

Scrapper Community Guid

THIS GUIDE IS UP TO DATE WITH THE 2025 JULY PATCH

Editor

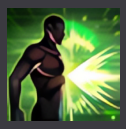
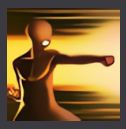
Spy

T3 Archive

General Information

This document is created by community members as a compilation of class related information. This is not meant as a new player guide, if you are a new player we suggest reading Maxroll's Build Guides instead. If you have any feedback or want to help with class discussions, join our Discord!

How do the two builds compare?

 **Shock**	 **Stamina**

Summary	Uses high damage **Shock** skills with long cooldowns.	Uses many lower damage **Stamina** skills.
Pros	• Simple playstyle • Big burst • Good weak point	• Great stagger and weak point • Spammy • Mobile
Cons	• Slow • Wants good gems	• High APM

How does my identity work?



Your identity consists of two separate bars, **Stamina** and **Shock**, and an identity gauge in the middle called **Tenacity Release**.
Stamina skills use stamina and generate **Shock** meter. These skills are generally quick and do decent damage. **Shock** skills use shock and generate **Stamina**. These skills are slow and hard hitting.

All skills fill up the **Tenacity Release** meter when hitting an enemy. After filling it up, you can activate it with your identity key (Z) to enter Tenacity Release State for 10s.

Upon activation you get the following effects for the duration:

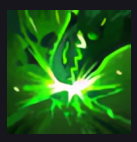
- 6% damage synergy is applied to nearby enemies for 10s (does not stack with our other synergy)
- Mobility skill cooldown is reset, and the cooldown is halved when used in this state.
- **Stamina** and **Shock** bars are refilled and cannot be depleted.
- 20% Increased stagger

The two class trees provide additional effects when in identity:

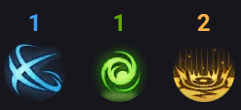
- **Shock** - 20% increased attack speed. Identity duration decreased to 5 seconds.
- **Stamina** - Paralysis immunity. Stamina skills generate 4/5/6 Tenacious power on cast.

While **Tenacity Release** does not provide direct damage buffs, a few of the core skills for both builds have tripods that increase the damage of that skill while in identity. Some of the enlightenment passives also interact with your identity for damage or crit buffs.

Chaos Dungeon

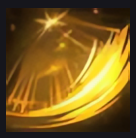


Chain Destruction Fist

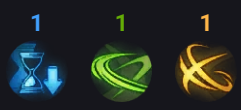




Protection

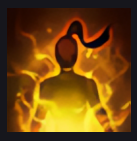


Roundup Sweep

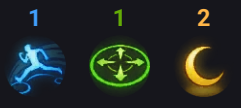




Protecti



Dragon Advent





Bleed

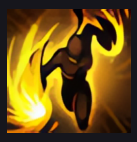


Explosive Fist



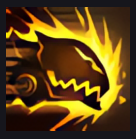


Galewi


Battering Fists

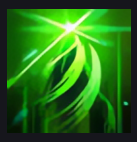



Galewind


Charging Blow




Rage


Potent Rising Fist




Protection


Death Rattle

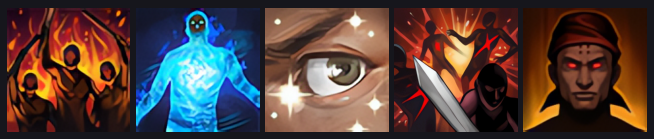



Galewi

Awakening


Fallen Ruin

Engravings



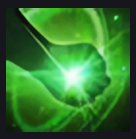
Notes

Run full swift and spam  **Chain Destruction Fist** whenever it is up. Rest of the skills are for killing elites or mobility.

Paradise


Shredding Strike

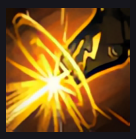



Fist of the Wind God

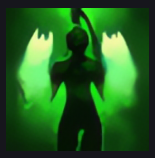



Death Rattle



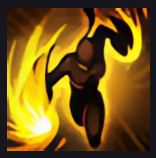

Iron Cannon Blow





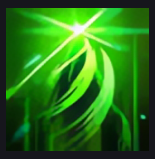
Supernova

10 3 1 2



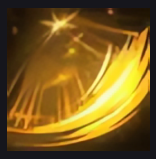
Battering Fists

10 2 2 1



Potent Rising Fist

10 2 3 1



Roundup Sweep

10 1 1 1



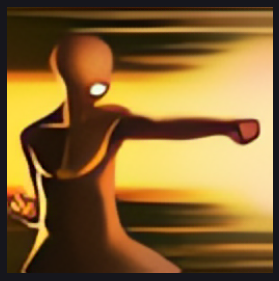
Blast of Ruination



Blazing Bombardment

Notes

The optimal paradise build can change depending on your gear, but this is a decent general one.



Stamina

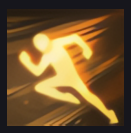
Ark Passives

Standard Build

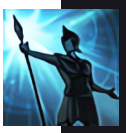
Evolution



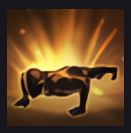
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/30)



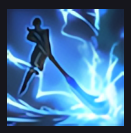
Swiftness
(18/30)



Sense
/2)



Limit Break
(1/3)

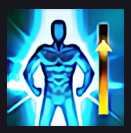


Strike
(2/2)

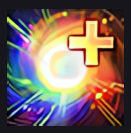


Blunt Thorn
(2/2)

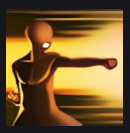
Enlightenment



Stamina Recovery
(3/3)



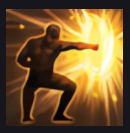
Tenacity Recovery
(3/3)



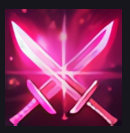
Ultimate Skill: Taijutsu
(3/3)



Keen Strike
(0/5)



Earth Rend
(3/3)

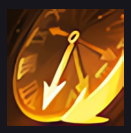


One-sided Strike
(1/5)

Leap



Unleashed Power
(5/5)



Release Potential
(4/5)



Instan
(2/



Final Explosion
(3/3)

Notes

crit pet and 100/100 bracelet, this puts you around 1430 crit/1050 swift. This is enough for 110% crit without relic b
ngs so you can cap with a crit syn or more investment in rings/bracelet/relic books. 1050 swift is enough for 135%
speed with feast + wine for **Raid Captain.**

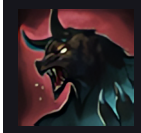
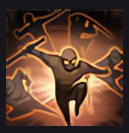
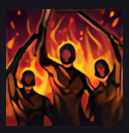
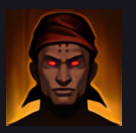
ratio of crit to swift is personal preference, though most people run somewhat close to 50:50 or with slightly more
avy builds can perform better in fast content with lots of downtime (like aegir) but will otherwise be close to swift b
content with more uptime.

re running a crit heavy build, you might want to swap out **Raid Captain** for **Cursed Doll** or **KBW** if you can
at least 135% move speed.

ave spare enlightenment points after maxing **Earth Rend** and a level in **One-Sided Strike**, then **Keen Strik**
best damage gain. A point in **Ducking** is also an option if you want a longer spacebar, but it is slightly less dam

With **Blunt Thorn**, Master elixir is generally better, but some crit-heavy builds can use Critical instead.

Engravings

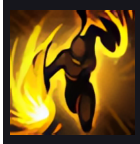
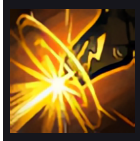
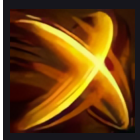
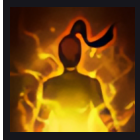
Core Engravings				Pick One	
					
Grudge	Adrenaline	Ambush Master	Raid Captain	KBW	Cursed Doll

Notes

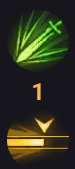
At equal levels, **KBW** will be slightly better if you're below 245% crit damage (this will be true when you're
getting less than 13% from elixir/rings/bracelet/enlightenment), but **Cursed Doll** will be better above that.
you have relic books for one but not the other, just use the relic one.

Skills

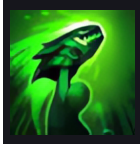
Core Skills

 attering Fists	14	2  2  1 		 Galewind	**Damage, Mid-High Stagger, Weak Point Lv.1** • Does 20% more damage in identity. • Second highest damage normal skill.
 Iron Cannon Blow	14	3  3  1 		 Galewind	**Damage, Mid Stagger, Weak Point Lv.1** • Highest damage normal skill. • Does 20% more damage in identity. • No paralysis immunity.
 Explosive Fist	14	1  2  1 		 Galewind	**Damage, Mid Stagger** • Does 50% more damage to staggered foes. • Can run Rampage (1) for a longer range and 6% more skill damage, but at the cost of a ~50% longer animation and losing the stagger damage bonus. • Does 20% more damage in identity. • No paralysis immunity
	14	3  2			**Damage, Mid-High Stagger, Mobility** • Conflagration Attack (2) allows 100% bleed uptim • Tenacity (3) can be run instead for push immune, but you'd lose around 20% damage on this skill.

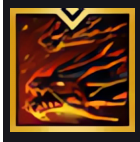
ragon Advent		1		Bleed	
undup Sweep	14	1 1 1		Wealth Quick Recharge	**Damage, Low Stagger, Gauge Builder** • Main stagger skill. • 79% chance to reset if both parts hit. • You can spam this when all other damage skills are o cooldown. • Wealth due to being the main meter gain, but Quick Recharge is also viable
Judgment	10	3 3 1		Wealth	**Party Synergy, Gauge Builder, Low Damage, Weak Point Lv.1** • Damage Amplification (3) applies the 6% damage synergy on hit for 12 seconds. • Wealth used for more meter gain
Filler Skills (Pick One)					
Charging Blow ecommended)	4	2		Quick Recharge	**Mobility, Weak Point Lv.1** • Low skill cooldown allows permanent Adrenaline upkeep. • Can swap to Purify instead of Quick Recharge if necessary • Recommended option for most players over Cont Pus
	12	1 2			**Damage** • Higher damage than Charging Blow, but significantly reduces your mobility and Adrenaline upkeep. It can also be hard to fit the long holding time

ntinuous Push			Galewind	in. • Not recommended for most players.

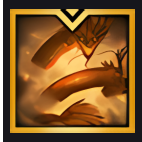
Shock Skill (Pick One)

 otent Rising Fist ecommended)	13		 Wealth	**Meter, Mid-High Stagger** • Used in meter gain build. • Lower priority than anything else. • Should be used when Stamina is needed, or to reposition instead of walking.
 Death Rattle	13		 Galewind	**Damage, Mid-High Stagger, Weak Point Lv.2** • Generally only used before max enlightenment points • Should be used when all your other main damage skil are on cooldown or if you have no Stamina. • Will perform worse than **Potent Rising Fist** if you have lvl3 Earth Rend

T Skill and Awakening

 Blazing ombardment	Stamina T Skill. Other one is unusable as it is not a stamina skill. Generates a lot of gauge and generally used outside of identity whenever it is up.
	Main awakening for Stamina. Slightly lower damage than the other awakening, but completely fill gauge after hitting an enemy.

defeated Dragon King



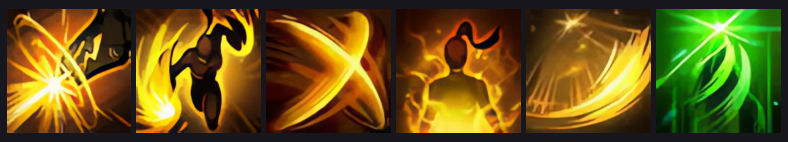
ivine Dragon Creation

Gem Priority

Gems are listed in order of most to least important from left to right. Grayed out icons are optional gems.

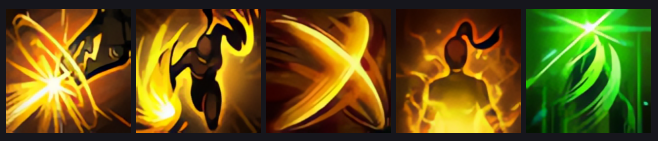


DMG



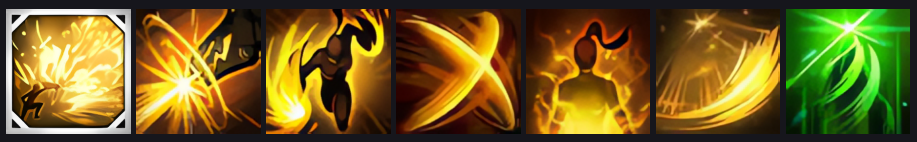


CDR



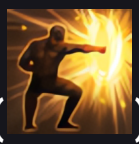
Rotations/Skill Priority

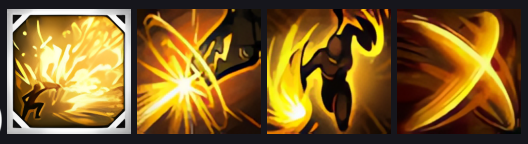
Gauge Building

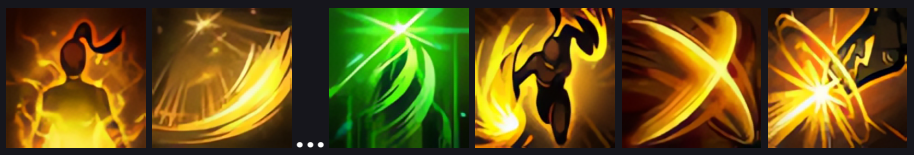


Stamina does not have strict rotations for gauge building, just a skill priority. Follow the priority above while using **Judgment** and **Potent Rising Fist** as necessary for party synergy and Stamina gauge.

Burst (Z)

Z ()



	• Can be used as an opener too. Try to get at least 4 stacks of **Adrenaline** before using Z to have full stacks for your first skill. • With 3/3 **Earth Rend** (Z), you should always instantly use it after entering identity. It is not worth using other skills.
Stagger	 Spam **Roundup** as much as possible while using Shock skills to regenerate stamina as needed. If it doesn't reset then move on to your other skills in the priority above.

DPS Distribution

This is based on the standard build outlined in this guide, modifications can change percentages.



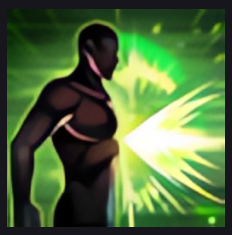
FAQ

What is the meter gain build?

With level 3 **Earth Rend** being such a large part of your damage, it can be better to focus more on meter gain. This is done by dropping **Charging Blow** to 4 and bringing **Judgment** to 10 with a wealth rune, and replacing **Death Rattle** with **Potent Rising Fist** and another wealth. For more detail about these, check the skills section.

What Elixirs should I use?
Depends on the build, but generally master will be better unless you end up overcapping crit.

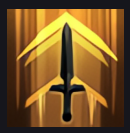
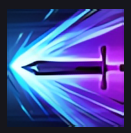
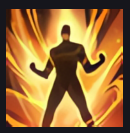
What order should I unlock karma in
Follow the order recommended in the Karma guide. Getting max enlightenment first is important for max **Earth Rend** and a point in **One-Sided Strike**.

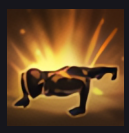


Shock

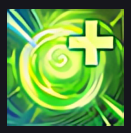
Ark Passives

Standard Build

Evolution	Enlightenment	Leap
 		  
rit (30) **Specialization** (30/30)	**Enhanced Speed** (1/1)	**Transcendent Power** (5/5) **Unleashed Power** (4/5) **Instan** (2/



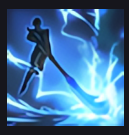
Limit Break
(3/3)



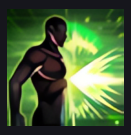
Shock Recovery
(1/1)



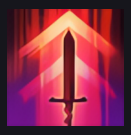
Shock Explosion
(3/3)



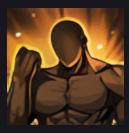
Strike
(2/2)



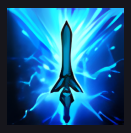
Shock Training
(3/3)



Ducking 2
(1/5)



Standing Striker
(2/2)



Shock Release
(3/3)



One-sided Strike
(1/5)

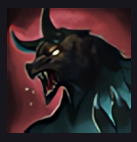
Notes

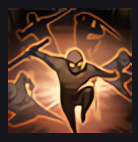
r in T4, with fewer sources of Crit Rate (Rings, Bracelet, relic Adrenaline) you can opt to use **Keen Sense** at l **Limit Break** at level 1. If you have more than 75% crit before **Keen Sense**, then **Limit Break** at level 3 wi better. With **Crit Synergies,** you will always take **Limit Break** at max level.

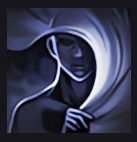
xtra enlightenment points after getting the highest level in **Shock Release** and a level in **One-Sided Strike** put into **Ducking.**

Engravings

Core Engravings


Grudge


Adrenaline


Ambush Master

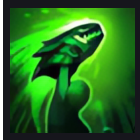

KBW


Cursed Doll

Notes

Skills

Core Skills


Death Rattle

14

1

2

1

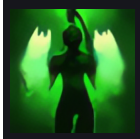




Galewind

Damage, Mid-High Stagger, Weak Point Lv.2

- Make sure to use this skill with 76% or more Shock meter for the maximum damage.
- Could be used with less if you won't be able to genera meter before a boss goes untargetable.
- Can be used outside of identity.


Supernova

14

3

1

2

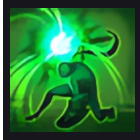




Galewind

Damage, High Stagger

- Can be used outside of identity.



14

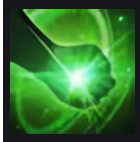
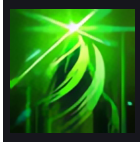
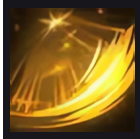
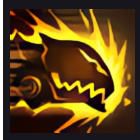
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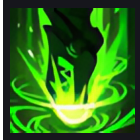
3


Galewind

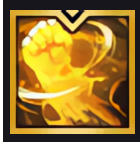
Damage, Mid-High Stagger, Weak Point Lv.2

- Concussion (3) can be used to increase the stagg at the cost of cast speed.
- Unconventional (2) can be used for 12% more ski

redding Strike		2		damage at the cost of a much longer cast time. • Does 20% more damage in identity.
 st of the Wind God	14	2 2 2	Quick Recharge	**Damage, High Stagger** • Should only be used in identity, otherwise it has a larg charge time. • Does 20% more damage in identity. • Can replace **Quick Recharge** with other utility runes.
 Potent Rising Fist	14	2 3 1	Wealth	**Damage, Mid-High Stagger, Gauge Builder** • Generally used outside of identity to build gauge. • If you are confident you could fill gauge before **Shredding/Wind God** come back up then you can use this skill in identity.
 undup Sweep	10	3 3 1	Wealth	**Counter, Gauge Builder, Shock Builder, Low Stagger** • Best gauge and shock energy builder. • Main stagger skill. • Could swap **Wealth** rune for **Overwhelm** or **Quick Recharge** if you can build gauge fast enough without Wealth. • No Paralysis immunity
	4	1	Quick	**Shock Builder, Mobility, Weak Point Lv.1** • Can run Excellent Mobility (2) if more mobility is needed. • Low skill cooldown allows permanent **Adrenaline** upkeep.

harging Blow		Recharge	
 Judgment	13	3  3  1  	 Wealth	**Party Synergy, Gauge Builder, Low Damage, Weak Point Lv.1** • Damage Amplification (3) applies the 6% damage synergy on hit for 12 seconds. • Can run Ignorant Hit (2) for higher burst but lowe synergy uptime. • Can replace **Wealth** rune with **Bleed** if the extra gauge not necessary.

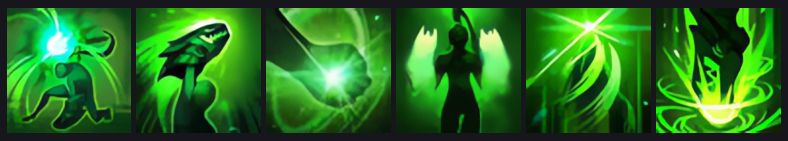
T Skill and Awakening

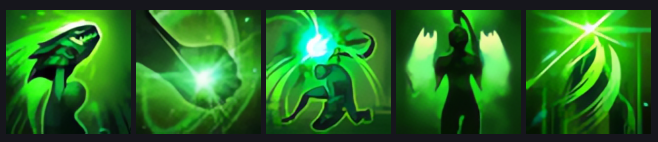
 aven and Earth Strike	Shock T Skill. Other one is unusable due to being a stamina skill. Generates a lot of gauge and generally used whenever it is up.
 st of Ruination  Heaven hattering Fist	Main awakening on Shock. Doesn't do anything special, just higher damage than the other awakening.

Gem Priority

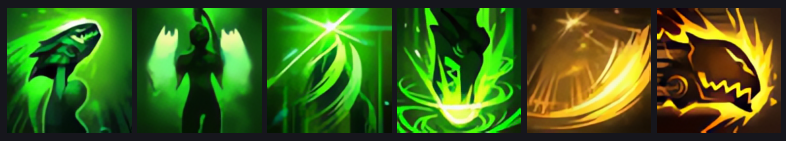
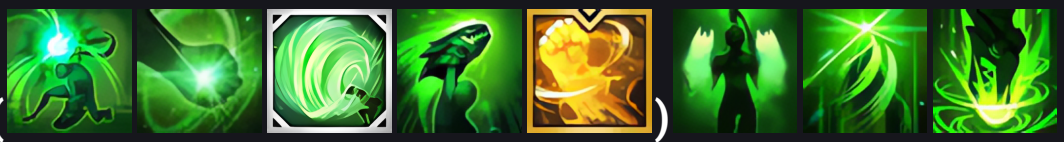
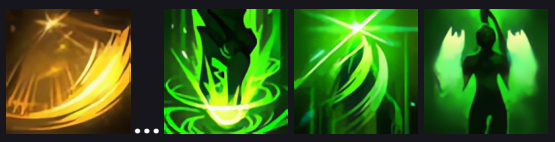
Gems are listed in order of most to least important from left to right. Grayed out icons are optional gems.


DMG



CDR	 **Shredding Strike and** **Wind God** should have the same level CD Gem to sync during identity. **Potent Risi** **Fist** should ideally have the same level as well, but that is less important.

Rotations/Skill Priority

Gauge Building	 Shock does not have strict rotations for gauge building, just a skill priority. Follow the priority above while using **Roundup** as necessary to generate Shock gauge.
Burst (Z)	Z () • Can be used as an opener too. Try to get at least 4 stacks of **Adrenaline** to have full stacks for your first skill. • This whole rotation can fit in the 10s **Atropine** window. • You can still follow this rotation if **Awakening** or **Heaven and Earth** are not up, just wait a few moments for identity to end before using your gauge builders. • **Shredding Strike and** **Wind God** are the only skills that ***NEED*** to be used in identity, anything else is just a bonus. It is still fine to use identity if **Death Rattle** or **Supernova** are not up.
Stagger	 ...

- Spam **Roundup** as much as possible while using Shock skills to regenerate stamina as needed. If it doesn't reset then move on to your other Shock skills. You can use **Death Rattle** and **Shredding Strike** as well if you are in danger of failing.
- If the stagger check does not have damage reduction, you can follow the Burst rotation as well.

DPS Distribution

This is based on the standard build outlined in this guide, modifications can change percentages.



FAQ

What Elixirs should I use?
Master

What order should I unlock karma in
Follow the order recommended in the Karma guide.

Revision History

Date	Change
Jul 30, 2025	• Updated for Shock rework and paradise
Feb 6, 2025	• Updated for karma/bracelets
Oct 7, 2024	• Initial T4 release