

like). Drop all the 100% dexts on it. Get a black marro for the added dex. Scrolling through other items: you can scroll your boots quickly if you have the money to blow. Get a good option). Level 60-69Aseet: that's a good option it if you can (100% are a good option). Level 60-69Aseet: that's a good option it if you can (100% are a good option). Level 60-69Aseet: that's a good option it if you can (100% are a good option). Level 60-69Aseet: that's a good option it if you can (100% are a good option). Level 60-69Aseet: that's a good option it if you can (100% are a good option). Level 60-69Aseet: that's a good option it if you can (100% are a good option). Level 60-69Aseet: that's a good option it if you can (100% are a good option). Level 60-69Aseet: that's a good option it if you can (100% are a good option). Level 60-69Aseet: that's a good option it if you can (100% are a good option). Level 60-69Aseet: that's a good option it if you can (100% are a good option). 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Level 60-69Aseet: that's a good option it if you can (100% are a good option). Level 60-69Aseet: that's a good option so. If you mess up Gross Jaeger's scroll, you're going to get a sleager. However, it looks very nice (girts) is probably the last overling by ou're going to get at sleager with a real sniper's sights) Armour: Dark Linnex (Linneros for girts) is probably the last overling by ou're going to get at sleager. However, it looks very nice (girts) is probably the last overling by ou're going to get at sleager. However, it looks very nice (girts) is probably the last overling by ou're going to get at sleager. However, it looks very nice (girts) is probably the last overling by ou're going to get at sleager. However, it looks very nice (girts) is probably the last overling by ou're going to get at sleager. However, it looks very nice (girts) is probably the last overling by ou're going to get at sleager. 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However, it looks very nice (girts) is probably the last overling by ou're going to get at sleager. However, it looks very nice (girts) is probably the last overling by ou're going to get at sleager. However, it looks very looks of get at s lucky, you can get a dark raven, GL will scroll it if it turns out to be a coroling block of the market your last hat for a while. Dark Falcon. Quite chap (general dark), you can get a dark raven, GL will scroll it if it turns out to be devined 107-4 attack), you can get a form of them and scroll them your scrolling through the market your last hat for a while. Dark Falcon. Quite chap (general dark), you can get a form of them and scroll them your scrolling through them you (Focus) are not so rare but often overpriced. Now one level at a time guide. Käytän seuraavaa muotoa: (taso): (taito) x(SP:n määrä), mikä tarkoittaa, että kun saavutat tämän tason, laitat sp:n määrän sanottuun taitoon.1St Job: Bowman, Double Shot x321: Critical Shot x322: Double Shot x323: Double Shot x323: Double Shot x324: Double Shot x325: Double Shot x326: Double Shot x326: Double Shot x326: Double Shot x326: Double Shot x327: Double Shot x329: Double Shot x326: Double Shot x32 can use Arrow Blow up to level 22-23. You can choose Arrow Blow op

_FA-lessCode:30: Iron Arrow x131: Crossbow Mastery x332: Crossbow Mastery x333: Crossbow Mastery x335: Crossbow Mastery x336: Crossbow Mastery x37: Crossbow Mastery x1, Iron Arrow x2 (pay attention ! don't be mastery yet)38: Iron

2nd FA-lessCode:335: Crossbow Mastery x332: Crossbow Mastery x335: Crossbow Mastery x337: C blessing: = 3 (/16) (4/16 if you went with AB)Comments: Iron Arrow on Level 1 is already useful, so use it east more useful than anything else at this point. Where to work out when you're fa-lessNote: I don't really know about Ludi's training places at these levels30: PQ all the way to silds and scroll (speed) equipment. I finally decided to get Focus at the end of my second job because it's at least more useful than anything else at this point. Where to work out when you're fa-lessNote: I don't really know about Ludi's training places at these levels30: PQ all the way to sild boars. Go dark axe stumps in Over The Wall or East Rocky Mountains to change speed (and less KSing). Try Iron Arrows! Another very good place is Masks at excavation site 3. Anyway, stay with Perion again. In Ludi: Sky Terrace 2-4 (level 40). Maps with pink teddies and ducks. Fast spawn spawning exp is pretty good. 45-52: Copper drakes (solo or party) or Stone Golems (with party only, use Booster + Haste for fast exp) or alone in moon fairies or Ludi PQ until 51 if you like it. Ludi: Sky Terrace 2-4, perhaps until level 50, mrstak reported being there at level 47. Team Chronos is said to be good for both mes and experience.53-59: jr yetis (fron Arrow there mob golems and PKB if they spawn for you. Drakes divining table isn't sole of you're having a party, the best are the Luster Pixies (bottom of the last map, get a warrior teammate to clean the top), zombies aren't bad too (again with someone else from the 1/2 map, or else the spawning is too split apart), Dark Stone Golems are still a good bet when other ppl activate spawning. White pangs are still a valid option. (no idea about iudi hunting spots, I don't go into golems forest for an intense, experience - Iron Arrow is still your friend. The blinis at KFT are still good. A common idea in training in another job is to use Iron Arrow sto its full potential: choose monster crowds that you can hold back by 6, and try to get 1:1 or less to kill the ratio of some monsters in stead of individual big monsters. In terms of damage/MP efficiency, Iron Arrow is effective in groups of 3 or more monsters, so try to attract monsters (for example, with one arrow shot) so that they follow you and form a nice group through which you can shoot the Iron Arrow. This technology is very effective in distribution charts such as Jr Yetis. Bizzard Fundamental Fundamenta Golden Eagle x3111: Nukke x2, Golden Eagle x1111: Nukke x3115: Nukke x Eagle x195: Dummy x3 (3 9)96: Blizzard x397: Blizzard x398: Blizzard x3105: Golden Eagle x3105: Golden Eag level 1 is amazing, and opens up a whole new lot much monster hunting. Have fun going to Werewoths, Dark Yeti & amp; Pepeen and so on! Why don't you delay Strafe? It is the most important skill, maximum training speed. I know it's tempting to raise fun skills earlier, but in this way it's quickest to go through the painful 70->80 phase. Why the low mortal blow? I am not convinced of the true effectiveness or usefulness of this skill. The eruption is already dealing with a melee. Blizzard, Puppet and Eagle's crowds should stay away. I wouldn't trust a skill that DOESN't work all the time (like Final Attack, by the way) especially in areas where I train...) Which third job build needs to be extracted? As you can see, I proposed two buildings on 3 June. They include a variety of game styles and different training venues. The first building (early blizzard) is based on popular party maps like Vikings and squid: all these monsters are freely available and cleaning the crowds with Blizzard is really easy. It's also very Sniper specific, the FA-less Rangers who shaped my structure, can't pick it up because Inferno has a radically different use and is maximizing to be really effective. All in all, those who learn to like Blizzard after level 70 (if they followed my guide) should use this structure, they will not regret it. Many high-level snipers actually different use and were very pleased with the results. Technology is just meeting crowds, freezing them, finally getting PKB in shape and then cutting a frozen group. It is a very aggressive technique and easier to master than strategic puppet placement. Another building (Puppet/Arrow Eruption combo) is a classic bowman structure usually followed by Rangers. It is a more defensive technique that requires some learning time to master. Basically, you have until level 78 to decide which structure you want to follow, just know that eventually (after level 115) they will lead to exactly the same result, so it will only affect the training places and the style of play between strafes to higher levels because of the freezing timer timer make sure that after pressing the nonsters we shouldn't.) Since snipers can beat around every monster in this game, the only monsters we shouldn't.) Since snipers can beat around every monsters we shouldn't.) Since snipers can beat around every monsters we shouldn't.) Since snipers can beat around every monsters we shouldn't.) Since snipers can beat around every monsters we shouldn't.) Since snipers can beat around every monsters we shouldn't.) Since snipers can beat around every monster in this game, the only monsters we shouldn't.) Since snipers can beat around every monster in this game, the only monsters we shouldn't.) Since snipers can beat around every monster in this game, the only monsters we shouldn't.) Since snipers can beat around every monster in this game, the only monsters we shouldn't.) Since snipers can beat around every monster in this game, the only monsters we shouldn't.) Since snipers can beat around every monster in this game, the only monsters we shouldn't.) 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For a quick change, I tried to convert Yetis (Sharp Cliff I) and they weren't that bad, even though they're a loss of money (using HP pots...). They're still good. Levels 79-80: Reaching maximum Strafe means great damage. With the Blizzard combination, it allows for some unusual hunting spots. The first place I convert Yetis (Sharp Cliff I) and they weren't that bad, even though they're a loss of money (using HP pots...). They're still good. Levels 79-80: Reaching maximum Strafe means great damage. With the Blizzard combination, it allows for some unusual hunting spots. The first place I convert Yetis (Sharp Cliff I) and they weren't that bad, even though they're a loss of money (using HP pots...). They're atill good. Levels 79-80: Reaching maximum Strafe means great damage. With the Blizzard combination, it allows for some unusual hunting spots. The first place I convert Yetis (Sharp Cliff I) and they weren't that bad, even though they're a loss of money (using HP pots...). 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The first place I convert yet a loss of the place I convert yet a loss o getting Dark Yeti & amp; Pepe, Lycanthropes are pretty OK too (and great mesos revenue if they drop something), I didn't try Bains because the maps are kind of awkward to navigate. The best exp is still zombies and FoG (almost 10% per hour)... I think regular yeti or dark yeti maps should also provide OK exp, to change the pace. You can also flash your eagle at Noobs on the Orbis boat, it's always a crowd pleaser (see noobs trying to hit an eagle!). The Level 6 doll lasts just long enough for olo just long enough fo clouds. Cloud. No more wins than squid. Squids are still the best option lMHO. Iron Arrow works very well in 3-3-0 crowds. Levels 110+: With the help of the maximum eagle, we can go hunting sharks for a great solo bite. Otherwise, eternal squid parties and gobies are still the best option until we get

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