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## Cannon master inner ability

Modified from: Attack Speed of your weapon Each weapon in the game has the value attack speed in their description as follows: Faster &gt; Fast &gt; Normal &gt; Slow &gt; Slower values for each attack speed can be classified as such: Faster (3) Fast (4) Fast (4) Fast (4) Fast (4)5) Normal (6) Slow (7) Slow (8) Slower (9) Fast and Slow have two values because there are some weapons that have the same attack speed label, but can be significantly faster than other examples is the Lv. 80 Eclipse Polearm weapon. Like most polearms, it is labeled as a slow speed weapon, but those who use this weapon can say that eclipse polearm attacks faster than other slow speed polearms. Thus, Eclipse polearm is marked as Slow (7), while other slow speed polearms are labeled Slow (8) There are also 3 attack speed values that exceed faster (3) which are: Fastest (0) Fastest (1) Fastest (2) Currently no weapon comes with the above 3 Fastest Attack Speed Values [Note]: Hurricane-type/key-down skills like Hurricane, Mille Aiguilles, Ishtar Ring, Beam Dance, or Wild Arrow Blast are not affected by Attack Speed Weapon Attack Speeds Fast (4) Dazzlet [1H] (Fast 4) Claw [2H] (Fast 4) String [4] String [1H 1H] (Fast 4) Ritual Fan [1H] (Fast 4) Bladecaster / Tuner [1H] (Fast 4) Fast (5) Sword [1H] (Fast 5) Axe [1H] Axe [1H] 1H] (Fast 5) Sweetwater Axe is a (Normal 6) Blunt Weapon [1H] (Fast 5) Sweetwater Mace's (Normal 6) Soul Shooter [1H] (Fast 5) Fieldarm [2H] (Fast 5) Cane [1H] (Fast 5) Knee [2H] (Fast 5) Gun [2H] (Fast 5) Whip Blade [1H] (Fast 5) Katana [2H] (Fast 5) Arm Cannon [2H] (Fast 5) Normal (6) Wand [1H] (Normal 6) Shining Rod [1H] (Normal 6) Sword [2H] (Normal 6) Axe [2H] (Normal 6) Blunt Weapon [2H] (Normal 6) Spear [2H] (Normal 6) Bow [6] Bow [6] 2H] (Normal 6) Cross[2H] (Normal 6) Dual Bowguns [2H] (Normal 6) Desperado [1H] (Normal 6) Scepter [1H] (Normal 6) Psy-limiter [1H] (Normal 6) Alpha Long Sword [1H] (Normal 6) Lucent Glove [1H] (Normal 6) Ancient Bow [1H] (Normal 6) Slow (8) Employees [1H] (Slow 8) Elementary Staves's (Fast 6)4) ACS Staff and Genesis's (Normal 6) Hand Guns [2H] (Slow 8) Kanna Fan [2H] (Slow 8) ACS and Genesis's (Normal 6) Beta Heavy Sword [1H] (Slow 8) Weapon Reinforcement Skills and Resources All classes have standard weapon booster skill. Most booster skills increase attack speed by +2 phases, but some only increases by +1 stage (i.e. Angelic Buster's Melody Cross) Several classes have different skills than their typical weapon reinforcement skills, which further increases their attack speed (i.e. Buccaneer or Thunder Breaker infusion speed provides an additional +2 AS, Kaiser using key-command skills when their Dragon Gauge is filled providing additional +2 AS, etc.) As well, there are resources outside your class which you can get to further increase the attack speed (ie +1 AS Internal Capabilities +1 AS from Decent Speed Infusion, +1 AS from Extreme Green Elixir of Monster Park, etc.) Your ultimate attack speed Real math when calculating the final attack speed is very simple. Just take your weapon Attack Speed then subtract it according to the total attack speed increases you get from your skills and resources Examples: Dark Knight control Fafnir Brionak, which is normal (6). Dark Knight uses their Weapon Booster skill which gives +2 AS, plus has a decent infusion rate that gives +1 AS (total +3 AS). This means that their final attack speed is: Normal (6) - (+3 AS) = faster (3). Cannoneer with Fafnir Lost Cannon, which is slow (8). Cannoneer gets +2 AS from their Weapon Booster skill, +1 AS from enhanced cannon skill, +1 AS from cannon overload skills, +1 AS from Extreme Green Elixir (total +5 AS). This means that their final attacking speed is: Slow (8) - (+5 AS) = Faster (3). However, there are two speed caps in place to prevent players from going crazy over attack speed Cap 1 – Soft Speed Cap First Speed Cap is soft speed cap which is the fastest (2). Most attack speed boosting resources and skills can not bypass soft speed caps, including, but not limited to the following: Decent Speed Infusion +1 Attack Speed Internal Abilities Almost all weapons Booster skills from your class' skills Example: Shadower with Fafnir Damascus, which is fast (4). Shadower gets +2 AS from their Weapon Booster skills. They also have +1 AS internal capabilities. You may think that its final attack speed is the fastest (1) because Fast (4) - (+3 AS) = Fastest (1). However, their weapon boosting skills nor +1 speed attack internal abilities can break the soft speed cap fastest (2). Thus, they are stuck at the fastest (2) despite its internal speed cap 2 capabilities – Hard Speed Cap the absolute fastest attack speed a player can reach is the fastest (0), no exceptions. The fastest (0) is so known as Hard Speed Cap There are several sources of Attack Speed boost that can ignore soft speed caps faster (2). These are as follows: You will only need one of these increase in attack speed to break through soft speed caps in order to be able to reach hard speed cap Note: Depending on your server, you can have hard speed cap 2. GMS and MSEA has a hard speed cap 0 Example: Aran with Eviscerator polearm which is slower (9). Aran gets +2 AS from their Weapon Booster skill, +1 AS from Polearm Mastery Skills, +1 AS from Decent Speed Infusion, +1 from internal skill, and +1 from Extreme Green Elixir (total +6 AS). The speed of their attack would be: Slower (9) - (+6 AS) = fastest (3). Later, they find the Rune of Swiftiness and use it, giving them an additional +3 attack rate that can ignore soft speed caps (for a total of +9 attack speed). Their ultimate Attack Speed is the fastest (0) There are a few rare cannoners in Reboot that are active and at a high level (200+, use a wide brush here), and I've heard a gamut of different opinions on what our second and third internal abilities are should be, by name. I'm partly on Crit line because I would be able to remove my phantom link skill for something else, and just need my DSE heaven to hit 100% crit, but I've had others swear by buff duration, boss%, or flat attack, respectively. I also know that a net crit rate of around 80-85% is wasted on Cannon Barrage, but nothing else has that innate support, which I would hope is enough justification. (Fortunately, the speed of attack +1 for the first line is a unanimous vote.) I'd like to ask all the cannoners here, as a result – what do you guys run/think you should run on the second and third lines, and why? 2014-03-27, 04:42 PM #1 I remember seeing more people get it Pre-Unleashed, but I don't remember ever seeing anyone get it Post-Unleashed. Well, I used 185 circulators, and I still shouldn't have pops it up. Is it still getting with miracle circulators (and on the legendary tier, of course) or am I just getting very unlucky? It upsets me a little bit at the moment. 2014-03-27, 04:46 PM #2 I used 94 a few weeks ago and went from 30 att to +50 str. I don't think it's impossible, but it's overwhelmingly unlikely... 2014-03-27, 04:50 PM +1/-0 (1) #3 Well I've gone through all the other good stuff at least 2 times every so far (50% Buff Length, 30% Crit, 20% Boss, 20% Point Drop, 20% Chance to Get Around Cooling), so I find it a little hard to believe it's that freaking rare. 2014-03-27, 04:52 PM #4 I used 95 circs. I have +30 atts tons of time. I have 20% damage to the boss like 6 times. Got +1 on passive after using 50 circs as once every 15 times. I have a 20% chance to ignore cooldowns like 8 times. At my last circ, I have a 50% buff duration. My goal was the speed of the attack or the duration of the fan. I've never seen it. My friend circled 30 times and got a buff duration of 50, but no attack speed. I want to lean on saying its impossible tog et now, but can be very rare though, or just unlucky. My friend used 180 circs and never got a 50% buff duration or atck speed. Just goes to show how badly you can go in circles looking for a particular ability. You are truly at the mercy of RNG. 2014-03-27, 04:58 PM #5 The problem is that it's just one line instead of shooting for multiple lines the same as in reg/bonus potential. If anything, we should confirm that all three internal line capabilities are legendary in U&I before cubing for attack speed. 2014-03-27, 05:08 PM #6 I think I'll try as well... It's not like I have any other areas that are worth improving because cap damage has become a limiting factor for me now. 2014-03-27, 05:13 PM +1/-0 (1) #7 If you like it, let me know via the thread pm me. Once I get back to max mesos it will all most likely be spent trying to get the speed of the attack if it's proven to be likely. 2014-03-27, 05:30pm #8 I'm sure you'll see that in the thread a success if it ever happens. lol I'm still a little low on mesos though so it may be temporarily suspended. 2014-03-27, 09:00 pm #9 certainly sounds like when I tried 30% crit (which I haven't received yet). I'm sure the +1 attack speed is still possible to get out of the inside ability, but you need good luck to get that... 2014-03-27, 09:15 PM +2/-0 (2) #10 got it, took about 70k in value during the sale. 2014-03-27, 09:27 pm #11 Guess that's where most of my mesos will be when I max out again... 2014-03-27, 09:28 PM #12 Motivation restored! 2014-03-28, 01:12 PM #13 I was focused on this capability as well, using dozens of circulators, but no such luck. If the chances of getting this particular ability are so low, then I think I'll stick with 20% damage to the boss. 2014-03-29, 12:15 AM +0/-1 (-1) #14 277 Circulators and still no sign of it... 2014-03-29, 01:26 #15 I think we just found one thing that is more money pit than trying to get into legendary with these new cubes & &gt; 2014-03-29, 03:20 #16 Sad, right? Bonus potential is not so much bad as that ... 2014-03-29, 08:29 #17 I used 58 only to get one good line, fortunately it was the one I wanted (buff duration 50%). 2014-03-29, 10:01 #18 took me – 70 circs to get +1 speed IA from unique ... I got 30 wa when legend turned 2014-03-29, 12:55pm #19 It's sad that Nexon turned the IA into another cash cow. Cow.

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