



Article published on March 30th 2012 | [Computer](#)

TERA Lancer is a fearsome class to behold, wielding both spear and shield. They are specially trained to wield the massive shield as an extension of their own body, and are mostly known for their defensive capabilities. They can protect not only themselves, but the rest of their group members as well! Because of their heavy armor and armaments, they are considerably slower than the rest of the classes of Tera; the presence of a spear helps them overcome this deficiency with a long reach. TERA Lancer is full of defensive skills that not only protect himself, but his teammate as well. The Lancer also has abilities to draw enemies' attention, making him become the best tank class in Tera Online.

According to the reliable TERA Lancer Guide, the class starts out with a healthy balanced ratio of about three HP to two MP. Their movement and attack speeds are rather slow at one hundred, but they have a healthy starting balance at seventy and endurance at thirty-five. What really gives them their defense is a starting critical resistance rating of seventy-five! All three of the basic resistances for the TERA Lancer start at forty-five, giving them a well-balanced defense against the various nuances of combat. They have among the lowest damage ratings at forty-nine but boast the highest innate defensive value: twenty-nine.

The very first abilities that Lancers get go well with their playstyle - Stand Fast is the iconic group protecting skill. With a small MP cost of thirty, this ability will block all frontal attacks with your shield. What sets this ability apart from the rest of the abilities that appear in any reliable TERA Lancer Guide is the fact that the supplied damage reduction not only applies to you but also to all the allies behind you! The next few abilities to be gained are offensive in nature, such as Spring Attack or Charging Lunge. Challenging Shout, gained at level eighteen, is among the first group-friendly abilities you will get; on a ten second cooldown, this ability will draw the attention of all enemies within a ten meter radius. A similar ability, called Infuriate, is gained at level fifty but is on a five minute cooldown. Infuriate is infinitely more powerful as though it instantly snaps the enemies' attentions to the user.

There are a few utility abilities as well. No Tera Lancer Skills Guide would be complete without mentioning Guardian Shout! This ability adds a huge chunk of endurance to your group members for thirty seconds, which greatly increases their lifespan in the face of adversity. Pledge of Protection also keeps your group alive; it absorbs thirty-five percent of all damage done to your group for the next twelve seconds! Just be sure that your healer knows you are about to use this, since all the damage is redirected to TERA Lancer.

If you love to play as a tank player, who leads your teams in every fight and protects them with your gigantic shield. TERA Lancer is your best choice!

Article Source:

<http://www.articleside.com/computer-articles/tera-lancer-primer.htm> - [Article Side](#)

[Patti](#) - About Author:

Learn more about what the author has to share at <http://www.teralancerguide.com>

Article Keywords:

tera lancer, tera lancer guide, tera lancer skills, tera online lancer, tera online lancer guide, tera leveling guide, tera lancer leveling, tera lancer skills

You can find more [free articles](#) on [Article Side](#). Sign up today and share your knowledge to the community! It is completely FREE!