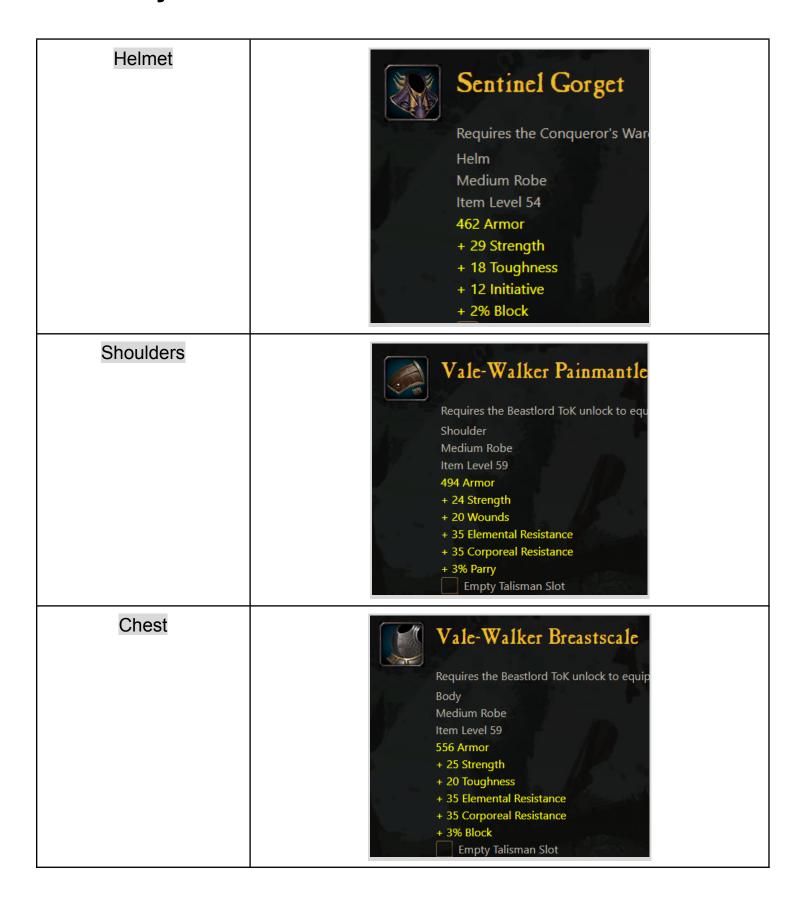
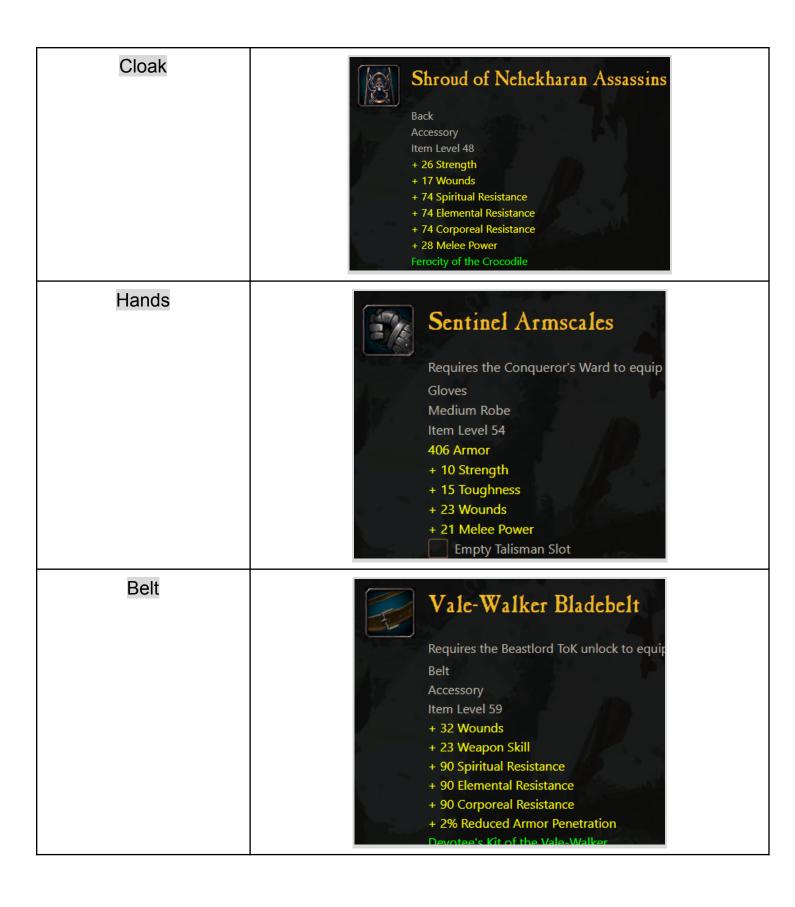
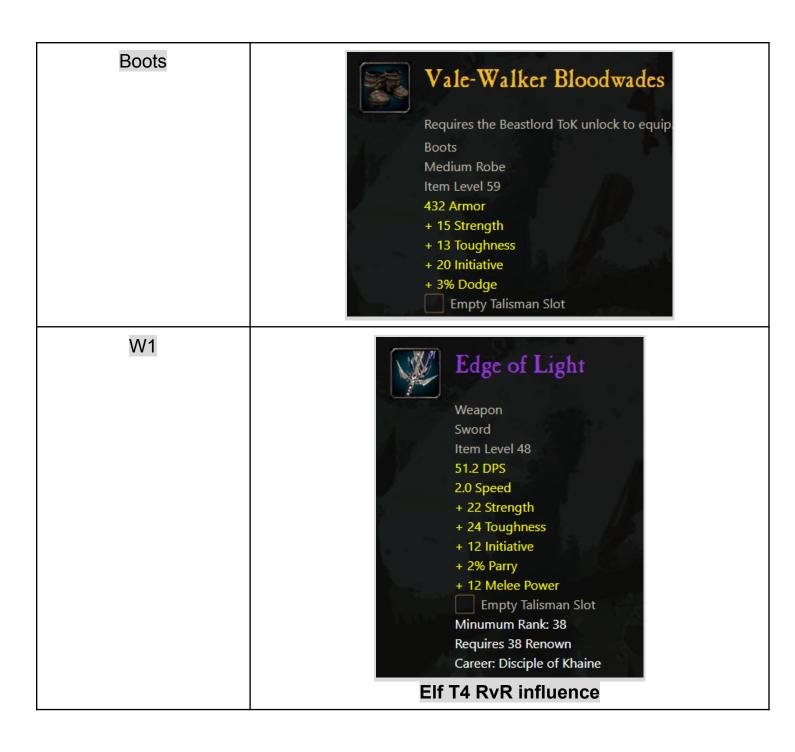
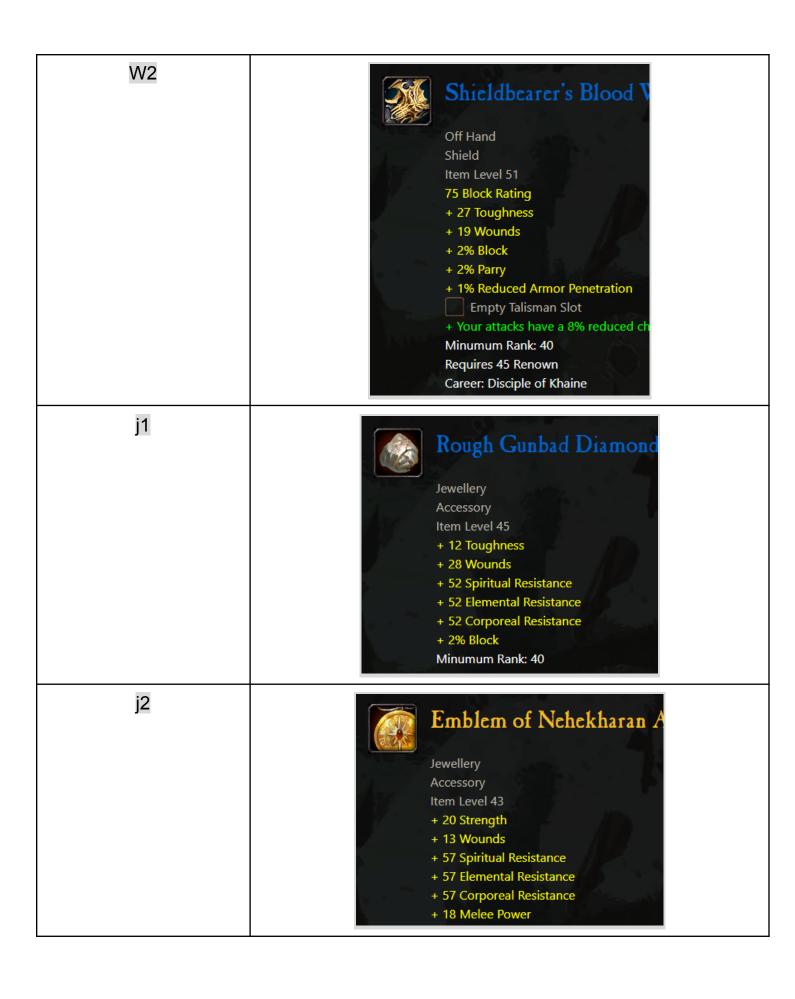
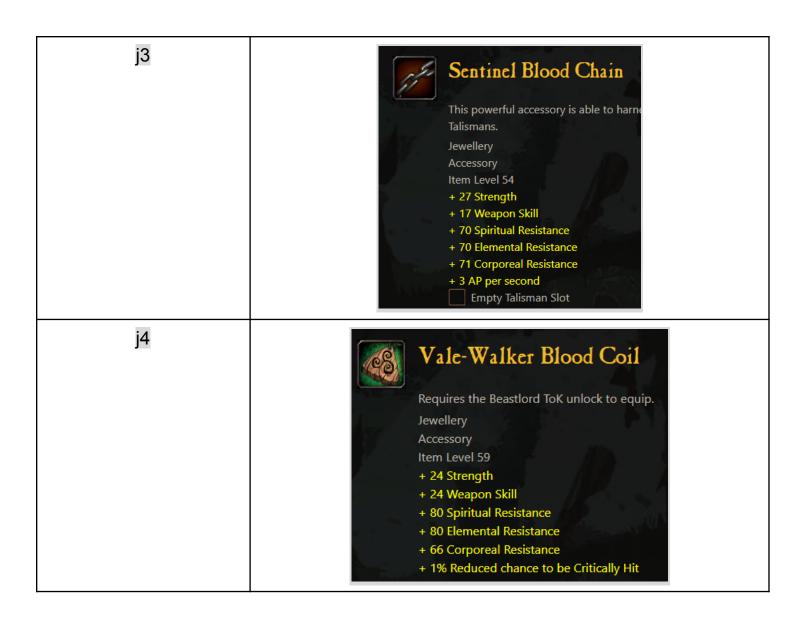
# **Tanky Pre-BIS**





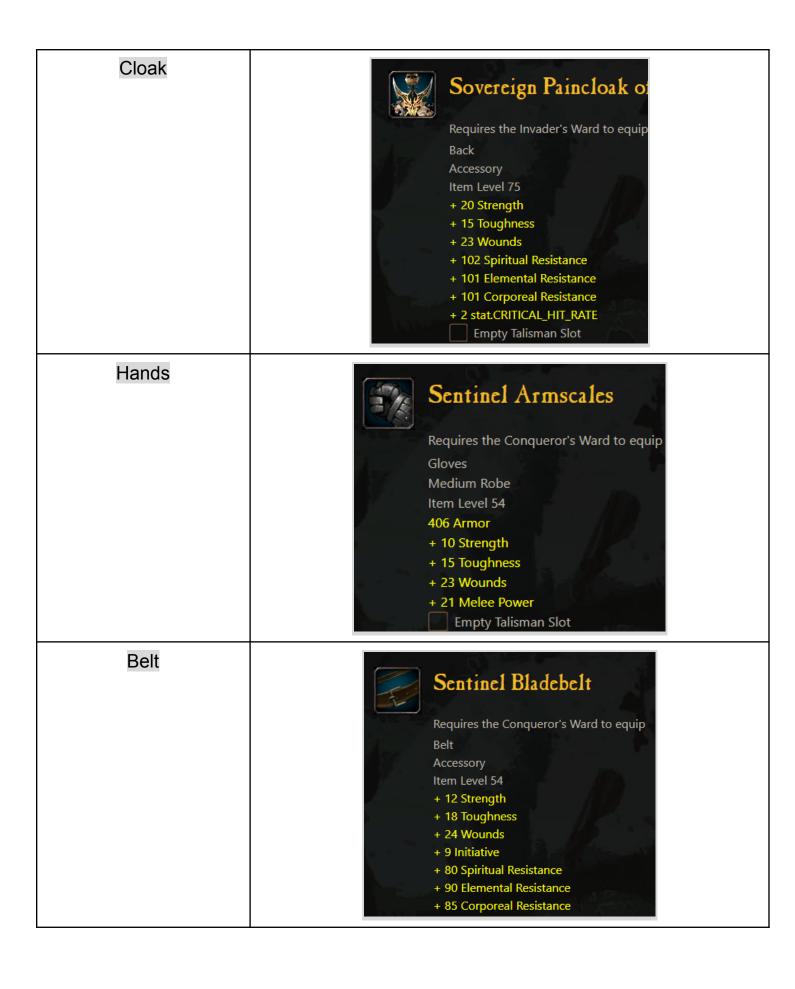






**Tanky BIS** 

Helmet	Requires the Conqueror's Ward Helm Medium Robe Item Level 54 462 Armor + 29 Strength + 18 Toughness + 12 Initiative + 2% Block
Shoulders	Requires the Invader's Ward to Shoulder Medium Robe Item Level 77 592 Armor + 32 Strength + 28 Wounds + 21 Weapon Skill + 2% Block Empty Talisman Slot
Chest	Requires the Invader's Ward to ea  Body Medium Robe Item Level 78 668 Armor + 28 Strength + 20 Wounds + 16 Initiative + 20 Weapon Skill + 4% Block Empty Talisman Slot

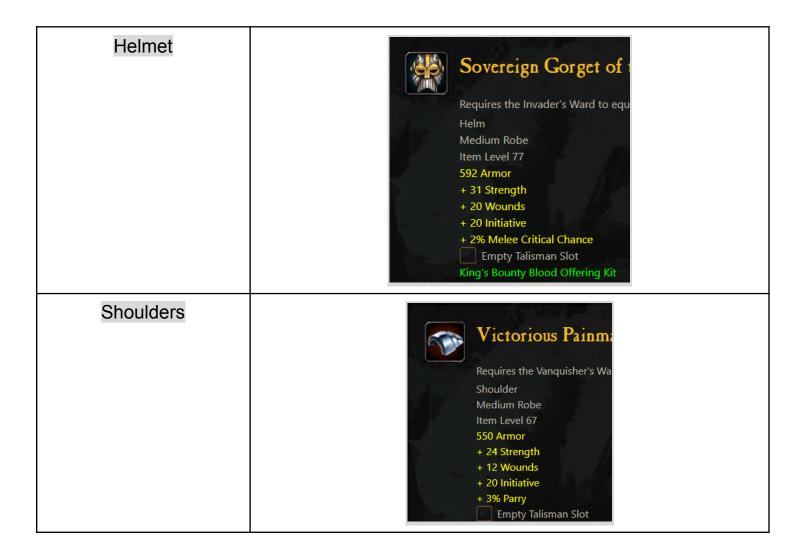


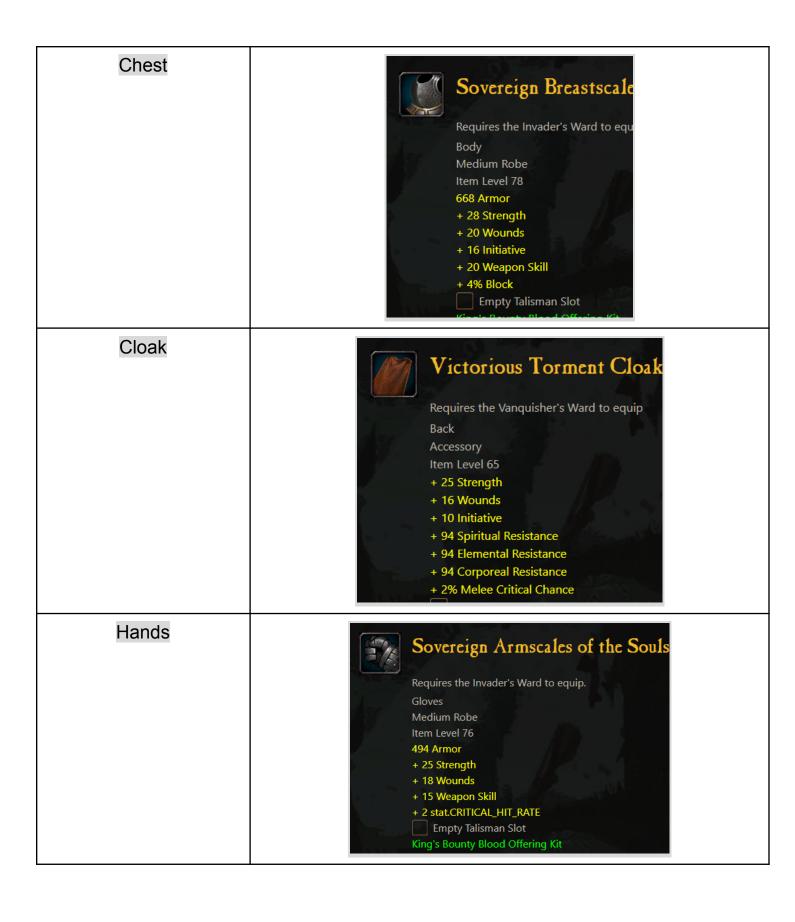
Boots	Requires the Invader's Ward to e Boots Medium Robe Item Level 76 494 Armor + 26 Strength + 20 Toughness + 20 Wounds + 2% Parry
W1	Weapon Sword Item Level 61 56.3 DPS 2.4 Speed + 19 Strength + 22 Toughness + 30 Wounds + 2% Reduced Armor Penetration + 2% Reduced chance to be Critically Hit
W2	Shieldbearer's Blood Ward Anathema  Off Hand Shield Item Level 61 84 Block Rating + 37 Toughness + 24 Wounds + 3% Block + 3% Parry + 1% Reduced Armor Penetration

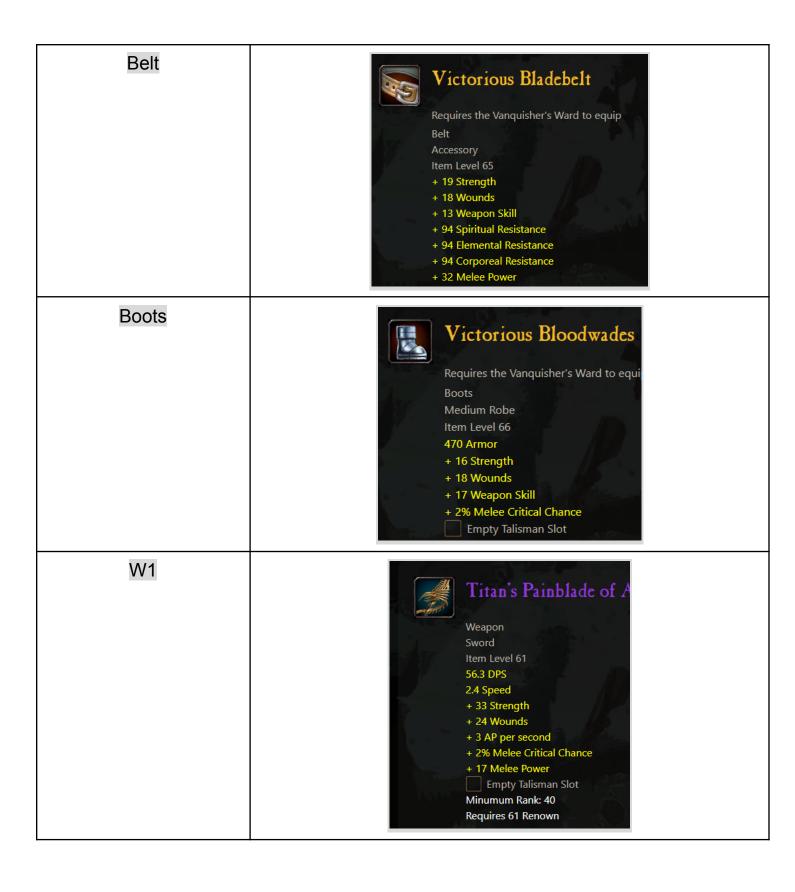




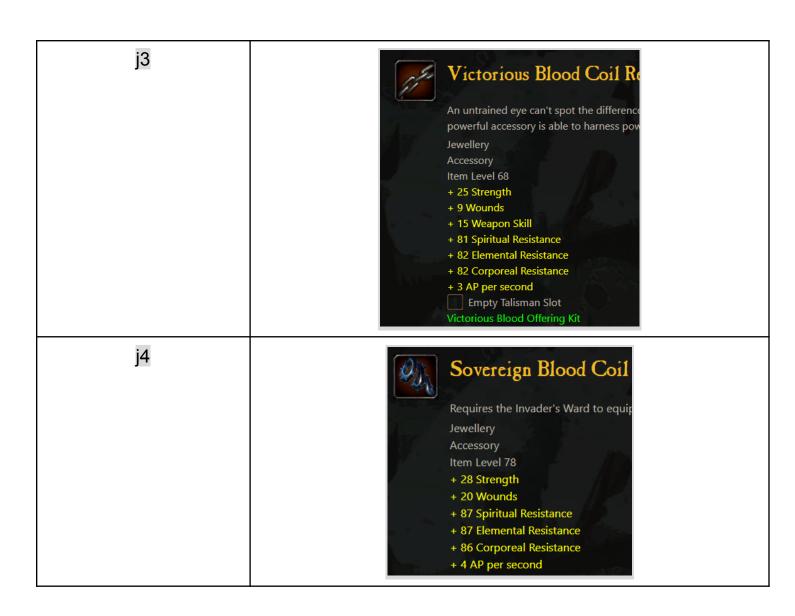
# **Crit-based BIS**







W2	Shieldbearer's Blood Ward Anathema  Off Hand Shield Item Level 61 84 Block Rating + 37 Toughness + 24 Wounds + 3% Block + 3% Parry + 1% Reduced Armor Penetration				
j1	Jewellery Accessory Item Level 45 + 14 Strength + 53 Spiritual Resistance + 53 Elemental Resistance + 53 Corporeal Resistance + 3% Parry				
j2	Jewellery Accessory Item Level 45 + 24 Strength + 24 Wounds + 64 Spiritual Resistance + 64 Elemental Resistance + 64 Corporeal Resistance Genesis Kit of the Warrior				





+ stat conversions



+ stat conversions



### conversions

+60 WOU - 60 STR lini & 660 armor pot for Tanky Pre-BIS +60 STR - 50 MP lini & 660 armor pot for both BIS builds

Stats	Tanky Pre-BIS	Tanky BIS	Crit-Based BIS no lini yet or RR	LV weapons?
STR	563 + 4*23 = 655	692 +8*24 = 884	716+8*24 = 908	
MP	133	71	99	698 tanky
DB	157.6	191	201.4	722 crit bis
Crit%	0	2	2	762 crit prebis
Melee Crit%	0	0	13+4 →22	

TOU	276	292	184	34.9% av	
ws	260	254	276	30.0% av	
rctbc%	1	2	0		
INI	300 → <b>+1%</b> *	228 → <b>-3.4</b> %**	244+130 = 377 → -1.7%***	454	
WOU	714 + 3*23 = <b>783</b>	838	833	505 = 12%	
Armor	3010	3282	3434	533 = 17.5%	
redarpen %	3	9	7		
Parry%	7→34*	8 → <b>33**</b>	9 → <b>38.3**</b>		
Block%	14 + 6 = 20 → <b>35</b> *	17 + 6 = 23 → <b>38.5**</b>	13 → <b>24.8**</b>		
Dodge%	3 <b>→12</b> *	0 <b>→13.8**</b>	0 → <b>18.3</b> **		
Disrupt %	0→ <b>6.6*</b>	0 <b>→13.6**</b>	0 → <b>13.6**</b>		

# **Output comparisons vs Heal DOK post patch**

# **Setups**

5-4 Sov-Tri or 7-2 Sov-Tri for Chalice and the proposed BIS setup from above for shield

#### **Shield DOK Masteries:**

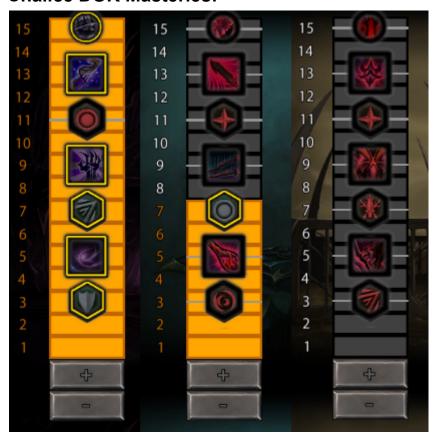


#### **Shield DOK tactics:**

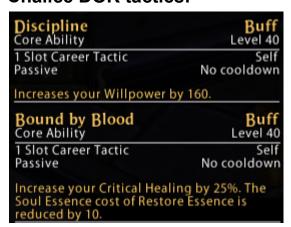


+ 1 Flex (e.g. new Khaine's Vivification, Potent Covenants)

#### **Chalice DOK Masteries:**



#### **Chalice DOK tactics:**



+ 2 Flex (e.g. new Khaine's Vivification, Potent Covenants, Khaine's Bounty, Efficient Patching, Bloodthirst)

# Important stats for the analysis:

# **BIS Chalice DOK:**

• 190 Healing Bonus

- 37% Heal Crit
- 25% Heal Crit Bonus (from Bound by Blood tactic)
  - $\rightarrow$ Average Heal Crit modifier = 1 + 0.47\*0.70 = 1.329

### Tanky BIS Shield DOK:

- 191 Damage Bonus
- 44.2 Healing Bonus
- 2% Generic Crit
  - $\rightarrow$ Average Heal Crit modifier = 1 + 0.12\*0.45 = 1.054
  - →Average Heal Crit modifier for Direct Heal of Lifetaps = 1 + 0.12\*0.45 = 1.054

#### **Crit-Based BIS Shield DOK:**

- 201.4 Damage Bonus
- 44.2 Healing Bonus
- 2% Generic Crit
- 22% Melee Crit
  - $\rightarrow$ Average Heal Crit modifier = 1 + 0.12\*0.45 = 1.054
  - →Average Heal Crit modifier for Direct Heal of Lifetaps = 1 + 0.34\*0.45 = 1.153

### **Rotation Calculations**

#### Chalice

### A normal rotation for Chalice DoK will do:

<u>Format:</u> time, ability,(Essence left after ability)

Here we ignore Soul Essence procs (e.g. from Sov 7pc or Triumphant 4pc).

Normal builds should be more efficient than what's presented below.

 $\rightarrow$ 10.5s (70)  $\rightarrow$  12s Soul energy ends (40)  $\rightarrow$ 14s  $\longrightarrow$ new rotation start

- DamageAbsorb +1162 over 10s 6\*1162 = 6972
- (base: 217, stats: 100) (3 \* 317) 3\*6\*(217+1\*190)\*1.329\*1.25 = 12178
- (not buffed by Soul Energy) = 3\*6\*(217+1\*190)\*1.329 = 9742
- Heal: 302 (base: 202, stats: 100) 4\*X\*(202+190)\*1.329\*1.25 = 2606\*X, where X is number of people affected by Khaine's Refreshment
- (base: 382, stats: 215) 6\*(382+2.15\*190)\*1.329\*1.25 = 7878

Total heal+absorb = 6972 + 12178 +9742 + 2606\*X + 3\*7878 = 52525 + 2606\*X over 15.5 s absorb+heal per second = 3388 + 168\*X

For  $X = 6 \rightarrow 4396/s$  or 732/s on everyone in the party

For  $X = 12 \rightarrow 5404/s$ 

For  $X = 24 \rightarrow 7420/s$ 

The same rotation for Heal DoK but without Soul Energy will do:  $6972 + (52525 - 6972)/1.25 + 2606/1.25 \times X = 6972 + 36442 + 2085 \times X = 6972 + 2085 \times X = 6972$ 43414 + 2085\*X over 15.5 s absorb+heal per second = 2801 + 134\*X

For  $X = 6 \rightarrow 3605/s$  or 601/s on everyone in the party

For  $X = 12 \rightarrow 4409/s$ 

For  $X = 24 \rightarrow 6017/s$ 

# **Tanky Shield**

A sustained rotation for a Tanky Shield DoK will do:

Format: time, ability,(Essence left after ability)

(Assuming Fueled Actions (FA) proc 2 s after it can proc)

0s (210) $\rightarrow$ 1.5s (170) 2s FA(205) $\rightarrow$ 3s Khaine's Force (125)  $\rightarrow$ 4.5s Transfer Essence (155)  $\rightarrow$  6s Khaine's Force (75) 7s FA(110)  $\rightarrow$  7.5s Transfer Essence(140) $\rightarrow$  9s Khaine's Force (60)  $\rightarrow$  10.5s

Transfer Essence (90)→ <u>12s FA</u> Khaine's Force(45)→ 13.5s



→ 15s →ne

→new rotation start

- DamageAbsorb +1162 over 10s 1162\*(39/45)\*6 = 6042
- (base: 217, stats: 100) (3 \* 317) 3\*(217+1\*44.2)\*1.054\*6 = 4951
- <u>Khaine's Force</u> (80% of damage mitigated, no crit) = (111\*1 + 862\*1.054) + 3\*131\*1.054 on every person = (1019+414)\*6 = 8586
- <u>Transfer Essence</u> (80% of damage mitigated, no crit) = (96\*0.75 + 332\*1.054)\* 6 = 2526

Total heal+absorb = 6042 + 4951\*2 + 8586\*4 + 2526\*3 = 57836 over 16.5s <u>absorb+heal per second = 3505/s</u> or 584/s on everyone in the party

If a Tanky Shield DOK goes full in to maximize their healing in short term:

0s (210)→1.5s (170) <u>2s FA(</u>205)→3s Khaine's Force(125)

ightharpoonup 4.5s Khaine's Force(45) ightharpoonup 6s (+6\*15=135)  $\frac{7s}{5}$  FA(170) ightharpoonup 7.5s

Khaine's Force(90)  $\rightarrow$  9s Khaine's Force(10)  $\rightarrow$  11s 2 2 2 FA $\rightarrow$ new rotation start

- DamageAbsorb +1162 over 10s 6\*1162\*39/45 = 6042
- (base: 217, stats: 100) (3 \* 317) 3\*6\*(217+1\*44.2)\*1.054 = 4951
- Khaine's Force (80% of damage mitigated, no crit) without hot = (111\*1 + 862\*1.054) \*6 = 1019\*6 = 6114
- Each Gift of Khaine tick = 6 \* 131\*1.054 = 828

Due to <u>Gift of Khaine</u> HoT not stacking with itself, in the above rotation we get 10 ticks from 3 - 12 seconds (3,4,5,6,7,8,9,10,11,12).

Total heal+absorb = 6042+ 4951+ 6114\*4+ 828\*10 = 43729 over 12.5s absorb+heal per second = 3498/s or 583/s on everyone in the party

If <u>Gift of Khaine</u> HoT did stack with itself, then the total output would be:

6042+ 4951+ 6114\*4+ 828\*12 = 45385 over 12.5s <u>absorb+heal per second = 3630/s</u> or 604/s on everyone in the party

Let's repeat the same for Crit-based Shield DOK

#### **Crit-Based Shield**

#### A sustained rotation for a Crit-Based Shield DoK will do:

Exact same rotation as for Tanky Shield, but values change

#### Crit-Based BIS Shield DOK:

- 201.4 Damage Bonus
- 44.2 Healing Bonus
- 2% Generic Crit
- 22% Melee Crit
  - $\rightarrow$ Average Heal Crit modifier = 1 + 0.12\*0.45 = 1.054
  - →Average Heal Crit modifier for Direct Heal of Lifetaps = 1 + 0.34\*0.45 = 1.153

- DamageAbsorb +1162 over 10s 1162\*(39/45)\*6 = 6042
- (base: 217, stats: 100) (3 \* 317) 3\*(217+1\*44.2)\*1.054\*6 = 4951
- Khaine's Force (80% of damage mitigated, assuming 10% crit chance → dmg crit modifier of 1+0.10\*0.45 = 1.045) = (120\*1 + 882\*1.153) + 3\*135\*1.153 on every person = (1137+467)\*6 = 9624
- Transfer Essence (80% of damage mitigated, assuming 10% crit chance → dmg crit modifier of 1+0.10\*0.45 = 1.045) = (104\*0.75 + 341\*1.153)\* 6 = 2827

Total heal+absorb = 6042 + 4951\*2 + 9624\*4 + 2827\*3 = 62921 over 16.5s <u>absorb+heal per second = 3813/s</u> or 635/s on everyone in the party

If a Crit-Based Shield DoK goes full in to maximize their healing in short term:

Exact same rotation as for Tanky Shield, but values change

- DamageAbsorb +1162 over 10s 6\*1162\*39/45 = 6042
- (base: 217, stats: 100) (3 \* 317) 3\*6\*(217+1\*44.2)\*1.054 = 4951
- Khaine's Force (80% of damage mitigated, assuming 10% crit chance → dmg crit modifier of 1+0.10\*0.45 = 1.045) without hot = (120\*1 + 882\*1.153) \*6 = 1137\*6 = 6822
- Each Gift of Khaine tick = 135\*1.153\*6 = 934

Due to <u>Gift of Khaine</u> HoT not stacking with itself, in the above rotation we get 10 ticks from 3 - 12 seconds (3,4,5,6,7,8,9,10,11,12).

Total heal+absorb = 6042+ 4951+ 6822\*4+ 934\*10 = 47621 over 12.5s absorb+heal per second = 3809/s or 635/s on everyone in the party If <u>Gift of Khaine</u> HoT did stack with itself, then the total output would be:

6042+ 4951+ 6822\*4+ 934\*12 = 49489 over 12.5s <u>absorb+heal per second = 3959/s</u> or 660/s on everyone in the party

# **Output Comparison**

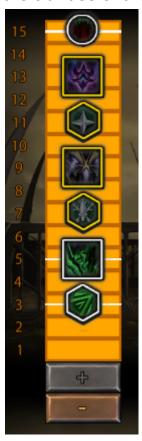
Average Heal + Absorb Output <u>per second</u>						
Build	Soul Energy active + heals 6 people	Soul Energy active + heals 12 people	Soul Energy active + heals 24 people	Soul Energy on Cooldown + heals 6 people	Soul Energy on Cooldown + heals 12 people	Soul Energy on Cooldown + heals 24 people
BIS Chalice Build	4396	5404	7420	3605	4409	6017
Heal + Absorb Output						
Build	Sustained rotation		All-in	All-in if Gift of Khaine HoT would stack with itself		
BIS Tanky Shield Build	3505		3498	3630		
BIS Crit-Based Shield Build	3813		3809	3959		

Why I am not speccing Khaine's Encouragement

You might have noticed that I'm not speccing the 13p ability in the Shield Tree, **Khaine's Encouragement** (KE). The reason is because it is not worth it without also investing in Willpower, which unfortunately is impossible if the build also wants to invest in STR and also be tanky enough to survive in orvr.

Let me illustrate what would happen if we took KE in the above builds:

If we adjust the mastery build by leaving out the 5point ability for KE (which is a bad idea because the ability is really good but let me run with it for a sec) we would grab KE without any base damage/heal loss for the abilities of the shield tree:



What does this offer right now? On both Shield builds, you'd use it and then use **Khaine's Vigor**. This is the only worthwhile ability you can use that is boosted by KE.

Effectively you'd use 1 more GCD to:

- 1. generate 20 Essence
- 2. do a ST heal

### 3. increase Khaine's Vigor by 35%

Let's test how it compares to a **Transfer Essence** for both of the above BIS builds:

- Tanky Shield BIS:
  - Transfer Essence does: (96\*0.75 + 332\*1.054)\* 6
     = 2526 Heal
  - Transfer Essence builds 30 Essence
  - Khaine's Encouragement does: (180 + 0.80\*191)\*1.054
     = 350 Heal
  - The next Khaine's Vigor will do an extra 4951\*0.35
     = 1733 Heal
  - Khaine's Encouragement builds 20 Essence

Overall you do **2083 Heal + 20 Essence** instead of doing **2526 Heal + 30 Essence** with Transfer Essence. A big net negative.

- Crit-Based Shield BIS:
  - Transfer Essence does: (104\*0.75 + 341\*1.153)\* 6
     = 2827 Heal
  - Transfer Essence builds 30 Essence
  - Khaine's Encouragement does: (180 + 0.80\*201.4)\*1.153
     = 393 Heal
  - The next Khaine's Vigor will do an extra 4951\*0.35
     = 1733 Heal
  - Khaine's Encouragement builds 20 Essence

Overall you do **2126 Heal + 20 Essence** instead of doing **2827 Heal + 30 Essence** with Transfer Essence. An even bigger net negative.

The only other option to make it work would be to invest more points in

the left tree and go for **Khaine's Refreshment** . This would majorly fuck up your mastery build and require a +2 from Sov, which also fucks

up your stats too. Not only would you have to miss out on either or **Devour Essence**, but you'd also lose 2 points from the Shield tree = less heals. Check below for an illustration

# Ignore old builder, just imagine the new skills in those places



Overall that ability is a net negative as it stands and should not be specced for.

### Proof that Gift of Khaine does not stack

```
Your Khaine's Force heals you for 0 points. (442 overhealed) Your Khaine's Force heals you for 0 points. (818 overhealed) Your Khaine's Force heals you for 0 points. (818 overhealed) Your attack critically hits Target Dummy for 422 damage. Your Gift of Khaine heals you for 0 points. (104 overhealed) Your Khaine's Force heals you for 0 points. (442 overhealed) Your Khaine's Force heals you for 0 points. (818 overhealed) Your Gift of Khaine heals you for 0 points. (104 overhealed) Your attack critically hits Target Dummy for 413 damage. Your Gift of Khaine heals you for 0 points. (104 overhealed) Your Khaine's Force heals you for 0 points. (442 overhealed) Your Khaine's Force heals you for 0 points. (818 overhealed) Your Khaine's Force heals you for 0 points. (104 overhealed) Your Gift of Khaine heals you for 0 points. (104 overhealed) Your Gift of Khaine heals you for 0 points. (104 overhealed) Your Gift of Khaine heals you for 0 points. (104 overhealed) Your Gift of Khaine heals you for 0 points. (104 overhealed) Your Gift of Khaine heals you for 0 points. (104 overhealed) Your Gift of Khaine heals you for 0 points. (104 overhealed) Your Gift of Khaine heals you for 0 points. (104 overhealed)
```

3 Force of Khaine used but only 7 HoTs were activated (not 3\*3 = 9)

#### Zealot:

 19/03/25: While slight changes could be made to the builds, we will hold off from recommending anything until the actual Zealot patch drops soon (as stated in the patchnotes)

#### • Shaman:

• 19/03/25: Major changes in most sections of all builds. Please revisit them. High uncertainty regarding Mastery builds + tactics due to how new the patch is, feel free to experiment with your builds. Hybrid and Dps Shaman are unlikely to be viable warband specs in our opinion. We will monitor their in-game performance closely in case we need to reevaluate the situation.

### • Disciple of Khaine:

19/03/25: Major changes in most sections of all builds.
 Please revisit them. Slightly high uncertainty regarding
 Mastery builds + tactics due to how new the patch is,
 feel free to experiment with your builds.

**Shield DOK** is most likely also a warband-viable spec now. We are unsure about at which point the spec actually becomes viable however, which is why we are for now only marking the BIS build (<u>Shield: Victorious - Sovereign of the Soulstealer 5-4 (rr78)</u>) as warband-ready. We plan to test the viability of other (pre-BIS) builds, examine their performance, and potentially lower the warband-ready cutoff.

**Dual Wield DOK** might have the potential to become warband-viable at BIS, but we will have to crunch some numbers and actually run with it to make a proper verdict. Expect an update about in this section sooner or later.