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User Menu Registration English Language Deutsch English Scythe 50% of the total DPS contributes to Scythe, your highest damage regarding skills and the highest contribution of the overall DPS. Scythe crit cover for 100% crete chance 240 critical factor of this patch. Always try to strive for this number, but not to exceed it. The value of the crete course is greatly reduced after you hit the crit cover, because more crit will not affect the scythe, it will only affect other skills that is about 55-60% of the total DPS. This means that building power after reaching the crit cap is the right thing to do because it affects all your skills. The crystals are pounding, focused, wild, bitter. Murder, concentration, savage, bitter. 3x Brutally Hardy Dyad and 1x Brilliant Hardy Dayad Green Crystals: Keen Vyrsk if you haven't reached the crit cover. Powerful Vyrsks if you exceed the crit cover. Gear Weapon Low/Medium Level Gear High Tier Gear No 12 Master Job Filet and Steak Level: 65 Warrior Attack Modifier: 9608 (3746) Modifier Impact: 45208 (39,330) Increases MP recharge by 47. Absorb to 63,119 damages with cross parry prowess. Do 6% more damage in attack. Increases pvP attack by 30. Increases the damage by 9.3% when attacked by angry monsters. Issue 3: Increases damage by 9.3% when attacked by angry monsters. No6: Increases damage by 6.9% when attacked from behind or increases damage by 6%. No9: Reducing cooling qualification by 7.2%. No10: Increases the attack rate by 1%. No11: Increases the attack rate by 1.5%. No12: Increases the attack rate by 2%. No15 Awakening: Payment and back level: 65 Warrior Attack Modifier: 10,089 (5,144 euros) Impact Modifier: 45,660 (49,312 euros) increases the top-up MP by 47. Absorb up to 64,338 damages with Cross Parry craftsmanship. Do 6% more damage in attack. Increases pvP attack by 30. Increases the damage by 9.3% when attacked by angry monsters. Issue 3: Increases damage by 9.3% when attacked by angry monsters. No.5: Increases damage by 6.9% when attacked from behind. No 7: Reducing cooling qualification by 7.2%. No9: Increases damage by 6%. No10: Increase your attack rate by 1% No.11: Increase your attack rate by 1.5% No.12: Increase your attack rate by 2% No.13: Increase damage by 1% against monsters. No. 14: Increase the damage by 2% against monsters. No. 15: Increase the damage by 3% against monsters. Weapons: Top roll line: increases damage by 9.3% when attacked by angry monsters. Explanation for the upper lines: There are 4 options for the top line of the roll: Increases the damage by 9.3% when an enraged attack reduces cooling skills by 7.2% increases the attack rate by 9% Increases the critical factor by 18. A furious roll is the best choice for all players, regardless of ping. Cooling skills are only viable if you have low ping. There are many animation locks at the end of Warrior Skills, which means that you will spend less time in animation locks if you have low ping. As a result, higher ping players will be More time in animation locks, which leads to more downtime in their use of skills. This means that higher ping players will not benefit from this roll because the time of blocking animations between their skill will end up reducing cooling time on their skills. On the contrary, a low ping player may be able to burn their skills effectively with a CDR roll because the time of blocking animations between their skills is much lower so that they can throw more skills in the same time period compared to a high ping player. Another thing to consider is the blade draw resets. When you drop the blade, you don't actually use a CDR roll (since the nature of the reset doesn't depend on CDR). Even with the new warrior reconstruction, the dual CDR is still not optimal. With the extra attack rate the positive effect we've got on the traverse is cut, it's harder to manage the rotation, but it's still possible. As I explained earlier, every time you fold the blade to draw, any CDR stats you have are basically useless, meaning that if you had a choice between flat damage or CDR skills, it's always best to go for CDR skill. Without CDR roll skills, you'll use a little more fillers, which is good because with polished deadly gambling, most of your damage will come from that. With optimal party settings and consumables, you can expect to hit over 8m/s with an angry roll during your first Deadly Gamble at the start of the fight. You don't need additional CDR skills for optimal Deadly Gamble rotation either. Attack speed is an interesting roll because it is more or less the opposite of a CDR roll skill. While this is not always true, high ping players will benefit more from this roll because they will be able to go through their rotation without having the skills to use, as opposed to a low ping player who will burn through their skills faster and end up with no skills left to use. Basically, we can say that a low ping player has a lot of attack speed and a high ping player has a lot of CDR based on what I discussed earlier. In conclusion, a high ping player can roll the attack speed to get the same ping as a low ping player (won't work if your ping is in the 180s), however, keep in mind that you will lose an angry roll line. The Crete factor rolls badly. Bottom line rolls: Increases damage by 9.3% when attacking angry monsters increases damage by 6.9% when attacked due to Reduces cooling skills by 7.2% Increases damage by 6% Explanation for the bottom line: All DPS classes in this game will roll the main damage increase on the bottom line of their weapons because they significantly outperform other rolls. Some say that the crit of power is viable roll because the braid has a 100% crit chance (assuming you hit the crit cover), but this is not optimal. If you use full red dyads and crit power VII scroll, your crit power should be at 8.10. Adding 0.3 crit of crit to this total, you only increase your damage from crete by 3.7%. The speed of attack as the fourth roll is completely out of the question because its value is halved. This gives you 4.5%, which is half the top roll compared to the CDR roll, which retains the same value as the top roll. The Crete factor roll is not a viable fourth roll, since you can get the crete factor easily from other sources such as accessories, as opposed to cooling reduction skills, which is only available as a roll or as an etching (Energetic etching). In other words, reducing cooling is the best fourth roll as its usefulness outweighs every fourth roll because it will allow you to use more skills in the fight (which will allow you to build your edge faster). Breast Low/Medium Level Gear High Tier Gear No 12 Masterpiece Katucarf Vest Level: 65 Warrior Defense Modifier: 6,289 (No 3,584) Balance Modifier: 20,056 (No 17,448) Increases maximum MP by 702. Reduces damage by 6%. Increases the maximum HP by 8%. Reduces damage from angry monsters by 10%. Increases the crete resistance ratio by 24. Increases power by 7. Increases Blade Draw damage by 10% No.3: reduces damage by 6%. No.6: Reduces the damage caused by frontal attacks by 6.9%. No9: Reduces the damage done to angry monsters by 10%. No10: Increases endurance by 1. No11: Increases endurance by 2. No12: Increases endurance by 3. No 15 Awakening: Darksnake Cuirass Level: 65 Warrior Defense Modifier: 6463 (No 5,428) Balance Modifier: 22,497 (No 5,428) Balance Modifier: 22 497 (No. 5428)(24,295) Raises the maximum MP by 702 reduces damage by 6% Increases the maximum HP by 8% Reduces damage from angry monsters by 10% Increases the critical resistance factor by 27 Increases power by 8. Increases Blade Draw damage by 10% No.3: Reduces damage by 6% No5: Reduces damage 6.9% No7: Reduces damage to angry monsters by 10% 9: Increases maximum HP by 8% No 10: Increase endurance by 1. No11: Increase endurance by 2 no12: Increase endurance by 3 Breasts: Upper line roll: Increases Blade Draw damage by 10%. Explanation for the top line roll: Some may argue that Blade Draw cooling is a viable breast roll, however, it is only useful to a certain extent. When you reset Blade Draw, cooling is completely useless, as the chance to reset Blade Draw doesn't depend on your CDR. In other words, the cooling roll is useless when you reset Blade Draw, which happens 50% of the time. This means that the cooling roll is about 50% effective. On the other hand, Blade Draw damage is much better as you will always use the roll to the fullest. Choosing the right etchings for your warrior can be quite difficult because you will benefit from all three types of etchings. Energetic etchings: Energetic etchings are especially good on a warrior because it gives you a lot of attack speed, leading to fewer animation locks. Cooling and attack speed are useful, useful, synergy is very good with each other. Attack speed will allow you to throw your skills faster, which means you will burn through your skills faster resulting in you have to use more filler skills. However, CDR from etchings will counteract this. This roll is especially useful for high-ping players. In other words, with energetic etchings, you'll be able to throw more skills in the same time frame as a warrior who doesn't have any energetic etchings. Although, keep in mind that running a double energetic will more or less affect your DPS. You lose too much crit/power by doing this. Having 1x energetic will already help you a lot with you problem blocking animation, but having 2x energetic doesn't actually make your animation lock problem better if you have a serious ping problem. The only real advantage of running a double energetic at the moment is being able to throw more skills in a certain time frame. Also, keep in mind that if you want your warrior's min-max, you'll have to at least drop one vigorous etching. During Deadly Gamble you will have Adrenaline Rush (20 attack speeds), Root Beer Lane (20 speed attack) and quatrev brooch (12% attack rate). This means that you have so much attack speed that you won't even see the difference if you had vigorous etchings. Also, since Deadly Gamble halves are cooling your cooling skills, the cooling gained from etching is almost zero as your rotation during this time will not require additional cooling if you do it correctly. The only reason why you will go for one energetic etching is to help you with your animation locks when outside of Deadly Gamble. Pumped etchings: Pumped etchings are a viable choice for warriors. If you hit the crit cover on the braid (which will be discussed later), then getting this etching would be the most logical thing to do. However, it's really hard to hit the crit cover on the spit if you have mixed jewelry (power and crit), it requires that you are fully geared (gold crit internal, quatrefoil brooch, perfect jewelry roll) and you should have a mystique in your lot too (which provides you with a 2.1x basic crit boost). You may, however, decide to go with double crit jewelry and get this etching. However, by running double crit jewelry, you will exceed the crit cover on the spit running with mysticism which makes you lose a lot of dps. In other words, the optimal setting for inflated etchings will be mixed jewelry and mystic. In conclusion, if you want to min-max you warrior, you have to choose this etching. Keen etchings: Trash, especially with a new squiff braid. In conclusion: 1x energetic 1x pumped: If you want min-max but you want less animation locks If your ping is somewhat high. 2x spicy: ??? 2x pumped: If you want a min-max, if you have a ridiculously low ping (sub 10ms), or if you don't care about animation locks. 2x Energetic: If You Are You insanely high ping or you want to get rid of animation locks (need more tests) or if you like high speed attack. Jewelry: I tried a double power set and mixed set, the difference DPS is irrefutable in my opinion. The only way a double power set will be better is if you get very lucky with you blade draw resets and blade draw crits during Deadly Gamble. Manorborne ring and earring. Estateborne ring and earrings. Manor necklace. Estateborne ring and earrings. Landsheart ring and earring. Real Estate necklace/Landshart. Insidewear: -Power innerwear is cheaper and better than the crete factor (since you don't need that much crit anymore). Brooch You have 4 options for your brooches: Empowered, Fast Car, quatrefoil, and Marrow. Marrow and Kwartrefol are the best brooches, Empower comes in second place and Kvikkarve comes third. One of the big misconceptions about warriors is that The Fast Car Is Goat Authorised. During Deadly Gamble, having more attack speed helps, however, it is not necessary for optimal rotation. One big problem with Kvikkarv is that it also gives you the 50 Crete Factor, which is essentially useless during Deadly Gamble, as you are already getting the 1.5x Crit factor (which is about 500 crit factor). In addition, since you have already exceeded the crit cover on the spit, the value of the crete factor is significantly reduced compared to the power. Once you hit the Crete Scythe cover, the crete factor becomes less useful, so the speed from the quekkarv brooch is the only useful part of it. Basically, the only useful thing you get from vikkarweh is the 12% attack rate. Having more attack speed will help

you chain your skills faster, but it only helps your dps a lot because it will only help you throw your skills faster. You have the potential to make one extra braid during Deadly Gamble versus empowered brooch, but this will depend entirely on your Blade Draw resets. The authorized brooch outperforms the Fast Car because it increases the damage from all your abilities (compared to the Kvikkarve, which does not increase the damage from your heaviest hitting skill: the spit). The main reason to go for the Authorized brooch is to increase the damage on the spit. Scythe is your most difficult punch skill (consisting of about 40-45% of the total DPS) and it also scales very well with power (because it's the base damage is so high if you use it on a 10 Edge). The Crete factor derived from Deadly Gamble synergies is very good with the power received from the Authorized Brooch as you will be critical more often and you will have to deal a lot more raw damage on all your abilities. If you have a quatrefoil brooch, you can replace your Commissioner with him. The quail is a combination of the Authorized Brooch and the quekkarv, making it extremely powerful. Note: Having a gold wickarv Brooch is a good idea for high scoring runs, since you can use two brooches in the fight (also because you can't double the brooch of authorized commissioners and the quail brooch as they share the same cooling). Have your authorized / Quatrefoil Brooch as a pre-installed default. Right before the fight, switch the brooch from the other and activate your quick tree brooch. Immediately after that, switch to the original preset and activate the second brooch later during the fight. Don't activate both brooches at the same time, your Commissioner/Quatrefoyle Brooch just re-record the effect of your fast brooch wagon. Skills and Glyphs Maximum Damage Exit Glyphs Glyph Utility Red - Not Recommended Green - Optional Blue - Mandatory Combo Attack Strike One or More Goals In Front of You, and Get an MP with each punch. Consecutive strikes cause more damage, up to four hits, with the fourth strike much more. Explanation: Combo attacks are your auto-au attacks. You should only use this skill as a filler if you have 0.5 seconds left to wait for a strong combo. He also recovered 32 RES on first puts, 34 on second putt, 38 on third putt and 10 on fourth putt. Glyph Threat (5 points): Provides 5% additional agro. Not useful, even for tanks. Glyph Spirit (2 points): Increases THE 35% increase in MP replenishment you don't get enough of this glyph because you rarely use Combo Attacks. Glyph Juice (5 points): 5% chance to stun the target within 2 seconds. You don't use combo Attack often enough during rotation, so the probability of proc'ing this glyph is almost zero. Also, most bosses are immune to CC if they don't have to be stunned for specific mechanics, in which case you should use other stun skills such as Backstab, Reaping Slash, Battle Call or Staggering Counter. The evasive roll dodge the enemy's attack. Explanation: Evasive Roll is one of your main I-frames. He also acts as an animator and chain in scythe. You are invincible during animation skill as well as for a short period of time after its animation. It consumes 500 to decide every time you throw it, which means you can make 3 rolls if you have a full RE. Glyph from Swift (3 points): 40% increase the attack rate by 15% within 10 seconds. The probability of activating this glyph during combat is very high as you use Evasive Roll often. Also, since the downtime of this glyph is quite high, you should expect much less animation locks, which greatly helps. Glyph Recovery (4 points): Immediately recovers 3% of hp for the next chain skill: Poison Blade. Not good. Glyph of Unending (3 points): Reducing the cost of RE by 120. You use Evasive Roll quite often, which means you run out of determination quite often. This glyph will help you manage it by reducing the cost of Evasive Roll to 380 RE. This glyph has the potential to your life. Torrent punches swing your swords in a wide arc, leaning high agro from surrounding enemies. you take only half the damage when using this and more resistant to knockdowns and staggering. Adds the effect of the front block, Explanation: This is the skill of the tank. You don't want to use it if you have to absolutely facetank a hit as it acts as a block and reduces dmg, which means you can survive hits that would otherwise kill you. He recovers 182 tackles. Rain Strikes Run a flurry of sword swings while advancing on the enemy. You take 30% less damage when using this skill, and are more resistant to knockdowns and stagger. Activates faster if used after Combative Strike, Pounce or Cascade stuns. Explanation: Rain strikes cause decent damage (10% of the total DPS). You create one edge (2 during Deadly Gamble) on the last hit of skill. He hits 7 times, and the damage distribution is as follows: 2-1-1-1-1-2-2. It's recommended to chain it away from Combative Strike most of the time, but on rare occasions when your CS isn't and the only thing you can do is RoB, you can chain it off to a cascade of stun. You don't want to chain it off to pounce because the Cascade threw time faster than pounce unglyphed, which means that if you want to use a pounce, you have to glyph it. This means that you need to spend 2 points to speed the glyph attack on Pounce. You can chain RoB into a braid and reap slash. You don't need to finish the animation skill to chain it. RoB restores 14 REs on each stroke (98 total RE). Glyph power (4 points): Increases skill damage by 25% since you use RoB quite often during rotation, this glyph will help you do even more damage. Glyph of Restoration (4 points): Restores 0.5% of HP's total on each successful hit (only 3.5%). Battle Cry You bellicose cry attracts high agro from enemies within 10 m, and can stun them. Explanation: This skill is mainly used by tanks, however, you can still use it to stun the bosses if necessary. The assault rack increases power by 18 and Crete factor by 55 and damage from skill by 10% when attacking monsters. However, your stamina decreases by 10%. You can only use one position at a time. Explanation: Since we are always DPS'ing, it is important to always have a position all the time. This provides a huge boost to your overall damage. You have to re-throw this skill when you log in. Defensive position increases endurance by 25% and balance factor by 30. Attacks attract 120% more agro, and you are immune to push-ups from monsters, except for some special attacks. You can only use one position at a time. Explanation: This position is reserved for tanks if you don't want to Rage. Casting Fury will lock you into the D-position for 3 minutes, so you should only use it when the boss is almost dead when you need anger for the final burn. Death from above becomes invincible when performing an unexpected blow. Explanation: Explanation: The top is also an I-frame. It generates 1 Edge and does a decent job of damage (although it should only be used as an I-frame, not as a damage skill). It's also an animation canceler. Keep in mind that you are only immune to the damage during the animation skill; and also, you also has an animation lock at the end that cannot be undone by an evasive roll. This means that you could potentially die after you DFA if you are not careful. Death on top restores 180 RE when you have thrown it. Glyph Energy (2 points): Reduced cooling by 30%. Having a DFA up is more often nice; However, you can play without this glyph. Useful for exploring dungeons. Glyph Swift (3 points): 50% chance of increasing attack speed by 15% in 10 seconds. This glyph is similar to Evasive Rolls. Having more attack speed will help you a lot. It is not necessary to choose this glyph if, but is highly recommended. Glaze Grounding (5 points): Increases endurance by 25 for 8 seconds. 25 extra stamina quite a bit; However, you already have a lot of protection from your gear. In addition, it costs a large number of glyph points that can be used for better glyphs. Blade Poison poison on swords wounds your enemy for 1892 HP every 2 sec for 10 seconds. Does less damage to other players. Explanation: The damage to the poisonous blade is almost non-existent. It only serves as a Generation Edge skill. He will generate 1 edge on the hit, but with the infusions of the noctence activated, he will generate 2 edges instead. This means that you should have them at all times. Its cast time is very fast and will also generate 93 RE. Chains in Braid and Traverse Cut. Jump strike Go to the enemy and smash down. Downed enemies take 5x damage as soon as you learn the relentless leap. Explanation: Leaping Strike is a good mobility skill (please refer to the mobility rotation section for more information). Its damage is bad, so don't use it as a injury skill. It also has a lock animation at the end, so beware of this. Return to your feet when attacking your target. You can only use this skill when you're knocked down. You become briefly immune to knockdown, stagger, and stun. Explanation: Only useful when KD'd in PvE. Mangle LYour uses Combo Attack for the fourth consecutive time, reducing the enemy's attack rate by 15%. You lose 10 MP every 2 seconds while Mangle is active. Explanation: Probably one of the most useless skills in this game. First, you'll never get the chance to use the fourth consecutive use of Combo Attack. Second, most bosses are not dependent on CC. Basically, don't even bother him. Charge Slash Charge forward and attack the first target on your way. The attack attracts a high agro. Explanation: Slash is a good mobility skill and it does decent damage. It is blocked on the target when you throw it. You can chain it to Blade Draw. It also generates one edge. You don't always have to chain up Slash in Blade Draw, you can use it yourself as it is a very quick skill. Beware that this skill may someday kill you. For example: if you're trying to move away from the boss and you're using a charging Slash, sometimes your character will turn back and charge to the boss, so make sure you're out of range before you use the charging Slash to escape. Glyph Energy (3 points): Reduced cooling by 25%. Extremely important glyph for warriors because it allows you to use your strongest Blade Draw chain more often (Charging Slash>Blade Draw). Glyph Influence (3 points): Reduces the cost of MP Poison Blade by a few seconds. Bad mana glyph. Powerlink Glyph (3 points): Increases Combative Strike damage by 50% in a matter of seconds. This is an incredibly useful glyph as it enhances one of your basic damage case skills by 50%. The power link lasts 5 seconds. By factoring in the cooling charging slash, the CDR roll weapon and battle Nostrum VI, slash charging's cooling will be reduced to 6.9156 seconds. This means that you only have a downtime of 1.9156 seconds on this powerlink if you use a charging Slash from cooling (72.3% work time). With vigorous etchings, this downtime will be even higher. Vortex Slash Swing Swords in a wide arc. You can only use it as a chain skill after an evasive roll or death on top. Explanation: Vortex Slash is an interesting skill. It can only be used after the Evasive Roll or DFA within 5 seconds of window time to actually use the skill. You should pay attention to your cooldowns. Vortex Slash can be chained to Blade Draw. Whirlwind Slash Animation Cast very quickly; it's a very good Blade Draw chain. Vortex Slash is not worth using without chains in Blade Draw because it does not generate any edge and its damage is mediocre. Keep in mind that if you need blade draw skill, don't use lframe to activate Vortex Slash because it takes too long. Instead, Vortex Slash should only be used when you iframe the attack/permutation, and you have Blade Draw up. Glyph strength (4 points): Increases the damage from skill by 25% Worthy glyph, but is not required. Vortex Slash is a situational skill, so the downtime of the skill is somewhat low. However, if you crit your Vortex Slash, it does significant damage. Glyph perseverance (4 points): 30% chance to eliminate cooling. This glyph isn't good enough to be honest. As mentioned earlier, the only time you should use Vortex Slash is when your Blade Draw is available. This means that you only have a 15% chance of using Vortex Slash twice in a row with Blade Draw (your Vortex Slash and your Blade Draw should reset once). In addition, if you happen to reset Vortex Slash, you must re-activate it Roll/DFA, which means you'll most likely never be able to use the double Vortex Slash in a fight. Combative Strike Sacrifice HP to Be Critical reduce the stamina of your enemies by 8%. Explanation: Combative Strike is one of your basic damage control skills. This damage is surprisingly high (along with rain blows). CS should consist of about 10% of your damage. It will also move you 4-5 meters (please refer to the mobility section for more information). Combative Strike generates 1 Edge and restores 100 RE. It chains in Strokes Rain and Traverse Cut. Endurance debuff gets re-recorded Bye (Lancer debuff), Jackhammer (Brawler debuff) and punishment strike (Berserker debuff), which means that it can only be applied to the boss when the warrior tanks. In fact, the endurance debuff (which lasts 15 seconds) is useless when DPS'ing on a warrior, so don't worry about it. Glyph Sanative (2 points): Hp consumption decreases by 50%. Under normal conditions, this glyph will be completely useless as hp cost CS is so small that it gets overheated by even the smallest of the treats. However, when killing in a batch without a priest, since you can't have access to the blessing of Balder (recovers about 1k HP in 2 seconds), using this glyph will allow you to keep your HP healthy because you end up running out of HP if you don't get healed. Having received this glyph, you don't need to use HP potions so often to keep your HP healthy while killing without a priest. Glyph protracted (2 points): Increases the duration of the effect by 50%. Pretty useless. Given that you don't have Lancer/Brawler/Berserker in your lot, you should still be able to keep 100% downtime on CS without this glyph because of how often you use Combative Strike. Powerlink Glyph (5 points): Increases Rising Fury's damage by 20% in a matter of seconds. A decent glyph if you have a spare point. Powerlink lasts 7 seconds, so you have plenty of time to use Rising Fury. Powerlink Glyph (2 points): Increases jump impact damage by 45% within seconds. It's not helpful. Rising fury struck the target twice; the lower the HP, the more damage. Click the skill button a second time for another, even stronger hit. The damage done decreases by 20% while this skill is used. Explanation: Rising Rage is a very good movement skill. It does a decent amount of damage and chains in Blade Draw. The first skill activation makes 2 slash forward (each recovery 20 RE) and you can use the second skill activation within the next 1.5 seconds to make one big slash (restores 140 RE), which also moves you forward. Rising Fury can be used as a filler, Blade Draw chain or mobility skill. Glyph perseverance (5 points): 25% chance to eliminate cooling. Pretty bad glyph, to be honest. You don't use Rising Fury, which is frequent and the 25% probability is also quite low. Glyph Numing (4 points): 20% chance to reduce the speed of an opponent's attack by 15% in 7 seconds. Most of the bosses in the dungeons at the end of the game are not CC. 20% probability is also very low. Deadly Gamble increases your chance of a crit by 50% within 20 seconds. It also reduces melee cooling attack skills in half. Explanation: Deadly Gamble is what makes warriors so strong. The extra chance of crit helps a bit, but cooling skills is the best part of CDR DG stacks with other CDR sources, which means that your CDR skill will be over 50% during DG. Your entire rotation changes during Deadly Gamble. Ideally, you'd like to sync your Deadly Gamble with the infection of Mystic and Adrenaline Peak Lancer. Attack speed will help very much during Deadly Gamble, which will allow you to throw a lot of Blade Draw chains. Ideally, during Deadly Gamble, you'll want to pop your quatrefoil brooch, Lane Dark Roar beer and A-Rush positive effect for maximum attack speed. Your main goal during Deadly Gamble is to stack as many edges as possible to throw more braids. In order to optimize your main goal, you'll want to use the best Blade Draw chains available when using a quick generation Edge combo as well. Glyph Energy (4 points): Reduced cooling by 25%. Most of the time, this glyph is needed. Cooling on Deadly Gamble is a little longer than Adrenaline Rush and Contagion, meaning that if you want to optimize your Deadly Gamble time, you should be able to burn with these buffs up. This CDR glyph will allow you to effectively sync with A-Rush and Contagion. However, in the account of running/short fights, when you can only burn once with a contagion/A-Rush, it doesn't necessarily take this glyph. Glyph protracted (3 points): Increases the duration of the effect by 20%. This glyph will add 4 seconds to the total duration of the DG, which means one extra braid. Very useful glyph in all situations. Cascade stuns Slash target in front of you. If you hit a stunned target, the stun extends to nearby enemies. Explanation: Cascade stuns is a filler skill. This is useful when you need to extend to stun the boss when needed too. He's chained in the rain blows. The only time you would like to use Cascade is when your Combative Strike is not and when you need to use RoB. You rarely have to use this skill in combat. Glyph Brilliance (4 points): Reduces MP cost by 88. It's not helpful. Glyph Influence (3 points): Reduces the cost of MP rain blows by 88 within seconds. It's not helpful. Glyph Powerlink (2 points): Increases rain damage by 20% within seconds. As mentioned earlier, cascade stuns are rarely used, so you won't benefit from this glyph at all. Glyph Energy (4 points): Reduced cooling by 25%. Cascade stuns are rarely used, so you won't benefit from this glyph at all. Glyph lingering (3 points): Increases 25%. Useful if an extended stun (schm ghosts) is required. Glyph strength (4 points): Increases skill damage by 25%. A cascade of stunned stuns is rarely used, used, you won't benefit from this glyph at all. Backstab Rush 15m and make deadly thrust to the back of your target. The goal is stunned for a short period of time. Explanation: Backstab is a good repositioning skill. It is also iframe, and can also be used to stun bosses during special mechanics. It generates one edge. You are immune to the damage during casting time mastery as well as a bit of post-animation. Click here for an example. Glyph of the lace wound (3 points): Increases the duration of the effect by 50%. Useful when you need an extended stun. Glyph Energy (4 points): Reduced cooling by 20%. Choose this glyph if you use Backstab often. Glyph Benefits: Increases Generation Edge by 1. Using this glyph, you change the rotation. Choose this glyph on your own. Staggering Counter perform a counterattack that briefly stuns and turns your target around. You can use this skill as a counterattack only after you have been struck down. Can't be used while in a defensive position. Explanation: The Staggering Counter is basically a PvP skill. It has almost no use in PvE, except for its stun (which is unreliable). Smoke aggressor sacrifice 20% of your HP to cause the spirit within 20 seconds. Your spirit gets 1.5 times the HP you've donated and keeps your level agro from your enemies. Explanation: Smoke aggressor can mean the difference between a napkin or kill. If all members of your party are dead and you are the only one alive, you can use this skill to switch agro into your shadow, which allows you to go resurrect the healer. It also acts as a guardian scroll, it will absorb damage to you while it is called and it stacks with Pounce, Rain Strikes and a stream of punches. Pounce go to the goal and slow down the target by 50% with slash. You only take half the damage when using this skill. Explanation: Pounce is a filler skill. It can chain in the Traverse Cut (don't use it to do it though, it's bad because it doesn't generate any Edge) and in rain bumps. You should only use Pounce to chain it to RoB when your CS is unavailable. Also, since Cascade Stuns' cast is being shorter, you have to glyph the attack rate on Pounce to make it worth it, since the damage to Pounce is also pretty low. Overall, I would suggest never use this skill if you absolutely need to absorb the damage (if you are outside of RE and DFA is on cooling). Swift's Glyph (2 points): Increases attack rate by 30%. You have to take this glyph if you want to use a pounce. Glyph Energy (2 points): Reduced cooling by 20%. A useless glyph as you don't use Pounce enough to benefit from this. Traverse Cut Make 3 quick lunges to the front. faster and attacks up to 13 times if you first use Pounce, Poison Blade or Combative Strike. Increases the attack rate by 0.9% for a successful hit, and the effect stacks. Explanation: Traverse Cut is extremely important for optimal optimal This increases the attack rate very much. The attack rate effect can be up to 11.7% and lasts 27 seconds. You can update the duration of the Traverse Cut simply by dropping the first hit skill (don't necessarily apply all 13 hits again). You should aim to have a downtime of 95-99% on this skill. If you Traverse Cut without chaining it, it will restore 44 RE on each of the 3 hits. When chained, he recovers 10 REs on each of the 13 hits. Traverse Cut is an important skill during rotation because it allows the chain to be in Blade Draw. Glyph protracted (2 points): Increases the duration of the effect by 50%. Decent glyph at its cost. Glyph Brilliance (2 points): Reduces MP cost by 75. You don't have to. Blade Draw Stab and cut your target as you draw your weapon out of the wound. Activated faster if you first use Traverse Cut, Vortex Slash, Charging Slash, Cross Parry or Rising Fury. Explanation: Blade Draw is your primary skill to deal with damage. Your entire rotation revolves around the Blade Draw reset. BD accounts for about 30% of the total damage. It generates 1 edge (2 if glyph and 4 during Deadly Gamble) and recovers 33 RE on first kick and 33 on second. Always chain Blade Draw. Glyph strength (4 points): Increases skill damage by 25%. More damage on your second high-blow skill is really good. Glyph Brilliance (2 points): Reduces MP cost by 80. When your Blade Draw resets a lot, you can run out of mana. This glyph will help you if you don't have shiny dyad armor. Glyph perseverance (5 points): 50% chance to eliminate cooling. Mandatory glyph for warriors, you need this to be useful. Glyph Benefits (3 points): Increases Edge Generation by 1. With this glyph, you'll generate an extra edge on the second Hit Blade Draw. The use of Blade Draw is very high, so having this glyph is extremely useful for managing Edge. Without this glyph, your damage potential drops significantly. Glyph carving (4 points): Doubles the chance of a critique when attacking monsters. This glyph is extremely important as it will increase the chance of a crit on your Blade Draw dramatically. This glyph is a binomial threaded glyph, meaning that it won't really double your chance of crit. Typically, at 330 crit, you Blade Draw in a critical chance between 70-75%. Scythe Deliver deadly sweeping arcs by attacking several enemies. Scythe exploits the Edge generated by the warrior skills to do more harm. The skill is activated faster when after rain blows, poison blade, Blade Draw or evasive roll. Explanation: Scythe is your highest skill kick. The number of braids in battle will determine the skill level between a good warrior and a bad warrior. Ideally, you want to use it from cooling as much as possible and when you have 10 Edge. The maximum amount of edge you can 10, which means that all but this is essentially essentially Each edge will increase the damage and crit speed of scythe, which means that it is very important to always braid on 10 Edge to get as much damage and crit chance as possible. Glyph carving (4 points): Triple chance crit. This glyph is a true glyph thread, which means that if your chance of being critical on this skill is 50% without this glyph, it will be 100% with this glyph. It is necessary for optimal damage. Glyph Power (4 points): Increases the bonus Edge damage by 30%. More damage to your most difficult hit skill well. Reap Slash Chop with both blades to briefly stun the monsters. In PvP, skill knocks down enemy players. Activated faster if used after Combative Strike or Rain Strikes. Explanation: Reaping Slash is a good filler skill. It does a pitiful damage, but it generates one edge. Reaping Slash hits twice (each stroke restores 30 RE). This skill is basically there to help you with Edge Control. This is most commonly used when your Blade Draw is not reset during rotation. You should only use Reaping Slash when chained off by CS or RoB. One big misconception about this skill is that it is a bad skill. That's not true. Reaping Slash has an extremely fast casting time and its animation lock at the end can be canceled with DFA or Evasive Roll. You could argue that The Evasive Roll doesn't do any damage, but remember that you can proc the speed of the glyph attack on it (which will help you a lot) and you can also chain your evasive roll into the spit. This means that Reaping Slash should be used basically when your on 9 Edge, so you can undo the skill animation with Roll and then Kos immediately after to maximize your exit damage. Glyph strength (5 points): Increases skill damage by 25%. Reaping the damage slash is bad. Cross Perry Block frontal attacks with crossed swords. The damage blocked depends on the statistics of your weapon. Lasts as long as the uzahata skill button. The allies behind you also get reduced damage. Can only be used while in a defensive position. Explanation: Cross Parry is basically tank skill because it requires D-Stance to be able to use the skills. However, when you're DPS'ing, you can switch to D-Stance to anger the boss when he's almost dead to prolong the fury on the boss. The damage you will lose from not having-stance will be compensated with your party's overall DPS being higher because of your rage. On the rare occasions when you're using Cross Parry, remember that you can block undoing your skills by canceling the end of the animation lock of each skill (except for chain skills) that will allow you to fit into more skills than usual. Of course, if your tank dies, you can switch to D-Stance to capture the agro boss while healers are trying to resurrect him. Glyph pumped (4 points): 30% chance of increasing power by 15% within 10 seconds on a successful unit. Useful only for tanks. Smoke Flanker Shadow Shadow Challenge Your position, teleport behind the enemy, and attack him. Briefly stuns your target. Aggro goes into your shadow after the call. Use after a successful Cross Parry on target within 15 m. Explanation: Smoke Flanker is a tank skill. Mandatory unit Throw sword to catch up to 4 enemies within 21 m and draw them to you. You can't draw bosses or elite monsters. Explanation: Linking a sword is a useful skill for leashing multiple enemies. You have to face the camera in the direction of the enemies you have to leash for it to work. Click here for an example. Glyph Energy (4 points): Reduced cooling by 20%. You rarely have to use this skill in combat. Glyph strength (4 points): Increases skill damage by 20%, tying the damage of the sword badly. Furious Enrage all the monsters within 10m and increases your agro to the maximum amount. Only can you be able to do it while in a defensive position. After using Infuriate, you can't turn off the defensive position for 3 minutes. Explanation: Fury is basically a skill for tanks. Since you lock in D-Stance when you use this skill, you can't go back to A-stance, which means that this skill is almost useless. However, as mentioned earlier in the Cross Parry section, you can use this skill near the end of the boss fight. Click here to find out when to use Infuriate. Rotations The hardest part about rotation warriors. Everything is based on Blade Draw resets, which means you have to adapt quickly to maximize your damage. Your goal as a warrior is to fold the Edge with the best Blade Draw chain available and the best edge generation skills available finally scythe on 10 Edge. The value of each skill differs depending on its cast time, damage, and Edge generation potential. The priority list will take into account the throwing time, damage, and generation potential of each combo. Main priority list: - Charging Slash - Blade Draw (3 Edge) - Vortex Slash - Blade Draw (2 Edge) - Combative Strikeive Strike - Traverse Cut - Blade Draw (3 Edge) - Poison Blade (2 Edge) - Rising Fury - Blade Draw (3 Edge) - Combat Strikeive - Rain Strikes - (Reaping Slash) (2 or 3 Edge) - Combative Strike - Poison Blade (3 Edge) - Combative Strike - Reaping Slash (2 Edge) - Cascade of Stuns - Rain Strikes (1 Edge) This is the main list of priorities you should follow, however this is the way harder than that. The warrior rotation is based around this, but there are even more advanced combos that you can do depending on the situation. Being able to effectively manage your edge is key. It's easier to count your edge if you're a group of associated combos with a certain amount of Edge generated. Another combo will be: Poison Blade - Traverse Cut - Blade Draw This combo should only be used under certain circumstances when you are on 6 Edge. Now we combine all of them combo to form rotations. The following rotations will only work if you have 1 roll of cooling arms, Battle Nostrum VI, correct glyphs and on 0 Edge. The basic rotation of DPS is obvious that sometimes you can't always apply these rotations during combat because of the cooldown, so in these situations, you want to improvise using the filler skills that generate Edge. These rotations are guidelines to be followed when the opportunity allows; You can't always use x rotation specifically during combat. In other words, you can make your own rotations based on a basic list of priorities. Obviously, there is a way of more possible rotations than what I have listed. Click here for a video guide to the rotations. 1A Combative Strike - Traverse Cut (all 13 hits) - Blade Draw - The Combination Strike - lne strikes - Poison Blade - - The Combination of Fury - Blade Draw - Scythe If you start a fight without Backstab and your Blade Draw doesn't drop after Traverse. Then this rotation is the best as it optimizes your exit damage even without Blade Draw, and it's also pretty quick to execute. However, you should always start fighting backstab as it allows you to position yourself behind the boss very quickly without having to use any Evasive Roll or Mobility Combo. In certain circumstances, when you need to save your Backstab, you can use this rotation. If you don't have a ninja in your party to make a smoke bomb Shandra Manaya's first curl, then you need to use this rotation at the beginning of the battle. 1B Backstab - The Combination Strike - Tragnage Cut (all 13 hits) - Blade Draw - The combination of punches - - Rapping Slash - The Combination Strike - Scythe Blade - Scythe Is the best rotation to use in the early boss when your Blade Draw is not reset. Backstab is a great skill, as it is very fast, allows you to position yourself right behind the boss and it also generates 1 Edge. If you glyphed your Backstab for an extra edge, then you don't need to use a second Combative Strike after reaping Slash. 1C Charging Slash - Blade Draw - The combination of punches - Reine punches - Reping Slash - The combination of fury - - The Draw - Scythe Best Turn to Use in the Middle of a Fight When Your Blade Draw Doesn't Reset. 1D Combative Strike - Traverse Cut - Blade Draw - The Combination Strike - Reein Strikes - Repping Slash - Det top - The Draw of Fury - Blaid Draw - Scythe This is the best rotation to start with if you don't need a DFA in the next few seconds. By canceling the Reaping Slash animation with DFA, you have the potential to get an attack speed effect that will help you a lot. Theoretically, every time you use DFA, it will always give you a 15% attack rate within 5 seconds. In addition, DFA gives 1 Edge and its damage is very similar to Combative Strike. This rotation is the best because it gives you the most damaging output compared to others. 2A Combative Strike - Traverse Cut (all 13 hits) - Blade Draw - Charging Slash - Blade Draw - Combative Strike - Rain of Blows - Poison Blade - Scythe Is the best rotation you can use at the beginning of a fight when not starting with Backstab. 2B Backstab - The Combination Kick - Travers Cut (all 13 hits) - Blading Draw - Charing Slash - Blade Draw - The Combination Kick - Poison Blade - Scythe Is the best rotation you can use at the beginning of a fight when starting with a Backstab. If you have a Backstab glyphed for an extra Edge, you don't need to use a second combative strike. 2C Charging Slash - Blade Draw - The Combination Kick - Tradn Cut - Blade Draw - Poison Blade's Combine Strikes' In this case, the priority of cs>g;TC'gt;BD is higher than Vortex Slash, because it allows the spit to be faster. 2D Charging Slash - Blade Draw - Vortex Slash - Blade Draw - The Combination Kick - Rain Strikes - Cut - Poison Blade - Scythe Is the best spin available in the middle of a fight when traverse cut is not available. The following rotations will list from the most effective to the least effective. Vortex is required for these spins to work. 3A Charging Slash - Blade Draw - The Combination Strike - Tradn Cut - Blade Draw - Vortex Slash - Blade Draw - Poison Blade - Scythe This is the best rotation when you have Vortex Slash available. This rotation is a little better than 3B because with Blade Draw before Poison Blade, you'll have your Blade Draw faster for your following spins. It doesn't matter in what order you use Vortex Slash because we don't use it from cooling. This means that slash's vortex in cooling doesn't matter in this case. However, since Blade Draw is a highly priority skill, you should use it from cooling to do optimal damage, which means that the Blade Draw extension is illogical because you are expanding your damage potential. The order in which you use Blade Draw is extremely important. In other words, use Blade Draw as soon as it's cooling off. 3B Charging Slash - Blade Draw - The Combination Kick - Travers Cut - Blade Draw - Poison Blade - Vortex Slash - Blade Draw - Scythe This rotation should only be used when Vortex Vortex is still on Cooldown. In fact, you delay Blade Draw by 1 second, which is suboptimal. However, in this case, when Vortex Slash is not yet available, it is worth postponing Blade Draw. 3C Backstab - The Combination - Travers Cut - Blade Draw - Charge Slash - Blade Draw - Risk Fury - Blade Draw - Scythe Use this when launching a boss. 3 Blade Draw resets and more The 2 Blade Draw resets for your normal spins are mostly pointless as you've used 3 of your best Blade Draw chains for them. Control the edge you want to get to 10 Edge and Scythe as quickly as possible without surping Edge to get to 10. Basically, you want to be able to count from 1-10 very quickly. Each combo represents a certain amount of edge (go read the priority list) and it is important to be able to add an edge from each of these combos very quickly during the fight. For example, if you are on a 5 Edge, you should use a 3 Edge combo and 2 Edge combo in order to maximize your damage potential without spending any edge or using scythe too early. Obviously, you want to follow the priority list and use the best 3 Edge combos and the best 2 Edge combos by factoring in Blade Draw resets too. - On 3 Edge, you want to use one 3 Edge combo and two 2 Edge combos. - On 4 Edge, you want to use three 2 Edge combos or two 3 Edge combos. - On 5 Edge, you want to use 3 Edge combos and 2 Edge Combo. - On 6 Edge, you want to use two 2 Edge Combos. In scenarios where you have 6 Edge, you have several options for how you want to approach this situation. If your Vortex Slash isn't itself, you can use CS - RoB - PB - Scythe or PB - Traverse - BD - Scythe to reach 10 Edge. The potential damage between the two combos can be calculated by comparing the damage and throwing time. Because the damage to CS and RoB is similar, it can be assumed that it has 3,000 underlying damage. Blade Draw has a base damage of 5000. This means that the Blade Draw chain is much stronger than the CS RoB chain. Also, the cast time for PB - TC - BD is significantly faster than other combos, meaning that this combo will always be better than the other. - On 7 Edge you want to use one 3 Edge combo. On 8 Edge, you want to use one 2 Edge combo. Using a braid on 9 Edge vs 11 Edge you usually face this dilemma when you reach 9 Edge after rain strokes. You have two options here, either scythe immediately or use poison Blade, which will help you 11 Edge. By throwing a scythe at the 9th edge, you lose x amount of Crit factor on your braid and by throwing a braid at 11 edge, you lose a base damage of 950 pounds. No one knows the formula of crit for scythe, so what I'm going to say is purely based on past experience. Obviously you will have to reach 10 Edge to have a 100% crit rate on the spit. This means that scything on 9 Edge, you need the potential to not crit on the scythal, meaning that you have the potential to lose a significant amount of damage (both scythe is 40-45% of the total damage). However, on the 11 Edge, you will lose 950 pounds of basic damage, but you will be guaranteed a crit on the spit. are they better? In my opinion, the use of scythe on 11 Edge is probably safer. Death from above the DFA is obviously a good iframe. One important thing to note is that it also 1 Edge, which means you have to change the entire rotation if you decide to use DFA. For example, on 5 Edge, you planned to use the Charging Slash - Blade Draw - Poison Blade - Scythe, but the boss does the mechanics that makes you use DFA, which means you're currently on 6 Edge. Since DFA also allows you to use Vortex Slash, you can use Vortex Slash - Blade Draw - Poison Blade instead of the old combo to effectively control your edge. Deadly Gamble Rotation Since Deadly Gamble halves your cooling skill by 50% (with the exception of Backstab), your entire rotation changes completely. Your main goal during these 24 seconds is to stack as many edges as possible, using the best combos available to use as many scyths as possible. An experienced warrior can swing out 6-7 Scythians during this time period. During Deadly Gamble, Blade Draw dumps will determine your rotation. Deadly Gamble Priorities List: Charging Slash - Blade Draw (5 Edge) Combative Strike - Blade Draw (5 Edge) Rising Fury - Blade Draw (5) Vortex Slash - Blade Draw (4 Edge) Poison Blade (2 Edge) Combative Strike - Rain of Blows (3 Edge Mobility) rotation warriors have many skills in their arsenal, which allows them to maneuver during combat easily. Having a high back crit working time is the key to solving the optimal DPS. These combos will help you manage your resolve. 5A Rising Fury 1 - Leaping Strike This combo will allow you to move very far in a short amount of time. 5B Rising Fury 1st Activation - Walk around the Fury Of the Second Activation - Blade Draw This combo is extremely useful to maneuver around the boss without spending RE or when you are out of resolution. It also allows you to have a high damage output because you're going to use Blade Draw at the end of the combo too. Click here for an example. 5C Rising Fury 1 - Comaive punch This combo is useful for some mechanics, especially the second boss of SSHM. This allows for a short distance, but very quickly without wasting a re. 5D Rising Fury 1 - Charging Slash This combos will allow you to run away from the boss very quickly (similar to 5A). However, keep in mind that after charging Slash locks on target, you take to the boss. Make sure you are away from the hitbox boss before using the Charging Slash. The additional combo of the Backstab DFA Backstab - Death top of this combo is extremely important to be able to perform for Shandra Manaya during her curl. Iframe from Backstab is not enough to allow you to survive the curl, but you can chain Backstab in DFA, allowing you to have an extended iframe. The timing required for this feat is essential. You have to analyze the queen's movements during the curl (usually I watch out for her ankles), otherwise you will die if you use this combo too Or too late. You can try Backstab>gt;gt;g's Death from above if not sure yet or even evasive Roll>gt;GTgt;gt;Death Top Combative RoB Reaping to cancel the roll of Scythe Combative - Raine Beats - Rapping Slash - Evasive Roll - Scythe This combo should only be used on 7 Edge when all your other 3 Edge chains are not available. You can undo the Reaping Slash animation while still getting Edge from it with Evasive Roll. The value of Evasive Roll damage is technically zero, however you have to consider 3 things: It cancels the Reaping Slash animation (essentially making the cast skill time almost insignificant), it allows the chain to scythe (which actually cancels the Evasive Roll animation) and you can potentially proc the glyph attack speed. Also, try using this combo for iframe attacks as well. The glyph attack speed technically gives you a 15% attack rate for 4 seconds every time you are thrown an Evasive Roll. The speed of attack is highly valued as a warrior because it reduces the animation locks of many skills. Frequently asked questions TBD Credits -Kimchi, for helping me write a guide. -Nyaruko, for being a level 3 friend with me, since the ainm patch :). -Kaai, to edit my guide. -Obsie, for helping me with formatting and general advice. -Xiadais, for math stuff. Things.

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