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## Berserker osrs guide

Intro A zerker is a special type of RRP construction using the Berserker rudder, which is the lowest defense level head to give a strength bonus. The rudder bonus is +3 and requires 45 defense to use. All zerker constructions have 45 defense and rudder, but combat levels and other gear options can vary depending on which level of combat you want to reach. Because of a defense requirement, zerker constructions have more access to game content than pure 1-def. Due to the increased content of the available game, a zerker build can use more methods to train, although it is usually more expensive and time consuming than a pure 1-def build. Most successful zerkers will be around 70-80 combat levels as they will encounter the best opposition for construction, below that level which will often be dominated by 1-def pures who have a much higher attack and strength. It requires a lot of research for all Zerker constructions and all the defense xp should come as a reward for missions rather than training normally in combat, that's so you can receive rewards or full requirements on missions that also give defense XP rewards. While there are plenty of different constructions all statistics are carefully selected to reach or stay below a desired combat level. Stats and team your overall attack level should be 60 or 75. Going higher doesn't have much merit for this build, as you can basically use any weapon in osrs to 75 attack, usually only maxed pkers have to use a higher level of attack. Comparing briefly 60 to 75, 60 has technically fewer usable equipment options than 75 and can only use dragon-level weaponry and lower, but because of its weakened opposition, you should actually be able to choose a wider range of gears. For a 60 attack zerker the best weapons are dragon claws (or a cheaper dragon-level weapon) + a weapon to combo/finish your opponent as the barrelchest anchor (which requires the completion of the great brain theft) that gives greater precision and damage, while reducing your opponents combat levels with your special attack. Other popular weapons to serve a similar purpose to the anchor are the Obsidiana maul, the dragon sword 2h and the dragon. The use of two weapons in rRP can present a greater financial risk than in 75 attacks where a weapon can perform both functions. Apart from the major maul the weapon most commonly used in level 75 attack are the words of god, they all have powerful spec attacks, including precision and damage boosters, a freeze of the enemy effect, restoring prayer and draining enemy combat statistics (each of the 4 swords have different spec attacks, you have to decide which is best for construction / budget). The word armor is the most used in rRP, gives a huge 37.5% damage bonus and doubles the accuracy, but it is the most expensive at around 13.7m. There are also weapons used primarily for training that can be used to reach 75 not available in the 1960s that include the ghrazi rapier, abyssal bludgeon, abyssal dagger and saradomina sword. With You can base this choice on the level of combat you want, many zerker pkers point to 80+ strength, but it's really what suits your preference. If you decide to add range to your build, then at 50 range you can use the magic shortbow, using the spec attack to always hit your opponent, and then swtching and specifying with the word god armadyl is considered the best zerker combo in the game. As for prayer, he basically has two options, either 31 prayer for the final force (15% force bonus) or 52 prayer he gives smite (removes 1 sentence for 4 damages handed to his opponent) as well as the three protective sentences. All the rewards of chosen research experience should be used in HP as training this without being able to train the defense will make it slower/unbalanced. Exp lamps can also be used in HP or other skill you don't like to train. 94 magic that gives access to revenge lunar spell will be very useful in pking, especially at the highest levels where powerful weapons are used, as it bounces 75% of the damage back to your opponent. Other items worth getting for this build, including the best in slot items will now be discussed. they are bar gloves for your rank bonus, both available at the end of the recipe for disaster search and sub-missions. The prayer book, given as a reward for the search for the great brain theft, can be used to remove the poison in exchange for some prayer points. Many go by the fire layer, depending on your level of game skill you may want to wait towards the end of construction to go for it, it's possible, but hard to get without protective spells. Rune's defender only requires 40 defenders so he can be used in this build-up, he is the third best defender in the game, but he is not translatable and should be obtained as a drop of cyclops on the top floor of the Warriors guild when he enters the room holding an adamant defender or better. Questing / Build progression As mentioned above the defense should be deceived so it is important to choose the right missions and search order. At the beginning of construction you can mainly follow the progression of a pure 1-def construction, as it will focus on attack and strength to reach subsequent search requirements. If you are choosing to get magic then train that up to around 60, the added benefit of this is to be able to use teleport spells. Then you have to do the following missions in any order you like: Fight Arena, Tree Gnome Village, The Waterfall Quest, Vampire Slayer and The Grand tree. Some of these have non-combatative skill requirements that you will need to train in advance as well. Read on to the missions needed for defense and then Your research requirements to see that it would be useful for combat training or simply to save time for other training methods, this can vary in choosing building statistics. Now we get to the defense missions, there are some that are absolutely necessary and some just recommended. You must complete: Dragon Slayer, Monkey Madness (use reward in force and HP), Spirit of Nature, Fremennik Trials Trials The search for the hero. The heavily recommended but not completely necessary missions are, Holy Grail (for prayer reward) and a Bane Soul. Other missions you can do are, Between a Rock, in search of Myreque and in aid of Myreque. Depending on which you decide to do you should be close to 45 defense now, and as gear requirements are met you can train in body to body the last small amount of xp defense need to reach 45. As it is recommended to get magic for the revenge spell you must train that next. Any search with magical rewards is fine, you'll need 65 magic (as well as as many long skill requirements as 60 mining) to do lunar diplomacy in order to unlock the lunar spell book. Also at this point as construction almost has to end you have to finish the prayer at your desired level (mentioned above), use as many missions as possible to help you reach the prescription search requirement for the disaster that is covered below. When you meet the requirements for the best slot equipment you should use this computer, or choose nearby alternatives if you can't for any reason. The arrow gloves will be the longest to get, requiring 175 search points, although it is not difficult to actually skill, and you already have to have quite a few search points by this point. You can also get your rune defender, fire chief and combat torso (from the barbaric assault mini-game). At this point your main Zerker construction must be ready, NMZ will unlock so you can train the attack and force there. And finish the magic at 94 if you haven't already. Improve your complexion as much as you like. You will see that pking with him at the right levels will have been worth the effort to create this unique construction. In addition Thanks for reading RSGoldfast.com, we offer runescape guides 07 & rs3 for you and osrs cheaper gold and runescape 3 gold and other goods. Online service 24/7, fast delivery, best price. We hope he supports us all the time. Hi guys, I don't post much here, but I approach the mems, since the RS3 mems are nowhere near the same level. But go back to the subject of my questions as inferred by the title. I mainly play RS3 for skill/bossing. I want to experience pking since I really never have, even though I have none of comp in RS3. I'm going to create a pure zerker in osrs and I have a couple of questions. Money is n't a problem, as I have a lot, and it's going to change RS3 to OSRS in order to get to maximum stats as fast as possible. Questions: Should I go to 60 att and use claws d or reach 75 att per ags? What fight would I be, and what people would be fighting against? Also what's more fun? I was thinking I could get to 60 first, try this and if I don't like it so much I'll go to 75 att. What are the missions I have to do for 45 def and max zerker What's max gear? What are the best training places for magic/body to body? Shouldn't pk at all until you get full maximum statistics? Also what fight would I be? Do I have to do some achievement diary or anything else, in addition to the basic/statistical missions? What are the envy settings that people use? I see some green potion used a lot in pk vids. What is a super trust exchange? Any other useful tips / tips / links? Thanks in advance guys :)Page 2 4 comments

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