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Crowd Control CC Mechanics Musa Standing CC (оставляет цель еще стоя) Stiff: Цель появляется застрял в воздухе. Длится около 1 секунды. Оглушение: Цель держит голову и появляется ошеломленный. Длится около 2 секунд. Кнопкаback: Цель отодвигается. Длится около 1 секунды. Заземленный CC (оставляет вашу цель на земле) Священные: Цель сразу падает на землю, как будто снесены. Длится около 2 секунд. Поплавок: Цель поднимается в воздух, а затем падает на землю. Длится около 2 секунд. Нокаунт: Цель падает, будучи сбит назад. Длится около 3 секунд. Grapple CC (цель схватил и бросил на землю) Различные классы имеют различные захваты. Некоторые из них заканчиваются поплавок, другие в связанном/нокадауне. Smash Extenders (Удлиняет землю сс) Air Smash: Если применяется в то время как цель находится в воздухе, цель поднимается и постучал дальше. Down Smash: Если применять в то время как цель находится на земле, они поднимаются немного от земли, и постучал назад со спином. Муса Навыки Строит: Lvl 56 - 418 sp - Начиная пламя: Lvl 57 - 499 sp - Быстрый Рабам: Lvl 58 - 606 sp - Пробуждение Boost: Lvl 59 - 744 sp - FOUL PLAY!: Lvl 60 - 1138 sp - Добро пожаловать в 60!: Lvl 60 - 1328 sp - PvP Готов: Lvl 60 - 1621 sp - PvP Расширенный: Lvl 60 - 2021 sp - Extreme: Musa Skill Add-ons Это всего лишь некоторые комбинации навыков дополнения, которые вы можете выбрать из. Те, подчеркнул, являются but all can be viable according to the different styles of Playage Blade Addons Dragonbite: Crete 20% - PVP AP / Att Speed / BleedBlooming: PVP AP and Att SpeedGale: Att Speed and PVP APRising Storm: Att Att Defense / PVP or PVE APStub Arrow: Precision and Debuff of your choice Awakening Addons Crosscut: Att Speed - PVP or PVE AP/ Mov SpeedBackflow: Crete 20% - Debuff Choice / PVP APFiery Angel: Att Speed and Crete 10%Below the Belt: Burn and Mov Speed Debuff/PVP APProjection: Precision and PVP AP/Burn/Att Speed Absolute Skills: Ok so most absolute skills are only an extra dmg if you don't have skill points for no reason, to get them or worry too much about them. Many of our pre-awakening has NO SA/FG (except Dragon Bite) so most of the absolute skills that you want to take will be for damage purposes or generally PVE. They seem the best of them to take 1) Absolute: Rising Storm - good use in combo after CC and good DP buff2) Absolute: Musa Spirit - direct improvement for recovery WP3) Absolute: Dragon Bite - FG usually, its good to have for a little extra dmg in the attempt CC someone4) Absolute: Blossom (w/Phantom) - High damage and good buffs (don't use as an initiator if using Phantom)5) Absolute: Gail - good use in combo after CC makes more DMG that Rising Storm again, don't worry about getting absolute skills until you have extra SP laying around. Focus on maxing out waking up skills before worrying about these food rotations for Musa Standard 3 food rotations: Hamburg (or Magoria), Knight Fight, Kamasylve Standard 4 food rotations: Special Hamburg, Knight Of Wrestling, Special Kamasylve, Special Valencia/Serendia Basic Skills Review These are my current quickslots and cooling slots, I'll use them to explain our kit: Below the Belt (needed): one of our most difficult hitters, with a small hole in his original super armor. It's best to use a late combo to benefit from down attacks as far as 1v1 goes. in PvP mass, it can be pretty much spam whenever your main SA chain is ready. Backflow :: Like other super armor you can hold it up to idle bait position and rest. Most Musas threw it only after Crosscut, while it is also possible to chain him after Fiery Angel and foul play with a shift key. It can be cast both during the Dash Angel (recommended) and following the line (the window is quite small and you will cast projections if you wait too long). Fiery Angel Is a Relatively Safe Bait If Used Fast: Angel Backflow Cancel the Same With Foul Play: Foul Play Backflow Cancel Crosscut (High Priority) - Counter Assassination (High Priority): Knowing your crosscut CD is definitely a good thing in these times without super armor. Cancelling Crosscut using q is one of our 2 protected electric shocks. Remember that using E positive effect will remove the super armor and only leave you with elevated Crust Crusher and Foul Play (high priority): high splash skills and decent heal too. The frontal block does not exist during the bark attack, leaving you unprotected for a short time, worthy opponents will surely punish you when using outside combos. Basically a knack for mass PvP poking. It's 2 of the 3 skills that you you Know how to rotate with mouse movement to keep your guard the right way. You'll include MM in the settings of the game. Mouse Movements Foul Play During the Cast, click CTRL and follow the target or incoming damage with the mouse. Fiery Angel (needed): Basic skills to engage, try to use at close range to minimize the risk of getting CC'd. Aim past your opponents and turn the camera back when running the line to get around the front blocks. The spirit of Musa (medium priority): talk about Shift, scream. You spend a full CC point so as not to cause any damage, but it's relatively easy to stun the ground now that people have less super armor. Blossom (Absolute High Priority): Before Absolut's it's mostly used without Phantom for a shorter animation lock to catch fish for a quick stun on the back. After Absolut's it is a high injury skill that can post stub arrows in 1v1 combos and hits very hard in PvE as well. You can swap in Blooming from Waking up either with Chase ➔ Shift-LMB-RMB or with an absolute quickslot. Gail (Absolutely Essential): One of the most powerful skills of our kit, must be in all your 1v1 combos after Dragonbite/Blossoming and other awakening engaged in a blind thrust swap (link to a combo in the #guides-musa) Awkward LMB-RMB team makes it suffer from early damage cancels (stay put, keeping W key down). Absolute Rising Storm ➔ Absolute Blind Can Be a Blind Nemesis Slash (Absolute Average Priority) - Flow: Nemesis Slash (low priority): our main heal up Rabams, he has a chain of several skills (Blind Pull, Twister, Foul Play). Absolute gives more health and reduces coolness. It's not a PvP skill, but nice to have in the nodes of wars to heal from structures. Final: Musa Spirit (needed): Recommended level 56 Rabam, you should have it as soon as you start PvP. Fast heal and 30% critical effect can be used for replacement for pre-awakening like Shift and quickslot. The Spirit of Musa (Absolute Average Priority): Not a particularly useful quickslot, Shift-E allows you to cancel some animations and generally faster to use; it's just my old habit of keeping it there. Soul of Musa (necessary): Our awakening has a positive effect, you get increased resistance to stay in the fight; Keep mobile to avoid grips. Crosscut loses super armor, despite appearance, used with caution. Projection (high priority): Another skill that you need to know how to move with your mouse (mouse motion projection) is especially useful for 100% BSR projection. You can also throw an extra wave with 3 different cancellations: Counter Assassination ➔ The Projection Back Chase ➔ The Alt'B ➔ Projection ➔ Alt'B. Counter Assassination's cancel my favorite, depending on the animation frame you can clearly see the extra line or barely: Triple Wave Projection It works the same after the back chase or blocking the rage with Alt'B and unlock unlocking medium projection (not recommended). In 1v1 scenarios this could be the second float in a double float combo, once again, refer to #guides-musa. Lock extra credit if you want to make sure you can dash away after the projection. Stub Arrow II (necessary, triple shot and absolute unnecessary): our range engage, fast slot allows you to swap on blade mode. Skills of higher levels than II will make it slower. When you turn On Stub Arrow into a combo it is important to have a pre-wake chase undo the set up to close the gap as soon as possible. For those who don't know, you need to link with the ww key (tuned key (WW)) and click it with LMB. Cyclone Slash (low priority): In the CC range, which can travel very far if you aim it high, it can catch opponents playing without consequences or reckless people in the mass of PvP. Fast shot (necessary): the recommended level of 57 Rabam. A very good range of damage to initiate or snipe low HP targets disconnect. It also causes a good piece of damage to the blocks. Stream: Dash Slash (needed): Flow to Spinner, should always be used from quickslot. Uses the DP debuff and does a good job of doing the good damage used to finish people in a line with below the belt and Fire Yale). Other fiery Crevice skills (needed): a very powerful skill to finish your combo and use on cooling in pve, where it has double hits. Twister (needed): Extremely short cooling and quick animation make it a good deal. High damage and WP maintain in PvE due to increased hits. C swap. All classes have frontal security in their C swap, which is also delayed until the idle position. Retribution: A good ol' blade and block also works if you don't want to spam C swaps. Holding that in between chases should keep you protected (if you encounter your opponent and servers as you have enough); Keep the LMB down during the block to rotate it faster than usual (requires you to block the Retribution). The counter hit our other knockdown and also retains its front guard, it works very well compared to some types of mobile, unprotected engaged classes such as mystic and attacker. Blind traction (necessary, absolute low priority): second 30% critical buff, good hard filler for combo. Dragon Bite (necessary, absolute high priority): frontal protection and almost non-existent cooling make Dragonbite the best deal we have. It is not easy to land and will be very nice when mastered, refer to Musa Combat Guide video ink to learn its secrets. Dragon Claw (Absolute average priority): a simple stream to increase the damage, take for advanced builds. Lunar Slash (Absolute Low Priority): Again a simple stream, this time divided into two parts, in most combos you that is only the first recommended to avoid an early float. The whole line does very

high damage to PvE. Rising Storm (Absolute necessary) - Blind Slash (Absolute or Nothing): Absolute Rising Storm is arguably the best skill PvE kit, as well as excellent PvP filler and swim when Gail is not possible. Chains very well in Absolute Blind and Absolute Roundhouse kick for good aerial attacks. Blaze (low priority): Blaze scales with an absolute upstream storm, but has no aerial attacks, normal skill PvE. Charged Stub Arrow: Dodging (??? priority): Advanced PvP i-frame, used to get out of vacuum skills or dodge grips. Because of the few high skills required to use it properly, it is difficult to rank on the priority list. This is something you should try to master if you want to be a very good duelist. Arrow Grapple (low priority): The speed on it has been increased to non-garbage level, is now well ruptured closer, and most importantly looks good. Carver (low priority): It's a fast but unprotected float to deal with, I personally prefer to block it because it can interfere with Blooming, but it has its application. Roundhouse Kick (Absolute or nothing, low priority): just a decent kick, a fun airsmash for a gimmicky combo and one of our 2 knockdowns. Additional credit (low priority): Situational, animation blocked; The projection stream has some uses in stunlocking your opponent and deal with some additional damage vary. I generally keep him locked up to avoid him interfering in the Chase, he can do you more harm than good if that happens. Divider (Absolute very low priority): adds some damage to the woke to heal, one of the most recent skills to take. Whirlwind Cut (Absolute Low Priority): Great WP regen skill, take it to rank 3 or 4 if you like pre-awake grinding, or even Absolute if you can afford it. Whirlwind Cut: Grinder (very low priority): A little flow component for the debuff target DP on the 3rd hit WWC, may be acceptable for end-of-game grinding areas such as Hystria and Gyfin, given that you can avoid CCs. Tiger Blade (medium priority): optional fast slot and Musa the ultimate weapon to the yuan fucc from there at no endurance cost. Starting and ending with i-frames animation (you can undo the end by retooling your weapon), chase endurance for free and can be cancelled with Divider. One step back (low priority): down attack, PvE damage filler, mediocre PvP last hitter/disconnection. Spinner: Rank 1 is OK for pre-participation speed attack enthusiasts, save your skill points for something else. WP support for PvE. The Excellence (Rabams) recommended by Rabams to take are Ultimate: Musa Spirit (56) and Fast Shot (57). Steel Gale (56) doesn't really bring anything new to the table, Absolute Rising Storm works well, not; Pouncing Dragon (57) is a slow ability with a poorly thought-out CC. Both are unprotected. Pre-Engage Buffs Pre-Engage Buffs exactly what you think they will, they are that can be used without actually hitting the target. Here are some important ones to use and are very useful. All of them are unprotected and can be long enough to get punished, be sure to read what is going on around you before making more animations. Blind Thrust - 10 seconds 30% critical buff Spinner - 10 seconds 10% attack rate positive (i) WLMB ⇒ Spinner (will only do animation that will give fans attack speed) attack Storm - 20 seconds of evasion positive effect bdo musa gear guide xbox. bdo musa gear guide xbox one. bdo musa skill guide xbox. bdo xbox musa guide 2019

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