Rogue offensive DPS – v1.01

Introduction

The intention of this exercise was to accurately obtain a snapshot of my DPS under different discing situations and to evaluate the relative merit of the combinations available. Obviously I had preconceived notions of what works well and by and large these have been demonstrated to be true, but now I can quantify them somewhat. The strategy is to parse each individual effect in isolation, with and without that one specific effect, in order to work out the gain in DPS. These then allow us to predict the impact of stacking certain combinations, which I then also parsed to verify whether the predictions are sound.

All parses were performed against a level 80 arena NPC on the test server without any modifiers to defense. In all cases I had full access to the back of the mob. To automate the procedure to allow long parses I used a logitech G11 keyboard so I could auto-hit the backstab key. Apart from that it's simply AFK time.

I'll break down the disciplines and triggerable AAs below into groups, mainly by their shared timers. I'll start with the baseline dps and a summary table as I know that's all that most of you are interested in, but after that comes all the full gory details. In all such cases the skill being parsed is the graphic on the left and the baseline parse for comparison is to the right.

Baseline parse – 1624.4DPS
Duration 22783s parse

In order to work out the impact of these I obviously had to produce a baseline parse with no discs at all. For this (and all subsequent parses) I still had my worn raid gear with Cleave/Fero 7 and a respectable set of long-duration raid buffs. I appreciate that there are a range of short term DPS buffs (champion, fero, bard songs, warcry, auras, etc) that can stack and have a significant boost to the DPS, but I do not wish to include them in the baseline parse. At some stage I may wish to perform these tests, but in doing so I obviously will need a baseline to compare them against. This is it.

So – the buffs and gear:

Buff set 1:
> Gnarl of the Predator Rk.II
> Strength of the Gladewalker Rk.II
> Hastening of Erradien Rk.II
> Talisman of the Bloodworg Rk.II
> Mammoth's Strength Rk.III

> NB: No overhaste, no songs, no aura, no attack buffs or other short-term buffs except where stated.

Equipment set 1:
> Str 588 (with 34 heroic)
> Agi 471 (with 29 heroic)
> Dex 596 (with 41 heroic)
> Attack 2759
> Accuracy 150

Cleave VII
Ferocity VII
+40 to Backstab damage
+12% to Backstab skill

Primary: Jagged Alloy Repeato-Shiv + Coffin Fragment
        (43/18, +1 cold, +1 poison, 36BS, 12% BS skill mod)
Secondary: The Fabled Rotting Fist + Prism Speckled Stone
        (54/23, +1 disease, +1 prismatic)

Details for: Brogett

Statistic	Total	Backstab	Pierce	Crush	DirDmg
Damage	37008717	12717508	12572922	11228702	489585
DPS by type	1624.4	558.2	551.9	492.9	21.5
Normal damage	25234403	9647552	8083345	7146095	357411
Critical damage	11774314	3069956	4489577	4082607	132174
Total attempts	105779	10320	53196	39620	2643
Missed	26663	2699	13625	10339	0
% Accuracy (vs Miss)	74.8%	73.8%	74.4%	73.9%	100%
% Hit (vs Miss + Evade)	74.8%	73.8%	74.4%	73.9%	100%
% dmg by type	100%	34.4%	34%	30.3%	1.3%
% dmg as normal	68.2%	75.9%	64.3%	63.6%	73%
% dmg as critical	31.8%	24.1%	35.7%	36.4%	27%
Total hits	79116	7621	39571	29281	2643
Normal hits	66200	6405	33088	24478	2229
Critical hits	12916	1216	6483	4803	414
% hits by type	100%	9.6%	50%	37%	3.3%
% hits as normal	83.7%	84%	83.6%	83.6%	84.3%
% hits as critical	16.3%	16%	16.4%	16.4%	15.7%
Average hit	467	1668	317	383	185
Average normal hit	381	1506	244	291	160
Average critical hit	911	2524	692	850	319
Max normal hit	2192	2192	351	423	215
Max critical hit	3745	3745	1009	1237	430
Min normal hit	107	671	107	121	134
Min critical hit	268	1083	289	346	268
1 attempt per sec	4	20	17	53	2483
2 attempts per sec	2111	1919	17645	19600	80
3 attempts per sec	428	2154	2037	5	0
4 attempts per sec	11210	0	2250	88	0
5 attempts per sec	2897	0	522	0	0
6 attempts per sec	2818	0	28	0	0
7 attempts per sec	2194	0	0	0	0
8 attempts per sec	600	0	0	0	0
9 attempts per sec	295	0	0	0	0
10 attempts per sec	99	0	0	0	0
11 attempts per sec	19	0	0	0	0
12 attempts per sec	2	0	0	0	0

The average crit damage multiplier (crit/non-crit) is 1.68 backstab, 2.84 pierce, 2.92 crush. This is not the actual multipliers used in the formulae though as they are applied before damage bonus and possibly any minimum hit adjustments from Fero VII. This is likely to be the cause of the difference between main-hand and off-hand.

It appears that the double-attack for backstab is very high – about 99.5%. Triple attack on backstab is considerable too with 53-54% of backstabs coming in the form of an attempted triple attack (although some may miss obviously).

I would need to reparse using slower weapons and no haste to get a handle on the double and triple attack rates for mainhand and offhand weapon swings.

Critical hit rates appear to be all in the 16.5 to 16.6% range.

Summary chart

Name	DPS	Duration	Reuse	Description
Baseline	1624.4	Indefinite		No disciplines or short-term buffs
Thief's Eyes	1668.7	60s		5% fewer misses
Rogue epic click	1845.5	60s		+45% triple backstab, +10% damage (procced debuff)
Rogue's Fury AA	3793.3	30s		-10% misses, +160% dmg, +160% min.dmg, 100hands
Assassin's Rk.III	3526.7	30s		+129% damage, +516% to min. damage
Kinesthetics	1647.8	30s		Max. dual wield and double attack
Twisted Chance	2468.1	30s		+500% crit chance, max accuracy
Deadly Precision	1839.0	30s	5min	Max accuracy (backstab only)
Deadeye	2206.6	30s		Max accuracy (all skills)
Blinding Speed	2129.5	30s		100hands (43% more hits, 10% more backstabs)
Frenzied Stabbing	2301.0	30s		6 second reduction in backstab timer (before haste)
epic+TE+Assassin	3846.5	30s		
epic+TE+DPrec	2124.1	30s		
epic+TE+BSpeed	2444.1	30s		
epic+TE+Deadeye	2502.2	30s		
epic+TE+RF+FS	6648.6	30s		
" + glyph of dest.	6799.0	30s		

Sorted by timer, basically the first 3 after the baseline are all stackable clickies or AAs. The remaining are disciplines of which any one can be active at one time, grouped by their individual timer classes. Underneath that we have the various combinations of stacking rogue disciplines/AA/clickies.

The most obvious thing you notice immediately is that even in isolation Rogue's Fury AA (rank 3) absolutely rocks. It increases accuracy, damage, minimum damage and speed. As such is stacks optimally with Frenzied Stabbing, which does none of those.

Finally I parsed the best combination with and without glyph of destruction (sorry I've a few months left before I can parse intensity of the resolute). The difference, it has to be admitted, is frankly pathetic, mainly due to glyph having zero effect on backstab. I'm not sure if that's deliberate or not, but it rather kills glyph with that combo.

The basic modifiers – Rogue epic, Thief's eyes, Rogue's Fury

And now on to the individual parses themselves for all the true geeks out there. :-)

Thief's Eyes – 1668.7DPS
Duration 30s (parsed 28785s)

Slot 1: Increase Chance to Hit with All Skills by 5%

Given the description we may expect close to 5% boost, but it's actually only 2.7%.

	T.E.						Base-line				
Details for: Brogett						**Details for: Brogett**					
Statistic	Total	Backstab	Pierce	Crush	DirDmg	Statistic	Total	Backstab	Pierce	Crush	DirDmg
Damage	48034648	16715711	16243804	14438173	636960	Damage	37008717	12717508	12572922	11228702	489585
DPS by type	1668.7	580.7	564.3	501.6	22.1	DPS by type	1624.4	558.2	551.9	492.9	21.5
Normal damage	32503577	12475526	10351177	9217198	459676	Normal damage	25234403	9647552	8083345	7146095	357411
Critical damage	15531071	4240185	5892627	5220975	177284	Critical damage	11774314	3069956	4489577	4082607	132174
Total attempts	134015	13301	67191	50096	3427	Total attempts	105779	10320	53196	39620	2643
Missed	32240	3384	16503	12353	0	Missed	26663	2699	13625	10339	0
% Accuracy (vs Miss)	75.9%	74.6%	75.4%	75.3%	100%	% Accuracy (vs Miss)	74.8%	73.8%	74.4%	73.9%	100%
% Hit (vs Miss + Evade)	75.9%	74.6%	75.4%	75.3%	100%	% Hit (vs Miss + Evade)	74.8%	73.8%	74.4%	73.9%	100%
% dmg by type	100%	34.8%	33.8%	30.1%	1.3%	% dmg by type	100%	34.4%	34%	30.3%	1.3%
% dmg as normal	67.7%	74.6%	63.7%	63.8%	72.2%	% dmg as normal	68.2%	75.9%	64.3%	63.6%	73%
% dmg as critical	32.3%	25.4%	36.3%	36.2%	27.8%	% dmg as critical	31.8%	24.1%	35.7%	36.4%	27%
Total hits	101775	9917	50688	37743	3427	Total hits	79116	7621	39571	29281	2643
Normal hits	84919	8253	42224	31581	2861	Normal hits	66200	6405	33088	24478	2229
Critical hits	16856	1664	8464	6162	566	Critical hits	12916	1216	6483	4803	414
% hits by type	100%	9.7%	49.8%	37.1%	3.4%	% hits by type	100%	9.6%	50%	37%	3.3%
% hits as normal	83.4%	83.2%	83.3%	83.7%	83.5%	% hits as normal	83.7%	84%	83.6%	83.6%	84.3%
% hits as critical	16.6%	16.8%	16.7%	16.3%	16.5%	% hits as critical	16.3%	16%	16.4%	16.4%	15.7%
Average hit	471	1685	320	382	185	Average hit	467	1668	317	383	185
Average normal hit	382	1511	245	291	160	Average normal hit	381	1506	244	291	160
Average critical hit	921	2548	696	847	313	Average critical hit	911	2524	692	850	319
Max normal hit	2192	2192	351	423	215	Max normal hit	2192	2192	351	423	215
Max critical hit	3745	3745	1009	1237	430	Max critical hit	3745	3745	1009	1237	430
Min normal hit	107	671	107	121	134	Min normal hit	107	671	107	121	134
Min critical hit	268	1083	289	346	268	Min critical hit	268	1083	289	346	268
1 attempt per sec	9	9	15	56	3229	1 attempt per sec	4	20	17	53	2483
2 attempts per sec	2579	2386	22439	24807	99	2 attempts per sec	2111	1919	17645	19600	80
3 attempts per sec	566	2838	2525	2	0	3 attempts per sec	428	2154	2037	5	0
4 attempts per sec	14310	0	2842	105	0	4 attempts per sec	11210	0	2250	88	0
5 attempts per sec	3564	0	631	0	0	5 attempts per sec	2897	0	522	0	0
6 attempts per sec	3504	1	31	0	0	6 attempts per sec	2818	0	28	0	0
7 attempts per sec	2841	0	2	0	0	7 attempts per sec	2194	0	0	0	0
8 attempts per sec	746	0	0	0	0	8 attempts per sec	600	0	0	0	0
9 attempts per sec	407	0	0	0	0	9 attempts per sec	295	0	0	0	0
10 attempts per sec	113	0	0	0	0	10 attempts per sec	99	0	0	0	0
11 attempts per sec	30	0	0	0	0	11 attempts per sec	19	0	0	0	0
12 attempts per sec	5	0	0	0	0	12 attempts per sec	2	0	0	0	0
13 attempts per sec	1	0	0	0	0						
15 attempts per sec	1	0	0	0	0						

It does however on average equate to 4.8% fewer misses (computed using the ratio of the two fractions of misses to total attempts for with and without thief's eyes). In this respect the higher your base hit rate is the less impact this disc has, and in this regard it operates similarly to +accuracy gear which I believe also works on a percentage reduction is the miss rate.

Conclusion: minimal impact, but it stacks with most discs except those that already impact on accuracy (eg deadeye) so we may as well keep it up.

Rogue epic click (Deceiver's Blight) – 1845.5DPS
Duration 60s (parsed 38453s)

Slot 1: Triple Backstab(45)
Slot 4: Add Proc: Deceiver's Blight (Increase Damage Taken from All Skills by 10%)

Epic

Details for: Brogett

Statistic	Total	Backstab	Pierce	Crush	DirDmg
Damage	70963703	27132234	22600302	20375903	855264
DPS by type	1845.5	705.6	587.7	529.9	22.2
Normal damage	48259785	20267912	14453343	12927600	610930
Critical damage	22703918	6864322	8146959	7448303	244334
Total attempts	181830	20737	89678	66872	4543
Missed	46213	5545	23349	17319	0
% Accuracy (vs Miss)	74.6%	73.3%	74%	74.1%	100%
% Hit (vs Miss + Evade)	74.6%	73.3%	74%	74.1%	100%
% dmg by type	100%	38.2%	31.8%	28.7%	1.2%
% dmg as normal	68%	74.7%	64%	63.4%	71.4%
% dmg as critical	32%	25.3%	36%	36.6%	28.6%
Total hits	135617	15192	66329	49553	4543
Normal hits	113241	12647	55438	41350	3806
Critical hits	22376	2545	10891	8203	737
% hits by type	100%	11.2%	48.9%	36.5%	3.3%
% hits as normal	83.5%	83.2%	83.6%	83.4%	83.8%
% hits as critical	16.5%	16.8%	16.4%	16.6%	16.2%
Average hit	523	1785	340	411	188
Average normal hit	426	1602	260	312	160
Average critical hit	1014	2697	748	907	331
Max normal hit	2411	2411	386	465	215
Max critical hit	4119	4119	1109	1360	430
Min normal hit	107	671	107	121	134
Min critical hit	268	1083	289	346	268
1 attempt per sec	6	27	19	94	4274
2 attempts per sec	3435	107	29997	33135	133
3 attempts per sec	753	6832	3357	4	1
4 attempts per sec	18844	0	3766	124	0
5 attempts per sec	5102	0	846	0	0
6 attempts per sec	2845	0	50	0	0
7 attempts per sec	5166	0	0	0	0
8 attempts per sec	1118	0	0	0	0
9 attempts per sec	672	0	0	0	0
10 attempts per sec	283	0	0	0	0
11 attempts per sec	51	0	0	0	0
12 attempts per sec	14	0	0	0	0
13 attempts per sec	2	0	0	0	0

Base-line

Details for: Brogett

Statistic	Total	Backstab	Pierce	Crush	DirDmg
Damage	37008717	12717508	12572922	11228702	489585
DPS by type	1624.4	558.2	551.9	492.9	21.5
Normal damage	25234403	9647552	8083345	7146095	357411
Critical damage	11774314	3069956	4489577	4082607	132174
Total attempts	105779	10320	53196	39620	2643
Missed	26663	2699	13625	10339	0
% Accuracy (vs Miss)	74.8%	73.8%	74.4%	73.9%	100%
% Hit (vs Miss + Evade)	74.8%	73.8%	74.4%	73.9%	100%
% dmg by type	100%	34.4%	34%	30.3%	1.3%
% dmg as normal	68.2%	75.9%	64.3%	63.6%	73%
% dmg as critical	31.8%	24.1%	35.7%	36.4%	27%
Total hits	79116	7621	39571	29281	2643
Normal hits	66200	6405	33088	24478	2229
Critical hits	12916	1216	6483	4803	414
% hits by type	100%	9.6%	50%	37%	3.3%
% hits as normal	83.7%	84%	83.6%	83.6%	84.3%
% hits as critical	16.3%	16%	16.4%	16.4%	15.7%
Average hit	467	1668	317	383	185
Average normal hit	381	1506	244	291	160
Average critical hit	911	2524	692	850	319
Max normal hit	2192	2192	351	423	215
Max critical hit	3745	3745	1009	1237	430
Min normal hit	107	671	107	121	134
Min critical hit	268	1083	289	346	268
1 attempt per sec	4	20	17	53	2483
2 attempts per sec	2111	1919	17645	19600	80
3 attempts per sec	428	2154	2037	5	0
4 attempts per sec	11210	0	2250	88	0
5 attempts per sec	2897	0	522	0	0
6 attempts per sec	2818	0	28	0	0
7 attempts per sec	2194	0	0	0	0
8 attempts per sec	600	0	0	0	0
9 attempts per sec	295	0	0	0	0
10 attempts per sec	99	0	0	0	0
11 attempts per sec	19	0	0	0	0
12 attempts per sec	2	0	0	0	0

The parse confirms the extra DPS to come from a combination of tripe backstab (almost 100%, implying the .45 chance here is added to the original .54 from the baseline parse) and simply higher average hits due to the skill modifier procs. (Eg normal pierce is 260 vs 244and crush is 312 vs 291 – approx 7% boost).

Hardly suprisingly about two thirds of our gained DPS comes from backstab, meaning that this disc really works far better when we have the rear arc.

One question remains – does the proc wear off earlier if more attacks land on the NPC, as is the case with the rogue CoA BP click? TO CHECK: this may be evident by looking at the minimum and maximum hits to see whether they tally with a fixed duration proc or whether they're correlated to the number of successful hits instead.

Rogue's Fury AA rank 3: 3793.3 DPS
Duration 30s (parsed 34653s)

Slot 1: Increase Chance to Hit by 10% with All Skills
Slot 2: Increase All Skills Damage Modifier by 160%
Slot 3: Hundred Hands Effect
Slot 4: Increase All Skills Minimum Damage Modifier by 160%

Epic

Details for: Brogett

Statistic	Total	Pierce	Backstab	Crush	DirDmg
Damage	131450...	44981932	44547410	41170948	750224
DPS by type	3793.3	1298.1	1285.5	1188.1	21.6
Normal damage	88027957	28480335	33068479	25934895	544248
Critical damage	43422557	16501597	11478931	15236053	205976
Total attempts	178168	89914	17261	66962	4031
Missed	40809	21022	4183	15604	0
% Accuracy (vs Miss)	77.1%	76.6%	75.8%	76.7%	100%
% Hit (vs Miss + Evade)	77.1%	76.6%	75.8%	76.7%	100%
% dmg by type	100%	34.2%	33.9%	31.3%	0.6%
% dmg as normal	67%	63.3%	74.2%	63%	72.5%
% dmg as critical	33%	36.7%	25.8%	37%	27.5%
Total hits	137359	68892	13078	51358	4031
Normal hits	114482	57399	10875	42815	3393
Critical hits	22877	11493	2203	8543	638
% hits by type	100%	50.2%	9.5%	37.4%	2.9%
% hits as normal	83.3%	83.3%	83.2%	83.4%	84.2%
% hits as critical	16.7%	16.7%	16.8%	16.6%	15.8%
Average hit	956	652	3406	801	186
Average normal hit	768	496	3040	605	160
Average critical hit	1898	1435	5210	1783	322
Max normal hit	4519	724	4519	887	215
Max critical hit	7817	2109	7817	2606	430
Min normal hit	134	162	1020	191	134
Min critical hit	268	451	1694	552	268
1 attempt per sec	0	5	14	60	3744
2 attempts per sec	1278	23554	3126	31901	142
3 attempts per sec	280	2785	3665	28	1
4 attempts per sec	15955	6626	0	754	0
5 attempts per sec	3696	1485	0	0	0
6 attempts per sec	6299	85	0	0	0
7 attempts per sec	4147	1	0	0	0
8 attempts per sec	1473	0	0	0	0
9 attempts per sec	1028	0	0	0	0
10 attempts per sec	334	0	0	0	0
11 attempts per sec	88	0	0	0	0
12 attempts per sec	20	0	0	0	0
13 attempts per sec	5	0	0	0	0

Base-line

Details for: Brogett

Statistic	Total	Backstab	Pierce	Crush	DirDmg
Damage	37008717	12717508	12572922	11228702	489585
DPS by type	1624.4	558.2	551.9	492.9	21.5
Normal damage	25234403	9647552	8083345	7146095	357411
Critical damage	11774314	3069956	4489577	4082607	132174
Total attempts	105779	10320	53196	39620	2643
Missed	26663	2699	13625	10339	0
% Accuracy (vs Miss)	74.8%	73.8%	74.4%	73.9%	100%
% Hit (vs Miss + Evade)	74.8%	73.8%	74.4%	73.9%	100%
% dmg by type	100%	34.4%	34%	30.3%	1.3%
% dmg as normal	68.2%	75.9%	64.3%	63.6%	73%
% dmg as critical	31.8%	24.1%	35.7%	36.4%	27%
Total hits	79116	7621	39571	29281	2643
Normal hits	66200	6405	33088	24478	2229
Critical hits	12916	1216	6483	4803	414
% hits by type	100%	9.6%	50%	37%	3.3%
% hits as normal	83.7%	84%	83.6%	83.6%	84.3%
% hits as critical	16.3%	16%	16.4%	16.4%	15.7%
Average hit	467	1668	317	383	185
Average normal hit	381	1506	244	291	160
Average critical hit	911	2524	692	850	319
Max normal hit	2192	2192	351	423	215
Max critical hit	3745	3745	1009	1237	430
Min normal hit	107	671	107	121	134
Min critical hit	268	1083	289	346	268
1 attempt per sec	4	20	17	53	2483
2 attempts per sec	2111	1919	17645	19600	80
3 attempts per sec	428	2154	2037	5	0
4 attempts per sec	11210	0	2250	88	0
5 attempts per sec	2897	0	522	0	0
6 attempts per sec	2818	0	28	0	0
7 attempts per sec	2194	0	0	0	0
8 attempts per sec	600	0	0	0	0
9 attempts per sec	295	0	0	0	0
10 attempts per sec	99	0	0	0	0
11 attempts per sec	19	0	0	0	0
12 attempts per sec	2	0	0	0	0

As expected from the descriptions the balance of normal to backstab damage is largely unchanged with this discipline boosting all types of damage evenly.

The accuracy change is sufficiently close to be a 10% reduction in the miss rate.

Timer 2 – Assassin's, Kinesthetics, Dualist, Twisted Chance

These were traditionally the real meat of the rogue disciplines, until the advent of rogue's fury and frenzied stabbing. Assassin's is just an upgrade to Dualist, so that was not parsed.

Assassin's – 3526.7 DPS
Duration 30s (parsed 37579s)

Slot 1: Increase All Skills Damage Modifier by 129%
Slot 2: Increase All Skills Minimum Damage Modifier by 516%

Assassin's						Base-line					

Details for: Brogett (Assassin's)

Statistic	Total	Pierce	Backstab	Crush	DirDmg
Damage	132528...	45127897	45040367	41523181	837093
DPS by type	3526.7	1200.9	1198.6	1105	22.3
Normal damage	88756337	28547376	33652908	25949448	606605
Critical damage	43772201	16580521	11387459	15573733	230488
Total attempts	174702	87689	17154	65354	4505
Missed	43686	22333	4651	16702	0
% Accuracy (vs Miss)	75%	74.5%	72.9%	74.4%	100%
% Hit (vs Miss + Evade)	75%	74.5%	72.9%	74.4%	100%
% dmg by type	100%	34.1%	34%	31.3%	0.6%
% dmg as normal	67%	63.3%	74.7%	62.5%	72.5%
% dmg as critical	33%	36.7%	25.3%	37.5%	27.5%
Total hits	131016	65356	12503	48652	4505
Normal hits	109099	54444	10463	40408	3784
Critical hits	21917	10912	2040	8244	721
% hits by type	100%	49.9%	9.5%	37.1%	3.4%
% hits as normal	83.3%	83.3%	83.7%	83.1%	84%
% hits as critical	16.7%	16.7%	16.3%	16.9%	16%
Average hit	1011	690	3602	853	185
Average normal hit	813	524	3216	642	160
Average critical hit	1997	1519	5582	1889	319
Max normal hit	4500	721	4500	883	215
Max critical hit	7784	2100	7784	2594	430
Min normal hit	134	328	2059	399	134
Min critical hit	268	941	3512	1166	268
1 attempt per sec	4	17	14	49	4230
2 attempts per sec	3369	29120	3140	32388	136
3 attempts per sec	703	3302	3620	3	1
4 attempts per sec	18613	3782	0	130	0
5 attempts per sec	4721	817	0	0	0
6 attempts per sec	4569	51	0	0	0
7 attempts per sec	3685	1	0	0	0
8 attempts per sec	1033	0	0	0	0
9 attempts per sec	488	0	0	0	0
10 attempts per sec	147	0	0	0	0
11 attempts per sec	33	0	0	0	0
12 attempts per sec	8	0	0	0	0

Details for: Brogett (Base-line)

Statistic	Total	Backstab	Pierce	Crush	DirDmg
Damage	37008717	12717508	12572922	11228702	489585
DPS by type	1624.4	558.2	551.9	492.9	21.5
Normal damage	25234403	9647552	8083345	7146095	357411
Critical damage	11774314	3069956	4489577	4082607	132174
Total attempts	105779	10320	53196	39620	2643
Missed	26663	2699	13625	10339	0
% Accuracy (vs Miss)	74.8%	73.8%	74.4%	73.9%	100%
% Hit (vs Miss + Evade)	74.8%	73.8%	74.4%	73.9%	100%
% dmg by type	100%	34.4%	34%	30.3%	1.3%
% dmg as normal	68.2%	75.9%	64.3%	63.6%	73%
% dmg as critical	31.8%	24.1%	35.7%	36.4%	27%
Total hits	79116	7621	39571	29281	2643
Normal hits	66200	6405	33088	24478	2229
Critical hits	12916	1216	6483	4803	414
% hits by type	100%	9.6%	50%	37%	3.3%
% hits as normal	83.7%	84%	83.6%	83.6%	84.3%
% hits as critical	16.3%	16%	16.4%	16.4%	15.7%
Average hit	467	1668	317	383	185
Average normal hit	381	1506	244	291	160
Average critical hit	911	2524	692	850	319
Max normal hit	2192	2192	351	423	215
Max critical hit	3745	3745	1009	1237	430
Min normal hit	107	671	107	121	134
Min critical hit	268	1083	289	346	268
1 attempt per sec	4	20	17	53	2483
2 attempts per sec	2111	1919	17645	19600	80
3 attempts per sec	428	2154	2037	5	0
4 attempts per sec	11210	0	2250	88	0
5 attempts per sec	2897	0	522	0	0
6 attempts per sec	2818	0	28	0	0
7 attempts per sec	2194	0	0	0	0
8 attempts per sec	600	0	0	0	0
9 attempts per sec	295	0	0	0	0
10 attempts per sec	99	0	0	0	0
11 attempts per sec	19	0	0	0	0
12 attempts per sec	2	0	0	0	0

As expected from the description, the added damage is split between backstab and weapon swings in the same ratio as the baseline parse, meaning the percentage gain is just as effective for frontal attacks as rear arc (making it potentially useful solo), although obviously it'll always be more effective when used from behind.

The effect of the damage modifier is clear – new max hit / old max hit ratios for pierce, crush and backstab are between 2.05 and 2.09. Not quite the 2.29 we'd expect, but close. I'm guessing the modifier is applied before the weapon damage bonus is applied. If so then it implies a bonus of 64.2 for mainhand, 66.4 for offhand, and 403 for backstab which seems abnormally high even with heroic strength.

Minimum hits went up by 3.07(piece/backstab) and 3.30(crush). Again though adding 64.2 for primary, 66.5 for offhand and 403 for backstab gets pretty close when combined with a 6.16 fold increase. It implies therefore the 129% damage increase is applied first followed by the minimum damage check second. I need to study the hit distributions though to get a better handle on the formula being used here.

Kinesthetics – 1647.8 DPS
Duration 30s (parsed 14278s)

Slot 1: Increase Dual Wield by 10000%
Slot 2: Increase Double Attack by 10000%

Kinesthetics					
Details for: Brogett					
Statistic	Total	Backstab	Pierce	Crush	DirDmg
Damage	23527012	8087705	7967810	7152156	319341
DPS by type	1647.8	566.4	558	500.9	22.4
Normal damage	15842832	6066337	5059800	4486880	229815
Critical damage	7684180	2021368	2908010	2665276	89526
Total attempts	66385	6522	33318	24832	1713
Missed	16720	1725	8577	6418	0
% Accuracy (vs Miss)	74.8%	73.6%	74.3%	74.2%	100%
% Hit (vs Miss + Evade)	74.8%	73.6%	74.3%	74.2%	100%
% dmg by type	100%	34.4%	33.9%	30.4%	1.4%
% dmg as normal	67.3%	75%	63.5%	62.7%	72%
% dmg as critical	32.7%	25%	36.5%	37.3%	28%
Total hits	49665	4797	24741	18414	1713
Normal hits	41340	4003	20594	15303	1440
Critical hits	8325	794	4147	3111	273
% hits by type	100%	9.7%	49.8%	37.1%	3.4%
% hits as normal	83.2%	83.4%	83.2%	83.1%	84.1%
% hits as critical	16.8%	16.6%	16.8%	16.9%	15.9%
Average hit	473	1685	322	388	186
Average normal hit	383	1515	245	293	159
Average critical hit	923	2545	701	856	327
Max normal hit	2192	2192	351	423	215
Max critical hit	3745	3745	1009	1237	430
Min normal hit	107	671	107	121	134
Min critical hit	268	1083	289	346	268
1 attempt per sec	2	10	13	21	1600
2 attempts per sec	1298	1174	11085	12290	55
3 attempts per sec	288	1388	1282	1	1
4 attempts per sec	7081	0	1404	57	0
5 attempts per sec	1754	0	319	0	0
6 attempts per sec	1741	0	13	0	0
7 attempts per sec	1369	0	0	0	0
8 attempts per sec	415	0	0	0	0
9 attempts per sec	192	0	0	0	0
10 attempts per sec	55	0	0	0	0
11 attempts per sec	14	0	0	0	0
12 attempts per sec	4	0	0	0	0

Base-line					
Details for: Brogett					
Statistic	Total	Backstab	Pierce	Crush	DirDmg
Damage	37008717	12717508	12572922	11228702	489585
DPS by type	1624.4	558.2	551.9	492.9	21.5
Normal damage	25234403	9647552	8083345	7146095	357411
Critical damage	11774314	3069956	4489577	4082607	132174
Total attempts	105779	10320	53196	39620	2643
Missed	26663	2699	13625	10339	0
% Accuracy (vs Miss)	74.8%	73.8%	74.4%	73.9%	100%
% Hit (vs Miss + Evade)	74.8%	73.8%	74.4%	73.9%	100%
% dmg by type	100%	34.4%	34%	30.3%	1.3%
% dmg as normal	68.2%	75.9%	64.3%	63.6%	73%
% dmg as critical	31.8%	24.1%	35.7%	36.4%	27%
Total hits	79116	7621	39571	29281	2643
Normal hits	66200	6405	33088	24478	2229
Critical hits	12916	1216	6483	4803	414
% hits by type	100%	9.6%	50%	37%	3.3%
% hits as normal	83.7%	84%	83.6%	83.6%	84.3%
% hits as critical	16.3%	16%	16.4%	16.4%	15.7%
Average hit	467	1668	317	383	185
Average normal hit	381	1506	244	291	160
Average critical hit	911	2524	692	850	319
Max normal hit	2192	2192	351	423	215
Max critical hit	3745	3745	1009	1237	430
Min normal hit	107	671	107	121	134
Min critical hit	268	1083	289	346	268
1 attempt per sec	4	20	17	53	2483
2 attempts per sec	2111	1919	17645	19600	80
3 attempts per sec	428	2154	2037	5	0
4 attempts per sec	11210	0	2250	88	0
5 attempts per sec	2897	0	522	0	0
6 attempts per sec	2818	0	28	0	0
7 attempts per sec	2194	0	0	0	0
8 attempts per sec	600	0	0	0	0
9 attempts per sec	295	0	0	0	0
10 attempts per sec	99	0	0	0	0
11 attempts per sec	19	0	0	0	0
12 attempts per sec	2	0	0	0	0

Given that double attack and dual wield are both now attainable at high rates, I expected little, but the parse demonstrated it to be an even smaller boost than I imagined – 1.4% to be precise. Given the inflexibility of being able to use Assassin's when you want I really don't see any use for this while raiding.

Twisted Chance – 2468.1 DPS
Duration 30s (parsed 13183s)

Slot 1: Chance to Critical Hit by 500% with All Skills
Slot 2: Increase Chance to Hit with All Skills by 10000%.

Twisted Chance						Base-line					

Details for: Brogett (Twisted Chance)

Statistic	Total	Pierce	Backstab	Crush	DirDmg
Damage	32773962	11378017	10728884	10369159	297902
DPS by type	2486.1	863.1	813.8	786.6	22.6
Normal damage	17133433	5418974	6666773	4833028	214658
Critical damage	15640529	5959043	4062111	5536131	83244
Total attempts	61228	30698	6005	22928	1597
% Accuracy (vs Miss)	100%	100%	100%	100%	100%
% Hit (vs Miss + Evade)	100%	100%	100%	100%	100%
% dmg by type	100%	34.7%	32.7%	31.6%	0.9%
% dmg as normal	52.3%	47.6%	62.1%	46.6%	72.1%
% dmg as critical	47.7%	52.4%	37.9%	53.4%	27.9%
Total hits	61228	30698	6005	22928	1597
Normal hits	44298	22123	4395	16438	1342
Critical hits	16930	8575	1610	6490	255
% hits by type	100%	50.1%	9.8%	37.4%	2.6%
% hits as normal	72.3%	72.1%	73.2%	71.7%	84%
% hits as critical	27.7%	27.9%	26.8%	28.3%	16%
Average hit	535	370	1786	452	186
Average normal hit	386	244	1516	294	159
Average critical hit	923	694	2523	853	326
Max normal hit	2192	351	2192	423	215
Max critical hit	3745	1009	3745	1237	430
Min normal hit	107	107	671	121	134
Min critical hit	268	289	1083	346	268
1 attempt per sec	2	4	5	23	1492
2 attempts per sec	1183	10372	1095	11391	51
3 attempts per sec	238	1099	1270	1	1
4 attempts per sec	6643	1280	0	30	0
5 attempts per sec	1612	285	0	0	0
6 attempts per sec	1602	18	0	0	0
7 attempts per sec	1234	0	0	0	0
8 attempts per sec	371	0	0	0	0
9 attempts per sec	159	0	0	0	0
10 attempts per sec	73	0	0	0	0
11 attempts per sec	10	0	0	0	0
12 attempts per sec	1	0	0	0	0
13 attempts per sec	1	0	0	0	0

Details for: Brogett (Base-line)

Statistic	Total	Backstab	Pierce	Crush	DirDmg
Damage	37008717	12717508	12572922	11228702	489585
DPS by type	1624.4	558.2	551.9	492.9	21.5
Normal damage	25234403	9647552	8083345	7146095	357411
Critical damage	11774314	3069956	4489577	4082607	132174
Total attempts	105779	10320	53196	39620	2643
Missed	26663	2699	13625	10339	0
% Accuracy (vs Miss)	74.8%	73.8%	74.4%	73.9%	100%
% Hit (vs Miss + Evade)	74.8%	73.8%	74.4%	73.9%	100%
% dmg by type	100%	34.4%	34%	30.3%	1.3%
% dmg as normal	68.2%	75.9%	64.3%	63.6%	73%
% dmg as critical	31.8%	24.1%	35.7%	36.4%	27%
Total hits	79116	7621	39571	29281	2643
Normal hits	66200	6405	33088	24478	2229
Critical hits	12916	1216	6483	4803	414
% hits by type	100%	9.6%	50%	37%	3.3%
% hits as normal	83.7%	84%	83.6%	83.6%	84.3%
% hits as critical	16.3%	16%	16.4%	16.4%	15.7%
Average hit	467	1668	317	383	185
Average normal hit	381	1506	244	291	160
Average critical hit	911	2524	692	850	319
Max normal hit	2192	2192	351	423	215
Max critical hit	3745	3745	1009	1237	430
Min normal hit	107	671	107	121	134
Min critical hit	268	1083	289	346	268
1 attempt per sec	4	20	17	53	2483
2 attempts per sec	2111	1919	17645	19600	80
3 attempts per sec	428	2154	2037	5	0
4 attempts per sec	11210	0	2250	88	0
5 attempts per sec	2897	0	522	0	0
6 attempts per sec	2818	0	28	0	0
7 attempts per sec	2194	0	0	0	0
8 attempts per sec	600	0	0	0	0
9 attempts per sec	295	0	0	0	0
10 attempts per sec	99	0	0	0	0
11 attempts per sec	19	0	0	0	0
12 attempts per sec	2	0	0	0	0

The DPS gained comes from +605 from pierce/crush and +256 from backstab, so about a 70:30 ratio. However even when doing frontal damage during solo play the better ratio of normal:backstab doesn't warrant using this over assassin's disc unless endurance is a major issue.

It's easy to assume from the description that we should have 5 times as many crits, but remember our existing baseline crit rate is with cleave VII to start with (+280% crit) plus we have AAs too (Ingenuity and Combat Fury). The criticial hit rate went from 16.5% to 27.7%. Playing around with models doesn't get me too far on this, but I'd tentatively say the crit value being multiplied here is 2.24.

One question though, to resolve with parses. Does Cleave stack with worn cleave?
Answer: Yes. Without cleave (and some very minor changes to heroic strength) my crit rates became 43.1% pierce, 44.1% crush, 32.1% backstab – averaged over 35871 seconds of fight – giving 2309.5 DPS.

Timer 3 – Deadly Precision, Blinding Speed, Deadeye

Deadly Precision - 1839DPS
Duration: 30s (parsed 33116s)

Slot 1: Increase Chance to Hit with Backstab by 10000%

Deadly Precision						Base-line				

Details for: Brogett

Statistic	Total	Backstab	Pierce	Crush	DirDmg
Damage	60901272	25238354	18344845	16572315	745758
DPS by type	1839	762.1	554	500.4	22.5
Normal damage	41661436	19029757	11668840	10428903	533936
Critical damage	19239836	6208597	6676005	6143412	211822
Total attempts	153852	15113	77177	57594	3968
Missed	34725	0	19973	14752	0
% Accuracy (vs Miss)	77.4%	100%	74.1%	74.4%	100%
% Hit (vs Miss + Evade)	77.4%	100%	74.1%	74.4%	100%
% dmg by type	100%	41.4%	30.1%	27.2%	1.2%
% dmg as normal	68.4%	75.4%	63.6%	62.9%	71.6%
% dmg as critical	31.6%	24.6%	36.4%	37.1%	28.4%
Total hits	119127	15113	57204	42842	3968
Normal hits	99221	12647	47636	35628	3310
Critical hits	19906	2466	9568	7214	658
% hits by type	100%	12.7%	48%	36%	3.3%
% hits as normal	83.3%	83.7%	83.3%	83.2%	83.4%
% hits as critical	16.7%	16.3%	16.7%	16.8%	16.6%
Average hit	511	1669	320	386	187
Average normal hit	419	1504	244	292	161
Average critical hit	966	2517	697	851	321
Max normal hit	2192	2192	351	423	215
Max critical hit	3745	3745	1009	1237	430
Min normal hit	107	671	107	121	134
Min critical hit	268	1083	289	346	268
1 attempt per sec	7	24	26	48	3730
2 attempts per sec	2987	2677	25821	28580	119
3 attempts per sec	605	3245	2875	2	0
4 attempts per sec	16496	0	3286	95	0
5 attempts per sec	4206	0	706	0	0
6 attempts per sec	4000	0	35	0	0
7 attempts per sec	3135	0	0	0	0
8 attempts per sec	940	0	0	0	0
9 attempts per sec	443	0	0	0	0
10 attempts per sec	130	0	0	0	0
11 attempts per sec	23	0	0	0	0
12 attempts per sec	2	0	0	0	0
13 attempts per sec	1	0	0	0	0

Details for: Brogett

Statistic	Total	Backstab	Pierce	Crush	DirDmg
Damage	37008717	12717508	12572922	11228702	489585
DPS by type	1624.4	558.2	551.9	492.9	21.5
Normal damage	25234403	9647552	8083345	7146095	357411
Critical damage	11774314	3069956	4489577	4082607	132174
Total attempts	105779	10320	53196	39620	2643
Missed	26663	2699	13625	10339	0
% Accuracy (vs Miss)	74.8%	73.8%	74.4%	73.9%	100%
% Hit (vs Miss + Evade)	74.8%	73.8%	74.4%	73.9%	100%
% dmg by type	100%	34.4%	34%	30.3%	1.3%
% dmg as normal	68.2%	75.9%	64.3%	63.6%	73%
% dmg as critical	31.8%	24.1%	35.7%	36.4%	27%
Total hits	79116	7621	39571	29281	2643
Normal hits	66200	6405	33088	24478	2229
Critical hits	12916	1216	6483	4803	414
% hits by type	100%	9.6%	50%	37%	3.3%
% hits as normal	83.7%	84%	83.6%	83.6%	84.3%
% hits as critical	16.3%	16%	16.4%	16.4%	15.7%
Average hit	467	1668	317	383	185
Average normal hit	381	1506	244	291	160
Average critical hit	911	2524	692	850	319
Max normal hit	2192	2192	351	423	215
Max critical hit	3745	3745	1009	1237	430
Min normal hit	107	671	107	121	134
Min critical hit	268	1083	289	346	268
1 attempt per sec	4	20	17	53	2483
2 attempts per sec	2111	1919	17645	19600	80
3 attempts per sec	428	2154	2037	5	0
4 attempts per sec	11210	0	2250	88	0
5 attempts per sec	2897	0	522	0	0
6 attempts per sec	2818	0	28	0	0
7 attempts per sec	2194	0	0	0	0
8 attempts per sec	600	0	0	0	0
9 attempts per sec	295	0	0	0	0
10 attempts per sec	99	0	0	0	0
11 attempts per sec	19	0	0	0	0
12 attempts per sec	2	0	0	0	0

More or less exclusively backstab changes, which is precisely what we'd expect given the description. It works :-)
I'd estimated 1823dps from baseline + description, which is within 1% of this parse.

Deadeye - 2206.6DPS
Duration 30s (parsed 15342s)
Slot 1: Increase Chance to Hit with All Skills by 10000%

Deadeye	Base-line

Details for: Brogett

Statistic	Total	Backstab	Pierce	Crush	DirDmg
Damage	33854343	11754689	11450311	10325658	323685
DPS by type	2206.6	766.2	746.3	673	21.1
Normal damage	22944948	8883757	7319036	6504818	237337
Critical damage	10909395	2870932	4131275	3820840	86348
Total attempts	71278	6994	35859	26678	1747
% Accuracy (vs Miss)	100%	100%	100%	100%	100%
% Hit (vs Miss + Evade)	100%	100%	100%	100%	100%
% dmg by type	100%	34.7%	33.8%	30.5%	1%
% dmg as normal	67.8%	75.6%	63.9%	63%	73.3%
% dmg as critical	32.2%	24.4%	36.1%	37%	26.7%
Total hits	71278	6994	35859	26678	1747
Normal hits	59499	5877	29945	22199	1478
Critical hits	11779	1117	5914	4479	269
% hits by type	100%	9.8%	50.3%	37.4%	2.5%
% hits as normal	83.5%	84%	83.5%	83.2%	84.6%
% hits as critical	16.5%	16%	16.5%	16.8%	15.4%
Average hit	474	1680	319	387	185
Average normal hit	385	1511	244	293	160
Average critical hit	926	2570	698	853	320
Max normal hit	2192	2192	351	423	215
Max critical hit	3745	3745	1009	1237	430
Min normal hit	107	671	107	121	134
Min critical hit	268	1083	289	346	268
1 attempt per sec	5	10	9	35	1644
2 attempts per sec	1376	1227	11765	13228	50
3 attempts per sec	285	1510	1413	1	1
4 attempts per sec	7585	0	1562	46	0
5 attempts per sec	1937	0	333	0	0
6 attempts per sec	1840	0	28	0	0
7 attempts per sec	1506	0	0	0	0
8 attempts per sec	423	0	0	0	0
9 attempts per sec	196	0	0	0	0
10 attempts per sec	72	0	0	0	0
11 attempts per sec	13	0	0	0	0
12 attempts per sec	4	0	0	0	0

Details for: Brogett

Statistic	Total	Backstab	Pierce	Crush	DirDmg
Damage	37008717	12717508	12572922	11228702	489585
DPS by type	1624.4	558.2	551.9	492.9	21.5
Normal damage	25234403	9647552	8083345	7146095	357411
Critical damage	11774314	3069956	4489577	4082607	132174
Total attempts	105779	10320	53196	39620	2643
Missed	26663	2699	13625	10339	0
% Accuracy (vs Miss)	74.8%	73.8%	74.4%	73.9%	100%
% Hit (vs Miss + Evade)	74.8%	73.8%	74.4%	73.9%	100%
% dmg by type	100%	34.4%	34%	30.3%	1.3%
% dmg as normal	68.2%	75.9%	64.3%	63.6%	73%
% dmg as critical	31.8%	24.1%	35.7%	36.4%	27%
Total hits	79116	7621	39571	29281	2643
Normal hits	66200	6405	33088	24478	2229
Critical hits	12916	1216	6483	4803	414
% hits by type	100%	9.6%	50%	37%	3.3%
% hits as normal	83.7%	84%	83.6%	83.6%	84.3%
% hits as critical	16.3%	16%	16.4%	16.4%	15.7%
Average hit	467	1668	317	383	185
Average normal hit	381	1506	244	291	160
Average critical hit	911	2524	692	850	319
Max normal hit	2192	2192	351	423	215
Max critical hit	3745	3745	1009	1237	430
Min normal hit	107	671	107	121	134
Min critical hit	268	1083	289	346	268
1 attempt per sec	4	20	17	53	2483
2 attempts per sec	2111	1919	17645	19600	80
3 attempts per sec	428	2154	2037	5	0
4 attempts per sec	11210	0	2250	88	0
5 attempts per sec	2897	0	522	0	0
6 attempts per sec	2818	0	28	0	0
7 attempts per sec	2194	0	0	0	0
8 attempts per sec	600	0	0	0	0
9 attempts per sec	295	0	0	0	0
10 attempts per sec	99	0	0	0	0
11 attempts per sec	19	0	0	0	0
12 attempts per sec	2	0	0	0	0

We can see via the average hit (1680, 319, 387) that they compare very well to the average hit from the baseline parse (1668, 317, 383) along with the minimum and maximum hits. Therefore the only significant change here is the accuracy – as expected. The figures are within 1% of the estimated values going on baseline alone.

Blinding Speed: 2129.5 DPS
Duration 30s (parsed 30709s)
Slot 1: Hundred Hands Effect(-15)

Blinding Speed						Base-line				

Details for: Brogett

Statistic	Total	Pierce	Crush	Backstab	DirDmg
Damage	65394108	24202244	21748928	18774037	668899
DPS by type	2129.5	788.1	708.2	611.4	21.8
Normal damage	43686018	15491623	13790076	13912460	491859
Critical damage	21708090	8710621	7958852	4861577	177040
Total attempts	197498	102296	76294	15304	3604
Missed	50503	26599	19787	4117	0
% Accuracy (vs Miss)	74.4%	74%	74.1%	73.1%	100%
% Hit (vs Miss + Evade)	74.4%	74%	74.1%	73.1%	100%
% dmg by type	100%	37%	33.3%	28.7%	1%
% dmg as normal	66.8%	64%	63.4%	74.1%	73.5%
% dmg as critical	33.2%	36%	36.6%	25.9%	26.5%
Total hits	146995	75697	56507	11187	3604
Normal hits	122718	63229	47173	9265	3051
Critical hits	24277	12468	9334	1922	553
% hits by type	100%	51.5%	38.4%	7.6%	2.5%
% hits as normal	83.5%	83.5%	83.5%	82.8%	84.7%
% hits as critical	16.5%	16.5%	16.5%	17.2%	15.3%
Average hit	444	319	384	1678	185
Average normal hit	355	245	292	1501	161
Average critical hit	894	698	852	2529	320
Max normal hit	2192	351	423	2192	215
Max critical hit	3745	1009	1237	3745	430
Min normal hit	107	107	121	671	134
Min critical hit	268	289	346	1083	268
1 attempt per sec	0	0	7	31	3360
2 attempts per sec	64	11369	23032	2772	116
3 attempts per sec	16	1345	111	3243	4
4 attempts per sec	7153	14529	7468	0	0
5 attempts per sec	1520	3221	0	0	0
6 attempts per sec	9001	198	3	0	0
7 attempts per sec	3867	14	0	0	0
8 attempts per sec	4603	2	0	0	0
9 attempts per sec	2640	0	0	0	0
10 attempts per sec	945	0	0	0	0
11 attempts per sec	669	0	0	0	0
12 attempts per sec	179	0	0	0	0
13 attempts per sec	25	0	0	0	0
14 attempts per sec	11	0	0	0	0
15 attempts per sec	1	0	0	0	0

Details for: Brogett

Statistic	Total	Backstab	Pierce	Crush	DirDmg
Damage	37008717	12717508	12572922	11228702	489585
DPS by type	1624.4	558.2	551.9	492.9	21.5
Normal damage	25234403	9647552	8083345	7146095	357411
Critical damage	11774314	3069956	4489577	4082607	132174
Total attempts	105779	10320	53196	39620	2643
Missed	26663	2699	13625	10339	0
% Accuracy (vs Miss)	74.8%	73.8%	74.4%	73.9%	100%
% Hit (vs Miss + Evade)	74.8%	73.8%	74.4%	73.9%	100%
% dmg by type	100%	34.4%	34%	30.3%	1.3%
% dmg as normal	68.2%	75.9%	64.3%	63.6%	73%
% dmg as critical	31.8%	24.1%	35.7%	36.4%	27%
Total hits	79116	7621	39571	29281	2643
Normal hits	66200	6405	33088	24478	2229
Critical hits	12916	1216	6483	4803	414
% hits by type	100%	9.6%	50%	37%	3.3%
% hits as normal	83.7%	84%	83.6%	83.6%	84.3%
% hits as critical	16.3%	16%	16.4%	16.4%	15.7%
Average hit	467	1668	317	383	185
Average normal hit	381	1506	244	291	160
Average critical hit	911	2524	692	850	319
Max normal hit	2192	2192	351	423	215
Max critical hit	3745	3745	1009	1237	430
Min normal hit	107	671	107	121	134
Min critical hit	268	1083	289	346	268
1 attempt per sec	4	20	17	53	2483
2 attempts per sec	2111	1919	17645	19600	80
3 attempts per sec	428	2154	2037	5	0
4 attempts per sec	11210	0	2250	88	0
5 attempts per sec	2897	0	522	0	0
6 attempts per sec	2818	0	28	0	0
7 attempts per sec	2194	0	0	0	0
8 attempts per sec	600	0	0	0	0
9 attempts per sec	295	0	0	0	0
10 attempts per sec	99	0	0	0	0
11 attempts per sec	19	0	0	0	0
12 attempts per sec	2	0	0	0	0

Total number of swings per second compared to the baseline parse increased with the following ratios:
1.100 backstab, 1.427 pierce, 1.429 crush. For melee swings this is consistent with the hasted delay of the attack having 15% of the unhasted delay subtracted from it. In other words our normal swing speed is delay/(1+haste) and our 100-hands speed is delay/(1+haste) - delay*0.15. Which works out as 1/0.7 (=1.4286) more swings as parsed regardless of weapon speed.

For backstab though this clearly doesn't work. It appears that therefore the unhasted delay for backstab used in the 100 hands calculation is 3.33. (3.33*0.15 is 0.5, which when subtracted from our hasted backstab delay of 5.5 gives us a new delay of 5.0, or 1.1x the number of hits as measured).

We can estimate the impact of over-haste too by plugging in different haste values.
  0% => 1.100x backstab + 1.429x normal => 2107dps
  8% => 1.149x + 1.511x => 2220dps
12% => 1.173x + 1.554x => 2279dps
25% => 1.253x + 1.698x => 2474dps

It's clear a 25% overhaste (12.5% more swings) gives 17.4% boost, so haste is abnormally good here.

Timer 5 – Frenzied Stabbing

Frenzied Stabbing: 2301.0 DPS
Duration 30s (parsed 29285s)
Slot 1: Reduce Backstab Timer(6)

Frenzied Stabbing						Base-line					

Details for: Brogett (Frenzied Stabbing)

Statistic	Total	Backstab	Pierce	Crush	DirDmg
Damage	67384810	35938551	16213518	14571903	660838
DPS by type	2301	1227.2	553.6	497.6	22.6
Normal damage	47020715	26905771	10352283	9281549	481112
Critical damage	20364095	9032780	5861235	5290354	179726
Total attempts	152222	29427	68309	50928	3558
Missed	38502	7848	17587	13067	0
% Accuracy (vs Miss)	74.7%	73.3%	74.3%	74.3%	100%
% Hit (vs Miss + Evade)	74.7%	73.3%	74.3%	74.3%	100%
% dmg by type	100%	53.3%	24.1%	21.6%	1%
% dmg as normal	69.8%	74.9%	63.8%	63.7%	72.8%
% dmg as critical	30.2%	25.1%	36.2%	36.3%	27.2%
Total hits	113720	21579	50722	37861	3558
Normal hits	94941	18000	42251	31692	2998
Critical hits	18779	3579	8471	6169	560
% hits by type	100%	19%	44.6%	33.3%	3.1%
% hits as normal	83.5%	83.4%	83.3%	83.7%	84.3%
% hits as critical	16.5%	16.6%	16.7%	16.3%	15.7%
Average hit	592	1665	319	384	185
Average normal hit	495	1494	245	292	160
Average critical hit	1084	2523	691	857	320
Max normal hit	2192	2192	351	423	215
Max critical hit	3745	3745	1009	1237	430
Min normal hit	107	671	107	121	134
Min critical hit	268	1083	289	346	268
1 attempt per sec	7	17	20	61	3344
2 attempts per sec	2068	5310	22813	25296	104
3 attempts per sec	429	6262	2568	1	2
4 attempts per sec	11042	1	2864	68	0
5 attempts per sec	3166	0	655	0	0
6 attempts per sec	4717	0	38	0	0
7 attempts per sec	5078	0	0	0	0
8 attempts per sec	1524	0	0	0	0
9 attempts per sec	804	0	0	0	0
10 attempts per sec	265	0	0	0	0
11 attempts per sec	69	0	0	0	0
12 attempts per sec	8	0	0	0	0
13 attempts per sec	1	0	0	0	0

Details for: Brogett (Base-line)

Statistic	Total	Backstab	Pierce	Crush	DirDmg
Damage	37008717	12717508	12572922	11228702	489585
DPS by type	1624.4	558.2	551.9	492.9	21.5
Normal damage	25234403	9647552	8083345	7146095	357411
Critical damage	11774314	3069956	4489577	4082607	132174
Total attempts	105779	10320	53196	39620	2643
Missed	26663	2699	13625	10339	0
% Accuracy (vs Miss)	74.8%	73.8%	74.4%	73.9%	100%
% Hit (vs Miss + Evade)	74.8%	73.8%	74.4%	73.9%	100%
% dmg by type	100%	34.4%	34%	30.3%	1.3%
% dmg as normal	68.2%	75.9%	64.3%	63.6%	73%
% dmg as critical	31.8%	24.1%	35.7%	36.4%	27%
Total hits	79116	7621	39571	29281	2643
Normal hits	66200	6405	33088	24478	2229
Critical hits	12916	1216	6483	4803	414
% hits by type	100%	9.6%	50%	37%	3.3%
% hits as normal	83.7%	84%	83.6%	83.6%	84.3%
% hits as critical	16.3%	16%	16.4%	16.4%	15.7%
Average hit	467	1668	317	383	185
Average normal hit	381	1506	244	291	160
Average critical hit	911	2524	692	850	319
Max normal hit	2192	2192	351	423	215
Max critical hit	3745	3745	1009	1237	430
Min normal hit	107	671	107	121	134
Min critical hit	268	1083	289	346	268
1 attempt per sec	4	20	17	53	2483
2 attempts per sec	2111	1919	17645	19600	80
3 attempts per sec	428	2154	2037	5	0
4 attempts per sec	11210	0	2250	88	0
5 attempts per sec	2897	0	522	0	0
6 attempts per sec	2818	0	28	0	0
7 attempts per sec	2194	0	0	0	0
8 attempts per sec	600	0	0	0	0
9 attempts per sec	295	0	0	0	0
10 attempts per sec	99	0	0	0	0
11 attempts per sec	19	0	0	0	0
12 attempts per sec	2	0	0	0	0

As expected from the description, 100% of the gain comes from the backstab skill. This parse also clearly demonstrates the 54% triple backstab rate.

This new backstab hit rate is consistent with a 6 second reduction in the skill before haste adjustments.

Putting it all together – combinations of discs

Epic + Thief's Eyes + Assassin's discipline: 3846.5 DPS

Duration – 989s (SHORT – will re-parse at some stage)

Epic+TE+Assassin's

Details for: Brogett

Statistic	Total	Backstab	Pierce	Crush	DirDmg
Damage	3804141	1412629	1226353	1142807	22352
DPS by type	3846.5	1428.3	1240	1155.5	22.6
Normal damage	2560162	1045572	779660	719982	14948
Critical damage	1243979	367057	446693	422825	7404
Total attempts	4615	482	2298	1720	115
Missed	1148	112	606	430	0
% Accuracy (vs Miss)	75.1%	76.8%	73.6%	75%	100%
% Hit (vs Miss + Evade)	75.1%	76.8%	73.6%	75%	100%
% dmg by type	100%	37.1%	32.2%	30%	0.6%
% dmg as normal	67.3%	74%	63.6%	63%	66.9%
% dmg as critical	32.7%	26%	36.4%	37%	33.1%
Total hits	3467	370	1692	1290	115
Normal hits	2885	304	1414	1076	91
Critical hits	582	66	278	214	24
% hits by type	100%	10.7%	48.8%	37.2%	3.3%
% hits as normal	83.2%	82.2%	83.6%	83.4%	79.1%
% hits as critical	16.8%	17.8%	16.4%	16.6%	20.9%
Average hit	1097	3817	724	885	194
Average normal hit	887	3439	551	669	164
Average critical hit	2137	5561	1606	1975	308
Max normal hit	4950	4950	793	971	215
Max critical hit	8327	8327	2310	2853	430
Min normal hit	134	2059	328	399	134
Min critical hit	268	3512	941	1166	268
1 attempt per sec	0	1	0	0	107
2 attempts per sec	90	2	780	848	4
3 attempts per sec	13	159	87	0	0
4 attempts per sec	506	0	104	6	0
5 attempts per sec	144	0	11	0	0
6 attempts per sec	71	0	1	0	0
7 attempts per sec	110	0	0	0	0
8 attempts per sec	28	0	0	0	0
9 attempts per sec	18	0	0	0	0
10 attempts per sec	7	0	0	0	0

Base-line

Details for: Brogett

Statistic	Total	Backstab	Pierce	Crush	DirDmg
Damage	37008717	12717508	12572922	11228702	489585
DPS by type	1624.4	558.2	551.9	492.9	21.5
Normal damage	25234403	9647552	8083345	7146095	357411
Critical damage	11774314	3069956	4489577	4082607	132174
Total attempts	105779	10320	53196	39620	2643
Missed	26663	2699	13625	10339	0
% Accuracy (vs Miss)	74.8%	73.8%	74.4%	73.9%	100%
% Hit (vs Miss + Evade)	74.8%	73.8%	74.4%	73.9%	100%
% dmg by type	100%	34.4%	34%	30.3%	1.3%
% dmg as normal	68.2%	75.9%	64.3%	63.6%	73%
% dmg as critical	31.8%	24.1%	35.7%	36.4%	27%
Total hits	79116	7621	39571	29281	2643
Normal hits	66200	6405	33088	24478	2229
Critical hits	12916	1216	6483	4803	414
% hits by type	100%	9.6%	50%	37%	3.3%
% hits as normal	83.7%	84%	83.6%	83.6%	84.3%
% hits as critical	16.3%	16%	16.4%	16.4%	15.7%
Average hit	467	1668	317	383	185
Average normal hit	381	1506	244	291	160
Average critical hit	911	2524	692	850	319
Max normal hit	2192	2192	351	423	215
Max critical hit	3745	3745	1009	1237	430
Min normal hit	107	671	107	121	134
Min critical hit	268	1083	289	346	268
1 attempt per sec	4	20	17	53	2483
2 attempts per sec	2111	1919	17645	19600	80
3 attempts per sec	428	2154	2037	5	0
4 attempts per sec	11210	0	2250	88	0
5 attempts per sec	2897	0	522	0	0
6 attempts per sec	2818	0	28	0	0
7 attempts per sec	2194	0	0	0	0
8 attempts per sec	600	0	0	0	0
9 attempts per sec	295	0	0	0	0
10 attempts per sec	99	0	0	0	0
11 attempts per sec	19	0	0	0	0
12 attempts per sec	2	0	0	0	0

We'd expect multiplicative behaviour here, so 1.136(epic) * 1.0273 (T.E.) * 2.171 (Assassin's) = 2.53.
We actually got 2.37x. Ok it's not that far off given this is a pathetically short parse, so the effects stack reasonably as predicted, but it's a pretty small gain overall.

Epic + Thief's Eyes + Deadly Precision: 2124.1 DPS
Duration – 34754s.

	Epic+TE+DP						Base-line				

Details for: Brogett (Epic+TE+DP)

Statistic	Total	Backstab	Pierce	Crush	DirDmg
Damage	73822276	33320459	20898448	18860919	742450
DPS by type	2124.1	958.8	601.3	542.7	21.4
Normal damage	50628493	24988685	13298782	11807488	533538
Critical damage	23193783	8331774	7599666	7053431	208912
Total attempts	164168	18667	81074	60442	3985
Missed	34936	49	19987	14900	0
% Accuracy (vs Miss)	78.7%	99.7%	75.3%	75.3%	100%
% Hit (vs Miss + Evade)	78.7%	99.7%	75.3%	75.3%	100%
% dmg by type	100%	45.1%	28.3%	25.5%	1%
% dmg as normal	68.6%	75%	63.6%	62.6%	71.9%
% dmg as critical	31.4%	25%	36.4%	37.4%	28.1%
Total hits	129232	18618	61087	45542	3985
Normal hits	107529	15533	50822	37844	3330
Critical hits	21703	3085	10265	7698	655
% hits by type	100%	14.4%	47.3%	35.2%	3.1%
% hits as normal	83.2%	83.4%	83.2%	83.1%	83.6%
% hits as critical	16.8%	16.6%	16.8%	16.9%	16.4%
Average hit	571	1789	342	414	186
Average normal hit	470	1608	261	312	160
Average critical hit	1068	2700	740	916	318
Max normal hit	2411	2411	386	1139	215
Max critical hit	4119	4119	1109	1360	430
Min normal hit	107	671	107	121	134
Min critical hit	268	1083	289	346	268
1 attempt per sec	5	15	23	67	3759
2 attempts per sec	3151	77	27095	29975	113
3 attempts per sec	663	6166	3054	7	0
4 attempts per sec	17097	0	3401	101	0
5 attempts per sec	4528	0	765	0	0
6 attempts per sec	2588	0	45	0	0
7 attempts per sec	4645	0	0	0	0
8 attempts per sec	1030	0	0	0	0
9 attempts per sec	651	0	0	0	0
10 attempts per sec	218	0	0	0	0
11 attempts per sec	42	0	0	0	0
12 attempts per sec	5	0	0	0	0

Details for: Brogett (Base-line)

Statistic	Total	Backstab	Pierce	Crush	DirDmg
Damage	37008717	12717508	12572922	11228702	489585
DPS by type	1624.4	558.2	551.9	492.9	21.5
Normal damage	25234403	9647552	8083345	7146095	357411
Critical damage	11774314	3069956	4489577	4082607	132174
Total attempts	105779	10320	53196	39620	2643
Missed	26663	2699	13625	10339	0
% Accuracy (vs Miss)	74.8%	73.8%	74.4%	73.9%	100%
% Hit (vs Miss + Evade)	74.8%	73.8%	74.4%	73.9%	100%
% dmg by type	100%	34.4%	34%	30.3%	1.3%
% dmg as normal	68.2%	75.9%	64.3%	63.6%	73%
% dmg as critical	31.8%	24.1%	35.7%	36.4%	27%
Total hits	79116	7621	39571	29281	2643
Normal hits	66200	6405	33088	24478	2229
Critical hits	12916	1216	6483	4803	414
% hits by type	100%	9.6%	50%	37%	3.3%
% hits as normal	83.7%	84%	83.6%	83.6%	84.3%
% hits as critical	16.3%	16%	16.4%	16.4%	15.7%
Average hit	467	1668	317	383	185
Average normal hit	381	1506	244	291	160
Average critical hit	911	2524	692	850	319
Max normal hit	2192	2192	351	423	215
Max critical hit	3745	3745	1009	1237	430
Min normal hit	107	671	107	121	134
Min critical hit	268	1083	289	346	268
1 attempt per sec	4	20	17	53	2483
2 attempts per sec	2111	1919	17645	19600	80
3 attempts per sec	428	2154	2037	5	0
4 attempts per sec	11210	0	2250	88	0
5 attempts per sec	2897	0	522	0	0
6 attempts per sec	2818	0	28	0	0
7 attempts per sec	2194	0	0	0	0
8 attempts per sec	600	0	0	0	0
9 attempts per sec	295	0	0	0	0
10 attempts per sec	99	0	0	0	0
11 attempts per sec	19	0	0	0	0
12 attempts per sec	2	0	0	0	0

We wouldn't expect perfect stacking here as Thief's Eyes is partially trumped by Deadly Precision anyway – the boost it gains for backstab won't help, but it'll still gain us dps from pierce/crush (tiny though that is). My prediction from the separate parses is 1.136*1.013*1.132 = 1.303x, => 2117DPS. The parse shows 1.31x – pretty much spot on and indicating multiplicative stacking of these three specific discs (minus thief's eyes bonus to backstab).

Epic + Thief's Eyes + Blinding Speed: 2444.1 DPS
Duration – 8384s

Epic+TE+BS						Base-line					

Details for: Brogett (Epic+TE+BS)

Statistic	Total	Pierce	Backstab	Crush	DirDmg
Damage	20491323	7195244	6585986	6523041	187052
DPS by type	2444.1	858.2	785.5	778	22.3
Normal damage	13848803	4619189	4988111	4105431	136072
Critical damage	6642520	2576055	1597875	2417610	50980
Total attempts	54745	27987	4923	20830	1005
Missed	13147	6894	1255	4998	0
% Accuracy (vs Miss)	76%	75.4%	74.5%	76%	100%
% Hit (vs Miss + Evade)	76%	75.4%	74.5%	76%	100%
% dmg by type	100%	35.1%	32.1%	31.8%	0.9%
% dmg as normal	67.6%	64.2%	75.7%	62.9%	72.7%
% dmg as critical	32.4%	35.8%	24.3%	37.1%	27.3%
Total hits	41598	21093	3668	15832	1005
Normal hits	34713	17622	3075	13171	845
Critical hits	6885	3471	593	2661	160
% hits by type	100%	50.7%	8.8%	38.1%	2.4%
% hits as normal	83.4%	83.5%	83.8%	83.2%	84.1%
% hits as critical	16.6%	16.5%	16.2%	16.8%	15.9%
Average hit	492	341	1795	412	186
Average normal hit	398	262	1622	311	161
Average critical hit	964	742	2694	908	318
Max normal hit	2411	386	2411	465	215
Max critical hit	4119	1109	4119	1360	430
Min normal hit	107	107	671	121	134
Min critical hit	268	289	1083	346	268
1 attempt per sec	0	1	5	2	920
2 attempts per sec	13	3121	17	6305	41
3 attempts per sec	2	361	1628	26	1
4 attempts per sec	1966	3895	0	2035	0
5 attempts per sec	412	951	0	0	0
6 attempts per sec	2227	52	0	0	0
7 attempts per sec	1248	2	0	0	0
8 attempts per sec	1011	0	0	0	0
9 attempts per sec	915	0	0	0	0
10 attempts per sec	236	0	0	0	0
11 attempts per sec	244	0	0	0	0
12 attempts per sec	94	0	0	0	0
13 attempts per sec	14	0	0	0	0
14 attempts per sec	1	0	0	0	0

Details for: Brogett (Base-line)

Statistic	Total	Backstab	Pierce	Crush	DirDmg
Damage	37008717	12717508	12572922	11228702	489585
DPS by type	1624.4	558.2	551.9	492.9	21.5
Normal damage	25234403	9647552	8083345	7146095	357411
Critical damage	11774314	3069956	4489577	4082607	132174
Total attempts	105779	10320	53196	39620	2643
Missed	26663	2699	13625	10339	0
% Accuracy (vs Miss)	74.8%	73.8%	74.4%	73.9%	100%
% Hit (vs Miss + Evade)	74.8%	73.8%	74.4%	73.9%	100%
% dmg by type	100%	34.4%	34%	30.3%	1.3%
% dmg as normal	68.2%	75.9%	64.3%	63.6%	73%
% dmg as critical	31.8%	24.1%	35.7%	36.4%	27%
Total hits	79116	7621	39571	29281	2643
Normal hits	66200	6405	33088	24478	2229
Critical hits	12916	1216	6483	4803	414
% hits by type	100%	9.6%	50%	37%	3.3%
% hits as normal	83.7%	84%	83.6%	83.6%	84.3%
% hits as critical	16.3%	16%	16.4%	16.4%	15.7%
Average hit	467	1668	317	383	185
Average normal hit	381	1506	244	291	160
Average critical hit	911	2524	692	850	319
Max normal hit	2192	2192	351	423	215
Max critical hit	3745	3745	1009	1237	430
Min normal hit	107	671	107	121	134
Min critical hit	268	1083	289	346	268
1 attempt per sec	4	20	17	53	2483
2 attempts per sec	2111	1919	17645	19600	80
3 attempts per sec	428	2154	2037	5	0
4 attempts per sec	11210	0	2250	88	0
5 attempts per sec	2897	0	522	0	0
6 attempts per sec	2818	0	28	0	0
7 attempts per sec	2194	0	0	0	0
8 attempts per sec	600	0	0	0	0
9 attempts per sec	295	0	0	0	0
10 attempts per sec	99	0	0	0	0
11 attempts per sec	19	0	0	0	0
12 attempts per sec	2	0	0	0	0

So more backstabs, fewer misses, more haste. Should all stack as 1.136*1.0273*1.311 = 1.53x =>
2485DPS.
Confirmed to be pretty close at 1.50x.

Epic (+ Thief's Eyes) + Deadeye: 2502.2 DPS
Duration – 14430s

Epic+TE+Deadeye

Details for: Brogett

Statistic	Total	Backstab	Pierce	Crush	DirDmg
Damage	36107048	13900241	11574214	10312267	320326
DPS by type	2502.2	963.3	802.1	714.6	22.2
Normal damage	24703311	10480165	7382935	6606177	234034
Critical damage	11403737	3420076	4191279	3706090	86292
Total attempts	68293	7753	33714	25096	1730
% Accuracy (vs Miss)	100%	100%	100%	100%	100%
% Hit (vs Miss + Evade)	100%	100%	100%	100%	100%
% dmg by type	100%	38.5%	32.1%	28.6%	0.9%
% dmg as normal	68.4%	75.4%	63.8%	64.1%	73.1%
% dmg as critical	31.6%	24.6%	36.2%	35.9%	26.9%
Total hits	68293	7753	33714	25096	1730
Normal hits	57139	6501	28123	21055	1460
Critical hits	11154	1252	5591	4041	270
% hits by type	100%	11.4%	49.4%	36.7%	2.5%
% hits as normal	83.7%	83.9%	83.4%	83.9%	84.4%
% hits as critical	16.3%	16.1%	16.6%	16.1%	15.6%
Average hit	528	1792	343	410	185
Average normal hit	432	1612	262	313	160
Average critical hit	1022	2731	749	917	319
Max normal hit	2411	2411	386	465	215
Max critical hit	4119	4119	1109	1360	430
Min normal hit	107	671	107	121	134
Min critical hit	268	1083	289	346	268
1 attempt per sec	3	11	11	36	1593
2 attempts per sec	1270	37	11202	12425	67
3 attempts per sec	300	2556	1301	2	1
4 attempts per sec	7063	0	1393	51	0
5 attempts per sec	1871	0	342	0	0
6 attempts per sec	1121	0	19	0	0
7 attempts per sec	1908	0	0	0	0
8 attempts per sec	439	0	0	0	0
9 attempts per sec	263	0	0	0	0
10 attempts per sec	95	0	0	0	0
11 attempts per sec	28	0	0	0	0
12 attempts per sec	2	0	0	0	0

Base-line

Details for: Brogett

Statistic	Total	Backstab	Pierce	Crush	DirDmg
Damage	37008717	12717508	12572922	11228702	489585
DPS by type	1624.4	558.2	551.9	492.9	21.5
Normal damage	25234403	9647552	8083345	7146095	357411
Critical damage	11774314	3069956	4489577	4082607	132174
Total attempts	105779	10320	53196	39620	2643
Missed	26663	2699	13625	10339	0
% Accuracy (vs Miss)	74.8%	73.8%	74.4%	73.9%	100%
% Hit (vs Miss + Evade)	74.8%	73.8%	74.4%	73.9%	100%
% dmg by type	100%	34.4%	34%	30.3%	1.3%
% dmg as normal	68.2%	75.9%	64.3%	63.6%	73%
% dmg as critical	31.8%	24.1%	35.7%	36.4%	27%
Total hits	79116	7621	39571	29281	2643
Normal hits	66200	6405	33088	24478	2229
Critical hits	12916	1216	6483	4803	414
% hits by type	100%	9.6%	50%	37%	3.3%
% hits as normal	83.7%	84%	83.6%	83.6%	84.3%
% hits as critical	16.3%	16%	16.4%	16.4%	15.7%
Average hit	467	1668	317	383	185
Average normal hit	381	1506	244	291	160
Average critical hit	911	2524	692	850	319
Max normal hit	2192	2192	351	423	215
Max critical hit	3745	3745	1009	1237	430
Min normal hit	107	671	107	121	134
Min critical hit	268	1083	289	346	268
1 attempt per sec	4	20	17	53	2483
2 attempts per sec	2111	1919	17645	19600	80
3 attempts per sec	428	2154	2037	5	0
4 attempts per sec	11210	0	2250	88	0
5 attempts per sec	2897	0	522	0	0
6 attempts per sec	2818	0	28	0	0
7 attempts per sec	2194	0	0	0	0
8 attempts per sec	600	0	0	0	0
9 attempts per sec	295	0	0	0	0
10 attempts per sec	99	0	0	0	0
11 attempts per sec	19	0	0	0	0
12 attempts per sec	2	0	0	0	0

Note that Thief's Eyes was used in this parse, but it's out of habbit. It's completely useless given Deadeye being 100% accuracy. We'd expect 2507DPS (1.136*1.359=1.543x) and pretty much got it bang on. So as we expected epic + deadeye are multiplicative and the combination can be predicted from parsing the separates.

Epic (+ Thief's Eyes) + Rogue's Fury + Frenzied Stabbing: 6648.6 DPS
Duration – 36864s (left)

Epic+TE+RF+FS

Details for: Brogett

Statistic	Total	Backstab	Pierce	Crush	DirDmg
Damage	245093...	146405...	51073362	46822782	791089
DPS by type	6648.6	3971.5	1385.5	1270.1	21.5
Normal damage	172171...	109596...	32334192	29655577	584969
Critical damage	72922016	36809521	18739170	17167205	206120
Total attempts	224234	53275	95445	71236	4278
Missed	51866	12925	22381	16560	0
% Accuracy (vs Miss)	76.9%	75.7%	76.6%	76.8%	100%
% Hit (vs Miss + Evade)	76.9%	75.7%	76.6%	76.8%	100%
% dmg by type	100%	59.7%	20.8%	19.1%	0.3%
% dmg as normal	70.2%	74.9%	63.3%	63.3%	73.9%
% dmg as critical	29.8%	25.1%	36.7%	36.7%	26.1%
Total hits	172368	40350	73064	54676	4278
Normal hits	143905	33753	60873	45648	3631
Critical hits	28463	6597	12191	9028	647
% hits by type	100%	23.4%	42.4%	31.7%	2.5%
% hits as normal	83.5%	83.7%	83.3%	83.5%	84.9%
% hits as critical	16.5%	16.3%	16.7%	16.5%	15.1%
Average hit	1421	3628	699	856	184
Average normal hit	1196	3247	531	649	161
Average critical hit	2561	5579	1537	1901	318
Max normal hit	4970	4970	796	975	215
Max critical hit	8598	8598	2319	2866	430
Min normal hit	134	1020	162	191	134
Min critical hit	268	1694	451	552	268
1 attempt per sec	1	52	5	80	3971
2 attempts per sec	990	210	25208	33886	152
3 attempts per sec	215	17601	2833	28	1
4 attempts per sec	10857	0	7106	825	0
5 attempts per sec	3097	0	1511	0	0
6 attempts per sec	3293	0	91	0	0
7 attempts per sec	10998	0	0	0	0
8 attempts per sec	2603	0	0	0	0
9 attempts per sec	3209	0	0	0	0
10 attempts per sec	1163	0	0	0	0
11 attempts per sec	295	0	0	0	0
12 attempts per sec	89	0	0	0	0
13 attempts per sec	19	0	0	0	0
14 attempts per sec	4	0	0	0	0

Base-line

Details for: Brogett

Statistic	Total	Backstab	Pierce	Crush	DirDmg
Damage	37008717	12717508	12572922	11228702	489585
DPS by type	1624.4	558.2	551.9	492.9	21.5
Normal damage	25234403	9647552	8083345	7146095	357411
Critical damage	11774314	3069956	4489577	4082607	132174
Total attempts	105779	10320	53196	39620	2643
Missed	26663	2699	13625	10339	0
% Accuracy (vs Miss)	74.8%	73.8%	74.4%	73.9%	100%
% Hit (vs Miss + Evade)	74.8%	73.8%	74.4%	73.9%	100%
% dmg by type	100%	34.4%	34%	30.3%	1.3%
% dmg as normal	68.2%	75.9%	64.3%	63.6%	73%
% dmg as critical	31.8%	24.1%	35.7%	36.4%	27%
Total hits	79116	7621	39571	29281	2643
Normal hits	66200	6405	33088	24478	2229
Critical hits	12916	1216	6483	4803	414
% hits by type	100%	9.6%	50%	37%	3.3%
% hits as normal	83.7%	84%	83.6%	83.6%	84.3%
% hits as critical	16.3%	16%	16.4%	16.4%	15.7%
Average hit	467	1668	317	383	185
Average normal hit	381	1506	244	291	160
Average critical hit	911	2524	692	850	319
Max normal hit	2192	2192	351	423	215
Max critical hit	3745	3745	1009	1237	430
Min normal hit	107	671	107	121	134
Min critical hit	268	1083	289	346	268
1 attempt per sec	4	20	17	53	2483
2 attempts per sec	2111	1919	17645	19600	80
3 attempts per sec	428	2154	2037	5	0
4 attempts per sec	11210	0	2250	88	0
5 attempts per sec	2897	0	522	0	0
6 attempts per sec	2818	0	28	0	0
7 attempts per sec	2194	0	0	0	0
8 attempts per sec	600	0	0	0	0
9 attempts per sec	295	0	0	0	0
10 attempts per sec	99	0	0	0	0
11 attempts per sec	19	0	0	0	0
12 attempts per sec	2	0	0	0	0

This is the "big boy" of rogue disc setups. The combination of rogue's fury + frenzied stabbing gives a mammoth boost to backstab damage, but in doing so is greatly impacted by mobs turning.

The accuracy change implies that Thief's Eyes and Rogue's Fury do not stack (parse again to double check this).
Hence our expected damage multiplier would be $1.136 \times 2.335 \times 1.4165 = 3.758x$ (6104dps). We parsed it at 9% higher than this, but I'm not sure why. Possibly the minimum damage multiplier of rogue's fury changes the equation a bit.

Epic + Thief's Eyes + Rogue's Fury + Frenzied Stabbing + Glyph of Destruction: 6799 DPS
Duration – 27539s

With glyph	Without glyph

Details for: Brogett (With glyph)

Statistic	Total	Backstab	Pierce	Crush	DirDmg
Damage	187237...	108897...	40404726	37301935	633121
DPS by type	6799	3954.3	1467.2	1354.5	23
Normal damage	128274...	81536881	24223012	22084627	430276
Critical damage	58962738	27360871	16181714	15217308	202845
Total attempts	167530	39765	71356	53210	3199
Missed	38677	9686	16673	12318	0
% Accuracy (vs Miss)	76.9%	75.6%	76.6%	76.9%	100%
% Hit (vs Miss + Evade)	76.9%	75.6%	76.6%	76.9%	100%
% dmg by type	100%	58.2%	21.6%	19.9%	0.3%
% dmg as normal	68.5%	74.9%	60%	59.2%	68%
% dmg as critical	31.5%	25.1%	40%	40.8%	32%
Total hits	128853	30079	54683	40892	3199
Normal hits	107588	25155	45686	34051	2696
Critical hits	21265	4924	8997	6841	503
% hits by type	100%	23.3%	42.4%	31.7%	2.5%
% hits as normal	83.5%	83.6%	83.5%	83.3%	84.3%
% hits as critical	16.5%	16.4%	16.5%	16.7%	15.7%
Average hit	1453	3620	738	912	197
Average normal hit	1192	3241	530	648	159
Average critical hit	2772	5556	1798	2224	403
Max normal hit	4970	4970	796	975	215
Max critical hit	8598	8598	2709	3349	537
Min normal hit	134	1020	162	191	134
Min critical hit	335	1694	524	644	335
1 attempt per sec	1	32	4	51	2984
2 attempts per sec	733	161	18779	25389	106
3 attempts per sec	162	13137	2149	27	1
4 attempts per sec	8059	0	5294	575	0
5 attempts per sec	2371	0	1152	0	0
6 attempts per sec	2453	0	66	0	0
7 attempts per sec	8260	0	1	0	0
8 attempts per sec	1896	0	1	0	0
9 attempts per sec	2393	0	0	0	0
10 attempts per sec	867	0	0	0	0
11 attempts per sec	245	0	0	0	0
12 attempts per sec	61	0	0	0	0
13 attempts per sec	10	0	0	0	0
16 attempts per sec	1	0	0	0	0

Details for: Brogett (Without glyph)

Statistic	Total	Backstab	Pierce	Crush	DirDmg
Damage	245093...	146405...	51073362	46822782	791089
DPS by type	6648.6	3971.5	1385.5	1270.1	21.5
Normal damage	172171...	109596...	32334192	29655577	584969
Critical damage	72922016	36809521	18739170	17167205	206120
Total attempts	224234	53275	95445	71236	4278
Missed	51866	12925	22381	16560	0
% Accuracy (vs Miss)	76.9%	75.7%	76.6%	76.8%	100%
% Hit (vs Miss + Evade)	76.9%	75.7%	76.6%	76.8%	100%
% dmg by type	100%	59.7%	20.8%	19.1%	0.3%
% dmg as normal	70.2%	74.9%	63.3%	63.3%	73.9%
% dmg as critical	29.8%	25.1%	36.7%	36.7%	26.1%
Total hits	172368	40350	73064	54676	4278
Normal hits	143905	33753	60873	45648	3631
Critical hits	28463	6597	12191	9028	647
% hits by type	100%	23.4%	42.4%	31.7%	2.5%
% hits as normal	83.5%	83.7%	83.3%	83.5%	84.9%
% hits as critical	16.5%	16.3%	16.7%	16.5%	15.1%
Average hit	1421	3628	699	856	184
Average normal hit	1196	3247	531	649	161
Average critical hit	2561	5579	1537	1901	318
Max normal hit	4970	4970	796	975	215
Max critical hit	8598	8598	2319	2866	430
Min normal hit	134	1020	162	191	134
Min critical hit	268	1694	451	552	268
1 attempt per sec	1	52	5	80	3971
2 attempts per sec	990	210	25208	33886	152
3 attempts per sec	215	17601	2833	28	1
4 attempts per sec	10857	0	7106	825	0
5 attempts per sec	3097	0	1511	0	0
6 attempts per sec	3293	0	91	0	0
7 attempts per sec	10998	0	0	0	0
8 attempts per sec	2603	0	0	0	0
9 attempts per sec	3209	0	0	0	0
10 attempts per sec	1163	0	0	0	0
11 attempts per sec	295	0	0	0	0
12 attempts per sec	89	0	0	0	0
13 attempts per sec	19	0	0	0	0
14 attempts per sec	4	0	0	0	0

The only difference to the previous parse is to use Glyph of Destruction too. It is stated as "Increase Critical Hits Damage modifier for <various skills> by 0.50" and lasts 2 minutes. These skills do NOT include backstab.

We can clearly see the impact in the average critical hit vs average normal hit. In the 6649 DPS setup we have avg_crit/avg_norm ratios of 1.72 (backstab), 2.89 (pierce), 2.93 (crush). With the glyph these change to 1.71 (backstab), 3.39 (pierce), 3.43 (crush) showing the +0.5 crit damage modifier for pierce/crush but excluded for backstab. Note that if the glyph worked on the backstab skill then our critical backstabs would have scored an extra 1620.5 per hit, giving 7089dps or 6.6% overall boost instead of 2.3% boost. A case could be argued for this I feel.

Conclusions – Glyph is best stacked during a disc that increases the total number of non-backstab hits (blinding speed or deadeye) or with higher critical hit rates (epic). Note it outlasts these discs though (2 mins vs 30 sec) so you may wish to use it at the start if it's a short burn.

Level 85 parses

Raid mobs are higher level with more AC. The aim here therefore is to see the impact on accuracy, critical hit rates and any other components. This will then allow predictions to be made on the disciplines vs raid bosses.

Epic+TE+RF+FS

Details for: Brogett

Statistic	Total	Backstab	Pierce	Crush	DirDmg
Damage	54338058	18721766	18406906	16479710	729676
DPS by type	1641.3	565.5	556	497.8	22
Normal damage	36543337	13835396	11739640	10437415	530886
Critical damage	17794721	4886370	6667266	6042295	198790
Total attempts	153954	15155	77299	57578	3922
Missed	38757	4014	19848	14895	0
% Accuracy (vs Miss)	74.8%	73.5%	74.3%	74.1%	100%
% Hit (vs Miss + Evade)	74.8%	73.5%	74.3%	74.1%	100%
% dmg by type	100%	34.5%	33.9%	30.3%	1.3%
% dmg as normal	67.3%	73.9%	63.8%	63.3%	72.8%
% dmg as critical	32.7%	26.1%	36.2%	36.7%	27.2%
Total hits	115197	11141	57451	42683	3922
Normal hits	96084	9219	47902	35654	3309
Critical hits	19113	1922	9549	7029	613
% hits by type	100%	9.7%	49.9%	37.1%	3.4%
% hits as normal	83.4%	82.7%	83.4%	83.5%	84.4%
% hits as critical	16.6%	17.3%	16.6%	16.5%	15.6%
Average hit	471	1680	320	386	186
Average normal hit	380	1500	245	292	160
Average critical hit	931	2542	698	859	324
Max normal hit	2192	2192	351	423	215
Max critical hit	3745	3745	1009	1237	430
Min normal hit	107	671	107	121	134
Min critical hit	268	1083	289	346	268
1 attempt per sec	6	25	28	75	3671
2 attempts per sec	2986	2744	25689	28549	124
3 attempts per sec	573	3214	2998	3	1
4 attempts per sec	16394	0	3248	99	0
5 attempts per sec	4237	0	725	0	0
6 attempts per sec	4039	0	47	0	0
7 attempts per sec	3189	0	0	0	0
8 attempts per sec	905	0	0	0	0
9 attempts per sec	437	0	0	0	0
10 attempts per sec	145	0	0	0	0
11 attempts per sec	22	0	0	0	0
12 attempts per sec	4	0	0	0	0
13 attempts per sec	2	0	0	0	0

Base-line

Details for: Brogett

Statistic	Total	Backstab	Pierce	Crush	DirDmg
Damage	37008717	12717508	12572922	11228702	489585
DPS by type	1624.4	558.2	551.9	492.9	21.5
Normal damage	25234403	9647552	8083345	7146095	357411
Critical damage	11774314	3069956	4489577	4082607	132174
Total attempts	105779	10320	53196	39620	2643
Missed	26663	2699	13625	10339	0
% Accuracy (vs Miss)	74.8%	73.8%	74.4%	73.9%	100%
% Hit (vs Miss + Evade)	74.8%	73.8%	74.4%	73.9%	100%
% dmg by type	100%	34.4%	34%	30.3%	1.3%
% dmg as normal	68.2%	75.9%	64.3%	63.6%	73%
% dmg as critical	31.8%	24.1%	35.7%	36.4%	27%
Total hits	79116	7621	39571	29281	2643
Normal hits	66200	6405	33088	24478	2229
Critical hits	12916	1216	6483	4803	414
% hits by type	100%	9.6%	50%	37%	3.3%
% hits as normal	83.7%	84%	83.6%	83.6%	84.3%
% hits as critical	16.3%	16%	16.4%	16.4%	15.7%
Average hit	467	1668	317	383	185
Average normal hit	381	1506	244	291	160
Average critical hit	911	2524	692	850	319
Max normal hit	2192	2192	351	423	215
Max critical hit	3745	3745	1009	1237	430
Min normal hit	107	671	107	121	134
Min critical hit	268	1083	289	346	268
1 attempt per sec	4	20	17	53	2483
2 attempts per sec	2111	1919	17645	19600	80
3 attempts per sec	428	2154	2037	5	0
4 attempts per sec	11210	0	2250	88	0
5 attempts per sec	2897	0	522	0	0
6 attempts per sec	2818	0	28	0	0
7 attempts per sec	2194	0	0	0	0
8 attempts per sec	600	0	0	0	0
9 attempts per sec	295	0	0	0	0
10 attempts per sec	99	0	0	0	0
11 attempts per sec	19	0	0	0	0
12 attempts per sec	2	0	0	0	0

Defensive parsing

Against the same level 80 NPC, but with 5x "increase melee speed" and 5x "increase offense" in chat to it and "attack on" enabled. Parse duration: 65772 seconds.

NOTE: This parse is artificially high. I see in my log files skillups up to:
```
[Wed Oct 01 01:58:26 2008] You have become better at Defense! (320)
[Wed Oct 01 03:49:55 2008] You have become better at Backstab! (340)
```

This will have increased the minimum backstab hits (old skill was 245). Offense has not changed. Since this date the skill has dropped to 260 again.

NOTE2: I accidentally forget to re-equip my cleave items after this. Consequentially this is a parse with zero cleave, and also a bit less strike- through that I'd hoped.

Defensive base-line

Details for: Brogett

Statistic	Total	Pierce	Crush	Backstab	DirDmg
Damage	74818329	30438405	26360490	16663915	1355195
DPS by type	1137.5	462.8	400.8	253.4	20.6
Normal damage	58586439	23359396	20110967	14133947	981805
Critical damage	16231890	7079009	6249523	2529968	373390
Total Strike Throughs	10908				
Total attempts	296142	158222	113939	16550	7425
Missed	66963	36957	26551	3455	0
Dodged	13529	7408	5339	782	0
Parried	14600	7965	5769	866	0
% Accuracy (vs Miss)	75%	74.1%	74.2%	76.8%	100%
% Hit (vs Miss + Evade)	67.9%	66.9%	66.9%	69.2%	100%
% dmg by type	100%	40.7%	35.2%	22.3%	1.8%
% dmg as normal	78.3%	76.7%	76.3%	84.8%	72.4%
% dmg as critical	21.7%	23.3%	23.7%	15.2%	27.6%
Total hits	201050	105892	76280	11447	7425
Normal hits	181187	95713	68883	10350	6235
Critical hits	19863	10179	7397	1097	1190
% hits by type	100%	52.7%	37.9%	5.7%	3.7%
% hits as normal	90.1%	90.4%	90.3%	90.4%	84%
% hits as critical	9.9%	9.6%	9.7%	9.6%	16%
Average hit	372	287	345	1455	182
Average normal hit	323	244	291	1365	157
Average critical hit	817	695	844	2306	313
Max normal hit	2755	350	422	2755	208
Max critical hit	4741	1006	1234	4741	416
Min normal hit	54	107	121	656	133
Min critical hit	266	289	346	1071	266
1 attempt per sec	47	53	121	10310	6946
2 attempts per sec	5779	47905	55653	2847	238
3 attempts per sec	1973	5388	4	178	1
4 attempts per sec	30363	8537	625	3	0
5 attempts per sec	12448	1674	0	0	0
6 attempts per sec	8042	499	0	0	0
7 attempts per sec	3953	79	0	0	0
8 attempts per sec	1409	15	0	0	0
9 attempts per sec	564	0	0	0	0
10 attempts per sec	188	1	0	0	0
11 attempts per sec	49	0	0	0	0
12 attempts per sec	14	0	0	0	0

Offensive base-line

Details for: Brogett

Statistic	Total	Backstab	Pierce	Crush	DirDmg
Damage	37008717	12717508	12572922	11228702	489585
DPS by type	1624.4	558.2	551.9	492.9	21.5
Normal damage	25234403	9647552	8083345	7146095	357411
Critical damage	11774314	3069956	4489577	4082607	132174
Total attempts	105779	10320	53196	39620	2643
Missed	26663	2699	13625	10339	0
% Accuracy (vs Miss)	74.8%	73.8%	74.4%	73.9%	100%
% Hit (vs Miss + Evade)	74.8%	73.8%	74.4%	73.9%	100%
% dmg by type	100%	34.4%	34%	30.3%	1.3%
% dmg as normal	68.2%	75.9%	64.3%	63.6%	73%
% dmg as critical	31.8%	24.1%	35.7%	36.4%	27%
Total hits	79116	7621	39571	29281	2643
Normal hits	66200	6405	33088	24478	2229
Critical hits	12916	1216	6483	4803	414
% hits by type	100%	9.6%	50%	37%	3.3%
% hits as normal	83.7%	84%	83.6%	83.6%	84.3%
% hits as critical	16.3%	16%	16.4%	16.4%	15.7%
Average hit	467	1668	317	383	185
Average normal hit	381	1506	244	291	160
Average critical hit	911	2524	692	850	319
Max normal hit	2192	2192	351	423	215
Max critical hit	3745	3745	1009	1237	430
Min normal hit	107	671	107	121	134
Min critical hit	268	1083	289	346	268
1 attempt per sec	4	20	17	53	2483
2 attempts per sec	2111	1919	17645	19600	80
3 attempts per sec	428	2154	2037	5	0
4 attempts per sec	11210	0	2250	88	0
5 attempts per sec	2897	0	522	0	0
6 attempts per sec	2818	0	28	0	0
7 attempts per sec	2194	0	0	0	0
8 attempts per sec	600	0	0	0	0
9 attempts per sec	295	0	0	0	0
10 attempts per sec	99	0	0	0	0
11 attempts per sec	19	0	0	0	0
12 attempts per sec	2	0	0	0	0

My critical hit rate is way down – from 16.3% to 9.9%. ***This is due to a lack of cleave.*** I estimate with the usual 16.3% crit rate that the average dps will be ~512 pierce, 443 crush and ~264 backstab for ~1219 combined DPS. I'll use these estimates in the following calculations, but ideally I need to reparse with the same skill levels and cleave rates.

It's clear that we lose (a minimum of, see skill-ups above) 25% of our DPS by tanking instead of hitting from behind and likely more. (The max backstab went up by ~26% due to the skill changes.)

The majority of the DPS loss is, obviously, from backstab damage. This primarily comes from the lack of double and triple backstabs being missing, although the average normal hit is still down despite the maximum hit amount being substantially higher. The average normal and crit hit for pierce and crush is almost unchanged, with the combined average only differing due to the crit rate

changes. The remaining drop comes from parries, dodges or stuns (~2.6% of parse duration).
In total my ripost rate was just 8%. *Knave's Return Strike* AA claims I have a chance to backstab on
a successful ripost. Of those riposts 353 contained backstab rounds following them within the same
second, of which 289 were double attempts. Obviously some of the time we'd expect by chance a
normal backstab round to occur within the same second – roughly 20% of them infact giving
approx 5 second backstab delay – which is more or less the remainder of 289/353. I therefore think
that Knave's Return Strike has an 8% success rate at the maximum rank and that it always produces
two backstab attempts.

Finally in total I observed 10900 strike-throughs. Test Eight parried 14594 times (of which 7963
pierce swings, 5766 crush and 865 backstab); dodged 13522 times (7403 pierce, 5338 crush, 781
backstab) and never blocked or riposted. It seems likely that the NPC does not have the block skill
and that riposts were all eaten by the Knave's Return Strike AA. Given this we observe 27.9%
effectiveness of strike-through, compared to the 29% worn on this character. I had a theory that we
maybe couldn't get strike-through off dodged or parried backstabs (as the maths then gave 29.2%
measured instead), but have since demonstrated this to be false by using only backstab to attack
with. Likely the difference is just parsing error.

As for my defensive abilities:

Details				
	Total	Punch	Kick	Bash
Damage	4965504	4635707	118477	211320
Avg hit	423	465	192	180
Attempts	51807	43633	2729	5445
Defended	17435	14672	915	1848
% Defended	33.7%	33.6%	33.5%	33.9%
Hits	11737	9948	615	1174
% Hit	22.7%	22.8%	22.5%	21.6%
Missed	22635	19013	1199	2423
% Miss	43.7%	43.6%	43.9%	44.5%
Accuracy	34.1%	34.3%	33.9%	32.6%
Dodged	6066	5086	328	652
Dodge rate	15%	14.9%	15.3%	15.3%
Parried	7840	6604	408	828
Parry rate	15.1%	15.1%	15%	15.2%
Blocked	0	0	0	0
Block rate	0%	0%	0%	0%
Riposted	3529	2982	179	368
Riposte rate	8%	8.1%	7.7%	8%

Punch DI figures:

224,3905	268,368	313,383	357,395	402,366
446,369	491,353	535,389	580,421	624,383
669,369	713,331	758,308	802,243	847,238
891,217	936,241	980,171	1025,148	1069,350

(This is after removing a set of 20 lower values caused by defense skillups, but there may be some
odd overlaps in there.)

Conclusion

Mostly it's possible to predict the effect of stacking the AAs, clicks and disciplines if we know the effects of the individual components and a baseline parse. This gives hope for both rogues (meaning the obvious thing is more or less how it works) and game developers alike.

For me, the most interesting discoveries were that Kinesthetics, despite it's nice 5 minute reuse time, is largely worthless. Equally so spending AA on those glyphs is really an act of desparation and to be honest the developers should think about removing the limit on their impact on the backstab skill. Compared to other classes glyphs do very little for rogues.

Finally, a big thanks to the developers for opening up /testcopy. I couldn't have done this without it.

Brogett <Ancient Dominion> of Antonius Bayle (formerly Prexus)

Change log

v1.01 - 1st October 2008

Fixed maximum over-haste from 30% to to 25% for maths examples.

Added defensive parsing data.

Verified Twisted Chance stacks with Cleave.

v1.02 - 5th October 2008

Updated interpretation of strike-through rates and noted issue of missing cleave.