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This Sniper Guide is part of the comprehensive ADL build guide that covers everything you need to know for progress through the Archer job tree. So you blew up through archers and hunters and made it to Sniper. Unlike previous jobs, you will spend a considerable amount of time as a sniper. As you would have noticed, with every job change leveling becomes exponentially more difficult. In addition, with the 2nd Job Breakthrough Job Level 70, you must reach 70 before switching to Ranger. But don't worry, there's a lot to do during your journey as a sniper. Let's take a look at what you can look forward to. Not yet? Check out our ADL Hunter Guide as a sniper, you'll get a massive DPS boost. This is mainly the reason for this. First, at this point in the game, many of the device progression features become available to you (more on that later). Second, Sniper Skills! Statistics The same 3 Dex, 2 Agi, 1 Luk ratio can be worn on Sniper. The Max Atk Speed Strategy Once you unlock Ymir's notebook, you can optimize your stats with your unlimited free resets. The goal is to have 480 Atk Speed (with buffs), 60 Crit Rate and the rest in Dex. Why 60 Crit? It is because Ferity Awakening will give them the remaining 30 Crit (With Lv 5, additional Crit will be applied if the target HP <30%). Statistics for Malang Build This is the basic statistics distribution strategy for snipers. However, if you choose the Malang Snow Crab Route, you should prioritize 120 Luk to make the most of your Malang bow and the Bonus Crit Dmg from Sniping Suit. Malang IV – Crit Dmg +10% when Luk reaches 90 Sniping Suit – Crit Dmg +3%/4%/5% when Luk reaches 60/90/120 abilities below, the skill assignments for a Job Level are 70 ADL Sniper in order of importance. Job Breakthrough allows you to extend your skills beyond your previous maximum limit. You can only add these additional points after you've assigned your initial 40 Hunter skill points. Order Skill Level Notes Job Level 1-40 1 True Sight (Active: 60sec) 10+5 Basic Attributes +10% Atk +10 Crit 2 Ferity Awakening (Passive) 5+30% Chance of Crit & Trigger Beast if HP <30% 3 Trump Tamer (Passive) 10+15% Atk Every time Beast Attacks (Max: 3 Stacks) lasts 3 seconds. 4 Wind Walk (Active: 300sec) 1 0+20% Movespeed +20 Flee 5 Beastmastery (Passive) 10+60 Beast Dmg Job Breakthrough Level 41-70 6 Vulture's Eye (Passive) 20+50 % Range +20 Hit Up to +60% Dmg based on Target Range 7 Trump Tamer (Passive) 15+20% Atk +5% Crit.Dmg Every time Beast Attacks (Max: 3 Stacks) Last 3 seconds. 8 Elemental Arrow (Passive) 20+30 Atk +200 Auto Atk (When using arcs) Atk when using Auto Atk 9 Improve Concentration (Passive) 15+10 Agi +10 Dex +5 Luk +5 Crit +5% Crit.Dmg Don't worry about these maximum passive abilities, you will be able to maximize them once you have hit Ranger. All right, this is where the fun begins. There are two two Equipment that players tend to when it comes to the ADL Sniper. Both are based on the chosen primary weapon. Malang Snow Crab and the Mystery Bow. Malang vs Mystery Bow Now there's a lot of debate about which one is better. The general consensus, however, is that end game wise (EP5.0) makes the Malang set more DPS (Weapon Synthesis Overlord Crab Bow – Auto Heavy Arrow is hard to beat haha). However, the Mystery Bow Set is much more affordable. To give you an idea of how much more affordable we are to take a very rough look at the exchange rates for the two key pieces (weapon + armor) in each of these sets. Malang Set Mystery Set +10 Malang Snow Crab [2] 70,000,000+10 Mystery Bow [2] 33,000,000 +10 Sniping Suit [1] 72,000,000+10 Ranger Clothing [1] 66,000,000 Total 142,000,000 Total 99,000,000 Rounded prices from SEA Server 16/10/19 Price vs Power As you can see, the Malang is about 40% more expensive than the Mystery Set. Ok, but how much stronger is it? An exact amount would be difficult to say, as the total damage can vary depending on many factors. Unfortunately, I don't have both bows to take a test. Players have reported that the Malang is about 10% stronger. Additionally, according to Weapon Synthesis, the Auto Heavy Arrow is hard to beat when it comes to single target DPS. However... Note: Using Crit.Dmg to enchant Mystery Bow can also be very strong (DPS wise). However, it may be harder to get the right enchantments than the extra Zeny needed for the Malang set. You should consider how the election will affect your

progress. While the Malang Bow is superior, it really only shines when paired with the improved sniping suit. Also for comparison with the Mystery Bow it would have to be double slit (super expensive). This means that the endgame Malang set is stronger, but it also takes longer to get this far. One drawback is that you stay with a weaker bow for longer time-to-time, ie transition to Malang snow crab [2] takes longer. Oh, and the savings you get from running the Mystery Set can be used for other damage increases as upgrades increase. Like damage increase cards! Factoring this in, it will be more like Mystery Set +40 mil value of cards vs Malang set. As you can see, the decision can become a little complex. But if zeny is not a factor, then go safe with the Malang set. Agriculture vs MVP While it's great to hit big numbers against MVP monsters, it doesn't make much difference when it comes to breeding general monsters. No matter which arc you choose, both bows have the ability to easily hit 1-2 monsters. If you have a little delay your land keeping rate will probably be the same. You still have time to decide, still not being able to decide? Don't worry, you have time. Why? Well, the 2 Slot Cross Bow with Duel Cards will deal more damage on many occasions than a single slotted mystery or Malang Bow (since you optimal cards, of course). So feel free to stay with the cross bow [2] until you can afford to make this massive upgrade. The following are examples of recommended endgame equipment sets (Malang and Mystery) that you can target as a sniper. SlotMalang SetMystery SetCard WeaponMalang Snow Crab [2]Mystery Bow [2]Various Off-HandNiles BraceletNiles Bracelet/An ArmorSniping Suit [1]Ranger Clothing [1]Archer Skeleton Star Card (Str +2, Atk +5%) ClothesUndershirt [1]Blueeve Cape [1]Baphomet Jr Card (Agi +2, Crit +5) FootgearsSack Teddy Shoes [1]Sack Teddy Shoes [1]Male Her Bug Card (Atk Spd +3%) Accessories**Gloves [1]Gloves [1]Biggest general card (Auto atk has 3% chance +10% Dmg) Accessories**Brooch [1]Brooch [1]Goblin Card (Str +4, Crit +10) HeadwearGolden Antenna [1]Golden Antenna [1]Rocker Star Card (Dex +2, Atk +20) FaceEye of Dawnn/a MouthBlow GunBlow Gunn/a BackQuiverQuivern/a TailMarchosais' TailMarchosais' Tailn/a **For your 2 accessory slots, you feel free to use either gloves, brooch or a combination of both. A few things to keep in mind: You can slot your Niles after you reach Ranger. Rune boots is another foot covering alternative. But it's quite expensive. You can use Cramp Card (headgear) before you receive Rocker Star Card. These two can eventually be replaced by Andre Star Card. Dragon Scale Stripe is another facial alternative, but Eye of Dawn is free. You can use Cat Ear Beret before unlocking the Golden Antenna. Firmament Horns is superior, but it is a Gacha article. Marchosais' tail can be replaced by Guts Wing or Windperch Drake, but they are also both Gacha elements. Quiver can be replaced by Sakura Puppet, but you can avoid the bleeding damage during agriculture. You can use Cross Bow [2] and Tights [1] before switching to your desired set (Malang vs Mystery). Upgrade Gear EnhancingA's usual enhancement is pretty straightforward, max it for your weapon and accessories if you can. Refine Aim for +5 for your weapon and accessories as there is a hidden refinement bonus damage multiplier (read more here). A +10 cross bow is nice, but when you go to Malang, you can simply stay with a +6 cross bow until you are ready to make the switch. Once enchanting you've hit Base Level 70, you should look at the activation of Advanced Enchantment. Try to get some damage enchantments on all your gear first (even if it's just a bit +Atk). After you've opted for your long-term set (Malang vs Mystery), you can start looking at certain enchantment stats on your weapon Armor to aim. For Malang this would be Dmg Inc and for Mystery it is Crit Dmg that you are looking for. Here are some recommended enchantments for each gear slot and the highest value you can reach (no exhaustive list): SlotEnchantment4th Enchant WeaponCrit Dmg +10% Phy Dmg Inc +4% Atk +40 Dex +10Arch Dex + Hit Effect Ranged Atk Inc. 10% Sharp Agi + Luk Effect Crit Dmg Dmg +20% HeadCrit Dmg +10% Atk +60 Dex +10Zeal ASPD + Crit Dmg Effect Auto Atk Dmg Inc +10% FaceCrit Dmg +10% Phy Dmg Inc +4% Atk +60 MouthCrit Dmg +10% Atk +60Zeal ASPD + Crit Dmg Effect Auto Atk Dmg 0% Back Atk +60Sharp Agi + Luk Effect Crit Dmg Inc +20% TailPhy Dmg Inc +4% Atk +60 Dex +10Arch Dex + Hit Effect Ranged Atk Inc. 10% ArmorCrit Dmg +10% Phy Dmg Inc +4% Atk +40 Dex +10Arch Dex + Hit Effect Ranged Atk Inc. 10% Sharp Agi + Luk Effect Crit Dmg Inc +20% GarmentCrit Dmg +10% Phy Dmg Inc +4% Atk +40 FootwearCrit Dmg +10% Phy Dmg Inc +4% Atk +40Accessory Dmg +10% Phy Dmg Inc +4% Atk +40 Off-Hand Enchantments Are Introduced in Episode 6 So , when do you upgrade? I used a +10 crossbow [2] to Base Level 93 before switching to +8 Mystery [2]. Depending on how expensive materials are and what results are available, you can upgrade much earlier. Pets We have briefly got involved in pets in the Hunter Guide. You can stay with your Yoyo pet or you can upgrade to the Mandragora Seed pet, which can give your character an extra 10 Crit (that's worth 30 luk!). Looking to catch a new pet, we have the 100% catch rates here! Leveling/Farming MonsterLevelSizePropertyWeakness (Converter)(Base+Job Exp)/HPNotable DropsSuggested Location Orc Archer71MEarth/Demi-HumanFire0.018Glass BeadOrc Village Rideword88SNeutral/Formlessn/a0.013BriganGlast Heim Hall Penomena105MWWater //FishWind0.024Crystal BoneClock Tower B1 Orc Lady109MEarth/Demi-HumanFire0.048n/aClock Tower B1 Cruiser111MNeutral/Formless/a0.034Box WrapperToy Factory 1F The above are some of the best attachment options for ADL Snipers. You can try them all, but you'll probably find that Orc Archer, Rideword and Penomena are the three best alternatives. While Orc Lady offers great EXP the drops are just terrible. A few tips Start with orc archer. There are two places in the upper left area of Orc Village (see above) where you can reach 3 Ork Archers (just note that this is also a popular spot for Hammerfall Whitesmiths). While farming use to stay alert and open a private chat room to prevent your Arrow Repel ability from throwing your character out of position. Use the Menblatt card to inflict additional damage on Orc Archers Use Desert Wolf Card to deal additional damage to RidewordsUse Drainliar Card and Flora Card to deal additional damage to PenomenaFeel to stay up to Ranger.Level 90 in Penomena? Do Space Rift, Super Boost is very valuable as a considerable amount is required for the end-animal accessory upgrades. You will be approximately between base level 70-105 as a hunter. Once you have reached Job Level 70, it's time for Next: ADL Ranger Guide Guide

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