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Adventure quest stats build

Adventure Stats Quest Guide by KaelinTable of Content[1] Introduction [2] What statistics do? [3] What effects do I get when I train two stats together? [4] How much will I train each state? [5] How do I choose a building? [6] How do I train my build? [7] Building a building in WarpForce [8] Ending[1] IntroductionPurpose: There are two main objectives for this guide. First, this guide seeks to describe which state combinations work in AdventureQuest. On the surface, this focus may seem to limit players, and to some extent this is true. On the other hand, this approach can shed light on unconventional possibilities that are actually quite effective. Secondly, the guide will help inform readers about what to expect and get out of different buildings. Many new players ask for building advice, but the recommendations they get, even if they are good builds, cannot give the player the best *fit* for a build. While some preferences and goals are more common than others, players are a diverse bunch, and sometimes players who would be happy with a cookie-cutter build would be more satisfied with a build that is just a little different. In fact, a strength in this guide is that it helps to give you peace of mind - you will not only know the strengths and boundaries of your construction, but you will also have a better understanding of the strengths and boundaries of other builders who can keep your curiosity. What a build is: A build is an allocation of statistical points. These buildings are often given labels to describe them, such as wars, stomachs, beastmaster, hybrid, ranger, tank and so on. A label-based approach is convenient in certain ways, but there are problems: certain labels can describe multiple versions, certain builds can receive multiple labels, some builds may get more favorable-sounding labels than others, and some builds can be neglected altogether! Instead, this guide will focus more on the numbers and statistics themselves. How to use this guide: This guide tries to bring to the surface what to expect by training different statistics together. While the guide points out various pros, cons, tricks and pitfalls to help you make a good decision, you are not obliged to use the best build possible. In fact, if it's a clear-cut best build, then the game does something wrong. It should be many best (or almost best) builds, and you should find that there are a number available to you. Even if you find that you have your heart set on using a building that is definitely not a best build, you are not obliged to use one that is better. AdventureQuest is a single-player game, and no one else counts you to use a more efficient build. Granted, you can struggle a little if you choose a STR/DEX/INT build instead of ... almost everything else ... but you should still be able to succeed as a player. If you're new to AdventureQuest or the idea of creating a build, there's a good chance that this information is a little overwhelming. It's okay! This information will make more sense the more you explore and experience AQ. You also don't have to read it from start to finish. Just refer to the parts of the guide that apply to you, take your time as you play the game, and hopefully you will grow to enjoy AQ with a style you'll find most satisfying. On the back, as thoroughly as the guide tries to be, it will not be perfect. Many aspects of efficiency are subjective or unclear, and you may have different priorities than I have laid out. Moreover, AQ is always changing - there are plans to improve the balance that is in the works, but many of the plans still need to be implemented, and others have certain details that are still secret and/or still need to be worked out. While I will do my best to keep this guide up to date, the guide will for a moment become outdated as soon as any update or change is made. Nevertheless, for all that can change in the game, the general roles of each state should mostly remain the same, so it is worth considering these interactions now. [2] What do the statistics do? First, let's go through some basics: State Damage: This is an amount that adds to your total damage, and the calculation will depend on your attack type. Such amounts can and will receive several multipliers to improve the effect, but the main effects are listed below. BtH: Bonus to hit. One point translates into an increase in the accuracy of one percent. Stat BtH is the part of BtH that comes from your statistics. HP: Hit points. The more you have, the more damage your character can take before you lose in battle. Mana points. The more you have, the more stakes you can throw, and the longer that summoned guests will stay with you in battle. L50: Level 50. If you see L associated with a number, it will usually describe a player at that level. Special note: The average effect of Lucky Strikes on state damage is rolled into the formulas below. The actual damage bonus from LUK is actually 10 times as great, but the effect happens only 10% of the time. Strength (STR): It is the physical power statistics. It is the primary injury state for melee weapons, as it improves Melee power and accuracy. It also increases damage with Ranged weapons by increasing its Naturally, if you want to use Melee weapons effectively, you should train these statistics to high levels. Strength is also useful for Ranged weapons, but Dexterity is prioritized for these weapons. Of course, these statistics are only about offense, so it will tend to make matches shorter. Melee Weapon State Damage: STR/8 + LUK/20 Melee Skill State Damage: STR/4 + LUK/20 Melee Weapons/Skill State BtH: [STR/16 + DEX/16 + LUK/20]Ranged Weapon State Damage: SIZE/10 + DEX/40 + LUK/20 Ranged Skill State Damage: STR/5 + DEX/20 + LUK/20Dexterity (DEX): There are go-to statistics for all things related to moving around. It improves the accuracy of all player attack types (all but pets and guests), but DEX provides an even greater accuracy boost for Ranged weapons, and it even enhances the raw power of Ranged weapons a little. Even more, these statistics also enhance the ability of a player to block (dodge) enemy attacks, giving a player more turns to survive and land more attacks. It's an important statistic for a player who uses Ranged weapons, but the overall effect on accuracy and dodging attacks makes DEX useful for everyone, especially those who want to adopt a more defensive style of play. Ranged Weapons/Skill Stat BtH: [DEX/8 + LUK/LUK 2 Magic Weapon/Skill State BtH: [INT/16 + DEX/16 + LUK/20]Spell BtH: [INT/16 + DEX/16 + LUK/20]Blocking bonus from statistics: [DEX/10 + LUK/20]Intel (INT): It is the statistics that drive all things magically. It increases the damage with spells by increasing damage and accuracy. INT further improves your ability to use spells by increasing mp, so you can throw spells several times. These statistics also allow you to use Magic weapons effectively by increasing their power and accuracy. While INT generally facilitates the player's ability to do harm directly with spells, the additional MP can instead be used to support summoning guests who require the MP to help the player. For whatever reason, anyone who wants to use MP to great effect should look to train Intel. If you want to use spells for direct damage, you should train INT to a high level, but you have the option to train INT to more moderate levels if you only train it for MP (to use for guests or other MP-based abilities that are not dependent on INT directly). As with STR, because these statistics only deal with offense and offer nothing on defense (except to allow a character to wear defensive-leaning armor with impunity while casting spells), using INT will tend to make matches take fewer turns, although some of the turns take longer because the spell needs a little more time to run its course than a regular attack. Magic Weapon State Damage: INT *3/32+ LUK/20 Magic State State LUK/20 Magic Weapon/Skill State BtH: [INT/16 + DEX/16 + LUK/20]Poles: INT/4 + LUK/20 Spell Stat BtH: [INT/1 6 + DEX/16 + LUK/20]Player MP: [(100 + 5.5*Level)(1 + INT/100)]Endurance (END): There are statistics for lasting pain. The more you train END, the more damage your character can sustain before you lose in battle. There are no additional effects, but the effect on HP is enormous, and that increase translates into multiple turns to do damage. Because of its nature, END is the most defensive of all statistics, so obviously matches will tend to take more turns when these statistics are heavily trained. All signs benefit from these statistics, although those who stay strong in other ways as the fight progresses - especially those who are not dependent on MP - will get more out of their extra HP. Player HP: [(100 + 5*Level)(1 + END/200)]Karisma (CHA): Karisma is the statistic that encourages or forces others to fight on your behalf. This support comes in the form of pets and guests, and CHA greatly improves the power and accuracy of both companion types. Certain stronger pets (BM pets) won't even attack consistently unless you have enough CHA*! While players are not expected to improve their pet's injury with CHA or to bring guests into battle, CHA still opens up huge injury potential through these companions. A player using CHA should try to train it to a high level to maximize their results. Typically, your companions will focus on supporting you with injury rather than defense, so these statistics will usually cause matches to take fewer turns, although each of these turns will take longer to complete because you (usually) call on a quest for help.* AQ staff are currently in the process of removing this effect. As a result, players who coach CHA to medium level will find that they achieve better results than they had before. But the most effective method to capitalize on CHA is still to train it to high levels! Pet and Guest State Damage: CHA/15 Pet and Guest State BtH: [CHA*7/60] Luck (LUK): Luck is all-around state. While DEX is still quite versatile, LUK goes even further. It increases accuracy (although it's slightly less than other weapon accuracy statistics), it increases blocking (although it does less than DEX), it improves your chances of going first in battle, and it has a 10% chance of giving a huge increase to your state damage (except for pets and guests). Like DEX and END, these statistics are useful for everyone, but LUK is aimed more at offenses than the other two. All statistical damage (excluding pets and guests): + LUK/20 All Stat BtH (excluding pets and

guests): + LUK/20Blocking Bonus from Statistics: [DEX/10 + LUK/20]Going First: You automatically go first if you have a 100 + LUK advantage and automatically fail to go first if you have a 100+ LUK disadvantage compared to If your LUK values are the same, you have 50% chance of going first. For complete information, see Who beats first? [3] What effects do I get when I train two stats together? The power of statistics comes not from what they do individually, but rather what they can do together. Since you want to focus on at least two statistics at a time, it's important to understand how they interact, including how they can support and disrupt each other. At times, this advice can seem contradictory, because while one state can interact well with two other statistics, the other two statistics may not behave so well together! Whatever you do, any interactions you get won't work perfectly in your favor, so don't be afraid just because you won't find a perfect fit. STR + INT: If you want to mount the most potent character building possible, this pair is not for you. The problem with this pair is that these statistics do not work together well. None of the usual attack types take contributions from both statistics at the same time, so you usually only benefit from one state at a time. Granted, there are other state couples who don't work together directly, but one can support one player on offense while the other supports the player on defense or with an extra attack on the same turn. Nevertheless, there are a few exceptions that show some promise. One is to use the MP (from training INT) to bring in summons guests and to attack with Melee weapons. A player who coaches CHA can benefit from good long-term results from his guest while doing acceptable damage with melee weapons, although investing heavily in these three stats leaves the player with poor defense. A player in this situation can get the best results by training mp to a medium level, giving a guest sufficient MP so that it can stick around to fight longer, but not so much MP that the guest will last longer than the player. In this way, a player can take advantage of both STR and INT at the same time - STR is used to improve player attack, while INT indirectly supports the guest's attack. And the alternative to making both statistics work at the same time is to find some niche where no other state acts as a great alternative to either STR or INT. About INT, it has two prominent applications: feeding guests (as explained in the last paragraph) and improving INT. Generally speaking, if a player is in the business of using injury spells, the player wants to take advantage of the three statistics that fuel spell damage: INT, DEX, and LUK. Training STR at the expense of any of these three while still aiming to use stakes is suicide: victims INT undermines the point of mana dump in the first place, and sacrificing DEX or LUK not only sabotage the attacking force of stakes, but it also sacrifices the attacking power of the player's weapon *and* lowers the blockage. Granted, Melee weapons are generally stronger than Magic but the difference is simply no match for the value of statistics. As a result, a player really needs to train dex, INT, and LUK before considering STR. But after L120, a player must train a fourth state, and STR then becomes a bit of an opportunity. A player can benefit from training CHA, but the greatest potential of Karisma starts in training these statistics to a high level - still, players who use healing pets (among other healing effects) will benefit quite significantly from any CHA increase until the player HP later is balanced. Players can benefit from a good amount from END, although END does not interact very well with INT and LUK (not that this problem is anywhere near how badLY STR and INT interact). Still, Training END is still a superior option to train STR for an INT user, but the difference can be small enough for a player to ignore, especially one who is determined to inflict maximum damage. Now, partial training STR is not going to do much good for melee injury, but *Ranged* weapons can actually hold their own against Magic weapons for players who have trained up DEX/INT/LUK. As a result, even training a little STR can give players a bit of an advantage with Ranged weapons (over Magic weapons). This injury improvement is not great - STR has a big impact on Ranged weapon power, but it doesn't improve accuracy, and it has no kind of defensive effect (which is partly why DEX and LUK are so powerful). Nevertheless, it is one of the best results you can hope for with a STR + INT build, so it deserves mention. Ultimately, none of these exceptions are likely to produce good results, but they are the least bad combinations. If you insist on using another STR+ INT setup, you will probably take a serious performance hit. Nevertheless, your character is still *your* character. If you are prepared for an unfavorable outcome, you are encouraged to follow your heart. STR + DEX: STR is the major driver of Melee damage, and DEX is the main force behind ranged weapons, but both statistics support each weapon type. In some ways this works well, because you can call on either weapon type and have equal power at your disposal; If you meet enemies who have better blocking against one type of weapon, you can call on a weapon of the other type to get the job done. Nevertheless, you can usually only carry one weapon of each element, and if your enemy has a single major elemental weakness and the weapon you have hits the enemy's stronger defenses, then that versatility doesn't do you much good. Still, you can't maximize efficiency with either weapon type without using both statistics (and LUK), and you get a great deal of blocking as well, so this pairing is definitely still good. Both stats also behave nicely with END because none of them deteriorate as the match progresses. STR + END: Melee attack (and full efficiency no matter how long a match continues, so these statistics go together nicely. STR + DEX: Melee attacks (or Ranged) do not disturb a pet or a guest, although they also do not improve each other. Fortunately str and CHA both tend to play well with DEX, END, and LUK, so both will benefit when trained with these statistics. STR + LUK: STR and LUK play well enough together, as each statistic has accuracy and power contributions that multiply with each other. Furthermore, LUK's contribution multiplies in defence and gets the first strike further the power available to the players. On these benefits alone, and given that Melee/Ranged versatility for STR+DEX is not so useful in practice, LUK is probably second only to END in terms of improving the raw power of STR. The main problem with this pair is that Str two best friends (LUK and END) have a more average relationship with each other (more on them later). On the other hand, LUK goes along well with DEX, and putting STR/DEX/LUK together offers ultimate Melee power, and the value of multiplying that power by just *some*END can reduce the minor feud between END and LUK. Combining STR and LUK with CHA is not a bad choice, especially since the player's lack of END improves LUK a little, but CHA's lack of synergy with STR stands out a little here.INT + DEX: Like STR + DEX, this pairing supports two proficiencies. In a way. INT only helps Magic weapons, DEX helps Ranged more than Magic, but in the end both weapon types will be almost equal provided the player has 0 STR. However, this is only almost true. Varied weapons will start ahead, but Magic weapons will overtake them around the low L50s and even pull significantly forward (+7%) around L88, when a player is expected to max out INT. The difference will gradually fall, hitting around (+3%) in the low L110s and get closer to that point. But what is of greater importance than almost double skills of weapons is that both statistics combine to do more harm with spell casting, making them a great pair. And the more damage you can do with your stakes, the less you have to rely on your weapons after running out of MP! If you train CHA with this pair, you may find yourself investing MP in guests instead of stakes, but END offers additional survival ability to let guests and pets do their part.INT + END: INT gives players an MP charge, and whether that charge is applied quickly with direct effect spells or with notice, that MP can run out. After the MP is gone, a player's performance slows down significantly. The catch with END is that if charging is already exhausted, it won't help you pump up the HP even as much as with other statistics. compared to a build that trains STR + END, you are better to use these stakes in END for any state that improves the damage (whether it's DEX and LUK for spell damage, or CHA for more effective MP to damage conversion). Either way, the player can still find END useful. A player who maxes out DEX/INT/LUK to use injury spells won't get a spectacular amount of power with partial amounts of STR or CHA, so END can fill in as a nice fourth state. And a player looking to CHA for guest injuries may want to use END to stay alive long enough, so guests have enough turns to convert all the player's MP to damage.INT + CHA: On the surface, this pairing seems to work much like STR+CHA. However, InT delivers a player MP and that MP can effectively be converted into power with summons guests. For a player who uses guests, this pairing can produce better results. On the other hand, a player who uses MP for spell damage can actually get worse results, because then there is no MP fuel left for guests - at least one STR+ CHA build can still freely use its modest but free MP charge to fuel a guest for a short period while hacking away with high-power weapons.INT + LUK: These two statistics have a healthy multiplicative effect on each other, as they both add power and accuracy. What a player might seem to lose with Lucky Strike power on stakes (because of them not scaling up to the power of the spell) consists of the relatively strong Lucky Strikes on weapon attacks - which stands out a little more for builders who primarily use guests rather than spells. You can combine this pair with DEX for optimal spell damage, or with CHA for robust weapon + guest damage. END is not so hot with any state, but it becomes a solid option when the DEX is high. DEX + END: These statistics combine nicely. They tend to pull out a match, but with a patient player going up against an enemy who can't recover from injury in a hurry, this pair is very effective. They become even more potent when grouped with statistics that agree with both of them (like STR). DEX + CHA: These two work very well. The extra blockage keeps players standing longer, giving pets more turns to do harm - a significant advantage. The same can be said of guests ... but to a lesser extent. Guests will eventually eat up a player's MP, and while there are reliable guests (but not many) who use SP to produce damage, players at the higher level cannot regenerate enough SP to keep guests from running away after a while, which will hopefully be rectified in the future. In all, this pairing is quite strong. These two are pretty incredible. They combine to provide maximum blocking - the increase to long life span is greater (often far greater) when working together than when working separately. Also, when it comes to player attacks, you need both statistics (as well as a third) to maximize damage, whether it's from weapons, or spells. Although a character lacks INT for magic and STR for maximum power, these two statistics are enough to provide a highly acceptable Ranged attack, which becomes a very effective means of delivering damage after accounting for their combined effect on blocking. END + CHA: END's maximum focus on survival means a maximum boost to pets, and it will have a nice effect for guests – to the extent that players can keep one bound to them. If you have patience, you can do nice damage in this way. END + LUK: To some extent these work together simply because LUK is a source of damage and blocking, and END multiplies a player's output over longevity. Nevertheless, LUK's ability to win a player initiative is most important when a single turn makes a big difference – and a single turn just doesn't have the same value when a player has high END (and a lot of HP for a long game). If you want to train large amounts of both statistics, be sure to train other statistics that have both synergy with END and LUK. If you really like LUK but want some END for support, then END will make a decent low/medium level state. Cha + LUK: On the surface, these statistics do not have the best synergy. Lucky Strikes does nothing to help pet/guest harm (since pets and guests don't get these bonuses), and LUK only provides half the blocking bonus that DEX offers, which in turn is overwhelmed by END contributions to longevity. However, Luke also improves a player's chance on a first strike, and an extra first strike in battle means more opportunities for the pet (and perhaps a guest) to do damage. Moreover, many pets and guests attempting status effects on enemies will make a small contribution to their success from a player's LUK. If you want to use this statistical pair, consider combining them with other statistics that interact well with both of them. [4] How much will I train each state? Generally speaking, if you train a state at all, you will train fully that statistic. This philosophy does not mean that you should have 200 points in a statistic when you get to L40. However, you will generally want to increase your rating evenly in that statistic, so that it reaches 200 around the time you hit the L90. For more information on this topic, see[6] How do I train my build? However, there are two main reasons why you may not fully train statistics.1) You can have leftover stats points after training 200 in as many statistics as possible. This outcome is inevitable for most of the game.2) You decide that you don't benefit as much from training a state higher. While the statistics generally improve the player more drastically each time the statistics are increased, there are times when this effect does not hold. The following rules provide some guidance for partial training statistics: Endurance: END is the statistic where you are actually encouraged to exercise in part. Although END's impact on HP is very the impact is also very flat, so continuous training of does not provide an increasing bonus. It is not uncommon for level-maxed Guardians (L150) to eventually train 150 END and for level-maxed Adventurers (L135) to train 75 END, which allows players to train 200 points in three of their remaining stats. Strength: If you don't fully train DEX, STR is either all or nothing. If you train DEX fully, you can train Strength in part to continue to improve your range weapon injuries. However, if you use damage formulas (based on INT), you should not start with STR until you have fully trained int, DEX and LUK, as all three statistics are more important for a spell caster than STR in terms of spell damage and weapon efficiency. Even if you don't use damage formulas, you probably stand to get more by focusing on dex and then LUK before turning to STR - if you really prefer what STR offers when it comes to damage, then you're probably better off making STR your primary stats and using Melee weapons instead. Intellect: If you don't train CHA fully, INT is either all or nothing. If you train Intel in part to give your guests more MP so they help you in battle longer. Be careful: it doesn't help you to have extra MP if you lose before your guests can use it. Dexterity: If you do not fully train STR and do not fully train INT, consider training DEX fully to have acceptable varied weapon efficiency. If you train size or INT fully, you can partially train DEX to support your use of Melee or Magic. However, you should not partially train LUK at the same time – focus on one before proceeding with the other. Charisma: These statistics should be all or nothing. The only time you should consider partial training these statistics is if you have STR/DEX/LUK for full Melee/Ranged damage or DEX/INT/LUK for Magic injury, and you certainly need to have more offense per turn instead of increasing your END. This direction is usually not recommended, as one of the two usually applies:1) A player can get more offense per turn by using full CHA and instead sacrificing DEX or LUK.2) A player realizes that s/he really cares about damage per second instead of injury per turn, in which case the player should not train CHA and spend time waiting for pets to take his turn. Instead, the player should train END and use equipment that maximizes offensive power and time efficiency; The player can pay a price by taking increased damage, but training END will allow the player to act with greater impunity, improving the win rate in the long run. Luck: If either STR or DEX is partially trained, do not repeat this move with LUK. If both STR and DEX are either 0 or fully trained, you can partially train LUK. This can carry some advantages or disadvantages to get First Strike in battle, but as a rule, it is better to let the chips fall they can. If the use of LUK benefits is too important and you do not train CHA, then it is better to take away points from STR (unless primarily using Melee weapons), DEX (unless primarily using Ranged weapons), or END and instead fully train LUK. [5] How do I choose a building? I will use the term strongly consider when standing to pay a significant price by not following the advice. Sometimes this disadvantage is temporary, but in some cases it can haunt your character for the rest of its game over the life limit. There are two basic approaches you can take. Option 1: Select statistics you like. Follow these steps:(A) Enter your favorite four stats and rate them according to your priority. If you have trouble determining which statistics you like the most, read over [2] What do the statistics do? If you're still stuck, see [3] What effects do I get when I train two stats together? (B) If you have listed CHA as the third or fourth choice, strongly consider moving it up in rank to the top two – especially if it is already your third favourite. If you can't live with it in the top two - especially if it's your fourth favourite - consider replacing it with another statistic. (C) If you have listed INT as the third or fourth choice, but you are not using CHA, you should strongly consider moving it up in rank to the top two – especially if it is already your third favorite. If you're not using CHA and can't live with INT among the top two – especially if it's your fourth favourite – consider replacing INT with another statistic. (D) If you haven't listed STR, DEX or INT as one of your top two stats, consider moving one of them to the top two. If you use CHA as one of your top two, this will mean demotion either LUK or END. Don't worry - you'll still be able to get good use from that statistic in third position! (E) If STR and INT are both on the list, you should strongly consider removing one of them. As a rule, their synergy is terrible, because you can usually only use one at a time. To best answer this problem, consider * what * you want from your statistics. If you want to train INT so you can use many healing spells, consider training your END higher instead. Your health benefit will be greater, faster and more reliable in this way. If you want to train INT so you can keep your guests around longer and you train CHA to support them, then training a medium amount of INT is a more sensible approach (although STR tends to be a somewhat bad alternative to DEX, LUK, and/or more INT). Just remember that you don't want to train INT so much that you run out of HP before the guest runs out of MP. If you want to train STR and INT so you can use both damage spells and do strong weapon damage, strongly consider removing the STR or ranking it behind INT, DEX, and LUK. While melee weapons powered by STR can very strong, Magic weapon powered INT and an additional support statistic from DEX or LUK (the one released by not exercising STR) is remarkably close to power. An L120 STR + DEX + INT grade can handle about 204.8 damage per turn with Melee weapons under normal circumstances, but an L120 DEX + INT + LUK rating can do about 198.2 damage per turn with Magic weapons! The DEX+ INT + LUK building also has other advantages: stronger poles, more blocking and a better chance of going first. If it is your priority to inflict great spell and weapon damage, consider training in order of INT, LUK, DEX and STR. Up to L120, this grade will handle great spell damage and respectable weapon damage with Magic weapons. After that, the character can start training STR and then use Ranged weapons - which will start almost as strong as fully powered Magic weapons and will continue to grow from there. This final step can be frustrating for some players, but combining STR with INT usually fails to achieve the goals it sets out. The use of very high STR for weapons and INT for poles does not make for a poorer setup because the character takes too much damage to offset an increase in damage dealt. The reality is even worse: due to reduced accuracy, the character simply does not do as much damage per turn as a pure warrior or a clean stomach. While the character can do more weapon damage than a warrior can do with a weapon, the character only falls behind both during the usual 20 turns. Option 2: Determine what you want to do as a character. (A: Companions) Do you want to trust your companions to do great harm on your behalf? If so, I suggest training DEX as your first state. If you have answered no to both of these questions, you will want to train STR, DEX, LUK and END, and as long as LUK and END are not both your first two stats, train them in whatever order you want. If you said no to (A: Companions), but yes to (B: Stakes), strongly consider training DEX and LUK as your second and third statistics (whether the order is fine), and strongly consider END as the fourth choice. If you have concerns about survival, promote END to your third state until you train about 40-100 points and are satisfied with your character's health, and then continue to train up your original third state. If you absolutely have to do as much damage as possible per turn while aiming to use spells, but also shoot for good weapon damage, train in the order of INT, LUK, DEX, and then STR. When you start training STR, you will replace all Magic Weapons with Ranged weapons. Do not sacrifice any INT, LUK or DEX to train more STR, because you will lose more damage than you will gain from your weapons. If you agreed to (A: but no to (B: Poles), strongly consider STR, DEX, or INT for your first state - STR offers you more weaponpower, DEX provides greater lifespan from blocking, and INT offers a greater MP charge that guests can draw on to convert to damage. Train DEX or LUK as your third state. If you have concerns about survival, you can raise end to your third state until you train about 40-100 points and are satisfied with the character's health, and then continue to train up your original third state. If you have concerns about keeping guests around long enough to support you in battle, you can temporarily raise int to your third state until you train about 40-100 points and are satisfied with the guest's lifetime, but you should avoid doing so if you train STR. If you're done training your standard first three stats , but still have stat points left since you trained less than 150 points in END and INT (or 75 if you are an Adventurer), and you are not inclined to collectively train them up to 150 (or 75), now, then train your remaining points according to this priority list: DEX, LUK and STR. If you said yes to (A: Companions) and yes to (B : Spells), strongly consider training DEX and LUK as your third and fourth stats (whether the order is fine), but also cancel DEX and LUK training if you have concerns about the survival of your character by exercising END. Please note the fact that saying yes to both questions creates some excitement, because you can not use MP to full effect for both stakes and guests at the same time. You may be able to draw on SP to fuel guests or (less likely) thrown attacks, but this supply won't be strong enough at high levels enough to fully replace the MP role for either stakes or guests. Since guests are more MP-efficient, they will usually prioritize higher when it comes to MP use, but you can still call on stakes in a pinch when you really need damage in a hurry – provided you can find space in inventory for summoning guests and injury spells. However, you should not see this competition as a reason to avoid combining INT and CHA. The added damage potential that comes from using MP summons guests backed by so much MP is really massive enough to make up for the fact that the player may have to settle for using regular Magic weapons attacks instead of damaging spells. [6] How do I train my build? The total number of statistical points you can train is [5* (Your level)]. If you have so many trained, you can't train until you level up again. Alternatively, if you have points assigned statistics where you do not want them, then you can visit Untrainer and lose in battle to remove the unwanted state points; you will then be free to retrain these points elsewhere. This untrained service will cost you no gold, but you will not receive a refund for any gold you to train these statistics in the first place. When you are able to train statistics, talk to Twilly and visit Stat Trainers. If you have enough gold, you can train a state of your choice. AdventureQuest assumes that a player trains statistics according to a specific pattern. This pattern is not a hard fast rule: it is okay to give the first statistics a little more priority than the second statistic. It is generally okay to save gold by training the second statistics less and training the third statistic more, although you should avoid compromising cha and especially INT. [7] Building in WarpForceWhile AdventureQuest and WarpForce uses the same engine, and statistics perform approximately the same functions, there are important differences. Firstly, magic weapons are very rare in space (there are two Magic weapon series throughout the game), so a player who wants to use INT-based techs (spells) should consider training another conventional primary weapon injury statistics - and DEX is the best choice (rather than STR) for a high INT player. Such a character will use these weapons to do weapon damage. A particularly stubborn player can train LUK before DEX and find that the disadvantage is actually not significant, but an INT/LUK-focused player will lack the extra edge seen in AQ. WF Ranged weapons (weapons) do not use STR for damage. So, unless a player wants to heavily train STR to use Melee weapons, a character should not train STR* at all* and instead just use weapons. Pets and especially summoning guests are hard to come by, especially at higher levels, so tall CHA players seem destined to suffer in WF. However, there is one bit of good news for them: Summon Medidroid provides a healing guest, and the guest's universal helpful healing nature makes it super effective in any fight. A high-CHA player with a Medidroid and a level-appropriate pet can recover HP quickly and handle pretty good damage at the same time. In fact, even a low-CHA player can achieve good results with a Medidroid, simply because healing is overpowered in AQ and WF. This idea is especially true at high levels. Levels.

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