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Best monk race alliance bfa

Stat Priorities Haste > Crit > Mastery = Haste Flexibility > Crit > Mastery = Mastery of Flexibility: Fog Gusts – Improves your healing (on your target) by a moderate amount, for the following capabilities: Updating Fog, Fog Enveloping and Vivify. Critical Strike – Increases the chances for any healing and damage ability to cry, this includes all HoTs. Haste – Like other classes, it quickly reduces your cast time and lowers your GCD. In addition, it also benefits our DoTs and HoTs, by giving us a partial check mark at the end of their duration. Flexibility – A fairly bland stat that increases your damage/healing, while reducing the damage taken. RacesPersonally, as a horde, I will choose Blood Elf as my race for its utility with Arcane Torrent and the fact that all races are very similar in power. As for alliances, it is likely to cancel elf or Night Elf, for their respective racial abilities. EnchantsWeapon: Enchant Weapon - Machinist's Brilliance Ring: Enchant Ring - Accord of HasteGemsIntellect Gem: Leviathan's Eye of Intellect Stat Gem: Quick Sand SpinelConsumablesPotion: Herb Charging/Food Herb Mana Pesisir: Baked Port Tattoo Flask: Greater Flask of Endless Fathoms Healing Potion: Abyssal Healing Potion Rune: Battle-Scarred Augment Rune Posted byu/[deleted]2 years ago Sorry, this post was deleted by the person who originally posted it. It doesn't appear in any feeds, and anyone with a direct link to it will see a message like this.16 comment Why are we fighting? To protect your home and family... To maintain balance and bring harmony. For my kind, the real question is: What's worth fighting for? - Chen Stormstout Monk is a hybrid class, introduced with pandaria expansion mist. Monks are able to perform each of the three group roles through different specialties: brewmaster monk tanks, healed Mistweaver monks, and Windwalker monks handle damage using melee capabilities. Energy is the main resource of monks Brewmaster and Windwalker (who also use Chi as a secondary resource), while Mistweavers uses mana instead. Monks are available for every breed except goblins, worgens, and lightforged draenei. Whatever their combat role, the monks relied primarily on their hands and feet to conduct talks, and on a strong relationship with their inner chi to the strength of their abilities. Abilities like [Expel Harm] and [Chi Wave] heal their allies while at the same time undermining their enemies. Overview of the class When pandaren was subdued by mogu centuries ago, it was the monks who brought hope to a seemingly dim future. Restricted to using weapons by their slave masters, this pandaren instead focuses on utilizing their chi and learning battle Weapons. When the opportunity for revolution struck, they were well trained to throw the wares of oppression. Masters of bare-handed combat, monks never rely solely on the need to have weapons on their hands to defend against their enemies. Although most widely known to the outside world because they are scary scary and flying kicks, they refuse to limit themselves to one method of combat. Many monks prefer to soak it and seem to revel in the intoxicating effect of absorbing blow after punch while their friends press the attack. Other monks specialize in calling for the restorative power of fog to balance the energy of good and bad in humans, returning them to good health and good fortune. [1] Monks bring a unique martial arts style to each fight, and utilize exotic forms of magical energy unknown to those who practice other arcane art. They seek spiritual balance in life and in battle, and as dangerous as monks can be on the battlefield, they rarely want to fight without just causing. They looked at the world through different lenses, found strength through peace and inner peace—then expressed it through life-improving techniques and combat forces. Perhaps most surprisingly, Monks are also adept at producing the powerful beers they consume to help them in battle. [2] Screen descriptions of the monks' creation are known for their skills in hand combat, relying on their fists and legs as much as their weapons. Monks can also specialize in summoning restorative forces from fog to heal allies. Nearly 12,000 years ago, long before the Ancient War, the continent now known as Pandaria was ruled by a gruesome breed of warlords known as mogu. Their reign was harsh and brutal. Mogu taskmasters forbade their slaves from carrying weapons. During these dark times, many pandaren try to lift the spirits of their protracted brothers and sisters. They are storytellers, brewmasters, and healers who help knit their oppressed communities together in the dark. [3] As the mogu empire began to fall apart, pandaren saw opportunities for revolution. Because they don't have guns, they train ordinary people to fight with their unarmed fists and legs. They master the use of positive energy - or 'chi' - to empower themselves. [3] This unarmed resistance fighter would become the first monk. For a history of disseminating monk ways to other races, see Monk race. Although both use the Spirit of Life, the monks differentiate from shamans in their inability to enlist the help of elements. [4] The race of a pandaren monk in training. The monk class can be played by all races except goblins, worgens, and lightforged draenei: The racial abilities below are a brief exploration of some of the racial traits most relevant to monks. For the full list, see Racial traits. Blood fairy — [Arcane Torrent] gives a 2-second AoE silence effect and 1 Chi, 10 Energy, or 3% Mana, depending on specialization. They also have Arcane Acuity, which increases the chance of a critical attack by 1%. Draenei — [Heroic Presence] increases your Agility or Intelligence by a maximum of 425, scaling with levels. Their [Naaru Gift] ability also gives them healing over time. Dwarves — [Stoneform] can for tanking, as well as eliminating harmful debuff in PvP. [Might of the Mountain] increases the number of healing or damaging your critical attacks by 2%. Gnome — [Expansive Mind] increases the capacity of which monks heal. [Nimble Fingers] increases monk ribs by 1%, useful for all specialties, while [Escape Arts] allows monks to escape the effects of movement disorders. Man — [Every Man for Himself] frees monks from the Stun effect, which is useful in PvP and in some PvE situations. [The Human Spirit] helps all specialties with passive drive for all secondary statistics (Haste, Critical Strike, Mastery, and Flexibility). Night fairies — [Shadowmeld] provides monks with aggro-dumps (which break when moving). [Quickness] increases a monk's chances of avoiding melee and attack range by 2%, as well as providing a slight increase in the speed of movement, adding to the monk's already remarkable mobility. [Elune touch] increases monk or critical attacks, depending on the time of day (based on server time). Orcs - [Blood Fury] acts as an extra knock-knock (increasing your attack power). [Violence] reduces the duration of stun effects on monks by 20% and [Commando] provides a passive 1% increase in pet damage, useful for Storms, Earth, and Windwalker Monk Fire. Troll — [Berserking] acts as an extra knock-knock (improving your Haste). [Beast Slaying] provides increased damage to Beasts. 'Da Voodoo Shuffle reduces the duration of motion disorder effects by 15% at any time, which can be useful in PvE and PvP. Regeneration allows 10% health regeneration to continue in battle and increases your health regeneration rate by 10%. Tauren — [War Stomp] causes short effect stun areas around monks, useful for rough spots, as well as [Endurance] that can improve a monk's health by small amounts. [Brawn] also increased the damage and healing of critical attacks of monks by 2%. Undead — [Will of the Forsaken] frees monks from the effects of Charm, Fear and Sleep, which helps in certain situations in PvE and PvP. [Touch of the Grave] improves DPS as well as survival with leeches of health from enemies. [Cannibalization] allows an Undead Monk to quickly recover the health of the enemy's corpse if necessary. Pandaren — [Epicurean] doubles the stat advantage of the Buff Well Fed provided by certain foods. [Quaking Palm] can be useful for short crowd control, and fits the monk's ability theme quite well. Famous See also: List of monk specialties For a complete list of specialization abilities, see Ability of the Brewmaster Monk A sturdy fighter who uses liquid fortifications and unpredictable movements to avoid damage and protect allies. is a tank capable of using a combination of ancient martial arts techniques and drunken taunts to draw attacks on their enemies and soak up the damage. Brewmaster absorbs and shocks the damage, while provoking their enemies with traditional brew-based attacks. Brewmaster is uniquely unique although dangerous when underestimated. Brewmasters may seem to struggle with balance when they downsize their potions in the middle of a fight, but this unpredictable behavior is far from stupid. Most opponents barely have time to process the erratic nature of brewmaster's fighting tactics before they find themselves laid low—perhaps the result of a barrel smash to the head. When an opponent actually manages to land an attack, it is often unclear how much the brewmaster feels. . . . if at all. [2] A healer who mixes traditional medicine with Pandaren martial arts. Mistweaver is a healer with a sideline in dealing with damage. In addition to various traditional healing techniques, Mistweavers can also use melee attacks to enhance their healing spell effects, through certain combinations such as [Thunder Focus Tea], Rising Thunder, and [Rising Sun Kick] resulting in unique gameplay. Mistweaver monks get where as the main resource, replacing energy. Mistweavers are unique among those who recover. The energy they channel is mysterious, often misunderstood by commoners — who rarely travel outside the borders of their homeland — as some form of folk remedies. But those who weave fog hold the essence of life, using a mixture of preventive and restorative spells to repair the wounds of their allies. The inner calm that guides the mistweavers allows them to maintain their healing for long periods of time, and gives them the power to care for some wounded allies. [2] A peerless martial artist who hits the enemy with a hand and a fist. Windwalkers are damage dealers, focusing on dealing with melee damage through various martial arts abilities. With their lightning kicks and angry fists, Windwalkers can hit nearby enemies, but also have multiple long-range attacks and can use their legendary abilities to move quickly across the battlefield. In addition to Energy, Windwalker Monks uses Chi as a secondary resource. Among the monks, no one mastered martial arts as windwalkers experienced, and some in Azeroth were able to fight with their grace. Windwalkers have unparalleled physical proficiency, and are able to overwhelm their enemies with a dizzying flurry of punches and kicks. Their skills mainly come from intense training and discipline over a lifetime, but the power they exhibit is shrouded in more halitism than meets untrained eyes. The combination of their peak physical conditioning, state of inner calm, and harnessing mystical chi make the windwalker monk a true force to be reckoned with. [2] Main article: Monk's ability add the available information to this section. Brewmaster and Windwalker's abilities are influenced by real-life martial arts styles, such as the Wushu form, commonly known as Drunken Boxing, which inspired some Brewmaster animations. Brewmaster's other abilities such as [Keg Smash] and [Ironskin Brew] further fantasy this (although Wushu doesn't involve actual drinking). Mistweavers (mistweavers) focus on maintaining the energy balance of life around them, calling for fog to heal their allies and confuse their enemies. In addition to this fantasy, each specialty revolves around celestial August: Brewmasters honor Niuzao, windwalkers fight with Xuen's anger, and Mistweavers enlists the help of Yu'lon and Chi-Ji. Examples of Gear Monks can wear fabric and leather armor. Monks mainly focus on boxing weapons and staves, but can also use one-handed swords, one-handed mace, one-handed axes, and poles. In rpg This section contains information from WARCRAFT RPGs that are considered non-canon. Monks are culturally considered peraman and studious. When Malygos is in humanoid form, he takes the form of a studious monk or similar individual. [5] Pandaren were formidable monks, following their philosophy on the letter and perfecting their martial arts to their liking. [6] Runemasters are also said to resemble monks. [7] The RPG noted the Monks were originally a rejected class in the original Warcraft RPG source book, at the time believed to be irrelevant to the world of Warcraft. [8] However, the monks were then put through the runemaster, and references to monks appeared at various points in rpg books as well as in World of Warcraft. But (at the time) no particular monk class was ever made in rpg, and no special legend was ever given. Trivia Even before their formal introduction as a playable class in Mists of Pandaria, several NPC monks and masses already existed, albeit with different teeth and abilities than can be played now. Examples of jadut monks include lefty gnomes, Eramas Brightblaze blood fairies, Cursed Monks, Scarlet Monks, Crimson Monks (now Rising Monks), Auchenai Monks, and Argentine Monks. Note that some of them have been updated since then, but images of their old appearance are still archived on their respective pages. Monk animation is heavily influenced by real-world martial arts styles, including the Wushu form commonly known as Drunken Boxing, which was used in brewmaster development. Initially, Mistweavers intended to focus on Chi-Ji as their August Celestial. However, play-testing reveals that the healing effect of red is confusing for players, and is later changed to Yu'lon, whose main color is the green we see today. [9] Monks are the first class (and so far only) to be added to a game that is not a hero class. Since monks start from level 1, they open daily searches starting from level 20 which gives them an hour-long buff that increases the profit experience by 50%. A monk can go to the Peak of Tranquility every 10 levels to complete this quest. Monks can also visit once per day to repeat their current level range quest to buff. It's meant to be make leveling monks faster, so they can experience Pandaria faster and unlock monks' abilities faster. Video Patch 7.0.3 (2016-07-19): Removing Chi as a secondary resource from Brewmaster and and Specialties. Attitudes have also been removed and folded into passive enhancements to monk characters. Patch 5.0.4 (2012-08-28): Added. Added.

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