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## Chaos tower trickster

Hello, and welcome back to Trickster! The Sheep isn't my no.1 character, so there will be a ton of people on this forum more qualified to help, but I can try. You're right in that your build basically makes you not as efficient in killing bosses compared to Soul Masters who can use their attribute debuff skills (Gnome's Domain, etc...) to make bosses more vulnerable to an elemental skill provided the user also has attribute in conjunction with the skill used (wind attr. with air skills for example). Firstly, use Razor Gale over Mana Arrows, which is infinitely stronger against the Dragon. In fact, avoid using Mana Arrows at all since it just gives him additional time to cast cure on himself. Secondly & more importantly, as nunood says, I would consider getting some Wind Attribute compounded into your setup: \* Wind Blade (Mastered) with 2,022 MA -> 9,422 damage against dragon. \* Wind Blade (Mastered) with 2,022 MA & 407% Wind Attr. -> 14,420 damage against dragon Marga Lee Glass S is a good option because they don't require refining or tempering. Goddess Staff DOES need to be refined and tempered to be fully effective but offers amazing base stats across the board if you temper using the online web tempering, which can help patch up your slight HV deficit (not necessary thanks to SoH but it can't hurt). Hope this helps you somewhat. Yeah, can see where it'd be pretty bad for a lower hp character without cure or something of the sort. Even with dark barrier knocking off some damage it still piles up pretty fast and I probably would've died more to the regular mobs if it weren't for mastered cure. Getting a good amount of dp probably wouldn't hurt but that's a pretty tough thing to do for gunners since their main source of it would be boss hats or alt hats. Boss or alt shields would be good to have as well for their dp, but those take a bit of luck or money to come by. I was a level 96 1432 Sheep with really shoddy DP, HV, and HP (I have like, 2000 or smth HP rn) and it only dealt 254 dmg per hit. My Mana Arrow took out 1/4th of Win64's HP, but it cured half it's damage before Electro was even done being cast, then healed fully before I could even use Mana Arrow again. i was talking about the floor 12 boss, i completely forgot about Win64. but anyways, i have 4k HP on my 4141 lion so its not surprising that it one shoted me. yeah, i think rTO's CT is harder than eTOs. I can't really remember, it felt so long ago since its closing. But with about 1500 DP, 12th floor boss is hitting me for 3k, and a lvl 2 rust brings that down to 1 damage...if only rust worked more often for me. Too lazy to tm grind or get better luck and I am well aware my dp is not going to go up much more than that anytime soon. Can someone please explain to me how my foxes poison can "miss" on a boss. I didn't even know that was possible. Is this suppose to be able to happen? Because it's really annoying. Like VERY. Hoping they'll fix it on CT Bosses >.> IGN: Forever & Always





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