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Maplestory hero hyper stats guide

As you won't know, Hyper's stats are coming out on the grass patch, which is tomorrow. Hyper statistics are created to replace statistics in the Hyper Skills tab. I'm sure you know you can add STR, DEX, INT, LUK in the Hyper Skills tab currently. But that's been replaced by Hyper statistics. You can open hyper stats in your character's stats windows. See the lower left corner? There is a button, click on you will get Hyper pop-up statistics windows. Here's what I'm going to do damage % (MAX) Boss Damage % (MAX) Ignore Defense (MAX) Your main/secondary class stats as bowman is DEX, STR (MAX these 2) Minimum/Maximum Critical Damage (MAX) (Max these 2 if you have 100% critical) Other critical rate (add this only when you have less than 100% critical) Maybe (if you have additional points) Elemental Resistance HP MP DF (Useless unless you are a mediator/demon hunter) Speed Jump Here is my explanation, The first thing you want to maximize is obviously the percentage of damage because the damage percentage increases your damage on normal monsters and bosses. Also, if you have a low damage percentage and a high percentage of boss damage, you'll still receive low damage. Therefore, the first thing to maximize is % damage. Next, you'll maximize your boss' damage or major stats like STR, INT, LUK, DEX. If you don't kill bosses often, you can skip boss damage. Ask yourself, are you the boss every day? These stats are useless for normal monsters. Boss damage only increases your damage when you kill bosses. At level 140-200, you're probably not going to send that much, because most of the time you'll be grinding. Only after level 200+ when you can kill CRA, and hard magnus, which is where the time you need to maximize your boss's damage. So, let's talk about PDR (ignore defense), if you don't have a good emblem with high PDR, or you don't have more than 80% PDR, then you should get this defense ignore here max in order to kill bosses like Hard magnus (as hard magnus has SUPER strong defense). Other than that, you can maximize critical damage (min/maximum), I'm going to maximize these 2 also because I have 99% critical rate. If you don't have a critical rate close to 90%, you'll probably want to consider adding a critical rate instead of critical damage (min./max). Other than that, you can add state resistance, all these statistics that are lower in my opinion (nothing to do with your damage). CRA and Hard magnus bosses partially ignore your state resistance. But it's still useful in terms of normal bosses like pink bean, Horntail, all of these. Add this state resiliency only have additional points to spend. Invest as much as possible in damage instead! Apart from all the stats I mentioned above, the rest of the stats are just junk stats that add your HP, MP, speed, jump that you can completely ignore forever! Good movement, movement, MapleStorySEA has finally seen the needs to increase damage for all unfunded shoulders, and if you now have a range of 1 m+, you can expect a 200k-300k range increase from these Hyper stats (mainly for damage%). For those who have about 2m range, you can probably achieve 2m-2m! Congratulations! You can move directly to the information you want by searching for it with [Ctrl + F]. The basics of leveling up your character and introducing AP, SP, Hyper and Skill! Table of Contents What is AP? AP stands for Skill Point, and is a value that can increase your character's Strength (STR), Dexterity (DEX), Intelligence (INT), and Luck (LUK) stats, and your character's maximum HP and MP. Press the [S] hot key in the game to see your character's Stats window. Increasing Strength, Skill, Intelligence, or Luck will increase the stat by 1 per SPENDING AP. The amount of APs spent to increase HP and MP differs depending on your character's work. Obtaining AP 5 APs is given per tier each time you level up, and additional APs are given for specific work advances when leveling up. The use of AP points can be invested in your choice of HP, MP, Strength, Dexterity, Intelligence or Luck. If you have points to reverse, try pressing the [Auto Assignment] button, where points will be reversed in the most recommended statistics for your character's class. TIPS: Use the AP reset offset to reset all your stats, excluding any APs spent on HP or MP. AP reset scrolls can be purchased from the cash store or obtained through events. What is SP? SP stands for Skill Points, and can be used to increase the level of an ability to make it more powerful. Press the [K] hot key in the game to see your character's skill window. Each skill has a maximum level, and each SP spent will increase the level of a skill by 1. Sp 3 SP is granted per level each time you level up from 1 to 100. Starting with Lv. 101, you will earn 3 SPs in most levels, and 6 SPs if your level ends in 0, 3, 6 or 9 by leveling up (i.e. winning 3 SP on Lv. 101, 3 SP on Lv. 102, 6 SP on Lv. 103, 3 SP on Lv. 104...). Additional SPs are also provided for specific advances in work when leveling up. Using SP SP you can use it to increase your skill level, so try to level up the skill of your choice! TIPS: Once you reach Lv. 140, you'll have earned all the SP needed to increase all your skills to their maximum level. However, you can also learn new skills through Hyper Skill, and you won't need any SPs. Once you reach Lv. 200, you'll be able to continue with your 5th advance and skill levels can be increased using the V Matrix system, and you won't need any SPs. * Curious about working skills 5 and the V Matrix system? Go to the 5th Work Advance Skills Guide Go to V Matrix Guide Mastery Book & Mastery Box You can use Mastery Book & Mastery Box to increase the maximum levels of Work Advance Skills 4. Dawn Warrior, Burning Wizard, Wind Archer, Wind, The Walker and Thunder Breaker jobs do not need the Master's and Master's Book Box. Cygnus Knights works (apart from Mihile) do not require Master's Books. Mastery books can be obtained from various NPCs and store events, and you can earn master's boxes from the following missions and content: ContentQuest NameNumber of Mastery Boxes earned By Grand Athenaeum (Lv. 100) [Great Athenaeum] Visit the Great Athenaeum 1 for each chapter, and you can win up to 3 in total. Lion King's Castle (Lv. 115) [Lion King's Castle] The Adventure of Jenn the Locksmith 2 Silent Crusade (Lv. 120) [Silent Crusade] Toy City 2 Fantasy Themed World (Lv. 120) [Fantasy Theme World] Dylan's Story 2 Korean Folk Town (Lv. 125) [Korean People's City] A Letter from Library 2 Root Abyss (Lv. 125) [Root Abyss] An Urgent Invocation 1 Golden Temple (Lv. 130) [Golden Temple] Noi More Tourists 2 Crimsonheart Castle (Lv. 130) [Crimsonheart] To Grendel's Library 2 Partem Ruins (Lv. 135) [Partem Ruins] Dark Prophecy 1 Hyper Once you reach Lv. 140, you will automatically get [Hyper Skill] and [Hyper Stats]. Open the character skills window (hot key [K]) and the statistics window (hot key [S]) to check your new skills! What is a Hyper Skill? These are powerful skills that can be learned from Lv. 140. You can learn passive skills enhancement and powerful attack and active enhancer skills. Passive skills to improve skills that improve other existing abilities in several ways. A skill is unlocked each time you reach a certain level. You can win Hyper Skill SP in Lv. 140, 150, 165, 180 and 190. Active Attack/Buff Skills Are unique active abilities that have powerful effects. Skills will be unlocked in Lv. 140, 160, and 190. Hyper's abilities will not be affected by potential abilities, including some of the effects of reducing cooldown and increasing the duration of upgrade. How to Reset Your Hyper Skills You can reset Hyper skills by pressing the [Reset] button. The cost to restore Hyper Skills will increase the more times you reset, but will not exceed 10,000,000 mesos. Hyper Skill Reset Costs 1st Reset 100,000 mesos 2nd Reset 1,000,000 mesos 3rd Reset 2,000,000 mesos 4th Reset 5,000,000 mesos 5th and Reset laters 10,000,000 mesos What are Hyper statistics? Hyper stats are additional bonuses that can increase your character's stats! Once you reach Lv. 140, you can view the Hyper Stat window through the character statistics window (hot key [S]) and click the [Hyper Stat] button. Once you reach Lv. 140, Reverse the Hyper Stat points earned to increase your Hyper Stat levels. Hyper Stat types and maximum levels are as follows. StatsMax Level Increase cumulative increase STR 15 30 450 DEX 15 30 450 INT 15 30 450 LUK 15 30 450 HP(%) 15 2 30% MP(%) 15 2 30% DF/TF 10 10 100 Critical Activation Chance 15 1Lv. 6+: 2 25% Critical Damage 15 1 15% Ignore Defense 15 3 3 Damage 15 3 45% Boss Monster Damage Increased 15 3Lv. 6+: 4 55% Abnormal State Resistance 15 1Lv. 6+: 2 25 Recoil Resistance 10 2 20% Attack Power & Magic ATT 15 3 45 Get EXP 15 0.5Lv. 11+: 1 10% Arcane Power 15 5Lv. 11+: 10,100 Note: You need to advance to your 5th job to increase Arcane Power Hyper Stats. Earning Hypertensibility Statistics points will earn you more Statistics points as your character's level increases. Level RangePoints Given 140 - 149 3 150 - 159 4 160 - 169 5 170 - 179 6 180 - 189 7 190 - 199 8 200 - 209 9 210 - 219 10 220 - 229 11 230 - 239 12 240 - 249 13 250 - 259 14 260 - 269 15 270 - 275 16 Total 1266 Number of hyperstation points(, the more Hyper Stat points are required to further level the Hyper Stat : Level Required number of Accumulative Points 1 1 1 2 2 3 3 4 4 8 15 10 25 6 15 40 7 20 8 8 25 8 9 930 115 10 35 150 11 50 200 12 65 265 13 80 345 14 95 440 15 110 550 How to reset Hyper Inverted Statistics You can reset Hyper Statistics by pressing the [Reset] button. Hyper Stats can be reset at any time at a cost of 10 million mesos. What is a skill? Skill refers to hidden abilities in your character. Once you reach Lv. 50, you can complete the 'Eye Opener' quest through the Star Event Notifier to unlock your abilities. After completing the quest, you can see Skill by clicking the [Detail] button in the character statistics window (hot key [S]). A skill's stats and values will be based on the skill range and can be reset. Resetting skill reset can be done through Honor XP or by using a Miracle or Chaos Circulator item. You can reset the ability with 100 Xp Points of Honor. Statistics you don't want to change can be blocked, keeping them safe while your other stats are reset. However, the range must also be fixed to block statistics. If you block a range or statistics, the Honor XP required to reset it will increase. Honor XP Required to Block -Epic SkillUnique CardIng Skill None Selected 100 100 100 Selected Rank 500 5100 10100 Rank + 1 stat selected3500 8100 13100 Rank + 2 stats selected 8500 13100 18100 Rank and statistics cannot be blocked for Rare Skills. Circulators can be used to reset skill without the cost of Honor XP. The effects of use vary depending on the type of circulator. Circulators cannot be used to block ranges or statistics. Back to the maple guides. Guides.