

Warrior

PvE | Dungeon
Greatsword, Axe/Mace | Damage
Solo DPS Warrior Build For PvE
by Purple Miku Last Updated: Nov 25 2015 19:58:30

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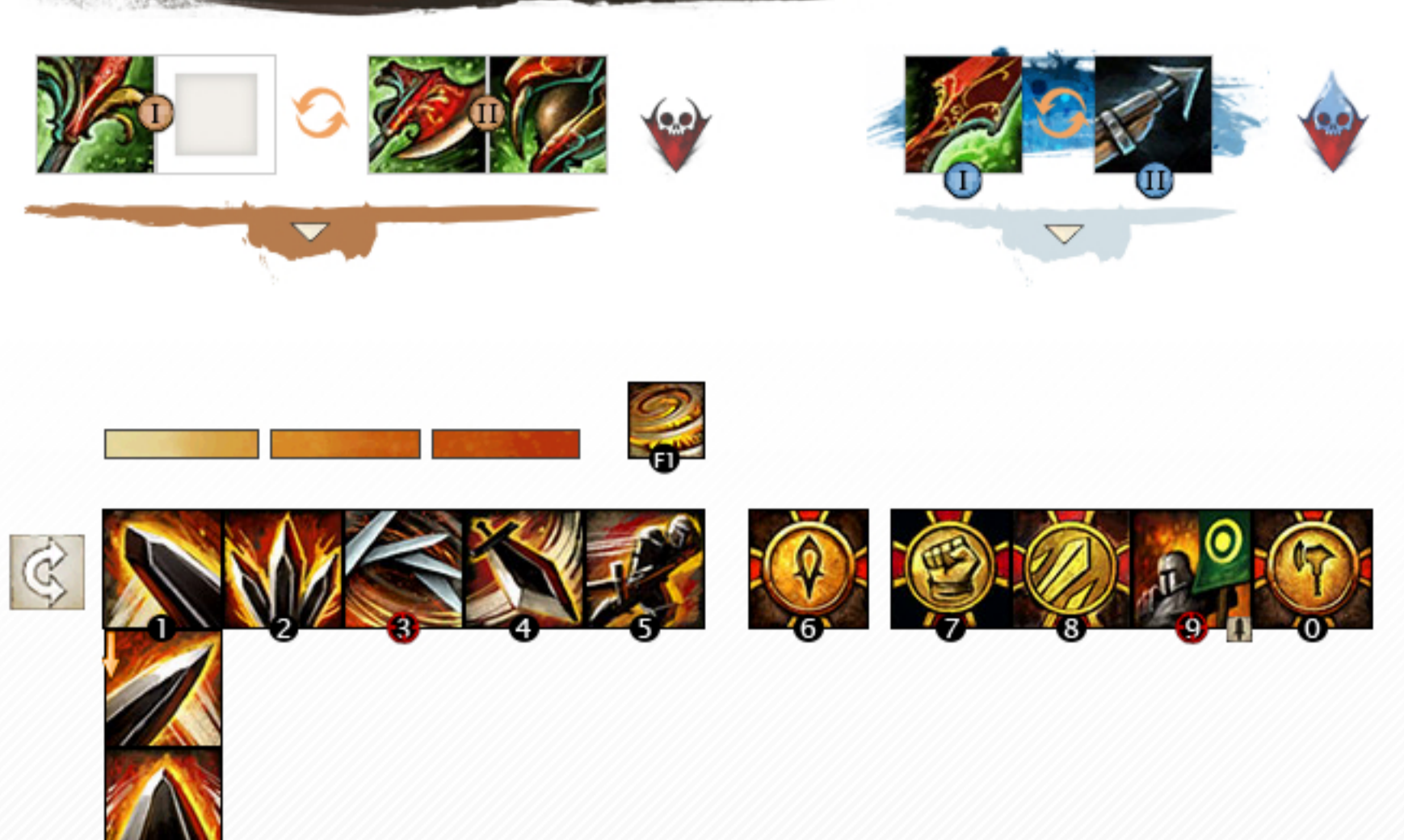
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Summary

This is the general solo PvE build for warrior in dungeons and fractals updated from the 6/23/2015 patch.

I. Weapons and Skills



Weapon and Skill Details

If you are running the fast hands build, you should be using the Blood Reckoning healing skill because you will need to maintain Berserker's Power, as it is used for extra adrenaline for when not in the berserk transformation.

In addition to this, you should be using "For Great Justice" if using the fast hands build because it will be difficult to maintain 100% fury uptime without!

"To The Limit" is interchangeable with Healing Signet and Defiant Stance depending on the situation for when not using Blood Reckoning.

"To The Limit" is useful for the start of an encounter when you want to fill your adrenaline right away to begin with your burst skill, so use this when you know that you won't need to actually worry about your heal during a fight.

If you do need to worry about your health during a fight then go for Healing Signet. It has a great passive that will help keep you alive. You can also pre-cast signets before an encounter for the precision bonus from your Signet Mastery trait, which would give Healing Signet another use.

Defiant Stance is a very niche healing skill for combat that can be useful for boss fights that are predictable and hit a ton of damage at once, as it can fully heal you.

Traits



Trait Details

Sometimes you will change certain traits depending on what you are fighting. There is a fast hands variant of this build, and the only two things that change for it as far as traits and utilities are concerned are the heal and one utility (Blood Reckoning, "For Great Justice").

If not using the fast hands build, remember that you want to have Furious in order to maintain 100% Berserker's Power uptime. You will be camping greatsword here, so due to that you will not be getting adrenaline from weapon swaps or burst mastery and thus will need this trait.

III. Stat Specifics & Effects

Primary Stats		Secondary Stats			
Health	19212 (+0)	Vitality	1000 (+0)	Agony Resistance	35 (+13)
Armor	2271 (+0)	Toughness	1000 (+0)	Critical Damage	64% (+44%)
Attack	4050 (+18%)	Power	2837 (+1837)	Damage	7213 (+5%)
Critical Hit	63% (+43%)	Precision	2240 (+1240)	Defense	1271 (+0)
				Experience from Kills	20% (+20%)
				Ferocity	960 (+960)
				Might Duration	45% (+45%)

Boons **Conditions** **Control** **Fields & Finishers**

Stat and Effect Details

The three boons you'll have the most will be Might, Fury and Swiftess.

IV. Food, Armor, Trinkets & Upgrade Items

Food Nourishment **Utility Nourishment**

Armor & Runes **Accessories & Jewels**

Weapon Set Sigils

Upgrade Item Details

There are some situations in which Sweet and Spicy Butternut Squash Soup (+100 power +70 ferocity) is technically optimal, but in order for those situations to be the case you will need to be in a level 80 zone and also be pre-casting signets before an encounter for extra precision during a fight. Since this scenario is kind of unrealistic and also because the price of the food is more than double that of Truffle Steak while barely giving even a fraction of a percentage better of DPS, I can't recommend it.

I suggest Truffle Steak as our best damage food for solo settings, but you can take cheaper alternatives and be perfectly fine. If you feel that you need more to survive, consider lifeleat on crit foods like Onionsberry Pie/Ghost or Slices of Candied Dragon Roll.

Formerly I suggested slaying sigils and poisons but due to the fact that Arenanet has pretty much killed off community interest in dungeons, I will be suggesting different utility nourishments and sigils. For the purpose of raids and fractals, taking something like a sigil of air and either maintenance oils or sharpening stones is what you'll end up needing to do.

For stats and armor, you're always going to want to be in full Berserker with Strength Runes. There is a rare and niche situation that Scholar is best and that is when you're able to maintain 90% or higher HP for the vast majority of a fight and more than 1 mob is in your cleave at all times. The reason Scholar is better in that circumstance is because you'll be frequently hitting the 25 might cap with two mobs in your cleave. EVERY other situation, use Strength!

V. Basic Gameplay

The basic idea for this build is that you want to maximize your personal damage as much as possible. This is a glass cannon build. You will deal tremendous damage at the expense of your own defense.

You have a few damage modifiers to be mindful of in the Strength line; Berserker's Power and Stick & Move.

You also have to worry about your Berserk transformation and adrenaline management with it.

Berserker's Power is a damage modifier based off of how full your adrenaline is when you use a burst skill. If you are not running the fast hands variant, you will not need to take the shout "For Great Justice" as you will be able to occasionally use Arcing Slice between the time that the Berserk transformation ends and when it is available to use again. Greatsword's primal burst skill does not provide fury, so if it is difficult to squeeze in an Arcing Slice in between transformations then it is fine to swap out the Signet of Might utility for the "For Great Justice" shout.

The moment your adrenaline is 100% full, you'll want to use your burst skill to maintain your 20% damage modifier from Berserker's Power.

Additionally you have to worry about Stick & Move, which is a 10% damage modifier that you'll have whenever your endurance is not full. What this means is that even if you don't need to dodge, you will need to make sure that you make a conscious effort to dodge in between hundred blades/whirlwinds to try to make sure your endurance isn't full as it'll increase your DPS.

If you are using the fast hands variant, you will have the Discipline line. What this means is that you will have half the cooldown on your weapon swap and that will allow you to swap weapons in combat without a significant loss in DPS. Generally speaking you'll do the bulk of your damage with your greatsword, but sometimes your main GS skills will be on cooldown and you'll be forced to autoattack/dodge while waiting for hundred blades. In this case, it might be worth swapping to your axe/mace because weapon swap will also help fill your adrenaline and you can use your eviscerate burst skill to maintain Berserker's Power anyways.

Main Skill Rotation

There is no true repeatable rotation because of the fact that the best skills to use at a specific time depend on too many things. The basic idea is that you need to maintain berserker's power and stick & move while still using your most damaging burst skills readily off cooldown.

Due to the introduction of elite specialisations however, there is yet another factor to consider when optimising damage: your transformation. The thing is this transformation gives you increased attack speed with increased frequency of different burst skill usage and increased ferocity, so your DPS is greatly heightened during the transformation then dips down much lower when out of it. This is why it's very important to make sure you can transform pretty much as soon as your F2 is off cooldown.

In addition to that, it's important to make sure that you pay attention to when your transformation is about to end because even if you have full adrenaline while in your berserk form, once it ends your adrenaline bar changes so if you try to activate your burst skill right as the transformation ends, you may end up accidentally overwriting your 20% damage with a 10% damage modifier instead.

There are two example rotations I have to offer!

First default build (Strength/Arms/Berserker) with GS camping:
<https://www.youtube.com/watch?v=W1jw17ze0>

Second fast hands build variant (Strength/Discipline/Berserker):
<https://www.youtube.com/watch?v=9p1TbYZAPU>

Comments

- Post a Comment**
- Fogo Blaze @ 02:22 PM, Wed July 01 2015 | Reply**
Solo Warrior for a dungeon. I think it would be prudent to remove either the 'solo' or the 'dungeon' as this build cannot succeed on its own in a dungeon.
- Purple Miku @ 02:02 PM, Thu July 02 2015 | Reply**
You're joking right? Dungeons have been possible to solo since they were first created with basically any build. This guide strives for offensive optimization.
- Fogo Blaze @ 04:15 PM, Sun July 05 2015 | Reply**
Wow, if what you are saying is true then I have been playing unbelievably badly [which of course is very possible]. "Dungeons... possible to solo...with basically my build" you say? Plan, I feel sure a noob right now. So, could I humbly ask for a demonstration? My only additional request is that I can come with you - I have SO much to learn! Btw, I am not being sarcastic - I obviously really do need the help.
- Quagga_DnT @ 12:00 AM, Thu July 09 2015 | Reply**
He streams almost every day on www.twitch.tv/purpleishawt
- Fogo Blaze @ 05:37 PM, Thu July 09 2015 | Reply**
Thank you very much :)
- Purple Miku @ 10:58 PM, Thu July 16 2015 | Reply**
Well the dungeons have been around for roughly 3 years, so at this point to a large portion of our community all of the information has been discovered. Fortunately for you and others that are wanting to learn, some of us that have information to share can make guides like I have here. I tend to stream most of my stuff, but sometimes I also upload video demonstrations onto my youtube here: <https://goo.gl/ep52lz>
- On my youtube I mostly will just upload short clips demonstrating specific encounters and whatnot, but you can see some really old clips of boss solos of mine... many of which I should probably redo!
- EdwardRoyCroston @ 08:29 PM, Wed October 07 2015 | Reply**
Awesome guide!
- EdwardRoyCroston @ 08:32 PM, Wed October 07 2015 | Reply**
Is there a way to bookmark it so I can come back to it later?
- Vargan @ 05:30 AM, Mon February 22 2016 | Reply**
Bit of a learner still, I have been following all of this well up to the point where I see 2 Sigils of Blood List on the Water Weapons.
- How come they are suggested to be on the Water Weapons and not the regular ones.
 - Why one sigil on EACH of the water weapons?

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