

ON HOLD UNTIL IM BORED OF LOST ARK

<https://www.twitch.tv/holopscion>

<https://www.youtube.com/c/Holopscion>

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Gf is dead



Introduction

Contains skill tree and chains, brooches, akashas as well as my notes on the character. Was bored after Dinner made his chii guide [here](#). This is my attempt at a revision of my friend's Natt's Stella guide back in beta found [here](#). There's a lack of true proper guides and this is what I believe is "correct". If you have any questions or comments, feel free to dm me on discord at Holopscion#0001 or come join my [discord server](#) (I post SW+Stella related stuff there sometimes).

A majority of this was written pre 3.0 Stella so there might be inconsistencies. Lmk and i'll edit them.

About Me

I've been playing Stella on Gameforge's Tenebris server around the end of beta during Feb/Mar of 2018. I ended up picking Stella for 2 reasons; I started the game with 3 other friends and we all picked different characters and I just liked Stella's weapon concept. Obligatory not a lolicon comment here.

Came into Burning during 1.4. Didn't do much besides grind out HH gear and get nothing from ZBs. Now I just play Global every day.

Why Should You Play Stella?

Stella has one of the least punishing kits of any character due to her abundant amounts of HP regeneration as well as SF regeneration buffs in her kit. She also, in my opinion, has one of the largest damage ceilings due to gear difference compared to

anyone else thanks to her level 42 skill, Bass Wave. With enough cooldown reduction, you can have large periods of I-frames while dishing out large amounts of damage. ~~Thanks to the I-frames in her kit, Stella is the best abuser of the Provoke brooch, which is considered the strongest brooch in the game~~ (thank you rework). If you're not geared enough to be considered the main DPS, you can always resort to a support playstyle in casual play with friends.

As of August 2021, Global has updated Stella. The buffs were so good that she's contesting for top 3 dps now. But with the introduction of later raid gears (Violent Sun), she falls behind a little again.

Skill Build(s?)

End game

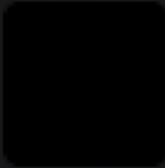


Equipped Skill

3Stage



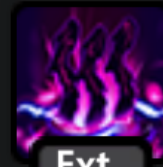
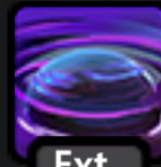
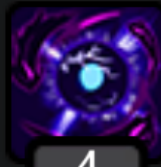
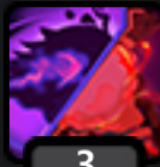
Reuse Cooltime: -15%



2Stage



Damage: +4%



1

2

3

4

Ext..

Ext..

Active Skills

Whirlwind/ Whirl Dance [368/167/837]

1/5 pre-adv



5/5



Decent wave clear and instant cast into right click is decent damage. Cast as filler when everything else is on cooldown. Recommended to always max if playing Abyss Lounge.

Howling Hunt/ Phantom Release [597]

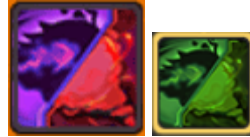
1/5



Decent filler, usefulness lessened with the buffs to Hysteric Shocker and Beads Play. Too slow to truly consider adding into your rotation. Can dump left over SP into this ability but has very low priority tbh.

Phantom Trail/ Trouble Pass [172]

5/5 with 3/3 left ext



Simple clean animation with a decent burst of damage. Multi-hits means not the worst enabler of Penetration. Sometimes okay to use to heal teammates to activate advancement passive.

Rift Riff/ Hysteric Shock [395/710]

5/5 with 3/3



Skill was buffed with a much cleaner end animation. End lag is so little that it cancels almost instantly. Good chain starter for better skills like Bead's Play.

Howler Parade/ Beast Parade [918]

5/5 pre-adv

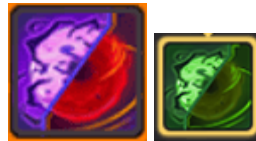


Speed was dramatically increased. Like Hysteric Shock, it's used as a chain starter. If you were to choose a skill to cut out, this ability is probably one of the first few to do so. Despite the decent damage

number and increased cast time, the animation can still feel clunky and doesn't cast fast enough when compared to something like Haru's strider.

Orb Song/ Beads Play [185]

5/5 with 3/3 left ext



Bufs are now given regardless of which form. Left is considered optimal as the large orb summoned has a lot of multi-hit for combo (Soul Vapor and Penetration procs). Cast this before Bass Attack so your orbs activate Penetration.

Sonic Pulse/ Decay Pulse [117/153]

1/5



With the nerf to Decay Pulse removing the damage received debuff, you should never be in a situation to cast this over other filler. When taking into account frames vs damage dealt, maxed laser comes last even behind Phantom Release.

Soul Cry/ Soul Scream [105/181]

5/5 pre-adv



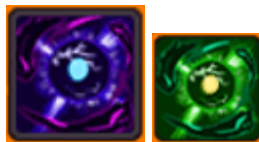
5/5 3/3 post-adv



Was decent damage with AoV gear but now it's main benefit is multi-hit for Penetration procs. This skill will cancel any pre-existing animations so it's good as chain starter to iframe into Bass. Post-advancement right click has more damage and give SG but will also trigger advancement passive which isn't ideal.

Spectral Pit/ Twist Pull [927/1567]

5/5 with 3/3 ext



Good AoE mobbing skill. Lasts a while so it's best to cast this before casting other abilities.

Spirit Storm/ Beast Party [405]

1-5/5

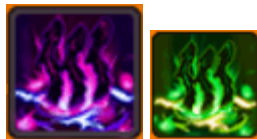


(With VS + Pene/Enlight sets)

Originally I never wanted to touch this skill since the numbers never made sense to. Then Hidden Hideout and Violent Sun became a thing. If you're still on LF armors, this is decent filler to stall mid-air for stamina regen. In VS you can use this to stall slams. Used to use this for SAB in Abyss Lounge but with the rework your skills come up much faster to the point where you don't need to cast this. Now I just have this at 3/5 to help me skip Golem.

Spirit Swamp/ Black Morass [355/568] [396/634]

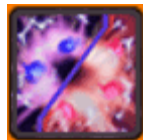
5/5 with 3/3 ext



No longer need to channel. Just click once and it'll cast until it despawns. Should almost always left click unless you need to time a burst (IDD/AL).

Rhythm Keeper/ Best Tempo

5/5



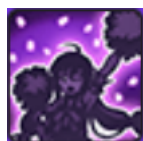
10% attack speed now. Gives SG regen to let you spam your endless rotation.

Bass Wave/ Bass Attack [1337 per hit]

5/5



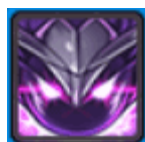
3/3 ext



Stella's single highest dps skill. Should use this a lot :)

Body Kinetics/ Reckless Princess [1860]

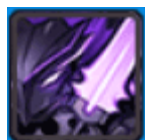
5/5



Good damage, should be attempting to cast this off cooldown unless you want to hold it for aerial phases in HH/VS.

Wah Showtime/ Wolf's Showtime [2602]

5/5



Now drops a summon that will continue to attack for a while. Damage on this is absolutely insane.

Banshee Hunt/ Ghosty Hunt [611]

4/4



Good damage, short enough animation with roll cancelling that it doesn't hinder your rotation. Weirdly enough, most characters can't roll cancel their level 62 skill but Stella can.

Passive Skills

Basic Attack

1/5

You can max your basic attacks whilst leveling but at endgame, you have so much cdr that auto attacks are almost never weaved in. Whirlwind and Howling Hunt are at such low cooldowns and do a decent enough damage to completely skip this ability.

If you were used to doing triple auto to stall in the air during HH slam, you can still do double auto -> aerial right click to stall or air dash.

Soul Strike

1/3

Compared to everyone else's Soul Strike, Stella's doesn't do damage. Instead it changes her between her Red and her Purple form. Certain abilities (Phantom Trail, Orb Song, Sonic Pulse, old Rhythm Keeper) will apply different effects depending on the mode with Red generally being healing themed while Purple is damage themed. With rework no longer need to be in support form hence 1/3.

Shadow Roll

Anything is fine

I personally don't notice a difference. Leveling this will reduce the cooldown and stamina cost but it rarely comes up.

Sprint

2/2

Movement speed is good.

Retaliation

1/3

Not a bad passive, just no SP.

Elusion

1 or 2/3

Same as Retaliation. Comes up occasionally so it's not a priority. This is something you would dump your leftover SP onto.

Whirl Jump

0/1

Garbage. I mainly take whirl jump on characters who lack sf regen or consume much much more sf. Stella already has the largest sf bar thanks to her base passive, Acoustic, as well as having 2 sf regen buffs in her kit, Soul Cry right click and Rhythm Keeper.

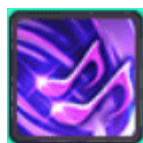
Endure

0/5

Dps loss with LF gear. Can dump leftover SP into.

Bounce & Bass/ Bounce Wave

3/3



Now just lowers active cd skills by 10%. Triggered by support mode Trouble Pass, Bead's Play, and Best Tempo as well as Soul Scream right click and ending of Bass Attack. Bass Attack should generally be the only way you trigger this. Drop your entire rotation then end on Bass into this.

Acoustic/ Sound Wave

3/3



Free SF is good.

Akashas

Optimal Passives					
5*	Rosca	Beneris	Tenebris	Arua	SJ Queen
4*	IO				
Optimal Actives					
5*	Ultimation	Big Puppet	Apocalypse		
4*	Ralph	Rita			
1*	Junk Knight	Deus Ex Machina			
Usable					
5*	Relfenne	Poison	Lucy	Catherine	
4*	Haru	Erwin	Arua	Beneris	
3*	Leona				
2*	Black Gauntlus	Meggido	Brook		
Unreleased					
Kent	Chloe				

Apoc is replacement for Ulti in IDD2

Ralph is for AL but passives probably better

Puppet can be for AL/IDD2/IDD3/SCP

Kent will be replacing Tenebris/Beneris

Chloe will be replacing Rosca/IO

Brooches

	HH		AL		LF		VS	
Head	FOT 1	SD	BSK 2	BSK 2	SD	SD	SD	SD
Top	FOT 1	FOT 1	FOT 1	FOT 3	FOT 2	FOT 2	FOT 2	FOT 2
Bottom	SIN	Rainbow	BSK 2	BSK 2	Rainbow	SIN	Rainbow	SIN
Gloves	BSK 1	SD	BSK 2	BSK 3	SD	SD	SD	SD
Shoes	BSK 1	BSK 1	BSK 3	BSK 3	SD	SD	SD	SD
	BSK 1	BSK 2	BSK 3		Sets were done without considering budget			
	Melter	Grisley	Melter		* = Filler slot			
	Fury	Hellbringer	Hellbringer					
	Ecstasy	Ecstasy	Ecstasy		For AL you want to hit 100% AB after killing a mob			
					2/5 of your atk brooches should be AB			
	FOT 1	FOT 2	FOT 3					
	Bunker Buster	Bunker Buster	Seize					
	Attrition *	Attrition *	Attrition *					
	Tactics	Recon	Tactics					
	SD	SIN	Rainbow					
	Penetration	Reckless	Penetration					
	Vigor *	Backstep	Backstep/Fury					
	Enlighten	Technic	Enlighten					

Chart lists optimal brooches. Not better but cheaper
Replacements

Bunker Buster -> Ballista

Fury -> Bluff

Backstep -> Flow

Technic -> Cat's Eye

Reckless -> Graze

FOT Head probably better than SD pre LF armor

Titles

Primary:

Speedy

Title effect Attack Speed: +5.00%

Title effect Attack Damage: --1.35%

Title effect Accuracy: +61.10

Title effect Shorter Cooldown: +2.00%

Space Bending

Title effect Attack Speed: +5.00%

Title effect Attack Damage: --1.35%

Title effect Accuracy: +65.80

Title effect Shorter Cooldown: +2.00%

Swift

Title effect Attack Speed: +5.00%

Title effect Attack Damage: --1.35%

Title effect Accuracy: +70.50

Title effect Shorter Cooldown: +2.00%

Title effect Evade: +107.00

Approved

Title effect Attack Damage: +9.00%

Title effect Max. HP: --4.50%

Title effect Extra Damage to: District 6:
+5.00%

Title effect Crit: +5.00%

Title effect Extra Damage to: Boss / Named:
+5.00%

Wondrous

Title effect Attack Damage: +6.00%

Title effect Accuracy: +160.00

Title effect Shorter Cooldown: +2.00%

Brilliant

Title effect Attack Speed: +4.00%

Title effect Move Speed: +6.00%

Title effect Shorter Cooldown: +4.00%

Title effect Evade: +150.00

Secondary:

Runner

Title effect Attack Speed: +5.00%

Title effect Attack Damage: --1.35%

Title effect Accuracy: +70.50

Title effect Shorter Cooldown: +2.00%

Traveller

Title effect Attack Speed: +5.00%

Title effect Attack Damage: --1.35%

Title effect Accuracy: +79.90

Title effect Shorter Cooldown: +2.00%

Racer

Title effect Attack Speed: +5.00%

Title effect Attack Damage: --1.35%

Title effect Accuracy: +79.90

Title effect Shorter Cooldown: +2.00%

Title effect Evade: +70.00

Rover

Title effect Armour Break: +2.50%

Title effect Crit: +4.00%

Title effect Reduced SF Consumption:
+3.00%

Title effect Extra Damage to: District 6:
+4.00%

Megacide

Title effect Crit Damage: +550.00

Title effect Extra Damage to: Boss / Named:
+4.50%

Title effect Attack Speed: +3.50%

Title effect SoulNova Received: +3.00%

Title effect Shorter Cooldown: --3.00%

Mage

Title effect Attack Damage: +8.55%

Title effect Super Armour Break: +5.00%

Title effect Crit Damage: +480.00

Title effect Extra Damage to: Boss / Named:
+3.50%

Should probably be running Wondrous + 91-93 for
Hidden Hideout unless you have an accuracy tag

Misc

Stuff for NA but it's gone now Sadge

Level 65 Holopscion

Godlike Control Freak

Imagine having dismantable Barricade

0.00% 0%

HP	52,139	Stamina	139
Attack	20,841 - 26,052	Move Speed	118.0%
CRIT	59.0% (+39,705)	Defence	47,816
Attack Speed	158.0%	Evade	113
Accuracy	1,599	Damage Reduction	26.0%
Armour Break	58.0%	Crit resistance	18.0%
Extra Damage to Enemy: Basic	0.0%	Shorter Cooldown	24.0%
Extra Damage to: Boss / Name	48.0%		

Appearance Album Details

rip

Weapon Swapping

Not that necessary with rework but still a cool trick.
Will eventually be patched out.

You can rotate between the level 55 ark ship guitar and your main dps guitar and "abuse" the bonus cdr. The idea is that you can cast Bass Wave with the ark guitar, have the 15% reduced cooldown on it and then swap back to your dps guitar and still do your normal damage. There's some merit to this strategy, as this means you will have much more uptime on your best skill but it also means you're casting a lot less skills for Illumination as well as not hitting as much in Bass compared to Pit -> Showtime -> Banshee for Penetration. You will also lose the 5 piece VS set bonus whenever you swap weapons so you're losing 3500 attack for a bit.

Then there is the physical aspect of it. Opening inventory as well as profile UI will naturally have some lag (this is seemingly less of an issue on KR client as

opposed to JP/GF clients) but there are a few ways of mitigating this. You can reduce some stutters with [Eisou's client fix](#), have the weapon as the only item in your inventory page when opening, as well as opening inventory and profile at the same time for the swap.

Keep in mind that not everyone will be able to swap simply due to physical limitations. Attempting to stream whilst swapping makes it very inconsistent and will lose 1-2 hits of Bass. (Idk if this is true or not but I was told that swapping makes you lose the 3500 attack set bonus from VS but I'm too lazy to test). I've averaged roughly the same times in VS when attempting to swap and not.

~~Stella Buffs~~

~~— It's been confirmed that Stella will be looked at for changes at the middle/end of May or early June. Will try my best to add the buffs to here and give my thoughts on them. Keep in mind all my thoughts will be purely off my experience as I don't have access to an end game KR account.~~

~~My thoughts on the stella changes~~

~~Take this with grain of salt. Rework looks promising, too lazy to rewrite this.~~

~~tldr : buffs are good. Focused on DoTs and plays a lot like original iris. Will be excited to play. Will update after i play it enough.~~

~~5/26 — new patch nerfed team play buffs as well as the buffs themselves. The value of penetration tanked overnight on KR as everyone lost attack speed and crit chance, the two factors that made penetration good. Will update on what happens next.~~

~~Solo Rankings~~

~~Head Tera FOT Bunker, Erosion, Strategy / SD
Smelter/Penetration, Vital, Illumination
Top Tera FOT Bunker, Erosion, Tactics
Gloves Tera BSK Smelter, Fury, Fear
Bottom Tera SIN Reckless, Backstep, Technique /
BSK Smelter, Fury, Fear
Shoes Tera BSK Smelter, Fury, Fear
Fear = ecstasy~~

~~Other stuff~~

~~Head SD Tera Penetration, Vital, Illumination
Top, Gloves, Shoes SD Tera Penetration, Vigor,
Illumination
Bottom SD Penetration, SIN Backstep, SD
Illumination~~

~~Stella might not be the best abuser of penetration +
enlighten but the dps gains from penetration will always
scale with total dps as opposed to the static gains of bsk
brooches or fot set bonuses. SD top isn't talked about
enough on burning servers. It's inherently more valuable
than KR's FOT top due to +10s.~~

~~SD Vital is better than Vigor at level 72. With fot top
(non stronghold) and a vital, you sit at 50487 HP on full~~

~~heroic. Odd hp is important because this game rounds down 100% HP damage for some reason, meaning you can tank 111 slams in Bass Wave and full pot.~~

~~Based off testing, Stella will average 5.5 hits/second assuming you're rotating with 44% cdr and no swap and constantly hitting a mob. With VS rng, especially in p3, she will come down to 4.5 h/s. Depending on swap and rotation, there will be times where running Smelter will be a better choice than Penetration. Erwin teammate as well as Kent will also affect this.~~

Changelog

3/17

- Cleaned up skills, added VS related stuff and 72 extensions. Updated some text for burning exclusive text.

4/18

- Adding damage% values
- Added Weapon Swap

8/8

- Updated with rework stuff

8/13

- Added brooch chart

10/15

- Updated text

To-do List

- Condense Titles ****
- Add akasha images
- Edit rework numbers/values
- Clean up icons