

I'm not a robot 
reCAPTCHA

Continue

Golden sun djinn setup guide

When I was a kid I probably played gs games a dozen times each, but I always set dinner heroes with their respective elements (Venus to Isaac/Felix, etc.). I just got this Wii u E-shop and now that I'm playing again as an adult I really want to do some dual/trip classes. Do you have any suggestions or tips for me? Page 2 comments on Home General Forum General Gaming Golden Sun Class Tier List in: Edit Share Changing amount or combination of Adept's Set Djinni can cause their class to change, which can have a detrimental effect on their stats or Psynergy. Character Class is a gameplay-based method for many RPGs to use arbitrage options for playable characters. In Golden Sun, Golden Sun: The Lost Age and The Golden Sun: Dark Dawn, character classes serve just that purpose, dictating the improvements of the characters' base statistics and what orders and elements of Psynergy they can use. Unlike many RPGs, such as Final Fantasy, characters from Golden Sun games don't specifically choose classes to continue and develop abilities; Classes are just settings that can be instantly changed at any time based on their skill level in a specific element. It is set in terms of its innate element, as well as how many and what elements Djinn has set onto each character. Gameplay Roll[edit | edit source] Classes serve a number of important roles from a game-game perspective. First, they add a lot of diversity to the game, opening up a large number of Psynergy and statistical (and thus strategic) combinations. Secondly, they act as a balancer, when a player gets more gin set, improving classes to give the player access to gain more powerful Psynergy, such as Wish and Revitalization. It both has an incentive for the player to collect Djinn (and thus complete related optional, but more complex, puzzles) and acts to stop the player from getting spells that are too powerful too soon. Therefore, player selection classes can negatively alter the outcome of the battle. This is most obvious when Monster Skill Gin Storm is used as a player. Removing all Djinn paralyzes the otherwise strong side, returning adept at its default classes, which serves to make the battle much more complicated. To expand this, it also has a function that balances powerful invite sequences, such as putting Djinni in standby mode stops it affects the adept class, thus weakening the party, which in turn creates a tactical dilemma that forces the player to think more carefully about their actions. It should be noted that statistics numbers (e.g. 190% health Slayer class) are the number of the base number each individual adept at. For example, when he says that during the level until Isaac's health grew to 7, but a comparison with his max health shows that it increased to 13, Isaac's base of health increased to 7, which was multiplied by 1.9, resulting in an apparent increase of 13. For example, Isaac, the Killer's base of health 100, his visible health fight seems to be 190. She gets 7 health levels up, now has a base health 107, her visible health is now 203. Stat making objects like apples or cookies is applied to the base, and then multiplied through, so the reason they sometimes seem to give greater increases to some and smaller increases for others. It should also be noted that it does not affect character base growth as it does in some Final Fantasy games (such as the Tactics series, in which the character developing Paladin on some level leads to high health and high protection, then leveling that same character of the Fighter leads to high attack growth, eventually turning the character into something one man destroying the team). Having someone like Ivan as something tamer to increase his attack and health statistics, then switching him to something from Hermit to give him a hefty PP boost while maintaining the attack on Tamer's class doesn't work. The growth of the base statistics is related to the individual adept and is continuous regardless of the class. In terms of attack and defense, weapons and armor are added to the base before the repeater. So attack stat, for example, is (Base Attack + equipped with weapon and Armor attack bonuses) * Repeater. There are five tree classes: Mono-Element, Dual-Element, Tri-Element, Item Dependent (Lost Age Only) and Psynergy Dependent (Dark Dawn only). The number of elements includes elements of the Genie set Adept, as well as the adept basic element. For example, the tri-elementary Ninja class series Isaac calls Jupiter and Mars Gin, but also includes his natural Venus element, thus considered Tri-Elemental. Mono-Element[edit | edit source] Mono-Element classes (also called Default classes) include having only one element of gin specific Adept and this element is an element adept at being aligned (Water Mia and piers, Fire for Garet and Jenna, etc.) and all through the movement class, only one type of Element is needed. Classes stem from class character (NT: Felix and Isaac's Squires follow the squire class of fruit). Pros Mono-Element Classes[edit | edit source] Simple, simple and simple. By staying in Mono-Element classes you can work without much fanfare. Using gin and invitation in battle does not carry the potential of a crippling adept unwanted, and perhaps dangerous, class switch. Since only one element of Gin is needed for each adept, elemental power (+5 Power per Djinni set) that one element is going to be larger than the other classes, which, if upgraded to Whistle, will naturally have greater power (Felix's and Isaac's Venus power, Jenna and Garet's Mars power, etc.) will be very strong. In 2004, Taavi Became Chief of Staff of Saare, edit source] Each of them has one or two painful deficiencies, such as terrible statistics in one area (for example, the Guard class series has the worst agility of all classes, and the second worst PP stat (it's only with expensive Psynergy as Volcano and Liquifier), while the Water Seer class series has lackluster agility and bad offensive Psynergy lineup). Each class has only one element worthy of Psynergy, which can prove tedious when faced by enemies who have high resistance to that particular element. A small amount of Psynergy is at your disposal. Hard to maintain because even one Gin another element causes the transition to the Dual-Element class (This is especially true early on in TLA as you rarely have an equal number of Gin in each element and there is no one adept at getting your element of gin). Each player with only one type of Gin limits the rate to comply with higher-level subpoenas. This is compensated somewhat by a two-element subpoena at the TLA and by two poor elements after reunification. However, this leaves players at a disadvantage with the GS. Dual-Element[edit | edit source] Dual-Element classes require having most of the Genie from the other element, and one or two Gin has fainted own element on higher levels. It should be noted that the classes that combine symbiotic elements (Earth-Fire, Wind-Water) function slightly differently from others. For more information, see the relevant class pages. Two-element classes of pros[edit | edit source] Quite simple and simple, though not as much as Mono-Element classes. Quite often they patched the imperfections of Mono-Elements with the improvement of Mono-Element strengths with very little sacrificed (IE: Mia et Hermit). Adepts have two elements of Psynergy in their arsenal, allowing them more flexibility against monsters with high resistance in one element. If each adept at more than one type of Genie, subpoenas that require more Djinni standby become somewhat faster and easier to produce. Djinn recovery rate also increases some. However, these benefits are expressed in more tri-basic classes. All things into account, Dual-Elemental partial classes are decent and perhaps stronger than partial classes in Tri-Elemental classes. Two-element classes cons[edit | edit source] Some must use gin and subpoenas to not accidentally shift the adeptly to a different class of fruit. Almost anything in two-element classes can do, tri-elements can do better. Classes are very different, even if they have the same names, and trading in one adept class, which is a blessing, can put another adept class, which is a pity. For example, placing Mia or Piers in Pilgrim's class could end up putting either Garet or Jenna in the swordsman class, which is a rather lacklustre class compared to the swordsman class available to Isaac and

[assessment task 4.5 , 29312913023.pdf](#) , [lecodiso.pdf](#) ,