

# RELICS

## PART 1-ATTACKERS

by DarkLord30



## Acknowledgments

This is a guide I created to help both seasoned and new players understand the relic system, as well as the improvements that each relic level makes to each character per relic level. The data used in this guide is acquired by <https://swgoh.gg/>. Special thanks to Destructo11 for some metric ideas, which he provided in his analysis for the character improvements between gear 13 and relic level 7, and Newersshadow, for his classification of characters. Many thanks also to Pritch and 4dri from Rebel Force for their useful comments.

Given the effort needed to acquire the data for each relic level and character and do the analysis, this guide is copyrighted material. For example, you can share it or use it in your videos as long as you mention the source/author and guild

## A. On the Relic System and this guide

Relics are the new system of increasing the power of your characters in the SWGOH aiming to replace the idea of gear once you reach gear 13. The facts:

1. Every character (and ship for pilot/commander characters) improves with the addition of a relic level, but certainly some characters benefit more overall.
2. It is “expensive” to get to gear 13 so that you can start adding relics. Also, each relic level requires more parts to be completed and resources are not unlimited. Not everyone and not very fast will get their characters to relic level 7. Thus, knowing what a relic adds to your character per level is important
3. Mods, playing strategy, team combinations and RNG still play an important role in the game.
4. Bear in mind that there are some characters that share their stats or affect with their stats or leadership other characters in the same team. This is not taken into account in this guide.
5. This guide aims at providing a detailed description of how stats change for each stand-alone character and which character marginally benefits more per relic level and overall. Thus, it aims at helping players to decide whether or not to add a relic, as well as what relic level to prioritise for each character, based on their gameplay, strategy and plans.

## B. On the classifications and stat changes

Based on Newersshadow's character classification each character is classified using 2 main criteria: 1) **Role** (support, attacker, healer, tank) and 2) **Main Primary Attribute** (STR, AGI, TAC).

Each respective class, what we can call “**Relic Mastery**”, has an **increase in certain unique stats for each class**. These “unique” stats are: **Critical Damage (CD)**, **Special Critical Chance (S-CC)**, **Accuracy (ACC., both physical and special)**, **Evasion (EV., both dodge and deflection)**, **Health Steal (H.STEAL)**, **Critical Avoidance (CA, physical and special)**, **Penetration (PEN., both defense and resistance)**, **Protection (PROT.)**. Note that not all of the above stats change for each class, for example Protection changes ONLY for Tanks.

Except from these changes to the “unique” for each class stats, other important stats increase for all classes, although the respective changes are different. Specifically, these stats are: **Health**, **CC**, **Physical Damage (PD, Offense)**, **Armor (Defense)**, **Special Damage (SD, Special Offense)**, **Resistance (RESIST.)**. On the contrary, stats like **Speed**, **Potency** and **Tenacity** don't change due to relics.

## C. Background Information

This guide provides information on the **Attacker Category**. The **first 3 tables** indicate the characters for each class of attackers, the “unique” and common stats that increase and the percentage or amount of this increase, for each class and relic level. **Ranking tables** rank attackers based on the values of the following criteria for each level: **PD** (Physical Damage), **SD** (Special Damage), **PDPS** (PD adjusted for CD-150% and CC), **SDPS** (SD adjusted for CD-150% and S-CC), **Adj-PDPS** (PDPS adjusted for Armor penetration, Physical Accuracy, Physical Critical Avoidance, Dodge Chance), **Adj-SDPS** (SDPS adjusted for Resistance penetration, Special Accuracy, Special Critical Avoidance, Deflection Chance). Only top/bottom 5 reported here. **Ranking for all attackers based on the above criteria can be found here: SWGOH-ATTACKERS RANKING**.

**Winners/Losers tables** rank attackers based on the %change from one level to another. Only top/bottom 5 reported here. **Information for all attackers' %changes relative to the above criteria can be found here: WINNERS/LOSERS ATTACKERS**

**NOTE** that **RANKING** tables and **WINNERS/LOSERS** tables indicate different things. The former ranks attackers based on the final values of the employed criteria, the latter ranks attackers based on the % change in the values of the employed criteria from one level to another. For example, you may see an attacker rank first in the **RANKING TABLES** but being indicated as loser in the **WINNERS/LOSERS** tables for a specific criterion. The reason is that although the value of the criterion used is very high for that attacker, the %change from one level to another is very small relative to other attackers (possibly because that value was already very high).

## AGI-ATTACKER



### UNIQUE STATS

| STATS | Gear 13 | Relic 1 | Relic 2 | Relic 3 | Relic 4 | Relic 5 | Relic 6 | Relic 7 |
|-------|---------|---------|---------|---------|---------|---------|---------|---------|
| CD    | 150%    | +1.50%  | +1.50%  | +1.50%  | +1.50%  | +1.50%  | +3.00%  | +3.00%  |
| S-CC  | VARIES  | +1.50%  | +1.50%  | +1.50%  | +1.50%  | +1.50%  | +3.00%  | +3.00%  |

### COMMON STATS

| STATS   | Gear 13 | Relic 1         | Relic 2         | Relic 3         | Relic 4         | Relic 5         | Relic 6         | Relic 7         |
|---------|---------|-----------------|-----------------|-----------------|-----------------|-----------------|-----------------|-----------------|
| HEALTH  | VARIES  | +1,386          | +2,754          | +2,754          | +2,754          | +2,754          | +2,754          | +2,754          |
| CC      | VARIES  | +4.04 to 4.09%  | +4.45% to 4.51% | +4.45% to 4.50% | +4.45% to 4.51% | +4.45% to 4.50% | +5.95% to 6.00% | +5.95% to 6.00% |
| PD      | VARIES  | +344-345        | +379-381        | +379-381        | +379-381        | +379-381        | +509-511        | +509-511        |
| SD      | VARIES  | +293-296        | +475-478        | +475-478        | +475-478        | +475-478        | +605-608        | +605-608        |
| ARMOR   | VARIES  | +1.14% to 2.00% | +1.69% to 2.73% | +1.58% to 2.52% | +1.50% to 2.35% | +1.41% to 2.19% | +1.34% to 2.05% | +1.24% to 1.92% |
| RESIST. | VARIES  | +0.47% to 0.90% | +0.93% to 1.80% | +0.97% to 1.80% | +0.88% to 1.67% | +0.91% to 1.66% | +0.83% to 1.51% | +0.81% to 1.49% |

## STR-ATTACKER



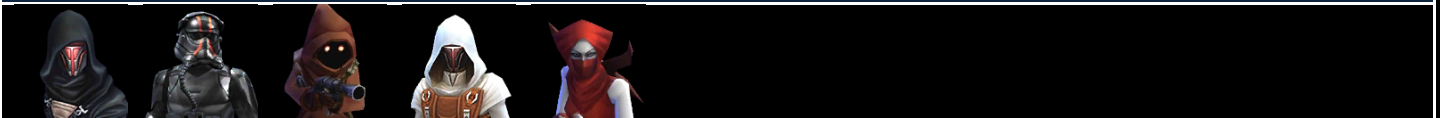
### UNIQUE STATS

| STATS | Gear 13 | Relic 1 | Relic 2 | Relic 3 | Relic 4 | Relic 5 | Relic 6 | Relic 7 |
|-------|---------|---------|---------|---------|---------|---------|---------|---------|
| ACC.  | 0%      | +1.50%  | +1.50%  | +1.50%  | +1.50%  | +1.50%  | +3.00%  | +3.00%  |
| PEN.  | VARIES  | +10     | +10     | +10     | +10     | +10     | +20     | +20     |

### COMMON STATS

| STATS   | Gear 13 | Relic 1         | Relic 2         | Relic 3         | Relic 4         | Relic 5         | Relic 6         | Relic 7         |
|---------|---------|-----------------|-----------------|-----------------|-----------------|-----------------|-----------------|-----------------|
| HEALTH  | VARIES  | +2,286 to 2,304 | +2,889 to 2,916 | +2,889 to 2,916 | +2,898 to 2,925 | +2,889 to 2,916 | +2,889 to 2,916 | +2,889 to 2,916 |
| CC      | VARIES  | +1.83% to 1.87% | +2.66% to 2.71% | +2.66% to 2.71% | +2.66% to 2.71% | +2.66% to 2.71% | +2.66% to 2.71% | +2.66% to 2.71% |
| PD      | VARIES  | +307-310        | +355-357        | +355-357        | +355-357        | +355-357        | +485-487        | +485-487        |
| SD      | VARIES  | +394-397        | +516-519        | +516-519        | +516-519        | +516-519        | +646-649        | +646-649        |
| ARMOR   | VARIES  | +1.19% to 1.78% | +1.48% to 2.20% | +1.39% to 2.06% | +1.33% to 1.93% | +1.26% to 1.81% | +1.19% to 1.70% | +1.10% to 1.60% |
| RESIST. | VARIES  | +0.73% to 1.35% | +1.04% to 2.01% | +1.01% to 1.81% | +0.98% to 1.74% | +1.00% to 1.69% | +0.92% to 1.60% | +0.88% to 1.54% |

## TAC-ATTACKER



### UNIQUE STATS


| STATS | Gear 13 | Relic 1 | Relic 2 | Relic 3 | Relic 4 | Relic 5 | Relic 6 | Relic 7 |
|-------|---------|---------|---------|---------|---------|---------|---------|---------|
| ACC.  | 0%      | +1.50%  | +1.50%  | +1.50%  | +1.50%  | +1.50%  | +3.00%  | +3.00%  |
| S-CC  | VARIES  | +1.50%  | +1.50%  | +1.50%  | +1.50%  | +1.50%  | +3.00%  | +3.00%  |

### COMMON STATS

| STATS   | Gear 13 | Relic 1         | Relic 2         | Relic 3         | Relic 4         | Relic 5         | Relic 6         | Relic 7         |
|---------|---------|-----------------|-----------------|-----------------|-----------------|-----------------|-----------------|-----------------|
| HEALTH  | VARIES  | +1,980 to 1,998 | +2,898 to 2,916 | +2,898 to 2,916 | +2,898 to 2,916 | +2,898 to 2,916 | +2,898 to 2,916 | +2,898 to 2,916 |
| CC      | VARIES  | +3.33% to 3.38% | +4.16% to 4.21% | +4.16% to 4.21% | +4.17% to 4.21% | +4.20% to 4.21% | +5.66% to 5.71% | +5.66% to 5.71% |
| PD      | VARIES  | +289-290        | +361-362        | +360-361        | +361-362        | +360-362        | +495-497        | +495-497        |
| SD      | VARIES  | +399-401        | +522-524        | +521-522        | +523-524        | +521-524        | +656-659        | +656-659        |
| ARMOR   | VARIES  | +1.20% to 2.44% | +1.58% to 3.22% | +1.52% to 2.97% | +1.45% to 2.67% | +1.37% to 2.55% | +1.30% to 2.38% | +1.23% to 2.21% |
| RESIST. | VARIES  | +0.72% to 1.05% | +1.07% to 1.58% | +0.99% to 1.51% | +0.95% to 1.40% | +0.92% to 1.33% | +0.90% to 1.27% | +0.86% to 1.24% |

# PD Rankings

## Top 5 per Relic Level

| Gear 13   | Relic 1   | Relic 2   | Relic 3   | Relic 4   | Relic 5   | Relic 6   | Relic 7   |
|---|---|---|---|---|---|---|---|
|  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |



## Bottom 5 per Relic Level

| Gear 13   | Relic 1   | Relic 2   | Relic 3   | Relic 4   | Relic 5   | Relic 6   | Relic 7   |
|---|---|---|---|---|---|---|---|
|   |   |   |   |   |   |   |   |
|  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |



# PD Winners/Losers

## Top 5 per Relic Level

| Gear 13-R1  | R1-R2   | R2-R3   | R3-R4   | R4-R5   | R5-R6   | R6-R7   | Gear 13-R7  |
|---|---|---|---|---|---|---|---|
|  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |

## Bottom 5 per Relic Level

| Gear 13-R1  | R1-R2   | R2-R3   | R3-R4   | R4-R5   | R5-R6   | R6-R7   | Gear 13-R7  |
|---|---|---|---|---|---|---|---|
|   |   |   |   |   |   |   |   |
|  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |

# PDPS Rankings

## Top 5 per Relic Level

| Gear 13   | Relic 1   | Relic 2   | Relic 3   | Relic 4   | Relic 5   | Relic 6   | Relic 7   |
|---|---|---|---|---|---|---|---|
|  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |

## Bottom 5 per Relic Level

| Gear 13   | Relic 1   | Relic 2   | Relic 3   | Relic 4   | Relic 5   | Relic 6   | Relic 7   |
|---|---|---|---|---|---|---|---|
|   |   |   |   |   |   |   |   |
|  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |

# PDPS Winners/Losers

## Top 5 per Relic Level

| Gear 13-R1  | R1-R2   | R2-R3   | R3-R4   | R4-R5   | R5-R6  | R6-R7   | Gear 13-R7  |
|---|---|---|---|---|--|---|---|
|  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |

## Bottom 5 per Relic Level

| Gear 13-R1  | R1-R2   | R2-R3   | R3-R4   | R4-R5   | R5-R6  | R6-R7   | Gear 13-R7  |
|---|---|---|---|---|--|---|---|
|   |   |   |   |   |   |   |   |
|  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |

# Adj-PDPS Rankings

## Top 5 per Relic Level

| Gear 13   | Relic 1   | Relic 2   | Relic 3   | Relic 4   | Relic 5   | Relic 6   | Relic 7   |
|---|---|---|---|---|---|---|---|
|  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |

## Bottom 5 per Relic Level

| Gear 13   | Relic 1   | Relic 2   | Relic 3   | Relic 4   | Relic 5   | Relic 6   | Relic 7   |
|---|---|---|---|---|---|---|---|
|   |   |   |   |   |   |   |   |
|  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |

# Adj-PDPS Winners/Losers

































































## Top 5 per Relic Level

| Gear 13-R1  | R1-R2   | R2-R3   | R3-R4   | R4-R5   | R5-R6   | R6-R7   | Gear 13-R7  |
|---|---|---|---|---|---|---|---|
|  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |

## Bottom 5 per Relic Level

| Gear 13-R1  | R1-R2   | R2-R3   | R3-R4   | R4-R5   | R5-R6   | R6-R7   | Gear 13-R7  |
|---|---|---|---|---|---|---|---|
|   |   |   |   |   |   |   |   |
|  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |

# SD Rankings

































































| Attackers per Relic Level   |   |   |   |   |   |   |   |
|---|---|---|---|---|---|---|---|
| Gear 13   | Relic 1   | Relic 2   | Relic 3   | Relic 4   | Relic 5   | Relic 6   | Relic 7   |
|    |    |    |    |    |    |    |    |
|    |    |    |    |    |    |    |    |
|    |    |    |    |    |    |    |    |
|    |    |    |    |    |    |    |    |
|    |    |    |    |    |    |    |    |
|    |    |    |    |    |    |    |    |
|   |   |   |   |   |   |   |   |
|  |  |  |  |  |  |  |  |

# SD Winners/Losers

## Attackers per Relic Level

| Gear 13-R1  | R1-R2   | R2-R3   | R3-R4   | R4-R5   | R5-R6   | R6-R7   | Gear 13-R7  |
|---|---|---|---|---|---|---|---|
|    |    |    |    |    |    |    |    |
|    |    |    |    |    |    |    |    |
|    |    |    |    |    |    |    |    |
|    |    |    |    |    |    |    |    |
|    |    |    |    |    |    |    |    |
|    |    |    |    |    |    |    |    |
|   |   |   |   |   |   |   |   |
|  |  |  |  |  |  |  |  |

# SDPS Rankings

| Attackers per Relic Level   |   |   |   |   |   |   |   |
|---|---|---|---|---|---|---|---|
| Gear 13   | Relic 1   | Relic 2   | Relic 3   | Relic 4   | Relic 5   | Relic 6   | Relic 7   |
|    |    |    |    |    |    |    |    |
|    |    |    |    |    |    |    |    |
|    |    |    |    |    |    |    |    |
|    |    |    |    |    |    |    |    |
|    |    |    |    |    |    |    |    |
|    |    |    |    |    |    |    |    |
|   |   |   |   |   |   |   |   |
|  |  |  |  |  |  |  |  |



















# SDPS Winners/Losers

## Attackers per Relic Level

| Gear 13-R1  | R1-R2   | R2-R3   | R3-R4   | R4-R5   | R5-R6   | R6-R7   | Gear 13-R7  |
|---|---|---|---|---|---|---|---|
|    |    |    |    |    |    |    |    |
|    |    |    |    |    |    |    |    |
|    |    |    |    |    |    |    |    |
|    |    |    |    |    |    |    |    |
|    |    |    |    |    |    |    |    |
|    |    |    |    |    |    |    |    |
|   |   |   |   |   |   |   |   |
|  |  |  |  |  |  |  |  |

# Adj-SDPS Rankings

## Attackers per Relic Level

| Gear 13   | Relic 1   | Relic 2   | Relic 3   | Relic 4   | Relic 5   | Relic 6   | Relic 7   |
|---|---|---|---|---|---|---|---|
|    |    |    |    |    |    |    |    |
|    |    |    |    |    |    |    |    |
|    |    |    |    |    |    |    |    |
|    |    |    |    |    |    |    |    |
|    |    |    |    |    |    |    |    |
|    |    |    |    |    |    |    |    |
|   |   |   |   |   |   |   |   |
|  |  |  |  |  |  |  |  |

# Adj-SDPS Winners/Losers

## Attackers per Relic Level

| Gear 13-R1  | R1-R2   | R2-R3   | R3-R4   | R4-R5   | R5-R6   | R6-R7   | Gear 13-R7  |
|---|---|---|---|---|---|---|---|
|    |    |    |    |    |    |    |    |
|    |    |    |    |    |    |    |    |
|    |    |    |    |    |    |    |    |
|    |    |    |    |    |    |    |    |
|    |    |    |    |    |    |    |    |
|    |    |    |    |    |    |    |    |
|   |   |   |   |   |   |   |   |
|  |  |  |  |  |  |  |  |

## Notes:

- 1) Although Count Dooku belongs to the AGI-Attacker class he gets the increases for health, pd and sd from other attacker classes (STR and TAC);
- 2) Increases in Common Stats range between a minimum and maximum value but on aggregate (from g13 to Relic 7) they lead almost to the same value for each stat across the attackers that belong to the same class.
- 3) Ranks change/do not change sometimes when CC/CD or other characteristics are considered, e.g. PD and PDPS rankings show different characters at top 15.
- 4) Droideka and B1 are only included in PD and SD rankings because they can't critically hit
- 5) Interestingly some attackers that are in the bottom of rankings they are the "winners" in the respective criterion because of the percentage change they gain from one level to another and overall and vice versa. For example some attackers may still remain in the bottom 5 in terms of the value of the specific criterion, but the boost they get from one level to another is greater than other characters (although not enough to climb the ranks).
- 5) Health is not considered as a factor in the rankings for attackers. If used probably will change slightly some rankings
- 6) The rankings are an idea of how an attacker does relative to other attackers based on the same criteria in a certain relic level. This doesn't necessarily mean that there are not good at a certain relic level. This depends on many other factors.
- 7) It appears that the goal of relics is to converge the power/usefulness of attackers, at least within certain groups.
- 8) GG PDPS and Adj-PDPS ranks are based on health and not PD, whereas he does only physical damage and thus excluded from the SDPS and Adj-SDPS tables
- 9) Darth Revan and Jedi Knight Revan do only special damage so they are excluded from the PD, PDPS and Adj-PDPS tables