

Original by StinkyMilkman updated by Crigges to the new item stat values

If you want to discuss anything in depth send me an ingame message to "Crigges"

	Greatsword (without Sigil)			Amulet (+Exquisite)			Accessory (+Exquisite) 2x			Rings (+Exquisite) 2x			Backpiece (Crafted + Brilliant)		
	Exotic	Ascended	% Diff	Exotic	Ascended	% Diff	Exotic	Ascended	% Diff	Exotic	Ascended	% Diff	Exotic	Ascended	% Diff
Strength	1047.5	1100	5.0%												
Power	239	251	5.0%	145	157	8.3%	200	220	10.0%	230	252	9.57%	55	63	14.55%
Precision	171	179	4.7%	100	108	8.0%	136	148	8.82%	158	170	7.59%	36	40	11.11%
Ferocity	171	179	4.7%	100	108	8.0%	136	148	8.82%	158	170	7.59%	36	40	11.11%

	Helmet (without Rune)			Shoulder (without Rune)			Chest (without Rune)			Leggings (without Rune)			Gloves (without Rune)			Boots (without Rune)		
	Exotic	Ascended	% Diff	Exotic	Ascended	% Diff	Exotic	Ascended	% Diff	Exotic	Ascended	% Diff	Exotic	Ascended	% Diff	Exotic	Ascended	% Diff
Strength																		
Power	60	63	5.00%	45	47	4.44%	134	141	5.22%	90	94	4.44%	45	47	4.44%	45	47	4.44%
Precision	43	45	4.65%	32	34	6.25%	96	101	5.21%	64	67	4.69%	32	34	6.25%	32	34	6.25%
Ferocity	43	45	4.65%	32	34	6.25%	96	101	5.21%	64	67	4.69%	32	34	6.25%	32	34	6.25%

Ascended calculations include infusion bonuses

	Full Exotic	Full Ascended	% Diff
Power	3403	3587	5.4%
Precision	2960	3020	2.0%
Ferocity	1300	1360	4.6%
Crit Chance	97.29%	100.15%	2.9%
Crit Damage	236.67%	240.67%	1.7%
Average Damage	3,194.04	3,655.51	14.45%

KEY

Exotic
Ascended

Modify freely (on your own copy)

Added to Ascended stats

	Full Exotic	Asc. Weapon Only	% Diff
Power	3403	3425	0.6%
Precision	2960	2968	0.3%
Ferocity	1300	1308	0.6%
Crit Chance	97.29%	97.44%	0.1%
Crit Damage	236.67%	237.20%	0.2%
Average Damage	3,194.04	3,386.17	6.02%

Stats	Gear Independent Stats				Infusions				
	Base	Traits	Boons	Runes	Other	Total	Weapon	Armor	Trinkets
Power	1000		940	175		2115	10	30	30
Precision	1000				1060	2060	0	0	0
Ferocity	0		320	80		400	0	0	0

	Full Exotic	Asc. Weapon + Trinkets	% Diff
Power	3403	3537	3.9%
Precision	2960	3004	1.5%
Ferocity	1300	1344	3.4%
Crit Chance	97.29%	99.15%	1.9%
Crit Damage	236.67%	239.60%	1.2%
Average Damage	3,194.04	3,567.69	11.70%

	Full Ascended	Asc. Weapon + Trink	% Diff
Power	3587	3537	-1.4%
Precision	3020	3004	-0.5%
Ferocity	1360	1344	-1.2%
Crit Chance	100.15%	99.15%	-1.0%
Crit Damage	240.67%	239.60%	-0.4%
Average Damage	3,655.51	3,567.69	-2.40%

Damage loss by not having Asc. Armor.

	Full Ascended (No Infusions)	Asc. with Infusions	% Diff
Power	3497	3587	2.6%
Precision	3020	3020	0.0%
Ferocity	1360	1360	0.0%
Crit Chance	99.91%	100.15%	0.2%
Crit Damage	240.67%	240.67%	0.0%
Average Damage	3,558.84	3,655.51	2.72%

Damage gain if you have ALL infusions

	Full Exotic	Full Asc. (No Infusions)	% Diff
Power	3403	3497	2.8%
Precision	2960	3020	2.0%
Ferocity	1300	1360	4.6%
Crit Chance	97.29%	99.91%	2.7%
Crit Damage	236.67%	240.67%	1.7%
Average Damage	3,194.04	3,558.84	11.42%

For clarity, this is the damage gain that most people will get.