



Bowmaster guide prebigbanger

Dexless is run by the MapleStory community and the ads help pay the server bill. Registered members do not see ads. Please consider registering or on the white list of us. Thank you! The guide to Archer is published by Sky, November 24, 2020. This is an in-depth guide to Bowmaster's work industry. Includes pros/cons, skill builds, in-depth explaining skills, installation nodes, Link Skills, Legion, Preferred Internal Ability, Hyper Stats, and more. Table Content No. 1 Jobs 2th Work 4th Blow, Double Jump, and Archery Mastery first when you advance. From there, max out Double Jump for mobility and the rest as you feel like. All skills of the 1st job will be maximum. Arrow Bomb, Soul Arrow: Onion, and Bow Skill when you first advance. When you level afterwards, get Bow Mastery at least level 5, so you can use Bow Booster. From there, do whatever you want. All 2 work skills will be maximum. Arrow Bomb (20/20) Fire Coating (9/9) Onion Booster. From there, do whatever you want. All 2 work skills will be maximum. Arrow Bomb (20/20) Fire Coating (9/9) Onion Booster. From there, do whatever you want. All 2 work skills will be maximum. Arrow Bomb (20/20) Fire Coating (9/9) Onion Booster. Max Mastery (10/10) Final Attack: Onion (20/20) Physical Preparation (5/5) Result: All. (Note: on gms v209, you can max out all the skills. If you missed SP, you may have to use the SP reset scroll.) 3rd job - I recommend putting a point in Arrow Blaster, Flame Splash, and Marksmanship when you first advance. When you level afterwards, I recommend putting a point in Arrow Blaster, Flame Splash, and Marksmanship when you first advance. When you level afterwards, I recommend putting a point in Arrow Blaster, Flame Splash, and Marksmanship when you first advance. When you level afterwards, I recommend putting a point in Arrow Blaster, Flame Splash, and Marksmanship when you first advance. When you level afterwards, I recommend putting a point in Arrow Blaster, Flame Splash, and Marksmanship when you first advance. putting sp into reckless hunting: Onion, Phoenix, and Dodging Boost. Level as you like from there. All skills of the 3rd job will be maximum. Arrow Blaster (20/20) Flame Splash (20/20) Flame Splash (20/20) Phoenix (10/10) Deadly Strike (10/10) Focused Fury (20/20) Dodging Boost (4/4) Marksmanship (20/20) Result: All maxed. (Note: on gms v209, you can max out all the skills. 4th job - I recommend putting a point in the hurricane, arrow stream, and bow experts when you first advance. From there, put some dots in the Enchanted quiver, the illusion of a step, and sharp eyes. The active effect of Binding Shot is not useful, but its passive effect of increasing The Blaster Arrow is very nice. Don't prioritize The Armor Break alignment at all, as it is specific skill for endgame bosses. All skills of the 4th job will be maximum. Hurricane (30/30) Sharp Eyes (30/30) Will Hero (5/5) Maple Warrior (30/30) Enchanted quiver (10/10) Bow Expert (30/30) Advanced Final Attack (30/30) Armor Break (20/20) Result: All maxed. Hyper-skills Hyper-skills has a fairly simple Hyper Skill Build: Level 140: Add to Gritty Gust Level 165: Add to Hurricane - Boss Rush Level 180: Add to Arrow Stream - Extra Strike Level 190: Add to Hurricane - Split Attack and Epic Adventure Result: All Hurricane Hypers, Arrow Stream - Extra Kick, and Sharp Eyes - Guardbreak all highlighted in. level 200, you get one Matrix Point that can be used to level your nodes, even past the rank 25 limit (up to rank 30). Level 201 - 205: Add to Storm of Arrows Level 206 - 210: Add to Inhuman Speed Level 211 - 230: Add to Boost Nodes Level 231 - 235: Add to Vicious Shot Level 236 - 236 - 240: Add to quiver barrage Level 241 - 245: Add to The Fury Wild Level 256 - 260 : Add in guided Arrow Result: Storm Of Arrows, Inhuman Speed, Boost Knots, Vicious Shot, Quiver Barrage, Silhouette Mirage, Fury Wildlife, and Guided Arrow all fully distributed in as far as level 260. Content Table - This section contains skills information from Global MapleStory. Beginner Skills - Skills Reading (Master Level) Curiosity adventurer Master Level: 6Your curiosity and attention to detail provides you with bonuses to critical speed and the ability to add monsters to your collection of monsters. This bonus is a multiplier, not a supplement. This skill can also be used by the one character you have in this world. Chance to add monsters to Monster Collection: 35%, Critical Rate: 10% - 1st job - Skill Icon Skill Readout (Master Level) Arrow Blow (Master Level: 20) Shoots arrows at several enemies. MP Cost: 11, Damage: 295%, Max Enemies Hit: 4 Double Jump Master Level: 10 Allows double jump to cover longer distance. Double tap the Up arrow to jump once in the air. Tap the Down arrow keys twice to get down quickly. MP Cost: 10, jumping on Critical Shot Master Level: 20 Increases the range, speed and speed of Max's movement. Range No. 120, Speed No. 30, Maximum Speed Increases to 160 - 2nd Job - Skills Icon Skills Reading (Master Level) Arrow Bomb Master 20 Fires arrows with bombs attached to them temporarily. Stun your target and enemies near your target. MP Cost: 15, Damage: 525%, Max Monsters Hit: 6, Stun Duration: 6 sec, Stun Chance: 60% Coverage Coverage Master Level: 9 Fire arrows, jumping back. If you press and hold the skill key, you will shoot arrows quickly while in the air. MP Cost: 5, if you push and hold key skills after jumping at a certain distance back, you will attack enemies at up to 103% of the damage for 2 seconds while in the air Bow Booster Mastery Lv. 5 MP Cost: 11, Bow Attack Speed increased by 300 sec Soul Arrow: Onion Master Level: 20 Increases attack power and allows you to use bows without using arrow quiver cartridge Master Level: 1Arvans 1 Arrow out of 3 types of special arrowheads. The quiver is replenished when you have used all 3 types. Click the skill key to change the current arrowhead. You will automatically switch to the next arrowhead if you use the entire current type. Bloody Arrow - Restores a set percentage of Max HP. Magic Arrow - Launches an additional magic arrow in attack. Fire 1 arrow out of 10 of a quiver containing one of three types of special arrowheads. Automatic refills when spending all three types. Bloody Arrow is a 50% chance to recover 3% from Max HP's Poison Arrow, critical damage increases by 4%. (Magic Arrow) Has a 30% chance to shoot a magic arrow that causes 220% damage. Bow Mastery Mastery Level: 10 Increases Onion Skills. Level 10 required to study Bow Expert. Bow Mastery: 50% Final Attack: Bow Mastery Lv. 3. Level 20 required to study Advanced Final Attack. Proc Rate: 40%, Damage: 150% Physical Training Master Level: 5 Constantly increases STR and DEX through pure fitness. Constantly increases STR and DEX by 30. - 3rd job - Skill Readout (Master Level: 5 Constantly increases STR and DEX by 30. - 3rd job - Skill Readout (Master Level: 5 Constantly increases STR by 30 and DEX by 30. - 3rd job - Skill Readout (Master Level: 20) shoots an arrow at a high angle. If you click and hold the skill key, it will shoot continuously. During the shooting, press up or down to control the force of the shot. While casting the skill, click Interact/Harvest to set up Arrow Blaster. Unaffected by repelling an attack, use a custom set to attack key, not the Internet/Harvest key. Right click to switch custom ON/OFF commands. MP Cost: 7, Max Enemies Hit: 4, Damage: 181%. During casting, use the Interact/Harvest key to set up Arrows: 5 seconds. Flame Surge Master Level: 20Thigned arrows are infused with fire power to attack up to 6% of enemies. Hit enemies continue to take damage after they are hit. MP Cost: 36, Damage: 360%, Number of attacks: 3, Damage over time: 100% damage to 4 enemies. Has a chance to stun enemies. Constantly increasing the defense. It does not depend on enemy damage response skills. MP Cost: 70, call Phoenix for 220 sec. Attack up to 4 enemies at the same time with 390% damage. 95% chance to stun Passive Effects: Increase Defense by 30% Hookshot Master Level: 10 Fire hook on the farthest enemy within reach, inflicting damage and pulling yourself together. While driving, you will not encounter monsters. HP's cost is also increasing. MP: 21, after an attack with 170% damage, moves passing through enemies Passive Effects: Max HP increases by 40% Reckless Hunting: Bow Master Level: 10 Reduces Defense and Increases by 40% Reckless Hunting: Bow Master Level: 10 Deal heavy damage to the enemy after a certain number of hits. After 9 attacks, the damage from the next attack is 80%. Focused Fury Master Level: 20Constant Attacks Focus Your Concentration, increasing your abnormal resistance status. Getting abnormal status while this positive effect in strength will reset increases abnormal status resistance. Also increases abnormal status resistance and all elementary resistance constantly. In an attack, abnormal status resistance will increase by 5 by 90 seconds regularly. Resets in an abnormal state. Passive Effects: Increases The Abnormal Resistance Status by 20 and Elementary Resistance by 20% Dodging Boost Master Level: 4 gives you a chance to dodge enemy attacks. When you succeed, the attacks you make in the next 1 second will lead to critical hits. Dodge Chance: 30%, all attacks after successful evasion within 1 sec will be critical. Marksmanship Master Level: 20 When attacking, ignores part of the enemy defense. Constantly increases your attack force. When attacked, ignores 25% of monsters weapon DEF. Attack Power No 25% - 4th job - Skill Icon Skill Readout (Master Level) Hurricane Master Level: 30Launches arrows with tremendous speed like a catastrophic downpour. Holding the skill key will shoot arrows with tremendous speed like a catastrophic downpour. Master Level: 10 Inflict wound on the enemy to reduce their HP recovery and speed. Also damage to arrow Blaster and posted Arrow Blaster at 90%, Number of attacks: 6, Duration: 20 sec, HP Recovery Effect: -60%, Speed: Speed: 10 sec .Passive Effects: Increases damage for Arrow Blaster and installed Arrow Blaster at 90% Arrow Stream Master Level: 30 Shoots a wild barrage of arrows straight forward. MP Cost: 32, attack up to 8 enemies with 350% damage 5 times. Sharp Eyes Master Level: 30 Temporarily gives party members the opportunity to find the enemy's weak spot to inflict deadly damage on this enemy. Mp Cost: 45, Critical rate: 20%, Critical damage: 15%, Duration: 300 sec Illusionist Step Master Level: 30 Significantly increases DEX and avoid for a short time. The damage is also constantly decreasing. MP Cost: 35, Duration: 300 sec, DEX: 80, Avoidability: 30%Passive Effects - Damage accepted: -20% Hero will master level: 5Hones your determination to ignore certain abnormal status consequences. Immunity to abnormal status within 3 seconds of use. Mp Cost: 30, Cooldown: 360 sec Maple Warrior, the Swan Call, the New Warrior, the Orders of the President or the Defense of Rinne. MP Cost: 60, Increases all stats assigned APs by 15% for 900 sec Enchanted guiver Master Level: 10 Lets shoot without consuming arrows for a short time. The guiver cannot be changed. In addition, constantly increasing the number and effects Blood Arrow - Activation Chance: 70%, Max HP Recovery Ratio: 5%. Poisonous Arrow - Damage-over-Time: 220%. Critical rate of damage increases to 260%. The damage increases to 260%. critical damage. Placing the holding up the arrow key will shoot at the highest angle and placement, holding down the arrow key will shoot at the lowest angle. Required skill: Bow Mastery Lv. 10 Bow Mastery: 70%. Attack force: 60 pounds, critical damage: 8% Extended final attack Master Level: 30 constantly increases the force of attack. Significantly increases the damage and speed of activation of your final attack. Skills: The final attack of Lv. 20 Attack Power No. 20 constantly. Final attack chance: 70%, Damage: 210% Armor Break Master Level: 20 Enemy Defense Pierce when attacking and increases damage in proportion to enemy DEF. Not activated for monsters with 0 DEF. The final damage increases to 100% enemy DEF in an attack, and 50% of Enemy DEF is ignored. Cooldown: 9 Cooldown decreases by 1 sec each time you attack. Minimum cold snap of 1 sec. - Hyper Skills Reading (Master Level) Sharp Eyes - Persist Lv. 140 Master Level: 1 Increases Sharp Sharp Duration. Duration: 30 sec Sharp Eyes - Guardbreak Lv. 150 Master Level: 1 Add protection effect to ignore sharp eyes. Add 5% Ignore the Defense Effect Sharp eyes. Critical Speed: 5% Arrow Stream - Strengthen Lv. 140 Master Level: 1 increases Arrow Stream damage. Damage: 20% Arrow Stream - Spread Lv. 165 Master Level: 1 increases the maximum number of Arrow Stream. Max Enemies Hit: No. 1 Arrow Stream - Additional Hit Lv. 180 Master Level: 1 Increases the number of Arrow Stream attacks. Number of Attacks: No. 1 Hurricane - Strengthen Lv. 150 Master Level: 1 Increases the number of Arrow Stream - Additional Hit Lv. 180 Master Level: 1 Increases the number of Arrow Stream attacks. Number of Arrow Stream attacks. Blaster, and Installed Arrow Blaster. Damage : 30% Hurricane - Split Attack Lv. 190 Master Level: 1 increases the number of attacks. Reduces hurricane damage. Number of Attacks: No. 1, reduces damage to 75% of the initial damage - Hyper Skills (Active) - Skills Badge Skills Title Required Level Skills Reading (Master Level) Concentration Lv. 140 Master Level) Concentration Lv. 140 Master Level Skills Reading (Master Level) Concentration Lv. 140 Master Level Skills (Active) - Skills Badge Skills Title Required Level Skills Reading (Master Level) Concentration Lv. 140 Master Level Skills (Active) - Skills Badge Skills Title Required Level Skills Reading (Master Level) Concentration Lv. 140 Master Level Skills (Active) - Skills Badge Skills Title Required Level Skills (Active) - Skills Badge Skills Title Required Level Skills (Active) - Skills Badge Skills Title Required Level Skills (Active) - Skills Badge Skills Title Required Level Skills (Active) - Skills Badge Skills (Active) - Ski Gust Lv. 160 Master Level: 1 Explosions of nearby enemies with a gust of wind to tear them apart. MP Cost: 200, Enemies Hit: 12, Damage: 500%, Number of attacks: 8, 200% damage every 10 sec. Cool: 15 sec Epic Adventure Lv. 190 Master Level: 1 Call for courage deep inside to increase the output of damage. Mp Cost: 100, Duration: 60 sec, Damage: 10%Cooldown: 120 sec. Applies to any class Explorer in the party - 5th Job Skills Description Skills Reading (Master Level) Storm Arrows Master Level) Storm Arrows Master Level: 30Strels shot into the sky fall like rain. It does not depend on the repelling of the attack. It has no effect in cities. MP cost: 1000, Damage: 30%, Duration: 70 sec. The arrows rain down on the zone every 5 seconds for 2.5 seconds when you attack with your own skills. Up to 6 of these zones can be created, but they cannot overlap. Falling arrows cause 1320% damage to 10 enemies, 8 times. If you currently attack more than one enemy, the number of attacks increases by 2 for each additional enemy, to 6 additional attacks. Has a 2x more chance than a quiver cartridge does to activate the Magic Arrow to attack in this area. Cool: 120 sec Controlled Arrow Master Level: 30 Creates spiritual arrows that chase and attack. MP Cost: 350, 60 sec, Arrow Damage: 880% Damage 90 times to 1 near enemy when in combatCooldown: 60 sec Inhuman Speed Master Level: 30 Active Effect Causes you to attacks while the skill is on cooling, afterimages. by repelling the attack. (Passive effect) After performing a certain number of attacks while the skill is on cooling, afterimages. by repelling the attack. within reach of your afterimages. Cool: 30 sec .Passive effect: Every 10 attacks performed while this skill is cooled, the afterimage is created that lasts 1 sec and periodically attacks enemies within its range for 880% damage 3 times. Active and passive effects cannot cause at the same time. Wildlife Fury Master Level: 30 temporarily fills Phoenix, Frostpri and Shadow crow with mysterious force for a devastating attack. Can only be used when either Phoenix, Frostprey, or Shadow Raven are called. MP Cost: 800, Duration: 40 sec, Max Enemies Hit: 10, Damage: 900%, Number of attacks: 7Cooldown: 105 sec Vicious Shot Master Level: 30 When inflicting a critical wound, your kick hits the enemy where they are most vulnerable, causing more damage. MP Cost: 500, Duration: 30 sec, allows critical speed exceeds 100% and critical damage to increase by 50% from critical attack rate does not apply. Cool: 120 sec quiver barrage Master Level: 30 Use each type of arrowhead at once, including a special flaming arrowhead that explodes when it hits the enemy. The flaming arrow does not depend on the repelling of the attack. It does not consume arrowheads in the quiver is used while the Enchanted quiver is active. MP Cost: 1000, Duration: 30 sec, Attack Power: 20%, use each type of arrowhead at once, including flaming arrowhead Flaming Arrow: Launches 6 flaming arrows consistently at a certain interval. Max Enemies Hit: 6, Damage: 1650%, Number of Attacks: 3Cooldown: 120 sec Silhouette Mirage Master Level: 30 Avoid enemy attacks, moving fast enough to create illusory doubles itself. Illusory twins disperse the enemy's attention either to reduce the damage done by Bow Master, or to cause damage to the enemy. It doesn't depend on the effects of Buff Freezer. Illusory doubles every 45 seconds When you either get damage that is at least 50% of your HP Max, or you get the damage that leads to death, 1 illusory double disappears, and that damage decreases by 90%. If you have even one illusory double, the direct skill attakes that hit will shoot 5 illusory double disappears, and that damage and final damag damage, right? What is this damage, which is now final? Well, it's literally just the final multiplier to your detriment! Final damage formula (Boss) Damage: (1 - sourceA - sourceB and sourceC) and so on, if you have more sources. Try to calculate the difference between the final damage and the damage from skills 20% Ultimate Damage difference? We assume that you are doing 8m on the skill attack line without any increase in damage. Scenario A: 40% Damage (1 - 0.7 - 0.4 - 0.12 - 0.3) - (1 - 0.2) - 3rd improvement from equipment/skills/nodes before Nexon hands out any positive effect. Thus, (8 m and 3) 24 m over the line regularly. Nwo... Nexon gives out 40% of the damage. (1 - 0.7 - 0.4 - 0.12 - 0.3) - (1 - 0.2) - 3rd improvement from equipment/skills/nodes before Nexon hands out any positive effect. 0.4 - 0.12 - 0.3 - 0.4) - 1 - 0.2) - 3.5th improvement from equipment/skills/nodes after Nexon will cause 40% damage. Please note that we add 0.4 (40%) Increase of 4m per line... 16% of the total increase. Not bad, but... What if it was the final damage...? And even a smaller number to download? Scenario B: 30% Final damage (1 - 0.7 - 0.4 - 0.12 - 0.3) - (1 - 0.2) - 3rd improvement from equipment/skills/nodes before Nexon hands out any positive effect. Thus, (8 m and 3) 24 m over the line regularly. Nwo... Nexon issues 30% final damage. (1 - 0.7 - 0.4 - 0.12 - 0.3) - (1 - 0.2) - (1 - 0.2) - (1 - 0.2) - (1 - 0.2) - (1 - 0.2) - (1 - 0.2) - (1 - 0.2) - (1 - 0.2) - (1 - 0.2) - (1 - 0.2) - (1 - 0.2) - (1 - 0.2) - (1 - 0.2) - (1 - 0.2) - (1 - 0.2) - (1 - 0.2) - (1 - 0.2) - (1 - 0.2) - (1 - 0.2) - (1 - 0.2) - (1 - 0.2) - (1 - 0.2) - (1 - 0.2) - (1 - 0.2) - (1 - 0.2) - (1 - 0.2) - (1 - 0.2) - (1 - 0.2) - (1 - 0.2) - (1 - 0.2) - (1 - 0.2) - (1 - 0.2) - (1 - 0.2) - (1 - 0.2) - (1 - 0.2) - (1 - 0.2) - (1 - 0.2) - (1 - 0.2) - (1 - 0.2) - (1 - 0.2) - (1 - 0.2) - (1 - 0.2) - (1 - 0.2) - (1 - 0.2) - (1 - 0.2) - (1 - 0.2) - (1 - 0.2) - (1 - 0.2) - (1 - 0.2) - (1 - 0.2) - (1 - 0.2) - (1 - 0.2) - (1 - 0.2) - (1 - 0.2) - (1 - 0.2) - (1 - 0.2) - (1 - 0.2) - (1 - 0.2) - (1 - 0.2) - (1 - 0.2) - (1 - 0.2) - (1 - 0.2) - (1 - 0.2) - (1 - 0.2) - (1 - 0.2) - (1 - 0.2) - (1 - 0.2) - (1 - 0.2) - (1 - 0.2) - (1 - 0.2) - (1 - 0.2) - (1 - 0.2) - (1 - 0.2) - (1 - 0.2) - (1 - 0.2) - (1 - 0.2) - (1 - 0.2) - (1 - 0.2) - (1 - 0.2) - (1 - 0.2) - (1 - 0.2) - (1 - 0.2) - (1 - 0.2) - (1 - 0.2) - (1 - 0.2) - (1 - 0.2) - (1 - 0.2) - (1 - 0.2) - (1 - 0.2) - (1 - 0.2) - (1 - 0.2) - (1 - 0.2) - (1 - 0.2) - (1 - 0.2) - (1 - 0.2) - (1 - 0.2) - (1 - 0.2) - (1 - 0.2) - (1 - 0.2) - (1 - 0.2) - (1 - 0.2) - (1 - 0.2) - (1 - 0.2) - (1 - 0.2) - (1 - 0.2) - (1 - 0.2) - (1 - 0.2) - (1 - 0.2) - (1 - 0.2) - (1 - 0.2) - (1 - 0.2) - (1 - 0.2) - (1 - 0.2) - (1 - 0.2) - (1 - 0.2) - (1 - 0.2) - (1 - 0.2) - (1 - 0.2) - (1 - 0.2) - (1 - 0.2) - (1 - 0.2) - (1 - 0.2) - (1 - 0.2) - (1 - 0.2) - (1 - 0.2) - (1 - 0.2) - (1 - 0.2) - (1 - 0.2) - (1 - 0.2) - (1 - 0.2) - (1 - 0.2) - (1 - 0.2) - (1 - 0.2) - (1 - 0.2) - (1 - 0.2) - (1 - 0.2) - (1 - 0.2) - (1 - 0.2) - (1 - 0.2) - (1 - 0.2) - (1 - 0.2) - (1 - 0.2) - (1 - 0.2) - (1 - 0.2) - (1 - 0.2) - (1 - 0.2) equipment/skills/nodes after Nexon gives a 30% increase in final damage. Notice the difference in calculating the final damage. So (8m and 4) 32m over the line after buff. 24 --gt; 32m is an 8m increase on the line! Good! About 30% of the total increase. Sound familiar? With the final damage, the profitability does not decrease. You need to know this to appreciate how well knots and armor break go together that I explain in the Armor Break section according to the 4th work. This section attempts to explain some of the practical applications and quirks of some skills that may not be obvious at first glance. - 1st job and arrow is nothing to note. The standard first skill is mobbing work. Double Jump This one is a bit special. You can flash jump left, right and up, but in addition to that, you can also flash the jump down! It doesn't have much practical application for it is that I found in Phase 2 and 3 Lotus where he shoots players up - you can nullify the upside by using Double Jump Down. Critical shot Nothing to note. a large amount of critical speed. Archery Mastery Is Nothing to Celebrate. Increases attack range and speed. History Lesson: After the RED update, it is used to give a passive effect that made you not consume arrows. However it was later changed to make Soul Arrow again 2nd Job and Arrow Bomb History Lesson: When cover damage is still a commonly hittable thing, the Arrow Bomb can actually break it by 5.75x! Yes, up to V, you can hit up to 287.5 m with an arrow bomb. Not sure if this fad still applies, but it's not quite easy to hit the 10b damage cap... or beyond. Cover Fire Back Jump Skill! It's not really faster than a double jump, but... Hey... there is one practical application for it, again in Lotus. When it uses an electric floor to move in phase 2 and 3, if you time it right, you can keep it long enough to avoid it all. It's technically giving more height to the jump than if you were usually a Double Jump left/right, but not by much. History lesson: After the Illium patch, there was a bug where you could use Fire Cover in jumping quests such as flag racing and tower of oz. It's been fun for a week... Bow Booster Is Nothing to note. Gives an attack and makes you not consume arrows in your inventory. With Soul Arrow active, attacking out your arrows will have no effect, and since there is no arrow that is above 30 Attack Power, don't waste your time or meso on getting any arrows with the magical powers of a quiver arrowhead. Choose from blood arrows, poisonous arrows, or magic arrows. Here are the details of each: Blood Arrowhead (after being amplified by the Enchanted quiver) - recover 5% of the maximum HP at 70% the speed each hit made for the monster. You can lock in this mode without downtime, making it the best HP leaking skill in the game thanks to Bowmaster's high hits per second. You lose 13% of the dpS, but you can't cause damage if you're dead! Poison Arrowhead - increases critical damage by 8% when attacking an enemy with poisonous arrows DoT debuff active. DoT damage itself is not very helpful, unfortunately. Magic Arrowhead - Essentially Advanced Final Attack 2.0. History lesson: It used to be considered a magical attack until they decided that the Magic Arrows were not magic... In the end, just locking in Magic Arrows for maximum damage. History lesson: The quiver cartridge, for some reason, is up to GMS v214, if you have an Enchanted quiver increase duiver increase on the source and the in quantity. Bow Mastery Is Nothing to Celebrate. Standard craftsmanship. Final attack: Onions have nothing to celebrate. One of Bowmaster's key passive skills. 3rd Job - Arrow Blaster was once quite a big part of The Bowmaster damage, but now it's more or less 5-10% of the total DPS. That's the way it is. Very good mobbing skill and stable boss skill thanks to him having a 30 second call duration with only 5 seconds of re-installation cooling. Arrow Blaster has some odd properties, however. First, it is not technically a challenge to craftsmanship. It is the skill of the installation that initially made it activate the damage reflect (but was corrected later to fail). It, unlike call skills, can gather the energy of Soul Weapon. Second, it does not activate any of the arrow quiver cartridge or Advanced Final Attack. And finally, he can instantly hit and kill monsters on his way to a ton of other skills in the game, making it the ultimate KS. Cool! The Arrow Blaster is used to be bugged, sporadically unable to install, starting with the GMS v177 and up to the GMS v193 patch. These were really annoying times. Installing The Blaster Arrow is slower than the keydown version. Speed attack setup: 200ms (5 beats per second) Flame surge is nothing to note. Standard mobbing skills. History lesson: It was the original 4th Job Bowmaster mobbing skill, and was worse than the hurricane on mobbing before Hyper Skills came along. It was also originally once Inferno, until it suddenly became Fried Shot and Broiler Shot, then Flame Surge, as it is now. Phoenix is not a big contribution to the damage. One thing to note though it doesn't really matter, but it's a casual fun tidbit: for some reason, if you have a Death Bump stack on 9, Phoenix gets amplified by them and doesn't consume the stack. Hookshot is a pretty good mobility frames for mobs, but not things like Lotus's laser... except for a fraction of a second. Unfortunately, there's no point there. This,

however, for some reason, make almost all bosses flinch for a second when you use it. Hookshot, back when hard Magnus liked to freeze and glitch, can actually make Hard Magnus defrost. What a savior, it is good in the Savior of the Spirit. Reckless Hunting: Onions have nothing to note except that it is a switching skill, so you should always remember to switch it when you enter or die. Deadly blow, hitting the enemy, puts it to 9, after which the next skill gets 80% damage. Very nice. These are skills that can't increase Deadly Strike Stacks: Arrow Blaster Setup, Inhuman Speed, Advanced Final Attack, Magic Arrows, Phoenix, and quiver barrage. This means that a hurricane, a guided arrow and a Storm Arrow can increase stacks. This, incidentally, is the same set of skills that are the only ones that can activate Magic Arrows. I personally call them direct impact skills. Fury Every hit you make with focused fury, you get 5 Resistance Status, stacked to 100. Thanks to Bowmaster's high hits per second, it stacks pretty quickly. Resistance status is pretty pretty useless, yes, but it's something. Bowmaster has the highest innate resistance status in the game. Dodging Boost Nothing to Mention. The standard evasion skill. Marksmanship skill is 25% Attack Power, while Marksmanship skill is 15% damage. Apparently Bowmaster is better at being Marksman than Marksman is... 4th job and hurricane in Nova patch, the delay, you can still make a jump attack (click the hurricane and jump) and move forward to essentially cancel the delay. You can easily stack Link Skills illium by jumping with a hurricane. Attack Speed: 120ms (8.33 hits per second) Linking Shot reduces the debuffed goal of HP Recovery (useful!). The reduced speed seems to be working quite well, especially for the queen, Pierre and Magnus, the latter has quite significantly influenced him for some reason. Also, this skill is actually counted as a debuff for Cadena link skill, which is nice. Arrow Stream Nothing to note. Pretty vertical skill is mobbing, and pierces monsters as well as hits on all layers (foreground and background) maps. Sharp eyes nothing as well, critically noteworthy. Excellent party skills. The illusion of Step Bowmaster in Illusion Step gives 80 DEX while the Illusion Step Marksman gives 40 DEX. Cheers! The hero will not celebrate anything. Maple Warrior Has Nothing to Celebrate anything to Celebrate anything. Maple Warrior Has Nothing to Celebrate anything. damaged repeatedly or get one shot, you can pretty much always live as long as you hit something consistently enough. Almost like the breath of divinity skill... Hmm... History lesson: Before the reboot, this skill had one heck of a learning delay, but the delay was completely removed in the reboot patch, which was awesome. Also, when you used to use an Enchanted quiver without a quiver cartridge active, it will act as it is not locked at all and will still consume arrowheads. Bow Expert is nothing special to note. The standard 4th skill is skill of craftsmanship. But it does additionally give a passive effect that allows you to instantly install The Blaster Arrow on the top and lowest corners if you click up or down accordingly when you press the installation key. Very handy in some situations such as Chaos Vellum, as a low angle may not hit it, but if you instantly set Arrow Blaster in position up, it hits! Extended Final Attack Nothing Just amplifies Final Attack. your boss's PDR. Basically, if the boss has 300% PDR, you will make an additional 300% Final Finals to it when the Armor Break is activated. It has a minimum cooling of 1 second no matter what. Skills that can reduce Armor Break cooling and what can use the ultimate increase in Armor Break damage are limited to direct impact skills (see: Blow Mortal section). Thus, on Chaos Vellum, (300% Ultimate Damage formula from the Final Damage section at the top: (1 and 3) 4x Final Damage. So if you hit 100m regularly with a hurricane you will burst like 400m every 1 second because of the Armor Break. Source by source breakdown: Regular hurricane damage), so (1 - 1) 2x th 100m regularly with maximum Armor Break nodes (no 1) 300% Ultimate damage), so (1 - 1) 2x th 100m regularly with maximum Armor Break and 50m without nodes Max knots (100% Final damage), so (1 - 1) 2x th 100m regularly with maximum Armor Break nodes (no 1) 300% Ultimate damage), so (1 - 1) 2x th 100m regularly with maximum Armor Break and 50m without nodes Max knots (100% Final damage), so (1 - 1) 2x th 100m regularly with maximum Armor Break nodes (no 1) 300% Ultimate damage), so (1 - 1) 2x th 100m regularly with maximum Armor Break and 50m without nodes Max knots (100% Final damage), so (1 - 1) 2x th 100m regularly with maximum Armor Break and 50m without nodes Max knots (100% Final damage), so (1 - 1) 2x th 100m regularly with maximum Armor Break and 50m without nodes (1 - 1) 2x th 100m regularly with maximum Armor Break and 50m without nodes (1 - 1) 2x th 100m regularly with maximum Armor Break and 50m without nodes (1 - 1) 2x th 100m regularly with maximum Armor Break and 50m without nodes (1 - 1) 2x th 100m regularly with maximum Armor Break and 50m without nodes (1 - 1) 2x th 100m regularly with maximum Armor Break and 50m without nodes (1 - 1) 2x th 100m regularly with maximum Armor Break and 50m without nodes (1 - 1) 2x th 100m regularly with maximum Armor Break and 50m without nodes (1 - 1) 2x th 100m regularly with maximum Armor Break and 50m without nodes (1 - 1) 2x th 100m regularly with maximum Armor Break and 50m without nodes (1 - 1) 2x th 100m regularly with maximum Armor Break and 50m without nodes (1 - 1) 2x th 100m regularly with maximum Armor Break and 50m without nodes (1 - 1) 2x th 100m regularly with maximum Armor Break and 50m without nodes (1 - 1) 2x th 100m regularly with maximum Armor Break and 50m without nodes (1 - 1) 2x th 100m regularly with maximum Armor Break and 50m without nodes (1 - 1) 2x th 100m regularly with 100m regularly with 100m regula Story Lesson: Before they did Break Armor to meet the hurricane more, Arrow Stream in addition to the max 5 work nodes was actually a little more powerful than the hurricane because of the higher percentage of Arrow Stream skills. Hyper Skills and Concentration Nothing to Celebrate. Nice Hyper Skills that gives Knockback resistance and a pretty good amount of Boss Damage and Attack Power. Gritty Gusty Nothing to mention. Good vertical mobbing skill, but has no real use in the bosses damage wise. Epic Adventures of Storm of Arrows - Epic Adventure). - 5th job - Storm Of Arrows (KMS: Arrow Rain) Storm Arrow is a skill that scales better the more monsters are in its spawning zones. When you directly hit the monster, it takes the direction of your character, and generates a rain zone arrow for each monster in that range, but the zone can't overlap. If there are more than 1 monster in one zone, you can add up to 6 additional lines to the Arrow Rain zone for the 14th Arrow Rain line, each monster adds 2 lines. In content such as Dream Defender, Storm Arrows to keep Storm arrows always firing at the boss such as Lucid Phase 2. It can also consume a quiver cartridge and activates all of its arrowheads, including Magic Arrows. Inhuman Speed (KMS: Afterimage Shot) It was a very weak skill in KMST and the first KMS patch that it was, but now it is 15% damage to Bowmaster. The only thing to note right now is that, for some reason, it has one heck of a downward range (still good up, but not so good) and that it can also be thrown on ladders/ropes. So I think it's technically buff-type skills? Fury Fury (KMS: Evolution) Your developed Phoenix will attack when you attack (even if there is no target nearby) or if the skill hits a monster (such as a controlled arrow). Phoenix is called again for full duration as soon as this skill expires. Generally speaking, if you attack, Wildlife Fury will shoot even if there is no monster in range, but for some reason the key down Arrow Blaster and Fury Wildlife to erase the map quickly! Moment Arrow Blaster hits the crowd, Fury Wildlife will clear the floor. The Phoenix Boost nodes do not affect the damage done by Fury Wild. Vicious Shot (KMS: Critical Reinforce) Is nothing special, except that it's not really worth trying to sacrifice anything else for critical speed to make this skill better. This skill does a large amount of damage despite its short duration. During its 30-second duration, It has a dpS contribution roughly more than a hurricane (30%), and once it's cooling off, it has a DPS contribution around an inhuman speed (12%). My only complaint is that you have to make sure you use the Enchanted quiver right as it's over, or you'll burn arrowheads. although it obviously has nothing to do with it. You can use it to unlock the quiver cartridge I think though. In addition, you can also use it without an active quiver cartridge (for example, when you first log in). Flaming arrows stick out only when you directly hit the monster (see: Deadly Strike section), and only if you are in a certain horizontal range, unlike Magic Arrows. The vertical range for Flaming Arrows is virtually endless (it can go between two rooms in Will!). Horizontally, it's actually a little shorter than the range of a hurricane. Also, the quiver barrage of Flaming Arrows does not shoot when you are sitting on a chair. Just a random piece. The tip during Damien (can be applied to any boss, but using Damien as an example) is that when Damien is in the air shooting out his Magnus meteors as a skill, you can use a guided arrow and hit him with Gritty Gust to block the guided arrow at him. Since a guided arrow is a direct-hit skill, Flaming Arrows will shoot up and damage it as long as the guided arrow attacks. Be careful with the limited horizontal range that you should be fire from Flaming Arrows, however. Silhouette Mirage Surprisingly, this is a skill that has not been renamed GMS! So Bowmaster finally has a skill that can allow Bowmaster to survive one shot skills. The defensive function of this skill, when activated, can take any attack (including %HP attacks) that does 50% or more damage or causes death (e.g. you have 10% HP and an attack that which 20% hits you that will protect you a) and reduce the damage you take by 90% at 30. This skill stacks up twice over two consecutive (or inconsistent) death prevention. The skills are being slightly bugged in by GMS as the initial awake patch, in the sense that if an illusory double is consumed while you only have 1 stack, the rest time is reset to 45 sec. This will be fixed in a future patch by KMS. As for offensive function, it's not really that powerful at all. This amounts to about 3% of DPS during 40-second explosions. Any attack, even a normal attack or skill activates an illusory attack. It has a pretty good horizontal range (longer than a hurricane) but a bad (but not bad) vertical range. 99% of this skill is designed to enhance your survivability - don't get this skill thinking it will boost your DPS by any good amount. - The rotation of Bowmaster's rotation skills isn't really that bad. Note that the DPS contribution is evaluated and tested in a 60-second combat analysis with maximum nodes. This does not take into account the increase in damage from amateurs (such as a quiver barrage of 20% Attack Power positive effect). The arrow storm is not activated only once in Balrog (usually it spawns twice on most bosses, and in some boss battles such as Damien, Lucid and Will, it can generate a maximum of 6 times for a significantly higher contribution), so The Contribution of DpS Storm of Arrows in realistic scenarios may be higher than those listed here. SKILLS DPS Contribution Duration Cooldown Hurricane 26% - - Advanced Final Attack 6% - - Silhouette Mirage 4% - - Concentration - 30 sec 90 sec Conditions and Conditions (AB Link) - 10 sec 90 sec Arrow Blaster 5% 30 sec 5 sec 5 sec 5 sec 5 sec 120 sec 20% 30 sec 105 sec 120 se Maple Goddess Blessing - 60 sec 180 sec 1t may look like a lot to keep up with, but when it comes to it, many of the cooldowns align with each other for simplicity. Every 30 seconds, use Arrow Blaster, Enchanted quiver and inhuman speed. Every 2 minutes, use Storm Arrow, Epic Adventure, Wildlife Rage (you can wait an extra 12 seconds to use the fury of the wild with everything else, it doesn't contribute too much to the damage) and quiver the barrage. Guided Arrow is kinda in itself though, but essentially has no cooling. The blessing of the maple goddess is certainly strange, though on its own. Concentration can be paired with conditions (Angelic Buster Link Skill) if you decide to get that link skill. I've highlighted a group of skills that you can just use pretty pretty thanks to their cooldowns. v1.0 (2018-02-04) Fixed formatting errors Added a bunch of images Fixed table of anchor links content, not to reboot page v1.2 (2018-02-04) Fixed formatting errors Added a bunch of images Fixed table of anchor links content to refer to published guide Added Tab Skills Information v1.3 (2018-02-04) Fixed table of anchor links content to refer to published guide Added Tab Skills Information v1.3 (2018-02-04) Fixed table of anchor links content to refer to published guide Added Tab Skills Information v1.3 (2018-02-04) Fixed table of anchor links content to refer to published guide Added Tab Skills Information v1.3 (2018-02-04) Fixed table of anchor links content to refer to published guide Added Tab Skills Information v1.3 (2018-02-04) Fixed table of anchor links content to refer to published guide Added Tab Skills Information v1.3 (2018-02-04) Fixed table of anchor links content to refer to published guide Added Tab Skills Information v1.3 (2018-02-04) Fixed table of anchor links content to refer to published guide Added Tab Skills Information v1.3 (2018-02-04) Fixed table of anchor links content to refer to published guide Added Tab Skills Information v1.3 (2018-02-04) Fixed table of anchor links content to refer table of anchor links content table o Divide some parts of the guide into different Added Hyper Skills in the Skill Info section Added horizontal rules for handing out sections Significant clearing of the internal BB code v1.4 (2018-02-06) Added up/down navigation to the tops of each section v1.5 (20 18-02-2-209) Fixed some formatting errors Added GMS v193 changes v1.6 (2018-04-16) Improved Section Changelog Added DPM rank details Added links to things, that go too far beyond the guide added KMS ver. 1.2.294 Reckless Hunting : Changing the bow in the Skills Information section Added section Final Damage under the gameplay tab Improved section Added various images Other different improvements v1.7 (2018-04-19) Added anchor links to the heads of each section, so you can click on them, to focus on section v1.8 (2018-06-20) Added Matrix distribution point in the Skills Added Master Skills Other Various Improvements v1.9 (2018-8 Added Esfera Training Areas Other various improvements v2.0 (2018-10-10-1005) Updated for GMS v199 Updated contributions DPS v2.1 (2018-12-12-16) Updated for GMS v201 (added additional tips in the Gameplay section Other various improvements v2.2 (2018-12-19) Corrected hyper build skills Added missing offer in the description of the skills of Storm of Arrows v2.3 (2018-12-19) 2019-06-14) v2.4 (2019-10-03) Updated for GMS v208 Corrected Skills Information for Fury of the Wild Added more information DPS Deposit Table v2.5 (2019-11-21) Updated Section of the Link Skills Section for GMS v209 Updated Skills Build for GMS v209 v2.6 (2020-202 0-2020 06-10) Updated Hyper Stats section Updated Arrow Blaster explanation v2.7 (2020-11-22) Updated for GMS v218/LIST download... 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