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## Ragnarok renewal homunculus leveling guide

Have you had a hard time choosing where to gain experience and stage for your Homunculus Vanilmirth? I can give you some maps where you can have a good experience with your Vanilmirth. Level 1-10: You can flatten the sudu and poporing on the payon field without monitoring your character. Make sure you have a good working AI for homunculus. If you want to level faster, you can attack wolves but are willing to carry a lot of red or oren potions. Level 11-40: You can flatten the wolf. I like to get a level on wolves for the reasons that wolves help other wolves when attacking. They will mob you vanilmirth and this impression will limit the time to hunt down the giants. Stages 41-70: At this stage, there are many giants that your Homunculus Vanilmirth can attack. These include zenorc, metal, orc frame.. Stages 70-99: At this stage, you can gain experience at High Orc or at Moscovia Field. Or you can still stay in the orc dungeon. That's what I did, I stayed in the ORC dungeon til I reached 99. Zenorcs lay eggs faster and it's a small map. Homunculus is an exclusive Ragnarok Online pet that helps Alchemist classes in ways like support, immediate partying, or sacrifice for players. The alchemist class must go through Bioethics Quest to unlock the appropriate proficiency required to realize Homunculus. After the search, Bioethics finesse will be provided to the player and all branches of Homunculus' proficiency will be available through skill-eye tenacity. Homunculus class[edit | edit source] There are 2 homunculi ratings that Alchemist players have access to: Basic Class - The Homunculi Basic Class can only be created and resurrected by the Alchemist and Creator working class. The maximum level of basic class homunculus is 99. Class S - S Class homunculi should only be resurrected by the Genetic working class and obtained by muting the Homunculi Class Principle. Given that they are the evolution of the Homunculi Basic Class, S Class homunculi can reach the current maximum level found in RO. Realizing Homunculus[edit source] To obtain Homunculus, embryos are required. These can be purchased from other Alchemists or can be made by themselves. To create embryos, an Alchemist must use proficiency pharmacy with the following ingredients that can be utilized from the Seller of Aldebaran Materials in the Alchemist Union (alde\_alche 35, 179): The success rate of creating embryos is affected primarily by DEX and LUK Alchemist. Once the embryo is obtained, use Call Homunculus's skill to call Homunculus. There is a chance to get 1 in 4 homunculus and another chance to get 1 of the 2 sprites available for each homunculus. Although not fully proven, there is a popular belief that the creators of embryo statistics play a role in the complexity of calling each Homunculus. Raise Homunculus[edit | edit source] To raise the on your own, you must continue to feed and flatter it. Each homunculus will only accept one unique food item. When flattening, homunculus cannot share the EXP with its owner so it must be flattened separately from the owner. NOTE: Homunculi's EXP requirements are not changed with the Renewal update and therefore in accordance with the requirements of the old EXPonential RO pre-Renaissance.Artificial Intelligence[edit source] In addition to the instructions in the game and the Homunculus UI, Alchemist players can also install AI to allow their homunculi to work in a certain way without the players Many experienced Alchemist players have created their own custom AIS for use in RO and share it with others, but nothing more used than Dr. Azzy of the iRO community. The most recent AI file can be downloaded from its official site. After installing AI, type the following command into the Chat Box in the game to activate AI: /hoai External Links[edit | edit source] iRO Wiki Azzy AI Gibraltar AI (Portuguese) Patch[edit | edit source] Patch (August 2019). 21) Skill settings and homunculus are changed to store server sides. Patches (2019 Jul. 17) The share of HP/SP tired indicators in the Homunculus information window will be deleted. Patch (June 2019. 05) Fixes the problem that the position of the information window is not stored when the pet information window, homunculus, and mercenary are moved and closed. Patch (August 2018 01) Homunculus' maximum level grew to 185. (The experience level schedule after Level 100 homunculus will be changed.) Patch (Oct 2017. 25) Homunculus' maximum level is extended from 150 to 175. Homunculus the formula of physical damage and magic is altered, physical damage and magic increases. The Homunculus experience distribution method will be changed. Homunculus' automatic nutritional functions added. The Homunculus experience schedule will be changed. Homunculus' fighting mode changed. Patches (2016 Oct. 05) Homunculus System now allow renames. Patch (2016 August 03) If you change the name Cute Pet or Homunculus to an offensive wording, the phenomenon that filtering is not done will be corrected. Patch (2014 Jan. 15) HP Homunculus limit adjusted. Patch (2013 Dec. 30) Sets a number of cases where the MDEF/MATK figure in the Homunculus info window doesn't look right. Patch (2012 Jan. 18 Jan. 18) Adds a Hunger Gauge for Homunculus and Cute Pet. Homunculus Expansion (August 2011. 31) S Homunculus Class added. Homunculus Update (2005 June. 28) Implements the Homunculus System. From OriginsRO the Homunculi wiki is a pet that helps players in ways such as support, instant party partners, or sacrifices for players. The player must be an Alchemist or Biochemist and must pass through Bioethics Quest to unlock necessary to realize Homunculus. After the effort, Bioethics will be available to players, and the rest The Homunculus Skill Branch can be found through the tenacity of the skill eye. There are 4 types of Homunculi with a variety of unique properties for each one. How did you get Homunculus? To call Homunculus, embryos are required. These can be purchased from other Alchemists or made by themselves. To create embryos, an Alchemist must use The Potion Skill With the following materials that can be spent from the al-Baran Alchemist union: The success rate of creating embryos is affected primarily by DEX and LUK Alchemist. Once the embryo is obtained, use Call Homunculus's skill to call Homunculus. Although it is not fully proven, it is a popular fact that the creators of embryo statistics play a role in the so-called homunculus. The status of Homunculus and the Homunculus Eye of Proficiency has their own statistical set apart from their master, this will have a set amount when it is safe and will be different because of its level. With each rating, Homunculus will receive a certain number of eyes for each statistic (STR, INT, DEX, AGI, VIT, LUK) depending on the type of Homunculus. These statistics are not visible under the Homunculus (Alt+R) statistical window. ATK Homunculus, MATK, HIT, CRIT, DEF, MDEF, FLEE, and ASPD will be viewable. Homunculus statistics can be seen even though [oRO Control Panel] by selecting your character, organizing it to the Pet tab, then clicking on your Homunculus. This page will also show whether the growing statistics are good or not. Calculation of ATK Min ATK = STR + [STR (Bundled to nearest axle 10) / 10]2 + Dex Max ATK = STR + [STR (Bundled to nearest axle 10) / 10]2 + Max (STR + Stage, DEX) MATK = INT + [INT(Bundled to nearest multiple 5)/5]2 HIT = Level + DEX CRIT = [LUK/3] + 1 DEF Armor Def = [Grade / 10] + [VIT / 5] VIT Def = VIT - 1 MDEF=[Level/10] + [VIT/5] VIT Def=VIT- 1 MDEF=[Level/10] + [VIT/5] VIT Def=VIT- 1 MDEF=[Stage/10] + [VIT/5] FLEE=ARAS+AGI ASPD = 200 - (Delay/10) + ([4\*Delay\*AGI/1000] + [Delay\*DEX/1000]) / 10 New Homunculus Evolution was born with 20 intimacy (Awkward). Homunculi can thrive. Use the Sage Stone (only two clicks) when Homunculus's intimacy is faithful to flourish. With Evolution, Homunculus will get a 1-10 rawak bonus for each statistic, HP and SP enhancements, and new sprites.

As it develops, Homunculus' intimacy reassesses to 10 (Hate). Once his intimacy reaches 910 (1 eye before Faithful intimacy) once again, fourth, new finesse is unlocked. Controlling The Homunculus Manual Function Here is the roasting of all manual functions AI defaults. In general, there is no need for any other manual function in most Custom AIS. Alt + Single Click Right: Monster target. Alt + Double Click right: Attack the monster. Alt + T: Standby, idle/passive mode, cancel all commands and return to dominate. Alt + Right-Click Ground: Move to a location (15 tile range). Alt + R: Information window. If the player is already dead, manually cannot be removed. However, AI will continue to function as usual. AI All Homunculi behaviors are controlled by AI scripts. There is an option between the use of default scripts or custom-made scripts. The Default script is both badly made and simple. The main problem with the default script is that Homunculus will either kill stealing everything (defaults Vanilmirth and Filir) or won't strike anything at all (default Aled Amistr and Lift). Therefore, it is recommended to make a custom AI or use prematurely made by the user. To switch between Default AI and User AI, use commands/hoai. oRO provides a pre-packaged version of MirAI in the client. AzzyAI doesn't work properly on non-Aegis-based servers (such as Hercules), so manual repairs must be done[1]. Additional repairs must be done to Moonlight Filir, converting various skills from melee to ranged. Configure AI Pre-packageD AI is located in ...\OriginsRO\AI\USER\_AI. If you make any changes, relogs and resummons; this should be done every time there are changes in the script. Although there is an insane possibility with an AI script, it should be understood that there are things that can and cannot be done. These limitations are what separates them from the boat. To modify your AI, open ...\OriginsRO\AI\USER\_AI\config.exe What might automatically attack monsters in the player's visibility range. Homunculus Automatic Breaker Skills. Different tactics for individual monsters (e.g. what are the priorities for attacking, using skills on that monster etc.) Reading HP, SP, MAXHP and MAXSP homunculus values or their owners. Reading the target of the attack monster (to prevent stealing killings). What is impossible to Nutrition Auto. Using the current skills of its owner is vending Homunculus maintains an AI when from various Alchemists. Have Alchemist moves around. Except when auto casting Reads the value of HP, SP, MAXHP and MAXSP someone other than Homunculus or its owners. Auto player skills. What is not allowed to use the 3rd party program. Feed homunculus or move surrounding owners using the 3rd party program. Players are responsible for their Homunculus actions. For example, If Homunculus kills people, then the player is held accountable and punishable accordingly. OriginsRO modifications As a result of ORO AFK restrictions, the following will apply to homunculi: If the player is AFK for more than 30 seconds, the Autolooting method will be deactivated. If the player is AFK for more than 5 minutes, the EXP will not be given to alchemist and Homunculus. A limit of 3 homunculi in rural areas can be called (per Master Account). After the 3rd, each will be put in a break status. Feeding and Intimacy Just like pets, Homunculi needs food. Every 60 when Homunculus loses one Eye of Hunger. Eat Homunculus when is between 11~25 to get 1 point full of intimacy. Eating at other times will give less than the full point and may even reduce intimacy. If a person forgets to feed Homunculus, his intimacy will diminish, and he will leave the master if he goes under the intimacy of the sifar. Famine intimacy Of Famine at 1%-10%-1 every 60 secs 1%-10% 0.5 11%-25% 1 26%-75 % 0.75 76%-90% -0.05 91%-100% -0.5 Homunculus also presents emot as a way of warning players. Emot used is: Hunger Emote status falls to 75% / ok Hunger falls to 25% / hmm Hunger below 11% every 20 moments / sob Player bribes without properly mouthful items /swt Player at 1%-75% / ho Player bribes at 76%-90% / swt2 Player Bribes at 91%- 100% / wah Fail to use finesse / ... Intimacy is essential to evolution, gaining final finesse, and AFKing. Intimacy has not been shown to be a concern for Homunculus' statistical growth. The eye of intimacy will not be shown in Homunculus's window. However, for every lapse of intimacy in Homunculus' eyes, the window will show: Intimacy Status 1-3 Hate with Spirit 4-10 Hate 11-100 Awkward 101-250 Malu 251-750 Neutral 750-910 Cordial 911-1000 Loyal Manipulating Intimacy Players die, homunculus die, or vaporizing Homunculus does not spell intimacy. Emphasizing it (other than using muktamad finesse) is the only way to degrade its intimacy. One may emphasize Homunculus by not feeding (starvation &lt; 11) or exaggeration (hunger &gt; 75). Every minute of whiteness causes Homunculus to lose one intimacy. It will take approximately 16.5 hours (16.5 \* 60 = 990) to go from maximum Intimacy to 0 Intimacy. If the player is no longer allowed to summon Homunculus or the Resurrection of Homunculus, then Homunculus has left his master for good. However, the Alchemists were able to create a new Homunculus. &#xAmp;Experience; Leveling The General Information When a giant is killed by a homunculus only: If a player kills a giant and homunculus he does not contribute to the killing at all: The player gets all the Work Experience from the giant. Homunculus has no experience at all. If a giant is killed by having both players and homunculus he handles the damage to the giant. Players get 125% of the gigantic basic experience -- For example, Sidewinder provides 1,996 basic experiences. If both player and homunculus take part in the struggle, the player gets 2,495 experience (1,996\*1.25) otherwise! Players get a share of the gigantic Work Experience based on how much damage the player manages (the Work Experience pool is 125% normal). Homunculus gets some of the giant EXP how much damage is managed by it. When the player dies, if the homunculus exceeds 80% HP, it will rest automatically. If under 80%, it will not rest and is able to continue fighting, and the player continues to receive the EXP from Homunculus, but manual instructions cannot be used. It is one of the common concepts that when it comes to Beat the giants, they get gigantic work experience. In fact, they got a copy of the giant basic expo, adjusted by the damage they did to him and how many people attacked him. Level EXP Total EXP Level EXP Total EXP Level EXP Total EXP Level EXP Total EXP 1 - - 26 51,750 317,250 51 719,750 7,899,500 76 3,479,000 55,428,000 2 50 50 27 61,150 378,400 52 781,500 8,681,000 77 3,673,600 59,101,600 3 110 160 28 70,910 449,310 53 844,460 9,525,460 78 3,870,760 62,972,360 4 180 340 29 81,030 530,340 54 908,630 10,434,090 79 4,070,480 67,042,840 5 260 600 30 91,510 621,850 55 974,010 11,408,100 80 4,272,760 71,315,600 6 350 950 31 102,350 724,200 56 1,040,600 12,448,700 81 4,477,600 75,793,200 7 630 1,580 32 117,580 841,780 57 1,121,280 13,569,980 82 4,711,730 80,504,930 8 950 2,530 33 133,300 975,080 58 1,203,400 14,773,380 83 4,948,750 85,453,680 9 1,310 3,840 34 149,510 1,124,590 59 1,286,960 16,060,340 84 5,188,660 90,642,340 10 1,710 5,550 35 166,210 1,290,800 60 1,371,960 17,432,300 85 5,431,460 96,073,800 11 2,150 7,700 36 183,400 1,474,200 61 1,458,400 18,890,700 86 5,677,150 101,750,950 12 3,180 10,880 37 206,480 1,680,680 62 1,561,530 20,452,230 87 5,955,830 107,706,780 13 4,300 15,180 38 230,200 1,910,880 63 1,666,350 22,118,580 88 6,237,750 113,944,530 14 5,510 20,690 39 254,560 2,165,440 64 1,772,860 23,891,440 89 6,522,910 120,467,440 15 6,810 27,500 40 279,560 2,445,000 65 1,881,060 25,772,500 90 6,811,310 127,278,750 16 8,200 35,700 41 305,200 2,750,200 66 1,990,950 27,763,450 91 7,102,950 134,381,700 17 10,800 46,500 42 338,450 3,088,650 67 2,120,350 29,883,800 92 7,431,500 141,813,200 18 13,560 60,060 43 372,510 3,461,160 68 2,251,710 32,135,510 93 7,763,660 149,576,860 19 16,480 76,540 44 407,380 3,868,540 69 2,385,030 34,520,540 94 8,099,430 157,676,290 20 19,560 96,100 45 443,060 4,311,600 70 2,520,310 37,040,850 95 8,438,810 166,115,100 21 22,800 118,900 46 479,550 4,791,150 71 2,657,550 39,698,400 96 8,781,800 174,896,900 22 28,090 146,990 47 525,590 5,316,740 72 2,817,340 42,515,740 97 9,165,840 184,062,740 23 33,630 180,620 48 572,630 5,889,370 73 2,979,380 45,495,120 98 9,553,880 193,616,620 24 39,420 220,040 49 620,670 6,510,040 74 3,143,670 48,638,790 99 9,945,920 203,562,540 25 45,460 265,500 50 669,710 7,179,750 75 3,310,210 51,949,000 - - - Leveling Spots The following are some recommended spots for Flatten your homunculus: Stages 1-10: Ant Hell F1 (Ant Ant. Provide AI to have vani move to kill.) Stages 10-20: Level 15-30: Level 30-40: Stages 40-50: Stage +50: Orc Dungeon F2 (Provide AI to kill all the giants on the map.) Stage +70 (Vanilmirth): Stage +80 (Vanilmirth): Stage +90 (Vanilmirth): Geffen Dungeon F3 Tamruan Demon Pungus High Orc Medusa Common Question for Homunculus They get a finesse point for every three stages. No Level of Work Their escapes and Defense were not reduced by from monsters. Their HIT is capped at 99%. Although it has a much hit way than it takes for a monster, it will always miss a 1% chance. All Homunculus have a base attack speed of 1.4 seconds/attack (130). The growth of different statistics leads to different speeds of attacks per Homunculi. Homunculi Statistics Statistics is RANDOM. Homunculi can hit Ghost Property Monsters. It is possible to fail to create an Embryo. Homunculi was unaffected by the song Bard &#xAmp; Dancer. Comparison of Doddlr Growth Chart Statistics Homunculus (enjoy.ne.jp) References

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