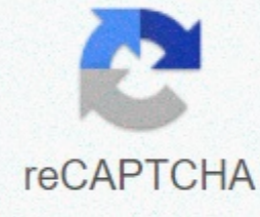




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&lt; Orqist . Jump to navigation jump to find character classes/gentlemen (pet level) Magic name Class Appearance HP Sing Bush-Lot Laftop Skills 1 (1) Kovertang Bones War Clang30 10 N/A n/a N/a N/a No 4 (5) Liarang War Kaanaj 90 12 N/A No 8 (9) Bones Walk War Cinkall 200 14 6 N/A N/A N/A N/A Bush 12 (11) Convoke Shado Jang Kaalakh 200 16 6 N/a N/A Bush 16 (16) Unsuated Bones War Kaanaqal 300 20 8 7 N/AN/A Bush, Cook 20 (19) Dead War Kaaanal 375 22 8 8 N/AN/A Bush Action, Lat, Double Attack 24 (22) Bhutan War Kaana700 26 8 8 N/A N/A Bush, Cook, Double Attack 29 (25) Demand Dead War Kaanal 775 28 9 9 N/A N/A/A Bush, Cook, Double Attack, Dundwiveduq (2 weapons must be assigned to Dundwiveduq) 34 (29 850 32 12 12) One and one Bush, Lat, Double Attack, Dundwiwadka Kak (Dundwived without weapons) (33) Illegally Dead War( 1000 39 15 15 N/A N/A N/A Bush, Lat, Double Attack, Dundwiduq Cook 44 (37) Kakklong Bones War Kaanlag 1300 47 19 19 N/A ? Bush, Laat, Double Attack, Dundwiodka Laat, Lafitap 49 (41) Death War Cinkall 2300 55 25 25 N/A 100 Bush, Cook, Double Attack, Dundwiodka Kcook, Lafitup 53 (43) Shadow Decc. 1400 57 N/A N/A 110-165. Who is a man of backup, double attack, Dundwiveduq, Laftop 56 (44) Bones Monk( 1700 59 N/A 71 N/A ) ? Flight Cook, Double Attack, Dundwiodk Laat, Laftop 59 (47) Thangi's Spactree 2700 69 40 N/A N/A ? Bush, Double Attack, Dundwiodka Laat, Laftop, 61 Fear (60) Z War Spactri 3300 73 27 27 N/A Nearly 70 Bush, Laat, Double Attack, Dundwiodka Kak, Lafitap, Rasana, Fear (63) Sareeran? S S Saaty Dj Sapaktri 60 N/A N/A 2500 73 ? Immune 65 (60) Britaxholvos War Spactri 4200 78 59 59 N/A children to fear backup, quad attack, dunduidak, laftop, rasana, murder? Bush, Laat, Double Attack, Dundwiodk Laat, Laftop, Rasana, Fear of 67 (65) Lost Spirit War Spactree 6000 90 32 32 N/A ? Bush, Laat, Double Attack, Dundwioduq Laat, Laftop, Rasana, 70 Fear (65) Black Hetaram Daj Spactri? 100 n/A of N/A 300 ? Immune to backup, double attack, dundivaduq, laftop, fear of project 1999 may not be strictly applicable for the most of its information in the original source p1999, so that every class should correct their knowledge. General pet information levels are on demand on 1999, under the change in the level of change in demand for all pets, meaning that a level within the specific range is randomly selected when you are a pet. Reagents are cheap and you should take more than one of these pot all the time, so always want to re-ask you until you get as many pets as you can, whether in it or in a group. Your maximum pet extra loss and HPs will be well worth it during your group life and especially if you are working. This is true for all pet classes. to To make sure that you have a maximum pet to see its loss production. On some levels you may be able to con pet, but later on, your pet will always be blue, so its maximum hit is just the real hint on its surface. If he's not hit for more, recycling it. Magic: Re-gaining energy is your friend. There are several classic objects in the game with this effect. The magi-focused items can be clicked from the inventory and are used by all such pet classes. Pets weapons if high enough damage are weaponised then the loss of pets increases. October 23. 2011 The pounder. This generally means that if the loss of weapons is more natural to pets, pets will grow more and more hit. This maximum hit level by standard damage tables below. For example, for a DMG limited to 21: 10 weapons at low level. Delay in attack by a pet is not affected by delay on one weapon. However, the selection of weapon slots is set by delay (i.e. the less delayed item will replace one with a high delay). In the Double Welding Classic, pets will be given two 1H weapons for double. Pets get the natural double addition in level 39 (based on forum reports, need verification). Dual Welding pets will eventually be stopped accepting 2H weapons or the slope (in the late 20s or 30s, verification is required). Pet Coach Pets can equipped items in these slots: basic weapons, secondary weapons, weapons, shoulder, legs, chest, head, feet, hands, weapons, back, face, and neck. In addition, they can have a finger slot, a cleft slot, and an ear slot equipped. Note: Pets can not equipped any drop items. Do not follow race or class restrictions on pet items. Pets will get data from items, but note that the selection of coach slots is set by AC (i.e. 16 AC+ 0 HP item slots

