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Hello everyone! Thanks 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 deal with injuries; this includes an extremely wide range of options that are viable for Overland/Questing content, but narrows down to a much smaller set of options when you reach Veteran Hard-Mode content. When moving into more difficult 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 go over all the different in-game systems related to damage deals and then finish 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 when you work your way from the simplest to the hardest content of ESO. This is sometimes introduced by the developers through mechanics that cause the group to die if certain damage thresholds are not hit in a certain amount of time. An example of this is at Zha'hassa, the 1st chief of the trial, Maw of Lorkhaj. Zha'hassa calls protective pillars that the group can hide behind to block the explosion from an explosion that fills the room. Each time these are called, however, 1 smaller pillar comes out than in the previous time. This happens up to the point where there are no more protective pillars and the batch is dried. Other times, 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 phase. However, if the injury is low, he will continue to play Iron Atronachs until special injury thresholds are met. This can lead to several of Iron Atronachs needing to be treated, instead of 1, and thus causing much more pain and suffering for the group. And finally, content is only generally easier when damage outputs are high. While there are no specific penalties baked into the fight for having low injury, long fights can be tiring and lead to party members having trouble focusing. If you can get through a fight in 6 minutes and only have to deal with some mechanics a couple of times each, it's much less treasure than doing the same fight in 20 minutes and even repeatedly making sure you don't mess up anything. If you prefer to watch, you can 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 deals setups in this game are divided into two options for each class, Magicka or Stamina. For example, you can play as a Magicka Sorcerer or a Stamina Sorcerer. As a damage dealers you will generally focus on Abilities that use magicka as a resource and as stamina damage dealers you will focus on abilities that use endurance. There are a few small exceptions to this, but we will not worry about it for now. We will also cover the different types of injury and what category they fall into later. As a Magicka DPS, the main stats you will be looking for to improve your injury are: Spell Injury, Spell Critical, Maximum Magicka, and Spell Penetration. Spell Damage increases the damage that your Magicka-based attacks hit for and Spell Critical increases the chance of each of these hits being a critical strike. Magicka increases your resource pool to use Magicka based abilities and also, like Spell Damage, it increases the damage that your Magicka based attacks suffered for. In general, every 1 point of Spell Damage is worth 10.5 points of Magicka when the determination of damage increases. Spell Penetration ignores enemy armor in the bonus amount. So for the standard 1487 Spell Penetration set bonus, 1487 of enemy armor is ignored. As a Stamina DPS, the main stats you will look for to improve your damage are: Weapon Damage, Weapon Critical, Maximum Endurance, and Physical Penetration. Weapon Damage increases the damage that your Stamina-based attacks hit for and Weapon Critical increases the chance of each of these hits being a critical strike. Endurance increases your resource pool to use Stamina based abilities, and also, like Weapon Damage, it increases the damage that your Stamina based attacks suffered for. In general, every 1 point of Weapon Damage is worth 10.5 points by Stamina when the determination of damage increases. Physical penetration ignores enemy armor in the bonus amount. So for the standard 1487 Physical Penetration set bonus, 1487 of enemy armor is ignored. In-Game Systems Related to Dealing With DamageArmor PenetrationTo begin, we will take a look at armor penetration systems. 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 armor amounts currently available for each round) but no PvE enemy goes above the 18200 amount. What does this mean? Theoretically, if an enemy NPC had 25,000 armor, they would mitigate 50% of your damage. However, the highest level of armor for PvE enemies in the game is 18200, as mentioned earlier. If you split it up, you'll see that 18,200 armor will withstand 36.4% of your outgoing damage. (Note that your character's armor works differently and builds around a 33000 value for 50% relief and is capped there.) How do we get around this? Armor Penetration is the means where we cut through the armor to get more of our actual damage value value of the mitigated value. If we have no penetration and go against an enemy with 18200 armor, they will withstand 36.4% of each of our attacks. So if I hit with an attack that would deal with 20k damage, it would only treat 12720 damage. But if we had 18200 penetration in our build, they wouldn't 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 sets in the game that debuff, or lower an enemy's armor, so most of the time it is not necessary to get the full 18200 penetration to get the entire attack value. You want to make sure to coordinate with your group on what abilities/sets are running so you know how much penetration to get on your end. Any penetration over enemy armor amounts will be wasted and not increase damage further. Critical HitsCritical Chance (Weapon Critical)In ESO, Critical Chance differs a little from most other games and is built around a system of flat number amounts instead of percentages. 21912 Critical corresponds to a 100% chance of critical strike. You can split this up and see that 2191 Critical will give us a 10% chance and 219 Critical a 1% chance. Set bonuses are in these flat numbers amount instead of % risk. For example, a default set of bonuses for critical chance 833 is critical. So if you share 833 of 21912 you will see that it is a 3.8% bonus to critical chance. Critical DamageCritical Damage is a 50% increase in damage done at its base level. There are many ways in the game to increase this higher, including: master points, gear, abilities and passives. Armor WeightsLight ArmorLight armor is the preferred armor choice for Magicka based DPS setups. This is because the passive gained from the Light Armor skill line and also because of the set bonuses on light armor are generally more beneficial to Magicka builds. In Light Armor passive skill tree, you can get 2% Magicka cost reduction and 4% Magicka recovery for every piece of light armor worn. If you have at least 5 light armor pieces equipped, you also get 2191 Spell Critical, 4884 Spell Penetration, and the ability to throw Annulment, an injury shield ability. Medium ArmorMedium armor is the preferred armor of choice for Stamina based DPS setups. This is due to the passive ones that are gained from the Medium Armor skill line and also because the cancelled bonuses are generally more beneficial to Magicka builds. In Medium Armor passive skill tree, you get 328 Weapons Critical, 2% Stamina 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 your weapon damage and the ability to throw Evasion, an ability that reduces the incoming area by 25%. Heavy duty ArmorHeavy armor is not recommended for PvE damage deals in ESO. This is because none of the gained from heavy armor skill line grant damage bonuses. However, there are a few sets that are classified as Heavy that happen to have good set bonuses for injuries. 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 of the right weight for our build and still get the strong Light or Medium armor tree passives. Because of this, you won't be able to run two heavy sets together in your setup without suffering a significant injury loss. Damage TypesAoE, Single Target, DoT, and Direct DamageAoE (Area of Effect) injuries are any damage that is treated as hitting multiple targets or covering an area that would have the potential to hit multiple targets. Single Target injuries are any injury that only has the potential to hit a target. DoT (Injury over time) abilities manage injury over a specified length of time. Direct injury abilities are about their injuries in advance, in a second instance. Sometimes abilities will have both of these components, where the first hit deals with direct damage, but there is also a lingering injury over time that is left as well. How do these work together? Injury abilities are combinations of the injury types listed above. For example, you might have an AoE DoT, or AoE Direct Damage. You can also have a single target DoT or Single Target Direct Damage. I'll list some examples below:Cast Time, Channeled, and Instant Cast AbilitiesCast Time abilities require a specified duration to pass after pressing the button before the ability comes to fire. An example of this is Uppercut. You press the button and then 0.8s later, hit lands. Channeled abilities are similar to Cast Time Abilities in that they require a specific duration to pass after pressing the button. The difference is that the ability starts working immediately and then continues to have an effect throughout the specified length of time. An example of this is Flurry. You press the button and the 1st hit lands immediately, followed by 4 more hits over the 0.6s channel. Instant Cast abilities happen right 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 abilities include the following injury types: Physical, Bleed, Poison, and Disease. Spell DamageSpell Damage abilities include the following damage types: Magic, Fire, Frost, and Shock. These damage types are generally used on Magicka DPS and are enhanced by Spell Damage, Spell Critical, Maximum Magicka, and Spell Penetration.Secondary Status a Poison, Sjukdom, Fire, 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 - Less Defile Fire:Burning Status - A Flame DoTFrost: Chilled Status - Minor MaimShock: Concussed Status - Less VulnerabilityYou can find the % chances of triggering and more specific details on the Status Effects Guide.Weapon TypesStamina WeaponsTwo Handed In the Two Handed Skill Line We Have Swords, Axes, and Mauls. The difference in these types comes from the Heavy Weapons passive. Swords increase damage by 6%. Axes have a 16% chance of applying a hemorrhage and Mauls ignores 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 I Dual Wield Skill line we have Daggers, Swords, Axes, and Macs. The difference in these types comes from Twin Blade and Blunt passive. Daggers provide a bonus of 5% critical chance per dagger equipped. Swords increase damage by 3% per sword equipped. Axes have an 8% chance per axe equipped to apply a hemorrhage. Macs ignore 10% armor resistance per mace equipped. PvE content generally looks a combination of Axe and Dagger performs best, while Sword and Mac are better suited to PvP.Bow There is only one type of arc in the arc skill line. It is a common weapon to use in PvE for Stamina DPS. Magicka WeaponsDestruction Staff Magicka DPS is really limited to one weapon type, and that's the Destruction Staff. In this skill line you can choose from Fire, Lightning, or Frost. Flame personnel are generally better for Single Target injuries and Lightning personnel for AoE damage. Frost Staff bonuses are more defensive than offensive and it is generally used for the tank role over DPS. The difference in these types comes from the Ancient Knowledge passive. Other Restoration Staff & amp; One Hand and Shield These skill lines can still be used for DPS but don't have good passives to support it and therefore are not recommended to do so in Veteran content. TraitsWeapon TraitsThe common features you will see used on weapons for DPS are as follows:Infused - Increase Weapon Enchantment Effect by 30% and Reduces Cooldown by 50%Sharpened - 7% Weapon and Spell Critical (3.5% on 1h weapons)Nirnhoned - Increases weapon/Spell Damage of the weapon by 15%Charged - Increases chance of applying Status Effects by 220% (110% for 1h weapons)Note: This option is generally only used on Dragonknights because of their unique passives. Armor TraitsThe common features you will see used on armor for DPS are as follows:Divines - Increases Mundus Stone Effects by 7.5%Infused - Increases Armor Enchantment Charged of 20%Divines are the optimal trait, but Infused is not far behind on your big pieces (Head, legs.) Jewelry TraitsThe common features you will see used on jewelry for DPS are as follows:Arcane / Robust - 870 Magicka / Staminainfused - Increases Jewelry Enchantment Efficiency by 60%Bloodthirsty - Increases Damage against Enemies Under 25% Health by 10%Bloodthirsty is usually the optimal trait to join. Some situations may call infused over Bloodthirsty depending on your setup and goals. Arcane/Robust is the 3rd best of the 3 options, but still decent for DPS. EnchantmentsHow to trigger EnchantmentsOnce you have a spell on your weapon, you can trigger it with some light or heavy attack. Another way to activate it is by using abilities from your Weapon Skill Line. The first effect of these abilities will trigger the spell to shoot. Each DPS weapon line also has a DoT capability that will continue to activate this spell even when you are no longer at that bar. Those abilities are: Abilities from non-weapon skill lines will not trigger your spells. DPS Weapon EnchantmentsThe most common front-bar Weapon Enchantments for Stamina DPS are Poison Glyphs, Disease Glyphs, and Absorb Stamina Glycer. Another common option is to override your spells by slotting toxins. The toxins you will use have Ravage Health and Gradual Ravage Health (Blessed Thistle + Fleshy Larva + Nightshade.) The most widely used front-bar Weapon Enchantments for Magicka DPS are Flame Glyphs, Shock Glyphs, Frost Glyphs (Wardens), and Absorb Magicka Glyphs. It is best for both Magicka and Stamina DPS to slot an Infused Weapon injury glyph at the back-bar. With it being infused, the cooldown is taken from 10s down to 5s and can be held up 100% of the time. A more glyph note is Prismatic Onslaught Enchantment. This does great damage to Undead and Daedra. It has no effect on other enemies. If you have an extra weapon, you can slot it on and trade it in for fights with Undead and Daedra, it is recommended to do so. This also includes Vampires and Werewolves.Mundus StonesCommon PvE Mundus Stones to Handle DamageShadow - Bonus to Critical DamageThief - Bonus to PenetrationThe most common Mundus Stone at the end game is The Shadow. Builds generally have a high enough Critical Chance that this big bonus to Critical Injury outweighs the other Mundus Stones.If you find your Critical Chance is a bit low (lacking passive, gear, 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 non-optimized groups where you are unlikely to hit the penetration cap through coordinated debuffing. Food, drink and potion-related use DPS Food & amp; Drinks Bi-Stat w/ No RecoveryHealth + Rabbit with Spring Vegetables Vegetables other similar recipesHealth + MagickaArtaeum Pickled Fish BowlMelon-baked Parmesan pork or other similar recipesRecoveryHealth + Stamina + RecoveryArtaeum Takeaway BrothDubious Camoran ThroneHealth + Magicka + RecoveryClockwork Citrus FiletWitchmother's Potent BrewStamina + RecoveryLava Foot Soup-and-Salt RiceMagicka + RecoveryCommonly Using DPS Potions Spell Power + Spell Crit + MagickaWeapon Power + Weapon Crit + StaminaMagicka + Stamina + HeroismMechanics of Dealing With DamageAbility WeavingWhat is Weaving and How does itWorkIn ESO, your abilities have a cooldown of 1 second. This means that no capability, unless specified in the tooltip, can be activated until 1 second after the previous capability was activated. This is called a GCD (Global Cooldown.) A lot of getting big damage works as fast as possible around this cooldown. The longer you wait after 1 second period to use your next ability, the less damage per second you will do. Light and heavy attacks don't share the same cooldown with your abilities. Therefore every 1 second you have time to use 1 light attack and 1 ability. Heavy attacks take longer than 1 second to perform so this will push that time back a bit. This is commonly referred to as light attack weaving or heavy attack weaving. To put these together you will: light attack > ability > light attack > abilityThe biggest key is to build a rhythm with it builds around 1 second interval. If you try to activate your ability too quickly, your light attack will not fire and you will miss out on its damage. If you activate your abilities too slowly, you will lose potential damage by not being fast enough. How to Light Attack WeaveThere are 2 common ways to ignite attack before your abilities. One is to press the light attack button right before pressing your ability every time. The second is to constantly spam your 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 the hand! There are many types of training dummies in the game. Use them to practice this until you get it down! What is a Light Attack Ratio? You will often see people referring to something called a Light Attack Ratio or LA Ratio. This is simply the ratio of light attacks per second over the course of a gamepad as it is with a mouse and is much harder on the hand! There are many types of training dummies in the game. Use them to practice this until you get it down! What is a Light Attack Ratio? 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