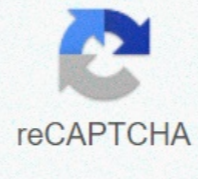




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information. Thank you!^[1] Proficiencies was originally called Utility, and you'll see that name reflected in many images throughout the guide. That change affected nothing regarding the masteries themselves.^[2] Currently offline, I'm looking to source another reference here.^[3] In some cases, you might have a mastery point that you want to put somewhere but can't quite afford to unlock yet - you can either decide to hang on to it, or to apply it to an already open mastery to get a little use out of it while you're waiting for the units to come in. If you decide on the latter, remember that although recovering your masteries is free, you do still have to pay to rank them up again.^[4] Well, it's really only an investment of 10. We'll get to that later, though.^[5] Brian Grant has tested with Physical Resistance and it looks like roughly 6.5% reduced physical damage, which will be the same for Energy Resistance. It's not unnoticeably small, but for 4 mastery points I can't really justify that investment.^[6] Don't believe me? Check out Unipwn's data for the raw numbers.^[7] These numbers have been tested ingame, credit to Brian Grant again.^[8] While SYG continues to improve past rank two, there is no additional PI increase. Ranks 3-5 of SYG are a potential safety net while learning to fight against heavy attacks but are not as good for your overall play as other options in Defense.^[9] I'm only going to be discussing the Suicides at max rank. There is no difference in the poison damage from Liquid Courage at any rank, and the bleed ticks from Double Edge will have the same numerical value at any rank - the only difference is in the duration. There is no reason to run less than rank 3 for either mastery.^[10] There are cases where you could theoretically run Suicides without Willpower, but let's be honest: if you're at the point where you understand what you're doing when you make that decision, you don't need a guide.^[11] Due to a bug with Archangel's Neurotoxin, always put points into DE before LC when running both Suicides.^[12] Except for Willpower and Salve, which do not affect robots. That's only nine champs, you pedants. Deal with it.^[13] For each tier of Challenge Rating advantage your opponent has above one, you will need roughly one more point in Pierce to fully ignore all armor on crits.^[14] This is why picking up extra ranks in Perfect Block in the Defense masteries won't provide any significant boost to Parry stuns - at max Parry, every percent chance to perfect block adds one percent of a second to the total stun duration. Your device most likely has a 60hz screen refresh rate, so investing 3 more mastery points for a 3% increase in perfect block is good for at most two extra frames of Parry stun duration. It's just not enough to be worth it.^[15] Unfazed does have a decent PI boost, and there are places where you can move points from an arena grinder build to slightly increase your PI, but the cost is significant and probably only useful for extreme min/maxers - thanks to /u/acebaltazar for the tip.

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