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Idle poring pet skills guide

Strengthening (Fighting Pet Skills) Strengthening IRaises Defense SavageCombat Pet Level 50 Strengthening IIRaises Defense LunaticCombat Pet Level 100 Strengthening IIIRaises Defense GhostringCombat Pet Level 120 Strengthening IVRaises Defense Finish PvP in the Top 5% Master Community Content available under CC-BY-SA unless otherwise stated. Excel's most recent hasn't ate in Google Sheets. If you're, no, no, no, no, no, no, no, no, no, no, no, no, no, no, no, no, no, no, no, no, no, no, no, no, no, no, no, no, no, no, no, no, no, while working with the 1990s web, press Ctrl-F5, to the fed, as well as a novel novelist). This is a continuation of yesterday's guide about PVP MVP CPs.**To read part one of this guide, please visit this link: we discussed yesterday, fighting pets are an integral part of PVP and the type of fighting pet can greatly affect the outcome of your fights. Today I will talk about pet skill combos and interactions that are popular in the current goal. If you haven't already, please read my previous guide to understand the basics and current purpose of RB5 PVP (Link will be listed above). I also add in a small segment to talk about support skills in PVP as they are very limited and easy to understand. This guide will be divided into separate parts depending on offensive/defensive support skills and how to counteract them. At the moment, the goal of support skills is pretty set in stone. The best PVP players take primarily defensive/assist skills instead of harm, which hurts those you see on the map by pushing/low ratings. It is very clear that support skills such as carer and holy sanctuary are much better for PVP than those like collisions or chain collisions. This is purely due to pets, which already provide a much stronger and reliable source of permanent damage but lack a bit of supportive ability. In addition, thanks to the way developers have balanced the game, the supporting skills are much stronger for PVP as a whole. Below is a list of the most common/strongest support skills in the RB5 PVP goal. Guardian IIIGives 3 evades skills chances for all allies for group effects skillsInsanely OP ability that needs nerf IMOCan once comfortably resisting enemy skills setmore than every top PVP player uses this in their support skills slot, and I do not see this ability to exit the goal anytime soon (if nerfs hit)The common enough thing to do is use Guardian III with Anubis to counter 2 rotation piercings sanctuary IIIRandomly resist 2 debaffs in a certain period of timeThis is quite common, but no matter in PVP buildsThis is the 3rd most common support skillsOne of the few support skills that increase the amount of resistance, as you rank it upSince Magical Chase, Firewall, and ED3 goal, it can really help defeat the skill sets that contain these abilitiesLack IIINegate enemy runes for a short periodThis is the 2nd most used auxiliary training in RB5 PVPMainly thanks to either (or both) Haere and Iawanan runes, being in almost every PVP buildPrimarily is used in the 2nd slot to align their finishing piercing, but some people use it in the first slot to align with their cheese initial blast (mindblow 2nd slot)Replacing the defense of IIIDuring for a while, if the character gets a murderous blow, the fighting pets will help to share the damageThis is not so common, but used in many weak track + speedburst + swift builds, since they want to take opari or vald nor instead of iawananThis can be a good counter vloek slams tied with everything in their 4-5th skill slotOn the side is that it's only awak once per fight So it's better to finish the battle early Forward I start discussing pet skills , you must first understand that there are basically 2 types of goal pet skill combos. One is for offensive style/aggressive pets trying to chip away at your opponents' health bar. Another type is a more defensive build that tries to keep your hero alive or tries to run down the clock and tire the opponent. Both are very good given the specific scenario. Element III delay Exacerbates the casting time of all enemies, will not be affected by cast buff speedIn the current PVP target, the most common and aggressive discovery is the Element Delay III first slot. I see it in about 60% of my PVP matches because of how effectively it screws up your opponent's skills synergy. He throws deadlines off his straps and abilities and will make their combos feel awkward. ED3's best opener counter is to use Taika + stone Curse or recover III as your 2nd pet skills slotFanatic IVIncreases CRIT of all allies, the next 3 attacks will crumble half of the best PVP players who replace Berserk with Fanatic IV in their skills because of similarities in power. If timed perfectly, fanatics can be devastating to your opponent's bar health and, to date, is one of the most aggressive skills in the game. You can also use something like counterattacks to make your opponent hurt yourself while dealing with damageGroup Killing III + Sleep Attack IIIDeals damage all enemies if the cast is canceled, repair HPDeals damage all enemies and causes sleep, damage ignore all the buffs, debaffs, and defenseStremly strong PVP abilities that tend to be timed after the fanatical IVOne of the strongest combos in the game right now is to use asthayi + h39+ fanatics and then use one of these skillsOne vs sleep attack to try and CC + cancel it or use guardian 3/sanctuaries 3 to block Killing 3 is tricky because you can either face a tank it or use a guardian to dodge itSwift III + Weak track IVIncrease speed attack by all alliesCourses of all enemies if they get a certain number of attacks over a period of time, they will all be and get bonus % true damage People usually use this ability near the end because it synergizes well with a quick spell of the 2nd slot (Speed blast combos will make a quick spell align with their 2nd rotation pier)That's the goal at the moment, but I see a lot of people trying to move away from it because of how easy it becomes to counteract itA great way to counter it is to use counterfeit attacks and devil houseredEddga also great counterFollow Up IV or double attack IVDeal damage one enemy within 3 times. 2 ignores the defense, the 3rd time criticizing. Can apply random debuffsAttack one enemy 8 timesWhy YOU SEE LEVEL 150 BAPHO RUNNING IT WITH H39 + ASTHAYI + FANATIC IV AND THEN RUN. This combo will have a huge amount of damage and can pretty much one shot of your front-line tankSound common, to see this on Baphomet since double attack IV synergizes well with its passive H39 + Asthayi + fanatic IV + Dual attack 4 combos not very often but hurts like hell if you do not understand how to beat it.to resist this you just need to display it or use skills that will evade and reset the timing of your abilities. Trying to CC it will work as well. I wouldn't try to fight them though, it's going to be a tough battleWEAKNESS*** Super squishy pets, you can try one shot of them before they're one shot you won't go into details about every defensive ability, but I just briefly go over them since there really isn't much to say. Common defensive abilities arestrengten IVStatizes its own defense, adds maximum damage caused by attackCurrent IVThe recovery of the CP's weakest ally reduces the damage taken and increases the speed + castGroup Strengthen IIIThe deficit of all alliesProtect IVDecreases damage caused to the weakest ally of skills and abilities. Increases Allies damagedDMG Share III (Not very often, but listed in case it catches you by surprise)Shares damage with an ally, cases of damage reliefIt appears when you see any combination of these pet skills, it will mean one of two things. Or 1) They are only trying to protect the hero and pets go full tank or 2) They try to tire you down by running the clock. You can resist player fatigue by using the right follow pets/abilities to reset their timing and then hitting them with everything you've got. To counter the hero funnel strategy you have to hit them with AOE skills and have enough SP left to finish your pets. The use of The Awakening Group III is recommended for both of them as you will use most of your sp. Recovery IIIUsing HP commands and removing negative effectsUsed widespread in PVP, will usually be placed either the first or second slot to counter ED3 or DistractionGroup Restore IIIContinuously HP allies for a certain period of timeSo often because it is overshadowed by recovery, but still seen sometimes beat counter-attack skillsFirmness IIIGive allies Debuffs Resist, but still get damage from CCS Not very often, but with proper use use Be a very effectiveUnyield IVFree hero from CC status and display these effectsComponing through taika + stone curse goal at the momentIn the ranking of ability, if priu timed perfectlyGroup Awaken IIIContinuouly restore SP to all alliesvery common in most PVP builds, especially those that are defensive and looking to stop timerCounterCount IIICount damage picked up and recover some HPCommon, I see a lot of people taking it, when they try to beat pierced 4th slot buildsGroup Counter Attack IIIBounce some damage received to the enemy when all friends attackedComon, I see a lot of people taking this when they try to beat pierced 4-th and slot buildsSpirit Counter IIIDecrease skill DMG got and reduce the casting speed of the attackerIt is not very common because it is outset by ED3 and DistractionAll group CC CC CC CC EnemiesComponence. Unsurprisingly, at least 1 group cc in most PVPQuick Spell IIIDecrease skill sets Casting time for the next two skillsSound common, will see it at least once every 4 or 5 battlesPower skill, but getting confronted by ED3Supportive skills like those above combined with a good term and placement can be devastating in a PVP battle. Using the unwavering perfectly can dramatically change the outcome of a fight. Most have been falling in popularity, except for recovery III. From time to time you will still see group copies, counterattacks, unyields and group awakenings/recoveries, but others will be more rare. If you would like to help me edit or create guides, shoot me messages on discord. Stark21 #0489 or add me to ROIP ign: Stark21. Again, if you have any suggestions or more guides you'd like to see in the future, feel free to comment on them below. 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