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Title: 4. Job Advancement Guide Frequently Asked Question Useful Link: Pearl of Knowledge Below is a short copy of 4. Job Skills. Unlike the 1st, 2nd and 3rd professional qualifications, the 4th job requires that you find 3 different types of books, namely Skillbook (level 1-10), Storybook (search for master book aka Mastery Guide) and Mastery Book (level 11-20, level 21-30). Refer to this post, which has a list of all these books and shows the type of monster that drops them. Have fun reading! Guide to Fourth Job Progress Requirement: - You must be at least level 120 - You should be a 3rd job class – Skill points from your 3rd job must be fully assigned to the 3rd job teacher in El Nath to receive a referral letter for the fourth promotion. Bring the letter of recommendation to the 4th Job Instructor in Leafre for recognition. Now you prove to the instructor that you have what it takes to progress to the 4th Job by getting the Heroic Star and the Heroic Pentagon. You can hunt manon and Griffey to get the items you need. Alternatively, you can drive to Eos Tower 44th Floor to receive a secret spell letter with 10 million mesos. Then search for Chief Tatamo of Leafre Village to swap for a series of Heroic Star and Heroic Pentagon. When you're ready with the required items, go to your 4th job instructor to make your job progress. Congratulations! You are now in the 4th Job Advance class! You'll receive 3 Skill Points, 5 Skill Points, a Maple Hero Skill Book, and 3 Core Skills. 4. Job Skill Book Quest Information - How to add new skills through Quest? Warrior | Bowman | Magician | Thief | Pirate. FAQ (Source) What is a Skillbook? How does it work with fourth jobs? Unlike previous order advances, you cannot assign SP to each individual skill. Initially, you can only assign up to 10 points in your core abilities and up to 0 points in your non-core abilities. To assign points to your non-core skills, you must purchase a skillbook. A Skillbook is a usable item that allows you to assign up to 10 points to a non-core skill. You don't need a skillbook for your core competencies, as you can assign the first 10 points to these skills. There are 2 additional books that are Master Book and Storybook. . So what are the core competencies for my class? Common - Maple Hero/Warrior (MW) Hero - Monster Magnet, Achilles, Brandish Paladin - Monster Magnet, Achilles, Blast Dark Knight – Monster Magnet, Achilles, Beholder F/P Archmage – Quantum Explosion, Mana Reflection, Eyes I/L Archmage – Quantenexplosion, Mana Reflexion, Kettenblitzbischof – Quantenexplosion, Mana Reflexion, Holy Shield Night Lord – Fake, Claw Venom, Soul Sjavelin Shadower – Fake, Dagger Venom Venom Crossbow Master: Sharp Eyes, Crossbow Championship, Blind. Okay, how do I get Skillbooks for my non-core skills? Most skill books can be purchased through Fetch quests. Many of these quests will run them between all your different job instructors, and a few of them will let you do jump quests or PQs. You can also find some skillbooks falling from boss monsters, such as Triple Throw (Zakum) or Angel Ray (Zakum). Finally, some quests require you to hunt for a storybook before you even try to start the Skillbook quest. So it's really different. . What is a storybook? How is it different from a Skillbook? A storybook is an item you can find from non-boss monsters like Lucidas or Grim Phantom Watches. Storybooks let you start searching for the skillbook. A skillbook allows you to assign SP to the first 10 levels of a non-core skill. Even though these two words may look the same, they are not the same! Why waste time on the Fetch quests? I just buy the Skillbooks. Sorry, but the Skillbooks cannot be traded, bought, sold or stored. However, Storybooks and Mastery Guides can be purchased, traded and sold. . Wait... What is a Master's Manual? To assign more than 10 points to a skill (whether core or non-core), you need to find Mastery Guides of levels 20 and 30. To use the Level 20 guide, you must have at least 5 points in the skill before using it. To use the Level 30 guide, you must have at least 15 points in the skill before using it. Unfortunately, Maple Story likes to make things even more difficult. Level 20 Mastery Guides have only a 70% chance of success, and Level 30 Mastery Guides have only a 50% chance of success. Sucks, huh? At least the Skillbook has a 100% chance to work. Oh no! What happens if a mastery guide fails when I use it? Relax, your skills don't have slots like normal weapons. You can use mastery guides on your skills as much as you like. . Just to recapitulate all the terminology used here: Core Skill – A skill that already has an initial maximum SP level of 10. No skillbooks are required to unlock them. You can assign these skills points immediately after promotion to the fourth job. Mastery Guide - A special, usable item that allows you to increase the maximum SP level of a skill to 20 or 30, with a success rate of 70% and 50%, respectively. Non-core skill - A is necessary to unlock these abilities. Skillbook—An item that works like scrolling. This allows

you to assign the first 10 points to a skill. These cannot be traded or stored. Storybook - Special drop of non-boss monsters to start searching for a skillbook. Categories: Guide, Skill Book Tags: 4th, 4th Job, Ascension, Book, Job, Master Book, Master Handbook, Masterybook, History, Storybook, Storybook, Storybook, Storybook, Storybook &gt; MapleRoyals &gt; Help &amp; Advice &gt; Guides &gt; Discussion in 'Guides' started by Devastated, Dec 3, 2017. Tags: Home Forums &gt; MapleRoyals &gt; Help &amp; Advice &gt; Guides &gt; English (United Kingdom) English (United States) Espa'ol (Latinoamérica) You have mix properties of a warrior (near fight) matrxphjir June 12, 2017 at 4:06 PM @Tenzer – To put it simply, Static Thumper will be replaced after the 4th job. 1000% is a lot, yes, but it's only 1 hit. Also its attack animation is slow, and it gets virtually no bonus when charged (10%? C'mon) In the 4th job BB/DB is over 2000%. NS &amp; DS are over 3k%, spread over several hits. Plus, compared to the other 2 3rd job skills against which it is above, EB/HB has anesthesia (enhanced by Stun Mastery), &amp; SA is a rush train (always useful, so why not take the extra damage?) Just my opinion. You could make a case to take it over SA. I think EB/HB stunned is too good to pass. Merc April 6, 2015 at 9:55 am For Buccaneers there is not much need for combo style play because there is pretty much just spamming one or two attacks each time. In the second job you use corkscrew blow to push mobs to a place and Finnish them from with tornado top cut and when fully charged you can only spam energy swirl. Third task is the same with spiral attack and energy explosion. 4. Job is slightly different when Buccaneer Explosion comes into the picture. This is the only skill you need when you're fully charged, but I don't think you should use it to recharge your energy if you can hit KO mobs with dragonstroke or spiral attack because it's a bit slower and the range is almost the same with ds. This is the fastest way to deal damage while grinding, I think and I've trained so up to level 200 now.). Seth January 5, 2014 at 9:46am Hey just wondering about your hyper skills it wouldn't be good to have a guide for people who boss a lot against. People who haven't bossed a lot since octopunch extra hit and Octopunch boss hurry would have very good options for bosses. Also wondered if we 1 sp in Octopunch extra hit then, what should we not put sp in I thought not put in addition, but I'm not sure what 7 is on double down, so I couldn't make that call. 1 more thing, it wouldn't be better to put Dex under one of the passive hyper skills as it can increase your damage and half the time u don't use mp energy charge and if you use MP, stamina heals it. Thank you, Seth. zata December 16, 2013 at 13:45 I do not know for KMS, but in GMS the hyper skills has a different required level. For example, the Level for energy explosion - gain lv. 195 not 155; and for Energy Blast - Bonus Attack is lv. For fist-fury - reinforcement is lv. 168; for Faust-Rage - Boss-Killer is lv. 189; and for Fist Fury – Bonus Attack is lv. For Double Happiness – another chance is lv. 183; and for double lucky cubes - improve is lv. I told you this because I have a Buccaneer lv. 157, and that's what comes in the description. I hope you will help. Ayumilove Post Author August 26, 2013 at 7:17 AM Hi Jason1119, personally I would equip articles that HP MP gives. Accessories like Horntail Pendant is good. Normally, the set uniform would provide additional MAXHP and MAXMP in percent + solid values. You can also use the MapleStory Deck Card System to give more HP and MP Boost. Create 9 characters, each 3 characters in 1 deck. Look at this: These days after the Big Bang Patch, players don't burn a hole in their pocket when running HP Wash. It's too expensive and it's not worth it. Welcome to ayumilove.net! Leave a comment on the article if you want to detect bugs or share some information that is not displayed here, or notify if the manual is outdated or something is missing! Please note whitelisting ads here to support this website! You can also support me via. First steps. MapleStory Useful instructions. MapleStory Skill Build Guide. Are you looking for specific training mobs for your current level? Look no further, for you have come across a leader that was really created by yours. It was built on personal and other experiences. Remember that this is a general training policy, you need to select suitable mobs to train depending on the class. Always make quests when you encounter them while grinding, it's like killing two birds with one flap. Even if you ever get the chance to participate in a PQ, you should participate because you will be able to level much faster and it is much more fun. I hope that this guide will help you good luck. Kerning PQ Level Requirement: 21-31 peak. Level: 20-30 Monsters:Information: After reaching level 20, go to Sleepywood's Ant Tunnel. You can either go for a walk there or take the VIP taxi in Ellinia. When you arrive in the Ant Tunnel, continue into the Ant Tunnel for two quests that offer a ton of experience. The quests require you to kill 99 mushrooms and 99 zombie mushrooms. Once you've completed this, join your Quests The Remember in Sleepywood. When you complete these two quests, progress in the cave and you should reach a map with Evil Eyes, there should also be a quest to kill 99 Evil Eyes. Take the search, grind and complete it. You have the opportunity to make the second quest zub to 999 mushrooms and but by then you should reach level 30. Level: 30-38 Monsters: Information: Congratulations on achieving your second job progress. You now have the option to train either on Jr. Cellions, which is located in orbis, or on Brown Teddies, which is located in Ludibrium. I prefer training on Brown Teddies when I'm a Ranged class just because there are multiple platforms to deal damage efficiently However, melee courses can be good in both training cards. Alternatively, you can advance to Ariant and go to North Desert Road 2. It is a flat card with very consistent spawning. The two mobs here are called Kryo and Sand Dwarfs. This card is gaining popularity because there are many quests that can be performed during grinding. If you think the mobs I suggested above have too much HORSE power and you want to train here a bit earlier, you can go to Singapore and train on the Mob Stopnow. They give -10 less base exp with less horsepower as well. Another option would be cubes. Although they have considered a lot of horsepower for their level and exp, they drop 60% chaos rolls that could be fetched for a large sum or used to scroll. Another optimal training map is Monkey Forest 2, it has zombie lupins and platforms designed for Ranged classes. Level: 38-45 Monsters: Information: When you reach level 38-40, you should start switching areas to mobs that offer more experience. You have the opportunity to stay in Ariant and move on to train on Desert Giants. You also have the option to go back to The Ludibrium and grind on Platoon &amp; Master Chronos. Platoon is known for its high quality drops such as the snake tongue and glove for attack 60% scroll. If you feel that Chronos are too difficult, you can grind tick and tick tocks a few levels before switching to Chronos. Level 45-50 Monsters: Information: The first mob to be considered is Iron Mutaee located in Magatia. Alcadno Research Institute: Laboratory - Area A-3. They have a good amount of drops like Level 50 Warrior Equips and also Dark Crystal Sereres needed in the 3rd Job Progress. If you feel like you're demediated Ironmutaes, move to the next available map to Reinforced Iron Mutaes. This mob doesn't drop as many gear as Iron Mutaes. Another option is Trickers, which is located in Singapore: Suburban Area 2. You can reach this map via Kerning City flight Attendant. A fair warning that this mob isn't dropping as much equipment, so you might find that you're losing more mesos than won. If you're still in the Ludibrium after training on Platoon or Master Chronos, you probably don't want to travel, so I would suggest you go to Master Robos. You fall a ridiculously good amount of Level 50 equipment that could be used or nped for mesos. Level 50-75 Monsters:Information: If you've made it this far, good work, but the road ahead will be a long one. During these levels, you'll get harder than ever the advantage is the mesos you will gain during this training period. These mobs, slimy and the Golems drop equipment at an incredible rate due to the amount of spawning. If you can't kill Slimeys, move a card back to Pac Pinkneys. It is also worth noting that in Forest of Golems you have a chance to get gloves for attack 60%. Most Warrior Warriors prefer to train here because of the variety of warrior equipment dropped. While slimy, a place is preferred for ranged classes like magicians. Another alternative is to train in Voodoos, in Haunted House. They drop heart stoppers and give a lot of experience. Another great advantage of Mages training in this area is that Slimes also drop wall for 60% as well as dark crystal llowers. Keep strong and grind, the occasional search between grinding will help keep you sane. Level 75-90 Monsters: Information: Well, you've finally made it to level 75. Where do you go now? Wolf spider cavines are a very controversial card for training because the spawn is incredibly high and the drops are quite relevant in terms of meso exchange. They also drop lllbis and spears attack 30% scrolls. Another alternative is to go to Aqua and train on gobies. It is the best training ground for head bandits and other melee classes. Ranged classes should go to Cavern of Pain lower Ascnet and train on Windriders and Stormbreakers. They give a lot of experience and have decent drops. Level 90-110 Monsters: Information: When you raise Level 90, you'll soon find that there are many more opportunistic training locations that give either a variety of drops, exp, or spawning rates. My first suggestion is Dreamy Ghost. The spawn and exp is incredibly well distributed. The drops are a bit meh, apart from the 70% earning dex rolls that drop them. The downside is that a crow is lurking around and if you hit it by chance, just be prepared. My next suggestion is my all-time favorite, squid. Not only is the spawning rate great, but also the drops and exp. It is also worth noting that purple squid gFA 60% fall. You can find these two mobs in Aqua, Deep Sea Gorge. The next mob is Typhon. I could only see distance learning here, because the platform places are quite ridiculous. It is also good to know that if you choose this training location, there will be no high quality drops. I'll show you some of the good training spots of lv1 10-120. 10-20 Blue Ribbon Pigs 20-30 Rotting Skeleton or Mix Golems 30-35 Mushroom Kingdom Quest 35-40 Royal Guard 40-50 CD s 50-70 Dead Scarecrow 50-55 Drake 55 60 Toy Trojan 60-65 Robo 65-70 Zeta Gray 70-90 Twisted Jesters 90-100 Mp3 100-105 captain/Kru 105-110 Ghost pirate 110-117 Duel Ghost pirate 117-120 spirit Vikings. Well, here you can stay all the way to lv1 125, that's what I did. Songs: Pendulum - Visions MSTRKRFT - Bounce ft. N.O.R.E I don't own these songs, but check them out! Hello Ladies and Gentlemen of MapleRoyals! This little thing that I have constructed, a complete MapleRoyals Adventurer Warrior Guide that covers topics such as AP builds, SP builds, weapon comparisons, general tips, and more. My name is Nick and I have spent the last few years collecting information and testing for the Maplestory Warrior as a small little I've been on private servers since the v55 era and have kept warriors long before. As an engineering student, I try to give you the information you need in a way that is easy to understand and usable. So I hope they have my guide and are never afraid to bring anything! Content (Ctrl + F is your friend) 1. Introduction to the Warrior 2. Choose your class 3. Choosing your weapon 4. 1st Job SP Build 6. The Dark Knight 7. The Paladin 9. Complete 30-200 Training Guide 10. Helpful Quests 12. Recommended Equipment 13. Berserking 15. Frequently Asked Questions and Other Tips 16. Notes and Helpful Links 1>Welcome to your journey as Maplestory Warrior: Congratulations on choosing what kind of adventurer you want to be! A small but important step! What is a Maplestory Warrior? By weapon, a warrior uses melee weapons such as swords, spears, axes, mazes (blunt weapons) and bar weapons. All subclasses are unique in their own way. Warriors are known as efficient Mobers as well as bosses with very high survivability and fair damage performance. Statistically, a warrior puts the majority of his AP in STR and puts part of his AP in DEX for accuracy, only a few warrior weapons have a DEX requirement (Stonetooth). AP builds will be explained later. Why be a warrior? Warriors are a very simple but funny class. Builds are simple and it's really hard to mess things up. You can survive many attacks without dying and boss really nice. Your durability gives comfort when bossing, while you still have the power to cause some nice damage. Endgame costs are much cheaper for Bowmasters and Nightlords. 2 Selection of a class: There are three subclasses of the warrior. Choose depending on your weapon preference, training preference, and overall game preference. Spearman/Dragon Knight/Dark Knight The Dark Knight is a very supportive class that uses Spears and Pole Arms for weapons. They are loved in parties for their ability to raise the party Max HP/MP. Dark Knights have a spammy full-screen AOE attack that makes them excellent pawns. In the late game, a good DrK berserk mastered and kept its horsepower below 40% to double their damage. Professionals: Highly coveted in the parties. Excellent bullying/farming ability. High damage stability disadvantages: No Power Guard, less damage reduction. Need really nice HP control to Zerk. Less base HP than Hero/Paladin. Fighter/Crusader/Hero The Hero is a very well rounded warrior. Heroes can use either swords or axes and are able to effectively distribute steady DPS and Boss. Your makes them good for bullying and individual damage. You can train either alone or with others. The hero is considered the typical warrior, they are the most picked and have beautiful attributes in every way. Professionals: Very stable damage performance. Very good for single and multiple target damage. Brandish has a beautiful range disadvantages: An attack for everything, boring. No AOE bullying ability. Page/White Knight/Paladin The Paladin is unique in the way they add elementary attacks to their normal attacks. Paladins are able to add the elements ice, fire, lightning and holy to their swords and stump weapons. There can be an enormous amount of power on certain bosses, but it can also hurt their damage, so you need to know the weaknesses and resistances of a monster, the damage issue of a paladin is very dependent on the enemy. The Paladin has a very unique 'ultimate', which is an AOE attack that drops to 1 near enemies or kills weak mobs. Because they have no party skills, they are not accepted as they are accepted into parties, but The Paladin is extremely good at nailing many bosses who cannot do other classes. Professionals: Knockback almost every boss. High defense and survivability. High Damage AOE Ultimate Cons: High dependence on elementary weaknesses. The ultimate endgame is hurt by damage limitation. Very Short Range Attacks 3 Choose your weapon: It's a good idea to pick out your main weapon early, all classes have certain skills that certain weapons. The Hero: Swords: Most finish weapons faster than Axe (Stonetooth, 1h Swords). Lower base attack. Higher minimum attack (more stable). More common (easier to find). More expensive axes: Slower than the Stonetooth. Higher base attack. Lower minimum attack (less stable). Hard to find (people throw away/NPC elements and scrolls). Recommended inprice: Sword without SI, swords have too much advantage over axes to be comparable. The Paladin: It's pretty much impossible to go with the Paladin a real hybrid, because each elemental charge has a different weapon choice. Swords: Almost all are faster than the Blunt weapons. Lower base attack. Higher minimum attack (more stable). More common (easier to find). More expensive Blunt weapons: Almost all slower than swords (except Skull Crusher and Morning Star). Higher base attack. Lower minimum attack (less stable). Very unusual (elements/scrolls are nped/thrown away). Very inexpensive recommended: Sword or BW Without lunchbox and a crushed skull in this server. BW has the ability to have the highest DPS for a pally, but swords are more reliable and stable. 4 AP builds. Warriors need to pay attention to their AP because they need accuracy to hit monsters. Your accuracy will increase your Dex Without the DEX requirement for the Stone Tooth Sword and Post-Trabe, the only reason a warrior should have DEX is for accuracy purposes. DEX increased ACC of a character by 0.8 (and LUK increases ACC by 0.5) So I don't believe in DEX builds, because the goal here is accuracy, not DEX. So here's what you really want: Accuracy = 145-160 This should be about what you're aiming for. Now you don't need as much at level 60, but it should be your goal of maybe level 150. In this area, be able to hit what you can kill. (Don't try to kill Bigfoot with 120) So before you go and calculate how much DEX you will have, here are a few tips: An average clean Zakum helmet gives about 40-42 ACC. Holding a weapon with maximum control gives 20 ACC. Sniper Potions can give 10 ACC. A +3 horntail necklace can give 68 ACC! This subtracts your required accuracy by 70 (138 with HTN), so you can survive with an unfilled 75-90 ACC (8-22 with HTN). You can fill this gap by scrolling DEX pants, overalls, earring, shoes, glasses and capes, and then you can fall back on adding DEX as an AP. So basically AP builds are exactly what DEX you want to start. How you start your character can affect your training speed and damage. But since this is MapleRoyals, you can simply buy your AP from people for 5m or from the cash store so you can always fix a bug. In order not to be roared, I give two 'builds': I call them No-DEX and DEX-Have. No-DEX: You are Dextess; Start with 4 DEX, and you end up with 4 DEX, no change during the game. This build is for people who have made characters and scrolled/bought warrior gear already and decide to make a warrior. If you are new and unless you have an external source of funding and knowledge of what you are doing, don't go down this path, it's just going to be annoying as hell. DEX-Have: Guess what you have? You don't want to deal with missing ones and you don't have the right equipment that you make No-DEX. But that's fine, you can get them over time and then just use AP resets to lower your DEX to No-DEX. Now, when you start, it's idealistic that your DEX is twice as high and then at level 30 STOP. You have 60 DEX, look at your future and then add or subtract as you like. 60 is a very good base. What Not To Do (AKA High-DEX): Avoid going over 80 base DEX, after which you only sacrifice a lot of damage, DONT DO IT. Link: HP washing: What is it and how? HP Washing is the act of using AP resets and your base MP to achieve a larger base HP. It's a semi-complicated process to convert your MP to HP. How most people do it: 1 Create characters 2 With additional AP, set 1 AP to HP 3 Use AP reset to remove MP, and put in basic-stat. 4 Rinse and repeat. To increase the amount of possible washes, people will add AP in int to win more MP every time they level or every time they put AP in MP. Realfight g5 activation code full. But for if you do not need to do this, you should be able to get to 20k hp without INT. There is a minimum MP that you can't pass, so note this for Spearman: MinMP = (4 x Lv) + 156 (956 at Lv1 200) For fighters/sides: MinMP = (4 x Lv) + 56 (856 at Lv1 200) Now for warriors, washing isn't very important, but it helps a lot. It makes bossing much more convenient and makes bezerking much easier for Dark Knights. 5 5 Job: The swordsman congratulates! You're a warrior now! Enjoy your new testosterone-filled lifestyle and smash your enemies to pieces! You need to increase max. Max HP to get maximum HP. Total of Zakum's weapons HP: 218,100,000 EXP: 32,456,550 Zakum arm 1 HP/MP: 33,000,000/18,000 EXP: 5,376,000 Unique: Absorbs HP and MP (Drain) Zakum's Arm 2 HP/MP: 33,000,000/18,000 EXP: 5,376 Unique: Absorbs HP and MP (Drain) Zakumarm 3 HP/MP: 22,000,000/18,000 EXP: 3,584,000 0 Weakness: Ice Unique: Fire and Poison attacks Zakum's arm 4 PS/MP: 22,000,000/18,000 EXP: 3,584,000 Weakness: unique: fire and lightning attacks. Zakum's Arm 5 PS/MP: 27,500,000/18,000 EXP: 4,480,000 Unique: Curses (Negative Buffs) Zakum's Arm 6 PS/MP: 30,000,000/18,000 EXP: 4,480,000 Unique: Heals other arms Zakum's Arm 7 HP/1 8,000 EXP MP: 25,300,000/18,000 EXP: 4,121,600 Unique: Ground Slam Zakum's Arm 8 HP/MP: 25,300,000/18,000 EXP: 4,121,600 Unique: Ground Slam Horntail is not only an amazing Exp, but a great way to make it, to fund your character and get Skillbooks. Level requirement: 155+ stats. Training and Bossing: Training: There is something more important to focus on in training than damage per minute. You should have your eyes on your hits by kill. The mobs you train on should only take a few hits for you to kill, and even if you have to attack a mob every time, this can have a dramatic effect on your% per hour. If have a two-handed weapon Normal 6 speed, which can kill a mob in two hits, and a one-handed weapon Fast 5 speed that can kill a mob in three hits. The two-handed weapon wins. This additional attack from the one-handed weapon will slowly take your time. However, if both weapons have the same kill hits, then obviously the faster weapon wins, because then you can deal these two attacks faster and continue with your loop. Bossing: With almost every bossing situation, you'll stand in one place and spam your attack. Bossing is the place where DPM really shows, and that's what you want. So always choose DPM if you're wondering which weapon to choose. No, I will not make every calculation for you: I have the formulas below for your use. Keep in mind that some bosses are a little different from others. You want to be able to beat back Papulatus (Pole Arm Fury). Try to hit as many zarms as possible (2-h Brandish and Pole Arm Fury). Top-Right Zakum Arm is a female (Pole Arm Fury). 14 With Berserk Zerking is a tricky thing, if you're crushing of course you don't want to use your regular Honsters/Gingers, which will help are potions healing from 2000-2800 like: You can also go higher. Some people use pots that heal up to 4000-5000, such as: For bossing, you need knowledge about the boss and their attacks. Which potions they use depends on which boss you face at Pap, pay attention to the bombs, they deal 1k damage. If you get 1/1'd, it would be better to Your ginger/honster to get to a safe level and then fall back into your zerking area with Sacrifice or roar. And if you feel uncomfortable, you can always heal beyond your reach and then fall back down with control. Berserking is not something you can read about and be good at once, you have to get a feel for it, check your limits and get used to it. 15 FAQ and Tips I'll update this again and again if you ask questions. Sure, why did you omit Final Attack from every SP guide? Due to not so new discoveries in skills, I have omitted FA because it dramatically reduces your bullying damage, something you will almost always do. The way FA works on slash blast: 1: The normal slash 130% on all monsters it attacks. 2: The FA Slash Explosion, it calculates 250%, and then spreads unevenly into the monsters you have attacked. For example, you usually do 1k with each slash explosion, on the FA slash explosion, if you attack 5 monsters, it will do 1200 on 1st, 700 on 2nd, 300 on 3rd, 180 on 4th and 120th on the 5th monster. This makes your bullying damage over time much lower than non-FA. How much strength = 1 weapon attack? Another question you might ask yourself is: What causes more damage per statistic? Because the damage formula depends on STR and ATT, the amount of damage one value gives depends on the other. Code: Damage Formula: Max DMG = (K.Str + Dex)/(Watt/100) Damage Increase: Per Str. (Watt/100) Pro ATT = (K.Str + Dex)/100 Ratio: STR-AT T K.(Watt/100). (K.Str + Dex)/100 K.Watt: K.Str + Dex Accepted, Dex is minimal K.Watt: K.Str Watt: Str This brings some interesting conclusions. The ratio between Str and ATT damage is only the ratio of your total STR and ATT, which for most warriors falls below the range 1 to 1:7 that we have generally accepted. What potions do I use? Here on MapleRoyals, you earn enough money that you don't have to worry about pot prices, use what potions you comfortable with. I will only post the final set of potions that you will use. Hp: Ginger Ale: The ginger heals 75% of HP and MP, you'll be set with them. Available from NLC Mp: Wizard Elixir: These heal 1500 Mp, these should restore all or most of your MP. You don't necessarily need this, as Gingers/Powers will also replenish MP, but it won't hurt. Available from NLC Other: Speed Pills: Will increase your speed +10, a very helpful thing for the warrior, not available through @Shop, but you can buy them from Accuracy Pills: If you ever need them, they will boost your friend around 10, so you don't have to have as much base dex. Like the Speed Pills, only available through Warrior Elixir: Another good friend of the warrior, adds W. Att of 12, easily able to replace the blood and rage abilities. Available from NLC Cider: A potion that gives +8 more attack than the Warrior Elixer, but also reduces accuracy 5, but it shouldn't be a big deal. Available from Showa Town 'Sire, how is Beholder in MapleRoyals? Beholder in MapleRoyals is 100% functional. Although the Beholder icon does not appear, you should be fine as long as you are recast after changing the cards. Beholder's Mastery Boost is a passive and permanent buff you have without Beholder being active. Some really useful tips! General: If you have a macro for a single attack that screams bossph, the command is entered when you use it. Use it to save time bossing. Bosses (usually) can't put debuffs on you when you've been hit by an attack, sometimes the quickest way to the boss is to refuel touch damage. Hero: Brandish has a really nice attacking palette, especially 2-h Brandish. You can use this area. Level 4 Scream has 100% Stun Chance Paladin: Heaven's Hammer ignores Cancel Wep Att and also the damage cap. Download Plx Technology pci6140 Driver. It is powerfully useful during Zakum's weapons. Remember, Anego is holy weak Dark Knight: The masterised is passive and durable, you don't have to have the viewer enabled. Dragon Blood will kill you if your HP ticks, if you get 1/1'd from a boss. I recommend never using it while bossing. The viewer's aura doesn't heal you from the Berzerking range 16 Notes and Helpful Links Warrior Damage Formula. A nice map that she can add to the training section is Unbalanced Time. This card contains Dual Ghost Pirates that are weak to fire, making them especially for white knights. Dual Ghost Pirate: Level 87 Avoid 28 hitpoints 35,000 experience 6,000 I personally started training there at level 74. You need 156 accuracy to hit 100% at this level, which is not too hard to get because that's what I had and I'm pretty unfunded with 18 base dex. During training I was easily able to get 300m+ that paid: Zakum helmet 10 dex earring 11 accuracy sad mask i still only use a 10 Dex bathrobe as well as and speed scrolled shoes. That, added to the accuracy of a 64 maple weapon and you are golden. Golden.

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