

OFFICIAL XENON GUIDE

The RooD Files (WIP)

THE OFFICIAL XENON GUIDE



Last Updated: 10/2025

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INTRODUCTION



Welcome to the comprehensive guide to Xenon. Here, we primarily cover Heroic Xenon and its gameplay. Although there is a lot of overlap with Interactive, please note that we will focus mainly on Heroic Xenon.

This specific guide was created because updating an FAQ on Discord alone became cumbersome. With this Google Doc, any changes to the class can be more easily updated.

This guide will cover everything, from Hexa Matrix leveling order, gear, V-Matrix leveling order, Inner Ability, etc. This should be enough info for both Xenon mains and mules!

XENON MAINS DISCORD LINK

If you still have questions that may not be covered in this guide, please check out the Xenon Mains Discord!

»» [Xenon Mains Discord](#) ««

Shoutout to other MapleStory Mains discord servers/guides for inspiration on both concept and format!

CLASS OVERVIEW/PROS AND CONS



Xenon is known for its great burst damage and just high damage in general, though how strong Xenon is has changed over time. Up until recently, Xenon was known to have THE highest damage in the game, but with the 2-minute changes, we are still top 10, still making Xenon one of the highest damages in the game, and a great class to main.

PROS OF XENON / WHY PLAY XENON?

- **High Damage**
 - Xenon has one of the highest damage in the game and has been known for it since 6th job came out. It does not lack in both the burst and DPM (damage per minute) departments.
- **I-Frame Burst**
 - Our regular non-origin 2-minute burst is ALL I-frame'd (12 seconds), meaning you get to relax for 12 seconds once our burst is unleashed
- **Condensed Burst**
 - Xenon's burst is pretty condensed, unleashing most of our damage over 15 seconds, most of which is I-frame'd
- **Relatively Lazy Mobbing**
 - Ever since Sol Janus came out, mobbing has been a breeze. Although there are certain maps where Sol Janus Dawn (Balls) make more sense, Xenon uses Sol Janus Dusk for the majority of its farming maps, making even lvl 1 Sol Janus viable late game. This means you can focus more of your Sol Fragments towards Mastery/Common/Origin skills for more damage if you would like. This also means most mobbing rotations just consist of placing down summons every minute and collecting mesos.
- **Good Mobility**
 - Like other thieves in the game, Xenons have a double flash-jump, as well as a high up-jump
 - Xenon has **4** extra mobility options besides its normal up-jump and its double flash-jumps.
- **Aesthetic**
 - I mean, do I really have to explain myself? You're a freaking android with laser beams, a whip made of lasers, **AND YOU GET A JETPACK (A JETPACK!)**.
 - If you love neon colors and futuristic tech, this class is the one for you!

CONS OF XENON / XENON DRAWBACKS

- **Clunky Kit**

- Despite its high damage output, it does require finessing to optimize Xenon's damage.
- Our main burst skill,  Omega Blaster, requires it to be held down before firing, making it unusual for some players.
- Due to the charging of Omega Blaster, it may misalign with the rest of the party's burst if they are not willing to wait a few seconds for you.

- **Relatively Selfish Kit**

- Like other high-damage classes in the game, Xenon's kit is mainly focused on providing damage with little support to the rest of the party
- Our only support skill is our 1-minute  Hypogram Field: Fusion, which provides a 20% damage boost to anyone standing in it

- **Relatively Squishy**

- Like other thieves in the game, Xenon uses  Last Resort during our 1-minute and 2-minute burst, which causes Xenon to take extra damage throughout its duration, although our I-frame burst, as well as our 50s on demand I-frame  Orbital Cataclysm, helps mitigate this

- **Terrible Funding**

- Unlike most other classes in this game, the main potential line Xenon wants on most of its gear is % All Stat, which is much more expensive than most other classes (around 2-3 times the normal amount when going for 3-line potential). This makes Xenon funding not fun once you start optimizing its gear.
 - This does not apply to WSE (Weapon, Secondary, and Emblem), and the cost is the same as any other class
 - Starforcing is also the same as most other classes.

- **Not So Great Pre-lvl 260**

- Xenon's kit pre-lvl 260 is terrible compared to post-lvl 260. Once you start unlocking Xenon's mastery cores, you unlock many quality of life upgrades, which make Xenon feel SO much better to play

STATS AND SETUPS

INNER ABILITY

You can interchange Item Drop Rate and Meso Obtained to whichever you prefer.

If you decide to go for Meso Obtained +20%, you can set a third preset with Item Drop Rate +20% specifically for Boss Loot Rooms

BOSSING PRESET	MOBBING PRESET
Attack Speed +1 Level	Item Drop Rate +20%
+8% Damage to Abnormal Status	Meso Obtained +15%
+10% Boss Damage	+8% Damage to Normal Monsters

For Xenon to reach Attack Speed 10 or AS0 on GMS, we need Attack Speed +1 in our inner ability to reach max attack speed. This way, our skills feel way smoother and increase our damage during bossing. We do not need Attack Speed +1 for mobbing.

LINK SKILLS

BOSSING (MUST HAVE)

These link skills give the maximum damage to bosses.

Additional link skills are flexible and dependent on whether you want more survivability or more damage.

	Terms and Conditions Angelic Buster (lvl 3)	Buff: +60% Damage for 10 seconds (affected by buff duration)
	Fury Unleashed Demon Slayer (lvl 3)	Boss Damage: +20%
	Wild Rage Demon Avenger (lvl 3)	Damage: +15%
	Qi Cultivation Mo Xuan (lvl 2)	Boss Damage: +4% and +2% per stack up to 6 stacks (+16% Boss Damage)
	Empirical Knowledge Explorer Magicians (lvl 6)	Damage: +3% per stack up to 3 stacks (+9% Damage) IED: +3% per stack up to 3 stacks (+9% IED)
	Solus Ark (lvl 3)	Damage: +1% and +3% per stack up to 5 stacks (+16% Damage)

BOSSING (FLEXIBLE)

These link skills either give additional damage or are defensive link skills. Pick which ones you want to use depending on your playstyle. This list is in priority order; however, priority may change depending on what stats you may need.

ADDITIONAL DAMAGE LINK SKILLS

BOSSING (FLEXIBLE)

	Unfair Advantage Cadena (lvl 2)	Damage: +6% if you are higher level than the monster's level Damage: +6% if the monster is affected by an abnormal status (Assume +12% Damage overall)
	Focus Spirit Lynn (lvl 3)	Boss Damage: +10% Crit Rate: +10%
	Elementalism Kanna (lvl 2)	Damage: +10%
	Judgment Kinesis (lvl 2)	Crit Damage: +4%
	Tree of Stars Sia (lvl 2)	Buff Duration: +10% Crit Damage: +3%
	Thief's Cunning Explorer Thieves (lvl 6)	Damage: +18% for 10 seconds when applying a status effect. 20s cooldown (Assume +9% Damage overall)
	Prior Preparation Kain (lvl 2)	Damage: +17% for 20 seconds after hitting the boss 5 times. 40s cooldown (Assume +8% Damage overall)
	Noble Fire Adele (lvl 2)	Boss Damage: +4% Damage: +2% per party member, including yourself
IED/CRIT RATE LINK SKILLS IF NEEDED		
	Light Wash Luminous (lvl 3)	IED: +20% (Only use if IED is low [less than 96%])
	Phantom Instinct Phantom (lvl 3)	Crit Rate: +20% (Only use if Crit Rate is lower than 100%)
DEFENSIVE LINK SKILLS		

BOSSING (FLEXIBLE)

	Spirit of Freedom Resistance (lvl 6)	8 seconds of Invulnerability after respawning (highly recommended for newer players)
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MOBBING (MUST HAVE/EXP)

These 3 link skills improve EXP gain, while all others improve normal monster damage. This list is in priority order.

	Elven Blessing Mercedes (lvl 3)	EXP: +20%
	Rune Persistence Evan (lvl 3)	Rune Duration: +70%
	Combo Killing Blessing Aran (lvl 3)	Combo Kill Orb EXP: +900%

MOBBING (DAMAGE)

These link skills give additional damage to normal monsters. This list is in priority order.

ADDITIONAL DAMAGE LINK SKILLS

	Solus Ark (lvl 3)	Damage: +1% and +3% per stack up to 5 stacks (+16% Damage)
	Wild Rage Demon Avenger (lvl 3)	Damage: +15%
	Nature's Friend Lara (lvl 2)	Damage: +5% Damage to normal monsters: +11% for 30s after defeating 20 regular monsters. 30s cooldown
	Bravado Hoyoung (lvl 2)	Damage against enemies with 100% Health: +14% IED: 10%
	Elementalism Kanna (lvl 2)	Damage: +10%
	Judgment Kinesis (lvl 2)	Crit Damage: +4%
	Tides of Battle Illium (lvl 2)	Damage: +3% per stack up to 4 stacks (+12% Damage)
	Unfair Advantage Cadena (lvl 2)	Damage: +6% if you are higher level than the monster's level Damage: +6% if the monster is affected by an abnormal status (Assume +12% Damage overall)
	Empirical Knowledge Explorer Magicians (lvl 6)	Damage: +3% per stack up to 3 stacks (+9% Damage) IED: +3% per stack up to 3 stacks (+9% IED)
	Innate Gift Khali (lvl 2)	Damage: +5%
CRIT RATE LINK SKILL IF NEEDED		
	Phantom Instinct Phantom (lvl 3)	Crit Rate: +20% (Only use if Crit Rate is lower than 100%)

LEGION

BEST LEGION EFFECTS

This is the list of the effects you get when you place lvl 200 Legion blocks in your legion grid. Although this list is in general priority order, the priority may change slightly depending on your own stats.

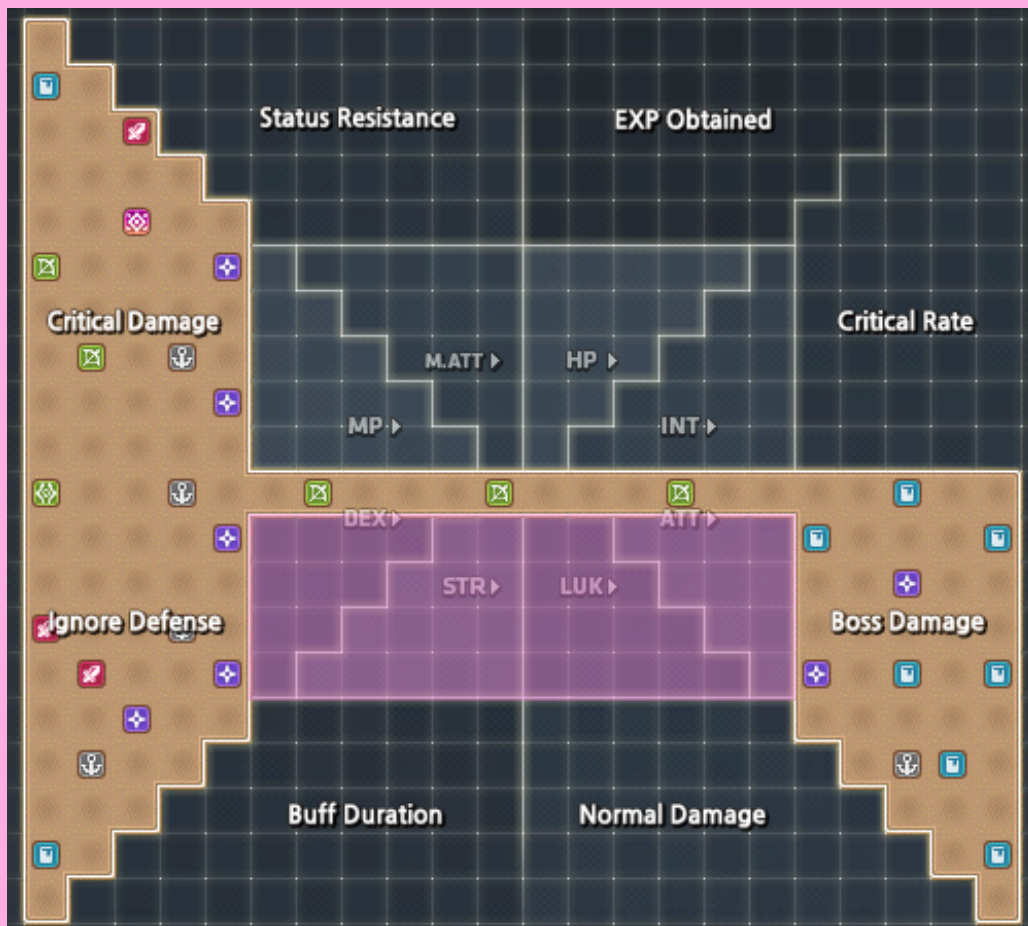
LVL 200 EFFECTS (BOSSING IN PRIORITY ORDER)	PRIORITY CLASSES FOR LEGION EFFECTS
Boss Damage: +5%	Demon Avenger, Kanna
Critical Damage: +5%	Shade, Hayato, Mo Xuan
Abnormal Status Damage: +6%	Sia
Critical Chance: +4%	Nightlord, Marksman
Cooldown Reduction: +5%	Mercedes
Buff Duration: +5% (Primarily to increase the duration of the Terms of Utility link skill buff)	Mechanic
IED: +5%	Blaster, Lynn
20% Chance to deal 16% more Damage	Wild Hunter
STR/DEX/LUK: +40 Flat	Xenon
STR: +80 Flat	Hero, Paladin, Buccaneer, Cannon Master, Thunder Breaker, Kaiser, Ark, Adele
DEX: +80 Flat	Bowmaster, Wind Archer, Angelic Buster, Pathfinder, Kain
LUK: +80 Flat	Shadower, Dual Blade, Nightwalker, Cadena, Khali, Hoyoung
LVL 200 EFFECTS (MOBBING IN PRIORITY ORDER)	PRIORITY CLASSES FOR LEGION EFFECTS
EXP: +10%	Zero

Meso Obtained: +4%

Phantom

BOSSING LEGION GRID

BOSS DAMAGE ≈ CRIT DAMAGE > IED > ATT > LUK/STR/DEX > BUFF DURATION
(CRIT RATE ONLY IF CRIT RATE IS LOWER THAN 100%)

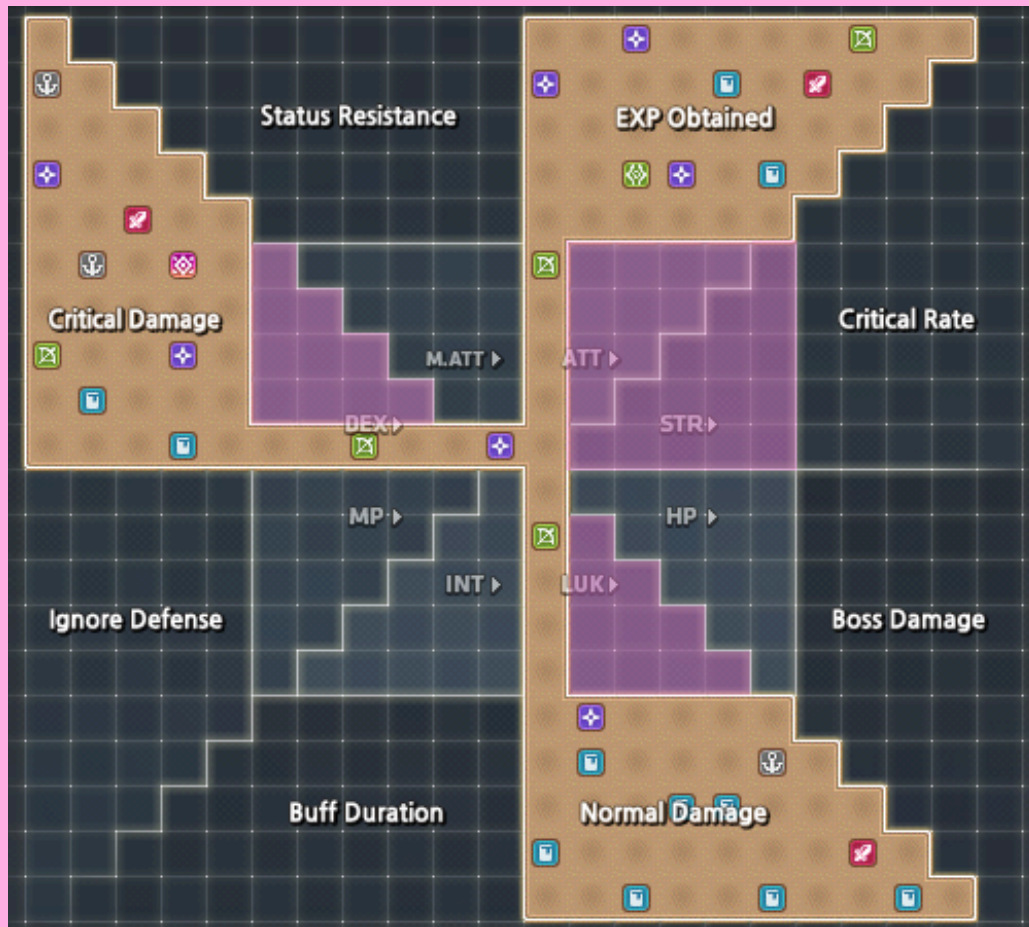


You should be able to achieve this legion grid once you reach 8k legion lvl.

*The pink area indicates places to place legion blocks after you fill in the priority spaces.

MOBBING LEGION GRID

EXP OBTAINED > NORMAL DAMAGE $\approx$ CRIT DAMAGE > ATT > LUK/STR/DEX > BUFF DURATION
(CRIT RATE ONLY IF CRIT RATE IS LOWER THAN 100%)



You should be able to achieve this legion grid once you reach 8k legion lvl.

*The pink area indicates places to place legion blocks after you fill in the priority spaces.

LEGION ARTIFACT

Legion Artifact allows you to select 3 different attributes per slot. Each slot has a max lvl of 5, and each attribute can only reach a max lvl of 10. This means that you can have two different max lvl slots with the same attributes, which maxes out three attributes to lvl 10.

Include mobbing attributes at your own discretion.

This list is in priority order.

DAMAGE ATTRIBUTES

Damage	+15% at lvl 10
Boss Damage	+15% at lvl 10
All Stats	+150 at lvl 10
Crit Damage	+4% at lvl 10
IED (Ignore Enemy's Defense)	+20% at lvl 10
Crit Rate	+20% at lvl 10 (Optional: Use if Crit Rate is under 100%)
Attack Power	+30 at lvl 10
Buff Duration	+20% at lvl 10

MOBBING ATTRIBUTES

Item Drop Rate	+12% at lvl 10
Meso Obtained	+12% at lvl 10
EXP	+12% at lvl 10 and +1 skill target at level 1

TOGGLES

Xenon only has 2 toggles you should have on:

1. **Salvo System**  (HEXA ) is a toggle that periodically summons missiles that auto-launch to the target you are hitting.
2. **Loaded Dice**  is a 5th job skill which allows you to set the number that **Roll the Dice**  rolls.
If you are bossing, press 5 (the literal “5” key on your keyboard) for more damage, and if you are mobbing, press 6 (the literal “6” key on your keyboard) for more EXP.
Make sure to have Roll the Dice on a pet autobuff to constantly have this buff applied.
Check out [PET AUTOBUFFS](#) for more info!

ABILITY POINTS (STR, DEX, OR LUK?)

When you are leveling up your Xenon, you may notice that you can choose between putting stats into either STR, DEX, or LUK. In the beginning, it does not matter which one you put points into first because you must put 300 points into all three before you can put more into one in particular. Afterwards, it's up to you where you want to put points.

In general, prioritize increasing the LUK stat if you are using Thief gear and the STR stat if you are using Pirate gear. If you want to min-max and want to maximize damage, use a website like [Maple Scouter](#) to figure out what's best for you. (Disclaimer: Using this tool, in particular, is finicky. It is a Korean website meant for KMS players and their more advanced API. Watch a separate guide on how to properly use this website and input your stats manually.)

If you are confused about what we mean by “Pirate” or “Thief” gear, check out the [THIEF OR PIRATE?](#) section!

HYPER STATS

Hyper stats for Xenon are similar to most other classes in the game. Although there is a general guide to know which stats to prioritize first, to min-max your stats, you will need to use a calculator like

[MathBro's Hyper Stat Calculator](#)

Or

[Maple Scouter](#) (Disclaimer: using this tool, in particular, is finicky. It is a Korean website meant for KMS players and their more advanced API. Watch a separate guide on how to properly use this website and input your stats manually.)

Here is a general guide to follow if you do not want to hassle with min-maxing your hyper stats.

BOSSING HYPER STATS PRIORITY LIST

Crit Rate	Getting a 100% Crit Rate is extremely important for your overall damage. Put points into Crit Rate to try to reach 100%, but it is not advised to go past lvl 10.
Crit Damage/Boss Damage/Damage	Try to lvl these stats roughly equally, putting a bit more emphasis on Crit Damage.
IED (Ignore Monster Defense)	Only put points into IED if it is lower than 96%. If it is lower, then put points similar to Crit Damage/Boss Damage/Damage
ATT (Attack Power)	If you have leftover points, you can put them into ATT. However, keep in mind that you do not want to push ATT past lvl 6 since that will be an inefficient use of stat points.
Arcane Power	Certain bosses have Arcane Power requirements to deal 100% of your Final Damage. Prioritize these stats to reach those requirements if necessary.

MOBBING HYPER STAT PRIORITY LIST

EXP	Maxing this out, even to lvl 15, is the top priority for mobbing. However, if you cannot one-shot monsters on your farming maps, you may prioritize damage Hyper Stats instead.
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Crit Rate	Like bossing, getting to 100% Crit Rate is extremely important for your overall damage. Put points into Crit Rate to try to reach 100%, but it is not advised to go past lvl 10.
Crit Damage/ Normal Monster Damage/Damage	Try to lvl these stats roughly equally, putting a bit more emphasis on Crit Damage.
ATT (Attack Power)	If you have leftover points, you can put them into ATT.

PET AUTOBUFFS

If you want to take full advantage of Pet Autobuffs, you need three pets that can use Pet Autobuff.

SKILLS AND EFFECTS		
	Circuit Surge (1st Job)	Spends 3 energy to give you +30 Weapon Attack Power
	Manifest Projector (3rd Job)	Summons a clone that makes an additional hit with 13% of your Final Damage.
	Decent Sharp Eyes (5th Job)	Spends 5% of your max HP for +10% Crit Rate and +8% Crit Damage
	Decent Combat Orders (5th Job)	Spends 5% of your max HP to increase all skills by +1
	Roll the Dice (5th Job)	Roll a die, which can give you an effect depending on what number you roll. You can force the roll number with the Loaded Dice  skill.

		Either set the dice to 5 for damage or 6 for EXP.
	Decent Holy Symbol (5th Job, lvl 30)	Spends 3400 HP for +35% EXP and +24% Item Drop Rate. This skill does not provide any benefits during bossing.

SKILL SEQUENCE

Xenon only needs three skill sequences:

SKILL SEQUENCE LIST	
Full Burst (2-minute burst)	    (Maple Goddess optional)    
Half Burst (1-minute burst)	       (Oz ring skill only if ring swapping, check Ring Swapping)
OOPArts	  

- **Manifest Projector**  doesn't actually do anything, but it helps prevent skills from not activating due to lag.
- The reason why **Maple World Goddess's Blessing**  is optional for the Full Burst skill sequence is that Xenon's full burst rotation already involves pressing Maple World Goddess's Blessing  before you would press the Full Burst skill sequence anyway. *(ADD LINK TO BURST ROTATION HERE!!!)*

- **OOPArts** skill sequence is only needed if you mess up your burst rotation throughout a boss fight. In theory, if you pull off your Half Bursts and Full Bursts properly, you should never need to use the OOPArts skill sequence.
- Check out [OOP ARTS CODE](#) for more info about the OOPArts Code skill

HYPER SKILL PASSIVES

HYPER SKILL PASSIVE UPGRADE LIST

	Beam Dance Reinforce	Increases the damage of Beam Dance by 20%
	Mecha Purge Reinforce	Increases the damage of Mecha Purge by 20%
	Hypogram Field Reinforce	Increases the damage of Hypogram Field by 10%
	Hypogram Field Speed	Increases how often the damage of Hypogram Field procs
	Hypogram Field Persist	Increases the duration of Hypogram Field by 10 seconds

BUFF DURATION

Xenon is not a class that benefits greatly from Buff Duration.

Buff duration is most useful for the **Terms and Conditions**  buff from Angelic Buster's link skill.

SUMMON DURATION

Xenon has two summon skills, **Hypogram Field: Force Field**  (HEXA ) and **Hypogram Field: Fusion** , but only the Hyper Skill Passive increases their duration:

Corsair Legion Block Effect: Does NOT affect either summons's duration.

Legion Artifact Summon Duration: Does NOT affect either summons's duration.

Hyper Skill Passive (Hypogram Field-Persist): Affects both summon's duration (check out [HYPER SKILL PASSIVES](#) for more info)

MANA

Weirdly enough, mana is something Xenon does have to take into consideration because of **Core Overload** .

Core Overload  is a skill that lasts up to 45 seconds, but it constantly drains your mana, and potions do not replenish mana throughout its duration. If you lose all your mana before the 45-second mark, Core Overload  does stop prematurely, affecting your overall damage. To mitigate this, you need at least 30k max mana to get the full 45-second duration.

Extreme Blue Potion  from Monster Park shop and **Decent Hyperbody**  can help reach the 30k max mana, but you should be able to reach that max mana without the extra help.

TLDR: Make sure to have at least around 30k max mana to get the full duration of Core Overload



EQUIPMENT

THIEF OR PIRATE?

Xenon is the only class in the game with the ability to equip both Thief and Pirate gear. Although this may sound cool, it doesn't actually give any advantages over other classes, other than how your equipment looks. So, which one do you go for, and does it matter? Yes and No.

Set bonuses in this game only apply if you are wearing the same class of gear. For example, if you were wearing a Thief Root Abyss Hat and a Pirate Root Abyss Top, you would not receive the 2-set bonus that Root Abyss gear gives you. To get around this, whenever you are working with a set of gear, stick to either Thief gear or Pirate gear. This does allow you, for example, to go for 3 set Thief Root Abyss gear and 5 set Pirate Absolab gear. To truly simplify this, decide on either Pirate or Thief gear early on and stick with only that class of gear.

TLDR: Pick Pirate or Thief gear early on and stick with only that class of gear. It does not matter which one you pick as long as you are consistent. (Pick the one that you think looks better to you!)

(**Tip for Interactive players:** Stick with Thief gear since it is more common on the Auction House)

PIRATE: A row of six icons representing Pirate gear: a yellow hat, a white shirt, a white skirt, a blue and white patterned top, a blue and white patterned skirt, and a blue and white patterned pair of pants.

THIEF: A row of six icons representing Thief gear: a yellow hat, a white shirt, a white skirt, a blue and white patterned top, a blue and white patterned skirt, and a blue and white patterned pair of pants.

GENESIS WEAPON? WHICH ONE?

YOUR GENESIS WEAPON MUST BE THE SAME TYPE AS YOUR ETERNAL GEAR. For example, if you decide to have all your Eternal gear be Thief gear, you must make sure to pick the Thief version of the Genesis weapon, and vice versa with Pirate Eternal gear.

PLEASE MAKE SURE YOU PICK YOUR GENESIS WEAPON CAREFULLY!!!

IF YOUR ETERNAL GEAR IS THIEF GEAR:



The Thief version of the Genesis Energy Chain has 150 LUK and 150 DEX.

IF YOUR ETERNAL GEAR IS PIRATE GEAR:



The Pirate version of the Genesis Energy Chain has 150 STR and 150 DEX.

POTENTIALS

Because Xenon can use STR, DEX, and LUK, it has a very unique way of going for potentials on gear. Because of this, Xenon tries to go for % All Stat, but even STR, DEX, and LUK lines still have value for Xenon.

The order to progress your gears' potentials is as follows:

1. 2 lines of % All Stat (1 prime line, 1 non-prime line) + Random
2. 2 lines of % All Stat (1 prime line, 1 non-prime line) + 1 line of STR, DEX, or LUK
3. 2 lines of % All Stat (2 prime lines) + Random (about the same as #2)
4. 2 lines of % All Stat (2 prime lines) + 1 line of STR, DEX, or LUK
5. 3 lines of % All Stat (1 prime line, 2 non-prime lines)
6. 3 lines of % All Stat (2 prime line, 1 non-prime line)

To compare 2 different potentials,

% All Stat on gear can be calculated by **(% All Stat) + (($\frac{1}{3}$) x (% STR/% DEX/% LUK))**

For example:

Let's say we want to compare 2 pieces of gear with these potentials:

- 1) 12% LUK, 6% All Stat, and 6% All Stat

2) 9% All Stat, 6% All Stat, 9% DEF

This would mean for #1, $[12\% \text{ LUK}]/3 = 4\% \text{ AllStat}$, $4\% + 6\% + 6\% = 16\% \text{ All Stat equivalent}$, making #1 better than #2's 15% All Stat potential.

FLAMES

Flame score on Xenon is calculated differently from other classes due to Xenon using STR/DEX/LUK and getting more value from % All Stat.

Flame Formula: Main Stat + (Attack Power × 5) + (%All Stat x 20)

- **Main Stat (STR, DEX, LUK) = 1**
- **Attack Power = 5,**
- **All Stat% = 20**

ITEM LEVEL	IDEAL FLAME SCORE	SETTLABLE FLAME SCORE
Level 140 - 150	240	210
Level 150 (Superior Gollux gear)	130	104
Level 160	260	230
Level 200	290	253
Level 250	315	275
Genesis Weapon	T7 Attack Power T5 Boss Damage (157 ATT, 10% Boss)	T6 Attack Power T5 Boss Damage (123 ATT, 10% Boss)
Arcane Weapon	T6 Attack Power	T6 Attack Power

	(106 Attack Power) (No need to upgrade Arcane weapon past this point since it's going to be replaced with Genesis Weapon)	(106 Attack Power)
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Since Superior Gollux gear is not end-game gear and will be replaced eventually, pursuing an ideal flame score is extremely inefficient.

WSE

WSE or Weapon, Secondary, Emblem, has only three potential lines we care about: Attack Power, Boss Damage, and IED. Since we can only have a total of 9 lines of potentials, we abbreviate this with #/#/# (Attack Power/Boss Damage/IED).

Xenon ideally goes for 9/0/0 (9 lines of Attack Power), but this may depend on your own stats, event buffs, gear, party/solo, double prime potential lines, familiars, etc.

SECONDARY



Xenon's best secondary can be purchased from Neville , who you can find in major towns, such as Leafre and Henesys Market.



You want to purchase the “Evolving Secondary Weapon Selection Box” for 100 million mesos.



Opening the box gives the “Evolving Octo Core Controller”, which is the secondary you want.



Do not mistake the regular “Octo Core Controller” that Neville sells directly, as it does not provide +2 Attack Power, which the “Evolving Octo Core Controller” does.

Interactive: Regular Octo Core Controller and PNO secondary are better on Interactive servers because Regular Octo Core Controller is Night Troope transferable (event-based) and PNO secondary is tradable, making it decent for resellability.

EMBLEM

Xenon's best starter emblem can be purchased from Neville , who you can find in major towns, such as Leafre and Henesys Market.

Or you can purchase the emblem from Edwin , who you can find in Veritas, which you can teleport to using your 0 job skill  Promessa Escape.



You want to purchase the “Hybrid Heart” for 1,010,000 mesos.

DO NOT GO FOR END GAME POTENTIAL LINES ON THE HYBRID HEART!!!

Remember that this is a starter emblem and will be replaced later on by the Seren Emblem, “Mitra’s Rage”.

The Hard/Extreme Seren boss has a chance to drop  **Mitra’s Rage Selection Box**, which allows you to select one of five different emblems.

For Xenon, you want to pick one of these two:



Mitra’s Rage: Thief



Mitra’s Rage: Pirate

Although it does not matter which you pick out of the two, to min-max, pick Mitra’s Rage: Thief if you have Thief gear, or pick Mitra’s Rage: Pirate if you have Pirate gear. If you are confused about what we mean by “Pirate” or “Thief” gear, check out the [THIEF OR PIRATE?](#) section!

Once you have a Mitra’s Rage, you can finally start spending those cubes for those endgame potential lines!

OZ RINGS

Here is the priority list of Oz rings that Xenon wants to use:

1. Ring of Restraint lvl 4 (RoR4) 
2. Continuous Ring lvl 4 (Cont4) 
3. Ring of Restraint lvl 3 (RoR3) 
4. Continuous Ring lvl 3 (Cont3) 
5. 22 Star ring  
6. Every other Oz ring (Totalling lvl 4, Weapon Jump lvl 4, etc)    

A few things to note:

- When solo bossing, it is up to personal preference whether to use RoR or Cont rings, as they have similar effectiveness; however, RoR is better suited for party bossing.
- Weapon Jump Oz rings are very weak on Xenon because they only buff 1 of 3 stats that Xenon uses, effectively only making it 33% as effective compared to other classes.

RING SWAPPING

Ring swapping on Xenon isn't as effective as other classes due to having an unimpressive 1-minute burst, and RoR and Cont are the only effective Oz rings on Xenon.

If you want a better quality of life and don't want to ring swap, it is 100% viable and ok to do.

Ring swapping does min-max out damage:

If you do decide to ring swap, the best 1-minute burst Oz ring is the Risk Taker Ring . **It is extremely difficult to use since its effect disappears the moment you get hit.** You can use Genesis weapon's I-frame to help mitigate this, but using your Genesis I-frame for this isn't the greatest value.

Interactive: The best 1-minute burst Oz ring for Interactive servers is the Totalling Ring. 

COOLDOWN HAT

Does Xenon use a Cooldown hat? Yes and no.

Ever since the 2-minute changes, the question about Cooldown has been a discussion in GMS players' minds: is Cooldown hat something Xenon should use? After some time, the answer is both Yes and No.

Yes: The main benefit you gain is a quality of life on rotations and spamming out our 30s Cooldown 5th job skill, Photon

Ray . Before the 2-minute changes, Photon Ray was used twice in a single burst rotation. We call this “**Double Photon**”. After the 2-minute changes, however, using Double Photon is borderline impossible, unless you have a Cooldown hat. The more Cooldown, the better. This playstyle is well-suited if you prefer using the Oz ring: the Continuous Ring.

No: Despite Cooldown hat allowing the usage of Photon Ray  twice in one burst, some players have still found it difficult and clunky to play around, instead opting just to use Photon Ray once per burst, thus making a Cooldown hat worse than a regular % All Stat hat.

Check out the [PHOTON RAY](#) section for more info on how that skill works!

TLDR: If you want to min-max damage and gain quality of life on rotations, but manage a very clunky mechanic that may not work 100% of the time, go for a Cooldown hat. If you want to avoid that mess, but miss out on min-maxed damage (which, for newer players, may be better), then go for a regular % All Stat hat.

Realistically, you should settle for whichever you get first out of the list below.

$(-4s \text{ Cooldown} + 1 \text{ line } \% \text{ All Stat}) > (-4s \text{ Cooldown}) \approx (3 \text{ line } \% \text{ All Stat}) \approx (-2s \text{ Cooldown} + 2 \text{ line } \% \text{ All Stat})$

Interactive: Generally, going for as much Cooldown as possible on your hat is optimal for Xenon.

WILL BOOK

Hard Will has a chance to drop **Will's Cursed Spellbook Selection Box** , which allows you to select one of four different Cursed Spellbooks, the best pocket slot item in the game, and part of the Pitched Boss Set.

For Xenon, you want to pick one of these three:



Cursed Red Spellbook (more STR)



Cursed Green Spellbook (more DEX)



Cursed Yellow Spellbook (more LUK)

To min-max, pick Cursed Yellow Spellbook if you have Thief gear, or pick Cursed Red Spellbook if you have Pirate gear. Realistically, it does not matter which one you pick. Many Xenon mains choose whichever is a cooler color.

If you are confused about what we mean by “Pirate” or “Thief” gear, check out the [THIEF OR PIRATE?](#) section!

SKILLS/TIPS



SUPPLY SURPLUS

Supply Surplus  is Xenon's secondary resource bar. Xenons usually just call this resource “**energy**”. Certain Xenon skills use this energy.

Energy naturally increases every 4 seconds. 60% to increase energy per hit/evade. +1% All Stat per energy.



Emergency Resupply  is a 3rd job skill that increases energy by 10. Great if you accidentally use all your energy.

You can actually go past the maximum energy of 20 using **Core Overload**  (check out the [CORE OVERLOAD](#) section for info!)



MODAL SHIFT

Modal Shift  is a 0 job skill that allows you to change certain skills that Xenon possesses.

Pressing this skill repeatedly cycles through all the skills that you can change.

Press your arrow keys to pick which mode you want to select for that skill.

Unfortunately, every time the client restarts or is reopened, these skills go back to their default mode.

Here is a list of skills that can be changed using the Modal Shift

MODAL SKILLS



Quicksilver: Flash



Quicksilver: Concentrate

Use this mode when mobbing when you are between lvl 30-60.



Quicksilver: Takeoff

This will be the preferred mode after the 2nd Job. It acts as an additional up-jump, and it greatly supplements your normal up-jump.

 Combat Switch: Explosion	 Combat Switch: Air Whip Use this mode when mobbing when you are between lvl 60-100.	 Combat Switch: Fission <u>This will be the preferred mode after the 3rd Job. It acts as an additional up-jump, but it is primarily used to increase airtime/jump across the map.</u>
  Hypogram Field: Penetrate HEXA Hypogram Field: Penetrate	  Hypogram Field: Force Field HEXA Hypogram Field: Force Field <u>This is the preferred mode the moment you unlock this skill. This skill gives the most damage.</u>	  Hypogram Field: Support HEXA Hypogram Field: Support
  Mecha Purge: Snipe HEXA Mecha Purge: Snipe <u>This is the preferred mode during bossing.</u>	 Mecha Purge: Bombard There is no HEXA Mecha Purge: Bombard once you reach 6th and unlock Mecha Purge Mastery Core.	  Mecha Purge: Bombardment HEXA Mecha Purge: Bombardment <u>This is the preferred mode during mobbing.</u>

MOVEMENT SKILLS

If you cannot find **Quicksilver: Takeoff**  or **Combat Switch: Fission**  in your skill menu, check out [MODAL SHIFT!](#)

LIST OF ALL XENON MOVEMENT SKILLS

	Propulsion Burst (1st job)	Xenon's flash-jump/up-jump. Flash-jump can be used twice in the air. Hold your Up arrow key and Jump key twice to use your normal up-jump
	Liberty Boosters (0 job)	Fly slowly for 30 seconds, 30-second CD. Useful for bosses like Seren and Kalos. <u>This skill toggles your Origin jetpack off/on.</u>
	Quicksilver: Takeoff (2nd job)	Good supplemental up-jump. Use alone for a mini up-jump or use after the Propulsion Burst  up-jump to have an extra high up-jump.
	Combat Switch: Fission (3rd job)	It can only be used if you are already in the air. Does not increase up-jump height much like Quicksilver: Takeoff  does, but it increases air time.
	Diagonal Chase (3rd job)	Xenon's diagonal dash and rush skill. It can be used in the air. Pressing this skill alone activates a diagonal dash. While on the ground, hold down the Left or Right arrow key, then press Diagonal Chase  to activate a horizontal rush.



OOP ARTS CODE

OOPArts Code  is Xenon's favorite buff, which gives Final Damage: +30% and Boss Damage: +31%.

However, it uses ALL of Xenon's energy to activate, and it must be up at all times during bossing.
(This is also optional for mobbing if you cannot one-shot the monsters on your current farming map)

There are two ways around this.

1. Use the **Amaranth Generator**  before using OOPArts Code  with a skill sequence. Amaranth Generator  allows you to use skills that normally consume energy without actually spending it. Because both skills have a 60-second CD, you can put them into a skill sequence and press it whenever OOPArts Code  is down. Check [Skill Sequence](#) and find the “OOPArts” and “Half Burst” section.
2. During Xenon's full burst, **Core Overload**  will be active, which has a secondary effect that allows you to use skills that normally consume energy without actually spending it. Whenever Core Overload  is active, you can press OOPArts Code  without consequence.

As noted in the [Skill Sequence](#) section, if you pull off your Half Burst and Full Burst throughout a boss fight, you should have OOPArts code constantly up.

BEAM DANCE CANCEL

Beam Dance  is a skill Xenon unlocks when you reach your 4th job. It is a skill you normally just hold down, but because it does strictly less damage than **Mecha Purge: Snipe** , you never use this skill for its intended purpose. Even after unlocking the HEXA version of these skills  , you never really hold down Beam Dance , OTHER THAN ONE SPECIFIC CASE!

During ONLY your non-origin burst, you can hold down Beam Dance  RIGHT AFTER releasing and unleashing your Omega Blaster  skill. This will add additional damage during your non-origin burst. Xenons call this the Beam Dance Cancel or Beam Cancel.

The timing is dependent on your ping. You will know if you succeeded from several things:

1. You see the Beam Dance  animation a few frames before your Omega Blaster  is released
2. You cannot recast  while Omega Blaster  is being fired.
3. If you held down Beam Dance  throughout the entire Omega Blaster , your Xenon should start doing the Beam Dance  animation after Omega Blaster  animation ends.

Practice the timing, and you will get it down in no time!

Here is what it will look like (with HEXA Beam Dance )



Any before you ask, YES, you still use Beam Dance Cancel after the 2-minute changes and after you unlock the HEXA version of this skill.



DOUBLE PHOTON RAY

Double Photon is a technique where you fire off two **Photon Rays**  in one burst cycle.

This used to be a very common technique before the 2-minute changes, but since the 2-minute changes, this is very difficult to pull off properly.

If you are unsure how Photon Ray  even works, check out the [PHOTON RAY](#) section!

To pull this technique off, you need to understand a few things about Photon Ray  and Xenon's burst.

- Photon Ray  has a Cooldown of 30 seconds once you press it, but you only have 20 seconds afterwards to recast the skill and actually apply the damage
- Xenon's Half and Full Burst buffs both last around 15 seconds

So the way you Double Photon is by making sure to have Photon Ray charged and ready to fire far before you are ready to burst.

Look at this scenario, for example:

- Your Full Burst is up in 30 seconds.
- Around 15-20 seconds before your burst is up, you press Photon Ray .
- You use your skills like **Mecha Purge: Snipe**  (HEXA) , to charge up your Photon Ray .
- Once your Full Burst is up, you will only have a few seconds of the 20 seconds to recast Photon Ray .
- Use your Full Burst Combo and recast Photon Ray  while your buffs are up.
- Photon Ray  should now have a Cooldown of 5-10 seconds.
- Once Photon Ray  is up again, use it and charge it up as quickly as possible.
- You should have only a few seconds to recast Photon Ray  to do the damage before your Full Burst buffs fade away

This is pretty difficult to learn at first, and it may not be practical with a harder boss, but this is the hardest Xenon tech.

If you believe it is TOO difficult, you can just opt not to use this technique, but you want to if you want maximum damage.

Highly suggest you put Photon Ray  in **Buff Favorite Settings** to help keep track of the Cooldown!
(Settings > UI > Buff Favorite Settings)

Note that it is much easier to pull off a Double Photon with a Cooldown hat. Check out [COOLDOWN HAT](#) for more info!

DOUBLE BOX

Double Box is a very easy technique where you place both **Hypogram Field: Force Field**  (HEXA ) and **Hypogram Field: Fusion**  at the same time during a Half Burst or Full Burst.

Note that Hypogram Field: Fusion  and Hypogram Field: Force Field  (HEXA ) cannot be stacked in the same location.

To pull this off, simply place both boxes next to each other, with the boss between the two. This will allow the boss to be hit by both boxes at the same time.

This technique is best for bosses that do not move, such as Gloom.

Although Double Boxing does increase your burst damage, do not feel the need to do it every time. It is much more realistic that only one box will be hitting the boss at a time.

FIFTH JOB

SKILL NODES

OMEGA BLASTER

This is Xenon's main burst skill, and it's a **GIANT FREAKING LASER!**

To use this skill, you must hold down this skill. Doing so, you will see a bar appear next to your character. This bar indicates how charged up your laser is.

You can charge the Omega Blaster  up to 12 seconds. Every 2 seconds of charge increases the duration of the

laser itself for 1 second.

This is what the charge bar should look like:



Non-origin Omega Blaster



When Omega Blaster  is released, you **cannot**:

- Use skill sequence
- Use other skills (Unless you Beam Dance cancel, check out [BEAM DANCE CANCEL](#) for more info!)
- Move

However, you **can**:

- Use individual buffs

- Recast **Photon Ray**



During the release of Omega Blaster , you are fully I-framed.



Origin Omega Blaster

When Omega Blaster  is released after the Origin Skill, and you are flying, you will:

- Not have any of the restrictions that Omega Blaster  has when it is fired without the Origin skill.
- Condense the damage to an 8-second laser.
- Lose your I-frames that you normally get from firing the laser



Skill Description: Deal 440% damage. Number of attacks: 6-76. 100-second CD.



CORE OVERLOAD

This skill affects our energy system, **Supply Surplus** , and allows you to pass the normal limit of 20 energy. However, throughout the duration of this skill, **Core Overload**  will slowly drain your mana, and potions will not replenish it. The skill will last for 45 seconds, unless you run out of mana first. (Check out the [MANA](#) section for more info!)

All skills will not cost energy throughout the duration of Core Overload .

Each energy will now give +1% Final Damage and periodically deal damage around you.

How much more you can surpass the normal 20 energy limit depends on the level of Core Overload  and the HEXA

boost node for Core Overload .



Skill Description: +1% Final Damage for each energy. Allows you to surpass the 20 energy limit. Deal damage around you 2 times for 390% 6 times. 120-second CD.



HYPOGRAM FIELD: FUSION

This skill is one of two o



PHOTON RAY

Photon Ray  is our 5th job, 30-second CD damage skill. Essentially, it aims shots at the enemy based on time and the number of attacks given, and then, after recasting the skill, the skill will shoot and do damage.

This mechanism can be simplified into three parts:

1. Upon pressing the skill, the enemy in front of/directly on top of you will be given aim priority. 15 shots will be targeted at the enemy in the first ~2 seconds. Attacking will not increase the number of shots within this ~2-second period.



2. After ~2 seconds, you should attack the targeted enemy with skills to increase the number of shots.

Mecha Purge Snipe  (HEXA)  will give 3 shots per hit, so you only need to do 5-6 snipes to fully charge properly. If you choose not to attack an enemy, the shots will gradually build up regardless so you will be able to get 30 shots after ~15 seconds. You will have a 20-second window to recast this skill.

You will know you have fully charged

Photon Ray  once you see the blue circle behind you changes, as shown on the right!

3. Recast the skill to release the shots



Skill Description: Each shot fired does 880% damage. 30-second CD.