

## **DDO Update 52 First Life Bow Build by Ying-1/Khyber**

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Objective: First life build for bows using the least amount of purchased content.

### **True Neutral Halfling Ranger 12/Rogue 7/Barbarian 1**

20 DEX

16 CON

10 WIS

1 Rogue Point Blank Shot

2 Ranger {FE: Construct}

3 Ranger Precision, {Rapid Shot}

4 Ranger +1 DEX

5 Ranger {Precise Shot}

6 Ranger {FE: Elf}, Dodge

7 Ranger {Manyshot}

8 Barbarian +1 DEX

9 Rogue Improved Critical: Ranged

10 Ranger

11 Ranger

12 Ranger Mobility, +1 DEX

13 Ranger {FE: Evil Outsider}

14 Ranger {Improved Precise Shot}

15 Ranger Shot on the Run

16 Rogue +1 DEX

17 Rogue

18 Rogue Nimble Fingers

19 Rogue

20 Rogue +1 DEX

21 Combat Archery

22 Pierce: Silver

24 Overwhelming Critical, +1 DEX

25 Doubleshot

27 Watchful Eye

28 Deific Warding, +1 DEX

30 Scion of Ethereal, Weapon Focus: Ranged

U52 Bow - First Lifer						Set Bonus	Augments
Head	Wallwatch Circlet	Tendon Slice 10	Accuracy 20	Reflex 10	Doublshot 8%	Wallwatch	Blue: Vitality 20
Neck	Raptor Teeth						
	Necklace	Enhanced Bloodrage	Relentless Fury	Seeker 13	Deception 10		Green: Feather Falling
Eyes	Collective Sight	CON 13	INS DEX 6	Quality Saves 2			Blue: Insightful CON 5
	Epic Litany of the Dead						Yellow: True Imperial Blood
Trinket		Profane Accuracy 4	Profane Deadly 4	Profane Stats 2			Green: WIS 12
Chest	Wildwood Vest	Fortification 142%	PRR 33	Competence HAMP 53	False Life 50	Wallwatch	Blue: Armored Agility 2
Back	Cloak of Balance	Q CON 3	Parrying 6	INS Seeker 6	Freedom of Movement		Green: Resistance 10
	Epic Bracers of the Hunter						
Wrist		Hide 17	Insightful Deception 3	Distant Diversion 15	Reflex 8		Green: Insightful WIS 5
Waist	Braided Cutcord	Quality Dodge 3	Blurry	DEX 13	Quality DEX 3		Green: Insightful INT 5
Ring1	Prowess	Accuracy 20	Deadly 10	Ranged Power 8	Melee Power 8		Green: Festive INT 2
							Green: Good Luck 2
Ring2	Bloodsigil Ring	INT 14	Q Combat Mastery	Q Deception 3	Q Deadly 3		Yellow: Swiftness 15
Feet	Knife Toed Boots	Thorn Guard 6	Armor-Piercing 20	Q Seeker 3	Q STR 3		Blue: Defense 32
Hands	Wildwood Gauntlets	Lesser Displacement	Dodge +13	Natural Armor +13	Distant Diversion +20%	Wallwatch	Green: Festive DEX 2
	Morninglord's Longbow						Yellow: Festive CON 2
Main		Silver	Holy 6	Fiery 6	Undead Bane 6		Red: Deconstructor
Offhand	None						
Quiver	Epic Purifying Quiver	Blunted Ammunition	Burning Ammunition				
Ammo	Conjured Returning						

Notes: Acquire Epic Litany of the Dead with your token from the 15th Anniversary event.

The gearset incorporates all deadly, seeker and deception bonuses available, including insightful and quality.

Your Achilles' heel as a first lifer will be your low Magical Resistance Rating. It's somewhat mitigated by Improved Evasion, but there are plenty of magical effects that don't have a Reflex save. You can address that in the short term by judicious use of spell absorption via Jeweled Cloak and Mantle of the Worldshaper. Long term you can address MRR through the Mantle of Suulomades set from Legendary Vision of Destruction for +30 Artifact MRR, spend your Mysterious Remnants on a +4 MRR tome, spend reaper points on Reaper's Shroud and obtain Warlock and Deep Gnome past lives. While defense isn't sexy, you do no damage when you're dead from magic damage that can't be absorbed, like Killing Time chaos orbs or Master Artificer electric floors.

Ask your friends and guildies for the augments you need. Established players likely have some they can share. Defense 32 is the most important one, as it is your largest source of MRR. At the very least, you can get someone with a stash of gianthold relics to grab you a Defense 28 augment.



Note: Harper Agent and Vistani Knife Fighter can be unlocked with favor.



**Dodge:**

- 13 Item
- 03 Quality Dodge item
- 02 Uncanny Dodge
- 02 Dodge feat
- 02 Mobility feat
- 03 Feywild Attunement
- 
- 25

**Max Dexterity Bonus:**

- 20 Wildwood Vest
- 02 Armored Agility augment
- 02 Mobility feat
- 02 Guild Ship: Fencing Master
- 
- 26

**Dodge Cap:**

- 25 Base
- 02 Guild Ship: Fencing Master
-

27

**INT:**

08 Base

02 Tome

14 Item

05 Insightful Augment

01 Exceptional augment

02 Festive augment

02 Guild buffs

02 Profane

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36 (+6 insightful damage from Know the Angles)

**DEX:**

20 Base

02 Racial enhancements

02 Deepwood Stalker T3+T4

07 Level ups

05 Tome (5000 favor)

13 Item

06 Insightful Item

03 Quality Item

02 Festive augment

01 Exceptional augment

02 Yugo potion

02 Ship buff

02 Profane

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TBD Filigree

**Minor Artifact:**

Next Fall/Dance of the Wind DEX +2

Treachery/Twilight's Cloak DEX +2

Wildhunter Deception

**Sentient Gem:**

Next Fall/Dance of the Wind DEX +2 [PRR +4]

Treachery/Twilight's Cloak DEX +2 [PRR +4]  
Treachery DEX +1 [PRR +2]  
Shattered Device Ranged Power [RP +2]  
Shattered Device Attack and Damage [PRR +2]  
Shattered Device Fortification Bypass (40k Sentient XP) [PRR +2]  
Wildhunter Deception (60k Sentient XP) [RP +2]  
Wildhunter Ranged Power (100k Sentient XP+1 spark) [RP +2]  
Wildhunter Attack and Damage (150k Sentient XP+2 sparks) [PRR +2]

That's the ideal filigree setup for a first life build, but it will take time to acquire the rare and raid filigree, as well as feeding a sentient gem. Focus on the set bonuses:

Shattered Device 2pc: +3 Attack and Damage  
Shattered Device 3pc: 3% Doubleshot  
Treachery 2pc: 5 Ranged Power  
Treachery 3pc: 1 Sneak Attack dice  
Next Fall 2pc: +2 Attack and Damage  
Wildhunter 2pc: 5 Ranged Power  
Wildhunter 4pc: 5% Doubleshot

You will want to run the Killing Time raid as often as possible to obtain the Chaosbow which is the single largest item upgrade available to you. Killing Time will also provide you Threads of Fate which you will need to purchase Next Fall/Dance of the Wind and Treachery/Twilight's Cloak raid filigree.

1750 Favor: +2 CON tome  
5000 Favor: +5 DEX tome

### **Reincarnation Path:**

Epic Reincarnate: Enchant Weapon.  
Heroic Reincarnate: Ranger 12, Rogue 7, Barbarian 1.  
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Heroic Reincarnate: Ranger 12, Rogue 7, Barbarian 1.  
Epic Reincarnate: Enchant Weapon.  
Heroic Reincarnate: Rogue 13, Ranger 6, Barbarian 1.

At this point, you have +6 ranged damage from Ranger past lives and +3 hit and damage from Enchant Weapon past lives. You also have earned enough DDO

Points through favor to purchase Saltmarsh (1995 points), which allows you to unlock Horizon Walker with 400 Gatekeeper favor. No Step Missed from Horizon Walker will provide +10 Insightful Damage over Harper Agent, as well as 30 Ranged Power from Misty Step, +2 hit and damage from Walker Training, 15 damage against a Marked Target and +2 stats from the capstone, 25% fortification bypass, increased Max Dexterity Bonus and other quality of life features. Horizon Walker also provides access to Competence Critical Threat and Critical Multiplier for bows, allowing you to shift to builds only using 6 levels of Ranger. That provides +6 Sneak Attack dice by shifting to 13 rogue levels (taking Improved Sneak Attack feat instead of Weapon Focus: Ranged). Shifting to primarily Rogue levels also sets you up for the next three past lives: Rogue. Horizon Walker is by far the largest upgrade to bows and should be acquired as soon as possible. Saltmarsh also provides you access to another Spark for +1 filigree slot and Legendary crafting using Star Fragments.

Epic Reincarnate: Doubleshot.

Heroic Reincarnate: Rogue 13, Ranger 6, Barbarian 1.

Epic Reincarnate: Doubleshot.

Heroic Reincarnate: Rogue 13, Ranger 6, Barbarian 1.

Epic Reincarnate: Doubleshot.

That will net you Doubleshot 9% and +3 Sneak Attack damage. From here, I recommend obtaining three Monk past lives for +3 damage. You can either go 12 Monk/6 Ranger/2 Fighter in fire stance with a bow, or go 20 Monk and use a shuriken. You will need to farm out the cloth Wallwatch chest item for the Monk lives.

After Monk:

3 Halfling racial past lives for +1 DEX and +1 racial AP.

3 Wood Elf racial past lives for +1 DEX and +1 racial AP.

3 Shifter past lives for +1 DEX and +1 racial AP (race must be purchased).

For Epic Past Lives, you'll want Martial: Skills x3 then Divine: Brace x3 to unlock your first Epic Completionist feat.

Eventually you'll want to transition to Wood Elf Rogue 13/Ranger 6/Monk 1 with 19 AP in the Wood Elf tree for Core 5, Through the Branches, Elven Weapon Training 4, and Skill.