





Damage	Warden	Conqueror	Peacekeeper	Lawbringer	Raider	Warlord	Berserker	Valkyrie	Kensei	Shugoki	Orochi	Nobushi	Centurion	Shinobi	Highlander	Gladiator	Aramusha	Shaman	Tiandi	Shaolin	Jiang Jun	Nuxa	Black Prior	Htokeri	Jörmungandr	Warmonger	
Zone																											
Z.S.B	4	2	3	4		5	2	3	4	4	4	4	5	2/1	5	4	3	3/2								4	
Z.S.C		2	4	5			2 (3 times)	3	4	4		1	5/5	2	5/5												
Running																											
R, H, T, B						5					4		4													5	
R, H, S, B	3			3	5		6	4	4	4		H4/L1			5/4		5										
Light																											
L, T, B	3	3	3	3	3	4	3	3	4	3	3	4	3	3	3def / 2off	3	3	2								3	
L, T, C	3	3	3	3	3	4	3	3	4	3	3	4	3	3	4def / 2off	3	3	3								4	
L, T, C+																											
L, T, D																											
L, S, B	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3def / 2off	3	3	2								3	
L, S, C	3	3	3	3	3	3	3	3	3	3	3	3	3	3	4def / 2off	3	4	3								4	
L, S, C+																											
L, S, D																											
Heavy																											
H, T, B	8	6	4	6	9	6	7	5	8	6	7	8	5	6	9	6	5	6								5	
H, T, C		6	5	7	7	7		6	8	7	6	6	5	7	9	6	6	6									
H, T, C+		6	5	6	8			6						5		6	8										
H, T, D	4		3			5	5		4				4	6	5		5	4								5	
H, S, B	6	5	4	6	8	7	6	5	8	6	6	6	5	6	7	6	6	6								5	
H, S, C	8	5	5	6	6	8	LH=6/HH7	6	5	7	5	5	5	7	7	6	6	6									
H, S, C+		8	5	5	6	7		6	7					5		6	9										
H, S, D			3						4			5	5		6	5		5	4								
Light avg	3.0	3.0	3.0	3.0	3.3	3.5	3.3	3.1	3.7	3.0	3.4	3.3	3.0	3.0	2.8	3.3	3.3	2.5								3.5	
Heavy avg	6.8	5.5	4.4	6.2	7.5	6.6	6.0	5.7	6.7	6.5	6.2	6.3	4.9	6.4	7.4	6.0	6.4	5.6								5.0	
Total avg	4.82	3.93	3.79	4.47	5.00	5.18	4.71	4.06	4.82	4.89	4.53	3.88	4.07	4.46	4.65	4.38	4.88	4.18									
Other attacks			H, sf L, 1		Stunning L, T, 4	FB, H, 6	H feint, L, 3				H.T.B.Bk, 8		H Charged, B, 5	H Charged H, 5/5			FB,H,T, 6	H, sf L, 1									
Notes:	Chip damage is 20% of the normal attack damage and its value is rounded up.																										
	Chip Damage is not lethal.																										
	No Chip Damage is applied when your attacks are Deflected, Parried, or Superior blocked.																										
	Cells in grey mean these attacks can only do chip damage vs OOS opponents or if you are in revenge.																										




Name	Damage Dealt	User dmg up	U dmg reduction	Rival dmg down	R dmg increase	Duration	Cooldown	Misc.	Heroes	Heroes Legend
<b>Rank 1</b>										
Come at Me (A)			-25%			30 s	45 s	+50% renown while active / +20HP on kill	1	Warden-1
Stun Trap (A)	15					Stops stam regen for 3.3 s	75 s	Exhausts	7,18	Conqueror-2
Rush (A)						10 s	45 s	+30% movespeed	5,6,7,8,13,18	Peacekeeper-3
Kiai (A)						Stuns for 1 s	45 s	Exhausts	11,14	Lawbringer-4
Bounty Hunter (P)								+25HP and stamina fully restored on kill	3,7,11,14,16,18	Raider-5
Body Count (P)								+2HP and +2 stamina per soldier	1,2,5,7,12,13,15,17	Warlord-6
Tireless (P)								83.33% stamina usage	5	Berserker-7
Fast Recovery (P)								Stamina regen rate doubled	9,15	Valkyrie-8
Revive Faster (P)								25% Revive speed reduction	2,6,10,12	Kensei-9
Throw Farther (P)								50% increased distance	10	Shugoki-10
Iron Lungs (P)								Allow running out of stamina	9,10,11,12,17	Orochi-11
Deadly (P)		15%							6,8,17	Nobushi-12
Conqueror (P)							3 s	+50% buff duration / +50% capture speed	1,2,3,4,13	Centurion-13
<b>Rank 2</b>										
Arrow Strike (A)	60						90 s		12	Highlander-15
Kunai (A)	15						30 s		11	Gladiator-16
Shooting Stars (A)	20 x 5						90 s	5 Projectiles / Fan shaped spread	14	Aramusha-17
Fiat Lux (A)	0 + Stun					Stun duration 4 s	45 s	4m radius	1,2,3,4	Shaman-18
Bear Trap (A)	25 + Snare					Snares for 2 sec	120 s	Exhausts and stops stam regen for 2.2 sec	5,6,7,8,18	Tiandi-19
Smoke Bomb (A)	0					10 s	100 s	+10% Speed / Can't lock on	9,10,11,12,14,17	Shaolin-20
Centurion's March (A)						15 s	60 s	Unlimited Stamina	13	Jiang Jun-21
Chilling Stare (A)				25%	25%	30 s	90 s	15m radius	9	Nuxia-22
Doom Banner (A)				30%	30%	30 s	120 s	8m radius	7	Black Prior-23
Inspire (A)		25%				20 s	90 s	10m radius	1,5,9,13	
Juggernaut (A)			50%			10 s	90 s	Uninterruptible + Slippery*	2,4,6,8,10,17	P = Passive
Marked For Death (A)					25%	30 s	120 s	+25% stamina usage	5	A = Active
Bloodlust (P)		50%	50%			10 s	30 s		8	
Righteous Deflection (P)			50%			5 s after Parry	10 s		4	
Shield Basher (P)	6								2	
Haymaker (P)	5								13	
Revenge Attacks (P)								Successful L Revenge gain : 2pts / Successful H Revenge gain : 4pts	3,11,12,14,18	
Rock Steady (P)								Can't be grounded	10,17	
Thick Blood (P)							3 s ?	Immunity from Bleed effects	1	
Flesh Wound (P)			25%				3 s		6,18	
Thick Skin (P)			25%				3 s		3	
<b>Rank 3</b>										
Crossbow (A)	25						60 s		3	
Throwing Axe (A)	25						60 s		7	
Pugio (A)	25					Snares for 2 s	120 s	Snare	13	
Javelin (A)	50						120 s		8	
Long Bow (A)	50						120 s		9,10,11,12	
Pugno Mortis (A)	60						120 s	10m radius	1,2,3,4	
Sharpen Blade (A)	20					30 s	150 s		3,7,8,11,13,14,17	
Battlecry (A)		33%				30 s	120 s	Make Soldiers Flee	5	
Fury (A)		35%	35%			20 s	120 s		5,6,7,8,15,18	
Second Wind (A)							120 s	50 HP Healed	1,4,5,9,12,13,18	
Hard to Kill (P)			20,30,40,50%					100,<75,<50,<25 HP	10	
Slip Through (P)		40%				3s after dodge	1 s		11,14	
Heal on Block (P)								L, 5HP/H, 5HP/Soldier, 3HP	2	
Punch Through (P)	10							Damages through Block	2,6,10	
Tough as Nails (P)								+35 Total HP [48]	6	
Protected Revive (P)								Uninterruptible revive / 100HP shield on revive	4	
Nukekubi (P)								+? Stam/hit	14	
Flaming Arrow (A)	20 dmg + 40 fire						120 s		17	
Hand Axe (A)	5 dmg + 20b						90 s		18	
<b>Rank 4</b>										
Catapult (A)	45-200						180 s	8 m radius	1,2,3,4,13	
Fire Flask (A)	40-175					10 s fire duration	180 s	10 m radius	5,6,7,8,15,18	
Fire Trap (A)	Missing Value					Fire Duration?	160 s		12	
Nail Bomb (A)	40 dmg + 75b						180 s		11,14,18	
Arrow Storm (A)	100						180 s	15 m radius	9,10,11,12,14,17	
Igneus Imber (A)	20-80						180 s	10 m radius	4	
Berserker (A)			45%			15s	180 s	+20% Speed	7	
Fear Itself (A)					50%	30 s	180 s	+50% stam consumption for enemies / 8 m radius	3,7,11,17	
Dauntless (A)						30 s	90 s	Your actions are uninterruptible	2	
Morale Booster (A)		50%				30 s	180 s		1	
Scout (A)						45 s	180 s	Reveals enemies / +35% stam usage for enemies	8,18	
Stalwart Banner (A)						20 s	200 s	Heals 135HP over duration / Removes bleed and fire	1,5,9,12,13,17	
Phalanx (A)						10s	180 s	100 Shield HP for all team	13	
Last Laugh (P)	50-150						180 s	10 m radius	3	
Auto Revive (P)								50% HP on Revive	6	
Yama Uba (P)								Heals 50% of the dmg dealt	14	
Regenerate (P)								12HP per tick (/sec?)	2,4,6,10	
<b>Rank 1 avg</b>	15.0	15.0%	-25.0%							
<b>Rank 2 avg</b>	17.2	37.5%	50.0%	27.5%	26.7%					
<b>Rank 3 avg</b>	33.1	36.0%	36.0%							
<b>Rank 4 avg</b>	105.7	50.0%	45.0%		42.5%					
<b>Total avg</b>	52.7	35.4%	33.3%	27.5%	33.0%					
Only feats that deal or affect damage or damage resistance and only their affects that involve damage are present.										
Both Marked for Death and Scout say they decrease rival damage but they don't!										
* Slippery : Auto Counter Guard Break										

Gear Type	Weapon 1,2,3	Helm,Chest,Arms	Helm	Helm	Chest	Chest	Arms	Arms	Weapon 1	Weapon 1	Weapon 2	Weapon 2	Weapon 3	Weapon 3				
Stats	Attack*	Defense*	Exhaustion Rec	Debuff Resist	Revenge Def	Rev Duration	Stam Cost Redu	Stam Regen	Defense Pen	Block Damage	Exec HP Regen	Revive Speed	Revenge Atk	Rev Gained				
Basic Gear	3.0%	2.30%	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%				
Max. Upg.	20.2%	15.4%	76.0%	36.8%	22.1%	18.4%	22.1%	24.3%	15.2%	73.6%	36.8%	29.4%	22.1%	25.3%				
Max.	18.3%	14.1%	73.6%	34.4%	20.6%	17.2%	20.6%	22.7%	16.9%	68.8%	34.4%	27.5%	20.6%	24.5%				
Sec. Upg.	15.0%	11.5%	57.0%	27.6%	16.6%	13.8%	16.6%	18.2%	9.5%	55.20%	27.6%	22.1%	16.6%	19.0%				
Secondary	13.8%	10.5%	55.2%	25.8%	15.5%	12.9%	15.5%	17.0%	12.7%	51.6%	25.8%	20.6%	15.5%	18.4%				
Bal. Upg.	10.1%	7.70%	38.0%	18.4%	11.0%	9.2%	11.0%	12.1%	8.7%	36.8%	18.4%	14.7%	11.0%	12.7%				
Balanced	9.1%	6.9%	36.8%	17.2%	10.3%	8.6%	10.3%	11.4%	8.5%	34.4%	17.2%	13.8%	10.3%	12.3%				
Min. Upg.	-16.7%	-20.9%	-38%	-22.1%	-16.9%	-18.4%	-22.1%	-16.9%	-15.2%	-49.1%	-36.8%	-22.1%	-16.9%	-25.3%				
Min.	-15.3%	-18.9%	-36.8%	-20.6%	-15.8%	-17.2%	-20.6%	-15.8%	-16.9%	-45.9%	-34.4%	-20.6%	-15.8%	-24.5%				
* Atk/Def = 3 Pieces AKA Can't have it Max. and have another Max. from the same piece																		
These values are from reputation level 21 gear (Epic) not upgraded, 24 Upg. Patch 1.07							Looting rules :					Rare gear loot Rep 01 to end of Rep 04			<- You no longer get Common gear at Rep 03			
Needs an update <a href="#">See 1.08</a> <a href="#">Patch 1.22</a>												Heroic gear loot Rep 03 to end of Rep 06			<- You no longer get Rare gear at Rep 05			
Salvage and Upgrade cost by Level :												Epic gear loot Rep 05 until Rep 08			<- You no longer get Heroic gear at Rep 07			
<a href="#">Spreadsheet by Reddit User Kestrel1207</a>												Legendary gear loot Rep 07 until Rep 30			<- You no longer get Epic gear at Rep 09			
Source from <a href="#">Zytoxine</a> <a href="#">iDramos</a> <a href="#">Ubisoft Post on Gear Revamp</a> <a href="#">Ubisoft Information on Stats meaning</a>																		







<b>Health / Revive</b>				
Each bar segment	25			
Revive speed in elim/skirm/dc		3s		
Revive speed in duel/brawl		2s		
Invicibility on Respawn		4s		
<b>Revenge</b>				
Raw Attack damage x Contact multiplier = Base Revenge score				
Contact multiplier change if the attack is a hit/block or parry (multiplicator value?)				
Base Revenge score x Group fight multiplier = Final Revenge Score				
Group fight multiplier is 1v1 = 0 / 1v2 = 0.7 / 1v3 = 0.9 / 1v4 = 1.0				
Only incoming attacks are computed in the Group fight multiplier				
Group Fight timer duration? (estimated at 5s, reduced by 50%. New value 2.5s)				
Melee attacks that don't have any damage output have a set value of 30.				
Damage over Time don't feeds Revenge meter.				
Attack boost	30%			
Shield	120			
<b>Ladders</b>				
Disabled Stamina Regen while using Ladder				
Ladder Slide forced for 300ms				
Stamina cost Slide	25			
<b>Other damages</b>				
Falling hits	2,000			
Friendly fire nerf	80%			
Soldier damage	2			
<b>Skirmish Captains</b>				
Captain Health	70 HP			
Light attack	22			
Heavy attack	35			
<b>Deathmatch Boosts</b>				
Attack boost	55%			
Shield	100			
Heal	60			
Move Speed	?			
<b>Executions Time :</b>				
<a href="#">From Reddit User Gadengo</a>				
<a href="#">Barace's Alternative Spreadsheet</a>				

<b>Notes on damages :</b>				
Fractions round up when shown in damage summary				
They do not round in damage calculation				
<a href="#">For Honor Official Patch Notes</a>				

Please use these formats, or any one you feels fitting in your comments. This is a collaborative work, so don't feel afraid to correct discrepancies or submit any new relevant value.

Format discrepancies in this way:

It appears Value X is wrong.

My proof is that I went onto a custom game with my friends without gear stats or feats that would affect damage and we tested it.

We found Value X gave us result Y and it does not fit the data.

We used method Z

Format data submissions this way:

I found out this missing value X is actually X.

My proof is that I went onto a custom game with my friends without gear stats or feats that would affect damage and we tested it.

I used method Z to find this out.

When testing percentage changes (eg. Attack Bonus) always use falling attacks as they do 2000 damage and allow greater accuracy than any other test.

Tabs Color Indicate Tab Status :

Red

Orange

Green

Values missing / WIP

Approximation / Values need confirmation

Values Updated

<b>Creators :</b>				
<a href="#">iguy2345</a>	<a href="#">Completed and renewed by CaptainVallois</a>			
<b>Attack Values:</b>				
To Raentwo and FreeDom for testing during the open beta				
To Etienss for testing after the release				
To Yuha for testing bleed damage				
To CaptainVallois and depressed- for damage values on Season 4 heroes				
<b>Speed Values:</b>				
<a href="https://redd.it/5ziyt4">https://redd.it/5ziyt4</a>				
<b>Stamina Values:</b>				
<a href="https://www.reddit.com/r/CompetitiveForHonor/comments/9fd7pf/stam">https://www.reddit.com/r/CompetitiveForHonor/comments/9fd7pf/stam</a> Wairf and CaptainVallois				
<b>Reaction windows values :</b>				
<a href="#">Google sheet from Freeze on reaction windows</a>				
<b>Gear Values:</b>				
<a href="#">Original data</a>				
<b>Feat Values:</b>				
<a href="https://www.reddit.com/r/CompetitiveForHonor/comments/7h7ahs/feat_information/">https://www.reddit.com/r/CompetitiveForHonor/comments/7h7ahs/feat_information/</a>				
<b>Calculation:</b>				
Ryuichiro				
<b>Update:</b>				
Kirraw / Grayden Boad / CaptainVallois / R0ck3ye / EberHure				
<a href="#">Original Reddit post</a>				
Last updated: 29/10/2018				
<a href="https://tinyurl.com/forhonorspreadsheet">Tiny URL: https://tinyurl.com/forhonorspreadsheet</a>				

[1] Invulnerable to all damage while flipping

[2] Enemy's guard comes back up :

- 1400 ms after the end of the choke when holding the choke
- 1100 ms after the end of the choke without holding it
- 2600 ms after the end of the choke if the enemy is knocked down

[3] But not a demon's embrace

[4] The base cost of impale is 30 and 18 at the end of the impale.

The whiff/block/parry penalties only apply on the 30 base cost :

- hit :  $30+18 = 48$
- whiffed :  $30*1.75 = 52$
- blocked :  $30*2.5 = 75$
- sup blocked (most of the time):  $30*3.5 = 105$
- parried :  $30*7 = 210$

[5] OS lights cost 3 and have a flat additional cost of 24 :

- hit :  $3 + 24 = 27$
- whiff :  $3*1.75+24 = 29$
- block :  $3*2.5+24 = 31$
- sup blocked :  $3*3.5+24 = 34$
- parried :  $3*7+24 = 45$

[6] OS lights cost 3 and have a flat additional cost of 24 :

- hit :  $3 + 24 = 27$
- whiff :  $3*1.75+24 = 29$
- block :  $3*2.5+24 = 31$
- sup blocked :  $3*3.5+24 = 34$
- parried :  $3*7+24 = 45$

[7] OS lights cost 3 and have a flat additional cost of 24 :

- hit :  $3 + 24 = 27$
- whiff :  $3*1.75+24 = 29$
- block :  $3*2.5+24 = 31$
- sup blocked :  $3*3.5+24 = 34$
- parried :  $3*7+24 = 45$

[8] OS lights cost 3 and have a flat additional cost of 24 :

- hit :  $3 + 24 = 27$
- whiff :  $3*1.75+24 = 29$
- block :  $3*2.5+24 = 31$
- sup blocked :  $3*3.5+24 = 34$
- parried :  $3*7+24 = 45$

[9] Hard feint additional flat cost : 18 (instead of 10)

- $12*1.75+18 = 39$   
(instead of  $12*1.75+10 = 31$ )

[10] Total hard Feint cost : 25

[11] Hard feint additional flat cost : 8 (instead of 10)

- H,B, feint :  $10*1.75+8 = 25$  (instead of 27)

[12] OS heavies seem to cost 12 and have a flat additional cost of 12 but their behavior is not consistent in all situations :

- hit :  $12+12 = 24$
- whiff :  $12*1.75+12 = 33$
- parried : 78

[13] Hard feint flat cost of chained heavies : +6 (instead of +10)

- [14] Hard feint additional flat cost : 18 (instead of 10)
- $12*1.75+18 = 39$
- (instead of  $12*1.75+10 = 31$ )

[15] Total hard Feint cost : 25

[16] OS heavies seem to cost 12 and have a flat additional cost of 12 but their behavior is not consistent in all situations :

- hit :  $12+12 = 24$
- whiff :  $12*1.75+12 = 33$
- parried : 78

[17] Hard feint flat cost of chained heavies : +6 (instead of +10)

[18] Total hard Feint cost : 25

[19] Entering the move costs 17.

The attack itself costs 12 but like Shugoki, a flat +9 seems to apply when committing to the storm rush :

- on hit :  $17+12+9 = 36$
- on whiff :  $17+12*1.75+9 = 47$
- on block :  $17+12*2.5+9 = 56$
- on sup block :  $17+12*3.5+9 = 68$
- on parry :  $17+12*7+9 = 110$

Hard feinting costs +20 flat stamina

- [20] Hard feint additional flat cost : 18 (instead of 10)
- $12*1.75+18 = 39$
- (instead of  $12*1.75+10 = 31$ )

[21] Total hard Feint cost : 25

- [22] Hard feint additional flat cost : 8 (instead of 10) :
- H,B, feint :  $10*1.75+8 = 25$  (instead of 27)

[23] OS heavies seem to cost 12 and have a flat additional cost of 12 but their behavior is not consistent in all situations :

- hit :  $12+12 = 24$
- whiff :  $12*1.75+12 = 33$
- parried : 78

[24] These attacks are considered zone attacks! Therefore they ignore superior block, and their stamina cost is unchanged no matter the reaction :

H,S,B is always 30 even if it is blocked, superior blocked, parried or whiffed.

[25] Hard feint flat cost of chained heavies : +6 (instead of +10)

- [26] Hard feint additional flat cost : 18 (instead of 10)
- $12*1.75+18 = 39$
- (instead of  $12*1.75+10 = 31$ )

[27] Total hard Feint cost : 25

[28] OS heavies seem to cost 12 and have a flat additional cost of 12 but their behavior is not consistent in all situations :

- hit :  $12+12 = 24$
- whiff :  $12*1.75+12 = 33$
- parried : 78

[29] These attacks are considered zone attacks! Therefore they ignore superior block, and their stamina cost is unchanged no matter the reaction :

H,S,C is always 28 even if it is blocked, superior blocked, parried or whiffed.

[30] Hard feint flat cost of chained heavies : +6 (instead of +10)

[31] Total hard Feint cost : 25

[32] Entering the move costs 17.

The attack itself costs 12 but like Shugoki, a flat +9 seems to apply when committing to the storm rush :

- on hit :  $17+12+9 = 36$
- on whiff :  $17+12*1.75+9 = 47$
- on block :  $17+12*2.5+9 = 56$
- on sup block :  $17+12*3.5+9 = 68$
- on parry :  $17+12*7+9 = 110$

Hard feinting costs +20 flat stamina

[33] Hard feint additional flat cost : 15 (instead of 10) :

- H,B, feint :  $12*1.75+15 = 36$  (instead of 31)

[34] Feinted bash isn't considered as whiffed but still has the flat feint stamina cost :

$20 + 10 = 30$

(instead of  $20*1.75+10=45$ )

Real bash whiff behaves as usual:

- Bash whiff :  $20*1.75 = 35$
- Charged bash whiff :  $30*1.75 = 52$

[35] Same if the bash is done after L or after sf H

[36] Feinted bash isn't considered as whiffed but still has the flat feint stamina cost :

$20 + 10 = 30$

(instead of  $20*1.75+10=45$ )

Real bash whiff behaves as usual:

- Bash whiff :  $20*1.75 = 35$
- Charged bash whiff :  $30*1.75 = 52$

[37] Feinted bash isn't considered as whiffed but still has the flat feint stamina cost :

$20 + 10 = 30$

(instead of  $20*1.75+10=45$ )

Real bash whiff behaves as usual:

- Bash whiff :  $20*1.75 = 35$
- Charged bash whiff :  $30*1.75 = 52$

[38] Total hard Feint cost : 25

[39] Kick always costs 20, including when used in soft feints (same as OS heavies) :  
- OS heavy into Kick always costs  $24 + 20 = 44$ .

[40] Hard Feint cost : 25

[41] 17 on miss

[42] When a light is full-blocked, it drains 15 stamina to Warlord

[43] Costs 34 if the enemy is exhausted by the parry (not by the choke, only by the parry)

[44] When a heavy is full-blocked, it drains 27 stamina to Warlord

[45] Not true anymore since Marching Fire. But it might be an error from them.

[46] This applies to :

- Regular blocked heavies
- Enhanced light attacks
- When you light attack an OOS opponent
- When your attacks gets deflected.

[47] This applies to :

- Regular light attacks
- Heavy attacks getting superior blocked

[48] Max health multiplier is 1.15.