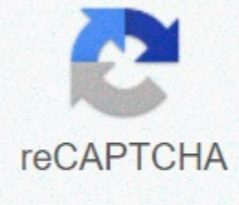




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Holy pally best in slot classic

EU Firemaw Hey all, I'm not sure if this could be useful for a few up-and-coming Holy Paladins out there, but I respected an index of viable H-Pala items from about lvl 30 (Scarlet Monastery) and beyond. The intention is to provide an easy overview on the progressive element upgrades in the pre-raid and endgame stages of WoW Classic. The spreadsheet has three weight status settings, Pre-Raid, Standard, and Custom, and additionally supports a viability view based on the inclusion phase of specific elements. The system screen cover can be seen below. The State Weight Selection System, and the viability setting of the item based on the current game phase spreadsheet contains all viable item information for Holy Paladins, including item sources, types, key statistics, inclusion phase and a database link (not visible), after see below Example screen cover at 60% size to illustrate how long H-Palas might need to look like a turquoise class As the data entry was done manually, there could be minor mistakes, and naturally I take happy feedback, requests and reviews, feedback may be dropped in the final tab and I will update in batches as appropriate. If you want to check it out, then you can find here: Silverhands, A Primer Gear for Holy Paladins zutch • Sauva • TJourney • Holyfrog • Minorou • jadelith • rjndael • Ciev EU Zandalar Tribe thank you very much! this is pretty impressive! EU Firemaw Happy to hear of Zutch use! EU Zandalar Tribe I wonder if there are numbers to compare the healing performance in raids, you know, resto samans, holy/disk priests, resto druids, hñalla! it would be nice to see some numbers on how they perform! I know this isn't what your guide is about, but I imagine you know better sources for class information! This seems to be of very fine quality. Thank you so much for composing it! Order & Mystical stump=& Light be with you. EU Firemaw I actually cant remember seeing any patchwerk style comparisons, tho that would be neat enough to have around. But I think the general consensus is that order is something along the lines of the Holy Priest & Restro Shaman & Holy Paladin & Restro Druid & Disc Priest if you go out of healing, but ignoring the ever important tools of every class is perhaps not the best. I think once we go live, we'll have access to much better data (incl. state weights, etc.), so fingers cross that someone compiles a nice bit overview of this! EU Firemaw Thanks a bunch TJourney, if you spot any mistakes or concerns, then please let me know! I Tribe Xcellers wrote: r1 year ago I actually cant remember seeing any patchwerk style comparisons, tho that would be quite neat to have around. But I think the general consensus is that the order is something along the lines of holy priest & Restro Shaman & Holy Paladin & Restro Druid & Disc Priest if you go healing & Mystical & Mystical & but ignoring all-time important toolkits of each class is perhaps not the best. I think once we go live, we'll have access to much better data (incl. state weights, etc.), so fingers cross that someone compiles a nice bit overview of this! I found this video and I kept watching the cure meter, and this guy (plus 2 other pallas) were topping the cure meters! compared to 2-3 priests !!! granted I didn't skim through 2h images (I'm sleepy), but I'll definitely find more videos to look into it I'm also quite surprised, palla is just flash spam heal, while other priests (you can see them in the video) pause for a few seconds before casting again! so I love palla's claims/efficiency! EU Firemaw Ah I'm sorry I didn't see the answer! Well, it's a little hard to base it on an MC run because there are so many factors that you cant account for, would be overhealing, gear, raid roles, afks and individual skill levels. Normally for stuff like that, we would look at a patchwerk style meeting (preferably a simulation, to take into account the skill level, lag, etc.) to make a solid comparison, but we don't really have access to that for the classic yet (as far as I know?). The key you take away is however very solid, cause one of the really great things about Holy Palas is that we can argue like crazy as soon as we hit a decent gear level. Kicker here is naturally lighting, so you really want to stack crit until you can sustain for a long time! EU Firemaw Sheet has now been updated to include buffs, consumables and a number of Paladin landmarks (skills, professionalizations, class quests and trumps), for example, a nice bunch to have, you don't have to have. EU Firemaw With a stress test in 5 days, name-reserves in 10 days and launch in 24 days, then I hope it is good to undrown the vault, if the Holy Paladins boding find themselves in need of item information. EU Firemaw just going to revive this, instead of starting a whole new topic for it – but for a few dedicated Holy Paladins, mentally preparing for BGs and group-oriented pvp, then I just updated the Silverhands Bolto better support PVP builds. At its core, the update has adjusted the newly adjusted phase inclusion values for WSG/AV rep items, and now supports State Weight Values for Armour – I have a pre-configured state weight set based on my best estimates, but I encourage any users to use custom input fields, and their own State Weights so that suits their playstyle and requirements! U.s This is absolutely phenomenal by the way. EU Hydraulicwaterlords More rjndael wrote: r This is absolutely phenomenal by the way. Second, Xcallers pull out very high-caliber stuff. Admin • Bug reports • Avatar requests U.S. Sulfas teebing wrote: r Seconded, Xcellers put in very high caliber stuff. Oh, yes, really. I spent a lot of time digging through this spreadsheet and compiling the compilation toon's wishlist, and do some EPGP calculations to determine how I can prioritize my most desired upgrades. EU Firemaw rjndael wrote: r This is absolutely phenomenal by the way. teebing wrote: r11 months ago rjndael wrote: r This is absolutely phenomenal by the way. Second, Xcallers pull out very high-caliber stuff. rjndael wrote: r11 months ago teebing wrote: r Detached, Xcellers put in very high caliber stuff. Oh, yes, really. I spent a lot of time digging through this spreadsheet and compiling my toon's wish list, and doing some EPGP calculations to determine I can prioritize my most desired upgrades. Really appreciate pats on the back guys, both sheets are significant time investments, so it means a lot that the effort is appreciated and well received – especially after Chrome and Docs took that massive hit on stability and did any thing on these 10-times harder EU Ten Storms Just saw this now, this makes life easier for sure! Thank! Altholic following game: Ten Storms EU Alliance Finnigan - Dwarf Hunter Lvl 30 Portalmaster - Gnome Mage Lvl 19 Shaelur - Dwarf Paladin Lvl 22 Shaelus - Night Elf Druid Lvl 50 EU Firemaw Erik wrote: r11 months ago Just saw this now, this makes life easier for sure! Thank! I'm glad to hear man! Wow – your table is really an absolute masterpiece! Thumbs up for all the work and effort you've put here and thank you xou so much! I've used primer gear a lot over the past few weeks and as my Paladin gear is constantly improving, I'm just starting to feel a little insecure about State Weights. Could you maybe provide some additional insight on how the state weights (e.g. 1 adheal = 1 Int = 1/12 Crit = 1/2 MP5 for standard weighting) were made up? Is this the kind of gut feeling based on experience, or were there any additional calculations/theory done? Frankly speaking, I'm afraid of being misled by these state weights, like (for example), depending on the standard weights, Robe from Strath UD are valued higher than the volatile power robe. Most BiS-guides (and also my gut feeling comparing these elements) come to another conclusion and I wonder if crit or Int ratings could be under-rated in these state weights... Anyway, please don't get me wrong: Your work is absolutely remarkable and has been a great help to me and many others – I would just like to better understand to what extent the pre-established state weights are reasonable/reliable/usable. EU Firemaw Ardyn wrote: r11 months ago Wow - your table is really an absolute masterpiece! Thumbs up for all jobs the effort you put here and thank you xou so much! 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Hey man, Happy to hear that you like the sheet and that it was helpful, I'm always super happy to hear that people enjoy my work, especially when it's been time consuming stuff like that; I'm also generally happy to help everyone who asks, and answer questions, and yours is a popular one for sure, so lamme does my best to explain my fundamental approach to it! Now this project was started way back when I decided to play Holy Paladin for Classic, as the final class Healer that I needed to test in a vanilla frame, so its focus was actually on progressive gearing in pre-raid settings, so unfortunately I didn't really consider it necessary to save all my references, so I'd be in an academic paper, but I kinda wish I did so, like it, just like my guild sheet project. exploded and now has many crazy users. Origins In terms of state weights, then they are simply the best available researched data office that we could gather in the pre-release phase of the Classic. They come from 2005-2006 forums was discussing Paladin mechanics, and there are some minor variations, but they were actually available (unlike many other classes). Now, there is no such thing as a perfect weight state, no perfect BiS list (which is also why it doesn't offer a BiS list) because these things are situational and additive tools. Current Tier For MC, then these values are straight-up not excellent, we are playing with endgame talents, itemization and raid adjustments, so the battles are much shorter and much less demanding than what it should have been; does this matter in terms of how we prepare using standard values? - just a little; our current level goal for gear, is not to gears for our current, but rather to prepare for BWL, which should be better tuned/balanced. Standard values are, if you ask me, more appropriate as you progress in the later stages of the Classic. This is also why we offer more options, including the increasingly important custom option; if the feeling of the gut tells you say State reference weights are wrong, then type into the ones you think is right, and go to it – absolutely respect that, and we hoped from day 1 that we would have a SimCraft version ready for us shortly after launch (unfortunately, neither healing nor Holy Paladins are supported as of yet). Crit Value/Evaluation As for Crit, then I naturally don't think I have a little understanding in it – without being a mathematician or something. What I often refer to, is an apparent over-value put on Crit, so we have pretty good reference tools to work with here; less to understand the weights state themselves, but to better understand the value and impact of statistics. Example of a test. If we want to gain a little knowledge about the output value of crit, then we can get a little understanding using the legacy sim for FoL, I'll use myself as an example because its nice and easy. Without a chest - I'm standing at: Int: 189 +Heal: 557 Mp5: 18.5 MP5 Crit: 11.66% w. no buffs at all. I want to compare the value of the two optional clothes. 13346f ... el-exalted & 19145f/... tile-power - for this I will use: and here, we only care about two statistics: + healing and + crit as we want healing output (HPS) First, we need to convert our int element to raw crit, so we cant leave out viable statistics (STAM / SPI are considered as useless in this context). To this end, we use a basic computer-state, would be this: viewtopic.php?t=885 Exalted: +68 cure +0.17% crit from int prime = Volatile: +23 cure +2% crit +0.51% crit from int prime = Dropping these in Legacy Sim, and we get two HPS values for max ranked (non-amped) Exalted FoL: 561.76 HPS Volatile: 554.19 HPS For me, this would indicate that the ranking between the two items is reasonable, and if I add 15047f/... reastplate to the mixture, as a reference point, then clocks in at 560.70 HPS, which also fits in the vault rankings. Digging deeper Now, this was more like a reference point and as a reliable indicator. But there are additional tools we can use to explore crit value comparisons for The Holy Paladins, namely this: ... edit #gid = 0 This fact gives you some very good value comparisons for different statistics, and, importantly, provides you with equivalent + healing. Using my example statistics, then we can actually see that crit is only about 10 healing for me, so I use HEP or Heal Equivalent Points as my framework then we get some kind of indication that at 12 HEP, I'm putting an overvalue on crit when considering my gear-level. This can be explained by the fact that this tool is very specific and thus much better than mine, and that mine serves another function and must cover much more ground (eg. from MC to Naxx gearing) As respond to your concerns, then I'm not sure if I'm really able to – but I hope this provides a better understanding of my approach to state hardships and subsequently making sure that they are relatively appropriate and I'm not trying to make sure that the system is entirely transparent and that users are able to customize it to suit their approaches to the Holy Paladins. EU Firemaw Hey all, For those of you still on board with The Will, then I just pushed a feature update to the sheet; a Comparison Tab Comparison Tab is a basic tool to determine how big an item switching upgrade would be from A to B, based on the state weights that you have selected in the top bar. Its more of a nice one to have than a need to have, but it can save some trouble for some of you out there! As always, you are more than welcome to use your own state weights, suitable for your specific tools, it is in fact highly recommended to do so, to get the best possible estimates of what is the optimal solution for you. Link: ... sp=sharing Topics similar to [Holy Paladin] Spreadsheet for Progressive Post>Last Item Upgrades 10 10564 11 3882 11 7956 8 5822 23 10224 6 5204 8 5134 5 4099 11 8112 36 9331 9331