Cheatography

GW PvE Equipment Cheat Sheet

by sonicolasj via cheatography.com/123207/cs/23129/

Weapons max stats	
Sword	15-22
Axe	6-28
Hammer	19-35
Daggers	7-17
Scythe	9-41

Weapons max stats (others)		
Bow	15-28	
Spear	14-27	
Wand, Staff	11-22	
Focus	+12 energy	
Shield	+16 armor	

Mods to keep		
Mod	Max boost	Use
Adept staff	+5	40/20/*
Vampiric martial weapon	+3 (OH) +5 (TH)	Martial
Zealous martial weapon	+1	Martial
Wand of memory	20%	40/40, HES
Staff of enchanting	20%	40/20/20
Staff of fortitude	+30	40/20/30
Staff of mastery Staff of channeling magic	20%	40/20/1
Weapon of defense	+5	Martial
Weapon of enchanting	20%	Martial
Weapon of fortitude	+30	Martial
Shield of fortitude	+30	Martial

Mods to keep (cont)		
"Aptitude Not Attitude"	20%	40/40 40/20/*
"Forget Me Not"	20%	40/40
"Seize the Day" "Live for Today"	+15	HSE
"Strength and Honour" "Guided by Fate" "To the Pain!"	+15	Martial

Weapons sets		
40/40	If casts no/few en	chants
Wand	- of memory	20% HRT
	"Aptitude Not Attitude"	20% HCT
Focus	- of aptitude	20% HCT
	"Forget Me Not"	20% HRT
High energ	gy set	
Wand	- of memory	20% HRT
	"Seize the Day"	+15 energy
Focus	- of aptitude	20% HCT
	"Live for Today"	+15 energy
40/20/20	If casts many enchants	
Staff	Adept -	20% HCT
	- of enchanting	20% enchant dur.
	"Aptitude Not Attitude"	20% HCT
40/20/30	If mesmer with dual sup. runes	
Staff	Adept -	20% HCT
	- of fortitude	+30 health
	"Aptitude Not Attitude"	20% HCT

Weapons sets (cont)			
40/20/1	If ritualist with splinter weapon		
	Adept -	20% HCT	
	of channeling magic	20% +1 chan. OR	
	- of mastery	20% +1 wp. attr.	
	"Aptitude Not Attitude"	20% HCT	
Martial	for martial players and heroes		
Weapon	Vampiric -	+3 (OH) / +5 (TH) hp	
if player	Zealous -	+1 energy	
	- of defense	+5 armor	
if build	- of enchanting	20% enchant dur.	
if build	- of fortitude	+30 health	
	"Strength and Honour"	+15 damage	
if build	"Guided by Fate"	+15 damage	
if build	"To the Pain!"	+15 damage	
Shield	- of fortitude	+30	
Runes			
1 sup of primary attribute, OR			
2 major of	primary attributes	, OR	
1 sup of primary attribute + 1 sup Fast			



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fill with Vigor (one) and Vitae (rest)

1 minor for every remaining attribute in the

Casting for mesmers



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Insignias Martial Brawler's W If strength ≥ 13 Sentinel's R If pet Beastmaster's If stances Sentry's Mo If draw conditions Disciple's Else Blessed N If minions 4 Minion Master's + 1 Bloodstained Else Tormentor's Me If signets ≥ 3 Artificer's Else Prodigy's E Blessed A If player Nightstalker's Else if stances Sentry's Else Blessed Rt If many spirits Shaman's If healer with ashes Herald If solo ghost weapons Ghost forge Else Blessed D If many enchants Windwalker Else Blessed P Centurion's			
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	Р		Centurion's



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