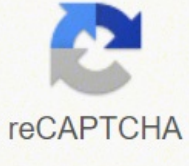




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For example: 11/10 = 1.10 : 10% increase. 12/11=1.0909 : 9.09% increase 13/12=1.0833 : 8.33% increase Although these numbers seem very large, once you go up to the few hundred power range the % increase per point of power becomes very very small. Why you shouldn't stack crit if we assume we can 100% crit on our BV/AB/TB/HBsum with +130 crit factor, this means that approximately 40% of our total damage is going to be unaffected by stacking more crit. That being said, Mana Missiles, Bombardment, and Burstfire all scale differently than standard skills with crit. B1 - BALDER'S VENGEANCE VS BF 1500 WP USAGE BV tooltip has a base damage of 15173 BV's actual base damage is 16235.87 Cast time of BV is 2.4333 if cancelled with recall Cast time of ending animation is 4.7 seconds (useless info) Balder's Vengeance yields 16235.87 x 8 / 2.4333 = 53376.073 dps Cast time of full BF +15% AS from glyph is 4.8 seconds Full BF has a base damage of 20385. Take what you can and apply it to how you play as I may not be correct. youtube.com/idiotcreek reddit.com/u/megatonfist PM me on reddit or youtube for any questions, comments, concerns If you'd like to run a dungeon with me to compare DPS/rotations, organize the run, let me know when, and we'll sync IMS queue. I mained warrior at the time, both tanking and dpsing as needed, and moved on to leveling other classes since the game got stale. Following warrior, I leveled berserker, priest, lancer, reaper, mystic, archer, slayer, sorcerer, gunner, and brawler to 60 > 65 in that order. If you supplement this with replenishing off cooldown and your priest/mystic periodically regenerating your mana, it will still be insufficient to sustain your mana pool. You'll need to spam alternate keys to BF with high ping or macro it for it to be effective. For those of you tuning in to tera just now and have not experienced gameplay before, arcane barrage used to do nearly twice the damage and generate double the willpower before the nerfs. This holds true for nearly all of gunner's skills except the following: Burst Fire (let go of BF key before you start to hold MM) Command/Recall Rocket Jump Many gunner's will tell you about how MM should be used after these skills because they "speed up" the charge time but this is not totally true. BF windup calculated by Sony Vegas - 0.9 seconds Cast time of BF from start of windup to finish = 4.8 seconds 0.192 = avg cast time of 1 BF shot (4.8/25) 0.0032 = avg cast time of ONE WP worth of BF (0.156/60) 2-3 edit: Looking for the table of values that used to be here? Please refer to excel spreadsheet below that is almost complete REPLENISH VALUE CALCULATOR and GUNNER SKILL VALUES PLEASE FILL IN CELLS D67-71 FOR MORE ACCURATE REPRESENTATIONS Replenish Calculator and Base Damage Table C1 - BREAKING BF: Calculating TB/HBsum/ABprojectiles with BF First I'd like to point out that this next section is to determine if it's ever beneficial to break BF for other skills and what skills are best to use before you start BF. 20 wp on first hit, 200 wp on second hit Scattershot - SS shoots 5 bullets in a conical spread forward and will provide a 4.5meter recoil, 2.5meter when glyphed for recoil reduction. You want the edge of the TB to just touch the edge of the boss's base model. A9 - BLAST CANCELLING/WEAVING: 2-5-16 UPDATE One of the more challenging topics that many people talk about on gunner, blast canceling does one of several things for you. Now why do I choose replenishment over AB dmg? If we assume the first 3 hits will not crit and the other 22 will, that's an 88% crit chance. \*I should note here that in a scattershot/MM > ab rotation or any time you're trying to close gaps, instead of blasting prior to the AB, the damage on this skill will go up to 4x 6x the base moving up in increments of 100% per shot (4th 6th shot of consecutive BF will be the maximum dmg output) Point Blank - PB this is a two part skill requiring two key inputs, swing your gun forward to move a short distance and then fire a blank shot moving you back a further distance. TL;DR Gunners scale like shit with both crit and power. But because no one can do this realistically, what you and every other gunner out there should be doing is utilizing blast weaving. What this means is that before you start to BF, you should be looking to do one of 5 things. (for proper calculations with WP factored in go here.) Strictly speaking, nearly every skill can be used to animation cancel but only blast, th, and ab give you free character movement following the cancel. When you are almost done stacking your wp, on your FINAL replenishment, should both SS and AB reset and you have room to stack the wp, use SS first then AB>TB>AB>BF to 0. Also, use MM after BF so you don't screw yourself over with the cast time. This is most useful when blasting PRIOR to SS as this is your main filler skill and is affected by more attack speed. MM after your BF unless AB is up or if the value of replenish exceeds MM. It allows you to break animations following the end of certain skills to allow for continued free movement. 2. Sometimes I find that if timebomb detonates under the boss when mid animation of an attack or turn, it will register as a back hit, but no guarantees. Virus, Forsynthia, Zoo, Omanko, Vouch, Peg, Hew, Hiq, Luq, Bakemono, Luria, Fibers youtube.com/idiotcreek | reddit.com/u/megatonfist REPLENISH VALUE CALCULATOR - PLEASE FILL IN D54-60 AT BOTTOM FOR BEST RESULTS 2/7 edit: calculator is complete Replenish Calculator and Base Damage Table INTRODUCTION I started playing tera around the time it went f2p back in march of 2013 and hit 60 on my first character on AV around May that year. I'm always looking for people to prove me wrong or show me better rotations. A6 - ATTACK SPEED ROLL AND WHY IT'S BAD Only the following skills benefit from additional attack speed: bombardment cast time -scattershot -arcbomb -mana missiles charge speed -burst fire wind up animation -point blank -rocket jump A gunner's main rotation revolves around BV, AB, Replenish, TB, HBsum, BF(held), and HBProjectiles all of which total to over 70% of your dps and are unaffected by AS. Rolling for attack speed on your weapon is a waste of a line and should only be considered as a bonus supplementary stat from lamb bulgogi, energy stars/titanic wrath, and bravery potion. casualmeter4day shoutout to taps/nya of AV for best sore NA better than yosha :') lateral and hermkast are math gods. It will proc your 15% attack speed glyph. 3. a2-b4-e013-g2-j23-h14-m0-n3 I listed the following glyphs in order of effectiveness/contribution to total dps. The question here is should you stack more power or more crit after +130? Why you shouldn't stack power powerMod = (1 + power / 100) This means that every single additional point of power increases your overall damage by a gradually sustained dps. So generating willpower quicker with SS will become the better filler. What I found was it takes 0.15 seconds at my ping of 35 using Sony Vegas for 1 blast. It does kawaii dps. In the event this occurs, this is when you would use HB>TB before BF (hence why I mentioned spacing out skill usage). Should this occur, what will end up the AS glyph proc itself). B8 - SWP BF CHEST LINE 30407.625-standard BF dps at +17 AS +15% cast time is 4.8 (25 shots) cast time is 4.933(27 shots) (dk why the difference in cast times is 0.033) 27 consecutive hits = 24.5 full dmg hits 24.5 x 906 = 22197 base dmg 22197 x 8 x .88 +22197 x .12=158930.52 158930.52/4.933=32215.8636 32215.8636/30407.625=5.946% increase in number of BF's, chestline vs no chest line assuming BF is 30% of your total DPS 5.946%\*.3 = 1.7838% increase in total damage (Above % value doesn't factor in cast time of additional BF's correctly so it may be wrong. A4 - Glyphs: 2-5 Update This is your core build, please allocate points around what kind of fight you are going to expect. 20wp gained per bullet hit, up to 100. aim this at the base of a mob for better accuracy as the missiles follow a sinusoidal path and have a tendency to spread out pass monster hit boxes. Single tap technically does more raw damage, especially when you don't have much AS, but a full charge MM will allow you to reliably do good filler dps while giving your other skills time to come back off CD. GLYPHS TO CONSIDER 25% scatter shot damage and 20% powerlinked scatter on roll20% blast damagecooldown on rocket jump (mobility)cooldown on point blank (mobility)cooldown on recall (survivability/iframe)scattershot recoil (great for stationary fights/damage on Balder's Vengeance (for highscore/short run)longshot burst fire (for bosses that move beyond what you can realistically reach)hp regen on burst fire (for solo play/unreliable healers)30% atk speed during AB (only for advanced players who understand its utility) A5 - POWER VS CRIT About +133 crit is the sweetspot for AB to 100% back crit and for TB/HBsum to 100% crit mid BF. this crit extends 30-35 meters making this the longest ranging skill in the game. Utilizing blast after said skills will allow you to continue walking forward to stay at melee range of the boss. So take what you can from this and make your own decision. REASONING BEHIND BLAST CANCELLING CONTINUED Breaking animations on skills is crucial to gunners because two of their main filler skills, scattershot and mana missiles, have significant recoil. Absolutely yes. The dps value of BF maintaining just the 6th-shot is 37750. Video Reference AB - UTILIZING TIME BOMB EFFECTIVELY Timebomb WILL NOT always back crit even after aiming at a boss directly. Because of how strong AB used to be, running double cdr lines and energetic etches was a viable build at the time as rotations focused on getting as many AB's out as possible. Ideal opening rotation with BV: Bombard > AB > Rep > BV(recall) > tb > stack wp Ideal opening rotation without BV: Bombard > AB > TB > AB (detonate) > BF > MM > SS > stack wp If you're trying to generate willpower from 2: (TB)>AB>SS>REP>(RollSS)>MM>ARC If you use tb at 0 wp, by the time you are near stacked with wp, it should be available for use before BFing. Using HB off cooldown before BF is not advised because there is a 50% chance that on your next BF parse AB does NOT reset on your final replenishment. Additional weapon line of 14 crit vs 7.2% cdr 7.2% cdr will apply to ALL of your skills as a gunner This means that not only are you able to use your hardest hitting skills more often (bombardment/AB), you will be able to build willpower much quicker (replenishment/other general skills). B6 - My gear My current gear B7 - WTS PING GUNNER may be one the more difficult classes to play with high ping as you will not be able to weave blast/cancel as effectively and burst fire will be choppy as it needs to send individual packets to servers very quickly. So any additional crit you stack will benefit these two immensely. I have no idea exactly how burst fire crit works but following shot # 5 (which is where the damage ramp is at its max) I see BF critting for upwards of 90-100% at +173 crit and only ~70% at +130. When it becomes available, you should stop BFing, AB, then continue BF. With an 8x crit mod this gives us: 19480 x 8 + 856 = 156696/4.8=32645 dps BV>1500BF if you recall cancel Even if you utilize AB/TB/HB before the BF, balder's will provide you more dps and should be used off CD. While this is great for DPS you put you and your party in jeopardy if you are unable to recall to iframe something important. Scattershot's DPS is 3107/1=3107 This means utilizing blast is almost TWICE as effective as using scattershots in rotations, you can blast mid AB flight to continue forward movement. Other options include using SS or Archomb mid AB but these cast times are a little longer than blast and won't give you free movement, so you'll have to use your judgement as to what filler is best given the distance needed to be traveled by your AB, you will still be prone to debuffs such as slows/stuns/DoTs, can be used when knocked down. This is probably my best example of an optimized rotation. This means that if I could spam blast at 0.15 second intervals, it would have a dps of 6135. The only situations I would not replenish is if you know you will overstack your wp should you finish with ab>tb-ab OR after your FIRST replenish=recall cancel. If you do break for the AB you MUST BF for ~10 hits (600 wp) for it to be damage effective. Refer to row 92 on excel sheet for post BF MM values. When should you ever break mid BF? No. Stack your WP as high as you can without over filling before you TB>BF. Also another thing I should bring up is single tapping MM vs full charge, rotating your screen 180 degrees after the first hit will allow you to traverse the most distance Rocket Jump propel yourself forward with your gun; can be used mid rolling reload to traverse a slightly greater distance(~2m more) Rolling Reload your main iframe; resets scattershot upon use Command: Recall leashes you up to 40 meters to your HB-but allowing you to absorb all incoming damage for ~2 seconds. This will put you in a situation where you will not be able to instantly detonate AB. For these supplementary skills to 100% crit from the REAR, you will need approximately +133 bonus crit. Looking for me on Ascension Valley? So I leave it up to your judgment mid rotations on what you should be doing. PLEASE read blast cancelling section as there's a lot to say about this skill. But why should I be at melee range? The Conservative Gunner First I'd like to say that your primary goal is to AB>TB>AB before every BF and to maintain a BF for as long as possible. This playstyle involves spacing out ab/hb usage to maximize sustained dps. So generating willpower quicker with SS will become the better filler. What I found was it takes 0.15 seconds at my ping of 35 using Sony Vegas for 1 blast. It does kawaii dps. In the event this occurs, this is when you would use HB>TB before BF (hence why I mentioned spacing out skill usage). Should this occur, what will end up the AS glyph proc itself). 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So if you can't do what I present to you in my videos, blame whoever designed this game to be so ping dependant. I have 35 ping. The average dps value of BF is 32653.75 assuming 1500>0 wp use. It is NOT recommended to replenish midBF for AB resets; and you really shouldn't replenish if your WP is going to overcap 1500. When is it better to single tap MM vs full charge? You're going to either strictly be using your willpower or building it. What is actually happening is that these skills don't put you in an ending animation lock and allow you to almost instantly start the charge. Blast will sometimes bug and fire 2 shots instantly instead of 1, though I don't know why this occurs. On average, this means that I blast will effectively provide you with 15% attack speed for 1 second, because we all have personal preferences/attack speed (this changes the value of your fillers/BFwind up as they are affected by AS) The following table assumes: +17 AS +15% AS from blast glyph proc (or bravery potion + energy stars), start of animation to start of horizontal movement after blast cancelling said skill for cast time reference points&x crit mod Scattershot tool tip is insanely wrong. I should hope that I don't need to point out what a gunner's rotation is. Only for AB (+tb if available) when you can replenish BF for at least 10 hits, each shot has a fixed base damage and does not change based on the charge level. A7 - UTILIZING MANA MISSILES EFFECTIVELY Mana missiles is odd in that it doesn't allow the skill to be used until your character is out of its current skill animation. Should I scattershot before replenishment? Gunner's natural MF replenishment is very VERY little. However after numerous nerfs to the skill, the traditional build focusing on % damage lines and crit/power is now more common. CTRL + F GUIDE FOR THE LAZY AI - SUGGESTED GEAR LINES/CRYSTALS Weapon enraged + enraged/flat dmg/rear dmg/cdr\* Chest 15% cd on rolling reload + flat dmg/enraged dmg/frontal dmg/max hp or increased healing effects\* extra line is only available to visionmaker gear (i.e. lucid/starfall for our current patch) Gloves atk speed, power, crit Boots movement speed, endurance, hp or mp regen Crystals focused/spiteful/savage/ + one of either pounding, forceful, carving, or slaying (more info following) 4x hardy A2 - NICHE SKILLS EXPLAINED Arcanum - AB launches a slow moving projectile upon first cast, and detonates on 2nd cast. This means you should be trying to detonate this skill as soon as possible to maximize its usage (that being said, you also want AB to make contact with the boss first so the HB projectiles that follow up will also hit). This will net you that 6135 dps over the course of a boss fight as this is the value you should be keeping in mind as you use this skill. To put that into perspective as to what this means for our rotations, when blast is glyphed for damage (920.39), blast can do 1 / 0.15 x 920.39 = 6135 dps. Needless to say, I have enough experience in this game playing across all roles/classes and have cleared all major content since the release of Tera. I picked up gunner on its release here in NA and immediately saw how blatantly broken this class was. B2 - TIMEBOMB, HB SUM, AND AB PROJECTILES Important note: the 5 projectiles following AB have a total base dmg of ~5120; this is HUGE that's what she said if you are mid Burst Fire, any and all skills that hit will also benefit from BF's bonus crit chance, fires a long range shot that will guarantee a crit, can be animation cancelled using recall A3 - DEBATABLE POINTS OF CONVERSATION Please note: I don't have any reliable math to prove my points but here are my reasons as to why I choose one over the other. This is your go to skill for moving behind bosses with a small enough character model Burst Fire - BF windup your gun and fire a stream of bullets with increasing damage and crit rate up to a cap using willpower, following the detonation, if your HB is summoned, will shoot 5 projectiles at the targeted detonation location. Should I use both AB and SS before I replenish? This rotation follows the above mentioned priority line for stacking your wp. Do keep in mind, you will not need to use roll>SS as frequently since you will easily stack WP should you manage to pull off two AB resets in a row. Other things to note: Use MM as filler if both AB/SS do not reset following an AB and you are unable to roll>SS. In addition to this, HBsummon, one of your other main tools that will be utilized before starting to BF needs to be used at melee range to hit. Should I TB>BF off CD? (I'm always shit. Just from playing around with these two skills glyphed/unglyphed, I usually see MM and Bombardment critting anywhere from 2-2.5x more and 1.5-2x more to roll>SS. Follow your rotation normally afterwards. This nets us about a 1.4575% increase in total damage as AB amounts to approximately 25% of your total dps 7% AB damage is viable so it all comes down to your playstyle/Currently testing -5wp on BF as of 4/1. If you're looking to optimize your DPS rotation, please refer to section B3. Mana Missiles charge your gun to fire long range missiles. Arcane Barrage > TB> AB(detonate) > BF (use this when you have about ~170 wp so your BF can last long enough for all 5 projectiles to crit) TB > HB Summon > BF (use this if you're at melee range, requires ~180 wp) TB (~180wp) > BF AB (~350wp) > BF HB Sum



(~300wp) > BF B3 - OPTIMIZING YOUR ROTATION I will continue to update this section if I'm able to improve rotations. 1. With master glyphs and the chest line, replenish's cooldown will go down from 8, thanks to xendis for being the only one to properly critique me and find errors in my guide Here are the possible combinations I've thought about using to break out of BF TB>BF total cast time .2666 + .9 + 5x.156=1.9466 seconds total damage damage value of TB with 100% crit + mini hit on contact = 33370.401 sum of first 5 shots of BF is 151 + 302 + 433 + 604 + 755 = 2265 apply 88% crit chance with 8x crit factor (2265\*88\*8+2265\*12)=16217.4 33370.401 + 16217.4 =49581.801 49581.801/1.9466=25474.05 dps HB>BF total cast time 0.3 + .9 + 5x.156=1.98 seconds total dmg 34328.128 + 16217.4 = 50545.528 50545.528/1.98=25528.276 TB>HB>BF total cast time .6333 + .9 + 5x.156= 2.3133 total dmg 67699.001+16217.4=83916.4 83916.4/2.7813=30171.646 i'm going to scale down crit rate on BF here for more realistic values dmg value of first 10 hits of BF = 6795; let's look at 75% crit rate 6795 x (.75\*8 + .25)=42468.75 AB>BF including projectile backcrits total cast time 1.1+.9+10 x .156=3.56 seconds total dmg 44216+42468.75+(5122\*8)=127660 127660/3.56=35859.55 AB>TB>AB (detonation)>BF total cast time 1.1+.3+.9+10 x .156=3.86 total dmg 44216+33370.401+42468.75+(5122\*8)=161031.151 161031.151/3.86=41717.94 #1 COMBO TL;DR The only situations you want to break mid BF is if AB comes off CD and you have at least 350wp. Will update in the future on how strong it is. Blasting will generally lead to a DPS GAIN when used PRIOR to any fillers that can cancel animations. Although you benefit most from MM by utilizing it following above 3 skills, using it solely as a filler in place of scattershot is also okay as it effectively does more damage than SS. Just as a side note, I'm able to run dungeons without the need for infused charms whatsoever. maximum charge will release 5 shots, any other duration of a charge or tap will release only 2 shots. C2 - Conclusions and TL;DR 3/21 edit - improved dungeon rotation (ab>tb focus) Here are some conclusions that I've come to: (subject to change) You should look to either HBsum, TB, AB, TB>HBsum, or AB>TB>AB (detonate) before you BF, the latter yielding most dps. Reduced cooldowns on skills such as rocket jump, rolling reload, point blank, and recall will help with flexibility/survivability/mobility which translates to more back crits; more back crits means more dps. Pounding vs Forceful vs Carving vs Slaying POUNDING use this when you will be running a dungeon with a priest/mystic FORCEFUL use this when you are solo playing without energy stars/titanic wrath or when your total power is under ~244 after buffs/consumables CARVING after numerous tests on BAMS and dungeons I found that carving increases the crit rate on burst fire by ~10-15% use this if you are running a power centric build or are lacking in crit accessories as a FRESH 65 SLAYING use this for high score runs where you will be playing under 50% hp Chest Lines - Arcane Barrage vs Replenishment vs -Swp on BF "15% reduced cd on rolling reload" is actually a typo and affects replenishment instead of roll. It restores 100mp on hit 4. kawaii dps ~ keep reading below I went ahead and did a number of tests to determine how long weaving 1 blast takes between skills. In addition, because replenish/ab/bs are your primary filler tools, you will want to avoid using MM mid rotation unless both ss and ab did not reset following a replenish. So many of the topics highlighted above will be of very little use to you. However, if you still want to play Gunner and have upwards of over 200 ping, your best bet would be to focus on a power build with an emphasis on AB over anything as that is the single most faceroll skill in this game. So if you don't blast after SS or MM, you'll slowly be distancing yourself from the boss. Avoid using TB for wp generation if not at 0-100 wp as you will most likely overcap WP by the time TB becomes available. Should your final replenishment NOT reset your AB and your HB is ON CD, it is NOT recommended to overstack wp to wait for your AB to come off CD. Post BF calculations: BF>MM>AB or BF>AB? At this point you will have no option but to TB>BF without AB/HB. The Lucky Recall Gunner This rotation puts a heavy emphasis on using recall off cd for replenish resets. From 0 wp: (TB)>AB>Rep+recall>(AB)>SS>Rep> continue wp stacking normally.

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