

How to play Blue Gunlancer



Intro

This guide is for my friend who plays GL.

Most of the content is targeted at players who have reached Tier 3, but it will also help those who have not. Since this guide is for NA/EU users, the content is based before relic gear(lv 1445)

This guide was written before to the release of April update. There may be something incorrect after the patch.

Sorry for my bad English 🥰



The first Legion raid, Valtan

Blue GL is one of the most powerful class on Valtan. It can purify the bleed debuff of Valtan's first phase. The fallout mechanism of the second phase can be ignored with push immunity of the defensive stance.

Hope to see more GL users!

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1 Skill Build

7 skills are **essential** and 1 is **flexible**.

7 **essential** skills are 3 synergy skills and 4 damage skills.
Choose 1 **flexible** skill by your needs. In most cases, use the counter skill.

Essential

Synergy Skills



Bash



Shout of Hatred



Nellasia's Energy

Damage Skills



Guardian's Thunderbolt



Shield Charge



Leap Attack



Shield Bash

Flexible

Switching Skills



Dash Upper Fire



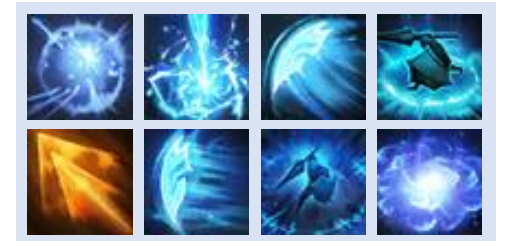
Shield Shock



Surge Cannon



Counter Gunlance



This is the key binding I use personally.

Synergy skills: Skills which buff party members or debuff the enemy.

In Lost Ark, most of debuff skills only affect party members. (except dark grenades)

ex) If party 1 GL gives Argos a -12% defense debuff, party 2 doesn't get the effect. (it seems a bit weird)

Synergy Skills



Bash

Lv10 (1/1/1) Bleed



Skill Explanation

Bash is one of best debuff/buff skill in LA.
It is the core of the skill rotation

Armor Destruction : -12% defense debuff on target for 10s

Ready Attack : +25(33.5)% Atk power buff for 5s

The number in () is the number when you get max tripod level

Should have at least level 7.

If you have extra skill points, increase AoE range by level 10

The key point of Blue GL's playstyle is to use main damage skills in 5s buff of Bash.
So Galewind runes and Spirit Absorption engraving are good for GL. These help you to cast skills in 5s buff.

Bash can counter, but u don't use as counter skill since its always on CD. In raid where counter is important, such as Valtan, u can keep Bash and use as your sub counter skill

Runes

Bleed runes are used in bash because they are affected by Atk power.
You can always get buff on the bleeding.

Synergy Skills



Shout of Hatred

Lv10 (1/3/1) Focus



Skill Explanation

Shout of Hatred is the main gauge generator skill

Make sure to turnoff the defensive stance and use skill to gain gauge

Lingering taunt : Taunt duration +1(3)s

Shield : Get Shield with 30(41)% of Max Hp for 3(4)s

Second tripod can be selected between Lingering taunt and Shield.
However, most bosses are immune to taunt, so I recommend Shield Tripod

Open Weakness : Get Shield meter 20%
Outgoing damage from party members +3%
head attack and back attack +9% for 12s

Level 10 is essential because the third tripod, which generate the gauge.
Specialization stat makes you gain more shield meter when using this skill

Open weakness increases damage by 3% and provides an additional 9%, total 12%
damage for head and back attacks for 12s. This is an insane debuff, so it's a good
idea to have a party with head/back attack DPS class

Runes

Wealth rune does not affect the gauge obtained by third tripod.

I recommend Focus rune since Shout of Hatred has the second highest mana cost.

Synergy Skills



Nellasia's Energy

Lv10 (3/1/2) Focus



Skill Explanation

This gives shield and -25% damage taken to all party members for 6s.

It has a pleasant amount of shield. But what makes this skill so powerful is its incoming damage reduction. -25% damage reduction (which can up to 41% by tripod) save your party members from near oneshot damage.
ex) pizza mechanics from argos

Effectiveness : -35(41)% incoming damage

Shout of purification : Removes the latest harmful effect cast on all party members

In most cases, use effectiveness on second tripod.
Shout of purification is used for raids that require cleanse.

Survive : Creates a shield for 24(32)% Max Hp around all party members for 6s

You should get level 10 because of the shield.

Runes

Nellasia's Energy has the highest mana cost. Focus rune recommended .

Damage Skills



Guardian's Thunderbolt

Lv10 (3/2/1) Galewind



Skill Explanation

Main damage skill. The skill with the highest damage

Two tripods are viable on first tripod.

Undying Heat : On hit, 50% chance of cooldown -4(8)s

Damage Luck : drops a thunderbolt in random location

DPS is similar with both tripods (tested by KR users).

I recommend Damage luck because Undying heat is hard to use efficiently before relic gear stage, and skill rotation is more complicated.

Thunderbolt by Damage luck strikes a random place around the player. Try to stick to the boss to increase your chance of hitting.

Runes

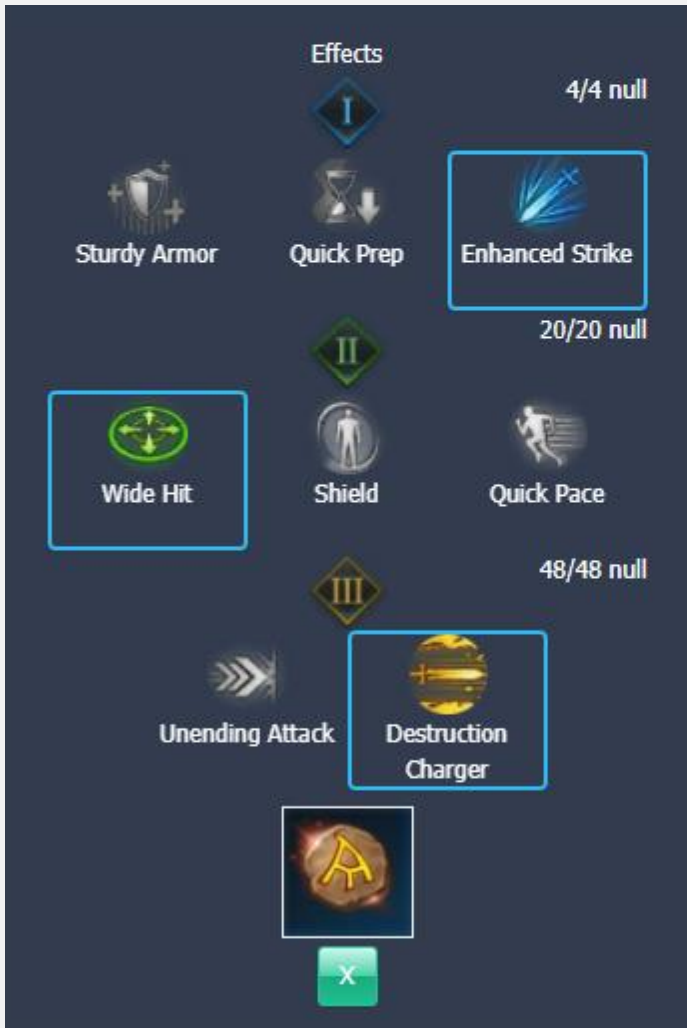
The animation and delay is quite long. Galewind rune recommended.

Damage Skills



Shield Charge

Lv10 (3/1/2) Galewind



Skill Explanation

Main damage skill. If you get a full hit, Shield charge have more damage than Guardian's thunderbolt. Try to get full hit.

This skill can also be used as a movement skill

Three tripods are all viable on second tripod.

Wide Hit : AoE radius +20%

Shield : While dashing, creates a shield for 15(25)% Max HP

Quick Pace : While dashing, Move Speed +10(20)%

I highly recommend Wide hit for beginners and most of users. Most GL users may have experienced passing through boss while using Shield charge. This is even worse to a boss with narrow hitbox. This cause huge dps loss. Wide hit makes player easier to get full hit.

If you get used to Shield Charge and easily get full hit, take Shield for stability.

Take Quick pace if you need more movement speed.

ex) If its difficult to enter the safe spot in the second boss of T2 abyss raid, Sea of indolence

Runes

Galewind rune recommended.

If you have a mana problem, use Conviction rune on Shield Charge and Judgment rune on Shield Bash

Damage Skills



Leap Attack

Lv10 (1,2/2/1) Galewind



Skill Explanation

Decent damage skill.

This skill can also be used as a movement skill

Two tripods are viable on first tripod.

Direct Hit : Direct damage at landing +15(40)%

Shield : Cooldown -3(5.6)s

Both tripods are good. Since skill rotation varies depending on first tripod, select what you want after reading my skill rotation guide.

Electric Field : Lightning element, create and electric area where you land inflicting 8(14)% of the landing damage every 1s for 5s

Make sure boss in the electric area, it gives 40(70)% damage for 5s.

Runes

Leap Attack has the longest delay and animation.
Please equip the highest level of Galewind rune.

Damage Skills



Shield Bash

Lv10 (3/3/1) Rage



Skill Explanation

Decent damage and stagger with short CD.

Armor Destruction : -12% defense debuff for 8s

Nimble Movement : Atk Speed +15(27)%

In first tripod, Armor Destruction does not overlap with Armor Destruction of Bash, and only the highest effect is applied. Therefore, use nimble movement to speed up the attack.

Runes

Since Shield Bash is used in every skill rotation with a short CD, Rage rune recommend to get Atk/Move speed buff.

Shield Bash has a nice stagger damage, so Overwhelm Rune also suits well

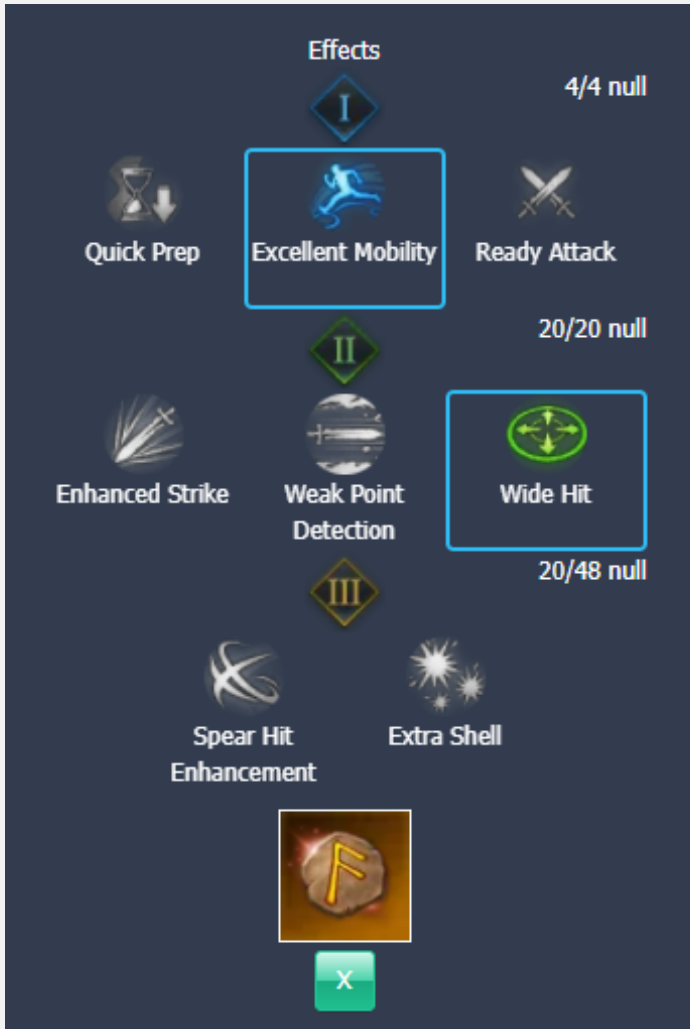
If you have a mana problem, use Conviction rune on Shield Charge and Judgment rune on Shield Bash

Switching Skills



Dash upper fire

Lv7 (2/3) Overwhelm



Skill Explanation

This is your main counter skill.

One of the best counter skill in LA. A wide range of counter while you dash. It's a Combo skill, you can use it one more time, this second skill is also counterable. This is very useful, if you countered too early, counter with the next combo.

There is no answer on tripod, take whatever you prefer.

Quick Prep: Cooldown -3(5.6)s

Excellent Mobility: Increase forward move distance by 1 meter

Ready Attack: On first attack hit, Atk power +15(27)%

I use Excellent Mobility and Wide Hit because I only use this skill for counter.

Ready Attack's Atk power buff on Bash and Dash upper fire does not overlap. Highest buff applied only. The buff is way lower than Bash's one.

If you want to use Ready Attack, you can use Dash upper fire to get buff when you miss your bash on skill rotation.

There is no destruction(weak point) on blue skills. Dash upper fire would be your only destruction skill

Runes

Runes are not important on this skill, take whatever you want.

Overwhelm, Quick Recharge, Rage, Purify would be a good option

Switching Skills



Shield Shock

Lv10 (2/3/1) Rage



Skill Explanation

Take this skill in raids that do not require counter.

This is a damage skill like shield bash. Decent damage and stagger with short CD.

Ready Defense : On hit, all incoming damage -15(24.6)% for 10s

Using this skill makes you tanky, making shield gauge management easier.

2nd Turbulence : Change to combo mode. Use the skill one additional time for 100(145)% damage

You can use this skill one more time.

I think combo mode is translation error. This tripod change Shield shock to chain skill. Because it's a chain skill it gives 2 stack of Adrenaline engraving (combo skills gives only 1 stack even you press more).

The second skill also applies Ready Defense, so you can always maintain the buff.

Runes

Quick Recharge, Rage rune recommended

Switching Skills



Surge Cannon

Lv10 (3/3/2) Overwhelm



Skill Explanation

Take Surge Cannon If you need more Stagger and Destruction(weak point).

Some blue GL users take Surge Cannon for high DPS. But Blue GL have no Supercharge and Lone Knight engravings to get high damage on Surge Cannon. Shield shock is a better option for higher DPS

Take this skill ONLY if raiders are keeps failing on Stagger check and Destruction. Not recommended in most situations because blue GL has huge stagger.

OKish to get Lv4 if you lack skill points. Second and third tripods are for damage.

Runes

This skill is only for Stagger and Destruction, Overwhelm recommended

Switching Skills



Counter Gunlance

Lv7 (2/1)



Skill Explanation

Get 100% Max HP shield for 2s. If you defend the attack, give damage.

Skill name has counter but counter is unavailable.

You don't need this skill most of the time because blue GL is so tanky. But Counter Gunlance is very useful when u are learning the raid.

Runes









There is no answer.

Protection/Iron wall rune more tanky

Galewind rune to shorten the delay

Quick recharge rune is fine

Skill level by Skill points

	Brand new Character (252 point)	Normal (312 points)	Ideal (410 points)
 Dash Upper Fire	4 (2)	4 (2)	7 (2/3)
 Shield Bash	4 (3)	10 (3/3/1)	12 (3/3/1)
 Bash	4 (1)	7 (1/1)	11 (1/1/1)
 Leap Attack	10 (1/2/1)	10 (1/2/1)	12 (1/2/1)
 Guardian's Thunderbolt	10 (3/2/1)	10 (3/2/1)	12 (3/2/1)
 Shield Charge	10 (3/1/2)	10 (3/1/2)	12 (3/1/2)
 Shout of Hatred	10 (1/3/1)	10 (1/3/1)	10 (1/3/1)
 Nellasia's Energy	10 (3/1/2)	10 (3/1/2)	10 (3/1/2)

Gems

There are two types of gems



Annihilation Gem
(Damage)



Crimson Flame Gem
(Cooldown)

Your first goal is to get 11 5Lv gems

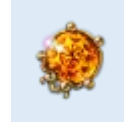
If you want to invest more in this character, slowly upgrade it to Lv7

Synergy Skills

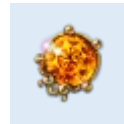
Cooldown gems for synergy skills



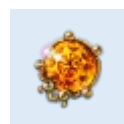
Bash



Shout of Hatred



Nellasia's Energy

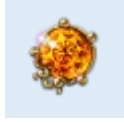
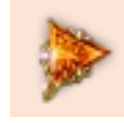


Damage Skills

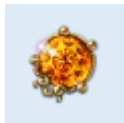
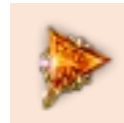
Both gems for damage skills



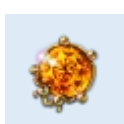
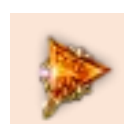
Guardian's Thunderbolt



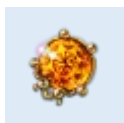
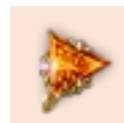
Shield Charge



Leap Attack



Shield Bash



FAQ










What should I do for tripod level?

You can get 3 tripod level by each gear, so a total of 18 tripod levels can be obtained.

Don't be hurry to get tripod level. You can get relic broken gear which provide +4 tripod level after South Vern releases. Set your tripod notification filter on you Skill window(K) and collect them steadily.

The table below show priority of the tripod level. Priority is in the order of red, orange, and blue.

Skill	1	2	3
 Bash		Ready Attack	
 Guardian's Thunderbolt	Damage Luck	Tough Strike	Lightning Stalk
 Leap Attack	Direct Hit/Quick prep	Electric Field	Low Shock
 Shield Charge	Enhanced Strike	Shield/Quick Pace	Destruction Charger
 Shield Bash	Nimble Movement	Weak Point Detection	Additional Hit
 Shout of Hatred	Quick Prep	Shield	
 Nellasia's Energy	Quick Prep	Effectiveness	Survive

FAQ



What Awakening Skill should I use?

Gunlancer's Awakening skills are both good. It's on your preference.



Guardian's Protection

Most of the raids use Guardian's protection. This skill instantly max shield gauge. It also provides incoming damage reduction and pushes/debuffs immune to all party members for 10s.



Lance of Judgment

Lance of Judgment has more damage and provides a crit rate +10% buff to all party members for 10s. This skill has a weak point 3 (same with destruction bomb). Since blue GL lacks destruction (weak point) skills, take Lance of Judgment in where require destruction.

FAQ



Backstep sucks

Yes, it's very confusing at first time. It's even worse if you have play other class alts. I used dash so many times backward because of my muscle memory.

However, GL's spacebar is very good skill on end game. Spacebar provide push/debuff immunity while dodging. Backstep has the shortest CD in LA(5s) and the animation is long, this is so useful to dodge CC attack from boss.



How can I use my X skill?



X skill jump to the location, lose all shield gauges and gain shield. Party members within the range get push immune and GL receive damage instead of them.

It's a good skill. But I don't use it often because I lose all the shield gauge. Sadly, most of party members don't know about this skill and run away because they think its AoE from boss.



X skill of GL

2 Skill Rotation

The key point of GL's skill rotation is using damage skills in 5s Atk power buff of [Bash](#). So [Galewind](#) runes and [Spirit Absorption](#) engraving is recommended.

Don't forget to turn off your [Defensive stance](#)(Z) before using [Shout of Hatred](#)

GL's skill cycle depends on [Guardian's Thunderbolt's](#) first tripod([Undying heat](#)/[Damage luck](#)) and [Leap Attack's](#) second tripod([Direct hit](#)/[Quick prep](#)). [Undying heat](#) is not efficient before the relic gear, so I'll introduce two skill rotations by [Direct hit](#) and [Quick prep](#)

Leap Attack : Direct Hit



→ Auto attack until next Bash



→ Auto attack until next Bash

Leap Attack : Quick Prep



→ Auto attack until next Bash



→ Auto attack until next Bash

Tips

- 1) Once you have CD gem of [Shout of Hatred](#) and [Quick Prep](#) tripod level, you can use [Shout of Hatred](#) on every rotation. After using [Shout of Hatred](#), try to hit head-attack on [Bash](#) and [Shield Bash](#) because it give 12% more damage.
- 2) The reason why using [Shield Bash](#) after [Bash](#) is because [Shield Bash](#) have [Rage](#) rune. It have a chance to get Atk/Move speed buff before main damage skill
- 3) In order not to miss [Bash](#) because it's short range, it's OKish to use the [Shield Bash](#) before using the [Bash](#) to get closer to the boss.
- 4) The reason why using [Guardian's Thunderbolt](#) before [Leap Attack](#) is because of the [Damage luck](#) tripod. Thunderbolts from [Damage luck](#) don't get buffed from [Bash](#) if you use [Leap Attack](#) first.
- 5) I personally recommend [Quick Prep version](#) because it has a slightly higher dps and CD of [Leap Attack](#) is short, so it can be used for positioning at every rotation of [Bash](#).
But [Quick Prep version](#) requires CD gem of [Leap attack](#) and high tripod level of [Quick Prep](#) for smooth skill rotation.
- 6) If you use [Bash](#) as soon as CD is over on [Quick Prep version](#), [Leap Attack](#) may be on CD, so it may not be able to get buff from [Bash](#).
This happens when you have low CD gem and tripod level of [Quick Prep](#).
In this case, wait until [Leap Attack](#) has a cooldown around 3s and then use [Bash](#), you can get a buff on [Leap Attack](#)
- 7) Try various rotations in Trixion and choose the one you like best.

3 Engravings

These are Engravings which blue Gunlancer uses

※PLEASE!!! **Combat stats are important than engravings!!!**

Get full specialization on jewelries first. Engravings are the later thing.
Spec has higher dps increase than engravings



Combat readiness : Normal skills Damage +20%. Shield Amount +(30/40/50)% in Defensive Stance.
Damage +(4/5/6)% for 10s when hit while in Defensive Stance (stacked up to 3 times)



Grudge : Damage +(4/10/20)% to Boss or above monsters. Incoming damage +20%.



Barricade : Damage to foes while shielded +(3/8/16)%.



Cursed doll : Atk. Power +(3/8/16)%. Healing -25%, natural recovery excluded.



Stabilized Status : Damage +(3/8/16)% when your HP is above 80%.



Spirit Absorption : Atk./Move Speed +(3/8/15)%.



Adrenaline : After using skills, Atk. Power +(0.3/0.6/1)% for 6s. Stacks up to 6 times.
When max stacks are reached, Crit Rate +(5/10/15)%.





Hit master : Damage of attacks other than Back Attack and Frontal Attack +(3/8/16).

My Suggestion

331

Lv 3  Barricade


Lv 3  Spirit absorption

Lv 1  Combat readiness


I highly recommend Spirit absorption because it helps your skill rotation and positioning.


Barricade is a good damage engraving that blue GL can use without penalty

3331

Lv 3  Grudge


Lv 3  Barricade

Lv 3  Spirit absorption


Lv 1  Combat readiness

I recommend Grudge since it's the highest damage(20%), and GL is tanky enough to get penalty

These engravings can be replaced by following engravings

Lv 3  Cursed doll

Lv 3  Stabilized status

Lv 3  Adrenaline

If you are learning the raid, Cursed doll and Stabilized status would be a bad option.

Adrenaline is a good engraving even if you have only Lv 1 or 2. 33311 with adrenaline will make you stronger.

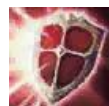
FAQ



Why only use Lv1 of combat readiness?

Combat readiness Lv1 is extremely efficient.

In LA, the total amount of engravings is limited, and the best must be derived from the limitation of engravings.



Combat readiness : Normal skills Damage +20%. Shield Amount +(30/40/50)% in Defensive Stance.
Damage +(4/5/6)% for 10s when hit while in Defensive Stance (stacked up to 3 times)

Combat readiness Lv1 provides normal skill damage +20% and +12% damage when full stacked.

Combat readiness Lv3 provides normal skill damage +20% and +18% damage when full stacked.

2 level of engraving investment only increases damage by 6%

Most of damage engravings have +(3/8/16)% damage increase.

If you invest level 2 on those engravings, you simply get +8% or +13%.

This is why you don't use Lv3 of Combat readiness.

FAQ



Why do you suggest Spirit absorption? It seems high-level Kr users don't use it

This is because of the current stage of NA/EU version

In my opinion, attack speed is important to Blue GL.

As we've seen in the skill rotation, the key to GL's damage mechanism is to rush your damage skills before the bash's buff ends. But GL's main damage skills have relatively long animations and delays. Spirit absorption gives GL a high dps rise, unlike other classes, because it helps them use skills before buff ends.

Than why are the majority of high-level KR users don't use it?

In KR, 4 sets of supporter's relic gears gives party members 10% Atk/move speed buff. This is slightly higher than Spirit absorption Lv2, which is why KR users underestimate Spirit absorption. I'm not sure what it will be like on NA/EU release, but the relic gears are after the 1445 Lv Valtan hard, so before that, Spirit absorption would be a good choice for Blue GL.

FAQ



Is it okay to use different stats in the jewelry to complete the engraving?

Absolutely not.

Blue Gunlancer must have full specialization on jewelries. One crit on necklace.

Let's image A who have full spec on jewelries and have only Lv1 combat readiness on his engraving. If he have 0 quality on every jewelries, he might have around 1000 spec. GL get +1% blue skill damage by 6.3591 spec, so A will get +157.2% damage increase.

Now image B who have 33331 engravings with no spec jewelries. His three Lv3 engravings will get +16% damage each and Lv3 grudge will get +20%.

A with only 1 engraving and 0 quality jewelries can do more damage than B with 33331 engravings with shitty stats.

Please prioritize the stat and then get your engravings

It is also ok to use swiftness instead of crit on necklaces. In this case, use adrenaline because of low crit chance.

4 Gears

Gunlancer lacks crit chance.
Preordained diligence set for easy 25% crit rate



Preordained diligence Set from Argos

[2 set]

On hit, gain Solar Power for 6s every 2s.
Solar Power: Crit Rate +3% (Max. 5 stacks.)



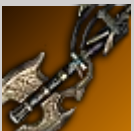
[5 set]

At 5 stacks of Solar Power, gain Midday.

If a party member with an effect that is activated with 5 sets of Oath is within 3 meters while Midday is active, you will gain Total Solar Eclipse.

Midday: Crit Rate +25% for 15s.

Total Solar Eclipse: Crit Rate +25% and Crit Damage +50% for 15



FAQ



Which class should I go with my blue gunlancer?

Classes with Atk speed and crit rate buff are good to blue GL



Wardancer : Best partner for blue GL
+8% Atk speed, 16% move speed buff
+18% crit rate buff



Striker : +18% crit rate buff



Gunslinger : +10% crit rate buff (always)



Deadeye : +10% crit rate buff (always)



Glavier : +18% crit rate buff



Deathblade : +20 Atk speed, 15% move speed buff

Ideal party would be like Gunlancer, Wardancer, Gunslinger/Deadeye, and Support



Thank you for reading my guide