

Rabbits FW notes

These class specific notes for F.Brawl (or fsf) people doing FW. I will omit most of the useless filler words/text, I hope that FW run quality and reputation for F.Brawlers can be raised with this.

If you're looking for general FW guides there's

<https://docs.google.com/document/d/1E1vKKQVBfilsu9ICGVo2Cv6GDNIZadfgwGiul-Xrf0> and <https://docs.google.com/document/d/1BjUA3XDQ9KkKaBa9WsUKGswaaW4sb3z2n31ZLuh6Wmo>

Also, X = normal attack.

Equips

For raid

Sky is the best right, but what about stuff below it?

Depends on what you have on hand. Rules of thumb:



Beast >



Dream



Heblon >



Justice




95 Cloth =






90b Heavy

Exceptions to the rule:

If already have a  Trump +12 or +13, it's not worth getting sky weapon early.

If you are using  Trump then go for  95 Light instead of  95 Cloth.

If you are using  95 Cloth go for  Hell instead of  Justice

For titles and pets it's the same as other classes. Go for the +%damage or elenore titles, Gold HoE Title and +15% att attack rabbit are the best ones available right now.

For enchant you should have at least what's listed on

<https://docs.google.com/spreadsheets/d/1tXf1hQIOMj1-UtwgBQTF6GpLZkhXiS2A0TsKPM-Ljbl>

F.Brawl is Physical % class so go for Physical attack and crit.

For emblems, get enough Attack Speed, Str/Phys Crit, Movespeed. Non-Swap clones should have +Snake Stance and be slotted with Taunt or Claw Mastery.

After raid

If you don't have sky equips yet, upgrade in the order of Weapon > Special > Accessory > Armor.



Sky Cloth is cozy and the best set. Upgrade it to super in the order of



Top >



Shoulder >  Shoes >  Belt >  Pants

QA

Why Sky Cloth?

~~Because it looks the most comfy~~ Because of increased attack speed. Sky cloth will do less than Sky Light but per skill, but the damage from getting in more X's during both 15s and 20s makes up for it.

Why 95 Cloth?

Because F.Brawl benefits a lot from +skill levels

Why Dream over temptation? Temptation has +attack speed.

Because dream adds overall more damage from +ele and +%skill Attack.

Why Physical?






Because Claw Mastery and Heavy Armor Mastery. Claw and Heavy armor give more Str than Int.

Build




SP

Max   Awake,        Cubes.

Max        Passives,   Buffs,

Max  Hook and  Stinger. Also don't forget  Net,  Rebound and  Yump.

Dump remaining SP  Junk Spin.

It's a PITA but highly recommended to get lv1  Neck Slap, just altering between  Neck Slap and  Net will give you near 50% hold uptime.

TP

Max skills in reverse starting from Bottom Right

QA

Why leave JunkSpin at 1?





Because it has low DPS from by locking you in a long channeling duration.

Why Explosive Hook?

It does more damage than Bricc if there's 3 status effects on target.

Burn

Sneking

You need to snek(x) fast to do best damage as F.Brawler.     This applies on both FW (15s) and Prey (20s) meta.

Ch. 42 GMGerri : wow snek rly
Ch. 42 GMGerri : boop you on your snek snout




Do 3-4 X and followed by a skill. Press the skill as soon as the final X attack deals damage to bypass the recovery time from the last X attack.


The optimal can either be XXX or XXXX depending your attackspeed. There can be a delay between 3X and 4X if the attack speed is too low. Just do XXX instead if that happens.


Typically 4X should be optimal during Crux/Apoc while 3X is optimal without. But if you're lacking in emblems or using armor that doesn't grant attackspeed then you might be stuck with just doing XXX(wow). You will move forward when performing XXX(no lewd) unless if you hold the opposite movement direction after starting the first attack.


40% of F.Brawlers damage consists of status damage and it's dealt over 3 seconds after the initial hit. So prioritize getting in the heavy cubes early during burn.

Other Stuff
















The F.Brawler needs to be in midair to perform  Mist and  Queen, these can be done during air-time from  Backstep, X > Back Step > Queen, to apply that during rotation.

The Poison Zone from  Mist increases poison damage to targets inside it, so you don't want to detonate it immediately, but you need to do it before the last 3 seconds of the burn phase otherwise you will lose damage because the poison from the detonation takes 3 seconds to tick for full damage.

You can lose  Mine damage if you use it too close to your target, as it deals damage from both the shockwaves of the punch and the plumes of poison from the mines. The plumes of the back mines won't hit when used too close.

Press Movement Down when using  Net to do a faster toss of the net which skips the pulling target to you part.

Rotation


Precast  Mist,  Kick > X  Stinger > X  Hook > X  ExHook > X  Explo > X
 Viper > X  Backstep  Queen > X  Mines > X BBomb  >  Mist Deto > 
Mount >  Hook >  Stinger

QA

Why not magic dealer? Ancient Memory!

Ancient Memory adds Int, but both Tayberr, FW and Prey adds a big stat buff that scales with base equips stats. It does not scale with Ancient Memory. The result is that Ancient Memory is going to add around 1% or less damage - not worth the SP spent.

Boss Specific

F.Brawler has the role Synergy, Sub Dealer and Holder on FW raid.  has been upgraded to guaranteed superhold compared to the flimsy stun “hold” they used to be.

The other FW guides already outlines the general strats for Bosses but there are a few specifics for F.Brawler.



Fusion

Don't bother with holds if he is purple, Don't overhold. Mount doesn't Hold.



The Succ

YuriMount OK

Overhold will trigger berserk, but there's a period where berserk bar won't fill from Holds after triggering berserk once. Poor parties tend to trigger berserk anyways since getting hit by her void are or scythe fills the berserk bar. Don't stand near her vertically if you see her ready to toss the scythe getting caught by the scythe rebound is the worst.


Recommmend intentionally triggering berserk and crux/apoc after first berserk for low skill parties.



Crusher

Mount OK



Net to pull the cores away from the center, then  Mount. They are rooted in place and won't be moved towards center from crusher spinning when mounted.



Turret


Mount OK

A well geared party can crux/apoc from the start and kill her without having to wait for the burn phase. Can be held normally outside of burn phase but overhold will trigger berserk



Radar

Mount OK


Dump your awaks, big cubes and then  Junkspin after both finish spinning to bottom center. You can chain hold these while the party finishes off without wasting time from them spinning around if done right.




Remove Lancer

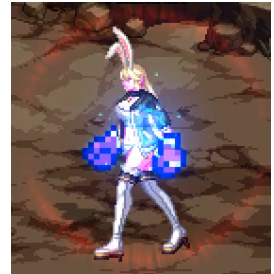
Mount OK.

Holds make all the difference during this fight. Dump all your cubes at the start of the fight, cooldowns will be ready before burn phase anyways. Lancers target will have an red aura around them. Stay away from the target horizontally but keep same vertical position as them,

this will make it easy for you to  Net Lancer when he runs to attack his target. Follow that with chained holds until Lancer does his special,


move away, repeat. Use  Junkspin if you get the aura, he will run into it and get held.

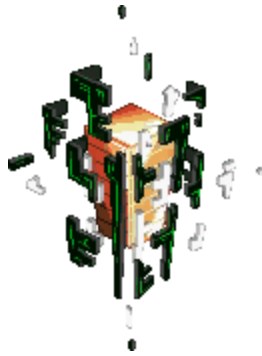
Also make sure to stay away from corners of the map, you don't want to get pushed off to corner and then pulled right into his special attack.





Euclid

Turn off the  Deadly Blood passive during the fight, the blood splash will otherwise act as extra hits and make Euclid launch extra light balls.




C@

F.Brawler can deal damage with just X if skills are locked. If the party lacks good dealers, then take the Ball, dump awaks, heavy cubes and pass the Ball.



Superalloy

Set up  Mist and hit him hard when he's charging up for the big swing. The swing won't hit even within melee distance if you stand behind while slightly above him vertically. The party should wait for him to charge up big swing before doing cruz/apoc and burn.

QA

What about the unlisted bosses?

See general strats from the other FW guides.

Videos

My HDD that had them died before I got to upload them (laughs)

Pinwheel fight - <https://youtu.be/-CnWjenD9UI>

Special thanks

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