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It ensures that the next gunshot is a critical direct hit. Duration: 5sThis action does not affect damage over time. Gauss Round Lv. 15 Instant Abilities 30s - 25y 0y Deliver an attack with a power of 150.Maximum charges: 3 Stroke scattered Lv. 18 Instant Skill Weapons 2.5s - 12y 12y Deliver an attack with a power of 180 to all enemies in a cone in front of you. Additional effect: Increases the heat meter by 5 Lv clean shot. 26 Weaponskill Instant 2.5s - 25y 0y Provides an attack with a power of 100.Combo Action: Snail Shot or Heated Snail Shot Coffee Power: Bonus 340Combo: Increases the heat meter by 5 Bonus Lob: Increases the battery meter by 10 Hypercharge Lv work missions. 30 Ability Snapshots 10s - 0y 0y releases the energy building into the firearm, causing it to overheat , increasing the power of single-target weapons by 20.Duration: 8sShing lock: 50Heated eelido applicable only to machinist work actions. Work Mission Heat Explosion Lv. 35 Weaponskill Instant 1.5s - 25y 0y Provides an attack with a power of 220.Additional effect: Reduces gauss round and ricochet recast time by 15sCan only be executed when the firearm is overheated. The recast timer cannot be affected by status effects or equipment attributes. Tower Tower Automatic Turret Work Mission Lv. 40 Instant Ability 6s - 0y 0y Deploy a single-target battle turret that attacks using Volleyball Fire, dealing damage with a power of 80.Battery caliber cost: 50Duration increases as Battery Gauge exceeds the required cost at the time of deployment, up to a maximum of 15 seconds. Consumes the battery indicator on execution. It stops when time runs out or Rook Overdrive runs.Share a recast timer with Rook Overdrive. Rook Overdrive Lv. 40 Ability Instant 15s - 25y 0y Order the tower to use the tower's overloaded power. Tower Overload: 400Potency increases as the battery gauge exceeds the cost required at the time of deployment. The tower automatically turns off after execution. If this action is not used manually while the tower is active, it will be automatically activated immediately before turning off. Shares a recast timer with Rook Autoturret. Tower Overload Lv. 40 Instant Ability - - 40y 0y Provides an attack with 400.La power power increases as the battery meter exceeds the cost required at the time of deployment. The tower automatically turns off after execution. If this action is not used manually while the tower is active, it will be automatically activated immediately before shutdown.\*This action cannot be assigned to an active bar. Wildfire Lv. 45 Ability Instant 120s - 25y Covers the target's body in a slow-fire step. The action is changed to Detonator for the duration of the effect. Deal damage when time expires or Detonator.La is increased by 200 for each of your weapons you land before the end of the effect. Duration: 10-Year Detonator Lv. 45 Instant Ability 1s - 25y 0y Ends wildfire effect, dealing damage to the target.\*This action cannot be assigned to a hot bar. Hot. Job Quest Lv. 50 Abilities 30 instantly - 25y 5y Deals damage to all nearby enemies with a power of 150 for the first enemy and 50% less for all remaining enemies. Maximum charges: 3 Lv. 52 Weaponskill Instant 1.5s - 12y 12y Autobow Work Missions Deliver an attack with a power of 180 to all enemies in a cone before you. It can only be carried out when the firearm is overheated. The recast timer cannot be affected by status effects or gear attributes. Joyous Quest Lv. 56 Instant Abilities 120 - 0a 20y Reduces damage to yourself and nearby group members by 10%. Duration: 15sEffect cannot be stacked with the Bard Troubador or the Dancer's Shield Samba. Heated Snail Strike Work Mission Lv. 60 Weaponskill Instant 2.5s - 25y 0y Provides an attack with a power of 100.Combo Action: Heated Split Shot Coffee Power: Bonus 330Combo: Increases heat meter by 5 Lv heated clean shot. 64 Weaponskill Instant 2.5s - 25y 0y Deliver an attack with a power of 100.Combo action: Heated snail shot Combo power: bonus 440Combo: Increase heat meter by 5Comb Bonus : Increases battery meter by 10 Lv barrel stabilizers. 66 Instant Skills 120 - 0y 0y Increases the heat meter by 50.It can only be performed during combat. Flamethrower Work Mission Lv. 70 Instant Abilities from the 1960s - 0 to 8a delivers time damage to all enemies in a cone before you. Power: 100Duration: 10sEffect ends with the use of another action or displacement (including the coating of a different direction). Cancels the automatic attack on execution. Activate weapon cooldown on execution. It cannot be executed during weapon recovery time. Bioblaster Lv. 72 Weaponskill Instant 20s - 12y 12y Deliver an attack with a power of 60 to all enemies in a cone before you. Additional Effect: Damage over TimePower: 60Duration: 15sCondivide a recast timer with Drill. Air Anchor Lv. 76 Weaponskill Instant 40s - 25y 0y Provides an attack with a power of 700.Additional effect: Increases the battery meter by 20This action does not share a recast timer with other actions. Automaton Queen Lv. 80 Ability Instant 6s - 0y 0y deploys an Automaton Queen to fight alongside you. Battery Gauge Cost: 50Duration increases as the battery gauge exceeds the minimum cost at the time of deployment, up to a maximum of 20 seconds. Consumes the battery indicator on execution. It stops when time runs out or Queen Overdrive runs.Share a recast timer with Queen Overdrive. Queen Overdrive Lv. 80 Instant Abilities 15s - 30y 0y Order Queen Automatter to Use Bunker Piles.Pile Bunker Power: 800Powerency Increases As Battery Gauge Exceeds cost required at the time of deployment. The Automi Queen shuts down after execution. If this action is not used manually while the Automamaation Queen is active, it will be automatically activated immediately before switching off. Shares a recast timer with Automaton Queen. Arm Punch Lv. 80 Weaponskill Instant 1.5s - 3y 0y Deliver an attack with a power of 150.\*This action cannot be assigned to a hot bar. Roller Dash Lv. 80 Weaponskill Instant 3s - 30y 0y 0y target and provides an attack with a power of 300.\*This action cannot be assigned to a hot bar. Bunker Batteries Lv. 80 Ability Instant - - 3y 0y Provides an attack with 800.La power power increases as the battery gauge exceeds the cost required at the time of deployment. The Automi Queen shuts down after execution. If this action is not used manually while the automi queen is active, it will be automatically triggered immediately before shutdown.\*This action cannot be assigned to an active bar. Role actions are skills common to classes and processes with the same role. Action Name Acquired Cast Type REcast MP Cost Effect Graze Lv. 6 Second Wind Lv. 8 Instant Ability 120s - 0y 0y Instantly Restore Your HP. Healing Power: 500 Feet Graze Lv. 10 Instant Ability 30s - 25y 0y Target League. Duration: 10sCancel automatic attack on execution. Unattached target in case of damage taken. Peloton Lv. 20 Instant 5s Ability - 0y 20y Increases the speed of movement of themselves and party members nearby. Duration: 30sEffect ends when incinity is generated. It has no effect in battle. Head Graze Lv. 24 Ability Instant 30s - 25y 0y Stops using the action of a target. Arm length Lv. 32 Instant 120s Ability - 0y 0y Create a barrier that cancels out most reject and draw-in effects. Duration: 6sE added effect: Slow +20% when the barrier is hitDuration: 15s Captured Strokes Effect Major Action Damage Lv. 20 Action Damage Increased Lv. 40 Increases Base Action Damage and Auto-Charge Damage by 20%. Clean Shot Mastery Lv. 64 updates the clean shot to the heated clean shot. Charged Action Mastery Lv. 74 Allows a third charge of Gauss Round and Ricochet. Hot Shot Mastery Lv. 76 updates air anchor hot shots. Upgraded Wildfire Lv. 78 Improve Wildfire's power increase to 200 weapons landings. Promotion Lv. 80 Upgrade the tower autoturret and tower overdrive to Automatter and Queen Overdrive respectively. Performing actions in a given order increases power and applies combo bonuses. Combo Sequence Effect Heated Split Shot (Split Shot) Heated Slug Shot(Slug Shot) Heated Clean Shot (Clean Shot) Increases the heat meter and battery meter. \* Shares are upgraded to heated shares after acquiring certain traits. After learning the Autoturret Tower action, the battery indicator will appear. The battery indicator accumulates when certain actions are performed and allows the placement of a tower autoturret, which will attack the target. It also allows the deployment of an Automi Queen (acquired at level 80) to fight alongside you. Heat Gauge Battery Gauge Overheated Automaton Queen All descriptions are action attributes and bonuses reached by level 80.For more details on action changes, refer to the patch notes. Last updated: - For more details on action changes, refer to the patch notes. Action Name Launch Type MP Recast Cost Heated Effect Split Shot Weaponskill Instant 2.4s - 25y 0y Provides an attack with a power of 1,000.Additional effect: Increases the heat meter of of the action cannot be assigned to a hot bar. Instant Armor Heated Snail Shot Weapons 2.4s - 25y 0y Provides an attack on the target. Combo Action: Heated Split Shot Combo Power: 1,200 Additional Effect: Increases the heat meter by 10\*This action cannot be assigned to a hot bar. Clean weapons heatedkill Instant 2.4s - 25y 0y Provides an attack on the target. Combo Action: Heated Snail Shot Coffee Power: 1,400Empion Efficiency: Increases heat meter by 10\*This action cannot be assigned to a hot bar. Spread Instant Shot Weapons 2.4s - 12y 12y Deliver an attack with a power of 800 to all enemies in a cone before you. Additional effect: Increases the heat indicator by 5 for each enemy shot\*The action changes to Auto Crossbow when the firearm is overheated. Drill Weaponskill Instant 15s - 25y 0y Deliver an attack with a power of 2,000.This action does not share a recast timer with other actions. Air Anchor Weaponskill Instant 30s - 25y 0y Provides an attack with a power of 2,000.Additional effect: Increases the heat meter by 20This action does not share a recast timer with other actions. Bioblaster Weaponskill Instant 45s - 12y 12y Deliver an attack with a power of 1,600 to all enemies in a cone before you. Additional effect: Increases the damage taken by the target by 10%Duration: 10sThis action does not share a recast timer with other actions. Gauss Round Ability Instant 15s - 25y 0y Send an attack with a power of 1,200.Maximum charges: 3 Instant Bounce Ability 15s - 25y 5y Provides an attack with a power of 800 to strike and all enemies nearby. Maximum Charges: 3 Wildfire 30 Instantly Abilities - 25y 0y Covers the target's body in a slow step. For the next 6 seconds, 33% of most of the damage inflicted on the target is filled in, then inflicted at the end of the duration of the effect. Instant 30s - 5y 0y Empty Ability Provides an attack with a power of 800.Additional effect: If the target suffers from a WildFire effect inflicted by you, the empty power is tripleAdd additional effect: 15-yalm knockback Hypercharge Ability Instant 1s - 0y 0y Release the energy building into the firearm, causing it to overheat. Duration: 5sExtends Overheated duration from 5s to a maximum of 10s. Heat Indicator Cost: 50 Instant Tactical Skills 45s - 0y 20y Reduces damage taken by yourself and nearby group members by 10%. Duration: 15s Heat Blast Weaponskill Instant 1.5s - 25y 0y Deliver an attack with a power of 1,200.Additional effect: Reduces gauss round and ricochet recast time by 7.5sThis can only be done when the firearm is overheated.\*This action cannot be assigned to a hot bar. Car Balestra Weaponskill Instant 1.5s - 12y 12y Deliver an attack with a of 1,600 to all enemies in a cone before you. It can only be executed when the firearm is overheated.\*This action cannot be assigned to a hot bar. Although they differ depending on the role, additional actions are shared by multiple processes. Action Name Cast Type Cast Recast MP Cost Graze Head Effect Ability Instant 30s - 25y 0y Silences 2s Bolt Ability Instant 30s - 0y 0y Movement speed increased. Duration: 10s Medical Kit Ability Instant 15s - 0y 0y Restore your HP. Healing Power: 3,000Potency increases to 6,000 as HP decreases. Maximum charges: 3 These actions are only available during PvP and are unique to each role. Only two can be set at any given time, so be sure to choose skills that complement your combat strategy! Action Name Cast Type Recast MP Graze Leg Effect Cost Instant Ability 30s - 25y 0y Afflicted Target with Heavy +50%. Duration: 5s Foot Graze Ability Instant 30s - 25y 0y Binds target. Duration: 3s Concentrate Ability Instant 15s - 0y 0y Increases the power of the next weapon ability by 50%. Duration: 5s Recover Instant Ability 45s - 0y 0y Restore your HP. Healing Power: 3,000E added effect: Removes heavy effects, binders, and Holmgang 60s Instant Peloton Abilities - 0a 20y Increases the speed of movement of yourself and nearby group members. Duration: 10s In PvP tasks, the adrenaline rush will replace the break limit action and, unlike the limit break, can be used by individual players. The adrenaline rush indicator can be filled by fighting enemies and completing other objectives, depending on your PvP duty. Action Name Cast Recast MP Cost Effect Terminal Velocity 1.5s - - 30y 30y Delivers an attack with a power of 6,000 to all enemies in a straight line in front of you. Additional Effect: Reduces target HP recovered with healing actions by 25%Duration: 10sFid damage is not affected by increased or reduced damage effects applied by players. It can only run while Adrenaline Gauge is full. Overheated thermometer For more details on action changes, refer to the patch notes. Notes.

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