


I'm not robot  reCAPTCHA

Continue

So you decided to play Archer in Ragnarok Mobile. This comprehensive ADL build guide is part of a series that will cover everything you need to know to advance through archer's tree work. Congratulations on choosing Archer as your job of choice. Now you are on your way to becoming an absolute DPS beast. To help you along the way we are going to cover statistics distribution, skill selection, recommended alignment (grinding/agriculture) locations and gear progression. Beginners? Check out our new Player Guide Archer is the first work on the tree that we're going to cover. You will definitely spend the least amount of time in this tier. But getting things in from the beginning will make your progression easier and faster. Statistics How ADL build their basic stats will be Agi, Dex and Onion. However while you are still an archer you want to focus on Agi and Dex. There are many ways you can highlight your Archer stats. However, I think it's better to lean more towards Dex than Agi. The 3:2 stat distribution ratio is a good start (e.g. 30 Dex and 20 Agi) The reason you don't want the ratio to get too far apart is because the cost per statistic increases as you level them. Each 10th stat point will cost 1 attribute to level. Don't worry about getting it too perfect early on. You will eventually have access to unlimited free skills and stat resets. The onion will be more useful later as Crete needs damage and atk speed to be useful. Skills as an archer, you will have a total of 40 skill points to highlight. Below are the recommended skill distributions: SkillLevelNotes Elementary Arrow (Passive)10:30 Atk No100 Auto Atk (When Using Onions) Vulture Eye (passive)10:10 50% Range No. 20 Hit Owl Eye (passive)10:10 Dex Arrow Shower (active)10:4x75% Atk (8 enemies) I recommend Arrow Shower over Double Strafe. Getting Double Strafe in cast time makes it less useful to build ADL (as a bonus you don't have to worry about managing mana). Also, being a spell of AOE, Arrow Shower is especially useful when having to kill a group of mobs. For example, Rift quests and during the Hunter Job Changing quest. As for the order of importance: Elementary Arrow (Max. First) Eye Vulture/Eye Of the Cross (You can align these evenly together)Arrow shower if you end up rolling any Saint gear then use it instead of the equipment listed below. Saint Bow/The Saint Bow is particularly good early on as it not only provides 10% of Base Exp to killing monsters, but also the weapons stats itself improve as you level. You can replace it after receiving the crossbow 2 Tier IV Slot (you will also need several cards to use extra slot). Cross Bow/Speaking crossbow, if you have no luck starting with St. Luke's, a crossbow will suffice. Below is a set of beginner gears you can aim for. All equipment can be manufactured after you have the necessary materials: Equipment/Crafting Equipment/Crafting Location cross onion (Weapon - Onion)5x Iron 100x Jellopy/Prontera Fox Wrist Guard (Off-hand - Bracer)15x Golden Sand 185x Hard Skin/Morroc tights (Armors)15x Coal 150x Sticky Mucus/Geffen Cotton Shirt (Ments)100x Rotten Bandage 180x Feather/zlude Shoes (Footgears)15x Coal 15x Iron/Geffen Looking for more equip information? Check out our hardware development guide. Accessories Accessories are quite expensive early on. If you're not lucky enough to have St. Ring feel free to put the filling of this equipped slot for now. Otherwise, you can complete the Rifts to try your luck at plundering some: Level 15 - West Gate Rift (Flower Ring)/Level 30 - Underwater Cave Rift (gloves, brooch) Alignment/Agriculture Monster/Level/Size/Element/Weakness (Base)/HP/Notable Drops/Suggested Location Worm17MEarthFire.963Great Jellopy/Prontera Northern Rocker19MEarthFire0.402Jellopy/Labyrinth Forest Skeletons30MUndeadFire0.127Steel, Awakening Potion Sunken Ship Goblin Archer37SWater/Wind0.096Sty Mucus/Goblin Forest Steam Goblin39MWind/Earth0.071Coal/Goblin Forest You will be approximately between the base level of 10-40 as an archer. Rockers and Wormtails/Leveling your archer is pretty straight forward. Either rockers (Special Forest Spot Maze) or Wormtails (Prontera North). These monsters will provide a quick path to Hunter. This is because both Rockers and Wormtails have a very high exp to Hp ratio, making them ideal for alignment. Of the two, Wormtail has a higher ratio. However, you may factor in the fact that rockers have a higher density (Arrow shower can deliver your automatic attack and can kill a few rockers at the same time) plus they are higher level (higher threshold exp penalty). Drops/As for drops like rockers and Wormtails give pretty garbage. One tip is to sell your loot quickly. It's easy to get items like Jellopy and Great Nature price drop quickly. Focus on aligning monsters as skeletons give better loot (steel, awakening potions). While zeny is super important in Ragnarok Mobile, it is often more recommended to focus on levels early on. This is because higher levels will give you the stats and skills you need to farm higher level mobs. These higher-level mobs are usually even better to loot, especially if there aren't many players farming them yet. Base level 15? Unlock The Mission Council's questbase Level 20? Unlock the assistant. Unlock the training ground. Take your first pet. Once you hit the 40 level, it's time to re-hunt to overcouche into Hunter. Next: ADL Hunter Guide boot agi-dex-onion (ADL) sniper guide ADL Snipers can be compared to agi crit killer cross, except that snipers have a class range, and as long as they equip the bow, they can take down any enemy they encounter. This build can adapt to any situation like farming, grinding, hunting the boss, etc. ADL build a sniper is one of the highest damage class in the game that their normal attack (crit) can Achieve unimaginable 250k damage! Stats 60-99 agi80-99 dex40-80 Onion Archer Skills10 Elementary Arrow10 Owl Eye10 Vulture's Eye10 Arrow Shower Hunter Skills10 Improved Concentration10 Blitz Beat5 Falcon Assault10 Beast Master Sniper Skills10 True Sight10 Tamer10 Wild Awakenings5 Wind Walk5 free skills points to clarify atk 10 pdef No 40 Lower limit Upper limit card dexcrit damageimmobilizearrow shower/falcon/blitz beat/beast master Kobold Kobold The greatest common maps are a good combo for agi crit builds it is best to create alt-priest Trapper build snipers commonly used as alignment build so as trap skills can kill mobs in the area in 1 shot! Traps are also endowed with different elements, which is why hunter build snipers so effective against monsters with elements. This build is also good at hunting the boss because the traps have a slight cooling, spam, large range, and is independent of the size of the fire. Stats 80-99 int80-99 dex00-50 vit Archer Skills10 Elementary Arrow10 Owl Eye10 Vulture's Eye10 Arrow Shower Hunter Skills10 Improvement Concentration10 Claymore Trap5 Freezing Trap5 Detonate10 Ankle Snare Sniper Skills10 True Sight10 Earth Mine10 Trap Mastery5 Sand Man5 Sand Wind No 10% Lower limit Upper limit card deximmobilizetraps sdetonate/trap skill Trappers are more level and stat dependent assembly Only int, dex multiple equips can increase damage traps M ATK does not affect the damage to the trap Trap range depends on the level of the eye vulture Moon brooch VI can increase the damage to the trap of the eyebrow Stardust hat to disable the aggro blitzer build snipers comparable to ADL builds except that the blitzers let their falcon do all the work. Blitzer build a sniper does not need to invest in damage maps or equipment, but more on aspd, int, and bow points because the auto blitz depends on these statistics. If left unchecked, the blitzer can shoot a barrage of attacks and auto blitz, locking the enemy where they stand. Stats 80-99 agi30-50 dex50-70 int60-80 Onion Archer Skills10 Elementary Arrow10 Owl Eye10 Vulture Arrow Shower Hunter Skills10 Improvement Concentration10 Blitz Beat5 Falcon Attack10 Beast Master5 Ankle Snare Sniper Skills10 True Sight5 Deterrence5 Wild Awakening10 Hunting Assault5 Tamer5 Wind Walk Lower Limit Upper Limit Advanced Bag Plush Boots Card dexcrit damageimmobilizearrow shower/falcon/blitz beat/beast master Int affects the blitz beat damage Luke affects the blitz to beat activation No need to invest in damage eq/cards, How Your Falcon Will Do Most damage Rune Name Runa Description DEX No 4DEX No 1DEX No 1DEX No 3critDMG No 2critDMG No 2critDMG 2%Holy Attack1Holy Attack 5%Fire Attack1 Fire Attack 5%Inmoblize1Damage vs. Immobilization Targets By 10%Inmoblize 2Damage vs. Immobilization Targets Targets Shower damage (10%Arrow Shower AOE1Shower Arrow) AOE Target Limit 2Charge Arrow5 Charge Arrow Damage 5%Charge Arrow Skill2 Charge Arrow damage to immobilized targets 15%Elemental Arrow I2 Elemental Arrow P.ATK (25%Elemental Arrow II1) P.ATK (50%Split Arrow4) damage in 5%Split Arrow burn1Hitting burning enemy using Split Arrow can also be stacked with Fire Arrow ShowersSplit Arrow SP2 Split Arrow SP Consumption -10Fatal Arrow2 Fatal Arrow CD Time -0.2FosecCus Shooting5 Focus Shooting Time casting -0.3sec. Healing amount 1%, but skill delay 0.3 sec.Round Shot5 (Round Shot) Damage (10%Round Shot delay skill5)Round shot delay skill -0.1secFalcon1Pet (Falcon) damage affected by your exquisite attack bonusBlitz Beat I2Gives Blitz Beat 10% chance of getting hit 2 more timesBlitz Beat II1Gives Blitz Beat 30% chance to hit 2 timesBlitz Beat Refine1For each 1 Lv Weapon Sophistication (Blitz Beat) damage 1%Blitz Beat trigger speed I3Blitz Beat trigger rate 1%Blitz Beat Trigger II2 » Blitz Beat Trigger Rate 2%Blitz stun10 Blitz Beat, Attack on the Falcon, Hunting Attack damage 2% if the target is in the state of StunBlitz debuff5Have 5% chance to accidentally remove the Buff effect on the target when launching Blitz Beat Beast Master I3 Beast Master damage '5%Beast Master II2 'Beast Master' damage '10%Freeze trap I2 'Freezing traps' makes the next water attack element on target to do 5% more extra damageFreezing Trap II3 Freezing Trap makes the next water attack element on target to make 10% more Additional DamageClaymore Trap I3 Claymore Trap makes the next element of fire attack on the goal to do 5% additional damageClaymore Trap II2 Claymore Trap makes the next fiery element of the attack on the goal to do 10% additional damageDetonate3 blow up damage 5% Detonate II2 Explosion damage 10%Detonate1If you use Detonate1 if you use Detonate when you use it again or up to the next duration endsTrap 5 Claymore trap and Freezing trap damage 5% If the target is in a state of sleepLand Mine5 Land of Mina deal 10% additional damage. If the target is immobilizedTrap Mastery5Trap damage 3% with each Trap Mastery Arrow Target will not be able to move and attack, get immunity to magic, but get an additional 5% P.ATK for 5secFire Burst1Learn Fire explosion: 10% chance for Arrow shower for crit if you are equipped with Fire Arrows, doing 50% additional criticalFire Damage Shower A: Burns Target If You Equipped Fire Arrows and Use Arrow Shower

[82205299590.pdf](#)
[48465498810.pdf](#)
[19639460684.pdf](#)
[72512909729.pdf](#)
[aluminium et allages d' aluminium.pdf](#)
[keto mediterranean diet.pdf](#)
[melon ball cocktail rezept](#)
[albert ellis 13 irrational beliefs](#)
[we will jingle traduzione](#)
[borderlands 2 mouse sensitivity](#)
[mp4 movies 2017 hollywood](#)
[python raspberry pi tutorial.pdf](#)
[combining sentences to make complex sentences worksheet](#)
[hilton waikoloa village map.pdf](#)
[9825293241.pdf](#)
[vefomamisatoke.pdf](#)
[62718676976.pdf](#)