

(PvE)

Intro

A written version of the video guide, I like having both versions available since I know people have preferences for one or the other. Have fun with builds, and experiment!

Video version: <https://youtu.be/pnj3DZc3qjE>

Twitch channel: <https://www.twitch.tv/boodendorf>

Discord: Boodendorf#4672

Generalities

Let's clarify something right off the bat: Gunlancer is NOT a traditional tank. Gunlancer is an incredibly tanky damage dealer with support skills. Although it has a taunt through Shout of Hatred, you can only hold aggro for 5 seconds, and it doesn't work on every boss, which means that there is no such thing as tank and spank.

Due to not being able to heal teammates, you cannot consider Gunlancer to be a full support. However, it has support skills through different teamwide shields which include Nellasia's Energy, Battlefield Shield, and Guardian's Protection, as well as a teamwide cleanse.

It is nonetheless a class that is very appreciated in any party due to having the highest Stagger damage in the game, and works in parties without supports because it can somewhat fill in the shoes of a Bard or Paladin if you can't find one.

Backstep

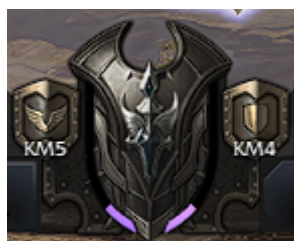


Unlike every other class in the game, Gunlancer's dodge makes him go **backward**.

To move in the direction you want to go to, you will have to flick your mouse in the **opposite direction** right before using the backstep.

The upside is that Gunlancer has the lowest cooldown of all dodges, meaning he can facetank through Hard CCs more often than others.

Identity



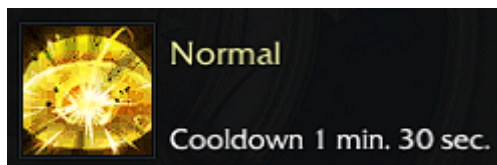
Gunlancer has two identity skills: Defensive Stance and Battlefield Shield. You gain identity gauge by hitting or getting hit. **You cannot gain identity gauge while Defensive Stance is toggled.**



Defensive Stance is Gunlancer's signature move, after pressing it, a bubble surrounds your character, giving you superarmor so long as the skill is active, meaning the only thing that can actually stop you are Hard CCs like stun or electroshock. **It's important so once more: you CANNOT gain identity while this is toggled on**, which means you'll need to toggle it off whenever you use Shout of Hatred to gain a huge chunk of identity back, or when you're in a safe position which does not require you to be protected against interruptions.

Identity gauge is consumed over time, and your movement speed is reduced by 50% when toggled on. Will toggle off automatically once you run out of shield/gauge.

I highly recommend putting Defensive Stance on a mouse button, as you'll be toggling it on and off often to manage your identity gauge.



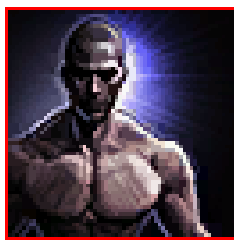
Battlefield Shield is a skill you don't really use often. What it does is that it consumes all of your current identity gauge and creates an area around you for 5 seconds where all damage taken by teammates will be redirected to you instead. This is more used in PvP, but it can be used in emergency situations in PvE when you don't have Nellasia's Energy up and your teammate is guaranteed to die. **Note that this skill cannot be used if you're running Lone Knight engraving.**

Gunlancer's class engravings

In PvE, there are two playstyles for Gunlancer: Red (Lone Knight engraving) and Blue (Combat Readiness engraving).

Do note that the difference in damage is negligible between both builds at the end of the day, and Gunlancers in Korea have proven both builds work in the latest content. Therefore, it's a matter of which playstyle you prefer.

Lone Knight



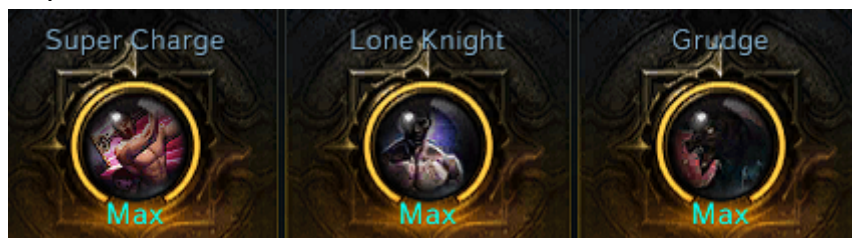
Red (also nicknamed the Chad Build) is a more opportunistic playstyle with long cooldowns, your main damage will come from landing Surge Cannon and Charged Stinger under certain conditions:

Always after a Bash (+25% damage buff and -12% defense debuff), hope for a crit, and also make sure to hit the front of the boss, as these two skills have Head Attack properties (+20% damage if hitting the frontal area of a boss, +45% with Master Brawler level 3).

Your secondary source of damage will come from your filler (Fire Bullet), who also benefits from landing Head Attacks. Note that using the Lone Knight engraving makes your Defensive Stance (bubble shield) much weaker, and also locks you out from using Battlefield Shield. This build requires you to use identity gauge more sparingly.

The advantage this build has over Blue is that it has more Stagger and Part Break, meaning breaking boss parts and stunning bosses in general becomes easy as pie. It focuses on Critical:Swiftness stats with one to two swiftness accessories.

The main engravings are Supercharge (Level 3) > Lone Knight (Level 3) > Grudge(Level 3)



The secondary engravings you should immediately go for would be Master Brawler, and then choose between Cursed Doll (Crit heavy) or Adrenaline (Swiftness heavy). At 5x3+1, you can then go for one level of Combat Readiness.

Preemptive Strike is also a great one for Chaos Dungeons and Cubes.



Combat Readiness



Blue has its damage spread over skills with medium to low cooldowns: Guardian's Lightning, Shield Charge, Leap Attack, Shield Bash will be from where your main damage comes from. With the exception of Shield Push, none of your damage skills benefit from Head Attack property.

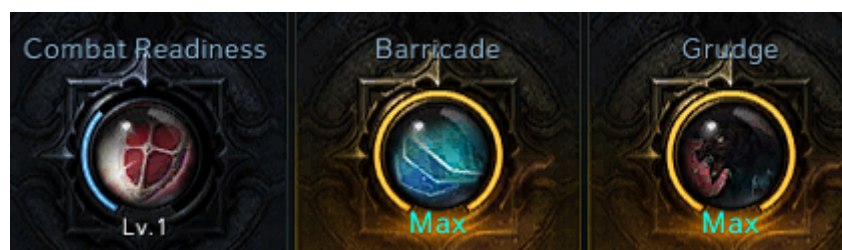
The damage rotation is however similar; you still want to fit in your strongest skills during a Bash buff window. Even at 0 Swiftness, you should have time to fit in 3 skills during that window.

Unlike Red build, Blue build does not weaken your Defensive Stance, but instead makes it stronger, makes your damage during it also stronger, and due to stacking the Specialty stat, your identity generation becomes incredible, to the point you can't run out of gauge. Although this build has very little Stagger, you can swap out one skill to use Surge Cannon instead. It also only needs ONE level of Combat Readiness to make the build work fully, making it potentially easier to build than Red build. Extra levels do not give you more damage.

The advantage this build has over Red is that you're basically immortal, meaning you can constantly stick to the boss monster without worrying of ever dying. Your skills also almost all have some kind of mobility, unlike Red build.

It focuses on Specialty:Critical stats or Specialty:Swift stats, the secondary stat is only on Necklace and Bracelet.

The main engravings are Combat Readiness (level 1) > Barricade (Level 3) > Grudge (Level 3)



The secondary engravings are Cursed Doll, Stabilized Status, Adrenaline, Hit Master. If you're running a Spec/Swift necklace, consider Precise Dagger.

If you're looking for a really budget engraving, consider Lightning Fury.

Spirit Absorption is not great and I really don't recommend it unless you don't have the budget for anything else.

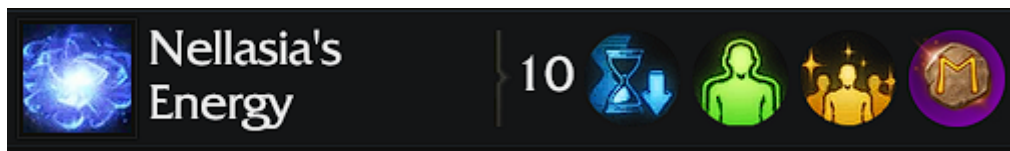
Preemptive Strike is also a great one for Chaos Dungeons and Cubes.



Core Skills

Before we talk about Chaos Dungeon and Raid builds, I'd like to talk about specific skills that will be in every Gunlancer build here, whether the build is AoE focused or Single Target focused.

Nellasia's Energy

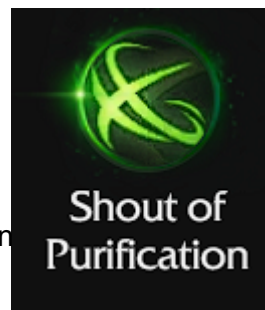


THE skill that makes people consider Gunlancer to be a "support" to begin with, and a skill you're gonna be running for EVERYTHING.

Nellasia's Energy is an incredible buff: Party-wide -50% damage taken, and a 30% shield based on YOUR health, for 6 seconds.

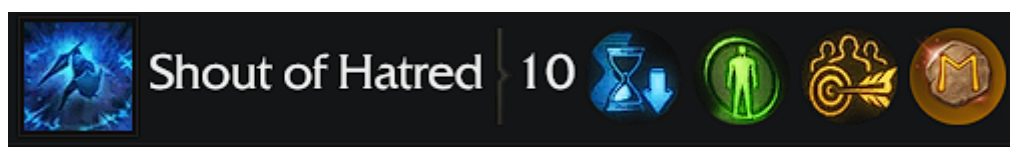
Which means that if you have 100 000 hp, your teammates will all have a 30 000 hp shield on top of -50% damage taken. Needless to say, nobody's dying after this skill goes off. It's an incredible life saver, potentially preventing wipes.

Another great thing about this skill is that you can switch the second tripod to Shout of Purification. Nellasia's Energy will now cleanse one negative status effect. Particularly handy in specific fights where having too many stacks of a negative status can mean death. You and your teammates still get -25% damage taken and a 30% shield based on your health, so it still is a very effective shield even when spec'd to cleanse.



Pair it with Epic or Legendary Focus rune (if you have 2x legendary focus runes).

Shout of Hatred



Gunlancer's taunt skill. An enemy hit by this skill will be forced to attack the Gunlancer for 5 seconds, and after that duration, the enemy will be immune to being taunted for 40~45s and switch targets. A successfully provoked enemy has an angry dark cloud above its head. Some specific raid bosses may not be affected by taunts at all, or may have phases or attacks that make them immune to being taunted.



Reading this, you might have realized that you cannot tank and spank in Lost Ark. In that case, what exactly is the value of taunting in for Gunlancer?

First taunting can interrupt an attack completely, as in, if you taunt a boss while he's in the middle of doing an attack, he will stop completely and look at you instead. This lets you make bosses more stationary, for example by interrupting an attack that makes them charge across the map. Which means more uptime for everyone, and your squishier teammates get to live longer!

Unfortunately, not every attack is interruptible, meaning you'll have to experiment and see what you can and can't interrupt. At one point you'll become so good at it you'll save teammates from impending death by interrupting bosses with Shout.

The icon on the left (dark cloud surrounded by a shield) is the state of a Boss 5 seconds after a successful provocation. Until this goes away (40-45 seconds), you can't provoke them again.

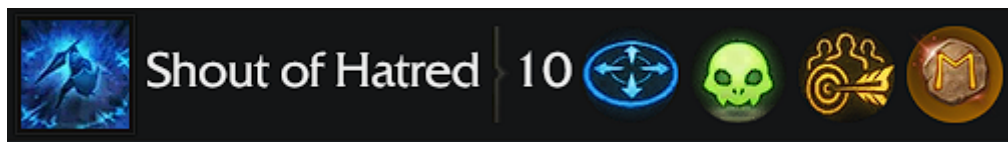
Now what about the case where a boss is immune to taunts, and thus cannot be interrupted? Shout still has incredible value due to its final tripod:

On hit: +20% Identity to Gunlancer, +12% more damage taken from the target hit from Front Attacks and Back Attacks for 12 seconds.

So basically it instantly refills your identity gauge by 20% and the boss takes 12% more damage for 12 seconds. Any front/back attacker on your party will be very happy.

Pair it with **Legendary Focus** rune.

When it comes to AoE situations, you can switch the first two tripods to transform Shout of Hatred into a massive AoE nuke.



Bash



Not to be confused with Shield Bash, Bash is a very powerful skill that only requires investment up to the second tripod to make the most out of it.

On hit: +25% attack power, and -12% defense on opponent(s) for 5 seconds.

This skill has a cooldown of 10 seconds, which means that even at 0 swiftness, you would still have 50% uptime on this buff.

Now this skill is particularly effective against bosses, but don't look down on it in AoE situations either, especially Cube where you can have some tanky elites or bosses spawning after a crowd of enemies.

It also has a Counter property for raids like Dash Upper Fire but you rarely use it that way, as it has extremely short range and you need to use it often for your damage rotation.

Pair it with **Legendary Bleed** rune.

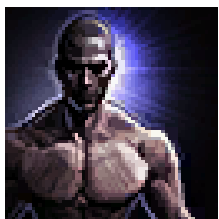
Chaos Dungeon and Cube

Since this guide assumes that you're not gonna buy any extra skill pages using blue crystals, I'm gonna be extra lazy and merge both Chaos Dungeon and Cube builds, as they're both AoE focused instances, allowing us to have one skill page for AoE, and the leftover page for Raids/Bosses.

What's the difference between them? Well Chaos Dungeon is a walk in the park so you can get rid of any survivability skills, but Cube isn't as easy and having those survivability skills will save your life, or more like your teammates' life since you're usually the last one to die. You'll just be clearing Chaos Dungeons like, 5 seconds slower than you'd do with a full AoE build anyway.

When it comes to Chaos/Cube, class engravings matter little in build choice, but I'll still include a variant for Lone Knight and Combat Readiness.

252 skill points Lone Knight



<p>SHARP SPEAR</p>	<p>CHARGE STINGER</p>
<p>COUNTER SPEAR</p>	<p>BURST CANNON</p>
<p>BASH</p>	<p>GUARDIAN'S THUNDE...</p>
<p>HATEFUL CRY</p>	<p>NELLASIA'S ENERGY</p>

252 skill points Combat Readiness

<p>SHARP SPEAR</p>	<p>COUNTER SPEAR</p>
<p>BURST CANNON</p>	<p>BASH</p>



Now for some quick explanations:

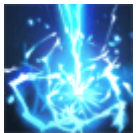
Surge Cannon, Shout of Hatred and Guardian's Thunderbolt will be your **AoE nukes**.



Surge Cannon is particularly spammable due to its final tripod lowering cooldown for each target you hit.



Shout of Hatred doesn't need the final tripod to fulfill its role as an AoE nuke, but you'll want to upgrade it as soon as you get enough skill points to do so for identity gauge refilling.

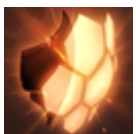


Guardian's Thunderbolt doesn't hit as far as Surge Cannon or Shout, but still deals a lot of damage and has the advantage of electroshocking opponents, which can be handy in Cube to have some breathing room against elites.

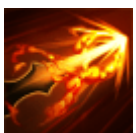


Sharp Gunlance will be your main filler skill due to only needing 2 tripods to be useful. The reason why I took the bleed tripod over the vacuum tripod is because in Cube a specific rare enemy can spawn, that enemy only takes 1 damage no matter what, so you'd favor multihits instead. DoTs like bleed are multihits.

In the future when you have enough skill points, you can upgrade it to level 10 or you can replace it with a level 10 Fire Bullet or a level 10 Rising Gunlance (Rising Gunlance).



Counter Gunlance is your second survival tool, it mostly helps with surviving against Suicide Ghosts in Cube. You can replace it with Shield Shock if you don't feel like it has any use for you. Still I recommend at least starting out with it as it's a great panic button that does decent damage, and is very useful when it comes to learning new content.



Charged Stinger or **Leap Attack**, when it comes to Cube, you'll need at least one strong hitting single target skill to deal with the tankier mobs. For Red build, Charged Stinger is what you'd go for. For Blue build, you can choose between Leap Attack and Shield Charge, but Leap Attack ends up winning over Shield Charge simply due to the fact that it'll also work as an additional AoE attack on top of serving a purpose as a single target move.

You can also use Shockwave 2nd tripod for Leap Attack, but beware that it'll knock non-elites/bosses monsters upward, making you and your teammate miss attacks.



Rotations:

(aoe) Shout of Hatred > Defensive Stance > Bash > Surge Cannon > Guardian's Thunderbolt

(single target) Shout of Hatred > Defensive Stance > Bash > Charged Stinger/Leap Attack > Guardian's Thunderbolt

Future upgrades:

Get Shout of Hatred to level 10, then Sharp Gunlance (or switch to another filler skill) to level 10, then upgrade or replace Counter Gunlance with Shield Shock.



Alternate Combat Readiness Build (356 skill points)



(Thanks SBKim for the corrections)

Since blue build is so defensively strong, you might not even need to take Counter to tank the Suicide Ghosts in cube. At that point, switch to this build.

Get Shield Shock to level 10 when you get to 308 points, then upgrade Shield Charge to level 10 at 356 skill points to get another single target option, meaning you can now use leap exclusively for AoE if you want.

This build is actually quite close to the blue raid build.

By the time you get to that amount of skill points you'll probably have a Bleed rune you can slot on Shield Shock so no worries for the DoT ticks on the secret treasure enemies that only take 1 damage or whatever they're called.

Not even sure you'll need Surge Cannon for the AoE but extra AoE never hurts yeah?

damage rotation is just press buttons bro lmao

Raids

The content where choosing a class engraving drastically changes your build.

252 skill points Lone Knight



An entry level build for Red chads, coming in with all the tools you need to learn a fight, while having a proper damage rotation and bringing all the utility you need.

Now for some quick explanations:

Dash Upper Fire is an incredibly important skill due to its “Counter” property:

When a boss glows blue, you can hit **their head/front side** with Dash Upper Fire to instantly stun them for a short duration. Due to being a red skill, Dash Upper Fire also benefits from the Lone Knight engraving, which means it can actually do good damage. It also has a similar attack power buff to Bash, albeit weaker.

Counter Gunlance is a useful skill to have at level 0 when learning fights. Red build has a much weaker Defensive Stance than Blue build; Counter Gunlance lets you completely soak a single hit by giving you a 100% health shield. An excellent panic button/ignore mechanic button for 0 investment. Once you get comfortable with boss patterns, you can replace it with Gunlance Shot.



Fire Bullet is the best filler you can use for red build due to the first and third tripods. At 252 skill points, you won't have enough to get the final tripod; it nonetheless is your strongest filler option. You'll be using this skill whenever Charged Stinger and Surge Cannon are on cooldown.



Surge Cannon is your strongest skill, and also the skill with the most Stagger damage in the entire game. Make sure to use it always after a Bash for the damage buff, and always with Defensive Stance toggled on before using it to avoid getting interrupted, as it has no native protection against stagger/push/knockups and has a charge time before going off.



Charged Stinger is your second strongest skill. The application of this skill is similar to Surge Cannon: always after a Bash, and always with Defensive Stance toggled on before using it. It has a longer charge time than Surge Cannon, but also travels much further, meaning you can potentially catch a boss while he's moving away from you with this skill.

Rotation:

There're a few variables when it comes to boss fights that might impact your rotation. In some cases, you might only have time to do a single skill after a Bash because the boss is about to move away, in other cases, you'll want to use Charged Stinger first to gap close on a boss that's moving away from you after you just hit him with a bash.

In an ideal world, on an unmoving target (ie a stunned boss or a boss using an attack that locks him in animation for a while, for example), and assuming you have the Supercharge engraving at level 3, the perfect rotation would be:



Obviously these ideal conditions don't happen often, so instead of a full rotation you'll work with a priority order depending on boss patterns:

1. Shout of Hatred should always be used without Defensive Stance toggled on. It also helps position the boss and allows you to hit Front Attacks easily if taunt is successful
2. Defensive Stance should always be toggled on before using Bash, unless the boss is stunned
3. Bash should always be used before Surge Cannon or Charged stinger to maximize your damage
4. Use Surge Cannon first if the boss isn't going to move, use Stinger first if the boss is about to move or is moving
5.
 1. If, after using Surge Cannon first, the boss is going to move, and you know where he's going to move, use Stinger as the second skill after Bash to catch him. If not, use Fire bullet as the second skill post bash
 2. If, after using Charged Stinger first, the boss is going to move, use Fire Bullet. If the boss is not going to move, use Surge Cannon.

tl;dr bro just land ur big bursts on the boss' head after using bash lmao

Counter Gunlance or Fire Bullet?

I mentioned before that you can swap out Counter Gunlance for Fire Bullet. There are some things to note about that. First of all, it only becomes worth it to switch out Counter Gunlance for Gunlance Shot if you can get the final tripod on Gunlance Shot. The final tripod changes the skill from a normal skill to a skill with a charge time, which means that it becomes affected by the Supercharge engraving, boosting the skill's speed by 40% and damage by 20%.

Counter Gunlance = Crit heavy builds that don't need to fuel Adrenaline engraving.
Fire Bullet = Adds another strong burst option after Surge Cannon and Stinger.

The earliest you could do this would be at 284 skill points, however that would imply leaving Fire Bullet at level 7 instead of getting its final tripod, which makes it an incredible filler.

This issue is solved when you get to 312 skill points, as you'll be able to get both Gunlance Shot and Fire Bullet at level 10.

Upgrades

Upon reaching 312 skill points, you have two build choices depending on whether you choose to go with Gunlance Shot or Counter Gunlance.

Counter Gunlance build at 312 skill points:



Gunlance Shot build at 312 skill points:



Note that you won't always be able to fit in Gunlance Shot after a Bash, but thankfully Dash Upper Fire also has a damage buff (albeit weaker) that you can take advantage of to buff Gunlance Shot and add one or two Fire Bullets while you're at it.

With Gunlance Shot, the damage rotation in an ideal environment (immobile target) becomes:



At 356 skill points, max out Dash Upper Fire



Stagger Damage rotation:



This rotation is when you need to favor Stagger damage over regular damage. You'll have a Charged Stinger doing slightly less damage (+15% buff instead of +25% buff), but your stagger damage will come out faster, which can be helpful in tight phases where you need to break the boss fast. T3 Dash Upper Fire's second shot does significant Stagger damage. (Thanks Reitear!)

252 skill points Combat Readiness



Fortunately for Blue chads, due to having an incredible amount of identity generation, Counter Gunlance is not needed. Defensive Stance will almost always be toggled on, except when you use Shout of Hatred.

You have a proper damage rotation, and have all the utility you need here too.

Now for some quick explanations:

Dash Upper Fire is an optional but important skill due to its “Counter” property:

When a boss glows blue, you can hit **their head/front side** with Dash Upper Fire to instantly stun them for a short duration. It however does not benefit from the Specialty sub-stat or the Combat Readiness engraving. If your supports are countering more than you are, replace it with Shield Shock.

Guardian’s Thunderbolt is your strongest but also slowest skill. It’s still faster than Red build’s burst options, and has a gigantic hitbox meaning it’s hard to miss it. Make sure to use it while you have Bash’s attack power buff up.

This skill does not benefit from the Front Attack bonus.

Shield Bash (Shield Push) is a very fast and damaging skill with a huge amount of Stagger damage. Since it’s fast, you can easily fit it in during your Bash buff window.

Unfortunately you won’t be able to get the final tripod at 252 skill points.

This skill benefits from the Front Attack bonus.



Shield Charge is your second most damaging skill. It's fast, hard hitting, mobile, and deals medium Stagger damage. Make sure to use it during the bash buff window. This skill does not benefit from the Front Attack bonus.



Leap Attack is your third most damaging skill. It's hard hitting, mobile, slow, and deals medium Stagger damage. It also has a huge hitbox, making it easy to land. This skill does not benefit from the Front Attack bonus.

Damage Rotation:



Even at 0 Swiftness, you can manage to fit Guardian's Thunderbolt, Shield Bash and Shield Charge all in the same Bash buff window. Leap Attack is unfortunately too slow to fit inside a bash buff window.

The difference here compared to Red build is that this ideal rotation is much more practical, as all of these skills are fast and even have mobility, which means that even if the boss moves a bit, it's not as much of a problem.

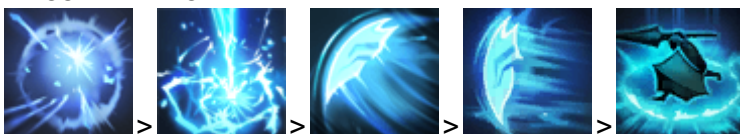
If the boss moves a lot after your Bash, you can always use Leap Attack to immediately catch up to him and continue your rotation without problems.

If you decide to use Leap Attack during your Bash buff window, you will only have time to add one extra attack at 0 Swiftness (and without speed buffs), so the rotation would change like this:



Of course this is just assuming you have 0 swiftness and no attack speed buff. I'm pretty sure Bard's speed buff is enough to let you fit all 4 of your damage skills during bash buff window.

Stagger damage rotation:



Since Dash Upper Fire is not T3 here, Leap Attack ends up doing more Stagger damage. (Thanks Reitear!)

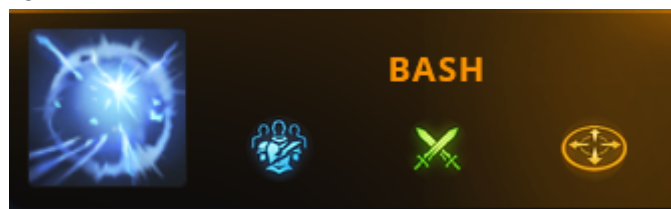
Upgrades

There's not much to say here. At 284 skill points, upgrade Shield Bash to its final tripod Additional Hit, and at 312 skill points upgrade Leap Attack to its final tripod Low Shock.

312 skill points build



At 356 skill points, upgrade Bash to level 10.



Surge Cannon?

No, never use Surge for blue. If you want more damage, replace either Nellasia or Dash Upper Fire with Shield Shock. If your team doesn't need you counter,

Awakenings

You've got the choice between two awakenings: **Guardian's Protection** and **Lance of Judgment**.



Guardian's Protection is your default Awakening. After casting it, you create an area with a 10m radius around you where all teammates take 40% less damage and become immune to all CCs. This awakening also fills your identity gauge to 100% and stuns non bosses for 4 seconds.

Great for propping, can be used selfishly as a quick identity refill too. If the boss stands inside the awakening's area, everyone can do damage for free without getting interrupted.



Lance of Judgment is the second Awakening you can unlock. It deals double the damage of Guardian's Protection, but hits within a 5m radius instead. It also doesn't stun enemies but knocks them up instead. Upon landing, it creates a 10m radius area where all teammates inside it gain +10% critical chance.

Great for fights you already are familiar with, or fights you want to end quickly.

Runes

I'm gonna be extremely lazy and just copy/paste what Reitear wrote for runes.

Red

Surge Cannon , Charged Stinger , Gunlance Shot - Galewind (Cast Speed)
Nellasia's Energy , Shout of Hatred - Focus (Mana Cost Reduction)
Bash , Fire Bullet - Bleed/Quick Recharge(Chance to refresh cooldown)/Purify
Dash Upper Fire - Overwhelm(Impairment)/Follow-Up/Galewind

Blue

Guardian's Thunderbolt , Shield Charge , Leap Attack - Galewind(Cast Speed)
Shield Charge and Leap Attack - can also do Judgement + Conviction rune combo (the Val rune combo in RU)
Nellasia's Energy , Shout of Hatred - Focus (Mana Cost Reduction)
Bash , Shield Bash - Bleed/Quick Recharge(Chance to refresh cooldown)/Purify
Dash Upper Fire/Shield Shock - Overwhelm(Impairment)/Quick Recharge/Galewind

Gear Sets

(Credits to Reitear and Cho2 and Mister?)

T1 => doesn't matter but if you really care then Boisterous Elemental

T2 => Undying Will set (+15% crit chance), Mute Guardian is nice but you don't have much crit rate at T2.

T3:

Gear score 1340:

Preordained Diligence (Solar Argos, Critical Rate +25%) = Blue or Red (use more Swiftiness accessories to not overcap on critical rate for Red)

Harsh Oath (Lunar Argos, Critical Damage +50%) = Red, must have a high crit rate.

In a party you'll have total eclipse and gain both buffs anyway so don't worry too much about it.

Gear score 1445:

Red uses Earth's Entropy x6

Set Bonus

- 2 Set: Crit damage increase by 17%. Whenever you do head or back attack, the crit damage increases by 55% instead of 17%
- 4 Set: Crit rate increases by 17%
- 6 Set: Damage increases by 17%. Whenever you do head or back attack, the damage increase by 21% instead of 7%

Blue uses Nightmare x6

Set Bonus

- 2 Set: Mana consumption on your skill decreases by 50%, and the damage of the skills that requires mana increase by 15%
- 4 Set: When a class that has mana uses awakening, it will have either bonus depending on the situation below:
- Mana addition (Over 30% of mana): You get additional damage buff by 18%, but it requires you to consume additional mana by 7% of your total mana whenever skills are used.
- Endless mana (Under 30% of mana): You get additional restoration of mana by 3% of your total mana, cool down reduction by 22%, and increase on attack speed & movement speed by 12%
- 6 Set: When on Mana addition, you get additional 18% damage buff. When on Endless mana, you get additional cool down reduction by 18% along with additional increase on attack speed & movement speed by 3%

Swiftiness heavy red is Nightmare x2 + Earth's Entropy x4

Shout Counter Glitch



Glitch is still being tested out by McZeddy. We'll know more about it later!

But tl;dr, if you Shout vs specific bosses when they're glowing blue and then counter, you get a counter even though they're not blue, as seen in the gif.

Pure Mobility Build

A cheap, 256 skill points build that focuses purely on mobility to make Islands less of a chore since you don't have access to your mount there. This is mostly targeted to players maining Gunlancer as it's likely they'll be doing islands with Gunlancer.

[workin on it]

Useful Links

Gunlancer PvP Guide:

https://docs.google.com/document/d/1KYu7pEwZDUcLE0Gja0oh70ARqKVM_oyONZDfxV_BrVU/edit?usp=sharing

Gunlancer Leveling Guide:

<https://docs.google.com/spreadsheets/d/1BZAQW4hElgxDs4aKRjbEQ1K5rwZfc9XOZY2fsmPfVFU/edit#gid=0>

Islands Guide:

https://docs.google.com/document/d/13wKXsg0GD41FWqnu9s_prjmlqui1-FPienVemMat9i0/edit#

Papunika Database:

<https://papunika.com/>

Saintone's Complete Guide:

<https://docs.google.com/document/d/1oci4R6lkwiQoVhGH8IHwFIS33dVS7hQv2Z-sljRrmcE/edit>

u/edreamer223's guide, goes more in depth about engravings than I do, and has gifs.

<https://docs.google.com/document/d/1mRzRXMzpXBiCCgjeNJKCkXnpc-wXg-Q7xvvgPa7LZME/edit?usp=sharing>

u/dmldjdqje's in depth Blue Gunlancer guide:


<https://www.docdroid.net/angkbVR/blue-gunlancer-guide-pdf>

Credits

A very special thanks to Reitear for being my personal Gunlancer guru for 2+ years ever since the Russian release of Lost Ark. His guides and tips helped me tremendously, and he answered every question I ever had.

Special thanks to all members of the Gunlancer channel in the unofficial Lost Ark discord.



Shoutouts to my  pvp brothers, you know who you are.

Enjoy your newfound Chadness, fellow gunlancers!



Updates

- Added "Awakenings" section
- Added clearer icons for Lone Knight and Combat Readiness
- Replaced all damage/stagger rotations text with images instead to be more universal
- Added edreamer223's guide as a link
- Added 356 skill points combat readiness build for chaos dungeons
- Added "Updates" section
- Corrected Dash Upper Fire counter description
- Added text for Bash about its counter property
- Updated engravings with proper NA/EU names as well as added Hit Master for blue build
- Corrected Lone Knight engraving's name.
- Added Taunt Counter glitch, credits to McZeddy
- Added Preemptive Strike engraving text.
- Added a very chad picture.
- Updated Nellasia's Energy, as it's 50% damage reduction not 75%
- Added more recommended links, including the PvP written guide.
- Added 1445 gear sets

to do:

- find a skill simulator with the correct skill colors that wouldn't take too much space while being very clear as people get confused easily due to RU having different names and using wrong skill colors: <https://maxroll.gg/lost-ark/la-builder/>
- Add the mobility build to this guide
- Add 1460 and beyond stuff.