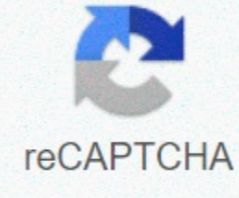




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## Tera level guide

EP Manifesto Also: How to stop pinging Rou, because everything is here. Disclaimer: while majority of stuff here is confirmed, if you have evidence on contrary, contact Theorycrafting discord with this. Important: EP level ≠ total EP points. Some levels grant more than one EP (for example max EP level is 443, while max total EP is 500). This document will mostly talk about EP level, there will be table provided with total EP though. EXP requirements At its core EP system is simple: you gain EP exp and you gain EP levels which grant you points. EP exp needed for one level increases in jumps every ~70 levels as can be seen on this graph: These jumps happen at 53, 131, 198, 263, 323, 384, 441, 497 total EP points for people lazy to look them up. Total exp requirements are just an uninspiring curve: Another number for lazy people: it's 3.956.368 total exp for 500 total EP points. EXP gain from activities First things people ask are: what is worth doing ? Vanguard's Vanguard requests give you a hefty chunk of exp, and are your primary source of EP exp. Here is a chart listing base exp gain from vanguards. Numbers in parentheses are after you use up daily limit of 16 vanguards: VanguardEP exp439+ dungeons1518 (1215)431 dungeons1418 (1134)412 dungeons1267 (1012)Corsairs / Fraywind / 3v31518 (1215)Guardian Vanguard / Flying Vanguard500Island of Dawn Low/Mid/High911 (729)Kumas / Iron BG843Kill 30 \_\_ quests270Gather 30 \_\_ quests180Ace dungeons303Echoes of Aranea911Pit of Petrax455Celestial Arena425 BAM kills Each 65 BAM kill awards you 10 EP exp, which is mostly worthless, but notable source. Leveling Leveling a char to lvl 65 will grant you: 1 EP exp if it's your first character. 50 EP exp if second or more character. Or 3.5 if it's a reaper. Sorry no easy gaming the system. Enchanting Enchanting your gear also gives you a few EP exp. Sadly this source wasn't yet checked troughly, only all weapon enchantments from Guardian to HO+3 were checked. Here is table of findings (you get this exp when you enchant to this level): There are reports of this no longer giving EP exp ! Take care if you wanna try this. GearTierEnchantEP expWeaponFrostmetal+845WeaponFrostmetal+9135WeaponStormcry+8100WeaponStormcry+9300 .... More sources ? Open ended question. Modifiers There are several modifiers that affect your EP exp gained. They share one common feature: they are calculated at the point you are currently at therefore if you come to a point just before where soft cap starts to apply, and finish one big vanguard, then you will get EP exp calculated without pesky soft cap getting in way, despite getting to a point far far beyond it. All these modifiers stack multiplicatively, therefore if more than one currently applies, you multiply their effect together. Therefore no modifier is losing on its effectiveness Event As EP system came to other regions, we got 30% exp gain as semi-permanent event. What this event does, is simply increases your Vanguard EP exp gain by 30%. EP exp boost During weekend we will be granted 2 100% EP exp boost. As you can imagine, this just increases all your EP exp gain by 100%. The Catch up system Here is where it gets interesting. There is system to help newbies catch up to older players in talent level. This modifier goes from 3 (+200% exp gain) to 0.1 (90% less exp gain) depending what level are you. Catch up mod is calculated based on your level and % to next level (eg, your catchup mod can be different at lvl 55.1 than on 55.9) Here is graph of how catchup mod looks on KR: This graph is outdated, for approximate current catchup mod see here. (updates automatically, thanks Ketho) For lazy, important numbers are: Mod = 3 ends at 357 total EPMod = 1 at 424 total EPMod = 0.1 starts at 457 total EP Values are of this mod are subject to change, as this system is meant to more or less equalize newbies and no-life farmers. Popular theories have it, that this mod evolves based on server average EP points. However this is not true, as we can see currently on EU/NA and other regions, we have confirmed catch up mod 3 on whatever level people have got so far, despite average being more or less 0 at patchday. So far it is unknown how this mod evolves, but it is expected the boundaries will go upwards with time. The Cap modifier One of first things people note is the soft cap: There is daily cap on exp you can gain, and after you exceed it you will only gain 5% of exp values. Cap modifier behaves similarly like catch up mod – but instead depends on value of the soft cap. At 100% of the soft cap the mod is at ~50%, value where the modifier starts to kick in is ~89% of cap value, and it doesn't become 5% until after 109% of cap value. Here you can see this behaviour: If you remember what I said about mod: they only calculated at point you are currently. We can therefore conclude from this information, that best way to gain EP exp is, doing small-ish vanguard so you end up at 80-85% of your daily cap, and then doing big vanguard to overshoot cap as much as possible. Plan your exp gains carefully! Common misconception is, that first vanguard of a day has really big benefit – in reality it's only reaching the soft cap already, and as said above, you can squeeze in another small VG before it, depending on your level. Some exp sources can ignore this modifier. Currently Leveling and Enchanting EP exp have been found guilty of this – you will always get exp value as if your cap mod was 1 regardless of what it actually is. Soft cap While we are going away from realm of modifiers, soft cap is sadly a chapter on it's own. While I already explained how do your exp gains depend on daily soft cap, the actual value of your soft cap is bit more complicated. Base cap First of all, you have base soft cap depending on your EP level as shown here: Disclaimer, the cap values are a (very close) approximation and can differ up to ~10 exp from real values, same applies in the sheet linked at the end. If the jumps feel familiar, they should – those are very same values where EP exp per level required jumps. Base cap value is modified by catch up mod (and only this one) so at start of EP patch, everyone had 3000 base cap not 1000. (Also the fact that level 1-2 base cap is shown higher than till about level 50 isn't a mistake, for some reason it's like that) Storing You can store up your soft cap – if you don't exhaust your soft cap in one day, it will be automatically transferred to stock until you use it. To talk numbers, your stored cap will be set to: next day stored cap = max(0, stored cap + current base cap – exp gained today) Of course you can't have stored up less than 0 cap. Condition for this transfer to occur is currently unknown, but it is either tied to logging in that day, or gaining at least some EP exp that day. If this unknown condition is not fulfilled, your stored cap next day stays same as today – you won't get the addition of base cap. Each day your real soft cap is simply calculated as soft cap = stored cap + current base cap Of course, as was said, base cap in these equations is already modified by catch up mod. Magic Because of course we aren't done yet, another thing that can modify your soft cap is Leveling and Enchanting. Remember how it was mentioned they ignore soft cap ? When this in fact happens, the amount exp that would have normally got "lost" due to soft cap modifier, will in fact get added to current stored soft cap: stored soft cap =stored soft cap + exp gained \* ( 1 – soft cap modifier) Where exp gained is exp after all mods, gained from leveling and/or enchanting. I have no idea why this happens, whatever purpose it serves, or whoever thought this was a good idea, but it happens. Data For the non-lazy people, here is link with data to each level of EP. Remember that base cap is mostly an approximation, can differ up to ~10 exp., Thanks Ketho – for most of math and sheets, and good motivations to research, and grinding ep on kteraAustin – for easy access to vanguards ep exp tableNep – for behaving ... mostly This posts will cover all the Vanguard Requests from level 20 to 65 for the Dungeons and Solo BAM hunts. Vanguard requests will unlock once you hit level 20. This will give you the fastest options for leveling from 20 to 65. The two vanguard requests types you'll want to focus on are Dungeon and Solo requests for BAMS. Open your vanguard requests window with the 'h' key by default. It won't work until you are level 20.Doing dungeons back-to-back is the fastest way to level. Filling in the downtime with BAM Vanguards will make sure you keep moving forward towards 65.Make sure you have Recommended or Dungeons and Solo check-marked.The dungeon vanguard request have two requirements: be the right level and have a high enough item level. Once you out-level a vanguard request, it won't show up although you can still run the dungeon if you want. Your XP rewards from killing mobs and bosses will be reduced. Your item level is based on a weighted average of your gear. You can see your item level on your HP and MP bar and on your character profile.Solo BAM VanguardsBAM Vanguards are important because they will quickly get you in front of BAMS that you can farm for XP. In theory, you could find a BAM appropriate for any level to get gear and XP from, but in practice it's easier to just use the ones they point you towards. Not all BAMS are properly scaled for the level you're going to be fighting at. They also sometimes drop gear that is a bit higher than the range you'd be fighting them at. In these case, it's recommended you fight them for a bit longer so you can use the gear they dropped before moving on. If you are dungeoning at the same time then this is less of an issue.The boxes below will cover the item level requirements for dungeons and what level gear the dungeons and BAMS will drop. They also cover the locations for the BAMS in case you need to pick up some gear at a specific level that you missed going through a dungeon. Dungeon: Complete the Bastion of Lok!Levels 20 to 25 Solo: Clean Up Godric's FarmLevels 22 to 25BAM Types: Nagas and KumasLocated in: Southern Arun -> Arcadia -> Celestial Hills (21-25)Closest Town or Teleport Location:LumbertownMurical Fishery Notice how the gear dropped is level 26 but the level range for these BAMS is 22 to 25? If you're not getting a Bastion of Lok queue, it might be beneficial to keep beating up the Nagas and Kumas here until you hit level 26 so you can swap into your new gear. The Fimbrilisks will also drop level 26 gear. Solo: Hunt FimbrilisksLevels 25 to 27Located in: Southern Arun -> Poporia -> Cliffs of Insanity (23-25)Closest Town or Teleport Location:PoplionLilith's Keep and Ruinous Manor Entrance Dungeon: Complete Sinestral Manor!Levels 26 to 31 Solo: Hunt OvolithsLevels 27 to 30Located in: Southern Arun -> Poporia -> Vale of Fang (24-29)Closest Town or Teleport Location:PoplionSinestral Manor entrance Solo: Hunt Dusky BasilisksLevels 30 to 32Located in: Southern Arun -> Val Aureum -> Basilisk Crag (27-30)Closest Town or Teleport Location: Dungeon: Complete Saravash's Ascent!Levels 32 to 36 Solo: Hunt Labyrinth DenizensLevels 32 to 34BAM Types: Giants and VulcansLocated in: Southern Arun -> Ostgarath -> Ascension Valley (31-32)Closest Town or Teleport Location: The Giants and Vulcans in the Labyrinth are very low density. Unless there's a side room that was missed, there are only 2 of them between 2 rooms, per channel. You'll have to channel swap to get the next set and repeat until you loop back around. The first set should have respawned by the time you're on the first channel. Solo: Hunt Lurking TeralithsLevels 34 to 36Located in: Southern Arun ->Poporia -> Lake of Tears (33-36)Closest Town or Teleport Location: Dungeon: Complete Cultist's Refuge!Levels 35 to 42 Solo: Hunt Giant GladiatorLevels 36 to 37Located in: Southern Arun ->Val Aureum -> Colossal Ruins (35-38)Closest Town or Teleport Location:TulafanDark Reaches Citadel Entrance Solo: Hunt Desert Lightning KumasesLevels 37 to 41Located in: Southern Arun ->Val Aureum -> Aurum Road (35-38)Closest Town or Teleport Location: Dungeon: Necromancer TombLevels 41 to 47 Solo: Hunt Patient LithikumasesLevels 41 to 43Located in: Southern Shara -> Essenia -> Blessing Basin (38-41)Closest Town or Teleport Location: Important: Be careful not to accidentally attack the level 65 Vulcan BAMS here! They will one-shot you while leveling. There is level 65+ story quest stuff in this area. Luckily they have a very tight aggro range so you should be fine as long as you don't poke them.Also, note that you get gear that's higher than the level range for these BAMS. Consider getting to 44 now before going on to the Onyx Hydraths so you can swap up to the new gear beforehand. The XP from both the Hydraths and Basilisks at this range feels slow. Being able to kill them faster will help a bit. Solo: Hunt Onyx HydrathsLevels 43 to 46Located in: Southern Shara -> Westonia -> Tempest Reach (41-43)Closest Town or Teleport Location:Acarum then local teleport to Beacon Point Garrison Solo: Hunt Ravenous BasilisksLevels 46 to 49Located in: Southern Shara -> Val Palrada -> Feral Valley North (45-46)Closest Town or Teleport Location:Frontera?Red Refuge Entrance is much closer. Dungeon: Complete the Golden Labyrinth!Levels 48 to 53 Dungeon: Akasha's Hideout or somethingLevels 48 to 53? Skip this one. Run Golden Labyrinth. The bosses and mobs are balanced weird and you'll get stun-locked a lot so it's not a fun time. Solo: Hunt Naga BattlemastersLevels 49 to 51Located in: Southern Arun -> Ostgarath -> Serpents Isle (47-51)Closest Town or Teleport Location:Castanica then teleport to The Beachhead Solo: Hunt Naga LeviathansLevels 51 to 53Located in: Southern Arun -> Ostgarath -> Serpents Isle (47-51)Closest Town or Teleport Location:Castanica then teleport to The Beachhead Dungeon: Complete Saleron's Sky GardenLevels 53 to 57 Solo: Clean Up the HatcheryLevels 53 to 56BAM Types: Fimbrilisks and NagasLocated in: Northern Shara -> Sylvanoth -> Amena Quatta (52-54)Closest Town or Teleport Location:Dragonfall, then local teleport to Accipiter Watchpost Dungeon: Complete the Labyrinth of Terror (Ebon Tower)Levels 56 to 58 Solo: Hunt Sandlurker LizardsLevels 56 to 59Located in: Southern Shara -> Val Elenium -> Tor Exsul (53-57)Closest Town or Teleport Location:Elenea, local teleport to Manafire Outpost Try to queue into Ebon Tower at this point instead of continuing on BAMS. The Orisks and Ruins Guardians are stronger than the gear you'll be using leading up to them. If you're going to be stuck on BAMS, try to get to 60 on Sandlurker Lizards and acquire level 60 gear from lower mobs before fighting the Orisks. They turn a lot and will one shot with their short-range circle AoE attack.If you can find a level 65 friend or a friendly random stranger to run Ebon Tower with you, you can shorten each run to about 6 minutes. Depending on your level difference, you may not get XP from the mobs and some of the bosses. This is mostly an issue at level 58 and less so at 59 and 60.If you are running Ebon Tower with other levelers, it can be helpful to pick up the level 62 gear from the BAMS around Highwatch to make the bosses go faster. Much faster. Ebon Tower will only give you gear up to level 60. Dungeon: Complete the Ebon TowerLevels 58 to 64 Solo: Hunt OrisksLevels 60 to 62Located in: Northern Arun -> Val Oriyn -> Spring Valley (61-62)Closest Town or Teleport Location:Highwatch, then local teleport to Amadjuak Trading Post Solo: Hunt Ruins GuardiansLevels 62 to 64Located in: Northern Arun -> Val Oriyn -> Ex Prima (62-63)Closest Town or Teleport Location:Highwatch, then local teleport to Qeldar Station Note that there were a few dungeons skipped. Kelsaik's Nest, Balder's Temple, Argon Corpus, and Manaya's Core. They come up in the story quests but don't all have associated Vanguard Requests. They also don't give very much XP for the effort so you might want to return to these after you finish leveling as part your story quest adventure.You can get each of the leveling weapons through a box purchased in Highwatch. This requires that you have one character that has finished leveling and has 350 vanguard reward credits available. Use the "Redeem" button in the Vanguard Requests to teleport in front of an NPC named Sionne. She sells two equipment boxes named the "Seren's Weapon Chest" and the "Dagon's Weapon Chest". The Seren's chest will give you a level 12 weapon, and a box for level 20. This repeats up to level the level 64 weapon. The Dagon's Weapon chest covers weapons for level 58 to 64 but it also costs 2500 vanguard credits and is moot since the Seren one will give you the same weapons. If you're leveling an alt, consider grabbing a Seren's box from the start so you don't have to waste time farming a higher level weapon as you are power leveling.This kind of depends on if you're playing PC vs console, since console still has the older progression steps.For PC, follow the purple quest markers to get Kaia gear, choose to skip Apex and get everything if you want, then keep following the quests until you hit 66. Add in queuing for Gossamer Vault while you keep queuing until you hit 68. Then do the daily solo quests on Exodor that are worth 1.68B XP until you are 70. And queue Verrak Fortress (aka Aqalath Quarantine). This updated guide will walk through the steps: The Fastest Way to Level to 70 and Get Your League of Levelers LootFor console, I have no idea what your current patch has you do. It might include going through Pre-Apex, Apex, and then onto the 65+ quest line leading to Exodor, if you have Exodor content. There's a big list of stuff posted here that might be mostly still relevant for console. With patch 92, the quest line progression at 65 got rearranged a bit. The Pre-Apex stuff that mostly introduced you to the solo content and geared you up got moved to level 68 and you now go directly into the Apex Banquet quest line. So jump to the Apex quest guide for now and then you can use the pre-apex quest as a reference for what's available.

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