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Hi everyone! Thank you for stopping by. This will be my complete beginner's guide to being a PvE (Player vs Environment) injury dealer in ESO. There are many ways to go about dealing with injury; This includes an extremely wide range of options that are viable for Overland/Questing content, but tapers down to a much smaller set of options when you reach veteran content in hard disk mode. As you move into harder content, it will be more important to have high DPS (Damage per second) from the group, and more optimization will be needed to achieve these results. In this guide, I will review all the different systems in the game that are related to damage trading and then end the guide with actual steps to build and perform a proper DPS rotation. Table of contents:Why is good DPS important? Having good DPS becomes more crucial as you work your way from the simplest to the hardest content in ESO. This is sometimes introduced by the developers through mechanics that cause the group to die if certain harskels are not hit for a certain period of time. An example of this is on Zhaj'hassa, the first boss of the trial, Maw of Lorkhaj. Zhaj'hassa calls protective pillars that the group can hide behind to block the explosion from an explosion that fills the room. But every time these are called in, 1 less pillar comes out than last time. This happens up to the point where there are no more protective pillars and the party is dried. Other times, the content is only more difficult if the damage output is low. An example of this is at Yolnahkriin, the flame dragon boss in Sunspire. Yolnahkriin calls powerful Iron Atronachs with specific time intervals. If the damage output is high, you only need to handle 1 of these per stage. But if the damage is low, he will continue to spawn Iron Atronachs until specific injury thresholds are met. This can cause more of the Iron Atronaches to be handled, rather than 1, thereby causing much more pain and suffering for the group. And finally, content is only generally easier when the damage outputs are high. While there are no specific penalties baked into the fight for a low injury, long battles can be tiring and cause party members to have trouble focusing. If you can get through a match for 6 minutes and just need to deal with certain mechanics a couple of times each, there's much less taxation than doing the same fight for 20 minutes and having to repeatedly make sure you don't mess anything up. If you prefer to watch, check out the video version of the guide here. ESO - A complete guide to being an injury dealer in PvE – Part 1Magicka vs Stamina BuildsDamage handle setup in this game is divided into two options for each class, Magicka or Stamina. For example, you can play as a magicka wizard or an endurance door. That damage dealer you will generally focus focus abilities that use magicka as a resource and as an endurance injury dealer you will focus on abilities that use endurance. There are a few small exceptions to this, but we won't worry about it for now. We also cover the different types of damage and the category they fall into later. Like Magicka DPS, the main statistics you will look for to improve your injury are: Spelling, Critical Spell, Maximum Magicka and Spell Penetration. Spell Damage increases the damage that Magicka-based attacks hit for, and Spell Critical increases the chance that each of these hits is a critical strike. Magicka increases the resource pool to use Magicka-based capabilities, and also, like Spell Damage, it increases the damage that Magicka-based attacks hit for. In general, every 1 point of Spell Damage is worth 10.5 points of Magicka when deciding injury increases. Spell Penetration ignores enemy armor in the amount of the bonus. So for the standard 1487 Spell Penetration set bonus, 1487 of enemy armor are ignored. As a Stamina DPS, the most important statistic you will look for to improve the injury is: Weapon injury, weapons critical, maximum endurance, and physical penetration. Weapon damage increases the damage that your Endurance-based attacks face, and Weapon Critical increases the chance that each of these hits is a critical attack. Endurance increases the resource range for the use of endurance-based capabilities, and also, like weapon damage, it increases the damage that your Endurance-based attacks affect. In general, every 1 point of gun injury is worth 10.5 points endurance when determining injury increases. Physical penetration ignores enemy armor in the amount of the bonus. So for standard 1487 Physical penetration set bonus, 1487 of enemy armor is ignored. In-Game Systems related to dealing with damageArmor PenetrationTo start, we will take a look at the Armor Penetration system. Enemies in ESO have armor that reduces the damage they take from your attacks. Overland enemies (Questing, Delves, and Public Dungeons) have 9100 armor. 4-man Dungeon and 12-man Trial enemies have 18200 armor. Maelstrom Arena is an exception to these rules (there are guides available for the specific amounts of armor available for each round), but no PvE enemy exceeds the 18200 amount. What does this mean? Theoretically, if an enemy NPC had 25,000 armor, they would reduce 50% of your damage. But the highest level of armor for PvE enemies in the game is 18200, as mentioned before. If you hand it out, you will see that 18200 armor will withstand 36.4% of outgoing damage. (Please note that the character's armor works differently and is based around a 33,000 value for 50% reduction and is truncated there.) How do we get around this? Armor Penetration is the way we cut through the armor to get more of our actual damage value of the reduced value. If we have no penetration and go against an enemy with 18200 armor, they will resist 36.4% of each of our attacks. So if I hit with an attack that was going to deal with 20k damage, it would only deal with 12,720 damage. But if we had 18200 penetration into our building, they would not resist any of our attacks, and we would get our full attack value. So our 20k attack would hit for 20k. There are also abilities and seen in the game as debuff, or lowering an enemy's armor, so most of the time there is no need to bring the entire 18200 penetration to get full attack value. You will be sure to coordinate with your group about what abilities/sets are being run, so you know how much penetration to bring at the end. Any penetration over enemy armor amounts will be wasted and do not increase damage further. Critical Chance in ESO, Critical Chance is slightly different from most other games and built around a system of flat number amounts instead of percentages. 21912 Critical corresponds to a 100% chance of critical strike. You can hand this out and see that 2191 Critical will give us a 10% chance and 219 Critical a 1% chance. Enter bonuses are in these flat number amounts instead of % chances. For example, a standard critical chance set bonus is critical. So if you share 833 by 21912 you will see that there is a 3.8% bonus to critical chance. Critical injuryCritical damage is a 50% increase to damage done at the base level. There are many ways in the game to increase this higher, including: master points, equipment, abilities and passive. Armor WeightsLight ArmorLight armor is the preferred armor choice for Magicka-based DPS setup. This is due to passives obtained from the Light Armor skill line, and also because set bonuses on light armor are generally more beneficial for Magicka based builds. In the Light Armor passive skill tree, you can get 2% Magicka cost reduction and 4% Magicka recovery for each piece of light armor worn. If you have at least 5 lightweight armor chips equipped, you also get 2191 Critical Spell, 4884 Spell Penetration, and the ability to throw Annulment, an injury shield capability. Medium ArmorMedium armor is the preferred armor choice for Stamina-based DPS setup. This is due to passives obtained from the Medium Armor skill line, and also because set bonuses are generally more beneficial for Magicka based builds. In the Medium Armor passive skill tree, you get 328 Weapon Critical, 2% Endurance cost reduction, and 4% endurance recovery for each piece of medium armor worn. If you have at least 5 medium armor pieces equipped, you also get a 15% bonus to weapon damage and the ability to throw Evasion, an ability that reduces incoming area damage by 25%. Heavy ArmorHeavy armor is not recommended for PvE damage handling in ESO. This is because none of the obtained from the Heavy Armor skill line provide damage bonuses. However, there are some sets that are classified as Heavy that happen to have good set bonuses for injury. A couple of popular examples are Medusa for Magicka and Berserking Warrior for Stamina. We can still use these sets on a DPS by slotting items like jewelry and weapons, or jewelry and 2 body pieces. This allows us to run another set that is in the right weight for our build and still get the strong Light or Medium armor tree passives. Because of this, you will not be able to run two heavy sets together in the setup without suffering a significant injury loss. Injury typesAoE, single targets, DoT and direct damageaoe (Area of Effect) damage are any damages that hit multiple targets or cover an area that will have the potential to hit multiple targets. Single goal injury is any injury that only has the potential to hit one goal. DoT (Damage over time) capabilities deal damage over a certain period of time. Direct injury capabilities handle the damage in advance, for one second. Sometimes abilities will have both of these components, where the first hit deals with direct damage, but there is also a long-term injury over time that is also left. How do these work together? Damage capabilities are combinations of the types of damage mentioned above. For example, you might have an AoE DoT or AoE Direct Damage. You can also have a single goal-DoT or single goal's direct damage. I'll list some examples below:Cast Time, Channeled and Instant Cast AbilitiesCast Time capabilities require a specific duration to pass after pressing the button before the opportunity will shoot. An example of this is Uppercut. You press the button and then 0.8s later, it hits land. Channeled abilities are similar to cast time capabilities in that they require a certain duration to pass after pressing the button. The difference is that the ability begins to work immediately and then continues to have an effect throughout the specified time period. An example of this is Flurry. You press the button and the first hit lands immediately, followed by 4 more hits across the 0.6s channel. Instant Cast capabilities happen just when you press the button. There is no time delay or channel before the hit or effect occurs. An example of this is Force Pulse.Physical DamagePhysical Damage capabilities include the following types of damage: Physical, Bleeding, Poison and Disease. These types of injuries are typically used on Stamina DPS and are enhanced by weapon injuries, weaponcritically, maximum endurance and physical penetration. Spell DamageSpell Damage abilities include the following damage types: Magic, Fire, Frost, and Shock. These types of injuries are typically used on Magicka DPS and are amplified by spell damage, spell critical, maximum magicka, and spell penetration. Secondary status effects when a poison, disease, fire, or Shock ability lands, it has a % chance of triggering a secondary effect. They are as follows: Poison: Poisoned Status - A Poison DoTDisease: Diseased Status - Minor Defile Fire:Burning Status - A Flame DoTFrost: Chilled Status - Minor MaimShock: Concussed Status - Minor VulnerabilityYou can find % chances to trigger and more specific details about Status Effects Guide.Weapon TypesStamina WeaponsTwo Handed In the Two Skill Handed line we have Swords, axes and mauls. The difference in these types comes from heavy weapons passive. Swords increase damage by 6%. Axes have a 16% chance of using a hemorrhage, and Mauls ignore 20% armor resistance. Swords are generally the strongest for area damage, axes for single target damage and mauls for PvP, where enemies have higher resistance. Dual Wield In the Dual Wield Skill line we have Daggers, Swords, Axes and Macs. The difference in these types comes from Twin Blade and Blunt passive. Daggers give a bonus of 5% critical chance per dagger equipped. Swords increase the damage by 3% per sword equipped. Axes have an 8% chance per axe equipped to use a hemorrhage. Macs ignore 10% armor resistance per mace equipped. PvE content usually sees a combination of Axe and Dagger performing best, while swords and macs are better suited for PvP.Bow There is only one type of arc in the loop skill line. It is a common weapon to use in PvE for Stamina DPS. Magicka WeaponsDestruction Staff Magicka DPS is very limited to a weapon type, and that's Destruction Staff. In this skill line you can choose from Fire, Lightning or Frost. Flame staff are generally better for Single Target injuries and Lightning staff for AoE injuries. Frost Staff bonuses are more defensive than offensive, and it is usually used for the tank role over DPS. The difference in these types comes from ancient knowledge passive. Other restoration staff & one hand and shield These skill lines can still be used for DPS, but do not have good passives to support it and therefore not recommended to do so in Veteran content. DrawWeapon PullThis common feature you will see used on weapons for DPS is the following: Infused - Increase Weapon Enchantment Effect by 30% and Reduces Cooling by 50% Sharpened - 2752 Physical and Spell Penetration (1376 on 1h Weapons)Precise - 7% Weapon and Spell Critical (3.5% on 1h weapon)Nirrhoned - Increases weapon / Spell Damage of weapon by 15% Charged - Increases the chance to use status effects by 220% (110% for 1h weapon)Note: This option is usually only used on Dragonknights due to their unique passives. Armor PropertiesThe common properties you will see applied to armor for DPS are the following: Divines - Increases Mundus Stone Effects by 7.5% Infused - Increases Armor Enchantment Effects of 20% Divines is the optimal feature, but Infused is not far behind on your large pieces (Head, and Ben.) Jewelry FeaturesThe usual features you will see applied to jewelry for DPS are the following: Arcane / Robust - 870 Magicka / StaminaInfused - Increases jewelry Enchantment Efficiency of 60% Bloodthirsty - Increases damage to enemies Under 25% Health by 10% Bloodthirsty is usually the optimal property to go with. Some situations may require Infused over Bloodthirsty depending on setup and goals. Arcane/Robust is third best of the 3 options, but still decent for DPS. EnchantmentsHow to trigger enchantmentsWhere you have an enchantment on your weapon, you can trigger it with any light or heavy attack. Another way to activate it is to use capabilities from your weapon skill line. The first action of these abilities will trigger the enchantment of fire. Each DPS weapon line also has a DoT capability that will continue to activate this enchantment even when you're no longer on that line. These abilities are: Abilities from non-weapon skill lines will not trigger your enchantments. DPS Weapon enchantmentsThe most commonly used front-bar weapon enchantments for Stamina DPS are Poison Glyphs, Disease Glyphs, and Absorb Endurance Glyphs. Another common option is to override your enchantments by slotting toxins. The poisons you want to use have Ravage Health and Gradually Ravage Health (Blessed Thistle + Fleshly Larva + Nightshade.) The most commonly used front-bar Weapon Enchantments for Magicka DPS are Flame Glyphs, Shock Glyphs, Frost Glyphs (Wardens), and Absorb Magicka Glyphs. It's best for both Magicka and Stamina DPS to place an infused weapon injury pelyph on the back-bar. With it being Infused, the cooling is taken from 10s down to 5s and can be held up 100% of the time. Another glyph is prismatic attack. This does great damage to the Undead and Daedra. It has no effect on other enemies. If you have an extra weapon you can play it on and trade it in for battles with the Undead and Daedra, it is recommended to do so. This also includes Vampires and Werewolves.Mundus StonesCommon PvE Mundus Stones for Dealing DamageShadow - Bonus to Critical InjuryThief - Bonus to Critical ChanceLover - Bonus to PenetrationThe most used Mundus Stone at the end of the game is The Shadow. Builds in general have a high enough critical chance that this great bonus of critical injury outweighs the other Mundus Stones.If you find your critical chance is a little low (lacking passives, equipment, etc.) You can see better results with The Thief.If you are a low Champion Point level and don't have many points to put into penetration CP, you can see better results with The Lover. This also applies to running in pick-up or unoptimized groups where you probably don't hit the penetration cap through coordinated debuffing. Food, drink and potionsComene used DPS Food & Drink Bi-Stat w/ No RecoveryHealth + StaminaBraised Rabbit with Spring Vegetables other similar recipeHealth + MagickaArtaeum Pickled Fish BowlMelon-Baked Parmesan Pork or other similar recipeRecoveryHealth + Stamina + RecoveryArtaeum Takeaway BrothDubious Camoran ThroneHealth + Magicka + RecoveryClockwork Citrus FiletWitchmother's Potent BrewStamina + RecoveryLava Foot Soup-and -SaltriceMagicka + RecoveryKommune used DPS Potions Spell Power + Spell Crit + MagickaWeapon Power + Weapon Crit + StaminaMagicka + Stamina + HeroismMechanics to deal with incompile tissuewhat weaves and how does it work In ESO, your abilities have a cooling of 1 second. This means that no capability, unless specified in the tooltip, can be activated to 1 second after the previous capability was activated. This is called a GCD (Global Cooldown.) A large part of getting great damage works as quickly as possible around this cooling. The longer you wait after the 1 second period to use your next ability, the less damage per second you will do. Light and heavy attacks do not share the same cooling with your abilities. Therefore, every 1 second you have time to use 1 light attack and 1 capability. Heavy attacks take longer than 1 second to perform, so this will push that time back a little. This is often referred to as light attack weaving or heavy attack weaving. To put these together you will: easy attack > capability > light attack > capabilityThe biggest key is to build a rhythm with it based around 1 second intervals. If you try to activate your ability too fast, your light attack will not shoot and you will miss the damage. If you activate your abilities too slowly, you will lose potential damage by not being fast enough. You can also find some video examples in the Weaving Guide.How to Light Attack WeaveThere are 2 common ways to facilitate attacks before your abilities. One is to press the light attack button just before you press the option every time. The second is to constantly spam the light attack button, and then just press your skills at 1 second intervals. This method is probably not as feasible on a gamepad as it is with a mouse and is much harder on hand! There are many types of training dummies in the game. Use them to practice this until you get it down! What is an easy attack relationship? You will often see people refer to something called a light attack ratio or LA Ratio. This is simply the ratio of light attacks per second over a certain period of time. Since the internal cooling of abilities is 1 second, the closer you can get to a 1:1 ratio, the better. To find out where you are, you'll need an add-on like Combat Metrics that tracks your match data. After completing the training dummy, look at your data and you will take the number of light attacks you performed, and share it with the total match time in seconds. For example, if you did 185 light attacks in 200 seconds, you would be at 0.925. the higher this number, the better! Above .95 is masteryAbove .9 is greatAbove .85 is goodAbove .8 is decentAbove .75 is okayAbove .7 is the minimum to aim atAnd remember, these numbers will be lower in actual combat situations due to dealing with mechanics. These are the numbers you should aim for at dummy, so that when you get into actual battle you can perform as well as possible. If you have abilities that are channeled or have a cast time, the LA Ratio will also be lower. Build a rotationPre-buffing > DoT location > direct damageThe first step to build a rotation is pre-buffing. This just means throwing some abilities that give you bonuses before the fight begins. The second step is usually dot location. This will often start with your AoE DoT abilities. Then move on to your dot abilities by one goal (if you have a specific goal that has high priority.) The final step in the rotation is to use your direct damage abilities. This is often referred to as your spammable ability. The idea is that DoTs are used and tick for their injury while simultaneously dealing damage with your direct damage ability. This can be a single goal direct damage ability if you have a priority goal to focus, or an AoE direct injury ability if you're trying to hit many goals. What happens next? After the first part of the rotation is complete, if your goal is still alive, you'll need to use DoTs again when they expire, and update any buffs on yourself that may run out. So many abilities are at different hours, some rotations can be harder than others to keep everything active. Usually the simplest rotations are called static rotations because they repeat themselves after a certain point. This would be something like: DoT x > DoT y > DoT z > Spammable x7 (repeat). Usually rotations are a little more complicated than that, but to start they don't necessarily have to be getting a decent injury output. Just make sure you don't let your DoT abilities fall off too long, you land your light attacks between each capability, and you operate as close to 1's GCD as possible. Put it all together to stick it through to the end! I know there's a lot of information to take in, and that the systems in ESO are pretty deep and complicated, but in the end, if you hold on to it, they'll start to make sense! Some pieces of this big puzzle make only a small difference, and others a little more. But with so many moving parts, it really adds up when you start doing each one optimally. I really hope this guide will help you become a better damage dealer! Dealer!

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