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The Guideline to Become Tera Slayer Master by [Jessica R.Jerry](#)

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If you believe that offense is the best defense, then the TERA Slayer should be your class of choice. These brave warriors trade up the shields and heavy armor of their brethren in favor of the biggest swords that they can find in order to fight evil. When it comes to up-close-and-personal combat, nobody kills faster. With the huge swords in hands combining with agility, TERA Slayer is a typhoon in the battle without any doubts. The Slayer has the widest attack comparing to other melee classes from his big swing. Because of discarding heavy armor and slower than TERA Warrior, Tera Slayer becomes the most vulnerable melee class. He pays this price for becoming the best DPS class in TERA. Therefore, if you want to spend more time on the rewarding end of a battle, then it's important that you understand the tricks of the trade by perusing this TERA Slayer Guide.

Using Mobility to Your Advantage

The TERA Slayer Skills make this class the most mobile one out there, only second to Tera Warrior. With Dash, the Slayer's running speed increases temporarily, allowing him to either close the distance with an enemy, or get out of the way quickly. Rushing Dodge causes a Slayer to consecutively dodge and counterattack, making it useful for dealing with especially aggressive opponents. Finally, when the Slayer is about to suffer a painful blow, he can utilize the Backflip Kick to widen the gap between he and the enemy, stunning the latter in the process! That last skill is not only important for survivability, but also adds some great utility while working with a team.

Don't Play Fair

The TERA Slayer doesn't block or weather attacks. If he wants to avoid injury, he must do so either by evasion or through stuns and knockdowns, which compose the other half of the TERA Slayer Skills. With Knockdown Strike, he leaves an enemy on the ground for a few seconds to catch his breath or get in a few cheap hits. The latter can be accentuated with the Smash skill, a passive ability that increases the damage done against downed targets.

However, more than anything else in this TERA Slayer Guide, the Slayer should avoid fighting face-to-face. He is at his best when he attacks those who have foolishly turned their backs to him. For the best results in a group formation, the Slayer should initially stay outside of the fight while the Lancers and/or Berserkers draw attention to themselves. Once they've accumulated enough hate, he should rush in fast and slice the distracted bad guys up! If there's a group of enemies to contend with, he can take them all out with a Whirlwind attack. Meanwhile, if there's just one big but powerful monster, then he can charge up a slow but devastating Overhand Strike to really bring the pain. In order to increase his damage, the TERA Slayer can and should activate Gather Strength so that his attacks will be that much more powerful when he strikes!

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