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Guild wars 2 spellbreaker guide

Hey Howl, I also used to run sword/axe +GS and like you, I also use axe5 inside enemy blob in active up, so I just wanted to comment. And I totally agree that it will significantly increase your damage contribution. Previously, I had enough time to drop bubbles and spared some active after casting bubbles. Now that you need to shed the whole bubble, you can't even spike inside the bubble, so you need to use more active to avoid dying during channeling. No day, I think it's best to go hammer/GS and focus on boon strips and CC over damage and mobility - the days of big damage for spell breakers are beyond imo. It should always be used or in step 4 of the loop. This is so and is under both effects. At some point in the rotation, it must be dropped or dropped in step 12. to make sure you didn't cancel the end early on. Do not use the third chain of mace automatic attack chain. It has the highest damage of the chain, but it has a very long skill activation and will slow your rotation. In raid scenarios, you'll never actually use it. Always from Guild Wars 2 WikiJump to Navigation Jump The sun's broken weapons have become daggers in the hands of their descendants that they use to strike with the very fabric of magic and remove it from their enemies. They meditate to look past enemy defenses and they use their adrenaline to counter attacks. — The official site spell breaker is an elite specialty for warriors who focus on meditation skills and enable full counter skills. Also, warriors can wield daggers with either hand. See also Edit list of spell breaker skills: List of Warrior Skill Occupational Mechanics [Edit] #スキル説明F2フルカウンター10.51/2 8 bursts. Absorb the next attack against you and fight back against all the enemies around you. Enemies hit by counter-attacks are suspended. Weapon Skill [Edit] #スキル説明F1違反ストライク0.753/4 8 bursts. Hit your target and remove the boon. 1 Precision cut 0.251/4 chain. Beat your enemies. This attack causes significant damage. 1 Focus slash 0.251/4 chain. Beat your enemies. This attack has increased the severe damage. 1 Keen Strike 0.251/4 Chain. There is an additional possibility in critical hits. 2 Aura Slicer 0.753/4 6 Leap and hit your enemies, give slow.3 Dazes your target to confuse stub 12. If the target is using a skill, the fuzzy period is extended. 4 Wastrell's Ruin 0.51/2 12 Hit your target. Deals a lot of damage to enemies that are not using their skills. 5 Blade Storm 10.51/2 20 Unleash heavy attacks that damage enemies and reflect projectiles coming from the front. Slot Skill [Edit] Healing [Edit] Utility [Edit] Elite [Edit] Skill Description 10.51/2 90 A wind of meditation confusion. Create calm areas where enemies cannot benefit and lose benefits at each interval. Enemy missiles entering the area will be blocked. List ofTraits [Edit] Reference: List of Warrior Traits Teartrait Description Minor Abilities Dagger Abilities You can wield daggers with both hands. Minor Adept spellbreaker belief maximum adrenaline is capped at 2 bars and only level 1 bursts are available. Gain access to full counterbursts and meditation skills. The Major Adept Pure Strike Deal has increased critical hit damage. This bonus doubles against booneless enemies. Major Adapt guard counter gain protection complete counter after successful. Major Adept No Escape Dazes and Stans give immanation. Minor Master Spell Force Dazes, Stun, Pull, Knockdown, Knockback, and Launch remove the benefits. Removing the benefits from the main Master Ross-loathing enemies is damaging and gives you adrenaline. Major Master Slow Counter Full Counter is nonfree and slow. Get the bonus of each dagger you equip with the main master sun and moon style 5: main hand - interrupts grant quickness. (Occurs only once per interval.) Offhand - Recovers the percentage of significant damage to 1%. Insights in minor grandmaster attackers gain insights when disabling enemies or removing benefits. The full counter refreshes all burst skills on hit. Invalids include stun, fuzzy, knockback, pull, knockdown, sink, float, launch, provocation and fear. Major Grandmaster Enchanted Collapse 1 If you take the favor out of the enemy, all nearby enemies will lose additional favors. The Major GrandMaster Revenge Counter Full Counter deals additional damage and gives resistance. Copy your own conditions to the target hit with the full counter. With major grandmaster magevane tether hit burst skills cast the magevine tether to your target if they are in range. Related Topics [Edit] [Edit] Gallery [Edit] Note [Edit] Trivia [Edit] External Link [Edit] Guild Wars 2: Fire Elite Specialty Path - Spellbreaker (Warrior) Reference [Edit] There is a problem with the official API. Skills, traits, and item data cannot be loaded at this time. Note: The build is set to a plain icon by default and may not be accurate. We apologize for any inconvenience this may cause. Power DPS spell breakers build for fractals and raids. This build provides sustained damage, good CC and vulnerability, and on-demand benefits. It is also very durable for large health pools and DPS classes. DPS relies on processing and maintaining , , and buffs. So, while spell breakers have a good theoretical DPS, it takes a lot of practice to reach their full potential in real battles. Mace/Axe Healing Utility Elite Alternative Weapon Setup can perform similar damage output and slightly different rotation slot changes, and can be replaced with other healing skills if you don't need to burst your adrenaline as the fight begins. If a large amount of boon removal is required, the group needs a team revival, or replace it for more CC.TracsNote that this property works not only for banner buffs, but also for all banner buffs that apply to you. Replace if boon removal is not required. Variant: If you want to use a great sword build. Swap to equipment 6xSuperior runes in the Thief18x Mighty +5 suffering injection variant simply swap the weapons used if you want to play the great sword variant using the same weapon stats and shills. Consumables Foods If you have a ranger that provides spotters, you can use a bowl of sweet and spicy butternut squash soup. Otherwise, you should use a bowl of curry butternut squash soup. The utility powerful excellent Sharp Stone uses a weapon setting that allows your choice to be based on your personal preferences, because the difference in damage output between the two different weapon setups is fairly small when playing optimally. But if you are struggling to hit, you can use the Mace/Axe version of the build, which is not dependent on maximizing its damage, to get better results. Repeat from revolving weapon swap step 16 as the encounter begins with the Mace/Axe + Axe/Dagger variant cast and you have three stacks with adrenaline. After looping back to step 16, the notes are not recharged when the rotation position is reached. It should be used in the following locations: Overall, you need to cast the rotation twice before you can use it again. And both can be used to mitigate incoming attacks of damage gain against evasion (make sure the attack you are trying to mitigate cannot be blocked! Use it only if you know it will hit to activate the damaged component, otherwise replace it. You can hit it using Slothasor's Posion Ground, Vale Guardian's Light Up Floor, Goseval's Black Goop, Boss's Automatic Attack, etc. Be careful not to use both boss throws and return hits in bad positions or outside the well of the chronomancer to make sure you place yourself so that both throws and return hits can. If possible, try using it against the wall. Thanks to butter peanuts for mace rotation the official API is causing problems. Skills, traits, and item data cannot be loaded at this time. Note: The build is set to a plain icon by default and may not be accurate. We apologize for any inconvenience this may cause. The spell breaker build for WvW combines high personal damage, good personal survivability and extreme boon lip. Skill Bar First Weapon Set Great Sword Healing Utility Elite Skill Variant heals strongly in battle with heavy range pressure utilities for more access to Stun Break and AoE Cleansing. Over if the condition is not an issue. Template code [&DQIEGzM6PSUpDwAAsgAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA=] COPY specialization variant has less damage and less damage for self-sustaining of more boon removal variantsat the expense of a large potion of damage. Durable consumables fried kister sandwich with additional power and ferocity equipment 6x superior. Furious Abrasive Variant Statistics Use as many Marauder gears as you need to survive, and once in a full berserker, assassins may be used in some slots for a very small DPS increase, and assassin usage depends on your average, so use an effective power calculator. Sigils you can drop for: Runes are all equally viable options if you are looking for a damage rune set. Pure damage option of food against state pressure. Utility Usage Elite Professional Basics (FC) recharges your burst skills. Be sure to use it when you can refresh your cooldown. If you are under heavy pressure, you can use full counters as a last resort, but focus primarily on using them for bursts. Temporarily move to the ground pressure of a hostile enemy to secure the trigger. Unless the enemy is retreating or leaving, it's not hard to attack. FC is both a build defense and an offensive skill as it provides blocks, avoidance, stability and resistance and performs AoE damage/CC attacks that cannot be blocked when triggered. In general, this build focuses on near-field damage handling, heavy crowd control and boon removal. Adrenaline generation is always on weapon swapping, proc, and proc your CC and burst skills. If you use movement skills, remove Imification - a list of moving skills in the build: , and . saved for wind. Like Scourge, boon removal skills don't turn enemy favors into conditions, but at first glance they look bad simply because the potential benefits somehow rot from the scourge and relieve condied pressure on the enemy. But in the current meta, the fact that condition conversion is still relevant is something like Epilocue: Eternal Oasis, meaning that just ripping their favors doesn't give them a board to convert and re-apply the benefits, and it's much more valuable to win the fight. (WoD) is a channel skill that moves with spell breakers to prevent enemies from gaining benefits and apply effects that remove benefits. This is the most important skill in the build and every time you cast it, you should always tell if it is interrupted and if it is available. This skill moves with your character. Be careful not to cancel it with accidental dodge rolls or skills because it should be channeled. WoD can be used offensively and defensively as long as it is coordinated with team pressure. Wells, shades and overall damage must land with WoD AoE to enable and enhance. It is not recommended to use WoD without the relevant friendly follow-up and it is not worth team play. Bubbles cover a large area, so you don't have to be on top of the enemytime, you can lock through the edges. Layering multiple WoDs to create stronger boon lip spikes may be interesting in all-in and triple-way scenarios, but it's generally the safest choice. Every time you enter the melee range will be 100% your opener, for huge adrenaline, it will again provide appreciation and damage boost.in addition to that, it will be engaged and reengaged for the spike boon lip it provides. Great Sword will be spamming cooldown due to massive damage. Expecting the blinds to be damaged because it grant fury, you thought you could easily cover it by having resistance or throwing another skill into the mix before casting your next burst skill. Our main damage spike is, for quick and painful spikes. You don't see much use because you have to replace the weapon set once from the cooldown. Still, it's decent to fill in the cutting and downtime. This is the situation. You are the ideal setup for this ability to stand still during the channel, which means hitting CC'ed, movement disorders and downed enemies. But as long as the animation is canceled when the enemy leaves AoE, you can always do it and still make good use of it. For maximum DPS, also try to use your burst skills before to replenish adrenaline. Deals with considerable damage and avoidance frames. It should not be used only for its mobility features. Used to damage fillers. It covers large distances faster and is used for relocation and gap closure. It can also be used for good single target damage. If you use it for mobility, you don't have any enemies on target. Axe/Axe is a big damage spike, but dodge rolling cancels the cast. You can give you quickness before turning so you can spin to win faster. The small damage spikes are good. Use this straight after exchanging it for a weapon for a boon and a small spike. is a powerful single-target run that can be used within a range. is worth casting, but arc slices are more valuable and should not be used for resets. In general, we want to save it for the F1-F2-F1 combo with a great sword and try not to counter the axe completely at all. Video YouTube: [rQm] Lappy YouTube: [tF] Ink YouTube: [LAYS] Nephistos YouTube: [tS] Stray

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