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Archer guide maplestory

Bowmaster Markman [Big Bang] Archer Skill Builds [GUIDE] Apocalypse: The Big Bang! [Archer] 1st 2nd 4th Archer Hunter > Hunter > Ranger > Bow Master > Crossbow > Sniper > Crossbow Master Requirements: Level 10, with 25 DEX Head to Bowman Instructional School in Henesys where you'll find Athena Pierce. Talk to her, and she'll move you forward like Bowman if you have the requirements statistics. Requirement: Level 30 Go to Bowman Instructional School in Henesys once you reach Lv 30. Come in, talk to Athena Pierce. It will give you a letter and you have to pass it on to the work advancement instructor near Henesys. After giving the letter, you will be given a commission to collect 30 dark marmis by defeating the monsters inside. Be careful to replenish your potions before you start collecting the 30 dark steries. Once you've collected 30 dark ly0s, talk to the instructor and the instructor will reward you with a hero's ordeal. Return to Instructional Bowman School in Henesys and talk to Athena Pierce once again, where you'll then advance as a hunter. Requirement: Level 70 Go to El Nath - Main Residence and talk to Rene. After talking to Rene, he returns to Victoria Island and talks to Athena Pierce who is in Henesys. Next, find the Dimension Gate located at Sleepy Dungeon V and take you to The Glittering Crystal Trail. Walk to the end of the route and enter the portal to defeat the dark side of the essay to gain Black Charm. He returns to Athena Pierce and swaps the Black Charm for a Force Necklace. Go back to El Nath later and give the item to Rene. Head to the Holy Ground at The Nevaio (Sharp Cliff II). 1 Dark Crystal you need to answer 5 questions to get the Necklace of Wisdom. Once again, he returns to Rene in El Nath and give her the Necklace of Wisdom. View all third job applications here. Requirement: Level 120 * Warning: Click here for the latest Maplestory Archer Skill Building Guide *MapleStory Bowman is an Explorer Archer who has 2 subclasses (Hunter and Crossbow) Hunter uses Bow while Crossbow uses Crossbow. Keep in mind that the skills of the 2nd and 4th jobs require a specific weapon (Bow or Crossbow - depending on the route you chose in the 2nd work) to activate the ability. The Archer class has maximum accuracy, easily hitting enemies successfully even if the monsters are above their levels. Archer Related Guides AP Repertory Bowman Handman Stat Create Maplestory Bowman Training Spots Level 1-200On 1st Work Skills Common Skills Archer Mastery (Passive) Skills LV1: +15 Accuracy, +15 Avoid, +8 Range, +2 Speed, 146 Top Speed. LV15: +225 Accuracy, +225 Evita, +120 Gamma, +30 Speed, 160 Top Speed. Critical (Passive) Strike Permanently Increases critical hit speed. LV1: +2% critical hit rate. LV20: +40% critical hit rate. Arrow shot (active) Attack 3 enemies 1 time. LV1: 10 MP, 204% damage. LV15: 15 MP, 260% 260% Double Strike (Active) Attack 1 enemy 2 times. LV1: 8 MP, 113% damage. LV15: 14 MP, 155% damage. Bowman Skill Build: All but double shot. 1. Add 1 SP in the double shot. 2. Max Archer Mastery, Arrow Blow and Critical Shot. 3. Download the remaining SP in Double Shot.Archer 2nd Job SkillsCommon Skills Bow/Crossbow Mastery (Passive) Permanently increases weapon mastery and accuracy. LV1: 14% Mastery, +12 Accuracy. LV10: 50% Mastery, +120 Accuracy. Physical training (passive) Permanently increases STR (Strength) and DEX (Dexterity). LV1: +6 STR, +6 DEX. LV5: +30 STR, +30 DEX. Bow/Crossbow Booster (Supporto) [REQUIRE] LV5 Bow/Crossbow Mastery. Temporarily reduces attack and skill delay. LV1: 29 MP, Last 20 sec. LV1: 2% to deal additional attacks with 100% damage. LV20: 40% to deal additional attacks with 150% damage. Double Jump (Active) Allows you to jump forward. A higher skill level improves the jump distance. LV1: 26 MP. LV5: 10 MP. Soul Arrow (Supportive) [REQUIRE] LV5 Bow/Crossbow Booster. LV1: 15 MP, Last 30 sec. Hunter Skills Arrow Bomb (Active) Attack 6 enemies 1 time with an explosion with the ability to stun. LV1: 14MP, 285% damage, 22% stunning for 2 seconds LV20: 24MP, 380% damage, 60% stunning for 6 seconds. LV1: 20 MP, 158% damage, 34% stunning. The summon lasts 96 seconds LV20: 38 MP, 270% damage, 90% stun. The summon lasts 180 seconds. Hunter Skill Building: All to the max except Silver Hawk. 1. Add 1 SP to the arrow bomb. 2. Max Bow Mastery, double jump and physical training. 3. Add 6 SP int Bow Booster and 4 SP in Soul Arrow. 4. Max Arrow Bomb, Bow Booster, Soul Arrow and Final Attack. 5. Download the remaining SP in Silver Hawk.Explanation: Arrow Bomb will be your main attack ability as the 2nd Working HUnter. Use it on flat or rough platforms with abundant enemies. There is no need to maximize Silver Hawk as it will be replaced with Phoenix which can flame enemies, dealing damage over time. Make sure you have at least LV10 Silver Hawk to unlock Phoenix.Crossbowman Iron Arrow Ability (Active) Attack 6 enemies 1 time with an arrow penetrating through them. LV1: 20 MP, 285% damage. LV20: 26 MP, 380% damage. Golden Eagle (Supportive) Summons a golden eagle to temporarily attack 1 enemy nearby with the ability to stun. LV1: 20 MP, 158% damage, 34% stunning. The summon lasts 96 seconds LV20: 38 MP, 270% damage, 90% stun. The summon lasts 180 seconds. Crossbow skill construction: everything at its best except Golden Eagle. 1. Add 1 SP to the iron arrow. 2. Max Crossbow Mastery, double jump and physical training. 3. Add 6 SP int Bow Booster and 4 SP in Soul Arrow. 4. Max Iron Arrow, Crossbow Booster, Arrow and Final Attack. 5. Download the remaining SP in Eagle.Explanation: Iron Arrow will be your main attack ability as a crossbow of the 2nd work. Use it on flat platforms with abundant enemies. There is no need to maximize Golden Eagle as it will be replaced with Frostprey which can freeze enemies. Make sure you have at least LV10 Golden Eagle to unlock Frostprey.Archer 3rd Job SkillsCommon Skills Mortal Blow (Passive) It has the ability to finish an enemy with a single shot and recover HP & MP. This option only takes effect after dealing damage to an enemy. Therefore, this ability is not useful against them that they can be defeated in 1 or 2 shots. LV1: 3% instantaneous death if enemy DP's are less than 3%. +1% HP MP at instant kill. LV10: 15% instant death if hp enemies less than 30%. +5% HP MP at instant kill. Increased (passive) evasion allows you to dodge enemy attacks. When successful, the attacks you make in the next 1 second will result in critical blows. LV1: +12% Dodge. LV10: +30% Dodge. Concentrate (Support) Temporarily increases the weapon attack and decreases the MP consumed when using skills. Piles with other buffs. LV1: 12 MP, +11 weapon attack and -6% MP cost for 66 sec. When the Puppet is summoned, the monsters will attack the Puppet instead of you. LV1: 32 MP, HP Puppet 1900. Summon lasts 24 seconds LV10: 50 MP, HP Puppet 10000. Summon lasts 60 seconds Strafe (Active) Attack 1 enemy 4 times. LV1: 23 MP, 134% damage. LV20: 32 MP, 210% damage. Ranger Ability Roasting Shot (Active) Attack 6 enemies 1 time with flame. Affected monsters receive time damage (DoT). LV1: 20 MP, 387% damage, DoT 62% per second for 3 seconds LV20: 30 MP, 520% damage. DoT 100% per second for 6 seconds rain arrow (active) [REQUEST] LV5 Deadly Strike attack plus 3 times with the ability to stun them. LV1: 24 MP, attacks 5 enemies with 113% damage. 3% stunning for 1 sec. 60% Stunning for 4 seconds Phoenix (Support) [REQUIRE] LV10 Silver Hawk. Summon a firebird that attacks 4 enemies 1 time nearby and has the option to stun them. LV1: 43 MP. Summon lasts 76 seconds 228% damage. 41% stunning for 2 seconds LV10: 70 MP, Summon lasts 220 sec. 95% stunning for 2 seconds. You can't absorb more than half of your maximum PS or more than the enemy's maximum HP. 14% HP Replenishment Damage. LV20: 32 MP, 400% damage. 50% of the damage dealt HP replenishment. Ranger Ability Build everything to the max except Strafe. 1. Add 1 SP in Strafe, Roasting Shot and Concentrate. 2. Add 5 SP in Mortal Blow. 3. Max Arrow Rain, Concentrate and Toast shot. 4. Max Mortal Blow, Phoenix, Drain Arrow, Puppet and Evasion Boost. 5. Download the remaining SP in Strafe.Sniper Snapfreeze Shot (Active) Attacks 6 enemies 1 time and temporarily freezes them. LV1: 20 MP, 407% damage. Freeze 1 sec. Freeze the (active) arrow eruption 3 seconds [REQUEST] LV5 Mortal Blow Attack multiple enemies 3 times with the ability to seal them. LV1: 24 MP, attacks 5 enemies with 113% damage. Seal of 3% for 1 sec. 60% seal for 4 seconds Frostprey (Support) [REQUIRE] LV10 Golden Eagle. Summon an icebird that attacks 4 enemies 1 time nearby and freezes them. LV1: 43 MP, Summon lasts 76 seconds 228% damage. Freeze 1 sec. Freeze 3 seconds the dragon's breath (active) requires a skill book: Dragon breath attack plus enemies 4 times and also push them away from you. LV1: 20 MP, attacks 4 enemies with 104% damage. LV10: 28 MP, attack 6 enemies with 140% damage. Sniper Ability Build: All to the max except Snap Freeze Shot. 1. Add 1 SP in dragon breath, Snapfreeze Shot, Concentrate, Evasion Boost. 2. Add 5 SP in Mortal Blow. 3. Maximum arrow eruption, concentrated, frost prey, dragon breath. 4. Max Evasion Boost, Strafe, Puppet, Mortal Blow. 5. Download the remaining SP in Snap Freeze Shot.Archer 4th Job SkillsCommon Skills Marksmanship (Passive) Permanently increases accuracy and ignores a part of enemy defense. LV1: Ignores 7% enemy defense, +1% accuracy. LV10: Ignore 25% Enemy Defense, +10% Accuracy. Bow Expert / Marksman Boost (Passive) Permanently increases weapon mastery, weapon attack, and minimal critical damage. LV1: 56% Mastery, +1 Weapon Attack, +1% Minimum Critical Damage. LV30: 70% mastery, +30 weapon attack, +15% minimum critical damage. Maple Warrior (Support) temporarily increases all statistics for group members. LV1: 10 MP, +1% statistics, 30 seconds LV30: 70 MP, +15% statistics, 900 seconds Hero's will (active) Remove some anomalous effects. LV1: 30 MP, Recovery Time 600 sec LV5: 30 MP, Recovery Time 360 sec Spirit Link (Passive) Improve your stats by connecting your summoning spirit with yours. LV1: +1% damage, +11% maximum PS, +1% defense, +1% resistance to all elements. LV30: +15% damage, +40% maximum PS, +30% defense, +15% resistance to all elements. Elite Puppet (Support) [REQUEST] Max Puppet Summon an improved version of Puppet that can attack enemies and absorb some damage you've taken from the enemy. LV1: 50 MP. Summon lasts 60 seconds HP 11800, 210% damage. 6% of the damage absorbs. LV15: 70 MP, Summon lasts 60 seconds HP 30000, 350% damage. 20% of the damage absorbs. Sharp (supporting) eyes temporarily increase critical rate and critical maximum damage. LV1: 30 MP, +6% critical rate, +1% critical max damage. LV30: 45 MP, +20% critical speed, +30% maximum critical damage. Illusion step (support) LV5 concentrate. LV1: 20 MP, Last 66 sec. +11 DEX, +1% Dodge Rate. LV30: 35 MP, lasts 240 seconds +40 DEX, +30% dodge rate. Bow Master Skills Advanced Final Attack (Passive) (Passive) The maximum final attack permanently increases the attack and accuracy of weapons. He is the successor to Final Attack with an improved activation rate to deal an extra attack for each arrow shot. LV1: +6 Weapon Attack, +1% Accuracy, 41% Chance to Deal 162% Damage. LV30: +20 weapon attack, +10% accuracy, 70% chance to deal 162% damage. Broiler Shot (Active) [REQUIRE] Max Roasting Shot. Attack 6 enemies 4 times with flame. Affected monsters receive time damage (DoT) every second for a period of time. The successor to Strike Roaster with Damage and Upgraded DoT. LV1: 35 MP, 175% damage. DoT 104% for 7 seconds LV10: 55 MP, 220% damage. DoT 140% for 12 seconds Hurricane (Active) Enemy Attack 1 with arrows thrown at tremendous speed, such as a catastrophic storm. Pressing the skill button will continuously activate arrows. Fire 8 arrows per second without including the final attack. LV1: 7 MP, 173% damage. LV30: 9 MP, 260% damage. Bow Master Skill Build: All to the fullest. 1. Add 1 SP to the advanced final attack, hurricane, broiler hit. 2. Add 1 SP in Elite Puppet, Spirit Link and Illusion Step. 3. Max Bow Expert, Broiler Shot and Marksmanship. 4. Maximum early final attack, spiritual bond and sharp eyes. 5. Max Hurricane. Elite Puppet, Maple Warrior, Illusion Pass and Hero's Will. Ultimate Strafe Shooter Ability [REQUEST] Max Strafe. Attack 1 enemy 8 times ignoring a part of the enemy defense. LV1: 34 MP, 160% damage. Ignore 2% Defense. LV10: 36 MP, 205% damage. Ignore 20% Defense. Snipe (Active) Attacks 1 enemy 1 time to adjust and 6 times per boss with huge critical damage LV1: 340 MP, 430% damage. Ignore 11% Defense. Cooldown 20 sec. Ignore 40% Defense. Cooldown 5 seconds Piercing (Active) Attacks multiple enemies 6 times with an arrow that pierces the enemy where each piece increases its damage. LV1: 24 MP, 202% damage. Penetrates 4 enemies. LV30: 42 MP, 260% damage. Penetrates 8 enemies. Shooter Skill Building: All to the fullest. 1. Add 1 SP in Ultimate Strafe, Snipe and Piercing. 2. Add 1 SP in Elite Puppet, Spirit Link and Illusion Step. 3. Max Crossbow Boost, Ultimate Strafe and Marksmanship. 4. Max Piercing, Spirit Link and Sharp Eyes. 5. Max Snipe, Elite Puppet, Maple Warrior, Illusion Pass and Hero's Will. Hyperactive Abilities Common Hyperpeipal Abilities (level 200) Temporarily increases damage by 20% the ability to exceed the damage limit of 50,000 for 60 seconds. Cooldown 120 seconds. Bow Master Hyper SkillsPhoenix - Reinforcement (level 143) +20% Phoenix damage. Phoenix - Persist (level 162) +20 sec phoenix duration. Phoenix Bonus Attack (level 183) +1 Phoenix Strike per enemy. Broiler Shot - Reinforcement (Level 149) of broiler's shot damage. Broiler Shot - DoT Persist (Level 168) +5 seconds Broiler Shot DoT Duration. Broiler Shot - DoT Reinforcement (Level 189) +20% Broiler Hit DoT Damage. Broiler - Split Damage (Level 155) Hurricane damage is halved but +1 shot per enemy. Hurricane - Add range (level 177) +50 Hurricane range. Hurricane - Moveable Strike: Allows movement while using the hurricane. Preparation (level 150) Temporarily increases attack with weapons by 50%. 100% position, and 20% boss damage for 30 seconds. Cooldown 90 seconds. Frey's Wind (Level 170) Attacks 8 enemies 8 times by dealing 500% damage with 200% damage in time every second for 10 seconds. Cooldown 15 seconds. The maximum damage for this ability is 3,000,000.Frostprey Hyper-Shooter Ability - Reinforcement (Level 143) +20% Frost Prey Damage. Frost Prey - Persists (level 162) Frost duration +20 seconds. Frostprey - Bonus Attack (level 183) Freezer +1 Shot per enemy. Piercing - Reinforcement (level 149) +20% damage from Piercing. Piercing - Extra Target (level 168) Piercing attacks +2 enemy. Piercing - Bonus Attack (level 189) Piercing Shot +1 per enemy. Snipe - Reinforcement (level 155) +20% damage from Snipe. Snipe Bonus Attack (Level 177) Snipe Shot +1 per Enemy. Snipe - Recovery Time Reduction (Level 195) Removed Snipe cooldown. Bullseye (level 150) temporarily increases critical rate +20%, maximum critical damage +20% and ignores +20% enemy defense for 30 seconds. Cooldown 90 seconds. Long-range Trueshot (level 170) Attacks 12 enemies within a certain distance with 4000% damage. Cooldown of 30 seconds. The maximum damage for this ability is 99,999,999.Archer Changelog2014-04-06: Restructuring hyperlinks in driving to make navigation easier. Navigation.

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