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Pros and Cons of Each TERA Class by [Michael Watson](#)

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T.E.R.A., abbreviated for the Exiled Realm of Arborea, is highly anticipated because of its new take on many of the traditional elements of MMOs. This gam was launched in only South Korea last year. Gaining the high attention from gamer all over the world, TERA is going to release in USA and UK in this coming May. With so many new features, you're going to need reliable guides to make the most of your time in-game. One of the areas where a professionally produced guide can help is with the Tera classes. Looking briefly at the Tera classes will show why.

There are eight classes in the game, which are TERA Warrior, TERA Slayer, TERA Berserker, TERA Lancer, TERA Archer, TERA Sorcerer, TERA Priest, and TERA Mystic. Each has also its own pros and cons. If you've played MMOs for a while, you're used to certain classes meeting certain expectations. With Tera Classes, though, you might have to unlearn a few things. This Tera classes introduction can help you get past any preconceived notions.

Take Tera Warrior, for example. We're all used to the heavily armored guy standing in front of a mob, holding aggro whilst the DPS classes and the rest of a group actually take it down. In Tera, the Warrior acts more as an off-tank. He doesn't have the stats to be a main tank, and learning this new role will be challenging to many players.

There are also a number of other melee classes in the game, each designed with a distinct role in mind. Tera Lancer, for example, is heavily armored and acts as the main tank. Tera Berserker relies on being constantly in combat to keep his special attacks charged; they excel when there are multiple mobs to deal with. Tera Slayer is a mobile, lightly-armored fighter who uses stuns and knockdowns as well as evasive skills to deal high damage.

Ranged classes might at first glance seem more traditional, but they too offer new challenges for the player. Tera Archer, naturally, deals high ranged DPS but it's his use of combos that can make the difference in any fight. Tera Sorcerer, on the other hand, is a pure caster who relies on taking down enemies as quickly as possible with the offensive spells available to him.

The support classes include the Mystic and the Priest. Tera Mystic is the all-around master of support. They offer buffing and healing, but also crowd control and pet summoning. They are so varied, you are sure to need help in getting the most out of them. Tera Priest may be the most well-rounded class in the game. They have a balance of healing and offensive abilities that make them challenging indeed to run.

In each class in Tera pros and cons need to be learned as quickly as possible. Without such knowledge, you'll not be able to get to the more interesting and challenging content in the end game. Look for a professional Tera classes guide to come out shortly after the game's launch.

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