

Marksman Starter Guide

(untwinked)

Build:

<https://london2038.com/skill-planner/#Marksman.50.50.0.v1.00001107aa10000077024100000000000.000004040400044>

Explanation on skill mechanic:

So the idea here is to get burst damage as soon as possible, therefore taking Rapid Fire, which have this as an upside, the major downside is it will stick you in one place for 3 seconds, also preventing the use of any other skills while activated, so you have to be sure you'll walk out alive after you've finished. *This build is absolutely NOT hardcore friendly.*

This skill is in the tactical group so you can use tactical userate gear too if you want. It's also in the boost group, but because of the skills mechanic, boosting it's duration isn't ideal, so try to avoid gear like that.

There is a rate of fire cap you can't exceed with this skill, which is 600/min. This means using weapons that already have 600 rof will result in no increase of their fire rate when using this skill, and anything below that will only increase their rof until they reach this value. This means, any point which makes your weapon exceed the cap is practically wasted.

Heightened Senses is an increased damage modifier. This means it can be used to boost the damage of novas. However, novas are not a part of this guide, but it's compatible with it.

Weapons of choice:

Rapid Fire yields the best performance with 60-400 rof weapons. Going below 60 will result in wasted potential, because the initial shot isn't boosted by it.

Another problem with the skill, it overrides your spread, which cannot be decreased by weapon accuracy mods, so you either have to stand close to your target to maximize your performance or use weapons that bypass spread mechanic, such as:

- **Trident Launchers:** Shoots 6 heat seeking rockets in a volley, which makes this weapon one of the best choice for this build, as you can practically use it from your maximum range with maximum performance.

- **Laser weapons:** Similar to tridents, lasers will stick on the closest target in range and apply the increased damage from Heightened Senses. Since laser have a very high tick rate they don't benefit from the increased rate of fire much, or at all.

Other weapon types that have great performance with this skill:

- **Bolters**: These have an ideal 240-300 rate of fire, the only downside is that you must use these close to your target because of the spread. **Max's Molten Metal Projector** is a great choice, because it fires extra projectiles and are available pretty early. Great for applying [ignite](#).

- **Shredders**: These 1 handed shotguns are short range, but it's also ideal for Rapid Fire. Their stun attack strength can save you from being trained by enemies.

- **Thermo Cannons**: While their rof is almost suboptimal, their aoe makes up for it, can be great to clear up large crowded areas. **Bunkport's Tsunami** is a great choice, because it's damage is entirely splash, and deals spectral damage, which can trigger [phase](#) for 50% extra damage if you have some [phase](#) attack strength.

Armor in general:

Try getting shield penetration or increased damage double edged/mythics while leveling until you get some of the uniques described below.

Helmet:

Aim for **Somberg's**, but helmets with shield penetration or **Ihringer's** can work until you get one.

Torso:

Reap3r's while leveling because of the high shield penetration value, you can change this to Techa/Cybernet torso when you get **Techa Deathstompers**.

Belt:

Aim for **Techa Band** for endgame, increased damage or shield penetration below lvl45.

Legs:

Lanzer's Longrunners for leveling. For endgame you should either use the **Techa legs**, or a mythic Cybernet with increased damage.

Boots:

Techa Deathstompers. Get it ASAP, because the shield penetration value makes your life much more easier against spectrals and imps.

Shoulders:

- **Techa Bladeguards**: Valuable because of the added ele damage and CDB. Since the CDB nerf this bonus is much more impactful.
- **SuE Steadiers**: Mostly because of the 2% critical chance, which you can't find on other shoulder armor.
- **Advanced Scout Shoulderplates**: The Armor Penetration value makes this a great choice for endgame content, where enemies have higher than usual armor values, or generally when you are in a party.

Arms:

Duellos of the Duelist is your best choice because of the high critical chance, and it's also available pretty early.

Ring:

Ruinous Ring for leveling, as it can come with either luck or movement speed as an inherent attribute.

- **Squadro's Crystal**: Added elemental damage. Aim for a spectral damage one, as triggering [phase](#) will result in an 50% damage increase for a short period of time.
- **Squadro's Masterwork Crystal**: One of the best high end choices, as it not only provides all type of elemental damage but armor penetration as well.
- **Dark Master**: The high critical chance and critical damage is self explanatory.

Dye Kit:

- **Scorched**: Makes you easier to apply SFX such as [phase](#) and [ignite](#), which makes high level boss farming easier.
- **Shadow**: For critical builds.
- **Jade**: the Movement Speed from this dye makes up for changeing **Lanzer's** for **Techas**.
- **Twilight**: Makes up for the shield penetration on **Techa Deathstompers**, so you can make use of that slot for something else.