

About this guide:

This guide is written with the intent of helping players who have decided on playing Female Spitfire and has a general grasp of DFO's mechanics and details. That is to say while I will try to explain details and mechanics up to a point, I may not be able to explain it wholly. On the other end, this guide may explain things veteran players may consider redundant. This guide will also try to help navigate veteran Female Spitfire players to understand the changes brought by the Spitfire rework.

FAQs:

- *What's the difference between Male and Female Spitfires?*
 - After the Spitfire rework, Male and Female Spitfires differ in two major ways:
 - 1. Damage formulae
 - Male Spitfire is a pure percent damage class.
 - Female Spitfire is a pure fixed damage class.
 - 2. Gameplay
 - Male Spitfires lack the Nitro Motor and aerial-focused gameplay that Female Spitfires are built around.
 - Furthermore, Male Spitfire's skill set is more towards the concept of "damage layering" - having multiple skills go off on top of each other, applying damage together. Female Spitfires are more towards very fast, instantaneous damage.
- *Do Female Spitfires use bowguns or muskets or some other weapon type?*
 - As a default option, bowguns tend to be the go-to choice, not only due to legacy (Bowgun Mastery was much better before the merge), but the naturally better shooting speed over muskets means an easier time utilizing bullets as filler damage.
 - *I'm selecting a Requiem/Liberation/Savior weapon, which one should I get?*
 - Bowgun or musket, up to your preference. Refer to above.
 - However, epics are always a different case. Some epics are simply too good to not use, regardless of any kind of mastery bonus. Refer to Gearing.
 - *Follow-Up Question: "I got this epic weapon that you didn't mention, should I use it/skip Req/Lib?"*
 - No.
 - Otherwise, you have the weapon(s) on hand - test the damage yourself.
- *Is X weapon viable?*
 - If you have to ask, *more than likely no*.

- As a general rule of thumb, any weapon that's not level 85 or higher is most likely inferior to Requiem/Liberation weapons.
- *Are Female Spitfires easy to gear/cheap to level/end-game viable?*
 - Female Spitfires are now rather standard in gearing alongside the very vast majority of the cast in DFO. That is, progression is typically along the lines of chronicle/Halidoms to quest legendaries (Liberation + Gracia/Kartel/Sea God + Gigantic) to end-game.
 - Female Spitfires are no longer bound to Grenade Mastery and Primitive Strike chronicles, as the strength of grenades post-rework has vastly been dropped. In a way, this has eased gearing difficulties by no longer requiring buying potentially very expensive titles or pets.
- *What happened to Female Spitfires with the rework?*
 - Simply put, *a lot*.
 - Many convenience/quality of life adjustments have been made that aligns with DNF's recent permanent buff timer policy, such as permanent 7 Nitro charges and "unlimited bullets."
 - Many skills have been added or replaced by completely new skills (that are good!). This now gives Spitfires far more cubes than they used to have, improving damage rotation and decreasing reliance on grenades for all the damage.
 - The Female Spitfires that people may have known from before the rework with grenades and constant aerial bombardment is more or less gone. Grenades have been mostly reduced to filler damage, their use as Female Spitfire's literally everything has been erased with the removal of Grenade Mastery's double throw chance *completely*.
 - Bullets have been completely remade. The element of bullets and the effects of bullets have been separated into Overcharge (an Elemental Shift-like buff) and Elemental Bullet / Piercing Bullet / Burst Bomb, respectively.
 - Many general damage-boosting skills have been added. Overcharge itself is a skill damage buff. Arsenal Reinforcement is, effectively, free elenore/additional damage.
 - Overall, Female Spitfires are able to gear more liberally instead of being bound by levels in Grenade Mastery or dependent on the support of Soul Benders.


Female Spitfire Quick Run-down:



- Female Spitfires work better when using skills from the air.
 - Skills come out faster and there is less recovery when used in the air.
 - You can string together skills faster in the air than on the ground.
- Although hybrid and capable of 100% Conversion, Female Spitfire has naturally magic-inclined base stats.
 - Regardless, all of Female Spitfire's skills are fixed damage.
 - Scale mainly off intelligence and independent attack, with no regards to magical attack.
- Upon advancement, obtains Nitro Motor - essentially "jump charges."
 - Almost all skills used in the air consume a Nitro charge per use.
 - "Double jumps" consume Nitro charges and can be used to propel yourself forward left/right for better horizontal movement.
 - Holding up as you double jump will give slightly higher height in jumps. This can be combined with left/right movement.
 - Normal attacks do not consume jump charges and additional jumps only add 1 extra jump attack (that is, one extra bullet shot).
 - Spacebar to fastfall. This consumes 1 Nitro charge.
 - Normal attacks on the ground can be jump-canceled.
 - "Air teching" requires 1 Nitro charges *only if you were airborne to begin with*.
 - You cannot air tech if you were launched from the ground (may have changed?).

About Skills:

With the rework, grenades have fallen out of the bread-and-butter of Female Spitfires. In their place, many new skills have been greatly buffed and revamped, giving Female Spitfire a far more wider range of skills to use.



Permanent Buffs and Related Passives

-  Overcharge
 - Primary buff, registerable in Buff Enhancement menu, required to be activated to use Shooting Skills. Selecting an element from fire/water/light/neutral will change the innate element of Shooting Skills.
 - **Please note** that this does NOT give you “inflict element,” this changes the *innate element* of your Shooting Skills. Your Grenade Skills and other skills will still do neutral element if you do not have an inflict element option.
 - When active, for every normal attack you do, each shot will be 2 damage components.
 - Your “normal bullet”
 - Normal shots as if shooting normally.
 - Changes to magical damage if Conversion is set to magical.
 - Always neutral element, can gain “inflict element.”
 - Is affected by Basic Training and Aerial Fire and equipment skill attack modifiers.
 - The “enchantment”
 - The added damage from Overcharge.
 - Innate element is whatever element you picked for Overcharge.
 - Is affected by equipment skill attack modifiers and skill attack passive (Certification Key).
 - Is NOT directly affected by Basic Training or Aerial Fire.
 - Strangely, the skill damage for non-Shooting skills (that is, skills not under this skill’s “tree”) given is applied as an additional damage line.
 - If you have previous existing sources of additional damage, another additional damage line will be applied for each one.
 - In effect, your non-Shooting skills have double the hitcount and damage numbers.
 - These additional damage line copies are based on the NON-critical damage, regardless if the original line crit or not.
 - This/these additional damage line cannot crit, even with external sources of critical rate.
 - This/these additional damage line contributes to the additional damage Overcurrent number.
 - This/these additional damage line does count as your own combo/hit count.
 - In effect, your skill damage is still being multiplied by the tooltip number.
 - This is just a really lazy way to implement the skill damage.
 - Damage bonuses do not apply to equipment procs (no damage increase, no elenore).

-  **Booster Bullet**
 - The passive itself innately gives 100% Conversion for all skills.
 - Female Spitfire can change all her skills to physical or magical.
 - Bullets will 100% deal elemental resist shred or defense shred against enemies based on the element selected by Overcharge.
 - Fire: fire resistance down.
 - Water: water resistance down.
 - Light: light resistance down.
 - Neutral: defense down.
 - Procs only by bullets. Hitting enemies with only your gun during the drawing motion will not inflict the shred.
 - Debuffs applied will not stack from the same source, the latest application will overwrite.
 - I.e., you cannot debuff a target with Neutral Overcharge for defense down, and then switch to Water Overcharge for water resistance down on top.
 - The defense down will be overwritten into water resistance down.
-  **Aerial Fire**
 - Spitfire-exclusive permanent buff that allows better aerial shooting for filler damage after dumping skills.
 - This DOES NOT affect your skill damage, only your normal bullet damage.
 - Despite the aerial shooting damage increase, natural attack damage from the air is so low that you will actually do better raw damage shooting from the ground.
 - You do still shoot faster and far more bullets from the air though.
- “Bullet modes,” these are active buffs that replace the original bullet buffs. These are all real-time buffs, so they cannot be swapped. Pick one, max that one and only that one.

These work by modifying the “enchant” damage portion of Overcharge. They DO NOT change your normal bullet damage.

For whatever reason, you can cast these in the air and they do the same backflip as Quartermaster.

-  **Elemental Bullet**
 - Garbage bullet. Status ailments aren’t useful nor high enough levels nor high enough base chance to be useful for any kind of cheesing.
 - Also has no “enchant” damage amplification on shooting like the other two bullets.
-  **Piercing Bullet**
 - Sets your weapon to have 100% piercing strength and bullets fire farther and faster.
 - This piercing modifier is final, regardless of Booster Bullet or equipment options.

- “Enchant” damage amp equal to Burst Bomb. Pick one.
- Bullets that pierce its target and hit another enemy will still proc Booster Bullet’s shred on the second enemy hit.



○ Burst Bomb







- 0% piercing strength, but shatters bullets for a small AOE.
 - This piercing modifier is final, regardless of Booster Bullet or equipment options.
- “Enchant” damage amp equal to Piercing Bullet. Pick one.
- The explosion itself will also proc Booster Bullet’s shred effect.
 - Shooting the ground and exploding into the target will shred.
 - Shooting a target and having the explosion hit another behind it will shred.



● Arsenal Reinforcement

- When hitting an enemy, you will 100% inflict Overcurrent on them.
 - Procs from equipment will inflict Overcurrent when hitting enemies.
 - Independent objects (summons like Landrunner) will not proc Overcurrent on hitting enemies.
- Understanding Overcurrent
 - Overcurrent is its own individual damage.
 - It does not contribute to your combo/hit count.
 - It will not help you proc equipment options.
 - It cannot crit, even with external sources of critical rate.
 - Overcurrent works by giving an extra hit of damage to all of your personal damage.
 - Independent objects (summons like Landrunner) do not benefit from Overcurrent.
 - Procs from equipment effects do benefit from Overcurrent.
 - Overcurrent gives a separate number for the total sum of your additional damage lines on each hit.
 - Essentially, if you have at least 1 additional damage line, Overcurrent will display 2 numbers for each hit you do.
 - This total sum is multiplied by Overcurrent and then displayed as a single number.

Grenade Skills

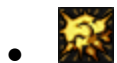
-  Grenade Mastery
 - Increases the damage of the 3 primary grenades.
 - Might as well be renamed “Flash Bang Mastery” honestly.
 - Notable quirk about grenades, grenades have 2 components: their “body” and their explosion. Although their body inflicts no damage, it does collide into enemies to trigger the explosion. This is important because while the explosion itself is pure element (Freezer water), the body can actually inflict element when it collides into enemies. In addition, this contact will also proc Overcurrent for you.
 -  G-14 Buster Grenade
 - Standard grenade. No longer quite strong and not quite worth maxing anymore.
 -  G-18 Flash Bang
 - The most important grenade. The electrocution was replaced with a special shock which increases critical damage and critical rate on enemies afflicted by the special shock.
 - Being a critical rate increase “debuff” applied on enemies, this will increase the critical rate of additional damage lines by 10%.
 - 13% chance for each line to crit.
 -  G-35L Freeze Grenade
 - Inflicts freeze. If you’re already going down water damage anyways, this is extra filler damage, but otherwise not a primary focus.
-  Lock-on Support
 - Neil the Sniper replacement. Tosses a beacon that targets all enemies in range.
 - One of your best non-awakening damage skills.
 - Once it has locked on to enemies (signified by the targeting reticle), enemies may move outside of the original circle and still be hit.
 - One of your best non-awakening damage skills.
-  G-61 Gravity Grenade
 - Useful for gathering and keeping enemies in one spot for dropping skills. Suction is rather strong.

- Deals a lot of multihit, making it ideal for keeping enemies grounded.
- Otherwise doesn't do as much damage as other skills can, especially for its SP cost and cooldown.
- You can control the distance this grenade is thrown from the ground similar to the primary grenades.
 - Up will lob the grenade. It will still only explode on the ground.
 - Down will drop the grenade.



Open Fire

- Throws a volley of grenades forward. When used while grounded, you will launch up slightly lower than normal jump height before throwing grenades.
 - Use while grounded will not consume a Nitro charge.
- Despite its animation, this skill is entirely independent from the basic three grenades.
 - Does not inflict any of the status ailments of the grenades thrown.
 - Damages does not scale off the basic three grenades, nor Grenade Mastery, nor Grenade Mastery TP.
- Grants super armor during the grenade throw.
 - Does not have super armor while jumping from the ground, making ground variant interruptible.
- Strongest non-awakening damage skill.



G-96 Thermobaric Grenade

- Absolutely raw single burst damage.
- One of your best non-awakening damage skills.




Shooting Skills

These skills require Overcharge to be active. Their innate element is determined by Overcharge, meaning they do not take on any "inflict element" if you do not use neutral.





Cross Fire



- Crossmore replacement. No longer loses damage from distance.
 - May still push enemies outside of its damage range if used at max range.
- Low cooldown with decent burst damage and nice AOE.

-  Buster Shot
 - Strong non-cube single-shot burst.
-  Napalm
 - Wide-ranged AOE burst damage.
 - One of your best non-awakening damage skills.
-  Pistol Carbine
 - High amounts of multi-hit.

Awakenings

-  EMP Storm
 - Marks an area to drop an EMP. High damage skill.
 - Air version automatically drops a little ways in front of you. Ground version can be targeted for a short time.
 - Has invincibility during the marking animation.
 - Has a hitstun immobility after opening up similar to Florae Collider.
-  D-Day
 - Tosses a beacon a la Lock-on Support that calls in a raid. Highest damage skill.
 - Has invincibility while throwing the beacon, ends generally after beacon lands.
 - The attacks are not as random as the animation may seem, the skill covers a large rectangular area and deals constant damage to anything that is in or enters the area.
 - The skill will hit targets within the area at most 40 times each.

Other Skills

-  M18 Claymore
 - [I hope you like memes.](#)
-  C4
 - Now consumes 1 Nitro charge when thrown in the air, but does not consume any when detonating it in the air.
 - The aerial throwing angle is awful and very steep.

Gearing:

Starting Out - Chronicles and Quest Legendaries

As a battle set, many chronicles have fallen out of favor. Quest legendaries such as Gracia are now the favored starting point in gearing towards end-game.

Gracia + Gigantic Presence

- The standard go-to.
- 6-pc Gracia legendary armor set
 - All armors and sub-equipment
- Liberation Bowgun or Musket
- 3-pc Gigantic Presence accessory set

Kartel + Gigantic Presence

- The alternative. This allows you to go fire or shadow and more centered on bursting your awakening.
- 6-pc Kartel legendary armor set
- Liberation Bowgun or Musket
- 3-pc Gigantic Presence accessory set

Sky Liquid + Sea God

- If you really like water.
- 5-pc Sea God legendary armor set
- Sky Liquid level 90 legendary revolver
- Guild Dungeon water set -> Cold Princess

Overcharge Swap

While there are Dimensional Tainted options for FSpitfire, the gain per piece are very minimal (1% per piece). Assuming optimization with absolute disregards to cost and availability, after 6-pc Extra Clip and equipment levels into Overcharge, this leaves 4 open equipment slots - a grand total of 4% more firing/skill attack bonus at an extremely steep cost.

CAUTION

As of this writing (11 March 2018), green taints for Overcharge are bugged and do not increase the damage on any Shooting skills (see Skills Section), including normal attacks. It will still increase the skill damage of non-Shooting skills.

- 6-pc Extra Clip chronicle set
 - Gives +10% Overcharge damage
 - Recommended any 6 of the following:
 - Shoulder, Top, Belt, Shoes, Bracelet, Necklace, Sub-equipment, Magic Stone
- Weapon

- General Bowgun, +5
- Rolling Block, +3
- GAU-8 Mini Gun, +3
- The following gives +2:
 - Magic Sealed Ripple Musket
 - Pegasus
 - Robust Ghost Bowgun
 - Secret Skill of Veteran Archer
 - Multi Aura Bowgun
- Top
 - Supercontinent Vaalbara's Earth, +2
 - Halidom: Suede Tunic of Kers, +1
 - Metal Line Armor, +1
- Bottom
 - Sea God's Cursed Suede Greaves, +1
 - Bleak Wind Suede Greaves, +1
 - Imp's Pumpkin Pants, +1
 - Glassy Orb Silk Pants, +1
 - Big Sacrum Gaiters, +1
 - Metal Line Gaiters, +1
- Belt
 - Essence Captain Trooper's Heavy Armor Belt, +1
- Sub Equipment
 - Time Traveler's Silver Watch, +1
 - Ancient Wonder: Valkyrie, +1
- Magic Stone
 - Solium Fonse, +1
- Ring
 - High-Tech Gunslinger Ring, +1
- Standard pets, avatar top, plats.

Advanced Gearing Notes

Because of FSpitfire's skills, she benefits more than most classes from elenore or additional damage lines. More than any other equipment option, it is highly recommended to have at least 1 source of elenore at all times because of the potentially high gains from Flash Bang's critical chance and damage and Overcurrent's interaction with additional damage lines.

About Epics

Epic Weapon Analysis

Disclaimer: This is not an absolute tier rating due to the differences between individual player gearing or preferences, not to mention it is difficult to truly compare the potential of weapons and set-ups without outright having all of them at your disposal and conduct a proper test. Much of this is based on observation of DNF FSpitfires, their own tier list(s), and speculation and personal thoughts based on these.

Think of it more like “the top weapon listed is *generally more useful in more people’s cases.*”

1. Savior Bowgun/Musket

- It's Savior.
- Glory (level 85) may be weaker than some level 90 weapons when unactivated.

2. Codename: Oracle

- Versatile weapon with options that don't particularly conflict with anything else.
- At +30% skill attack, +3 Certification Key (+6% skill attack), and +1 all TP skill levels, it offers a wide range of damage increases that make it as strong as an unactivated base Savior weapon.
- Ridiculous amounts of critical rate makes it very easy to cap your critical rate.

3. Masterful Wind

- Strong damage mods complemented with an equipment active for reasons unknown.
- Topspin mod is useless, and the extra ammo count for grenades is a hit-or-miss.
 - i. Rarely should you run out of Flash Bangs, and the other grenades are rather weak anyways.

4. Death By Musket

- A complete upgrade over Hell Havoc save the loss in attack speed.
- Similar heavily front-loaded +45% additional critical damage, but supplemented by two extra skill damage to commonly used skills makes this weapon edge out over Hell Havoc.
- *Future rework*: +11% STR/INT completely stomps Hell Havoc in damage.

5. Hell Havoc

- +5 Firearm Mastery gives additional stats and cooldown reduction from the passive, which means slightly better raw stats overall.
- +40% additional critical damage is a lot of damage, but an additive modifier, slightly reducing the efficacy when wearing similar options such as Black Formal pieces.
- 100% piercing strength is absolutely useless. Burst Bomb has a permanent 0% piercing, and Piercing Bullet gives every shot 100% piercing. This means the option is only useful for Elemental Bullet, which is awful damage.

6. Ion Repulser

- Pairs well with Gracia, offering a bulky +40% skill attack on top of the female-exclusive +40 light damage.
- Even outside of Gracia, the options are very strong with more skill attack stacking, and the light damage fills a void in FSpitfire's naturally low element stats.
- Autogun range (or lackthereof) can be compensated for using Piercing Bullet mode.

7. Giant Cannon Urban

- Although the weapon may have high damage potential, it forces FSpitfire into physical Conversion in order to utilize the +20% STR.
- While physical is not innately bad, FSpitfire as a class will usually prefer magic-oriented supports such as FNen or Soul Bender, or paired with magic DPS like Dark Templar. Being locked out of having these supports may be undesirable.
- Handcannon kills any kind of multi-hit potential. Utilizing Aerial Fire for filler damage is difficult.

8. Gold Lux

- +54% bonus damage at 6 epics is a high amount, but there are no other saving graces of this weapon.
- Losing out on the independent attack bonus from Firearm Mastery ranks this weapon rather low for a 90 weapon, as the bonus damage option *barely* compensates.

9. Ice Spark Bowgun

- Conflicting weapon. You will basically never be allowed to freeze-hold enemies with this.
- Damage options such as +40 fire/water damage and two 15% bonus damage (don't be fooled by wording, it's regular, not elemental) makes it a strong weapon in raw damage.
- Equipment Option Control feature is *absolutely useless*.

10. General Bowgun

- Overcharge swap weapon that's still a usable battle weapon.
- Its features are mostly modest. +5 Firearm Mastery makes it a Hell Havoc Lite alongside another 6% increase in independent attack.

11. Rule of Thumb (post-21 Dec 2017 Epic Reorg)

- After being reworked from grenade-centric to a more generalized weapon, it's no longer a waste of epic space.
- +20% bonus damage makes it easy to gear with.
- +Skill levels on strong, frequently-used skills.

12. Code Number 608 (post-21 Dec 2017 Epic Reorg)

- Removing the need to use Piercing Bullet every 300 seconds for the +10% attack damage makes the weapon less awkward to use.
- However, the attack damage is still fairly small, especially given the large amounts of attack damage equipment in the 85-90 gear range.
- Gravity Grenade options were changed to Lock-on Support, so at least half the weapon is actually useful at a higher level, but simply not enough.
- At least it (still) makes for good Claymeme farming.

13. Lord of Ranger

- Manual weapon. If you ever wondered what it's like playing a Ranger, now you can pretend.
- High damage potential at up to 60% attack damage, but only if you're willing to put in the work. Full manual is more feasible post-rework because pianoing grenades is no longer required for DPS, however you do have far more skills to manual than before.
- Beyond 2 hotkeys, you might as well use a different weapon and use a different set-up.

Avatars and Emblems

- Hat & Hair
 - Option: Intelligence
 - Emblem: Red/Green Intelligence/MCrit
- Top & Bottom
 - Top Option: D-Day appears to be the choice by most DNF players.
 - Bottom Option: HP MAX
 - Emblem
 - Green MCrit *OR* Red/Green Intelligence/MCrit
 - Platinum: Preference?
 - Suggestions: Flash Bang, Firearm Mastery
- The rest are preference. The stats are generally straight-forward and often little in value to warrant care.

I Want To Be The Meme

Mostly impractical or situational chronicle set-ups, maybe useful for farming.

Screenwide Claymores / Vulture Setting

- [For all your Grandine farming needs.](#)
- 6-pc Second Strike chronicle / 3-pc Secret Commando chronicle
- Optional: Code 608 epic musket

Reference Videos:

Video tag: 프레이아 (Freyja)

[Per4](#) (inactive)

DNF: Savior Revolver, 3-pc Nagaraja, Supercontinent top, Ancient Civilization specials and Infinite accessories.

[Beco Pang](#)

DNF: Savior Bowgun, Dark Gothic.

[Frey.](#)

DNF: Savior Bowgun, Tactical.

[MrChemicalize0/이역물음표 안톤](#)

DNF: Savior Bowgun, 4-pc Gespenst Hallucination, Infinite accessories.

About Future DNF Update:

(21 Dec. 2017) Epic Reorganization

Listing epic weapon changes relevant to Spitfire weapons. Also listing the craftable epics.

- Code Number 608
 - G-61 Gravity Grenade +2 -> Lock-on Support +2
 - G-61 Gravity Grenade Atk. +20% and range +30% -> Lock-on Support Atk. +20% and range +30%
 - Piercing Bullet increases attack damage +10% for 300 seconds -> Attack Damage +10%
- Rule of Thumb
 - Reworked:
 - Attack Speed +5%
 - Physical/Magical Critical Rate +10%
 - Bonus Damage +20%
 - Buster Shot +4
 - Napalm +4
 - Lock-on Support +4
 - Certification Key +1
 - Open Fire +4
- Codename Oracle
 - Physical/Magical Critical Rate +25% -> Physical/Magical Critical Rate +8%
 - Certification Key +3 -> Certification Key +2
 - All TP skill levels +1 -> DELETED
 - NEW -> Bonus Damage +30%
- Hell Havoc
 - Firearm Mastery +5 -> Firearm Mastery +2
 - Physical Critical Rate +13% -> Physical Critical Rate +10%
 - Magical Critical Rate +10% -> Magical Critical Rate +7%
 - Additional Critical Damage +40% -> Additional Critical Damage +35%
 - NEW -> All Atk. +15%
- Death By Musket
 - Firearm Mastery +1
 - NEW -> STR/INT +11%
 - Cast Death by Musket buff on player upon equipping
 - Additional Critical Damage +45%
 - Pistol Carbine Skill Damage +25%
 - Buster Shot Skill Damage +20%
- Dildred of Handbow
 - Firearm Mastery +1
 - Bonus Damage +30%
 - All Atk. +22% -> All Atk. +28%
 - Use [Equip Skill Key] to drop a large crossbow bolt

- +1 Topspin Kick spin count
- -50% Topspin Kick skill damage
- +1 Buster, Flash Bang, Freeze load count

(?? Sept. 2017) Balance Patch Notes

Nerf to FSpitfire's overwhelming burst capabilities.

- **Booster Bullet**
 - Elemental resistance reduction fixed to 22, defense reduction fixed to 10%.
- **Firearm Mastery**
 - Cooldown reduction no longer applies to either awakenings.
- **Buster Shot**
 - Damage increased by 5%.
- **Napalm**
 - Damage increased by 17%.
- **C4**
 - Damage reduced by 4%.
- **Pistol Carbine**
 - Damage reduced by 14%.
- **G-61 Gravity Grenade**
 - Damage reduced by 2%.
- **G-14 Buster**
 - Damage reduced by 10%.
- **G-18C Freeze Grenade**
 - Damage reduced by 12%.
- **EMP Storm**
 - Level 3 stun and defense reduction effect changed to invincibility on cast.
 - Damage reduced by 22%.
- **G-96 Thermobaric Grenade**
 - Damage reduced by 14%.
- **D-Day**
 - Damage reduced by 13%.
- **REPLACED** Quarter Master -> Open Fire
 - New active skill added. Throws a lot of grenades forward and damages targets within range.
- **Equipment**
 - Added Overcharge-related options to green dimensional aura.

(06 Oct. 2016) Rework Patch Notes

On 06 October 2016, there was an update in DNF which reworked both Spitfires. While the update may be deep down the road, it is a rather major revamp that invalidates a lot of current gearing advice for FSpitfires.

30 May 2017 Update: This section is mostly redundant but will be preserved because it's sort of more detailed than the official DFOG patch notes. Sort of.

- **All Female Spitfire skills are now fixed damage.**
- Leather Armor Mastery
 - Now gives magical critical rate. The amount is equal to the physical critical rate given now.
- **DELETED**
 - Servo Nitro
 - Imbued Arsenal (TP skill)
 - Cartridge Expansion (TP skill)
- Nitro Motor
 - Now always 7 charges.
 - Now only requires 1 charge for air-teching.
- Aerial Fire
 - Now a permanent buff.
- **REPLACED** Bowgun Mastery & Musket Mastery -> Armory Mastery
 - Combination of Bowgun Mastery and Musket Mastery.
 - Increases attack speed and reload(?) speed, decreases skill cooldown.
 - Now gives 1% physical/magical/independent attack increase per level.
 - No longer gives magical critical rate.
- Booster Bullet
 - Now causes Conversion to affect all Spitfire skills.
 - Now decreases elemental resistance or defense depending on selected Overcharge.
- **REPLACED** Flash Mine -> M18 Claymore
 - Plants a claymore that shoots forward instead of a mine.
- **REPLACED** C4 Remote Control -> C4
 - Only one C4 is thrown, similar to Flying C4.
 - Reduces enemy attack and movement speed.
- Arsenal Reinforcement
 - All previous options deleted.
 - Now passively inflicts the "special shock" from EMP Storm level 6, lasts 20 seconds.
 - Enemies afflicted by special shock are dealt additional damage based on your damage
 - 33% additional at level 15.
- EMP Storm
 - No longer has the level 6 "special shock."
 - Level 6 option is now electromagnetic waves that inflict damage.
 - This awakening now does very respectable damage by itself.
- Certification Key

- Aerial requirement has been deleted, skill damage now applies all the time.
- Quartermaster
 - Now has super armor for its duration.
- G-96 Thermobaric Grenade
 - Now has super armor when throwing.
- D-Day
 - You are now invulnerable during D-Day.
 - Will now target nearby enemies(?).
 - In effect, single-target damage consistency up.
- **NEW** Overcharge
 - Learned at level 15: Masters at 10, maxes at 20. Snapshots level when cast.
 - Comparable to Elemental Bomber's Elemental Shift:
 - Cast and press direction keys to select Light/Fire/Water/Neutral option
 - Element is applied. All elements deal the same damage.
 - Gives additional damage (34% at level 10, 54% at level 20).
- **REPLACED** Freezing Bullet -> Specialized Bullets
 - Real-time buff. Cannot be used with Piercing Bullets or Exploding Bullets.
 - Bullets specialized in status ailment.
 - Fire Overcharge:
 - Inflicts burning.
 - Water Overcharge:
 - Inflicts freezing.
 - Light Overcharge:
 - Inflicts shock.
 - No Element Overcharge:
 - Inflicts stun.
- **REPLACED** Armor-piercing Bullet -> Piercing Bullets
 - Real-time buff. Cannot be used with Specialized Bullets or Exploding Bullets.
 - Bullets specialized in piercing and increasing the damage of basic shots.
 - Increases bullet penetration to 100%, increases range and speed of bullets.
 - Has the same basic damage multiplier as Exploding Bullets.
- **REPLACED** Blazing Bullet -> Exploding Bullets
 - Real-time buff. Cannot be used with Specialized Bullets or Piercing Bullets.
 - Bullets that explode forward on contact with the ground or enemies, increasing the damage of basic shots.
 - Bullets have 0% penetration when Exploding Bullets is active.
 - Has the same basic damage multiplier as Piercing Bullets.
- **REPLACED** Crossmore -> Crossfire
 - Forward blast with guns.
 - Affected by the element of Overcharge.
- Buster Shot
 - Affected by the element of Overcharge.
- **REPLACED** Photon Bomb -> Napalm Blast(?)

- Affected by the element of Overcharge.
- **REPLACED** Flying C4 -> Pistol Carbine
 - Ammo dump your guns straight ahead. Very similar to Ranger's Fast Draw.
 - Affected by the element of Overcharge.
- Grenade Mastery
 - Double-throw chance deleted.
 - Only increases damage of the 3 primary grenades (Buster, Flash Bang, Freeze).
- G-14 Buster, G-35L Flash Bang, G-18 Freeze Grenade
 - No longer loaded, works on a charge system similar to MBrawler's throw items.
 - Locked at 3 charges, refills over time (affected by Armory Mastery?).
 - All landing cooldowns deleted.
- G-35L Flash Bang
 - Raw damage increased.
 - No longer inflicts electrocution - now inflicts "special shock" similar to current EMP Storm.
 - Lasts 30 seconds.
 - Increases critical rate and critical damage on enemies afflicted by "special shock."
 - 10% crit rate and 15% crit damage at 90 cap.
 - No longer innate light element, now neutral element.
- **REPLACED** Neil the Sniper -> Lock-On Support
 - Throws down a marker to mark enemies to be sniped in an area.
- **REPLACED** M-61 Mine -> G-61 Gravity Grenade
 - Drops a grenade onto the ground which pulls in enemies while doing damage. More similar to Creator's Hurricane than Dark Templar's Shadow Harvest.
- TP Skills
 - **NEW** Enhance Grenades
 - Increases the damage of grenades(?) by 10% per level.
 - The following TP skills have been added for their replacements (all 10% damage per level):
 - M18 Claymore
 - Crossfire
 - C4
 - Napalm Blast
 - Lock-On Support

Credits:

DFO-World Wiki - [Skill icons](#)

Jay from DFONexus - [DNF epic revamp translations](#) and [level 90 epic translations](#)

Yunha from DFONexus - [Answering FSpitfire raid-related questions](#)

Koreans that maintain namuwiki - all the DNF info

Google Translate - all the gibberish I decipher from namuwiki

Nenor - [weapon tier info](#)

Safice - updated skill icons

Lingererwar - [21 December 2017 Epic Reorganization info](#)

Contact:



Post in the DFONexus FSpitfire section: <https://dfonexus.com/forums/female-spitfire/>

Send me a message on reddit: <https://www.reddit.com/user/Nihil679/>