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, warcy, 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+Assassir	n3846.5	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.

<u>The basic modifiers – Rogue epic, Thief's eyes, Rogue's Fury</u>

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.					I	Base-lin	e		
Details for: Brogett						Details for: Brogett	·	- 0	- 0 -		
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	Ō	522	0	0
6 attempts per sec	3504	1	31	0	0	6 attempts per sec	2818	0	28	Ō	0
7 attempts per sec	2841	0	2	0	0	7 attempts per sec	2194	Ō	0	Ō	Ō
8 attempts per sec	746	0	0	0	0	8 attempts per sec	600	0	0	Ō	0
9 attempts per sec	407	0	0	0	0	9 attempts per sec	295	Õ	Ő	ŏ	Õ
10 attempts per sec	113	0	0	0	0	10 attempts per sec	99	ŏ	ŏ	Õ	Ō
11 attempts per sec	30	Ō	Ō	0	0	11 attempts per sec	19	Ŭ.	Ň	Ň	ň
12 attempts per sec	5	Ō	Ő	Ő	Ō	12 attempts per sec	2	n n	ñ	ň	ň
13 attempts per sec	1	Ő	Ő	ŏ	0		2	Ŭ			
15 attempts per sec	1	Ő	Ő	Ő	Õ						
13 attempts per sec 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]	Base-lin	e		
Details for: Brogett						Details for: Brogett	. 11				
Statistic	Total	Backstab	Pierce	Crush	DirDmg	Statistic	Total	Backstab	Pierce	Crush	DirDmg
Damage	70963703	27132234	22600302	20375903	855264	Damage	37008717	12717508	12572922	11228702	489585
DPS by type	1845.5	705.6	587.7	529.9	22.2	DPS by type	1624.4	558.2	551.9	492.9	21.5
Normal damage	48259785	20267912	14453343	12927600	610930	Normal damage	25234403	9647552	8083345	7146095	357411
Critical damage	22703918	6864322	8146959	7448303	244334	Critical damage	11774314	3069956	4489577	4082607	132174
Total attempts	181830	20737	89678	66872	4543	Total attempts	105779	10320	53196	39620	2643
Missed	46213	5545	23349	17319	0	Missed	26663	2699	13625	10339	0
% Accuracy (vs Miss)	74.6%	73.3%	74%	74.1%	100%	% Accuracy (vs Miss)	74.8%	73.8%	74.4%	73.9%	100%
% Hit (vs Miss + Evade)	74.6%	73.3%	74%	74.1%	100%	% Hit (vs Miss + Evade)	74.8%	73.8%	74.4%	73.9%	100%
% dmg by type	100%	38.2%	31.8%	28.7%	1.2%	% dmg by type	100%	34.4%	34%	30.3%	1.3%
% dmg as normal	68%	74.7%	64%	63.4%	71.4%	% dmg as normal	68.2%	75.9%	64.3%	63.6%	73%
% dmg as critical	32%	25.3%	36%	36.6%	28.6%	% dmg as critical	31.8%	24.1%	35.7%	36.4%	27%
Total hits	135617	15192	66329	49553	4543	Total hits	79116	7621	39571	29281	2643
Normal hits	113241	12647	55438	41350	3806	Normal hits	66200	6405	33088	24478	2229
Critical hits	22376	2545	10891	8203	737	Critical hits	12916	1216	6483	4803	414
% hits by type	100%	11.2%	48.9%	36.5%	3.3%	% hits by type	100%	9.6%	50%	37%	3.3%
% hits as normal	83.5%	83.2%	83.6%	83.4%	83.8%	% hits as normal	83.7%	84%	83.6%	83.6%	84.3%
% hits as critical	16.5%	16.8%	16.4%	16.6%	16.2%	% hits as critical	16.3%	16%	16.4%	16.4%	15.7%
Average hit	523	1785	340	411	188	Average hit	467	1668	317	383	185
Average normal hit	426	1602	260	312	160	Average normal hit	381	1506	244	291	160
Average critical hit	1014	2697	748	907	331	Average critical hit	911	2524	692	850	319
Max normal hit	2411	2411	386	465	215	Max normal hit	2192	2192	351	423	215
Max critical hit	4119	4119	1109	1360	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	6	27	19	94	4274	1 attempt per sec	4	20	17	53	2483
2 attempts per sec	3435	107	29997	33135	133	2 attempts per sec	2111	1919	17645	19600	80
3 attempts per sec	753	6832	3357	4	1	3 attempts per sec	428	2154	2037	5	0
4 attempts per sec	18844	0	3766	124	0	4 attempts per sec	11210	0	2250	88	0
5 attempts per sec	5102	0	846	0	0	5 attempts per sec	2897	0	522	0	0
6 attempts per sec	2845	0	50	0	0	6 attempts per sec	2818	0	28	0	0
7 attempts per sec	5166	0	0	0	0	7 attempts per sec	2194	0	0	0	0
8 attempts per sec	1118	0	0	0	0	8 attempts per sec	600	0	0	0	0
9 attempts per sec	672	0	0	0	0	9 attempts per sec	295	0	0	0	0
10 attempts per sec	283	0	0	0	0	10 attempts per sec	99	0	0	0	0
11 attempts per sec	51	0	0	0	0	11 attempts per sec	19	0	0	0	0
12 attempts per sec	14	0	0	0	0	12 attempts per sec	2	0	0	0	0
13 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					I	Base-lin	e		
Details for: Brogett						Details for: Brogett					
Statistic	Total	Pierce	Backstab	Crush	DirDmg	Statistic	Total	Backstab	Pierce	Crush	DirDmg
Damage	131450	44981932	44547410	41170948	750224	Damage	37008717	12717508	12572922	11228702	489585
DPS by type	3793.3	1298.1	1285.5	1188.1	21.6	DPS by type	1624.4	558.2	551.9	492.9	21.5
Normal damage	88027957	28480335	33068479	25934895	544248	Normal damage	25234403	9647552	8083345	7146095	357411
Critical damage	43422557	16501597	11478931	15236053	205976	Critical damage	11774314	3069956	4489577	4082607	132174
Total attempts	178168	89914	17261	66962	4031	Total attempts	105779	10320	53196	39620	2643
Missed	40809	21022	4183	15604	0	Missed	26663	2699	13625	10339	0
% Accuracy (vs Miss)	77.1%	76.6%	75.8%	76.7%	100%	% Accuracy (vs Miss)	74.8%	73.8%	74.4%	73.9%	100%
% Hit (vs Miss + Evade)	77.1%	76.6%	75.8%	76.7%	100%	% Hit (vs Miss + Evade)	74.8%	73.8%	74.4%	73.9%	100%
% dmg by type	100%	34.2%	33.9%	31.3%	0.6%	% dmg by type	100%	34.4%	34%	30.3%	1.3%
% dmg as normal	67%	63.3%	74.2%	63%	72.5%	% dmg as normal	68.2%	75.9%	64.3%	63.6%	73%
% dmg as critical	33%	36.7%	25.8%	37%	27.5%	% dmg as critical	31.8%	24.1%	35.7%	36.4%	27%
Total hits	137359	68892	13078	51358	4031	Total hits	79116	7621	39571	29281	2643
Normal hits	114482	57399	10875	42815	3393	Normal hits	66200	6405	33088	24478	2229
Critical hits	22877	11493	2203	8543	638	Critical hits	12916	1216	6483	4803	414
% hits by type	100%	50.2%	9.5%	37.4%	2.9%	% hits by type	100%	9.6%	50%	37%	3.3%
% hits as normal	83.3%	83.3%	83.2%	83.4%	84.2%	% hits as normal	83.7%	84%	83.6%	83.6%	84.3%
% hits as critical	16.7%	16.7%	16.8%	16.6%	15.8%	% hits as critical	16.3%	16%	16.4%	16.4%	15.7%
Average hit	956	652	3406	801	186	Average hit	467	1668	317	383	185
Average normal hit	768	496	3040	605	160	Average normal hit	381	1506	244	291	160
Average critical hit	1898	1435	5210	1783	322	Average critical hit	911	2524	692	850	319
Max normal hit	4519	724	4519	887	215	Max normal hit	2192	2192	351	423	215
Max critical hit	7817	2109	7817	2606	430	Max critical hit	3745	3745	1009	1237	430
Min normal hit	134	162	1020	191	134	Min normal hit	107	671	107	121	134
Min critical hit	268	451	1694	552	268	Min critical hit	268	1083	289	346	268
1 attempt per sec	0	5	14	60	3744	1 attempt per sec	4	20	17	53	2483
2 attempts per sec	1278	23554	3126	31901	142	2 attempts per sec	2111	1919	17645	19600	80
3 attempts per sec	280	2785	3665	28	1	3 attempts per sec	428	2154	2037	5	0
4 attempts per sec	15955	6626	0	754	0	4 attempts per sec	11210	0	2250	88	0
5 attempts per sec	3696	1485	0	0	0	5 attempts per sec	2897	0	522	0	0
6 attempts per sec	6299	85	0	0	0	6 attempts per sec	2818	0	28	0	0
7 attempts per sec	4147	1	0	0	0	7 attempts per sec	2194	0	0	0	0
8 attempts per sec	1473	0	0	0	0	8 attempts per sec	600	0	0	0	0
9 attempts per sec	1028	0	0	0	0	9 attempts per sec	295	0	0	0	0
10 attempts per sec	334	0	0	0	0	10 attempts per sec	99	0	0	0	0
11 attempts per sec	88	0	0	0	0	11 attempts per sec	19	0	0	0	0
12 attempts per sec	20	0	0	0	0	12 attempts per sec	2	0	0	0	0
13 attempts per sec	5	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%

	A	Assassin	's				I	Base-lin	e		
Details for: Brogett						Details for: Brogett	× 11	- 11			
Statistic	Total	Pierce	Backstab	Crush	DirDmg	Statistic	Total	Backstab	Pierce	Crush	DirDmg
Damage	132528	45127897	45040367	41523181	837093	Damage	37008717	12717508	12572922	11228702	489585
DPS by type	3526.7	1200.9	1198.6	1105	22.3	DPS by type	1624.4	558.2	551.9	492.9	21.5
Normal damage	88756337	28547376	33652908	25949448	606605	Normal damage	25234403	9647552	8083345	7146095	357411
Critical damage	43772201	16580521	11387459	15573733	230488	Critical damage	11774314	3069956	4489577	4082607	132174
Total attempts	174702	87689	17154	65354	4505	Total attempts	105779	10320	53196	39620	2643
Missed	43686	22333	4651	16702	0	Missed	26663	2699	13625	10339	0
% Accuracy (vs Miss)	75%	74.5%	72.9%	74.4%	100%	% Accuracy (vs Miss)	74.8%	73.8%	74.4%	73.9%	100%
% Hit (vs Miss + Evade)	75%	74.5%	72.9%	74.4%	100%	% Hit (vs Miss + Evade)	74.8%	73.8%	74.4%	73.9%	100%
% dma by type	100%	34.1%	34%	31.3%	0.6%	% dma by type	100%	34.4%	34%	30.3%	1.3%
% dmg as normal	67%	63.3%	74.7%	62.5%	72.5%	% dmg as normal	68.2%	75.9%	64.3%	63.6%	73%
% dmg as critical	33%	36.7%	25.3%	37.5%	27.5%	% dmg as critical	31.8%	24.1%	35.7%	36.4%	27%
Total hits	131016	65356	12503	48652	4505	Total hits	79116	7621	39571	29281	2643
Normal hits	109099	54444	10463	40408	3784	Normal hits	66200	6405	33088	24478	2229
Critical hits	21917	10912	2040	8244	721	Critical hits	12916	1216	6483	4803	414
% hits by type	100%	49.9%	9.5%	37.1%	3.4%	% hits by type	100%	9.6%	50%	37%	3.3%
% hits as normal	83.3%	83.3%	83.7%	83.1%	84%	% hits as normal	83.7%	84%	83.6%	83.6%	84.3%
% hits as critical	16.7%	16.7%	16.3%	16.9%	16%	% hits as critical	16.3%	16%	16.4%	16.4%	15.7%
Average hit	1011	690	3602	853	185	Average hit	467	1668	317	383	185
Average normal hit	813	524	3216	642	160	Average normal hit	381	1506	244	291	160
Average critical hit	1997	1519	5582	1889	319	Average critical hit	911	2524	692	850	319
Max normal hit	4500	721	4500	883	215	Max normal hit	2192	2192	351	423	215
Max critical hit	7784	2100	7784	2594	430	Max critical hit	3745	3745	1009	1237	430
Min normal hit	134	328	2059	399	134	Min normal hit	107	671	107	121	134
Min critical hit	268	941	3512	1166	268	Min critical hit	268	1083	289	346	268
1 attempt per sec	4	17	14	49	4230	1 attempt per sec	4	20	17	53	2483
2 attempts per sec	3369	29120	3140	32388	136	2 attempts per sec	2111	1919	17645	19600	80
3 attempts per sec	703	3302	3620	3	1	3 attempts per sec	428	2154	2037	5	0
4 attempts per sec	18613	3782	0	130	Ó	4 attempts per sec	11210	0	2250	88	0
5 attempts per sec	4721	817	Ō	0	0	5 attempts per sec	2897	0	522	0	Ō
6 attempts per sec	4569	51	Ō	Ō	0	6 attempts per sec	2818	Ō	28	0	0
7 attempts per sec	3685	1	Ō	Ō	Ō	7 attempts per sec	2194	0	0	0	0
8 attempts per sec	1033	Ó	Ō	Ō	0	8 attempts per sec	600	Ō	Ō	Ū	0
9 attempts per sec	488	Ō	Ō	Ō	Ō	9 attempts per sec	295	0	0	0	0
10 attempts per sec	147	Ő	Ő	Ő	Ō	10 attempts per sec	99	Ŭ	Ō	ŏ	Ō
11 attempts per sec	33	ň	ñ	ň	0	11 attempts per sec	19	Ō	Ō	Ō	0
12 attempts per sec	8	Ő	Ő	Ő	Ö	12 attempts per sec	2	Õ	Ŭ	ŏ	Ő

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%

Details for: Brogett Statistic Total Backstab Pierce Crush During Damage 23527012 908776 7967810 7152156 319341 DPS bytype 11847.8 596.4 598 500.3 22.4 Normal damage 7684180 202310 2582800 4486880 22311 Total attempte 65335 6522 33318 2432 1713 Missed 220010 268275 99575 100279 10320 53198 3952.0 1339 X Hit (v Miss + Evade) 74.8% 73.5% 74.3% 74.2% 1000* X 26653 26953 1339 X 26.4% 73.8% 74.4% 73.8% 74.4% 73.8% 74.4% 73.8% 74.4% 73.8% 74.4% 73.8% 74.4% 73.8% 74.4% 73.8% 74.4% 73.8% 74.4% 73.8% 74.4% 73.8% 74.4% 73.8% 74.4% 73.8% 74.4% 73.8% <th></th> <th>Ki</th> <th>inestheti</th> <th>cs</th> <th></th> <th></th> <th></th> <th>1</th> <th>Base-lin</th> <th>e</th> <th></th> <th></th>		Ki	inestheti	cs				1	Base-lin	e		
Statistic Total Backstab Pierce Cruth Du/mg Damage 23527012 900776 7957810 7152156 319341 DPS by type 116478 566.4 558 319341 224 Normal damage 7687810 7152156 319341 224 94752 900345 7127302 4898 Missed 230010 248820 200010 26276 95875 900345 714805 397.1731 Missed 592.4 20017 857.7 418 0 26663 299 195.25 10339 393 2 And go type 1003, 34.4% 33.8, 30.4% 1.4% 24 mg s normal 663.2 73.3% 74.4% 73.8% 74.4% 73.8% 74.4% 73.8% 74.4% 73.8% 74.4% 73.8% 74.4% 73.8% 74.4% 73.8% 74.4% 73.8% 74.4% 73.8% 74.4% 73.8% 74.4% 73.8% 74.4% 73.8% 74.4%	Details for: Brogett						Details for: Brogett		- 11			
Damage 23527012 8082705 7857810 7152165 319341 DPS by type 16478 5664 6568 500 9 224 Normal damage 15842032 6068337 5059800 4468880 223816 Citical damage 7564180 2021388 2908100 265527 85526 Total attempts 65285 5522 33318 24832 11743 100577 10320 53196 39620 22 Missed 16720 74.8% 73.5% 74.3% 74.2% 100% 24.4% 73.8% 74.4% 73.9% 10320 53196 39620 22 Missed 26633 26981 16252 98.37% 10320 53196 39620 28 2 dmg a normal 67.3% 74.3% 74.2% 100% 74.4% 73.3% 10 24.4% 30.3% 1.4% 37.4% 34.4% 33.4% 1.4% 37.4% 28.4% 23.5% 36.5% 84.4% 22.5% <t< td=""><td>Statistic</td><td>Total</td><td>Backstab</td><td>Pierce</td><td>Crush</td><td>DirDmg</td><td>Statistic</td><td>Total</td><td>Backstab</td><td>Pierce</td><td>Crush</td><td>DirDmg</td></t<>	Statistic	Total	Backstab	Pierce	Crush	DirDmg	Statistic	Total	Backstab	Pierce	Crush	DirDmg
DPS by type 1647.8 568 509 22.4 Normal damage 1564232 6065337 5059900 2665276 08526 Total attempts 66325 65522 33319 24832 1713 Missed 15720 1725 8577 4482 10579 10320 51396 4482977 4082607 1321 X Accuracy (tv Miss) 74.8% 73.5% 74.3% 74.2% 1002 34.4% 3349 30.4% 1.4% 26653 2589 13625 10339 2% 2% accuracy (tv Miss) 74.8% 73.8% 74.4% 73.8% 74.4% 33.9% 30.4% 1.4% 3665 37.3% 288 36.3% 74.4% 33.8% 24.1% 35.7% 36.3% 27.7% 25% 36.5% 37.3% 288 36.4% 2.4% 32.8% 36.4% 2.4% 32.8% 36.4% 2.4% 32.8% 36.4% 37.8% 36.4% 37.8% 36.4% 37.8% 36.4% 37.8% <t< td=""><td>Damage</td><td>23527012</td><td>8087705</td><td>7967810</td><td>7152156</td><td>319341</td><td>Damage</td><td>37008717</td><td>12717508</td><td>12572922</td><td>11228702</td><td>489585</td></t<>	Damage	23527012	8087705	7967810	7152156	319341	Damage	37008717	12717508	12572922	11228702	489585
Normal damage 1564/232 6066337 5056900 4486880 229815 Normal damage 2294403 964752 9083345 714095 5577 Total attempts 65385 6522 33318 24832 1713 105779 10320 53196 398200 1322 X Accuracy (vs Miss) 74.8% 73.5% 74.3% 74.2% 100% X Accuracy (vs Miss) 74.4% 73.3% 10 X Accuracy (vs Miss) 74.4% 73.3% 10 X Accuracy (vs Miss) 74.4% 73.3% 10 X Accuracy (vs Miss) 74.4% 73.3% 10 X Accuracy (vs Miss) 74.4% 73.3% 10 X Accuracy (vs Miss) 74.4% 73.3% 10 X Accuracy (vs Miss) 74.4% 73.3% 10 X Acrus (vs Miss) 74.4% 73.3% 10 X Acrus (vs Miss) 74.4% 73.8% 73.4% X Acrus (vs Miss) 74.4% 73.8% 73.4% Acrus (vs Miss) 74.4% 73.8%	DPS by type	1647.8	566.4	558	500.9	22.4	DPS by type	1624.4	558.2	551.9	492.9	21.5
Chical damage 764180 2021368 2308010 2865276 99526 Chical damage 11774314 3069356 4483277 4032507	Normal damage	15842832	6066337	5059800	4486880	229815	Normal damage	25234403	9647552	8083345	7146095	357411
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% % drig by ype 100% 34.4% 33.3% 30.4% 1.4% % drig by ype 73.8% 74.4% 73.9% 10 % drig by ype 100% 34.4% 33.3% 30.4% 1.4% % drig by ype 100% 34.4% 30.3% 1.4% % drig by ype 100% 36.4% 2.2% 66.3% 75.3% 66.4.3% 63.6% 7 % drig by ype 100% 36.4% 2.4% 34.4% 2.4% 2.4% 36.4% 2.2% 75.9% 64.3% 63.6% 7.8% 36.4% 2.4% 36.4% 2.4% % his as critical	Critical damage	7684180	2021368	2908010	2665276	89526	Critical damage	11774314	3069956	4489577	4082607	132174
Missed % Accuracy (vs Miss) 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% % drog as normal 67.3% 75% 63.55% 62.7% 72.2% 100% 34.4% 30.3% 1. % drog as normal 63.3% 75% 63.55% 62.7% 72.2% 36.5% 37.3% 28.3% 74.3% 73.8% 63.6% 7 % drog as normal 66.3% 77.3% 28.4% 13.4% 24.1% 35.7% 66.4% 22.6% 31.8% 24.1% 35.7% 36.4% 7 23.7% 36.4% 24.1% 30.8% 24.4% 30.2% 37.8% 30.4% 17.1% 34.4% 30.3% 14.4% 17.1% 17.6% 18.3% 16.4% 16.4% 16.4% 16.4% 16.4% 16.4% 16.4% 16.4% 16.4% 16.4% 16.4% 16.4%	Total attempts	66385	6522	33318	24832	1713	Total attempts	105779	10320	53196	39620	2643
*** *** *** *** **** ***** ******* ************************************	Missed	16720	1725	8577	6418	0	Missed	26663	2699	13625	10339	0
¹ / ₈ Hi (vs Miss + Evade) ⁷ / ₄ 248 ⁷ / ₄ 73, 8% ⁷ / ₄ 74, 2% ⁷ / ₄ 73, 3% ⁷ / ₄ 74, 2% ⁷ / ₄ 73, 3% ⁷ / ₄ 74, 2% ⁷ / ₄ 73, 3% ⁷ / ₄ 74, 2% ⁷ / ₄ 73, 3% ⁷ / ₄ 74, 2% ⁷ / ₄ 73, 3% ⁷ / ₄ 74, 2% ⁷ / ₄ 73, 3% ⁷ / ₄ 74, 2% ⁷ / ₄ 73, 3% ⁷ / ₄ 74, 2% ⁷ / ₄ 73, 3% ⁷ / ₄ 74, 2% ⁷ / ₄ 73, 3% ⁷ / ₄ 73, 3% ⁷ / ₄ 75, 3% ⁶ / ₄ 73, 37, 2% ⁷ / ₄ 72, 2% ⁷ / ₄ 72, 2% ⁷ / ₄ 73, 37, 2% ⁷ / ₄ 73, 37, 2% ⁷ / ₄ 74, 2% ⁷ / ₄ 73, 37, 2% ⁸ / ₄ 73, 37, 2% ⁸ / ₄ 73, 37, 2% ⁸ / ₄ 74, 37, 72, 2% ⁸ / ₄ 443 ⁷ / ₄ 73, 37, 2% ⁸ / ₄ 443 ⁷ / ₄ 344 ⁷ / ₄ 34 ⁷	% Accuracy (vs Miss)	74.8%	73.6%	74.3%	74.2%	100%	% Accuracy (vs Miss)	74.8%	73.8%	74.4%	73.9%	100%
2 drog by type 1002 34.42 33.92 30.42 1.42 2 drog as normal 67.32 775 63.52 62.72 722 2 drog as normal 67.32 775 63.52 62.72 722 252 36.52 37.32 268 268 75.93 64.32 63.362 7 Normal hits 41940 4003 20594 15303 1440 70 tal hits 71016 76.22 33088 24.478 22 Critical hits 8322 794 414.7 3111 273 276 hits 12916 1216 6483 4803 4803 4803 4803 4803 4803 4803 4813 2816 4813 4803 4813 2816 4813 4803 4813 2916 1216 6483 4803 4803 4813 2816 16.82 16.82 16.82 15.92 2816 2816 37.33 33 14 281 2816 2817 333 14 281 2816 2817 333 14 2817 381 16.62 381.55	% Hit (vs Miss + Evade)	74.8%	73.6%	74.3%	74.2%	100%	% Hit (vs Miss + Evade)	74.8%	73.8%	74.4%	73.9%	100%
% dmg as normal 67.3% 75% 62.7% 72% % dmg as normal 68.2% 75.9% 64.3% 63.6% 7 % dmg as critical 31.8% 24.1% 35.7% 36.4% 2 Yordal hits 419665 4797 24741 18414 1713 Total hits 79116 7621 33571 2281 24 Normal hits 41340 4003 20594 15303 1440 Normal hits 66200 6405 33088 24478 22 Citical hits 932% 97% 49.8% 37.1% 3.4% 241% 35.7% 36.8% 2478 22 K hits as normal 83.2% 93.4% 83.2% 83.1% 84.1% % hits as normal 63.7% 64.3% 63.6% 75.3% 44.8% 24.1% 75.3% 44.8% 24.1% 75.3% 44.8% 24.1% 75.3% 44.8% 24.1% 24.1% 24.1% 24.1% 24.1% 24.1% 24.1% 24.1% 24.1% 24.1% 24.1% 24.1% 24.1% 24.1% 24.1% 24.1%	% dmg by type	100%	34.4%	33.9%	30.4%	1.4%	% dmg by type	100%	34.4%	34%	30.3%	1.3%
% dmg as critical 32.7% 25% 37.3% 28% % dmg as critical 31.8% 24.1% 35.7% 36.4% 22 Total hits 43665 4797 24741 18414 1713 Total hits 79116 762 33571 23281 28 Normal hits 81325 794 4147 3111 273 Critical hits 79116 7665 33088 24478 22 Values by type 100% 9.7% 43.98% 37.1% 3.4% % hits by type 100% 9.6% 50% 50% 37% 3.3% % hits as normal 83.2% 83.4% 83.2% 83.1% 84.1% % hits as normal 83.7% 843.6% 83.6% 84. % hits as normal 473 1685 16.6% 16.9% 15.9% 15.9% Average normal hit 381 1506 244 291 1 Average normal hit 232 2545 701 856 327 Average normal hit 381 1506 244 291 1 Average normal hit 2192	% dmg as normal	67.3%	75%	63.5%	62.7%	72%	% dmg as normal	68.2%	75.9%	64.3%	63.6%	73%
Total hits 49665 4737 24741 18414 1713 Normal hits 41340 4003 20594 15303 1440 Chical hits 8325 734 4147 3111 273 Zhita al hits 8325 734 4147 3111 273 Zhita al hits 100% 9.7% 49.8% 37.1% 3.4% X hits by type 100% 9.6% 50% 37% 3.4% % hits by type 100% 9.7% 49.8% 37.1% 3.4% X hits by type 100% 9.6% 50% 37% 3.4% % hits as critical 16.8% 16.6% 16.9% 15.9% Average normal hit 381 1506 244 281 1 Average normal hit 233 2545 701 856 327 Max normal hit 911 2524 652 850 3 Max normal hit 107 671 107 121 134 Min normal hit 1107 671 107 121 14 Max ortical hit 13745 3745	% dmg as critical	32.7%	25%	36.5%	37.3%	28%	% dmg as critical	31.8%	24.1%	35.7%	36.4%	27%
Normal hits 41340 4003 20594 15303 1440 Critical hits 8325 794 4147 3111 273 Critical hits 12916 1216 6483 4803 4 % hits by type 100% 9.7% 44.8% 37.1% 3.4% % hits by type 100% 9.6% 50% 37% 3.4% % hits as normal 83.2% 83.1% 84.1% % hits as normal 63.7% 84.4% 83.6% <t< td=""><td>Total hits</td><td>49665</td><td>4797</td><td>24741</td><td>18414</td><td>1713</td><td>Total hits</td><td>79116</td><td>7621</td><td>39571</td><td>29281</td><td>2643</td></t<>	Total hits	49665	4797	24741	18414	1713	Total hits	79116	7621	39571	29281	2643
Chical hits 8325 794 4147 3111 273 % hits by type 100% 9.7% 49.8% 37.1% 3.4% % hits by type 100% 9.6% 50% 37% 3.8% % hits as normal 83.2% 83.4% 88.3% 88.1% 84.1% % hits as normal 83.7% 84.5% 83.6% 8	Normal hits	41340	4003	20594	15303	1440	Normal hits	66200	6405	33088	24478	2229
2 hits by type 100% 9.7% 49.8% 37.1% 3.4% 2 hits as normal 83.2% 83.4% 83.2% 83.1% 94.1% % hits as normal 83.7% 84% 83.6% 83.6% 84.8 83.6% 83.6% 84.8 83.6% 83.6% 84.8 83.6% 83.6% 84.8 83.6% 83.6% 84.8 83.6% 83.6% 84.8 83.6% 83.6% 84.8 83.6% 83.6% 84.8 83.6% 83.6% 84.8 83.6% 83.6% 84.8 83.6% 83.6% 84.8 83.6% 83.6% 84.8 83.6% 83.6% 84.8 83.6% 83.6% 84.8 84.8 83.6% 84.8 84.8 83.6% 84.8 84.8 83.6% 84.8	Critical hits	8325	794	4147	3111	273	Critical hits	12916	1216	6483	4803	414
* hits as normal 83.2% 83.4% 83.2% 83.1% 84.1% * hits as normal 83.7% 84% 83.6% 84.4% 84.4% % hits as critical 16.8% 16.6% 16.8% 16.9% 15.9% % hits as normal 83.7% 84% 83.6% 84.4% 15.4% 16.4% 1	% hits by type	100%	9.7%	49.8%	37.1%	3.4%	% hits by type	100%	9.6%	50%	37%	3.3%
% hits as critical 16.8% 16.8% 16.9% 15.9% % hits as critical 16.3% 16.3% 16.4% 16.4% 16.4% 15.4% Average hit 383 1515 245 293 159 Average hit 381 1506 244 291 1 Average normal hit 923 2545 701 866 327 Average critical hit 311 1506 244 291 1 Average normal hit 2192 2192 351 423 215 Max normal hit 2192 2192 351 423 22 Max normal hit 107 671 107 101 121 14 Min normal hit 107 671 1007 121 1 Min normal hit 108 288 346 268 1 107 671 107 111 107 671 107 121 1 Min normal hit 108 1289 0 1 1 1 1 1 1 1 1 1 1 1 1 1	% hits as normal	83.2%	83.4%	83.2%	83.1%	84.1%	% hits as normal	83.7%	84%	83.6%	83.6%	84.3%
Average hit 473 1685 322 388 186 Average normal hit 383 1515 245 293 159 Average normal hit 383 1515 245 293 159 Max normal hit 2192 2192 351 423 215 Max normal hit 2192 2192 351 423 215 Max normal hit 107 671 107 121 134 Min normal hit 107 671 107 121 134 Min normal hit 2192 314 21600 1423 226 1 attempt per sec 2 10 13 21 1600 1404 57 0 2 attempts per sec 1754 0 319 0 0 2 3ttempts per sec 11210 0 2250 88 5 attempts per sec 1369 0 0 0 0 0 0 0 0 7 attempts per sec 1369 0 0 0 0 0 0 0 <td< td=""><td>% hits as critical</td><td>16.8%</td><td>16.6%</td><td>16.8%</td><td>16.9%</td><td>15.9%</td><td>% hits as critical</td><td>16.3%</td><td>16%</td><td>16.4%</td><td>16.4%</td><td>15.7%</td></td<>	% hits as critical	16.8%	16.6%	16.8%	16.9%	15.9%	% hits as critical	16.3%	16%	16.4%	16.4%	15.7%
Average normal hit 383 1515 245 293 159 Average normal hit 381 1506 244 291 1 Average critical hit 923 2545 701 856 327 Average normal hit 911 2524 682 850 3 Max normal hit 2192 2192 351 423 215 Max normal hit 911 2524 682 850 3 Max normal hit 107 671 107 121 134 Max normal hit 107 671 107 121 134 Min normal hit 107 671 107 121 134 Min normal hit 107 671 107 121 1 J attempt per sec 1298 1174 11085 12290 55 3 3 3 24 2 1 1 4 3 3 1600 3 3 1600 3 3 164 2037 5 5 4 <td>Average hit</td> <td>473</td> <td>1685</td> <td>322</td> <td>388</td> <td>186</td> <td>Average hit</td> <td>467</td> <td>1668</td> <td>317</td> <td>383</td> <td>185</td>	Average hit	473	1685	322	388	186	Average hit	467	1668	317	383	185
Average critical hit 923 2545 701 856 327 Max normal hit 2192 351 423 215 Max normal hit 3745 3745 1009 1237 430 Min normal hit 107 671 107 121 134 Min normal hit 107 671 107 121 134 Min normal hit 268 1083 289 346 268 1 attempt per sec 2 10 13 21 1600 2 attempts per sec 1288 1282 1 1 Min critical hit 268 1083 289 346 268 3 attempts per sec 1754 0 319 0 0 24tempts per sec 411 1919 17645 19600 5 attempts per sec 1754 0 319 0 0 6 attempts per sec 2818 0 282 0 7 attempts per sec 1369 0 0 <t< td=""><td>Average normal hit</td><td>383</td><td>1515</td><td>245</td><td>293</td><td>159</td><td>Average normal hit</td><td>381</td><td>1506</td><td>244</td><td>291</td><td>160</td></t<>	Average normal hit	383	1515	245	293	159	Average normal hit	381	1506	244	291	160
Max normal hit 2192 2192 351 423 215 Max normal hit 3745 3745 1009 1237 430 Min normal hit 107 671 107 121 134 Min normal hit 268 1083 289 346 268 1 attempt per sec 2 10 13 21 1600 2 attempts per sec 1298 1174 11095 12290 55 3 attempts per sec 288 1388 1282 1 1 4 attempts per sec 1754 0 319 0 0 5 attempts per sec 1764 0 319 0 0 6 attempts per sec 1744 0 319 0 0 6 7 attempts per sec 1369 0	Average critical hit	923	2545	701	856	327	Average critical hit	911	2524	692	850	319
Max critical hit 3745 3745 1009 1237 430 Min normal hit 107 671 107 121 134 Min normal hit 268 1083 289 346 268 1 attempt per sec 2 10 13 21 1600 2 attempt per sec 1298 1174 11095 12290 55 3 attempt per sec 288 1388 1282 1 1 4 attempts per sec 7081 0 1404 57 0 2 attempts per sec 2111 1919 17645 19600 3 attempts per sec 1754 0 319 0 0 5 sattempts per sec 2887 0 2250 8 5 attempts per sec 1363 0	Max normal hit	2192	2192	351	423	215	Max normal hit	2192	2192	351	423	215
Min normal hit 107 671 107 121 134 Min normal hit 268 1083 289 346 288 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 1741 0 13 0 0 6 attempts per sec 1741 0 13 0 0 6 attempts per sec 1369 0 0 0 0 0 7 attempts per sec 132 0 0 0 0 0 0 9 attempts per sec 132 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	Max critical hit	3745	3745	1009	1237	430	Max critical hit	3745	3745	1009	1237	430
Min critical hit 268 1083 289 346 268 1 attempt per sec 2 10 13 21 1800 2 attempts per sec 1298 1174 11085 12290 55 3 attempts per sec 288 1388 1282 1 1 3 attempts per sec 2111 1919 17645 19600 3 attempts per sec 7081 0 1404 57 0 3 attempts per sec 1210 0 2250 88 5 attempts per sec 1754 0 319 0 0 6 attempts per sec 2818 0 2250 88 6 attempts per sec 1369 0 0 0 0 6 attempts per sec 2194 0 0 0 0 8 attempts per sec 295 0 <td>Min normal hit</td> <td>107</td> <td>671</td> <td>107</td> <td>121</td> <td>134</td> <td>Min normal hit</td> <td>107</td> <td>671</td> <td>107</td> <td>121</td> <td>134</td>	Min normal hit	107	671	107	121	134	Min normal hit	107	671	107	121	134
1 attempt per sec 2 10 13 21 1600 2 attempts per sec 1238 1174 11085 12290 55 3 attempts per sec 288 1388 1282 1 1 4 attempts per sec 7081 0 1404 57 0 3 attempts per sec 428 2154 2037 5 5 attempts per sec 1774 0 319 0 0 6 attempts per sec 1210 0 2250 88 5 attempts per sec 1774 0 13 0 0 6 attempts per sec 2818 0 28 0 7 attempts per sec 192 0	Min critical hit	268	1083	289	346	268	Min critical hit	268	1083	289	346	268
2 attempts per sec 1298 1174 11095 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 5 6 attempts per sec 1764 0 319 0 0 5 5 6 3 22897 0 2250 8 6 attempts per sec 1764 0 319 0 0 5 5 3 6 3 6 3 4 3 4 3 4 3 4 3 4 3 4 3 4 3 4 3 4 3 4 <t< td=""><td>1 attempt per sec</td><td>2</td><td>10</td><td>13</td><td>21</td><td>1600</td><td>1 attempt per sec</td><td>4</td><td>20</td><td>17</td><td>53</td><td>2483</td></t<>	1 attempt per sec	2	10	13	21	1600	1 attempt per sec	4	20	17	53	2483
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 2250 88 6 attempts per sec 1741 0 13 0 0 6 attempts per sec 2897 0 522 0 7 attempts per sec 1369 0 0 0 0 6 attempts per sec 2194 0 0 0 8 attempts per sec 132 0	2 attempts per sec	1298	1174	11085	12290	55	2 attempts per sec	2111	1919	17645	19600	80
4 attempts per sec 7081 0 1404 57 0 5 attempts per sec 1754 0 319 0 0 5 attempts per sec 2837 0 522 0 7 attempts per sec 1369 0 0 0 0 6 attempts per sec 2818 0 228 0 7 attempts per sec 1369 0 0 0 0 7 attempts per sec 2194 0 0 0 8 attempts per sec 192 0<	3 attempts per sec	288	1388	1282	1	1	3 attempts per sec	428	2154	2037	5	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 1369 0 0 0 0 0 9 attempts per sec 192 0 0 0 0 0 0 9 attempts per sec 192 0 0 0 0 0 0 10 attempts per sec 14 0 0 0 0 0 11 attempts per sec 19 0 0 0 12 attempts per sec 4 0 0 0 0 12 attempts per sec 2 0 0 0 12 attempts per sec 4 0 0 0 0 12 attempts per sec 2 0 0 0	4 attempts per sec	7081	0	1404	57	0	4 attempts per sec	11210	0	2250	88	0
6 attempts per sec 1741 0 13 0 0 7 attempts per sec 1363 0 0 0 0 8 attempts per sec 415 0 0 0 0 9 attempts per sec 132 0 0 0 0 9 attempts per sec 132 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 12 attempts per sec 2 0 0 0 0 12 attempts per sec 2 0 0 0 0 12 attempts per sec 2 0 0 0 0 12 attempts per sec 2 0 0 0 0	5 attempts per sec	1754	0	319	0	0	5 attempts per sec	2897	Ō	522	0	0
7 attempts per sec 1369 0 11 attempts per sec 19 0 0 0 0 12 attempts per sec 12 0<	6 attempts per sec	1741	0	13	0	0	6 attempts per sec	2818	0	28	0	0
8 attempts per sec 415 0 11 attempts per sec 19 0 0 0 0 12 attempts per sec 2 0 0 0 0 12 attempts per sec 2 0 </td <td>7 attempts per sec</td> <td>1369</td> <td>0</td> <td>0</td> <td>0</td> <td>0</td> <td>7 attempts per sec</td> <td>2194</td> <td>Ō</td> <td>0</td> <td>0</td> <td>0</td>	7 attempts per sec	1369	0	0	0	0	7 attempts per sec	2194	Ō	0	0	0
9 attempts per sec 192 0 11 attempts per sec 19 0 0 0 0 12 attempts per sec 2 0 <td>8 attempts per sec</td> <td>415</td> <td>0</td> <td>0</td> <td>0</td> <td>0</td> <td>8 attempts per sec</td> <td>600</td> <td>Ō</td> <td>Ō</td> <td>0</td> <td>Ō</td>	8 attempts per sec	415	0	0	0	0	8 attempts per sec	600	Ō	Ō	0	Ō
10 attempts per sec 55 0 0 0 0 10 attempts per sec 99 0 0 0 11 attempts per sec 14 0 0 0 0 11 attempts per sec 19 0 0 0 12 attempts per sec 4 0 0 0 0 12 attempts per sec 2 0 0 0	9 attempts per sec	192	0	0	0	0	9 attempts per sec	295	-	Ū.	-	0
11 attempts per sec 14 0 0 0 0 11 attempts per sec 19 0	10 attempts per sec	55	Ū	Ū	0	0	10 attempts per sec		Ŭ	Ő	Ŭ	Ō
12 attempts per sec 4 0 0 0 0 12 attempts per sec 2 0	11 attempts per sec	14	0	0	0	0	11 attempts per sec	19	0	Ō	-	
	12 attempts per sec	4	Ū	Ū	Ō	Ū	12 attempts per sec	2	Ŭ	Ű.	Ű	Ō

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%.

	Twi	sted Ch	ance				1	Base-lin	e		
Details for: Brogett						Details for: Brogett		- 11			
Statistic	Total	Pierce	Backstab	Crush	DirDmg	Statistic	Total	Backstab	Pierce	Crush	DirDmg
Damage	32773962	11378017	10728884	10369159	297902	Damage	37008717	12717508	12572922	11228702	489585
DPS by type	2486.1	863.1	813.8	786.6	22.6	DPS by type	1624.4	558.2	551.9	492.9	21.5
Normal damage	17133433	5418974	6666773	4833028	214658	Normal damage	25234403	9647552	8083345	7146095	357411
Critical damage	15640529	5959043	4062111	5536131	83244	Critical damage	11774314	3069956	4489577	4082607	132174
Total attempts	61228	30698	6005	22928	1597	Total attempts	105779	10320	53196	39620	2643
% Accuracy (vs Miss)	100%	100%	100%	100%	100%	Missed	26663	2699	13625	10339	0
% Hit (vs Miss + Evade)	100%	100%	100%	100%	100%	% Accuracy (vs Miss)	74.8%	73.8%	74.4%	73.9%	100%
% dmg by type	100%	34.7%	32.7%	31.6%	0.9%	% Hit (vs Miss + Evade)	74.8%	73.8%	74.4%	73.9%	100%
% dmg as normal	52.3%	47.6%	62.1%	46.6%	72.1%	% dmg by type	100%	34.4%	34%	30.3%	1.3%
% dmg as critical	47.7%	52.4%	37.9%	53.4%	27.9%	% dmg as normal	68.2%	75.9%	64.3%	63.6%	73%
Total hits	61228	30698	6005	22928	1597	% dmg as critical	31.8%	24.1%	35.7%	36.4%	27%
Normal hits	44298	22123	4395	16438	1342	Total hits	79116	7621	39571	29281	2643
Critical hits	16930	8575	1610	6490	255	Normal hits	66200	6405	33088	24478	2229
% hits by type	100%	50.1%	9.8%	37.4%	2.6%	Critical hits	12916	1216	6483	4803	414
% hits as normal	72.3%	72.1%	73.2%	71.7%	84%	% hits by type	100%	9.6%	50%	37%	3.3%
% hits as critical	27.7%	27.9%	26.8%	28.3%	16%	% hits as normal	83.7%	84%	83.6%	83.6%	84.3%
Average hit	535	370	1786	452	186	% hits as critical	16.3%	16%	16.4%	16.4%	15.7%
Average normal hit	386	244	1516	294	159	Average hit	467	1668	317	383	185
Average critical hit	923	694	2523	853	326	Average normal hit	381	1506	244	291	160
Max normal hit	2192	351	2192	423	215	Average critical hit	911	2524	692	850	319
Max critical hit	3745	1009	3745	1237	430	Max normal hit	2192	2192	351	423	215
Min normal hit	107	107	671	121	134	Max critical hit	3745	3745	1009	1237	430
Min critical hit	268	289	1083	346	268	Min normal hit	107	671	107	121	134
1 attempt per sec	2	4	5	23	1492	Min critical hit	268	1083	289	346	268
2 attempts per sec	1183	10372	1095	11391	51	1 attempt per sec	4	20	17	53	2483
3 attempts per sec	238	1099	1270	1	1	2 attempts per sec	2111	1919	17645	19600	80
4 attempts per sec	6643	1280	0	30	0	3 attempts per sec	428	2154	2037	5	0
5 attempts per sec	1612	285	0	0	0	4 attempts per sec	11210	0	2250	88	0
6 attempts per sec	1602	18	0	0	0	5 attempts per sec	2897	Ō	522	0	0
7 attempts per sec	1234	0	0	0	0	6 attempts per sec	2818	0	28	0	0
8 attempts per sec	371	0	0	0	0	7 attempts per sec	2194	Ō	0	Ō	0
9 attempts per sec	159	0	0	0	0	8 attempts per sec	600	0	0	Ō	0
10 attempts per sec	73	0	0	0	0	9 attempts per sec	295	0	Ō	Ō	0
11 attempts per sec	10	0	0	0	0	10 attempts per sec	99	ŏ	ŏ	Õ	ŏ
12 attempts per sec	1	0	0	0	0	11 attempts per sec	19	0	Ō	Ō	0
13 attempts per sec	1	0	0	0	0	12 attempts per sec	2	0	Ū	Ō	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 tentantively 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.

<u>Timer 3 – Deadly Precision, Blinding Speed, Deadeye</u>

Deadly Precision - 1839DPS

Duration: 30s (parsed 33116s)

etails for: Brogett Statistic Damage DPS by type Normal damage	Total										
Statistic Damage DPS by type Normal damage	Total					Details for: Brogett					
Damage DPS by type Normal damage		Backstab	Pierce	Crush	DirDmg	Statistic	Total	Backstab	Pierce	Crush	DirDm
DPS by type Normal damage	60901272	25238354	18344845	16572315	745758	Damage	37008717	12717508	12572922	11228702	48958
Normal damage	1839	762.1	554	500.4	22.5	DPS by type	1624.4	558.2	551.9	492.9	21.
	41661436	19029757	11668840	10428903	533936	Normal damage	25234403	9647552	8083345	7146095	35741
Critical damage	19239836	6208597	6676005	6143412	211822	Critical damage	11774314	3069956	4489577	4082607	13217
Total attempts	153852	15113	77177	57594	3968	Total attempts	105779	10320	53196	39620	264
Missed	34725	0	19973	14752	0	Missed	26663	2699	13625	10339	
% Accuracy (vs Miss)	77.4%	100%	74.1%	74.4%	100%	% Accuracy (vs Miss)	74.8%	73.8%	74 4%	73.9%	100
% Hit (vs Miss + Evade)	77.4%	100%	74.1%	74 4%	100%	% Hit (vs Miss + Evade)	74.8%	73.8%	74 4%	73.9%	100
% dma hu tune	100%	41.4%	30.1%	27.2%	1.2%	% dmg by type	100%	34.4%	34%	30.3%	1.3
% dmg as normal	68.4%	75.4%	63.6%	62.9%	71.6%	% dmg as normal	68.2%	75.9%	64.3%	63.6%	73
% dmg as critical	31.6%	24.6%	36.4%	37.1%	28.4%	% dmg as critical	31.8%	24.1%	35.7%	36.4%	27
Total hits	119127	15113	57204	42842	3968	Total bits	79116	7621	39571	29281	264
Normal hits	99221	12647	47636	35628	3310	Normal bits	66200	6405	33088	24479	202
Pritical hits	19906	2466	9568	7214	658	Critical bits	12916	1216	6483	4803	A1
2 hite hu tune	100%	12.7%	48%	36%	3.3%	2 bits bu tupe	100%	96%	50%	37%	22
% hite as normal	83.3%	83.7%	83.3%	83.2%	83.4%	% hits as normal	93.7%	94%	83.6%	83.6%	84.3
% hite as critical	16.7%	16.3%	16.7%	16.9%	16.6%	% hits as normal % bits as critical	16.2%	16%	16.4%	16.4%	15.7
Average hit	511	1669	320	386	187	Average bit	467	1669	217	292	19.7
Average normal hit	/19	1504	244	292	161	Average normal bit	201	1506	244	201	10
Average normal hit	966	2517	697	051	221	Average normal hit	011	2524	244 602	251	21
Max pormal bit	2192	2192	351	422	215	May ported bit	2192	2024	251	422	21
Max normal hit	2745	2745	1009	1227	420	Max normal hit	2132	2132	1009	423	40
Max chucar nic Min normal bit	107	671	107	1237	124	Max chucar nu Min normal hit	107	5740 671	1003	1237	40
Min normal nit	200	1002	200	246	134	Min normal nit	107	1002	200	121	10
1 attempt per see	200	24	203	340	200	1 attacet e a cas	200	1003	203	340	20
7 attempt per sec	7007	24	20	40 20E00	110	2 attempt per sec	- 4	1010	17045	10000	240
2 attempts per sec	2307	2077	20021	20000	113	2 attempts per sec	400	1919	17645	19600	6
s allempis per sec	10400	3240	2070	2	0	3 attempts per sec	428	2104	2037	00	
4 attempts per sec	10430	0	3200		0	4 attempts per sec	11210	0	2250	88	
o altempts per sec	4206	0	706	0	0	5 attempts per sec	2837	0	522	0	
5 attempts per sec	4000	0		0	0	6 attempts per sec	2818	U	28	U	
7 attempts per sec	3135	0	0	0	0	7 attempts per sec	2194	U	U	U	
s attempts per sec	940	0	0	0	0	8 attempts per sec	600	0	0	U	
attempts per sec	443	0	0	0	U	3 attempts per sec	295	U	U	U	
to attempts per sec	130	U	0	U	U	10 attempts per sec	99	U	U	U	
I I attempts per sec	23	U	U	U	U	11 attempts per sec	19	0	0	0	
12 attempts per sec	2	0	0	0	0	12 attempts per sec	2	0	0	0	
13 attempts per sec	1	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%

Details for: Brogett Statistic Total Damage 33854343 DPS by type 2206.6 Normal damage 22944948 Critical damage 1090335 Total attempts 71278 X Accuracy (vs Miss) 100% % Hit (vs Miss + Evade) 100% % dmg by type 100% % dmg as ortical 32.2% Total hits 71278 X dmg as ortical 32.2% Total hits 71278 Critical hits 11779 % hits as normal 67.8% % hits as normal 83.5% % hits as normal 83.5% % hits as critical 16.5% Average hit 474 Average hit 474 Average hit 2192 Max ortical hit 2192 Max critical hit 2192 Max critical hit 268 1 2192 Max critical hit 265 2 attempt per sec 5	Backstab F 11754683 1145 766.2 1145 8883757 731 2870932 413 69394 33 100% 100% 34.7% 3 75.6% 6 24.4% 3 5877 2 1117 9.8% 9.8% 5 84% 6 16% 1 1511 2570 2192 2145	Pierce 50311 1 746.3 19036 31275 35859 100% 33.8% 36.1% 35859 2945 5514 50.3% 83.5% 16.5% 319 244 698 351	Crush 10325658 673 6504818 3820840 26678 100% 100% 30.5% 63% 37% 26678 22199 4479 37.4% 83.2% 16.8% 387 293 853	DirDmg 323685 21.1 237337 86348 1747 100% 100% 100% 1747 18% 26.7% 1747 1478 269 2.5% 84.6% 15.4% 185 160 320	Details for: Brogett Statistic Damage Damage Difference DPS by type Normal damage Critical damage Total attempts Missed % Accuracy (vs Miss) % Hit (vs Miss + Evade) % dmg by type % dmg as normal % dmg as critical Total hits Critical hits Critical hits % hits by type % hits as normal % hits as normal % hits as normal % hits as normal	Total 37008717 1624.4 25234403 11774314 105779 26663 74.8% 74.8% 100% 68.2% 31.8% 79116 66200 12916 100% 83.7% 83.7% 16.3% 467	Backstab 12717508 558.2 9647552 3069956 10320 2899 73.8% 74.5% 75.2% 74.5% 75.2% 75.	Pierce 12572922 551.9 8083345 4489577 53196 13625 74.4% 34% 64.3% 35.7% 39571 33088 6483 35.7% 39571 33088 6483 50% 83.6% 16.4%	Crush 11228702 492.9 7146095 4082607 336620 10339 73.9% 30.3% 63.6% 36.4% 22281 24478 4803 37% 83.6% 16.4% 383	DirDmg 489585 21.5 357411 132174 2643 0 100% 1.3% 73% 27% 2643 2229 414 32229 414 32229 414 323 84.3% 15.7%
Statistic Total Damage 33854343 DPS by type 2206.6 Normal damage 22944948 Critical damage 10903395 Total attempts 71278 % Accuracy (vs Miss) 100% % And by type 100% % dmg by type 100% % dmg by type 100% % dmg as normal 67.8% % dmg as critical 32.2% Total hits 71278 Normal hits 59499 Critical hits 11779 % hits by type 100% % hits as critical 16.5% Average normal hit 395 Average normal hit 292 Max normal hit 2192 Max normal hit 2192 Max normal hit 2192 Max normal hit 207 Max normal hit 107 Min normal hit 107 Min normal hit 208 Max normal hit 207 1 attempt per sec 5	Backstab F 11754689 1145 766.2 2 8883757 731 2870332 413 6994 3 100% 3 75.6% 6 24.4% 3 5877 2 11177 9 9.84% 6 16% 1 1680 1 1511 2570 2192 2145	Pierce 50311 1 746.3 19036 31275 35859 100% 100% 33.8% 63.9% 36.1% 35859 29945 5914 50.3% 83.5% 16.5% 16.5% 16.5% 319 244 698 351	Crush 10325658 673 3 6504818 3820840 26678 100% 30.5% 63% 205% 63% 22199 4479 37.4% 83.2% 16.8% 387 293 853	DirDmg 323685 21.1 237337 86348 1747 100% 10% 1% 73.3% 26.7% 1747 1478 269 2.5% 84.6% 15.4% 185 160 320	Statistic Damage DPS by type Normal damage Critical damage Total attempts Missed % Accuracy (vs Miss) % Hit (vs Miss + Evade) % dmg by type % dmg as normal % dmg as critical Total hits Critical hits % hits by type % hits as normal % hits as critical Average hit Average hit	Total 37008717 1624.4 25234403 11774314 105779 26663 74.8% 74.8% 74.8% 74.8% 100% 68.2% 31.8% 79116 66200 12916 100% 83.7% 16.3% 467 467	Backstab 12717508 558.2 9647552 3063956 10320 2699 73.8% 73.8% 34.4% 75.9% 24.1% 7621 6405 6405 9.6% 84% 1668	Pierce 12572922 551.9 8083345 4489577 53196 13625 74.4% 74.4% 34% 64.3% 95.7% 39571 33088 6483 50% 83.6% 16.4% 317	Crush 11228702 492.9 7146095 4082507 39620 10339 73.9% 73.9% 73.9% 30.3% 63.6% 63.6% 29281 24478 4803 37% 83.6% 16.4% 383	DirDmg 489585 21.5 357411 132174 2643 0 100% 1.3% 73% 2643 2229 414 3.3% 84.3% 84.3% 15.7%
Damage 33854343 DPS by type 2206.6 Normal damage 22944948 Critical damage 10903395 Total attempts 71278 % Accuracy (vs Miss) 100% % Hit (vs Miss + Evade) 100% % drng by type 100% % drng as normal 67.8% % drng as normal 67.8% Y drag as normal 67.8% Normal hits 71278 Average critical 16.5% Average normal hit 3855 Average normal hit 2926 Max normal hit 2192 Max normal hit 2192 Max normal hit 107 Min normal hit <	11754689 1145 766.2 2 8883757 731 287032 413 6994 3 100% 3 34.7% 3 75.6% 6 24.4% 3 5877 2 1117 9.8% 5 9.8% 5 84% 6 16% 1 1680 1 2570 2192 2745 3	50311 1 746.3 19036 31275 35859 100% 100% 33.8% 63.9% 36.1% 35859 29945 5914 50.3% 83.5% 29945 5914 50.3% 83.5% 16.5% 319 244 698 351	10325658 673 6504818 3820840 26678 100% 30.5% 63% 37% 26678 22199 4479 37.4% 83.2% 16.8% 387 293 853	323685 21.1 237337 86348 1747 100% 12% 73.3% 26.7% 1747 1478 269 2.5% 84.6% 15.4% 185 160 320	Damage DPS by type Normal damage Critical damage Total attempts Missed % Accuracy (vs Miss) % Hit (vs Miss + Evade) % dmg by type % dmg as critical % dmg as critical Total hits Normal hits Critical hits % hits by type % hits as critical % verage hit Average hit	37008717 1624.4 25234403 11774314 105779 26663 74.8% 74.8% 74.8% 74.8% 100% 68.2% 68.2% 68.2% 68.2% 9116 66200 12916 100% 83.7% 16.3% 467 200	12717508 558.2 9647552 3063956 10320 2699 73.8% 73.8% 73.8% 73.8% 73.8% 73.8% 73.8% 73.8% 73.8% 74.1% 7621 6405 1268 84% 1668	12572922 551.9 8083345 4489577 53196 13625 74.4% 74.4% 34% 64.3% 35.7% 39571 33088 6483 50% 83.6% 16.4% 317	11228702 492.9 7146095 4082507 39620 10339 73.9% 73.9% 30.3% 30.3% 363.6% 36.4% 29281 24478 4803 37% 83.6% 16.4% 383	489585 21.5 357411 132174 2643 0 100% 1.00% 1.00% 1.00% 1.3% 73% 27% 2643 2229 414 3.3% 84.3% 15.7%
DPS by type 2206.6 Normal damage 22944948 Critical damage 10090395 Total attempts 71278 % Accuracy (vs Miss) 100% % Hit (vs Miss + Evade) 100% % dmg by type 100% % dmg by type 100% % dmg as critical 32.2% Total attempts 71278 % dmg as critical 32.2% Total hits 71278 Normal hits 59499 Critical hits 11779 % hits as normal 83.5% Average normal hit 3855 Average normal hit 295 Average normal hit 2192 Max critical hit 107 Min critical hit 2192 Max critical hit 2192	766.2 3 8883757 731 2870932 413 6934 3 100% 3 34.7% 3 75.6% 6 24.4% 3 5877 2 1117 9.8% 5 94% 6 16% 1 1680 1511 2570 2192 2745 3	746.3 19036 31275 35859 100% 100% 33.8% 63.9% 36.1% 35859 29945 5914 50.3% 83.5% 83.5% 319 244 698 351	673 6504818 3820840 26678 100% 30.5% 63% 37% 26678 22199 4479 37.4% 83.2% 83.2% 16.8% 387 293 853	21.1 237337 86348 1747 100% 10% 1% 73.3% 26.7% 1747 1478 269 2.5% 84.6% 15.4% 185 160 320	DPS by type Normal damage Critical damage Total attempts Missed % Accuracy (vs Miss) % Hit (vs Miss + Evade) % dmg by type % dmg as normal % dmg as critical Total hits Normal hits Critical hits % hits by type % hits as normal % hits as critical Average hit Average hit	1624.4 25234403 11774314 105779 26663 74.8% 74.8% 100% 68.2% 31.8% 79116 66200 12916 100% 83.7% 16.3% 467	558.2 9647552 3069956 10320 2699 73.8% 73.8% 73.8% 73.8% 73.8% 73.8% 73.8% 73.8% 74.1% 7621 6405 1216 9.6% 84% 1668	551.9 8083345 4489577 53196 13625 74.4% 74.4% 34% 64.3% 35.7% 33088 6483 50% 83.6% 83.6% 16.4%	492.9 7146095 4082607 33620 10339 73.9% 30.3% 36.36% 36.4% 29281 24478 4803 37% 83.6% 16.4% 383	21.5 357411 132174 2643 100% 100% 100% 100% 100% 27% 2643 2229 2643 2229 2643 2229 33% 2643 2229 2643 2727 272 272 272 272 272 272 272 272 2
Normal damage 22944948 Critical damage 10903355 Total attempts 71278 & Accuracy (vs Miss) 100% % Hit (vs Miss + Evade) 100% % dmg as normal 67.8% % dmg as critical 32.2% Total hits 71278 % dmg as critical 32.2% Total hits 71278 Normal hits 59499 Critical hits 11779 % hits as critical 16.5% Average hit 474 Average normal hit 3855 Average normal hit 2192 Max critical hit 3745 Min critical hit 2068 Max rotrical hit 2061 1 attempt per sec 5 2 attempts per sec 1376 3 attempt per sec 285 4 attempts per sec 756	8883757 731 2870932 413 6994 33 100% 7 34.7% 33 75.6% 6 24.4% 3 6994 3 5877 2 1117 9 8% 5 84% 6 16% 1 16% 1 1680 1 511 2570 2192 2745	19036 31275 35859 100% 33.8% 63.9% 36.1% 35859 29945 5914 50.3% 83.5% 16.5% 319 244 698 351	6504818 3820840 26678 100% 30.5% 63% 37% 26678 22199 4479 37.4% 83.2% 16.8% 387 293 853	237337 86348 1747 100% 100% 1% 73.3% 26.7% 1% 73.3% 26.7% 1% 74.7% 269 2.5% 84.6% 2.5% 84.6% 15.4% 185 160 320	Normal damage Critical damage Total attempts Missed % Accuracy (vs Miss) % Hit (vs Miss + Evade) % dmg by type % dmg as critical Total hits Critical hits Critical hits % hits by type % hits as critical % hits as critical	25234403 11774314 105779 26663 74.8% 74.8% 100% 68.2% 31.8% 79116 66200 12916 100% 83.7% 83.7% 16.3% 467	9647552 3069956 10320 2699 73.8% 73.8% 73.8% 34.4% 75.9% 24.1% 7621 6405 1216 9.6% 84% 16%	8083345 4489577 53196 13625 74.4% 74.4% 34% 64.3% 35.7% 39571 33088 6483 50% 83.6% 16.4% 317	7146095 4082607 39620 10339 73.9% 73.9% 30.3% 63.6% 36.4% 29281 24478 4803 37% 83.6% 16.4% 383	357411 132174 2643 0 100% 100% 1.3% 27% 2643 2229 414 3.3% 84.3% 15.7%
Critical damage 10909395 Total attempts 71278 & Accuracy (vs Miss) 100% & Hit (vs Miss + Evade) 100% % Hit (vs Miss + Evade) 100% % dmg by type 100% % dmg as normal 67.8% % dmg as critical 32.2% Total hits 71278 Normal hits 53493 Critical hits 11779 % hits by type 100% % hits as critical 16.5% Average init 474 Average normal hit 3225 Max normal hit 2192 Max critical hit 3745 Min normal hit 107 Average normal hit 2681 1 attempt per sec 55 2 attempts per sec 1376 3 attempts per sec 285 4 attemp	2870932 413 6994 3 100% 3 34.7% 3 75.6% 6 24.4% 3 6994 3 5877 2 1117 9 8.8% 5 84% 6 16% 1 1680 1 511 2570 2192 2 745	31275 35859 100% 33.8% 63.9% 33.8% 63.9% 35859 29945 5914 50.3% 83.5% 16.5% 319 244 698 351	3820840 26678 100% 30.5% 63% 37% 26678 22199 4479 37.4% 83.2% 16.8% 387 293 853	86348 1747 100% 1% 73.3% 26.7% 1747 1478 269 2.5% 84.6% 15.4% 185 160 320	Critical damage Total attempts Missed % Accuracy (vs Miss) % Hit (vs Miss + Evade) % dmg as normal % dmg as critical Total hits Normal hits Critical hits % hits by type % hits as critical % hits as critical Average hit	11774314 105779 26663 74.8% 74.8% 100% 68.2% 31.8% 79116 66200 12916 100% 83.7% 83.7% 16.3% 467	3069956 10320 2699 73.8% 73.8% 34.4% 75.9% 24.1% 7621 6405 1216 9.6% 84% 16% 1668	4489577 53196 13625 74.4% 74.4% 34% 64.3% 35.7% 39571 33088 6483 50% 83.6% 16.4% 317	4082607 39620 10339 73.9% 30.3% 363.6% 36.4% 29281 24478 4803 37% 83.6% 16.4% 383.6%	132174 2643 0 100% 1.3% 73% 27% 2643 2229 414 3.3% 84.3% 15.7%
Total attempts 71278 % Accuracy (vs Miss) 100% % Hit (vs Miss + Evade) 100% % dmg by type 100% % dmg by type 100% % dmg by type 100% % dmg as critical 32.2% Total hits 71278 Normal hits 59499 Critical hits 11779 % hits by type 100% % hits as critical 16.5% Average normal hit 385 Average normal hit 2192 Max normal hit 2192 Max normal hit 107 Max rotrical hit 282 Max normal hit 107 Max rotrical hit 282 Max normal hit 107 Min normal hit 107 Min normal hit 107 Min normal hit 2182 Max notrical hit 285 2 attempts per sec 5 2 attempts per sec 1376 3 attempts per sec 285	6994 3 100% 3 34.7% 3 75.6% 6 24.4% 3 5877 2 1117 9.8% 9.8% 5 84% 6 16% 1 1680 1511 2570 2192 2745 3	35859 100% 100% 33.8% 63.9% 36.1% 35859 29945 5914 50.3% 83.5% 16.5% 319 244 698 351	26678 100% 30.5% 63% 27% 26678 22199 4479 37.4% 83.2% 16.8% 387 293 853	1747 100% 10% 1% 73.3% 26.7% 1747 1478 269 2.5% 84.6% 15.4% 15.4% 185 160 320	Total attempts Missed % Accuracy (vs Miss) % Hit (vs Miss + Evade) % dmg by type % dmg as normal % dmg as critical Total hits Critical hits Critical hits % hits by type % hits as normal % hits as critical Average hit Average hit	105779 26663 74.8% 100% 68.2% 31.8% 79116 66200 12916 100% 83.7% 83.7% 16.3%	10320 2699 73.8% 73.8% 34.4% 75.9% 24.1% 7621 6405 1216 9.6% 84% 16% 1668	53196 13625 74.4% 34% 64.3% 35.7% 39571 33088 6483 50% 83.6% 16.4% 317	39620 10339 73.9% 30.3% 63.6% 36.4% 29281 24478 4803 37% 83.6% 16.4% 383	2643 0 100% 1.3% 27% 2643 2229 414 3.3% 84.3% 15.7%
% Accuracy (vs Miss) 100% % Hit (vs Miss + Evade) 100% % dmg sp type 100% % dmg snormal 67.8% % dmg as normal 32.2% Total hits 71278 Normal hits 53499 critical hits 11779 % hits by type 100% % hits by type 100% % hits as normal 83.5% % hits as rotical 16.5% Average normal hit 385 Average critical hit 926 Max normal hit 2192 Max critical hit 107 Min critical hit 2681 1 attempt per sec 5 2 attempts per sec 1376 3 attempts per sec 285 4 attempts per sec 7595	100% 100% 34.7% 35.6% 24.4% 35877 21117 9.8% 584% 84% 584% 584% 16% 1511 2570 2192 2745	100% 100% 33.8% 63.9% 36.1% 35859 29945 5914 50.3% 83.5% 16.5% 319 244 698 351	100% 100% 30.5% 63% 37% 26678 22199 4479 37.4% 83.2% 16.8% 387 293 853	100% 100% 1% 73.3% 26.7% 1478 269 2.5% 84.6% 15.4% 185 160 320	Missed % Accuracy (vs Miss) % Hit (vs Miss + Evade) % dmg by type % dmg as normal % dmg as critical Total hits Normal hits Critical hits % hits by type % hits as normal % hits as critical Average hit	26663 74.8% 74.8% 100% 68.2% 31.8% 79116 66200 12916 100% 83.7% 16.3% 467	2699 73.8% 73.8% 34.4% 75.9% 24.1% 7621 6405 1216 9.6% 84% 16%	13625 74.4% 74.4% 64.3% 35.7% 39571 33088 6483 50% 83.6% 83.6% 16.4%	10339 73.9% 73.9% 30.3% 63.6% 26.4% 22281 24478 4803 37% 83.6% 16.4% 383	0 100% 100% 1.3% 27% 2643 2229 414 3.3% 84.3% 15.7%
% Hit (vs Miss + Evade) 100% % dmg by type 100% % dmg s normal 67.8% % dmg s critical 32.2% Total hits 71278 Normal hits 53499 Critical hits 11779 % hits by type 100% % hits as normal 83.5% % hits as critical 16.5% Average hit 474 Average normal hit 385 Average normal hit 395 Max normal hit 2192 Max critical hit 107 Min normal hit 2192 Min normal hit 208 1 attempt per sec 5 2 attempts per sec 1376 3 attempts per sec 285 4 attempts per sec 285 3 attempts per sec 285	100% 34.7% 35 34.7% 35 75.6% 66 24.4% 33 6994 33 5877 2 1117 9.8% 55 84% 66 16% 1 1680 1511 2570 2192 2745	100% 33.8% 63.9% 36.1% 35859 29945 5914 50.3% 83.5% 16.5% 319 244 698 351	100% 30.5% 63% 26678 22199 4479 37.4% 83.2% 16.8% 387 293 853	100% 1% 73.3% 26.7% 1747 1478 269 2.5% 84.6% 15.4% 15.4% 185 160 320	% Accuracy (vs Miss) % Hit (vs Miss + Evade) % dmg by type % dmg as normal % dmg as critical Total hits Normal hits Critical hits % hits by type % hits as normal % hits as critical Average hit Average hit	74.8% 74.8% 100% 68.2% 31.8% 79116 66200 12916 100% 83.7% 16.3% 467	73.8% 73.8% 34.4% 75.9% 24.1% 7621 6405 1216 9.6% 84% 84% 16%	74.4% 74.4% 34% 64.3% 35.7% 39571 33088 6483 50% 83.6% 816.4%	73.9% 73.9% 30.3% 63.6% 36.4% 29281 24478 4803 37% 83.6% 16.4% 383	100% 100% 1.3% 27% 2643 2229 414 3.3% 84.3% 15.7%
% dmg by type 100% % dmg as normal 67.8% % dmg as critical 32.2% Total hits 71.278 Normal hits 59499 Critical hits 11779 % hits by type 100% % hits by type 100% % hits by type 100% % hits as critical 16.5% Average normal hit 395 Average normal hit 2192 Max critical hit 107 Min normal hit 1177 Min normal hit 1107 Min normal hit 107 Min critical hit 107 Min critical hit 268 2 attempts per sec 1376 3 attempts per sec 1376 3 attempts per sec 285	34.7% 3 75.6% 6 24.4% 3 6934 3 5877 2 1117 9.8% 5 84% 6 16% 1 1680 1 1511 2570 2192 2745	33.8% 63.9% 36.1% 35859 29945 5914 50.3% 83.5% 16.5% 319 244 698 351	30.5% 63% 37% 26678 22199 4479 37.4% 83.2% 16.8% 387 293 853	1% 73.3% 26.7% 1747 1478 269 2.5% 84.6% 15.4% 185 160 320	% Hit (vs Miss + Evade) % dmg by type % dmg as normal % dmg as critical Total hits Dritical hits Critical hits % hits by type % hits as normal % hits as critical Average hit	74.8% 100% 68.2% 31.8% 79116 66200 12916 100% 83.7% 16.3% 467	73.8% 34.4% 75.9% 24.1% 7621 6405 1216 9.6% 84% 16% 16%	74.4% 34% 64.3% 35.7% 39571 33088 6483 50% 83.6% 16.4%	73.9% 30.3% 63.6% 29281 24478 4803 37% 83.6% 16.4% 383	100% 1.3% 73% 27% 2643 2229 414 3.3% 84.3% 15.7%
% dmg as normal 67.8% % dmg as critical 32.2% Total hits 71278 Normal hits 59439 Critical hits 11779 % hits by type 100% % hits as normal 83.5% % hits as critical 15.5% Average hit 474 Average critical hit 385 Average critical hit 326 Max normal hit 2132 Max critical hit 3745 Min critical hit 268 1 attempt per sec 5 2 attempts per sec 1376 3 attempts per sec 285 4 attempts per sec 285	75.6% E 24.4% 3 6994 3 5877 2 1117 5 84% E 16% 1 1680 1 1511 2570 2192 2745	63.9% 36.1% 35859 29945 5914 50.3% 83.5% 16.5% 319 244 698 351	63% 37% 26678 22199 4479 37.4% 83.2% 16.8% 387 293 853	73.3% 26.7% 1747 269 2.5% 84.6% 15.4% 185 160 320	% drng by type % drng as normal % drng as critical Total hits Normal hits Critical hits % hits by type % hits as normal % hits as critical Average hit	100% 68.2% 31.8% 79116 66200 12916 100% 83.7% 16.3% 467	34.4% 75.9% 24.1% 7621 6405 1216 9.6% 84% 16%	34% 64.3% 35.7% 39571 33088 6483 50% 83.6% 83.6% 16.4%	30.3% 63.6% 36.4% 29281 24478 4803 37% 83.6% 16.4% 383	1.3% 73% 27% 2643 2229 414 3.3% 84.3% 15.7%
% dmg as critical 32.2% Total hits 71278 Normal hits 59499 Critical hits 111779 % hits by type 100% % hits as normal 83.5% % hits as critical 16.5% Average hit 474 Average hit 474 Average critical hit 385 Average critical hit 375 Max normal hit 107 Min critical hit 268 1 attempt per sec 5 2 attempts per sec 1376 3 attempt per sec 285 4 attempt per sec 275 3 attempt per sec 7555	24.4% 3 6994 3 5877 2 9.8% 5 84% 8 16% 1 1680 1 1511 2570 2192 2 745	36.1% 35859 29945 5914 50.3% 83.5% 16.5% 319 244 698 351	37% 26678 22199 4479 37.4% 83.2% 16.8% 387 293 853	26.7% 1747 1478 269 2.5% 84.6% 15.4% 185 160 320	% dmg as normal % dmg as critical Total hits Critical hits % hits by type % hits as normal % hits as critical Average hit	68.2% 31.8% 79116 66200 12916 100% 83.7% 16.3% 467	75.9% 24.1% 7621 6405 1216 9.6% 84% 16% 1668	64.3% 35.7% 39571 33088 6483 50% 83.6% 16.4% 317	63.6% 36.4% 29281 24478 4803 37% 83.6% 16.4% 383	73% 27% 2643 2229 414 3.3% 84.3% 15.7%
Total hits 71278 Normal hits 59439 Critical hits 11779 X hits by type 100% X hits by type 100% X hits as normal 83.5% X hits as critical 16.5% Average hit 474 Average normal hit 395 Average critical hit 926 Max normal hit 2192 Max normal hit 107 Min normal hit 107 Min normal hit 263 1 attempt per sec 5 2 attempts per sec 1376 3 attempts per sec 285 4 attempts per sec 7555	6994 3 5877 2 1117 3 8.8% 5 84% 6 16% 1 1680 1 511 2570 2192 2775 2775 2775 2775 2775 2775 2775 27	35859 29945 5914 50.3% 83.5% 16.5% 319 244 698 351	26678 22199 4479 37.4% 83.2% 16.8% 387 293 853	1747 1478 269 2.5% 84.6% 15.4% 185 160 320	% dmg as critical Total hits Normal hits Critical hits % hits by type % hits as normal % hits as critical Average hit	31.8% 79116 66200 12916 100% 83.7% 16.3% 467	24.1% 7621 6405 1216 9.6% 84% 16% 1668	35.7% 39571 33088 6483 50% 83.6% 16.4% 317	36.4% 29281 24478 4803 37% 83.6% 16.4% 383	27% 2643 2229 414 3.3% 84.3% 15.7%
Normal hits 59499 Critical hits 11779 % hits by type 100% % hits as normal 83.5% % hits as critical 16.5% Average hit 474 Average critical hit 926 Max normal hit 2192 Max critical hit 107 Min critical hit 268 1 attempt per sec 5 2 attempt per sec 1376 3 attempts per sec 285 4 attempts per sec 285	5877 2 1117 9.8% 5 84% 6 16% 1 1680 1511 2570 2192 2745	29945 5914 50.3% 83.5% 16.5% 319 244 698 351	22199 4479 37.4% 83.2% 16.8% 387 293 853	1478 269 2.5% 84.6% 15.4% 185 160 320	Total hits Normal hits Critical hits % hits by type % hits as normal % hits as critical Average hit	79116 66200 12916 100% 83.7% 16.3% 467	7621 6405 1216 9.6% 84% 16% 1668	39571 33088 6483 50% 83.6% 16.4% 317	29281 24478 4803 37% 83.6% 16.4% 383	2643 2229 414 3.3% 84.3% 15.7%
Critical hits 11779 % hits by type 100% % hits as normal 83.5% % hits as roinical 15.5% Å verage hit 474 Average hit 474 Average critical hit 385 Max normal hit 2132 Max critical hit 3745 Min critical hit 268 1 attempt per sec 5 2 attempts per sec 1376 3 attempts per sec 285 4 attempts per sec 285	1117 9.8% 5 84% 6 16% 1 1680 1511 2570 2192 3745	5914 50.3% 83.5% 16.5% 319 244 698 351	4479 37.4% 83.2% 16.8% 387 293 853	269 2.5% 84.6% 15.4% 185 160 320	Normal hits Critical hits % hits by type % hits as normal % hits as critical Average hit	66200 12916 100% 83.7% 16.3% 467	6405 1216 9.6% 84% 16% 1668	33088 6483 50% 83.6% 16.4%	24478 4803 37% 83.6% 16.4% 383	2229 414 3.3% 84.3% 15.7%
% hits by type 100% % hits as normal 83.5% % hits as critical 16.5% Average hit 474 Average normal hit 385 Average critical hit 395 Max normal hit 212 Max critical hit 3745 Min normal hit 107 Min normal hit 268 1 attempt per sec 5 2 attempts per sec 1376 3 attempts per sec 285 4 attempts per sec 285	9.8% 5 84% 6 16% 1 1680 1511 2570 2192 2745	50.3% 83.5% 16.5% 319 244 698 351	37.4% 83.2% 16.8% 387 293 853	2.5% 84.6% 15.4% 185 160 320	Critical hits % hits by type % hits as normal % hits as critical Average hit	12916 100% 83.7% 16.3% 467	1216 9.6% 84% 16% 1668	6483 50% 83.6% 16.4%	4803 37% 83.6% 16.4% 383	414 3.3% 84.3% 15.7%
% hits as normal 83.5% % hits as normal 83.5% % hits as critical 16.5% Average normal hit 385 Average critical hit 926 Max normal hit 2192 Max critical hit 3745 Min critical hit 107 Min critical hit 268 2 attempt per sec 1376 3 attempt per sec 285 4 attempts per sec 285	84% 8 16% 1 1680 1511 2570 2192 3745	83.5% 16.5% 319 244 698 351	83.2% 16.8% 387 293 853	84.6% 15.4% 185 160 320	% hits by type % hits as normal % hits as critical Average hit	100% 83.7% 16.3% 467	9.6% 94% 16% 1668	50% 50% 83.6% 16.4%	37% 83.6% 16.4%	3.3% 84.3% 15.7%
% hits as critical 16.5% Average hit 474 Average normal hit 385 Average critical hit 926 Max normal hit 2192 Max critical hit 3745 Min critical hit 107 Min critical hit 268 1 attempt per sec 5 2 attempts per sec 1376 3 attempts per sec 285 4 attempts per sec 285	16% 1 1680 1511 2570 2192 3745	16.5% 319 244 698 351	16.8% 387 293 853	15.4% 185 160 320	% hits as normal % hits as critical Average hit	83.7% 16.3% 467	84% 16%	83.6% 16.4%	83.6% 16.4%	84.3% 15.7%
Average hit 474 Average normal hit 385 Average critical hit 926 Max normal hit 2192 Max critical hit 3745 Min normal hit 107 Min critical hit 268 1 attempt per sec 5 2 attempts per sec 1376 3 attempts per sec 285 4 attempts per sec 285	1680 1511 2570 2192 3745	319 244 698 351	387 293 853	185 160 320	% hits as critical Average hit	16.3% 467	16%	16.4%	16.4%	15.7%
Average normal hit 385 Average critical hit 926 Max normal hit 2192 Max critical hit 3745 Min normal hit 107 Min critical hit 268 1 attempt per sec 55 2 attempts per sec 1376 3 attempts per sec 285 4 attempts per sec 285	1511 2570 2192 3745	244 698 351	293 853	160 320	Average hit	467	1668	317	383	105
Average critical hit 926 Max normal hit 2192 Max critical hit 3745 Min normal hit 107 Min critical hit 268 1 attempt per sec 5 2 attempts per sec 1376 3 attempts per sec 285 4 attempts per sec 285	2570 2192 3745	698 351	853	320	Average nemal bit	407	1000			185
Max normal hit 2192 Max critical hit 3745 Min normal hit 107 Min critical hit 268 1 attempt per sec 5 2 attempts per sec 1376 3 attempts per sec 285 4 attempts per sec 285	2192	351	000		Diverance monthly for	391	1506	244	291	160
Max critical hit 3745 Min normal hit 107 Min critical hit 268 1 attempt per sec 5 2 attempts per sec 1376 3 attempts per sec 285 4 attempts per sec 285	3745		423	215	Average critical bit	911	2524	692	850	219
Min normal hit 107 Min normal hit 268 1 attempt per sec 5 2 attempts per sec 1376 3 attempts per sec 285 4 attempts per sec 7595		1009	1237	430	May normal bit	2192	2192	351	423	215
Min critical hit 268 1 attempt per sec 5 2 attempts per sec 1376 3 attempts per sec 285 4 attempts per sec 2758	671	107	121	134	Max critical bit	3745	3745	1009	1237	430
1 attempt per sec 5 2 attempts per sec 1376 3 attempts per sec 285 4 attempts per sec 7585	1083	289	346	268	Min normal bit	107	671	107	121	13/
2 attempts per sec 1376 3 attempts per sec 285 4 attempts per sec 7585	10	9	35	1644	Min critical bit	269	1092	299	246	260
3 attempts per sec 285 4 attempts per sec 7585	1227 1	11765	13228	50	1 attempt per sec	200	20	17	53	2493
A attempts per sec 7585	1510	1413	10220	1	2 attempts per sec	2111	1919	17645	19600	2403
	0	1562	46	ņ	3 attempts per sec	429	2154	2037	5	0
5 attempts per sec 1937	0	333	40 0	0	A attempts per sec	11210	2134	2057	99	0
6 attempts per sec 1840	0	28	ů N	0	5 attempts per sec	2007	0	522	00	- 0
7 attempts per sec 1506	0	0	ů N	0	6 attempts per sec	2037	0	22	0	- 0
8 attempts per sec 423	0	0	0	0	7 attempts per sec	2010	0	20	0	0
9 attempts per sec 198	0	n i	0	0	9 attempts per sec	2134	0	0	0	0
10 attempts per sec 72	0	0	0	0	9 attempts per sec	205	0	0	0	0
11 attempts per sec 12	0	0	0	0	10 attempts per sec	230	0	0	0	0
12 attempts per sec 13	0	0	0	0	11 attempts per sec	33	0	0	0	0
12 accompts per sec 4	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)

etails for: Brogett Statistic						Base-line							
Statistic						Details for: Brogett							
	Total	Pierce	Crush	Backstab	DirDmg	Statistic	Total	Backstab	Pierce	Crush	DirDmg		
Damage /	65394108	24202244	21748928	18774037	668899	Damage	37008717	12717508	12572922	11228702	489585		
DPS by type	2129.5	788.1	708.2	611.4	21.8	DPS by type	1624.4	558.2	551.9	492.9	21.5		
Normal damage	43686018	15491623	13790076	13912460	491859	Normal damage	25234403	9647552	8083345	7146095	357411		
Critical damage	21708090	8710621	7958852	4861577	177040	Critical damage	11774314	3069956	4489577	4082607	132174		
Total attempts	197498	102296	76294	15304	3604	Total attempts	105779	10320	53196	39620	2643		
Missed	50503	26599	19787	4117	0	Missed	26663	2699	13625	10339	0		
% Accuracy (vs Miss)	74.4%	74%	74.1%	73.1%	100%	% Accuracy (vs Miss)	74.8%	73.8%	74.4%	73.9%	100%		
% Hit (vs Miss + Evade)	74.4%	74%	74.1%	73.1%	100%	% Hit (vs Miss + Evade)	74.8%	73.8%	74.4%	73.9%	100%		
% dma hu tune	100%	37%	33.3%	28.7%	1%	% dma hu tune	100%	34.4%	34%	30.3%	1.3%		
% dmg as normal	66.8%	64%	63.4%	74.1%	73.5%	% dmg as normal	68.2%	75.9%	64.3%	63.6%	73%		
% dmg as critical	33.2%	36%	36.6%	25.9%	26.5%	% dmg as critical	31.8%	24.1%	35.7%	36.4%	27%		
Total hits	146995	75697	56507	11187	3604	Total hits	79116	7621	39571	29281	2643		
Normal hits	122718	63229	47173	9265	3051	Normal bits	66200	6405	33088	24478	2229		
Critical hits	24277	12468	9334	1922	553	Critical hits	12916	1216	6483	4803	414		
% hits hu tune	100%	51.5%	38.4%	7.6%	2.5%	% hits hu tune	100%	9.6%	50%	37%	3.3%		
% hits as normal	83.5%	83.5%	83.5%	82.8%	84.7%	% hits as normal	83.7%	84%	83.6%	83.6%	84.3%		
% hits as critical	16.5%	16.5%	16.5%	17.2%	15.3%	% hits as critical	16.3%	16%	16.4%	16.4%	15.7%		
Average hit	444	319	384	1678	185	Average hit	467	1668	317	383	185		
Average normal hit	355	245	292	1501	161	Average normal hit	381	1506	244	291	160		
Average critical hit	894	698	852	2529	320	Average critical hit	911	2524	692	850	319		
Max normal hit	2192	351	423	2192	215	Max normal hit	2192	2192	351	423	215		
Max critical hit	3745	1009	1237	3745	430	Max critical hit	3745	3745	1009	1237	430		
Min normal hit	107	107	121	671	134	Min normal hit	107	671	107	121	134		
Min critical hit	268	289	346	1083	268	Min critical hit	268	1083	289	346	268		
1 attempt per sec	0	0	7	31	3360	1 attempt per sec	4	20	17	53	2483		
2 attempts per sec	64	11369	23032	2772	116	2 attempts per sec	2111	1919	17645	19600	80		
3 attempts per sec	16	1345	111	3243	4	3 attempts per sec	428	2154	2037	5	0		
4 attempts per sec	7153	14529	7468	0	O	4 attempts per sec	11210	0	2250	88	Õ		
5 attempts per sec	1520	3221	0	ň	ů.	5 attempts per sec	2897	0 0	522	0	ů Ú		
6 attempts per sec	9001	198	3	ŏ	Ő	6 attempts per sec	2818	ň	28	ň	Ň		
7 attempts per sec	3867	14	Ŭ	Ő	0	7 attempts per sec	2194	Ŭ	0	Ő	Ŭ.		
8 attempts per sec	4603	2	n n	ñ	Õ	8 attempts per sec	600	n	n	ñ	ñ		
9 attempts per sec	2640	0	Ŭ	Ő	0	9 attempts per sec	295	Ŭ	Ŭ	Ő	ů N		
10 attempts per sec	945	0 0	n	ñ	Ŭ	10 attempts per sec	99	n	n	n N	ů.		
11 attempts per sec	669	Ű.	ů N	ñ	0	11 attempts per sec	19	ñ	ñ	ñ	ñ		
12 attempts per sec	179	Ű	ů N	ñ	0	12 attempts per sec	2	ñ	ñ	ñ	ñ		
13 attempts per sec	25	Ū.	n	ñ	Õ		2	Ŭ	Ŭ				
14 attempts per sec	11	0	0	0 D	ũ								
15 attempts per sec	1	0	ů N	0 D	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.

<u>Timer 5 – Frenzied Stabbing</u>

Frenzied Stabbing: 2301.0 DPS

Duration 30s (parsed 29285s) Slot 1: Reduce Backstab Timer(6)

Frenzied Stabbing							Base-line					
Details for: Brogett							Details for: Brogett	. 11				
Statistic	Total	Backstab	Pierce	Crush	DirDmg		Statistic	Total	Backstab	Pierce	Crush	DirDmg
Damage	67384810	35938551	16213518	14571903	660838		Damage	37008717	12717508	12572922	11228702	489585
DPS by type	2301	1227.2	553.6	497.6	22.6		DPS by type	1624.4	558.2	551.9	492.9	21.5
Normal damage	47020715	26905771	10352283	9281549	481112		Normal damage	25234403	9647552	8083345	7146095	357411
Critical damage	20364095	9032780	5861235	5290354	179726		Critical damage	11774314	3069956	4489577	4082607	132174
Total attempts	152222	29427	68309	50928	3558		Total attempts	105779	10320	53196	39620	2643
Missed	38502	7848	17587	13067	0		Missed	26663	2699	13625	10339	0
% Accuracy (vs Miss)	74.7%	73.3%	74.3%	74.3%	100%		% Accuracy (vs Miss)	74.8%	73.8%	74.4%	73.9%	100%
% Hit (vs Miss + Evade)	74.7%	73.3%	74.3%	74.3%	100%		% Hit (vs Miss + Evade)	74.8%	73.8%	74.4%	73.9%	100%
% dmg by type	100%	53.3%	24.1%	21.6%	1%		% dmg by type	100%	34.4%	34%	30.3%	1.3%
% dmg as normal	69.8%	74.9%	63.8%	63.7%	72.8%		% dmg as normal	68.2%	75.9%	64.3%	63.6%	73%
% dmg as critical	30.2%	25.1%	36.2%	36.3%	27.2%		% dmg as critical	31.8%	24.1%	35.7%	36.4%	27%
Total hits	113720	21579	50722	37861	3558		Total hits	79116	7621	39571	29281	2643
Normal hits	94941	18000	42251	31692	2998		Normal hits	66200	6405	33088	24478	2229
Critical hits	18779	3579	8471	6169	560		Critical hits	12916	1216	6483	4803	414
% hits by type	100%	19%	44.6%	33.3%	3.1%		% hits by type	100%	9.6%	50%	37%	3.3%
% hits as normal	83.5%	83.4%	83.3%	83.7%	84.3%		% hits as normal	83.7%	84%	83.6%	83.6%	84.3%
% hits as critical	16.5%	16.6%	16.7%	16.3%	15.7%		% hits as critical	16.3%	16%	16.4%	16.4%	15.7%
Average hit	592	1665	319	384	185		Average hit	467	1668	317	383	185
Average normal hit	495	1494	245	292	160		Average normal hit	381	1506	244	291	160
Average critical hit	1084	2523	691	857	320		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	7	17	20	61	3344		1 attempt per sec	4	20	17	53	2483
2 attempts per sec	2068	5310	22813	25296	104		2 attempts per sec	2111	1919	17645	19600	80
3 attempts per sec	429	6262	2568	1	2		3 attempts per sec	428	2154	2037	5	0
4 attempts per sec	11042	1	2864	68	0		4 attempts per sec	11210	0	2250	88	0
5 attempts per sec	3166	0	655	0	0		5 attempts per sec	2897	0	522	0	0
6 attempts per sec	4717	0	38	0	0		6 attempts per sec	2818	0	28	0	0
7 attempts per sec	5078	0	0	0	0		7 attempts per sec	2194	0	0	0	0
8 attempts per sec	1524	0	0	0	0		8 attempts per sec	600	0	0	0	0
9 attempts per sec	804	0	0	0	0		9 attempts per sec	295	0	0	0	0
10 attempts per sec	265	0	0	0	0		10 attempts per sec	99	0	0	0	0
11 attempts per sec	69	0	0	0	0		11 attempts per sec	19	0	0	0	0
12 attempts per sec	8	0	0	0	0		12 attempts per sec	2	0	0	0	0
13 attempts per sec	1	0	0	0	0							
1												

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						Base-line					
etails for: Brogett						Details for: Brogett					
Statistic	Total	Backstab	Pierce	Crush	DirDmg	Statistic	Total	Backstab	Pierce	Crush	DirDrr
Damage	3804141	1412629	1226353	1142807	22352	Damage	37008717	12717508	12572922	11228702	48958
DPS by type	3846.5	1428.3	1240	1155.5	22.6	DPS by type	1624.4	558.2	551.9	492.9	21
Normal damage	2560162	1045572	779660	719982	14948	Normal damage	25234403	9647552	8083345	7146095	35741
Critical damage	1243979	367057	446693	422825	7404	Critical damage	11774314	3069956	4489577	4082607	13217
Total attempts	4615	482	2298	1720	115	Total attempts	105779	10320	53196	39620	264
Missed	1148	112	606	430	0	Missed	26663	2699	13625	10339	20
% Accuracy (vs Miss)	75.1%	76.8%	73.6%	75%	100%	% Accuracy (vs Miss)	74.8%	73.8%	74 4%	73.9%	100
% Hit (vs Miss + Evade)	75.1%	76.8%	73.6%	75%	100%	2 Hit (vs Miss + Evade)	74.8%	73.8%	74 4%	73.9%	100
% dma bu tune	100%	37.1%	32.2%	30%	0.6%	% dmg bu tupe	100%	34.4%	34%	30.3%	13
% dmg as normal	67.3%	74%	63.6%	63%	66.9%	% dmg as normal	68.2%	75.9%	64.3%	63.6%	73
% dmg as critical	32.7%	26%	36.4%	37%	33.1%	% dmg as critical	31.8%	24.1%	35.7%	36.4%	27
Total hits	3467	370	1692	1290	115	Total bits	79116	7621	39571	29281	26
Normal bits	2885	304	1/1/	1076	91	Normal bits	66200	6405	33088	24479	20
Critical bits	582	40C 88	278	214	24	Critical bits	12916	1216	6483	4903	A
2 hits bu tune	100%	10.7%	19.9%	37.2%	3.3%	2 bits bu tupe	100%	96%	50%	37%	33
% hits by type % hits as normal	83.2%	82.2%	93.6%	93.4%	79.1%	% hits as normal	93.7%	9.0%	83.6%	83.6%	84.3
% hits as normal % hits as critical	16.9%	17.9%	16.4%	16.6%	20.9%	2 bits as critical	16.2%	16%	16.4%	16.4%	15.7
Aueroae bit	100%	2017	724	005	104	Auerage bit	467	10%	217	202	10.7
Average normal hit	007	2420	551	600	164	Average normal hit	201	1506	244	291	1
Average normal hit	2127	5433	1606	1975	200	Average normal hit	011	2524	244 692	251	2
Average childar hit May normal bit	4950	4950	700	071	215	Average childar nit	2102	2024	052	400	3
Max normal nit Max aritical bit	4300	4300	2210	2052	420	Max normal nit	2132	2132	1009	423	A
Max chucar nu	124	0327	2310	2003	430	Mix chucar nu	3743	5743	1003	1237	4.
Min normal nit Min aritiaal kit	134	2003	JZ0 041	1100	134	Min aritical hit	200	1002	200	246	1.
1 attempt per cee	200	3012	341	1100	200	1 attempt per see	200	1003	203	340	24
1 attempt per sec		1	790	040	107	2 attempt per sec	9	1010	17045	10000	24
2 attempts per sec	90	150	/80	848	4	2 attempts per sec	420	1919	17645	19600	i
3 attempts per sec	13	109	0/	0	0	3 attempts per sec	428	2104	2037	00	
4 attempts per sec	144	0	104	0	0	4 attempts per sec	2007	0	2200	00	
o attempts per sec	71	0	11	0	0	5 attempts per sec	2837	0	522	0	
6 attempts per sec	/1	0	1	U	U	6 attempts per sec	2818	0	28	U	
7 attempts per sec	110	U	0	U	U	7 attempts per sec	2194	0	0	U	
8 attempts per sec	28	0	0	0	U	8 attempts per sec	600	0	0	U	
9 attempts per sec	18	U	U	U	U	9 attempts per sec	295	U	U	U	
TU attempts per sec		U	U	U	U	10 attempts per sec	99	U	U	U	
						11 attempts per sec	19	U	U	U	
						12 attempts per sec	2	U	U	U	

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					
etails for: Brogett						Details for: Brogett						
Statistic	Total	Backstab	Pierce	Crush	DirDmg	Statistic	Total	Backstab	Pierce	Crush	DirDmg	
Damage	73822276	33320459	20898448	18860919	742450	Damage	37008717	12717508	12572922	11228702	489585	
DPS by type	2124.1	958.8	601.3	542.7	21.4	DPS by type	1624.4	558.2	551.9	492.9	21.5	
Normal damage	50628493	24988685	13298782	11807488	533538	Normal damage	25234403	9647552	8083345	7146095	357411	
Critical damage	23193783	8331774	7599666	7053431	208912	Critical damage	11774314	3069956	4489577	4082607	132174	
Total attempts	164168	18667	81074	60442	3985	Total attempts	105779	10320	53196	39620	2643	
Missed	34936	49	19987	14900	0	Missed	26663	2699	13625	10339	(
% Accuracy (vs Miss)	78.7%	99.7%	75.3%	75.3%	100%	% Accuracy (vs Miss)	74.8%	73.8%	74.4%	73.9%	100%	
% Hit (vs Miss + Evade)	78.7%	99.7%	75.3%	75.3%	100%	% Hit (vs Miss + Evade)	74.8%	73.8%	74.4%	73.9%	1002	
% dma by type	100%	45.1%	28.3%	25.5%	1%	% dmg by type	100%	34.4%	34%	30.3%	1.32	
% dmg as normal	68.6%	75%	63.6%	62.6%	71.9%	% dmg as normal	68.2%	75.9%	64.3%	63.6%	732	
% dmg as critical	31.4%	25%	36.4%	37.4%	28.1%	% dmg as critical	31.8%	24.1%	35.7%	36.4%	27%	
Total hits	129232	18618	61087	45542	3985	Total hits	79116	7621	39571	29281	2643	
Normal hits	107529	15533	50822	37844	3330	Normal hits	66200	6405	33088	24478	222	
Critical hits	21703	3085	10265	7698	655	Critical hits	12916	1216	6483	4803	41.	
% hits by type	100%	14.4%	47.3%	35.2%	3.1%	% hits by type	100%	9.6%	50%	37%	3.32	
% hits as normal	83.2%	83.4%	83.2%	83.1%	83.6%	% hits as normal	83.7%	84%	83.6%	83.6%	84.32	
% hits as critical	16.8%	16.6%	16.8%	16.9%	16.4%	% hits as critical	16.3%	16%	16.4%	16.4%	15.72	
Average hit	571	1789	342	414	186	Average hit	467	1668	317	383	18	
Average normal hit	470	1608	261	312	160	Average normal hit	381	1506	244	291	160	
Average critical hit	1068	2700	740	916	318	Average critical hit	911	2524	692	850	319	
Max normal hit	2411	2411	386	1139	215	Max normal hit	2192	2192	351	423	215	
Max critical hit	4119	4119	1109	1360	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	5	15	23	67	3759	1 attempt per sec	4	20	17	53	248	
2 attempts per sec	3151	77	27095	29975	113	2 attempts per sec	2111	1919	17645	19600	80	
3 attempts per sec	663	6166	3054	7	0	3 attempts per sec	428	2154	2037	5		
4 attempts per sec	17097	0	3401	101	ŏ	4 attempts per sec	11210	0	2250	88	Ì	
5 attempts per sec	4528	ñ	765	0	0	5 attempts per sec	2897	ñ	522	0	Ì	
6 attempts per sec	2588	Ő	45	Ő	Ŭ	6 attempts per sec	2818	n	28	ñ	Ì	
7 attempts per sec	4645	ñ	0	ñ	Ő	7 attempts per sec	2194	n	0	n N	, I	
8 attempts per sec	1030	n n	n n	ñ	Ũ	8 attempts per sec	600	n	n n	n	, i	
9 attempts per sec	651	Ű.	Ű.	Ű.	Ŭ	9 attempts per sec	295	n	ñ	ñ	i	
10 attempts per sec	218	ň	ň	ñ	0	10 attempts per sec		ñ	ñ	ñ	, I	
11 attempts per sec	42	n n	n n	ñ	Ŭ	11 attempts per sec	19	n	n n	ñ	, i	
12 attempts per sec	5	ñ	ñ	ñ	Ū.	12 attempts per sec	2	n	ñ	ñ	, (
12 attempts per sec	5	0	0	0	0	12 attempts per sec	2	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

	Ep	1C+1E+.	R2				1	ase-lin	e		
etails for: Brogett						Details for: Brogett					
Statistic	Total	Pierce	Backstab	Crush	DirDmg	Statistic	Total	Backstab	Pierce	Crush	DirDm
Damage	20491323	7195244	6585986	6523041	187052	Damage	37008717	12717508	12572922	11228702	48958
DPS hu tune	2444 1	858.2	785.5	778	22.3	DPS hu tune	1624.4	558.2	551.9	492.9	21
Normal damage	13848803	4619189	4988111	4105431	136072	Normal damage	25234403	9647552	8083345	7146095	35741
Critical damage	6642520	2576055	1597875	2417610	50980	Critical damage	11774314	3069956	4489577	4082607	13217
Total attempts	54745	27987	4923	20830	1005	Total attempts	105779	10320	53196	39620	264
Missed	13147	6894	1255	4998	0	Missed	26663	2699	13625	10339	201
% Accuracy (vs Miss)	76%	75.4%	74.5%	76%	100%	% Accuracy (vs Miss)	74.8%	73.8%	74 4%	73.9%	1003
% Hit (vs Miss + Evade)	76%	75.4%	74.5%	76%	100%	% Hit (vs Miss + Evade)	74.8%	73.8%	74 4%	73.9%	1003
2 dmg by type	100%	35.1%	32.1%	31.8%	0.9%	2 dmg by tupe	100%	34.4%	34%	30.3%	1.33
% dmg by type % dmg as normal	67.6%	64.2%	75.7%	62.9%	72.7%	% dmg as normal	68.2%	75.9%	64 3%	63.6%	73
% dmg as critical	32.4%	35.8%	24.3%	37.1%	27.3%	% dmg as normal % dmg as critical	31.8%	24.1%	35.7%	36.4%	275
Total bits	/1598	21093	3668	15832	1005	Total bits	79116	7621	39571	29281	264
Normal bits	24712	17622	3075	12171	945	Normal bits	66200	6405	22000	24479	204
Critical bits	6885	3471	593	2661	160	Critical bits	12916	1216	50000	4903	/11
2 bits bu tupe	100%	50.7%	0.0%	2001	2.4%	2 bits bu tupe	100%	96%	50%	27%	2.2
% hits by type % hits as normal	83.4%	93.5%	93.9%	93.7%	2.4% 9/1%	% hits as normal	92.7%	9.0%	03.6%	03 6%	0.0. Q1/2
% hits as normal % hits as pritical	16.6%	16.5%	16.2%	16.0%	15.0%	% hits as normal	16.2%	16%	16.4%	16.4%	15.7
Auereae bit	492	241	1795	412	100	Aueroac hit	10.3%	10%	217	202	10.77
Average nereal bit	432	341	1633	912	100	Average name hit	407	1600	244	303	10
Average oritical hit	330	202	1022	000	210	Average mitting hit	JOI 011	1006	244	231	21
Average chucar nu Maw nama Lait	2411	742	2034	300	015	Average childar hit	2102	2024	032	400	31.
Max normal nit	2411	1100	2411	400	400	Max normal nit	2132	2132	1000	423	40
Max critical hit	4113	103	4113	1360	430	Max critical nit	3740	3745	1009	1237	43
Min normal hit	107	107	1000	121	134	Min normal nit	107	571	107	121	13
Min critical hit	268	289	1083	346	268	Min critical hit	268	1083	289	346	26
1 attempt per sec	10	2121	17	C205	920	1 attempt per sec	4	20	17045	10000	248
2 attempts per sec	13	3121	11	6305	41	2 attempts per sec	2111	1919	17645	19600	8
3 attempts per sec	2	361	1628	26	1	3 attempts per sec	428	2154	2037	5	
4 attempts per sec	1966	3895	U	2035	U	4 attempts per sec	11210	U	2250	88	
5 attempts per sec	412	951	U	U	U	5 attempts per sec	2897	0	522	0	
b attempts per sec	2221	52	U	U	U	6 attempts per sec	2818	U	28	U	
7 attempts per sec	1248	2	0	0	U	/ attempts per sec	2194	0	0	0	
8 attempts per sec	1011	U	U	U	U	8 attempts per sec	600	U	U	U	
9 attempts per sec	915	0	0	0	U	9 attempts per sec	295	0	0	0	
10 attempts per sec	236	0	0	0	<u> </u>	10 attempts per sec	99	0	0	0	
11 attempts per sec	244	0	0	0	0	11 attempts per sec	19	0	0	0	
12 attempts per sec	94	0	0	0	0	12 attempts per sec	2	0	0	0	
13 attempts per sec	14	0	0	0	0						
14 attempts per sec	1	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						1	Base-lin	e		
Details for: Brogett						Details for: Brogett					
Statistic	Total	Backstab	Pierce	Crush	DirDmg	Statistic	Total	Backstab	Pierce	Crush	DirDmg
Damage	36107048	13900241	11574214	10312267	320326	Damage	37008717	12717508	12572922	11228702	489585
DPS by type	2502.2	963.3	802.1	714.6	22.2	DPS by type	1624.4	558.2	551.9	492.9	21.5
Normal damage	24703311	10480165	7382935	6606177	234034	Normal damage	25234403	9647552	8083345	7146095	357411
Critical damage	11403737	3420076	4191279	3706090	86292	Critical damage	11774314	3069956	4489577	4082607	132174
Total attempts	68293	7753	33714	25096	1730	Total attempts	105779	10320	53196	39620	2643
% Accuracy (vs Miss)	100%	100%	100%	100%	100%	Missed	26663	2699	13625	10339	0
% Hit (vs Miss + Evade)	100%	100%	100%	100%	100%	% Accuracy (vs Miss)	74.8%	73.8%	74.4%	73.9%	100%
% dma bu tupe	100%	38.5%	32.1%	28.6%	0.9%	% Hit (vs Miss + Evade)	74.8%	73.8%	74.4%	73.9%	100%
% dmg as normal	68.4%	75.4%	63.8%	64.1%	73.1%	% dma hu tune	100%	34.4%	34%	30.3%	1.3%
% dmg as critical	31.6%	24.6%	36.2%	35.9%	26.9%	% dmg as normal	68.2%	75.9%	64.3%	63.6%	73%
Total hits	68293	7753	33714	25096	1730	% dmg as critical	31.8%	24.1%	35.7%	36.4%	27%
Normal hits	57139	6501	28123	21055	1460	Total hits	79116	7621	39571	29281	2643
Critical hits	11154	1252	5591	4041	270	Normal bits	66200	6405	33088	24478	2229
% hits hu tune	100%	11.4%	49.4%	36.7%	2.5%	Critical hits	12916	1216	6483	4803	414
% hits as normal	83.7%	83.9%	83.4%	83.9%	84.4%	% bits bu tupe	100%	9.6%	50%	37%	3 3%
% hits as critical	16.3%	16.1%	16.6%	16.1%	15.6%	% hits as normal	83.7%	84%	83.6%	83.6%	84.3%
Average hit	528	1792	343	410	185	% hits as critical	16.3%	16%	16.4%	16.4%	15.7%
Average normal hit	432	1612	262	313	160	Average bit	467	1668	317	393	185
Average critical hit	1022	2731	749	917	319	Average normal bit	381	1506	244	291	160
Max normal hit	2411	2/11	386	465	215	Average critical bit	911	2524	692	850	319
Max critical bit	A119	/119	1109	1360	430	May normal bit	2192	2192	251	422	215
Min normal bit	107	671	107	121	124	Max normal hit	2132	2132	1009	1227	420
Min oritical bit	260	1092	200	246	260	Min portral bit	107	671	1003	121	124
1 attempt per sec	200	11	11	36	1593	Min normal hit	260	1092	299	246	269
2 attempt per sec	1270	27	11202	12425	67	1 attempt per see	200	20	203	540	200
2 attempts per sec	200	2556	1202	12423	1	2 attempts per sec	2111	1919	17645	19600	2403
A attempts per sec	7062	200	1202	51	0	2 attempts per sec	420	2154	2027	13000	00
5 attempts per sec	1971	0	242	0	0	A attempts per sec	11210	2134	2057		0
5 attempts per sec	1121	0	10	0	0	E attempts per sec	2007	0	2200 E22	00	0
7 attempts per sec	1000	0	13	0	0	S attempts per sec	2037	0		0	0
7 attempts per sec	429	0	0	0	0	7 attempts per sec	2010	0	20	0	0
o allempts per sec	433	0	0	0	0	9 attempts per sec	2134	0	0	0	0
10 attempts per sec	203	0	0	0	0	9 attempts per sec	205	0	0	0	0
10 allempts per sec	30	0	0	0	0	5 attempts per sec	235	0	0	U	U
12 attempts per sec	28	0	0	0	0	10 attempts per sec	39	0	U 0	U	0
rz attempts per sec	2	U	U	U	U	12 attempts per sec	19	0	0	0	0
						12 allempts per sec	2	U		0	U

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)

Vetails for: Brogett Statistic Total Backstab Pierce Crush DirDrg Damage 245033 146405 5107352 46822782 791089 Damage 245033 146405 5107352 46822782 791089 Normal damage 172171 10956 3233432 2865577 584959 Normal damage 172371 1175705 01573100 1715705 0157310 1715705 0157310 01714714 3008554 449277 10320 53196 398205 3714 Missed 51856 12825 2281 10560 0 Xaccuracy (v Mise) 74.8% 73.8% 74.4% 73.3% 1000 X Accuracy (v Mise) 74.8% 73.8% 74.4% 73.3% 1000 X Accuracy (v Mise) 74.8% 73.8% 74.4% 73.3% 1000 X Adrog ac onical 38.8% 24.1% 39.7% 36.4% 27.7% 76.6% 76.8% 1000% X Adrog ac onical 38.8% 24.1		Epic+TE+RF+FS						Base-line						
Statistic Total Backstab Pierce Crush DirDmg Statistic Total Backstab Filor 382 48622782 791089 Damage 242003. 144605 5107382 48622782 791089 Normal damage 172171 10956 3234182 2965577 584959 Normal damage 722201 8309561 172310 1717205 05120 Total attempts 22424 53275 95445 71236 4278 Mesed 51866 1292 22381 1550 0 Micesd 74.8% 73.8% 74.4% 73.3% 1002 % Accuracy (rs Miss) 76.8% 75.7% 76.6% 76.8% 1002% % drog scornal 74.8% 73.8% 74.4% 73.3% 1002 % drog scornal 70.2% 74.5% 63.3% 72.9% % drog scornal 66.2% 75.3% 66.3% 73.3% % drog scornal 66.2% 75.3% 66.4% 73.3% 74.4%	etails for: Brogett						Details for: Brogett							
Damage 245093 144065 5107362 46822782 791089 DFS by type 66466 33715 13855 13825 13825 13825 13825 13825 12701 21271 21271 212712	Statistic	Total	Backstab	Pierce	Crush	DirDmg	Statistic	Total	Backstab	Pierce	Crush	DirDmg		
DFS by upe 6646 3371.5 1385.5 1270.1 21.5 Normal damage 172171 109596 3234192 2955577 584969 Normal damage 7222016 3680952 1073170 17167205 206120 Total attempts 224234 55275 594445 71236 4278 Missed 51865 12652 22381 16550 0 36420 51856 20332 2524403 964755 903324.5 7146056 3740 5319 396.0 2567 2639 5332 73.8 74.4.4.7 73.8 74.4.4.7 73.8 74.4.4.7 73.8 74.4.4.7 73.8 74.4.4.7 73.8 74.4.4.7 73.8 74.4.4.7 73.8 74.4.4.7 73.8 74.4.4.7 73.8 74.4.4.7 73.8 74.4.4.7 73.8 74.4.4.7 73.8 74.4.4.7 73.8 74.4.4.7 73.8 74.4.4.7 73.8 74.4.4.7 73.8 74.4.4.7 73.8.	Damage	245093	146405	51073362	46822782	791089	Damage	37008717	12717508	12572922	11228702	489585		
Normal damage 172171. 109596. 22334132 29855677 564699 Normal damage 25234403 9647552 9083345 7140025 35741 Critical damage 7722016 3680521 18739170 17167205 206120 Critical damage 1774314 3069356 4489577 4082607 408276 4082607 4082607 408276 4082607 408276 4082607 408277 4082607 408277 4082607 4082777 <td< td=""><td>DPS hu tune</td><td>6648.6</td><td>3971.5</td><td>1385.5</td><td>1270.1</td><td>21.5</td><td>DPS by type</td><td>1624.4</td><td>558.2</td><td>551.9</td><td>492.9</td><td>21</td></td<>	DPS hu tune	6648.6	3971.5	1385.5	1270.1	21.5	DPS by type	1624.4	558.2	551.9	492.9	21		
Chiteal damage 72822016 36809521 18739170 17167205 206120 Total atempts 224234 53275 95445 71236 4278 Missed 51866 12225 22381 15550 0 38625 1333 3625 1033 X Accuracy (vs Miss) 76.92 75.77 76.62 76.88 1002 X Accuracy (vs Miss) 74.82 73.88 74.44 73.88 74.48 73.83	Normal damage	172171	109596	32334192	29655577	584969	Normal damage	25234403	9647552	8083345	7146095	35741		
Total attempts 224224 53275 95445 71236 4278 Missed 51865 12925 22381 16560 0 Xenuracy (vs Miss) 76.92 75.72 76.62 1002 26.663 2699 13625 10339 Xenuracy (vs Miss) 76.92 75.72 76.62 76.82 1002 2.42,44 73.92 74.42, 73.92 74.42, 73.93 100 X drug as normal 70.22,7 74.93,2 63.32, 73.93,2 73.93,2 73.93,2 74.42,2 73.93,2 74.42,2 73.93,2 74.42,2 73.93,2 74.42,2 73.93,2 74.42,2 73.93,2 74.42,2 73.93,2 74.42,2 73.93,2 74.42,2 73.93,2 74.42,2 73.93,2 74.42,2 73.93,2 74.42,2 73.93,2 74.42,2 73.93,2 74.42,2 73.93,2 74.42,2 73.93,2 74.42,2 73.93,2 74.42,2 73.93,2 74.93,2 74.42,2 73.93,2 74.42,2 73.93,2 74.93,2 75.93,2 75.93,2 75.93,2 75.93,2 75.93,2 75.93,2 75.93,2	Critical damage	72922016	36809521	18739170	17167205	206120	Critical damage	11774314	3069956	4489577	4082607	13217		
Missed 51856 12325 22331 16550 0 0 X Accuracy (vs Miss) 76.92 75.72 75.62 77.62 76.82 1002 X Accuracy (vs Miss) 76.92 75.72 76.62 76.82 1002 2 2 2 74.82 73.82 74.82 73.82 74.42 73.92 100 2 2 74.82 73.82 74.42 73.92 100 2 2 74.82 73.82 74.42 73.92 100 2 2 74.82 73.82 74.42 73.92 100 2 2 74.82 73.82 74.42 73.92 100 2 2 74.82 73.82 74.42 73.92 100 2 2 74.82 73.82 74.42 73.92 100 2 2 10.82 1	Total attempts	224234	53275	95445	71236	4278	Total attempts	105779	10320	53196	39620	264		
2x Accuracy (vs Miss) 76.92 75.72 76.62 76.82 1002 2x Hirk whiss + Evade) 76.92 75.72 76.62 76.82 1002 2x Hirk whiss + Evade) 76.92 75.72 76.62 76.82 1002 2x Hirk whiss + Evade) 76.92 77.72 76.62 76.82 1002 2x dmg as normal 70.22 74.93 63.33 73.93 20.82 19.13 0.33 2x dmg as normal 70.22 74.93 63.33 73.93 20.82 75.93 64.33 30.08 24.44 30.03 13.83 24.12 35.73 36.64 26.27 75.93 64.33 20.83 73.94 26.18 20.01 20.84 22.11 21.16 64.48 40.2 27.17 16.13 12.16 64.48 40.2 21.16 64.48 40.2 21.16 24.47 23.28 37.8 33.38 35.8 83.58 84.98 26.18 20.16 21.16 50.8 37.8 33.48 36.38 36.68 36.68 36.28 36.68 36.33 16.33	Missed	51866	12925	22381	16560	0	Missed	26663	2699	13625	10339	201		
2 Hit (vs Miss + Evade) 76.92 75.72 76.62 76.82 1002 2 dng as oritical 10.22 59.72 20.82 19.12 0.32 2 4 73.92 74.82 73.92 1002 2 44.2 34.2 34.2 73.92 74.82 73.92 1002 24.4 24.2 73.92 74.42 73.92 1002 24.4 24.2 73.92 74.42 73.92 1002 24.4 24.2 73.92 1002 24.4 24.2 73.92 1002 24.4 24.7 34.2 55.7 56.43 263.1 1002 26.4 26.7 26.4 27.7 26.44 27.7 26.44 27.7 26.44 27.7 26.44 27.7 26.44 27.7 26.44 27.7 26.44 27.7 26.44 27.7 26.44 27.7 27.8 76.16.44 26.47 26.44 27.1 27.44 24.478 22.47 27.3 26.44 27.3 26.44	% Accuracy (vs Miss)	76.9%	75.7%	76.6%	76.8%	100%	% Accuracy (vs Miss)	74.8%	73.8%	74.4%	73.9%	100		
% dng by type 100% 59.7% 20.8% 19.1% 0.3% % dng by type 100% 34.4% 34.% 30.3% 1.3% % dng as normal 70.2% 74.9% 63.3% 63.3% 73.3% % dng as normal 68.2% 75.9% 64.3% 63.6% 73.3% % dng as normal 122368 40250 73064 54676 42.78 Normal hits 13.8% 24.1% 35.7% 36.7% 25.8% 22.1% 35.7% 36.4% 27.3% Critical hits 143905 33753 60.877 456464 3631 12191 9028 647 Normal hits 65200 6405 33088 24478 22.22 Critical hits 12916 64433 4003 41 % hits as normal 85.5% 85.7% 16.3% 16.3% 16.4%	% Hit (vs Miss + Evade)	76.9%	75.7%	76.6%	76.8%	100%	% Hit (vs Miss + Evade)	74.8%	73.8%	74 4%	73.9%	1002		
2 dmg as normal 70.22 74.92 63.32 63.32 73.92 2 74.92 64.32 63.62 73.32 2 dmg as critical 29.88 25.18 36.77 36.77 26.18 73.32 2 dmg as normal 68.22 75.92 64.32 63.62 73.32 2 dmg as critical 29.88 25.18 36.77 36.77 26.18 73.46 73.47 26.18 73.46 73.47 36.77 36.78 36.77 36.77 36.77 36.78 26.18 73.46 73.47 36.78 37.3 36.78 37.3 36.78 37.3 36.78 37.3 36.78 36.77 <td>% dma hu tune</td> <td>100%</td> <td>59.7%</td> <td>20.8%</td> <td>19.1%</td> <td>0.3%</td> <td>% dmg by type</td> <td>100%</td> <td>34.4%</td> <td>34%</td> <td>30.3%</td> <td>1.32</td>	% dma hu tune	100%	59.7%	20.8%	19.1%	0.3%	% dmg by type	100%	34.4%	34%	30.3%	1.32		
2 dmg as critical 29.8% 25.1% 36.7% 36.7% 26.1% 31.8% 24.1% 35.7% 36.4% 27. Total hits 143905 33753 60873 456.48 36374 464.48 36374 36.4% 36.7% 226.1% 7306.4 546.76 4278 Normal hits 73305.7% 26.1% 7306.4 546.76 4278 Normal hits 73307.5 33088 244.78 222 222 2016.4 11.6 33.8% 24.1% 33.7% 233.08 244.78 222 Average init 14.21 36.2% 83.3% 83.5% 84.9% % hits by type 1003% 96.8% 83.6% 84.3% % hits as normal 83.7% 83.6% 84.3% % hits as normal 83.7% 84.4% 15.7% 16.4%	% dmg as normal	70.2%	74.9%	63.3%	63.3%	73.9%	% dmg as normal	68.2%	75.9%	64.3%	63.6%	73		
Total hits 172368 40350 73064 54676 4278 Normal hits 143005 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% 84.3% % hits as normal 16.5% 16.5% 16.5% 16.5% 16.5% Average nitical hit 1421 3628 6939 856 184 Average nitical hit 12561 5579 1537 1901 318 Average nitical hit 4970 4970 796 975 215 Max critical hit 4970 4970 796 975 215 Max critical hit 11262 522 58 318 4866 317 333 18 Average nitical hit 4370 4970 796 975 215 40 407 168 317 333 18 Average nitical hit	% dmg as critical	29.8%	25.1%	36.7%	36.7%	26.1%	% dmg as critical	31.8%	24.1%	35.7%	36.4%	275		
Normal hits 143905 33753 60873 45648 3631 Chical hits 12916 1216 6443 44003 41 Chical hits 28463 6597 12191 9028 647 Chical hits 12916 1216 6483 4403 41 % hits by type 100% 23.4% 42.4% 31.7% 2.5% Chical hits 12916 1216 6483 4803 41 % hits as critical 16.5% 16.3% 16.7% 16.5% 15.1% % hits as normal 83.7% 84.% 83.6% 83.6% 84.3% % hits as normal 83.7% 84.% 83.6% 83.6% 84.33 % hits as normal 16.3% 16.4% 1207 16.4% 16.4% <t< td=""><td>Total bits</td><td>172368</td><td>40350</td><td>73064</td><td>54676</td><td>4278</td><td>Total bits</td><td>79116</td><td>7621</td><td>39571</td><td>29281</td><td>264</td></t<>	Total bits	172368	40350	73064	54676	4278	Total bits	79116	7621	39571	29281	264		
Average normal B55% 12191 9028 647 Chical hits 12916 1216 6483 4803 41 % hits by type 100% 23.4% 42.4% 31.7% 2.5% % hits by type 100% 9.6% 50% 50% 37% 3.3% % hits as normal 83.5% 84.33% 83.7% 83.3% 83.7% 84.8% 86.8% 84.4% 16.4%<	Normal hits	143905	33753	60873	45648	3631	Normal bits	66200	6405	33088	24478	222		
2% hits by type 100% 23.4% 42.4% 31.7% 25% % % 1100% 9.6% 50% 137% 3.3 % hits as normal 83.5% 83.7% 83.3% 84.9% % % % 16.3% 16.4% <td>Critical hits</td> <td>28463</td> <td>6597</td> <td>12191</td> <td>9028</td> <td>647</td> <td>Critical hits</td> <td>12916</td> <td>1216</td> <td>6483</td> <td>4803</td> <td>41</td>	Critical hits	28463	6597	12191	9028	647	Critical hits	12916	1216	6483	4803	41		
% hits as normal 83.5% 83.7% 83.3% 83.5% 84.9% % hits as critical 16.5% 16.3% 16.7% 15.5% 15.1% Average hit 1421 3628 699 856 184 Average critical hit 2561 5579 1537 1901 318 Average critical hit 2561 5579 1537 1901 318 Max critical hit 2561 5579 1537 1901 318 Max critical hit 2561 5579 1537 1901 318 Max critical hit 2192 2319 2351 423 21 Min critical hit 134 1020 162 191 134 Min critical hit 2192 2351 423 21 2 attempts per sec 10857 0 7106 825 268 3 attempts per sec 32097 0 1521 0 0 0 3 attempts per sec 32097 0 1511 0 0 0 0 0 3 attempts per sec </td <td>% hits hu tune</td> <td>100%</td> <td>23.4%</td> <td>42.4%</td> <td>31.7%</td> <td>2.5%</td> <td>% hits hu tune</td> <td>100%</td> <td>9.6%</td> <td>50%</td> <td>37%</td> <td>3.3</td>	% hits hu tune	100%	23.4%	42.4%	31.7%	2.5%	% hits hu tune	100%	9.6%	50%	37%	3.3		
% hits as critical 16.5% 16.3% 16.7% 16.5% 15.1% % hits as critical 16.3% 16.4% 16.4% 16.4% 15.7% Average hit 1421 3628 699 986 184 4verage normal hit 196 3247 531 649 161 Average normal hit 196 3247 531 649 161 Average normal hit 381 1506 244 291 16 Max normal hit 4970 4970 796 975 215 Max normal hit 2192 2122 2132 351 423 21 Min normal hit 134 1020 162 191 134 Max critical hit 3745 3745 1009 1237 433 21 Min normal hit 1027 671 107 121 13 Max critical hit 107 671 107 121 13 Min normal hit 1027 671 107 121 13 Min normal hit 107 671 107 121 13 Min critical hit 268	% hits as normal	83.5%	83.7%	83.3%	83.5%	84.9%	% hits as normal	83.7%	84%	83.6%	83.6%	84.3		
Average hit 1421 3628 699 856 184 Average hit 11421 3628 699 856 184 Average nit 11421 3628 699 856 184 Average nit 11421 5579 1537 1901 318 Average nit 4970 4970 796 975 215 Max critical hit 8598 8598 2319 2866 430 Min critical hit 314 1020 162 191 134 Min critical hit 268 1694 451 552 288 1 attempt per sec 1 52 5 80 3971 1 attempt per sec 1087 0 716 25 0 3 attempts per sec 1099 210 25208 33886 152 1 attempt per sec 1211 1919 17645 19600 8 3 attempts per sec 3097 0 1511 0 0 0 0 0 0 0 0 0 0 0 <td>% hits as critical</td> <td>16.5%</td> <td>16.3%</td> <td>16.7%</td> <td>16.5%</td> <td>15.1%</td> <td>% bits as critical</td> <td>16.3%</td> <td>16%</td> <td>16.4%</td> <td>16.4%</td> <td>15.7</td>	% hits as critical	16.5%	16.3%	16.7%	16.5%	15.1%	% bits as critical	16.3%	16%	16.4%	16.4%	15.7		
Average normal hit 1196 3247 531 649 161 Average normal hit 381 1506 244 291 16 Average critical hit 2561 5579 1537 1901 318 Average normal hit 311 1506 244 291 16 Average critical hit 4970 4970 796 375 215 Max normal hit 911 2524 692 850 31 Max critical hit 134 1020 162 191 134 Max normal hit 107 671 107 121 13 Min critical hit 2345 1552 580 3971 107 121 13 1 attempts per sec 1195 1561 2633 3886 152 1 14mmpt per sec 4 201 17 53 244 2037 5 3 attempts per sec 10857 0 716 825 0 1 4 attempts per sec 1210 0 2250 88 5 attempts per sec 10938 0 0 0 0 <	Average hit	1421	3628	699	856	184	Average hit	467	1668	317	383	18		
Average critical hit 1105 157 1007 101 1	Average normal hit	1196	3247	531	649	161	Average normal bit	381	1506	244	291	16		
Max normal hit 1910<	Average critical hit	2561	5579	1537	1901	318	Average critical bit	911	2524	692	850	31		
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 3097 0 1511 0 0 5 attempts per sec 3097 0 1511 0 0 6 attempts per sec 3209 0 0 0 0 7 attempts per sec 3209 0 0 0 0 9 attempts per sec 3209 0 0 0 0 0 11 attempts per sec 295 0 0 0 0 0 12 attempts per sec 1134 0 0 0 0 0 13 attempts per sec 295 0 0 <t< td=""><td>Max normal hit</td><td>4970</td><td>4970</td><td>796</td><td>975</td><td>215</td><td>Max normal hit</td><td>2192</td><td>2192</td><td>351</td><td>423</td><td>21</td></t<>	Max normal hit	4970	4970	796	975	215	Max normal hit	2192	2192	351	423	21		
Min normal hit 134 1020 1620 1600 </td <td>Max critical hit</td> <td>8598</td> <td>8598</td> <td>2319</td> <td>2866</td> <td>430</td> <td>Max critical hit</td> <td>3745</td> <td>3745</td> <td>1009</td> <td>1237</td> <td>43</td>	Max critical hit	8598	8598	2319	2866	430	Max critical hit	3745	3745	1009	1237	43		
Min critical hit 268 1624 451 552 268 1 attempt per sec 1 52 5 80 3971 248 268 1083 289 346 26 148 268 1083 289 346 26 1 1 1 268 1	Min normal hit	134	1020	162	191	134	Min normal hit	107	671	107	121	13		
1 attempt per sec 1 152 5 80 3371 1 attempt per sec 990 210 25208 33886 152 3 attempts per sec 215 17601 2833 28 1 4 attempts per sec 10857 0 700 825 0 5 attempts per sec 3097 0 1511 0 0 24tempts per sec 1210 0 2250 88 5 attempts per sec 3097 0 1511 0 0 5 5 attempts per sec 2818 0 28 0 5 5 attempts per sec 2818 0 28 0	Min critical hit	268	1694	451	552	268	Min critical hit	268	1083	289	346	26		
2 attempts per sec 990 210 25208 33866 1152 3 attempts per sec 215 17601 2833 28 1 2 attempts per sec 2111 1919 17645 19600 8 3 attempts per sec 2155 17601 2833 28 1 2 attempts per sec 2111 1919 17645 19600 8 4 attempts per sec 10857 0 7106 825 0 0 4 attempts per sec 11210 0 22500 88 5 attempts per sec 3097 0 1511 0 0 0 522 0 8 6 attempts per sec 10998 0 0 0 0 6 attempts per sec 2818 0 28 0 7 7 8 0 28 0 <td>1 attempt per sec</td> <td>1</td> <td>52</td> <td>5</td> <td>80</td> <td>3971</td> <td>1 attempt per sec</td> <td>4</td> <td>20</td> <td>17</td> <td>53</td> <td>248</td>	1 attempt per sec	1	52	5	80	3971	1 attempt per sec	4	20	17	53	248		
2 attempts per sec 215 17601 2833 28 1 1000 </td <td>2 attempts per sec</td> <td>990</td> <td>210</td> <td>25208</td> <td>33886</td> <td>152</td> <td>2 attempts per sec</td> <td>2111</td> <td>1919</td> <td>17645</td> <td>19600</td> <td>8</td>	2 attempts per sec	990	210	25208	33886	152	2 attempts per sec	2111	1919	17645	19600	8		
5 attempts per sec 108 57 0 710 2250 250 1 5 attempts per sec 3097 0 1511 0 0 4 1210 0 2250 88 5 attempts per sec 3097 0 1511 0 0 5 5 5 5 5 5 6 4 1210 0 2250 88 5 attempts per sec 3293 0 91 0 0 6 5 3 6 28 0 0 0 0 6 3 6 0	3 attempts per sec	215	17601	2833	28	1	3 attempts per sec	429	2154	2037	5			
Autompto particle Contract partiparticle Contract particle <	4 attempts per sec	10857	0	7106	825	'n	4 attempts per sec	11210	1.04	2250	88			
a tempts per sec 323 0 91 0 0 6 6 6 022 0 7 attempts per sec 10998 0 0 0 0 0 7 6 attempts per sec 2818 0 228 0 7 attempts per sec 2603 0	5 attempts per sec	3097	0	1511	025		5 attempts per sec	2897	0	522	0			
3 attempts per sec 10938 0 0 0 0 7 7 10938 0	6 attempts per sec	3293	0	91	0	0	6 attempts per sec	2818	0	28	0			
attempts per sec 2600 0	7 attempts per sec	10998	0	0	0		7 attempts per sec	2194	0	- 20	0			
Satisfy per sec 3205 0	8 attempts per sec	2603	0	0	0	n N	8 attempts per sec	600	0	0	0			
0 attempts per sec 1163 0 11 attempts per sec 19 0 0 0 12 attempts per sec 19 0 0 0 0 12 attempts per sec 2 0 0 0 0 12 attempts per sec 2 0	9 attempts per sec	3209	n	0	0		9 attempts per sec	295	0	0	0			
11 attempts per sec 25 0	10 attempts per sec	1163	0	0	0	0	10 attempts per sec		0	0	0			
12 attempts per sec 19 0 0 0 0 0 12 attempts per sec 2 0	11 attempts per sec	295	0	0	0	0	11 attempts per sec	19	0	0	0			
13 attempts per sec 19 0	12 attempts per sec	89	0	0	0		12 attempts per sec	2	0	0	0			
14 attempts per sec 4 0 0 0 0 0	13 attempts per sec	19	0	0	0	0	12 accompts per sec	2						
	14 attempts per sec	13	0	0	0	0								
	re accimpts per sec	4	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*2.335*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

	V	Vith glyp	oh			Without glyph						
etails for: Brogett		ii.	- ii			Details for: Brogett		- ii	- ii	- 11		
Statistic	Total	Backstab	Pierce	Crush	DirDmg	Statistic	Total	Backstab	Pierce	Crush	DirDm	
Damage	187237	108897	40404726	37301935	633121	Damage	245093	146405	51073362	46822782	79108	
DPS by type	6799	3954.3	1467.2	1354.5	23	DPS by type	6648.6	3971.5	1385.5	1270.1	21	
Normal damage	128274	81536881	24223012	22084627	430276	Normal damage	172171	109596	32334192	29655577	58496	
Critical damage	58962738	27360871	16181714	15217308	202845	Critical damage	72922016	36809521	18739170	17167205	20612	
Total attempts	167530	39765	71356	53210	3199	Total attempts	224234	53275	95445	71236	427	
Missed	38677	9686	16673	12318	0	Missed	51866	12925	22381	16560		
% Accuracy (vs Miss)	76.9%	75.6%	76.6%	76.9%	100%	% Accuracy (vs Miss)	76.9%	75.7%	76.6%	76.8%	100	
% Hit (vs Miss + Evade)	76.9%	75.6%	76.6%	76.9%	100%	% Hit (vs Miss + Evade)	76.9%	75.7%	76.6%	76.8%	100	
% dma hu tune	100%	58.2%	21.6%	19.9%	0.3%	% dma hu tune	100%	59.7%	20.8%	191%	0.3	
% dmg as normal	68.5%	74.9%	60%	59.2%	68%	% dmg as normal	70.2%	74.9%	63.3%	63.3%	73.9	
% dmg as critical	31.5%	25.1%	40%	40.8%	32%	% dmg as critical	29.8%	25.1%	36.7%	36.7%	26.1	
Total hits	128853	30079	54683	40892	3199	Total hits	172368	40350	73064	54676	42	
Normal hits	107588	25155	45686	34051	2696	Normal hits	143905	33753	60873	45648	36	
Critical hits	21265	4924	8997	6841	503	Critical hits	28463	6597	12191	9028	64	
% hits by type	100%	23.3%	42.4%	31.7%	2.5%	% hits by type	100%	23.4%	42.4%	31.7%	2.5	
% hits as normal	83.5%	83.6%	83.5%	83.3%	84.3%	% hits as normal	83.5%	83.7%	83.3%	83.5%	84.9	
% hits as critical	16.5%	16.4%	16.5%	16.7%	15.7%	% hits as critical	16.5%	16.3%	16.7%	16.5%	15.1	
Average hit	1453	3620	738	912	197	Average hit	1421	3628	699	856	11	
Average normal hit	1192	3241	530	648	159	Average normal hit	1196	3247	531	649	11	
Average critical hit	2772	5556	1798	2224	403	Average critical hit	2561	5579	1537	1901	3	
Max normal hit	4970	4970	796	975	215	Max normal hit	4970	4970	796	975	21	
Max critical hit	8598	8598	2709	3349	537	Max critical hit	8598	8598	2319	2866	4	
Min normal hit	134	1020	162	191	134	Min normal hit	134	1020	162	191	13	
Min critical hit	335	1694	524	644	335	Min critical hit	268	1694	451	552	26	
1 attempt per sec	1	32	4	51	2984	1 attempt per sec	1	52	5	80	397	
2 attempts per sec	733	161	18779	25389	106	2 attempts per sec	990	210	25208	33886	15	
3 attempts per sec	162	13137	2149	27	1	3 attempts per sec	215	17601	2833	28		
4 attempts per sec	8059	0	5294	575	O	4 attempts per sec	10857	0	7106	825		
5 attempts per sec	2371	ň	1152	n	0	5 attempts per sec	3097	Ű.	1511	0		
6 attempts per sec	2453	Ő	66	ñ	Ũ	6 attempts per sec	3293	Ű.		ň		
7 attempts per sec	8260	n	1	n	Ũ	7 attempts per sec	10998	0	0	0 N		
8 attempts per sec	1896	n n	1	ñ	Ũ	8 attempts per sec	2603	ů.	0 0	ñ		
9 attempts per sec	2393	Ű.	n	ñ	ŏ	9 attempts per sec	3209	Ű.	Ű.	ň		
10 attempts per sec	867	n	n n	n	Ũ	10 attempts per sec	1163	0 0	0 0	ů N		
11 attempts per sec	245	ñ	ñ	ñ		11 attempts per sec	295	ů.	ů N	n		
12 attempts per sec	61	n	n n	n	Ũ	12 attempts per sec	89	0	0	0 N		
13 attempts per sec	10	n	ň	n	Ŭ.	13 attempts per sec	19	0	0	n		
16 attempts per sec	1	0	0	0	0	14 attempts per sec	4	0	0	ů N		
	· ·	Ů	Ů	Ů	~	. + accompto por 800		Ů	Ů	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+R	F+FS			Base-line						
etails for: Brogett						Details for: Brogett	·					
Statistic	Total	Backstab	Pierce	Crush	DirDmg	Statistic	Total	Backstab	Pierce	Crush	DirDmg	
Damage	54338058	18721766	18406906	16479710	729676	Damage	37008717	12717508	12572922	11228702	489585	
DPS by type	1641.3	565.5	556	497.8	22	DPS by type	1624.4	558.2	551.9	492.9	21.5	
Normal damage	36543337	13835396	11739640	10437415	530886	Normal damage	25234403	9647552	8083345	7146095	357411	
Critical damage	17794721	4886370	6667266	6042295	198790	Critical damage	11774314	3069956	4489577	4082607	132174	
Total attempts	153954	15155	77299	57578	3922	Total attempts	105779	10320	53196	39620	264	
Missed	38757	4014	19848	14895	0	Missed	26663	2699	13625	10339	1	
% Accuracy (vs Miss) 👘	74.8%	73.5%	74.3%	74.1%	100%	% Accuracy (vs Miss)	74.8%	73.8%	74.4%	73.9%	1002	
% Hit (vs Miss + Evade)	74.8%	73.5%	74.3%	74.1%	100%	% Hit (vs Miss + Evade)	74.8%	73.8%	74.4%	73.9%	100%	
% dmg by type	100%	34.5%	33.9%	30.3%	1.3%	% dmg by type	100%	34.4%	34%	30.3%	1.32	
% dmg as normal	67.3%	73.9%	63.8%	63.3%	72.8%	% dmg as normal	68.2%	75.9%	64.3%	63.6%	732	
% dmg as critical	32.7%	26.1%	36.2%	36.7%	27.2%	% dmg as critical	31.8%	24.1%	35.7%	36.4%	272	
Total hits	115197	11141	57451	42683	3922	Total hits	79116	7621	39571	29281	264	
Normal hits	96084	9219	47902	35654	3309	Normal hits	66200	6405	33088	24478	222	
Critical hits	19113	1922	9549	7029	613	Critical hits	12916	1216	6483	4803	41	
% hits by type	100%	9.7%	49.9%	37.1%	3.4%	% hits by type	100%	9.6%	50%	37%	3.3	
% hits as normal	83.4%	82.7%	83.4%	83.5%	84.4%	% hits as normal	83.7%	84%	83.6%	83.6%	84.3	
% hits as critical	16.6%	17.3%	16.6%	16.5%	15.6%	% hits as critical	16.3%	16%	16.4%	16.4%	15.7	
Average hit	471	1680	320	386	186	Average hit	467	1668	317	383	18	
Average normal hit	380	1500	245	292	160	Average normal hit	381	1506	244	291	16	
Average critical hit	931	2542	698	859	324	Average critical hit	911	2524	692	850	31	
Max normal hit	2192	2192	351	423	215	Max normal hit	2192	2192	351	423	21	
Max critical hit	3745	3745	1009	1237	430	Max critical hit	3745	3745	1009	1237	43	
Min normal hit	107	671	107	121	134	Min normal hit	107	671	107	121	13	
Min critical hit	268	1083	289	346	268	Min critical hit	268	1083	289	346	26	
1 attempt per sec	6	25	28	75	3671	1 attempt per sec	4	20	17	53	248	
2 attempts per sec	2986	2744	25689	28549	124	2 attempts per sec	2111	1919	17645	19600	8	
3 attempts per sec	573	3214	2998	3	1	3 attempts per sec	428	2154	2037	5	Ŭ	
4 attempts per sec	16394	0	3248	99	O	4 attempts per sec	11210	0	2250	88		
5 attempts per sec	4237	ň	725	0	0	5 attempts per sec	2897	n	522	0		
6 attempts per sec	4039	0	47	Ő	Õ	6 attempts per sec	2818	n	28	0		
7 attempts per sec	3189	Ő	0	Ő	0	7 attempts per sec	2194	0	0	ů N		
8 attempts per sec	905	ň	ň	ň	0	8 attempts per sec	600	n	n	ů N		
9 attempts per sec	437	Ŭ Ŭ	Ŭ Ŭ	ñ	Ū.	9 attempts per sec	295	0	0	0		
10 attempts per sec	145	ň	ň	ñ	0	10 attempts per sec		0	n	0		
11 attempts per sec	22	n n	n n	ñ	Õ	11 attempts per sec	19	n	n	0		
12 attempts per sec	4	Ű.	Ű.	ñ	Ő	12 attempts per sec	2	0	0	0		
13 attempts per sec	2	n n	n n	ñ	õ	TE attempts per 860	2	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 i	is a
parse with zero cleave, and also a bit less strike- through that I'd hoped.	

	Defensive base-line						Offensive base-line						
Details for: Brogett							Details for: Brogett						
Statistic	Total	Pierce	Crush	Backstab	DirDmg		Statistic	Total	Backstab	Pierce	Crush	DirDmg	
Damage	74818329	30438405	26360490	16663915	1355195		Damage	37008717	12717508	12572922	11228702	489585	
DPS by type	1137.5	462.8	400.8	253.4	20.6		DPS by type	1624.4	558.2	551.9	492.9	21.5	
Normal damage	58586439	23359396	20110967	14133947	981805		Normal damage	25234403	9647552	8083345	7146095	357411	
Critical damage	16231890	7079009	6249523	2529968	373390		Critical damage	11774314	3069956	4489577	4082607	132174	
Total Strike Throughs	10908						Total attempts	105779	10320	53196	39620	2643	
Total attempts	296142	158222	113939	16550	7425		Missed	26663	2699	13625	10339	0	
Missed	66963	36957	26551	3455	0		% Accuracy (vs Miss)	74.8%	73.8%	74.4%	73.9%	100%	
Dodged	13529	7408	5339	782	0		% Hit (vs Miss + Evade)	74.8%	73.8%	74.4%	73.9%	100%	
Parried	14600	7965	5769	866	0		% dmg by type	100%	34.4%	34%	30.3%	1.3%	
% Accuracy (vs Miss)	75%	74.1%	74.2%	76.8%	100%		% dmg as normal	68.2%	75.9%	64.3%	63.6%	73%	
% Hit (vs Miss + Evade)	67.9%	66.9%	66.9%	69.2%	100%		% dmg as critical	31.8%	24.1%	35.7%	36.4%	27%	
% dmg by type	100%	40.7%	35.2%	22.3%	1.8%		Total hits	79116	7621	39571	29281	2643	
% dmg as normal	78.3%	76.7%	76.3%	84.8%	72.4%		Normal hits	66200	6405	33088	24478	2229	
% dmg as critical	21.7%	23.3%	23.7%	15.2%	27.6%		Critical hits	12916	1216	6483	4803	414	
Total hits	201050	105892	76280	11447	7425		% hits by type	100%	9.6%	50%	37%	3.3%	
Normal hits	181187	95713	68883	10350	6235		% hits as normal	83.7%	84%	83.6%	83.6%	84.3%	
Critical hits	19863	10179	7397	1097	1190		% hits as critical	16.3%	16%	16.4%	16.4%	15.7%	
% hits by type	100%	52.7%	37.9%	5.7%	3.7%		Average hit	467	1668	317	383	185	
% hits as normal	90.1%	90.4%	90.3%	90.4%	84%		Average normal hit	381	1506	244	291	160	
% hits as critical	9.9%	9.6%	9.7%	9.6%	16%		Average critical hit	911	2524	692	850	319	
Average hit	372	287	345	1455	182		Max normal hit	2192	2192	351	423	215	
Average normal hit	323	244	291	1365	157		Max critical hit	3745	3745	1009	1237	430	
Average critical hit	817	695	844	2306	313		Min normal hit	107	671	107	121	134	
Max normal hit	2755	350	422	2755	208		Min critical hit	268	1083	289	346	268	
Max critical hit	4741	1006	1234	4741	416		1 attempt per sec	4	20	17	53	2483	
Min normal hit	54	107	121	656	133		2 attempts per sec	2111	1919	17645	19600	80	
Min critical hit	266	289	346	1071	266		3 attempts per sec	428	2154	2037	5	0	
1 attempt per sec	47	53	121	10310	6946		4 attempts per sec	11210	0	2250	88	0	
2 attempts per sec	5779	47905	55653	2847	238		5 attempts per sec	2897	Ō	522	0	0	
3 attempts per sec	1973	5388	4	178	1		6 attempts per sec	2818	0	28	0	0	
4 attempts per sec	30363	8537	625	3	0		7 attempts per sec	2194	Ō	0	0	Ō	
5 attempts per sec	12448	1674	0	0	Û		8 attempts per sec	600	Ū	Ō	Ū	Ō	
6 attempts per sec	8042	499	0	0	0		9 attempts per sec	295	0	0	0	0	
7 attempts per sec	3953	79	0	0	0		10 attempts per sec	99	0	0	0	0	
8 attempts per sec	1409	15	0	0	0		11 attempts per sec	19	Ū	Ū	0	0	
9 attempts per sec	564	0	0	0	0		12 attempts per sec	2	0	Ō	0	0	
10 attempts per sec	188	1	0	0	0						_		
11 attempts per sec	49	0	Ū	Ū	0								
12 attempts per sec	14	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 \sim 512 pierce, 443 crush and \sim 264 backstab for \sim 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 \sim 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.

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%

As for my defensive abilities:

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

<u>v1.01 - 1st October 2008</u>

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

Added defensive parsing data.

Verified Twisted Chance stacks with Cleave.

<u>v1.02 - 5th October 2008</u>

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