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The Buccaneer Bible

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This guide takes into consideration both Reboot and Regular server.
Don't forget to use CTRL+F and the Outline Sidebar to find what you need!





Class Overview

Buccaneer is a relatively simple class, with a moderate skill ceiling. Buccaneer is a **DPM Class**, meaning it relies heavily on dealing consistent damage throughout boss fights as opposed to relying solely on burst. In addition to our consistent damage,

Buccaneer also has a solid 3 minute burst, as well as a half burst every 90 seconds. The playstyle revolves around staying on top of the boss to deal consistent damage


with our DPM skills such as  **Lord of the Deep**, and  **Octopunch**. Buccaneer has two iframes which are tied to the burst skills. As a result, Buccaneers primarily


dodge boss patterns by utilizing their excellent mobility skills such as 

Advanced Dash,  **Corkscrew Blow**,  **Lightning Form** and  **Serpent Vortex**.

This class excels in all stages of the game, from early to end. Buccaneer does not need any additional critical rate when bossing and has a naturally high base IED. In

terms of utility, Buccaneer brings  **Time Leap** and  **Pirate's Banner** to the

table.  Time Leap can be used to reset key skills such as  Hero's Will, 

Terms and Conditions and other class specific skills, while  Pirate's Banner provides 100% uptime buff to IED and AP%.

Pros









- Insane amount of mobility options.
- Low skill floor, moderate skill ceiling.
- Bossing rotation is very straightforward.
- Boost nodes are very simple.
- 100% critical rate to bosses.
- High base IED.
- Time Leap can reset important skills.

Cons

- Outside of mobility, bossing is very one dimensional.
- Relies too much on consistent DPM.
- Lord of the Deep struggles to one shot in Grandis.



Before You Start...

Before you start it is essential to do the following.


1. Put your Second Job  **Advanced Dash** on a keybind.
 - a. It is extremely important. Putting on a keybind opens up a lot of new possibilities for the skill and also makes super jumping easier.
2. Turn on the  **Sea Serpent** toggle.
 - a. Not doing so will result in you losing 20% FD from  Serpent's Mark and you will also not proc any of your     Sea Serpent related skills.
3. Use  **Loaded Dice** to lock your dice before rolling.
 - a. 5 is for damage.
 - b. 6 is for experience.

Buccaneer FAQ




Is **Lord of the Deep** 100% uptime?

As of Destiny,  Lord of the Deep is now 100% uptime.  Lord of the Deep is allowed to proc 100 times before it expires. When you are hitting a boss monster, three activations of the skill count as one, allowing you to proc 300 times.

It also has a sixty second cooldown which can be reduced in 3 ways:

1. Killing 40 mobs will reduce the CD by ten seconds.
2. Deactivating the skill will reduce the cooldown by 6 seconds for every ten remaining hits you have.
3.  Stimulating Conversation will reduce the cooldown by 50%.

Why do we boost **Corkscrew Blow**?




There are five skills that are recommended to be boosted,  Corkscrew just happens to be the next best choice since  Static Thumper and  Turning Kick are not utilized after their respective jobs.

How do I super jump?



That can be found later in this document, [here](#).

Do I need critical rate for bossing?

Buccaneer overcaps on critical rate when bossing, without any additional sources.

- + 5% - Maplestory Base Critical Rate
- + 10% -  Decent Sharp Eyes
- + 15% -  Precision Strikes
- + 20% -  Shadow Heart
- + 20% -  Precision Strikes (Bonus Critical Rate to Bosses)
- + 60% -  Groggy Mastery (Bonus Critical Rate to Debuffed Enemies)

So without even adding an additional point of critical rate anywhere, we can achieve

120% critical rate. The debuff we use to apply  Groggy Mastery is  Serpent's Mark.

Which oz ring?



Continuous

Don't grindstone your ROR to Lv.5, we can unload the entirety of our burst in less than 15s so it's not as efficient.

We are primarily a DPM class still and thrive when we are able to stick to the boss. Continuous excels when you are able to stick to a boss. Continuous is also the better ring for content like dojo and culvert. You can utilize both rings in culvert. If you have very strong party support ROR may be preferred. With M3/M4 this should be even better.

With the nerfs to FD stacking and bosses now limiting party members to 2/3 there's less incentive for ROR to be used.

ROR is still a very strong ring and comes as a close second. It thrives better in bosses where you cannot achieve high uptime, such as Gloom.

Buccaneer has teleport?



In Lightning Form, double-tapping a directional key will allow you to teleport both vertically and horizontally. The vertical teleport is a true teleport, while the horizontal teleport is similar to a dash.



Why do we boost Nautilus Strike?



Although we do not cast Nautilus Strike, we boost the skill because it provides





two additional final attack lines to Corkscrew Blow,



Octopunch,



Serpent Vortex,  Howling Fist, and the initial cast of  Unleash Neptuneus.

What are Buccaneer's iframes?



Buccaneer's iframes are tied to their burst. Each activation of Lightning Form provides a 1 second iframe, for up to a total of 3 seconds. In addition, the second half



of Howling Fist serves as an iframe. It is not recommended to use these for survival.

Does Buccaneer need a cooldown hat?

Buccaneer is the **worst** class for cooldown hats. Stat hat is better by a large margin.

Do I need a green potion?

Any class that benefits from Attack Speed needs a green potion except for a few very niche exceptions.




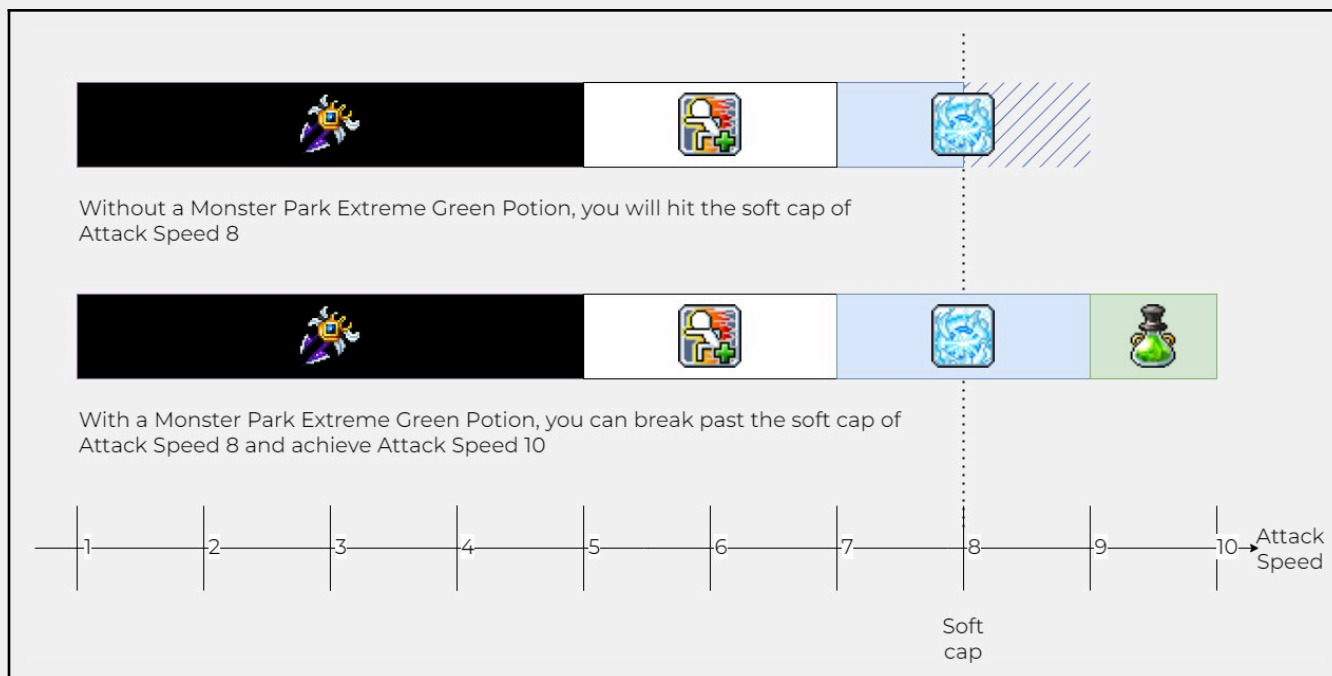
Knuckle Attack Speed begins at (5).



Speed Infusion increases that to (7).



Knuckle Mastery increases that to (9), and  green potion brings us to exactly (10).






What is the ideal WSE setup for endgame?

Between 9/0/0 and 7/2/0 (Attack/Boss/IED) is considered ideal for Buccaneer. It is recommended to not have IED on your WSE since we have Hyper Stats, Familiars, and Legion to supplement it.


What IED should I aim for?

- Early Game: (CRA to Normal Lucid/Will)
 - 85% Minimum
 - 93% Ideal
- Mid Game: (Hard Lotus/Damien to BM)
 - 95% Ideal
- End Game: (Grandis Bosses and Higher)
 - 97% Ideal

Why don't we boost Serpent Vortex in the HEXA Matrix, is weaving dead?

Previously,  Vortex was used to min-max damage when possible, however the difference between  Serpent Vortex and  Octopunch is minimal.

Because the fragment cost is the same across all HEXA Enhancements, it is much

better to utilize your fragments for literally every other skill.  Vortex only accounts for a fraction of a percent in a full rotation BA, so although it might not cost much to do the early levels, it does not provide enough of a benefit to warrant increasing it.

Hyper Stats

To start off, I want to say there is no standardized hyper stat build. Optimizing your hyper stats takes into account numerous factors and can vary greatly on your level of progression. There is however a priority on how we should allocate our points. If you want hyper stats optimized to your character in particular, you can use [this calculator](#) by SuckHard to figure out the most optimal build for you.

It goes as follows:

Bossing:

Boss Damage % → Damage % → Critical Damage % → IED % → Attack → STR

You want to “evenly” distribute the majority of your points into the first four categories, and spend your leftover points on the remaining. We do not include Critical Rate because Buccaneer already has over 100% critical rate when attacking bosses.

For training however we of course want to maximize our EXP as soon as possible, any additional Hyper Stat points should be filtered into the following. It is recommended to use Legion and Hyper Stat together to boost critical rate for mobbing.

Training:

EXP % → Critical Rate → Mob Damage % → Damage % → Critical Damage % → Attack → STR

Example Bossing Build		Example Training Build	
Optimized for Lv. 280 at 300% DEF.		Optimized for Lv. 280.	
STR	3	Critical Rate	6

Critical Damage	13	Critical Damage	11
Ignore Enemy DEF	10	Damage	12
Damage	13	Monster Damage	12
Boss Damage	14	Attack	5
Attack	7	EXP	15

Inner Ability

Buccaneer's ideal inner ability is **Boss Damage, Buff Duration and Abnormal Status**.

Ideal Inner Ability

+20% Boss Damage
+8% damage when attacking targets inflicted with Abnormal Status
+38% Buff Duration

Alternative Inner Abilities

Meso Obtained (Unique or Legendary)

Recommended for players on the Reboot server. Temporarily trading damage to earn more meso is beneficial to progression.

Item Drop Rate (Unique or Legendary)

Extremely useful inner ability for both Reboot and Regular server. Increases your drop rate, which can be beneficial for farming, as well as increasing your chances of boss drops.

Attack

(Unique)

This was the former recommendation, however with the release of HEXA Skills, it is more beneficial to gain buff duration uptime so that we can use it during Liberate Neptunus. This is still a good IA however, and you may keep it temporarily if your Honor EXP is low.

What about the following inner abilities?

- Attack Speed
 - We can self-cap on attack speed with a green pot only.
- Critical Rate
 - Buccaneer can achieve maximum critical rate for bosses without any additional critical rate. For training it is advised to get it from your legion and hyper stats.
- % Skip Chance
 - This does not skip any important skill so unfortunately it is not usable.
- Passive Skills Level +1
 - This has been calculated before, and it is weaker than the ideal IA above.

Link Skills

There are no objective 12 link skills that are perfect for the class. Your link skills should vary depending on your level of progression, as well as the situation. I recommend using the three link skill presets to create a bossing, mobbing, and culvert/dojo preset.

Some bosses may require more survivability, sometimes you may prefer to trade off that survivability for more damage.

Link Skills are unlocked at Lv. 70, and upgraded at Lv. 120 and Lv. 210.

Important: Do not double click or activate the Pirate Link skill. Doing so will result in your stats swapping and you will lose a lot of damage as a result. You can tell if this skill is active by looking at your buff bar.



Pirate Blessing

- Max Level: 6
- While active, this skill swaps the STR and DEX values of your gear.
- 20/30/40/50/60/70 All Stat, 350/525/700/875/1050/1225 HP/MP, and 5/7/9/11/13/15% damage reduction depending on level.
- Can be leveled to Lv. 6 by having three unique Explorer Pirates at Lv. 120 (Buccaneer, Corsair and Cannon Master).

Bossing



Fury Unleashed (Demon Slayer)

- Max Level: 3
- 10/15/20% boss damage depending on level.



Terms & Conditions (Angelic Buster)

- Max Level: 3
- 30/45/60% damage for 10 seconds depending on level.
- Is affected by buff duration.
- Used during both Buccaneer's full burst and half burst.
- 60 second cooldown.



Empirical Knowledge (Explorer Mage)

- Max Level: 6
- 3/6/9% IED and damage depending on level.
- Can be leveled to Lv. 6 by having three unique Explorer Mages at Lv. 120 (Ice/Lightning, Fire/Poison and Bishop).



Thief's Cunning (Explorer Thief)

- Max Level: 6
- 3/6/9/12/15/18% damage increase on debuffed enemies for 10 seconds depending on level.
- Can be leveled to Lv. 6 by having three unique Explorer Thieves at Lv. 120 (Night Lord, Shadower and Dual Blade).
- 20 second cooldown.



Light Wash (Luminous)

- Max Level: 3
- 10/15/20% IED depending on level.



Unfair Advantage (Cadena)

- Max Level: 2
- 3/6% damage on lower leveled enemies.
- 3/6% damage on debuffed enemies.
- Stacks together for a total of 6/12%.



Qi Cultivation (Mo Xuan)

- Max Level: 2
- 8/16% damage depending on level.
- Activates after being in combat for 2 seconds.

Mobbing



Combo Blessing (Aran)

- Max Level: 3
- 400/600/900% bonus EXP from combo kill orbs depending on level.
- Considered to be the least important EXP link skill at higher levels.



Rune Persistence (Evan)

- Max Level: 3
- 30/50/70% bonus rune duration depending on level.
- At Lv. 3, this equates to a 14% increase to EXP per hour.



Elven Blessing (Mercedes)

- Max Level: 3
- 10/15/20% bonus EXP depending on level.



Bravado (Hoyoung)

- Max Level: 2
- 9/14% damage depending on level, to enemies with 100% HP.
- 5/10% IED depending on level.



Nature's Friend (Lara)

- Max Level: 2
- 3/5% damage depending on level.
- Additional 7/11% damage for 30 seconds after defeating 20 normal monsters.
- 30 second cooldown.



Phantom Instinct (Phantom)

- Max Level: 3
- 10/15/20% critical rate depending on level.
- Useful for hitting 100% critical rate for mobbing.

Both



Wild Rage (Demon Avenger)

- Max Level: 3
- 5/10/15% damage depending on level.



Elementalism (Kanna)

- Max Level: 2
- 5/10% damage depending on level.



Spirit Guide Blessing (Lynn) (Rest In Peace Beast Tamer)

- Max Level: 3
- 4/7/10% boss damage, 4/7/10% critical rate, 3/4/5% max HP and MP depending on level.
- Only used for mobbing if you require additional critical rate.



Judgement (Kinesis)

- Max Level: 2
- 2/4% critical damage depending on level.



Solus (Ark)

- Max Level: 3
- 6/11/16% damage depending on level.
- Activates after being in combat for 5 seconds.



Time to Prepare (Kain)

- Max Level: 2
- Activates after defeating 8 enemies or attacking a boss monster 5 times:
- 9/17% damage for 20 seconds, depending on level.
- 40 second cooldown.



Tide of Battle (Illium)

- Max Level: 2
- 6/12% damage depending on level, if you are moving.
- 1/2% damage per stack, up to a maximum of six stacks.



Tree of Stars (Sia)

- Max Level: 3
- 4%/7%/10% Buff Duration
- 1%/2%/3% Critical Damage

Optional/Others



Hybrid Logic (Xenon)

- Max Level: 2
- 5/10% all stat depending on level.
- Depends on your character. More valuable in a regular server due to scrolling.



Noble Fire (Adele)

- Max Level: 2
- 2/4% boss damage.
- Additional 1/2% boss damage per party member. Caps at 4/8% depending on level. Your own character is included.
- In a party of 4 or more, this would provide 6/12% boss damage.



Invincible Belief (Explorer Warrior)

- Max Level: 6
- Upon falling below 15% Max HP, restore 20/23/26/29/32/35% of your HP each second for 3 seconds.
- Can be leveled to Lv. 6 by having three unique Explorer Warriors at Lv. 120 (Hero, Paladin and Dark Knight).
- This does not work in Verus Hilla or Will Phase 2.



Spirit of Freedom (Resistance)

- Max Level: 8
- Grants 1/2/3/4/5/6/7/8 seconds of invincibility after reviving, depending on level. This overlaps with the base 2 seconds of invincibility.
- Can be leveled to Lv. 8 by having four unique Resistance at Lvl. 120 (Wild Hunter, Mechanic, Blaster and Battle Mage).

Preset Examples

These are just examples. These are not optimized for most players so please take into account your stats when selecting your links.

Mobbing



Bossing/Culvert





Early Skills

Auto Pet Buffs

With three pets, you can auto-buff up to six skills.

The suggested auto buff skills are:

-  Crossbones
-  Serpent Spirit

-  Speed Infusion
-  Decent Sharp Eyes
-  Decent Combat Orders
-  Decent Holy Symbol

As of the **Ride or Die** patch, Maple Warrior and Decent Advanced Blessing are now passives and no longer need to be put on our auto buff.

Please put **4th Job Speed Infusion** on your pet auto buff, because it gives +2 attack speed to hit Attack Speed 10. With Decent Speed Infusion you can only achieve Attack Speed 9.

Important Job Skills

Active Skills







Sea Serpent: Toggle Skill

- This is a vital part of your kit, without it turned on you will not proc Serpent

Mark or     Serpent Skills and lose out on a lot of damage.




Serpent Scale: Auto Skill

- After activating 5 Serpent Skills, this skill will activate and cast  Serpent Assault when using  Hook Bomber or  Raging Serpent Assault when using  Octopunch.
- It is recommended to put this skill on auto mode by right clicking it in the skill window. When in auto mode, there should be a small 'A' icon in the corner of the skill icon.



Advanced Dash: Movement Skill

- It is **absolutely necessary** to put this on a keybind.

- Command Input (double-tap) cannot be used during  Lightning Form.
- Works more fluidly when on a keybind.
- Can be used after a skill to move while attacking.
- Keybind is much more consistent.
- Details regarding Super Jump can be found [here](#).



Crossbones: Attack Power Buff

- 13% Final Damage.
- 15% Attack.
- 70% Knuckle Mastery.










Speed Infusion: Attack Speed Buff

- Real Speed Infusion increases Attack Speed by 2.
- This should be on at all times.



Time Leap: Utility Skill

- Resets the cooldown of most skills that are 4th job and below.
- Works for party members.
- Does not reset item skills, such as Oz Ring, Krrr Ring, Lucid's Earring or Firestarter Ring.
- Popular skills to reset:
 -  Hero's Will
 -  Terms & Conditions (AB Link)
 -  Roll of the Dice
 -  Takeno's Blessing
 -  Vanquisher's Charm (Kanna)
 -  Smokescreen (Shadower)
 -  Shadow Rain (Zero)
- 180 second cooldown.




Vortex Jump: Up Jump

- Cannot be bound to key.
- While in the air, hold up and press jump.






Roll of the Dice: Utility Skill

- Roll 5 for damage buff.
- Roll 6 for experience buff.
- Cannot be auto buffed.
-  Double Down passive affects this skill.
- 180 second cooldown.



Corkscrew Blow: Movement Skill

- Can be used to cancel the animations of any skill.
 - See [here](#) for more information.
- Can link with  Octopunch to teleport to a nearby enemy by holding left or right and pressing  Octopunch right after  Corkscrew Blow.
- 4 second cooldown when using this skill as an animation cancel.
- No cooldown when used without animation cancel.






Octopunch: Main Bossing Skill

- This is your main DPM skill outside of  Lord of the Deep.
- Procs  Sea Serpent Rage every 4 seconds.
- When in Assault Mode, procs  Raging Serpent Assault.
- The range is slightly longer than  Lord of the Deep.








Hook Bomber: Main Mobbing Skill

- This is your main mobbing skill outside of  Lord of the Deep.
- Procs  Sea Serpent Burst every 7 seconds.
- When in Assault Mode, procs  Serpent Assault.



Nautilus Strike: Mobbing/Passive Skill



- FMA mobbing skill.
- 60 second cooldown.

- **Passive Effect:** 2 additional hits for 165% Damage when attacking with  Corkscrew Blow,  Octopunch,  Serpent Vortex,  Howling Fist, and the initial cast of  Unleash Neptunus (but not the Neptunus Enrage portals afterwards).
- **Does not need to be on cooldown for the passive effect.**

Passive Skills



Defensive Stance: Passive Skill

- When  Sea Serpent or  Assault skills hit, generates a shield for 3 seconds that reduces damage taken by 25% damage (including Max HP% attacks).
- 4 second cooldown.



Aggressive Stance: Passive Skill

- When skills hit an enemy, grant 25% damage buff for 10 seconds.
- No cooldown.



Typhoon Crush: Passive Skill

- 40% IED.
- 10% Final Damage.
- 30 Attack Power.



Precision Strikes: Passive Skill

- 30 Attack Power.
- 15% Crit Rate.
- 10% Crit Damage.
- **20% Additional Crit Rate to Bosses (Total of 35% Crit Rate from this skill on bosses).**



Groggy Mastery: Passive Skill

- 35% Abnormal Status Resistance for stuns.
- **60% Crit Rate when attacking enemies affected by abnormal statuses (bosses will always have abnormal statuses).**
- 15% Crit Damage when attacking enemies affected by abnormal statuses.



Shadow Heart: Passive Skill

- 20% Crit Rate
- 5% Crit Damage

Hyper Skill Passives

Bossing:



Double Down - Saving Grace: 40% Chance to ignore cooldown when Double Down does not activate. The next cast will activate Double Down with a 4 or above.



Double Down - Enhance: Increased chance of rolling 4, 5, or 6.



Octopunch - Reinforce: +20% Damage.



Octopunch - Boss Rush: +20% Boss Damage.



Octopunch - Extra Strike: +1 number of attacks.

Mobbing:



Double Down - Saving Grace: 40% Chance to ignore cooldown when Double Down does not activate. The next cast will activate Double Down with a 4 or above.



Double Down - Enhance: Increased chance of rolling 4, 5, or 6.



Hook Bomber - Reinforce: +20% Damage.



Hook Bomber - Spread: +2 max enemies hit.




Hook Bomber - Extra Strike: +1 number of attacks.

Hyper Skill Actives



Serpent Spirit: Damage Buff

- Critical Damage for hitting enemies affected by serpent debuff from  Sea Serpent's Rage.

- Stacks up to three times for 5/10/15% Critical Damage.
- Can be auto buffed.









Epic Adventure: Damage Buff

- Buffs other explorers in your party as well.
- 120 second cooldown.



Stimulating Conversation: Damage Buff

-     Serpent skills from  Sea Serpent gets -50% cooldown.
-  Lord of the Deep gets -50% cooldown.
- 180 second cooldown.

V Matrix (Fifth Job)

Skills



Lightning Form: Damage Buff & Burst Skill

- While active, double-tap an arrow key to teleport in that direction.
- Vertical teleport is a true teleport.
- Horizontal teleport is a pseudo-teleport. It functions more like a dash.
- Press the skill again up to 3 times to throw 3 lightning orbs.
- While casting lightning orbs, you are invincible for 1 second per orb.
- 180 second cooldown.



Lord of the Deep: Toggle Skill

- Buccaneer's bread and butter skill, you use this for absolutely everything.
- 100% uptime when bossing.
- 100% uptime when mobbing if you are capable of one shotting.
- Will stop registering hits if you stand still for too long (approximately 25 seconds).
- Best skill in the game hands down 😎.




Serpent Vortex: Damage & Utility Skill

- Can be used in place by holding no directional key.

- Can be used going diagonally or horizontally by holding the respective directions on the arrow keys while using the skill.
- Can be used to [stall yourself in the air](#).
- You are in super stance while this is casted.
- Maximum of 6 charges, gains 1 charge every 8 seconds.
- 0.5 second cooldown.
- Can right click in skill window to toggle Serpent Fury Mode which allows you to use all charges in 1 attack (use with no directions held)



Howling Fist: Damage Skill

- This skill has two parts to it: while the mouth is open and after the mouth closes.
- Vulnerable while the mouth is open.
- Invincible for a few seconds after the mouth closes.
- You are able to animation cancel with  Corkscrew after the mouth closes.
- You can reactivate the skill to close the mouth early. The damage difference between closing early and letting it close on its own is minor, so this is up to preference.
- 90 second cooldown.




Perfect Trinodes

Buccaneer has two different trinodes, for a total of four trinodes equipped.

Bossing / High Priority Set:

-  Octopunch
-  Sea Serpent's Rage
-  Nautilus Strike

Mobbing / Low Priority Set :

-  Hook Bomber
-  Sea Serpent Burst
-  Corkscrew Blow
















You can mix and match the nodes in any order, the grouping above is only for when you are low level and have limited node slots.














If you intend to keep your Buccaneer as a pre-6th job boss mule, you may only finish the bossing set and ignore the mobbing set. However, if your Buccaneer is unlocking 6th job, you will have to max the skills in the mobbing set to unlock Mastery Cores 3 and 4.

Node Leveling Priority




This is by no means concrete, just a preferred order to maxing out your V Matrix. You should never be crafting trinodes or using EXP nodes on them, you get a lot more trinodes than skill nodes from opening nodestones.









Bossing Focused

1.  Lord of the Deep
2.    Bossing Trinode Set
3.  Lightning Form
4.  Howling Fist
5.  Erda Nova
6.  Decent Holy Fountain (if you have trouble surviving in bosses, else lower priority)
7.  Serpent Vortex
8.  Goddess Blessing
9.  Overdrive
10.  Pirate's Banner
11.  Blink
12.  Loaded Dice
13.  Decent Holy Symbol

14.    Mobbing Trinode Set (higher priority if you are 6th job, needed to unlock Mastery 3 and 4)
15.  Will of Erda
16.  Rope Lift
17.  True Arachnid Reflection /  Solar Crest
18. Decent  AB /  SE /  MD /  HB /  SI (levelled for the minor all stats passive, only for minmax-ing)
19.  Decent CO

Mobbing Focused



Before maxing out anything make sure you have a Lv. 1  Rope Lift (for some map rotations), as well as Lv. 1  Erda Fountain, and a Lv. 1  Loaded Dice. If you find that one of your skills is struggling to one shot while training, it may be beneficial to boost it until you can one shot instead of allocating your resources elsewhere.

1.  Lord of the Deep
2.  Decent Holy Symbol
3.  Erda Fountain (from levelling  Erda Shower)
4.    Mobbing Trinode Set
5.  Lightning Form


Node Slot Priority

















After the New Age patch, node slots now max out at Lv. 260. Players begin with 12 slots, and gain a new slot every five levels. An additional bonus slot is also provided every ten levels.

Here is an example Node Slot Priority chart. This chart is made with bossing in mind.

Shift the mobbing trios,  Erda Shower and  Holy Symbol earlier if you are training.

This is just an example build, it can vary depending on what is needed for the boss or situation, **remember that the V Matrix is modular** so you can swap as needed.

200	<ul style="list-style-type: none"> -  Lord of the Deep -  Howling Fist -  Serpent Vortex -  Lightning Form -    Bossing Trio 1 -    Bossing Trio 2 -  Loaded Dice -  Pirate's Banner -  Goddess Blessing -  Overdrive -  Decent Sharp Eyes -  Decent Combat Orders
205	<ul style="list-style-type: none"> -  Erda Nova
210	<ul style="list-style-type: none"> -  Decent Holy Fountain -  Blink
215	<ul style="list-style-type: none"> -  Rope Lift

220	<ul style="list-style-type: none"> -  Decent Advanced Blessing -  Fatal Strike I (Special Node)
225	<ul style="list-style-type: none"> -  Erda Will
Remaining Skills (up to preference)	<ul style="list-style-type: none"> -  True Arachnid Reflection -  Solar Crest -  Decent Holy Symbol -    Mobbing Trio 1 -    Mobbing Trio 2 -  Erda Shower -  Decent Mystic Door -  Decent Hyper Body -  Decent Speed Infusion

HEXA Matrix (Sixth Job)

HEXA Matrix Priority

As of New Age, Buccaneer is able to advance to sixth job, since there are a lot of useful skills, we have created a priority chart for leveling your 6th job skills.

This guide was last updated on November 20th, 2024, for the **Ride or Die** patch.

Hexa Guide for Buccaneers

	 Lv 1	 Lv 2	 Lv 1	 Lv 2	 Lv 5	 Lv 5	 Lv 1
 Lv 6	 Lv 1	 Lv 1	 Lv 6	 Lv 2	 Lv 9	 Lv 7	 Lv 2
 Lv 6	 Lv 9	 Lv 5	 Lv 9	 Lv 3	 Lv 9	 Lv 6	 Lv 5
 Lv 19	 Lv 8	 Lv 3	 Lv 19	 Lv 1	 Lv 11	 Lv 4	 Lv 10
 Lv 19	 Lv 12	 Lv 10	 Lv 30	 Lv 15	 Lv 29	 Lv 19	 Lv 29
 Lv 16	 Lv 14	 Lv 30	 Lv 20	 Lv 13	 Lv 18	 Lv 28	 Lv 17
 Lv 29	 Lv 30	 Lv 3	 Lv 30	 Lv 4	 Lv 30	 Lv 25	 Lv 30
 Lv 10	 Lv 30	 Lv 30					

Legend



This represents Mastery Cores 1 & 2. Start by unlocking Octopunch, then Nautilus Strike, and then leveling them equally.

Patch NEXT



This icon means level both octopunch and nautilus strike together (octopunch first)

Skill upgrade cost for reference:

Per Level	Skill		Enhance		Mastery		Common	
	Erda	Frag	Erda	Frag	Erda	Frag	Erda	Frag
0 > 1	5	100	4	75	3	50	7	125
1 > 2	1	30	1	23	1	15	2	38
2 > 3	1	35	1	27	1	18	2	44
3 > 4	1	40	1	30	1	20	2	50
4 > 5	2	45	2	34	1	23	3	57
5 > 6	2	50	2	38	1	25	3	63
6 > 7	2	55	2	42	1	28	3	69
7 > 8	3	60	3	45	2	30	5	75
8 > 9	3	65	3	49	2	33	5	82
9 > 10	10	200	8	150	5	100	14	300
10 > 11	3	80	3	60	2	40	5	110
11 > 12	3	90	3	68	2	45	5	124
12 > 13	4	100	3	75	2	50	6	138
13 > 14	4	110	3	83	2	55	6	152
14 > 15	4	120	3	90	2	60	6	165
15 > 16	4	130	3	98	2	65	6	179
16 > 17	4	140	3	105	2	70	6	193
17 > 18	4	150	3	113	2	75	6	207
18 > 19	5	160	4	120	3	80	7	220
19 > 20	15	350	12	263	8	175	17	525
20 > 21	5	170	4	128	3	85	7	234
21 > 22	5	180	4	135	3	90	7	248
22 > 23	5	190	4	143	3	95	7	262
23 > 24	5	200	4	150	3	100	7	275
24 > 25	5	210	4	158	3	105	7	289
25 > 26	6	220	5	165	3	110	9	303
26 > 27	6	230	5	173	3	115	9	317
27 > 28	6	240	5	180	3	120	9	330
28 > 29	7	250	6	188	3	125	10	344
29 > 30	20	500	15	375	10	250	20	750

Cumulative	Skill		Enhance		Mastery		Common	
	Erda	Frag	Erda	Frag	Erda	Frag	Erda	Frag
0 > 1	5	100	4	75	3	50	7	125
0 > 2	6	130	5	98	4	65	9	163
0 > 3	7	165	6	125	5	83	11	207
0 > 4	8	205	7	155	6	103	13	257
0 > 5	10	250	9	189	7	126	16	314
0 > 6	12	300	11	227	8	151	19	377
0 > 7	14	355	13	269	9	179	22	446
0 > 8	17	415	16	314	11	209	27	521
0 > 9	20	480	19	363	13	242	32	603
0 > 10	30	680	27	513	18	342	46	903
0 > 11	33	760	30	573	20	382	51	1,013
0 > 12	36	850	33	641	22	427	56	1,137
0 > 13	40	950	36	716	24	477	62	1,275
0 > 14	44	1,060	39	799	26	532	68	1,427
0 > 15	48	1,180	42	889	28	592	74	1,592
0 > 16	52	1,310	45	987	30	657	80	1,771
0 > 17	56	1,450	48	1,092	32	727	86	1,964
0 > 18	60	1,600	51	1,205	34	802	92	2,171
0 > 19	65	1,760	55	1,325	37	882	99	2,391
0 > 20	80	2,110	67	1,588	45	1,057	116	2,916
0 > 21	85	2,280	71	1,716	48	1,142	123	3,150
0 > 22	90	2,460	75	1,851	51	1,232	130	3,398
0 > 23	95	2,650	79	1,994	54	1,327	137	3,660
0 > 24	100	2,850	83	2,144	57	1,427	144	3,935
0 > 25	105	3,060	87	2,302	60	1,532	151	4,224
0 > 26	111	3,280	92	2,467	63	1,642	160	4,527
0 > 27	117	3,510	97	2,640	66	1,757	169	4,844
0 > 28	123	3,750	102	2,820	69	1,877	178	5,174
0 > 29	130	4,000	108	3,008	72	2,002	188	5,518
0 > 30	150	4,500	123	3,383	82	2,252	208	6,268

HEXA Stat

It is recommended to start this after you have leveled some of your skills to Level 10. On average, the cost for maxing your HEXA stat is approximately 300 fragments.

The three main stats you should pick, can be any of the following four:

- Attack
- Strength
- Boss
- Critical Damage

For the time being, it is recommended just to level it to 20 and sit on it for now. The higher your main stat the better, but it is very min-max to reset at the moment.

Here is an example HEXA stat build:



For HEXA Stat II and III, rotate the chosen stats around as you cannot have duplicate main stats across the cores, or use a calculator to optimise.

HEXA Stat numbers for reference:

Main Stats							
Level	Crit Dam	Boss Dam	IED	Damage	ATT	Stats	Multiplier
1	0.35%	1%	1%	0.75%	5	100	1
2	0.70%	2%	2%	1.50%	10	200	1
3	1.05%	3%	3%	2.25%	15	300	1
4	1.40%	4%	4%	3.00%	20	400	1
5	2.10%	6%	6%	4.50%	30	600	2
6	2.80%	8%	8%	6.00%	40	800	2
7	3.50%	10%	10%	7.50%	50	1,000	2
8	4.55%	13%	13%	9.75%	65	1,300	3
9	5.60%	16%	16%	12.00%	80	1,600	3
10	7.00%	20%	20%	15.00%	100	2,000	4

Additional Stats						
Level	Crit Dam	Boss Dam	IED	Damage	ATT	Stats
1	0.35%	1%	1%	0.75%	5	100
2	0.70%	2%	2%	1.50%	10	200
3	1.05%	3%	3%	2.25%	15	300
4	1.40%	4%	4%	3.00%	20	400
5	1.75%	5%	5%	3.75%	25	500
6	2.10%	6%	6%	4.50%	30	600
7	2.45%	7%	7%	5.25%	35	700
8	2.80%	8%	8%	6.00%	40	800
9	3.15%	9%	9%	6.75%	45	900
10	3.50%	10%	10%	7.50%	50	1,000

Levelling		
Main Stat Level	Main Level Up Chance	Upgrade Frag Cost
0	35%	10
1	35%	10
2	35%	10
3	20%	20
4	20%	20
5	20%	20
6	20%	20
7	15%	30
8	10%	30
9	5%	50
10	0%	50

Unlocking		
Core	Erda	Frag
1	5	10
2	10	200
3	15	350

Sol Janus

You should unlock Sol Janus right after you unlocked some of the masteries as this skill helps a lot with both farming and just doing dailies/weeklies. Our mobbing capabilities were considered below average, but Sol Janus equalised all of the classes.

Sol Janus has major upgrades at levels 10, 20 and 30. The levels in-between only increases the damage dealt and XP gained, which means once you plan on going for the next major upgrade, you should not stop halfway.

A general guideline on when to upgrade:

- Do just dailies and weeklies, no extra farming - stay at level 1
- Farm for at least 30 minutes - get to level 10
- Farm with WAPs - get to level 20

- People are worried how much you farm / people question are you a bot / you really want to get to lvl 290 or higher - get to level 30

Sol Janus numbers for reference:

Sol Janus		Dawn			Dusk / Twilight	
Level	Passive EXP	Orbs	Damage to 1 Mob per Hit	Duration	Crystals	Damage per Crystal
1	10%	1	2,400%	60	9	3,600%
2	12%	1	2,460%	60	9	3,690%
3	14%	1	2,520%	60	9	3,780%
4	16%	1	2,580%	60	9	3,870%
5	18%	1	2,640%	60	9	3,960%
6	20%	1	2,700%	60	9	4,050%
7	22%	1	2,760%	60	9	4,140%
8	24%	1	2,820%	60	9	4,230%
9	26%	1	2,880%	60	9	4,320%
10	37%	2	2,940%	70	9	4,410%
11	39%	2	3,000%	70	9	4,500%
12	41%	2	3,060%	70	9	4,590%
13	43%	2	3,120%	70	9	4,680%
14	45%	2	3,180%	70	9	4,770%
15	47%	2	3,240%	70	10	4,860%
16	49%	2	3,300%	70	10	4,950%
17	51%	2	3,360%	70	10	5,040%
18	53%	2	3,420%	70	10	5,130%
19	55%	2	3,480%	70	10	5,220%
20	67%	3	3,540%	80	10	5,310%
21	69%	3	3,600%	80	10	5,400%
22	71%	3	3,660%	80	10	5,490%
23	73%	3	3,720%	80	10	5,580%
24	75%	3	3,780%	80	10	5,670%
25	77%	3	3,840%	80	10	5,760%
26	79%	3	3,900%	80	10	5,850%
27	81%	3	3,960%	80	10	5,940%
28	83%	3	4,020%	80	10	6,030%
29	85%	3	4,080%	80	10	6,120%
30	100%	3	4,140%	120	11	6,210%


The skill also gains 30% normal monster damage at level 30

Dawn's attack interval is 1.9s, Dusk / Twilight's cooldown is 3s

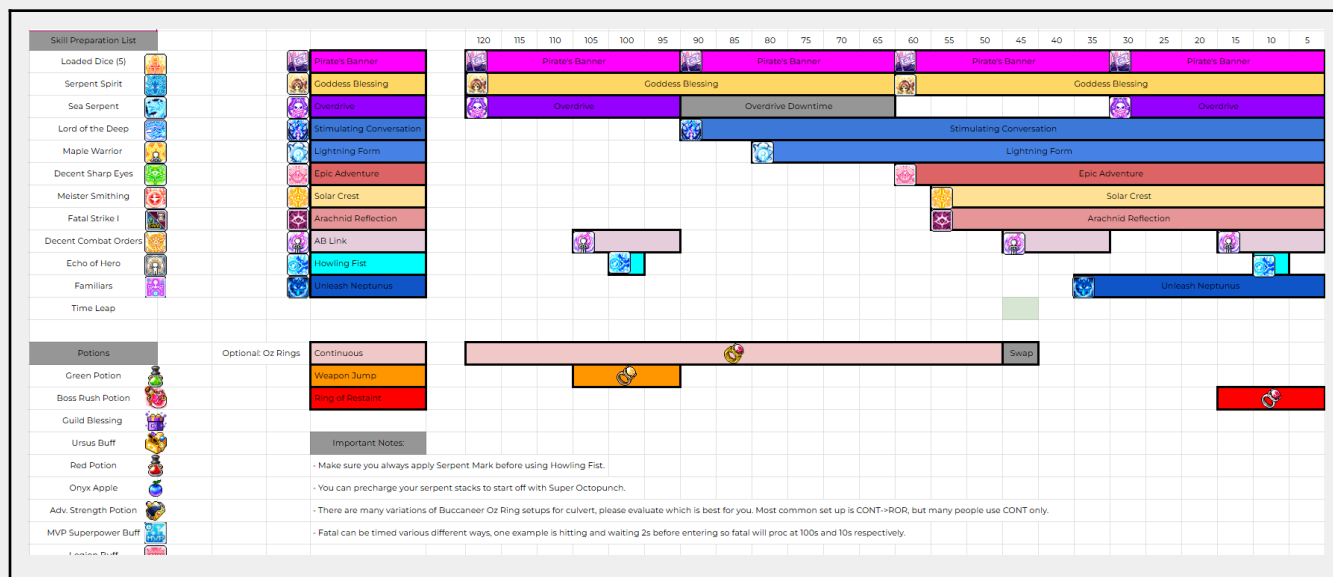
Erda Fountain is 3,600%


Culvert Rotation



The Buccaneer Culvert Rotation for Destiny is maintained on this Google Sheets. It is advised to check this after each major patch.

 [Bucc / 바이퍼 Culvert Rotation \[Destiny\]](#)

Rotation created by Dango.



You might also be wondering how to time  Fatal Strike.










One popular method of timing  Fatal Strike is to attack 2-3 seconds before clicking enter. This will line up your  Fatal Strike at 100 seconds and 10 seconds remaining.

Bossing Burst Rotation

Buccaneer operates on a three minute burst cycle, but has a mini-burst every 90 seconds.





The main burst includes all your buffs and skills:

-  Pirate's Banner

-  Goddess Blessing
-  Epic Adventure
-  Lightning Form
-  Stimulating Conversation
-  Overdrive
-  Terms & Conditions (AB Link)
-  Unleash Neptunus
-  Lightning Orbs (from Lightning Form)
-  Howling Fist

Before bursting, always remember to apply  Serpent's Mark on the boss.

The mini burst is much shorter:

-  Pirate's Banner
-  Overdrive
-  Terms & Conditions (AB Link)
-  Howling Fist

Skill Sequence Examples




Explanations:


1. Full Origin burst - includes Time Leap to reset AB link. Order is longest duration -> shortest duration (post 2m change)
2. Full burst
3. Half/mini burst
4. Flag - Shortens total cast animation duration
5. Time Leap - Shortens total cast animation duration
6. Dice - Shortens total cast animation duration
- 7 - 10. These are for min-maxing culvert rotations while the class is on a 3m rotation

Feel free to modify these sequences as you see fit

The Dark Tech ™



Spiked Shoes

In Maplestory, there used to be a  10% Scroll for Spikes on Shoes, that would add the **Prevent Slipping** status to any pair of shoes you were wearing.


Spiked shoes affect the way  Advanced Dash works, and also changes the way your character walks. Although it comes down to personal preference, I would recommend that you play without spiked shoes.

Prevent Slipping


- Prevent slipping stops horizontal momentum early, resulting in shorter dashes.
- Prevent slipping also gives you full momentum when tapping keys, meaning short adjustments are slightly harder.

To lengthen your  Advanced Dash with Spiked Shoes, hold left/right when pressing  Advanced Dash. This does not work when Crouch Dashing.

Threads of Fate

Buccaneer has the unique advantage of utilizing Threads of Fate skills. The major drawback to these skills is their 30 minute cooldown, however through the use of  **Time Leap** we can reduce that cooldown immediately, and reset it again every 3 minutes.

Although these skills are often overlooked these days due to their nerfs in the past, Threads of Fate still provides valuable utility to Buccaneer. There are two skills in particular that are considered useful to Buccaneer.

Note for MSEA players: Takeno's Blessing does not work as a Holy Magic Shell and is not affected by  Time Leap.



Takeno's Blessing

[Restores 100% of your HP and makes you invulnerable for 5 seconds.]

- Can be used to heal through *some* heal blocks.
 - Black Mage Curse of Destruction
 - Works when potion cooldown is active.
- Does not work through the following heal blocks.
 - Will Phase 2
 - Verus Hilla
- Not an i-frame but it acts similarly to Bishop's Holy Magic Shell.
 - Blocks Purple Ball in Lotus
 - Blocks Bombs in Lucid
 - Blocks Bombs in Ursus
 - Blocks Screen Crack in Will



Yorozu's Wisdom

[Yorozu places 5 traps. Monsters that touch the trap are stunned for 5 seconds.]

Previously, this used to work as an independent bind, but now it shares a bind cooldown with regular binds. It may still be useful to you in the following.

- Dojo (binding on certain floors).
- Missing a bind timing.
- Bosses with multiple phases or bodies.

Advanced Mechanics


Super Jump

Press Keybind  Advanced Dash +  Jump, almost simultaneously but jump must come after the dash.

The timing can definitely be a bit difficult on some keyboards, in order to alleviate that try decreasing your repeat delay and increasing your repeat rate on the keyboard.



Duck Dashing



Buccaneer is able to use their  Advanced Dash skill while crouching. This can be useful in bosses where crouching can reliably dodge specific boss patterns.

For example: Black Mage Kick, Seren Dash/Stab, Darknell Dash.

Press Keybind  Advanced Dash while holding down.

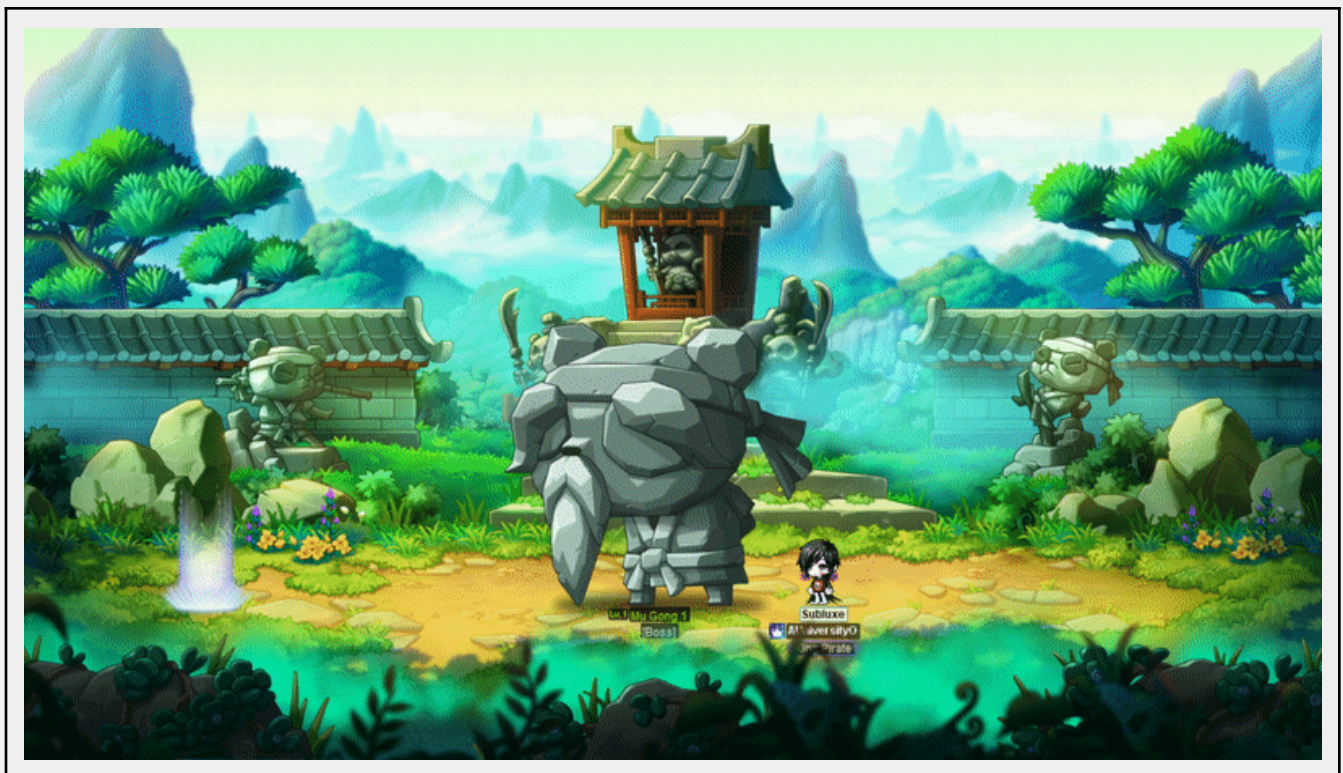


Corkscrew Teleport



Buccaneer can teleport to the nearest mob by holding a directional key, and pressing  Octopunch after using  Corkscrew Blow.





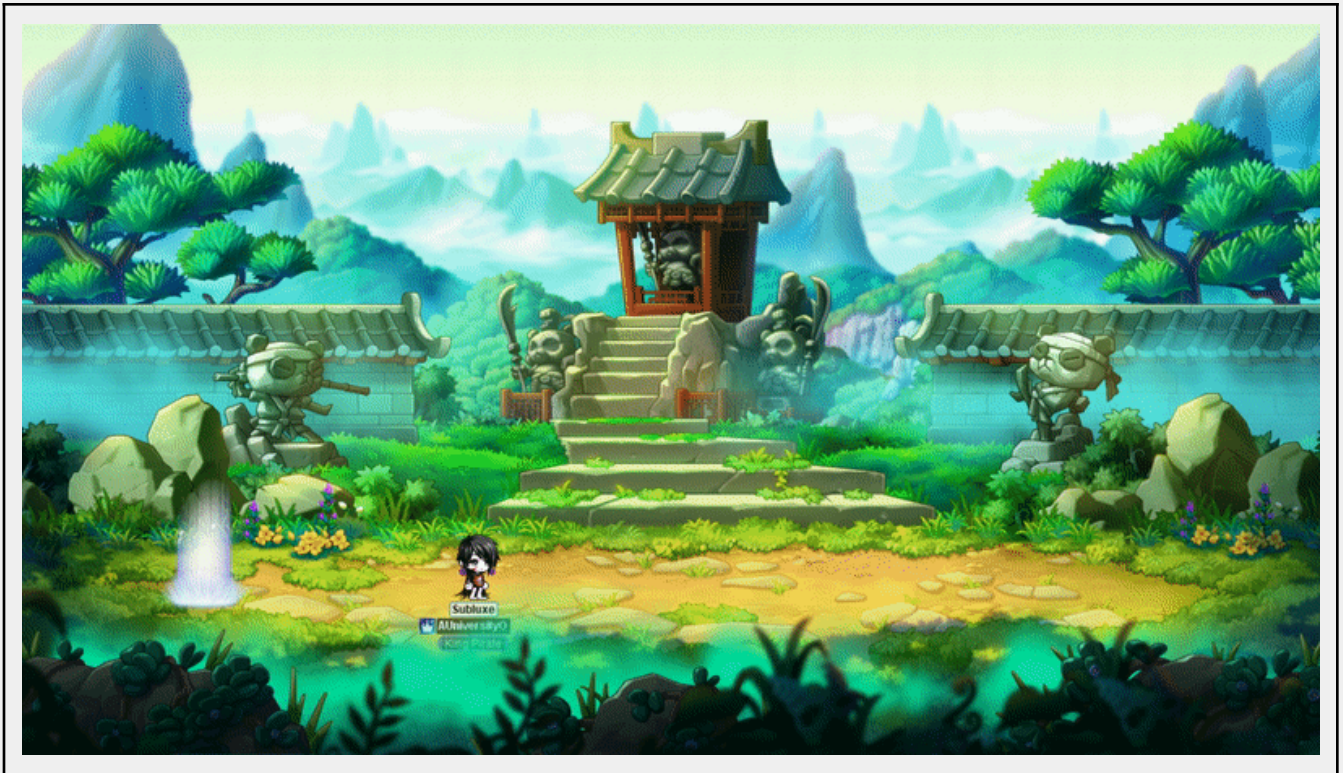
(Reverse) You can also use this skill to dash past a boss, and turn around to face him. To do this, hold inward towards your original dash point and towards the boss.




Animation Cancel

Buccaneer can cancel longer animations with  Corkscrew Blow. Use it in the middle of an animation to immediately act out. When used to animation cancel,  Corkscrew has a 4s cooldown.

This also works on skills with long cast times, such as  Pirate's Banner and  Howling Fist after the mouth has closed.




Animation Cancel into Corkscrew Teleport

Because  Corkscrew also has a teleport built-in to the skill, you can animation cancel straight into a teleport.





Momentum Cancel

During  Advanced Dash, press Down to stop. Very good when precise movement is needed.




This should be your main method of positioning yourself if you need micro movements instead of walking.



When in the air you can use  Serpent Vortex without a directional key to stop all momentum. You can use  Serpent Vortex to stall continuously in the air as well. However, you cannot do this properly if you have toggled on fury mode, but you should not need to use this often anyway.



Blink Teleport

During  Lightning Form, Buccaneer can use their teleport during the  Blink animation. You can do this by double tapping while holding your  Blink skill.



Training


Training General Tips

Listed below will be recommendations for maps (and rotations) that Buccaneers are able to take advantage of. However, due to Buccaneer's high mobility we have very good map flexibility and can adapt to most maps. In general, Buccaneers prefer long and horizontal maps to utilize their super jump.

Map rotations usually come in three different patterns.




Circular Pattern

As the name implies, you rotate the map in a circular pattern. Typically you will super jump the top and bottom platforms and use rope lift to go upward. Areas that are



hard to reach (such as corner platforms) should be covered by either  **Hook**


Bomber or  **Erda Fountain**.


X Pattern

This rotation utilizes  Advanced Dash and platforms to create simple rotations. When you slide off the edge of a platform with  Advanced Dash, you gain a large boost. You can also alternatively use super jump for these rotations.  **Erda Fountain** should be used to cover difficult to reach spots.

U Pattern

Similar to the previous pattern, but rather than  rope lifting to a top platform, you execute an up jump in the middle of (or after) your super jump along the bottom of a map to hit the top mobs. Use  Serpent Vortex to control your momentum in case of overshoots. This is done in long horizontal maps such as End of the World in Limina.

Of course, other rotation patterns exist and can be more optimal, but you will find yourself following some variation of these patterns due to the nature of  Lord of the Deep. Experimentation may be needed to suit your own personal playstyle.

Do a Battle Analysis, and take note of the **mob count** over a 15 or 60 minute rotation. Grandis mobbing with  Lord of the Deep alone can be difficult, consider staying in the Arcane River until you achieve the necessary strength/sacred force.

Training (Regular Server)

Refer to Sublux's rotation video for on totem mobbing for some early level maps:

<https://www.youtube.com/watch?v=z1zejtuFu9A&t=2s>

Vanishing Journey & Reverse City

200-210: Eastern Cave Path 2

Below the Cave

205-210: T-Boy's Research Train 1

Hidden Research Train

Chu Chu Island & Yum Yum Island

210-220: Mottled Forest 1

Slurpy Forest Depths

Bitty Bobble Forest 2

215-225: Hidden Illiard Field

Lachelein

220-225: Revelation Place 2/3
Occupied Dance Floor 1

Arcana

225-235: Labyrinth Cavern Upper Path
Where Water and Sunlight Meet
Deep in the Cavern Upper Path 1

Morass

Not many good maps for training here, most people here continue in Arcana until they are ready for Esfera.

230-235: Shadow Dance Hall 2/3/4 (as a good alternative)

Esfera

235-240: Radiant Temple 3 (A KMS favorite)
Mirror Touched Sea 2/3/4

Sellas

240-245: Plunging Depths 4
Star Swallowing Sea 1/6
Final Edge of Light 6

Moonbridge

245-250: Void Current 3

Labyrinth of Suffering

250-255: Deep Core 1/4 (Need good control over super jumping)
Interior 5

Limina

255-275: End of the World 1-5
End of the World 1-4
End of the World 2-5
World's Sorrow Midpoint 2
World's Sorrow Depths 2

Cernium

260-265: Royal Library Section 2
Royal Library Section 4
Eastern City Ramparts 3

Burning Cernium

265-270: Western City Ramparts in Battle 1/2

Burning Library 6

Hotel Arcus

270-275: Outlaw Infested Wastes 1/2/4

Nostalgic Drive in Theatre 2/6

Train with No Destination 2

Odium

270+: Road to Castle's Gate 1/2/4

Captured Alley 2/3/4

Laboratory Behind Locked Door 2

Shangri-La

275+: Blooming Spring 1

Harsh Winter 4

Arteria

280+: Top Deck 1

Top Deck 6

Carcion

285+: Among Tainted Trees 3

Breathtaking Cave 4

Training (Reboot Server)

Korean Training Guide for Buccaneer 200-250

- <https://www.youtube.com/watch?v=NuXrnjpFrvq>

Vanishing Journey & Reverse City

200-210: Eastern Cave Path 2

Below the Cave

Hidden Lakeshore <https://www.youtube.com/watch?v=fIZfWT9WUhQ>

(15/16.6k mobs)

205-210: Hidden Research Train <https://www.youtube.com/watch?v=GACRHy5ILpE>

*Reverse City, generally, has lower mob counts and therefore, less advised

Chu Chu Island & Yum Yum Island

210-220: Mottled Forest 1/2

Bitty Bobble Forest 2

215-225: Hidden Illiard Field

Hidden Mushbud Forest <https://www.youtube.com/watch?v=yEerHYv44Jo>

(12k mobs)

Lachelein

220-225: Revelation Place 2/3

Occupied Dance Floor 1

Chicken Festival 3 https://www.youtube.com/watch?v=Kki_h7fBSOQ (18k mobs)

Arcana

225-235: Labyrinth Cavern Upper Path

Where Water and Sunlight Meet

Deep in the Cavern Upper Path 1

<https://www.youtube.com/watch?v=0XSskF79XHhQ>

Morass

230-235: Shadow Dance Hall 2/3/4

Abandoned Area 2 <https://www.youtube.com/watch?v=kcEkPN6bMfw> (18k mobs)

Esfera

235-240: Radiant Temple 3 (A KMS favorite)

<https://www.youtube.com/watch?v=pPu-6sGqdXw>

Mirror Touched Sea 2/3/4

Sellas (Good until 250 too)

240-245: Plunging Depths 3/4

Star Swallowing Sea 1/6

Final Edge of Light 6 <https://www.youtube.com/watch?v=5Z0jPvWtft8>

(above video is "lazy" rotation, easily improved with super jump)

Moonbridge (Good until 255 too)

245-250: Void Current 2 <https://www.youtube.com/watch?v=-qPeAocpi2k>

Last Horizon 4/6 <https://www.youtube.com/watch?v=DRdioFmiyXg>

Labyrinth of Suffering

Awkward platform positions make this less ideal for buccaneers.

250-255: Deep Core 1/2/4 <https://www.youtube.com/watch?v=5PAgZe-qPsE>

Interior 5

Limina (Good until you give up on fams)

255-275: End of the World 1-4/5 (less recommended with removal of totems, still lazy)

End of the World 1-6/7 <https://www.youtube.com/watch?v=PtjGTeXi0RY>

End of the World 2-6

World's Sorrow Depths 2/3 <https://www.youtube.com/watch?v=r3XA9lt4j-A>

Cernium <https://www.youtube.com/watch?v=uVwZkL0qOs4>

260-265: Royal Library Section 2/3/4

Eastern City Ramparts 2/3

Rocky Overlook 3/4

Burning Cernium <https://www.youtube.com/watch?v=uVwZkL0qOs4>

265-270: Western City Ramparts in Battle 3/4

Burning Library 3 <https://www.youtube.com/watch?v=0ERM6o6Wn6g> (pre destiny)

Hotel Arcus

270-275: Outlaw Infested Wastes 1/4
<https://www.youtube.com/watch?v=5ISgWJmb3n8>

Nostalgic Drive in Theatre 2/6

Train with No Destination 2
<https://www.youtube.com/watch?v=DWFAG4oEWNE>

Odium




275+: Road to Castle's Gate 1/2/4

Captured Alley 2/3/4 https://www.youtube.com/watch?v=DoO_9qnrclg

Laboratory Behind Locked Door

Boss Specific Tips


Lotus

- You can teleport through the lasers with  Serpent Vortex but the timing is very narrow.
- It is recommended to put  Blink in your V Matrix to help with difficult lightning patterns.
-  Takeno's Blessing can block Phase 3 purple balls.



Damien

- Lure the blue ball right in P2, and super jump all the way to the left when Damien appears to maximize damage time.

Lucid

-  Takeno's Blessing can completely guard Lucid's bomb.








Will

- You can use  Takeno's Blessing to block the screen cracks in Phase 1.
 - You cannot use it to heal in Phase 2.
- Tap  Advanced Dash to easily dodge the white eye attack in Phase 3.


Guardian Angel Slime

- Try to work your shots in between DPMing to minimize the boss's healing.
 - Try to mini burst off cooldown so that you can have it ready for the next test.


Gloom

- Utilize  Hero's Will and  Erda Will to avoid getting skill locked or petrified by the hands.
-  Time Leap resets  Hero's Will so try to use  Hero's Will before  Erda Will, so that you can time leap  Hero's Will.




Verus Hilla

- Depending on latency and keyboard settings, you can hold  Corkscrew Blow when Hilla knocks you back to move out of the way before you are knocked.
- You can also teleport upward to avoid the initial stun.


Darknell

- You can utilize [Duck Dashing](#) to get out of bad patterns. Ducking dodges Darknell's dash skill and Mage's blue orb as well.
-  Blink and [Blink Teleport](#) can be used to stay in the air and avoid debris.

Black Mage

- Reverse [Corkscrew Teleport](#) puts you just outside of one of the pillar hitboxes. Extremely useful in P2 BM.
-  Time Leap is an essential skill for maintaining your  Hero's Will.
- Abuse [Duck Dashing](#) in both P2 and P3 BM. You can reposition without fear of getting kicked by BM in P3.
- Typically you can safely  Octopunch five times before BM kicks again. If you do it very cleanly you can squeeze in a sixth.



Seren

- Abuse [Duck Dashing](#) in P2 Seren. You can reposition without fear of getting stabbed, or dashed on.
- Typically you can safely  Octopunch twice before Seren is ready to stab again.
- Buccaneer can do a relatively safe pop in Dawn Phase if they are comfortable with super jumping.

Kalos

- Try to keep on the upper half of the map so you can jump up without worry.
- This boss is very communication heavy so notify your party members about Kalo's position.

Kaling

- For Phase 1, utilize  Corkscrew Blow between three pillars, or  Advanced Dash between two pillars in order to dodge during the wolf test.

Credits

Sublux (Sublux, Bera) - Main author and editor. I enjoy putting together resources to help players out. Although the Buccaneer Discord is a treasure trove of information, I believed that a comprehensive guide would provide quicker access to quality

information.

If you enjoyed this guide I will be trying to make more content on both my [YouTube](#) and [Twitch](#). If you would like to contact me, please reach out on Discord @sublux.

Proddo (ProddoSenpai, Kronos) - Co-author, helped me with the write ups for a bunch of sections. Helped with the majority of the skill icons.

Danny (SSJBread, Kronos) - Co-Author, helped me with the write ups for the Skill

Section. Helped with the majority of the skill icons.



Sach (TenaciousB, Kronos) - Co-Author, helped me with the write ups for Link Skills.

Dango (Dango, Luna) - #1 Buccaneer. Together he and I created the vast majority of the content in the Buccaneer Discord, which is where the majority of this comprehensive guide sources its info from.

Jon (HoppingFog, Aurora) - The Buccaneer server's resident math god that helps us do all our calculations. Also a contributor to this guide.

He enjoys long walks by the beach, sitting by the window during thunderstorms and attending local slam poetry battles.

Kappy (Crumbies, Kronos) - Co-Author, did the write up for the training section.

Horfius (Alopecias, Kronos) - Helped crunch the numbers for 6th job priority table.

Malignant (MapleSEA) - Did a lot of editing work on the document.

Akki (Akki, Solis) - Author of [☰ The Comprehensive Guide to Mercedes](#) , one of the first comprehensive class guides to be published for GMS. His guide inspired me to create [☰ The Buccaneer Bible](#) . With his permission I also formatted mine in a similar manner. If you are interested in Mercedes, please check out his work!

Changelog

(Rev. 1.6) July 15, 2025

- Hexa guide added for M3+M4
- More changes probably TBA

(Rev. 1.5) June 14, 2025

- Sequences added
- Updated link skills for Sia, Mo Xuan, and new UI
- Vortex fury mode

(Rev. 1.4) June 18, 2024

- Update the 6th job section.

(Rev. 1.3) April 16, 2024

- Updated with more skill icons.

(Rev. 1.2) December 12, 2023

- More skill icons added.
- Editing to make some sections more coherent or detailed.
- More FAQ questions.
- HEXA Stat section.

(Rev. 1.1) November 18, 2023

- Spiked Shoes Section
- Update to Regular Server Training






(Rev. 1.0) November 14, 2023

- The Buccaneer Bible (Rev. 1.0) is published.



Appendix

Skill Names in Different Servers






Icon	GMS	MSEA	KMS
Beginner			
	Master of Swimming		수영의 달인
	Master of Organization		수납의 달인
	Pirate Blessing	Pirates' Boon	파이렛 블레스
1st Job			
	Sommersault Kick	Somersault Kick	써머솔트 킥
	Double Shot		더블 파이어
	Pirate Leap		파이렛 리프
	Dash		대쉬
	Shadow Heart		크리티컬 로어
	Bullet Time		퀵모션
2nd Job			
	Static Thumper	Shockwave	쇼크 웨이브
	Vortex Jump		볼텍스 점프
	Sea Serpent		씨 서펜트
	Sea Serpent Burst	Sea Serpent Burst Enhancement	씨 서펜트 버스트
	Advanced Dash		어드밴스드 대쉬

	Agile Knuckles	Knuckle Acceleration	너클 액셀레이션
	Knuckle Mastery		너클 마스터리
	Dark Clarity		멘탈 클리어리티
	HP Boost		HP 증가
	Perseverance		인듀어런스
	Physical Training		피지컬 트레이닝
3rd Job			
	Corkscrew Blow		스크류 펀치
	Turning Kick		터닝 킥
	Greater Sea Serpent I	Sea Serpent Enhancement I	씨 서펜트 강화 I
	Roll of the Dice		럭키 다이스
	Serpent Scale	Serpent Stone	서펜트 스톤
	Serpent Assault		서펜트 어썰트
	Admiral's Wings		월로우 디펜시브
	Precision Strikes		크리티컬 레이지
	Groggy Mastery		그로기 마스터리
4th Job			
	Octopunch		피스트 인레이지 (lit. Fist Enrage)
	Hook Bomber		훅 봄버
	Greater Sea Serpent II	Sea Serpent Enhancement II	씨 서펜트 강화 II

	Sea Serpent Burst II		씨 서펜트 버스트 II
	Sea Serpent's Rage	Sea Serpent Enrage	씨 서펜트 인레이지
	Raging Serpent Assault	Serpent Assault Enrage	서펜트 어썰트 인레이지
	Nautilus Strike		전함 노틸러스
	Crossbones		바이퍼지션 (lit. Vipersion, Vipercision)
	Time Leap		타임 리프
	Speed Infusion		윈드 부스터
	Maple Warrior		메이플 용사 (a.k.a. 메용)
	Hero's Will		용사의 의지
	Double Down		더블 럭키 다이스
	Defensive Stance	Defense Form	디펜스 폼
	Aggressive Stance	Offense Form	오펜스 폼
	Typhoon Crush		가드 크러쉬
Hyper Skills			
	Double Down - Saving Grace	Double Down - One more Chance	더블 럭키 다이스-원모어찬스
	Double Down - Addition	Double Down - Extra Number	더블 럭키 다이스-엑스트라 넘버
	Double Down - Enhance		더블 럭키 다이스-인핸스
	Octopunch - Reinforce		피스트 인레이지-리인포스
	Octopunch - Boss Rush	Octopunch - Boss Killer	피스트 인레이지-보스 킬러

	Octopunch - Extra Strike	Octopunch - Bonus Attack	피스트 인레이지-보너스 어택
	Hook Bomber - Reinforce		흑 봄버-리인포스
	Hook Bomber - Spread	Hook Bomber - Extra Target	흑 봄버-엑스트라 타겟
	Hook Bomber - Extra Strike	Hook Bomber - Bonus Attacks	흑 봄버-보너스 어택
	Stimulating Conversation	Stimulate	스티물레이트
	Serpent Spirit		서펜트 스피릿
	Epic Adventure		에픽 어드벤처
5th Job			
	Loaded Dice		로디드 다이스
	Pirate's Banner	Pirate's Flag	파이렛 플래그
	Overdrive		오버 드라이브
	Maple World Goddess's Blessing	Maple World Goddess' Blessing	메이플월드 여신의 축복
	Lightning Form		라이트닝 폼 (a.k.a. 라폼)
	Lord of the Deep	Serpent Screw	서펜트 스크류
	Serpent Vortex	Furious Charge	퓨리어스 차지 (a.k.a. 퓨차)
	Howling Fist		하울링 피스트
	Rope Lift	Rope Connect	로프 커넥트
	Blink		블링크
	Erda Nova		에르다 노바

	Will of Erda	Erda's Will	에르다의 의지
	Erda Shower		에르다 샤워
	Erda Fountain		에르다 파운틴
	Decent Mystic Door		쓸만한 미스틱 도어
	Decent Sharp Eyes		쓸만한 샤프 아이즈
	Decent Hyper Body		쓸만한 하이퍼 바디
	Decent Combat Orders		쓸만한 컴뱃 오더스
	Decent Advanced Blessing	Decent Advanced Bless	쓸만한 어드밴스드 블레스
	Decent Speed Infusion		쓸만한 윈드 부스터
	Decent Holy Symbol		쓸만한 홀리 심볼
	Decent Holy Fountain		쓸만한 홀리 파운틴
	True Arachnid Reflection	Spider in Mirror	스파이더 인 미러
	Solar Crest	Crest of the Solar	크레스트 오브 더 솔라
	Fatal Strike I	Deathblow I	일격필살 I
6th Job			
	HEXA Octopunch	Octopunch VI	피스트 인레이지 VI (lit. Fist Enrage VI)
	Super Octopunch		슈퍼 피스트 인레이지 (lit. Super Fist Enrage)
	HEXA Sea Serpent	Sea Serpent VI	씨 서펜트 VI
	HEXA Sea Serpent Burst	Sea Serpent Burst VI	씨 서펜트 버스트 VI

	HEXA Sea Serpent's Rage	Sea Serpent Enrage VI	씨 서펜트 인레이지 VI
	HEXA Nautilus Strike	Nautilus Strike VI	전함 노틸러스 VI
	HEXA Serpent Scale	Serpent Stone VI	서펜트 스톤 VI
	HEXA Serpent Assault	Serpent Assault VI	서펜트 스톤 버스트 VI
	HEXA Raging Serpent Assault	Serpent Assault Enrage VI	서펜트 스톤 인레이지 VI
	HEXA Hook Bomber	Hook Bomber VI	훅 봄버 VI
	Unleash Neptunus	Liberate Neptunes	리버레이트 넵투누스
	Haymaker (name unconfirmed)		헤이메이커
	Sol Janus		솔 야누스
	Sol Janus: Dawn		솔 야누스 : 새벽
	Sol Janus: Dusk	Sol Janus: Twilight	솔 야누스 : 황혼