

Slam and Execute damage are comparable post Autoslam nerf.

Assuming 1500 AP, average weapon swing damage of 258, and optimal Execute DPR.

5252 total damage

5308 total damage

Ability

Execute

Slam

Damage

Execute phase length (s)

885

880

875

885

880

875

0.0

1.5

3.0

4.5

6.0

7.5

9.0

10.5

12.0

13.5

15.0

16.5