

The Spear Enchiridion

The spearman's almanac to slaying monster and foe

Chapter One: The Apex Overview of Spear

So you've decided to pick up a spear? Well, the first thing you ought to know is you are and will be a balanced and thinking fighter, doing such things as throwing, impaling, sweeping, fending off foe, and on the rare occasion using psi to stun, freeze, or enhance yourself. A typical spear man is always strong, slightly dexterous, fairly swift, and somewhat sturdy. Also understand that this is a RIOT SHIELD HATING household and that we don't touch the damn thing as cool as it looks in style...

Stats to begin are typically :

10 strength

6-7 dexterity (spear throw & escape artist)

6-7 agility (fend, sweep, hit and run)

3-7 constitution (glass-to-tank)

3 perception

3-10 will (depending on psi choices if applicable even then you can keep 3 for most)

5-6 intelligence (5 base, 6 for armor sloping)

But to remind you these are not set-in-stone numbers, each build is different and will depend upon the different distribution of stat points.

(To acquire your first spear simply sell that puny 5mm pistol you receive when you talk to Lucas and buy a steel spear from him to begin your full journey into being a hunter)

Chapter Two: What kinda zoner are you

So, assuming you know what kind of style you want, you would invest into the appropriate skills and feats, for example, if you wanted to be a silent hunter who stalks in the dark waiting to pounce and impale a foe without a single soul knowing as well as striking from a distance in quiet with a well-aimed spear throw, well what you would want to do to achieve this is by taking stealth (obviously) and the other requisite skills like throwing and melee to get feats like Blindsiding, Spear Throw, Impale, Sweep, etc. this type of spearman is not hard to build around and arguably is

quite powerful in the right hands. There are also variants with psi involved in some way. Some simply just tank their way to and through the enemy.

Before we head into builds you should understand that a spear is only as good as you are using it, And what i mean by this is take into account all your abilities and tools. For example, flashbanging a crowd to sweep up for a shock sweep to devastate health bars and any who actually live the strike usually die with a moderate frag grenade or something equivalent but you first need to get into the crowd without breaking their incap would would mean holding off on the shock spear and using something more single target designated such as a energy edge or a just simply a emitter-less spear(such as the Glaive, Javelin, or the Rustmaker).

Tl:dr be a smart caveman.



Chapter Three: Build #1 The Tungsten Spear Sprinter (simple)

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Gear: Tungsten helmet Dense padded with shaded visor
Tungsten suit regen vest or sturdy x4 tungsten plates
Tungsten Boots x2 plated dense padded

Spears is full variety x2 tungsten set of shock and energy and x2 of tichrome shock and energy
Extra gear to carry would be black balaclava, infused soft padded black cave hopper, and black cloth tabis so we can artificially boost our stealth for certain scenes and find spots to swap armor back or keep it and be agile for the fight.

Try to get bioscrubber for scenarios where bio damage is a menace (combine with iron gut)

The Build break down of feats:

Level 1 Sprint & Opportunist: sprint will be a core mobility feat for getting into action and sometimes to run to set up behind somewhere as you will be needing a way to deal with some fights, and generally for the entirety of the playthrough you will be incapping, rooting, and stunning enemies.

Level 2 Spear Throw: a core feat of spear and it works entirely as a melee strike while using throwing for accuracy and still suffering the ranged penalties that things suffer such as darkness

penalty and far range can still be used up close but will suffer a small penalty but the base damage bonus still make it worth doing.

Level 4 Fend : the feat recently got some attention and is fairly strong 150% = x2.5 extra from our spear's base block while we deal with melee weapons and melee creatures once we get spear guardian. (level 16 and start speccing will grant 90% block and 100% the next level(17) spec) this also works with a unique called glaive and it will reduce sweeps cooldown.

Level 6 Impale: a Cornerstone of spear builds, the aimed shot of melee. It will always be useful to call a crit whenever you need, not really much to explain.

Level 8 Cheapshots: the core part is the critical damage bonus we get so we can get 170% crit damage with a tungsten spear, the incap occasionally proves useful. It should be known that even when you strike a target with a shock weapon and it incapacitates them

Level 10 Sweep: The Best and only AoE melee attack, and a complete utter must grab for spear. As its range is large to encompass multiple enemies and even to make it stronger we can hit bled enemies and also hit them with a shock emitter which so long as its got charge will keep shocking as many as enemies hit and will decimate a crowd of any size, try to use on 2 or more enemies at least.

Level 12 Taste for Blood: a blood & kill based timed duration damage buff that gives you 5% damage bonus for each TFB stack. Going free drone will provide the means (nail bombs) to bleed enemies we can sweep to stack all that TFB.

Level 14 Critical Power: this will provide simple crit buffs for our spear with cheapshots 200% for most spears and 240% with tungsten.

Level 16 Spear guardian: this will complete our other feat fend and give the chance to block from base 50%- without spec 80%- with specced 100%. And with a 180q super steel spear it has a block of 48 and with fend it becomes 122 at 100% block enjoy destroying deathstalkers with no mercy.

Level 18 Brutality: one of the reasons the build is investing in intimidation up as well as yell (upcoming) for each kill we do with our spear, we can have a chance of anyone who sees that death. A base 15% chance with the effect still being able to be resisted as its based around resolve but this is for each enemy and it essentially neutralizes their next turn for free and if need be can be sniped with a net and spear throw.

Level 20 Yell: This ability will scale off all that intimidation(which has been scaling off strength) we've been investing in (besides the social interaction bonus provided) will allow use to de-stealth any targets in a large radius all around you as well as any that fail to resist it lose combat skill equal to either 35% or up to 50% with +3 specs and this is based off your intimidation skill which makes it more difficult the enemy to use their weapon and end up dealing

less and missing more. The skill drain is boosted as much as strength is and other unique items.

Level 22 Escape Artist: a bit of a late feat but can be used to get out of sticky acid entanglements or net entrapments especially useful against the dlc.

Level 24 Expose Weakness: also a bit late since spear already has the 25% organic living ignore dr and the ability to have strong emitters and edges to deal with other things.

Level 26 Strength Increase : +2 strength what else

Level 28 Juggernaut: fully making use of our armor penalty at the end to deal with some of the attrition battles by boosting our high hp further.

Level 30 Fast Metabolism: This will help with our build and our high hp, regen vest, hypos to a better rate of healing in general.

Main Build Remarks : You will be a slow slug so make use of deleting gypsy in the game files and it will help in getting booth (tattoo artist) to get drifter and using jumping bean for the mp bonus with sprint when needed. But otherwise you'll be able to eat anything mechanical thrown at you. remember to make use of biology to make drugs like focus stim a 15% crit chance boost. the chemistry to make napalm to give yourself some areas of denial and you can use caltrops since you are effectively going to be wearing metal boots for most of the game poisoned caltrops like ones with crawler poison are especially helpful. Make full use of your environment, chokes are going to be your best friend.

Chapter Four: Build #2 Stealth Hunter (intermediate)

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Gear: Your preferred light leather infused variant (rat, siphoner, cave hopper, etc) with black and soft padding

Black balaclava

Black tabis

Spears is full variety x2 tungsten set of shock and energy and x2 of tichrome shock and energy along with some uniques

Level 1 Nimble and Opportunist: Nimble will enable full use of our stealth and evasion abilities and for opportunist reference chapter four.

Level 2 Spear Throw: along with referencing chapter Three, you can snipe with spear from stealth but only if you manually initiate combat before throwing as it will reveal you as you throw in real time.

Level 4 Hit and Run: A very good mobility feat and only gets better as its specced the more mp you use the more useful it is, so run up and stab and then run and throw(is treated as a melee attack always remember).

Level 6 - 8 - 10 Impale, Cheapshots, Sweep : Reference Chapter Three.

Level 12 Fancy footwork: in addition to spears hit and run we can stack on top of that with sweeps and fancy. provided we get a kill during a sweep resets and then fancy stacks mp on top of it.

Level 14 - 16 - 18 - 20 Critical Power, Spear Guardian, Taste for Blood, Fend : Reference Chapter Three.

Level 22 Blind siding, Quickly snipe someone from stealth with throw and hide away or stealth up to a group and sweep them dead without them even knowing what happened. Or just simply sneak up and give them an impale.

Level 24 - 26 - 28 Escape Artist, Increased Strength, Expose Weakness: See Chapter Three.

Level 30 Body Weight Training, this will allow us to wear a bit heavier leathers should we have wanted to wear pig or bison or possibly using heavier cloth with a leather you already had so you can obtain your nimble bonus.

Main build remarks: you will generally be stealthing as you lurk for easy spots to choke enemies into. Use nets to hold them there while you stab behind their buddies and also make sure to keep tasers and flashbang around. Sweeping will be core with large group fights you can't pick enemies off you can start in the middle of the (if possible) and stealth sweep and gather up your hit and run + fancy footwork movement points to either continue with impaling and throwing or making your way back and throwing a spare spear or javelin as you move back to a more secure position.

Chapter Five: Build #3 Super Steel Telekinetic-Psionic (adept)

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Gear: Super steel soft padded Shaded visor
Super steel x4 plating on a sturdy or regen vest
Super steel soft padded striders
Normal spear setups

Level 1 Hit and Run & Opportunist: Reference Chapter Four and Three

Level 2 - 4 - 6 - 8 - 10 - 12 - 14 Spear Throw, Fend, Impale, Cheapshots, Sweep, Escape Artist, Critical power: Reference Chapter Three

Level 16 Armor Sloping: this will reduce the armor penalty on our super steel armor we will be making so that we can retain our movement and get a good bonus of movement points (mp) out of our striders.

Level 18 - 20 Spear Guardian, Taste for Blood:

Level 22 Premeditation: This feat allows us to gain a free action with a spell of our choice with half psi cost so we can use it to set up our things like telekinetic punch, grounding, or imprint.

Level 24 - 26 Expose Weakness, Strength increase: Reference Chapter Three

Level 28 - 30 Nimble, bodyweight training: we combine both of these simply to give ourselves a low armor penalty despite being clad in metal armor. We are light on our feet and are able to make full use of our hit and run feat to run around poking and throwing.

Main build remarks: Your main spells will be imprint, grounding, telekinetic punch, proxy, and chain. Imprint is an electrical trap stun you can put anywhere someone is not standing and especially useful in choke points, telekinetic punch is a small ranged stun it will be helpful more with premeditation, grounding is a 5t root that the enemy has strength checks to break out of each turn and usually have little success unless they get lucky. Proxy to double our telekinetic effects, chain to spread more of our sweep damage both mechanical and electrical to other enemies nearby/together. Super steel is very expensive so be ready to make some serious amounts of cash/coin into bling.

Chapter Six: Build #4 Metathermic Spear

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Gear Metathermic psionic headband either you can use cryo focus orb or kinesis, or the other option just crit chance and then we take our other component mod psi reduction after picking.

Infused Siphoner antithermic cloth insulated padding

Antithermic tabis shoes

Normal spear sets

Level 1 - 18 Nimble, Opportunist, Spear Throw, Fend, Impale, Cheapshots, Sweep, Hit and Run, Critical Power, Spear Guardian, Taste for Blood: Reference Chapter Three and Four

Level 20 Cryogenic Induction: this will be an icy finisher for spear throw and impale to end your foe at a higher rate then just spear alone.

Level 22 - 26 Escape Artist, Expose weakness, Strength Increase: Reference Chapter Three

Level 28 Premeditation : A bit late into the build however i found prioritizing spear feat are more important so we are left putting it at this level, also reference Chapter five

Level 30 Surestep: a nice feat we can end on since it will allow use to ignore things like acid puddles without the extra penalty of rubber boots and use to abuse caltrops at the end if we want to.

Main build remarks: generally you can use cryo to give yourself the slowed opportunist bonus and once you obtain taste for blood your cryo orb will become a useful utility in itself. You can spear throw enemies either with Thermo Destabilization to explode them or ice them and turn them into cubes. You can combine your cryo shield with your Fend if you feel like giving melee enemies an annoyance. The ice wall is useful near puddles and any decent amount of water. Watch out for characters who have warmed up as they won't freeze or take much cold damage. But they still take fire damage, however you still have to look out for enemies with antithermic coats.

Chapter Seven: Spearing with Authority

A Lot of what spear is about is wisely using your ap(action points) and learning what costs what, a tungsten spear will always cost 20 or 19 ap with tabis. While tichrome will cost 18-17 respectively you will always be using adrenaline throughout the game so using it smartly matters and it can be made from non-bug animals adrenal glands and a syringe once you have the blueprint and biology. Making strikes matter is the idea so we make use of everything like tight corners, blind spots, and doors that we call the fatal funnel. Some decent strats are clogging up a door netting the first enemy or simply stunning with a taser, then following up impaling them sweeping the crowd and then flash banging the survivors and then follow up with a frag or nail bomb. If no door is available the next best thing is finding the tightest spot or just a long enough path for you to deal with enemies as they come and throw when necessary.

Getting gear is generally pretty important so i will generally state where you can get some stuff early and later

Early

SGS-Ezra-electronics, blueprints and psi components

SGS-Lucas-guns, to buy tnt for nades, or just simply buying our first spear and that's it aside from selling other things to him.

SGS-Harold-mechanics, he will sell occasional metal or wings but no guarantee.

Eel controlled Junkyard-Colton-general/mixed merch, he can sell metal armor helmet and armor blueprint and sometimes some tungsten plates.

Scrapper controlled junkyard-Gort-general junk merchant, he can sell some good stuff. always has 4 flashbangs per restock and has a chance to spawn in a javelin but it's rare.

Underpassages north of SGS-Blaine-highest quality general merchant early, he has some special merchandise you can get with mercantile and his quality goes up to 100 and can spawn in tichrome rarely.

Middle of Junkyard-Kendrick-hunting and spear gear, he sells the first blueprint for spear.

Late

First thing of note is that global merchandise becomes different and better as you progress certain story elements this happens only a couple of times.

Merchants from the early stage can still be merchants you can run and sell things you don't need otherwise make things into repair kits to repair your other gear or make high max durability gear that's been worn out higher value then what it was.

Core city merchants are always worth checking for components to sell to and you leave bags of the appropriate gear to sell to them on merchant runs (after certain amounts of time has passed stock refreshes at 30-60~ min based on game speed)

Foundry has all the metals you'll need as well as it has good ways to make money early same with core city.

Somewhat hidden quest can lead to Constantine a very, *Very*, good general merchant to buy from.

Small spoiler: joining the free drones grants the nailbomb grenade that can bleed and debuff with an infected wound that you will use to sweep to stack taste for blood for more damage.