

By ReISat, the BIS Enhancements for DPS/Healers are uncontested the Nimble/Adept/Initiative 80 R-18/R-19. After this, the remaining Enhancements break down by ReISat thresholds, and I'll sort them by highest TerStat because everyone wants the most Crit for their crits.

ReISat: Short for Relevant Stat: the sum total of Mastery + Power + Accuracy/Aleacrity/Crit. TerStat: Short for Tertiary Stat: Accuracy, Aleacrity, or Crit.

Also, I don't think anyone's disagreeing about this, but in case it needs to be stated: Shatek is the BIS Ear/Implant for DPS/Heals.

Highest Power

	Power	Tertiary	Relevant
80 R-18	357	394	751
80 R-19	359	392	751
80 R-14	347	403	750
80 R-15	349	401	750
80 R-16	352	398	750
80 R-17	354	396	750
80 R-20	361	389	750
80 R-10	337	412	749
80 R-12	342	407	749
80 R-13	344	405	749
80 R-9	334	414	748
80 R-11	339	409	748
80 R-7	329	418	747
80 R-8	331	416	747
80 R-5	324	422	746
80 R-6	326	420	746
80 R-2	316	429	745
80 R-3	318	427	745
80 R-4	321	424	745
80	313	431	744
80 R-1	313	431	744

	Power	Tertiary	Relevant
80 R-1	347	347	694
80 R-2	344	347	691
80 R-3	344	344	688
80 R-4	342	344	686
80 R-5	342	342	684
80 R-6	339	342	681
80 R-8	337	342	679
80 R-7	339	339	678
80 R-9	334	344	678
80 R-10	331	347	678
80 R-11	329	349	678
80 R-12	326	352	678
80 R-13	324	354	678
80 R-14	321	357	678
80 R-15	318	359	677
80 R-16	316	361	677
80 R-17	313	364	677
80 R-18	310	364	674
80 R-19	307	364	671
80 R-20	305	364	669
80	140	409	549

	Power	Tertiary	Relevant
80 R-20	310	412	722
80 R-18	305	416	721
80 R-19	307	414	721
80 R-17	302	418	720
80 R-16	299	420	719
80 R-13	291	427	718
80 R-14	294	424	718
80 R-15	296	422	718
80 R-12	288	429	717
80 R-11	285	431	716
80 R-10	282	433	715
80 R-9	279	435	714
80 R-8	276	437	713
80 R-7	273	439	712
80 R-6	270	441	711
80 R-5	267	443	710
80 R-4	264	445	709
80 R-3	261	447	708
80 R-2	258	449	707
80 R-1	255	451	706
80	221	431	652

I made additional "Max TerStat" builds for any spec that fell under 3k Crit with the Max ReISat build. This was done because the curve for Crit vs. Power is heavily weighted towards Crit until you get into the upper 2000's.

Accuracy Threshold: 1590	
Prohibit Stim	1
Augment	4
Proficient R-3	2
Terstet Loss	-8

Use Efficient R-1's for max Crit.

Use Mantellian Ears/Implants for max Terstet.

Use the Proficient Stim for additional Crit on Healers.

Anywhere that is grey to use an R-2/R-3/R-4, you can just use an R-1. You'll be losing the same amount of Terstet either way. I just listed the variants for getting as close to the number as possible for GCD's sake.

HEALERS, WITHOUT +5% ALACRITY GUILD BUFF

Healer 1.4s GCD		Healer 1.3s GCD	
Alacrity Threshold: 1216/1213		Alacrity Threshold: 3207	
Mantellian Ear/Imp	1	Mantellian Ear/Imp	2
Augment	3	Augment	9
Savant R-1	1	Savant R-1	3
Terstet Loss	-3	Terstet Loss	0
Remaining Slots: x1 Aug, x4 Enh, x2 Ear/Imp, x2 Crystal, x1 Stim		Remaining Slots: x5 Aug, x4 Enh, x1 Ear/Imp, x2 Crystal, x1 Stim	
Total Crit	4967	Total Crit	2976
Use Efficient R-1's and Mantellian Ear/Imps for max Crit.		Use Efficient R-1's and Mantellian Ear/Imps for max Crit.	

DPS, WITHOUT +5% ALACRITY GUILD BUFF

Baseline Alacrity 1.4s GCD		Baseline Alacrity 1.3s GCD	
Alacrity Threshold: 1216/1213		Alacrity Threshold: 3207	
Mantellian Ear/Imp	1	Mantellian Ear/Imp	2
Augment	3	Augment	9
Savant R-1	1	Savant R-1	3
Terstet Loss	-3	Terstet Loss	0
Remaining Slots: x7 Aug, x4 Enh, x2 Ear/Imp, x2 Crystal		Remaining Slots: x1 Aug, x2 Enh, x1 Ear/Imp, x2 Crystal	
Total Crit	3633	Total Crit	1642
Carnage/Arseval 1.4s GCD		Carnage/Arseval 1.3s GCD	
Alacrity Threshold: 655664		Alacrity Threshold: 2402374	
Mantellian Ear/Imp	2	Mantellian Ear/Imp	3
Augment	1	Augment	10
Savant R-2	-2	Terstet Loss	-29
Remaining Slots: x8 Aug, x4 Enh, x3 Ear/Imp, x2 Crystal		Remaining Slots: x5 Enh, x2 Crystal	
Total Crit	4182	Total Crit	2337
Lightning 1.3s GCD		Lightning 1.1s GCD (During Polarity Shift)	
Alacrity Threshold: 1896/1895		Alacrity Threshold: 2128	
Mantellian Ear/Imp	1	Augment	3
Augment	1	Savant R-1	4
Savant R-2	3	Terstet Loss	0
Terstet Loss	-7	Remaining Slots: x7 Aug, x1 Enh, x3 Ear/Imp, x2 Crystal	
Remaining Slots: x3 Aug, x2 Ear/Imp, x2 Crystal		Total Crit	2721
Total Crit	2947		

Alacrity Thresholds
1.4s GCD is 7146%
1.3s GCD is 15.386%
1.2s GCD is 25.008%

Without +5% Guild Buff

Baseline Thresholds	Carnage/Arseval Thresholds	Lightning Thresholds
1.4s GCD is 1213	1.4s GCD is 664	1.4s GCD is 331
1.3s GCD is 3207	1.3s GCD is 2374	1.3s GCD is 1895
1.2s GCD is 7993	1.2s GCD is 5896	1.2s GCD is 4901

With +5% Guild Buff

Baseline Thresholds	Carnage/Arseval Thresholds	Lightning Thresholds
1.4s GCD is 331	1.4s GCD is Automatic	1.4s GCD is Automatic
1.3s GCD is 1995	1.3s GCD is 1280	1.3s GCD is 833
1.2s GCD is 4901	1.2s GCD is 3730	1.2s GCD is 3992

HEALERS, WITH +5% ALACRITY GUILD BUFF

Healer 1.4s GCD		Healer 1.3s GCD	
Alacrity Threshold: 1896/1895		Alacrity Threshold: 1896/1895	
Mantellian Ear/Imp	1	Mantellian Ear/Imp	1
Augment	1	Augment	1
Savant R-1	2	Savant R-1	2
Savant R-4	1	Savant R-4	1
Terstet Loss	-7	Terstet Loss	-7
Remaining Slots: x1 Aug, x4 Enh, x2 Ear/Imp, x2 Crystal, x1 Stim		Remaining Slots: x1 Aug, x4 Enh, x2 Ear/Imp, x2 Crystal, x1 Stim	
Total Crit	4281	Total Crit	4281
Use Efficient R-1's and Mantellian Ear/Imps for max Crit.		Use Efficient R-1's and Mantellian Ear/Imps for max Crit.	

DPS, WITH +5% ALACRITY GUILD BUFF

Baseline Alacrity 1.3s GCD		Carnage/Arseval 1.3s GCD	
Alacrity Threshold: 1896/1895		Alacrity Threshold: 1309/1280	
Mantellian Ear/Imp	1	Mantellian Ear/Imp	1
Augment	1	Augment	8
Savant R-2	3	Terstet Loss	-45
Terstet Loss	-7	Remaining Slots: x2 Aug, x5 Enh, x2 Ear/Imp, x2 Crystal	
Remaining Slots: x9 Aug, x2 Enh, x2 Ear/Imp, x2 Crystal		Total Crit	3544
Total Crit	2947		
Lightning 1.3s GCD		Lightning 1.1s GCD (During Polarity Shift)	
Alacrity Threshold: 883		Alacrity Threshold: 1067	
Mantellian Ear/Imp	4	Augment	10
Augment	1	Terstet Loss	-13
Savant R-1	1	Remaining Slots: x5 Enh, x3 Ear/Imp, x2 Crystal	
Terstet Loss	0	Total Crit	3769
Remaining Slots: x6 Aug, x4 Enh, x3 Ear/Imp, x2 Crystal			
Total Crit	3955		

Alacrity Thresholds
 1.4s GCD is 7.146%
 1.3s GCD is 15.386%
 1.2s GCD is 28.006%

w/out +5% Guild Buff Thresholds
 1.4s GCD is 1213
 1.3s GCD is 3207
 1.2s GCD is 7993

With +5% Guild Buff Thresholds
 1.4s GCD is 331
 1.3s GCD is 1895
 1.2s GCD is 4901

UNCAPPED CONTENT, WITHOUT +5% ALACRITY GUILD BUFF - Max RelStat

Healer 1.4s GCD (1213)				Healer 1.3s GCD (3207)			
Augment	4	Shatek Ear/Imp	2	Augment	11	Shatek Ear/Imp	2
Nimble R-19	1	Augment	11	Nimble R-20	3	Augment	6
Nimble R-20	1	Nimble R-20	3	Nimble R-20	1	Nimble R-20	1
Stat Loss				Stat Loss			
RelStat	-1	RelStat	-3	RelStat	+12	RelStat	-4
Power	+3	Power	+12	Power	+12	Power	-40
TerStat	-2	TerStat	-15	TerStat	-15	TerStat	-80
Remaining Slots: x10 Aug, x5 Enh, x3 Ear/Imp, x2 Crystal				Remaining Slots: x3 Aug, x4 Enh, x1 Ear/Imp, x2 Crystal			
Crit Budget				Crit Budget			
Adept R-18s	4425	Adept R-18s	2413	Adept R-18s	2449	Adept R-18s	2449
Adept R-19s	4415	Adept R-14s	2449	Adept R-14s	2485	Adept R-14s	2485
Adept R-20s	4400	Adept R-10s	2485	Adept R-10s	2493	Adept R-10s	2493
Adept R-14s	4470	Adept R-9s	2509	Adept R-9s	2525	Adept R-9s	2525
Adept R-10s	4515	Adept R-7s	2509	Adept R-7s	2525	Adept R-7s	2525
Adept R-9s	4525	Adept R-5s	2525	Adept R-5s	2553	Adept R-5s	2553
Adept R-7s	4545	Adept R-2s	2553	Adept R-2s	2561	Adept R-2s	2561
Adept R-5s	4565	Adept 80s	2561	Adept 80s	2561	Adept 80s	2561
Adept R-2s	4600						
Adept 80s	4610						

If you're over 3k Crit, use the R-20s to maximize your Power. Then start swapping your Augments to Mastery and your Crystals to Mastery or Power to maximize your overall stat distribution. However, I wouldn't recommend going below 3,300 Crit.

UNCAPPED CONTENT, WITH +5% ALACRITY GUILD BUFF - Max RelStat

Healer 1.4s GCD (389/331)				Healer 1.3s GCD (1889/1895)			
Nimble R-20	1	Shatek Ear/Imp	2	Augment	6	Shatek Ear/Imp	2
Augment	1	Augment	6	Nimble R-20	1	Augment	1
Nimble R-19	1	Nimble R-20	1	Nimble R-20	1	Nimble R-20	1
Nimble R-20	1	Nimble R-20	1	Nimble R-20	1	Nimble R-20	1
Stat Loss				Stat Loss			
RelStat	-55	RelStat	-3	RelStat	+3	RelStat	-6
Power	+3	Power	+3	Power	+3	Power	-6
TerStat	-58	TerStat	-6	TerStat	-6	TerStat	-6
Remaining Slots: x14 Aug, x6 Enh, x3 Ear/Imp, x2 Crystal				Remaining Slots: x8 Aug, x6 Enh, x1 Ear/Imp, x2 Crystal			
Crit Budget				Crit Budget			
Adept R-18s	5251	Adept R-18s	3741	Adept R-18s	3729	Adept R-18s	3729
Adept R-19s	5239	Adept R-19s	3729	Adept R-19s	3711	Adept R-19s	3711
Adept R-20s	5221	Adept R-14s	3711	Adept R-14s	3795	Adept R-14s	3795
Adept R-14s	5305	Adept R-10s	3849	Adept R-10s	3861	Adept R-10s	3861
Adept R-10s	5359	Adept R-9s	3861	Adept R-9s	3885	Adept R-9s	3885
Adept R-9s	5371	Adept R-7s	3885	Adept R-7s	3809	Adept R-7s	3809
Adept R-7s	5385	Adept R-5s	3809	Adept R-5s	3851	Adept R-5s	3851
Adept R-5s	5419	Adept R-2s	3851	Adept R-2s	3863	Adept R-2s	3863
Adept R-2s	5461	Adept 80s	3863	Adept 80s	3863	Adept 80s	3863
Adept 80s	5473						