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Bless unleashed leveling guide 20

Edit Races Quests | Trials & Titles | Characer Skills | Campaigns | Unions | Maps | Fishing Fishing is used to catch Fish, Glass Botles and Dented Chests. To Fish u need a Rod, a Reel, a Wire, Cod and Deep Water. There is A Fishing Tool Merchant on some place's on the Map that sells usefull stuff about fishing. Rod List Name Effect Resistance Where to Get Price Common Fishing Rod No Effect 30 Starting Gear / Fishing Tool Merchant 10.000 Gold Sturdy Fishing Rod Increases Sensitivity +1 30 Fishing Tool Merchant 50 Regional Contest Trophy Green Piece Increases Sensitivity +2 30 Campaign: The Spear of Salvation Golden Fishing Rod Increases Sensitivity +3 30 Fishing Tool Merchant 20 World-wide Contest Trophy Silver Star Increases Sensitivity +4 30 Trial: Tomorrow's Fishermen Crafted Fishing Rod Increases Sensitivity +5 30 Craft: Forging lvl. 12 3 Lunarite Ingot 1 Superior Leather 20 Pearl 2 Honed Fortification Stone Reel List Name Effect Torque Where to Get Price Wooden Sperios Reel Casting Distance 15m 80 Fishing Tool Merchant 10.000 Gold Alloy Sperios Reel Casting Distance 17m 80 Fishing Tool Merchant 50 Regional Contest Trophy Wooden Conquest Reel Casting Distance 20m 80 Premium Bless Pass Season 3 Golden Sperios Reel Casting Distance 22m 80 Fishing Tool Merchant 20 World-wide Contest Trophy 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Scale / Fin / Loin / Belly ~10 = 325 Common Ocean Perch Downstream Rivers Scale / Fin / Loin / Belly ~11-12 = 375 ~13 = 425 Uncommon Striped Beryx Rivers Scale / Fin / Loin / Belly / Cheak meat / Roe ~20-21 = 500 Uncommon Panther Puffer Rivers Scale / Fin / Loin / Belly / Cheak meat / Roe ~22-23 = 550 Uncommon Spiny Chromis Rivers Scale / Fin / Loin / Belly / Cheak meat / Roe ~24 = 600 Uncommon Trumpetsnout Coasts Scale / Fin / Loin / Belly / Cheak meat / Roe ~25 = 650 Uncommon Polkadot Loach Coasts Scale / Fin / Loin / Belly / Cheak meat / Roe ~26 = 750 Uncommon Forktail Large-Eye Bream Coasts Scale / Fin / Loin / Belly / Cheak meat / Roe Uncommon Black-Banded Hogfish Northern Lakes Scale / Fin / Loin / Belly / Cheak meat / Roe ~28 = 850 Uncommon Blue Tang Northern Lakes Scale / Fin / Loin / Belly / Cheak meat / Roe Uncommon Whitetipped Mackerel Scad Northern Lakes Scale / Fin / Loin / Belly / Cheak meat / Roe Uncommon Barracuda Upsteam Rivers Scale / Fin / Loin / Belly / Cheak meat / Roe Uncommon Cherry Anthias Upsteam Rivers Scale / Fin / Loin / Belly / Cheak meat / Roe Uncommon Yellowtail Red Bass Upsteam Rivers Scale / Fin / Loin / Belly / Cheak meat / Roe Uncommon Tropical Silverside Downstream Rivers Scale / Fin / Loin / Belly / Cheak meat / Roe ~50 = 3.000 Uncommon Yellow Chromis Downstream Rivers Scale / Fin / Loin / Belly / Cheak meat / Roe ~53 = 3250 Uncommon Cigare Wrasse Downstream Rivers Scale / Fin / Loin / Belly / Cheak meat / Roe ~59 = 3.750 Rare Threespot Angelfish Rivers Scale / Fin / Loin / Belly / Cheak meat / Roe / Pearl Rare Bitterling Coasts Scale / Fin / Loin / Belly / Cheak meat / Roe / Pearl Rare Golden Danselfish Northern Lakes Scale / Fin / Loin / Belly / Cheak meat / Roe / Pearl Rare Golden Butterflyfish Upsteam Rivers Scale / Fin / Loin / Belly / Cheak meat / Roe / Pearl Rare Splendid Alfonsino Downstream Rivers Scale / Fin / Loin / Belly / Cheak meat / Roe / Pearl Rare Koi Northern Lakes Scale / Fin / Loin / Belly / Cheak meat / Roe / Pearl Rare Blackmouth Angler Lower Region Rivers Scale / Fin / Loin / Belly / Cheak meat / Roe / Pearl Rare Leopard Mandarin Fish Uper Region Rivers Scale / Fin / Loin / Belly / Cheak meat / Roe / Pearl Rare Red Seabream Rivers Scale / Fin / Loin / Belly / Cheak meat / Roe / Pearl ~82 = ~ 83.5 = 5.000 Common Glass Bottle Everywhere healing potions 1 300 Gold Uncommon Dental Chest Everywhere Legent, Epic Upgrade stone / Armor, Weapon Fortification Stone / 150 Artifact Shards / 800 Gold ~96 = 6.000 Legendary Luxurious Chest Everywhere Epic Ember / 150 Artifact Cores / 3.000 Gold If there was an award for "Not the Worst MMO", Bless Unleashed would certainly qualify. A nice mix of first generation MMO RPG shared world experience and current gen graphics, it has fun combat and a good challenge later in the game. As I mentioned in a previous post, it also has a mountain of bugs and tuning issues that cast shadows on the better parts of the game. Here are a few tips I would give to friends who were considering the game, or who had played previously and quit due to frustration. Invest in a B Grade Weapon early The gear that drops from activities falls way short of the advancement curve by the mid-teen levels, until leveling becomes prohibitively difficult due to gear score penalties. Eventually, a red penalty foe has a whopping 66% damage reduction buff that makes facing them almost certain folly. Even in a group you would be a liability to keep alive. B grade weapons and armor with "OK" stats are saturated on the player driven Market Place, and can be found pretty cheap at pretty much any hour of the day. The items may not be keeper gear for end game, but will make the teen and early level twenty content fly by. When to use Common Enhancement vs Master Enhancement This same B grade gear can carry you to the "end" of the first major story with some care and upgrades, but herein lies the most immovable part of the advancement wall. Budgeting Gold, Artifact Cores, Star Seeds and Repair tools will challenge even the most resourceful player. It helps to understand the built in risk and cost of each type of enhancement vendor. The Common Enhancement vendor takes Gold and Artifact Cores, the Master Enhancement vendor takes Star Seeds and Cores but does not have a risk of damaging or downgrading your equipment - which happens startlingly often. By that I mean, you will absolutely trash your gear and lose progress. The failure rate is much higher than 50%, so approach with caution. For gear that is unenhanced for it's rarity (blue, purple, etc), the first upgrade cannot damage the equipment so should always be done at the Common Enhancement vendor. If you have a repair tool, the second upgrade should also be done at the Common vendor as a failure can be recovered from without risk of further damage, at least to the first bar. The third bar is a gamble, as it will cost a lot less gold than seeds but cannot be recovered without risking a second failure. Remember what I said about failure rate being higher than 50%? Falling twice or more in a row at the common vendor is a regular occurrence. Anticipate disappointment. Star Seeds are throttled to a daily maximum per character exchange rate from gold, and obtained from limited other activities or season pass rewards. When you first start you may find yourself a surplus of these before you needed them, but eventually you will be bound by the daily cap to get new ones aside from good luck selling loot and resources on the market place. This makes the Master Enhancement vendor very expensive, although safe from risk of damaging and downgrading gear. For any gear I care about, I use the Master vendor for the third through fifth bars and the upgrade to the next tier. Once you are through the surplus of seeds you started with and fixed to the daily allowance of seeds, you will be able to afford to try and upgrade maybe one or twice a day per character. You might have a few days without any success at all. Naturally, if you have a knack for making a profit on selling loot and resources on the market place, you will have a lot less problems budgeting seeds for upgrades. Eventually your gear score will creep out of the penalty for content in the late twenty range, where you will start seeing better loot to swap out your leveling gear and fine tuning your build for harder content, which will in turn net the gear to keep progressing. You will need approximately 860-900 gear score to complete the last steps of the main story, with end game bosses starting around 1100 gear score and up. It's a bear, but the dungeons and challenges later are worth the climb. PvP after level 28 introduces several new ways to upgrade gear and is fun, and is a great way to meet competent dungeon mates as well. PvP will also teach you a LOT about which character build you may care to focus on and your overall survivability. Do Regional Quests Long before side quest availability tapers off in the late twenty range, you will have always available regional quests that award both XP, trash gear for artifact cores, and a fixed percent of skill experience points. The latter, SXP, is vital to upgrading your blessings to make sure you are doing the most damage you can in dungeons and other challenging content. There is no time too soon to start banking skill points for blessings you have yet to unlock, the later ones need 25 or more points to complete and aren't viable when acquired (Crescent Moon, etc) without 5-10 points for unlocks upfront. As the number of SXP is fixed per activity and the SXP advancement rate is flat, running all of the available Regional Quests is the fastest way to get skill points by far. Do the Repeatable Quests When you first find each region's repeatable quest NPC, it isn't clear right away that these activities will eventually be required for one of the stronger blessing unlocks and late game advancement. If you wait until level 25 to start working on the repeatable quests for reputation, you will be days or a week or more off the minimum rep for the prestige quests, which are a fixed block for quest advancement after a certain point in the story. It is a deliberately built in advancement wall to prolong the time it takes to reach the last dungeons and boss encounters. I don't like this design decision but Elder Scrolls Online had a similar veteran rank advancement wall when it first shipped that was far worse in my opinion, and not even in the same category as the World of Warcraft barriers to end game raiding. Yes, it's a grind. Like pretty much every live-content ongoing game online today, after a point in the story you repeat content to continue advancing. Honestly I don't think Bless Unleashed is worse than Destiny 2 for "the grind", nor any other hybrid RPG shooter with character advancement beyond the story. There is a reason this type of post launch content is ubiquitous on consoles today and that is a lot of people enjoy it. Bless Unleashed isn't a terrible grind and with additional content presumably in the pipes may be worth the time investment. If you found this article I hope these tips help, or are at least somewhat cathartic to see someone else dealing with the same issues in an otherwise salvageable game. Now to get back to the game and Queue Red Basin

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