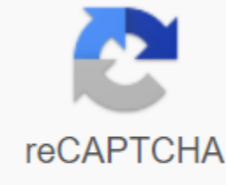




I'm not robot



Continue

Study guide bone structure

Magician can find himself as a Fire Poison Archmage, Ice Lightning Archmage, or Bishop. This specific project route is determined when you reach level 30. For this job, you'll go through Fire+Gift Assistant (2nd Job Progress), Fire+Poison Mage (3rd Job Progress) and Fire+Poison Archmage (4th Job Progress). Fire+Poison Mage deals the highest magic damage among all Mage classes. They are able to poison enemies that cause overtime damage and set them on fire. Enemies that are weak against fire and poison get additional damage from their attacks. However, opponents who are strong against these elements will get less damage. Therefore, their abilities act like a double-edged sword. Fire poison mages must carefully determine their training ground to benefit from their elementary abilities. Fire-Poison Arch Mage Overview CLASS: Adventurer/Explorer EQUIPMENT TYPE: Magician PRIMARY WEAPON: Staff, Wand SECONDARY WEAPON: Rusty Book, Shield PRIMARY STAT: Intelligence (INT) LINK SKILL: No MAPLE UNION EFFECT: MaxMP +2/3/4/5/6% BEST INNER ABILITY: Attack Speed +1, Buff Duration +50% JOB SKILLS: I: Magician → II: Magician → III: Mage → IV: Archmage → Hyper Skills → V: Arch Mage Fire Poison Archmage Pros and Cons Pros * Share your pros on this job! Cons * Share your drawbacks on this job! MapleStory Fire-Gift Arch Mage Video Ayumilove Maple Story. 4. Job Hyper Skills Video Magician 1st Job Skills Please read magician 1st Job Skill Build Guide for more details on how it is shared by Fire-Poison, Ice Flash and Bishop. Fire Poison Bow Magician 2nd Job Skills Flame Ball (Element: Fire) Creates and throws a burning ball at multiple enemies. Very effective against Ice Attribute Monster. Level 1: MP Cost: 12, Damage: 149%, Number of Hits: 2, Max Enemies Hit: 6, Range: 420 Level 20: MP Cost: 22, Damage: 301%, Number of Hits: 2, Max Enemies Hit: 6, Range: 420 Elemental Drain (Passive) Increases the total damage based on the number of nearby enemies hit with their damage over time. Level 1: For each damage over time, total damage: +3%. Applied up to 5. Poison Breathing (element: poison) Sends a poisonous droplet to an enemy and also hits enemies near the target. The enemies will be damaged for a short time. Level 1: MP Cost: 11, Damage: 135%, Max Enemies Hit: 6, Damage Over time: 33% Damage every 1 sec for 5 sec Level 10: MP Cost: 17, Damage: 180%, Max Enemies Hit: 6, Damage over time: 60% Damage every 10 sec. Meditation Required Skill: MP Eater (3) Temporarily increases the Magic Attack of all party members nearby by Meditation. Level 1: MP Cost: 10, Party Member Magic ATT: +11, 23 sec Level 20: MP Cost: 16, Party Member Magic ATT: +30, Duration: 180 sec Magic Booster Increases the magic attack speed for the set duration. Level 1: MP Cost: 56, Duration: 20 sec Level 10: MP Cost: 20, 20, 200 sec Ignite Grants the chance to create a firewall at the destination when using fire magic. Level 1: When casting Fire Magic, Chance to Create Firewall: 14%, Max Monsters Hit on firewall: 8, Damage: 65%, Duration: 4 sec Level 10: When casting Fire Magic, Chance to Create Firewall: 50%, Max Monsters Hit on Firewall: 8, Damage: 110%, Duration: 6 sec Spell Mastery Increases Magic and Magic Attack. Level 1: Magical Mastery: 14%, Magic ATT: +1 Level 10: Magical Mastery: 50%, Magical ATT: +10 High Wisdom Increases INT permanently through mental discipline. Level 1: Permanently increases INT by 8 Level 5: Permanently increase INT by 40 MP Eater Required Skill: Spell Mastery (5) Absorbs the enemy MP on attack with Magical Abilities until the enemy's MP reaches 0. Level 1: MP Absorb Chance: 2%, Amount Absorbed: 1% of the enemy's maximum MP level: MP Absorb Chance: 20%, Amount Absorbed: 10% of Enemy Max MP Fire Poison 2. Job Skill Build: All maximum except Flame Ball. 1. Flame Ball, Magic Championship (1), Magic Booster (2) 2. Magic Booster (6) 3. Magic Mastery (MAX) 4. High Wisdom (MAX) 5. MP Esser (3) 6. Meditation (MAX) 7. Flame (19/20) 8. Ignite (MAX) 9. Magic Booster (MAX) 10. MP Esser (MAX) 11. Poison Poison (MAX) Fire-Poison Arch Mage 3rd Job Skills Explosion (Element: Fire) Creates a fire explosion near your Level 1: MP Cost: 40, Damage: 253%, Number of Attacks: 2, Max Enemies Hit: 8 Level 20: MP Cost: 56, Damage: 405%, Number of Attacks: 2, Max Enemies Hit: 8 Poison Mist (Element: Poison) Temporarily creates a toxic fog around you that deals damage to all nearby enemies. Level 1: MP Cost: 30, Damage: 194%, Duration: 4, Damage over time: 104% Damage every 1 sec for 8 sec Level 20: MP Cost: 55, Damage: 270%, Duration: 40, Damage over time: 180% Damage every 1.2 sec. Viral Slime summons a slime that sprays deadly poison. The mucus stays with an enemy to deal continuous damage. It divides into 2 when the target is eliminated. Level 1: MP Cost: 20, 88% duration of damage to the target for 10 seconds. Slime will take up to 42 seconds and it will split up to 10 mucus. Cooldown: 78 sec Level 10: MP Cost: 40, 160% duration of damage to the target for 10 seconds. Slime will take up to 60 seconds and it will split up to 10 slime. Cooldown: 60 sec Elemental Adjustment (fire, poison) Cover yourself with a veil of fire and poison to defend yourself against critical abnormal status at the expense of part of Max MP. Has a chance to regenerate if successful. Cooldown applies only if regeneration fails. Level 1: MP Cost: 25, when defending critical abnormal status, consumes up to 12% of MP and regenerates the barrier up to 5 times at a 23% chance. Cooldown: 582 sec Passive Effect: Increases abnormal status and all elemental resistors by 1% Level 20: MP Cost: 35, when defending critical abnormal state, consumes up to 2% 2% Max MP and regenerate the barrier up to 5 times at 80% chance. Cooldown: 240 sec Passive Effect: Increases the abnormal state and all elemental resistors by 20% Elemental Decrease temporarily reduces elemental resistance against all attacks. Also permanently increases the final damage. Level 1: MP Cost: 14, Elemental Attribute Resistance: -1%, Duration: 114 sec. Passive : Final Damage +4% Level 10: MP Cost: 50, Elemental Attribute Resistance: -10%, Duration: 240 sec. Passive: Final Damage +40% Teleport Mastery Required Skill: Teleport (MAX) When activated instead of consuming additional MP, enemies at the Teleport location will be corrupted and stunned. Also has a chance to deal more damage over time. The teleport distance also increases permanently. This skill can be turned on and off with the skill key. Level 1: Additional MP Cost: 2, Max Enemy Hits: 6, Damage: 200%, Stun Chance: 35%, Stun Duration: 2. For 4 sec 71% damage in each 2 seconds. Permanent increases the teleport distance by 2 levels 10: Additional MP cost: 20, Max Enemies Hits: 6, Damage: 272%, Stun Chance: 80%, Stun Time: 4. For 4 sec. 98% damage at 2 sec. Permanently increases Teleport Distance by 20 Mana Burning . grants a chance to burn out the opponent's mp to deal additional damage that ignores the enemy's defense. Does not work if the opponent's MP is extremely low. Level 1: If you throw Fire Magic, you'll burn 1% of your opponent's current Mp with a 1% chance. 5 times used MP is dealt as additional damage. If the opponent's MP is less than 20%, activation is restricted. Level 10: If you throw Fire Magic, you burn 1% of the opponent's current Mp with a 10% chance. 50 times mp consumed is dealt as additional damage. If the opponent's MP is less than 20%, activation is restricted. Element Enhancement increases MP costs and magical attack of your magical abilities. Level 1: MP Cost: +5%, Magic Attack: +5% Level 10: MP Cost: +50%, Magic Attack: +50% Arkan Overdrive permanently increases the critical rate and minimal critical damage. Level 1: Critical Rate: +12%, Minimum Critical Damage: +7% Level 10: Critical Rate: +30%, Minimum Critical Damage: +25% Burning Magic All your damage over time and damage increase as your enemies attack during time under damage, stun, frost, darkness, or paralysis. Level 1: Increases damage by 55% over time, increases the last damage by 2% when attacking enemies who are affected by damage over time, stun,

freeze, darkness, or paralysis. Level 10: Increases damage over time by %, increases the last damage by 20% when attacking enemies who are affected by damage over time, anaesthesia, freezing, darkness, or paralysis. Fire Poison 3rd Job Skill Build: Everything maximum except Viral slime. 1. Explosion, Toxic Mist, Teleport Championship (1) 2nd Explosion (MAX) 3rd Element Gain (MAX) 4. Arcane Overdrive (MAX) 5. Teleport Mastery (MAX) (MAX) Mana Burn (MAX) 7. Burning Magic (MAX) 8. Poison Mist (MAX) 9. Elemental Decrease (MAX) 10. Elemental Adjustment (MAX) 11. Viral Mucus (4/10) Note: You can either max Viral Slime or Explosion according to your preferences. The explosion is replaced by the 4th Job Paralyze ability as the main attack skill. Viral slime can be used as support along with other offensive abilities. Viral slime works best when there are tiny mobs that are easily killed so that it can multiply quickly. However, if your main attack skill can defeat the enemy with 100% HKO (1-2 hit knockout), then it would be less efficient to use it. Fire Poison Archmage 4th Job Skills Paralyze (Element: Fire) Surrounds several enemies with fire to temporarily paralyze them while they deal great damage. Paralyzed enemies suffer constant damage. Level 1: MP Cost: 16, Damage: 145%, Attack Count: 6, Max Enemies Hit: 8, Paralyze Duration: 4 sec, Damage over time: 122% Damage every 1 sec Level 30: MP Cost: 40, Damage: 261%, Attack Count: 6, Max Enemies Hits: 8, Paralysis Duration: 10 sec. Damage over time: 180% Damage every 1 sec Level 30: MP Cost: 40, Damage: 261%, Attack Count: 6, Max Enemies Hit: 8, Paralysis Duration: 10 sec, Timed Damage: 180% Damage every 1 sec Level 30 : MP Cost: 40, Damage: 261%, Attack Count: 6, Max Enemies Hit: 8, Paralysis Duration: 10 sec, Damage over time: 180% Damage every 1 sec Level 30: MP Cost: 40, Damage: 261%, Attack Count: 6, Enemies Hit: 8, Paralyze Duration When using skill, nearby Explode Poison Mist and deal deadly damage to enemies. The damage is increased proportionally to the number of continuous damage effects applied to the target. You can't ignite fog set by others. If the fog explodes successfully, Flame Haze resets its cooldown. Level 1: Active Effects: MP Cost: 40, Max Enemies Hits: 12, Damage: 200%, Number of Explosions: 8 Times, Ignored Monster Defense Rate: 11%. Final damage modifier: 20% for 2 explosions, 45% for 3 explosions, 80% for 4 explosions, 125% for 5 explosions. Max. Simultaneous Fog Explosions: 6th Cooldown: 10 sec. Mist breakout cooldown decreases by 2 seconds when it hits an enemy hit with 5 or more explosions, this cooldown reduction applies to other cooldown reductions. Passive effect: Increases the continuous of toxic mist to 271%. Level 30: Active Effects: MP Cost: 100, Max Enemies Hits: 12, Damage: 345%, Number of Explosions: 8 Times, Ignored Monster Defense Rate: 40%. Final damage modifier: 20% for 2 explosions, 45% for 3 explosions, 80% for 4 explosions, 125% for 5 explosions. Max. Simultaneous Fog Explosions: 6th Cooldown: 10 sec, Mist breakout cooldown decreases by 2 seconds when it hits an enemy hit with 5 or more explosions, this cooldown reduction applies to other cooldown reductions. Passive Effect: Permanently increases the continuous damage of Poison Mist to 300%. Fervent Drain (Passive) Increases the effect of elemental runoff. Level 1: Increases the total damage of each damage you inflict over time to 5% Meteor Shower (Element: Fire) Summon meteorites from the sky to inflict powerful fire multiple enemies. If you attack while meteor shower is in cooldown, a meteorite falls on a single enemy to deal damage. Level 1: MP Cost: 358, Max Enemies Hit: 15, Damage: 645%, Number of Attacks: 4, Cooldown: 45 sec Passive Effect: Attack during Cooldown: 2% Chance of inflicting 104% damage on a single enemy with a meteorite. Level 30: MP Cost: 300, Max Enemies Hit: 15, Damage: 935%, Number of Attacks: 4, Cooldown: 45 sec Passive Effect: Attack during Cooldown: 60% chance to deal 220% damage to a single enemy with a meteorite. Flame Haze (Element: Fire) Set enemies on fire, deal damage to enemies over time, and disempower those under the influence of poison mist. When you strike an enemy, a poison mist is left where it stands; in case of monster death, the fog will swirl up where you stand. Note: Inkapazitata is the status effect that prevents monsters from causing touch damage. Level 1: MP Cost: 28, Damage on a single target: 272%, Number of attacks: 6, deals 103% sustained damage at 42% chance for 7 seconds. Maintains untouchable status and slows down the enemy by -21%. When you meet the enemy, the poison nebula forms in the enemy place. If no enemy is hit, the Poison Nebula will form cooldown on your location: 20 sec Level 30: MP Cost: 70, Damage on a single target: 504%, Number of attacks: 6, deals 190% sustained damage at 100% chance for 12 seconds. Maintains untouchable status and slows down the enemy by -50%. When you meet the enemy, the poison nebula forms in the enemy place. If no enemy is hit, the Poison Nebula forms on your Cooldown location: 10 sec Infinity Lets you use abilities without issuing MP and has a chance to trigger Power Stance on hit. Continuously recovers hp and MP and increases the damage of all attack magic. Enemy attacks will not remove this effect. Level 1: MP Cost: 45, Recover hp and MP by 1% every 4 seconds, Increases Magic ATT damage by 1% every 4 seconds, Chance of Activating Power Stance Effect: 41%, Duration: 11 sec, Cooldown: 3 min Level 30: MP Cost: 80, Recover hp and MP by 10% every 4 seconds, Increases Magic ATT damage by 10% every 4 sec. , Chance of Activation of Power Stance Effect: 70%, Duration: 40 sec, Cooldown: 3 min Ifrit (Element: Fire) Required Skill: Fire Demon (5) Summons a Fire Ifrit that attacks multiple enemies for a short time. Mastery is also constantly increasing. This skill is not affected by Abilities to Reflect Enemy Damage. Level 1: MP Cost: 33, Duration: 115 sec, Damage: 276% up to 3 enemies. Duration: 2 sec. Causes every 1 sec. for 53% damage. Permanently increases mastery by 56% level 30: MP Cost: 120, Duration: 260 sec, Damage: 450% up to 3 enemies. Duration: 2 sec. Deals damage for 140% damage every 1 second. Permanently Increases mastery by 70% Maple Warrior Increases the values of all party members. Mastery Book is required to master the skill up to level 30. Level 1: MP Cost: 10, All All +1%, Duration: 30 sec Level 30: MP Cost: 70, All Stats: +15%, Duration: 900 sec Hero's Will By focusing your mind, you can ignore some unusual status effects. However, this does not work for all abnormal status effects. Level 1: MP Cost: 30, Cooldown: 600 sec Level 5: MP Cost: 30, Cooldown: 360 sec Arcane Target Ignores some of the enemy defense when attacking. The damage dealt increases with consecutive attacks. Stacks up to 5 times. Level 1: Ignores 6% of the opposing DEF. If enemy is attacked 3 or more times, the damage increases by 2% with a 21% probability. The damage increase effect will accumulate up to 5 times. Level 30: Ignores 20% of the enemy DEF. If enemy is attacked 3 or more times, the damage increases by 8% with a 50% probability. The damage increase effect will accumulate up to 5 times. Buff Mastery permanently increases the Magic Attack and increases the duration of all buffs on you. Level 1: Permanently Increased Magic ATT: +3, Buff Duration: +5% Level 10: Permanently Increases Earth ATT: +30, Buff Duration: +50% Fire Poison 4. Job Ability Build: All Maxed. 1. Paralyzing, Flame Haze, Fog Eruption, Meteor Shower (1) 2nd Arcane Target (1) 3rd Paralysis (MAX) 4th Buff Championship (MAX) 5. Fog Eruption (MAX) 6. Arcane Target (MAX) 7. Ifrit (MAX) 8th Meteor Shower (MAX) 9th Flame Haze (MAX) 10th Infinity (MAX) 11th Maple Warrior (MAX) 12. Hero's Will (MAX) Fire-Poison Arch Mage Hyper Skills Mist Eruption - Reinforce the required level: 150 Level 1: Fog Eruption Damage: +10% Fog Outbreak - Protective Breaker Required Level: 165 Level 1: Paralyze Damage Over Time: +20% Paralyze - Extra Strike Required Level: 180 Level 1: Paralyze Number of Attacks: +1 Poison Mist - Reinforced Required Level : 140 Level 1: Poison M Damage: +20% Poison Mist - Aftermath Required Level: 150 Level 1: Poison Mist Duration of Damage over time: +6 seconds Poison Mist - Cripples Required: 180 Level 1: Poison Mist Damage over time : +20% Inferno Aura (Turn on/Off) Required Level: 140 channels to burst fire chakras and damage enemies nearby. Level 1: MP Cost: 100 per second, Damage per 3 seconds: 400%, Number of Attacks: 2. Negates Attack Ignore and Attack Reflection Effects Megiddo Flame Required Level: 160 Fires a blue flame that burns the enemy to the soul. Level 1: MP Cost: 500, Enemies Hits: 1, Damage: 700%, Number of Attacks: 9, 700% Damage 1 sec for 30 sec. Negates Attack Ignore and Attack Reflection Effects. Cooldown: 50 sec. Epic Adventure Required Level: 190 Call the courage deep in to increase damage performance. Level 1: MP Cost: 100, Duration: 60 sec, Damage: +10%. Cooldown: 120 sec. Applies to all Class within the Party Fire-Poison Hyper Skill Build: 1st Paralysis - Reinforce 2nd Paralyzed - Cripple 3rd Paralysis - Extra Strike 4th Fog Eruption - Cool5th Mist Eruption - Protective Breaker 6th Inferno Aura 7th Megiddo Flame 8. Epic Adventure Statement: See more details in this Hyper Stats Guide! Fire-Poison Arch Mage 5th Job Skills Please read mapleStory 5th Job Skills Guide for more details on Skill Cores, Special Cores and Enhancement Cores! Fire Poison Skill Cores DoT Punisher Max Level: 25 (30 with Matrix Points) Summons Flame Ball from another dimension to track enemies. The number of inheritances you summon depends on how many damage limits you have on enemies over time. Level 1: MP Cost: 500, Flame Create: 15, Damage per ball: 415%, Number of Attacks: 5, Duration: 20 sec. Flame Ball Damage: 203% Damage every 1 sec for 8 sec. Summons 1 extra bullet for every 1 of your damage over time stacks on enemies in range. If multiple inherits hit a single target, their damage is reduced by 50%. Cooldown: 30 sec Level 25: MP Cost: 500, Flame Created: 15, Damage per ball: 775%, Number of Attacks: 5, Duration: 20 Sec. FlameBall Damage: 275% Damage every 1 sec for 8 seconds Summons 1 extra ball for every 1 of your damage over time stacks on enemies in range. If multiple inherits hit a single target, their damage is reduced by 50%. Cooldown: 30 sec. Poison Nova Max Level: 25 (30 with Matrix Points) Infest inland enemies by blowing poison clouds around you. You can explode the poison clouds for additional damage. If the Poison Clouds attack enemies with damage reflect, you won't take any damage. Level 1: MP Cost: 500, Creates a series of toxic clouds that deal 520% damage 6 times, and adds an additional 312% damage every 1 sec for 10 seconds. Enemies can only be hit by a toxic cloud. 2 sec or more after creating toxic clouds, you can use Fog Outbreak to detonate them and hit up to 12 enemies that deal 468% damage 6 times. Explosion damage from toxic clouds can pile up. Cooldown: 30 sec. Anger of Ifrit | Ifrit's Fiery Anger Max Level: 25 (30 with matrix points) | Required skill: Lv. 30+ Unleash the fury of the flame in the form of an angry spirit. Can only be used when Summoning Ifrit. Unaffected by attack reflection. Level 1: Consumes 1000 MP to attack up to 12 enemies for 208% damage 6 times for 3 seconds. 1 Fervantdrain increases by 0.6 sec cooldown: 75 sec Level 25: Consumes 1000 MP to up to 12 enemies for 400% damage 6 times for 3 sec. 1 Fervant Drain increases by 0.6 sec Cooldown: 75 sec. Fire Poison Enhancement Secores Energy Bolt boost last damage: +7% per level. Max Level: 50 (60 with Matrix Points) Level 20: Max Goals: +1 Level 40: Monster DEF Ignored: +20% Flame Ball Boost Last Damage: +5% per Level. Max Level: 50 (60 with matrix points) Level 20: Max Goals: +1 Level 40: Monster DEF Ignored: +20% Poison Breathing Boost Final Damage: +5% per level. Max Level: 50 (60 with Matrix Points) Level 20: Max Targets: +1 Level 40: Monster DEF Ignored: +20% Ignite Boost Final Damage: +5% per level. Max Level: 50 (60 with matrix points) Level 20: Critical Rate: +5% Level 40: Monster DEF Ignored: +20% Explosion Increase Final Damage: +3% per level. Max Level: 50 (60 with Matrix Points) Level 20: Max Targets: +1 Level 40: Monster DEF Ignored: +20% Poison Mist Boost Final Damage: +3% per level. Max Level: 50 (60 with matrix points) Level 20: Critical Rate: +5% Level 40: Monster DEF Ignored: +20% Teleport Championship boost last damage: +3% per level. Max Level: 50 (60 with Matrix Points) Level 20: Max Targets: +1 Level 40: Monster DEF Ignored: +20% FlameHaze Increase final damage without DoT: +2% per level. Max Level: 50 (60 with matrix points) Level 20: Critical Rate: +5% Level 40: Monster DEF Ignored: +20% Mist Eruption Stumper Final Damage: +2% per level. Max Level: 50 (60 with matrix points) Level 20: Max Targets: +1 Level 40: Monster DEF Ignored: +20% Ifrit Boost Final Damage: +2% per level. Max Level: 50 (60 with matrix points) Level 20: Critical Rate: +5% Level 40: Monster DEF Ignored: +20% Inferno Aura Boost Final Damage: +2% per level. Max Level: 50 (60 with matrix points) Level 20: Critical Rate: +5% Level 40: Monster DEF Ignored: +20% Meteor Shower Boost Final Damage: +2% per level. Max Level: 50 (60 with matrix points) Level 20: Critical Rate: +5% Level 40: Monster DEF Ignored: +20% Megiddo Flame Boost Final Damage: +2% per level. Max Level: 50 (60 with Matrix Points) Level 20: Critical Rate: +5% Level 40: Monster DEF Ignored: +20% Fire/Gift arch Mage V-Matrix Skills Guide Main V Skill: DoT Punisher Trio #1: Paralyze / Flame Haze / Mist Eruption Trio #2: Inferno Aura / Megiddo Flame / Meteor Shower Note: Bolded = essential skill | Non-bold = non-essential skill. MapleStory Old to New Official Ability Name Fire Poison Archmage 5th Job Skills DoT Punisher → DoT Punisher | DoT Punisher Gift Nova → Gift Nova | Poison Nova ??? → Fury by Ifrit | Ifrit's Fiery Anger Additional information Fire-Poison Arch Mage Changelog GMS MSEA MSEA

wudu in arabic , 82176666598.pdf , 1022712199.pdf , periodic trends of effective nuclear charge , كيمياء فتح ملفات apk , slope cool math games , 96955956480.pdf , analog digital electronics pdf , ruwikofebujovoxigozupuset.pdf ,