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Guillotine Cross Ragnarok mobile equipment guide

youtu.be/16A0q4... Guillotine Cross Work Base: Written by Thief, Assassin, Assassin Cross: Illegal Kross Work Bonus STR AGI VIT INT DEX LUK 8 11 6 5 9 4 Overview Ahoy, ahoy! Illegal Kross here! Let's go through the Guillotine Cross... Guillotine Cross (Short GX) is the third class of assassin classes. They are a very multi-performance class, which can be a solo instance, would support DPS in major or party, and even tank statistics with the right gear. GX can do both PvM and PvP, but this guide will only cover PvM builds. Guillotine Cross is by far my favorite class, I started on NovaRO in 2017 and made one with my first character when I continued to love it. I personally love how they can solo most instances, do an incredible amount of damage at a rapid pace, and the more I play classes the more I learn about it and the mechanics of Ragnarok Online. If you enjoy playing solo, or at least farming instance solo, like me, definitely try this class. You can ask me if you ever have any questions; In-game (my protagonist's name is illegal Kross) must join the #thief channel to find another GX (feud channel as Nova, I can no longer reach personally on the inside of the #thief channel, and I'm still in a feud with Nova). This guide has been adapted for NovaRO's servers. Some information does not take over to other servers. This guide is helpful and you want to have a great time on your journey to addition, sting and cut the world. My personal content (all NovaRO-related content, mainly guides) and my feud channel my YouTube channel guide update Ahoy, ahoy! I'm currently doing a big update for a few days, and going through the whole guide to keep it fresh and here's exactly what I'm going for; Read and re-write most of the descriptions. The new Eden adds more than 100 gears. Remove old gears/items, if any. Update the technical description. Update the recommended skill tree for level 200/70 updates. Update recommended statistical points will be more accurate and perhaps the 'Statistics Progress' type (Level 100 Statistics &t; Level &t; Level 125 Stats &t; Level 150 Statistics &t; Level 175 Stats &t; Level 185 Statistics &t; Level 200 Stats) instead of updating technical links that link to our wiki's description of divine pride. From rolling cutters to endgame efforts, we make it clearer and easier to achieve for new players. I added a gear I missed during The Semi Dieters a few months ago. Create more deep gear progression tables, including mid- and endgame gear settings for non-rolled cutter builds. Update and reconfigure the Beginner and Advanced Leveling Guides to level 200/70 with the latest updates and reconfigurations. Create a hardening section for each build, including food, converters, and lesser-known items. (This is my solution to my guide's neglected buff/food section). I would add a cross ripper slasher as a separate own build from a rolling cutter, it's as strong as it can be your own thing Build. It will update the counter slash again because it will be much relevant again in future updates. (Not soon, but it will eventually come). Unfortunately I do not update the auto attack critical build, it is now so overwhelmed by the important technology and worth building for nostalgic purposes. I will leave the current guide for it, but add a warning that some parts may not be up to date. Recent updates will be updated within the last 3 months. A few small details have been updated in the May/June 2020 technical description. The technical link update has started. Updated the recommended skill tree for the 200/70 update. * Rolling cutter update; * Completed the initial game gear progression table. * Pets have been updated, Phreoni pets added. * Shadow gears have been reloaded. * Update and remove unnecessary cards. * Changed the statistics section. * Update and remove unnecessary gears. * The default build description has been re-written. * Added an illusion hot blood head band to the rolling cutter. * Added Eden 100+ gears. In March 2020, I added a link to Feud with My YouTube to make it easier to find content. Added Bolt Grinder [2] to Rolling Cutter, Cross Impact, and Soul Destroyer. Purple Ferrus cards have been added to Rolling Cutter, Cross Impact, and Soul Destroyer. Added Str Soutane to the cross impact. Counter slash and auto attack critical builds have not been updated to level 200 content because they are currently very in demand after the build. Note: If enough people want that build update then I will keep adding new stuff to them, so let them know via discord or the game if you still use these builds. In February 2020, we added biolab weapons to rolling cutters, soul destroyers, and cross-impact builds. Blunt Hase and Guro Akuma cards have been added to Soul District. Statistics Statistics Notes Very important statistics about strength guillotine crosses, this is your main damage statistic. Every 1 point; If atk increases by 1, the weight limit increases by 30, increasing the damage to 0.5% of basic weapon attacks, which is the most important statistic for agility guillotine cross, which is basically used for all builds. Increase ASPD. A total of 100 points (including bonuses) provide immunity to sleep and bleeding conditions. Every 1 point; Every 5 points; Great stats for vitality that increase your firmness and viability. A total of 100 points (including bonuses) provides immunity for stuns and poison status. Every 1 point; Increases the base HP by 1% maximum HP by 2 points. Every 5 points; Intelligent unnecessary statistics scale anything you want with a guillotine cross. A total of 100 points (including bonuses) grant immunity to silence. Every 1 point; A 1% increase in the maximum SP of the base SP increased matk by 1.5, giving the soft mdef a 1x increase, giving one dexterity that is important for noncreat builds. Sometimes Crit builds are used for additional ASPDs. Every 1 point; Every 5 points; Atk is 1st, MATK is 1st, soft MDev is critical for 1-1-block crack build, and additional stats Build. For the most statistics, it is best to keep it in multiples of 3. Having a 100 or 0 LUK gives you immunity to the curse state. Every 1 point; Increase critical rate by 0.3% every 3 points. The ATK increases by 1 increase, increasing once every 5 points. Every 10 points; 1 Skill Note increases the perfect dodge, and you run up to +30 on the primary job. Run up to +40 in secondary positions and above. Dual attacks provide up to 70% chance of additional attacks with dagger-class weapons. (This adds to normal attack damage). A double attack can be a hit. Kataro damage to the left (off-hand) can deal up to 21% damage. Envenom has a maximum of +150 ATK and a 50% chance to poison the target by performing a single attack. This is necessary for later dock-related techniques. Detoxification treats poison conditions in a single target. Heal one pester stack in Monster Hunter 2. Hide is invisible to players and monsters. (Except for insects, demons, and boss monsters). It is necessary to hide the relevant skills later. The slide back moves five cells back. This is one of the most useful techniques we can access, commonly used to cover fast long distances, avoid areas of effect (AoE), and manned monsters. The amount you can spam depends on your ASPD. Skill Notes Right Hand Mastery Left Hand Mastery reduces damage penalties for dual-wielding weapons. Allow up to 100% ATK of the main hand. Up to 80% ATK is available. Qatar Specialty adds up to +30 ATK for Qatari-class weapons. You need most of the Guillotine cross attack skills. Sonic Blow performs up to 800% ATK gun attacks. Has a 30% chance to stun the target. This is one of the best skills for leveling as an assassin. Qatari weapons must be used. Advanced Qatar Mastery increases Qatari weapon damage by up to 20%. Soul Destruter deals up to 1,400% long-range damage to a single target. Critical hit can be applied, but critical speed is halved (210+ critical speed) and damage from STR, INT, and base levels is increased. There is a 2-second mains delay. There is a waiting time of 0.15s. Meteor Assault will handle up to 1400% ATK from AoE around you. Damage increases with STR, base level, and ATK. Enchanted deadly poison does not extend to this technology. This is the best area of effect leveling technology before the rolling cutter is strong enough. Concealment allow movement while hiding. Increased movement when next to a wall. Required for Guillotine cross hide technology. Poison Knives can throw poison at targets that deal a small amount of damage. Good technique for luring non-aggressive mobs. The formula for making deadly poisons is: [Success rate = 20% + (0.4% * Dex) + (0.2% * Luke)] If dex and LUK are set to 130 respectively, you have a 98% chance. You can find the basic equipment that provides DEX or LUK to get the remaining 2%. Enchanted deadly poison fascinates weapons with poison. Give a big bonus Multiply the weapon ATK by x4 and the equipment ATK by x3. A small chance to apply deadly poison to non-boss monsters, draining their HP until they die. This technology allows GX to do super high DPS. Skill Note Rolling Cutter rotates around you dealing with up to 450% ATK in a 7x7 area of effect. This technique can be spammed by pressing the hotkey button. As the base level increases, it becomes stronger. All spins offer 1 spin counter up to 10. If you move in any way, all spin counters, including teleports, are removed. 35% after the main delay, aspd 187 is highly spammable. (Beyond this number, spam charges don't increase. Cross Ripper slasher You need to have a spin counter to use this technique, it does up to 400% damage to a single target and you can spam it continuously for 5 seconds. A range of up to 13 cells (as long as the spin counter lasts). Damage has been increased based on the amount of spin counters and AGI. There is a 0.3 second wait time. There is a cast delay of 0.5 seconds. Cross Impact attacks targets with 7 strikes, dealing up to 1750% damage. The cell range is 7. (This is still considered a melee attack, but it is moved next to the target.). You can dance to bypass some of the animations in this technology. (In the new beta client, no more dancing is required, this technique does not have animations on the new client). Critical hit can be applied, but the critical speed is halved (210+ critical speed required). There is a 0.7 second wait time. It will be invisible to everyone except cloaking excess boss monsters. Increases movement speed by up to 140%. This is useful for fast running undetected maps. Dark Claw performs a single attack with up to 500% ATK. Remains subject to up to 150% more melee physical damage for 10 seconds. Removes and prevents proximity reflection skills for skill duration. Very good for adding a lot of extra damage to some mobs and lawmakers. Psychedelic walks add up to +250 runs during the technical period. Add up to a 50% chance to avoid magic attacks during the technical period. It adds a nice trail when you walk. At the end of the technology, the movement speed is increased for -50% ASPD and 25 seconds. Waiting time of 5 minutes. Weapon interception provides up to a 20% chance of blocking physical attacks. Enter a counter state that can spam the counter slash each time you successfully block an attack. Casting skills can slow you down from attack or unless you are high after a cast delay. Counter slashes (which can be obtained after casting delays on items such as Excellion Suit and Expert Rings) must be in the counter state to use this technique. Deal up to 1800% damage in the 5x5 effect area. Damage is increased based on base level, task level, and AGI. High sparring with 93% and ASPD 187% after pre-main delay. Apply a knockback effect to a normal mob. Penetrates 100% of your monster defenses, including boss monsters. Poison Touch reduces the target's poison resistance by up to 50%. Study new poisons to unlock them. Provides a duration of up to +180 seconds for new poisons and poisons. Weapons grant weapons with new poisons. You get a 20% chance to poison monsters. (Not covered by technical attacks). Poison pressure performs a single attack with a maximum 95% chance of inflicting new poison on the target, and also provides +30 hits for the attack. Once you use the poison, it is removed from the weapon. If you create a new poison, you can create a new poison. The new Poisons section has a table that explains how to create and use each poison. Rolling cutters are the best build you can play if you're new or on a low budget. What are the goals of rolling cutters? The main goal of this build is to get closer to immortality, rotate it until everything around you dies, and then move on to the next monster group to ilterize. You will be taking a lot of damage because you are fighting multiple enemies at once, so we use leech gear to keep ourselves, that way we don't need potions or arch bishops to keep our HP and SP farming and during instances. It is also an early/mid-game build that you use before converting to a more efficient end game build. Leech effects, and what do they do? The leech effect comes from equipment such as the Ride World Hat [1], and cards such as the Hunter Fly card. These effects can come from other sources, such as the magic and ability of pets. The leech effect gives you the opportunity to restore some HP or SP depending on the amount of damage you have done. This allows us to farm the farm almost forever, enter the instance without a priest by our side, and fight infinitely with most bosses as long as we don't get a room by them. Some other tips for rolling cutters. To get the most DPS in a rolling cutter build, 187 ASPD, 35%, is required after the casting delay. (Higher does not increase DPS). Note that rolling cutter damage is scaled to the base level. In other words, you will slowly get stronger with leveling up. If you want an idea of what gear settings look like, you can check out the Rolling Cutter Gear Progress tab, which helps you get started as well as builds for new/budget players. The range percent gear and enchanting of this build means cross ripper slasher damage. The Rolling Cutter is a melee skill and is unaffected by range-specific damage increases. This is a short video on how the rolling cutter works to get the most out of which one you should use after the cast delay; 187 ASPD and 35% after cast delay for 7.6 spins per second. Cast delay after ASPD cap fraction 0% per second 187 5% 10% 187 5.6 15% 187 5.8 20% 187 6 30% 187 7.6 40% 187 7.6 35% 189 7.6 40% 189 8 Strong zone damage High survival/tanking In most cases beginner-friendly, easy to start if you are new to the game Best GX Build for Basic Farming (Gephenia, Magma Dungeon 2, Juferos, Rudus 2/3) Decent Farm Level 200 Dungeons (Einbrochi 3, Odin's Past) may have problems hitting high flee/Agi-up MVP hitting issues while starting relatively cheap builds efficiently and effectively classified out of the party by other DPS 2 (because it lacks gears) monster hunter 2 (which is very strong). Rolling cutter statistics STR: I want a high STR with this build because it adds a lot of damage due to the high base ATK of most qataris. AGI: Sufficient AGI is required to reach 187 ASPD, and AGI also increases cross ripper slasher damage. VIT: We want a total of 100VIT (including bonuses) to be immune to fainting conditions. INT: INT is useless in this build by default. Dex: You need to shut up with Dex. LUK: LUK is not really necessary for this build, but you can dump additional statistical points into to get hits, piques and ATK. Statistical Level 100 Level 125 Level 150 Level 170 Level 200 STR 80 100 120 120 AGI 80 99 100 110 VIT 40 56 90 110 INT 1 1 1 1 1 5 DEX 7 191 100 110 110 LUK 1 1 1 29 97 Rolling Cutter Skill Tree Assassin Cross Skill Rolling Cutter Gear Item Slot How Note Rideward Hat [1] Upper Headgier Nova Shop, or Head Gear Quest Best Early Game Head Gear for Rolling Cutter Build. You can keep yourself very well, get as fast as possible. This is even good in the final game, you can use it to clear the regular mob, then switch to MVP DPS head gear. Since leeches are still very good for your boss, you can choose to use this rather than DPS head gear. While +9 is better, +4 will be fine to use and you don't need to upgrade as long as you don't have an extra zeny. Item effects add 5% chance leech to 8% of damage to HP with each attack. Each attack has a 1% chance to add 4% of damage to SP as leeches. You can double the amount of HP/SP rich at +9 or more. Fantastic Hot Blood Band (not leech chance) [1] The fantasy of a teddy bear is the most powerful head gear for DPS purposes. But you must have it in the most effective powerful Nive 2 and +11. If your refining rate is +7 or higher, a +6 STR can be enchanted by the powerful Nives enchanting effect. +1 STR if the refining rate is +11 or higher. If the refining rate is +11 or higher, deal +7% damage to all enemy rates. Item effect +2 STR. +10 ATK per 2 tablets. If the refining speed is +7 or higher, you can increase physical damage to water, wind, earth, and neutral enemies by 10%. If your refining rate is +9 or higher, you can increase physical damage to enemies large and small by 15%. Rough Officer [1] Master of Coin Decent Head Gear for DPS. Second best if you use the Tanatos Qatar [1] combo in my opinion. You can purchase an @go version of endeavour tokens on the second floor of our headquarters (50). The downside is that it needs to be +9 to have a strong effect when not in use. If you're wearing this outfit for a combo, keep Tanatos Qatar [1] more stylish to maximize your bonus ATK. Item Effects All 2 Tablets, +15 ATK +7 or later, +30 ATK +9 and later, +5% ATK +9 or later, +1 ASPD [+Combo and Thanatos Qatar [1]] All 2 tablets of Tanatos Qatar [1], +20 ATK. Awakening Paradise Hat [1] Level 100+ Eden Gear This is a budget initial option when you are still farming for rideward hats [1]. When you receive Paradise Coins to complete level 100+ Eden Board quests, you'll earn 3 Paradise Coins (Hunting Mission Value Rewards). Chance of gaining +15 ATK for 5 seconds while doing item effect physical damage. There is a high chance to get +15 M ATK for 5 seconds while doing magic damage. If +5 or higher, +10 ATK, +10 M ATK +7 or higher, +1 all statistics +9 or higher, it recovers 1% of the maximum SP every 10 seconds. New Wave Sunglasses [0] Middle Head Gear Head Gear Quest allows you to spin fast, by far the best intermediate head gear for this build, very much suggesting getting this as fast as you can. Item effect Angel Spirit [0] Nova Shop Nice Middle Headringer also adds STR damage. Item Effect Monocle [1] Monster Drop This is slightly cheaper than other intermediate head gears, and use this in slots when you need to use 2 Gemini-S58 cards for resistance to 2-state effects. You can slot a selection of intermediate headgiers using Nova Shop's Spiritual Auger. Blood sucking [0]@ low head gear nova shop is quite expensive HP leech items, but it's definitely worth it when you can afford it. (Included in nova shop's lower hat box). As HP disables natural HP and SP recovery, there is a 3% chance that item effects could account for 5% of damage (this means -100% HP and SP recovery). Rosary in the Mouth [0] Head Gear Quest adds some effects to decent low head gear. Item Effects +1 +5 ATK +5 M ATK +2 Mdef on all stats can be awakened through quests that add different effects between head gears. Good if you want pure statistics. Awakening Item Effects +2 to All Stats +2 Perfect Dodge Gangster Scarf [0] Nova Shop, or Head Gear Quests because you can make it into a very easy quest for the cheapest low head gear. Item Effects Well Chured Pencil [0] Nova Shop High Dalfi Monster/MVP if you're having trouble hitting it, it helps a lot. Item Effect Fantasy Armor A-Type [1] Armor Illusion Questline! is the best armor for rolling cutter build because it provides ATK, ATK%, and after cast delay. It can be fascinating. You must be at +9 to get the most effects from Enchant. However, you need a minimum of +7 before it is better than the Excellion Suit combo. Warning: When you put on magic, you can't escape the best magic for it. x2 Modification Module (Power) x1 Fix Module (Delay After Technology) Item Effect +100 ATK Every 2 Tablets, +10 ATK +7 or later, +10% ASPD Combo Engine Wing Type B [1] Fantasy Leg A Type [1] Excellion Suit [0] The cheapest after the Charleston crisis is set for this build, I suggest that very new budget players get this combo as soon as possible, it's also good to use at +0. I want to turn armor type A[1] into an illusion as soon as possible, so I only invest in sr supplemental blueprints and ignore others. Warning: Once you put it into magic, it can't take off for your Excellion suit magic and I suggest the following suggestions for Excelion Suit Magic: x1 STR Supplement Blueprint x2 Attack Supplement Blueprint If you want some elemental resistance or more DEF, you can also use one of these; Item effect +6 VIT. +4 VIT if the base level is above 130. Base level 130 or higher, for all 3 tablets, +4% hp up. Combo with Exclion Wings [0] -10% After cast delay +6 perfect Dodge base level 130 or higher, -10% cast delay Paradise Uniform I [0] Level 100+ Eden Gear is still an initial option update for agriculture for Excel [0]. When you receive Paradise Coins to complete level 100+ Eden Board quests, you'll earn 3 Paradise Coins (Hunting Mission Value Rewards). Entry effect +1 to all stats +700 max HP +100 max SP +7 MDEF can not be refined. Ripper Cross [2] Weapon Bioreseach Lab This is the best weapon for rolling cutters and cross ripper slashers. The +9 Ripper Cross does the same damage as the +16 Juliet D Rachel for rolling cutters. It is best to save at least nine rather than refined values, such as when this qatar is better than other options. You can be enchanted here. The struggle for rolling cutter damage is aimed at the spirit, or the cross ripper slasher is an expert archer for damage. This can also be fascinating to the memory of Amemes. Item effect +5% ATK. All tablets, +1% ranged damage. Rolling cutter damage increases by +30% if the purification rate is +9 or higher. If the purification rate is +11 or higher +20% cross ripper slasher damage. Juliet D Rachel [2] Sky Fortress This is a powerful weapon against rolling cutters, but no longer strong. You can charm this here. I recommend using fascinating class coins because they are more budget friendly at the cost of slightly worse enchantment. But if you can afford to use the wrath of the sea gods, use it. The magic you're aiming for is a spirit of fighting for more ATK, or an expert archer for cross-ripper slasher damage. Item effect every 2 tablets, +1% ATK. Every 20 ASPDs are +1% refined. It can't be destroyed in battle. Thanatos Qatar [1] ghost palace is the best Qatar for this leveling or new GX, because its leech effect keeps it alive. It would normally be cheaper to buy 200 grey shards and trade at the entrance to the Ghost Palace, instead buying expensive Qataris that have already been created on the market. You can be enchanted by the magic outside of the ghost palace against 75 gray debris. The first spell is a weapon size penalty. This enchanting is not 100% accurate. At approximately 25%, this increase is visible only to enemies large and small, not moderate enemies. And if you can boss monster damage for a second spell. Item effect +6 VIT. +6 INT. -6 LUK. Adds a small chance to leech 5% of the physical damage you trade with HP. Eden Qatar [0] Eden Quest Free Qatar performs some easy Eden quests. Get this if you're new, or have a real tight budget. You can also spell by completing additional Eden quests. Item Effect Illusion Engine Wings B-Type [1] Clothing Illusion Questline Very Strong Clothing, Fantasy Setcombo, This piece is more about defensive magic in this build. Warning: Once you put it into magic, it is not that I recommend this fascinating escape about; x1 modification module (above all) x2 modification module (defense) but you can also choose; Fix Module (Quick) Fix Module (Defensive) Item Effect +1000 If you don't like maximum HP. Up to HP +100 for each of the two tablets. +7+ to -5% variable casting. Fantasy Armor Type A [1] Combo Phantom Leg Type A [1] Exclion Wing [0] Charleston Crisis This is the second part of the Exclion Gear Combo for -20% cast delay. You can be enchanted by using most of the same enchanting as Excellion Suit. I recommend this enchanting, but you can just skip investing in this and save it right away for an illusion gear upgrade instead. x3 Attack Supplement Blueprint. Item Effects +8 Perfect Dodge. +2 Perfect Dodge if you are above the base level of 130. 1 tablet every +2 runs. Aclaeion suit and combo [0] -10% after cast delay. +6 Perfect Dodge. If you are above base level 130, -10% manto airship [1] airship assault after cast delay is cheap and very effective. Item effect +10% neutral resistance. +20 Flee. -20% variable cast time. Can not be refined. Phantom Leg Type A [1] Foot Gear is similar to str[1]'s time-enemy mobs because of the main fantasy quest line, but these have a longer duration and str enchanting is the best foot gear for rolling cutters because of the magic points enabled in attacking. Warning: If you put on magic, you can't escape the recommended magic for it. x2 Modification Module (Important) x1 Fix Module (Overkill) Item Effect +200 Max SP. +20 Max SP for every 2 tablets. +5% increased ranged damage from +7 or above. Fantasy Armor Type A [1] Fantasy Engine Wings Type B [1] STR [1] Old Glast Heim's Time Boots and Combos strong foot gears that don't require any gear combos for effective use. These are the best options for DPS, even if you have a strong bear power combo. Item effect +300 hp max. +30 max SP. Up to HP +100 for every 3 tablets. +10 Max SP for every 3 tablets. +7 ATK for every 3 tablets. ATK +50 if the default STR is 120 or higher. These things can be fascinating here. ASPD% for the first spell is usually best. If you can manage 187 ASPD without it, the fighting spirit will do you better. A second enchanter aiming for the strength of a bear, the speed of light, or hawk eyes. Bear power This is a strong enchantment for handling high DPS for a short period of time, but the downside is that you take less frequent damage than you take damage. This has a 5% chance to activate when you take damage. Magic point effect +200 STR. Discharges 500HP per second. Courtesy: +100% Base Weapon ATK. +200 Status ATK. This enchanting of light is very strong for new players and solo instance farmers, because it basically makes you immune to physical damage while activating. This drains a lot of HP and SP, so you need to wear leech gear. This has a 2% chance of being activated while dealing with physical damage. +100% ASPD enchanting effect. +100 Perfect Dodge. Consumes 500HP per second. 50SP per second. Hawkeye Magic is good for high moon/AGI max mobs and well-hitting chuard pencil Phreoni pet combo. Magical Effect +200 DEX +66 Hit +66 ATK +66 Flee: Bear Power (final enchanting of King Schmidt's Strong Insignia[1]) +25% Physical damage to all sizes of airship [0] Airship Assault Nice Footer, especially beginners. Item Effect King Schmidt's Strong Insignia [1] Glasheim's Accessories Fall is the best accessory for this left slot, it alone adds a ton of ATK%, and is even best worn in this seductive slot. You can also be fascinated by very strong magic. This can be enamored with magic three times, as a goal; First Magic: STR Second Magic: Combat Spirit or Expert Archer Third Fascinating: Strong Item Effect Bear Power (King Schmidt's Strong Insignia's Last Spell [1]) +25% Physical Damage for All Sizes [1] Geffen Magic Tournament This accessory can get the most ATK% for this build and best resistance. Aim for 5-6% ATK for each ring. If you want pure DPS in the right slot, this is the best option. For 65 Geffen Magic Tournament Coins, you can be enchanted from the outside. Two magic points (you can get the same spell more than once): You can get a magic effect +1-3% ATK: +1-3% all element resistance (except neutral). Item Effect Illusion Booster R (right) [1] Illusion Quest Line offers fewer ATK% than the right side illusion accessory, a strong enchanted physical in-ring [1], but offers more variety in a variety of fascinations. We use street magic to amplify cross ripper slasher damage. If you want more leech effects, these accessories are the best. Warning: You can't take off the recommended enchanting when enchanted. Item Effect Illusion Booster L (left) [1] Fantasy Quest Line left side illusion accessory, this is the same as the right hand one but has one other spell that goes on the side. It can be fascinating. We use street magic to amplify cross ripper slasher damage. These accessories are the best if you want more leeches Warning: If you put on magic, you can't take off the recommended spell. Item Effect Strength Paradise Ring 1 [0] Level 100 Eden Gear is a budget item that is affordable and can be upgraded to levels with Eden Board Quests. Item Effect Strength Paradise Necklace 1 [0] Level 100 Eden Gear is a budget item that is affordable and can be upgraded to levels with Eden Board Quests. Item Effects Expert Ring [1] Monster Drop is good for early on, and it's also great in the final game as you may need to hit -35% after the cast delay. This can now fascinate the magic here, aimed at the fighting spirit or ATK%. Item Effect -5% After Cast Delay +5% SP Consumption Skill Dex Glove [1] Gloves Quest Good Accessories If you need to hit High Dalfi Monster or MVP. Item effect +100 max HP. +20 max SP. 10 bass dex. +1 hit. Ranged damage increased by +1% at 110 Base DEX or later. Rolling cutter card slot how to get evil Str note essence 3 all slots devil god instances can fit in any card slot on your equipment, because losing a very good INT is not a disadvantage for GX. The essence of card effects Demon Dex 3 Demon God instances can fit into any card slot, very good, if you need more hits to hit monsters/MPPs running high. And losing the LUK doesn't have too many drawbacks for rolling cutter builds. Card Effect Purple Ferrus Card Head Gear Abyss 4 is the strongest head gear card for damage. Sacrifice a little HP for a strong amount of ATK%. Card effect +3% ATK. -5% maximum HP. -5% max SP. For every 4 head gears, the ATK +1% Rage Hero Card Monster drops a small ATK% into the head gear slot. Cheaper but less effective than purple Ferrus cards. Card effect +2% ATK. It gives you a 0.5% chance to cast persistence during automatic attacks. Dark Finguclua Card Monster Drop Base Card adds ATK and drops herbs for new poisons. Card effect +10 gives ATK a small chance to drop a new poison hub when you kill monster Marduck Monster Drop and give immunity to a silent state, very good because Silence removes the rolling cutter and you basically leave it useless for some bosses. Alternatively, you can carry a green potion or use Oblivion Curse to be immune to silence + curse status. Card effects grant immunity to silence. Gemini -S58 Card Monster Drop adds some good resistance to sleep, stone curse, stun state effects. It is best to wear a second for full resistance. +30% stun resistance if the card effect base AGI is 90 or higher. If the default VIT is 80 or higher, sleep resistance is increased by +50%. +50% stone curse resistance if the default VIT is 80 or higher. Nightmare Horror Card Armor Monster Drop this combo will do better damage than a tainted raid card combo, because it can use DPS cards in clothing instead. But you don't get 30% neutral resistance, which can be important to be in certain dungeons, especially in really mobby areas. Chance to curse enemies when attacking item effects3% Combo and Hard Nightmare Terror Card Taint Raidrik Card ATK provides a lot of neutral resistance if used with armor cards, and also combos. The best overall, best damage and resistance balance in slot armour cards are available in this slot. Card effect combo with raid card +5% ATK. +10% neutral resistance. Hard Working Pitman Card Monster Drop This is another really powerful armor card that adds ATK%. Use this if you don't use a full Raydric or Nightmare terror card combo. +10 hit card effect. +5% ATK. +5 hits if armor is +10 or higher. Uneasy Dead Card Monster Drop This is a good utility card that causes weapon or armor destruction like your boss. Do not use weapons and armor if they are already indessable. Card effect +20 ATK. You can't destroy weapons in battle, you can't destroy them in battle. Porcellio Card Monster Drop is a regular use card for armor that is not too expensive. Card Effect Evil Druid Card Monster Drop gives you an undead element, which gives you immunity to stone curses, frozen, and dark grand cross. Be warned that although it is not an undead element, it cannot be healed or resurrected with normal skill. Card effect +1 INT. +1 Def. Create an undead element. Bakori Card Monster Drop This is great for resisting shadow element attacks. Card effects give armor shadow elements. Other similar effects. Tainted Drifter Card Weapon Monster Drop is the most powerful weapon card for this damage. You will do 2 of these against most enemies. Card effect +30% damage against medium to large enemies. Knight Sacra card ghost palace strong card helps to deal with demons and undead racing enemies. Swap this to one tainted drifter card if you are farming a lot of demons or undead racing enemies. Card effect +20 ATK. +30% damage to demons and undead race monsters. Chaos Ghost card monsters drop a little better attack card than a tainted Wanderer card against big enemies, but they are the best attack cards against smaller enemies. Card effect +20 ATK. Deal +25% damage against enemies large and small. White Night Card Old Glasheim is a good damage card, one of the cheaper options so it is better to start with this one and upgrade to another option later. Card effect +15 ATK. Deal +20% damage against medium and large enemies. Abyss Knight Card Monster Drop is useful for MVP farming, and in a few cases. These cards are niche these days, and most other options are just better. Card effects +25% damage to boss enemies hunter fly card monster drop this is a very powerful common use card for starting out, it increases viability by many, especially if worn with a rideward hat [1] or Thanatos Qatar [1]. Has a +3% chance to damage 15% HP. Brown Rat Card Clothing Monster Drop amplifies ATK and ASPD simultaneously with powerful cards. Card effects all 10 default STR, +3 ATK. 10 bass STR, +1% ASPD. If the default STR is 120 or higher, the ATK is +40. Add neutral resistance to raid card monster drop, after which monster base attacks Neutral, this is a strong defensive option. Card effect combo with tainted raid card +5% ATK. +10% neutral resistance. Light Nightmare Horror Card Foot Gear Monster Drop This combo will do the best damage to this slot because of the 10% ATK that comes in the armor/foot gear slot. Item Effect Combo Nightmare Terror Card Ifodes Card Geffen Magic Tournament powerful ATK% card put gear slot. Card effects absurd cookie card horror toy factory is a very good card for more damage at the expense of some HP. Card effect +1% ATK. +1% M ATK. -2% maximum HP. +1% M ATK for every 2 atk +1% footries for every 2 footries. 2 foot gears, up to HP -2% Arhi Card Geffen Magic tournament card around good foot gear card, best foot gear card to add more hits. Card effect +15 ATK. +15 M ATK. +15 Flee. +15 hits. +500 Max HP. Firelock Soldier Card Monster Drop HP/SP. The best foot gear card for adding +2 STR card effects. The maximum HP is +9 or higher and +10% or higher. +9 and up to +10% SP. Sinister Freezer Card Monster Drop drops one of the better basic foot gear cards because it adds +2 of your stats instead of +1. Add card effect green ferrus card monster drop default foot gear card VIT. Add card effect matir card monster drop default foot gear card AGI. Card Effects Verit Card Monster Drop HP and SP. Card Effect Shotgun Buffalo Bandit Card Accessory Monster Drop Buffalo Combo is the best accessory card for this build. Combos are currently unmatched for ATK% in these slots. Revolver Buffalo Bandit Card Revolver Buffalo Bandit Card Monster Drop Buffalo Combo's Late Card Effect Combo. Shotgun Buffalo Bandit Card Gold Scaraba Card Monster Drop is a fine accessory card and card effect combo, adding a little ATK at HP's expense. Card Effect Humanoid Chimera Card Monster Drop is very useful if this card needs a little more hits. Item Effect +5 Hit If the base level is 90 or higher, +10 Hit Creamery Card Monster Drop basically provides an infinite flying. Great utility card. Card effect grant level 1 teleport. The rolling cutter pet item slot method is a way to get succubus egg pet gilded notes from gephenia dungeons with the boy's pure heart good HP leeches when loyal. Pet effects have a +3% chance of loyalty when 5% of your damage to HP +1% max HP Incuppers Egg Tame Girl's Niabieti with Girl's Niabieti and SP Leeches added loyalty. Pet effects when loyal +3% chance leeches 1% SP +5% oak warriors evolve from pets up to SP to add ATK based on high oak egg loyalty. Pet effects when loyal little Isis eggs evolve and Isis pets add ATK to pets, this is better than high oak if ATK already has a lot. Pet effects are the strongest ATK% pets when loyal orc heroes evolve from egg high orcs. Pet effects when loyal +3% critical damage +7% evolved from ATK Phreoni Egg Hode AGI maximum unique effect that can hit enemies even with high run. Perfect is like hitting a critical hit without bonus critical damage. Pet effects Loyalty +18 hits +15% chance to handle perfect hits. Rolling Cutter Shadow Gear Item Slot How To Note Agile Shadow Weapon Agile Shadow Armor Agile Shadow Shoes Agile Shadow Ring Weapon Slot Armor Slot Shoe Slot Accessories Slot Monster Hunter Hunter1 In Basic Shadow Gear. The full set effect reloads shadow armor, shadow shield reloads shadow boots monster hunter 2 rank 2 monsters one of the best shadow gear combos for this build in the real final game sense. In total, this set can be abandoned up to -15% after a cast delay. All shadow gears in a remarkable individual effect set have the same bonus; After -1% cast delay. +7 or higher after -1% cast delay. +9+ after -1% cast delay. It's good to note that this set bonus will double within all barbarian shores. Notable individual effects force shadow gauntlet +10 ATK. Atk +1% force shadow ring +5 ATK if tablets are +7 or higher and ATK +1% tablets are +9 or higher. +1 ATK per tablet. If the tablet is +7 or higher, the maximum HP is increased by +1%. Atk +1% force shadow pendant +5 ATK if tablets are +9 or higher. +1 ATK per tablet. If the tablet is +7 or higher, the maximum SP increases by +1%. If the tablet is +9 or higher, the ATK +1% Combo Effect Force Shadow Gauntlet + Force Shadow Ring + Force Shadow Pendant +10 ATK. Atk +1% Armor Weapon Shield Foot Gear Accessory (right) Accessory (left) Monster Hunter 2 Rank 1 Monster Rank 2 Monster Strong All Purpose Shadow Gear is a good utility card if the total tablets in the set are +2 or higher. Notable individual effects Guillotine Cross Shadow Shield reduces dark claw latency by 10 seconds. All tablets reduce the atmospheric interruption of Dark Claw by 2 seconds. Combo effects (Guillotine Cross Shadow Shield + Guillotine Cross Shadow Gauntlet) A small chance to auto-cast Level 1 Dark Claws on auto-attack. Full Set Effects +5% Max HP +5% Up to SP +10 +50% DEF/Mdef Piercing on Regular Monsters +25% DEF/MDEF Piercing on Great Monsters (Monster Hunter Boss) Rolling Cutter Gear Progression This section helps you determine the gear you can get, and what gears you should be working towards East Sea. Early game gear progression strategy / description slot gear settings enchant and card This is the default gear you can get as fast as possible, although it doesn't give you amazing damage or spin per second yet. However, it is a cost-effective start and includes leveling as part of gear acquisition. Depending on your level, you'll start by doing instructor voyages or quests. After completing all quests, start the Eden Board quest or join the Gram Party to reach level 99. After reaching level 99, Re-create and return to Eden for board quests or defeat dungeon monsters up to level 99. At this point you will be rewarded with Paradise Coins and start a level 100 board quest. This is what you use to buy Paradise equipment. You can buy very cheap airships [0] and manto boots on the market. This gear @ws basic leveling and some basic agriculture, but still nothing too efficient (such as the boots of the airship and the @ws manto of the airship). Upper heading awakened paradise hat I [1] - medium heading - - lower heading - - lower heading - - Armor awakening Paradise uniform I [0] - weapon Eden Qatar [0] - airship clothing manto [1] - erection boots [0] -

timebuits instead of STR's attack. Warning: If you put on magic, you can't escape the recommended magic for it. x2 Modification Module (Important) x1 Correction Module (Overkill) If you're using a double dagger, use a crystal module (lethal flash) because it adds a little more damage than the correction module (over-power). If you are already using rolling cutter boots, don't bother with the fix module (deadly flash). Item Effects +200 Max SP 2 Tablets, +20 Max SP +7 or later, +5% Fantasy Armor A-Type [1] Fantasy Engine Wings B-Type [1] Str [1] Powerful Footer that requires combos to be the best in the old Glast Heim slot. These are the best options for DPS, even if you have a strong bear power combo. Item Effect +300 Max +30 Max SP Every 3 tablets, +100 Max every 3 tablets, +10 Max SP every 3 tablets, +7 ATK Basic STR 120 or more, ATK, +50 ATK can be fascinating here. ASPD% for the first spell is usually best. But if you can manage 187 ASPD without doing it, fighting the spirit can do better. Second enchanting goal for bear power. Bear power This is a powerful enchantness to deal with high DPS for a short period of time, but this disadvantage is a low activation opportunity. This is only activated at low chance when you take damage. Enchant +200 STR Drain 500 HP per second: +100% Base Weapon ATK +200 Status ATK Bear Power (King Schmidt's Strong Insignia [1]'s Final Enchantness) +25% Physical Damage to All Sizes [1] This accessory from Glast is the best hip. It adds a ton of ATK% alone. You can also be fascinated by very strong magic. This can be enamored with magic three times, as a goal; First Spell: STR Second Spell: Fighting Spirit Third Spell: Strong Item Effect +10% ATK Bear Power (King Schmidt's Strong Insignia Final Magic [1]) +25% Physical Ring for All Sizes [1] Geffen Magic Tournament This accessory gets the most ATK% for this build. Aim for 5-6% ATK for each ring. This is only an option if you are in the Minstrel party for bragi. For 65 Geffen Magic Tournament Coins, you can be enchanted from the outside. Two of the following magic points (you can get the same spell more than once): Magic +3-5% ASPD +1-3% ATK +1-3% All Element Resistance (excluding neutral) Item Effect Sarah's Right Earring [0] and Sarah's Left Earring [0] Sarah and Fenrir can be enchanted up to -10% after casting delay. If you're going to solo a lawmaker, these are nerds. If you don't get a second spell, reset the spell and see if you can get -4% on the first spell before trying again. Item Effect Grant Level 1 Teleport Grant Level 1 Hill Counter Slash Card Item Slot Method gets the note essence of Evlix 3 all slot Demon God instances are very good if you need to hit monsters/MVPs to get away high, and get into all card slots. And losing a LUK doesn't have too big a disadvantage. Card Effect Demon Essence of Agi 3 Devil God Instance can fit any slot, Max for some ASPD if you have problems reaching 187. The essence of card effects 3 Devil God instances can fit into any card slot on your equipment for ATK a little more, because losing a very good INT is not a disadvantage for GX. ATK% would probably do better. Card Effect Fury Hero Card Head Gear Monster Drop is one of the very few head gear cards that gives ATK%. Card effect +2% ATK gives you a 0.5% chance to cast a Maddock Monster Drop grant to withstand a silent state, which is very good because silence basically leaves you useless and unlocks your skills. Alternatively, you can carry a green potion. Card Effect Silent State Nightmare Horror Card Armor Monster Drop will give you better DPS than a tainted raid card combo because this combo can wear DPS cards on your clothing, but it doesn't offer a resistance effect. The chance to curse enemies when attacking item effects3% With strict nightmare terror cards, raidric card monster drop armor cards provide ATK, and also a lot of neutral resistance when used with combos. The best, best damage and tangin cards are available in slot armor cards. Raidrick Card +5% ATK +10% Neutral Resistance Hadot Fitman Card Monster Drop Card Effect is another really powerful armor card to add this ATK, but it also hits some. Use this if you are not using a full Raydric card combo. Card Effects +10 Hits +5% ATK Armor +10 or later, +5 Hit Bakori Card Monster Drop is a great way to resist shadow element attacks. Card effects give armor shadow elements. Other similar effects. Contaminated Drifter Card Weapon Monster Drop This is the most riot weapon card for DPS. It is also very expensive but very worth it. +30% aesthetic and big enemy knight sacra card ghost palace strong cards for card effects help you deal with undead/demonic monsters and bosses. Card Effect +20 ATK +30% Damage Confusion Ghost Card Monster Drop for Demons and Undead Race Monsters This is a very strong card for big monsters, immediately after the Tainted Drifter card. But this is without a doubt the best for small sized monsters. Card effect +20 +25% damage for atk and small monsters. White Night Card Old Glast Heim is a good DPS card, one of the cheapest options so it's a good place to start with this one. Card Effects +15 ATK +20% Medium to Large Monster Esmmal Night Card Monster Drop MVP is useful for farming, and some instances. Card Effect Boss Monster Brown Rat Card Clothing Monster Drop +25% damage for dropping powerful cards for boosting ATK and ASPD at the same time. Card effects per 10 default STR, +3 per ATK 10 base STR, +1% ASPD base STR 120 or more, +40 ATK raid card monster drop add neutral resistance, and most monster base attacks are neutral, so this is a good defense option. Tainted Raidric Card +5% ATK +10% Neutral Resistance Ifodes Card Footer and Card Effect Combo The best personal choice in the slot because it adds ATK% and ASPD% to the Magic Tournament footer slot. Card Effects Hard Nightmare Horror Card Monster Drop This combo will give you the best DPS if you use the full combo. Nightmare Terror Card Pop Cookie Card Horror Toy Factory is a very good card and item effect combo for more damage at some HP cost. Card Effect +1% ATK +1% MATK -2% All 2 tablets of Max HP Foot gear, +1% ALL 2 tablets of ATK Foot gear, +1% MATK Foot Gear all 2 tablets, -2% Max HP Arhi Card Geffen Magic Tournament all around is a good card, the best foot gear card for adding more hits. Card Effect +15 ATK +15 MATK +15 Fled +15 Hit +500 Max HP Firelock Soldier Card Monster Drop HP/SP. Add card effects to the best footer card for +2 STR +10% Max SP Shotgun Buffalo Bandit Card Accessory Monster Drop Buffalo Combo is the best accessory card for this build. Combos are currently unmatched for ATK% in these slots. Revolver Buffalo Bandit Card Revolver Buffalo Bandit Card Monster Drop Buffalo Combo's Late Card Effect Combo. Shotgun Buffalo Bandit Card Humanoid Chimera Card Monster Drop Card Effect Combo This card is very useful if you need some more hits. If the item effect +5 hit base level is 90 or higher, the +10 hit counter slash pet item slot method is a way to get notes Succubus egg pet gild from the Gephenia dungeon with the boy's pure-hearted GOOD HP Leech when loyal. Pet effects +3% chance of 5% of your damage #1% of your damage max HP Incubus Egg Tame Girl's Niabeti with Girl's Niabeti and SP Leeches added loyalty. Pet Effects +3% SP +5% Oak Warriors evolve from pets to add ATK based on leech chance loyalty to 1% of damage. Pet effects evolve from pets to add Isis pet ATK, this is better than high oak in high ATK. Pet effects oak hero eggs evolved from high oak strong ATK% pets. Pet Effects +3% Significant Damage +7% ATK Auto Attack Critical Build This is an end game build for tough killing and high run MVP's as soon as possible, it's a good place to build this for beginners or on a low budget. First farm a decent pool of sincerity. Note: This build is not currently in the largest state and lacks DPS compared to other GX builds. This build is still fine to play, but until we get more hardened in this build it's mainly for nostalgia. The goal of this build is to kill a single target as quickly as possible. (Typically MvP). You want to get a lot of critical damage% to deal the highest damage you can. And the 193 ASPD can attack as quickly as possible. High single-target damage can hit the mob away high/don't miss areas of effect damage is costly to build a good chunk of gear to start using it: 110-125 STR increases your damage, especially with Juliet D [2] Really high weapon ATK, so it's a good place to stay high. AGI: 90-115 You need enough AGI to reach 193 ASPD, there is no reason not to attack maximum per second, in fact it is bad not to have maximum ASPD. VIT: 80-94 A total of 100VIT (bonus included) is wanted to be immune to fainting. INT: 1 As usual, INT is ok at 1. There is no point here. DEX: 1-40 DEX is not required, but aspd can be increased in small quantities. LUK: 120-125 You need a decent amount of LUK, but the total amount depends on the foot gear you choose to wear. Auto Attack Critical Skills Tree Recommended Assassin Cross Skill Tree Recommended Guillotine Cross Skill Tree Auto Attack Critical Gear Item Slot Method Notes Old Bone Circle [1] Upper Head Gear Bio Lab 5 This is the most powerful head gear for a significant GX build, for luck you can grant it with acute magic that can be upgraded further, only you will get to level 5 critical speed +50 critical speed. This headgier is the best reason for this build. Item Effect +1 Every Statistics Every 1 Tablet, +1% Critical Damage Every 1 Tablet, +1% ASPD Every 2 Tablets, +1% Max HP Every 2 Tablets, +1% Max SP Every 2 Tablets, +10% Cross Impact Damage Every 2 Tablets, +20% Cross Ripper Slasher Damage Warning: This headgier can be priced and time consuming. Snakehead [1] Cheap little head gear that can use double attack without using side-winding cards on Nova Shop weapons. This is a budget option for those who can't afford or can't get old bone Circler [1]. It is recommended to note that this level casts a 10 double attack if you are at level 10 with your ability. Level 5 double attack white chipping Edgga [0] siege token store dps for dps head gear if you can't afford the level of item effect offensive old bone circles [1]. This is really useful at just +7 or more, it also has no slots which is a disadvantage. Item Effect +2 STR +2 DEX +10% Physical Damage to Transform Edgar while inflicting physical damage on Indiscriminate Monster Chance with physical damage. Conversion Information: [0.3% + 0.1% * Tablet (Strain Probability)], [25 ATK * Tablets (ATK Bonus)] Papnir Skin [0] Middle Headgier Custom Headgier Quest A nice medium/lower headgier set that adds more significant damage. Item Effect +3 Critical Speed Fafnir Mask [0] Wings of Sigrun [0] Nova Shop Disables Natural HP Regeneration Combo 193 if you need 1 additional ASPD to reach. If you are using a set of YSF01, you may most likely need it. Item Effect +1 ASPD (If Used in Thief Class) Fafnir Mask [0] Low Head Gear Custom Head Gear Quest the second piece in the Fafnir combo, which gives you significant damage. Item Effect Papnir Skin [0] Blood Sucking [0] Nova Shop, lower hat box and strong lower head gear that gives you some HP leeches. This is best if you are using Sigrun's wing [0] in the middle slot because you do not use the Fafnir combo. Item Effect +3% Leech 5% Chance Hp. Natural HP and SP Recovery Illusion Armor A-Type [1] Armor Fantasy Questline Disables Powerful Armor for Crit, it does not add critical damage itself, but it increases your ATK and ATK%, which is then amplified by critical damage%. Warning: After being enchanted, you can't take it off. The best magic about this is; x2 Fix Module (Power) x1 Fix Module (Defense) If you want some skill spam, you can also use the fix module (post-technical delay) instead of the fix module (defense). Item Effect +100 ATK every 2 tablets, +10 ATK +7 or later, +10% ASPD Combo Illusion Engine A-Type [1] Abuse Robe [1] Honor Token Decent Defense Penetration, this is best used with combos. It might be fascinating here. It is for AGI or STR nibs. Every item effect is refined, ignoring 4% of the defenses. Valkyrian Manto [1] ignores level 1 improved concentration combos for 15% of defense. (Demi-Human, Devil, Undead Lace) +10% Max HP 1 Tablet, +1% Max HP (Abuse Gown) +2% ATK 1 Tablet, +1% ATK (Abuse Gown) YSF01 Plate [1] Werner's Lab is a very powerful set for important GX builds, this is best worn with the entire set. This armor requires 125 basic STR for a portion of the ATK, so you'll need level 182-185 (or at least a 125-base STR bonus) before you can use it. Item Effect Basic STR 125 or more per tablet, +1% ATK +5 or later, +7+ to +5% ATK, +9+ to +2% ATK, YSF01 Greaves +4% ATK Combo [1] All 1 tablets, +1% ASPD (YSF01 Greaves [1]) YSF01 Manto [1] All 1 TabletsCombo, -1% After Cast Delay (YSF01 Manto [1]) YSF01 Manto [1] and YSF01 Greaves [1] ignore 100% of all monster defenses for 5 seconds when handling physical damage, 27 or more, 5% chance when combined. Juliet D Rachel [2] Weapon Sky Fortress This is the best end game weapon at the moment, because it's a really high base ATK 300. This allows you to surpass other options for weapon slots by default. You can also enchant this here. I recommend using fascinating class coins because they are more budget friendly at the cost of some worse enchantment. But if you can afford to use the wrath of the sea gods, use it. With 2 item effects and 2 tablets, +1% ATK 2 tablets, +1% ASPD can't be destroyed from decent clothing for combat fantasy engine A-Type [1] Clothing Illusion Questline Crit, it doesn't add the most damage, but it's still useful for fantasy gear combos. Clothing best suited for critical speed. Warning: After being enchanted, you can't take it off. The best magic about this is; x2 Modified Module (Important) x1 Fix Module (Quick) Item Effect +1000 Max HP All 2 Tablets, +100 Max HP +7+ or later, +5% APD Combo with Phantom Bridge A-Type [1] Hero Backpack [1] Monster Hunter 1 Best Current Around This is the best clothing you can use if you don't use set combos. +20 ATK if default STR is above 90 if refined with item effect +7, +20 ATK for base AGI above 90, +5% neutral resistance if +8% ASPD base VIT is above 90, +30 MATK if the default INT is 90 or higher, +30 MATK if the base DEX is above 90, +5% range damage is 90% higher, +5% range damage is 90% higher, +5% range damage is 10% higher. , if the default STR is 90 or higher, +30 ATK if the default AGI is 90 or higher, if the +8% ASPD and +1 ASPD base VIT is 90 or higher, neutral resistance is +10% if the neutral resistance is 90 or higher, +50 MATK if the default DEX is above 90, +10% far damage if the default LUK is 90 or higher, +15% critical damage YSF01 Manteau [1] is not important for Werner's lab. . This is worn only on set combos, otherwise it's terrible in this build. Item effect if the default VIT is 125 or higher +5 or higher after cast delay, +20 ATK +7 or higher, +9 or higher after -3% cast delay, -4% YSF01 Plate and Cast Delay Combo [1] -1% YSF01 Manto [1] YSF01 Plate [1] and YSF01 Greaves after cast delay for all tablets [1] and YSF01 Greaves [1] +5% chance if physically damaging 100% of monster defenses for 5 seconds. Valkyrian Manto Monster Drop Fine Clothing, you wear only combo effects. A +5% chance (up to +10) to reflect damage by trimming each item effect cannot be destroyed in combat combos where Profanity Rob[1] ignores 15% of defense. Every 1 tablet up to +10% HP (only demi-human, demonic, undead race), +1% hp (abuse gown) +2% ATK every time tablets +1% atk (abuse gown) fallen angel wings Dante's shop is not too strong to base, but they can be totally fascinated by the deadly magic. This will do more damage than hero backpack [1], but you may fall a little short on the ASPD side. It can be fascinating in places like where you bought them. The best enchanting is deadly 4, deadly 3, deadly 3 higher tablet levels will be more enchanting you can put into them. 1 ravishing, +7 or more available at +0 or more, 2 matings available 3 Madexy Item Effects Available Item Effects +1 All Stats All Stats 20 Bass STR, +1% ASPD All 20 Bass VIT, +1% Neutral Resistance All 20 Bass INT, +1 CM All 20 Bass DEX, +1 Mat, +1% Critical Damage Phantom Leg A-Type [1] Foot Gear Illusion Quest Line Big Fascinating Powerful Foot Gear To Add a Lot of Damage HP, and for defense. Warning: If you put on magic, you can't escape the recommended magic for it. x2 Modified Module (Critical) x1 Fix Module (Overwhelm) Item Effect +200 Max SP every 2 tablets, +20 Max SP +7 or later, +5% Fantasy Armor A-Type [1] Luk [1] Strong foot gear for critical builds that don't need to use any gear combo effectively with previous Glast Heim's time boots. Strong additions of catastrophic damage. This combo is the best in King Schmidt's Strong Insignia [1] and the slot for this build. Item Effect +300 Max +30 Max SP 3 Tablets, +100 Max HP Every 3 Tablets, +10 Max SP Every 3 Tablets, +10 Max SP Every 3 Tablets, +2% Critical Damage +30% Base LUK is 120 or higher if the Default LUK is 120 or higher, +5 Mdef can be enchanted here. The first enchanting goal for Fighting Spirit, or ASPD. Bear power This is a powerful enchantness to deal with high DPS for a short period of time, but this disadvantage is a low activation opportunity. This is only activated at low chance when you take damage. Magic Point Effect +200 STR Drain Provides 500 HP Per Second Active: +100% Base Weapon ATK +200 Status ATK Bear Power (King Schmidt's Strong Insignia [1]) +25% Physical Damage for All Sizes YSF01 Greaves [1] Werner's These They Can Be Used Alone or As Part of a Combo. Item Effect If the default LUK is +125 or higher, the lethal damage is +30% or higher at +5 or higher. +8% ASPD +7 or later, +1 ASPD +9 or later, YSF01 plate +1% ASPD YSF01 Greaves [1] combo and YSF01 plate [1] and YSF01 Manteau [1] combined, +5% chance of physically damaging 100% of monster defenses for 5 seconds over +27. King Schmidt's Strong Insignia [1] Glasheim's Accessories Fall This is the best accessory for the left slot, it alone adds a ton of ATK%, and can be fascinated by some very strong magic. This can be enamored with magic three times, as a goal; First Spell: STR Second Enchanting: Sharp or Deadly Third Spell: Strong Item Effect +10% ATK Bear Power (King Schmidt's Strong Insignia Final Magic [1]) +25% Physical Damage for All Sizes (right) [1] Illusion Quest Line With significant damage focused on physical augmentation rings with significant damage [1], but a variety of strong seductive warnings: you can't take off after being enchanted. The best enchantment for this is; Item Effect Illusion Booster (left) [1] is the same as above the Fantasy Quest line, but with 1 other spell. Warning: After being enchanted, you can't take it off. The best enchantment for this is; Item Effect Physical Enhancer Ring [1] The best accessory for pure critical damage% for geffen magic tournament builds. The reason this is so good is the enchantness that can be in it. Critical damage for +16% of critical damage in a ring is the greatest enchanting. These can be enchanted here (you can get the same type of enchanting more than once): Magic effects +5-8% Critical Damage +3-5% ASPD +1-3% ATK +1-3% All Element Resistance (except neutral) Item Effect Auto Attack Critical Card Slot Method is an important card slot method to get the essence of evil card slots 3 which slots match all characters in Demon God Card Head Gear Monster Deleates one of the few good options for head gear cards. Card effect +2% lethal damage for every 2 tablets of headgier, +1% critical damage Rage Ninetail Card Armor The best DPS card for monster drop armor slots. Use this if you do not use a resistance card. Card effect +5 critical speed +10% +10% significant damage from armor or more, +10 critical speed nightmare terror card monster drop This combo will give dps better than furious nine tail cards and 200% significant damage. Be careful this doesn't give you significant speed though. Chance to curse enemies when attacking item effects3% Of combos, the Hard Nightmare Terror Card Badori Card Monster Drop is a great way to resist shadow element attacks. Item effects give armor shadow elements. Other similar effects. Side Winer Card Weapon Monster Drop basically drops an amazing DPS card that gives you a 70% chance to add additional attacks every time you attack. You should always use this action in a GX auto-attack build. Card effect level 1 dual attack activation (use it automatically if you have level 10) is a very powerful card for qatar build with mutant stone card monster drop, because it adds a huge amount of damage. Card effect is qatar class weapon +7 critical speed +15 ATK all tablets, +2% critical damage +10 or more, large monster white night card old glasheim damage for decent DPS card +15% damage, best used until you can afford others. Card effect +15 ATK +20% critical and physical damage to the big enemy Knight Sacra card Ghost Palace is a very strong card, though it's not just about a particular race. Card Effect +20 ATK +30% Physical Damage to Demon and Undead Race Monster Pollution Drifter Monster Dropt is the most powerful DPS card for weapons (besides side winer cards). Card effect +30% medium and large enemy petal card clothing monster drop strong DPS card for clothing slot. Card effects all 10 basic LUKs, +2% Lethal Damage Ancient Stone Shooting Card Monster Drop is the second best DPS card for clothing slots, but use this one if you want to keep some of the significant damage. If you really need ASPD, but then it is. Card effects all 10 basic AGI. +2% ASPD Geffen Bully Card Foot Gear Geffen Magic Tournament the best significant damage in this foot gear slot% card. Card Effect +5% Critical Damage +3% ASPD Hard Nightmare Terror Card Monster Drop This combo provides the best DPS as long as you already have enough critical speed. Nightmare Terror Card Geffen Gangster Card Geffen Magic Tournament and Item Effects Combo This is the opposite of geffen bully cards, this is a small card but a little more budget friendly. +3% fatal damage to card effects THE ASPD ARI CARD GEFFEN MAGIC TOURNAMENT IS NOT THE BEST, BUT IT IS STILL A ROUND CARD. Card Effects +15 ATK +15 MATK +500 +15 Hp +15 Runprio +15 Hit Matr Card Monster Drop increases viability, and also provides agility. Card effects are similar to sinister freezer card monster drop matir cards, but better for damage. Card Effect Sinister Heater Card Accessory Monster Drop This is the best DPS card for accessory slots. Card effect +5% critical damage +3 critical speed chaos killer Mantis card monster drop the best significant damage in the accessory slot, since it's a combo with the Angra Mantis card. The card effect combo and angra mantis card shotgun buffalo bandit card monster drop buffalo combo is a little worse than a sinister heater card card for damage, but for this combo damage 13. If you are using this one, wear a combo. Revolver Buffalo Bandit Card Revolver Buffalo Bandit Card Monster Drop Buffalo Combo's Late Card Effect Combo. Shotgun Buffalo Bandit Card Auto Attack Important Pet Item Slot Method Card Effect Como gets a note Succubus Egg Pet Tame from gephenia dungeon with the boy's pure heart good HP leeches when loyal. Pet effects +3% chance of 5% of your damage #1% of your damage max HP Incubus Egg Tame Girl's Niabeti with Girl's Niabeti and SP Leeches added loyalty. Pet effects +3% SP +5% Max SP Hodremlin eggs have a 1% leech chance of damage as they evolve from gremlin pets for pure significant damage. The effect of loyalty. The pet effect +2 hits +2 dex +9% and provides less significant damage than Hodremlin evolving from a deadly damaged wanderer egg wanderer pet, but this provides some significant speed. The effect of loyalty. Pet Effect +4 AGI +3 Critical Speed +7% Oak Warrior Adds ATK based on high oak egg evolution loyalty in pets. Pet effects evolve from pets to add Isis pet ATK, this is better than high oak in high ATK. Pet effects oak hero eggs evolved from high oak strong ATK% pets. Pet Effect +3% Critical Damage +7% ATK Useful GX Info More Leech Effect Stronger. For example, if you had; This works the same way for SP leeches. New Poison New Poison is a very useful tool for the GX class. Negatively affects enemies when applied, and positively affects them when used against them. All new poisons will give you a 5% increase in melee damage when applied. All of these poisons last for 5 minutes or 300 seconds, respectively. The positive effects of poison ingredients paralyze the positive effects of 1 for dosing kit 20 poisonous if left in the shell 1 poison herb amoena is useful to slow down people who will potentially bring PVP, especially on firm enemies. Negative effects -10% ASPD -10% strapped -50% movement speed improved AGI movement speed. It is not stacked. The benign effect pyrexia 1 bowl about 1 poison kit 20 anolian skin 1 poison herb can cause disruption to PVP for lantana casting. Negative impact causes blind state causes hallucinatory state trading 100 damage the best poison for critical builds every second, this is what you use most of the time. Normal damage only indicates automatic attack damage, not general damage. Positive effects +15% critical damage +15% normal damage death wounds 1 bowl about 1 poison kit 25 decayed nails 1 poison herb can be used in serratum tanks or high HP enemies to slow down their healing and make them easier to kill. Stack with significant wounds. Negative effects -20% healing effect (this affects potions as well). A good potion to restore your health in solo instances will help you find a safe area and heal your full health when needed. Positive effect is a good way to slowly kill targets, with a maximum substitution of up to 1% HP 1% every second [1] Poison Herb Scopolla 1 DogHub Scopolla 1 DogHob Nerium, which doesn't work in MVP. The benign effect is given to the fainting state granted immunity to blind state antidote 1 medicine bowl 1 poison kit 2 green herb 1 blue herb 1 White herb to eliminate the effects of the new poison. It does not apply. Poison Bleeding 1 Medicine Bowl 1 Poison Kit] 10 Sticky Poison 1 Edor can be easily used for down tanks or high HP enemies. A very good poison for negative effects annoying reflects the mob, and in the reflective PVP. Positive effects taken from melee attacks reflect -30% damage. Magic Mushrooms 1 Medicine Bowl 1 Poison Kit 10 Poison Herb Makulata can be used to squirt targeted tasks and skills, making it harder for them to move and fight. Negative effects force spam/heh emoticon targets. Use force to randomly project skills. Consumes 3% of maximum HP every 4 seconds. Another really strong poison, this can really help Cross Ripper slash, counter slash, and soul breaker builds reaching high after cast delays. The positive effects toxin 1 medicine bowl 1 poison kit 10 sticky poison 1 poison herb nerium is good for the class to cast a lot of techniques to try and disrupt them. This can obviously stop the pre-war casting. Negative impacts deal damage that causes the target to hit every 10 seconds. Similar to death, but this restores SP. Oblivion Curse 1 Medicine Bowl 1 Poison Kit 10 Heart of the Man 1 Izdor good to cast dangerous skills to prevent them from killing you in class. (If you get oblivion status, sadly it's like a 5% chance at a high INT character). Negative effects forced target use[?] Emotions. The block is targeted for SP recovery. There is little chance to apply the curse of oblivion (silence that cannot be removed by most silent treatments). A decent poison that can help boss back spam silence and curse states. Granting immunity to the silent state list of cursed state foods/buffs, this table is a work in progress, and eventually a beginner leveling guide is done by walking into the portal in the center of the gear. Select Wake Up. Wait for your mom to wake you up and then follow the direction she says. Head downstairs and follow the red arrows to your mom for the following instructions: You were told to clear pests from the basement, clear them and add statistical points to the dex for an easy time, and you will need dex anyway later. Clear the pests, set the basic skills to level 9 (Alt+S), send all the statistical points (preferably in Str and Dex), and then follow the red arrows back to your mom. After your mom told you about your dad, follow the red arrows back to the basement. Choose a dagger (thief) and then head back to your mom. Go outside and follow the Red Arrows to headquarters to talk to Master Job, and choose a class of thieves behind the left counter next to the entrance. You are now a thief. Now go outside and talk to the warp near the fountain, and twist to the Payon dungeon (Warp > Dungeon >). Kill zombies until you level 26 (you can kill other monsters too, these are just easy to start with). Talk to eden group members outside The Peion Caves before hunting for skeletons and poporings. When you're done, report it to eden group members, and then report it to Professor Boya. In the back room behind Eden's large blue door, you'll receive the first set of Eden equipment from manager Michael. Equip new gears and equip your head on Waveon Dungeon Floor 2, kill archer skeletons and soldier skeletons until you level 40. Take the next quest in Instructor Voyager's Eden Gear Quest now. Go to the Orc Dungeon and talk to eden group members outside the orc dungeon before hunting down orc babies and orc warriors. When completed, report to eden group members and then to Professor Boya when completed (you must use enchanting potion for additional damage to Orc). In the room behind the Blue Door, you will receive a second set of Eden equipment from manager Michael. As soon as you hit task level 40, you're back in action changer and become an assassin. Get quests from your story and instructor's Eden Equipment quests (you don't need a level thief to work up until after you're resurrected). Head to @go and talk to Romeo just outside Beach Dungeon 2 and hunt down the Staratic Golem. When completing the quest, report it to Romeo and then to the instructor. In the room behind the blue door, you will receive the last set of Eden equipment from the blacksmith's hand. (It's a good choice to choose Qatar as a weapon; take the final quest in the Instructor's Eden Equipment Quest; go to Glasheim St. Monastery; talk to eden group members outside the GlastHeim Church yard before you begin your evil droid hunt with Wraiths. Are you. You will be able to charm weapons from weapon experts (he stands next to black thorns). This gives us a level range to join the first gram quest. Talk to the board in the upper left corner of Eden to get the quest, then talk to The Bram (the old man next to the board) and enter the agricultural map. You have to join the 85+ Gramps party to farm the monsters because it is the fastest way. Please note that your main role is to seduce monsters for the rest of the party to kill. Gram's Quest rotates at the beginning of each month. You can also hunt outside the Gramps map. @whereis (monster name) command to see where monsters are being created. You can find gram parties in #flg eden area or on the Channel 10. After you have completed the gram quests, do not set them. Instead of resurrecting from Joffe Changer and eddy thief, then go on a discreet village quest. Now you will be a high-level thief working up. Go back to Task Master and change to Assassin's Cross, now set on your Gram Quest and Teda, now level 99 / Task Level 69, now go a little more grams for that last work level and set to Guillotine Cross. The minimum level of access to Sarah's memory. I recommend this instance every day, it is very easy, it offers free +6 statistical food, and takes only 5-10 minutes. It also provides a decent Exp at a low level. Friday is the minimum level to access Easy Mode. The level range is committed to luring monsters for the rest of the party to kill once again, joining the second bracket of Gramps quests. The minimum level to access an airship attack. The level range is best to entice the rest of the party, once again, to join the third bracket of gramps quests. If you don't want to try solo at this point. The minimum level to access Sarah and Fenrir. If you haven't done so at this point, I recommend trying Old Glast Heim hard mode. Just try to clean up the roots of corruption for solo. The level range subscribes to the last gram area, which is much harder than other brackets, but sometimes we can solo here (depending on the monster). At this point I recommend leveling up MvP with only a lot of instances, which at this point really slows down. This guide is for those who have extra money and are just trying to level up as soon as possible. Perform quests for moms for easy attrition. Go to headquarters and become a thief. Buy scaraba summon scrolls, and buy a handful of flywings. Field manuals can also be purchased to speed up the leveling process. Then go @go rocky ridge and go to Rock Ridge Field. Be careful not to be targeted or hit by any mob, so that your scars can kill shotgun buffalo bandits, and you will die in 1 hit. Use the flying immediately if you get the target. When the task level is 40, change to Assassin and return to the field. When you reach level 99/50, you're born again. Kill a few prings at the entrance to hidden dungeons to get enough work levels to turn into high thieves. Go back to the rocky ridge field, all the way back to level 99/70. This time, Intersects at task level 50. Continuing to kill bandits from level 110 to level 120 requires some equipment to level up quickly from now on. @go to Berus and enter the north portal. You can kill robots up to level 150 or take on board quests. Move into the fantasy dungeon abyss at level 150, kill sinister soliders and sinister Permeters up to level 160. At level 160, play the fantastical dungeon Luanda quest and kill the mob until 170. After this point, you can subscribe to Gramps or perform an instance. This is the end of speed leveling. Leveling.

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