

Passive Skills 76

Chapter 76 Item distribution

There were eight archers present, which was a profession with a lot of people.

From the start of the game until now, the Archer class had not had any bright spots to speak of. With only one meteor arrow, it was always inaccurate, so it was very difficult to stun people.

The other skills were as plain as water, and their damage output was far inferior to that of mages. They could not even compare to hunters.

The eight archers rolled their dice one after another.

In the end, a veteran named wind cloud west tower won the ultimate skill skill skill book by two points.

haha, please call me aotian in the future. Whoever dares to provoke me, I'll kill his entire family with one arrow.

"Why are you showing off? wait until you can use it."

why can't I use it? I'll be at the auction house every day from now on. I don't believe I can't buy a special item that can add magic to the game.

"Hmph, by the time you buy it, we'll have already recruited our own people."

"You guys should be jealous."

the next ROLL jump skill book is open to all.

feng yun realm rolled the [leap] skill book after he finished speaking.

Zhang Shan's heart was on fire. If only he could roll for it.

Just imagine, when a group of people were about to surround and attack him.

He jumped and ran away, and the enemy could only eat his fart.

He hoped that he would be lucky this time.

zhang shan threw his die expectantly. 61 points.

What the f * ck, luck wasn't there at the crucial moment. Although there were still people who hadn't thrown their dice, there were already people with more than 90 points.

This skill book was destined to have no fate with him.

feng yun realm fully displayed his boss's aura and his luck exploded. he rolled for the leap skill book with 99 points.

boss is still as good as ever. He's quite lucky.

The next item was a Bandit's weapon, Wolf Fang Dagger.

Needless to say, the attributes were very strong. It also increased critical hit by 3%. The thief class was the class that pursued the most critical hit special effect.

Cheap shot was a gouge, and backstab dealt double damage. If it was a critical hit during the stun time, instant frailskin would be child's play.

The higher the critical hit, the stronger the thief.

The wolf Fang Dagger was rolled away by Windcloud killer. This Big Shot who had a sad start finally had an outburst.

haha, I need to level up as soon as possible and get a RED Weapon.

"You're talking as if you can't get a RED Weapon by the time you reach level 30."

"You won't say that when you're level 30 and you haven't gotten a RED Weapon yet,"

Next up was the Skywolf bracer. This equipment was not bad, at least for Zhang Shan, it was very compatible.

He wanted to increase his attack speed as much as possible. The higher his attack speed, the more passive and special effects he could trigger.

However, he had not managed to roll for a skill book, so Zhang Shan did not have much hope for this bracer.

After all, all the agility-type players were involved in the roll. There were more than ten of them, so his chances of winning were not high.

He casually rolled the die. 91 points, not bad.

Let's first look at the points of others.

31,65,12,80.....

After rolling all the dice, Zhang Shan's points were still the highest.

"Haha, I've finally gotten lucky."

brother artifact, don't be so cruel. Your equipment is already strong enough. Can't you leave us some leftovers? "

"Hehe, I'm sorry. I was just lucky." Zhang Shan said humbly.

After distributing the remaining two orange-colored equipment and materials, the boss battle was considered over.

"Let's farm monsters nearby for now. We'll head back together after the support has revived the players on the ground."

"Alright," he said.

When farming monsters, Zhang Shan basically did not team up with others. He was farming too quickly.

If he formed a team with others, it would be like leading a Smurf and affect his leveling efficiency. Others generally wouldn't take advantage of him.

Everyone scattered around to farm monsters. Zhang Shan found a direction by himself and continued to be a farming job. This was a great job.

Killing the wolf King had given him more than 500000 exp, and he was still 600000 exp away from level 25.

If he did it quickly, he might still be able to reach level 25 by today. Two hours would be enough.

It was only ten o'clock now, so he could level up before one o'clock in the evening. He decided to work for a while today and go to sleep after he reached level 25.

The BOSS was still the best. Not only did it drop equipment and skill books, but it also gave him a lot of experience. With so many people sharing the experience, he had received more than 500000 experience.

If only there were bosses to fight every day, leveling up wouldn't be so difficult.

Of course, it was just a thought. There weren't many wild bosses in the New World. The key was that the respawn time was unstable.

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There was no way to wait. If they wanted to fight a wild BOSS, it would depend on fate.

Half an hour later, everyone on the ground had been resurrected, and they all left the wild wolf slope. At their level, it was not suitable for them to farm monsters here.

Zhang Shan was alone on the wild wolf slope. One by one, the wolves were beaten down by him. Unfortunately, the passive ability of the wolf tribe had not been activated.

Speaking of which, it's really hard to find a Wolf passive. He's been farming here for almost three days, and he can kill at least 10000 wolves every day.

However, the wild wolf talent skill still hadn't been unlocked for him.

He wasn't really going to fight a million, was he?

Forget it, I'll just leave it to fate. It'll probably only add 1% to critical hit. It didn't help him much.

He could only think this way.

If he still couldn't get it by level 30, he would give up and look for other passive skills.

The night was quiet. Other than a few players who were still working, most of them had already gone offline to sleep.

Zhang Shan had also finally reached level 25, and he switched to the orange ring that the wandering soul commander had dropped.

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Exquisite netherworld ring (orange): Level 25, physical attack 227 – 243, agility 82, special effect, critical hit.

[critical strike: increases critical strike rate by 1%.]

All orange-colored accessories had a critical hit effect, and with the level 15 Holy Ring, he now had two orange-colored accessories.

There was another critical hit special effect. With heavy strike and Holy Strike, there were a total of four critical hit special effects.

In the future, he would have more chances to hit a critical hit. It would be even more perfect if he could get wild Wolf's passive out.

He checked his character's attributes.

[character: Bodhisattva of six tubes]

[occupation: Hunter]

[title: nemesis of the demons]

[merit points: 2784 (Sergeant)]

[level: 25]

[HP: 18100]

[mp: 800]

[physical attack power: 3759 – 3794]

[magic attack: 50 – 50]

[strength: 50]

[agility: 685]

[intelligence: 50]

[defense: 407]

Luck: 9 (randomly generated within a range of 1-10, luck is a hidden attribute and will never change)

[Endowment: King of passive (every time you kill a monster, there is a chance to randomly obtain a passive skill from the monster, the chance is one in a million.)]

Skill 1, headshot (passive), skill 2, heavy strike (passive), skill 3, taming, skill 4, power bestowment (passive), skill 5, Eagle Eye (passive), Skill 6, rebirth (passive), skill 7, mastery of skills (Guild skill) 8, rage, 9, magic resistance (passive).

[equipment: aruge's hand cannon, maidas 'hand, extreme wind boots, priest's Cape, hell ring, Temple Ring]

With the new accessory, his damage had increased by more than 100. Zhang Shan's current attack was close to 3800.

Moreover, he had already reached level 25, and the level 30 wolves no longer had any suppression effect on him.

Killing a wild wolf with two shots would cause a lot of damage.

However, he had no choice. For the time being, the damage overflow was also for the wolves. He didn't plan on changing the map.

The first reason was that he had yet to farm the passive of the wild wolves. The second reason was that if he were to fight higher level monsters, the suppression effect would be there, and his leveling speed would not be as fast as killing the wild wolves.

For now, he could focus on leveling up to level 30 at wild wolf Hill. It would take at least a week.

Leveling up to level 26 required 7.5 million experience points. Now, the experience points required for each level increased by 50%.

he didn't know if it would be like this in the future, but if it went on like this, the amount of experience he would need to level up in the future would be terrifying.

I'll just take one step at a time. I'll go offline and sleep.