

Deviant Strike
The Story of an Assassin

GuildWars

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Some words

GuildWars.. A game that callous!

I am not a gamer. And I spend only a few time playing with games. My real hobby thus is game making, until someone persuade me to buy GuildWars - "Factions".

Started with a monk. They say that monk is the easier profession, and the most useful one! People help to develop the monk, and all I was doing was following and healing - I did not understand anything from the story, I didn't know anything about the map. Thus in some days I was bored !

No-one of the ones that had persuade me to buy the game had an Assassin - and until now they have not! Thus my second player was an assassin. I decided to play it all alone - with no help from third peoples. At start I could not do anything with hences, till someone told me how to control them. Send them in front, so that the enemies to lock them, and then attack!

Soon I learn the basic tactic of the assassin. **Never go first!** Let the others to attack, while you studying the enemy party choosing your primary target. When ready, run as a bullet and kill him fast. Then if the enemy has set you as priority target, return back fast staying away from battle, until you are ready for the second kill. If no one attacks you, then keep stricking and killing the low energy/armor units first.

However when dealing with real people, assassin is in most cases the high priority target of the enemy. They know what an assassin can do, and they know how an assassin can die. Assassin has low armor, and he is vulnerable to elemental damage. If they lock and hit you first, without remarkably defences skills your gameplay soon overs. So stay back!

...

Yesterday, I just donated my first 250,000 factions to my guild ROSE (Black Rose Rebellion) taking the "Friend of the Kurzicks" title. Yesterday, I decided to abort playing so much this callous game. I left behind so many works, playing with

GuildWars. I feel I have to detoxicate from this game!.. I'll just continue to play a bit, just to donate 5K factions each day to my guild.

Thus, I decided to write first, my Assassin's Builds, and share with you the combos that I have developed via the time, in order to do the best as an assassin! I tried more than 30 different assassin builds, in order to find the best ones. And I test them all, in real fights. Finally I concluded to some builds.

I have to say, that although I know there are free builds on internet sites, I have never tried one of those. I do not know if my builds already exists, but, as far as I know at least for the build of Alliance Battles, I have never seen an assassin to use it!

The last thing I have to note here, is that, although I wanted to share my builds, I did not do it, because I wouldn't like to have as an opponent an assassin with my builds! - **It's funnier to be unique!** ..Now that I'm aborting, you can check my builds, and have fun with them!..



Deviant Strike - Builds

The good thing with assassin, is that he can have quite different builds that can really transform his way of playing. Testing different professions for the assassin, I concluded that the best second profession is the profession of the Ranger. Thus, an **A/R20** is my loved combination (you will see why)!

But let's take a look at my builds.

1. Deviant Strike - Solo Build (DS-SB)

The Solo Build, refers to builds in order to play the campaign. Solo build should be not standard, but should depend on the missions. F.e. in the mission before killing Shiro, the only way to help all the way my team was to transform my assassin to Assassin/Elementalist, and use to area effects to do damage to elementalists that I could not approach, due to the huge and fast damage they did to me. However, I guess that the A/R build that I use for Alliance Battles would be the same effective as the A/E build for that mission.

In most missions - specially in Tyria (GW 1) - I use the build of Fig. 1. This build has:

<i>Solo Build - Skills</i>	
1	Unsuspecting Strike
2	Wild Strike
3	Death Blossom
4	Locust's Fury
5	Critical Eye
6	Shadow Refuge
7	Way of Perfection
8	Dark Escape

Before any combat enchase yourselves with the Locust's Fury which gives an additive 33% possibility of landing a double strike for **33** seconds, and with **Way of Perfection**, which will give you **32** health per critical strike for **28** seconds. This means that you heal yourselves consecutively in every almost 2 or 3 hits with these enhancements. To increase the critical strikes chance by **7%** for **33** seconds use the Critical Eye just before you attack (instantly). Critical eye also

give 1 energy per critical hit, meaning that **each critical hit will give you 4 energy and 32 health** (and if it's double critical strike, 8 energy and 64 health)!

Unsuspected Strike can hits **+30** damage, and **+71** damage more if enemy's health is more than 90%. Total about **120** damage when you first hit an enemy. Follow with a **Wild Strike**, for dealing **+32** damage (total about **52** damage) and the use the **Death Blossom** to deal two strikes of **+42** damage each one (total about **120** damage) to the enemy and **42+42** (double strike) damage to any other enemy which is near yours. With this simple and fast combo which require **25** energy you can yield much more than 300 damage to the enemies, specially if they are all near to you. Do not waste **Death Blossom** to single enemies, only if there is the last ones or if they have to die fast.



Figure 1. Solo mission Build, of Deviant Strike.

In the case you need to heal your selves use the **Shadow Refuge**, granting you **9** arrows of regeneration for 4 seconds (about **72** health in 4 sec) and an additional **64** health when **Shadow Refuge** ends and you are attacking (thus use it and keep attacking). In any case you overwhelmed by the enemies, use the **Dark Escape** to run away from battle with 25% more speed taking the half damage from the

enemies attacks for 12 seconds. You may use the Dark Escape to run faster on the regions of the map, but have in mind that Dark Escape ends instantly if you attack to someone.

You may modify this build, to your desired ones. F.e. in a mission, all my companions where died (hences) and I run for 30 minutes alone to kill a boss. Finally I was me and the level 20 Warrior boss - one vs one. We where fighting for 5 minutes, when my connection dropped! If I had instead of Unsuspecting Strike the Disturbing Stab, which interrupt and disable the enemy using skill for 9 seconds, I could very easily disable it's signet of rejuvenation, so that the warrior not to have heal and die in less than one minute! ..

2. Deviant Strike - Alliance Battles Build (DS-AB)

I tried many builds in order to find one, that could kill many enemies at Alliance Battles, but also keep me alive! Killing with the assassin is an easy thing, but staying alive is not! For Alliance Battles I use an Assassin/Ranger build, that I finally found and was the perfect build for me to do great damage or kill, without dying! This build is shown at Fig. 2., and the skill are given in the table below.

<i>Alliance Battles Build - Skills</i>	
1	Unsuspecting Strike
2	Wild Strike
3	Twisting Fangs
4	Seeping Wounds
5	Apply Poison
6	Troll Unguent
7	Shadow of Haste
8	Dash

At the first three skill, the only that I change is the third. Death Blossom has no mean in Alliance Battles, as humans very rarely stay all together to a point. Twisting Fangs however is quite good for killing one by one the enemies. It does two strikes of +19 damage each one, add Bleeding (-3 arrows of health degeneration) for 18 seconds and Deep Wounds (-20% health/max health - max. 100 points) for also 18 seconds. This mean 80 damage, plus 80-100 damage (depending on target's maximum health), plus 108 damage in 18 seconds to the enemy. Adding the starting damage of 170 of the two first, we talk about 430

damage to a single enemy, if no healing/protection is present.

The good of this hole build, is the [Seeping Wounds](#). They add -4 arrows of health regeneration to the enemy if he has Bleeding, or Poison on him for 18 seconds. Thus after the [Twisting Fangs](#), you use [Seeping Wounds](#) and the enemy has -7 arrows of health degeneration for 18 seconds!



Figure 2. Alliance Battles Build, of Deviant Strike.

Now it's easy to understand why I use [Apply Poison](#)! For 24 seconds, each hit I do, generate poison the the enemy for 11 sec. With a weapon mod that give 33% more poison, each hit yield 14 sec poison to the enemy. Spell-ing him the [Seeping Wounds](#) the enemy has at least for 14 sec -8 health degeneration. And the whole good of this build, is that I do not have to approach for melee combat if I have to avoid it. I poison the enemy with a simple arrow (with a simple bow) and then hex him with the Seeping Wounds. Then I poison all the others, and finally I do a fast [Dash](#) to the enemy to finish him with the melee combo. Believe me it's very effective!

But what happens if I'm alone, or they all set as target me? Here is the funny

thing! I have activate the [Shadow of Haste](#) in a long distance before I approach the enemy (specially I use it near the resurrect shrine if we have cap it). [Shadow of Haste](#) gives me for 40 seconds +15% speed on movement. When it finish it returns me to that point where I activate it. As a stance, I can finishing it any other time I want before the 40 seconds, by activating another stance - [Dash](#)!

Thus, I do my assassin work, or lure huge groups away from their targets (time consuming of enemy) and when they go to finalize me (kill me) I activate one [Dash](#) and teleport far away, to the point where I had activate the [Shadow of Haste](#) (resurrect shrine or anywhere). There I use an [Troll Unguent](#) which gives +8 health regeneration for 10 seconds to fill up my health, reactivate the [Shadow of Haste](#), and go again to battle! - It's funny when huge groups chase me, and when they are ready to kill me, they loose me!!! :P

...

Before I learn how to use the [Shadow Of Haste](#) in combination with dash (I found that by luck!), I had instead the [Dryder's Defences](#) (Ranger skill), giving me for 9 seconds 75% chance to evade and 52 armor vs elemental damage. But teleporting is better, for such open spaces like the ones of Alliance Battles!

3. Farming Builds

Farming, refers to the faction farming, or chest runs that are done in Lutgardis area for Kurzicks. The builds for faction farming and chest runs are identical. Starting with the most common Chest Run build I have:

i) Chest Run Build (DS-CR)

Chest run requires just.. run - and protection! The best protection move of the assassin is the [Shadow Form](#) which makes him invincible for 21 seconds. When [Shadow Form](#) end though, the assassin loose all but 53 health, which means that at that moment you have to be away from enemies! [Dash](#), [Storm Chaser](#) and [Dark Escape](#) are running skills that help you run fast from place to place and to avoid enemies attacking you. [Dark Escape](#) should be used to avoid huge groups with mostly elemental damage. [Shadow Refuge](#) is for a needed fast minor healing, and [Troll Unguent](#) is for a major healing when you are safe from the monsters.

<i>Chest Run Build - Skills</i>	
1	Shadow Form
2	Dash
3	Storm Chaser
4	Dark Escape
5	Shadow Refuge
6	Troll Unguent
7	Shadow of Haste
8	Death's Charge

Shadow of Haste is important here. If a chest is inside monsters that can cripple or knock down you, you activate the Shadow of Haste in a distance before those monsters, and you go to the chest using only the Shadow Form if necessary. Then, you activate one Dash, and you are teleport to the place where you activated Shadow of Haste away from the monsters, earning much time - the time to return back on foots!



Figure 3. Chest Run Build, of Deviant Strike.

Death's Charge is not necessary in general. You can use it to gain some seconds of time, by teleporting near enemies rather than running near them. But mostly it is critical in a very very rarely moments, where you are stack by the enemies, and you can not move! In such cases, you use it to teleport to another location near the enemies, in order not to die!

ii) Faction Farming Build (DS-FF)

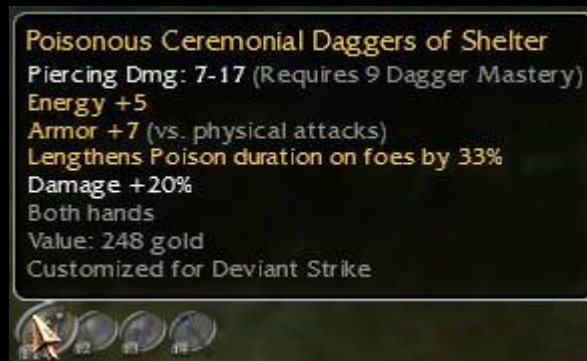
Faction Farming Build, is the same as the Chest Run build, only that you replace the Shadow of Haste with the Dark Prison skill. Dark prison is used by you as another one teleport (instead of just running) to a far enemy, in order to gain some more extra critical seconds, before Shadow Form ends!



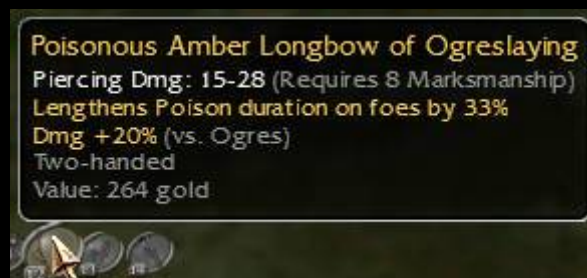
Deviant Strike's Weapons/Armor

i) Weapons

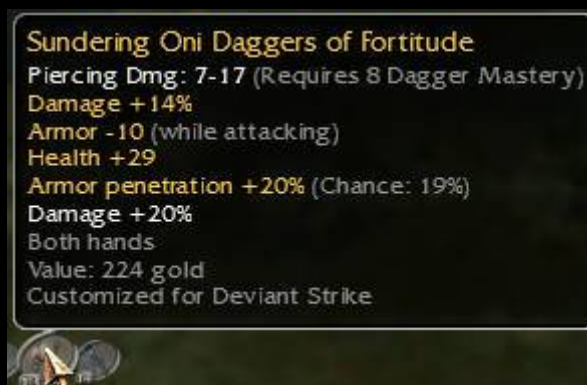
Below I appose my weapons... :)



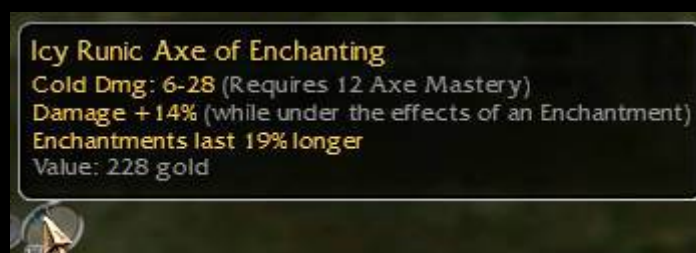
Alliance Battles (+5 Energy is critical sometimes)



Alliance Battles (Long Distance Poisoning)



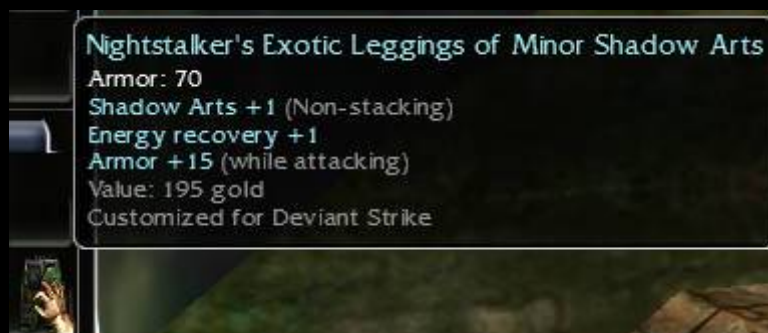
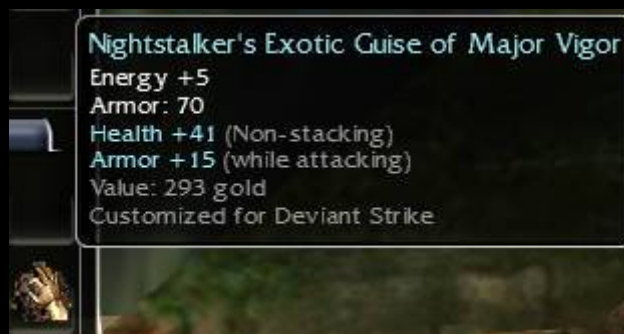
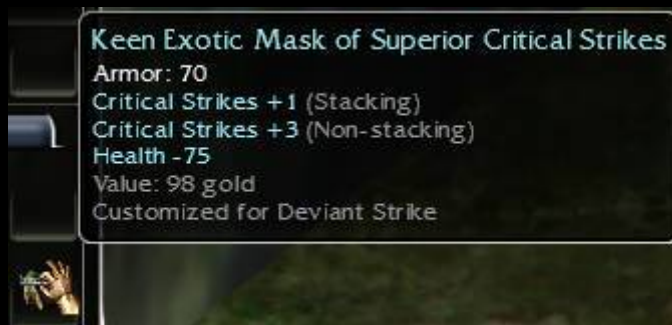
Solo, Alliance Battles (Maximum Damage)



Chest Running, Faction Farming (19% more enchacements-Shadow Form)

ii) Armor

Basic Armor. I use this armor all the time, except for Faction Farming.



In case if FF I change the mask, removing 4 attribute points from Critical Strikes and giving them to Shadow Arts using the mask below:



Ending

Finally the end!.. That was my story - my sharing of assassin experiences (builds) with you. Hope you like them, and to have fun playing with assassins. And I hope, someday assassins to be a profession that many people will like to have!

This document was written in Open Office Writer (www.openoffice.org), and exported by it's new excellent PDF exporter (v. 2.0.4).

Thanks for reading, and hope you that you found it useful! :)

Sorry for my English though! :P



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