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## Maplestory blaster guide

Blaster is a member of the Resistance, the freedom fighter against the Black Mage and the organization that seeks to revive him, the Black Wings. As a powerful warrior, blaster uses Power as his main ally and is equipped with two heavy weapons - Arm Cannon (main) and Charges (primary). By firing large shots with the Arm Cannon, the Blaster fills the Dynamo Gauge, which can be released to inflict great damage when the gauge is full. Blasters can also use combined skills to carry out even more devastating attacks. Shockwave PunchDescriptions: Screw punches accompanied by shock waves. Inflict additional damage over time. At Master level: MP Cost: 70, Damage: 265%, Number of Attacks: 6, Max Enemies Hit: 6. [Shockwave] Damage: 140%, Number of Attacks: 4, Max Enemies Hit: 6. Master Level: 30[Passive Effect] Double Fang Damage: +180% Flash MoveDescriptions: When using Sway instantaneously deal damage to nearby enemies. Only available in Sway by clicking the Sway button again. Without enemies within this skill range will not work. Skills can be associated with Magnum Punch.At Master Level: MP Cost: 25, Damage: 390%, Number of Attacks: 3, Max Enemies Hit: 6. Master Level: 20[Passive Effect] Magnum Punch Damage: +230% Hurricane MixerDescriptions: Weaving, ducking, punching draw a never-ending source of punches. Hold down key skills to create continuous punches that cause a whirlwind and release to deal with a devastating blow. Movement is possible while using skills. At master level: MP Cost: 26, Damage: 500%, Number of attacks: 1, Max Enemies Hit: 12, Duration: 6 seconds, [Release] Damage: 1000%, Number of attacks: 1, Maximum Enemy Hit: 12. Cooldown: 45 seconds. Necessary skills: Lv15 Ducking / Level15 Sway. Master Level: 30[Passive Effect] Hammer Smash Damage: +195% Revolving BunkerDescriptions: After reloading your bullets immediately to the maximum, grab enemies in front of you and tie them up. At master level: MP Cost: 200, Damage: 230%, Number of attacks: 2, Max Enemies Hit: 1, using Revolving Cannon 6 times, Damage: 200%, 220%, 240%, 260%, 280%, 300%, Number of attacks: 4, Maximum Enemy Hit: 10, Final Attack by Pile Bunker Release: Damage: 350%, Number of Attacks: 8, Maximum Enemy Hit: 1, Defense Ignored: 80%, Max Damage Cap: 99,999,999 Cooldown: 120 seconds. Necessary Skills: Lv10 Release Pile Bunker. Master Level: 30 Super EnduranceDescriptions: Convert your Active Endurance Shield to HP. At the master level: MP Cost: 100, reduce damage. Cooldown: 150 seconds. Essential Skills: Lv20 Endurance Training II) Master Level: 10[Passive Effect] Lift Magnum Damage: +150% Maple WarriorDescriptions: Increase the stats of all party members. At Master level: All stats +15%, Duration 900 seconds Level: 30 Hero's WillDescriptions: By focusing your mind, you can ignore some unusual state effects. However, this will not work on abnormal state effects. At master level: Cooldown: 360 seconds Mastery Level: 5 Revolving Cannon Upgrade IIIDescriptions: Improve the performance of your built-in Rotating Gauntlet Revolver cannon. On the overall level: Passive: Necessary skills: lv20 rotate the upgraded cannon II. Overall level: 20Release Pile Bunker Explosion Damage: +120%, Release Pile Bunker Shock Wave A, Damage B and C: +170%Revolving Cannon Mastery Extra Damage: +140%, Revolving Cannon combo with Magnum Punch/Double Fang Damage: +100%Max Cylinder Gauge Slot: 6, Max Bullet Slot: 6Require Cylinder Gauge: 6, Release Pile Bunker Damage: +150%, Shock Wave D Damage: 320%, Number of Attacks: 6, Max Endurance Training IIDescriptions: Enhanced Stamina Shield for Ultimate Perseverance. At Master level: Passive: Damage Taken Shield Conversion: 50%, Abnormal Status Resistance: +20%, Elemental Resistance: +20%. Necessary skills: Lv20 Endurance Training. Master Level: 20 Expert GauntletDescriptions: Completely master the power of Gauntlet Revolver.At Master Level: Passive: Gauntlet Revolver Mastery: +70%, Minimum Critical Damage: +15%, Maximum Critical Damage: + 15%, Boss Damage: +15%. Necessary skills: Lv10 Gauntlet Mastery. Master Level: 30 Advanced Charge MasteryDescriptions: Get used to the control of the powers. At Master Level: Required skills: Lv14 Charge Mastery. Master Level: 10 [Passive Effect] Defense Ignored: +35% Combination Training IIDescriptions: Study the most effective circulation patterns and punches in battle. At Master Level: Passive: Maximum number of stacks: 10, Final damage: +5% per stack, Top speed: +3% per stack, Attack speed: +1 stage per 6 stacks, Duration: 10 seconds. Main Level: 20 [Passive Effects] Attack: +40 Blaster is a new resistance fighter using a new two-handed weapon called the Gauntlet Revolver. His second weapon is Explosives. He uses warrior equipment. Revolver has two types of resources, Bullets and Cylinder Gauge. Through melee combat, Revolver will use bullets (circles) to fire artillery when you use Revolving Cannon skills. Every time you do so, your Cylinder Meter (top bar) will be charged. When it's full, you can launch a devastating attack. Blaster's job instructor is Elex, who has been hinted at becoming a warrior instructor since the resistance first appeared. Blaster OverviewCLASS: Blaster EQUIPMENT TYPE: Warrior PRIMARY WEAPON: Arm Cannon (2-Handed) SECONDARY WEAPON: PRIMARY STAT Fee: Power (STR) LINK SKILL: Spirit of Freedom (Invincible for 3/6 seconds when revived.) MAPLE UNION EFFECT: Ignore Enemy Defense +1/2/3/5/6% BEST INNER ABILITY: Attack +30, Boss Damage +20% JOB SKILLS: I: Blaster → II: Blaster → III: Blaster → IV: Blaster → Hyper Skills → V: BlasterBlaster Pros ConsPros\*Share your pros on this job!\*Few job!\*Few Mobbing great with Pile Bunker/Bunker Buster Explosion.Most portable layers in the game once Detonate is mastered. While the combo system discourages crush buttons, Combo Training favors it through the balance of larger damage output. Blast Shield allows for a little more tanky or playstyle tolerance by reducing damage to Cons\* Share your shortcomings on this job!\*Evading the status effects/nuclear attacks is entirely dependent on Bobbing and Weaving.When dependent on combos, taking MP pills like water, close to the appetite level of Strikers/Thunder Breakers.Your first job introduces you to the spam button that only increases progress further. An Attack/Mobbing/Bossing skill throughout the character's duration unless you choose a weaker shotgun punch but can spam in the 4th job. There are no Buffs other than general speed boosts, maple warriors & super buffs. MapleStory Blaster VideoAyumilove MapleStory Blaster 1st, 2nd, 3rd, 4th Job Skill & Hyper Skills Blaster Beginner SkillsPlease refer to the Resistance Citizen Skills Building Guide for more details as it is shared between Battle Mage, Blaster, Mechanic and Wild Hunter.Blaster 1st Job Skills (GMS | MSEA) Magnum Punch | Magnum Drive (Active) With the explosive power of arm cannon, unleash a powerful straight punch in front of you. You can use Revolving Cannon while using this skill. You can link this skill to Double Blast. Lv. 20 Needed to Learn 'Bobbing' Level 1: 1 MP Cost: 8, Enemy Hit: 6, Damage: 56%, Number of Attacks: 3. Use Revolving Cannon while using Magnum Punch will attack the same number of enemies for 21% damage 3 times. Level 20: MP Cost: 12, Enemy Hit: 6, Damage: 75%, Number of Attacks: 3. Using Revolving Cannon while using Magnum Punch will attack the same number of enemies for 40% damage 3 times. Turnaround Artillery | Active Gloves Use your Arm Cannon to create additional explosions and deal damage. This cannot be used as an independent skill. It can only be used in certain attacks. Holding down the keys reloads the bullets yourself. Skills in which Revolving Cannon can be used: Magnum Punch, Double Blast, Revolving Blast. Level 1: Use 1 bullet, and your ammo is reloaded if used as a bunker down skill buster explodes | Pile Bunker (Active) Essential Skills: Revolving Cannon Mastery Lv.5 Depletes Dynamo Gauge to release large explosions and shock waves. Ignore the enemy's defense ratio within melee. Dynamo Gauge charges when using Revolving Cannon in certain attacking skills. Additional shock waves are released based on the Dynamo Gauge bars used, which deal additional damage based on close distances. Immune to damage from reflects the attack. Lv. 10 needed to learn 'Revolving Blast'. Level 1: Requires 3 or more Dynamo Gauge bars. Attack up to 10 enemies for 91% damage 8 times. Melee hits ignore 80% of Defensive proportions. Maximum damage 99999999. Release Shockwave 1 attack up to 10 enemies for 41% damage 6 times. After use, overheats for 7 seconds, in which Dynamo Gauge is set to maximum and Bunker Buster Explosion is disabled. At the end, deplete the Dynamo Gauge. Level 10: Requires 3 or more Dynamo Gauge bars. Attack up to 10 enemies for 100% damage 8 times. Melee hits ignore 80% of the enemy's defense rate. Maximum damage 99999999. Release Shockwave 1 attack up to 10 enemies for 50% damage 6 times. After use, overheats for 7 seconds, in which Dynamo Gauge is set to maximum and Bunker Buster Explosion is disabled. At the end, deplete the Dynamo Gauge. Double Jump (Active) Allows you to double jump. Level 1: MP Cost: 14, jumps add Level 10: MP Cost: 5, jumps keep exploding | Explode your moving (active) cannon to push in the opposite direction to the way you are facing. The recoil you will also damage nearby enemies. Using skills while holding the arrow keys up will cause an explosion on the ground that pushes you back up. Attacking enemies with offensive reflexes will not damage you, and the skill cannot be used during reloading. Level 1: Bullet Cost: 1, Max Enemies Hit: 6, Damage: 74%, Number of Attacks: 2 Levels 10: Bullet Cost: 1, Max Enemies Hit: 6, Damage: 155%, Number of Attacks: 2 Blast Shield (Passive) When attacked by enemies, creating a protective shield proportional to the damage done. Also, while using a Blaster skill, you will not be knocked back even if you are attacked. Level 1: 1 When hit, convert 13% of your damage into a protective shield. 40% + 50 of the shield dissipate every second. The maximum potential for the shield is equal to max hp. 100% chance of not being knocked back while using blaster skills. Permanently increase Power Stance Chance by 4%, Weapon DEF by 20%, and Max HP by 2%. Level 10: When hit, convert 40% of your damage into a protective shield. 40% + 50 of the shield dissipate every second. The maximum potential for the shield is equal to max hp. 100% chance of not being knocked back while using blaster skills. Permanently increase Power Stance Chance by 40%, Weapon DEF by 200, and Max HP by 20%. Rotating Cannon Mastery | Overheating (passive) Arm Cannon research to learn the basics of Revolving Cannon. Any enemies directly attacked by the overheated Arm Cannon will receive additional damage due to excess heat, and additional damage increases depending on the number of Dynamo Gauge stocks charged by you. Affected skills: Magnum Punch, Double Blast, Hammer Smash, Shotgun Punch, Ballistic Hurricane, Muzzle Flash, Hyper Magnum Punch. Lv. 5 needed to learn job skills 2 'Revolving Cannon Upgrade'. Level 1: When Dynamo Gauge has at least 1 stock, direct attacks from Arm will trigger additional attacks that cause 39% once. For each charged Dynamo shares, losses of additional hits increased by 6%. Permanently increase Movement Speed to 6, Jump Power 3, and Top Travel Speed to 4. Level 5: When Dynamo Gauge has at least 1 stock, direct attacks from Arm Cannon will trigger additional attacks that cause 75% once. For each charged Dynamo Gauge stock, the damage of additional hits increased by 10%. Permanently increase Movement Speed to 30, Jump Power by 15, and Maximum Travel Speed by 20.Blaster 1st Job Skill Build (GMS, 65 SP): Everything is maximum. 1. Magnum Punch, Revolving Cannon, Exploding (1) 2. Rotate Cannon Mastery (MAX) 3. Bunker Buster blasted (1) 4. Double Jump (MAX) 5. Blast Shield (MAX) 6. Detonate (MAX) 7. Bunker Buster Explosion (MAX) 8. Magnum Punch (MAX) Blaster 1 Skill Building Job (MSEA, 65 SP): Everything Max. 1. Magnum Drive, Turnaround Gloves, Explosive Moves (1) 2. Overheating (MAX) 3. Piles (1) 4. Double Jump (MAX) 5. Blast Shield (MAX) 6. Explosive Move (MAX) 7. Pile (MAX) 8. Magnum Drive (MAX)Explanation: Blaster's main attacking skills will be a mixture of Magnum Punch and Revolving Cannon. Therefore, add 1 SP (Skill Point) to Magnum Punch, Revolving Cannon and Detonate to unlock those skills! Exploding is useful when you want to reach the top platform rather than climbing on a rope/ladder. First, max Revolving Cannon Mastery to unlock Bunker Buster Explosion. Add 1 SP to the Buster Explosion Bunker and proceed to the maximum double jump. Maxed Double Jump offers longer jump distances that allow you to reach enemy locations quickly and save time when traveling in large maps. Now, start maxing Blast Shield, Detonate, Bunker Buster explosion and finally Magnum Punch. Magnum Punch is the ultimate maximum since the damage increase for each level is low and also most enemies are eliminated within 1~2 hits at Work 1. Blaster's 2nd Job Skills (GMS | MSEA) Double Explosion | Double Drive (Active) Use the dynamics from your Arm Cannon, making a powerful 2-hit combination in the direction you're facing. After you learn the skill, you can also activate it by repeatedly pressing the Magnum Punch button. You can use Revolving Cannon while using this skill. Can be linked to Bobbing, Weaving, Hammer Smash, or Shotgun Punch. Level 1: MP Cost: 8, Enemy Hit: 6, Damage: 92%, Number of Attacks: 4. Use Revolving Cannon while using Double Blast will attack the same number of enemies for 42% damage 3 times. Level 20: MP Cost: 20, Enemy Hit: 6, Damage: 130%, Number of Attacks: 4. Using Revolving Cannon while using Double Blast will attack the same number of enemies for 80% damage 3 times Bobbing | Charging Arm: Bobbing (Active) Essential Skills: Level 20 Magnum Punch Moves Forward while avoiding enemy attacks. Avoid In this skill, and you can stop it immediately by jumping. Can be linked to Magnum Punch or Rocket Rush. Rush. activated after charging, any skill that has been activated will be canceled and Bobbing will be activated. You can charge a skill while using a different skill, and up to 2 skills can be charged at the same time. In addition, permanently increases Magnum Punch damage. Lv. 15 needed to learn 'Weaving'. Level 1: MP cost: 16, Avoidability +62% for 1.5 seconds after activation. Magnum Punch damage +62% of the score. Level 15: MP Cost: 9, Avoidability +90% for 1.5 seconds after activation. Magnum Punch damage +90% of the score. Tank | Gauntlet Booster (Support) Essential Skills: Arm Cannon Mastery Lv. 5 Double the attack speed of your weapon. There must be an Arm Cannon equipped. Level 1: MP Cost: 20, Duration: 20 seconds, Weapon Attack Speed: +2 Level 10: MP Cost: 11, Duration: 200 seconds, Weapon Attack Speed: +2 Arm Cannon Mastery | Gauntlet Mastery (Passive) Increases Arm Cannon, Critical Rate, and Attack Power weapon mastery. Lv. 10 needed to learn 'Gauntlet Expert'. Level 1: Master +5%, Critical Rate +3%, and Attack Power +2 Level 10: Master +50%, Critical Rate +30%, and Attack Strength +20 Physical Fitness (Passive) Improve STR and DEX Permanently through Physical Training. Level 1: Increases STR permanently to 6 and DEX increases by 6. Level 5: Increases STR permanently to 30 and DEX increases by 30. Charge Mastery (Passive) Maintains control over your power to improve charging skills. In addition, permanently increases the damage. Lv. 14 needed to learn 'Advanced Charge Mastery'. Level 1: Reduce charging time for all charging skills by 2%. Use a skill to recharge your 1 bullet immediately but will not interrupt automatic reloading. Immediately after using Bobbing, Weaving, or Hammer Smash, all damage done in a short time is reduced by 7%, including attacks that deal damage based on your Max HP. Permanently increased Damage by 7%. Level 14: Reduce charging time for all charging skills by 15%. Use a skill to recharge your 1 bullet immediately but will not interrupt automatic reloading. Immediately after using Bobbing, Weaving, or Hammer Smash, all damage done in a short time is reduced by 20%, including attacks that deal damage based on your Max HP. Permanently increase Damage by 20%. Plus | Advanced Overheating (Passive) Skills: Revolving Cannon Mastery Lv. 5 Potential improvements for Revolving Cannon embedded in your Arm Cannon. Lv. 20 needed to learn 'Revolving Cannon Plus II'. Level 1: Bunker Buster explosion damage +1% points, Shockwave 1 damage +2% additional attack damage due to overheating +1% points, Revolving Cannon damage in Magnum Punch +2% points. Maximum Dynamo Gauge power expanded to 4 bars, the maximum number of rounds increased to 4. Using Bunker Explosion while Dynamo Gauge has 4 or more bars that increase damage by 40% and will create Shockwave 2, attacking up to 10 enemies 81% damage 6 times. Level 20: Bunker Buster explosion damage +20% points, Shockwave 1 damage +40% additional attack damage due to overheating +20% points, Turnaround Cannon damage in Magnum Punch +40% points. Maximum Dynamo Gauge power expanded to 4 bars, the maximum number of rounds increased to 4. Using bunker Buster Explosion while Dynamo Gauge at 4 bars or more increases damage by 40% and will create Shockwave



2, attacking up to 10 enemies for 100% damage 6 times. Blaster 2 job building skills (GMS, 94 SP): everything max. 1. Double Blast, Bobbing, Revolving Cannon Plus (1) 2. Mastery Fee (1) 3. Arm Cannon Mastery (MAX) 4. Physical Fitness (MAX) 5. Arm Cannon Boost (MAX) 6. Double Blast (MAX) 7. Bobbing (MAX) 8. Charging Mastery (MAX) 8. Turnaround Cannon Plus (MAX) Blaster 2 Job Building Skills (MSEA, 94 SP): Everything maxed out. 1. Double Drive, Charging Arm: Bobbing, Enhanced Overheat (1) 2. Mastery Fee (1) 3. Mastery Gloves (MAX) 4. Physical Fitness (MAX) 5. Gauntlet Booster (MAX) 6. Double drive (MAX) 7. Charging arm: Bobbing (MAX) 8. Charging Mastery (MAX) 8. Overheating Enhancement (MAX)Explanation: Blaster 2 main attack skill job will be a combination of Double Blast and Revolving Cannon. Add 1 SP (Skill Point) to unlock Double Blast, Bobbing, Revolving Cannon Plus and Charge Mastery to achieve a significant increase in damage from Level 1 skills. First, max Arm Cannon Mastery to reduce the distance between minimal and maximum damage so that you can handle stable/ predictable damage continuously. Next, maximize fitness training to further blaster's primary and secondary statistics. Then max Out Arm Cannon Boost for a giant long-time buff. This reduces the hassle to recast the speed buff attacking weapons during training/bossing. Begin maximizing the Blaster's main attack skills to improve its damage, followed by Bobbing to improve Magnum Punch damage. Then, max Charge Mastery to increase additional damage to all your skills. Finally, max Revolving Cannon Plus. This skill is the ultimate maximum since it is not spamable during training compared to other active skills. Blaster's 3rd Job Skills (GMS | MSEA) Hammer Smash (Active) Attacks the ground to defeat nearby enemies into the air. Affected enemies receive an increased debuff of damage finally done over a period of time. Charge the skills by holding down the key. While charging, the attacks will not knock you back. Release charges will cancel any operational skills, and will create an additional shock wave that additional attacks. You can charge the skills even if other skills are being used and up to 2 skills can be counted at the same time. You will not take damage from shock waves attacking enemies with offensive reflexes. Permanently do Double Blast damage. Level 1: MP Cost: 15, Maximum number of enemies: 8, Damage: 143%. Attacked six times. Apply Debuff on hit: in 10 seconds, The final damage performs +1%. When When Charge, create a shock wave that lasts for 5 seconds and hit up to 8 enemies for 150% damage 2 times. Enemies attacked by shock waves will be affected by Debuff Final Damage. Double Blast Damage +33% points. Level 20: MP Cost: 25, Max Number of Enemies: 8, Damage: 200%. Attacked six times. Apply Debuff on hit: in 10 seconds, The final damage performs +10%. When the charge is released, create a shock wave that lasts for 5 seconds and hits up to 8 enemies for 150% damage 2 times. Enemies attacked by shock waves will be affected by Debuff Final Damage. Double Blast Damage +90% points. Weaving (Activity) Essential Skills: Bobbing Lv. 15 Move backwards while avoiding enemy attacks. Avoid increases in this skill, and you can stop it immediately by jumping. Can be linked to Rocket Rush or Muzzle Flash. If activated after charging, any skill that has been activated will be canceled and Weaving will be activated. You can charge a skill while using a different skill, and up to 2 skills can be charged at the same time. In addition, permanently increases Magnum Punch damage. Lv. 15 needed to learn 'Muzzle Flash'. Level 1: MP cost: 16, Avoidability +62% for 1.5 seconds after activation. Magnum Punch damage +77% of the score. Level 15: MP Cost: 9, Avoidability +90% for 1.5 seconds after activation. Magnum Punch damage +105% points. Rocket Rush (Active) Essential Skills: Weave Lv. 1 Grab on nearby enemies and drag them in the direction you are facing. Any enemy in your path will be bulldozed along, and you can use Magnum Launch in this skill. This skill will not be activated without nearby enemies to retrieve. Level 1: MP cost: 40, take up a maximum of 1 enemy and deal 121% damage 2 times. After taking, push back up to 15 enemies nearby while trading 121% damage. Level 20: MP cost: 28, take up a maximum of 1 enemy and deal 140% damage 2 times. Once taken, push back up to 15 enemies nearby while trading 140% of the damage. Magnum Launch (Active) Essential Skills: Level 1 Rocket Rush Delivers a powerful punch to the enemy you're holding with Rocket Rush. The enemy will be launched a certain distance and explode, damaging any other enemies it attacks on the road. Can only be used in Rocket Rush, and using Rocket Rush again activates this skill. Essential Skills: Rocket Rush Lv. 1 Level 1: MP Cost: 10, Damage: 104%, Number of Attacks: 6, Max Enemies Hit: 15 Level 20: MP Cost: 10, Damage: 180%, Number of Attacks: 6, Max Enemies Hit: 15 Revolving Cannon Plus II (Passive) Improves the potential for the Revolving Cannon embedded within your Arm Cannon This overrides the increase from Revolving Cannon Plus. Lv. 20 needed to learn 'Revolving Cannon Plus III'. Level 1: Explosive damage Buster +41% points, Shockwave 1 and 2 damage +61% Additional attack damage due to overheating +41% points, Turnaround Cannon damage in Magnum Punch +41% points, points, Gun damage in Double Blast +1% of the maximum Dynamo Gauge power point extends to 5 bars, with the maximum number of rounds increased to 5. Using bunker Buster Explosion while Dynamo Gauge at 5 bars or more increases damage by 80% and will create Shockwave 3, attacking up to 10 enemies for 161% damage 6 times. Level 20: Bunker Buster explosion damage +60% points, Shockwave 1 and 2 damage +80% Additional damage from overheating +60% points, Magnum Punch Cannon Damage +60% points, Double Blast Cannon Damage +20% maximum Dynamo Gauge power points expanded to 5 bars, maximum ammunition increased to 5 Using bunker Buster Explosion while Dynamo Gauge at 5 bars or more increases damage by 80% and will create Shockwave 3, attacking up to 10 enemies for 180% damage 6 times. Shield Training (Passive) Skills Needed: Blast Shield Lv. 10 Reinforce your Blast Shield with some training. Level 1: When hit, convert 30% of your damage into a protective shield. 40% + 50 of the shield dissipate every second. The maximum potential for the shield is equal to your HP Max. Permanently increase abnormal state resistance by 1% and all elemental antibodies by 1%. Level 20: When hit, convert 30% of your damage into a protective shield. 40% + 50 of the shield dissipate every second. Maximum potential for your HP max shield. Permanently increase abnormal state resistance by 20% and all elemental antibodies by 20%. Combo Training (Passive) Research the most effective movements and attack patterns for battle. Using affiliate skills or charging skills will increase your abilities. Additionally, Attack Power is permanently increased. Lv. 9 needed to learn 'Combo Training II'. Level 1: Can be stacked up to 10 times. Duration: 10 seconds. The final damage increases by 1% per stack, attack speed increases by 1 for every 6 stacks, Skill link rate increases by 1 for every 10 stacks. Increase your attack power permanently to 7%Blaster 3rd Job Skill Build (124 SP): Everything is maximum. 1. Hammer Smash, Revolving Cannon Plus II, Combo Training (1) 2. Weaving, Rocket Rush, Magnum Launch (1) 3. Shield Training (1) 4. Hammer Smash (MAX) 5. Weaving (MAX) 6. Plus II (MAX) 7 rotating gun. Combo Training (MAX) 8. Training Shield (MAX) 9. Magnum Launch (MAX) 10. Rocket Rush (MAX)Explanation: Blaster's third main attack skills will be Rocket Rush and Magnum Launch (perfect for flat terrain) or Hammer Smash (multiple platforms). Add 1 SP to unlock woven operational skills, Rocket Rush, Magnum Launch, Hammer Smash, Car turnaround Plus II, Combo Training and Shield Training. First, maximum Hammer Smash, Weaving and Magnum Launch. Depending on your playing preferences, you may want to go early with Magnum Launch if you are training mainly on flat terrain that packs monsters. Magnum Launch requires a nearby monster to work, otherwise it has nothing to throw. If you're training in areas where monsters are scarce and the terrain is bumpy or you just want an old school style of play, go early with Hammer Smash and Weaving. Next, the maximum passive skills are Revolving Cannon Plus II, Combo Training and Shield Training. If you want to save health potions instead of dealing higher losses, I would recommend Maximum Shield Training soon (in exchange for Revolving Cannon Plus II). Rocket Rush is maximized eventually because the damage increases insignificantly for each level, so it is used more as a gadget skill for crowd enemies. Blaster 4th Job Skills (GMS | MSEA) Shotgun Punch (Active) Fire a powerful blow accompanied by shock waves. For a short time afterwards, a spiral shock wave will remain in that position, causing further damage. Additionally, permanently increases Double Blast damage. Level 1: MP cost: 41, Max Number of enemies: 6, Damage: 178%, Number of attacks: 6. Create an attack shock wave up to 6 enemies for 82% damage 4 times. Increase Double Blast damage by 122% points. Level 30: MP cost: 70, Max Number of enemies: 6, Damage: 265%, Number of attacks: 6. Create an attack shock wave up to 6 enemies for 140% damage 4 times. Increase Double Blast damage by 180% points. Muzzle Flash (Active) Essential Skills: Weaving Lv. 15 Immediately approach a nearby enemy while weaving to perform an attack. Can only be used during weaving, and can be activated by weaving again. It will not be activated if there are no enemies in range. Can be linked to Magnum Punch, and permanently increases Magnum Punch damage. Level 1: MP cost: 16, Maximum number of enemies: 6, Damage: 405%, Number of attacks: 3. Magnum Punch damage +192% point Level 20: MP cost: 25, Maximum number of enemies: 6, Damage: 500%, Number of attacks: 3. Magnum Punch damage +230% hurricane ballistic point | Hurricane Blaster (Active) Essential Skills: Weaving Lv. 15 Provides an Endless Circle of Punches Using Weaving, Ducking, and Sway. The series of punches quickly inflicts a twister and pulls enemies around. Some monsters are resistant to attacks and cannot be towed. Allows you to move when you attack. Also permanently increases arm charging: Smash damage. Level 1: MP Cost: 20, Attack up to 12 enemies at 815% Damage for up to 6 seconds, and then end with an uppercut jump attack up to 12 enemies at 815% damage 5 times. use an in-direction key Hold down the skill key to move. Charging Arm Smash damage +137%p. Cooldown: 45 seconds Level 30: MP Cost: 26, Attack up to 12 enemies at 1250% Damage up 6 seconds, and then finish with an uppercut jump attack up to 12 enemies at 1250% damage 5 times. Use a direction key while holding down the skill key to move. Charging Arm Smash damage +195%p. Cooldown: 45 seconds Revolving Blast (Active) Essential Skills: Bunker Buster Explosion Lv. 10 Reloads Bullets. Hurry, grab and stun the enemy you are facing. Prioritize the highest maximum HP target in range. Revolving Cannon is usable while holding enemies. Use Revolving Cannon on enemies 6 times and perform this skill again to open up a Buster Bunker for extra damage. Activate even when grabbing an enemy that can not be stunned. In defeat while holding the enemy, Bonus Bunker Buster attack ignores additional defense rates. Will not activate if there are no enemies nearby. The affected enemy is immune to the Stun for 60 seconds. Level 1: MP Cost: 200, Rush and Grab enemies for 201% damage. Stunned. Hits 2 times. Activate revolving cannon to attack up to more than 10 enemies up to 6 times. Each attack struck 4 times for 171%, 191%, 211%, 231%, 251%, or 271% damage. Bonus Bunker Buster trades 205% damage 8 times and skips an additional 80% Defense Rate. Maximum damage: 999999999. Cooldown: 179 seconds Level 30: MP Cost: 200, Rush and grab enemies for 230% damage. Stunned. Hits 2 times. Activate revolving cannon to attack up to more than 10 enemies up to 6 times. Each attack hits 4 times for 200%, 220%, 240%, 260%, 280%, or 300% damage. Bonus Bunker Buster inflicts 350% damage 8 times and ignores an additional 80% Defense Rate. Maximum damage: 999999999 Cooldown: 150 seconds Vitality Shield (Support) Essential Skills: Shield Training II Lv. 20 Converts an active Blast Shield to HP. There is a short moment after using this skill, where damage from attacks, including attacks that deal a percentage of your hp, is reduced. The reduction of damages is determined by the reduction of damage by Charge Mastery. This buff is not affected by the buff time extension effect. Additionally, permanently increases Magnum Launch damage. Level 1: MP Cost: 55, HP recovery equals the total of blast shield dissipated and 32% of your HP Max. The defense time lasts for 6 seconds, magnum Launch damage increases by 105% points. Cooldown: 150 seconds. Level 10: MP Cost: 100, HP recovery equals the total of blast shield dissipated and 59% of your HP Max. The defense lasts for 15 seconds. Magnum Launch damage increased by 150% points. Cooldown: 150 seconds Maple Warrior (Support) Temporarily increases the stats of all party members. Do not stack with Maple Warrior, Call of Cygnus, Nova Warrior, President's Order, or Rhinne's Protection. Level 1: MP Cost: 10, increase all Specified stats APs by 1% for 30 seconds Level 30: MP Cost: 70, Increase all stats specified APs by 15% for 900 seconds Hero's Will (Active) By focusing your mind, you can ignore some analyses Effects. However, this will not work on all abnormal state effects. Level 1: MP Cost: 30, Cooldown: 600 seconds Level 5: MP Cost: 30, Cooldown: 360 seconds Revolving Cannon Plus III (Passive) Essential Skills: Revolving Cannon Plus II Lv. 20 Final Upgrade for Revolving Cannon Embedded in Your Cannon Arm. This overrides the increase from Revolving Cannon Plus II. Level 1: Bunker Buster explosion damage +101% points, Shockwave 1, 2 and 3 damage +151% points. Additional attack damage due to overheating +121% points, Revolving Cannon damage in Magnum Punch +121% points, Revolving Cannon damage in Double Blast +81% points. Maximum Dynamo Gauge power expanded to 6 bars, the maximum number of rounds increased to 6. Using Bunker Buster Explosion while Dynamo Gauge at 6 bars or more increases damage by 150% and will create Shockwave 4, attacking up to 10 enemies for 301% damage 6 times. Level 20: Bunker Buster explosion damage +120% points, Shockwave 1, 2 and 3 damage +170% points. Additional attack damage due to overheating +140% points, Revolving Cannon damage in Magnum Punch +140% points, Revolving Cannon damage in Double Blast +100% points. Maximum Dynamo Gauge power expanded to 6 bars, the maximum number of rounds increased to 6. Using Bunker Buster Explosion while Dynamo Gauge at 6 bars or more increases damage by 150% and will create Shockwave 4, attacking up to 10 enemies for 320% damage 6 times. Shield Training II (Passive) Required Skill: Shield Training Lv. 20 Through strict mental discipline, your ultimate perseverance enhances Blast Shield. Level 1: When hit, convert 31% of your damage into a protective shield. 40% + 50 of the shield dissipate every second. The maximum potential for the shield is equal to your HP Max. Permanently increase abnormal state resistance by 1% and all elemental antibodies by 1%. Rocket Rush damage +61% of the score. Level 20: When hit, convert 50% of your damage into a protective shield. 40% + 50 of the shield dissipate every second. Maximum potential for your HP max shield. Permanently increase abnormal state resistance by 20% and all elemental antibodies by 20%. Rocket Rush damage +80% of the score. Gauntlet Expert (Passive) Required Skill: Level 10 Arm Cannon Mastery Increases the Mastery, Critical Damage, and Boss Attack Damage of the Arm Cannon. Level 1: Mastery: +56%, Serious Damage: +1%, Boss Attack Damage: +1% Level 30: Mastery: +70%, Critical Damage: +15%, Boss Attack Damage: +15% Advanced Charge Mastery (Passive) Required Skill: Level 14 Charge Mastery Maintain control over your power to optimize charge skills. Overwrite lovers from Charge Mastery. In addition, permanently ignore part of the enemy's defense rate when attacking, and reduce the damage done. Level 1: Reduce charging time for all charging skills 16%. Use a rechargeable skill to reload your 2 ammo immediately but won't interrupt an automatic reload. Immediately after using Bobbing, Weaving, or Hammer Smash, all damage done in a short time is reduced by 26%, including attacks that deal damage based on your Max HP. Permanently ignore 8% of the enemy's Defense Rate and damage is reduced by 10%. Level 10: Reduce charging time for all charging skills by 25%. Use a rechargeable skill to reload your 2 ammo immediately but won't interrupt an automatic reload. Immediately after using Bobbing, Weaving, or Hammer Smash, all damage done in a short time is reduced by 35%, including attacks that deal damage based on your Max HP. Permanently ignore 35% of enemy defenses and damage is reduced by 15%. Combo Training II (Passive) Essential Skills: Level 9 Combines the most effective movement research training and attack models for battle. Using affiliate skills or charging skills will increase your abilities. This overrides your improvements from the Training Combo. The attack power is further enhanced. Level 1: Can be stacked up to 10 times. Duration: 10 seconds. Final damage and Critical Rate increased by 4% and 1% for each stack, Attack Speed inc. Permanently increased Attack Power to 2 Level 20: Can be stacked up to 10 times. Duration: 10 seconds. Final damage and Critical rate increased by 5% and 3% for each stack, Attack Speed increased by 1 for every 6 stacks, Skill Link Rate increased by 1 for 1 every 5 stacks. Increase permanent attack power to 40Blaster 4th Job Skill Build (255 SP): Everything is maximum. 1. Shotgun Punch, Gauntlet Specialist, Ballistic Hurricane (1) 2. Spin Blast, Muzzle Flash, Advanced Charge Mastery (1) 3. Shield Training II, Combo Training II, Revolving Cannon Plus II (1) 4. Shotgun Punch (MAX) 5. Glove Specialist (MAX) 6. Training Combo II (MAX) 7. Advanced Fee Mastery (MAX) 8. Shield Training II (MAX) 9. Plus III (MAX) 10 rotating gun. Vitality Shield (MAX) 11. Ballistic Storm (MAX) 12. Flash snout (MAX) 13. Turnaround Explosion (MAX) 14. Maple Warrior (MAX) 15. Hero's Will (MAX) Blaster Hyper Skills Aftershock Punch Required Level: 143 Increase the number of shock waves generated by Hammer Smash or Shotgun Punch to hit. Level 1: Number of attacks: +2 Power Punch Required level: 162 Increase Magnum Punch, Double Blast, Hammer Smash, Shotgun Punch, Muzzle Flash, and Ballistic Hurricane damage. Does not increase the damage of shock waves. Level 1: Damage: +10% Piercing Punch Required level: 183 Increased Defense Rate ignored by Magnum Punch, Double Blast, Hammer Smash and Shotgun Punch, Muzzle Flash and Ballistic Hurricane. Level 1: DEF Monster Ignored: +20% Improved Bunker Explosion Level Requirement: 149 Increase Damage of Bunker Buster Explosion. Level 1: Close +20% Improved Bunker Shockwave | Pile -- Shock wave requirements: 168 Increased damage of shock waves generated by the Bunker Buster Explosion. Level 1: The damage of the Bunker Buster Explosion shockwave increases by 15%. Bunker Explosion Guard Bonus Level Required: 189 Level Bonus Protection in Bunker Buster Explosion. Level 1: Bonus protection in the Bunker Buster explosion. The rate of damage reduction is proportional to mastery. Blast Shield Recovery Required Level: 155 While blast shield dissipate, restore your HP against the speed at which your shield dissipated. Level 1: Recovery of 50% blast shield dissipated as HP. Rapid ballistic storm request level: 177 Reduces cooldown of ballistic hurricane. Level 1: Cooldown: -20% Speedy Vitality Shield Level Requirements: 195 Cooldown Reduction of Vitality Shield. Level 1: Cooldown: -20% Cannon Overdrive Required Level: 150 By Charging Revolving Cannon to its limits, increasing its power and reducing reload time, all the while increasing the speed at which the Dynamo Gauge cools down. Level 1: MP Cost: 200. Duration: 30 seconds. Increase damage to ammunition skills by 50%. Automatic reloading time decreased by 70%. Dynamo Gauge's overheating time for bunker Buster Explosion was reduced to 1 second. Cooldown: 210 seconds Hyper Magnum Punch Requires Level: 170 Focus your power and charge forward, launching a devastating punch that causes huge explosions. You can charge the skills by holding down the key. Additional shock waves are generated depending on how long you spend charging, causing more damage to nearby enemies. While charging, you will have improved defenses, your Unusual State resistance increases, and you will not be repelled by any attack. The final damage increases depending on the number of times you were attacked while charging. Hyper Magnum Punch's charging time is not affected by charge Mastery's charging time reduction effect. If there are no enemies within range after the initial attack, both attacks and shock waves will not occur. Level 1: MP Cost: 400, Attack up to 15 enemies for 500% 15 times. Maximum damage: 999999999. Create an attack shockwave for 250% damage 8 times. Can be enhanced up to 3 levels by charging, and each enhancement level creates an additional shock wave that trades 350%, 450%, 550% damage 8 times. During charging, increased defenses from charge mastery are applied and Anode Resistance increases by 100%. Every time you get hit while charging, the final damage increases by 5%, up to 50%. Guests can be charged up to 5 seconds. Cooldown: 150 seconds. For the Required Liberty level: 200 Materializes the will of resistance to increase attack power. Level 1: MP Cost: 100, Time: 60 seconds, Damage: +10%, Cooldown: 120 seconds. Only applicable to Demon, Resistance and Xenon party members. Blaster Super Skill Building 1. Aftershock Punch (MAX) 2. Punch (MAX) 3. Trans Punch (MAX) 4. 4. Bunker Explosion (MAX) 5. Improved Bunker Shockwave (MAX) 6. Cannon Overdrive (MAX) 7. Hyper Magnum Punch (MAX) 8. For Liberty (MAX)Explanation: Check out this super stats guide for more details! BlasterSplease 5th Job Skills Guide refer to MapleStory's 5th Job Skills Guide for more details on Skill Cores, Special Cores, and Advanced Cores! Blaster skills core rocket punching | Bunker Buster Max Level: 25 (30 with Matrix Points) Loads of spinning gloves with special bolts to penetrate hard targets. Level 1: MP Cost: 1000, Auto-shoot Advanced Revolving Gauntlet against physical attack with Revolver Gauntlet in 31 seconds. Advanced attacks deal 187% damage over 10 enemies 8 times and ignore 100% Enemy DEF. Cooldown: 120 seconds. Level 25: MP Cost: 1000, Auto-shoot Advanced Revolving Gauntlet against physical attack with Revolver Gauntlet in 55 seconds. Advanced attacks deal 355% damage over 10 enemies 8 times and ignore 100% Enemy DEF. Cooldown: 120 seconds. Vulcan Punch Max Level: 25 (30 with Matrix Points) Quickly throw a series of punches in front of you. While using this skill, you will receive a Guard Judgement effect and cannot be knocked back by enemy attacks. While using this skill, every time you are attacked by an enemy, its final damage will be increased. Level 1: Consume 60 MP. Deal 1040% damage 3 times for up to 10 enemies. By holding the key down, deal 468% damage 2 times in a row for up to 8 seconds. While using this skill, get the Charge Mastery's Guard Judgement values. While using this skill, whenever you are attacked by an enemy, its final damage will increase by 5%, up to a maximum of 100%. Cooldown: 60 seconds. Level 25: Consume 60 MP. Deal 2000% damage 3 times for up to 10 enemies. By holding down the key, deal 900% damage 2 times continuously for up to 8 seconds. While using this skill, get the Charge Mastery's Guard Judgement values. While using this skill, whenever you are attacked by an enemy, its final damage will increase by 5%, up to a maximum of 100%. Cooldown: 60 seconds. Bullet Blast Max Level: 25 (30 with Matrix Points) Use Pistol Gloves to unleash the combined power of all your bullets in a concussion explosion. Level 1: MP Cost: 1000, Ammo Cost: 1. Can prepare up to 5 seconds, add up to 5 rounds using Revolving Cannon, launch an explosion corresponding to the number of ammo used after charge when the key is released. Inecapable in preparation and charging. Combo Training remains at maximum level while casting skills. Charge: Max Enemies Hit: 12, Damage: 1560%, Number of attacks: 15. Explosive: Maximum enemy hit: 12, damage: 1248%, number of attacks: 15. All hits receive An additional Critical Rate: 100% Additional DEF Monsters Ignored: 100%. Cooldown: 100 secBlaster Enhancement CoresMagnum Punch Boost Final Damage: +2% per level. Maximum: 50 (60 with matrix points) Level 20: Maximum target: +1 +1 40: DEF Monster Skipped: +20%Revolving Cannon Boost Final Damage: +2% per level. Maximum level: 50 (60 with Matrix Points) Level 20: Maximum target: +1 Level 40: DEF Monster Skipped: +20%Bunker Buster Explosion Boost Final Damage: +2% per level. Maximum level: 50 (60 with Matrix Score) Level 20: Maximum target: +1 Level 40: DEF Monster Ignored: +20%Detonate Last Damage Tank: +2% per level. Maximum level: 50 (60 with Matrix Score) Level 20: Maximum target: +1 Level 40: Def Monster Skipped: +20%Double Blast Boost Final Damage: +2% per level. Maximum level: 50 (60 with Matrix Score) Level 20: Maximum target: +1 Level 40: Def Monster Skipped: +20%Hammer Smash Boost Final Damage: +2% per level. Maximum level: 50 (60 with Matrix Score) Level 20: Maximum target: +1 Level 40: Def Monster Skipped: +20%Magnum Launch Boost Final Damage: +2% per level. Maximum level: 50 (60 with Matrix Score) Level 20: Crit Rate: +5% Level 40: Def Monster Skipped: +20%Shotgun Punch Boost Final Damage: +2% per level. Maximum level: 50 (60 with Matrix Points) Level 20: Maximum target: +1 Level 40: DEF Monster Skipped: +20%Muzzle Flash Boost Final Damage: +2% per level. Maximum level: 50 (60 with Matrix Point) Level 20: Maximum target: +1 Level 40: DEF Monster Ignored: +20%Ballistic Storm Increased Final Damage: +2% per level. Maximum level: 50 (60 with Matrix Score) Level 20: Maximum target: +1 Level 40: DEF Monster Skipped: +20%Increase Final Turnaround Damage: +2% per level. Maximum level: 50 (60 with Matrix Points) Level 20: Maximum target: +1 Level 40: DEF Monster Skipped: +20%Hyper Magnum Punch Boost Final Damage: +2% per level. Maximum level: 50 (60 with Matrix Points) Level 20: Crit ratio: +5% Level 40: Monster DEF Skipped: +20%Blaster V-Matrix Skills GuideMain V Skill: Rocket Punch Trio #1: Magnum Punch/Double Blast/Revolving Cannon Trio #2: Shotgun Punch/Bunker Blaster Explosion/Hammer Smash Note: Bolded = essential | Not bold = unnecessary skill. MapleStory does not officially name official skills (GMS | MSEA)Blaster 1st Job SkillsMagnum Punch → (SAME)Revolving Cannon → (SAME)Release Pile Bunker → Bunker Buster ExplosionDouble Jump → (SAME)Explosion Move → DetonateEndurance Shield → Blast ShieldBlaster 2nd Job SkillsDouble Fang → Double BlastDucking → BobbingGauntlet Booster → Arm Cannon BoostGauntlet Mastery → Arm Cannon MasteryPhysical Training → (SAME)Charge Mastery → (SAME)Revolving Cannon Plus → Revolving Cannon PlusBlaster 3rd Job SkillsHammer Smash → (SAME)Sway → WeavingLift Press → Rocket RushLift Magnum → Magnum LaunchRevolving Cannon Plus! → Revolving Cannon Plus IIEndurance Training I → Shield TrainingCombination Training I → → Combo TrainingBlaster 4th Job SkillsShock Wave Punch → Shotgun PunchFlash Move → Muzzle FlashHurricane Mixer → Ballistic HurricaneRevolving Bunker → Revolving BlastSuper Endurance → Vitality ShieldRevolving Cannon Plus III → Training II → Shield Training II → Combo Training IIGauntlet Expert → (SAME)Advanced Charge Mastery → (SAME)Blaster Hyper SkillsPunch - Shock Wave Bonus Attack → Aftershock PunchPunch - Reinforce → Power PunchPunch - Ignore Guard → Piercing PunchRelease Pile Bunker - Consolidation → Bunker ExplosionRelease Pile Bunker - Shock Wave Reinforce → Improved Bunker ShockwaveRelease Pile Bunker - Bonus Guard → Bunker Explosion Guard BonusBlast Shield - Extra Healing → Blast Shield RecoveryHurricane Mixer - Cooltime Reduce → Speedy Ballistic HurricaneSuper Endurance → Cooltime Reduce → Speedy Vitality ShieldHyper Magnum Punch → (SAME)Will of Liberty → For LibertyMaximize Cannon → Cannon OverdriveBlaster 5th Job SkillsBunker Buster → Rocket Punch | BusterVulcan Punch → ??? Additional informationBlaster NotesBlaster is a new resistance character that makes use of his Cannon Arm (main weapon) and explosive charge (second weapon) to cause mayhem between his enemies! Use blasters to create big explosions, devastate, and do great damage today! Please note that for a limited time after blaster release, Blaster characters will not be allowed to be created with a Character Card and will not be able to participate in the Burning Project event. The Blaster character uses a new system called Dynamo Gauge. Consume ammo from this meter to use certain skills. Using Revolving Cannon skills combined with other skills will cause more damage and more explosions to the enemy. In addition, the consumption of ammo from the Dynamo Gauge using Revolving Cannon will fill the meter's energy level. Max out energy levels to open up a massive attack, Bunker Buster explodes! Be warned, though; after using the Bunker Buster Explosion, the Dynamo Gauge will overheat, starting to cool down where energy levels cannot be filled. Blaster Changelog|listx tags=gms+blaster title=GMS| |listx tags=msea+blaster title=MSEA| title=MSEA| title=MSEA|

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