – Increases the duration of the effect of 30%. [LV36 Prayer for Peace | Cast Time: 2.3 seconds | MP Consumption: 500 | Cooldown: 5] Power: No, you're not hurting your cling from your neighbors. Personally, I didn't find out that this skill worked so well. [3] Glyph of Blaze – Increases the melting speed of 100%. [LV40 Energy Stars | Cast Time: 1 second | MP Consumption: 875 | Cooldown: 30 seconds | Power: 467 ]This lock-on skill is a little strange. This ability allows you to block an enemy and damage them (for very few damages), and so party members within 12 meters receive a buff that increases their strength of 22 and attack speed of 5% for 15 seconds. [5] Glyph of Lingering – Increases the effect duration of 25%. [5] The glyph of energy – Decreases cooling by 20%. [LV42 Kaia's Shield | Cast Time: Instant | MP Consumption: 675 | Cooldown: 1 minute 15 seconds | Power: None ]This is our beautiful group shield. I really love this skill, animation looks cool, and it's an effective skill! Kaia's Shield launches a barrier on you and up to 5 allies within 18 meters for 12 seconds, which absorbs up to 9803 damages. You can't be stunned or beaten while shielded. The effect ends when the damage limit is reached. [4] The glyph of energy – Decreases cooling by 20%. [5] Glyph of Protection – Increases caster strength by 30% for 12 seconds. \*4] Glyph of the Sanative – You and your group members will receive an effect that restores 5% HP every 2 seconds for 6 seconds. [ LV46 Arachne Blessing | Cast Time: Instant | MP Consumption: 625 | Cooldown: 3 seconds | Power: No one! Our fifth buff! This skill increases high resistance to the harmful effects for you and your allies within 15 meters of 5, for 25 minutes. [2] glyph of lingering – increases the duration of the effect of 30.% [lv50 guardian sanctuary | cast time: instant | mp consumption: 500 | cooldown: 1 minute | power: no ]this ability reduces damage taken from 30.% ranged attacks and increases resistance to the harmful effects of 100% for 30 seconds. this is really a nice pvp skill, as it helps to mitigate a lot of damage you could take from archers and sorcerers. this skill seems to work on gamma damage taken from monsters, but most attacks you take in pve are not ranged. so I see it as a skill mainly pvp. [4] the glyph of energy – reduces cooling by 20.% \*4] glyph of balance – double acrobacy and overthrow resistance for 30 seconds. [lv56 divine respite | cast time: 1.5 seconds | mp consumption: 250 | cooldown: 5 minutes | power: no one ]Restore 1.8% of your total hp every second for 10 seconds, the actual amount of recovered hp depends on healing increases on your equipment. This is actually a pretty strong skill. anyone familiar with percentage-based healings should remember that they are generally everywhere from “very strong” to “over-powered”. the divine respite healed me for 5530/according to lv58. it seems that by “total HP”, it means before equipment /cristalli, considering 5530 hp is not

1.8% of 70,000 hp. I think it makes sense, otherwise skill would beeven more crazy strong, though the long cooldown helps to mitigate its "OP-ness". [4] The energy glyph – Decreases cooling by 20.% [LV58 Plague of Exhaustion | Cast Time: 1 second | MP Consumption: 750 | Cooldown: 1 minute | Power: None ]This is another lock-on skill, however this is up to four goals within 18 meters. This is our only DoT ability. It does less damage to other players while removing all the beneficial effects from them, and increases cooling time of their 50.\*% abilities This DoT damages 786 every 3 seconds for 15 seconds. [4] The glyph of energy – Decreases cooling by 20.% [4] The energy glyph decreases the cooling by 30%. Control during CBT for the correct description of this skill. Chapter 5+Builds, their uses and how to create their own+ The recommended buildings of Lucifera I would first go beyond my recommended buildings with all of you. While I posted crystals and glyphs in the previous two chapters, you will have noticed the number of listed crystals exceeds what you can equip. And in the same way, the number of Glyphs I think are valid yet cannot all be activated immediately. So, I'd like to talk to you here about the buildings, and what are ideal for the main situations you might face. The first thing I would like to mention is that these buildings vary a little pre-58. In LV58 we have access to a new round of Glyphs. are completely new glifi, but others improve on our old glyphs – and cost less points. Usually its about 1 cheapest point. However, when you start trying to have more of these improved glyphs in your build 58+, which you add when you try to translate the construction from post-58 to Glyphs pre-58Green are Glyphs of superior quality obtained through the Dungeon Training Camp. I wanted to highlight these in the construction specifically, since they change the required number of points used compared to their lower quality counterparts. +Lucifera PvE DPS Build This is my main "PvE Grinding" construction, for when they are only grinding for EXP, Eggs, or the repeatable guild. It is quite easy to see where I am going with these Glyph builds – so when leveling if you have points left over, you can easily follow the general theme of construction and choose something that compliments the construction. Be more mana regeneration or cooldown tweaks, to increase the speed of movement from your movement speed buff. Armour Crystals – Critical Rate Increase, Critical Changer From Behind, Critical Modifier to angry Mobs, 50% HP Critical Modifier Armor Crystals – x4 Flat HP Increase glyphs Divine Radiance – Glyph of Power Heal Tiself – Glyph of Restoration Triple Nemesis – Glyph of Weakening Retaliate – Glyphna of Reprisal – GlyShield – Glyph of Energy & Glyph of Protection Divine Respite – Glyph of Energy+Lucifera PvP DPS Build This is my main soloist PvP construction, because when I am duel or I am trying to go around killing people in the open world like a Priest. It is similar to the construction of the PvE, but with some necessary changes. Arm Crystals – Critical Rate Increase, Critical Changer From Behind, Motion Speed in Combat or x2 Mana Regeneration Crystals. Armour Crystals – x4 increase of HP plate, or x3 increase of HP plate and a shield on Knockdown crystal. GlyphsDivine Radiance – Glyph of Power Heal Yourself – Glyph of Restoration Triple Nemesis – Glyph of Weakening Final Reprisal – Glyph of Persistenza Mana Charge – Glyph of Blaze Shocking Implosion – Glyph of Powerlink [Final Reprisal] Lullaby of Ishara – Glyph of Energy Kaiph For example, this has the Glyph of Energy for Sleep, and the Glyph of Energy for Energy Stars – which can potentially be mistaken for other Glyphs, as you will see in Support Build #2. Weapon Crystals – x4 Mana Regeneration or x3 Mana Regeneration and a speed of movement in combat. Armour Crystals – x4HP Increase, or x3 increase HP flat and a shield on crystal Knockdown. GlyphsHeal You – Glyph of Restoration Burst Restorative – Glyph of Lingering & Glyph of Brilliance Mana Charge –Glyph of Blaze, Glyph of Spirit, and Glyph of Espirit Ishara's Lullaby – Glyph of Energy Stars – Glyph of Energy & Glyph of Lingering Combatna Shields GlyphsHeal The same – Glyph of Restoration Burst Restorative – Glyph of Lingering Mana Charge – Glyph of Blaze, Glyph of Spirit and Glyph of Espirit Purification Circle – Glyph of Energy Healing Circle – Glyph of Restoration Energy Stars – Glyph of Lingering Kaia Support This construction has more than the Glyphs that effect our skills that are really beautiful in PvP. That is to say, Glyphs that effect some of our shielding capabilities, which I personally feel are very necessary in group PvP situations. Gun crystals – x4 Mana regeneration or x3 Mana regeneration and a speed of movement in combat. Armour Crystals – x4 increase of HP plate, or x3 increase of HP plate and a shield on Knockdown crystal. GlyphsHeal Yourself –by Restoration Burst Restorative – Glyph of Lingering & Glyph of Brilliance Mana Charge – Glyph of Blaze, Glyph of Spirit, and Glyph of Espirit Purification Circle – Glyph of Energy Kaia's Shield – Glyph of Energy, Glyph of Protection and Glyph of Sanative Guardian Sanctuary – Glyph of Energy & Glyph of Balance Their uses Now that I put my five primary bases on the table, I would like to discuss a little more in-depth with you guys. I mean, I could take them out and let you guess and theory about how and when to use them, but then... Wouldn't that be much of a guide if I did, now would you? +PvE DPS Build's UsesThis is quite self-explanatory, I think. But I'll cover it anyway. The purpose of this construction is to maximise our DPS during leveling/grinding, maintaining our ability to survive and heal in case we get to a tight spot, or if someone is looking for PK we for one reason or another. Considering that the Priests are the most common bot of the game, I expect a lot of people to be the Priests of PKing. The main goal of this building is the use of Shocking Implosion, Final Reprisal, Triple Nemesis and Metamorphic Blast to maximize your DPS to any goal is that you are trying to kill. The opening with Ishara's nest so you can use the hit implosion from behind is always a good option. With this construction in LV58, you can occasionally kill the target with Shockingand/or Final Reprisal, depending on which one shouts. Hitting the implosion affects five times, and with critical blows you can do huge amounts of damage. It is entirely possible to kill a monster only with Shocking Implosion if you get enough of those blows to cry. If not, Final Reprisal later can do enough damage to finish the monster – especially if you hit critical on this. I had Final Reprisal critical hit for 50,000 or higher. Shock implosion can critical per-hit for up to 20,000 or more as well. +PvP DPS Build's UsesOnce again, rather self-explanatory. One of the greatest changes between this construction and the PvE construction is of course the crystals. The purpose of this construction is to maximize our DPS and sustainability in 1v1 PvP scenarios. While TERA is not designed to balance 1v1 PvP, Priest is one of the strongest 1v1 classes. As such, this means that we can more easily go out and participate in 1v1 PvP. Or duels. Whatever your boat is. The attention of this building is increasing the damage and use of the Final Reprisal. Taking the Glyph of Powerlink on the Shocking Implosion, and the Glyph of Persistence on the Final Reprisal, this makes it much easier to burst the goals. In fact, it makes it much easier to chain the Final Reprisal out of Shocking Implosion, Metamorphic Blast and Triple Nemesis repeatedly. In this construction I also took Weakening Glyph for Triple Nemesis so that we get some extra damage by weakening the armor of our opponent. And of course, I took Glyphs thatour survival skills. That is our self-heal, and our shields. +PvE Support Build #1In this construction, I focused mainly on my self-heal, and primary healing that I use at later levels. After that, it was about mana for me and the party – and then Energy Stars, along with the Shield of Kaia. When you get before the shield of Kaia, you can find yourself not to use much. Later, however, it becomes something that you use quite regularly. So by decreasing the cooldown becomes quite important, and behind can heal people popping the shield is a nice bonus as well. I also took the Glyph to reduce the cold of Ishara's dwarf, in this particular support construction. Although there is usually no need to sleep a target in PvE, there are some cases in the various cases where you need to sleep a goal. It is also a nice option to have only in case you need to sleep the head – as, if the reservoir somehow manages to die, be able to sleep the head will give you a lot of time for Resurrect him/her. If someone breaks sleep – you can yell at them and then get the sleep again relatively quickly. +PvE Support Build 2This construction has a slightly different fire than the first PvE Support build. This is much more focused on your healing and cleaning than the last construction. sacrificing a couple of Glyphs from the last construction, we add Glyphs to Healing Circle, Divine Respite and Purification Circle. Surprisingly, a 25% reduction in Purification Circle cooldownbe extremely useful – especially if or badly judge your positioning when you throw it, or if someone charges away from you when debuffed by a BAM. Increased healing for Healing Circle can also be a very nice Glyph to take, especially if you are celebrating with someone you know is caught a lot when fighting BAM. Being able to instantly heal party members to HP almost full in a cast is a very nice choice to have, of course the trade-off is the fact that you have to be so close to launching skill. It's just another reason why I'm just 6-7 meters away from the fight at any time. One of the main Glyphs we sacrificed here was Ishara's Lullby – which I replaced with a cooling reduction for Divine Respite. Divinus The disdain by nature is on a cold 5min, as it is a healing based on the percentage. In general, percentage-based healings in games are generally very powerful, and this is the most certainly case here. While healing only the caster – it heals us for 1.8% of our maximum HP every second for 10 seconds. At first, this may not look like a lot of HP for you. However, you must also realize that in LV58 this healed me for 5.530 per second. This adds up to a lot of HP, and makes it an excellent "oh crap" heal. In some of the following content, you will find yourself using this skill a little – more, of course in parties that have... issues. +PvP Support My attention with this construction was more for self-conservation, which was increasing my healingHonestly when it comes to PvP, your first priority should be to live. If you can't live, then you can't heal your team. That's why I gave priority to both our shield skills, and our "oh crap" heal in this construction. As with other buildings, I took the Glyphs for the Restorative Burst, as this is one of our most useful healings. An alternative option, depending on your game style, would take Glyphs for Focus Heal instead. Some people prefer to use their Lock-On. I prefer my healing on the ground, personally. I once again took three Glyphs for Mana Charge. Mana can become an important problem in PvP depending on how you play, and how aggressive the enemy team (or even your team) is in place. Being able to quickly regenerate your mana with Mana Charge is a great option – and even better when you can restore some of the manas of your party member as well, thanks to Glyph of Espirit. In this particular construction I did not take Glyph of Energy for Ishara's year, although it is a valid option. If you are comfortable dropping one of the Glyphs for Ishara, then of course be my guest. However for the way I play, I felt this construction would be the best for me. +How to create your own building It's okay, of course I realize that my construction might not be ideal for some people. Whether it is due to people who have different styles of play than me, or flat-out people disagree with my choices. In this case, there are tools around the internet to create their own Glyph buildings! When it comesCrystals, "what is good" is quite uniform in all classes. I listed in the chapter Crystals that Crystals are good – and honestly its up to you how to use them, but I gave you my favorite buildings for Crystals next to my Glyph buildings. The most important thing to remember is not all working crystals in PvP. You should always keep in mind your own personal game style when you are creating your own constructions. If you tend to play with a certain group of people, you should also consider their game styles as well. Knowing yourself, and knowing that your team will help you create the ideal building to keep both you and your team alive. To create your own Glyph Build, check the following link. en en

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