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Maplestory crossbowman guide

IntroT's guide is centered around crossbow men/snipers who decided to go FA-less. Unlike those bowmen guides, which are mostly centered around hunters, this takes into account the peculiarities of using a crossbow. FA-less Sniper is an awesome experience that mixes huge damage, eye candy skills and strategy. Of course, this structure is intended for those who want to achieve a third job (Sniper) and experience the game at these levels. cheap maple story powerlevelingCommon questions What does FA-less mean? That means skipping another job skill, Final Attack, altogether. This allows people who do it to maximize almost all other 1st-year-olds. Why do you want to bypass that skill? It interferes with the flow of the Iron Arrow. The IA is used to knocking down monster crowds, and since it doesn't stun them, the xbow man must continue to attack with the IA until the crowd is gone - the IA has a very good setback due to the high attacking power focused on one arrow. If the final attack appears during the process, the arrow fired will hit stack 1. Although the remaining monsters take over the xbow man, which causes him to strike the next stack or run to find another shooting position. *Zbomemab has a slightly slower launch rate, which means the final attack slows down this process even more. * This skill DOESN'T work all the time, making it unreliable - for example, if you want to rely on that 1 hit on KO monsters you can't. When the FA activates it, it prevents you from jumping. That's a very bad thing on earth in front of thumping monsters (like Yaris) or bosses. * It doesn't work with third job offensive skills (Socle, Blizzard). So basically, it becomes useless after level 11 - wasting skill points. Still in the beta test at KMS FA prevents you from maximizing other skills like Focus or Mastery that you need to maximize to get access to some of the fourth work skills, cheap maple story powerlevelingBut aint to smooth out easier for? Maybe so, but once again you have to take into account the lack of mobbing ability of this skill, because it interferes with the Iron Arrows, and the fact that there are places to train crowds (with the IA) that still give good experiences. Overall, alignment speed 3. Bowman is a course that requires dedication. Arrow blast or double shot? The answer would be Double Shot because it is more effective (it deals with more damage). Some people still choose Arrow Blow because it's an inherent strong kickback force. All in all, if you're going to achieve a third job (which is what this build is all about), it doesn't change in the long run, just more time to level up during the second job, but when you use Steale anyway, cheap maple story powerlevelingM from AP? A reservation for crossbowmen is = your levelDEX = put everything else in thereINT = 4LUK = 4 What I did after level 40 (I level 70) is DEX 5 times at levels 70-78, then STR 5 times at levels 79 and 80, as this Code:70, DEX +571, DEX +572, DEX +573, DEX +574, DEX +575, DEX +576, DEX +577, DEX +578, DEX +579, STR +580, STR +5 The same applies from 40 to 50, 50-60 and so on. Adjust lower levels (raise STR levels 22, 28, 32 and 38 to get weapons)I also adjust the STR charge to a minimum according to my clothing +STR bonus. For example, if my clothes have a +2 STR, I only get 78 STR at level 80. The goal is to put as many points as possible in DEX because it means more damage! Note under level 15 you can put more points on the STR if you are going to use a light combat outfit, don't just raise it above 18 (required for a STR battering spring), here's an example of construction starting Code:1, (creation): STR+8, DEX+9, INT+4, LUK+4 (note that STR and DEX are certainly different!) 2, STR +63, STR +5 (STR +18 at this point, enough to get level 18 xbow and deal with some melee damage)4, DEX +55, DEX +56, DEX +57, DEX +58, DEX +59, DEX +510, DEX +5 (DEX+44 at this stage, more than enough to bowman)11, 21, DEX+522, STR+4, DEX+1 (STR+22 get Balance)23-30, DEX+527, DEX+4, STR+126, STR+5 (STR+29 get Mountain Obolyets, Weapons and equipment under Level 20 (beginner, 1st job)Weapons: you can use a melee weapon up to level 12 or level 18. Battle Crossbow is your first real damage treatment weapon. Note that my build allows you to use Arrow Blow from level 12 (with the basic wing) if you're funded. Otherwise, use normal attacks or melee up to level 18. Get Balance and Mountain Crossbow. Armor: just get what suits your taste, the level 15 suit is sexy and can do very well. Soaking up the damage is small anyway, and it is of little importance at the moment. Scroll other items: You don't have to scroll anything at this point. Level 30-37Ases: get the Eagle Crow. Slightly above average brings a small advantage. If you're funded, you can use 100% scrolls in it. If you don't have the funding, don't bother with the scrolls. Armor: Get a sauna cup (do the task) and two options: if you're very rich (funded) and lucky, by 60% dex scrolls. If you are a normal player, use only 10x 100% dex scrolls. Iconus cape 2 is also a good choice. Don't bother too much with the others. Scroll other items: You don't have to scroll anything else at this point. Level 38-49Axeet: get Hecker. Try to get above average, scroll it by 60% (save money for scrolls). If you are funded or rich to buy multiple Hecker's and by 10% on them until one works in a 1st slot, then 60% the rest. The goal is to reach at least 64 attacks. Then keep Hecker level 50, its quick attack owns and it looks very Skip the SilverVare completely. Armour: keep your scrolled sauna unless you're attracted to Pieter's sexy looks (Pieter for for Make a doll quest to get a black hat on level 40 it's worth it. Scrolling through other destinations: you can scroll your hat to HP if you've funded, otherwise you won't bother with anything other than Hecker. It's also a time when you can either start rolling your own gloves or getting attack gloves. +8 att is a nice place as it's excellent (but very rare/expensive)Level 50-59Ases: buy a rower, by scrolling it at 60% if you haven't found a pre-scrolled one. 80 attack rowers can be found on the market at acceptable prices. ... Armor: time to abandon the sauna and get a new bowman bathrobe, Kismet (kmono-look-a

