**Mew’s Sheep Guide**

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# General Info

Hiya, I'm Mewzie, or as I'm known on my sheeps, Persephone and Claire. This is a guide to sheep, or probably my favourite character in the game, and in my opinion, the most versatile and cost-effective farmer, bosser, and over-all swiss army knife. This guide will cover PvE, PvP (coming soon!), Gears, and Builds.

**PLEASE NOTE**: I WILL ONLY BE COVERING LIGHT ELEMENT IN THIS GUIDE, I DO NOT HAVE EXPERIENCE WITH DARK (yet)

# About Each Third Job (Need to Know Before Starting!)

## Witch

Light Witch is a simple build and most apt for beginners/free-to-players. She uses only MA in its build, and at third job, gets a special self-regenerating shield that blocks a TON of damage. This class is more of the swiss army knife for a singular grind character, in my opinion.

**Areas you will easily excel at:**

- Grinding

- PvE

- PvP

- Chaos Tower (scaling)

- Funding gear

- Getting hit in general

**Areas you will struggle with:**

- Bossing

- Fading Tower

- Harkon Defense (Elec and potentially wind only)

- Chaos Tower (bossing)

- Powerleveling

## Soulmaster

Soulmaster is a very expensive build, but she is built to be powerful and for DPS. She is a machine that pumps out a good portion of what you put into her, but requires very expensive gear to maintain, and multiple stats to balance (MA, LK, HP, DP) for PvE. However, that being said, she is amazing for wind sheep armies, especially those that utilize blessings, and Catastrophic Fen is a great powerleveling skill. I do not recommend this for free-to-players, though, unless you have other characters that you are willing to grind to help fund/carry her with until she is powerful enough to stand on her own two feet without getting knocked down.

**Areas you will easily excel at:**

- Bossing

- PvE

- PvP

- Chaos Tower (bossing)

- Powerleveling

**Areas you will struggle with:**

- Grinding

- PvP

- Harkon Defense (Elec and potentially wind only)

- Chaos Tower (scaling)

- Funding gear

- Getting hit in general

# Builds

This is unfortunately where you have to decide your third job to some degree.

- **Witch** -> You don't need to worry about charm much. It will help a little in the beginning, but in third job, you get Shield of Heaven (SoH), which is basically a 100k+ HP self-recovering shield. You do not need AP.

**Recommendations**: 1441, 1432

- **Soulmaster** -> She is very squishy, especially without a good shield. But, she is more consistently powerful than Witch.

**Recommendations**: 1432, 1423, 1441 (PvP only)

**Don't know**? 1432 works for both.

# First Job

First job is difficult on Sheep. Definitely pick up Mana Arrow and Arrow Rush. I went by without Mana Ring + Booster, but depending on how desperate you are/how much TM points you have, you may want to invest in it. However, sheep uses a LOT of skill points early on. I also don't recommend you rush to +10 your skills, as they can be very MP-hungry quickly. Test and scale them to the area.

## First Job Skills

- **Magical Soul** -> Also known as Bubble, this is your starting skill and a really good single-target skill if you build for it. Not recommended for bossing, only quick farming and PvP, and primarily for Witches. AP/MA based skill

- **Mana Arrow** -> Useful for Eternal penguins, single-target hunting, and enemies with Guard. MUST INCLUDE ARROW RUSH LATER!!!

- **Cure** -> MUST HAVE. Saves you SOOOOO many potions. GET GET GET!

- **Invincible Casting** -> MUST HAVE. Keeps you from cancelling your skills when you get hit.

- **Bottle of Mana** -> This is a dependency for another skill later. I don't recommend dumping points into this early on, as sheep needs a LOT of skill points early game.

- **Aura of Mana** (PvE only) ->Helps recover MP quicker. Useful.

- **Mana Storm** (Wind only) -> Prereq. for Whirlwind

- **Rust** (PvP only, mostly) -> Lowers AP of target; useful against other Bubble builds, powers, and anyone else utilizing AP. Does not affect some bosses.

- **Mist of Mana** -> MUST HAVE! Buffs your MA by 2x!!!! Amazing!!!

- **Arrow Rush** -> PREREQ: Mana Arrow. Useful for Eternal penguins, single-target hunting, and enemies with Guard.

- **Mana Shield** -> Prereq. for Light Shield and Blessings

# Second Job

This is where you pick your element.

There are a few element combos that are meta. These are the pros and cons of each.

## About Each Meta Elemental Pair

### Wind+Earth (PvE Only)

- Fast Grinder

- Great for plvl

- Amazing for farming

- Best as SM due to double Fen. Not great as Witch.

- Doesn't do much damage

- Requires strict investment to do major damage (i.e. OHKO CT62)

- Cannot Boss

- **SM ONLY**: Can HD with enough stats

### Water+Elec

- Decently Fast Grinder (Slowest out of all sheep but still very fast)

- Great for farming

- Amazing for bossing

- Can go witch or SM, easily

- Does the most damage out of all sheep types

- Least investment to do optimal damage

- Will struggle with HD

- Most skillpoint-heavy

- **SM ONLY**: Can debuff Custom Event Bosses such as Janus for Tokens using Raion's Space for Flaming Fist Champions

### Fire+Elec

- Good Grinder

- Great for farming

- Can boss with high investment

- Best as SM due to Fen+Raion's Space

- Largest AoEs for all sheep

- Requires strict investment to do major damage (i.e. farm CT62)

- Hard to boss but can kinda do it

- Can easily do HD thanks to Scorching Earth

- **SM ONLY**: Can debuff Custom Event Bosses such as Janus for Tokens using Raion's Space for Flaming Fist Champions

### Fire+Earth (PvE only)

- I do not know that much about this build, as it was given to me by Yuragi and I have not tested it yet

- Theoretically not a good bosser

- Really good farmer

- Really good plvler

- **ONLY SM** due to double Fen+Blessings

- Requires strict investment to do major damage

- Unsure if can do HD, possibly

I do not recommend any other variations at this time.

## Second Job Skills

### Universal

- **Bolster Ballad** (PvE) -> Reduces MP usage of skills

- **Elemental Boost** -> Increases elemental %

### Wind+Earth

- **Seal of Wind** -> Prereq. for Wind Skills

- **Wind Blade** -> Quick, spammable AoE--MUST HAVE!

- **Whirlwind** -> Standing, delayed-but-spammable AoE -- great if you have an army of wind sheep or want to kill stationary enemies such as the ones in Mirage's Construction Site

- **Wind Shield** (SM/PvP ONLY) -> Prereq. For Blessings (SM). Gives reduction in Air % attacks against you

- OPTIONAL BUT A PREREQ: **Seal of Earth** -> Prereq. for Earth Skills

- OPTIONAL BUT A PREREQ: **Earth Shield** (SM/PvP ONLY) -> Prereq. For Blessings (SM). Gives reduction in Earth % attacks against you

### Water+Elec

- **Seal of Water** -> Prereq. for Water skills

- **Shard of Glacier** -> MUST HAVE!!!! Use before Thunderbolt (or Staff of Thunder if you are SM) for optimal damage. This skill reduces resistance to elec %

- **Water Shield** (SM/PvP ONLY) -> Prereq. For Blessings (SM). Gives reduction in Water % attacks against you

- **Seal of Thunder** -> Prereq. for Elec Skills

- **Electro Attack** -> MUST HAVE!!! Your main farming AoE. Very useful.

- **Thunderbolt** -> MUST HAVE!!! Does the most damage for bossing. Damage is RNG, though, so good luck, but if used after Shard, it'll be beast

- **Electroshock** -> MUST HAVE!!!! Stuns enemies when you use electro attack.

- **Thunder Shield** (SM/PvP ONLY) -> Prereq. For Blessings (SM). Gives reduction in Elec % attacks against you

- OPTIONAL: **Tesla Field** -> Really bad AoE, but some people like it.

### Fire+Elec

- **Seal of Fire** -> Prereq. for Fire skills

- **Scorching Earth** -> MUST HAVE!!! Large fire % AoE

- **Fire Shield** (SM/PvP ONLY) -> Prereq. For Blessings (SM). Gives reduction in Fire % attacks against you

- **Seal of Thunder** -> Prereq. for Elec Skills

- **Electro Attack** -> MUST HAVE!!! Your main farming AoE. Very useful.

- **Thunderbolt** -> MUST HAVE!!! Does the most damage for bossing. Damage is RNG, though, so good luck, but if used after Shard, it'll be beast

- **Electroshock** -> MUST HAVE!!!! Stuns enemies when you use electro attack.

- **Thunder Shield** (SM/PvP ONLY) -> Prereq. For Blessings (SM). Gives reduction in Elec % attacks against you

- OPTIONAL: **Tesla Field** -> Really bad AoE, but some people like it.

### Fire+Earth

- **Seal of Fire** -> Prereq. for Fire skills

- **Scorching Earth** -> MUST HAVE!!! Large fire % AoE

- **Fire Shield** (SM/PvP ONLY) -> Prereq. For Blessings (SM). Gives reduction in Fire % attacks against you

- **Seal of Earth** -> Prereq. for Earth Skills

- **Earth Shield** (SM/PvP ONLY) -> Prereq. For Blessings (SM). Gives reduction in Earth % attacks against you

# Third Job

Good thing you already chose ahead of time! Again, I will only be covering Soulmaster and Light Witch in this guide.

## Third Job Skills - Soulmaster

### Universal

- **Catastrophic Fen** -> Replacement for Dimensional Rift. Great for farming, plvl, and PvP! Slows enemies in radius (or flings them across the map in PvE sometimes if they walk on it; only way to get out for players is to have a shoesprint and tread out or use dash, or kill the Soulmaster)

### Wind+Earth

- **Sylph's Blessing** -> LK/AC-based skill. Basically summons an offensive "shield" that damages anyone who attacks you. Great for farming and PvP.

- **Sylph's Playground** -> Support skill; reduces enemies' resistance to water %; great pair to support water Glad, either for PvP or bossing

- **Gnome's Blessing** -> LK/AC-based skill. Basically summons an offensive "shield" that damages anyone who attacks you. Great for farming and PvP.

- **Gnome's Domain** -> Support skill; reduces enemies' resistance to air %; great pair to support air Glad, either for PvP or bossing

### Water+Elec

- **Undine's Blessing** -> LK/AC-based skill. Basically summons an offensive "shield" that damages anyone who attacks you. Great for farming and PvP.

- **Undine's Garden** -> Support skill; reduces enemies' resistance to elec %; great pair to support elec powers, either for PvP or bossing, as well as solo PvP and bossing for this class

- **Staff of Thunder** -> Powerful AoE with more consistent damage than Thunderbolt; great to spam inbetween electro attack and thunderbolt

- **Raion's Blessing** -> LK/AC-based skill. Basically summons an offensive "shield" that damages anyone who attacks you. Great for farming and PvP.

- **Raion's Space** -> Support skill; reduces enemies' resistance to air %; great pair to support Flaming Fist bunny, either for PvP or bossing

### Fire+Elec

- **Salamander's Blessing** -> LK/AC-based skill. Basically summons an offensive "shield" that damages anyone who attacks you. Great for farming and PvP.

- **Staff of Thunder** -> Powerful AoE with more consistent damage than Thunderbolt; great to spam inbetween electro attack and thunderbolt

- **Raion's Blessing** -> LK/AC-based skill. Basically summons an offensive "shield" that damages anyone who attacks you. Great for farming and PvP.

- **Raion's Space** -> Support skill; reduces enemies' resistance to air %; great pair to support Flaming Fist bunny, either for PvP or bossing, as well as solo PvP and bossing for this class

### Fire+Earth

- **Salamander's Blessing** -> LK/AC-based skill. Basically summons an offensive "shield" that damages anyone who attacks you. Great for farming and PvP.

- **Gnome's Blessing** -> LK/AC-based skill. Basically summons an offensive "shield" that damages anyone who attacks you. Great for farming and PvP.

- **Gnome's Domain** -> Support skill; reduces enemies' resistance to air %; great pair to support air Glad, either for PvP or bossing

## Third Job Skills - Light Witch

Again, I will only be covering Light Witch in this guide.

- **Light Pact** -> Prereq. for Light Skills

- **Catastrophe Heal** (PvP only; PvE if desperate) -> Not great skill, just a prereq. for Basic Healing. Does heal you a bit if you're THAT low on HP but you shouldn't get down there thanks to SoH.

- **Basic Healing** (PvP only) -> Removes several status debuffs. More later.

- **Oath of Light** -> Prereq. to Revival

- **Light Shield** -> Prereq. for SoH

- **Shield of Heaven** (SoH) -> MA-based regenerative and castable HP shield

- **Revival** -> Revives someone

- **Heart's Grace** (PvP/party support only) -> Regenerates your and party members' HP

# Gears - Both PvE & PvP

Gearing will depend on the element. Some items may be swapped per element or are preferred for the element.

**NOTE:** You do NOT need gear past 250 necessarily for most PvE content, so they will be excluded here.

## Gear by Element/Swap

### Universal

- **Sprint**: Red Shoesprint 230; Queen's Anklet 240 (SM only)

- **Head**: Laic's Head 280; Bard Sheep Halo 240

- **Mask**: Vindicator's Visage; Red Rose Stem

- **Pet**: Bard Amelie 240 (2s+); [JP]Marakiya-Shariru Iburiku

- **Inner**: Wind Corset; Sheep Inner (1st Job Box)

### Universal Swaps

- **Shield**: Solid DP Shield (SM only; i.e. Boss, Altiverse Queen/Crim, etc.); Ensaki Shield (LW only); Eternal Golden Lion Shield

- **Staff**: Bard Sheep Staff; Koi/Kro Staff

- **Helm**: High DP Helm (SM only; i.e. Boss, Altiverse Queen/Crim, etc.); [JP]Corner of Hanyu (LW only)

- **Cape**: Bard Sheep Cape 240

- **Accessories**: Yoba Pouch; Bard Sheep Ribbon 240; Cletta Warmers; Koi/Kro Ring

### Fire

- **Helm**: Inferno Helm

- **Shield**: Inferno Shield

- **Staff**: [JP]Inferno Rod (?)

- **Cape**: Inferno Cape

- **Accessories**: Fire Ring 130/150

### Elec

- **Staff**: Don Cavalier Staff; Altiverse Queen Maiden Staff

- **Accessories**: Electric Ring 130/150

### Wind

- **Staff**: Don Cavalier Staff LX; Eidelweiss Staff; Amadas Staff

- **Accessories**: Wind Ring 130/150

### Soil+Water

Oh, you thought these elements were anything but support? That's cute.

# Gears - PvP-only

This is by set. You can obviously pick and choose which items you want to carry, but optimally, you want all these items, and to be able to mix them depending on the enemy. The more gears you have, the better off you are, I have found. Also, recommendation: FUSE YOUR GEAR! Do not let people see what you are using--they can counter it! Also, hide your MyView! LK is a sacred stat for you!

## HP - Necessary for SM, fighting Foxes

- **Mask**: Vindicator's Visage 220

- **Cape**: Magician's Cape 220/300

- **Inner**: Dragon Inner 190/300

- **Head**: The Curious Wizzy 220

- **Shield**: Boss Shield (Koi/Kro preferred); Crimson Shield

## MA - Necessary for mixing, have at least 3/4 of these items - Implied MA comp unless otherwise stated

- **Helm**: [JP]Corner of Hanyu; Dragon Helm 220/300

- **Shield**: Ensaki Shield (LK comp [for additional dodge/hit, why not])

- **Staff**: Koi/Kronos Staff

- **Sprint**: Red Shoesprint

- **Accessories**: Crimson Ring; Yoba Pouch; Bard Sheep Ribbon 240/300

- **Cape**: Bard Sheep Cape 240/300; Cape of Rena 250

- **Head**: Laic's Head 280; Bard Halo 220/300; Magician Halo 220/300

- **Mask**: Vindicator's Visage

- **Pet**: Bard Amelie 2s+; Futaba Aoi 2s+

## LK - Necessary for mixing, have at least 3/4 of these items - Implied LK comp

- **Helm**: [JP]Corner of Hanyu

- **Shield**: Ensaki Shield

- **Staff**: Koi/Kronos Staff

- **Sprint**: Red Shoesprint

- **Accessories**: Crimson Ring; Yoba Pouch; Bard Sheep Ribbon 240/300; Koi/Kro ring

- **Cape**: Bard Sheep Cape 240/300; Cape of Rena 250

- **Head**: Bard Sheep Halo 240/300; Magician Halo 300

- **Mask**: Vindicator's Visage

- **Pet**: Bard Amelie 2s+; Futaba Aoi 2s+

## Bubble - This is BIS afaik, preferred LW - Key is one accessory/sword/pet AP and rest MA

- **Helm**: [JP]Corner of Hanyu (MA comp); Dragon Helm 300

- **Shield**: Ensaki Shield (LK comp [for additional dodge/hit, why not])

- **Staff**: Koi/Kronos Sword (AP comp)

- **Sprint**: Red Shoesprint (MA comp)

- **Accessories**: Crimson Ring (AP comp; preferred), Blazing Boots (AP comp), Yoba Pouch (MA comp); Bard Ribbon 220/300 (MA comp)

- **Cape**: Cape of Rena 250 (MA comp); Bard Sheep Cape 220/300 (MA comp)

- **Head**: Laic's Head 280 (MA comp); Bard Sheep Halo 220/300 (MA Comp); Magician Dragon Halo 220/300 (MA Comp)

- **Mask**: Vindicator's Visage (MA comp)

- **Pet**: Hanyu 250 2s+ (AP comp); Monoteru Mint 230 2s+ (AP Comp)

## Elemental Resist Shields - There are limited elements you can counter, but there are a few. You want these 90% or above resistance

- Fire Resist Shield

- Elec Resist Shield

- Dark Resist Shield