

Figure 1

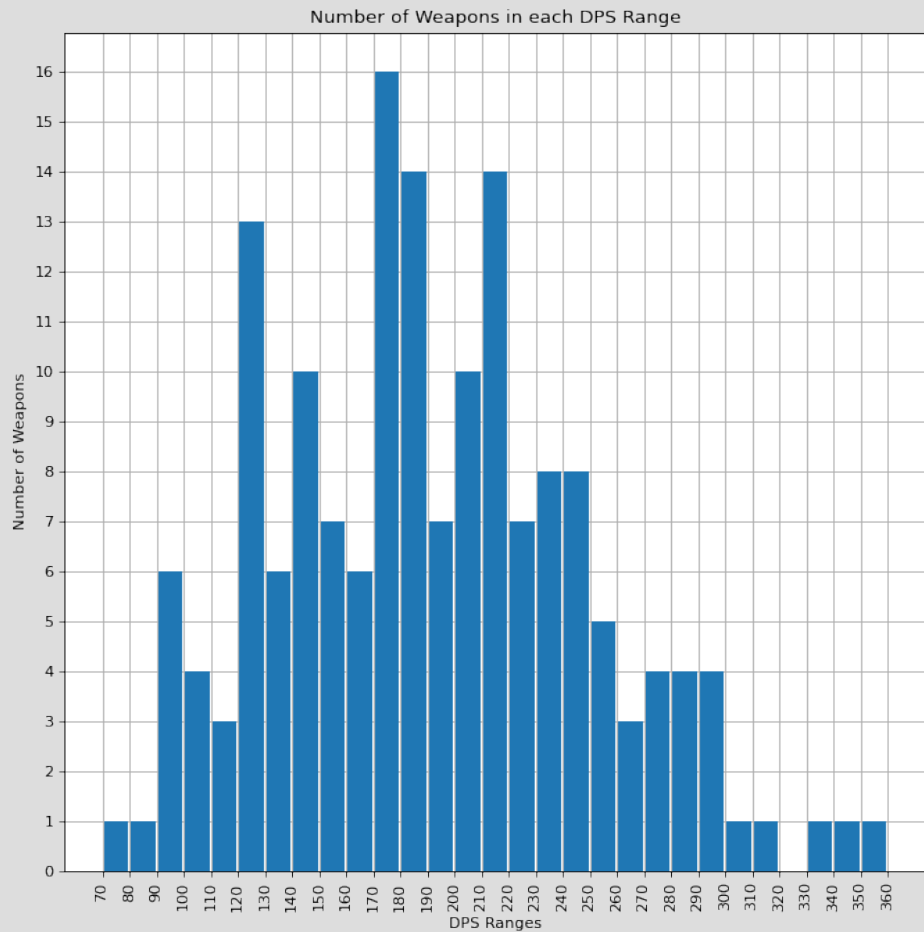


Figure 1: This figure depicts the number of weapons within damage ranges of 10. The greatest number of weapons have a DPS between 170 and 180.

Figure 2

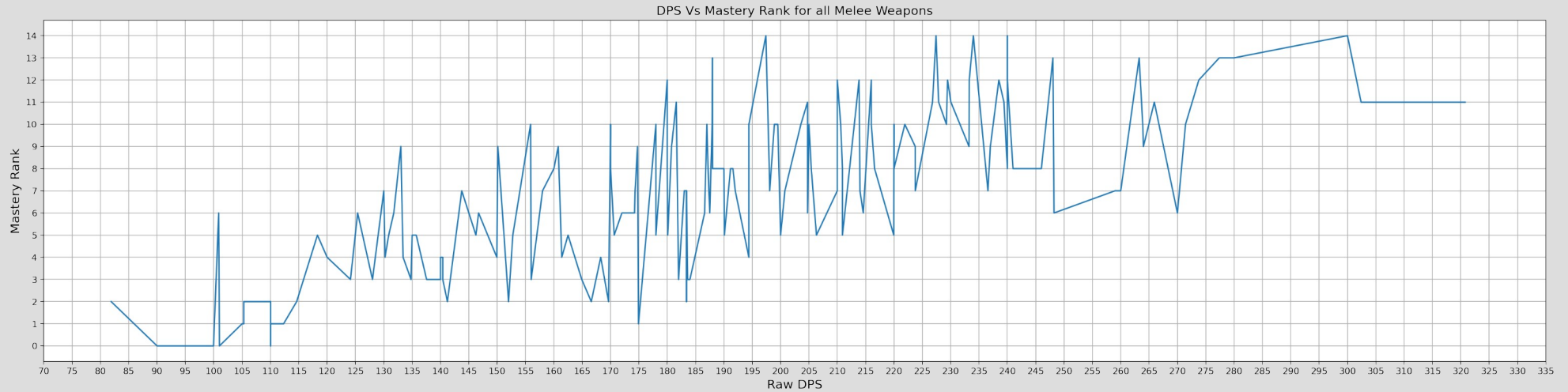
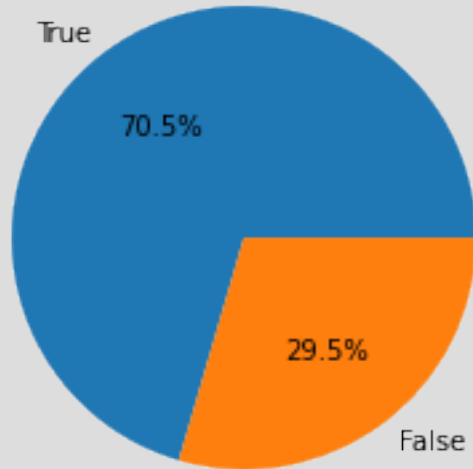


Figure 2: This figure depicts the DPS versus the Mastery Rank of the weapon. It results in the graph being a spiky mess as the DPS does not line up with mastery rank.

Figure 5

Viable Critical Chance Weapons Pre Change



Viable Critical Chance Weapons Post Change

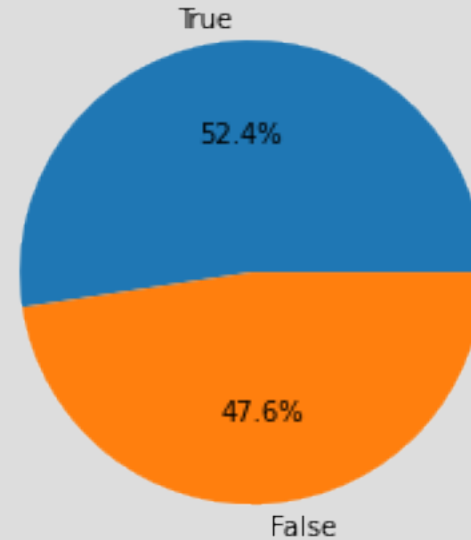


Figure 5: The figure on the left shows the number of weapons that can achieve 100% critical chance before the nerf. The right shows the number of weapons that can achieve 100% critical chance after the nerf.

Pressure Point vs Condition Overload

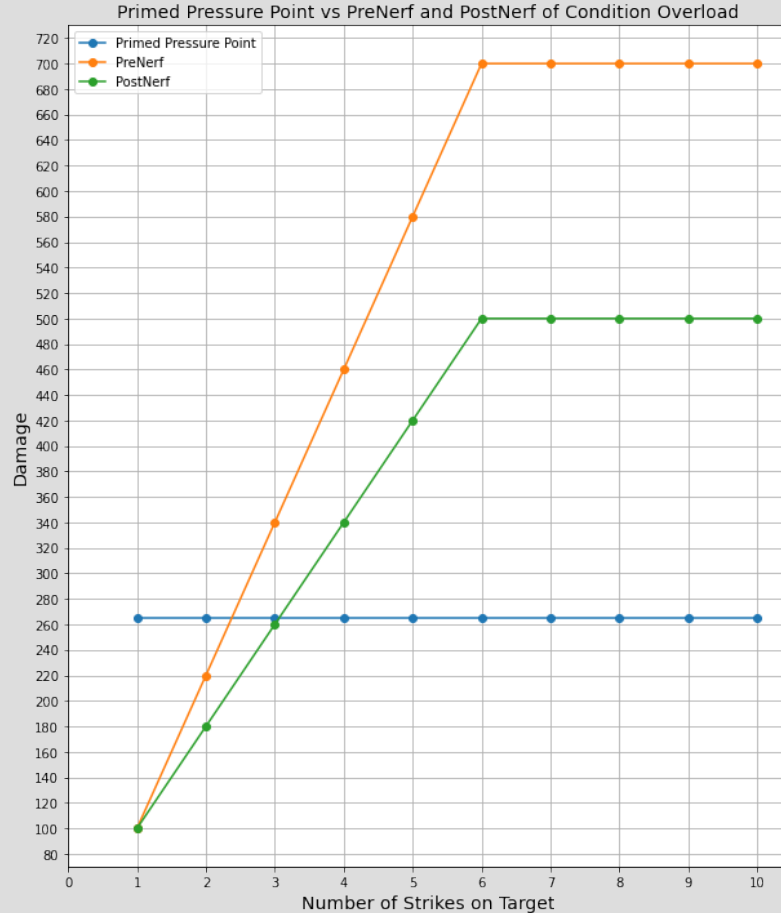
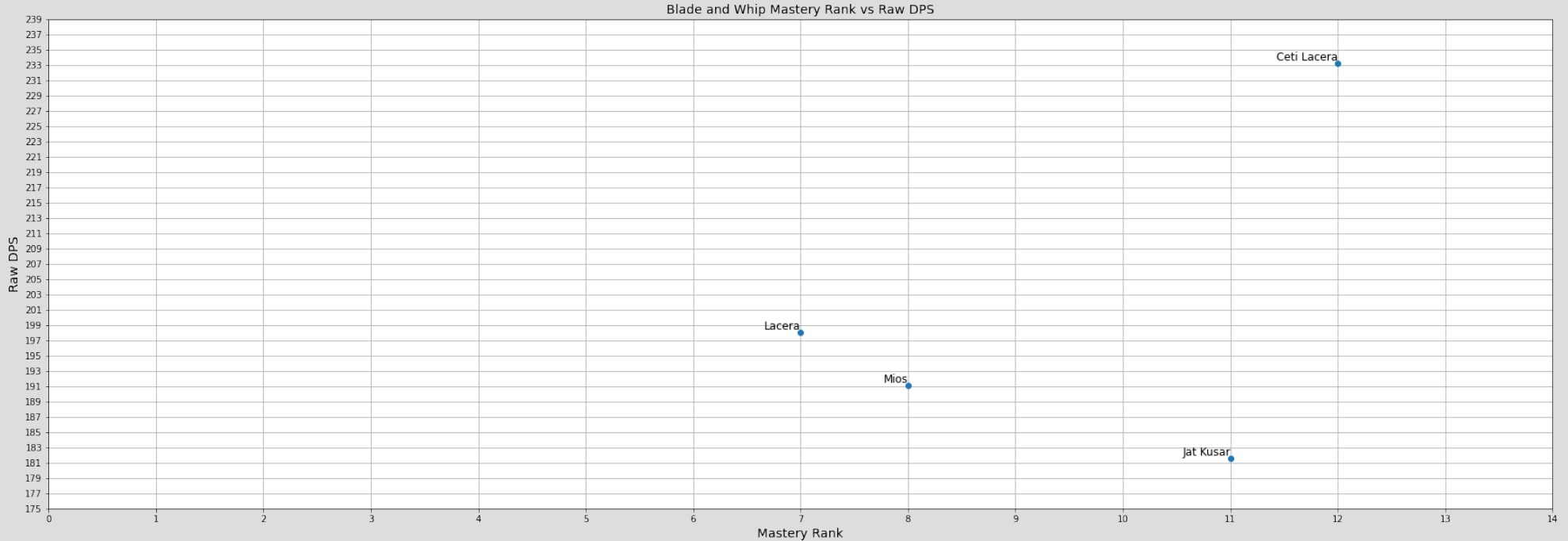


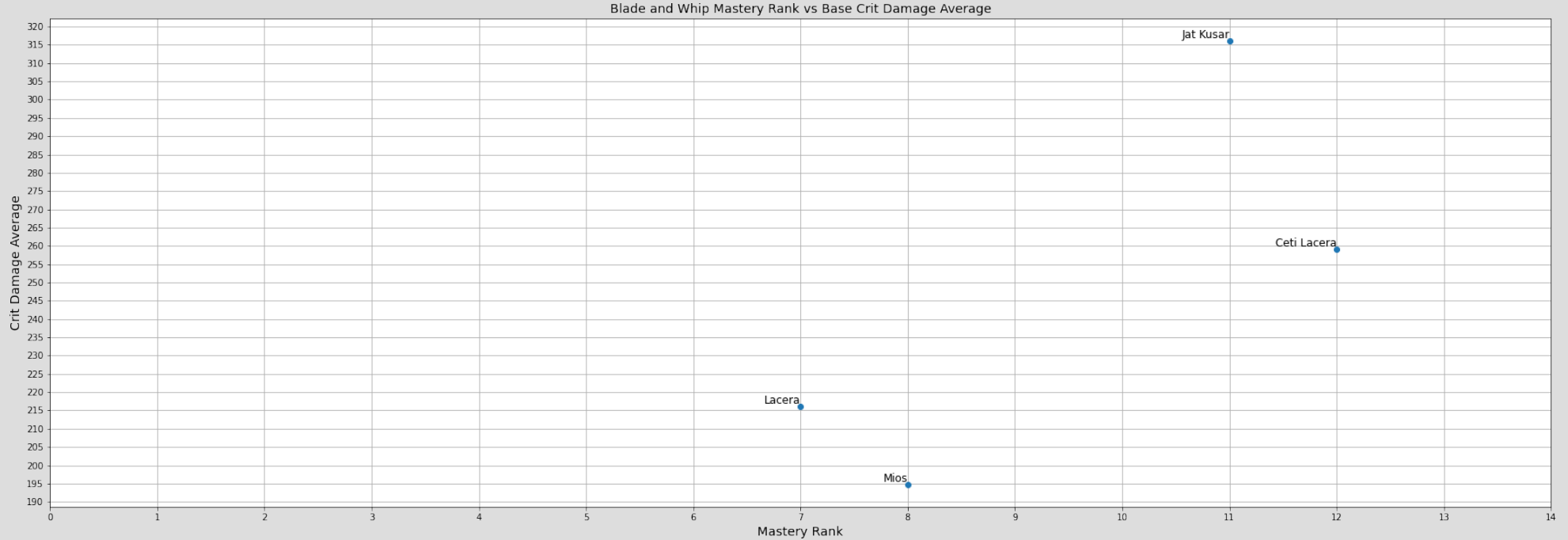
Figure 7: This Figure compares the damage of Condition Overload before and after the nerf with Primed Pressure Point be used as a baseline. Some assumptions are made in this graph first the damage of the weapon is 100. 100 makes it easier to apply the damage changes for example Primed Pressure Point multiplier is 1.65 which results in 165 damage plus the base 100 results in 265 damage. Next it is assumed that the target has zero statuses on them meaning Condition Overload starts at zero. The next assumption is that one unique status is applied after each strike with five being the max number of unique statuses. Five is chosen as most melee weapon can apply five statuses.

Blade and Whip DPS



This figure shows the Mastery rank of the weapon versus the base DPS of the weapon. Jat Kusar has the lowest base damage. Mios may need more changes to improve its overall damage.

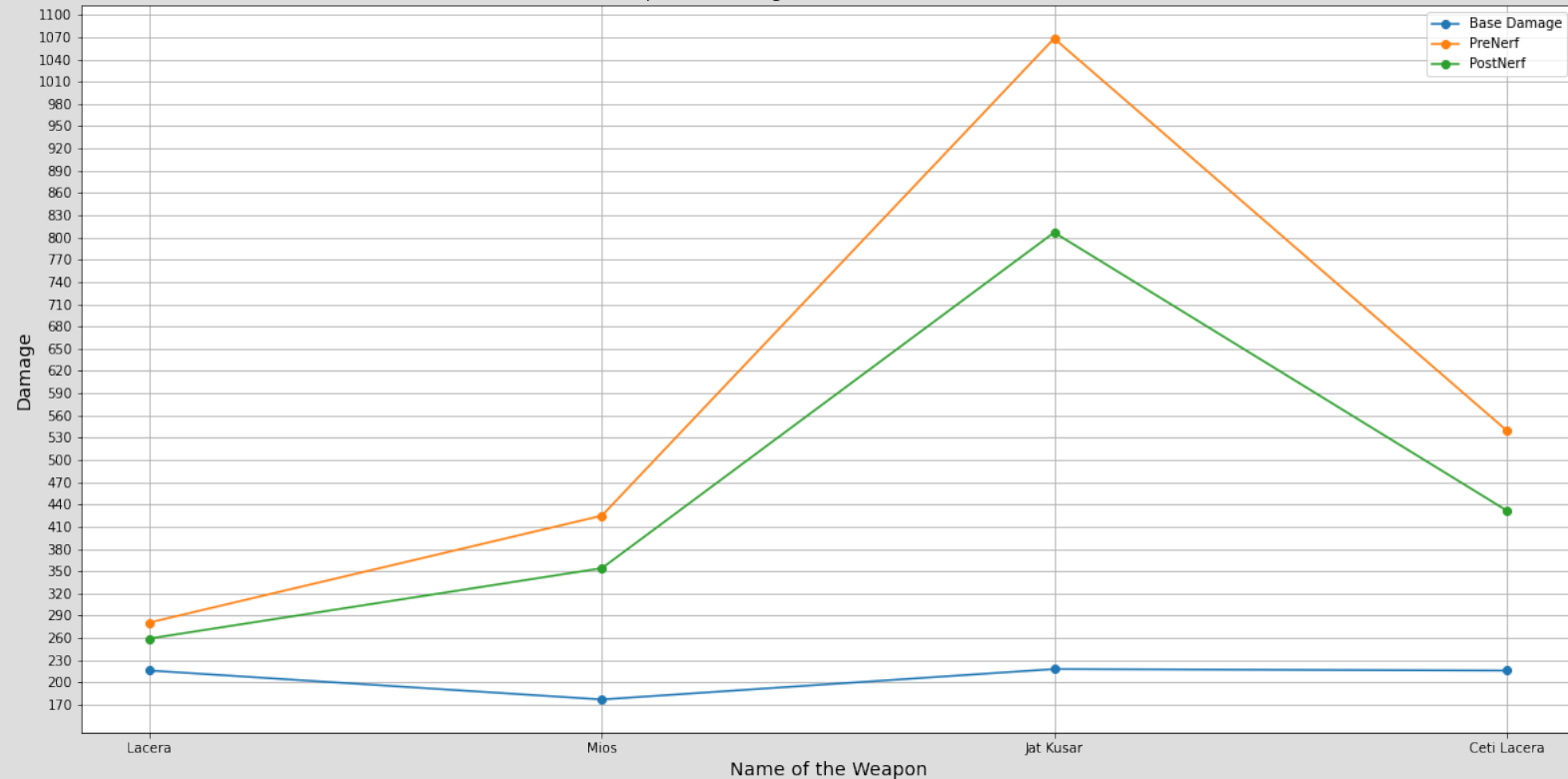
Blade and Whip Crit Damage



This Figure shows the average critical damage versus mastery rank for the weapon. Jat Kusar has the highest critical chance/damage out of the four weapons maybe Ceti Lacera needs a buff.

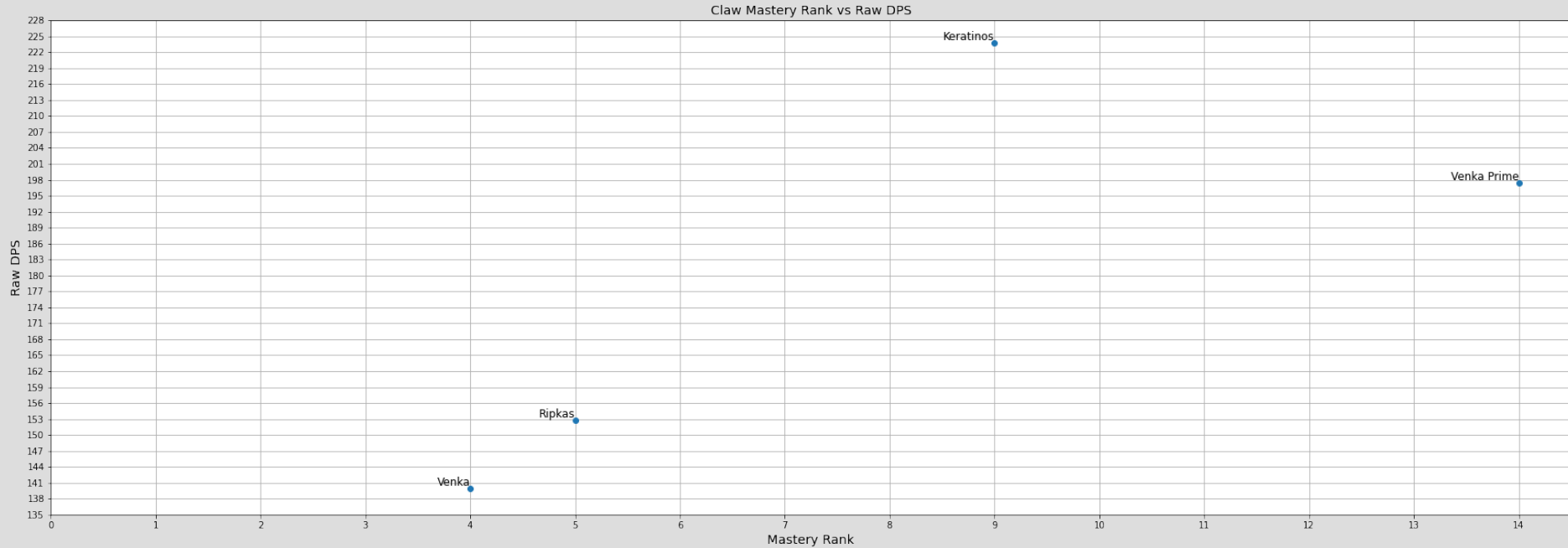
Blade and Whip Blood Rush

Blade and Whip Base Damage vs PreNerf and PostNerf of Bloodrush



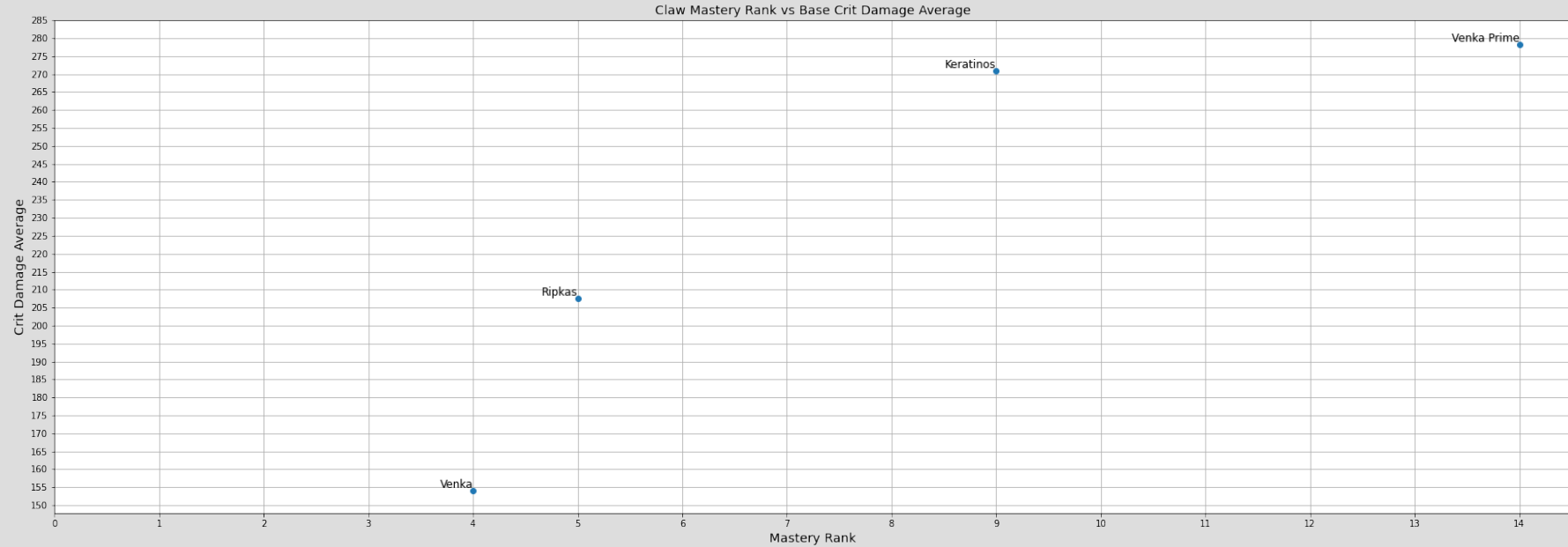
This figure shows the base damage, PreNerf critical damage, and PostNerf critical damage of Blade and Whip weapons. The base Damage is the blue line. The yellow line represents PreNerf critical damage, and the green line represents PostNerf critical damage. The names are sorted by Mastery Rank from least to greatest. Blood Rush finally pushes Mios ahead of Lacera in a sense and helps balance the weapons. Ceti Lacera is an upgrade version of Lacera and may need better critical properties.

Claws DPS



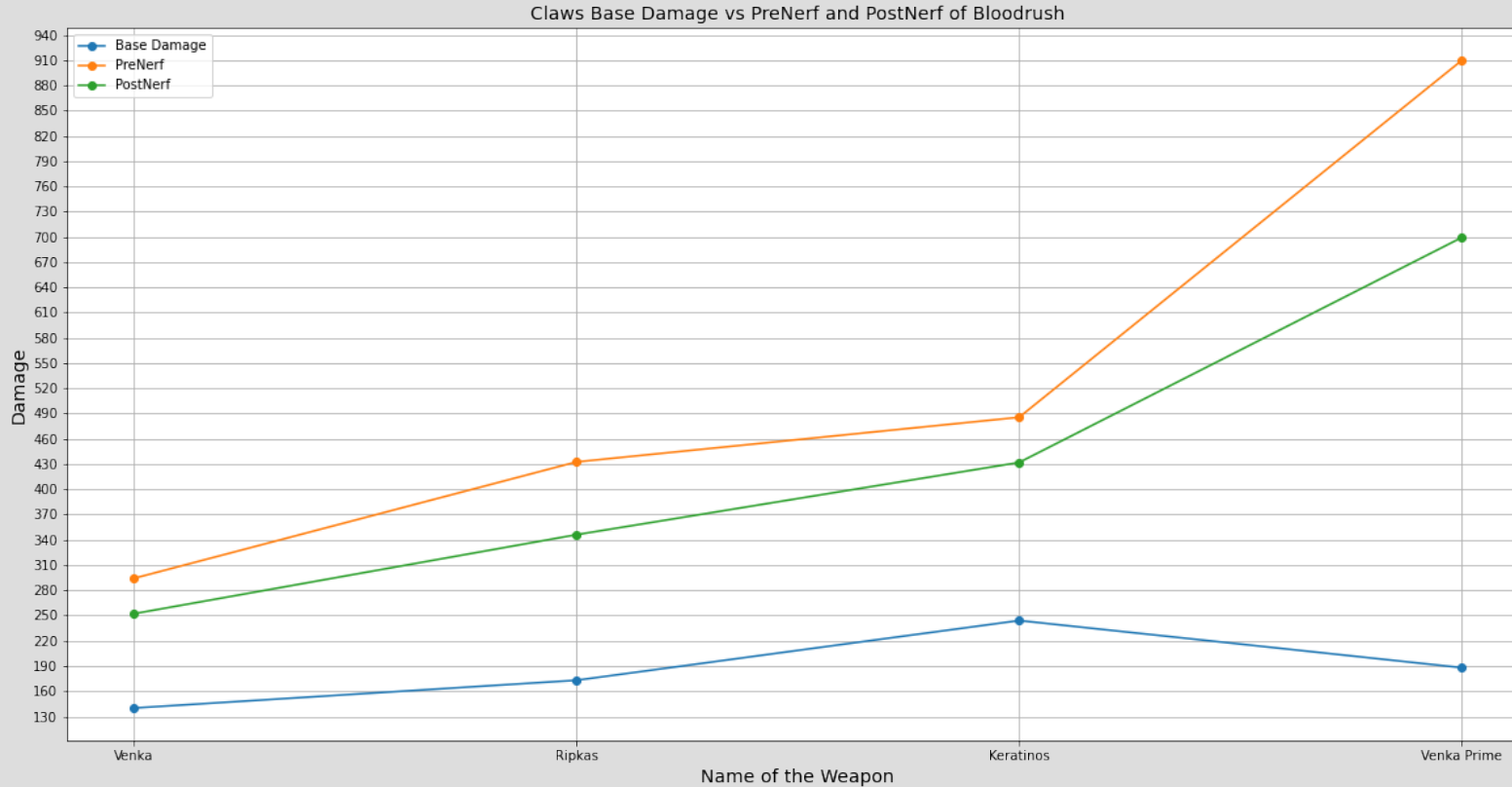
*This figure shows the Mastery rank of the weapon versus the base DPS of the weapon.
In terms of base DPS Venka Prime or Keratinos are currently out of line.*

Claws Crit Damage



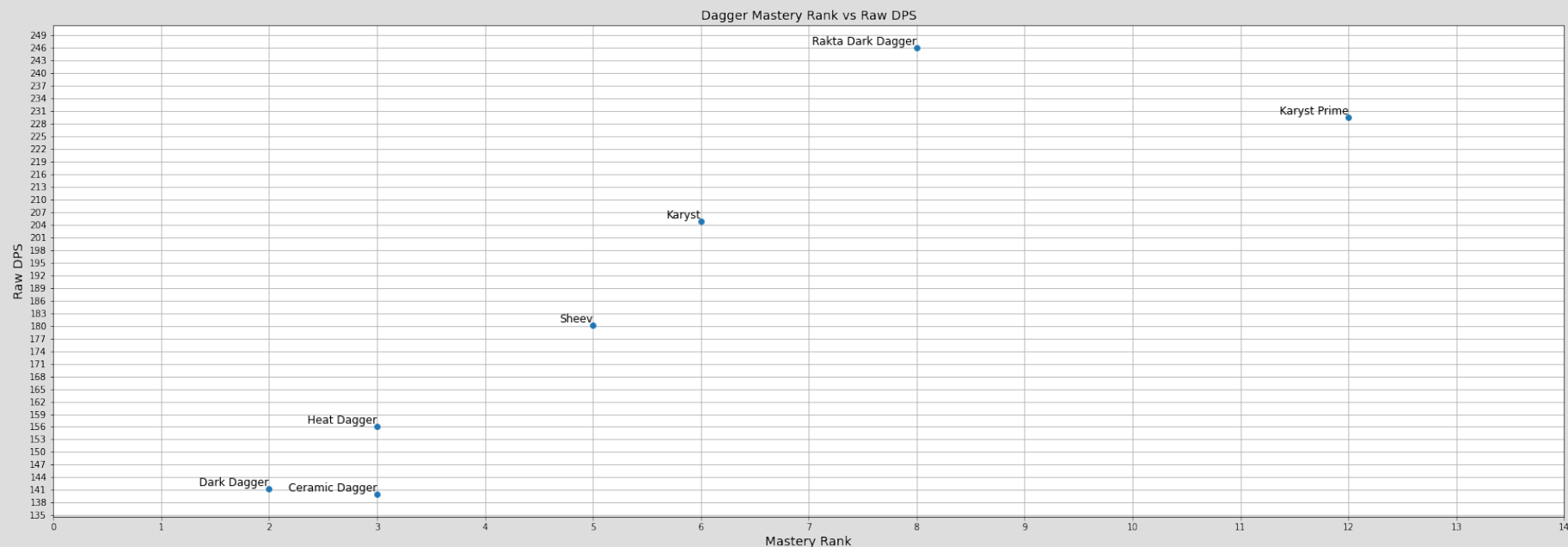
This Figure shows the average critical damage versus mastery rank for the weapon. The Critical Chance/Damage of these weapons show they are more appropriately balanced. No changes may be needed.

Claws Blood Rush



This figure shows the base damage, PreNerf critical damage, and PostNerf critical damage of Claw weapons. The base Damage is the blue line. The yellow line represents PreNerf critical damage, and the green line represents PostNerf critical damage. The names are sorted by Mastery Rank from least to greatest. It looks like the weapons were balance with Critical stats in mind as the damage increase as Mastery rank goes up.

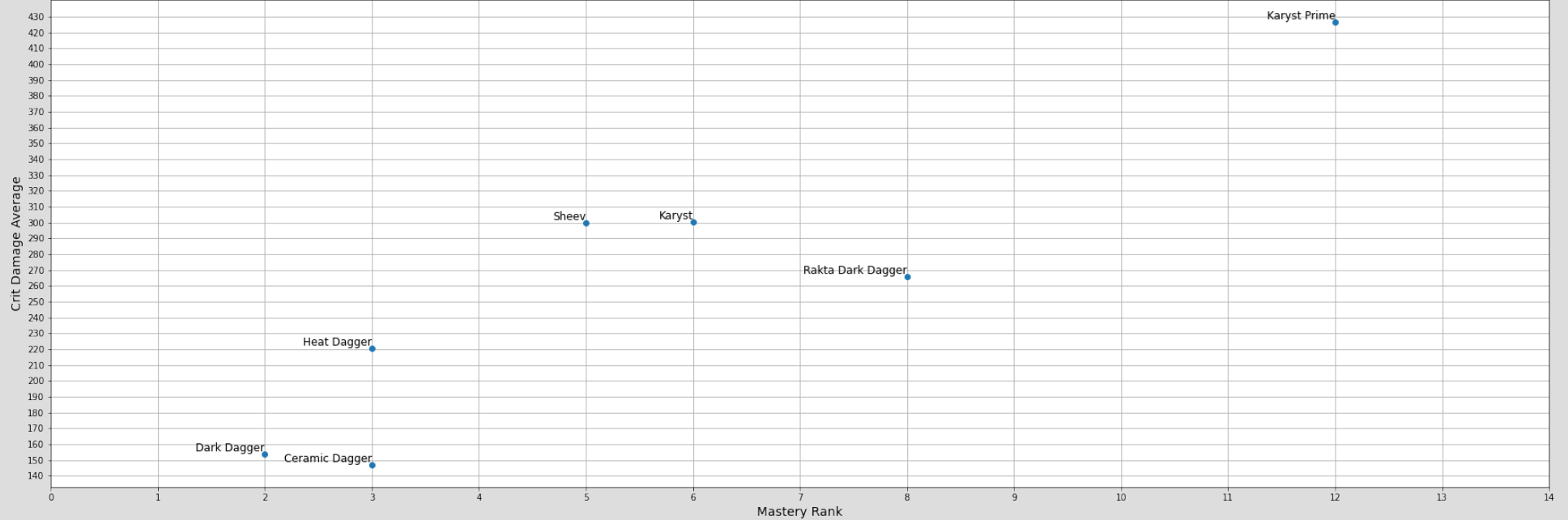
Dagger DPS



This figure shows the Mastery rank of the weapon versus the base DPS of the weapon. The Ceramic Dagger may need some help as it is currently outclassed by the Heat Dagger.

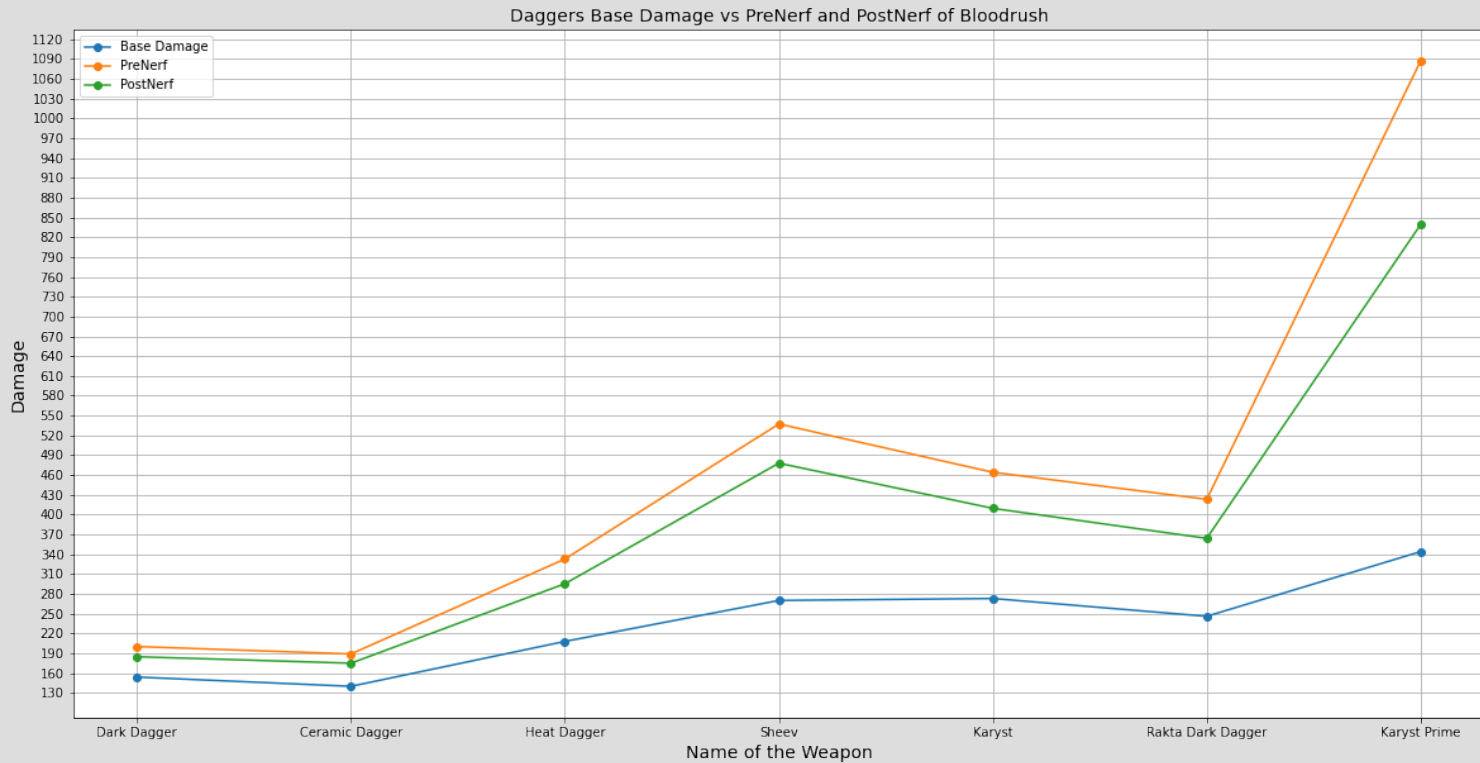
Dagger Crit Damage

Dagger Mastery Rank vs Base Crit Damage Average



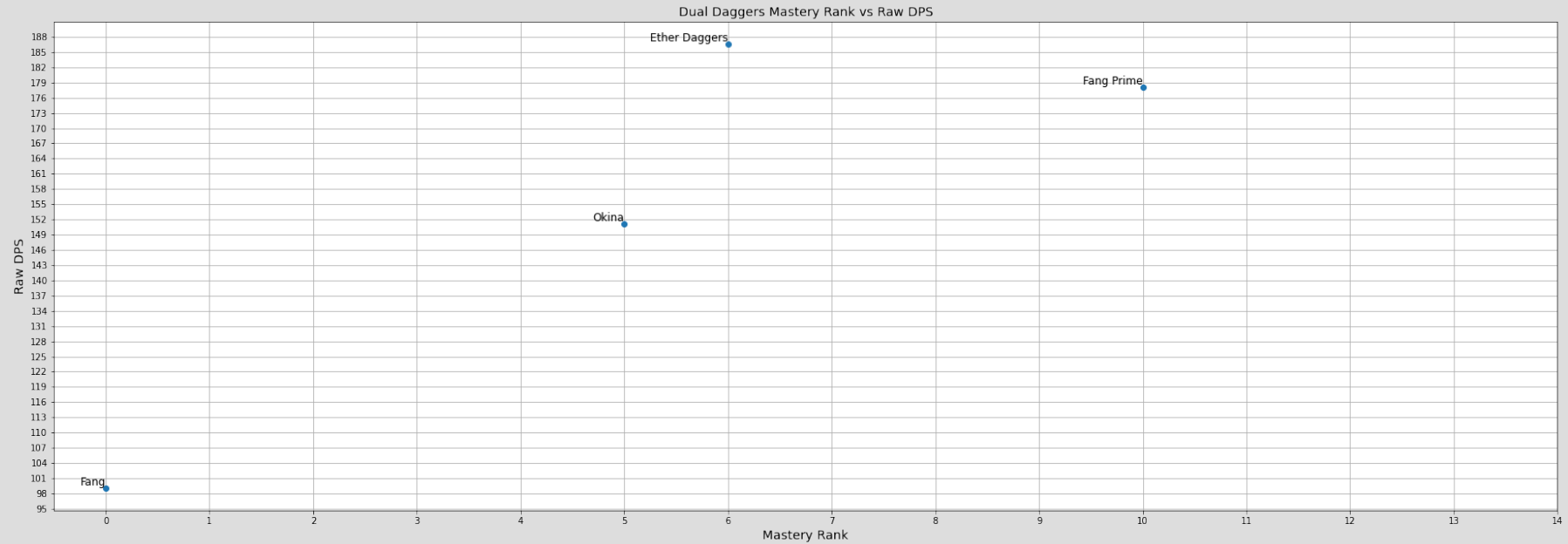
*This Figure shows the average critical damage versus mastery rank for the weapon.
The Rakta Dark Dagger and Ceramic Dagger may need more help.*

Dagger Blood Rush



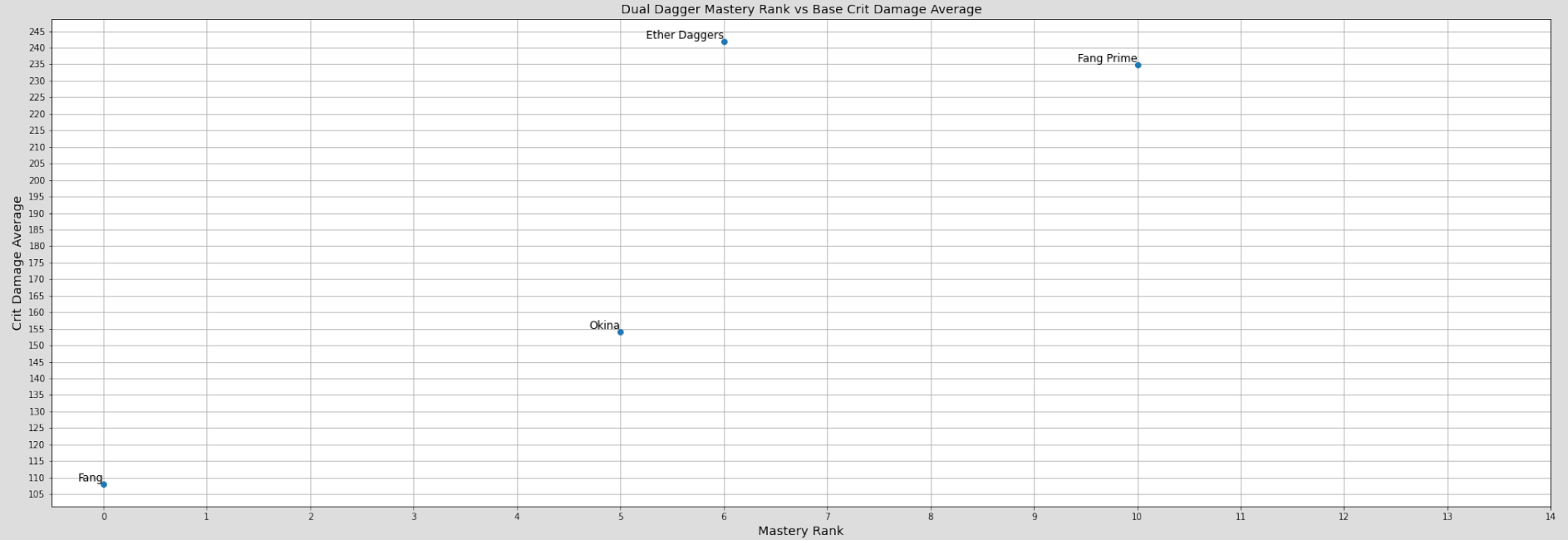
This figure shows the base damage, PreNerf critical damage, and PostNerf critical damage of dagger weapons. The base Damage is the blue line. The yellow line represents PreNerf critical damage, and the green line represents PostNerf critical damage. The names are sorted by Mastery Rank from least to greatest. It is interesting that the Ceramic Dagger is not really affected by the change were as Karyst Prime takes a huge hit in damage.

Dual Daggers DPS



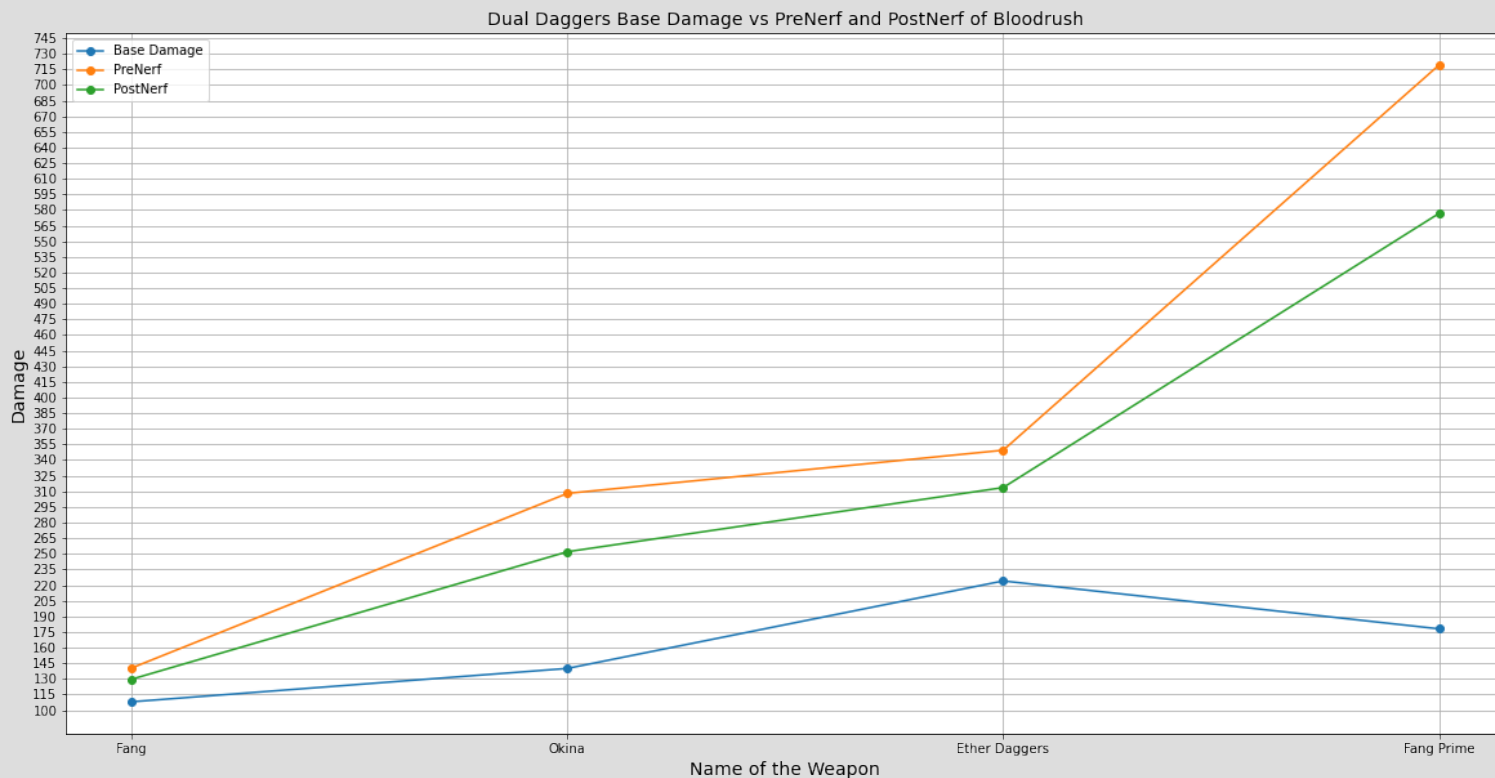
This figure shows the Mastery rank of the weapon versus the base DPS of the weapon. Base DPS wise it looks like Ether Daggers are on top maybe Fang Prime need more damage. Overall the damage increases as mastery rank increases.

Dual Daggers Crit Damage



This Figure shows the average critical damage versus mastery rank for the weapon. Base critical stats wise it looks like Ether Daggers still beat Fang Prime.

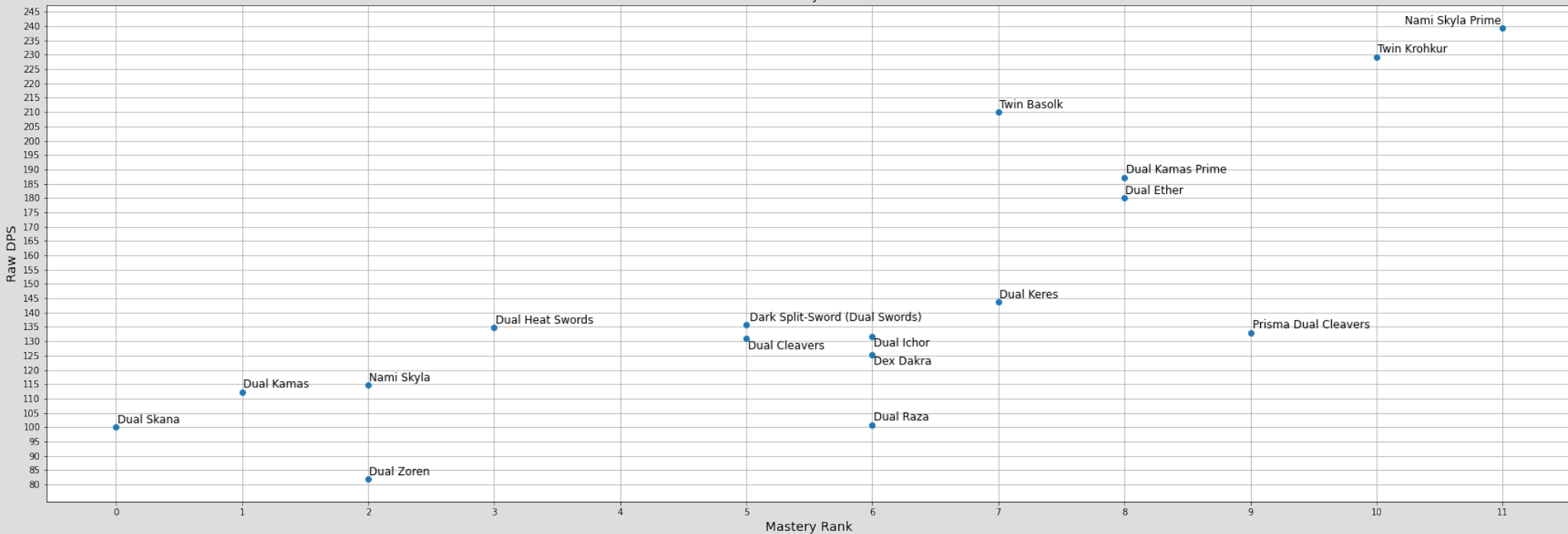
Dual Daggers Blood Rush



This figure shows the base damage, PreNerf critical damage, and PostNerf critical damage of Dual Daggers weapons. The base Damage is the blue line. The yellow line represents PreNerf critical damage, and the green line represents PostNerf critical damage. The names are sorted by Mastery Rank from least to greatest. Blood Rush once again balances the damage of the weapons. Fang Prime must not have enough critical chance without blood rush to beat Ether daggers normally.

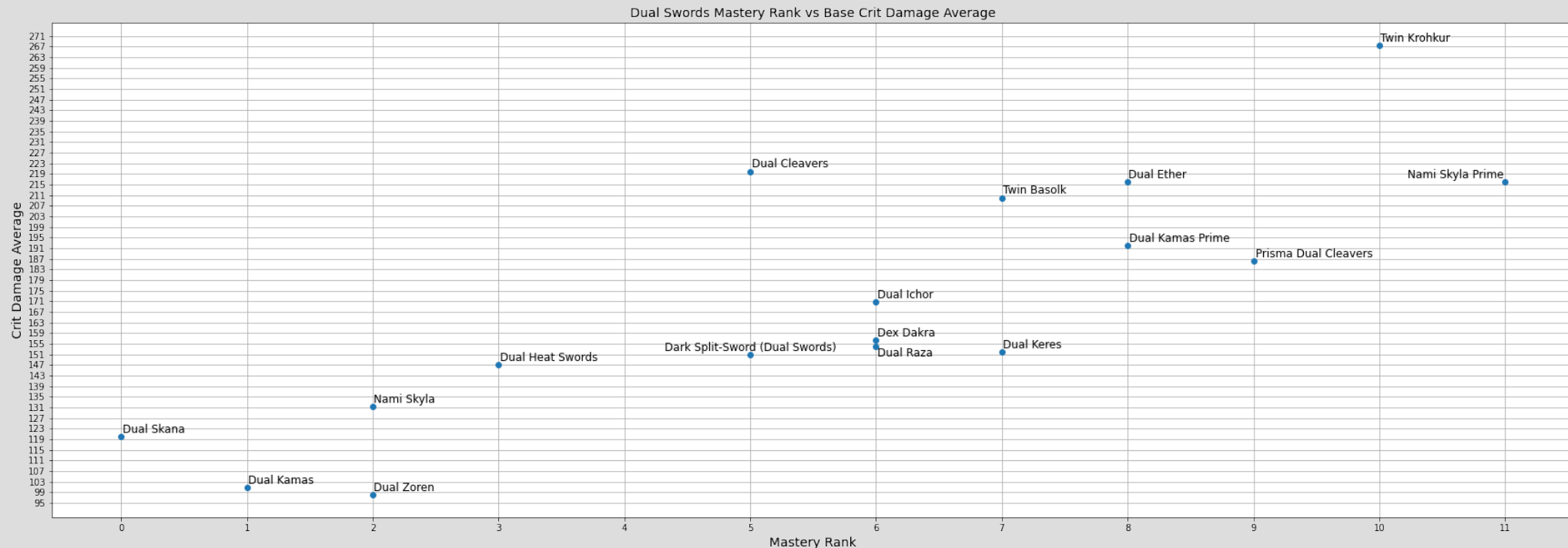
Dual Swords DPS

Dual Swords Mastery Rank vs Raw DPS



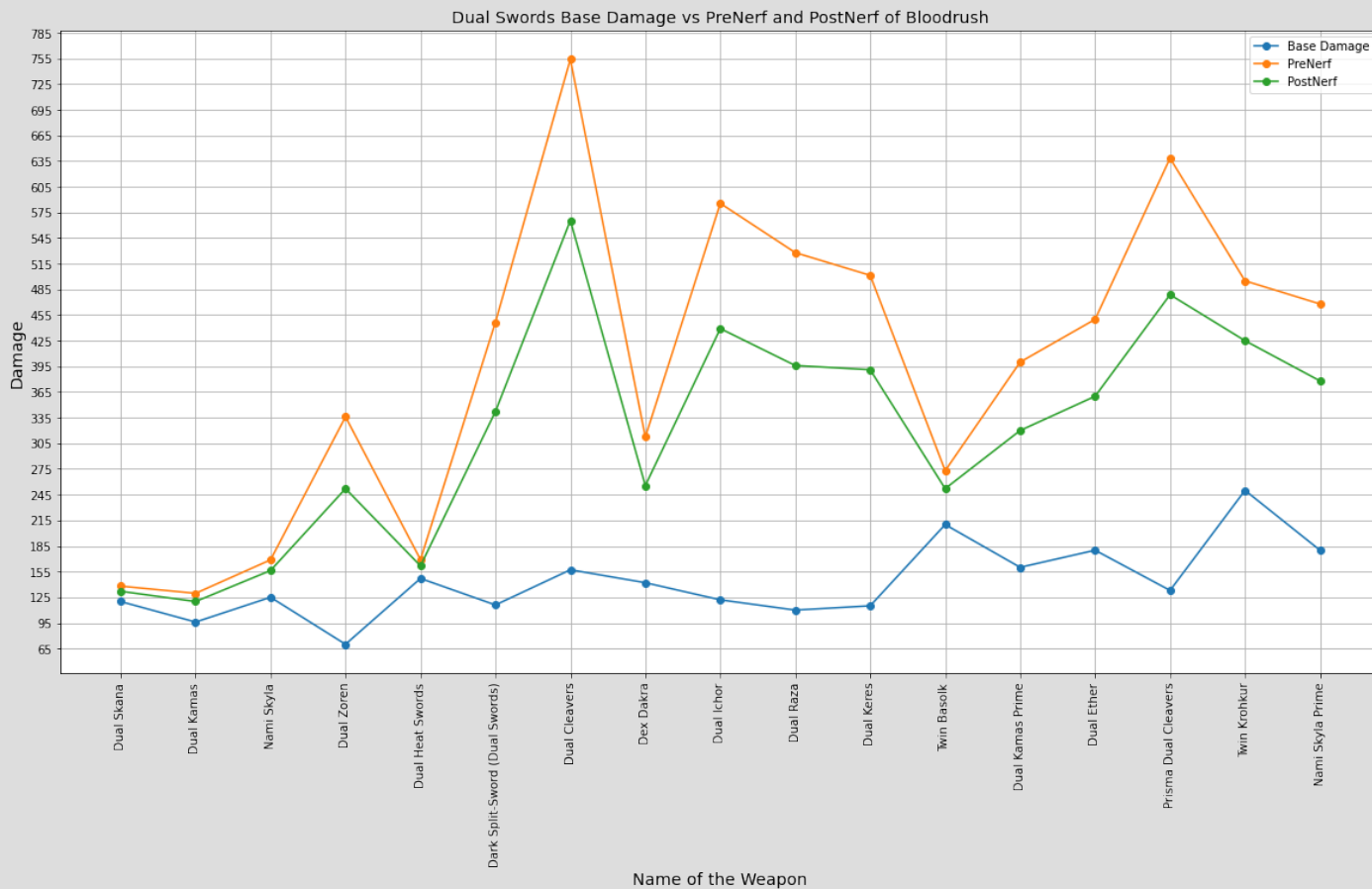
This figure shows the Mastery rank of the weapon versus the base DPS of the weapon. Dual Swords are interesting how spread out the DPS is in each Mastery Rank. Ideally the weapons DPS should be overlapping. Dual Zoren and Dual Raza both got the short end of the stick.

Dual Swords Crit Damage



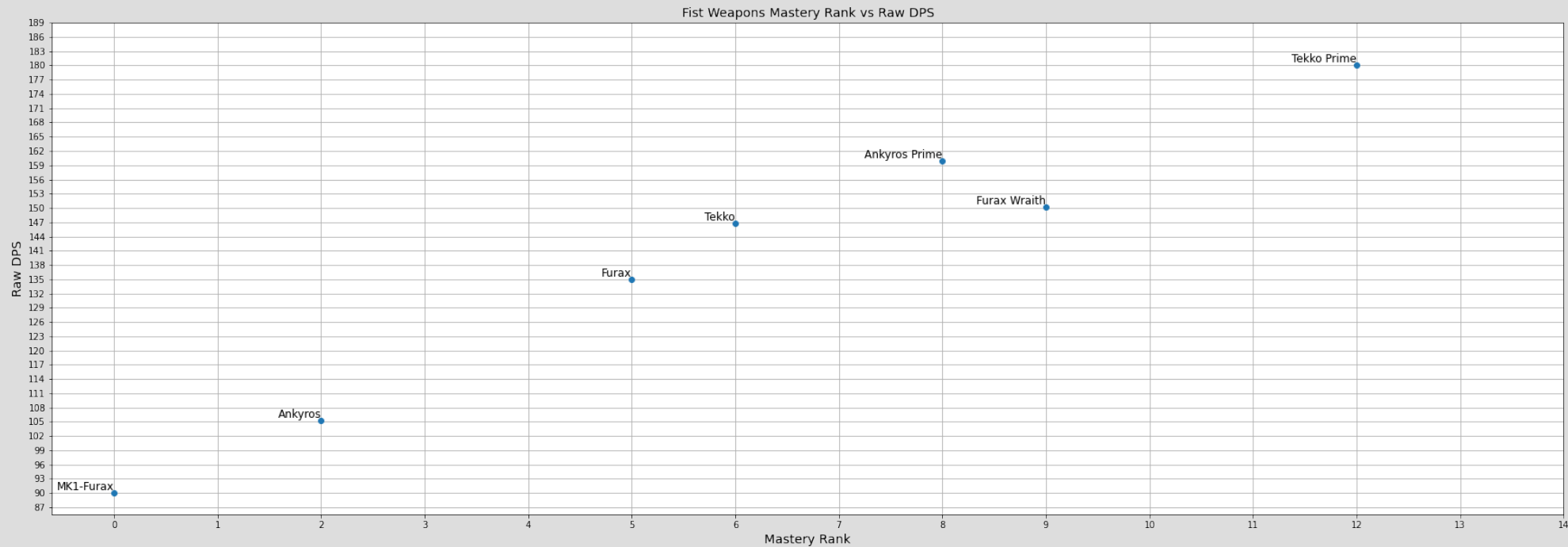
This Figure shows the average critical damage versus mastery rank for the weapon. Base critical stats do not balance out the weapons. Dual Zoren may really need a buff or a lower Mastery Rank.

Dual Swords Blood Rush



This figure shows the base damage, PreNerf critical damage, and PostNerf critical damage of Dual Swords weapons. The base Damage is the blue line. The yellow line represents PreNerf critical damage, and the green line represents PostNerf critical damage. The names are sorted by Mastery Rank from least to greatest. Dual Zoren finally escape from being worse than Dual Skana. Dual Cleavers may be too strong as their damage is high at its mastery rank. Dual Cleavers are stronger than their Prisma upgrade in terms of critical stats.

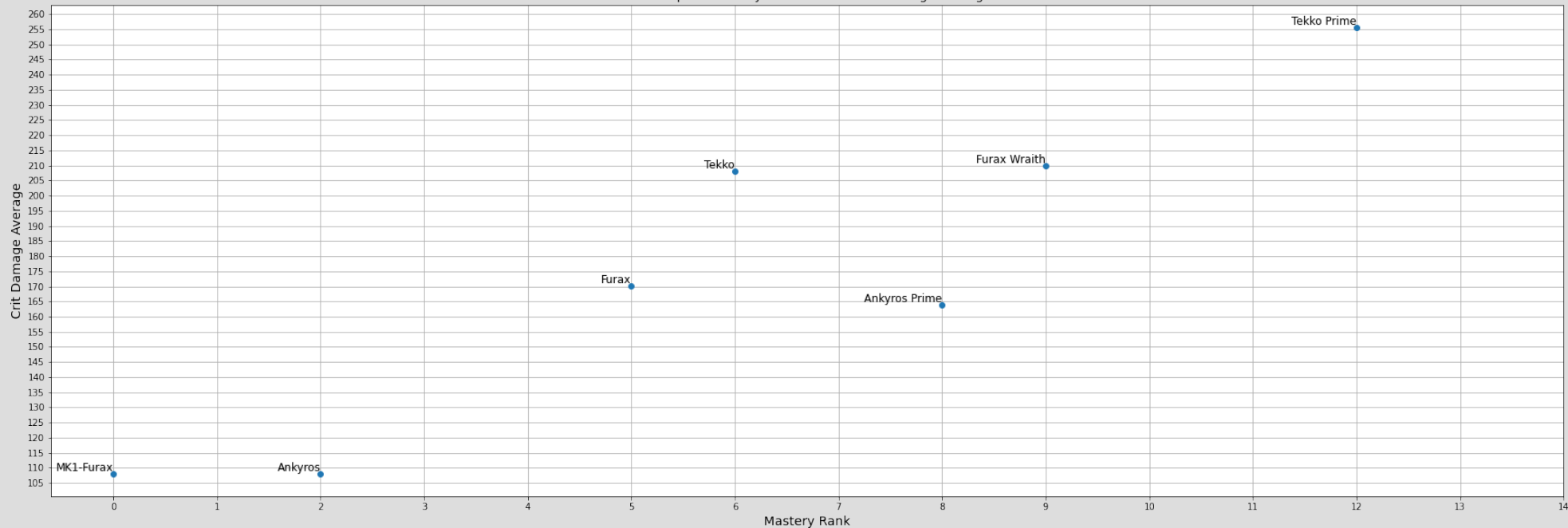
Fist DPS



This figure shows the Mastery rank of the weapon versus the base DPS of the weapon. Fist weapons are mostly balanced in terms of raw DPS except Furax Wraith which may need a slight base damage boost.

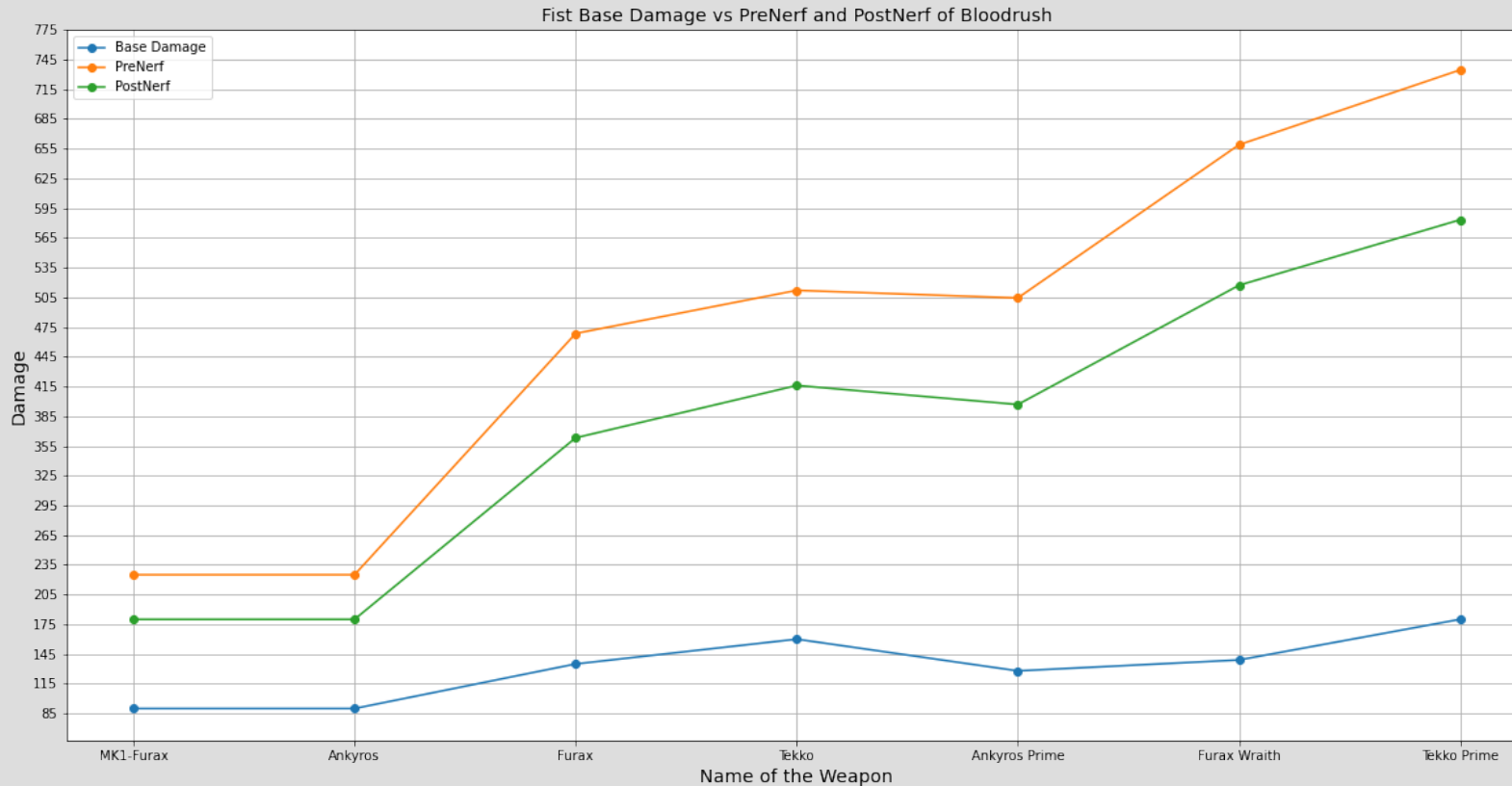
Fist Crit Damage

Fist Weapons Mastery Rank vs Base Crit Damage Average



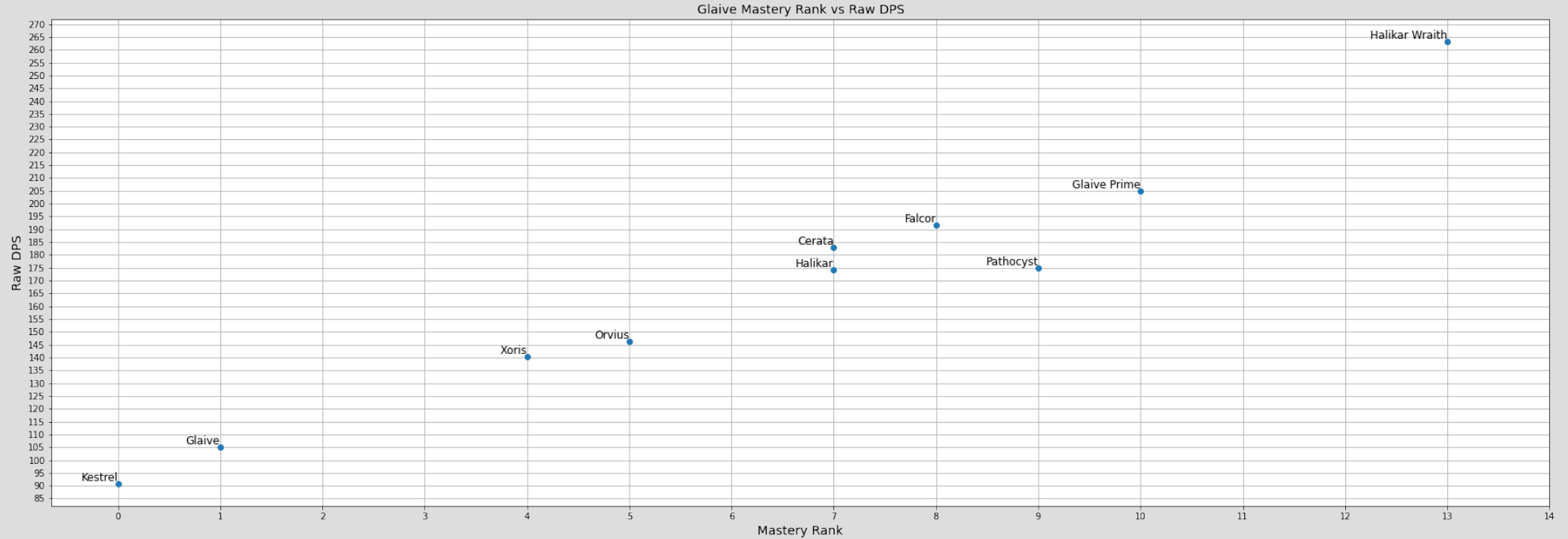
This Figure shows the average critical damage versus mastery rank for the weapon. Ankyros Prime base critical stats are lacking overall damage increase as mastery rank increases.

Fist Blood Rush



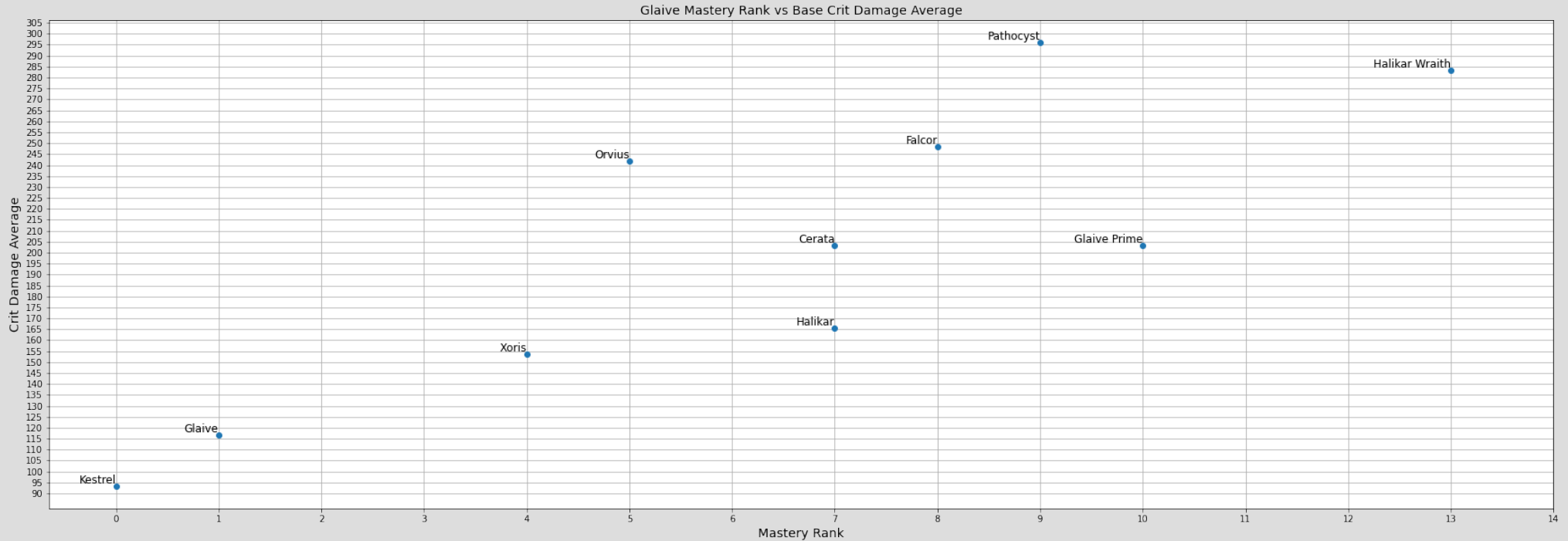
This figure shows the base damage, PreNerf critical damage, and PostNerf critical damage of Fist weapons. The base Damage is the blue line. The yellow line represents PreNerf critical damage, and the green line represents PostNerf critical damage. The names are sorted by Mastery Rank from least to greatest. Ankyros Prime may need a slight boost in critical stats to be balanced for it mastery rank. Overall Fist weapons seem balanced by mastery rank.

Glaive DPS



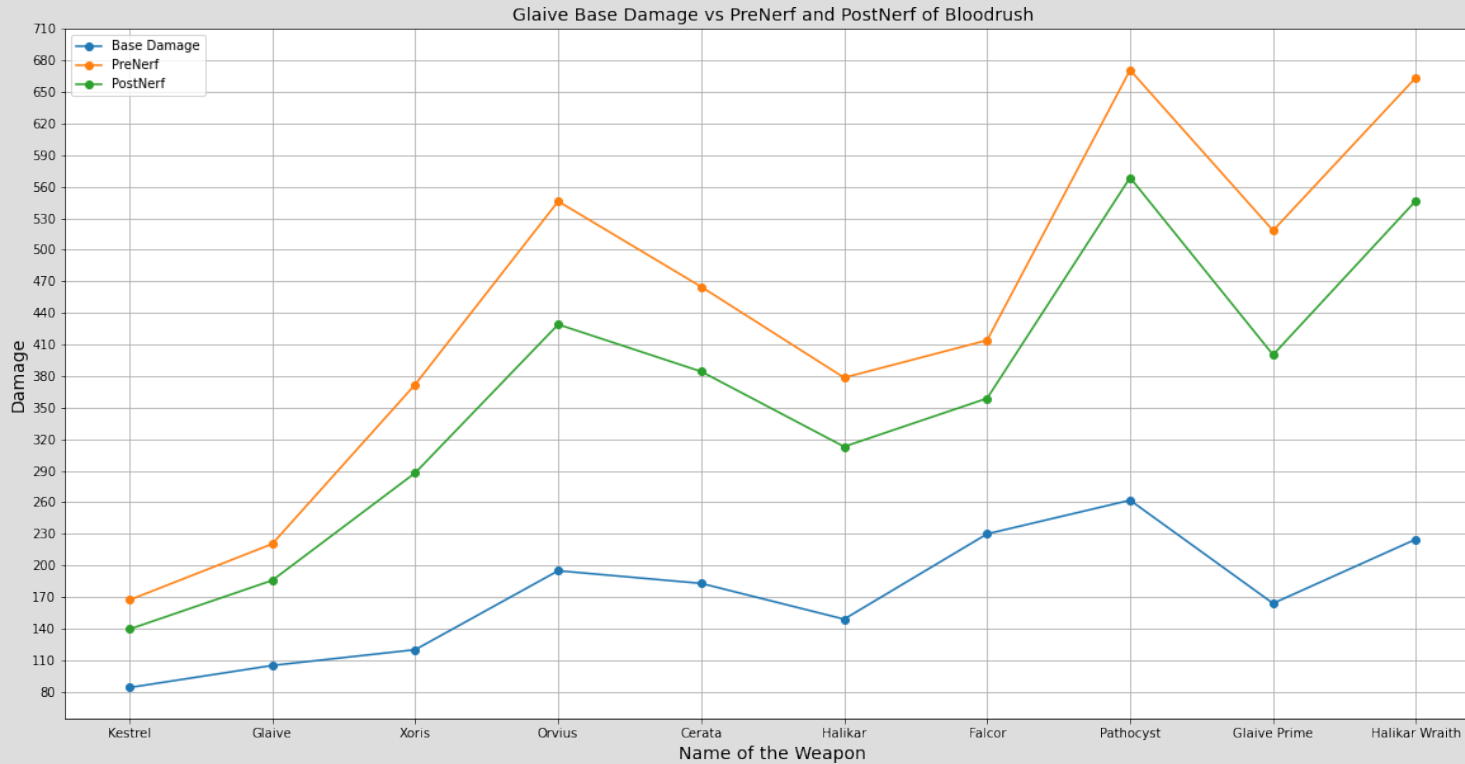
This figure shows the Mastery rank of the weapon versus the base DPS of the weapon. Glaives seem to be mostly balance with a couple of exeptions.

Glaive Crit Damage



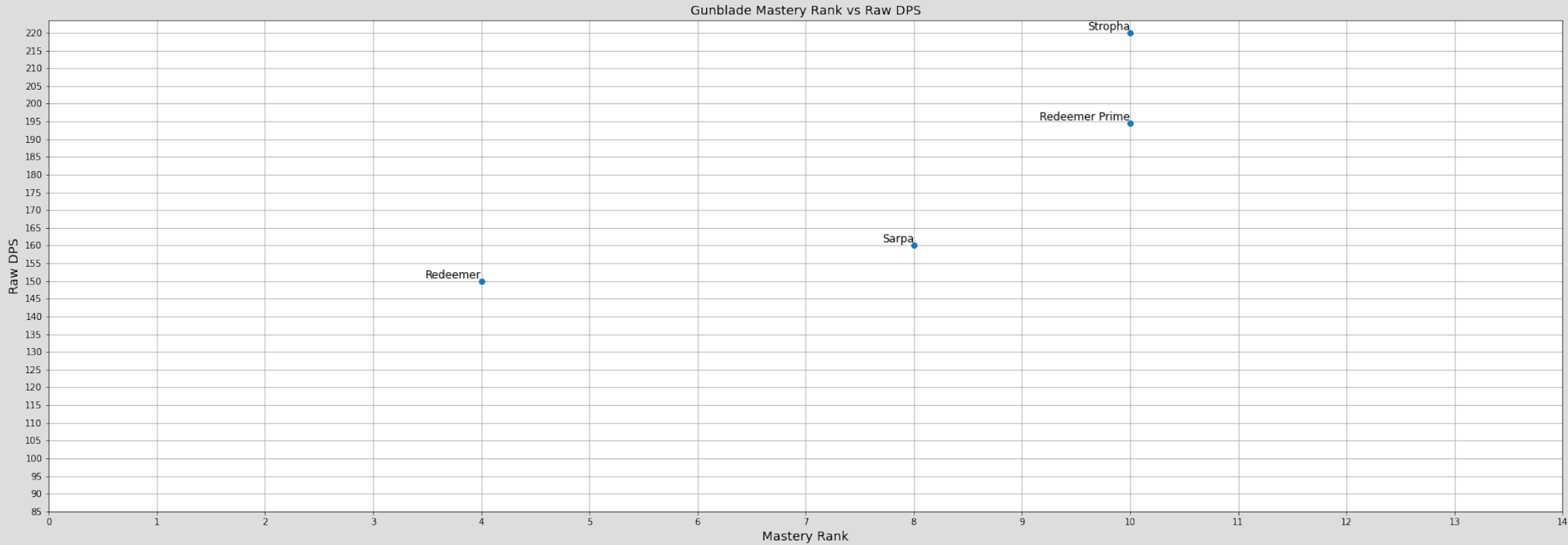
This Figure shows the average critical damage versus mastery rank for the weapon. When Critical stats are taken into account the balance changes significantly.

Glaive Blood Rush



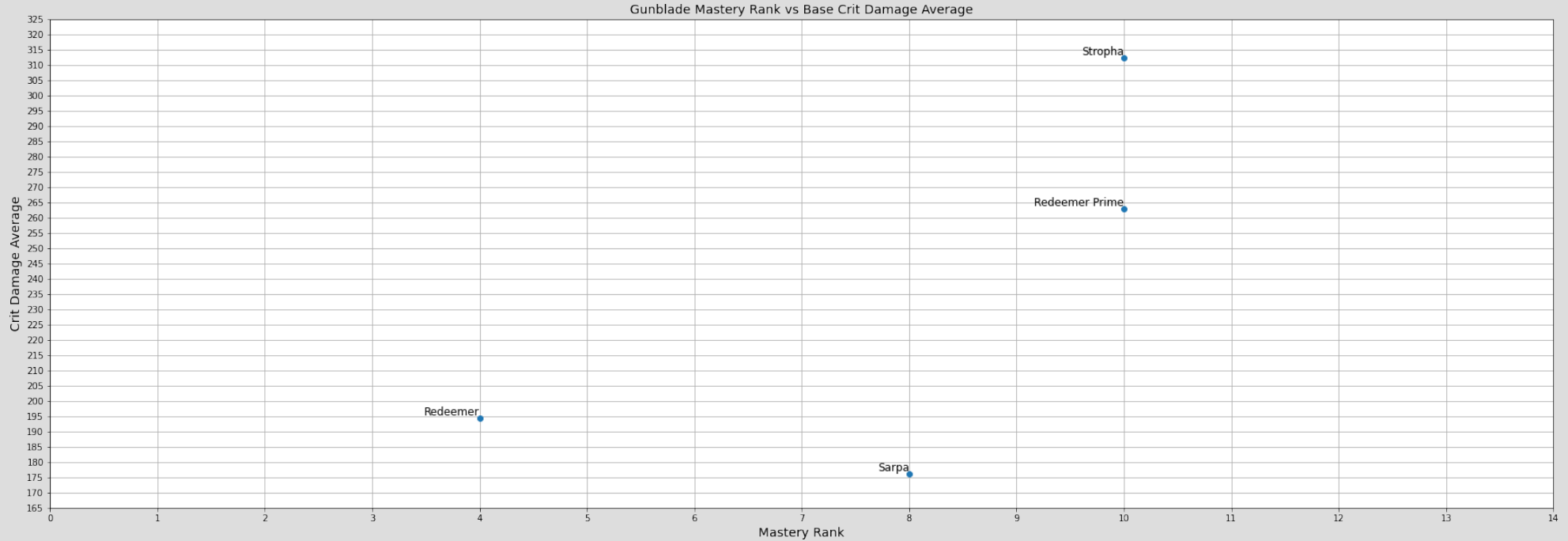
This figure shows the base damage, PreNerf critical damage, and PostNerf critical damage of Glaive weapons. The base Damage is the blue line. The yellow line represents PreNerf critical damage, and the green line represents PostNerf critical damage. The names are sorted by Mastery Rank from least to greatest. Some of the weapons may need changes based on critical stats as some weapons fall behind others like Glaive Prime.

Gunblade DPS



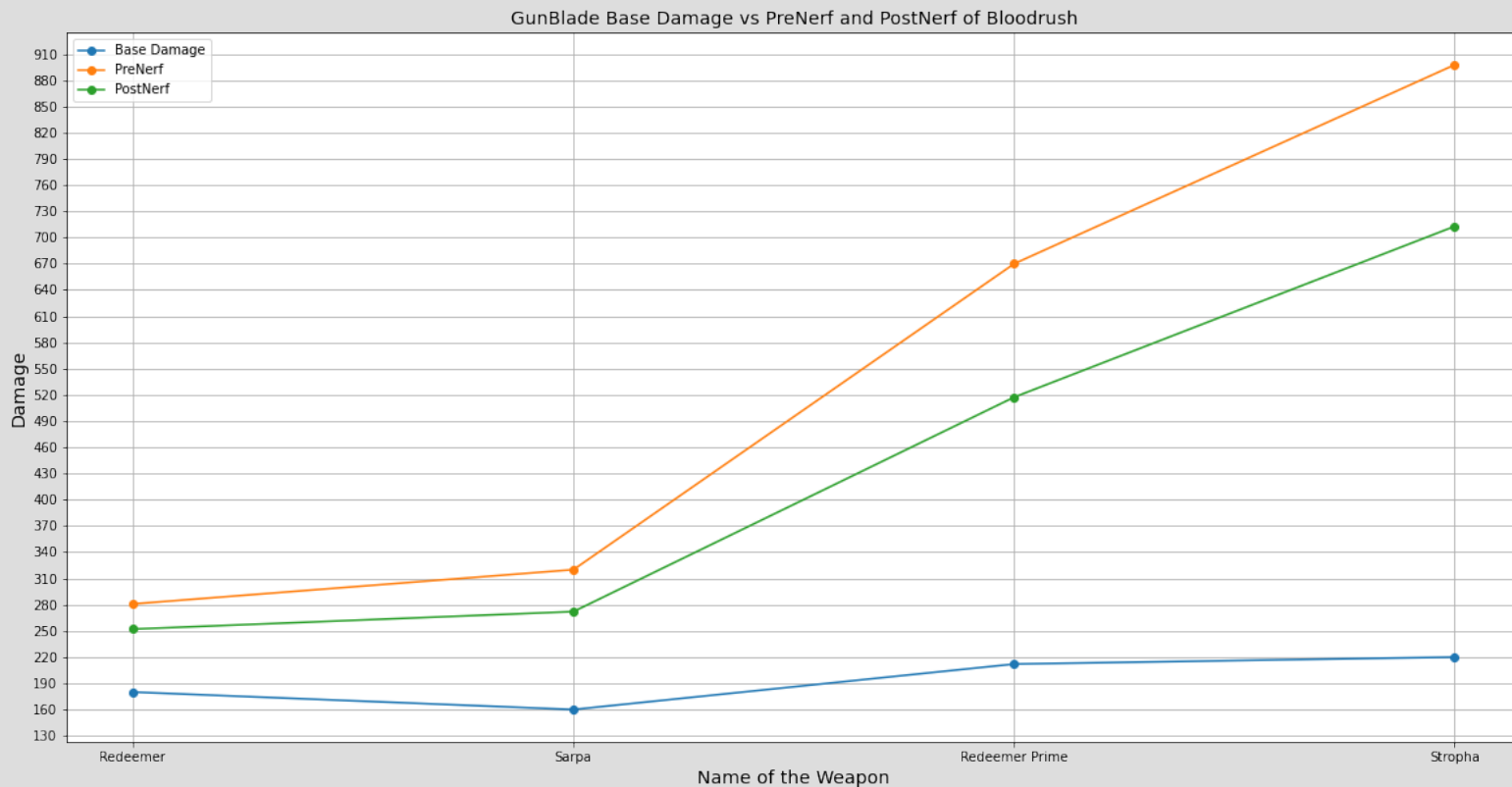
*This figure shows the Mastery rank of the weapon versus the base DPS of the weapon.
It is interesting that the weapons DPS is like exponential curve.*

Gunblade Crit Damage



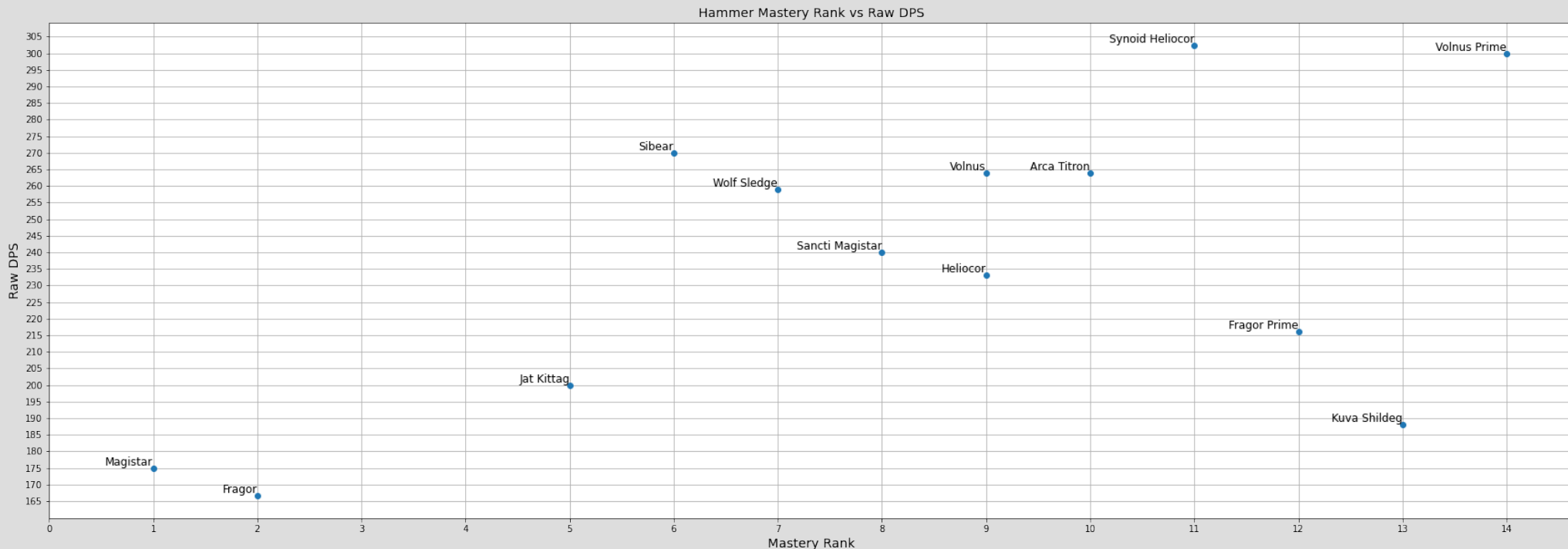
This Figure shows the average critical damage versus mastery rank for the gunblade weapons. Sarpa's base critical stats are a little lacking and may need a change.

Gunblade Blood Rush



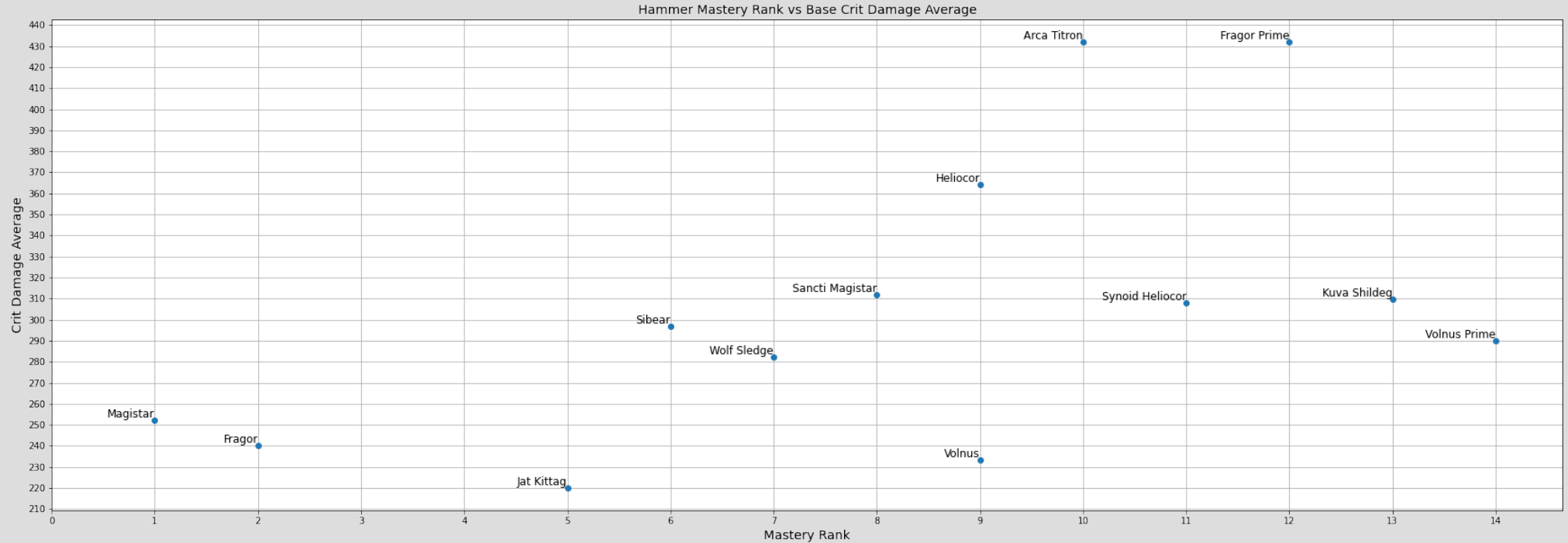
This figure shows the base damage, PreNerf critical damage, and PostNerf critical damage of gunblade weapons. The base Damage is the blue line. The yellow line represents PreNerf critical damage, and the green line represents PostNerf critical damage. The names are sorted by Mastery Rank from least to greatest. Blood Rush once again brings the weapons more in line. Strophia may need to be placed at a higher Mastery Rank.

Hammer DPS



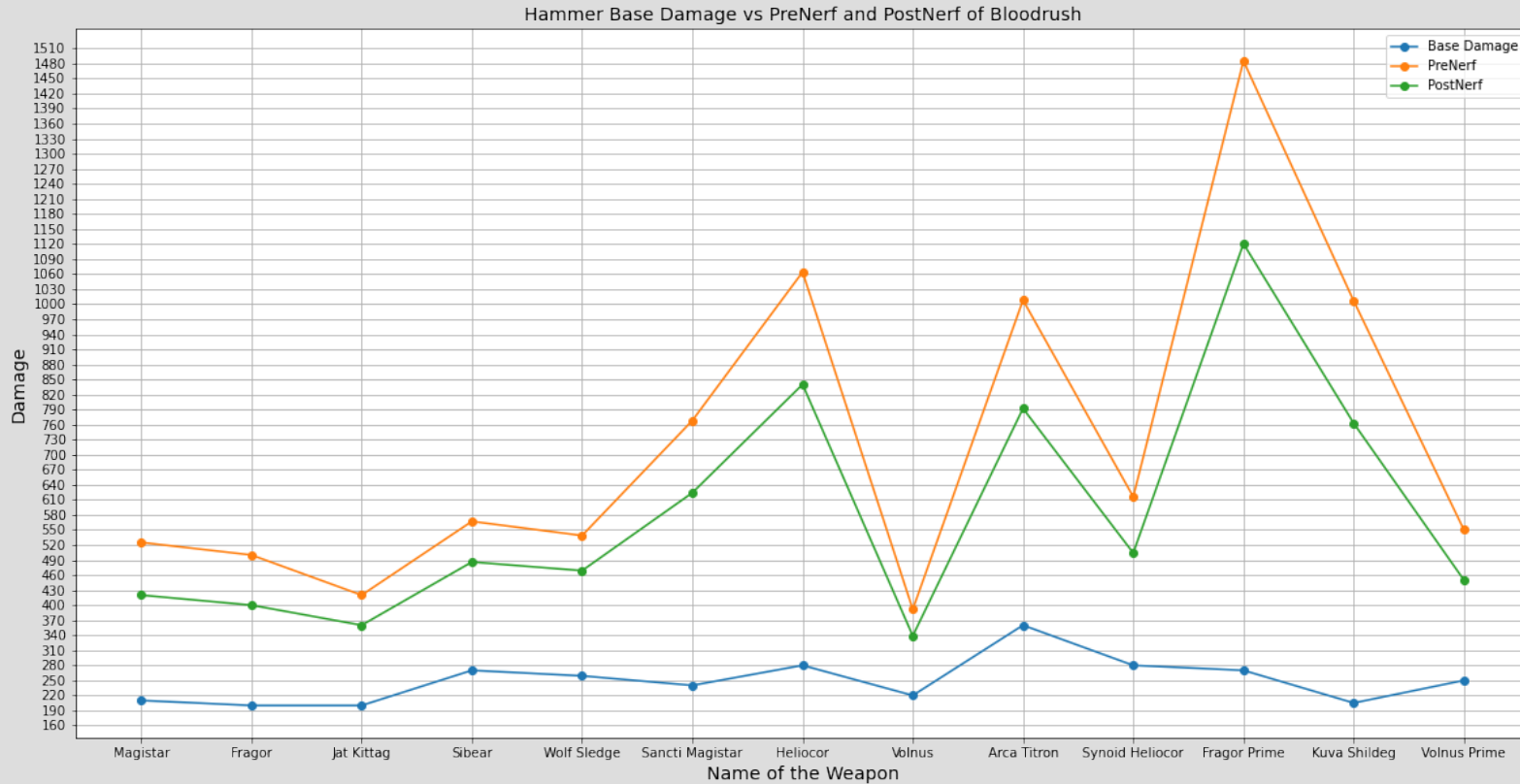
This figure shows the Mastery rank of the weapon versus the base DPS of the weapon. According to this graph, many of the hammers need a damage tweak. Frigor is an excellent example of a weapon needing a buff.

Hammer Crit Damage



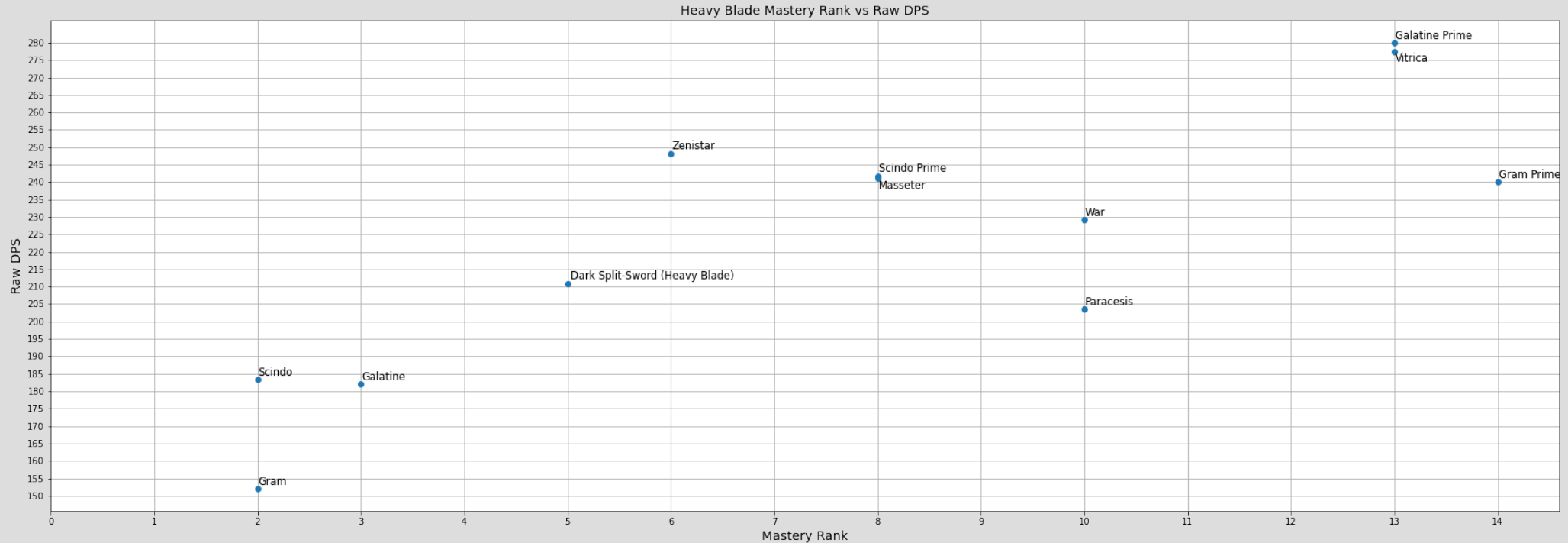
This Figure shows the average critical damage versus mastery rank for the weapon. Fragor prime and the Arca Titron heavily rely on critical damage, while the Jat Kittag suffers from low critical chance or damage.

Hammer Blood Rush



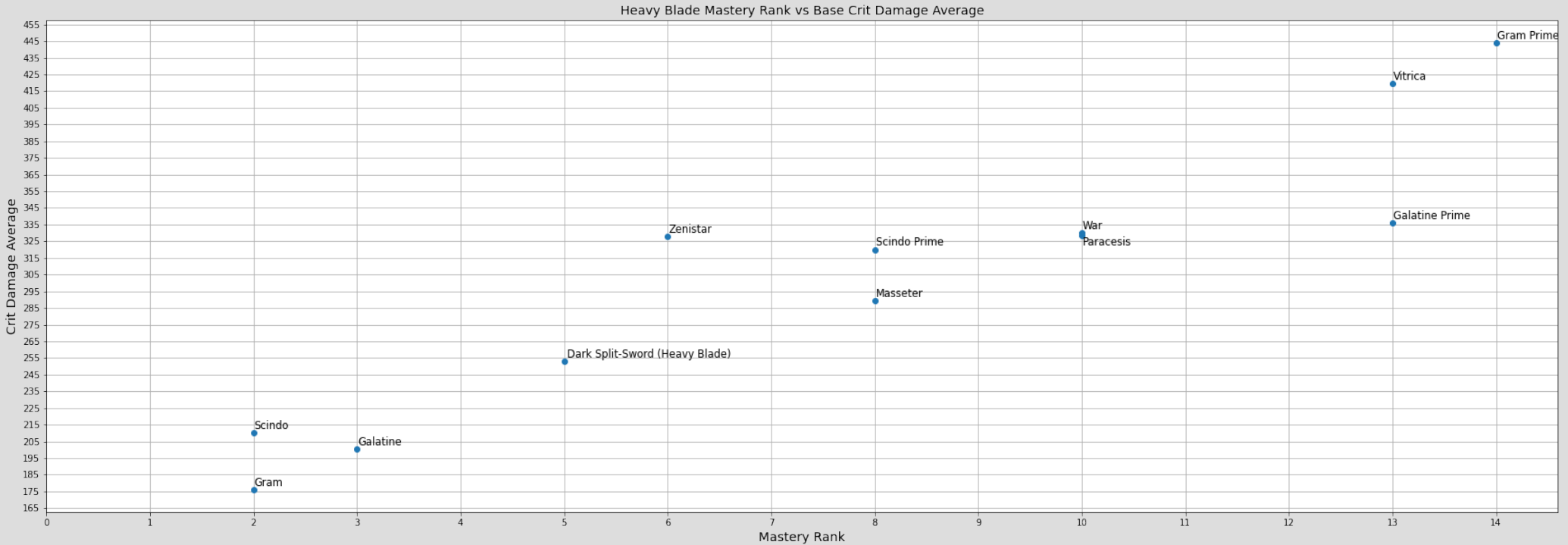
This figure shows the base damage, PreNerf critical damage, and PostNerf critical damage of hammer weapons. The base Damage is the blue line. The yellow line represents PreNerf critical damage, and the green line represents PostNerf critical damage. The names are sorted by Mastery Rank from least to greatest. Fragor Prime benefits heavily from extra critical damage. It also suffered from a 25% decrease in damage after the nerf.

Heavy Blade DPS



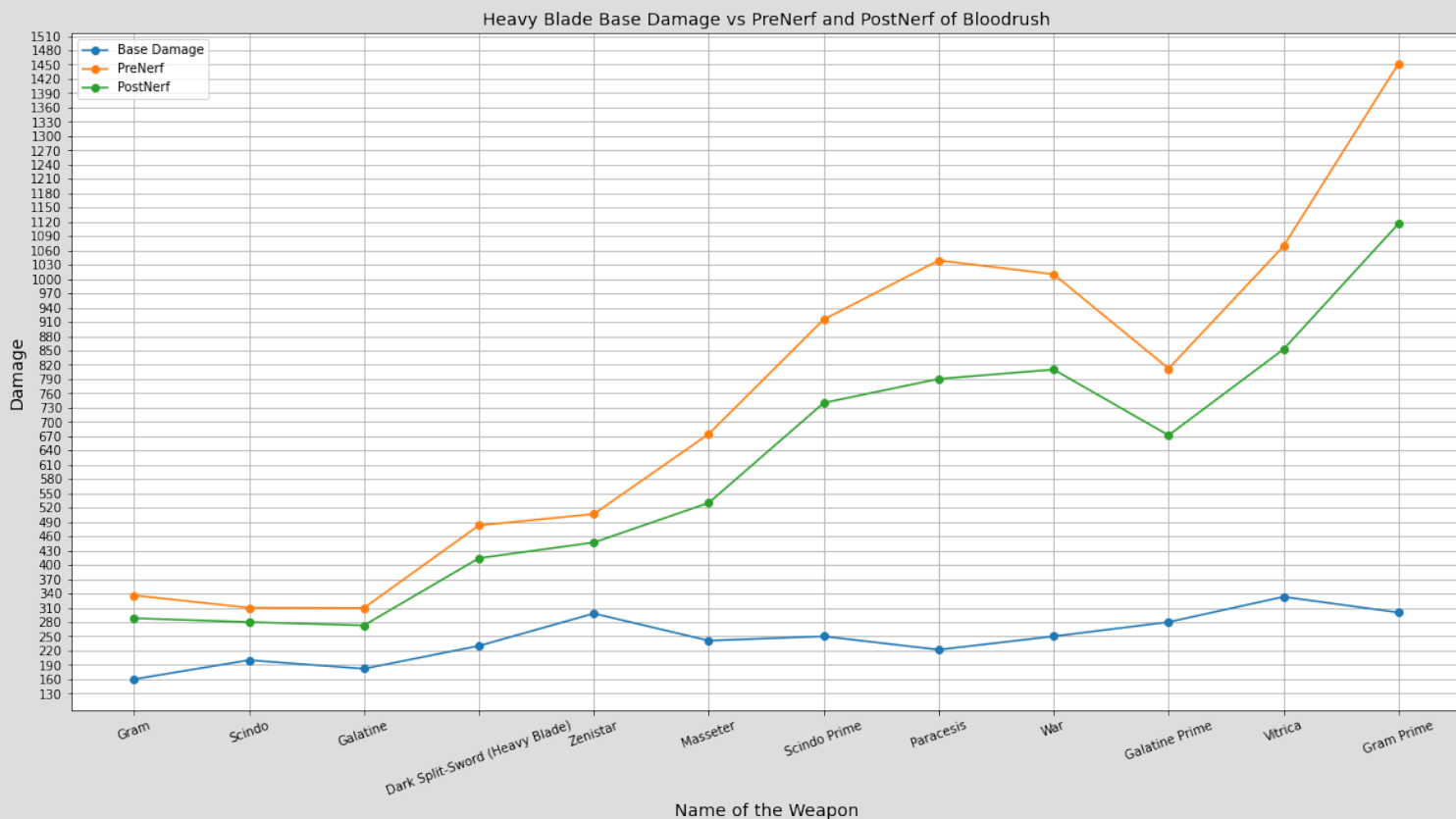
This figure shows the Mastery rank of the weapon versus the base DPS of the weapon. Damage does not seem to be strongly connected to mastery rank. Scindo Prime and Masseter are close to if not the ideal state for two weapons sharing the same Base DPS.

Heavy Blade Crit Damage



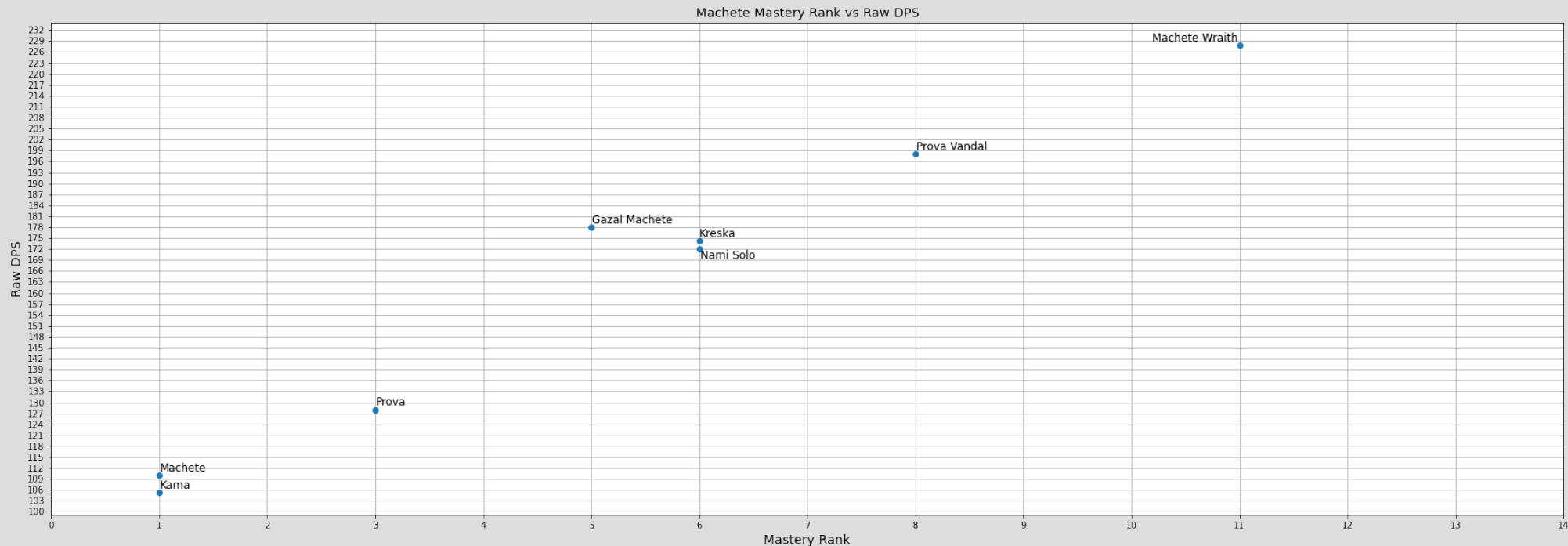
This Figure shows the average critical damage versus mastery rank for the weapon. When Critical stats are considered the weapons line up more. It is interesting how Galatine Prime is left behind by Vitrica when compared with the Raw DPS graph.

Heavy Blade Blood Rush



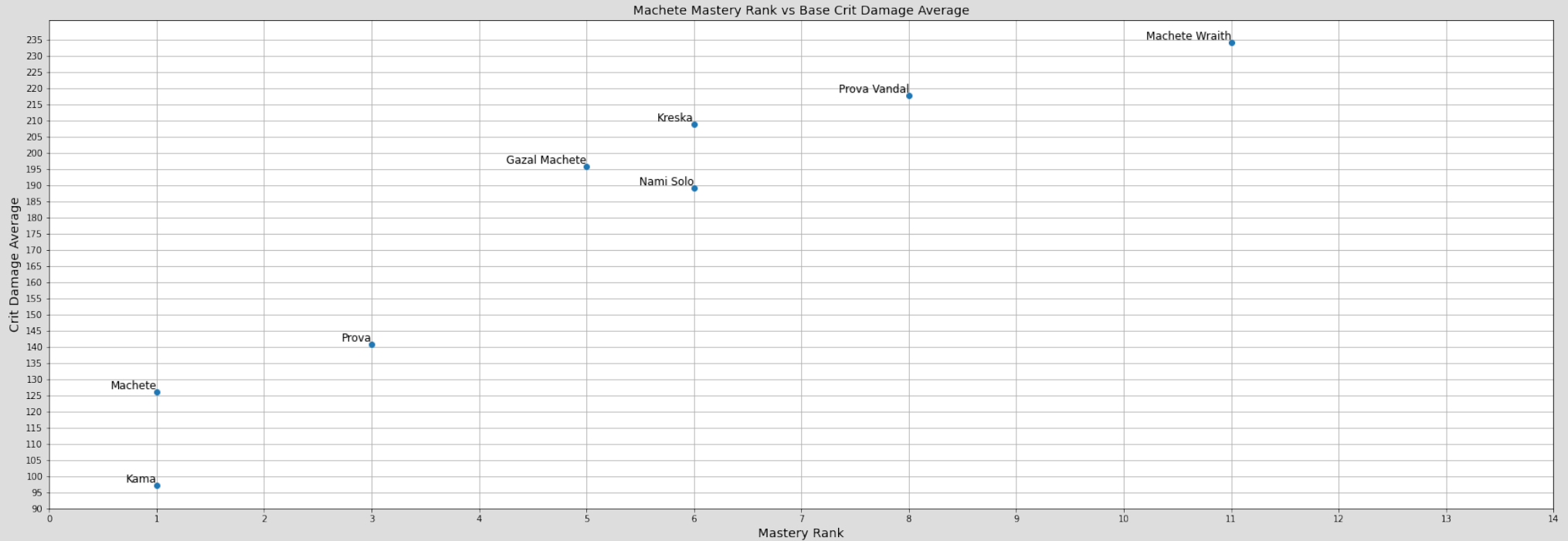
This figure shows the base damage, PreNerf critical damage, and PostNerf critical damage of Heavy Blade weapons. The base Damage is the blue line. The yellow line represents PreNerf critical damage, and the green line represents PostNerf critical damage. The names are sorted by Mastery Rank from least to greatest. Both versions of Galatine need some more help in terms of their critical stats.

Machete DPS



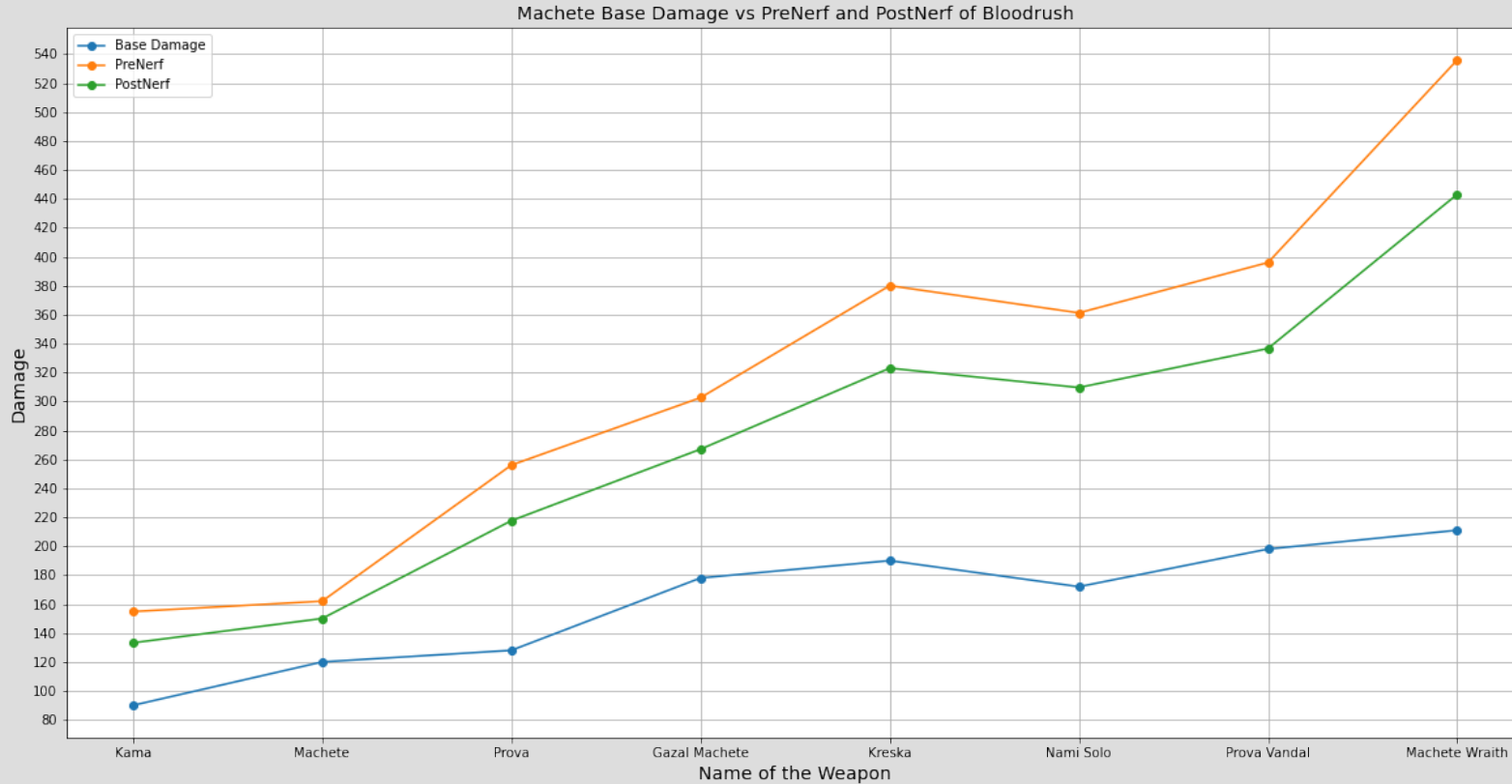
This figure shows the Mastery rank of the weapon versus the base DPS of the weapon. According to this figure Kreska and Nami Solo may need a damage increase to be more in line with the other weapons.

Machete Crit Damage



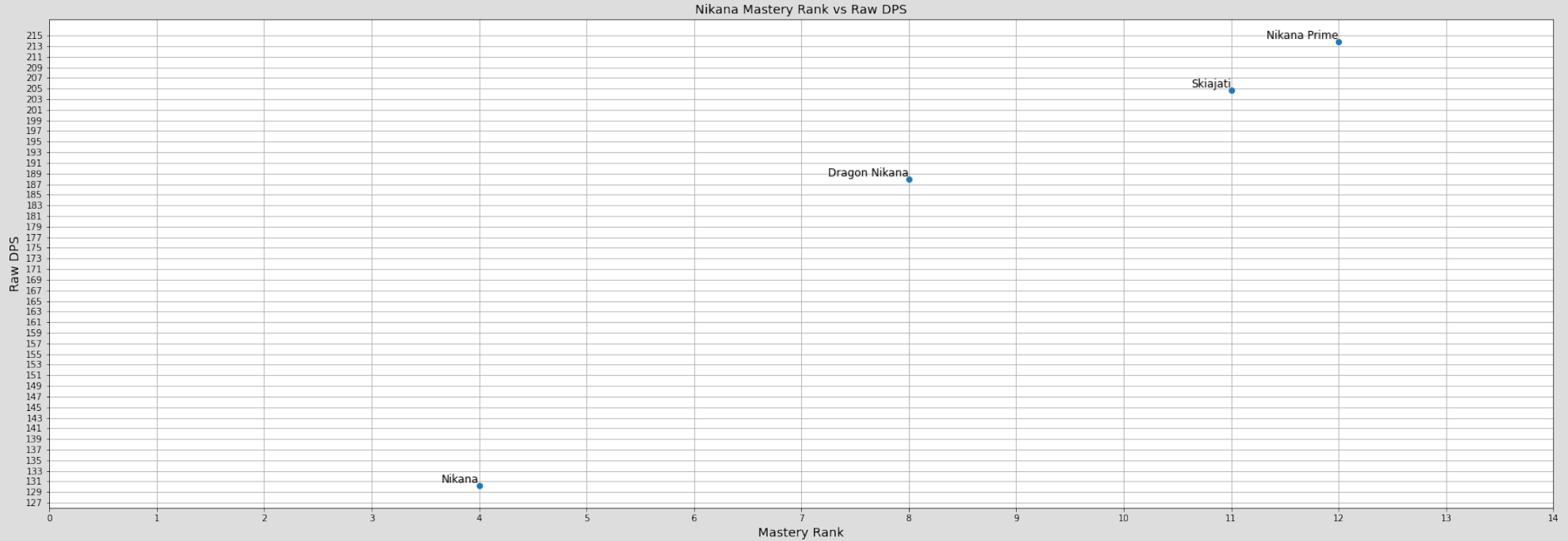
*This Figure shows the average critical damage versus mastery rank for the weapon.
Both the Kama and Nami Solo should both be considered for buffs.*

Machete Blood Rush



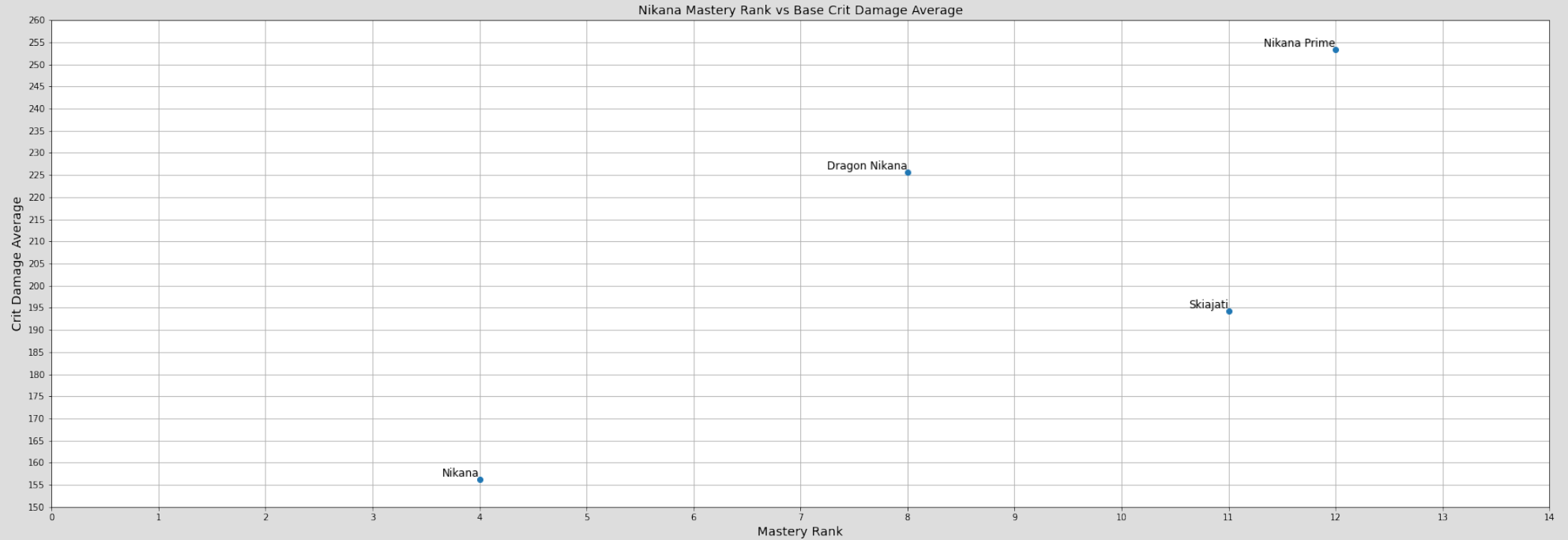
This figure shows the base damage, PreNerf critical damage, and PostNerf critical damage of Machete weapons. The base Damage is the blue line. The yellow line represents PreNerf critical damage, and the green line represents PostNerf critical damage. The names are sorted by Mastery Rank from least to greatest. Nami Solo and Kama should be considered for buffs to be more inline with the other weapons.

Nikana DPS



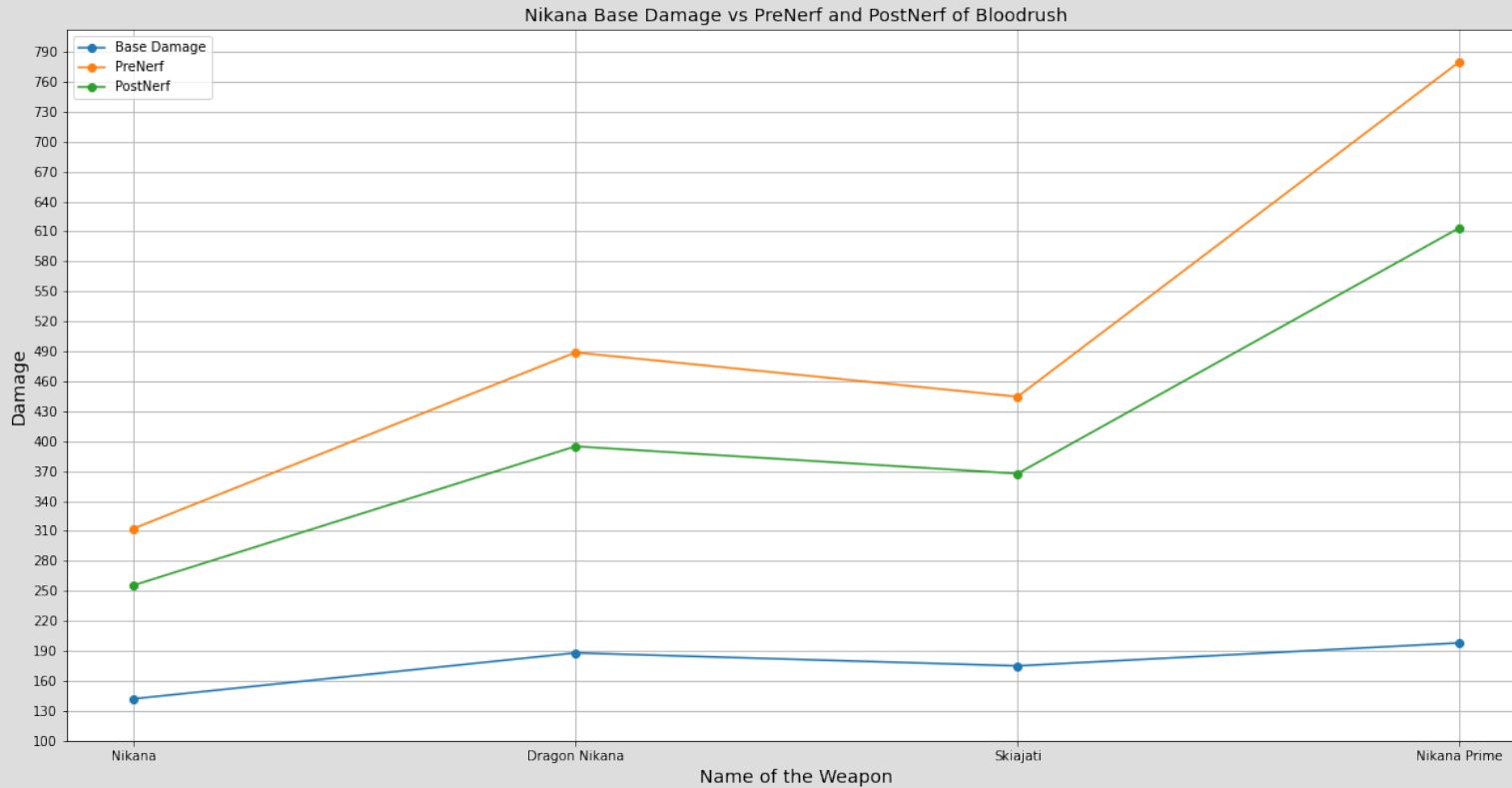
*This figure shows the Mastery rank of the weapon versus the base DPS of the weapon.
The four Nikana form a decently straight line no real changes required.*

Nikana Crit Damage



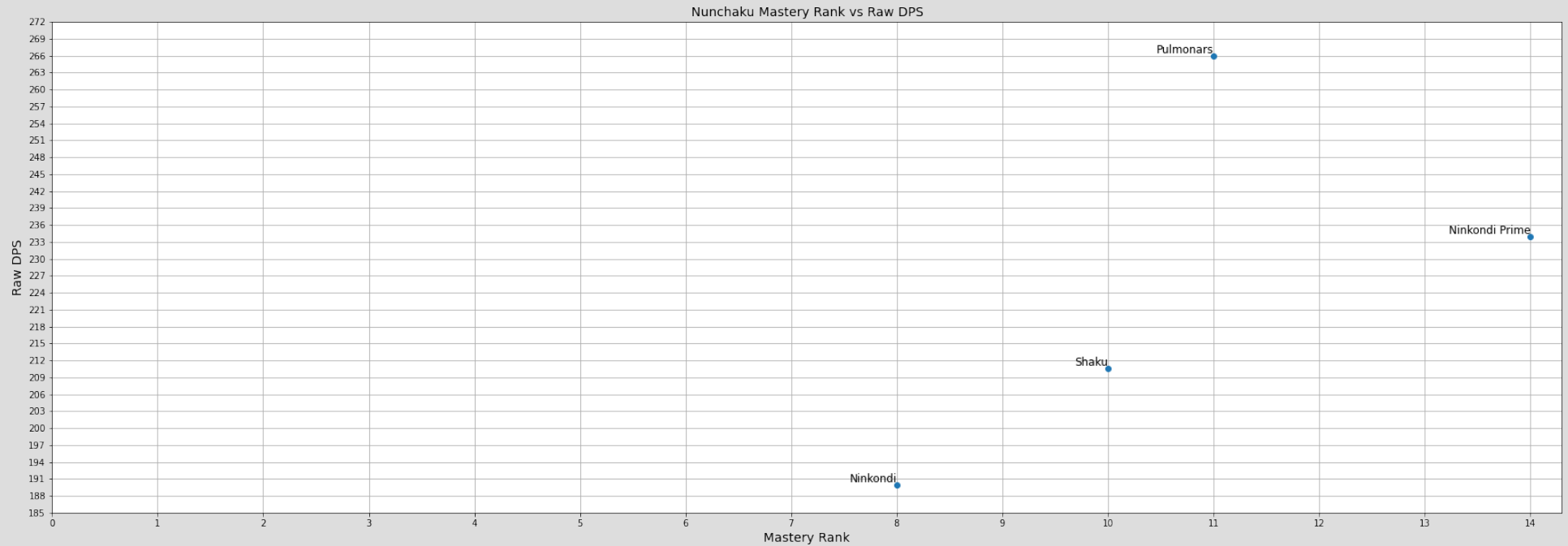
This Figure shows the average critical damage versus mastery rank for the weapon. Skiajati Critical stats may be a little low for its mastery rank.

Nikana Blood Rush



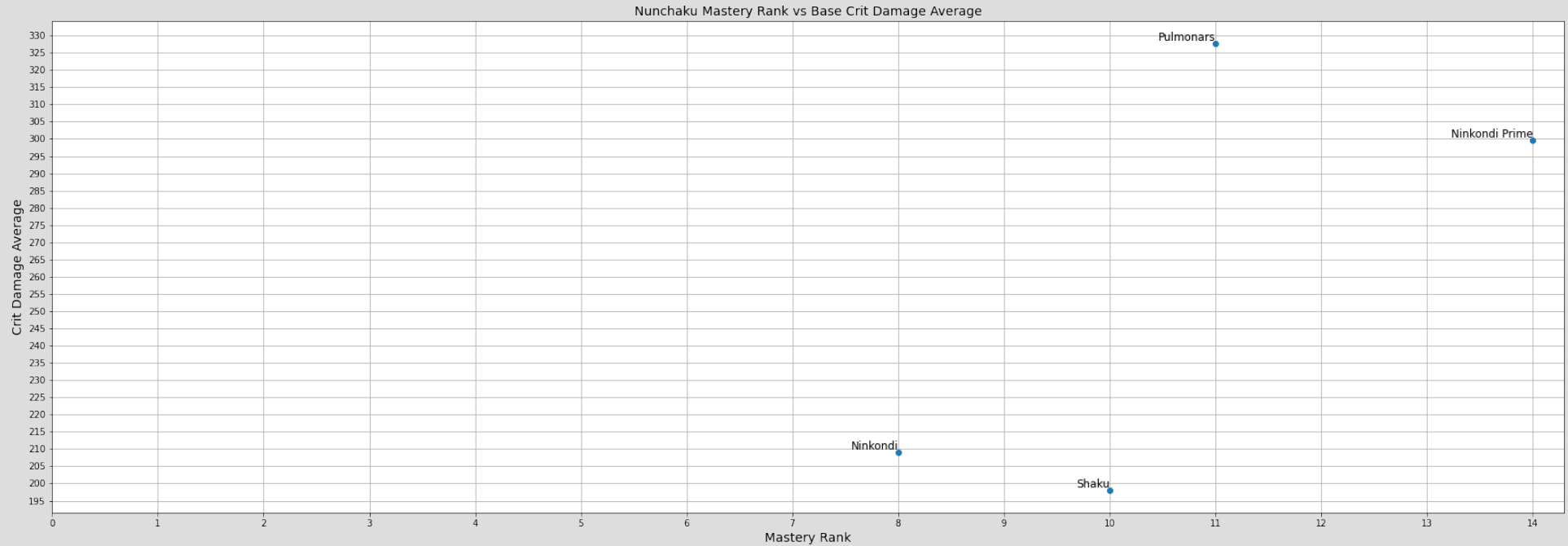
This figure shows the base damage, PreNerf critical damage, and PostNerf critical damage of Nikana weapons. The base Damage is the blue line. The yellow line represents PreNerf critical damage, and the green line represents PostNerf critical damage. The names are sorted by Mastery Rank from least to greatest. Skiajati critical stats are a little low for its master rank.

Nunchaku DPS



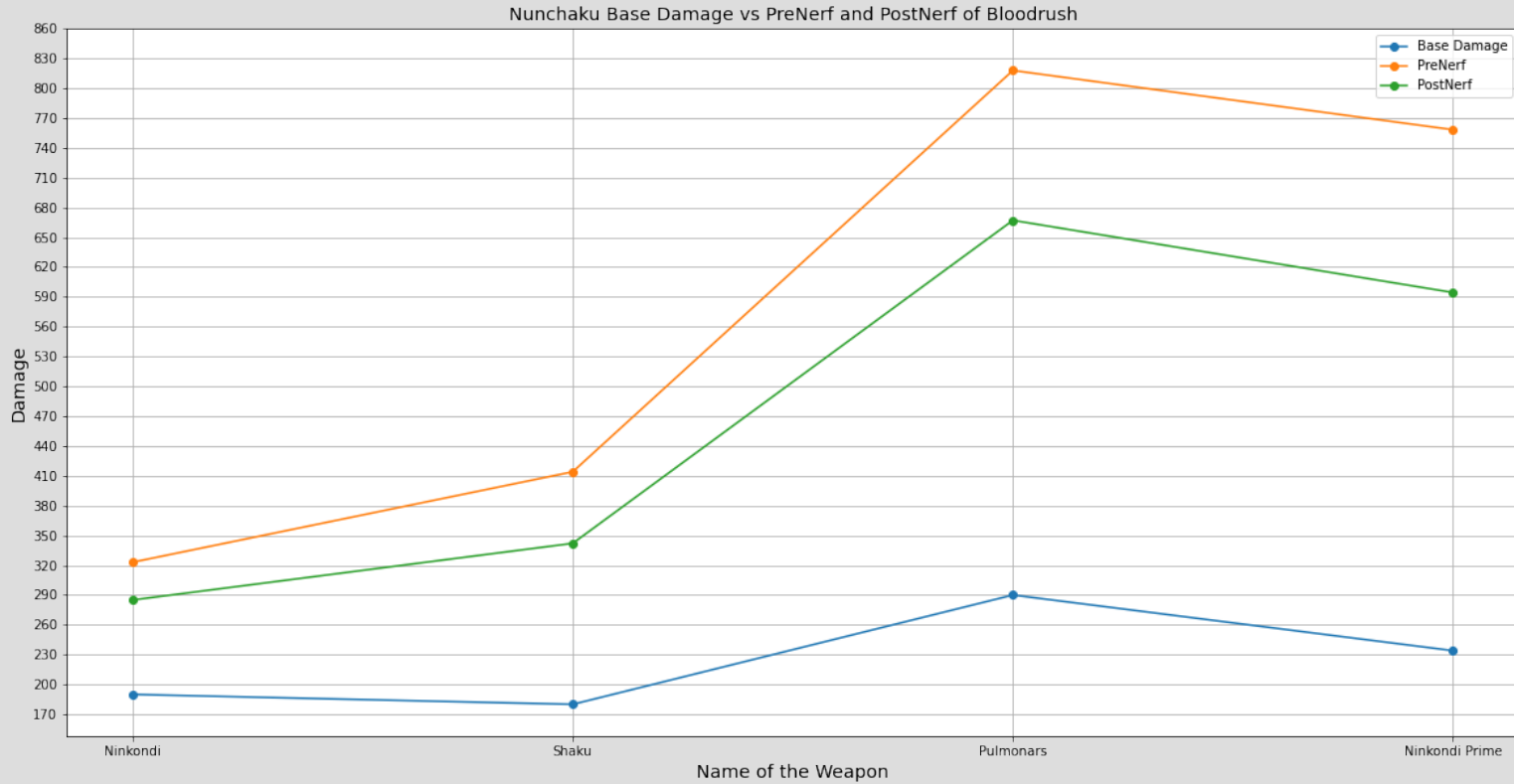
This figure shows the Mastery rank of the weapon versus the base DPS of the weapon. Pulmonars has very high base DPS and should be considered for changes.

Nunchaku Crit Damage



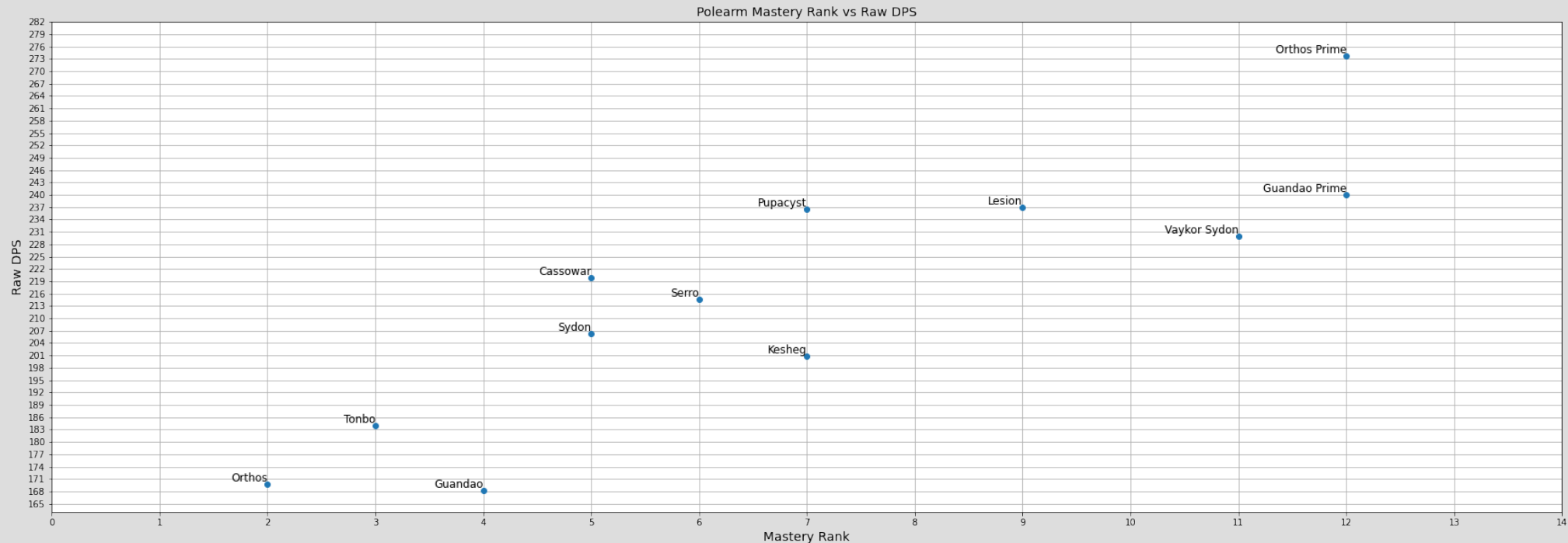
This Figure shows the average critical damage versus mastery rank for the weapon. Shaku critical stats are not where they should be and Pulmonars does not seem to master rank 11 weapon for nunchaku.

Nunchaku Blood Rush



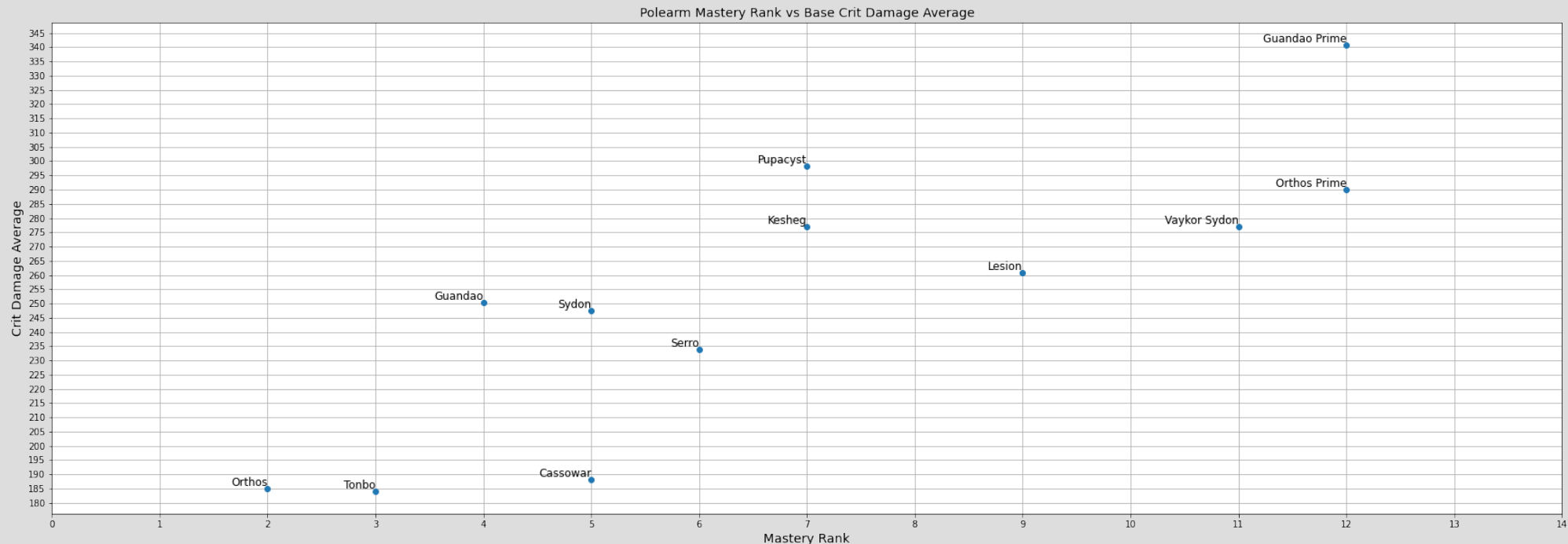
This figure shows the base damage, PreNerf critical damage, and PostNerf critical damage of Nunchaku weapons. The base Damage is the blue line. The yellow line represents PreNerf critical damage, and the green line represents PostNerf critical damage. The names are sorted by Mastery Rank from least to greatest. Ninkondi Prime may need a damage buff.

Polearm DPS



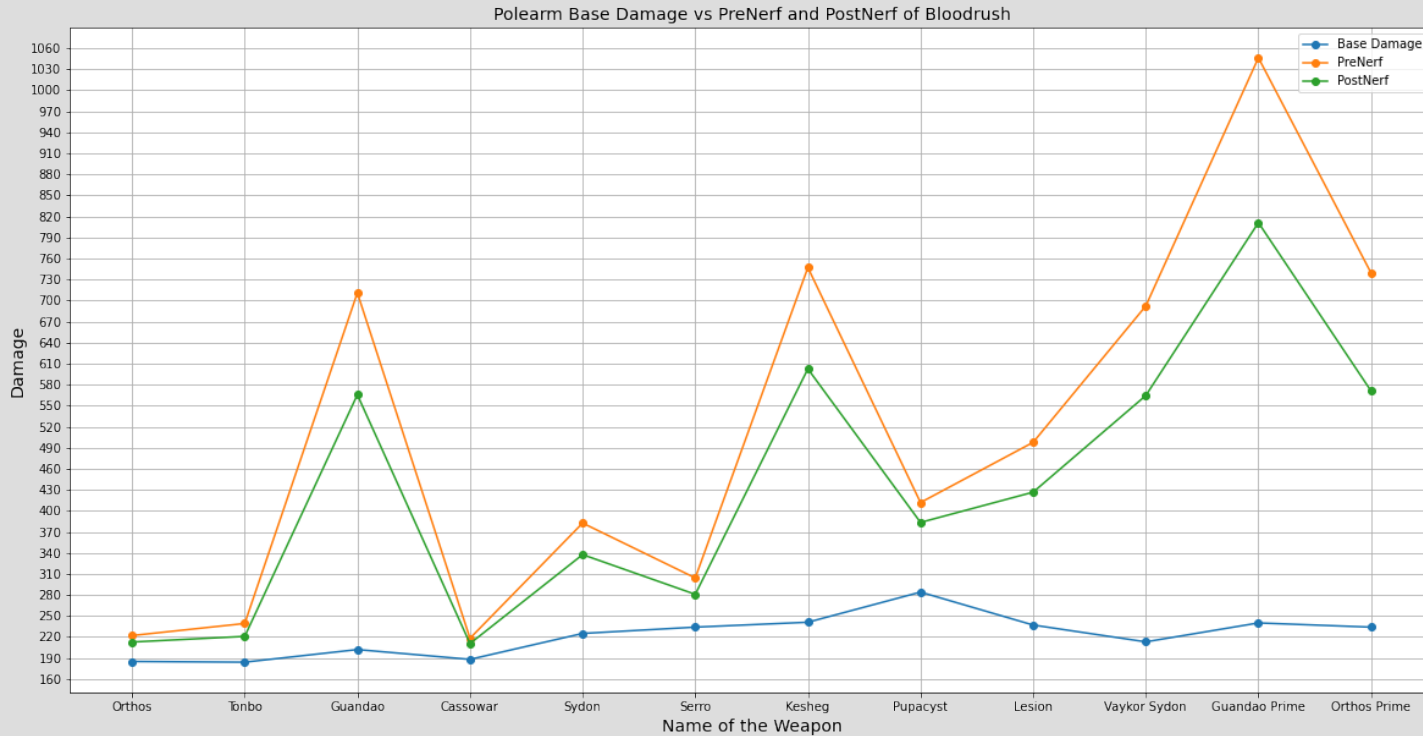
This figure shows the Mastery rank of the weapon versus the base DPS of the weapon. The graph forms sort of line, but there are a few outliers that may need some buffs.

Polearm Crit Damage



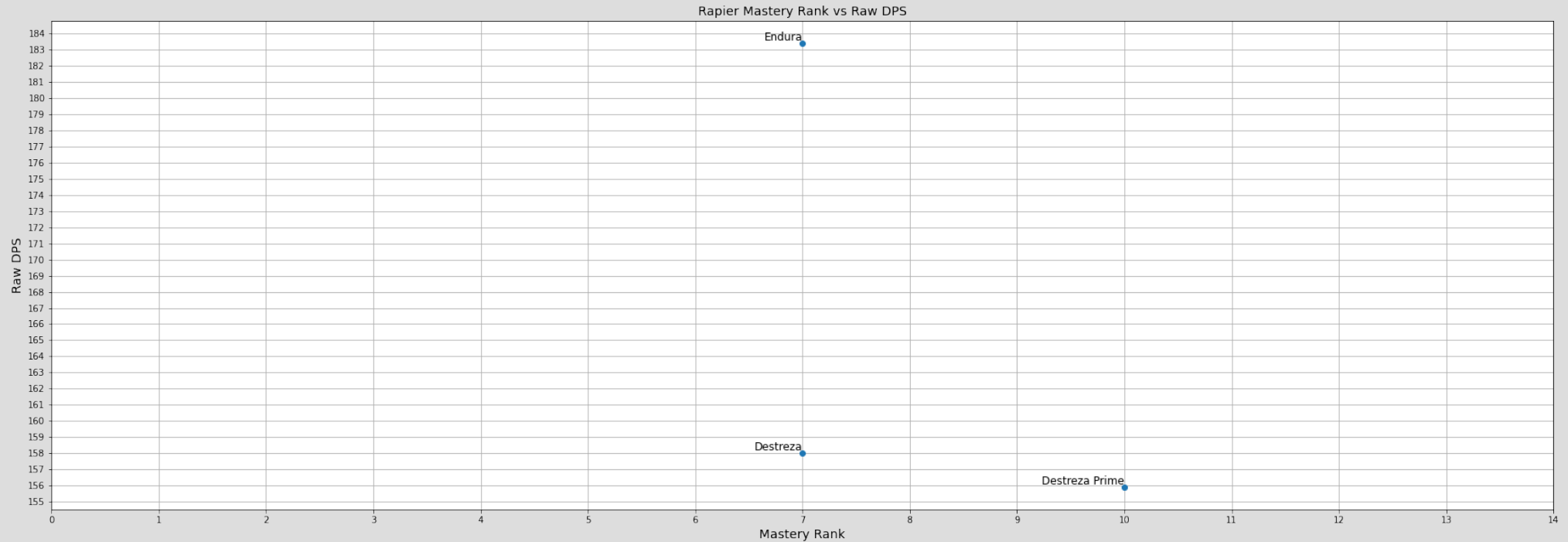
This Figure shows the average critical damage versus mastery rank for the weapon. Note how Guandao Prime and Orthos Prime swapped spots for which did more damage. Cassowar and Sydon also swapped spots.

Polearm Blood Rush



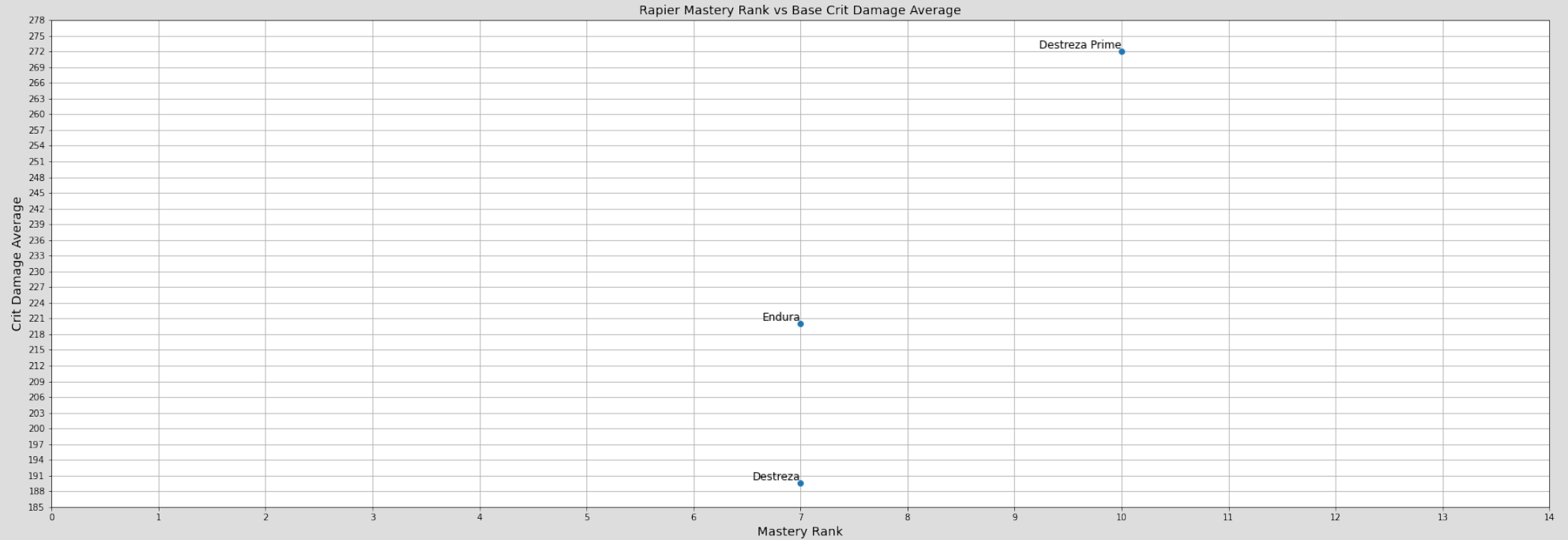
This figure shows the base damage, PreNerf critical damage, and PostNerf critical damage of Polearm weapons. The base Damage is the blue line. The yellow line represents PreNerf critical damage, and the green line represents PostNerf critical damage. The names are sorted by Mastery Rank from least to greatest. Both Guandao variants benefit greatly from blood rush as well as Kesheg.

Rapier DPS



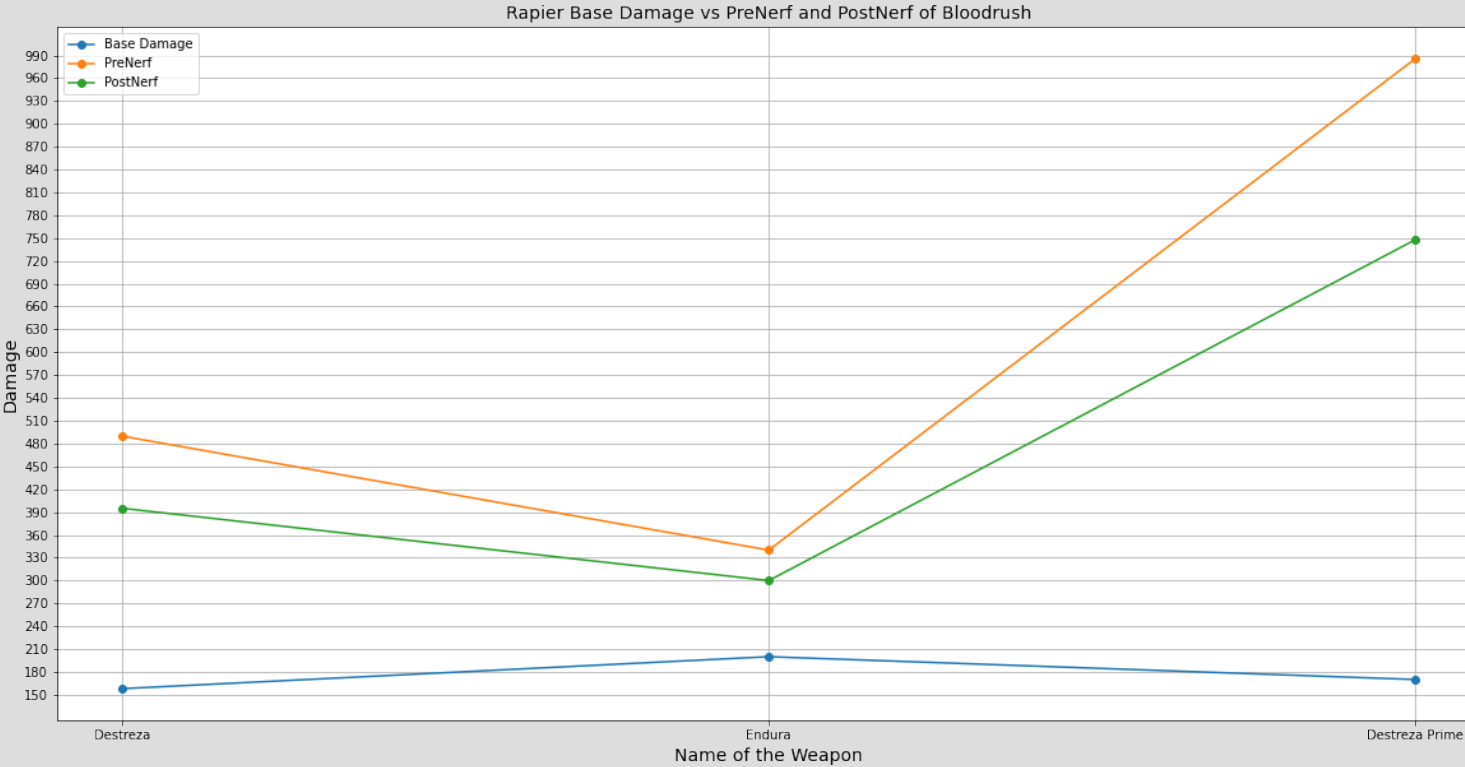
This figure shows the Mastery rank of the weapon versus the base DPS of the weapon. It is interesting that the Prime variant of Destreza does less damage than the base weapon.

Rapier Crit Damage



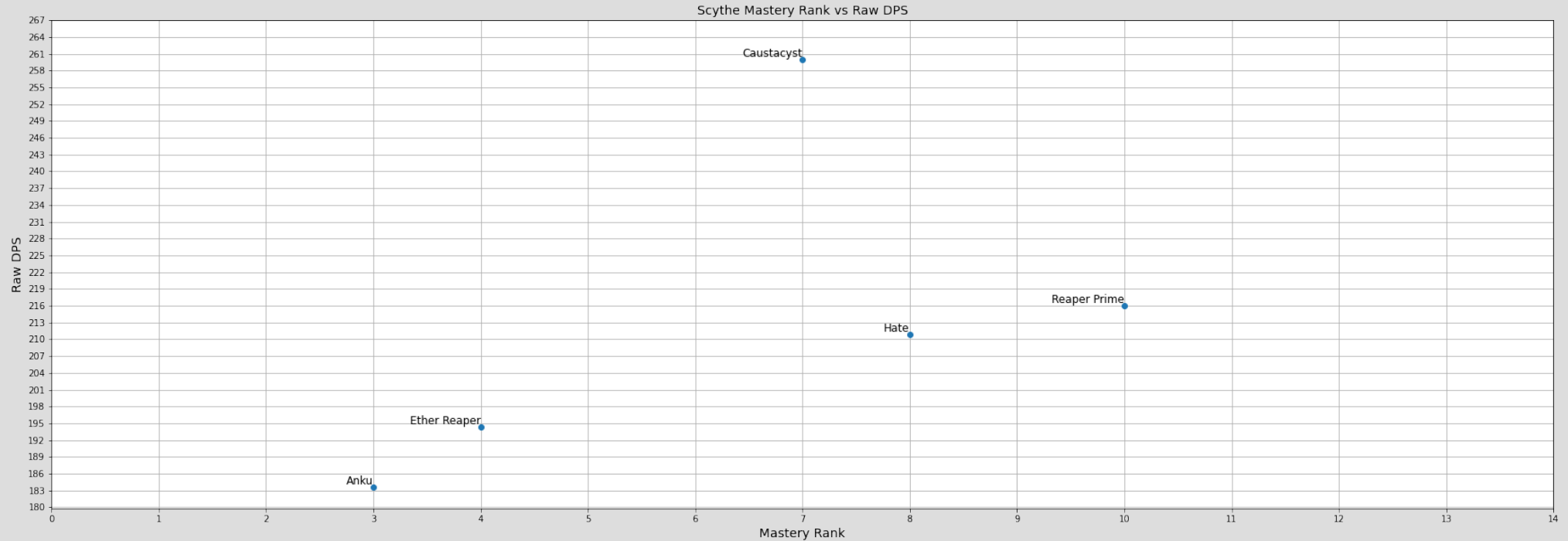
This Figure shows the average critical damage versus mastery rank for the weapon. When critical stats are taken into account the prime variant of Destreza far outclasses the regular variant.

Rapier Blood Rush



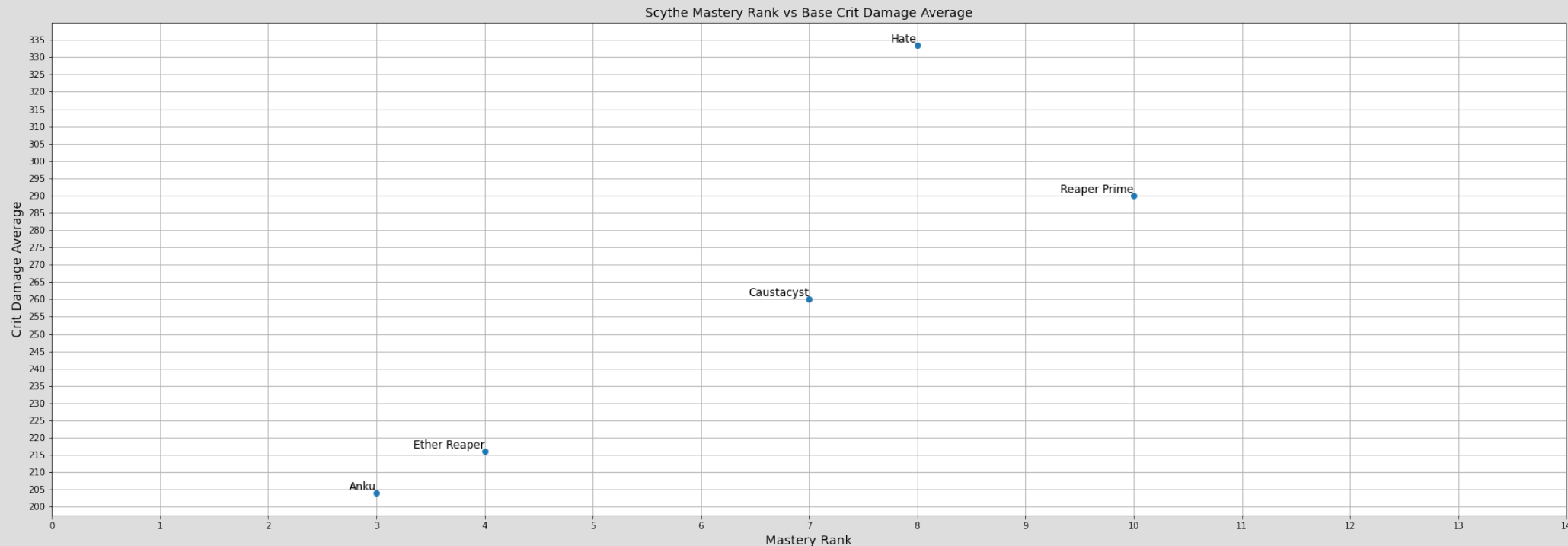
This figure shows the base damage, PreNerf critical damage, and PostNerf critical damage of Rapier weapons. The base Damage is the blue line. The yellow line represents PreNerf critical damage, and the green line represents PostNerf critical damage. The names are sorted by Mastery Rank from least to greatest. DE tends to balance weapons around critical or status chance Endura so happens to be a status weapon which is why regular Destreza does more damage with Blood rush.

Scythe DPS



This figure shows the Mastery rank of the weapon versus the base DPS of the weapon. Base Damage wise Caustacyst wins and seems to be over tuned for mastery rank 70.

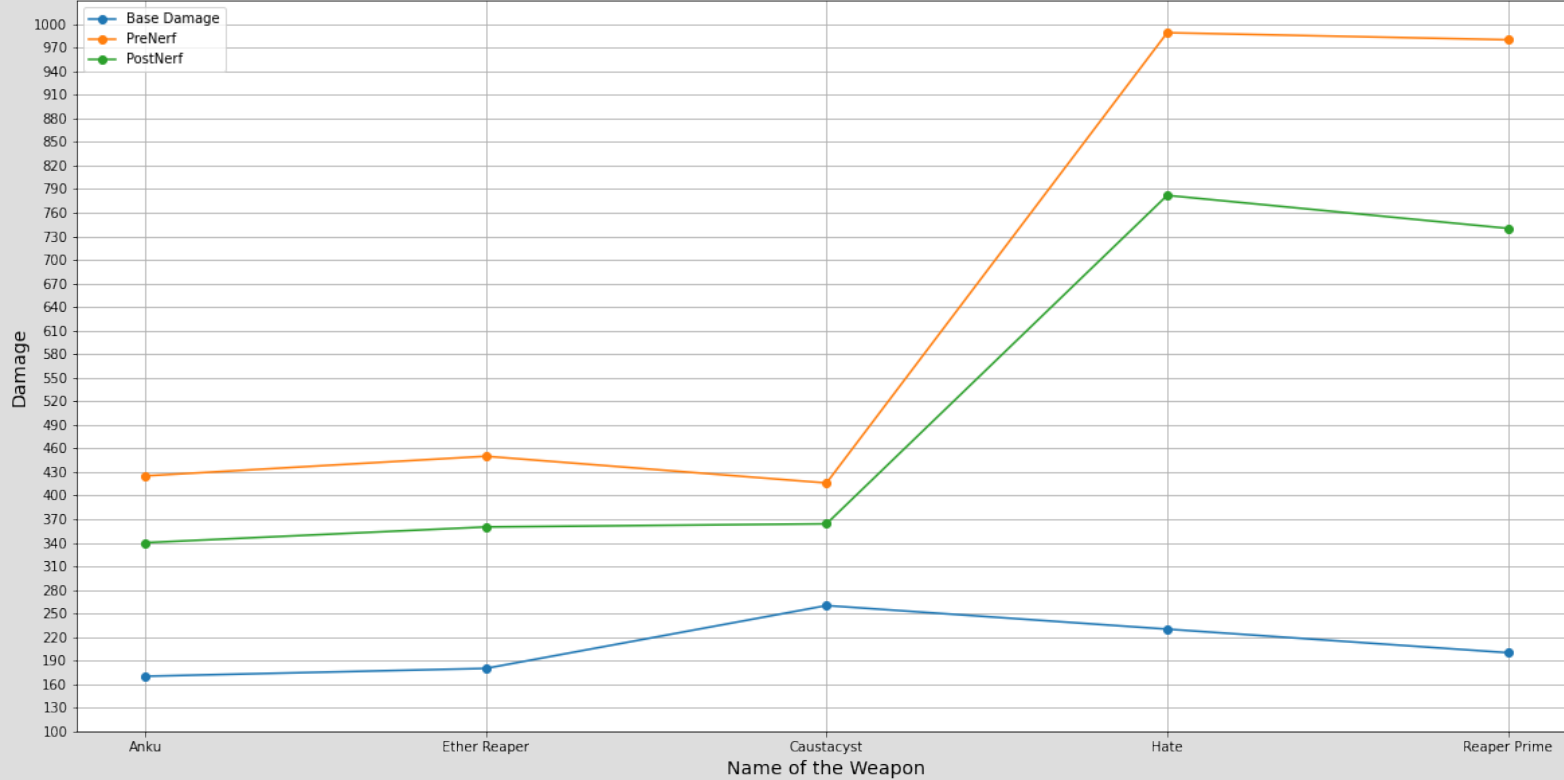
Scythe Crit Damage



This Figure shows the average critical damage versus mastery rank for Scythe weapons. Both Hate and Reaper Prime benefited from critical stats. Random fact Reaper Prime still does not have a regular version and it is one of the first prime weapons released.

Scythe Blood Rush

Scythe Base Damage vs PreNerf and PostNerf of Bloodrush



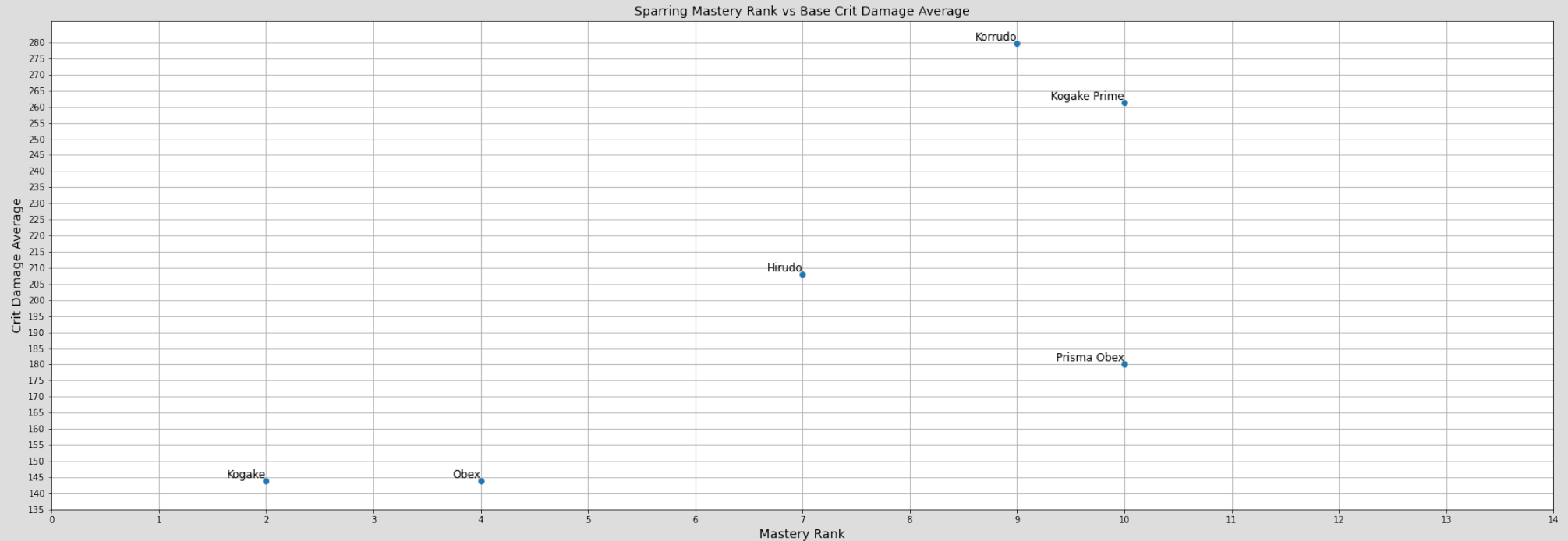
This figure shows the base damage, PreNerf critical damage, and PostNerf critical damage of Scythe weapons. The base Damage is the blue line. The yellow line represents PreNerf critical damage, and the green line represents PostNerf critical damage. The names are sorted by Mastery Rank from least to greatest. Blood Rush helps close the divide between Hate and Reaper Prime, but not as much after the nerf.

Sparring DPS



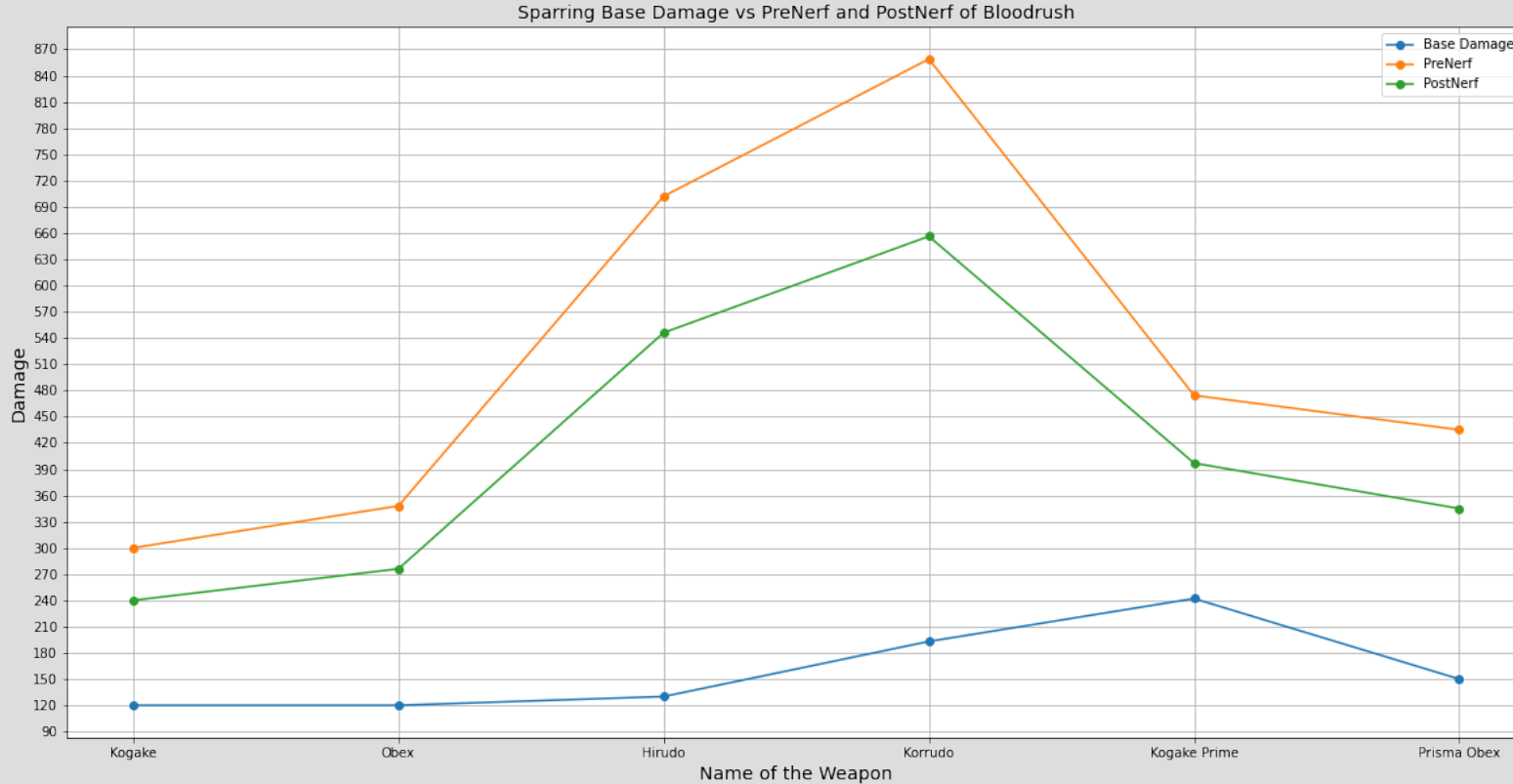
*This figure shows the Mastery rank of the weapon versus the base DPS of the weapon.
Another chart with an exponential curve rather than a line.*

Sparring Crit Damage



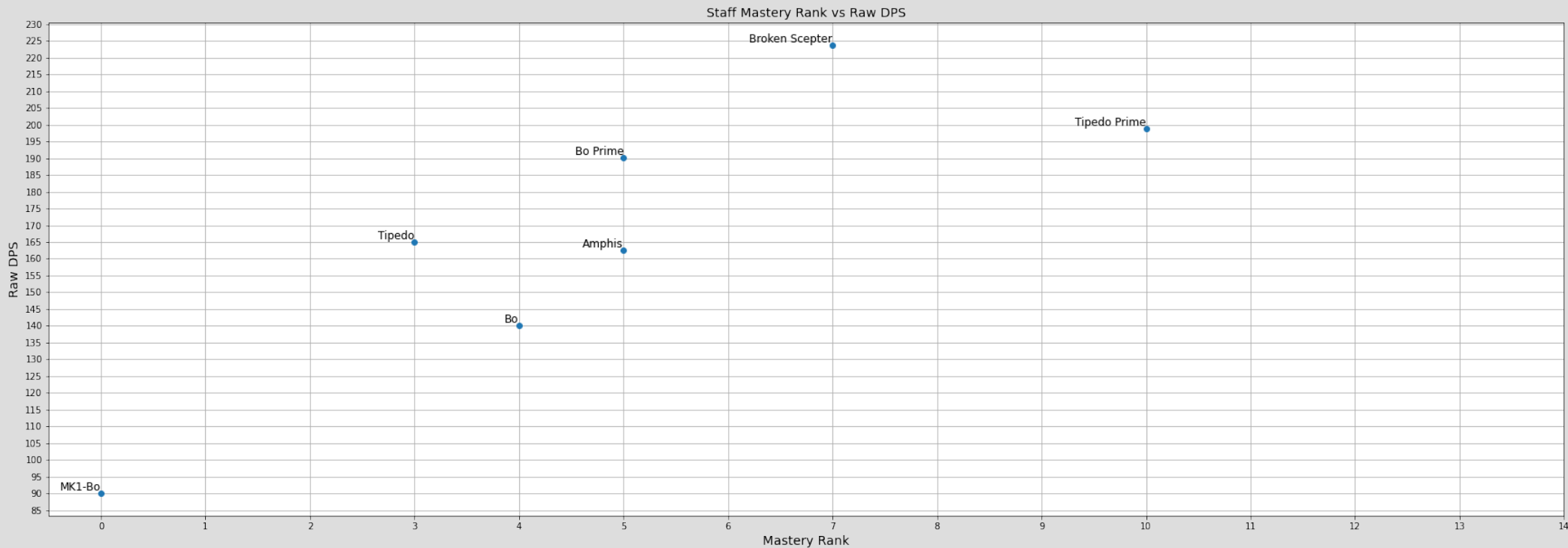
This Figure shows the average critical damage versus mastery rank for sparring weapons. Both Korrudo and Kogake Prime do better with critical stats leaving Prisma Obex in the dust.

Sparring Blood Rush



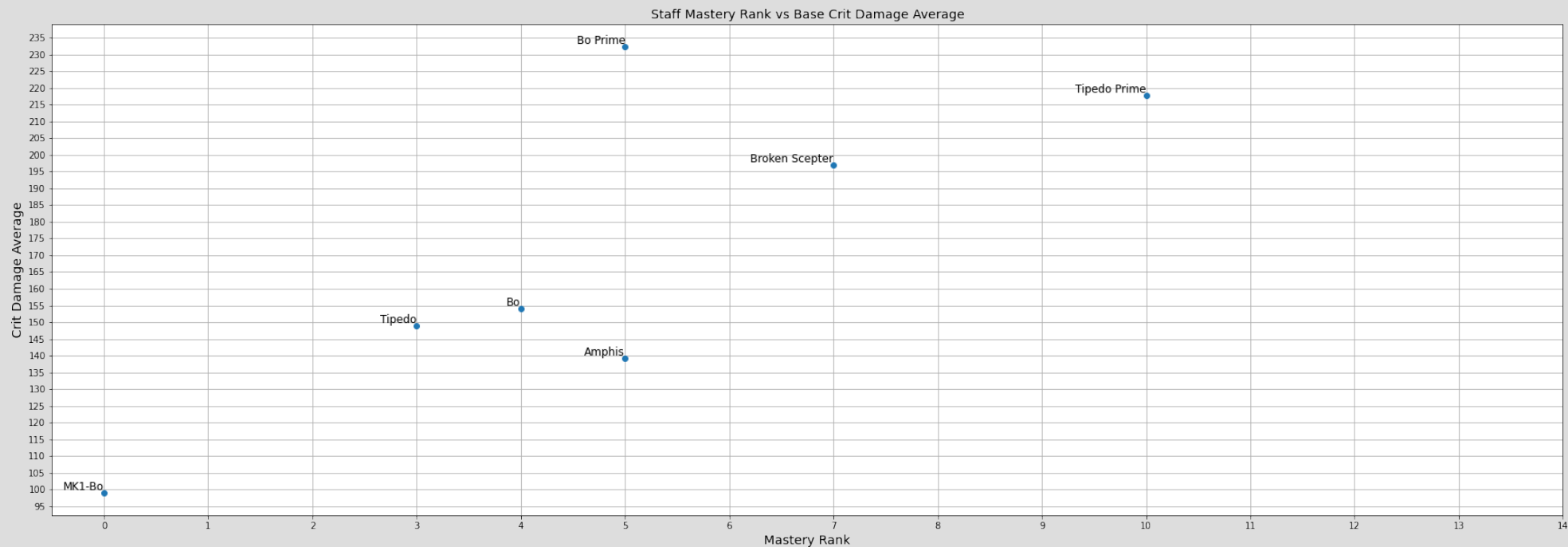
This figure shows the base damage, PreNerf critical damage, and PostNerf critical damage of Sparring weapons. The base Damage is the blue line. The yellow line represents PreNerf critical damage, and the green line represents PostNerf critical damage. The names are sorted by Mastery Rank from least to greatest. Blood Rush greatly boost the damage potential of Hirudo and Korrudo. A buff may needed to be applied to Kogake Prime and Prisma Obex.

Staff DPS



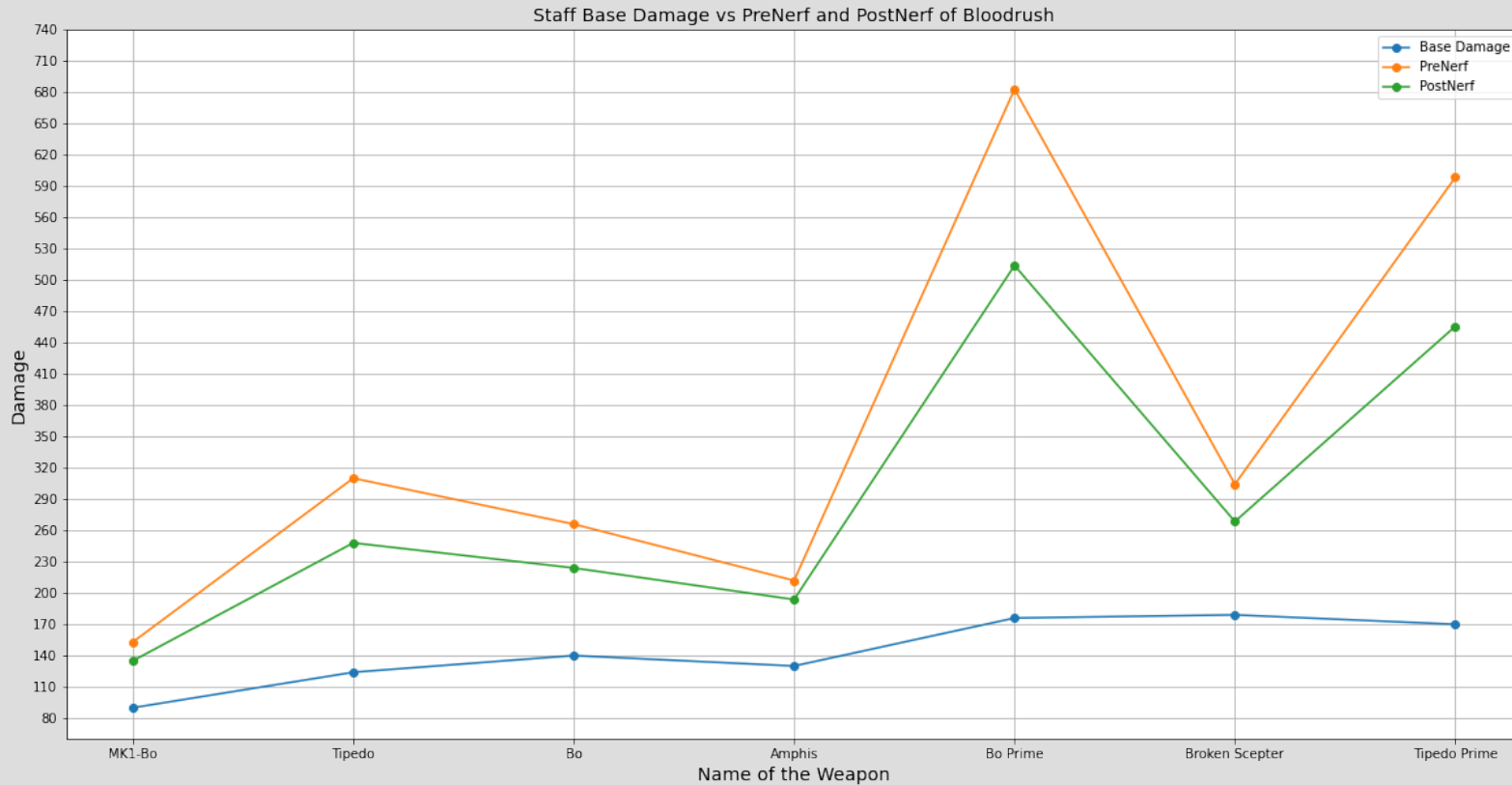
*This figure shows the Mastery rank of the weapon versus the base DPS of the weapon.
Tippedo Prime's base damage may need a boost as well as Bo.*

Staff Crit Damage



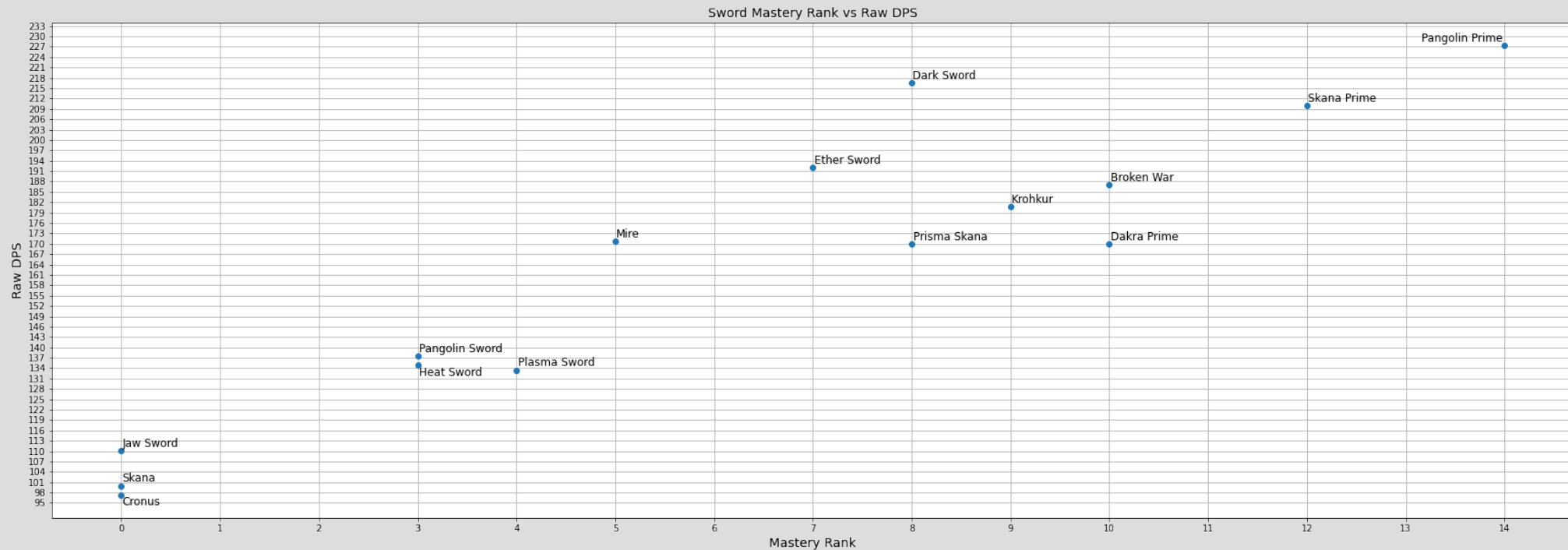
This Figure shows the average critical damage versus mastery rank for staff weapons. Critical stats greatly benefited Bo Prime, Bo and Tapedo Prime.

Staff Blood Rush



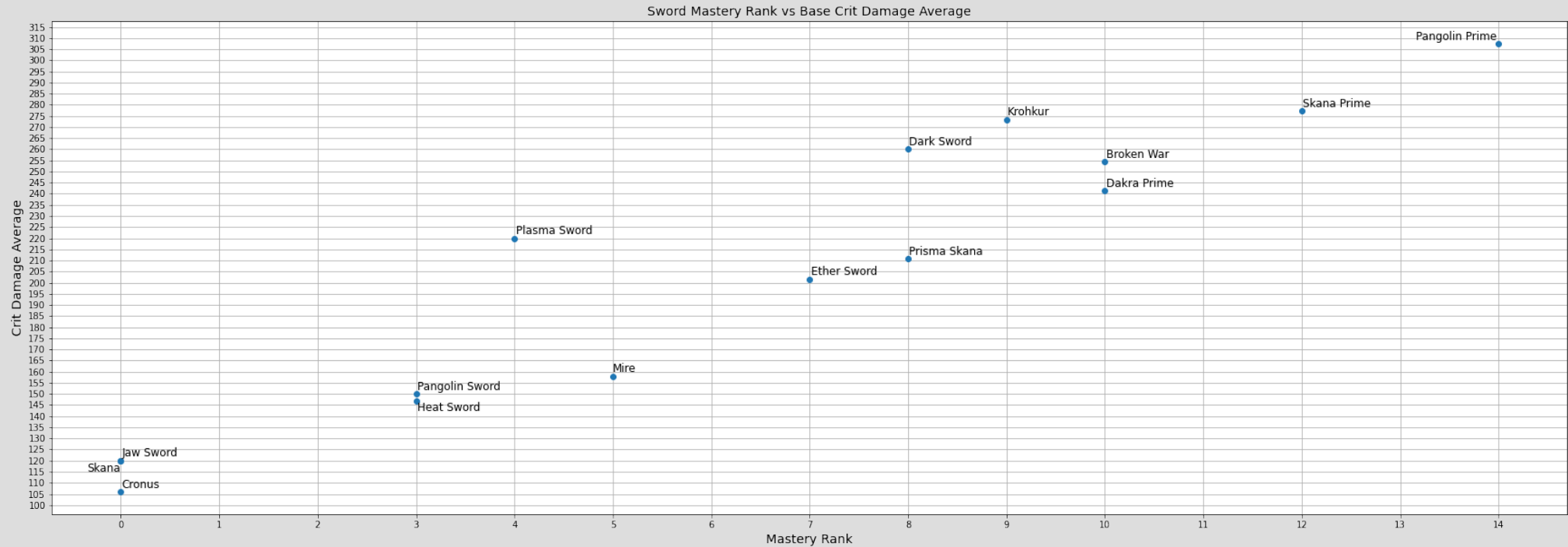
This figure shows the base damage, PreNerf critical damage, and PostNerf critical damage of Staff weapons. The base Damage is the blue line. The yellow line represents PreNerf critical damage, and the green line represents PostNerf critical damage. The names are sorted by Mastery Rank from least to greatest. Blood Rush greatly helped Bo Prime and Tippedo Prime. Since Mastery Rank 5 is not terribly difficult to reach. Bo Prime would be an excellent early to middle of the game weapon.

Sword DPS



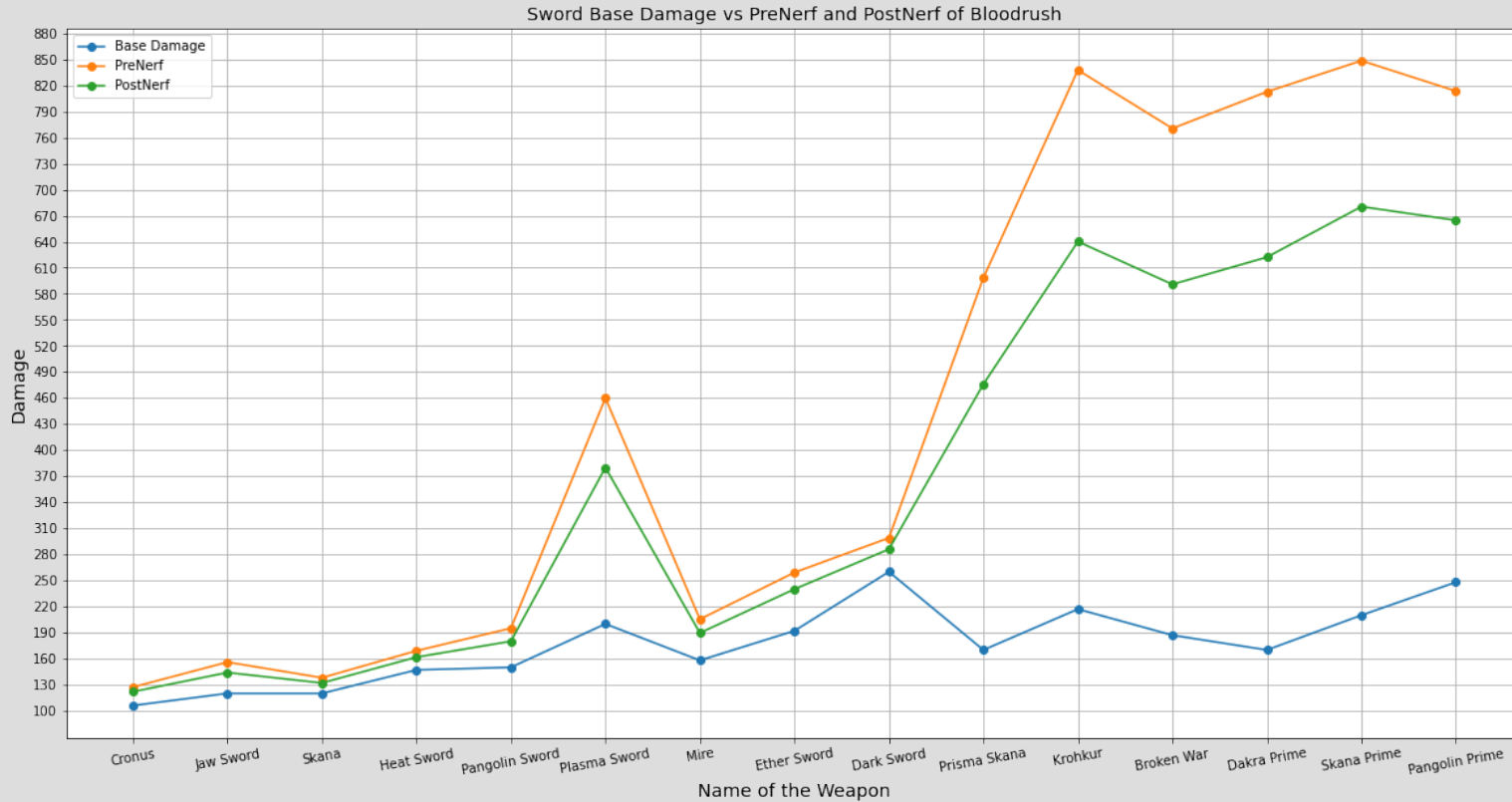
This figure shows the Mastery rank of the weapon versus the base DPS of the weapon. The swords follow a general line. Interestingly Skana the starter sword is better than the upgrade version, Cronus, in terms of base DPS.

Sword Crit Damage



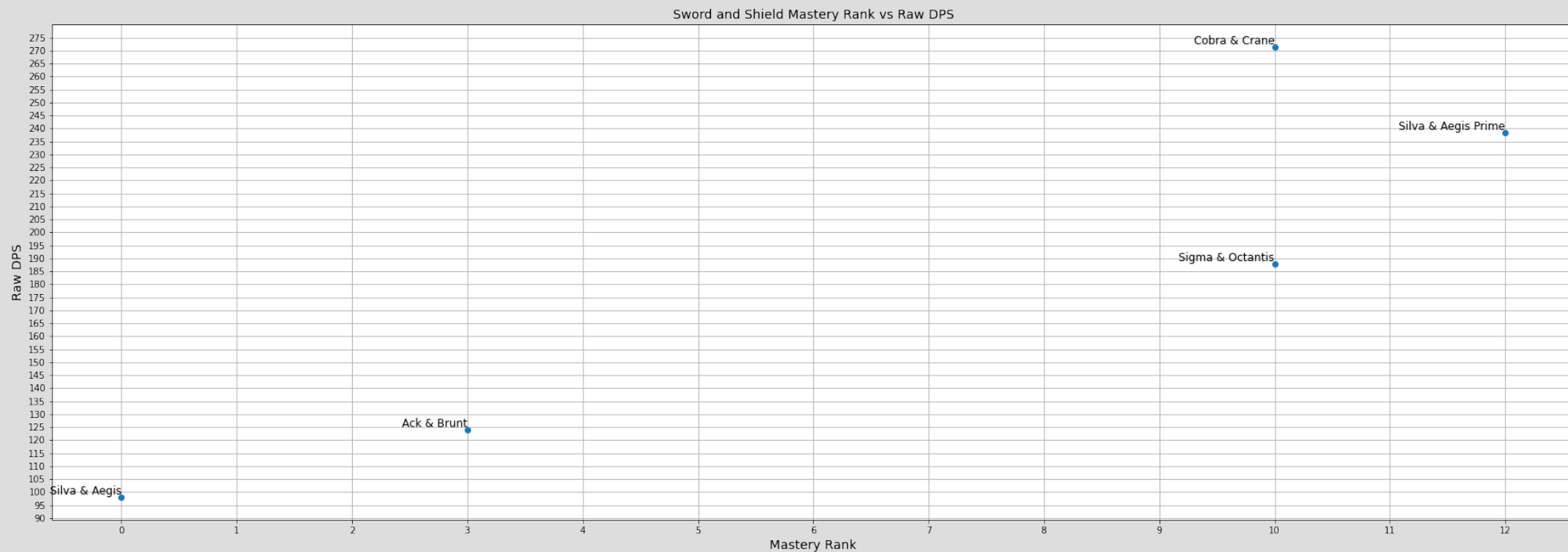
This Figure shows the average critical damage versus mastery rank for sword weapons. Cronus is still not better than Skana.

Sword Blood Rush



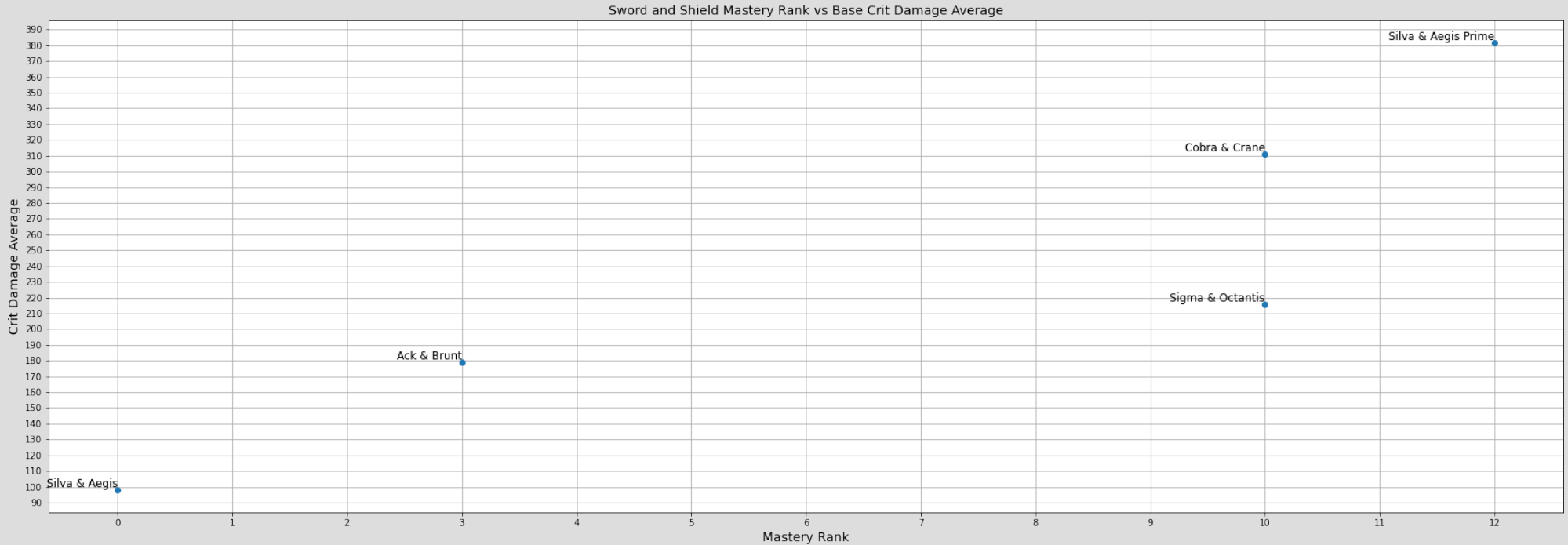
This figure shows the base damage, PreNerf critical damage, and PostNerf critical damage of Sword weapons. The base Damage is the blue line. The yellow line represents PreNerf critical damage, and the green line represents PostNerf critical damage. The names are sorted by Mastery Rank from least to greatest. It good to see Skana Prime is competitive with other top prime weapons as it is an exclusive weapon for people bought into the game before it was popular. Surprisingly the plasma sword really benefits from blood rush.

Sword and Shield DPS



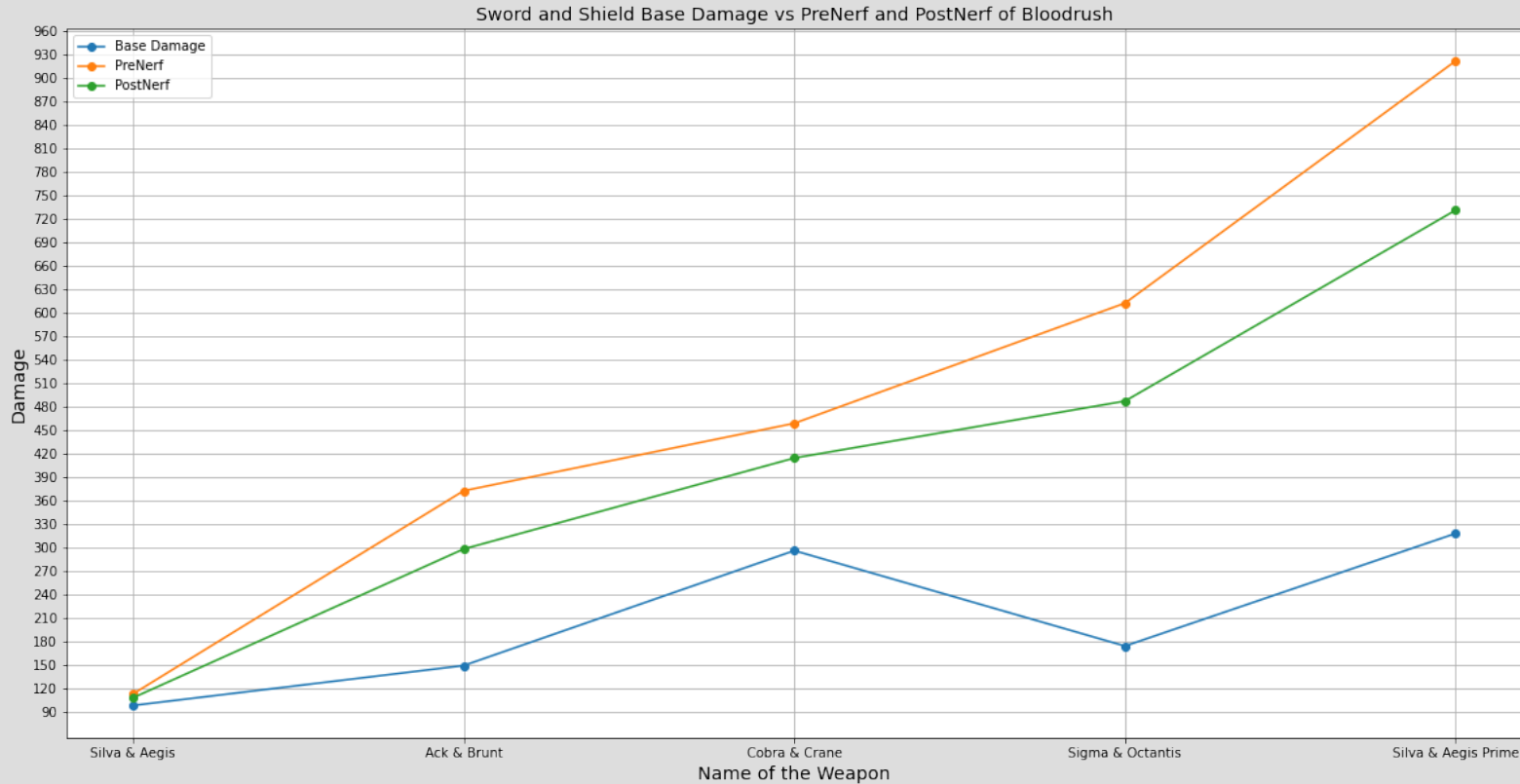
This figure shows the Mastery rank of the weapon versus the base DPS of the weapon. Sigma & Octantis may need a buff at least according to this chart.

Sword and Shield Crit Damage



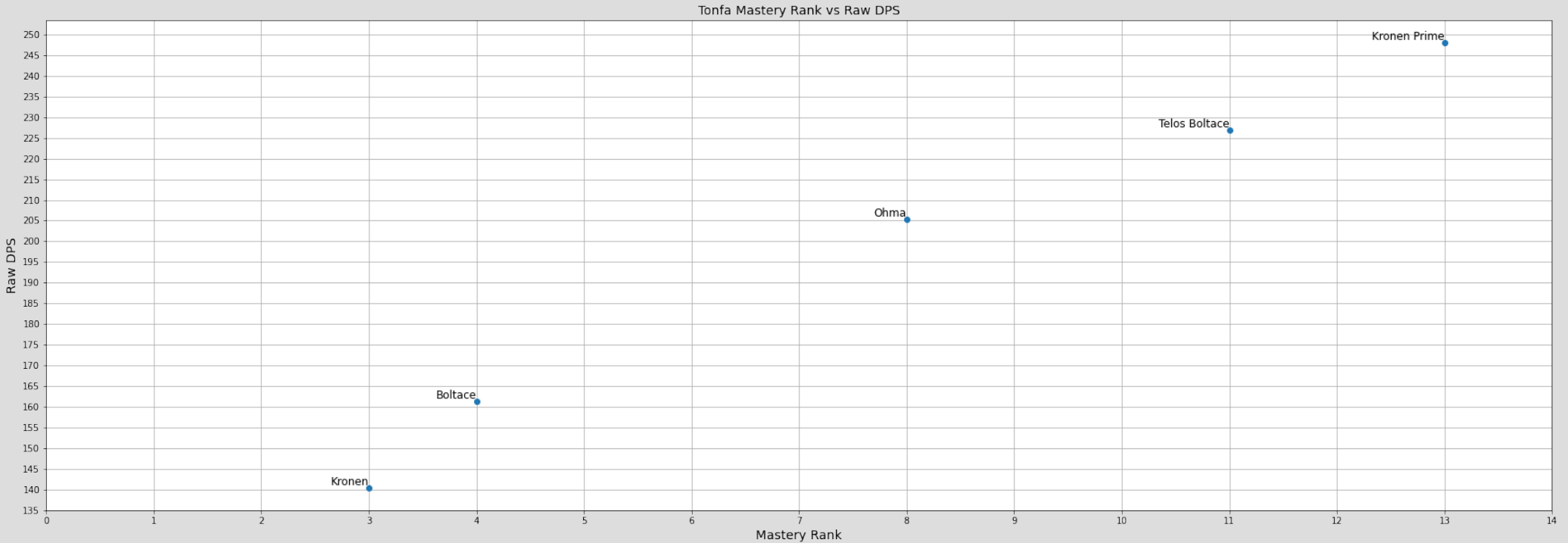
This Figure shows the average critical damage versus mastery rank for sword and shield weapons. Silva & Aegis Prime quickly rose above Cobra & Cane when base critical stats are considered.

Sword and Shield Blood Rush



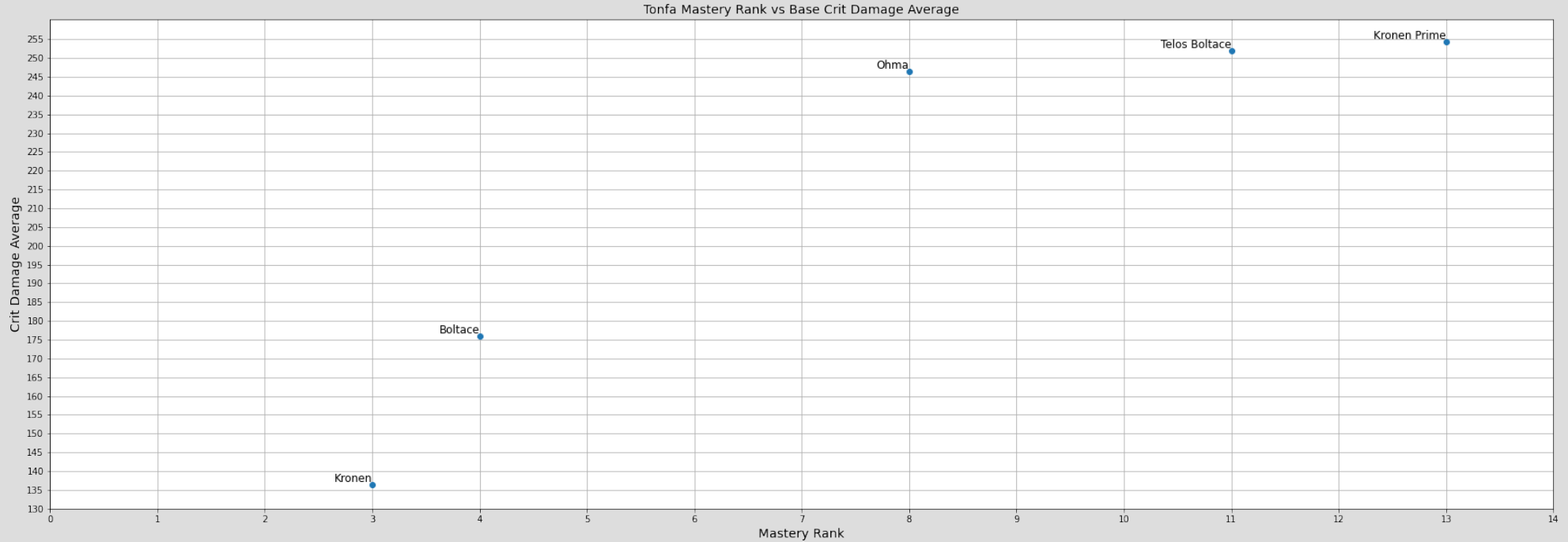
This figure shows the base damage, PreNerf critical damage, and PostNerf critical damage of Sword and Shield weapons. The base Damage is the blue line. The yellow line represents PreNerf critical damage, and the green line represents PostNerf critical damage. The names are sorted by Mastery Rank from least to greatest. Lined up like this Blood rush gives these weapons an almost straight line. It should be noted that Blood Rush does almost nothing for Silva & Aegis.

Tonfa DPS



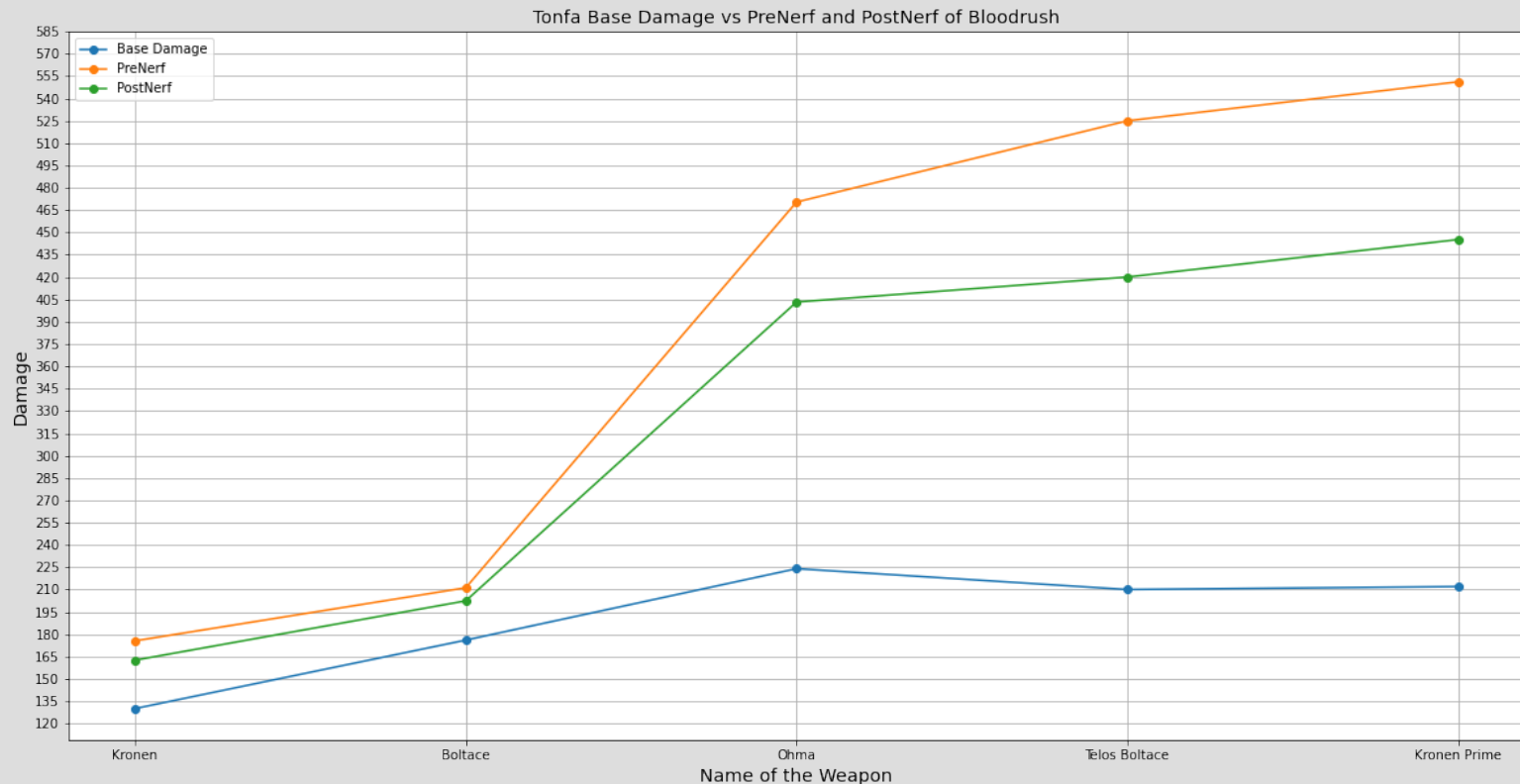
*This figure shows the Mastery rank of the weapon versus the base DPS of the weapon.
A nice straight line. Balance as it should be.*

Tonfa Crit Damage



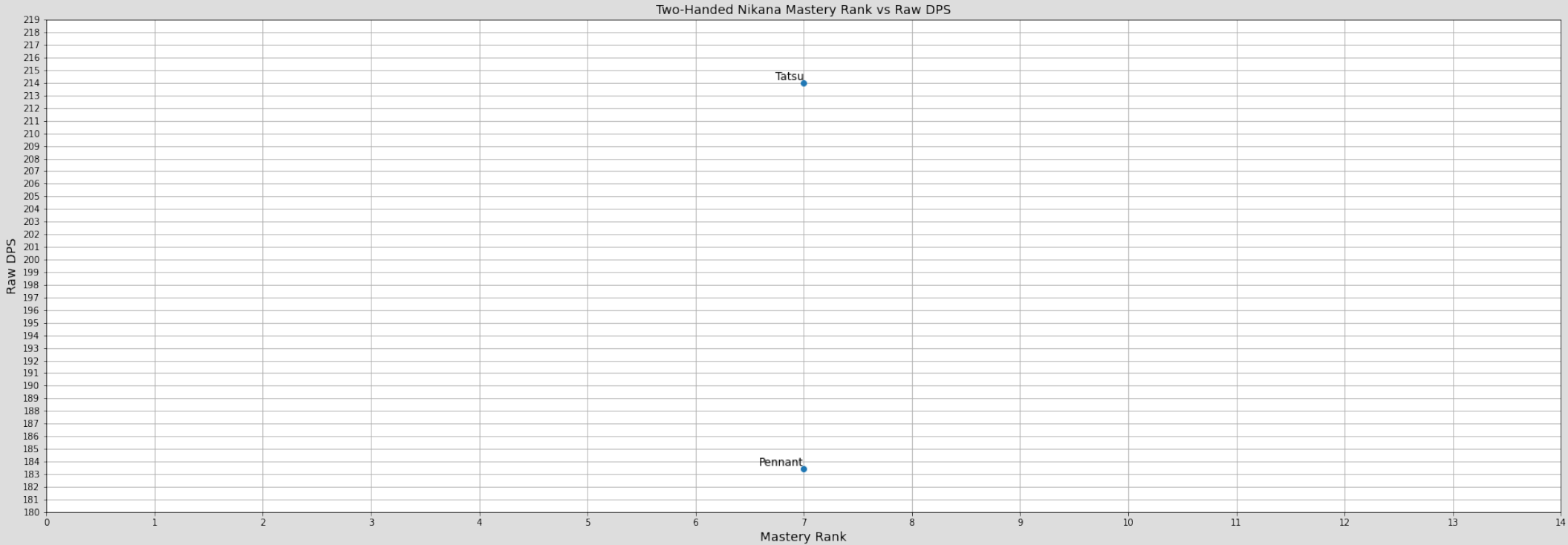
*This Figure shows the average critical damage versus mastery rank for the weapon.
The weapons take on almost an inverse exponential curve.*

Tonfa Blood Rush



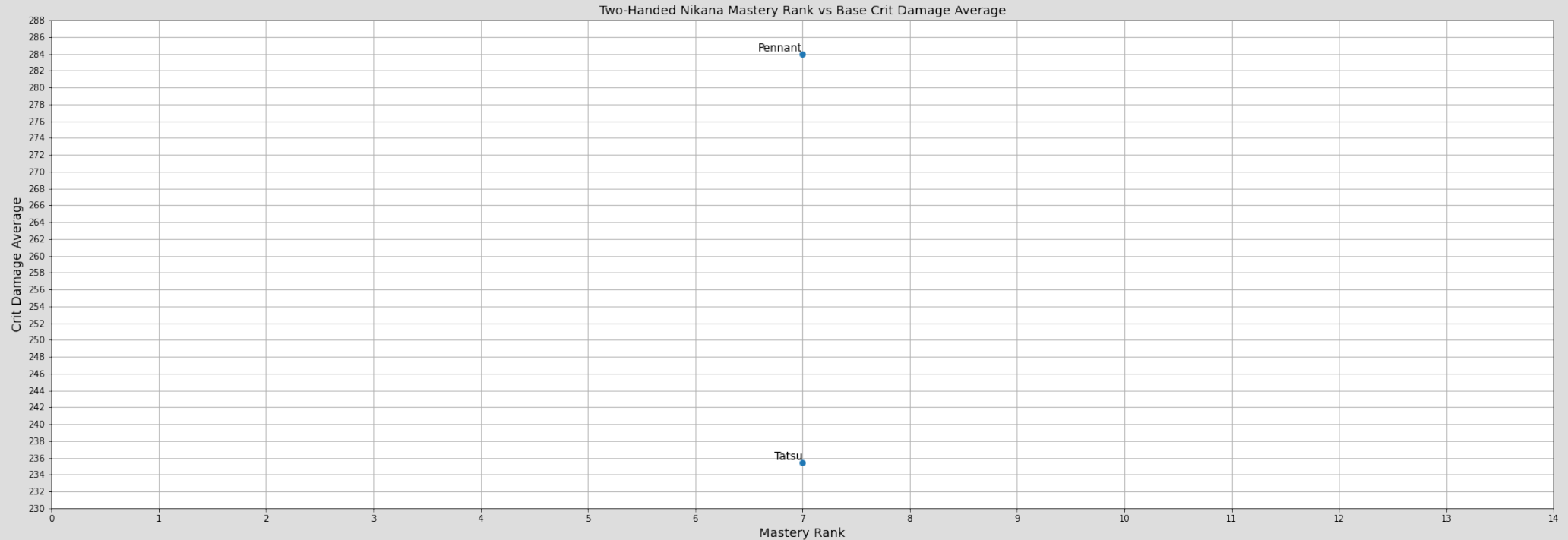
This figure shows the base damage, PreNerf critical damage, and PostNerf critical damage of Tonfa weapons. The base Damage is the blue line. The yellow line represents PreNerf critical damage, and the green line represents PostNerf critical damage. The names are sorted by Mastery Rank from least to greatest. Blood Rush does not effect the balance, so in terms critical stats and damage the tonfas are balanced good job DE.

Two Handed Nikana DPS



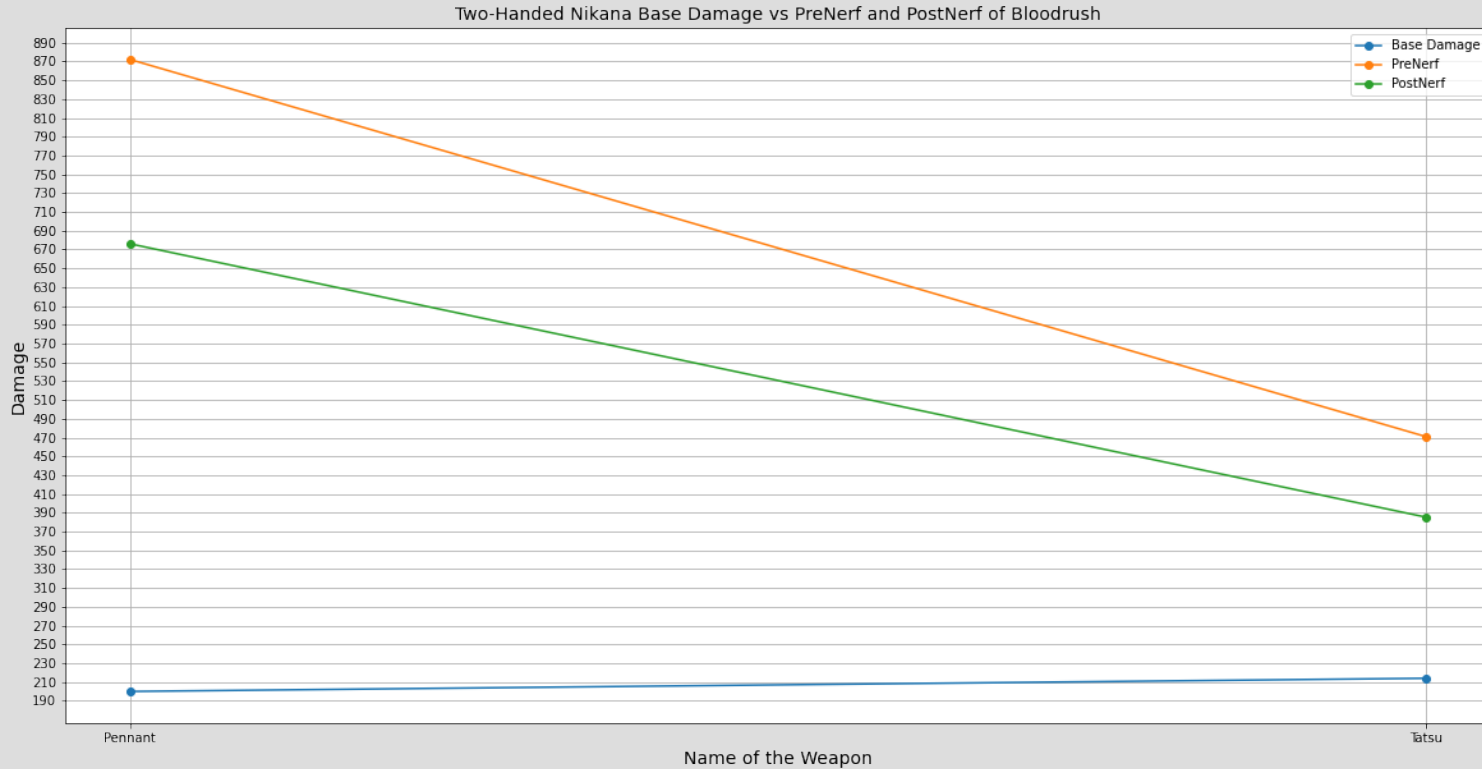
This figure shows the Mastery rank of the weapon versus the base DPS of the weapon. It is interesting that DE made the two weapons the same Mastery Rank. As it makes it easier to compare damage potential.

Two Handed Nikana Crit Damage



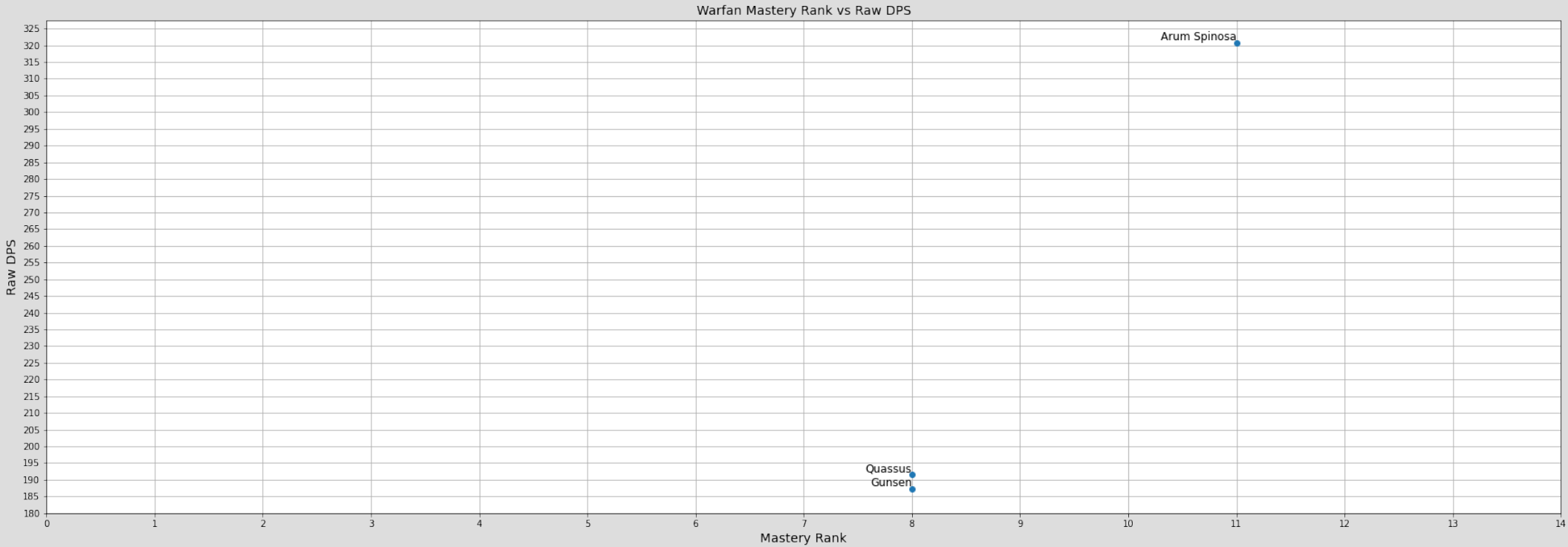
This Figure shows the average critical damage versus mastery rank for Two Handed Nikana weapon. The weapons flip places it easy to tell that the Pennant favors critical stats.

Two Handed Nikana Blood Rush



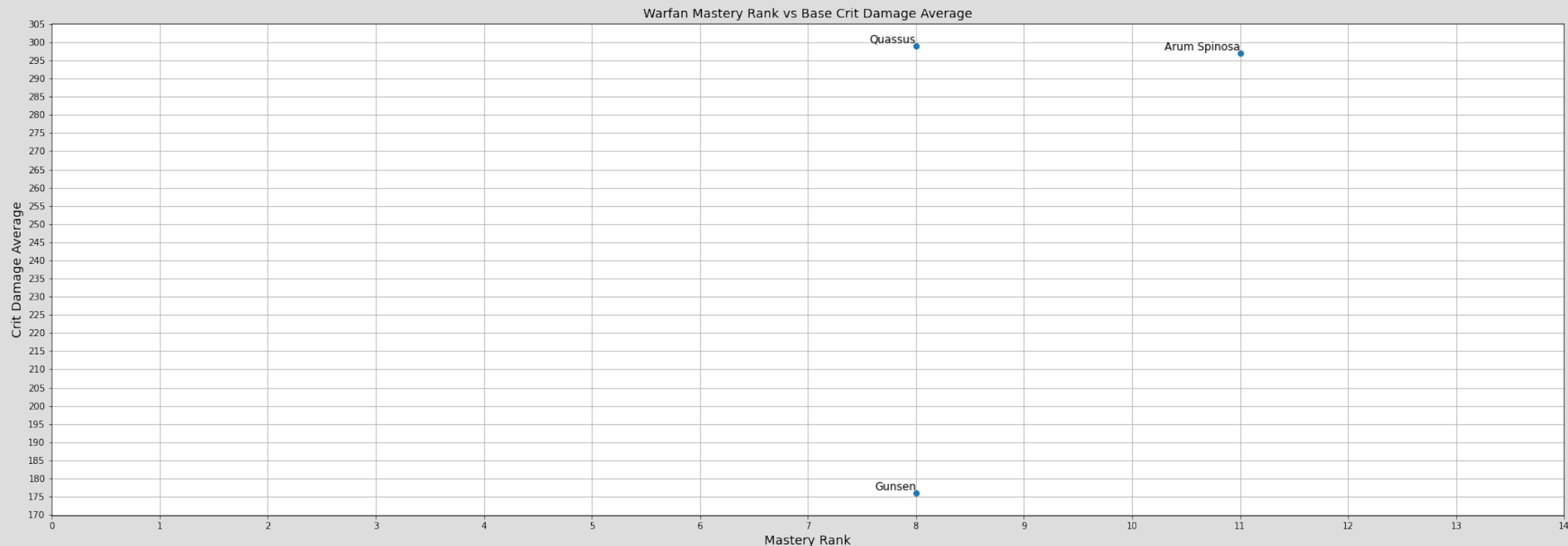
This figure shows the base damage, PreNerf critical damage, and PostNerf critical damage of Two Handed Nikana weapons. The base Damage is the blue line. The yellow line represents PreNerf critical damage, and the green line represents PostNerf critical damage. The names are sorted by Mastery Rank from least to greatest. It is no contest for which one is better in terms of critical stats.

Warfan DPS



This figure shows the Mastery rank of the weapon versus the base DPS of the weapon. Quassus and Gunsen are close in terms of damage.

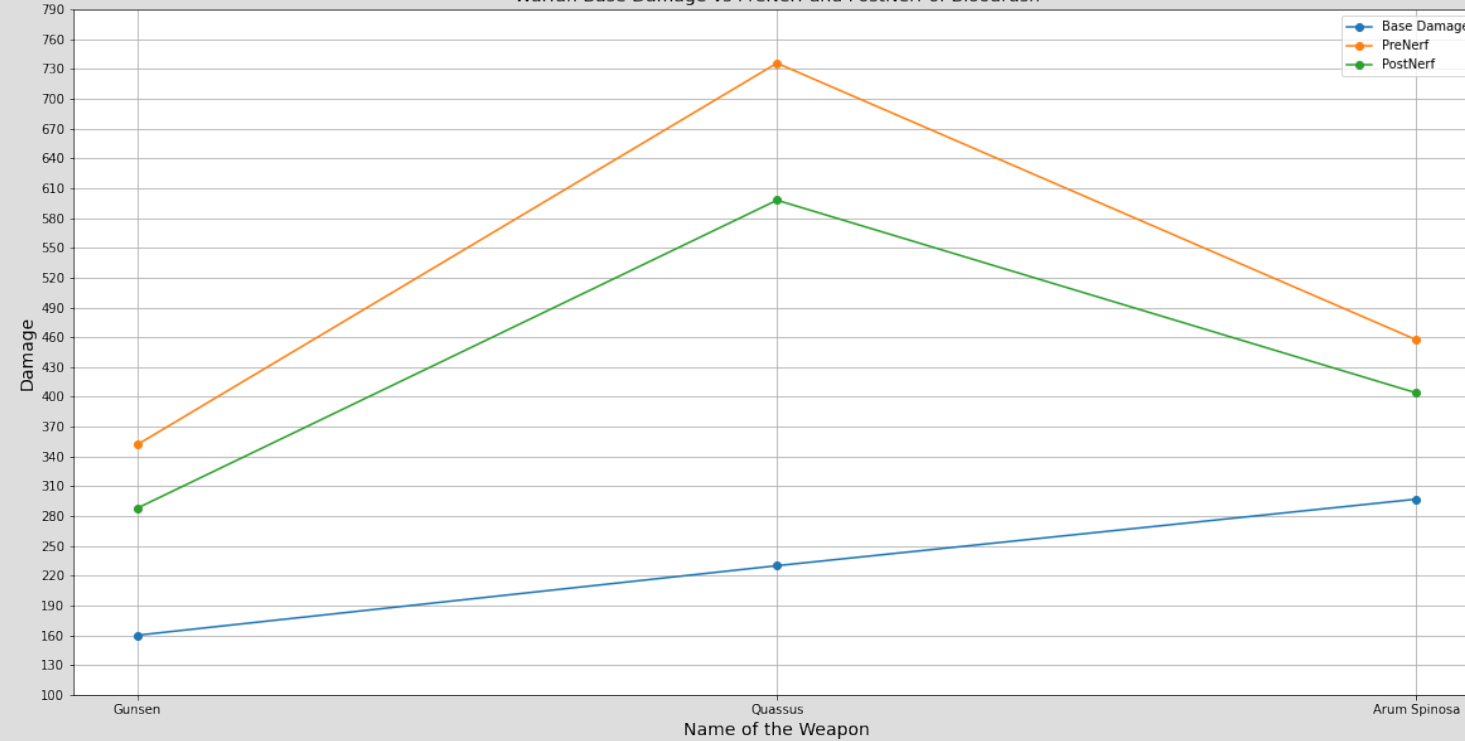
Warfan Crit Damage



This Figure shows the average critical damage versus mastery rank for the weapon. Quassus is definitely a critical weapon whereas Arum Spinoso does not seem to be.

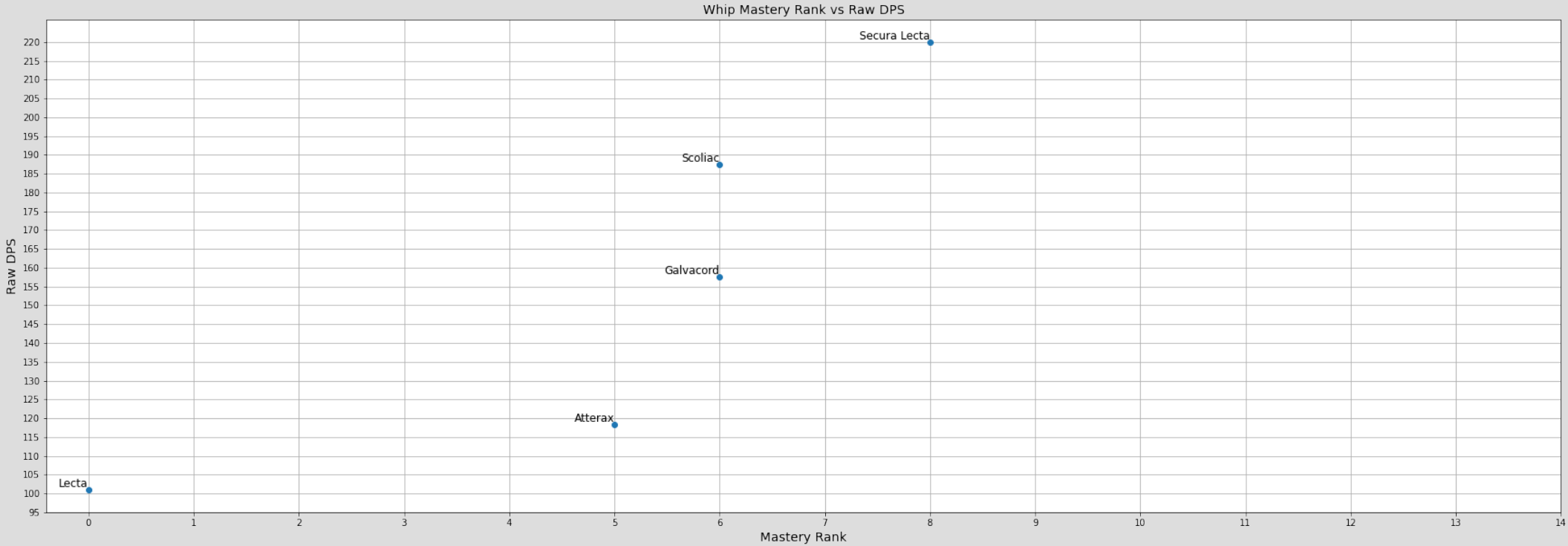
Warfan Blood Rush

Warfan Base Damage vs PreNerf and PostNerf of Bloodrush



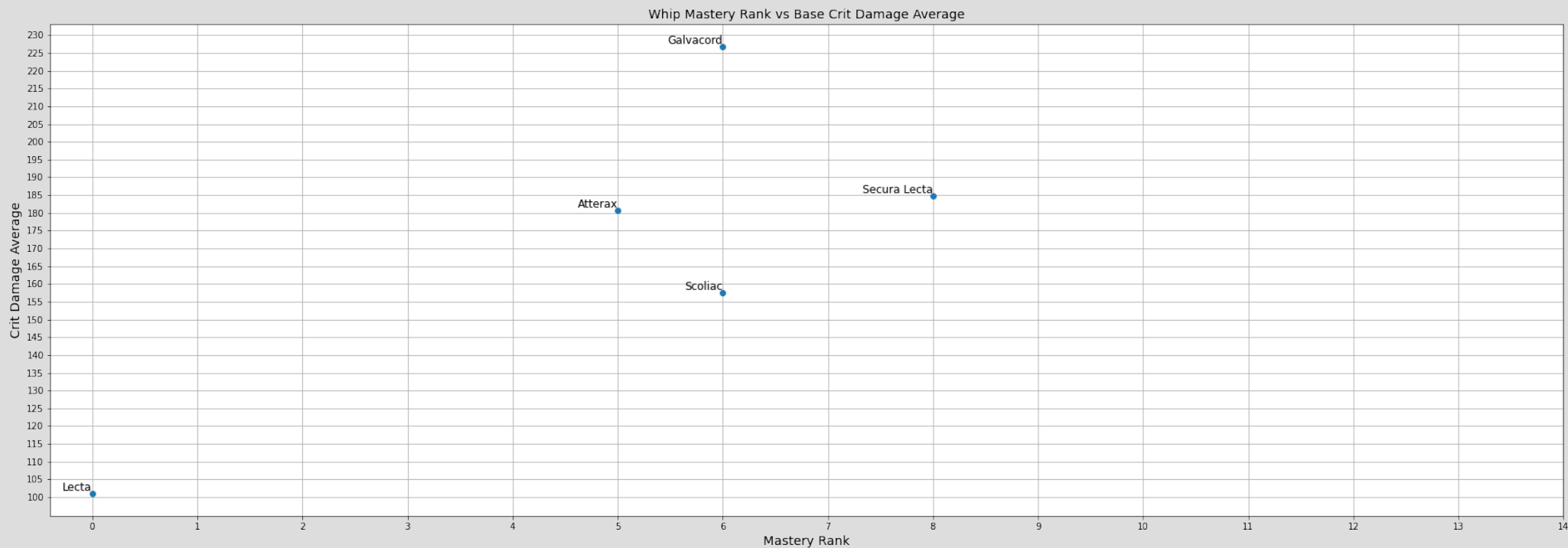
This figure shows the base damage, PreNerf critical damage, and PostNerf critical damage of Warfan weapons. The base Damage is the blue line. The yellow line represents PreNerf critical damage, and the green line represents PostNerf critical damage. The names are sorted by Mastery Rank from least to greatest. Blood Rush further proves that Quassus is indeed a critical weapon.

Whip DPS



This figure shows the Mastery rank of the weapon versus the base DPS of the weapon. The graph is a weird mix between exponential curve and a line.

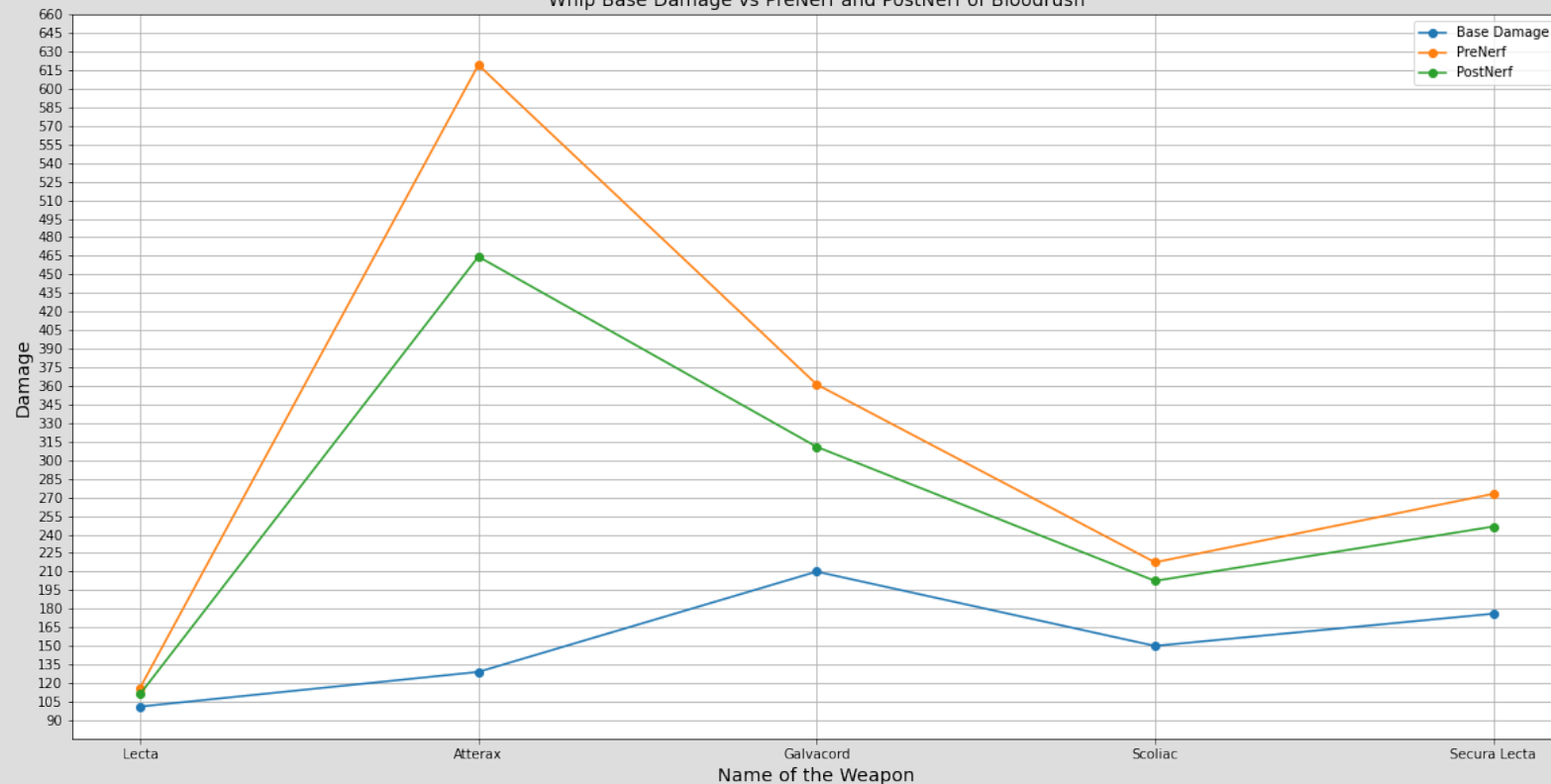
Whip Crit Damage



This Figure shows the average critical damage versus mastery rank for whip weapons. The balance is all over the place, but Galvacord is the clear winner here.

Whip Blood Rush

Whip Base Damage vs PreNerf and PostNerf of Bloodrush



This figure shows the base damage, PreNerf critical damage, and PostNerf critical damage of Whip weapons. The base Damage is the blue line. The yellow line represents PreNerf critical damage, and the green line represents PostNerf critical damage. The names are sorted by Mastery Rank from least to greatest. Here we see that Atterax has a very high critical damage multiplier, but not as high critical chance as the Galvacord outpaced it in the last graph.