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# State of Shadower, Recent News, Change Log

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## **Change Log and Bugs**

**v.252**

[2nd Mastery](#)

[HEXA Meso Explosion](#)

**v.251**

[v.251 - GO WEST! Patch Notes Origin Nerf](#)

**v.246**

[\[Updated November 21\] v.246 - New Age: 6th Job Patch Notes | MapleStorySixth Job](#)

**v.242**

[Smokescreen Bug Fix and Tower of Oz Lag Fix](#)

**v.239**

## [Trickblade Fix](#)

[v.237](#)

## [Trickblade on A1](#)

[v.233](#)

## [Shadower Rework Destiny](#)

# Introduction

This document is written from the PoV of a GMS Reboot player, the tech should be the same regardless of the server (on GMS), but IA and Gear may differ. This is NOT a Maplestory guide, this is a guide for new Shadower players.



[HTTPS://DISCORD.GG/NUD7K68FD9](https://discord.gg/NUD7K68FD9)

## SHADOWER GUIDE

### TIPS AND TRICKS

- WHEN A BOSS HAS 3 STACKS ON TOP OF HIS HEAD, TRICKBLADE WILL DO MASSIVE DMG WHEN USED AFTER ASSASSINATE OR IF IT'S USED DURING SONIC BLOW
- 20% MORE MESOS PASSIVE
- SHADOWER CAN STAY IN DARK SIGHT WHEN THESE SKILLS ARE ACTIVE:
- BOSSING TOGGLE
- MOBBING TOGGLE
- SONIC BLOW CAN BE CANCELED WITH: (A PORTION OF THE CD WILL BE REFUNDED)

### HYPER SKILL PASSIVE

|                     |                     |
|---------------------|---------------------|
| Assassinate-Rein... | Meso Explosion-R... |
| Assassinate-Bos...  | Meso Explosion-L... |
| Assassinate-Ign...  | Meso Explosion-E... |

### INNER ABILITY OPTIONS

MESO 20% / BOSS 20% / SKIP 20%  
MESO 15% / BOSS 10% / SKIP 10%  
DMG ABNORMAL 8% / ATK 21

\* DURING NEWAGE, 15/20% DROP WILL BE BEST IN SLOT \*

### BOSSING TRIO

- ASSASSINATE
- SHADOW VEIL
- MESO EXPLOSION

### MOBBING TRIO

- SUDDEN RAID
- DARK FLARE
- CRUEL STAB

### SKILL NODE PRIORITY

- BURST**
  - SONIC BLOW
  - TRICKBLADE
  - SSF
- BUFFS**
  - SHADOW WALKER
  - LAST RESORT
  - GODDESS
- MOBILITY**
  - SHADOW ASSAULT

MADE BY FEWSTABS

Shadower is a DPS, Farmer, High Mobility,

|                      |  |
|----------------------|--|
| <b>DPS</b>           |  |
| <b>Burst</b>         |  |
| <b>Mobbing</b>       |  |
| <b>Mobility</b>      |  |
| <b>Survivability</b> |  |
| <b>Utility</b>       |  |
| <b>Difficulty</b>    |  |

### Pros

- Shadower has high mobility. We have a rush skill, 2 teleport skills, shadow assaulter, into darkness, as well as our iframe.
- Shadower has a low cd iframe that can reposition you behind the boss.
- Shadower has darksight which allows you to negate some boss' damage.
- Shadower has two summons with erda fountain, making mobbing extremely easy and lazy when combined with cruel stab and meso explosion.
- Shadower main damage is from weaving meaning no cd which means hit that boss forever.
- We have 20% meso obtain over all other classes helping us be one of

### Cons

- Our iframe is conditional meaning you can't just use it. Conditions have to be met such as having 3 stacks on the target, the boss being targetable, and linking it with assassinate or sonic blow.
- Shadower has a hard time doing a lot of damage to bosses with a short window of opportunity to do damage since you can not sit there for an extended amount of time weaving on the boss.
- Not the greatest party bosser since our burst isn't amazing. It is not bad but not amazing and only provide one party buff smokescreen (22% crit damage)
- No built-in class bind, we need Erda Nova

- the best farmers if not the best
- We are a 3 minute class so ring swapping for Oz rings is good!

## Inner Ability

### Ideal Inner Ability Lines

| Legendary Line       | Unique Line  |
|----------------------|--|
| 15 - 20% Meso Obtain | 15 - 20% Critical Rate                                 |
| 15 - 20% Boss Damage | 7 - 8% Damage Increase to Monster with Abnormal Status |
| 15 - 20% CD Skip     | 5 - 10% CD Skip  |
|                      | 13 - 15% Meso Obtain                                   |
|                      | 5 - 10% Boss Damage                                    |
|                      | 13 - 15% Item Drop                                     |

Meso Obtain is recommended in Reboot due to Reboot's passive 6x meso gain.

Critical Rate is early game or sub 8k legion

You can use a Black / Chaos Circulator to reroll your IA values.

CD Skip for ab link, smokescreen for the crit dmg, damage reduction, also extra pulverize charges and krr ring.





Weaving is about 50% or more of Shadower's full rotation, which is why it is important to upgrade your boost nodes **ASAP**. The added damage to mesos explosion will also help you kill mobs and rack in them mesos!



### Trick Blade

Passive Effect: The last enemy hit with Assassinate and Sonic Blow receives a wound debuff, for 10 sec., that can stack up to 3 times. Only 1 enemy can receive the wound debuff. If the debuff is given to a new enemy, the previous debuff disappears.

Active Effect - MP Cost: 650, summons your hidden friends to deal 1350% damage up to 10 enemies 5 times. Cooldown: 14 sec.

If one of the enemies has the wound debuff at max stack, you can use it by linking from Assassinate's first/last attack and Sonic Blow to move behind that enemy and activate Chase Cut 5 times dealing 1650% damage 7 times with Critical Rate +100% and ignoring 100% additional Defense. Invincible for 1.8 sec after the attack, which also applies 20 sec. of cooldown



### Sonic Blow

MP Cost: 1000, Duration: 2.5 sec, Damage: 1000% damage, Max Enemies Hit: 8, Number of Attacks: 7, Ignore DEF: +100%

Every attack of Sonic Blow stacks 3 wound debuffs on the highest Max HP enemy that was hit. Cooldown: 45 sec.

Attack can be canceled by using Trickblade if there is an enemy with max wound stacks. Reduces cooldown by 2.5 sec. for every remaining number of attacks. Can also be canceled by Shadow Assaulter.



### Slash Shadow Formation

MP Cost: 1200, Max Enemies Hit: 6, Damage: 1250%, Number of Attacks: 8. Allies appear 12 times then the leader appears. Additional DEF Ignored: 100%

Leader: Chase Cut Activation: 4, Max Enemies Hit: 8, Damage: 1870%, Number of Attacks: 15

Cooldown: 90 sec.



Decent Holy Symbol is important to level up as it provides a notable EXP Buff as well as an additional Item Drop Rate with 100% uptime. It is recommended to level this up due to its benefits to training.

## Perfect Trios

### Mandatory Boost Nodes



Assassinate / Meso Explosion is useful for both bossing and mobbing. Since weaving is the majority of Shadower's damage this takes major priority. Meso Explosion also is used for mobbing again, get them mesos.

Shadow Veil is mainly used to keep us in dark sight with our sonic blow in between our shadow walker burst (3 minute burst) and our slash shadow formation burst (90 second burst). After 6th job this skill is used to keep us in dark sight during our 90 second burst since smokescreen will be used during our 6 minute (origin) and 3 minute bursts instead.

Cruel Stab is useful for mobbing. Especially later into the game when meso explosion does not one shot we count on cruel stab to kill most of the map.

Dark Flare is used mainly as a summon for farming in combination with erda fountain to make our lives easier and lazier ya feel. It is useful damage estimated to equal about the same amount of damage as a single trick blade. It is also useful in versus hilla for the corpses

Sudden Raid doesn't really add much damage to the kit, it's kind of best of the worst in terms as the 2nd set of nodes, primarily used for farming can be kinda useful in gloom for darkness.

### Example: 2 Node Setup (Recommended)

Ideal for those looking to make Shadower a **main**.



## Example: 1 Node Setup

Ideal for those looking to make Shadower a **bossing mule**. You can use cruel stab node to help level.



## Hyper Setup

---

### Mandatory Hyper Skills

|   |   |
|---|---|
|  | <u>Assassinate - Reinforce</u><br>Damage +20%             |
|  | <u>Assassinate - Boss Rush</u><br>Boss Damage +20%        |
|  | <u>Assassinate - Guard Break</u><br>Enemy DEF Ignored 10% |

|   |   |
|---|---|
|  | <p><u>Meso Explosion - Reinforce</u><br/>Damage +20%</p>  |
|  | <p><u>Meso Explosion - Enhance</u><br/>Max number of usable Mesos dropped from Pick Pocket and Blood Money: 5. Chance for Mesos to drop from Pick Pocket and Blood Money: +10%.</p> |

## Situational Hyper Skills

If you are close to one shotting with cruel stab, you can max out your cruel stab instead of your assassinate hyper skills to cheese some extra damage.

|   |  |
|---|--|
|   | <p><u>Cruel Stab - Reinforce</u><br/>Damage +20%</p>       |
|  | <p><u>Cruel Stab - Spread</u><br/>Max Enemies Hit +2</p>   |
|  | <p><u>Cruel Stab - Spread</u><br/>Number of Attacks +1</p> |

## Hyper Stats

Hyper Stats for Shadower are the same as most other classes in the game. As always, try to split your hyper stat points evenly as the cost of hyper stats gets higher at each level. You can also use calculators to optimize your hyper skills later into the game.

### Bossing

Critical Damage  
Ignore Enemy Defense  
Damage  
Boss Damage  
Critical Rate

### Training

Critical Damage  
Damage  
Normal Monster Damage  
Bonus EXP  
Arcane Force(For early game)

Please note that the Boss Damage and Normal Damage Hyper Stat gives more % per level than Damage at later levels.

## Link Skills

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### Bossing

**Damage / Boss Damage**



**Fury Unleashed**  
(Demon Slayer)

Boss Damage + **10 / 15 / 20%**



**Solus**  
(Ark)

Activates when in combat state for **5** seconds.

Increases damage by **1%** and an additional **1 / 2 / 3%** per stack.

Duration: **5** seconds  
Stacks up to 5 times.

(Average +**16%** Damage)



**Wild Rage**  
(Demon Avenger)

Damage + **5 / 10 / 15%**



**Tide of Battle**  
(Illium)

Activated when moving a certain distance

Damage per stack +**2 / 3%**

Duration: **10** seconds  
Stacks up to 4 times.

(Average +**12%** Damage)



**Unfair Advantage**  
(Cadena)

Attacks against weaker opponents (lower leveled enemies)  
+ **3 / 6%** Damage.

Attacks against monsters inflicted by Abnormal Statuses + **3 / 6%** Damage.

(Average +**12%** Damage)

|  |  |
|--|--|
|  <p><b><u>Elementalism</u></b><br/>(Kanna)</p>                    | <p>Damage + <b>5 / 10%</b></p>   |
|  <p><b><u>Thief's Cunning</u></b><br/>(Explorer - Thief)</p>      | <p>Upon debuffing an enemy</p> <p>Damage + <b>3 / 6 / 9 / 12 / 15 / 18%</b></p> <p>Duration: <b>10</b> seconds<br/>Cooldown: <b>20</b> Seconds</p> <p>(Average +<b>9%</b> Damage)</p>  |
|  <p><b><u>Time to Prepare</u></b><br/>(Kain)</p>                  | <p>After completing Time to Prepare at least 1 time, then upon either defeating 8 enemies or attacking a boss 5 times, damage increases by <b>17% for 20 sec</b>, for every 5 times you've stacked Time to Prepare.</p> <p>Cooldown: <b>40</b> sec</p> |
|  <p><b><u>Hybrid Logic</u></b><br/>(Xenon)</p>                  | <p>All stats + <b>5 / 10%</b> for hyper endgame the stat could end up being more useful than a dmg%</p>  |
|  <p><b><u>Terms and Conditions</u></b><br/>(Angelic Buster)</p> | <p>+ <b>30 / 45 / 60%</b> skill damage for <b>10</b> seconds.</p> <p>Cooldown: <b>60</b> seconds</p>   |
|  <p><b><u>Judgment</u></b><br/>(Kinesis)</p>                    | <p>Critical Damage <b>+4%</b></p>  |

## Ignore Enemy Defense



**Light Wash**  
(Luminous)

IED + 10 / 15 / 20%



**Empirical Knowledge**  
(Explorer - Magician)

15% chance of providing the following bonuses to the highest HP enemy.

Damage per stack  
+ 1 / 1 / 2 / 2 / 3 / 3%

IED per stack  
+ 1 / 1 / 2 / 2 / 3 / 3%

Duration: **10** seconds  
Stacks up to 3 times.



**Bravado**  
(Hoyoung)

IED + 5 / 10%

Damage + 9 / 14% against Enemies with  
**100%** HP



**Rhinne's Blessing**  
(Zero)

Reduces your damage taken  
3 / 6 / 9 / 12 / 15%

IED + 2 / 4 / 6 / 8 / 10%

## Critical Rate



Boss Damage + 4 / 7 / 10%

|   |  |
|---|--|
| <p><b><u>Spirit Guide Blessing</u></b><br/>(Lynn)</p>   | <p>Critical Rate + <b>4 / 7 / 10%</b></p> <p>Max HP + <b>3 / 4 / 5%</b></p> <p>Max MP + <b>3 / 4 / 5%</b></p>                                  |
| <p><br/><b><u>Phantom Instinct</u></b><br/>(Phantom)</p>                 | <p>Critical Rate + <b>10 / 15 / 20%</b></p>  |
| <p><br/><b><u>Adventurer's Curiosity</u></b><br/>(Explorer - Archer)</p> | <p>Chance to add Monster to Collection<br/>+ <b>10 / 15 / 20 / 25 / 30 / 35%</b></p> <p>Critical Rate<br/>+ <b>3 / 4 / 6 / 7 / 9 / 10%</b></p> |

| Survivability   |  |
|---|--|
| <p><br/><b><u>Spirit of Freedom</u></b><br/>(Resistance)</p>         | <p>Invincible for<br/><b>1 / 2 / 3 / 4 / 5 / 6 / 7 / 8</b> seconds<br/>after being revived.</p>  |
| <p><br/><b><u>Invincible Belief</u></b><br/>(Explorer - Warrior)</p> | <p>Activates when HP goes below <b>15%</b></p> <p>Restore <b>20 / 23 / 26 / 29 / 32 / 35%</b><br/>of Max HP every second for <b>3</b> seconds.</p> <p>Cooldown:<br/><b>410 / 370 / 330 / 290 / 250 / 210</b> seconds</p> |
| <p><br/><b><u>Close Call</u></b></p>                                 | <p>Fatal Attack Survival Chance<br/>+ <b>5 / 10%</b></p>   |

(Shade)

## Example Bossing Setup

Ideal for High Legion, requires less critical rate and IED



Ideal for Lower Legion, more critical rate and IED



Feel free to mix and match depending on your needs. Use your best judgment, another good mention is Adele's link for party bossing over kain link.

## Training



**Elven Blessing**  
(Mercedes)

Permanently receive **10 / 15 / 20%**  
additional EXP

Return you to Elluel, Cooldown: **10** minutes



**Rune Persistence**  
(Evan)

Rune Duration + **30 / 50 / 70%**

|  |  |
|--|--|
|  <p><b>Combo Kill Blessing</b><br/>(Aran)</p> | <p>Combo Kill Orb EXP: + <b>400 / 650 / 900%</b></p>   |
|  <p><b>Nature's Friend</b><br/>(Lara)</p>     | <p>Damage + <b>3 / 5%</b></p> <p>Activates Nature's Help upon defeating 20 enemies.</p> <p>[Nature's Help] Increase Damage against Normal Monsters by <b>7 / 11%</b> for <b>30</b> seconds. Cooldown: <b>30</b> seconds.</p>                     |
|  <p><b>Tide of Battle</b><br/>(Illium)</p>    | <p>Activated when moving a certain distance</p> <p>Damage per stack + <b>2 / 3%</b></p> <p>Duration: <b>10</b> seconds<br/>Stacks up to 4 times.</p> <p>(Average + <b>12%</b> Damage)</p>  |
|  <p><b>Bravado</b><br/>(Hoyoung)</p>        | <p>IED + <b>5 / 10%</b></p> <p>Damage + <b>9 / 14%</b> against Enemies with <b>100%</b> HP</p>   |
|  <p><b>Solus</b><br/>(Ark)</p>              | <p>Activates when in combat state for <b>5</b> seconds.</p> <p>Increases damage by <b>1%</b> and an additional <b>1 / 2 / 3%</b> per stack.</p> <p>Duration: <b>5</b> seconds<br/>Stacks up to 5 times.</p> <p>(Average + <b>16%</b> Damage)</p> |

|   |  |
|---|--|
|  <p><b><u>Time to Prepare</u></b><br/>(Kain)</p>     | <p>After completing Time to Prepare at least 1 time, then upon either defeating 8 enemies or attacking a boss 5 times, damage increases by <b>17% for 20 sec</b>, for every 5 times you've stacked Time to Prepare.</p> <p>Cooldown: <b>40 sec</b></p> |
|  <p><b><u>Unfair Advantage</u></b><br/>(Cadena)</p>  | <p>Attacks against weaker opponents (lower leveled enemies)<br/>+ <b>3 / 6%</b> Damage.</p> <p>Attacks against monsters inflicted by Abnormal Statuses + <b>3 / 6%</b> Damage.</p> <p>(Average +<b>12%</b> Damage)</p>                                 |
|  <p><b><u>Wild Rage</u></b><br/>(Demon Avenger)</p> | <p>Damage + <b>5 / 10 / 15%</b></p>  |

## Stats

---

|  |
|--|
| <p style="text-align: center;"><b>Attack Speed</b></p>  |
|--|

| Base | Booster | Green Pot | DSI | Total |
|------|---------|-----------|-----|-------|
| 6    | +2      | +1        | +1  | 10    |

We gain a significant amount of benefit from Attack Speed since it allows us to get more assassins and meso explosions out.

0 Attack Speed is not necessary, hence shadowers clearing end game content on KMS but if you can be 0 Attack speed why would you not be it.

**The Attack Speed System will be changed in Savior. From 0 being the slowest, to 10 being the fastest. This is mainly a visual difference to fit in our stat windows.**

## Critical Rate



### Static Critical Rate Sources

Base: 5%  
 Legion Grid: 0 - 40%  
 Legion Artifact 0 - 20%  
 Night Lord Legion Bonus: 0 - 5%  
 Marksman Legion Bonus: 0 - 5%  
 Phantom Link Skill: 10 - 20%  
 Lynn Link Skill: 5 - 10%  
 Inner Ability: 5 - 20%  
 Hyper Stat: 0 - 25%  
 Flip the coin: 25%  
 Critical Edge: 25%

### Temporary Critical Rate Sources

Decent Sharp Eyes: 10%

Decent Sharp Eyes will need to be cast regularly or bound to a pet with Auto Buff.

### Example Critical Rate Setup

These are not recommended setups, rather they are example setups. Use whatever critical rate sources you have at your disposal

|                                 | 4k Legion | 6k Legion | 8.5k Legion | 9k Legion |
|---------------------------------|-----------|-----------|-------------|-----------|
| <b>Base 5%</b>                  | 5         | 5         | 5           | 5         |
| <b>Legion 0 - 40%</b>           | 0 - 10    | 21        | 0 - 15      | 0 - 15    |
| <b>Night Lord Legion 0 - 5%</b> |           | 4         | 5           | 0 - 5     |
| <b>Marksman Legion 0 - 5%</b>   |           |           | 5           | 0 - 5     |
| <b>Phantom Link 10 - 20%</b>    | 10 - 20   | 10 - 20   |             |           |
| <b>Beast Tamer Link 5 - 10%</b> | 5 - 10    | 10 - 20   | 10          | 10        |
| <b>Inner Ability 5 - 20%</b>    | 5 - 20    |           |             |           |
| <b>Hyper Stat 0 - 25%</b>       | 0 - 5     |           | 0 - 15      | 0 - 15    |
| <b>Decent Sharp Eyes 10%</b>    | 10        | 10        | 10          | 10        |
| <b>Flip the coin 25%</b>        | 25        | 25        | 25          | 25        |
| <b>Critical Edge 25%</b>        | 25        | 25        | 25          | 25        |
| <b>Total</b>                    | 100       | 100       | 100         | 100       |

Shadower gets 50% crit rate from flip the coin and critical edge plus 5% base that everyone gets so you need to get 45%. 10% from Decent Sharp Eyes, 10% from level 3

Beast Tamer, 0-5% depending on the level of your Night Lord and 0-5% depending on the level of your marksman. That puts you needing 15% crit rate which you can easily make up with hyper stat and legion instead of rolling for crit IA.

## Critical Damage



Critical Damage is good on shadower like most classes. AT LEAST 2 lines of 8% crit damage on gloves later on 2 lines of crit damage 1 line of stat.

## Ignore Enemy Defense



Shadower does have 100% Ignore Enemy Def on all of our 5th job skills. Shadower gains a passive 20% IED buff from Shadower Instinct. As such, it is recommended to have between **96 - 97% visual IED** (IED stated in your stat window) to ensure your abilities deal optimal damage for 380 PDR bosses. Black mage and Chaos Tenebris Bosses should have 93-95% and earlier game bosses at least 91%

## Gear

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## Optimal WSE

WSE stands for Weapon, Secondary, Emblem and are often referred to when talking about their potentials.



An optimal WSE varies between a player's progression within the game. Factors such as Familiar potentials, Legion, and Starforce may all contribute to different setups.

For example, if you have insufficient Boss Damage Familiars, you may benefit more from Boss Damage lines on your Weapon or Secondary. If you have low legion, you may have low IED, making IED lines more beneficial. To accurately see what your optimized WSE would be, use a WSE calculator such as

<https://brendonmay.github.io/wseCalculator/>

### Example WSE Setups

| Weapon     | Secondary  | Emblem     |
|------------|------------|------------|
| 13% Attack | 12% Attack | 12% Attack |
| 10% Attack | 9% Attack  | 9% Attack  |
| 10% Attack | 9% Attack  | 9% Attack  |

| Weapon          | Secondary       | Emblem     |
|-----------------|-----------------|------------|
| 13% Attack      | 12% Attack      | 12% Attack |
| 10% Attack      | 30% Boss Damage | 30% IED    |
| 30% Boss Damage | 9% Attack       | 9% Attack  |

| Weapon     | Secondary       | Emblem    |
|------------|-----------------|-----------|
| 13% Attack | 40% Boss Damage | 35% IED   |
| 10% Attack | 9% Attack       | 9% Attack |
| 10% Attack | 9% Attack       | 9% Attack |

## Secondary Weapon



Shadower's BIS Secondary Weapon is Deimos Shield  
**Obtainable from a scroll frequently dropped by Cygnus as well as Bellamoa [Mirror World], Mutant Orange Mushroom, Mutant Ribbon Pig, Night, Advanced Knight D**

## CD Hat



The benefits is lower cooldown on shadow veil, sonic blow, pulverize, and trick blade mobbing/bossing attack.

## Cooldown Hat Vs Stat Hat

With a -2 sec hat and Mercedes Legion:

Sonic Blow goes from 45 seconds down to 40.

Trick Blade Mobbing goes from 14 seconds down to 10

Trick Blade Bossing goes from 20 seconds down to 16

-3 gives 1 extra trickblade in a full 3 minute rotation just 2x for 6 minute rotation

-4 gives 2 extra trickblades

-5 gives 2 extra trickblades

-6 gives 3 extra trickblades

IMO unless you have a -4 cd hat with stat I would prefer 3 line stat, although on a CRA hat I would settle with whichever you hit first or even a -2 hat with 2 lines of stat.

Having Trick Blade on a lower cooldown will allow you to play more aggressive and could help you out in terms of poor positioning in bosses as long as they are targetable.

The stat hat will net you more damage on the individual skills like your origin, sonic blow, slash shadow formation, trick blade, and weaving.

## Oz Rings



In party bossing we would use **Ring of Restraint** for 6 minute and our 3 minute burst.

**Weapon Jump** for our 90 second burst.

For solo bossing you could use continuous!

Keep in mind we can also use Crisis HM for culvert you just need a Health cut and Limit ring to go with it.

In some bosses you could use Risk Taker like Gloom, Slime or Kalos when groggy for example.

In Dojo you could use Totaling, Level Jump as well as the previously mentioned rings.

## Skills

Not including Beginner Skills because i don't wanna

### First Job

|  |   |
|--|---|
| <p><b><u>Double Stab</u></b></p>  <p><b>Damage</b></p> | <p>“Stab in place damaging enemies around you. Only usable when equipped with a Dagger”</p>                 |
| <p><b>Level 15</b></p>   | <p>Cost: <a href="#">14 MP</a></p> <p>Damage: <b>165%</b>, Max Enemies Hit: 5,<br/>Number of Attacks: 2</p> |

|   |   |
|---|---|
| <p><b><u>Lucky Seven</u></b></p>  <p><b>Damage</b></p> | <p>“Throws a barrage of stars forward. Only usable when equipped with a claw”</p>                           |
| <p><b>Level 15</b></p>  | <p>Cost: <a href="#">14 MP</a></p> <p>Damage: <b>110%</b>, Max Enemies Hit: 5,<br/>Number of Attacks: 3</p> |

This skill cost throwing stars(Throwing Star Cost 2)

|  |  |
|--|--|
| <p><b>Haste</b></p>  <p><b>Movement</b></p> | <p>“Permanently increases Speed, Jump, and Max Speed.”</p> |
| <p><b>Level 10</b></p>   | <p>Speed: +40, Jump: +20, Max Speed: +20</p>               |

|   |   |
|---|---|
| <p><b>Dark Sight</b></p>  <p><b>Buff</b></p> | <p>“Allows you to hide in the shadows for a short time to avoid the enemy's attack. While Dark Sight is active, you can deactivate it either by using another skill or by pressing the Dark Sight skill key again. Note that certain movement skills will not cancel Dark Sight. Upon deactivating Dark Sight, its cooldown will vary according to damage dodged in proportion to your Max HP.”</p> |
| <p><b>Level 10</b></p>  | <p>Cost: <b>5 MP</b></p>  |
| <p>When Dark Sight is deactivated, cooldown increases per attack dodged: 3 seconds. Stacks up to 5 times.</p>                   |   |

|                          |   |
|--------------------------|---|
| <p><b>Flash Jump</b></p> | <p>“Use while in the middle of a jump to jump even farther. The higher this skill's level, the farther you will jump. Can be activated with</p> |
|--------------------------|---|

|  |   |
|--|---|
| <br><b>Movement</b> | the Jump key.”  |
| Level 10   | Cost: <b>5 MP</b><br><br>Allows you to jump further. Able to use 2 times consecutively. |

|   |                                   |
|---|-----------------------------------|
| <b>Nimble Body</b><br><br><b>Passive</b> | “Permanently increases LUK by 20” |
| Level 10  |                                   |

## Second Job

|  |   |
|--|---|
| <b>Savage Blow</b><br><br><b>Damage</b> | “Deals very quick consecutive attacks to the enemy in front.”                               |
| Level 20   | Cost: <b>30 MP</b><br><br>Damage: <b>210%</b> , Max Enemies Hit: 1,<br>Number of Attacks: 3 |

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| <p style="text-align: center;"><b><u>Critical Edge</u></b></p> <p style="text-align: center;"></p> <p style="text-align: center;"><b>Passive</b></p> | <p>“Permanently increases Critical Rate and Critical Damage.”</p> |
| <p><b>Level 10</b></p>  | <p>Critical Rate: +25%, Critical Damage: +5%</p>                  |

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| <p style="text-align: center;"><b><u>Steal</u></b></p> <p style="text-align: center;"></p> <p style="text-align: center;"><b>Toggle</b></p> | <p>“Grants your attack skills a chance to steal a potion that immediately recovers either HP or MP upon striking an enemy. You can steal only one potion per enemy, although you can repeatedly attempt to steal until you succeed. Potions stolen from bosses fully restore your HP and MP, and boost Attack Power for a short time. Can be toggled On/Off”</p> |
| <p><b>Level 10</b></p>   | <p>Grants attack skills a 10% chance to steal a potion that instantly restores HP or MP. Consuming a potion that was stolen from a boss fully restores both HP and MP, and grants you a buff that increases your Attack Power by 30 for 3 minutes.</p>   |
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| <p style="text-align: center;"><b><u>Agile Daggers</u></b></p> <p style="text-align: center;"></p> <p style="text-align: center;"><b>Passive</b></p> | <p>“Increase Attack Speed and Luck. Required Skill: Dagger Mastery Lv. 5”</p> |
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| <b>Level 10</b> | Attack Speed: +2, Luck: +20 |
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| <b><u>Channel Karma</u></b><br><br><b>Passive</b> | “Increase your Attack Power and your ability to resist knockback effects when struck..” |
| <b>Level 19</b>  | Attack Power: +30, Knockback Resistance: +40%   |

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| <b><u>Dagger Mastery</u></b><br><br><b>Passive</b> | “Increases Dagger Mastery.<br>Level 10 required to learn Dagger Expert.” |
| <b>Level 10</b>  | Dagger Mastery: +50%, Final Damage: +10%                                 |

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| <b><u>Physical Training</u></b><br><br><b>Passive</b> | “Permanently increases LUK and DEX through sheer physical training.” |
| <b>Level 5</b>   | Permanently increase LUK by 30 and DEX by 30                         |

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| <p><b><u>Shield Mastery</u></b></p>  <p><b>Passive</b></p> | <p>“Increases DEF, Avoidability, and Attack Power when a shield or dagger scabbard is equipped, and reduces damage taken.”</p> |
| <p><b>Level 10</b></p>  | <p>When a shield or dagger scabbard is equipped, DEF: +110%, Avoidability: +20%, Attack Power: +15, Damage Taken: -60%</p>     |

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| <p><b><u>Bandit's Agility</u></b></p>  <p><b>Movement</b></p> | <p>“Harness the agility of an assassin to gain the ability to Flash Jump upwards. Required Skill: Flash Jump Lv. 5”</p> |
| <p><b>Level 1</b></p>  | <p>Allows you to Flash Jump upwards.</p>  |

## Third Job

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| <p><b><u>Midnight Carnival</u></b></p>  <p><b>Damage</b></p> | <p>“Overwhelm enemies with supersonic slashes.”</p>  |
| <p><b>Level 20</b></p>  | <p>Cost: <b>26 MP</b></p> <p>Damage: <b>190%</b>, Max Enemies Hit: 8, Number of Attacks: 4</p> |

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| <p><b><u>Phase Dash</u></b></p>  <p><b>Damage</b></p>                                    | <p>“Dashes at the enemy with blinding speed, damaging and knocking them back. Can be resisted by some monsters.”</p> |
| <p><b>Level 20</b></p>  | <p>Cost: <b>45 MP</b></p> <p>Damage: <b>420%</b>, Max Enemies Hit: 8,<br/>Number of Attacks: 2</p>                   |
|  <p>Can put it on the in-game macro to remove delay, useful rush skill to reposition</p> |  |

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| <p><b><u>Meso Explosion</u></b></p>  <p><b>Damage</b></p> | <p>“Fling Mesos, dropped by PickPocket, to damage enemies.<br/>Required Skill: Pick Pocket Lv. 1<br/>Level 20 required to learn Blood Money.”</p> |
| <p><b>Level 20</b></p>   | <p>Cost: <b>30 MP</b></p> <p>Damage: <b>100%</b>, Max Enemies Hit: 10,<br/>Number of Attacks: 2 Max Number of<br/>Projectiles 15</p>              |
| <p>Main bossing skill with assassinate</p>   |   |

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| <p><b><u>Dark Flare</u></b></p>  | <p>“Release dark energy for a certain period of time to summon a large dagger, which attacks enemies nearby. Unaffected by attack reflection.”</p> |
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| <b>Summon</b>  |   |
| <b>Level 20</b>  | <p>Cost: <a href="#">100 MP</a></p> <p>Summon a dagger, for 60 sec, that periodically deals <b>360%</b> damage to 3 enemies nearby. Cooldown: <a href="#">60 sec</a>.</p> |
| Important summon for farming it does decent damage for bosses as well! |   |

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| <p><b>Pick Pocket</b></p>  <p><b>Toggle</b></p> | <p>“Cause 1 Meso to drop every time you attack with your skills (excludes Meso Explosion, 1st Job Skills, 5th Job Common Skills, and Summoner attacks). Pick Pocket and Blood Money cannot be used at the same time.<br/>Can be toggled On/Off..”</p> |
| <b>Level 5</b>   | <p>Has a 30% chance to drop Mesos, up to a maximum of 15 Mesos. Mesos do not drop from Venom or Sudden Raid, which do damage over time.</p>   |
| Toggle that is used for <b>MOBBING NOT BOSSING</b>   |   |

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| <p><b>Shadow Partner</b></p>  <p><b>Buff</b></p> | <p>“Summon a shadow partner that mimics the summoner. It does not have its own HP, and disappears when it is hit with an attack that changes its appearance or restricts movement. It cannot mimic Meso Explosion, summoned monsters, 5th Job Common Skills, or certain other skills..”</p> |
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| <b>Level 20</b>    | MP Cost: <b>64 MP</b> , summons a shadow that makes an additional hit that is 70% of the final damage for all attacks for 200 sec |
| Can be auto buffed |   |

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| <p><b><u>Advanced Dark Sight</u></b></p>  <p><b>Passive</b></p> | <p>“Hones your stealth technique, giving you a chance of not breaking Dark Sight when you attack or use skills in Dark Sight. Has a chance to automatically trigger Dark Sight on attack, and attacking from Dark Sight will increase Final Damage.</p> <p>However, if you dodge an attack that deals damage proportional to Max HP, using the Dark Sight that activates when you are hit, the cooldown will not apply, and Dark Sight's duration will decrease.</p> <p>Required Skill: Dark Sight Lv. 10”</p> |
| <b>Level 1</b>   | <p>15% chance to maintain Dark Sight on attacking.</p> <p>When inside your own Smokescreen or Shadow Veil, this increases to 100%.</p> <p>15% chance to auto-trigger Dark Sight. Final Damage <b>+15%</b> when attacking during Dark Sight.</p> <p>If you dodge an attack that deals damage proportional to Max HP, using the Dark Sight that activates when you are hit, the Dark Sight's remaining time will be reduced by 20% of its maximum.</p>   |
| This skill is why it is so important to be in dark sight as much as possible!  |  |

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| <p><b><u>Into Darkness</u></b></p>  <p><b>Damage</b></p> | <p>“Melts into the darkness and teleports you behind the furthest enemy in range. You remain in Dark Sight after teleporting, and the cooldown is shared with Dark Sight..”</p> |
| <p><b>Level 1</b></p>   | <p>Cost: <b>20 MP</b></p> <p>Teleport to the enemy within range and go into Dark Sight. Cooldown shared with Dark Sight.</p>  |
| <p><a href="#">Useful repositioning tool(Dubsly's Explanation)</a></p>  |   |

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| <p><b><u>Venom</u></b></p>  <p><b>Damage Passive</b></p> | <p>“Permanently coats your dagger with venom, giving all your attacks the chance to Poison enemies. The Poison is not stackable, and the enemy's HP cannot drop below 1.<br/>Level 10 required to learn Toxic Venom..”</p> |
| <p><b>Level 10</b></p>   | <p>Status Chance: 30%, Damage Over Time: 90% damage every 1 sec for 6 sec</p>  |

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| <p><b><u>Meso Mastery</u></b></p>  <p><b>Passive</b></p> | <p>“Increase Attack Power, amount of Mesos that drop, and Meso Explosion's damage.”</p>             |
| <p><b>Level 5</b></p>   | <p>Attack Power: +25,<br/>Enemy Meso Drop Rate: +20%<br/>Meso Explosion Damage (per shot): +20%</p> |

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| <p><b><u>Enveloping Darkness</u></b></p> | <p>“Cloaks yourself in darkness, increasing Max HP, Abnormal Status Resistance and Elemental Resistance permanently.”</p> |
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| <br><b>Passive</b> |   |
| <b>Level 4</b>  | Max HP: +20%, Abnormal Status Resistance: +30, Elemental Resistance: +30% |

## Fourth Job

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| <b>Assassinate</b><br><br><b>Damage</b>                                 | <p>“Attack an enemy's vital points over and over to deal tremendous damage. Cast the Assassinate skill once more after the first strike to deal a finishing blow. After the final blow, you will no longer be hidden. Also, you can deal a stronger final blow of Assassinate if you have the Murderous Intent buff. The Murderous Intent buff is consumed when the enemy is hit. Targets the enemy with the highest HP first. During the use of this skill, no enemy attack can knock you back.”</p> |
| <b>Level 30</b>   | ,MP Cost: <b>44 MP</b> , Damage: <b>270%</b> , Number of Consecutive Attacks: 6. Press the skill key once more to deal <b>490%</b> damage 6 times as the final blow.<br>Final Damage increases by <b>50%</b> when using a final blow that consumes the Murderous Intent buff.   |
| Main bossing skill with meso explosion. Also gives super stance during animation one and animation two, does not give super stance in between animations. |   |

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| <p style="text-align: center;"><b><u>Cruel Stab</u></b></p> <div style="text-align: center;">  <p><b>Damage</b></p> </div> | <p>“Inflicts a brutal stab with the dagger. Pick Pocket's Meso drop rate is halved for this skill. Permanently increases Final Damage.”</p> |
| <p style="text-align: center;"><b>Level 30</b></p>  | <p>MP Cost: <b>40MP</b>, Damage: <b>250%</b>, Max Enemies Hit: 8, Number of Attacks: 6<br/>[Passive Effects] Final Damage: <b>+25%</b></p>  |
| <p style="text-align: center;">Main mobbing skill.</p>  |   |

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| <p style="text-align: center;"><b><u>Blood Money</u></b></p> <div style="text-align: center;">  <p><b>Toggle Damage</b></p> </div> | <p>“Drops coins branded with an Assassin's Mark. Enhances Meso Explosion. Using Meso Explosion while this skill is active grants the Murderous Intent buff which enhances your next Assassinate final blow. Pickpocket and Bloody Money cannot be active at the same time. Mesos created with Blood Money will attack the boss with the highest HP first when detonated with Meso Explosion. Permanently increases Luck and Critical Damage. Unaffected by Combat Orders.<br/>Can be toggled On/Off.</p> |
| <p style="text-align: center;"><b>Level 20</b></p>  | <p>Your attacks have a 30% chance of dropping coins. A total of 15 coins can be in play at any one time.<br/>Damage-over-time effects from Venom and Sudden Raid do not generate coins.<br/>Casting Meso Explosion while Blood Money is active grants the Murderous Intent buff.<br/>Meso Explosion deals 30% additional damage against bosses.<br/>[Passive Effects] Luck +10, Critical Damage: +20%.</p>   |

Toggle used for **BOSSING NOT MOBING**

**Sudden Raid**



**Damage**

“Call in a horde of friends to attack enemies. Unaffected by attack reflection.”

**Level 30**

MP Cost: **290MP**, Damage: **494%**, Max Enemies Hit: 15, Number of Attacks: 7, Damage Over Time: **210%** damage every 1 sec for 10 sec, Cooldown: **30 sec**

Useful for mobbing and can be used during darkness in gloom.

**Maple Warrior**



**Passive**

“ Temporarily increases the stats of all party members. Does not stack with Maple Warrior, Call of Cygnus, Nova Warrior, Hero of the Flora, President's Orders, Anima Warrior, or Rhinne's Protection..”

**Level 30**

MP Cost: **70MP**, Increases all stats assigned APs by 15% for **900 sec**

**Smokescreen**



**Buff**

“Drop a Smokescreen near you. All party members within Smokescreen range will take no damage for the duration. For attacks that are based on max HP ratios, the

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|  | <p>damage will be reduced. Chance of Advanced Dark Sight increased within Smokescreen's range. In addition, enemies inside the Smokescreen will take more critical damage.</p> <p>You are immune to knockback while casting Smokescreen, and Dark Sight will not deactivate upon casting..”</p> |
| <b>Level 30</b>  | <p>MP Cost: <b>46 MP</b>, Critical Damage within the Smokescreen: +20%, Damage Taken in Proportion to Max HP: -10%,<br/>Duration: 30 sec, Cooldown: <b>150 sec</b></p>  |
| <p>Yea we give 20% crit damage to the party carry me bozo. CD Skip also works on this skill!<br/>Lotus laser does not do damage if you are in the smokescreen.</p> |   |

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| <p><b>Hero's Will</b></p>  <p><b>Cleanse</b></p> | <p>“Hones your resolve to ignore certain abnormal status effects. Immune to Abnormal Status for 3 sec after use..”</p> |
| <b>Level 5</b>  | <p>MP Cost: <b>30 MP</b>, Cooldown: <b>300 sec</b></p>   |
| <p>Hero's Will has many useful applications in multiple bosses</p>  | <p>Papulatus, Pierre, Pink Bean, Damien, Gloom, Darknell, Verus Hilla, Black Mage, etc</p>                             |

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| <p><b>Shadower Instinct</b></p>  <p><b>Passive</b></p> | <p>“Awaken your merciless Shadower's instincts, increasing your Attack, Final Damage, and Ignore Defense.”</p> |
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| <b>Level 20</b> | Attack Power: +50, Final Damage: +15%, Ignore DEF: +20% |
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| <u><b>Shadow Shifter</b></u><br><br><b>Passive</b> | “Grants a chance to summon a wooden doll to take damage in your place. Also permanently increases your resistance to knockback effects when struck.” |
| <b>Level 20</b>   | Dodge Chance: 45%, Knockback Resistance: +60%  |

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| <u><b>Toxic Venom</b></u><br><br><b>Damage Passive</b> | “Increases Venom's poison chance and permanently increases poison damage. Required Skill: Venom Lv. 10” |
| <b>Level 10</b>   | Poison Chance: 50%, 160% damage every 1 sec. for 8 sec., can be stacked 3 times                         |

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| <u><b>Dagger Expert</b></u><br><br><b>Damage Passive</b> | “Increases Dagger Mastery, Attack Power, and Critical Damage. Required Skill: Dagger Mastery Lv. 10” |
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| <b>Level 30</b> | Dagger Mastery: +70%,<br>Attack Power: +40, Critical Damage: +15% |
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## Hyper Skills

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| <u><b>Flip of the coin</b></u><br><br><b>Toggle</b> | <p>“Flip a lucky coin to conjure up a blessing of awesomeness. Can be toggled On/Off.”</p> <p>Level Requirement: 140</p> |
| <b>Level 1</b>   | <p>When you land a critical attack, obtain a buff with Damage: <b>+5%</b>, Critical Rate: +5%. Max Stacks: 5</p>         |
| Toggle that should be on all the time for that 25% crit rate.  |  |

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| <u><b>Shadow Veil</b></u><br><br><b>Damage Summon</b> | <p>“Summons a dark ally to deal damage over time. Chance of Advanced Dark Sight increased within Shadow Veil's attack range. Dark Sight will not deactivate upon use.”</p> <p>Level Requirement: 160</p> |
| <b>Level 1</b>   | <p>MP Cost: <b>300 MP</b>, Max Enemies Hit: 15,<br/>Damage: <b>800%</b>, Duration: <b>12 sec.</b><br/>Cooldown: <b>60 sec.</b></p>   |

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| <p><b><u>Epic Adventure</u></b></p>  <p><b>Buff</b></p> | <p>“Call upon the bravery deep within to increase damage output.”</p> <p>Level Requirement: 190</p>  |
| <p><b>Level 1</b></p>  | <p>MP Cost: <b>100 MP</b>, Duration: <b>60 sec.</b>,<br/> Damage: <b>+10%</b><br/> Applies to any Explorer class in the party<br/> Cooldown: <b>120 sec.</b></p> |

## Fifth Job Skills (Shadower)

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| <p><b><u>Trick Blade</u></b></p>  <p><b>Damage I-FrameUtility</b></p> | <p>“Move behind the enemy damaged by Assassinate and Sonic Blow to deal a fatal attack. Assassinate and Sonic Blow leave a wound debuff on the highest Max HP enemy that was hit. Attacks linked with Assassinate and Sonic Blow are unaffected by attack ignore and attack reflection..”</p>   |
| <p><b>Level 25</b></p>   | <p>Passive Effect: The enemy hit with Assassinate's last attack and Sonic Blow receives a wound debuff, for 10 sec., that can stack up to 3 times. Only 1 enemy can receive the wound debuff. If the debuff is given to a new enemy, the previous debuff disappears.</p> <p>Active Effect - MP Cost: 650. Summons your hidden friends to deal <b>1350%</b> damage up to 10 enemies 5 times. Cooldown: 14 sec.</p> <p>If one of the enemies has the wound debuff</p> |

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|  | <p>at max stack, you can use it by linking from Assassinate and Sonic Blow to move behind that enemy, then activate Chase Cut 5 times, dealing <b>1650%</b> damage 7 times with Critical Rate +100% and ignoring 100% additional Defense. Invincible for 1.8 sec. after the attack, which also applies 20 sec. of cooldown.</p>  |
| <p style="text-align: center;"><b>Level 30</b></p>   | <p>Passive Effect: The last enemy hit with Assassinate and Sonic Blow receives a wound debuff, for 10 sec., that can stack up to 3 times. Only 1 enemy can receive the wound debuff. If the debuff is given to a new enemy, the previous debuff disappears.</p> <p>Active Effect - MP Cost: <b>650 MP</b> summons your hidden friends to deal <b>1485%</b> damage up to 10 enemies 5 times. Cooldown: <b>14 sec.</b></p> <p>If one of the enemies has the wound debuff at max stack, you can use it by linking from Assassinate last attack and Sonic Blow to move behind that enemy and activate Chase Cut 5 times dealing <b>1810%</b> damage 7 times with Critical Rate +100% and ignoring 100% additional Defense. Invincible for 1.8 sec after the attack, which also applies <b>20 sec.</b> of cooldown.</p> |
| <p style="text-align: center;">It is recommended to max this ability as soon as possible, due to its damage and utility it gives the class. It is also really useful for a lot of mobbing rotations.</p> |  |

## Sonic Blow



**Burst**

“Move faster than the speed of sound, dealing consecutive attacks along the way. Every attack of Sonic Blow leaves a wound debuff on the highest Max HP enemy that was hit. Sonic Blow can be canceled immediately, by either using Shadow Assault or Trickblade, while an enemy with max wound stacks is within range. Cooldown is reduced in proportion to the remaining number of attacks. You will not be pushed back by any enemy attacks when casting Sonic Blow..”

### **Level 25**

MP Cost: [1000 MP](#), Duration: 2.5 sec,

Damage: **1000%**, Max Enemies Hit: 8, Number of Attacks: 7, Ignore Defense: 100%

Every attack of Sonic Blow stacks 3 wound debuffs on the highest Max HP enemy that was hit.

Cooldown: [45 sec.](#)

Attack can be canceled by using Trickblade if there is an enemy with max wound stacks. Reduces cooldown by 2.5 sec. for every remaining number of attacks.

### **Level 30**

MP Cost: [1000 MP](#), Duration: 2.5 sec,

Damage: **1100%**, Max Enemies Hit: 8, Number of Attacks: 7, Ignore Defense: 100%

Every attack of Sonic Blow stacks 3 wound debuffs on the highest Max HP enemy that was hit.

Cooldown: [45 sec.](#)

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|  | <p>Attack can be canceled by using Trickblade if there is an enemy with max wound stacks. Reduces cooldown by 2.5 sec. for every remaining number of attacks.</p> |
| <p>Use it for 3 minutes then again 45 seconds later then again with 90 second burst then again 45 seconds after your 90 second burst. You can cancel the animation with Shadow assaulter or trick blade.</p> |   |

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| <p><b><u>Slash Shadow Formation</u></b></p>  <p><b>Burst FMA Summon</b></p> | <p>“Team up with dark allies in a special formation to perform a joint attack. Can be used without a casting motion when used while Assassinate or Cruel Stab is in effect. Unaffected by attack reflection. Also unaffected by the effects of Shadow Partner. Use the skill again during activation to immediately call the leader.”</p> |
| <p><b>Level 25</b></p>   | <p>MP Cost: <b>1200 MP</b>, Max Enemies Hit: 6,</p> <p>Damage: <b>1150%</b>, Number of Attacks: 8. Allies appear 12 times, then the leader appears. Additional DEF Ignored: 100%</p> <p>Leader: Chase Cut Activation: 4, Max Enemies Hit: 8, Damage: <b>1700%</b>, Number of Attacks: 15</p> <p>Cooldown: <b>90 sec.</b></p>              |
| <p><b>Level 30</b></p>   | <p>MP Cost: <b>1200 MP</b>, Max Enemies Hit: 6,</p> <p>Damage: <b>1265%</b>, Number of Attacks: 8. Allies appear 12 times, then the leader appears. Additional DEF Ignored: 100%</p>  |

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|   | <p>Leader: Chase Cut Activation: 4, Max Enemies Hit: 8, Damage: <b>1870%</b>, Number of Attacks: 15</p> <p>Cooldown: <b>90 sec.</b></p> |
| <p>This is used for your 3 minute and your 90 second burst, and can also be used as a FMA for training.</p> |   |

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| <p><b>Shadow Walker</b></p>  <p><b>Buff</b></p> | <p>“Your stealth abilities have been heightened to their limit, allowing you to attack and use skills for a short period without breaking stealth. Shadow Walker's stealth effect is not broken by attacks or skills. Attack is increased while stealthed.”</p>             |
| <p><b>Level 25</b></p>   | <p>MP Cost: <b>850 MP</b>, Duration: <b>30 sec.</b></p> <p>Initiates a form of stealth that is not canceled by skills or attacks.</p> <p>Final Damage increased by <b>13%</b> added on top of Advanced Dark Sight's Final Damage bonus.</p> <p>Cooldown: <b>185 sec</b></p> |
| <p><b>Level 30</b></p>   | <p>MP Cost: <b>850 MP</b>, Duration: <b>30 sec.</b></p> <p>Initiates a form of stealth that is not canceled by skills or attacks.</p> <p>Final Damage increased by <b>14%</b> added on top of Advanced Dark Sight's Final Damage bonus.</p> <p>Cooldown: <b>180 sec</b></p> |

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| <p><b><u>Venom Burst</u></b></p>  <p><b>Damage</b></p> | <p>“Causes the poison inflicting nearby enemies to burst and spread.”</p>   |
| <p><b>Level 25</b></p>  | <p>MP Cost: <b>300 MP.</b></p> <p>Consumes all active Damage-Over-Time stacks on up to 12 poisoned enemies in range, and instantly inflicts 100% of their remaining damage, plus an additional <b>1000%</b> damage 6 times.</p> <p>Additional damage is <b>+15%</b> per remaining second of consumed DoT stacks, up to 5</p> <p>Afterwards, spreads the original DoT damage across up to 10 nearby enemies</p> <p>Cooldown: <b>8 sec.</b></p> <p>[Passive Effects - Bonus DoT Chance: 50% to deal <b>310%</b> damage every 1 sec. For <b>8 sec.</b></p> |
| <p><b>Level 30</b></p>  | <p>MP Cost: <b>300 MP.</b></p> <p>Consumes all active Damage-Over-Time stacks on up to 12 poisoned enemies in range, and instantly inflicts 100% of their remaining damage, plus an additional <b>1100%</b> damage 6 times.</p> <p>Additional damage is <b>+15%</b> per remaining second of consumed DoT stacks, up to 5</p> <p>Afterwards, spreads the original DoT damage across up to 10 nearby enemies</p>  |

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|                        | <p>Cooldown: <b>8 sec.</b></p> <p>[Passive Effects - Bonus DoT Chance: 50% to deal <b>340%</b> damage every 1 sec. For <b>8 sec.</b></p> |
| <b>Tummy Tech Baby</b> |  |

## Sixth Job Skills (Shadower)

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| <p><b>Halve Cut</b></p>  <p><b>Damage</b> <b>I-Frame</b> <b>Utility</b></p> | <p>Punishes enemies stealthily and swiftly.</p> <p>Lv. 10 - Ignore Defense: +20%</p> <p>Lv. 20 - Boss Damage: +20%</p> <p>Lv. 30 - Ignore Defense: +30%, Boss Damage: +30%</p>  |
| <b>Level 1</b>   | <p>MP Cost: 1200, invincible during casting</p> <p>Max Enemies Hit: 15, Damage: 496%, Number of Attacks: 6, Chase Cuts: 23.</p> <p>Damage: 405%, Number of Attacks: 6, Chase Cuts: 32. Damage: 444%, Number of Attacks: 7, Finishing Blows: 55</p> <p>Cooldown: 360 sec</p> |
| <b>Level 30</b>  | <p>MP Cost: 1200, invincible during casting</p> <p>Max Enemies Hit: 15, Damage: 960%, Number of Attacks: 6, Chase Cuts: 23.</p> <p>Damage: 782%, Number of Attacks: 6, Chase Cuts: 32. Damage: 850%, Number of Attacks: 7, Finishing Blows: 55</p> <p>Cooldown: 360 sec</p> |
| Origin Skill, Absolute Bind/Iframe/Big Burst   |   |

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| <p style="text-align: center;"><b>Hexa Assassinate</b></p>  <p style="text-align: center;"><b>Damage</b></p> | <p>Attacks an enemy's vital points over and over to deal tremendous damage. Cast the Assassinate skill once more after the first strike to deal a finishing blow. After the final blow, you will no longer be hidden. Also, you can deal a stronger final blow if you have the Murderous Intent buff. The Murderous Intent buff is consumed when the enemy is hit.</p> <p>Periodically upgrades to Pulverize. Using Shadow Veil or Smokescreen additionally increases the number of uses for Pulverize. Assassinate and Pulverize target the enemy with the highest Max HP first. While using this skill, enemy attacks cannot knock you back.</p> <p>Required Skill: Assassinate Lv. 30</p> |
| <p style="text-align: center;"><b>Level 1</b></p>   | <p>MP Cost: 50, Damage: 279%, Number of Consecutive Attacks: 6. Press the skill key once more to deal 516% damage 6 times as the final blow.</p> <p>Final Damage increases by 50% when using a final blow that consumes the Murderous Intent buff.</p> <p>Enhances to HEXA Pulverize every 10 sec.</p>   |
| <p style="text-align: center;"><b>Level 30</b></p>  | <p>MP Cost: 57, Damage: 395%, Number of Consecutive Attacks: 6. Press the skill key once more to deal 690% damage 6 times as the final blow.</p> <p>Final Damage increases by 50% when using a final blow that consumes the Murderous Intent buff.</p> <p>Enhances to HEXA Pulverize every 10 sec.</p>   |
|   |  |

**Hexa Pulverize**



**Damage**

Attacks an enemy's vital points over and over to deal tremendous damage. Cast the Assassinate skill once more after the first strike to deal a finishing blow. After the final blow, you will no longer be hidden. Also, you can deal a stronger final blow if you have the Murderous Intent buff. The Murderous Intent buff is consumed when the enemy is hit.

Periodically upgrades to Pulverize. Using Shadow Veil or Smokescreen additionally increases the number of uses for Pulverize. Assassinate and Pulverize target the enemy with the highest Max HP first. While using this skill, enemy attacks cannot knock you back. Advanced Dark Sight's Final Damage bonus is always applied to Pulverize. Pulverize is not affected by cooldown reset. Required Skill: Assassinate Lv. 30

**Level 1**

MP Cost: 50, Damage: 306%, Number of Consecutive Attacks: 6. Press the skill key once more to deal 603% damage 6 times as the final blow.

Final Damage increases by 50% when using a final blow that consumes the Murderous Intent buff.

Upon use, Dark Sight Duration: 6 sec  
Cooldown: 10 sec

Using Shadow Veil increases the number of uses by 2, using Smokescreen increases the number of uses by 3, maintaining for 3 sec within Smokescreen charges the number of uses by 1, Max Number of Charges: 5

### Level 30

MP Cost: 57, Damage: 480%, Number of Consecutive Attacks: 6. Press the skill key once more to deal 835% damage 6 times as the final blow.

Final Damage increases by 50% when using a final blow that consumes the Murderous Intent buff.

Upon use, Dark Sight Duration: 6 sec

Cooldown: 10 sec

Using Shadow Veil increases the number of uses by 2, using Smokescreen increases the number of uses by 3, maintaining for 3 sec within Smokescreen charges the number of uses by 1, Max Number of Charges: 5

Affected by CD Hat

## Sixth Job Upgrade Order(waiting for ME to update)



**SHADOWER HEXA GUIDE**

1 1 9 9 1 19 14 MAX 1 1 29 19 10 10

10 10 20 29 MAX 20 20 MAX MAX 20 MAX MAX MAX

\*\*This is for reference ONLY\*\*  
Differences in equipment such as rings and -CD Hats could change optimization.

Get level 1 for the additional charge at your own discretion.  
Get level 16 for another charge at your own discretion.

Max at your own discretion for EXP and additional summons.

Created by Doom (ksidirt on Discord)

# Hexa Stat(waiting for ME to update

I would advise to get into hexa stat after level 4 origin level 9 mastery and level 1 skills and in terms what to go for use the meta calc to determine which will net you the most fd! For me att being main stat with crit dmg and stat as the secondary stats is the bis.

## UNDER CONSTRUCTION

### Fifth Job Skills (Explorer)

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| <p><b><u>Maple Goddess Blessing</u></b></p>  <p><b>Buff</b></p> | <p>“The Maple World Goddess's Blessing increases all stats and damage. Can only be used when you have 1 of the following skills applied: Maple Warrior, Call of Cygnus, Nova Warrior, Hero of the Flora, President's Orders, Anima Warrior, Sengoku Warrior, Maple Guardian, or Rhinne's Protection. Not affected by effects which reduce cooldown.”</p> |
| <p><b>Level 25</b></p>   | <p>MP Cost: <b>500 MP</b>,</p> <p>Increases stat bonuses for class-wide buff skills like Maple Warrior by 350% for <b>60 sec</b>,</p> <p>Damage: <b>+17%</b></p> <p>Maple World Goddess's Blessing is ready every 180 sec, and can bless up to 2 times.</p>  |
| <p><b>Level 30</b></p>   | <p>MP Cost: <b>500 MP</b>,</p> <p>Increases stat bonuses for class-wide buff skills like Maple Warrior by 400% for <b>60 sec</b>,</p> <p>Damage: <b>+20%</b></p> <p>Maple World Goddess's Blessing is ready every <b>180 sec</b>, and can bless up to 2 times</p>  |

Used for your 3 minute burst

## Fifth Job Skills (Thief)

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| <p><b>Last Resort</b></p>  <p><b>Buff</b> <b>Damage</b></p> | <p>“You vow to destroy your enemies at any cost. You can renew your vow to empower its effects by using the skill again while it's active. Using the skill with the down arrow key will immediately renew your vow. With Action Customization enabled, you can renew your vow by pressing its key again, without use of the arrow keys. Right-click to toggle Action Customization ON/OFF”</p>   |
| <p><b>Level 25</b></p>   | <p>HP Cost: 10% of Max HP, reduces Avoidability (including Bonus Evasion) and increases Final Damage for <b>30 sec</b>,</p> <p>Hit Damage increases if attacked within a certain percentage of your max HP.</p> <p>Enters 2nd Stage with remaining duration being reduced to 50% when skill is used again during 1st Stage, skill ends when used again during 2nd Stage.</p> <p>1st Stage - Avoidability: -20%, Hit Damage: +10%, Final Damage: <b>+12%</b><br/>2nd Stage - Avoidability: -90%, Hit Damage: +30%, Final Damage: <b>+29%</b></p> <p>Cooldown: <b>78 sec</b><br/>[Passive Effect - ATT Power: +25]</p> |

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| <p><b>Level 30</b></p>   | <p>HP Cost: 10% of Max HP, reduces Avoidability (including Bonus Evasion) and increases Final Damage for <b>30 sec</b>,</p> <p>Hit Damage increases if attacked within a certain percentage of your max HP.</p> <p>Enters 2nd Stage with remaining duration being reduced to 50% when skill is used again during 1st Stage, skill ends when used again during 2nd Stage.</p> <p>1st Stage - Avoidability: -20%, Hit Damage: +10%, Final Damage: <b>+13%</b><br/> 2nd Stage - Avoidability: -90%, Hit Damage: +30%, Final Damage: <b>+30%</b></p> <p>Cooldown: <b>75 sec</b><br/> [Passive Effect - ATT Power: +25]</p> |
| <p>For this you should right click it in the skill tab to automatically go into stage 2 for quicker burst.</p> |  |

## Fifth Job Skills (Other)

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| <p><b><u>Maple World Goddess's Blessing</u></b></p>  <p><b>Buff</b></p> | <p>“Collect Erda from within yourself and from the surrounding area, then detonate it around your enemies. The Erda of attacked enemies will become disrupted, which will bind their movements. Can deal damage to enemies even when they are under Attack Ignore. Also ignores Attack Reflection.”</p> |
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| <b>Level 1</b>  | <p>MP Cost: 500,<br/>Increases stat bonuses for class-wide buff skills like Maple Warrior by 110% for 60 sec,<br/>Damage: +5%<br/>Maple World Goddess's Blessing is ready every 180 sec, and can bless up to 2 times.</p> |
| <b>Level 25</b> | <p>MP Cost: 500<br/>Increases stat bonuses for class-wide buff skills like Maple Warrior by 350% for 60 sec,<br/>Damage: +17%<br/>Maple World Goddess's Blessing is ready every 180 sec, and can bless up to 2 times</p>  |
| <b>Level 30</b> | <p>MP Cost: 500<br/>Increases stat bonuses for class-wide buff skills like Maple Warrior by 400% for 60 sec,<br/>Damage: +20%<br/>Maple World Goddess's Blessing is ready every 180 sec, and can bless up to 2 times.</p> |

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| <p><b>Erda Nova</b></p>  <p><b>Utility</b></p> | <p>“Collect Erda from within yourself and from the surrounding area, then detonate it around your enemies. The Erda of attacked enemies will become disrupted, which will bind their movements. Can deal damage to enemies even when they are under Attack Ignore. Also ignores Attack Reflection.”</p> |
| <b>Level 1</b>  | <p>Cost: <b>15% of Max HP</b></p> <p>Bind up to 10 enemies hit for <b>10</b> seconds and <b>156%</b> damage. Number of Attacks: 5</p> <p>Cooldown: <b>216</b> seconds</p>   |

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| <b>Level 25</b> | <p>Cost: <b>15% of Max HP</b></p> <p>Bind up to 10 enemies hit for <b>10</b> seconds and <b>300%</b> damage. Number of Attacks: 5</p> <p>Cooldown: <b>120</b> seconds</p> |
| <b>Level 30</b> | <p>Cost: <b>15% of Max HP</b></p> <p>Bind up to 10 enemies hit for <b>10</b> seconds and <b>330%</b> damage. Number of Attacks: 5</p> <p>Cooldown: <b>100</b> seconds</p> |

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| <p><b><u>Erda Shower / Fountain</u></b></p>  <p><b>FMA Summon</b></p> | <p>“Fires a blast of compressed Erdas at nearby enemies.<br/>Using the skill with the down arrow key summons the Erda Fountain, which is an object filled with pure Erda.”</p>  |
| <b>Level 1</b>  | <p>[Erda Shower]<br/>Max Enemies Hit: 15, Damage: <b>465%</b>,<br/>Number of Attacks: 6, Cooldown reduced by <b>2</b> sec per attacked enemy<br/>Cooldown: <b>40</b> sec</p> <p>[Erda Fountain]<br/>Object Summon Duration: <b>60</b> sec. Every time enemies in a map with the summoned object are defeated, the Erda released from the enemies condenses around the object. Defeating 12 or more will release the gathered Erda, Max Enemies Hit: 10, Damage: <b>465%</b>, Number of Attacks: 4<br/>Cooldown: <b>60</b> sec</p> |

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|                        | <p>Cooldown shared with Erdas Shower and Erda Fountain.</p>  |
| <p><b>Level 25</b></p> | <p>[Erda Shower]<br/> Max Enemies Hit: 15, Damage: <b>825%</b>,<br/> Number of Attacks: 6, Cooldown reduced by <b>2</b> sec per attacked enemy<br/> Cooldown: <b>40</b> sec</p> <p>[Erda Fountain]<br/> Object Summon Duration: <b>60</b> sec. Every time enemies in a map with the summoned object are defeated, the Erda released from the enemies condenses around the object. Defeating 12 or more will release the gathered Erda, Max Enemies Hit: 10, Damage: <b>825%</b>, Number of Attacks: 4<br/> Cooldown: <b>60</b> sec</p> <p>Cooldown shared with Erdas Shower and Erda Fountain.</p> |
| <p><b>Level 30</b></p> | <p>[Erda Shower]<br/> Max Enemies Hit: 15, Damage: <b>900%</b>,<br/> Number of Attacks: 6, Cooldown reduced by <b>2</b> sec per attacked enemy<br/> Cooldown: <b>40</b> sec</p> <p>[Erda Fountain]<br/> Object Summon Duration: <b>60</b> sec. Every time enemies in a map with the summoned object are defeated, the Erda released from the enemies condenses around the object. Defeating 12 or more will release the gathered Erda, Max Enemies Hit: 10, Damage: <b>900%</b>, Number of Attacks: 4<br/> Cooldown: <b>60</b> sec</p> <p>Cooldown shared with Erdas Shower and</p>                |

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|  | Erda Fountain. |
| Erda Fountain is a core part of farming for every class. Highly recommended skill that pairs nicely with dark flare. |                |

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| <b>Blink</b><br><br><b>Movement</b>           | <p>“Teleport to a random location on the map. You can float and move slowly for a fixed time, instead of using Vapor Blade, by holding the key down while in mid-air.”</p>          |
| <b>Level 1</b>   | <p>Cost: <b>3% of Max HP</b></p> <p>Teleport to a random location on the map. Float for up to <b>3</b> sec. if you hold the key in the air</p> <p>Cooldown: <b>20</b> seconds</p>   |
| <b>Level 25</b>  | <p>Cost: <b>3% of Max HP</b></p> <p>Teleport to a random location on the map. Float for up to <b>4.6</b> sec. if you hold the key in the air</p> <p>Cooldown: <b>20</b> seconds</p> |
| <b>Level 30</b>  | <p>Cost: <b>3% of Max HP</b></p> <p>Teleport to a random location on the map. Float for up to <b>5</b> sec. if you hold the key in the air</p> <p>Cooldown: <b>20</b> seconds</p>   |
| <p>Blink has many useful application in multiple bosses:<br/> Lotus, Lucid, Guardian Slime, Gloom, Black Mage, Seren, etc.</p> |   |

Plus you need it for that loot!

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| <p><b><u>Will of Erda</u></b></p>  <p><b>Cleanse</b></p>                    | <p>“Hones your resolve to ignore certain abnormal status effects. Immune to Abnormal Status for 3 sec after use.”</p> |
| <p><b>Level 1</b></p>  | <p>Cost: <b>5% of Max HP</b></p> <p>Cooldown: <b>475</b> seconds</p>  |
| <p><b>Level 25</b></p>   | <p>Cost: <b>5% of Max HP</b></p> <p>Cooldown: <b>355</b> seconds</p>  |
| <p><b>Level 30</b></p>   | <p>Cost: <b>5% of Max HP</b></p> <p>Cooldown: <b>330</b> seconds</p>  |
| <p>Will of Erda has many useful applications in multiple bosses:<br/>Papulatus, Pierre, Pink Bean, Damien, Gloom, Darknell, Verus Hilla, Black Mage, etc</p> |   |

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| <p><b><u>Decent Sharp Eyes</u></b></p>  <p><b>Buff</b></p> | <p>“Allows you to locate an enemy's weak spot to inflict lethal damage against them. Does not stack with Sharp Eyes.”</p> |
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| <b>Level 1</b>  | <p>Cost: <b>5% of Max HP</b></p> <p>Duration: <b>183</b> sec, Critical Rate: <b>+10%</b>,<br/>Critical Damage: <b>+8%</b></p> <p>Cooldown: <b>180</b> seconds</p> |
| <b>Level 25</b>   | <p>Cost: <b>5% of Max HP</b></p> <p>Duration: <b>255</b> sec, Critical Rate: <b>+10%</b>,<br/>Critical Damage: <b>+8%</b></p> <p>Cooldown: <b>180</b> seconds</p> |
| <b>Level 30</b>   | <p>Cost: <b>5% of Max HP</b></p> <p>Duration: <b>270</b> sec, Critical Rate: <b>+10%</b>,<br/>Critical Damage: <b>+8%</b></p> <p>Cooldown: <b>180</b> seconds</p> |
| DSE is recommended as a Critical Rate supplement and for the Critical Damage. |   |

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| <p><b><u>Decent Speed Infusion</u></b></p>  <p><b>Passive</b></p> | <p>“Consume HP to increase your attack speed by 1 level for a short time. Can be stacked with buffs other than Speed Infusion.”</p> |
| <b>Level 1</b>   | <p>Cost: <b>5% of Max HP</b></p> <p>Increases attack speed by 1 level</p> <p>All Stats +1</p>                                       |

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| <b>Level 25</b>                           | <p>Cost: <b><u>5% of Max HP</u></b></p> <p>Increases attack speed by 1 level</p> <p>All Stats +5</p> |
| <b>Level 30</b>                           | <p>Cost: <b><u>5% of Max HP</u></b></p> <p>Increases attack speed by 1 level</p> <p>All Stats +6</p> |
| DSI is recommended to hit Attack Speed 0. |  |

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| <p><b><u>Decent Holy Symbol</u></b></p>  <p><b>Buff</b></p> | <p>“Temporarily gain extra EXP and items when hunting monsters. Does not stack with Holy Symbol.”</p>   |
| <b>Level 1</b>  | <p>Cost: <b><u>5% of Max HP</u></b></p> <p>Duration: <b>183</b> sec, EXP: <b>+20%</b>, Drop Rate: <b>+14%</b></p> <p>Cooldown: <b>180</b> seconds</p> |
| <b>Level 25</b>   | <p>Cost: <b><u>5% of Max HP</u></b></p> <p>Duration: <b>255</b> sec, EXP: <b>+32%</b>, Drop Rate: <b>+22%</b></p> <p>Cooldown: <b>180</b> seconds</p> |

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| <b>Level 30</b>   | <p>Cost: <b>5% of Max HP</b></p> <p>Duration: <b>270</b> sec, EXP: <b>+35%</b>, Drop Rate: <b>+24%</b></p> <p>Cooldown: <b>180</b> seconds</p> |
| <p>It is highly recommended to level this skill, as it provides additional EXP and Drop Rate.</p> |  |

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| <p><b><u>Decent Holy Fountain</u></b></p>  <p><b>Summon/Utility</b></p> | <p>“Summon a Holy Fountain that restores party members' HP. Even party members with the Undead status can use it. Approach the fountain and press the up arrow key to heal. Can't be used on a map where another party member's Holy Fountain or Decent Holy Fountain already exists. If the Decent Holy Fountain disappears before its duration ends, a Vestige of Divinity will remain. Can't be used on a map where another party member's Holy Fountain, Decent Holy Fountain, or Vestige of Divinity already exists. Not affected by effects which reset cooldowns, increase recovery skill potency, or increase summon duration. Cannot be summoned near a portal.”</p> |
| <b>Level 1</b>  | <p>Cost: <b>5% of Max HP</b></p> <p>Duration: <b>31</b> sec, restores 5% HP when used, able to use 5 times total.</p> <p>If it disappears before duration is up, Vestige of Divinity is created in the remaining time.</p> <p>Cooldown: <b>89</b> seconds</p> <p>All Stats +1</p>   |

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| <p style="text-align: center;"><b>Level 25</b></p> | <p>Cost: <b>5% of Max HP</b></p> <p>Duration: <b>55</b> sec, restores 30% HP when used, able to use 5 times total.</p> <p>If it disappears before duration is up, Vestige of Divinity is created in the remaining time.</p> <p>Cooldown: <b>65</b> seconds</p> <p>All Stats +5</p> |
| <p style="text-align: center;"><b>Level 30</b></p> | <p>Cost: <b>5% of Max HP</b></p> <p>Duration: <b>60</b> sec, restores 35% HP when used, able to use 5 times total.</p> <p>If it disappears before duration is up, Vestige of Divinity is created in the remaining time.</p> <p>Cooldown: <b>60</b> seconds</p> <p>All Stats +6</p> |

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| <p style="text-align: center;"><b><u>Decent Combat Orders</u></b></p> <div style="text-align: center;">  <p><b>Buff</b></p> </div> | <p>“Temporarily increases all of your skill levels. Only 4th Job Skills can be increased beyond master level while other skills can only be increased to master level.</p> <p>Exceptions: Some special skills, Beginner Skills, Combat Orders, Decent Combat Orders, Hyper Skills, and 5th Job Skills cannot be increased. Does not stack with Combat Orders.”</p> |
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| <p style="text-align: center;"><b>Level 1</b></p>  | <p>Cost: <b>5% of Max HP</b></p> <p>Duration: <b>183</b> sec, All Skills: +1</p> <p>Cooldown: <b>180</b> seconds</p> <p>Abnormal Status Resistance +1</p> |
| <p style="text-align: center;"><b>Level 25</b></p> | <p>Cost: <b>5% of Max HP</b></p> <p>Duration: <b>255</b> sec, All Skills: +1</p> <p>Cooldown: <b>180</b> seconds</p> <p>Abnormal Status Resistance +5</p> |
| <p style="text-align: center;"><b>Level 30</b></p> | <p>Cost: <b>5% of Max HP</b></p> <p>Duration: <b>270</b> sec, All Skills: +1</p> <p>Cooldown: <b>180</b> seconds</p> <p>Abnormal Status Resistance +6</p> |

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| <p style="text-align: center;"><b><u>Decent Advanced Blessing</u></b></p> <div style="text-align: center;">  <p><b>Passive</b></p> </div> | <p>“Greatly increases your ATT, Magic ATT, DEF, Max HP, and Max MP. Can be stacked with other buff skills, except Bless and Advanced Blessing.”</p>                     |
| <p style="text-align: center;"><b>Level 1</b></p>  | <p>Cost: <b>5% of Max HP</b></p> <p>Attack Power: +<b>20</b>, Magic ATT: +<b>20</b>, DEF: +<b>425</b>, Max HP: +<b>475</b>, Max MP: +<b>475</b></p> <p>All Stats +1</p> |

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| <b>Level 25</b> | <p>Cost: <b>5% of Max HP</b></p> <p>Attack Power: +<b>20</b>, Magic ATT: +<b>20</b>, DEF: +<b>425</b>, Max HP: +<b>475</b>, Max MP: +<b>475</b></p> <p>All Stats +5</p> |
| <b>Level 30</b> | <p>Cost: <b>5% of Max HP</b></p> <p>Attack Power: +<b>20</b>, Magic ATT: +<b>20</b>, DEF: +<b>425</b>, Max HP: +<b>475</b>, Max MP: +<b>475</b></p> <p>All Stats +6</p> |

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| <p><b><u>Decent Hyper Body</u></b></p>  <p><b>Buff</b></p> | <p>“Increases Max HP and Max MP. Does not stack with Hyper Body.”</p>  |
| <b>Level 1</b>   | <p>Cost: <b>5% of Max HP</b></p> <p>Duration: <b>183</b> sec, Max HP: +<b>40%</b>, Max MP: +<b>40%</b></p> <p>All Stats +1</p> <p>Cooldown: <b>180</b> seconds</p> |
| <b>Level 25</b>  | <p>Cost: <b>5% of Max HP</b></p> <p>Duration: <b>255</b> sec, Max HP: +<b>40%</b>, Max MP: +<b>40%</b></p> <p>All Stats +5</p> <p>Cooldown: <b>180</b> seconds</p> |

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| <b>Level 30</b>                                | <p>Cost: <b>5% of Max HP</b></p> <p>Duration: <b>270</b> sec, Max HP: <b>+40%</b>, Max MP: <b>+40%</b></p> <p>All Stats +6</p> <p>Cooldown: <b>180</b> seconds</p> |
| Gives a slight amount of All Stats passively.. |  |

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| <p><b><u>True Arachnid Reflection</u></b></p>  <p><b>Summon Sustained Damage</b></p> | <p>“The collapsing space between the Mirror World and reality becomes linked with Will's Erda, causing the spider within the mirror to temporarily materialize in reality.”</p>  |
| <b>Level 1</b>  | <p>Cost: <b>15% of Max HP</b></p> <p>[Spatial Collapse] - Max Enemies Hit: 15, Damage: <b>468%</b>, Number of Attacks: 15, Once complete, summons True Arachnid Reflection.</p> <p>[True Arachnid Reflection] - Duration: <b>50</b> sec, Goes into attack mode at set intervals. During attack mode, uses spider legs 10 times to deal <b>182%</b> damage 8 times. If the spider legs attack one target 5 consecutive times, attack mode will end immediately. <b>3</b> sec cooldown after attack mode ends.</p> <p>Cooldown: <b>250</b> seconds</p> |

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| <p style="text-align: center;"><b>Level 25</b></p>     | <p>Cost: <b><u>5% of Max HP</u></b></p> <p>[Spatial Collapse] - Max Enemies Hit: 15, Damage: <b>900%</b>, Number of Attacks: 15, Once complete, summons True Arachnid Reflection.</p> <p>[True Arachnid Reflection] - Duration: <b>50</b> sec, Goes into attack mode at set intervals. During attack mode, uses spider legs 10 times to deal <b>350%</b> damage 8 times. If the spider legs attack one target 5 consecutive times, attack mode will end immediately. <b>3</b> sec cooldown after attack mode ends.</p> <p>Cooldown: <b>240</b> seconds</p> |
| <p style="text-align: center;"><b>Level 30</b></p>     | <p>Cost: <b><u>5% of Max HP</u></b></p> <p>[Spatial Collapse] - Max Enemies Hit: 15, Damage: <b>990%</b>, Number of Attacks: 15, Once complete, summons True Arachnid Reflection.</p> <p>[True Arachnid Reflection] - Duration: <b>50</b> sec, Goes into attack mode at set intervals. During attack mode, uses spider legs 10 times to deal <b>385%</b> damage 8 times. If the spider legs attack one target 5 consecutive times, attack mode will end immediately. <b>3</b> sec cooldown after attack mode ends.</p> <p>Cooldown: <b>240</b> seconds</p> |
| <p style="text-align: center;">Obtained from Will.</p> |  |

|  |  |
|--|--|
| <p style="text-align: center;"><b>Solar Crest</b></p> <div style="text-align: center;">  </div> <p style="text-align: center;"><b>Summon Sustained Damage</b></p> | <p>“Mitra's power manifests the searing heat of the sun as a blazing inferno. The flame emblem is unaffected by attack reflection and disappears when you change maps.”</p>  |
| <p style="text-align: center;"><b>Level 1</b></p>  | <p>Cost: <b>15% of Max HP</b></p> <p>[Mitra's Fire] - summons a Flame Emblem after dealing <b>780%</b> damage up to 15 enemies 12 times.</p> <p>[Flame Emblem] - deals <b>208%</b> damage to up to 2 enemies 6 times every 2.1 sec for <b>51</b> sec. Deals <b>286%</b> damage if striking a single enemy.</p> <p>Cooldown: <b>250</b> seconds</p> |
| <p style="text-align: center;"><b>Level 25</b></p>   | <p>Cost: <b>5% of Max HP</b></p> <p>[Mitra's Fire] - summons a Flame Emblem after dealing <b>1500%</b> damage up to 15 enemies 12 times.</p> <p>[Flame Emblem] - deals <b>400%</b> damage to up to 2 enemies 6 times every 2.1 sec for <b>51</b> sec. Deals <b>550%</b> damage if striking a single enemy.</p> <p>Cooldown: <b>240</b> seconds</p> |
| <p style="text-align: center;"><b>Level 30</b></p>   | <p>Cost: <b>5% of Max HP</b></p> <p>[Mitra's Fire] - summons a Flame Emblem after dealing <b>1650%</b> damage up to 15 enemies 12 times.</p> <p>[Flame Emblem] - deals <b>440%</b> damage to up to 2 enemies 6 times every 2.1 sec for <b>51</b></p>   |

|                             |  |
|-----------------------------|--|
|                             | <p>sec. Deals <b>605%</b> damage if striking a single enemy.</p> <p>Cooldown: <b>240</b> seconds</p> |
| <p>Obtained from Seren.</p> |  |

|  |   |
|--|---|
| <p><b>Rope Lift</b></p>  <p><b>Movement</b></p> | <p>“Fires a grappling hook to a platform above you to ascend quickly.”</p>  |
| <p><b>Level 1</b></p>  | <p>Press the skill key while you're climbing to cancel.</p> <p>[Passive Effect - All Stats: <b>+1</b>]</p> <p>Cooldown: <b>3</b> seconds</p>  |
| <p><b>Level 25</b></p>   | <p>Press the skill key while you're climbing to cancel.</p> <p>[Passive Effect - All Stats: <b>+25</b>]</p> <p>Cooldown: <b>3</b> seconds</p> |
| <p><b>Level 30</b></p>   | <p>Press the skill key while you're climbing to cancel.</p> <p>[Passive Effect - All Stats: <b>+30</b>]</p> <p>Cooldown: <b>3</b> seconds</p> |

|   |   |
|---|---|
| <p align="center"><b><u>Decent Mystic Door</u></b></p>  <p align="center"><b>Utility</b></p> | <p>“Creates a portal that leads to the nearest town. You (and only you) can use it multiple times until it disappears. Press Up to use it.”</p> |
| <p align="center"><b>Level 1</b></p>  | <p>Cost: <b>5% of Max HP</b></p> <p>Portal Duration: 32 sec<br/>[Active Effect - All Stats: +1]</p> <p>Cooldown: <b>130</b> seconds</p>         |
| <p align="center"><b>Level 25</b></p>   | <p>Cost: <b>5% of Max HP</b></p> <p>Portal Duration: 80 sec<br/>[Active Effect - All Stats: +5]</p> <p>Cooldown: <b>130</b> seconds</p>         |
| <p align="center"><b>Level 30</b></p>   | <p>Cost: <b>5% of Max HP</b></p> <p>Portal Duration: 90 sec<br/>[Active Effect - All Stats: +6]</p> <p>Cooldown: <b>130</b> seconds</p>         |

## Gameplay

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### Essential Tech

## Meso weaving

Meso weaving is canceling the animation so you can output more assassinate.



Ideally, Assassinate is animation canceled with Mesos Explosion there are two ways of doing it either AAM or AMA, as per Shadower discord if you have high ping AMA pressing meso explosion twice will help you animation cancel. When bossing you want to have blood money on that way you can receive the murderous intent buff which will turn your 2nd animation of assassinate red and give you the 50% final damage bonus.

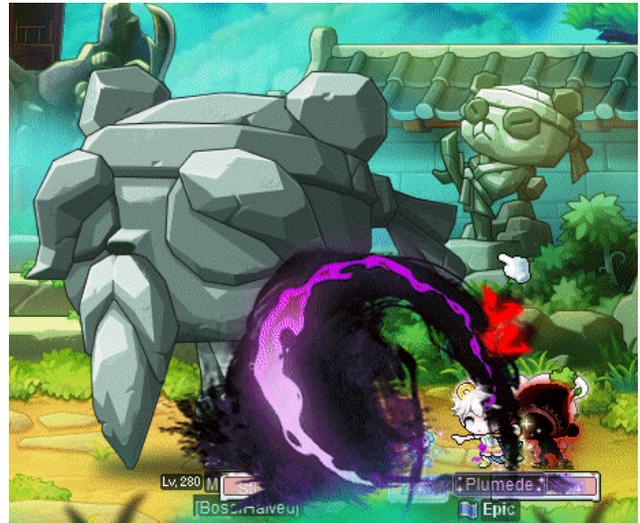
### Without intent



**10 sec BA for weaving**

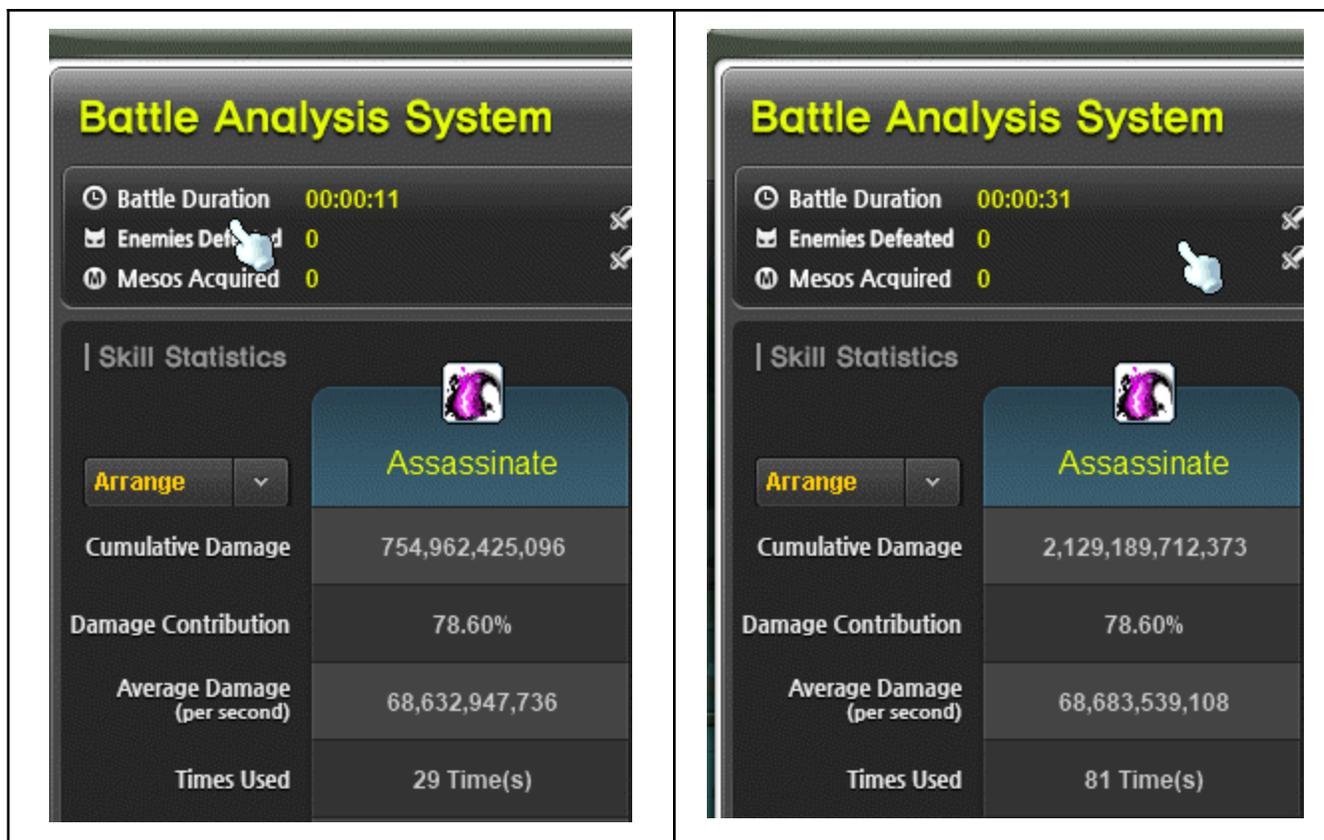
**27+** is considered good, so good job!

### With Intent



**30 sec BA for weaving**

**80+** is considered good, so good job!



## Linking Trick Blade

Trick blade is our iframe that is used for damage, repositioning, and as an iframe



In order to iframe you need to have 3 stacks of the debuff either applied from assassinate or sonic blow. Then during A1 or A2 you can link trick blade and when you are using sonic blow you can cancel the animation with trick blade.



## Macro Assassinate



Some people say weaving is easier when you macro assassinate me personally I do not.  
Try it out and see what you like more!

## Training

### Recommended Maps

As always, use BA to see what maps are most efficient for you. High Burning Fields are also a factor worth considering as well as making sure you are consistently one-shotting. A VAC pet is also a consideration worth taking when farming in high-level maps.

If there are any suggestions for lower level maps please let me know! **(WILL BE UPDATED)** [Maplemaps](#)

| Level Range | Training Field  |
|-------------|---|
| 200-260     | <a href="#">Arcane River</a>  |
| 260-270     | <a href="#">Cernium-Arcus</a>   |
| 270-276     | <a href="#">Odium</a>   |
| 276-280     | <a href="#">Shangri-La</a>  |
| 280-285     | <a href="#">Arteria</a>   |
| 285-300     | <a href="#">Carcion</a>   |
| KMS         | <a href="https://seollal.tistory.com/917">https://seollal.tistory.com/917</a> |

# Bossing

## General Information

- Try to stick on the boss, while weaving as much as possible
- Stick to the burst rotation
- If you have a CD hat you can play more aggressively since Trickblade will be on a lower cooldown.
- Remember we have a rush skill(Phase Dash) no cooldown, a teleport with 4-6 charges on a 50 seconds-1 minute cooldown(Shadow Assaulter), An Iframe that repositions(Trickblade) cooldown varies, and Into darkness in certain bosses to help reposition. Shares a cooldown with Dark sight.
- If you want to min max animations as well use SSF with A1 into instant sonic blow so when you get out of animation your next assassinate will be A2 to build an immediate stack
- Most important thing is to have fun!

## Simple Burst Rotation

### **Shadowers burst rotation following -4 CD Hat with level 250 Mercedes Legion**

| Time  | Skills   |
|-------|--|
| 00:00 |  |

|       |   |
|-------|---|
| 00:30 |      |
| 01:30 |          |
| 02:30 |      |
| 3:00  |        <br>  |

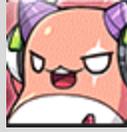
**If you are running CD Skip and your smokescreen skips on 6 minute burst or 3 minute burst simply use smokescreen again when the first one fades out**

### Culvert Rotation



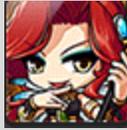
- [Plumede's Shadower GPQ Guide](#)
- [GMS Kronos Post 2nd Mastery Shadower Culvert Triple Ring Swap](#)
- [GMS Kronos Shadower Culvert 44879](#)

## Dark Sight In Bosses



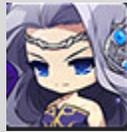
**Pink Bean**

Blue ground attack, Big Bang, Mini Pink Beans  
(Statuses) All attacks except Laser, Poison Clouds, Mini Pink Beans



**Hilla**

Lightning Bolt, Flame Breath



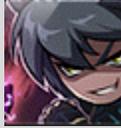
**Cygnus**

All minions (including instructors) touch damage + attacks



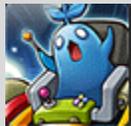
**Princess No**

(Miroku/4F - All attacks except Infinite Flame), Butterfly Throw (except Black Butterfly Seduce), Sakura Shower



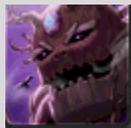
**Magnus**

Immobilizing Gas, Falling Debris, Dash



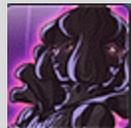
**Papulatus**

Hand Smash, Floor Rift, Timed Cursed/Seal (both cast + seal), Falling Debris



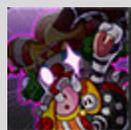
**Gollux**

Reverse/99% Bomb



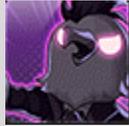
**Crimson Queen**

Burn DoT (gain stacks but no damage taken)



**Pierre**

Fire Spin (Blue Form)



**Von Bon**

Falling Debris



**Vellum**

Falling Stun Rocks



**Lotus**

Falling Debris in p2



**Damien**

Yellow(p1)/Red(p2) Falling Fireballs, Dash(p2), Thorn Bind (Can be done reactively when he disappears w/ Monster Silhouettes enabled in settings)



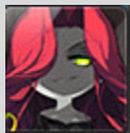
**Will**

P1 (Segment Test) Red Meteors, P2 Web



**Chaos Slime**

Slime Pool DoT, Slime minion touch damage (not their attacks, i.e. Pink Slime's seduce), Magma Slime touch + landing on head



**Versus Hilla**

Corpse DoT



**Gloom**

Falling Debris



**Darknell**

Debris (Both Vertical + Horizontal), Small Minion touch damage (except sword swing)



**Black Mage**

P1 Knights' Dash (still applies curse), P1 Red Lightning, Falling Debris (Vertical), Diagonal/Rolling Debris (only while midair), P3 Down FMA



**Chosen Seren**

Falling Debris, Dash (still adds sun gauge)

## Shadower Discord and Credits

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This document uses information collected from the Shadower Discord and its members.  
(Shoutout for the Hayato Discord for letting me use their guide as a basis)



**Author:** [Plumede](#)

**Thank you to anyone who helped by commenting or suggesting changes!**

If you have any other questions, feel free to join the [Shadower Discord](#):

If you need to reach me feel free to DM me or join my personal [Discord](#)

**Updated: 11/27/2024**