



GUNNER'S GUIDE

BOW
EDITION

for
ADVANCED
players

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A Brief Introduction

The Bow is a mobile weapon designed to attack quickly from a distance. While these advantages are huge when dealing with large ornery monsters, the tradeoff is that the weapon suffers from a lack of raw power. Unlocking the Bow's true strength requires an understanding of its versatility. By tailoring your arrow types, elements, and coatings to the target monster, the Bow becomes a vital asset when it comes to status infliction and damage (elemental or otherwise).



I. UNDERSTANDING YOUR WEAPON



THE STATUS MENU FOR BOWS IS CHOCK FULL OF IMPORTANT ATTRIBUTES.

Don't get overwhelmed! We'll go through each to make sense of it all.

Let's start with the basic attributes:

ALTHEOS INCANONIS			
ATTACK	264	ARC SHOT	BLAST
AFFINITY	0%		
SLOTS	-----		
DR	380		

The basic attributes of a bow.

ATTACK

The sheer amount of physical damage a weapon does. This value is commonly referred to as “raw”, as in raw attack power.

CRITICAL

The likelihood that a weapon will deal a critical hit, which results in 125% damage. Critical hits can be recognized by a red flash upon contact. Critical percentages can also be negative, in which case there is a chance of doing 75% damage. Inversely-critical hits can be recognized by a purple flash upon contact.

SLOTS

The number of decorations that may be attached to a weapon.

ELEMENT

The type of elemental damage a Bow deals with each attack. Bows that exploit a monster's elemental weakness help to round out the weapon's raw damage. Having one Bow of each element is essential to being ready for any situation.



PRETTY STRAIGHTFORWARD, RIGHT?

Now we'll dive a little deeper and look at the attributes unique to Bows. »

EXCLUSIVE ATTRIBUTES

CHARGE ATTACKS

The Bow allows the user to charge their attacks while moving. Most Bows have three charge levels, each stronger than the last. Different arrow types will be launched depending on the charge level. Each arrow type functions differently, so let's go over what makes them unique:

ARROW TYPES

RAPID

Launches a vertically descending array of arrows. The arrow at the very top does the most damage, and each below that does increasingly less damage. Rapid arrows are easy to aim, making them great for breaking parts and dealing damage to most monsters.

SPREAD

Launches a horizontal array of arrows. The arrow at the center deals the greatest damage, and arrows deal increasingly less damage towards the outside of the array. This shot is good for crowd control, inflicting statuses, and piling on elemental damage.

PIERCE

Launches a high-powered arrow that pierces into a monster's body, damaging other parts as it passes through. Best used against large monsters with long bodies.

EACH ARROW TYPE HAS A LEVEL BETWEEN ONE AND FIVE.

The higher the level, the more arrows fired with each shot and thus the more damage dealt.

CHARGE ATTACKS		
STAGE	1	SPREAD L1
	2	PIERCE L2
	3	RAPID L3

Different stages for charge attacks.

The most important charge levels of any Bow are the Level 2 and Level 3 charges, as these are the ones you'll use most frequently. The important takeaway here is that when you're in the market for a Bow with a certain arrow type, ensure that you find a weapon with that arrow type at either charge Level 2 or charge Level 3 (or both).