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TERA Archer Skills and How to Kill from Afar by [William](#)

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The TERA Archer may not be the bravest class out there, but there's no denying that hitting the enemy from afar can be pretty effective. True to their name, Archers need to keep their distance and fill their enemies up with arrows. As long as they remain outside of striking range, they are unbeatable. Sadly, you won't be able to stay at long range forever, but with this TERA Archer Guide, you'll be able to ensure that the space between you and the bad guys remains nice and wide.

Shooting Where and When it Counts

The key to success as a TERA Archer(<http://www.teraarcher.com>) is to slay your foe before he reaches you. In many cases, this is a simple enough strategy; approach your target from a safe distance, fire an arrow, then alternate between shooting and backing up. However, certain situations can make this tricky to pull off, particularly if you're dealing with a group of enemies!

You can make things easier by utilizing the right TERA Archer Skills. One surefire technique would be to start every fight out with a bang! The Archer has a number of powerful abilities that require a few seconds to charge up, like Focused Shot and Multi Shot. They need to be used strategically in the middle of battle, lest they get interrupted, but the beginning is as good a time as any to use them.

Getting Breathing Room

Running away is only going to do so much; if you don't kill fast enough, sooner or later your enemies will catch up. Thankfully, it's not the end of the road if they succeed, for there are TERA Archer Skills available for those kinds of situations. With Penetrating Shot, the TERA Archer can fire a physics-defying arrow that damages and possibly knocks down all enemies in a linear formation. You can also use the Soaring Attack to do a spinning kick, giving all hostiles around you a nice dirt-nap. Finally, with the simple but practical Backstep, you can jump back five meters instantaneously if monsters are getting way too close for comfort. Find out more about Tera Archer Skills on <http://www.teraarcher.com/tera-archer/tera-archers-skills-and-abilities>

Coming Prepared

After reading TERA Archer Guide, you will realize that bows are not the only weapons necessary for doing that. Archers also have an array of deadly traps at their disposal. Some of them even make maintaining your distance easier. The Spiderweb Trap slows down the speed of all enemies in an area of effect, while the Stun Trap does exactly what it says! Before any major fight, always set as many of these as you can. Then lead your enemies straight into them, pelting them with deadly missiles all the way!

Read more about TERA Archer Leveling Guide on <http://www.teraguide.net/tera-classes/tera-archer/>

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