

Mishka's Guide to Ranger



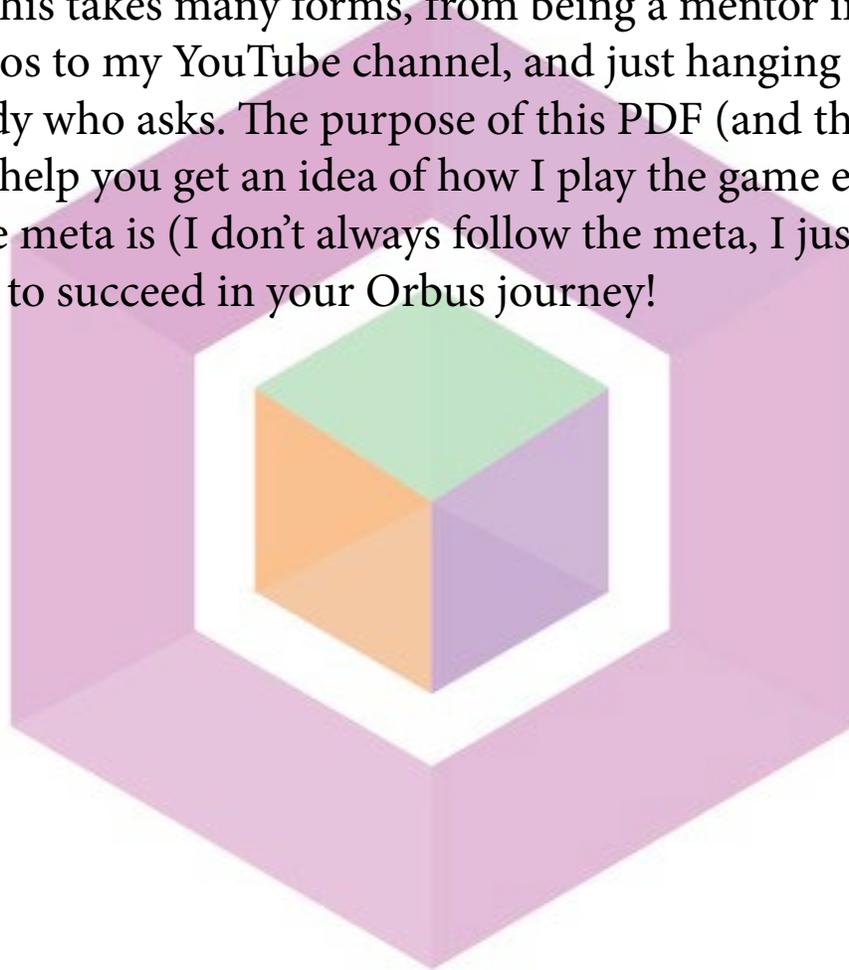
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Introduction

Hey guys, Mishka here. I'm just a regular Orbus player. I've been playing since June of 2018, and have logged nearly 4,000 hours in game (as of the writing of this in May of 2021). I distinctly remember how rough it is as a new player. I know the tutorials in game aren't exactly the most helpful, and things aren't always as intuitive as they could be. With that in mind, my sole goal in Orbus nowadays is to help the newer players find their way in game. This takes many forms, from being a mentor in the Discord, uploading videos to my YouTube channel, and just hanging out in game helping anybody who asks. The purpose of this PDF (and the others soon to come!) is to help you get an idea of how I play the game effectively, POSSIBLY what the meta is (I don't always follow the meta, I just kinda play for fun!), and how to succeed in your Orbus journey!



The Class Basics

First, let's look at the Ranger's weapon and HUD:



Starting at the top, we've got a blue bar. That's either your Precision or Rapidity meter. If you're Rapidity, you want to keep that filled. If you're Precision, you want to shoot when it's nearly full. Your controllers will vibrate when it's time to shoot.

Green bar is your health. Try not to let that empty. Or you die. That's bad. Yellow bar is your Ultimate. That fills up when you shoot baddies.

You see those yellow globes under the bow? Each one that gets filled up gives you another 10% damage. **KEEP THOSE FILLED!** How do you keep those filled? Keep reading. As you see, I've got 6 globes. That's 60% extra damage just for being at range.

Next, we've got S // 33

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The "S" denotes the size of the enemy. Small, Medium, or Large. The number after // denotes the range you are in meters. You want to stay at least 15 meters away to keep globes up. The large number is your shot rating. This is determined by the size of the enemy and the range you're at. A shot rating of 51-100 gives you 1 globe. 101-150 is 2 globes. 151+ gives 3 globes.

Class Basics Continued

Arrows

Piercing Arrow: Does 350% of the damage of a normal arrow. This is always equipped for me.

Poison Arrow: Does damage every second for 8 seconds (12 seconds if charged). This is the second arrow I almost always have equipped.

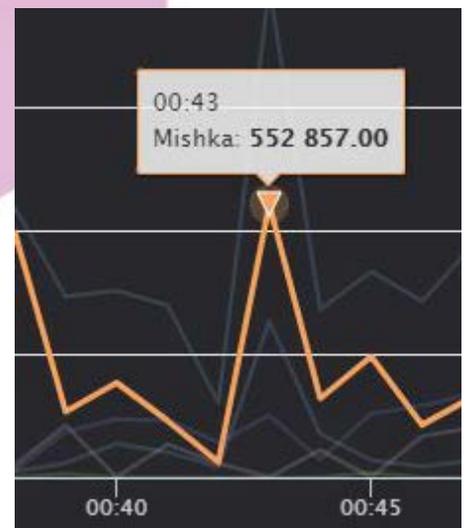
Fire Arrow: Does AOE damage every second for 6 seconds. I'll use this instead of Poison on a group of 3 or more enemies.

Darkness Arrow: Virtually useless unless you're a troll or in PvP.

Spread Arrow: Even more useless than Darkness Arrow. This requires you to be in close range...which loses your globes...which loses you damage.

Charging your arrow will deal 540% of the damage of a normal shot. It will also increase the damage of Fire Rain ticks and increase Poison's length from 8 seconds to 12 seconds.

Weak Points will increase damage by 20% when you shoot them. Try and hit them with Charged Shots, as that increased damage gets ridiculous, as you can see with this 552k single shot.



Class Basics Continued

Interrupts

As a Ranger, you have two ways to interrupt enemies: Your Charged Shot, and your Ranger Trap. Both of these have problems. Your Charged Shot will apply the damage FIRST, and then apply the interrupt. This means that in the case of Link Shielding enemies, you will do ZERO damage. The Ranger Trap will also interrupt, but typically requires you to be much closer to your enemy than is necessary to maintain your globes. In group content you should rely on others to get interrupts (Literally any other class but Warriors have quick recharge interrupts).

Super

Your super is ridiculous. It increases your damage by around 81% and significantly decreases the cooldown of your special arrows. A large part of how I play Ranger revolves around getting my Super up as often as possible. Typically, I'll charge a Poison Arrow before I start the Super. This ensures a Charged Poison Arrow with a HUGE damage boost, two piercing arrows, and a Charged Poison Arrow at the end of the super. So much damage. It's ridiculous.

Rotation

I don't focus too much on rotations to be honest. If I was really into getting the most damage possible, I'd probably ask Scott or run the numbers myself, but honestly, it sounds like more effort than I care to put in. Regardless, I always get my 6 globes up, use a Charged Poison Arrow then Piercing Arrow, and then kinda...swap which arrow I charge based on when they come off cooldown. But keep your globes up at all times. Always. If there's a group of 3 or more, I may swap Poison for Fire Rain and charge that, but if there's Reflective Strikes I WILL NOT use Fire Rain.

Equipment

On my armor, I prefer Projectile Damage and Super Charge. My bow is Bleed/Iceheart. Bleed because proccing that on a Charged Arrow hitting a Weak Point is ridiculous, and Iceheart because there's almost always a Mage shooting Frost.

Regarding Rings, I use two Chaos Signets from the Lamavora World Boss. This is different than most other players that use the other two World Boss rings infused into each other. I highly recommend NOT using the other infused rings, and you'll see why later.

Wisdom Bracer. Trust me. Wisdom stacking means crazy DPS spikes.

Potions

Vitality: More health is never a bad thing.

Intel: Piercing, Poison, and Fire Rain damage is magical, and thus based on Intel. Great boost!

Strength: Normal arrow damage is physical, and thus based on Strength.

Crit: Crits can be pretty ridiculous (500k+) so critting more is good.

Super: Trust me, you want this. Just...Just take it. Your Super nearly doubles your damage. Use this.

The Talents

Rapidity vs Precision: I much prefer Precision because, quite simply, it's not exhausting. I've only toyed with Rapidity and while it certainly is fun to play around with, my shoulders can't handle the strain of shooting 3+ arrows per second, so I stick with Precision. That being said, I know Rapidity Rangers who can pull over 80k DPS, so it's by no means a useless talent.

Improved Charge vs Rapid Charge: 100% you should be choosing Rapid Charge. Missing two full seconds of damage hurts, and is not worth applying a slow to a target. If you're fighting solo, you should be killing the enemy before they get to you regardless. In group content, you'll likely have a Mage that can cast Frost, or a Warrior that can Hamstring if necessary. Your purpose is to deal damage, and Rapid Charge enhances that. It's also worth noting that the longer it takes to charge your Charged Shot, the more your Rapidity bar will deplete if you go that route. That's a net loss in DPS. A LARGE net loss.

Arrow Sight vs Multi Shot: Here's where we start to see the Precision meta split. There are two types of Precision Rangers: 15 meter and 30 meters. If you take Arrow Sight, you'll be wanting to stay at least 30 meters back from your target to get the 10% damage boost (meaning a net total of 70% extra damage for staying at range and having globes). If you don't want to stay that far back, stick with Multi Shot. If you're Rapidity, I recommend Multi Shot.

Globe Master vs Overcharge: Based on my testing, Overcharge is a net loss in DPS. Like, 10k DPS decrease, consistently. It really sucks.

Critical Aim vs Needler: This again goes back to whether you're playing 15 or 30 meter Ranger. If you're going for 30 meters, stick with Critical Aim. If you're 15 meters or a Rapidity Ranger, go with Needler.

Wisdom Stacking Like a Champ

Remember how I said that your Super nearly doubles your damage? Yea, that's pretty important to my DPS. In fact, I pretty much focus everything on getting my Super up as often as possible. How do I do that? Thanks for asking. I'll show you:

Every 15 points of Wisdom increases your Super charge by 1%. Guess what gives you an extra 150 Wisdom? The Lamavora World Boss rings: The Chaos Signets.

buff		% change
bracer 3	375	25
bracer 2		
bracer 1		
potion	375	25
bard	300	20
armor	60	4
rings	150	10
		84% increase

Yes, that's right, we can get up to a 84% faster Super charge if we stack a Level 3 Wisdom Bracer, a Super Charger Potion, a Bard with Instrument of Inspiration, all 4 pieces of armor with +1% Super Charge, and the two Lamavora Chaos Signet rings. With this much stacking, I kid you not, I've gotten my Super up three times in a single boss fight. Yes, I pulled aggro. No, I don't run with low DPS groups. That's just how fast you can get your Super up. Even without a Bard, you're still looking at a huge increase of DPS due to how fast you can build this. Trust me. It's worth it. My goodness is it worth it...

Dungeon Bosses

Crypt

Dungeon Troll - I stand on the ramp going up to the Troll, regardless of which path we take to get to the Troll. You can retreat down the ramp to avoid Earth Blast, and staying at range keeps your globes up. Charge Piercing instead of Poison because Charged Poison will run over into the damage reduction phase. Don't use special arrows on the damage reduction phase unless it's during Earth Blast, in which case go ahead and go for it.

Lich King - Stay back and in line with the Lich's shoulders. Don't die to mechanics. Don't skywalk off the bridge because that's cheating and you're better than that. No, seriously. If you can't kill the Lich King without cheesing the heck out of it, you don't deserve to be fighting it.

Sewer

Mutated Rat - Stay back behind the poison line. Kill the boss. Laugh in DPS.

Sewer Slime - Try and keep range by staying ahead of the group. Don't use your special arrows until the damage reduction is gone.

Airship

Chaos Purity - Stay at range to keep Orbs up. Catch orbs on your head to avoid having to deal with AOE circles. Keep your rotation up and enjoy killing.

Chaos Hunter - Same old same old. Shoot, get DPS, and when you see the Impending Doom debuff, cleanse yourself in the circle, then get back to range.

Broken Halls

Minotaur - Another super easy boss assuming you don't pull aggro. I stay in the hallway leading to the boss and everybody else moves a little bit to accommodate me needing 30 meters.

Gorgon - Yet another easy boss. Stay in line, and make sure you're far enough back to get your Orbs. You may have to get closer in between Charged Shots to get healing. When Gaze happens, shoot one or two arrows at any Minion Box because they take extra damage during Gaze. I think Arkaic hit like, 800k on one of them with a single arrow. It's stupid.

Abandoned Mines

Dovregubben - Unless you have a Musketeer (and you really shouldn't) or a Scoundrel, shooting the spikes is going to fall on you. Shoot those spikes, hit your weak points, get ready to hit "Stuck Combat" when you pull aggro.

Scav Shaman - Stand REALLY far back and the Magic Missile won't reach you. Watch out for Puzzles.

Ancient Temple

Ancient Guardian - Always, ALWAYS stay near one of the pillars. You may not always be able to keep distance, but it beats dying. Once you know the boss's rotation you can move from pillar to pillar to keep distance up. As always, don't use your special arrows in damage reduction phase unless you know you'll get them back up in time.

Mist Keeper - I stand by the back orb to keep range. During green phase, the healer is almost always 16 meters away...thank goodness. If mages are having trouble with orbs, keep your Poison Arrow for one of the orbs.

Guild City Raid

Boss 1

Fairly simple. Just stay at range. You don't need to worry about the beam because you should be as far back in the corner as possible to give you range.

Boss 2

As always, stay at range. I like to shoot a Charged Poison Arrow at the boss right before he starts sparking since DoTs don't give stacks. Pick off those adds as fast as you can when they're not sparking. Stay alive. That's the most important thing. This boss sucks, and people die left and right, so just focus on staying alive. A dead DPS does 0 DPS.

Boss 3

If you sit in the back right corner, you get to keep your 30 meters as well as be in the perfect position to shoot the orbs in the sky. Because the line attacks come from the front and left, you get PLENTY of time to jump them while being able to hit the orbs and keep everybody alive.

Boss 4

As always, stay at range. You'll likely have to get close to avoid the ground AOE's, but that's fine because remember, staying alive is #1 priority. I like to swap which add I'm shooting to ensure they die simultaneously.

Boss 5

If you can, try and stay in the circles near the back so you can maintain range. Your priority is the add, THEN the boss. Kill the add first ALWAYS!

Citadel Raid

Boss 1

Stay at range at the start. You can jump back during the Crystal Rain, but before the Torch shows up, GET CLOSE TO THE GROUP! If you want to keep globes up, you'll be doing a lot of jumping back and forth. You can keep globes up, but it's a matter of knowing when to jump forward and when to jump back. Don't let the Torch pop up 30 meters away from the boss. Don't be that guy. Just don't. In fact, I'd say forget about 30 meters altogether and just stick with 15. It's not worth trying to get the extra 10% and screwing over the rest of the party if the Torch pops on you in the back.

Boss 2

Stay near the edge of the arena and just keep shooting the boss. That's it. Jump out of AOE if it comes to you, and avoid the Rampage, but really, just shoot the guy.

Boss 3

Either save your Charged Piercing for the orbs in the sky, or do whatever your rotation is to murder the heck outta that boss.

Boss 4

There's nothing special here. The boss mechanics are too much to get into in this PDF, but your priority is orbs first, then adds, then boss. Fire Rain Arrow is nice for the add killing phase and for the hell phases.

Is Ranger worth playing?

I get this question a lot. People see mages shooting 2-3 fireballs a second and go “well we can’t ever compete with mages. Why bother?”

Because we can. We absolutely can compete with Mages, and we can out DPS them. Here’s a few combat logs:

Player	Enemy	DPS	time	total_damage
Mishka	Mutated Rat(45)	103031	64s	6594041
Peels	Mutated Rat(45)	72348	65s	4702635
Lancé	Mutated Rat(45)	54354	68s	3696080
Datalus	Mutated Rat(45)	1714	61s	104581
Eletarion	Mutated Rat(45)	26479	77s	2038883

Here’s me pulling over 100k. I did that with level 20 potions and only 1 Super. On a Hot Foot Shard too.

Player	Enemy	DPS	time	total_damage
LtBeef	Mutated Rat(36)	69389	67s	4649128
Mishka	Mutated Rat(36)	48161	83s	3997411
Jackbro	Mutated Rat(36)	72111	84s	6057386
Lz	Mutated Rat(36)	24651	93s	2292575
Cally	Mutated Rat(36)	1775	83s	147363

Here’s nearly 50k. This was with a base level 30 bow with no potions. No affixes, no 30+X.

Player	Enemy	DPS	time	total_damage
Mishka	Sewer Slime(36)	72449	123s	8911324
Mishka	Mutated Rat(45)	65032	168s	10925419
Peels	Mutated Rat(45)	58456	173s	10112985
Eletarion	Sewer Slime(36)	32729	36s	1178254
Peels	Sewer Slime(36)	28254	128s	3616573

Lastly, here’s me absolutely murdering that Sewer Slime with no potions. Ya, Sewer Slime. The one that constantly moves and has damage reduction.

So yea, while it may not as visually impressive as Mages spamming spells, we can hit for over 500k in a single shot, and sustain over 100k per second. Ranger is DEFINITELY worth playing, especially if you find the playstyle fun.