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Page 2Posted byu / removed 1 year ago 20 comments Copyright © 2020 . All rights are reserved. From OriginsRO Wiki Hunter Job Base: Archer Job Type: 2-1 Changes In: Payon Forest 10 Number of Skills: 18 Total Skills Points: 82 Total Skills quest: 1 Work Bonuses STR AGI VIT INT DEX LUK No 4 No 6 No 2 No 4 No 4 Hunters skillfully in indirect combat. Their increase in ASPD with bows helps makes them superior to archers in battle in range. They can also lay mines and traps on the ground to thwart or catch mobs. These traps will cause different status effects (Sandman inflicts sleep status, for example) or cause elementary damage (i.e. Blast Mine, Land Mine) to the target. They also have a powerful sub-character, the Falcon. The Falcons are very effective in dealing with consistent damage, as their damage ignores the DEF. Falcons also have the ability to identify hidden enemies and destroy enemy traps. Hunters were once considered overpowered in Ragnarok Online before the Amatsu patch, while players were still getting the hang of 2-2 classes, as they were capable of MVping and seemingly only two stats: AGI and DEX to be successful on MVP, PvP, and PvM aspects of the game. However, hunters have their own weaknesses, namely the lack of VIT and STR, except for some specialized builds. A change of work guide See a guide to changing the hunter's work for more information. Going to Hunter from Archer requires the player to complete a number of tasks: Once these tests are completed, the player will be converted to Hunter. Builds DEX/ AGI (PowerHouse) STR: 1 AGI: 99 (base) VIT: 1 INT: 9 DEX: 140-150 (99 Base) LUK: 1 These hunters are powerful damage dealers capable of having some of the highest amounts of damage per second in the game under the right conditions. They have virtually no protection, however, so they are best used when in a party, shooting from behind. Great for mvping bosses without high DEF. Some modifications to this build will take into account some INT and LUK for Falcon strikes. Recommended for those who don't want to lay traps, or for those looking for a nest-of-all-trade build. INT (Farmer) STR: 1 AGI: 85-95 (base) VIT: 1 INT: 38-55 (base) DEX: 140 LUK: 1 This version of the power plant boasts an INT investment that allows it to effectively farm most mobs with Double Strafe without having to rely on SP consumables. 38 INT is already very well combined with Magnificat Priest for farm one shot mobs, since you will regen faster than what you use just walk and what's in sight. However, using a cream card for teleportation or mobs with higher HPs will put extra pressure on your SPs and you might not infinite anymore. In this case you can lower the AGI to go about 180 ASPD, which is enough for double Strafe span. This will allow you to increase INT by a notable margin. Falconer STR: 1 AGI: 99-99 (Base) VIT: 10-20 INT: 1-40 DEX: 60-80 (base) LUK: 40-60 Relying on the use of Falcon to attack, these types of hunters focus a lot more on ASPD than other builds. Their main advantage is that Auto Blitz and CRITs, caused by LUK investments, ignore DEF, making them effective anti-cybernet. It's basically the only thing they do well though; on non-tank enemies, you'll have the best damage per second on Auto-Blitzing with Powerhouse build, and their Double Strafe is weak due to low DEX investment. Recommended for those looking for fun to build and enjoy seeing their Falcon fly. DEX/INT (WoE/Trapper build) STR: 20-40 AGI: 1-20-30 VIT: 70-80 INT: 50-70 DEX: 1-60-70 LUK: 1 Built with a special purpose of laying traps, this hunter is made to survive. They should invest in STR to transport potions and traps. This build is the most difficult to level of all, namely the lack of AGI and DEX. STR statistics affect the weighting limit. It also adds to The Beast Strafe damage, and in very small amounts, onion ATK. This is generally considered the least useful statistic for hunters and often stays at 1. AGI affects the speed at which they can attack and their flight speed. This statistic is important for most hunters and is generally considered their second or first most useful statistic. VIT mainly affects how many HP hunters and their resistance to status effects. WoE Hunters usually get about 60 VIT. INT affects how many SP hunters as well as the speed of the regen for SP. It also increases falcon damage and damage caused by trap damage. DEX increases bow attack, hit rate, and in very small amounts, attack rate. LUK increases critical speed as well as how often the Hunter Falcon is released (attacks) during conventional attacks. Equipment Cap hats - basic 4 def, and cheap too. It is usually easy to find an overupgraded cap to put a card on defensive or offensive targets. A good combo will be the No.9 Maestro Cap, with No.2 INT and 150 SP. Apple Archer - Not recommended in the PVP/WoE environment, but for MVP and alignment to achieve a new AoA bonus dex is very helpful. With its No.3 DEX on headgear, it's a must-have for all hunters, even if it's not part of their build to achieve a new DEX bonus. You never know when you might OT use different armor/Accessory combos and should use AoA to achieve your next Dex bonus. Poo Hat or takes - self-evident. 10 less for demo people. If you don't need AoA for your dex, Poo Hat or Takes Suitable for PvP and WoE. Feather takes - 1 def, 1 mdef, and 10% less from demo people. Great choice for PvP and WoE. The Ghost of Bandana - Agi No. 2, like AoA, except that it will help you achieve a higher high Not as useful as cara/wise for alignment, but if you prefer to have an extra ASPD as opposed to SP in MVP/leveling situations, then it's fine headgear for using binoculars - 1 DEF and 1 DEX. Hunters can use boots. It's the highest DEF footgear and also doesn't weigh much, so it's usually a good idea to use slit boots for this part of your gear. Typically, an increase in HP is much more useful for PvP/WoE than for PvM. Sohee Card - 15% more SP and 3% more SP regen. Premium choice for alignment and farming. Matyr Card - 1 AGI and 10% more HP. Good basic gear to wear in PVP/WoE. Firelock Card - an increase of 10% HP/SP. Awesome cards, make sure these boots are No.9. Male card error thief - No 2 AGI. Oldschool maps, but still useful. Can help you hit that important ASPD bonus. Crystal Pumps - Many Falcon Build Hunters use Crystal Pumps to increase their LUK. For a greater chance of AutoBlitz and Crit. Armor Tights - Best Armor for The Huntsman. 50 Weight, 6 def, and No. 1 def. Coat - Use this or mantle for basic armor. Switching through 6 pairs of tights is annoying. Pantie (with Undershirt) - Especially useful at lower levels and for Falconer builds who need ASPD. Venatu Card - From 1 LUK to 18 AGI it is very useful in Falconer Builds. Clothing Usually hunters will use a silencer for their clothes. Whisper cards are good for alignment. Hunters can achieve a large amount of run with all their agi/run all skills (Wind Walker, Falcon Eyes, Improved Concentration). Dragontail Cards - Probably the best choice for alignment and MVP, and even in PVP. Increases your double Strafe damage by 5% and also adds 10 run and 1 AGI. AGI can help you achieve the ASPD bonus, and the run always helps when aligning. An excellent map for those powerhouse builds that are all about dishing out load of damage. Raydrift Card - Of course, the classic immune Muffler should be part of your outfit, for every aspect of the game. Undershirt (see Armor section) Shield hunters are limited to wear guards. You can't attack with a bow while your guard is equipped because bows are two arms. You can, however, do any traps or falcon skill (like Blitz Beat or Detect) while wearing your guard. Mostly only useful for Trapper/Falconer builds. The Nimble Brooches accessory and gloves (zero card) are the best accessories to use as a hunter. Usually, with 99 DEX, you can use two nimble brooches to reach 150 DEX per hunter. If you prefer to use 140 DEX when aligning, Flash rosary is a very good choice. Of course, if you can afford it (and it works in your build), Bow Thimble can be a good choice. Hunter Bow weapon is a very good starting gear, will probably stick with you for a long time. The only downside is that it cannot be equipped by Archer on your way to the Hunter. You get one for free if you wait for a level 50 job as an archer. Composite bow - Every hunter should use composite bows to do damage. The 2x2 Race/Element is the best of course. Of course, Race/Element 1x Size or 2x Race/Element 2x Size is also an option for being effective on more mobs without losing too much power. Bow - You usually use emblems to inflict status effects on your enemies. The status of bows is amazing in PVP. Hunters have a very high attack rate and can also cause a status effect from the range, which is a huge advantage in many situations in WoE and PVP. Burning/Earth/Frozen/Gust Bow is a good replacement for 2x composites, with the correct elementary modifier card and arrow, as well as against the correct element monsters. Gakkung Bow - Combined with the size of the card, it is the best bow for general damage, and it can be equipped with archers. The problem is that it is very expensive compared to Hunter Bow, and a few extra damages may not be relevant depending on what you are farming. You have to have 2x composites for strong important mobs anyway. Arbalest - With size cards, used to reach 160 DEX, and to do generic damage like Gakkung. Arrow arrows are very important for hunters. The fact that a hunter can use a card-weapon with a rudimentary arrow without having to disturb the cage for Endow is a huge advantage in all aspects of the game, especially in alignment. PVP/WoE - In PVP/WoE it is best to wear stone arrows for the main attacking arrow. They will destroy those who wear the Armor of Marshmallow (Dokebi Card) to resist the Magic Jagger Thunder, or any other skill type Wind/Water. It also bypasses the immune (Raydrift Carded clothing) that your enemy may have equipped. Status arrows such as Mute Arrows and Curse Arrows are difficult to collect. They can be used in conjunction with bow status to completely disable the enemy. For example, against Lord Knight, using a four-fold cursed bow with Cursed Arrows will allow you to keep your distance. You can also mix it up. You can use a quadruple stun bow with Mute arrows to drive away these pesky masters. Remember that since all status arrows are a neutral element, you can use Cursed Water to continue bypassing the immune effect. In PVP, ghostly armor is very powerful against melee classes. However, hunters have a huge advantage over those who keep their ghosting equipped. Hunters can easily change the element of their weapons on Ghost Property by equipping intangible arrows. The hunter should always be willing to help his party by catching Ghost strings owners with intangible arrows. Alignment - Self-evident. Wear arrows that are strong against the monsters you are fighting. The level with bow status is not offered, as it would be quite expensive to get a slave's node and return to storage to restock on the arrows. Dark Class Skills See Archer Skills for First Class Skills. Type skills description levels Snare Use 1 Trap item to set a trap that will immobilize the enemy within a set time frame. 5 Active Beast Bane Increases ATK vs. insects and brute monsters race. 10 Passive Blast Mine Set a trap that makes wind damage in the 3x3 area when triggered. 5 Offensive blitz Your Falcon attacks the enemy and all surrounding enemies in the 3x3 area. It can also go away passively. 5 Clawborn's offensive traps set a trap that will explode causing damage to property fire in the 5x5 area. 5 Offensive Detection Team Your Falcon to detect hidden enemies within a variable range. 4 Active falconry skill allows hunters to rent and command the Falcon, an exclusive sub-symbol for the Hunter class. 1 Passive Flaming Light Set a Trap that will emit a bright light that can blind enemies. 5 Active freezing trap damages the water and possibly freezes the enemy when triggered. 5 Offensive mine trap that explodes when triggered, damaging the Earth with a chance to set the enemy. 5 Offensive Remove the Trap Remove the trap laid by itself, restoring the trap element. 1 Active Sambar Set a trap that can put enemies to sleep in the 5x5 area after triggering. 5 Active Strike Trap Set a trap to drain SP from enemies when triggered. 5 Active Trap Skid Set a trap that will cause the enemy to slide in a certain direction as soon as it is triggered. 5 Active Spring Trap commands your Falcon to remove a multitude of enemy or friendly trap in the distance. 5 Active steel crows increase the damage done by your Falcon. 10 Passive Talkie Box Set a Trap that will display a custom set of text message for those who steps on it. 1 Active Skills quest Description Levels Level Work/Crairing quest Fantastic Arrow Magic Arrow without requiring actual arrows and pushes the enemy 3 cells back. 1 Offensive 40 Fantasmic Arrow Quest Soul Link Hunter Sprint allows you to use Work Bonuses Stat/Sum No 1 No 2 No 3 No 4 No 5 No 6 No 7 No 8 No 9 No 10 STR 5 10 11 44 AGI 12 19 19 20 31 39 47 VIT 17 22 INT 2 34 41 46 DEX 1 4 8 14 21 27 33 38 43 49 LUK 7 15 29 42 ASPD External Links hunter farming guide ragnarok classic. hunter farming guide ragnarok mobile. ragnarok online hunter farming guide. ragnarok eternal love hunter farming guide. ragnarok mobile hunter zeny farming guide

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