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Maplestory v83 assassin training guide

Home > Uncegorized > MapleStory Ultimate Guide: Thief Training Spots [2008] Hunting Ground/Training Sites [Update 2008] Read these tips for more details! Switch monster as soon as possible if you are strong enough! Keep in mind that you can join Party Quest (PQ) for quick EXP and nice rewards too! Below is a list of monster recommended maps (best exp/spawn rate). The list below is a mix of these vs EXP. Some monsters give more valuable drops/meso or these monsters won't be put to spam your drinks/pot, but will give you less EXP in return, and vice versa. (Note: also known as) refers to. Thief (Level 1 - 30) 01 – 08 : Snail (Green Snail) / Maple Island Quest 09 – 11: Snail / Blue Snail / Shroom 12 – 15: Slime / Orange Mushrooms 1 16 – 21: Pig / Ribbon Pig 21 – 30 : Kerning Party Quest (KpQ) 22 – 25 : Green mushroom / Bubbling 26 – 30 : truffles / zombie mushrooms / stirge . Assassin - Hermit - Night Lord: 30 - 33 : Stirge / Jr Sentinel / Zombie Mushrooms / Deer Mushrooms 34 – 40: Wild Boar 35 - 50 : Ludibrium Party Quest / Monster Carnival Party Quest (MC) 41 – 46 : Jr Wraith / Jr Grupin / Jr Lioner / Jr Cellion / Leatty / Dark Leatty / Evil Eye 47 - 50 : Copper Drakes + Fire Boar / Evil Eye 51 - 55 : Hector / Stone Gollem / Luster Pixie / Iron Boar / Lantern Paper Ghost 47 - 80 : Trucker 50 – 70: Orbis Party Quest 56 - 60 : Coolie Zombie / Hector / Dark Stone Gollem / Paper Lantern Ghost 61 - 80 : Coolie Zombie / Hector / Mix Gollem / Yeti / Slimy / Pac Pinky / Jr Selkie 81 - 9 0 : Yeti and Pepe / Dark Yeti and Pepe / Mix Gollem / Cerebes / Werewolf / Lycanthrope 81 - 90 : Taurospear / Tauromacis / Klock / Dark Klock 91 - 100 : Black Squid / Bain / Dual Ghost Pirate . Bandit - Chief Bandit - Shadower 30 - 33 : Stirge / Jr Sentinel / Zombie Mushrooms / Deer Mushrooms 34 - 40: Boar 35 - 50 : Ludibrium Party Quest / Monster Carnival Party Quest (MC) 41 - 50 : Evil Eye / Star Pixie / Jr Cellion-Grupin-Lioner / Leatty / Dark Leatty / Panda Teddy / Jr Wraith 51 – 60 : Jr Yeti / Plato Chrono / Master Chronos / Block Golem / Stone Gollem / Lorang 5 1 - 60 : Cold Eye + Wild Cargos / Iron Boar 61 - 80 : Clangs + Torties / Mix Gollem / Coolie Zombie / Pepe 81 - 90 : Yeti and Pepe / Dark Yeti and Pepe / Mix Gollem / Klock / Dark Klock / Coolie Zombie 81 - 90 : Hunt Items = Cerebes / Werewolf / Werewolf / Taurospear + Tauromacis 91 - 100 : Black Squid / Hunt Item = Bain or Dual Ghost Pirate . Reference: Categories: Uncategorized MapleLegends Forum - Old School MapleStory Forum > MapleLegends - Old School MapleStory > Guides > Jobs > Discussion on Jobs launched by bunniescool, June 7, 2017. Tags: MapleLegends Forum - Old School MapleStory Forum > MapleLegends - Old School MapleStory > Guides > Jobs > to join our other members? Feel free to sign up today. Sign up now for Discussion on General Guides launched by ryankpro, November 3, 2017. Home Forum > MapleRoyals > Help & Advice > Class Guides > Discussion on assassin.a. Stat Buildb. Skill Buildc. Equipment, it's not my fault. Funded V.S. Un funded.3. Training in progress.a. How to choose a good training place.i. Assessment factors when choosing a training spotb. Normal training.4. FAQ. Common misconceptions about pure luk assassin.i. Accuracy and luk issueii. Stability of the dmgiii. This is ULTIMATE!!! Everything has to follow??? B. How long can a pure luk assassin maintain against normal and low dex killers? How much stronger is pure luk sin than low-dex and normal sin in low lvls? That's why we need to stay clean luk sin forever.i. Detailed calculations. How lucky week, critical and shadow partner calculated?i. Lucky seven formulaii. Critical +100% dmg is not 200% dmgiii. Shadow partner dmg calculation. That will clear luk assassin fare at 4th job?i. Triple throw formulaii. Other skills that matter dex?iii. Lack of accuracy is starting to cause problems?iv. Maple hero and flexible body / inspiration. Y's luky 7 so imba and power *** pls nerf this is what we can't do anymore!5. Appendix. Excel spreadsheet normal sin, clean hole and low dex sin dmg equips.1. Introduction to pure luk assassin. Pure hole killer is a special category of killers. There are a few different types of assassins, especially normal assassins, low dex assassins and pure luk assassins. Pure hole assassin basically means that you don't put any other stats except the hole, thus maximizing your dex to the minimum level. It differs from the low dex that low-dex tries to cap the dex as low as possible, but equip the claw, allowing it to do most dmg; The pure hole killers, simply put the dex at their lowest and just equip the maple claws for our entire maple career. Why would you play a pure hole assassin? Pure luk sins of lazy people who just bother to add 1 stat. j/k.Pure luk sins are known from high damage levels from level 10 to 11X (or higher depending on the luk sins mainly funded players; you can also make one if it is barely funded or not funded. (more details later) Pros and cons in a momentAdvant benefitsGreat damage. Long distance.Cool throwing stars/ pitching stars/ easy to add. You can train in much harder places. Save quite a lot of money once you start funded. It saves you time to buy equips and hunt, as you'll be pretty much stuck with the same arming forever. ConsWear is the same claw and equipment for the rest of your life. Low gun def. It bears the title of ultimate kser wherever he goes. At a high level, it gets boring. (all sins). Slowly lose the low dex sin. No deviations; adds only 1 stat from lv 10. The duty of an assinor, like an assassin, must not be unnecessarily bragging about our strength. If you've read the forums, you'll see how many topics started related to killers being too powerful or killers ksing others. As assassins, it is our duty not to ks others. With great power, there is a great responsibility. Pure hole sin may be one of the strongest classes, but we have a name to maintain. If you plan to tarnch your already bad reputation for killing by exercising itchy fingers ks others, then kk k stop reading this guide2. The Pure Luk AssassinStat Build for Pure luk AssassinsA start out always the same: Str 4Dex XXInt 4Luk XXDex and luk can be any number, but str and int should be 4.Lv 1 - 10Add dex 25 (MINIMUM) and pump the rest of the point hole. Lv 10 - XXXPump all points per hole. It's as simple as a pure hole sin. Skill Build for Rogue (level 10 - 30)Recommended buildLv 10 - 1 Lucky SevenLv 11 - 3 Nimble BodyLv 12 - 3 Keen EyesLv 13 - 3 Keen Eyes, 1 Lucky sevenLv 14 - 2 Keen Eyes, 1 Lucky sevenLv 15 – 3 Lucky SevenLv 16 – 3 Lucky SevenLv 17 – 3 Lucky SevenLv 18 – 3 Lucky SevenLv 19 – 3 Lucky SevenLv 20 – 3 Lucky SevenLv 21 – 3 Nimble BodyLv 22 – 3 Nimble BodyLv 23 – 3 Nimble BodyLv 24 – 3 Nimble BodyLv 25 – 3 Nimble BodyLv 26 – 2 Nimble BodyLv 26 – 2 Nimble Body, 1 DisorderLv 27 - 2 Disorder, 1 Dark SightLv 28 – 3 Dark SightLv 29 – 3 Dark SightLv 30 – 3 Dark SightThis build allows for quick clipping in the early days as a villain because it maxs out the lucky week early; however, it is also quite intense in terms of luk use. Unsupported BuildLv 10 – 1 Nimble BodyLv 11 – 2 Nimble Body, 1 Keen EyesLv 12 – 3 Keen EyesLv 13 – 3 Keen EyesLv 14 – 1 Keen Eyes, 2 Nimble BodyLv 15 – 3 Nimble BodyLv 16 – 3 Nimble BodyLv 17 – 3 Nimble BodyLv 18 – 3 Nimble BodyLv 19 – 3 3 0Nimble BodyLv 20 – 3 DisorderLv 21 – 3 Dark Sight 22 – 3 Dark Sight Lv 23 – 3 Dark Sight 23 – 3 Dark Sight 24 – , 2 Lucky sevenLv 25 - 3 Lucky SevenLv 26 - 3 Lucky SevenLv 27 - 3 Lucky SevenLv 28 - 3 Lucky SevenLv 29 - 3 Lucky SevenLv 30 - 3 Lucky SevenThis builds can help save you a lot of pot money, but in return for the cutting speed very much sacrificed. It's not recommended at all. Skill Build for Assassins Standard Assassin buildLv 30 – 1 Claw MasteryLv 31 – 2 Claw Mastery, 1 Critical ThrowLv 32 - 3 Critical ThrowLv 33 – 3 Critical ThrowLv 34 – 3 Critical ThrowLv 35 - 3 Critical ThrowLv 36 - 3 Critical ThrowLv 37 - 3 Critical ThrowLv 38 - 3 Critical ThrowLv 39 - 3 Critical ThrowLv 40 - 3 Critical ThrowLv 41 - 2 Critical ThrowLv, 1 HasteLv 42 – 3 HasteLv 43 – 3 HasteLv 44 – 3 HasteLv 45 – 3 HasteLv 46 – 3 HasteLv 47 – 3 HasteLv 48 – 1 Haste, 2 Claw MasteryLv 49 – 3 Claw MasteryLv 50 – 3 Claw BoosterLv 51 - 3 EndureLv 52 – 1 Drain , 2 MasteryLv 53 – 3 Claw MasteryLv 54 – 3 Claw MasteryLv 55 – 3 Claw MasteryLv 56 – 3 Claw MasteryLv 57 – 1 Claw Mastery, 2 DrainLv 58 - 3 DrainLv 59 - 3 DrainLv 60 - 3 DrainLv 61 - 3 DrainLv 62 - 3 DrainLv 63 - 3 DrainLv 64 - 3 DrainLv 65 – 3 DrainLv 66 – 3 Claw BoosterLv 68 – 3 Claw BoosterLv 69 – 3 Claw BoosterLv 70 – 3 Claw Booster Build This max Critical Throw as soon as possible to get fast workouts in your 40s. Haste comes next instead of claw reminder, because of the pure hole sins we use maple claws and kandayos, which have had faster attack speeds. The booster doesn't give us even faster attack speeds, but in this case pumping can be delayed because haste provides more advantage in training than the small increase in atk speed booster gives us pure hole sin. PQ & Crow Training BuildLv 30 – 1 HasteLv 31 – 3 HasteLv 32 – 3 HasteLv 33 – 3 HasteLv 34 – 3 HasteLv 35 – 3 HasteLv 36 – 3 HasteLv 37 – 1 Haste, 2 Claw MasteryLv 38 – 1 Claw Mastery, 2 Critical ThrowLv 39 - 3 Critical ThrowLv 40 – 3 Critical ThrowLv 41 - 3 Critical ThrowLv 42 - 3 Critical ThrowLv 43 - 3 Critical ThrowLv 44 - 3 Critical ThrowLv 45 - 3 Critical ThrowLv 46 - 3 Critical ThrowLv 47 - 3 Critical ThrowLv 48 – 1 Critical Throw , 2 Claw MasteryLv 49 – 3 Claw BoosterLv 50 – 3 Claw BoosterLv 51 – 3 Claw MasteryLv 52 – 3 Claw MasteryLv 53 – 3 Claw MasteryLv 54 – 3 Claw MasteryLv 55 – 3 Claw MasteryLv 56 – 3 Claw MasteryLv 57 – 1 Claw Master, 2 DrainLv 58 – 3 DrainLv 59 – 3 DrainLv 60 – 3 DrainLv 61 – 3 DrainLv 62 – 3 DrainLv 63 – 3 DrainLv 64 – 3 DrainLv 65 – 3 DrainLv 66 – 3 Claw BoosterLv 68 – 3 Claw BoosterLv 69 – 3 Claw BoosterLv 70 – 3 Claw BoosterHaste maxed out for the first time to get faster lvling during the 30's and better pq. However, this level is slower in the 40s due to critical throw not maxed. Therefore, this build is only recommended if you go pq for most of the lving during the 40s. Shadow Hermit (70-120 levels)Recommended squid financially efficient buildLv 70 – 1 Shadow PartnerLv 71 – 3 Shadow PartnerLv 72 – 3 Shdaow PartnerLv 73 – 3 Shdaow PartnerLv 74 – 3 Shdaow PartnerLv 75 – 3 Shdaow PartnerLv 76 – 3 Shdaow PartnerLv 77 – 3 Shdaow PartnerLv 78 – 3 Shdaow PartnerLv 79 – 3 Shdaow PartnerLv 1, 1 81 – 3 AvengerLv 82 - 2 Avenger 1 Flash JumpLv 83 - 3 AvengerLv 84 - 3 AvengerLv 85 - 3 AvengerLv 86 - 3 AvengerLv 87 - 3 AvengerLv 88 - 3 Meso UPLv 89 - 3 Meso UPLv 90 - 3 MesoLV 91 - 1 Meso UP, 2 AlchemistLv 92 - 3 AlchemistLv 93 - 3 AlchemistLv 94 - 2 Alchemist, 1 Meso UPLv 95 - 3 Meso UPLv 96 - 3 Meso UPLv 97 - 3 Meso UPLv 98 - 3 AlchemistLv 99 - 3 AlchemistLv 100 - 3 AlchemistLv 101 - 2 Avenger , 1 AlchemistLv 102 – 3 AvengerLv 103 – 3 AvengerLv 104 – 1 Avenger, 2 Flash JumpLv 105 – 3 Flash JumpLv 106 – 3 Flash JumpLv 107 – 3 Flash JumpLv 108 – 3 Flash JumpLv 109 – 3 Flash JumpLv 110 – 2 Flash Jump, 1 Shadow MesoLv 111 - 3 Shadow MesoLv 112 - 3 Shadow MesoLv 113 - 3 Shadow MesoLv 114 - 3 Shadow MesoLv 115 - 3 Shadow MesoLv 116 – 3 Shadow MesoLv 117 – 3 Shadow MesoLv 118 – 3 Shadow MesoLv 119 – 3 Shadow MesoLv 120 – 2 Shadow Shadow MesoLv 120 – 2 Shadow MesoLv Meso, 1 Shadow WebI highly recommend this build. This allows you to train coolies at lv 70 -77, you can move on extra - D to get better exp lv 21 sp. Then about lv 87, you can leave the sotongs where you get very good exp and the 21 avengers can be used to clean goby houses. From here you will be getting lv 10 meso-ups, so break even the cost of summoning rocks, and then lv 10 alchemist, because lv 1-10 adds 3% increase in recovery, but lv 11 - 20 only increases by 2%. After lv 9x when, you can move on to the purple squid map 2 for the party and better exp. All-wheel BuildLv 70 - 1 Shdaow PartnerLv 71 - 3 Shdaow PartnerLv 72 - 3 Shdaow PartnerLv 73 - 3 Shdaow PartnerLv 74 - 3 Shdaow PartnerLv 75 - 3 Shdaow PartnerLv 7 6 - 3 Shdaow PartnerLv 77 - 3 Shdaow PartnerLv 78 - 3 Shdaow PartnerLv 79 - 3 Shdaow PartnerLv 80 - 2 Shdaow Partner, 1 AvengerLv 81 - 3 AvengerLv 82 - 1 Avenger, 2 Flash JumpLv 83 - 3 Flash JumpLv 84 - 3 Flash JumpLv 85 - 3 Flash JumpLv 86 - 3 Flash JumpLv 87 - 3 AlchemistLv 88 - 3 AlchemistLv 89 - 3 AlchemistLv 90 - 2 Alchemist, 1 AvengerLv 91 - 3 AvengerLv 92 - 3 AvengerLv 93 - 3 AvengerLv 94 - 3 AvengerLv 95 - 3 AvengerLv 95 - 3 Flash JumpLv 97 - 3 Flash JumpLv 98 - 3 AvengerLv 99 - 3 AvengerLv 100 - 3 AvengerLv 101 AlchemistLv 102 - 3 AlchemistLv 103 - 3 AlchemistLv 104 - 3 Meso UPLv 105 - 3 Meso UPLv 106 - 3 Meso UPLv 107 - 3 Meso UPLv 108 - 3 Meso UPLv 109 - 3 Meso UP Lv 110 - 2 Meso UP , 1 Shadow MesoLv 111 - 3 Shadow MesoLv 112 - 3 Shadow MesoLv 113 - 3 Shadow MesoLv 114 - 3 Shadow MesoLv 115 - 3 Shadow MesoLv 116 - 3 Shadow MesoLv 1 17 - 3 Shadow MesoLv 118 - 3 Shadow MesoLv 119 - 3 Shadow MesoLv 120 - 2 Shadow Meso (Maxed), 1 Shadow Web (Just for fun) This build is for those who can't take 1 training space for too long. Flash Jump is added to 14 clear Viking gaps, Alchemist stops at 11 a bit (unagis now heal 1320 HP ea), and Avenger remains 21 of 6 hit-avengers. this build can train at sotongs/vikings alone or team. Divine's Grinder BuildLv 70 1 AlchemistLv 71 3 AlchemistLv 72 3 AlchemistLv 74 3 AlchemistLv 75 3 AlchemistLv 76 3 AlchemistLv 77 2 Alchemist, 1 Shadow PartnerLv 78 3 Shadow PartnerLv 79 3 Shadow PartnerLv 80 3 Shadow PartnerLv 81 3 Shadow PartnerLv 82 3 Shadow PartnerLv 83 3 Shadow PartnerLv 84 3 Shadow PartnerLv 86 3 Shadow PartnerLv 87 2 Shadow Partner, 1 AvengerLv 88 3 AvengerLv 89 2 Avenger, 1 Flash JumpLv 90 3 Flash JumpLv 91 3 Flash JumpLv 92 3 Flash JumpLv 93 3 Flash JumpLv 94 3 Meso UPLv 96 3 Meso UPLv 97 3 Meso UPLv 98 3 Meso UPLv 99 3 Meso UP , 1 Shadow MesoLv 100 3 Shadow MesoLv 101 3 Shadow MesoLv 102 3 Shadow MesoLv 103 3 Shadow MesoLv 104 3 Shadow MesoLv 105 3 Shadow MesoLv 106 3 Shadow MesoLv 107 3 Shadow MesoLv 108 3 Shadow MesoLv 109 2 Shadow Meso 1 Flash JumpLv 110 3 Flash JumpLv 111 3 Flash JumpLv 112 3 Flash JumpLv 113 3 AvengerLv 114 3 AvengerLv 115 3 AvengerLv 117 3 AvengerLv 118 3 AvengerLv 119 3 AvengerLv 120 2 Avenger, 1 Shadow WebThis build for those who want to grind cool for very long, from here you choose to add Shadow Meso zakum or flash jump. Divine decided to add Avenger at last because it feels that Avenger damage will not be good until Lv 120.You may choose to modify these builds according to where you train and your current financial status. Equipment clean luk sinAim for5 luk Brown Bamboo Hat / 15+ luk zakum helmet45+Wa Musashi Claws / 45+WA Maple Kandayo18 hole and sauna over Robe / Bath robe2 wa above Pink Cape / Pink Gaiga Cape right, if you scroll luk10 wa and above wg / BWG / PWG (Purple Work Glove)+1 Luk Black Dorothy Shoes * Note: The Reson Why Buy Black Dorothy Shoes This is the only common shoe that + lukAs shown, you do not need dex, you only need to luk. Buying dex equips useless. I'll list the items that you need to get the first few items that will be more important than the back, I totally recommend)) Mokbis and upgraded to Kumbis2) Wa 23 Kandayo3) Luk 3 Brown Bamboo Hat4) 1 + Luk Purple Work Glove5) Icarus Cape (1) This is for those who are completely unfunded, I suggest getting Subis until u managed to get some Mokbis or Kumbis, skipping Maple Claw and using garnier right down to the first day of maple. I choose not to use warrior pots /pills and save money on Maple Kandayo. After that , save up some meso for a lousy scrolling Wa wg. Normal funded (10m - 20m)1) Kumbis/Icicles2) Wa 3/4/5/6 wg3) MapleArm / Wa 25 Kandayo5) At least a 5 luk CapeGot for the main character to fund the crime? Richly funded (50m>1)1) Tobis /Steely2) Wa 7/8 wg4) 40wa+Musashi Claws/ 37+wa kandayo5) 10 luk 0 slots Sauna Robe6) 8 luk Cape3. Training for progressHow to a good training site? Assessment factors when choosing a training siteIn the following which you should keep in mind when choosing a training location.1. Item & meso drop2. Map size3. Funds earmarked for maintenance4. Availability5. Map geography6. Profit exp one hit7. Spawn rate Helps you remember it, the acronym for this IMFAGGS (You have to find a good game spot). I - You need to consider if the item and mesos drops are worthwhile. This is extremely important because if you are training you certainly do not want to lose mesos. When considering this factor, be sure to calculate how much mesos you are spending on drinks and how many hits you take to kill each monster. For example, if you take around 2 hits to kill Coolie Zombie, and each hit cost 16 sec (lucky week), you'd be spending 32 sec per coolie zombie. You can weigh the mesos filled against the mesos dropped. Coolie zombie drops 3XX mesos and about 330 on average. Each coolie will spend about 64 mesos (1 sec = 2 mesos) and considering the DMG you get and hp pots used, you can spend around 80 mesos per coolie zombie. About 2 - 3 coolies will be reduced to 1 pile of mesos. Therefore, 330 / 2.5 = 132. Take 132: 80 and get a rough ratio that is 3:2. (which means that 3/2 of the mesos you spend) Use this ratio to compare different monsters and see how worth this training is in that place. The item drops, it is best not to depend on that regular income, because the decrease in items and rolls is inconsistent. Therefore, make this bonus every time you find a roll or equipment, but it does not depend on your regular income, because it is not very reliable. However, you can still try your luck to train at somewhere with smaller mesos searched: mesos lost rate but more drops of rare items. (this will be especially true for high lvls, since most mesos are acquired in rare drops) On a scale of 1 to 10, I would appreciate the importance of the item and the mesos reduced to a rating of 7 when choosing a training site. (it would be 10, but funded people pay less attention to the mesos gained) M - The map is training too big? Is partying/sharing a map going to be better than soloing? In many cases, we tend to feel that the partying/sharing map slows down training because it seems that 2 people compete exp. However, this is often not the case. Consider the scenario where someone is training Jr yetis. The map is huge and it would take a long time for someone to travel from one end to the other and at the same time clean up the mob. Although it may seem that if someone takes the top lane and alone in the bottom lane would be best, but which person wants to do that if you have an extremely fast killer speed? Simply because the person taking the top bar probably has a lot of situations where you have to wait for the spawn and sometimes there is nothing to kill for about 10 seconds. it would be better if solo the whole map? Possibly so, if you could maneuver around pretty fast, but as you train you can slowly realize that the spawn rate is slowly decreasing because the top lane doesn't die while you stay at the bottom. So what's the alternative? Perhaps considering that 3 people share the map, one in the top lane and 2 at the bottom, left and right. 3 people would be just better to have full coverage of 2/3 of the map at a time (not whole map because the map is too big and when 3 people do not cover every corner at any time 1 time). Thus, with most of the area, it provides God-fearing spawning for all 3 people. However, it has a lot to do with the level and skill of it. If you are someone who has lv 90 and is a hermit, I suggest you be alone in the bottom bar and someone to be on top. It's just better because of the high spawn and 1 hit ko ability, the hermit basically involves the work of 2 regular lv 50s. Another similar example would be the work of regular lv 90s. However, if your someone who has the mage map, which fires mage like a train. I'm not complicated much as it's more of a pure hole sin guide. However, the area is also large, not horizontally, but vertically. Also the terrain is a problem (more will be explained in Geography map section). Ultimately, depending on whether you have people to share a map with you or not, you can choose different spots, but if soloing is usually better to add smaller training spots. Experience will tell you if the size is suitable for you or not. On a scale of 1-10 I would appreciate the importance of map size as a factor like 7, as this greatly affects spawn rate so exp and decrease. F - This can greatly affect your training location. If you are a highly funded hermit, the damage can beat the 20 levels above you. For example, a godly luk sin is a wa 45 kandayo and wa 12 wg and ilbis and takoyaki and wa 4 pink cape and godly sauna, etc., he should be able to train coolies at LV 43 if he equips the kandayo. Although he'll be burning pots there, he'll probably have 1 - 2 hits koing the most monsters out there, and the exp will be godly. However, for a non-funded pure hole sin that uses a wa 32 kandayo, kumbis and a wa 6 wg, he would only be able to go coolies at around lv 55 to get around 80% 2 hit ko chances, and it would be better to train at yet jris at lv 50 for it. This is true not only for equipment, but also for pots. The funded person can afford to use many pots so be able to train in places that have good exp, but burn many pots; an unsupported person can be stuck in the same 1 hit ko place with lower exp, but less etye-lyzsi. However, this type of situation is rare, as most 1-2 hits ko places better exp than 3-4 hit ko places. Thus, when choosing a training site, you always see that the funds are maintained and that you can miss the site, if heavily funded. On a scale of 1-10 I would appreciate being 6, since the pot makes money and equips control for much of the training spot decisions. A - This is very important, but not the most important, of course. With maps like sotong and coolies, or maybe the future flyeye cave (not yet released) and other popular training sites, the race might ruin the very tough. This is especially true for servers like quila, which is home to most maples. Getting a map of those places may seem like looking for a needle in the deep sea. Thus, this factor limits some people's kse training sites because this availability factor are also important factors to consider. In the scenario, the jr kitten map would be liceier exp than the coolies map, simply because the terrain in the garden is green/yellow 1 and the map size is weak. Ultimately, let's look at the time: exp rate is not just faith: exp rate; Time: Exp rate affect spawn speed, map size, terrain and exp: hit rate. Thus, although this factor is extremely important and I would give it a rating of 8.5, we should not be too obsessed and think that this is the only important factor. S - That's all. The size of the map determines the spawning speed per area square; the terrain affects the kill speed, so the spawning speed; How many hits kill 1 monster affect spawn rate as well. Basically, how much exp you get revolves around how you maximize your spawn rate. The methods that I have mentioned like partying on larger maps or maximizing terrain to your advantage all improve spawning rates. It's hard to know if some maps spawn faster than others or not. It is usually assumed that as long as the monsters on the map are killed pretty quickly, the spawn rate will be high. So maximizing the spawn rate is actually very simple if you know this simple theory behind it (everyone should know), and some of the factors mentioned in the mini-guide can help maximize spawn rates. No spawn = no exp & no mesos = no improvement. What could be more important than that? If I give him a straight 10 reviews. SUMMARYWhen selecting the training site, according to the importance of each factor. (You may have your own rating). Look, if the spawn rate can be maximized at the training site, as it is the most important (it includes map size and terrain), then measure the exp per hit rate, then the available map, drops and mesos, funds to maintain, so on and so on. Feel free to think about your own abbreviations and new factors worth considering. That's how I appreciate my training, you don't have to follow me. I hope you find this mini-guide useful and wish you luck in finding the best slot! Party quest V.S. Normal training. From my personal experience, party quest does not bring good drops and mesos. However, it is extremely hard to get in and usually in 2 hours I can only do maximum of 2-3party missions, sometimes even none. Ultimately, it largely depends on the luck that automatic clickers are kept illegal in the game. The exp/time ratio is pretty bad as it has not been confirmed to get in. Therefore, it is actually much faster if the train is normally, about 2-3 times faster for me (varies from person to person). I advise you to leave pq unless it is the first and you have the luxury, the time to wait and and hours everyday.* Now the 0.2x drop rate pq is still hated. xD.Training GroundsMob is called Exp LocationLevel 1 – 10Snails 3exp Maple IslandBlue Snails 4exp Maple IslandTraining on Maple Island before changing work to Rogue would be the best choice for IMO. Level 11 - 20Slimes 10exp Slime Cave, Henesys Training GroundOrange Mushroom 15exp Henesys Training GroundPig 15exp Pig BeachRibbon Pig 20exp Pig BeachLevel 21 - 30Bubbling 26exp Kerning SubwayGreen Mushroom 26exp Green Mushroom / Horny Mushroom Cave, Wisdom ForestHorny Mushroom 35exp Mushroom / Horny Mushroom CaveZombie Mushroom 42exp Ant Tunnel 1Wild Wild Boar 42exp Wild Boar Land1, Boar Land2Wild Wild Boar is the best from LV25. Level 31 - 35Fire Wild Boar 60exp Burning LandJr Cellions 65exp Garden of Red /Yellow/GreenCrow 60exp Crow ForestI really recommend Garden of Red as they drop 60% claw rolls. If you can do good damage, you can train it in lv31 and after. Crow is also good if you add some haste first. While training in zipangu, you can also stock up on cider as they are only 1k each and as a low lvl thief inventory slots shouldn't be a problem yet. If you have enough funded and good damage you can train in Pig Beach as soon as you can OHKO them on l7. Level 36 - 43Pink Teddies 65exp Sky TerraceStar Pixies 72exp Cloud ParkPanda Teddies 77exp Toy FactoryPlatoon Chronos 99exp The Path of Time1If you managed to survive until lv40, its time to enjoy some good exp on Section Chronos. Copper Drakes can be good, too, a bit of a challenge. 44 - 49Jr. Yetis 135exp Watch Out For Icy Path1, Watch Out For Icy Path2Copper Drake 105exp Dangerous Valley1Wraiths 120exp Kerning SubwayNothing beats Jr. Yetis in this lv. 60% GFA=) I don't really recommend others because they don't give better drops than Jr. Yeti. From now on, you can make money rather than losing or balancing. Level 50 - 70Coolie Zombie 190exp Forest of Dead1, Forest of Dead2, Forest of Dead3, Forest of Dead4Hectors 170exp Cold Field1Coolies and Coolies we can ask for more. The only con just a 10 mins walk to reach Coolie map Hectors is another good option as well. Flyeyes are good if you can't get 100% 2 hit ko coolies and. Level 71 - 80Coolie Zombie 190exp Forest of Dead1, Forest of Dead2, Forest of Dead3, Forest of Dead4Hectors 170exp Cold Field1Mix Golems 210exp The Forest of GolemYetis 255exp Icy Cold FieldBest option remains Coolies for me. Mix Golems is not really good due to the fact that you will be punching more often then instead of shooting. Gunboss would be nice if you're in 77 lv 21 sp, you will be putting work lv 30 on it careful. Level 81 - 90Taurospear 350exp Sanctuary Entrance3/ Sanctuary Entrance4Tauromaics 270exp Sanctuary Entrance2Lucida Stairs at Sky2/ Garden of Darkness1 / Garden of Darkness2/ Garden & Pepe 437exp+525exp Ice Valley2Death Teddies 1300exp Forgotten Path of Time3Bain 1800exp ArmourySpirit Viking 2100exp Warped Time of Path4Squid 2200 Dangerousexp Gorge1/ Dangerous Gorge2Risell Squid 2500exp Dangerous Gorge1/ Dangerous Gorge2Death2Teddies/Yeti & Pepe as soon as you maxed Shadow Partner. You can also go Extra-d if you avenger at a decent level. Bain party lv87 and custom sotongs on lv85 and above is ok, partying in the sotong is not a wise choice as it doesn't leech all exp due to lv. Gunboss is good too if you want good exp and high profits, but the risk of death is pretty high as well. Level 91 - 100Squid 2200exp Dangerous Gorge1/ Dangerous Gorge2Risell Squid 2500exp Dangerous Gorge2Bain 1800exp ArmouryDual Ghost Pirates 1500exp Unbalanced TimeSpirit Viking 2100 Warpx warped Time of Path4Partying the Dangerous Gorge 2 would give a decent exp. Soloing/Partying the Vikings would be fine isLevel 101 and fentGrim Phantom Watch 2800exp Banned TimeRisell Squid 2500exp Dangerous Gorge1/Dangerous Gorge2Bain 1800exp ArmourySimply anything that is good here. The best would be sotong party up to lv120 - lv140 then look for grim party.4. FAQ Common misconceptions pure luk sin.a. Can Pure Luk sins back on the dex under 25? Unfortunately, it has been tested and the answer is no. Dude, it's not my fault. The base luk is very low accuracy, since dex is limited to 25?No. The thieves, 1 luk adds 0.3 accuracy and 1 dex adds 0.6 accuracy, so no dex pure luk sins still hit that very high hole that adds a lot of accuracy.c. Will pure luk sins of unstable dmg since dex affect the stability of the dmg? Yes and no. Normal atks (no skill), channel and avenger, which is the normal dmg formula, pure luk sins dmg will be unstable than normal sin or low dex sins, since dex is very low. However, the lucky week is not the case. Lucky Seven's formula doesn't take dex into account, but uses its own built-in mastery. Therefore, pure hole sins are able to be done since the main mate lucky week, and it does not depend on dex for dmg or stability.d. Wouldn't it be easy for pure luk sins to die, since def is so low? Honestly, most high lvled sin will tell you that def doesn't matter. A 200 wdef advantage as a normal sin is not going to save you from getting pwned for something that 1-2 hit KO you. Unless you train the snails or mucus, you might need to def. (exaggerated I know xD).e. Is it a must to become a pure hole sin as it is so powerful lv 1 - 11X? I'd say no. Although pure hole sin has a damage advantage over normal sin at most lower levels than an increase in lvl, the dmg difference wears out. Moreover, clean hole sins do not get equipped with beautiful armor and weapons such as rollers and pirate set. Although funds to be invested in pure sin and normal sin the same, except for pure luk sin's luk sauna is more expensive, normal sin also has its advantages, such as a more stable avenger dmg. Ultimately, I can say is that pure hole sin is guided if you want to chiong non-stop and don't have to worry about your claws and armor as it all set from the beginning. Also pure luk sin can easily spread statistics, and you will not encounter situations such as lack of dex, etc. Usually all sins must start as a clean hole out of lv 1-25, as it provides the fastest living speed until you equip the meba. After lvl 25, the choice is yours to stay clean hole forever or change the normal sin or low dex. How long can the pure luk assassin maintain against normal and low dex killers?a. How much stronger is pure luk sin than low-dex and normal sin in low lvls? For easier explanation and calculation, I'll be focusing on lucky weeks of damage just because it's the most commonly used skill. Please refer to the appendix in the excel spreadsheet for dmg normal, clean hole and low-dex for equips lv 1 - 200.b. Is that why you have to stay pure luk sin forever? Ideally, you shouldn't. If you look at the pure luk sin dmg in the end, you will lose both low-dex and normal sin. The break comes when he gets the zakum steering wheel, where the clean hole loses its advantage to the low-dex due to the 15 dex difference. Also, the higher wa roller (62) used by low-dex made the difference between dmg larger. However, you can choose not to change at all and continue to make a clean hole for as long as you want. Ultimately maplestory for fun and choose what suits you best. If you somehow want to change it, I suggest you convert the hybrid (low-dex + normal) sin. Consider the following equipsLuk 20 pirate topDex 10 Luk 4 pirate bottomLuk 15 dex 23 zakum helmDex 13 snowshoesThen the equipment, the hybrid sin can cap the dex of the 74 fitted roller and enjoy an additional 106 luk. This build combined with a divine roller of wa 62 will achieve the maximum dmg possible and does not have to worry about equipping unless lv 110 claw and lv 110 armor are released, then it will only become stronger. How lucky week, critical and shadow partner calculated?a. What is the lucky sevens formula and why clean luk sin higher dmg? Lucky Seven formula for 1 star:Max dmg w/o crit = 5 x wa x luk x 1.5 /100Min dmg = 2.5 x wa x luk x 1.5 / 100A luk = wa ratio derived from this formula. If wa = 100, then all increases in the hole =1/7 increase wa, so 1 wa = 7 luk. This equation is dynamic and changes when you increase the value of both sides. Clean luk sins higher dmg because if lvl luk = wa ratio is smaller, so 1 wa around 2-3 luk power!5, so clean luk quite a lot of advantages since luk affects the dmg drastically as if higher lvls we win back its advantage as each hole only touch dmg very slightly as compared to each wa.b. How is the critical calculation performed? Not 200% dmg? Unfortunately... No.Critical is not 200% dmg, but + 100% dmg. It may seem the same, but it's actually different. If you factor in the critical of the lucky week, you can't x2 the whole equation. Instead, you change the multiplier from 1.5 to 2.5, thus adding 100% dmg. This information is .c JMS. What does basic atk and normal atk mean? MP -55; Normal attack 80%, summoned basic attack 50% 180 secondsA max lvl this effect. Normal atk 80% refers to normal ATK (no skills). If you press c and a star comes out, it's your normal ATK. With dmg it will be 100% + 80% (shadow partner if

shadow partner is maxed. Basic atk refers to everything other than normal atk, ie skills etc. If you have a lucky week, you get 100% dmg + 50% additional dmg from your shadow partner. How will pure luk assassin fare at 4th job?A. Other skills that count dex in the 4th job? I think trap probably counts dex as a vindictive, but the poison I'm not sure yet.B. The lack of accuracy is starting to be a problem for 4. I really don't think so, because accuracy is actually very high.C. Maple hero and flexible body/inspiration is a god-blessed skill pure hole sin? Yes, yes, and yes. Maple Hero gives you 10% bonus stats, so pure luk sins have the most advantages since the hole is higher and the 10% has the most impact. Hybrid sin can also make good use of 10%, since the hole bonus is many. Flexible body is a bonus for our already high avoiding the high hole, 30% avoiding? No one can touch us xDY in luky 7 so imba and power *** pls nerf this is what we can't do anymore! I'm starting to hate people for whining and complaining about lucky seven's power. Seriously, if you think stuck with the same skill at SOOO for a long time is fun, why not try sin out? And as for the sins of being IMBA or whatever, please note that this is only 3. I would say all work is strong at a certain point in time, and every job let's say they are afraid and help each other. For more information on fourth job skills visit: <!- link removed [29[->/forum/show.... php?t=11253845. Appendix The following is a comparison of low-dex, pure hole and normal sin dmg from lv 1 - 200. excel format.6. Credits and Legal StuffSpecial thanks www.hidden-street.net for the information and monster details I don't take comfort in this guide my friend PMED me this