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# THE UNOFFICIAL WILDSTAR ONLINE CLASS GUIDE

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The Unofficial the WildStar Online Class Guide

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Last Update: 2014-08-01

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# MEDIC

## Introduction

The Medic class had remained a secret up until early December 2013. Release of the character occurred during the Closed Winter Beta. After a handful of patches and bug fixing, the Medic has been regarded by thousands as a highly unique and enjoyable addition to the WildStar universe. All forms of gameplay including PvP, PvE, raiding and dungeons are well coupled with the Medic.

Medics are the perfect mix of mid-range DPS and Healer classes. Most MMO characters in the past have possessed attributes to be played as either a Healer or a DPS. Once a toon has shown the capability to be played as a damage dealer or a healer, people often decide to spec the character to the likeness they prefer.

Out of all the classes that can heal if they choose to, the Medic is the most mobile and offers the greatest number of tools that can truly make a large impact during a crucial moment. The downside to the class is that some of their best tools take careful placement and precision to pull off at maximum capability.

WildStar's Medic class uses dual resonator weapons and a myriad of shields and probes to do whatever is needed during a hectic fight. They wear medium armor and can either serve as a pure healer or a pure damage dealer for their PvE or PvP group. There are also a wide variety of hybrid builds available for both PvE and PvP purposes. Medics are exceptionally mobile and gain a large number of tools to aid them in protecting their teammates, laying down area-of-effect heals and crowd controlling opponents.



### Weakness

Medics have both DPS and Healing weaknesses. Point systems affect the damage output of Medics. Without proper foresight of point building, Medics prove to be a less dynamic force. Most of the Medic's healing skills are short to mid range covering a large amount of the immediate area surrounding them. Any type of group for PvP or PvE can turn from a great foreseeable victory to a horrible party wipe in seconds.

A sacrifice of range strengthens the Medic's mobility compared to Espers and Spellslingers. All healer classes receive the same base attributes and boostable statistics with the earning of AMP points.

### Builds

This guide will go over three possible Medic builds: PvP pure DPS, PvE pure heals and PvE pure DPS. There are a wide variety of possible Medic builds in the game, so feel free to use these builds as a loose framework to come up with your own unique setup. These builds merely represent a few options.

The Action Bar can only hold up to eight skills. Some people take these three preset options very seriously, as it can determine the success or failure of a character in whichever scenario the toon is exposed to. Some gamers complain that three LASSs is not enough options because of certain specifications gamers necessitate for their toons.

Players might need a different set of skills for soloing, grouping, instancing, raiding, pathway building, arena-ing, battlegrounding and PvPing (pathways include four options: Explorer, Soldier, Settler and Scientist). Eight possible types of gameplay exist. Each gameplay style demands a different set of eight skills.



A Medic may need four different LASs in some situation to choose from, but unfortunately WildStar only offers three free sets to manipulate without a fee. Players must adjust their playing styles because of the limitation. If players do not adjust, they must pay a currency penalty every LAS reset. Most players are willing to homogenize some gameplay as a method of saving gold.

### PvE&PvP Healer Build

This build is an all-around excellent build for healing all types of 5-man dungeons in WildStar. It will also perform well for leveling and for areas of raiding, but in general it's created with running dungeons in mind. With a few tweaks it can excel during a pure raiding environment.

**\*\*Note\*\*** this build can be used for both PvE&PvP

#### Skills

Support:

- **Emission** - Tier 8
- **Mending Probes** - Tier 4
- **Triage** - Base
- **Flash** - Tier 4
- **Shield Surge** - Tier 4

Utility:

- **Urgency** Tier 4
- **Recharge** - Tier 4
- **Protecting Probes** - Base

This build is an all-around excellent build for healing all types of 5-man dungeons in WildStar. It will also perform well for leveling and for areas of raiding, but in general it's created with running dungeons in mind. With a few tweaks it can excel during a pure raiding environment.



### Skill Rotation

1. **Emission.** Spam Emissions to build up Actuators.
2. **Flash.** Flash and Emission are two inseparable skills. Use Flash and receive up to a five second reduction in cooldown.
3. **Dual Shock.** Helps groups with killing mobs and stabilizes the health points of party members simultaneously.
4. **Mending Probes.** Mobile tracker heals are great for Adventure type gaming.
5. **Shield Surge.** Another dual-purpose skill with a hefty Shield Mitigation bonus.
6. Repeat steps one through five. Step one requires multiple Emission uses before moving on to step two.



## AMP

### Support

- **Focus Recovery (T1)**
- **Support Power III (T1)**
- **Focus Cost III (T1)**
- **Reboot (T2)**
- **Emergency T2**
- **Protective Surge (T2)**
- **Armor Coating (T2)**
- **Running on Empty (T3)**
- **Hypercharge (T3)**

### Utility

- **Cooldowns III (T1)**
- **Solid State (T2)**
- **Regenerator (T2)**
- **Protection Probes (T3)**

### Hybrid A/S

- **Critical Hit III**
- **Critical Hit Severity II (T1)**



## PVE DPS BUILD

### Skills

#### **Discharge (Tier 4)**

A foundational attack provided as a medium ranged attack.

#### **Gamma Rays (Tier 8)**

A higher damaging skill than Discharge. GR is dependent on telegraphing. If the Medic is able to land the attack properly one Actuator is built instead of loosing two Actuators.

#### **Devastator Probes (Tier 4)**

Devastator Probes stalk the enemy and release waves of damage. Heighten the power of DP with Collider or Fissure.

#### **Atomize (Base)**

Atomize hits harder than Gamma Rays. The probability of building an Actuator is the same as Gamma Rays (Tier 8).

#### **Empowering Probes (Tier 8)**

Grants high damage dealing to four party members plus the Medic. Great for all scenarios.

#### **Paralytic Surge (Base)**

Deals technology and Stuns five enemies. The Stun not only prevents movement for three seconds, it takes away one Interrupt Armor that the player or Raid Boss might have.

#### **Urgency (Base)**

Best used in panic situations. For instance if a Raid Boss is using an AoE skill and the Medic is low on health, Urgency can be used to avoid the attack.



### Collider (Base)

Collider has the same cooldown time as Devastator Probes and Atomize. Do not forget to have Collider succeed Devastator Probes in attack sequences.

### Skill Rotation

1. **Discharge**: A foundational medium range attack. Spam Discharge until full Actuators are accomplished.
2. **Fissure**: Always use Fissure at full Actuators.
3. **Gamma Rays**: Using GR after Fissure builds another Actuator instead of spending two.
4. **Devastator Probes**: Devastator Probes stalk the enemy and release waves of damage.
5. **Collider**: Always have Collider succeed Devastator Probes in attack sequence.
6. Repeat steps one through five.

### AMPS

#### Assault

- **Armor Pierce III** (T1)
- **Assault Power III** (T1)
- **Empowering Aura** (T2)
- **Core Damage** (T2)
- **In Flux** (T2)
- **Recycler** (T2)
- **Meltdown** (T3)

#### Hybrid A/U

- **PvP Offense III** T1
- **Stay With Me** (T2)
- **Weakness into Strength** T2

#### Hybrid A/S

- **Critical Hit III** (T1)
- **Critical Hit Severity III** (T1)



## PvP DPS Build

### Skills

**Discharge** (Base)

**Fissure** (Tier 4)

**Quantam Cascade** (Tier 4)

**Collider** (Base)

**Dual Shock** (Base)

**Mending Probes** (Tier 1)

**Shield Surge** (Base)

**Paralytic Surge** (Tier 4)

### AMP

**Assault** –Armor Pierce I, II, III and Assault Power I, II, III in T1, Empowering Aura, Core Damage, In Flux and Recycler from T2, Meltdown in T3)

**Hybrid A/U** – T3 (PvP Offense I, II, III in T1, Stay With Me and Weakness into Strength in T2)

**Hybrid A/S** – T2 (Critical Hit I, II, III and Critical Hit Severity I, II, III in T1)



## PvP Build Variations

### PvP Actuator build

A PvP Actuator build most likely chooses **Discharge**, **Gamma Rays**, **Fissure**, **Devastator Probes**, **Atomize**, **Dual Shock**, **Collider**, **Paralytic Surge** and **Field Probes**. Important: **Fissure** must weigh in at Tier Four. Tier Four allows Gamma Rays to refund 1 Actuator if used at full Actuators. The chain of attacks executes as such: **Fissure** (at full Actuators), **Collider** (spend two Ability Charges) and **Gamma Rays** (as a method of restoring one lost charge). A build of this kind has a perfect amount of CC and recovery skills. **Discharge**, **Energize** (Innate ability) and **Atomize** replenish Actuators religiously.

Large amounts of Actuator production allow for Medics to spam hard hitting attacks without the worry of charges expiring. Some medics theorize Actuators are a necessity for proper production and unleashing the strongest attacks. Remember to compare Builders with Finisher skills that do not require any charge to be used. Proper calibration of Builder and Finisher skills on the Action Bar determines the difference between a dead Medic and a victorious one.

### PvP debuff build

A PvP debuff build most likely chooses **Discharge**, **Fissure**, **Quantum Cascade** (or **Gamma Rays**), **Dematerialize**, **Paralytic Surge**, **Restrictor**, and **Magnetic Lockdown**. Some call this type of build a walking cancel stick. Duo PvPing with a Spellslinger or Esper makes this type of build one of the most annoying characters in PvP. Allocating the LAS to include five of the eight skills as debuffs, Medics can control the behaviors of pretty much any toon walking within twenty meters.

Every class receives a stun or interrupt skill. Warriors, Stalkers and Spellslingers arguably have more CC mastery than the Medic. Nonetheless the three aforementioned classes often focus on DPS rather than debuffs. **Fissure**'s expose reduces an enemy's Technology Resistance by twelve percent for twelve seconds. **Dematerialize**'s purge effect cancels two buffs. **Paralytic Surge**'s Stun can effect up to five enemies. **Restrictor**'s snare reduces Movement Speed by a whopping forty five percent. Lastly **Magnetic Lockdown**'s root can effect up to five enemies.



### PvP CC build

Medics who decide to participate in a group PvP larger than two people should swap **Extricate** for one of the eight skills mentioned above. **Extricate** pulls two to three party members away from potential dangers and heals (number pulled and health/shield points dependent on Tier value). Cancel stick Medics are a menacing force on the PvP field.

To achieve an even greater sense of CC control on the PvP field, sacrifice one of the eight action slots for Calm. Aggravated players may try to cancel out the Medic's cancel stick with Stuns, Roots, Knockdowns, etc. Calm is able to break free from all incoming CC skills. Always keep Calm in mind when making a PvP build.

PvP is not only reserved for endgame users. Players reaching level twenty seven are able to utilize all eight available action slots. Players reaching level thirty have access to twenty five ability points. Extricate and Field Probes are not available until level thirty-one.

### PvP conservative build

Conservative builds are common during low to mid level PvP because players lack the necessary points to specialize a Medic's capabilities. A build with four assault attacks (two of which complement each other), three dual-purpose skills (**Dual Shock**, **Shield Surge** and **Paralytic Surge**) and one pure Heal (**Mending Probes**) takes advantage of heals not available to other classes. This build allows players to spam **Discharge**, finish with **Fissure**, volley off **Quantum Cascade**, attack with **Discharge**, finish with **Collider** and repeat. Take advantage of the relationship between Fissure and Quantum Cascade.



## Strategy

### Skill Guide

As soon as more points are received through leveling, invest in **Collider's** Tier Four. The upgrade allows enemies to be crushed with bonus damages below seventy percent health instead of thirty percent health as was the case pre-Tier Four. This rewrite enables bonus damage to activate forty percent sooner! Each Tier Upgrade before Tier Four gives 12.65% bonus damage. **Gamma Rays** only increases by 6.33%, **Nullifier** only increases by .29% and **Atomize** only increases by 4.63% per Tier upgrade. **Gamma Rays** and **Nullifier** both have lower base damage than **Collider**.

**Atomize** has more than twice the base damage of **Collider**, but can only be used immediately after a Critical Hit. Dissecting the numbers of the Medic's output grants smart players the ability to self-actualize and reach full output potential.

**Urgency** is a skill only available to the Medic allowing for distressed Medics to blink away from the danger zone by twenty meters.

**Restrictor** allows Medics to blink back five meters and leave behind a damage based energy field. **Urgency** and **Restrictor** define the role of the Medic as a whole. Medics run into a fight to deal damage and heal individuals in the immediate vicinity of the fray.



### Spend Points Wisely

Some players feel the need to try new skills once they are able to unlock them in the AMP Tree. Such an action is more hasty than strategic. Level thirty Medics are able to boost Assault attributes as well as reach the third rank in one of the six AMP Tree categories.

For example if Medics reach the third rank in the Utility tree, they may feel tempted to activate Protection Probes. Before Medics commit to the AMP points needed to activate **Protection Probes**, evaluate if the skill is actually more effective and conducive than **Mending Probes** or whichever skill **Protection Probes** will replace.

Oftentimes characters spend unnecessary points on skills they assumed were better than previously used skills simply because they were not available before. This type of thinking is incorrect.

### Skill Choices

#### Gamma Rays or Quantum Cascade?

**Gamma Rays** and **Quantum Cascade** are highly respected attacks. The only down-side to both attacks is high Actuator spending. Players must base AMP Tree build behaviors around these two skills making the **Recycler** (Assault branch, Tier Two) attribute a must-have. **Recycler** reads: Landing a Critical Hit with **Gamma Rays** or Quantum Cascade has a chance to build one Actuator. **Gamma Rays** grants a thirty percent chance and **Quantum Cascade** grants a twenty-five percent chance. Without all of these skills, attribute boosters and chance ratios, Medics can spend AMP points and Ability Points on other aspects of the game.

#### Emission or Discharge?

The decision between playing with **Emission** or **Discharge** as the only builder skill is difficult. Emission should be selected if group leveling or group PvPing. Certain parties may demand a supplemental heal even from Medics choosing purely DPS builds. Medics solo PvPing neutral areas of WildStar often choose **Discharge** over **Emission** because they supplement health with instant and sustained Medishots.



### AOE Skill?

Any skills that offer twice the Effect Area after Tier upgrades, should be taken seriously. Unless players consider themselves to be extremely gifted at successfully targeting enemies with small telegraph fields, Annihilation and Restrictor must be boosted to Tier Four. WildStar bases gameplay around mobility. Every character receives two rechargeable rolls by double clicking a directional key. Every character receives a drainable sprint mechanic.

### Tactics

Tactics for WildStar range from proper use of Innates, additional conversations about Actuators, Tier Upgrade discrepancies, player movement patterns and finally Moments of Opportunity. Strategy plays just as important of a role in WildStar as skill builds. Make sure to think thoroughly about all aspects of the Medic's potential and capability.

Character buffs and AMP boosts offer faster Sprint regeneration. Defensively all of these aspects of the game help the Medic survive. Offensively these aspects make narrow telegraphs less effective. A successful Medic tries to maximize areas of effect and diminish the spaces a mob or enemy player have the opportunity to escape to.



### Maximize the Energize

Energize is a Medic's Innate skill. Innates are a pervasive part of WildStar. Knowing when to use Energize deliberates the success of all combat. Some users tend to forget to activate Energize if leveling is going well and no real threat has been revealed. Initiating Energize only for moments of panic is short sighted and detrimental to a Medic's potential. Energize instantly fills all Actuators and grants the following for eight seconds: Medics stabilizing a health bar above thirty percent have Assault and Support Power increased by seventeen percent. Medics suffering a health bar below thirty percent gain shield restores for nine hundred nine points and increase Shield Mitigation one hundred percent.

Energize will be more dynamic during solo leveling compared to party leveling. This is because soloing challenges Medics to take on more than one mob at a time. Effective loners will find themselves below thirty percent at some point during the grind. Medics are less likely to find themselves knocked down below thirty percent during partied leveling. Hypothetically speaking a Medic receives a large amounts of damage, the Medic uses Urgency to flee from danger zones and rely on the pull of other DPS group member to draw mobs before the mob kills the Medic.

Therefore the use of all Energize's buffs will most often be seen during soloing. A specialization like shield restore plus a one hundred percent boost in Shield Mitigation must not tempt toons to function at a lower health bar. In other MMOs, some self-buffs require characters to remain at a low health bar to achieve insane boosts in Assault Power or Attack Speed. Medic's Innate is completely different from this type of self-buff. Energize is an Innate meant more for soloing than partying, but always grind comfortably and do not consider Shield Mitigation boosts to be a pivotal part of leveling. The Assault and Support increases are better.



### Actuators

Some players formed a philosophy to not rely on Actuators whatsoever. Such a build is accomplished by achieving full Actuators through Energize and Discharge or Emission. Spend-free builds enable Medics to allocate for other skills which are far more deadly than Discharge, Emission and Atomize. The seven other most important skills are Collider, Annihilation, Dual Shock, Devastator Probes, Mending Probes, Restrictor and Calm. All of these skills except for Collider do not use Actuators or Ability Charges. 87.5% of the entire build either spends zero Ability Charges or builds Ability Charges.

This ingenious type of gameplay grants Medics the ability to volley off multiple attacks and circumvent time leeches like builder skills. Most attacks in the Medic's catalog base the damage severity off of how fully charged the Actuator bar is. Spend-free builds also free up AMP Tree attributes.

### PvP Tips

#### Ganking

Use harass and ganking techniques in areas with a lot of foliage as a means to use short and mid ranged attacks. This technique works best on ranged characters desiring a distanced fight. **Paralytic Surge**, **Restrictor** and **Magnetic Lockdown** reach fifteen, five and fifteen meters respectively. The short range requires Medics to initiate ganks at close range. Spellslingers and Espers have impressive CC skills.

Counter their CC with Calm. Guerilla ganking is less effective with close-quarter DPSers like Warriors and Stalkers. Warriors and Stalkers want Medics to face them in close quarters. Distance management in PvP is a difficult art to master. Always try and keep enemies at least ten meters away. Learn what class you are fighting against before taking any action.



### **Fleeing**

Fleeing is more effective in PvP than PvE. Escaping the attack of mobs only wastes time, an Innate (if used), Sprint reserves and important seconds for gaining Experience. Furthermore grinding areas often have a high concentration of mobs. It is likely the Medic will pull additional mobs when escaping. Pulling more mobs causes players to have to run even farther. Fleeing works best in PvP because Medics can give the impression of a retreat. After the opponent believes an escape has successfully been completed, take on the opponent like a guerilla.

### **Kiting**

Mobile strategy depends on the context of each scenario. Players can choose to stay and fight, flee or hide. The most common type of mobility is kiting. Kiting is a mix between fleeing and fighting. The concept of kiting is impossible when fighting other ranged attack type mobs or players, unless a disparity between casting distances exists. Medics have a short to mid range casting ability compared to Spellslingers and Espers.

Do not try to kite Spellslingers and Espers in PvP. Statistics indicate Medics will be able to kite mobs and hand-to-hand combat enemy players. Kiting often takes place in solo leveling and PvP, but can also occur in group PvP. Kiting rarely occurs in group leveling. To kite someone draw, the mob/enemy with an attack and immediately beginning running away. Continue this process using different skills until you have killed the opponent. This mobile strategy aims to create distance and wait for cooldowns on the deadliest skills.

### **Super Jump**

Medics can jump up onto branches and rocks with Super Jump. Super Jump is achieved by sprinting roughly ten meters, pushing the jump button and then pushing the jump button again after roughly half a second. Super Jump allows players to reach little crevices. Medics successfully hidden can trail players and lead with a CC move. Hiding works well when the opponent has proven they are experienced.



Experienced opponents often lure Medics on the edge of a plot of foliage. The Medic shows himself/herself and the opponent will roll into the foliage as an attempt to zone out the Medic into an open field. Hiding for longer periods of time negates the opponent's technique. Ultimately opponents may become hasty, agitated or over-confident because they specialize in DPS. Agitated opponents will take the risk and venture farther into the foliage as a less advantaged means of luring. No matter the circumstances of solo PvP, never fight a long ranged opponent in an open field.

### **Battlegrounds and Arenas Guide**

Mobility tactics completely change when Medics participate in Battlegrounds and Arenas. There is no place to hide or gank and Medics will more than likely be facing ranged Espers at some point. Luckily Arena games only include two verse two, three verse three and five verse five. When Medics are paired with Physical damage type classes, the disadvantages of healing and attacking against ranged mages is lessened. Hand-to-hand classes often give ranged toons enough stress.

Medics can perform a quasi-flee by running behind obstacles. Arena Medics often run out of Focus at least once during the fight. Regening Focus Points multiplies as Medics create more distance between the battle. Choose to quasi-flee only when Focus Points are completely gone. A Recharge skill is a great choice for Arena depending on what Tier Upgrades have been made. Arenas force players to face each other head-on. Battlegrounds require characters to kill as they run, sprint and jump. No matter if players participate in Arenas or Battlegrounds or anywhere, all players must continue to move and never stop moving.



## Probes Guide

Adventures often place mobs sporadically throughout a dungeon with one or two tunnels to travel. In order to control aggro from other mobs standing nearby, Medics and tanks must dictate where players stand. Some dungeons become congested with potential threats. Groups able to avoid unnecessary aggro often prove to be the most effective and successful.

Therefore Medics often choose Ground Targeted Area of Effect skills as a means to require party members where to locate. **Field Probes** creates a field, lasting for ten seconds, at the targeted location. This field is stationary and also injures mobs who walk into the field. **Rejuvenator** deploys an activator, lasting for thirty seconds, at the targeted location. The first ally that walks into the activator incurs health point boosts. Both of these Ground Targeted Area of Effect skills are highly useful during Adventures.

Medics may place these stations near the walls of the dungeon which party members can walk in and out of depending on the demand for health points. Placement of GTAoEs helps prevent aggroing mobs and causing a party wipe.

### Optional Probe

- Mending Probes
- Protection Probes
- Empowering Probes

Adventures do not include a homogenized mob behavior. Certain mobs may be highly mobile with large AoE CC skills. Medics must switch from persistent fields (or stations) to probes. **Mending Probes** attach probes to the Medic and four allies that restore health points every two seconds for a total of twelve seconds. **Protection Probes** grant a defense to the Medic and four party members. **Empowering Probes** grant an Empower (increase in Assault Power) to the Medic and four party members. All of these probes follow the Medic and specific groups members around the playing field.



Probes are most useful when members have to utilize space around mobs. Space becomes important when mobs begin lobbing a large number of CC skills every fight. CC skills terrorize and interrupt group fluidity. Remember, persistent fields should be used when members are able to isolate the mob. Although all three support Probes are highly effective, Medics must choose between one or two. This is because other skills need to be allocated between the eight available action slot

### Conclusion

In previous MMOs a typical battle consisted of one or two DPSers and one tank fighting against each other hand to hand. Some distance away from the fray, mages and healers stand together volleying attacks or heals onto the opponents and teammates respectively. WildStar rejects linear gameplay and embraces atypical tactics.

Lastly are Moments of Opportunity. Mobs in the middle of a long cast are perfect victims for MoOs. A mob's telegraph will show the initial trajectory of the skill. Next the telegraph will slowly fill up with a darker shade of red. Once the darker shade has completely filled the telegraph, the mob shoots off its charged move. Medics may use insta-CC skills against charging moves. A stun (or any CC) is successfully landed and the mob's health bar turns purple.

Congratulations you have successfully MoO'd a mob! A purple bar indicates that the mob has been put into a dazed mode. The dazed mode does not last long so use a non-CC insta-skill like Collider. Not only will Medics receive more Experience, they can hit mobs for more damage and level faster!



## List Of Medic's AMPs

### Hybrid A/S

Name	Description	Power Cost	Rank
Critical Hit I	Increases Critical Hit Chance by 2%.	1	1
Critical Hit II	Increases Critical Hit Chance by 2%.	1	1
Critical Hit III	Increases Critical Hit Chance by 2%.	1	1
Critical Hit Severity I	Increases Critical Hit Severity by 4%.	1	1
Critical Hit Severity II	Increases Critical Hit Severity by 4%.	1	1
Critical Hit Severity III	Increases Critical Hit Severity by 4%.	1	1

### Support

Name	Description	Power Cost	Rank
Focus Recovery I	Increases Focus Recovery Rate by 0.1 per second.	1	1
Focus Recovery II	Increases Focus Recovery Rate by 0.1 per second.	1	1
Focus Recovery III	Increases Focus Recovery Rate by 0.1 per second.	1	1
Support Power I	Increases Support Power by 2.5% of your current maximum.	1	1
Support Power II	Increases Support Power by 2.5% of your current maximum.	1	1
Support Power III	Increases Support Power by 2.5% of your current maximum.	1	1
Focus Cost I	Reduces Focus cost of spells by 2%.	1	1
Focus Cost II	Reduces Focus cost of spells by 2%.	1	1
Focus Cost III	Reduces Focus cost of spells by 2%.	1	1



### Hybrid S/U

Name	Description	Power Cost	Rank
PvP Defense I	Increases PvP Defense by 1%.	1	1
PvP Defense II	Increases PvP Defense by 1%.	1	1
PvP Defense III	Increases PvP Defense by 1%.	1	1
Maximum Shield Capacity I	Increases Maximum Shield Capacity by 3%.	1	1
Maximum Shield Capacity II	Increases Maximum Shield Capacity by 3%.	1	1
Maximum Shield Capacity III	Increases Maximum Shield Capacity by 3%.	1	1

### Utility

Name	Description	Power Cost	Rank
Dash Regen I	Increases Dash Regeneration by 7%.	1	1
Dash Regen II	Increases Dash Regeneration by 7%.	1	1
Dash Regen III	Increases Dash Regeneration by 7%.	1	1
Cooldowns I	Increases cooldown reduction by 5%.	1	1
Cooldowns II	Increases cooldown reduction by 5%.	1	1
Cooldowns III	Increases cooldown reduction by 5%.	1	1
CC Resilience I	Increases CC Resilience by 10%.	1	1
CC Resilience II	Increases CC Resilience by 10%.	1	1
CC Resilience III	Increases CC Resilience by 10%.	1	1



### Hybrid A/U

Name	Description	Power Cost	Rank
Lifesteal I	Increases Lifesteal by 2%.	1	1
Lifesteal II	Increases Lifesteal by 2%.	1	1
Lifesteal III	Increases Lifesteal by 2%.	1	1
PvP Offense I	Increases PvP Offense by 1%.	1	1
PvP Offense II	Increases PvP Offense by 1%.	1	1
PvP Offense III	Increases PvP Offense by 1%.	1	1

### Assault

Name	Description	Power Cost	Rank
Armor Pierce I	Increases Armor Pierce by 2%.	1	1
Armor Pierce II	Increases Armor Pierce by 2%.	1	1
Armor Pierce III	Increases Armor Pierce by 2%.	1	1
Assault Power I	Increases Assault Power by 2.5% of your current maximum.	1	1
Assault Power II	Increases Assault Power by 2.5% of your current maximum.	1	1
Assault Power III	Increases Assault Power by 2.5% of your current maximum.	1	1
Strikethrough I	Increases Strikethrough Chance by 1%.	1	1
Strikethrough II	Increases Strikethrough Chance by 1%.	1	1
Strikethrough III	Increases Strikethrough Chance by 1%.	1	1



# STALKER

## Introduction

In WildStar Online, there is one class that has the edge over the other five classes. This class is called the Stalker. The Stalker is a ninja-like stealth type assassin. His power to be invisible gives him the upper hand in many situations. The Stalker uses his evasion, speed, and abilities to destroy his enemies. His tool belt includes high-tech gadgets, retractable claws, and medium armor.

The Stalker's main characteristic and advantage is their stealth. They sneak about the battlefield, just searching for the perfect time to strike their enemy. They want to destroy the enemy before they even realize what hit them. Much like the term 'Stalker', signifies, the Stalker in WildStar sneaks around stalking their enemy until the perfect opportunity.

The silent but deadly assassin known as the Stalker is feared throughout the galaxy of WildStar because of his innate ability to eliminate any threat in his way. The Stalker's abilities are born from the injection of a serum consisting of extremely advanced nanotechnology. The nanites from this injection are what gives the Stalker his abilities and powers. These include Stalker's extreme stealth, marvelous defense system, and holoprojection capabilities. The cerebral interface brought on by the nanite injection also increased the Stalker's physical abilities, allowing him to perform complex martial arts moves and nearly impossible physical feats. This makes the Stalker more than just a threat, the Stalker is more like your worst nightmare.

The Stalker is like a skilled ninja in combat. With the Stalker's neurological improvements brought on by the nanotechnology, he has advanced strategical skills that he uses to manipulate and outsmart his enemy. The cerebral interface of the Stalker allows him to see analytic data during combat, giving him access to his enemies weaknesses and vulnerabilities. This proves useful for the Stalker as he changes the blades of his claws to use the opponents greatest fears and weaknesses against him.



The Stalker is a skilled, stealthy, and downright dangerous assassin that all opponents should be aware of. Using his nanotechnology, the Stalker has unmatched offensive and defensive abilities on the battlefield. If you see a pile of corpses and no one is to be seen, that is probably because the stealthy Stalker has already been there and made his way out.

## Builds

The Stalker has two separate builds that he is able to play as. The first build is called the Melee DPS build. When in the DPS role, the stalker is able to inflict the most amount of damage when in melee range of mobs so it is important to stay in range. As a DPS Stalker, the main feature is force. The Stalker is most commonly in the melee DPS class and his unique characteristic is Stealth.

The other build the Stalker is able to play as is called the Tank. When the Stalker is tanking, he can encourage the mob to shift their focus onto him rather than any of his weaker team mates. When "taking one for the team," the Stalker distracts the opponents to take the target off his teammates backs. When playing as tank, the Stalker can use a healer to stay alive as well as defense mechanisms to defeat his enemies. The Stalker is powerful as tank and its main feature is technology.



## PvE&PvP DPS Build

The Stalker DPS Build is more focused on stealth and hard-hitting attacks like shred and impale. The DPS Stalker also requires more mobility and CC than the Tank. DPS builds do get more Stealth bonuses with many of the skills they hold than the tanks are able to get. The DPS build is more one on one and single target based. If faced-paced, stealth, and hard-hitting attacks are your style, than the DPS build is the build for you.

The DPS build is all about the stealth timing and stealth rotations. The best Stalker's are the ones who can get the stealth timing just right. This can be a bit challenging to manage which means that a DPS Stalker may require a bit more skill, but it just makes the game more interesting. Stealth can be used in combat which is great for more crits and less use of suit power. It is important to save enough suit power to use for impale and analyze weakness when your stealth is not ready.

### Skills

- **Shred (T8)**

Shred is a physical attack that hits multiple times. Shred can do damage three times for up to five different opponents, allowing you to triple your damage on your opponents. This is your basic attack. Some think that shred isn't very effective, but it can actually do some pretty decent damage. Despite that, this attack should only be used when you do not have enough suit power for a finisher.

- **Ruin (Base)**

Ruin is an attack that deal damage slowly. This can be used on up to five enemies for up to five seconds. This attack is best used on tech enemies. Ruin is great because it is a low cost skill.



- **Impale (T8)**

Impale is an attack that does a moderate amount of damage. The amount of damage that impale can do increases if you are in stealth mode or if you attack from behind. This is going to be your main skill especially when you are dealing with single enemies. This ability will be the one you use the majority of your suit power to destroy when in one on one combat. Impale can also be switched for Neutralize for AOE.

- **Analyze Weakness (T4)**

Analyze weakness is an ability that allows the Stalker to mark up to fifteen enemies and land an extra damage to them when they are attacked. This attack is even better because it does not break stealth, giving it a decreased suit power cost.

- **Neutralize (Base)**

Neutralize does tech damage to up to five enemies. The downside is that this attack costs you more and more suit power each time it is used while you are not in stealth mode. This is going to be your other primary skill alongside impale.

- **Punish (Base)**

Punish is a great attack because it regenerates some suit power when you are running low, below 35 points. Punish also does some damage to up to five enemies.

- **Stagger (Base)**

Stagger is going to be your basic stunning attack. It is a necessary skill for PvE content.

- **False Retreat (Base)**

False Retreat is one of the most important skills a melee DPS Stalker can have. This skill will remove interrupt armor and CC, and it also works as an escape from telegraphs that are located near your target. When you are in boss fights, this ability can be a game changer. False retreat is a multi-tap skill that works in two hits. The first hit pushes the Stalker away using a tactical insert point. The second hit brings the Stalker back with full force doing moderate damage to the surrounding enemies.



### Skill Rotation

Analyze Weakness > Punish > Impale/Neutralize > Ruin > Shred

Analyze Weakness should always be used first because it does a decent amount of damage for a very low suit power cost if you have the T4 bonus. Use this skill in stealth and you will build more suit power than it even costs. Follow Analyze Weakness with Punish. Punish does a good amount of damage and you want to damage your opponent early on in the rotation to keep the upper hand. it can also be used during another ability.

Follow that up with either Impale or Neutralize. These are your major damage dealers. Don't be afraid to use these skills more than once. Use Impale or Neutralize until you are running low on suit power. Once you are low on suit power, if your enemy has survived to this point it is time to add ruin in to your rotation. This is a cheap skill that still deals some damage. Shred is your last resort. It doesn't cost much suit power and it will most likely be enough to finish your enemy off at this point.

### AMP

Assault and Utility type AMPs are going to be the most useful for the DPS build of the Stalker. Here are some of the AMP's that work best with a DPS Stalker:

#### *Assault*

**Assault Power I, II, and III.** A first tier assault AMP that increases your Assault Power by 2.5% of your current maximum Assault Power for each AMP. The Power cost of these three AMPs are 1 each.

**Critical Hit I, II, and III.** A tier one assault AMP that increases your Critical Hit Chance by 2% for each AMP. The Power cost of this AMP is 1.

**Critical Hit Severity I, II, and III.** These tier one assault AMPs increase your Critical Hit Severity by 4%. The power cost of each of these is 1.



### *Utility*

**CC Resilience** I, II, and III: The three levels of this tier one utility AMP increases your CC Resilience by 10%. They each have a power cost of 1.

**Cooldowns** I, II, and III: Each of these AMP's will increase your cooldown reduction by 5%. This is a tier one AMP that has a power cost of 1.

**Dash Regeneration** I, II, and III: This tier one utility AMP increases your Dash Regeneration by 7% and has a power cost of 1.

- Assault/Utility Hybrid

**Armor Pierce** I, II, and III: These tier one Assault/Utility Hybrid AMPs increase your Armor Pierce by 2% and have a power cost of 1.

**PvP Offense** I, II, and III: Another tier one AMP that increases your PvP Offense by 1% and has a power cost of 1.

### **Playing as a DPS**

When playing as a DPS build, you will feel much like a ninja. DPS Stalker's use fast paced, stealthy, and skilled techniques to take out their enemies. The main focus for a DPS Stalker is stealth, so it is important to choose abilities that coordinate well with stealth. Concealed Slash and Partial Camouflage are great skills that pair up great with a stealthy DPS build Stalker. These abilities not only allow you to use stealth, but also increase the amount of damage they do when used in stealth mode. The key to success when playing as a DPS Stalker is to sneak up on your enemies with stealth and hit them with a surprise attack.



## PvE&PvP Tank Build

Stalker's who are playing the tank build use a combination of Life Steal and Deflect to keep themselves alive. If one of these two tactics fail, they rely on the other to keep themselves going. The main strategy Tanks use to stay alive is their evasion. Basically, they need to avoid getting hit. In order for them to do this, they need to have the highest deflect: insight coefficient.

The Stalker has three stances, or nano suits, to choose from. Each stance has a different benefit. The best stance for the Stalker Tank is the Evasive Stance. The Evasive stance gives the best deflect and threat bonuses and works nicely with the Tanks strong points. The Stalker is able to use stealth in all three of the stances but unfortunately, stealth bonuses are not too great for stalker tanks compared to the DPS stalkers.

### Skills

- **Nano Field (T8)**

One of the Stalker's most useful support skills is called nano field. Nano field is a multi-tapping ability that both damages and heals with each tap. On the first tap, it damages the foe, and simultaneously heals the Stalker. On the second tap, it does even more tech damage and uses 75% of the damage to heal yourself. Nano field is your AoE tanking skill. More targets lead to more DPS which leads to more HPS.

- **Whiplash (T8)**

Whiplash is a skill that does damage to the opponent twice while at the same time generating threat. This is more of a filler move that should be used as little as possible in actual combat. There are many other skills that are much more effective.

- **Razor Disk (Base)**

Razor disk is a skill that does tech damage. It also reduces the foes armor by ten percent for up to six seconds. This is your number one PVP tanking skill that will do some serious damage. Make sure to use it at the right time as it is a rather expensive skill at 25 suit power points.



- **Razor Storm (Base)**

Razor storm is a very powerful skill that does tech damage for up to ten enemies at the same time. This is a big threat and mitigation skill. It is very expensive, yet very powerful so use it carefully when you need it most.

- **Steadfast (Base)**

Steadfast is a great deflection technique of the tank Stalker. Steadfast increases your deflection ability for six seconds. This is a very important skill to know how to use effectively. How you utilize this skill will ultimately decide your fate and success as a Stalker Tank.

- **Nano Dart (Base)**

Nano dart is another attack that is similar to nano field in that it both damages the enemy and heals the player at the same time. With nano dart, half of the damage done to your enemy is returned to your health. This is your Tanking skill that is used when you have a single enemy.

- **Reaver (Base)**

Reaver does a set amount of damage and taunts the foe, forcing them to attack you and not your teammates. You can swap reaver out for preparation if you would like to be able to gather trash packs more effectively.

- **Tactical Retreat (Base)**

This is one skill you won't want to be without as a Stalker tank. Tactical retreat is a retreat skill where the Stalker does a back flip that activates stealth. This is a great way to enter stealth mode while in battle giving you a tactical advantage.



### Skill Rotation

Steadfast > Razor Disk > Razor Storm > Nano Dart/Nano Field > Whiplash > Tactical Retreat

**Steadfast** is the first in your rotation because it boosts your avoidance and provides you with necessary suit power. You want to keep this skill off cooldown because you will need it. Start your damage dealing with **Razor Disk** and follow up with **Razor storm**. These abilities may cost a little more, but the damage they deal is worth it.

Once you begin to lose your health and lose your shields, you can start adding **Nano Dart** into your rotation. Rotate this in right after steadfast. If you are fighting a pack rather than a single mob, use **Nano Field** instead of **Nano Dart**. Once your suit power begins to decline you can add in **Whiplash**, a low cost damage dealing skill. If you are losing health, keep yourself alive by putting **Tactical Retreat** in your rotation.



## AMP

The strength in the tank build of the Stalker is going to lie in the Support AMPs. These AMPs use deflection and lifesteal, two of the Stalker's strong points. Here are some of the Tank builds AMPs.

### *Support*

**Deflect Critical Hit I, II, and III:** These three tier 1 AMPs increase Deflect Critical Hit Chance by 2%. They have a power cost of 1.

**Deflect I, II, and III:** These are tier 1 AMPs that increase Deflect Chance by 1% and have a power cost of 1.

**Support Power I, II, and III:** These are tier 1 AMPs that increase Support Power by 2.5% and have a power cost of 1.

### *Assault/Support*

**Lifesteal I, II, and III:** A tier 1 assault/support hybrid AMP that increases Lifesteal by 2% and has a power cost of 1.

**Strikethrough I, II, and III:** This is an AMP that increases Strikethrough Chance by 1% and has a power cost of 1.

### *Support/Utility*

**Maximum Shield Capacity I, II, and III:** These three AMPs are tier one support/utility hybrid AMPs that increase Maximum Shield Capacity by 3% and have a power cost of 1 each.

**PvP Defense I, II, and III:** This is a tier one AMP with a power cost of 1 that increases PvP Defense by 1%.



### Playing as a Tank

When playing as a tank, you should use the evasion stance or nano skin. This stance will increase the deflection of damage and threat generation. As a tank, your responsibility is to take one for the team and ensure that the enemy is attacking you rather than your party members as you will be more able to take the damage. There are plenty of skills that the Stalker holds to make sure you keep the enemy's focus on you and not your team mates. **Whiplash** is a great skill to do this as it increases your threat and does damage. **Reaver** helps get the enemy's attention by taunting them, forcing them to attack only you and not your team mates.

When things are not going to your way, the best strategy is to use the skill called **Nano Field**. **Nano field** will heal you for 75% of the damage you do, one of the best healing abilities of the Stalker. You can also use false retreat if you need a minute to re-cooperate before taking more damage as it allows you to momentarily leap out of the battle field.

### Strategy

The Stalker is a powerful and unique class in WildStar Online. Because it is a class based on stealth, many people do not expect the Stalker to be able to do as much damage as it is able to do. The key to being successful while playing as a Stalker is to utilize stealth and evasion to the best of your ability. The Stalker is made to sneak up on its enemies and destroy them before they even know what hit them. Although the Stalker is a stealthy, sneaky, evasion master, he is also a very successful tank with powerful claws that can wreak havoc. Most tank classes are more focused on the damage mitigation. This is what sets the Stalker apart. The Stalker's main focus is evasion. They dodge and avoid hits. Stalkers can be either DPS melee damage dealers or evasive tanks. As a Stalker, you have the advantage as long as you know how to use it.



## Leveling Tips

The quickest way to level up in WildStar as a Stalker is to use the DPS build. Although you can level up using a tank build, it is much easier to level up as a DPS. It is crucial to include both DPS and utility when you are deciding which skills you are going to bring with in your leveling build.

- Make your first three amps strikethough. When your impales get deflected it will slow you down a lot.
- Carry two interrupts with you. MoO one group with the first interrupt, and then the next group with the second one. By the time you return to the next pack, the first one will be back up.
- Your nano skin will reset upon leaving combat. Begin with a stealth crit and then rest stealth at a time when you will not be hit in order to stealth crit again.
- Sprint while you are channeling tier 4 prep for efficiency.
- Neutralize is one skill that you are going to want to keep around. You will want to kill groups AoE and not with impale unless there is one left.
- Learn how to dash, sprint, and run stealthily. You need to be able to be quick and sneaky at the same time. It is also important to know how to stealth up quickly into position.



## Stealth

Every different class in WildStar has a specific ability unique to its class. For the Stalker, the unique ability is stealth. Stealth allows the Stalker to sneak around the playing field and not easily be attacked by enemies. All of the Stalker's stances use stealth and when the Stalker is damaged, he is knocked out of stealth mode. This makes it extremely important to be careful about when you decide to fight when playing as the Stalker as you could be knocked out of stealth mode.

When the stalker is in stealth, enemies and monsters are able to detect the stalker, but not select them so the only way to get the Stalker out of stealth mode would be to land a free form attack at the Stalker. Stealth can also be used during combat. Some abilities in the game have a bonus when used during combat while in stealth. Some of these bonuses include greater damage to the enemy and increasing the effects of the attacks.

Stealthy movement is the key to being a successful and efficient Stalker. It is important to constantly stay in motion in order to avoid being detected and to allow you to attack your enemies at their weak points. Emergency stealth is also a very important and valuable ability to know how to use. It is required to master this skill if you want to be able to defeat Agro without too much difficulty.

## Stances

Stalkers are also one of the most versatile classes in WildStar. They can be stealthy as a ninja or they can be a tank with evasion and proficiency. The Stalker has three different combat stances, each stance having a different specific advantage in the game.

### Basic Stance

The first combat stance is called the Basic Stance. Basic Stance is a balanced stance. It doesn't change much about the amount of damage you inflict on others and it doesn't change the damage that is done to you. The benefit of this stance is in that it allows you to move at full speed while you are in stealth. Normally, you can only move at 80 percent speed while in stealth mode. In Basic Stance you can move much more quickly and efficiently while in stealth sneaking around.



### **Lethality Stance**

The second stance is the Lethality stance. This stance greatly increases how much damage you can inflict on your enemies. At the same time, this stance decreases damage mitigation. This stance is great when you are ready to attack the opponent. If you attack an enemy while in lethality stance, you will be forced to break out of stealth mode. The benefit is, you will be able to hit the target and cause critical damage. In this stance, the Stalker has similar damage effects as more damaging classes like a Spellslinger or Esper.

### **Tanking Stance**

The last stance that the Stalker holds is called the tanking stance. This is the Stalker's evasion stance. This stance reduces the amount of damage done to you and also gives you a much higher chance of deflecting attacks. Although this stance increases your risk of threats, it is worth it when used in the right situation.

### **The Nano Suit**

The key to the Stalker's power is his nano suit. The nano suit is like the Stalker's armor. The nano suit allows the Stalkers to absorb damage, siphon health, create clones, and even turn the Stalker invisible, even during combat! The main resource for the Stalker is his Suit Power. In the game, you begin with full suit power and you can use the Suit Power in combat. Over time, suit power will slowly regenerate. There are also special abilities that can be used to power up your suit, like Preparation. When a Stalker lands a critical hit, they can access an ability that is called Punish, which also regenerates some suit power.

The Nano Suit does more for the Stalker than just the configurations. It also has a special mechanic that provides the Stalker with his Stealth ability. When stealth mode is enabled, the Stalker becomes invisible to his enemies unless he is detected by an enemy within 15 meters, directed towards you, or at a very high level. The closer you are to an enemy that is facing in your direction, the more likely they will be able to detect you. Stealth is a huge strategy and advantage over other classes. Stealth is what gives the Stalker the ability to sneak up and destroy his enemy before they even know what hit them.



The Stalker's suit is an incredible technological creation. There are three different nano suit configurations that you are able to use as a Stalker.

### **Lethal Nano Skin**

The first configuration is called the Lethal Nano Skin. This nano skin increases the damage dealt by 22% of the original amount. The Lethal Nano Skin also decreases the resistance of the opponent by 5%, as well as raising the attack accuracy to 100% to land a critical hit on the enemy.

The lethal suit mode can be either passive or active. In passive lethal mode, the stalker's assault power increases by 25%. His armor is reduced by 60% in return. When the Stalker enters the active lethal mode, his assault power is increased by 100%. It also makes the Stalker invisible to enemies and decreases movement by 20%

### **Agile Nano Skin**

The second type of nano skin configuration is called Agile Nano Skin. The Agile Skin makes the Stalker invisible. Agile increases the dash regeneration and Stalker's endurance by 10%. It also increase Life Steal by 5%. When in the Agile skin mode, exiting stealth while in combat increases your movement speed by 20% for 4.0s. This is the only skin that does not have the 20% movement speed reduction.

### **Evasive Nano Skin**

The last type of the Stalker's nano skin configuration is called the Evasive Nano Skin. The Evasive Nano Skin increases the Stalker's ability to deflect attacks and resist attacks by 10%. It also increases your threat generation by a whopping 200%. Unfortunately, it reduces the assault power by 26%. When in this skin, exiting stealth while in combat reduces the damage that you take by 15% for 5.0s.

The evasive suit has a similar effect as the lethal suit when they are in active mode. While active, both the evasive and lethal suit are invisible and reduce movement by 20%. In the passive evasive suit mode, the threat generation is increased by 150%. Assault power is also decreased by 24% and deflection is increased by 15%



## Suit Power

The suit power is the Stalker's main ability resource. The suit power is very useful and very powerful. The Stalker uses his suit power to both evade and defeat his enemies. The suit power has many different powers that range from armor, to invisibility, and even assault. Armor protects the Stalker from attacks during combat and acts as his defense. The invisibility is the Stalkers evasion, which allows the Stalker to sneak up on his enemies with stealth. The assault power is what allows the Stalker to defeat his enemies.

Suit power is basically the Stalker's energy that is able to regenerate over time. Suit power regenerates at a rate of 4 suit power points per second while in combat and out of combat. The Stalker has a total of 100 suit power points. Different abilities that the Stalker has will use up his suit power points when they are used. If you don't have enough suit power points, then you will not be able to use the ability or attack. Most of the Stalker's skills consume suit power, but there are a few abilities of the stalker's that are able to generate some suit power points.

There are also Suit Mode Abilities that you can add to your limited action set, or LAS. This will give you the capability to activate your suit mode for stronger abilities. You are only able to have one suit mode added to your limited action set at a time. Many of these abilities will add to the power of the ability or give a benefit or bonus when used in stealth mode. This is called a stealth perk. Usually, when you play as a DPS Stalker, you will be using the Lethal Nano Skin. When you are playing as a tank, you will have to use the Evasive Nano Skin.



## Milestones

Milestones are like rewards that you receive when you get enough of a certain attribute. When you unlock a milestone, you will receive a boost to a certain ability or skill. Milestones can either be static or can be associated with their attribute. Here are the milestones for the Stalker class.

### Brutality

The rank one milestone for brutality is called Killer Instinct. When you reach this milestone, your hits that are not critical will give you a one percent increase for your chance to land a critical hit for 8 seconds. The next critical hit will resets the bonus critical hit chance.

The second milestone is called Fatal Wounds. This milestone makes it so that the enemy will bleed for 15% brutality damage every 2 seconds for 8 seconds when hit with a critical hit. The damage completely ignores armor and can stack up up to five times.

The third Brutality milestone is called Blood Rush. Whenever an enemy that has less than 50% health is closer than 25 meters to you, your movement speed will increase by 25%.

The fourth milestone is called Devastate. This milestone makes your critical hits give 100% of brutality damage when your enemy has less than 25% of their health left. This damage also ignores armor and boosts your attack chance to have a 10% chance to kill an enemy of less or even con when your enemy is at less than 25% health.

The last milestone for brutality is called Gore for Glory. Whenever you defeat an enemy, your cool down is reduced by three seconds every 15 seconds.



### Finesse

The first milestone rank for finesse is called Assassin. Assassin allows you to use attacks from stealth without using up suit power.

The second milestone is called Resilient. When you reach this milestone, the duration of the CC's used on you are decreased by 50% when partial stealth is activated. This can occur for 10 seconds every two minutes.

The third finesse milestone is called Binding Powder. This milestone allows you to blind 5 of your foes that are within 5 meters of you for 3 seconds when breaking out of stealth mode.

The last milestone is called predator. This allows you to take damage without having to break out of stealth mode.

### Moxie

The first Moxie milestone is called Left in the Dust. This milestone gives you a 50% chance to root your opponents that are within 3 meters while you are dashing. This effect lasts for 3 seconds and can only happen every 45 seconds.

The second milestone for Moxie is called the Trail of Cinders. When you sprint, you will leave behind a trail of cinders that hurts the enemies that are inside of the field for 15% moxie.

The last Moxie milestone is called Escape Artist. This milestone increases your maximum dash charge by one.



### Tech

The first milestone for tech is called Survivalist. Once every six seconds, you will be able to restore 150% tech in shields when you are Crit.

The second milestone is called Don't Call it a Comeback. This milestone allows the Stalker to summon a clone when he is below 35% health. This clone can do 15% tech damage every 1.25 seconds. It can also taunt nearby enemies for its short 10 second life or until it is destroyed by an enemy. This can only be used every 3 minutes.

The third Tech milestone is called Make it Count. When your health is below 30%, your shields are fully restored with this milestone. Your Support and Assault Power are also increased by 10% for 8 seconds every 2 minutes.

The fourth Tech milestone is My Turn. Every time you take some damage from an enemy you will gain a counter. When you reach 16 counters, all of the nearby enemies will be stunned for 1.5 seconds every 60 seconds.

The last milestone is called Last Stand. When the Stalker takes damage that could kill him, he becomes invulnerable for 4 seconds and regenerates his technology by 250% per second for 4 seconds total.

### Insight

Your first milestone for Insight is called Journeyman. After a battle once you exit combat, you will be healed by 200% of your insight every second for 6 seconds total.

The second milestone is called Make it Rain. Every time you do damage to your foe, you get a 10% chance of getting a Suit Power Spark. A Suit Power Spark regenerates your Suit power by 15 points.

The last milestone for insight is called Supercharged. This milestone increases your suit power by 40% while you are in stealth mode and for 5 seconds after you break stealth.



### Grit

The first Grit milestone is called Keep on Movin'. This reduces Daze's movement speed penalty by 50%.

The second milestone is called That's all you Got? This milestone reduces damage done to you by 10% and increases resistance by 10% when your health is above 80%.

The third Grit milestone is called Can't Stop This. Your dash will have a 25% chance of consuming no charge when you reach this milestone.

Lastly, the fourth milestone is Iron Man. When you are hit by a CC, you will gain a counter. If the counter reaches the number 4, you will get an interrupt armor.



## List Of Stalker's AMPs

### Hybrid A/U

Name	Description	Power Cost	Rank
PvP Offense I	Increase PvP Offense by 1%	1	1
PvP Offense II	Increase PvP Offense by 1%	1	1
PvP Offense III	Increase PvP Offense by 1%	1	1
Armor Pierce I	Increase armor pierce by 2%	1	1
Armor Pierce II	Increase armor pierce by 2%	1	1
Armor Pierce II	Increase armor pierce by 2%	1	1
Who's next?	Killing blows recover 101% Shield Capacity	4	2
Trail of Cinders	Whenever you Sprint you leave behind a trail of Cinders damaging enemies inside the field for 7.5% magic damage every 0.25s.  Must be in combat and out of Stealth.	4	2
Cutthroat	Attacks from behind add a stack of Cutthroat, at 3 stacks the mark is consumed and deals 44% technology damage. This damage ignores Shields.	4	2
Blood Rush	When within???m of a foe that is below 25% health, your Movement Speed is ncreased by 17% for 5s.	4	2
Heavy Impact	Landing a hit has a 25% chance to apply a Weakness to foes.  Weakness: PvP Defense rating is decreased by 6% for 5s.	6	3
Keep Up	Landing a Critical Hit has a 15% chance to grant a Swiftness.	6	3



Swiftness: Increase Movement Speed by 22% for 5s.

## Assault

Name	Description	Power Cost	Rank
Critical Hit I	Increases Critical Hit Chance by 2%.	1	1
Critical Hit III	Increases Critical Hit Chance by 2%.	1	1
Critical Hit III	Increases Critical Hit Chance by 2%.	1	1
Assault Power I	Increases Assault Power by 2.5% of your current maximum.	1	1
Assault Power II	Increases Assault Power by 2.5% of your current maximum.	1	1
Assault Power III	Increases Assault Power by 2.5% of your current maximum.	1	1
Critical Hit Severity I	Increases Critical Hit Severity by 4%.	1	1
Critical Hit Severity II	Increases Critical Hit Severity by 4%.	1	1
Critical Hit Severity III	Increases Critical Hit Severity by 4%.	1	1
Precision	After 6s of not attacking, your next attack deals 60% tech damage.	4	2
Onslaught	Landing a hit from behind has a 100% chance to grant an Empower.  Empower: Increases your Assault Power by 12% of your current maximum for 6s.	4	2
Brutality Mastery	While above 70% health gain an Empower.  Empower: Increases Brutality by 30% of your	4	2



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	current maximum.		
Killer Instinct	All Non-Critical Hits Chance by 1% for 8s. Your next Critical Hit resets the Empower bonus.	4	2
Devastate	Your Critical Hits deal 27% physical damage to foes below 25% health. Damage pierces 100% Armor.	4	2
Fatal Wounds	Critical Hits deal 2.7% damage every 1s for 8s. Damage Pierces 100% Armor. Stacks 3 times.	6	3
Clone	<p>Create a clone that last 10s, which deals 5.27% physical damage 3 times every 1.25s and 40% physical damage every 5s to a single foe.</p> <p>If an enemy unit is out of range, the clone pounces on the target applying a 0% Snare for 3s.</p> <p>Additionally, the clone will attempt to knock down NPCs using abilities.</p>	2	3
Battle Mastery	<p>While below 30% Suit Power gain an Empower.</p> <p>Empower: Damage is increased by 8%.</p>		



## Hybrid A/S

Name	Description	Power Cost	Rank
Strikethrough I	Increases Strikethrough Chance by 1%.	1	1
Strikethrough II	Increases Strikethrough Chance by 1%.	1	1
Strikethrough III	Increases Strikethrough Chance by 1%.	1	1
Lifesteal I	Increases Lifesteal by 2%.	1	1
Lifesteal II	Increases Lifesteal by 2%.	1	1
Lifesteal III	Increases Lifesteal by 2%.	1	1
Follow Up	When switching stances gain 5 Suit Power every 1s for 6s.	4	2
Stealth Mastery	Reduces the Cooldown on your Stealth in all Stances by 3s.	4	2
Riposte	When your attack is Deflected gain an Empower.  Empower: Strikethrough is increased by 6% for 5s.	4	2
Unfair Advantage	Attacks that consume Suit power when used from Stealth cost 8 less Suit Power.	4	2
My Turn	Taking direct damage grants 1 stack of My Turn lasting for 8s. Upon reaching 16 stacks all nearby foes will be Stunned for 1s. This can only occur every 1.5s.	6	3
Enabler	Dropping below 25% Suit Power grants a 100% chance to regenerate 3 Suit Power every 1s for 3s.	6	3



## Support

Name	Description	Power Cost	Rank
Deflect I	Increases Deflect Chance by 1%.	1	1
Deflect II	Increases Deflect Chance by 1%.	1	1
Deflect III	Increases Deflect Chance by 1%.	1	1
Support Power I	Increases Support Power by 2.5% of your current maximum.	1	1
Support Power II	Increases Support Power by 2.5% of your current maximum.	1	1
Support Power III	Increases Support Power by 2.5% of your current maximum.	1	1
Deflect Critical Hit I	Increases Deflect critical Hit Chance by 2%.	1	1
Deflect Critical Hit II	Increases Deflect critical Hit Chance by 2%.	1	1
Deflect Critical Hit III	Increases Deflect critical Hit Chance by 2%.	1	1
Empowered Attack Mastery	Landing a hit while in Nano Skin. Evasive has a 20% chance to restore 36.78% Shield.	4	2
Don't Call it a Comeback	When below 35% health, summon a clone that deals 10% damage every 1.25s and Taunts nearby foes every 5s for 12s. This can only occur every 2 minutes.	4	2
Avoidance Mastery	When you Dash gain a Defense.  Defense reduces the damage you take by 6% for 6s.	4	2
Regeneration	When dropping below 35% health you restore 150% health. This can only occur every 30s.	4	2
Forberance	Deflecting an attack grants a stack of Forbearance for 6s.	4	2



	Forbearance: When the stack count reaches 6, Forbearance is consumed and heals you for 51% health.		
Last Stand	When dropping below 1% Health you gain an Invulnerability.  Invulnerability: For the next 3.5s you can't be killed and you recover 70.5% health every 0.5s for 3.5s. This can only occur every 2 minutes.	6	3
Amplification Spike	Create an aura, lasting 8s, which grants a Defense to allies.  Defense: Increases Deflect Chance by 10%.	2	3
That's All You Got?	While above 70% health gain a Defense. Defense: Reduces Damage taken by 10%.	6	3



## Hybrid S/U

Name	Description	Power Cost	Rank
PvP Defense I	Increases PvP Defense by 1%.	1	1
PvP Defense II	Increases PvP Defense by 1%.	1	1
PvP Defense III	Increases PvP Defense by 1%.	1	1
Maximum Shield Capacity I	Increase Maximum Shield Capacity by 3%.	1	1
Maximum Shield Capacity II	Increase Maximum Shield Capacity by 3%.	1	1
Maximum Shield Capacity III	Increase Maximum Shield Capacity by 3%.	1	1
Stay Afloat	Deflecting an attack grants 14% health every second for 3s. This can occur every 6s.	4	2
Boost	When your shields are depleted you gain an Empower.  Empower: Increases Support Power by 50% of your current maximum for 5s. This can only occur every ???s.	4	2
Dash for Heals!	Dashing grants a Beacon.  Beacon: Incoming healing increases by 6.5% for 5s.	4	2
Tech Maastery	Deflecting an attack grants a 50% chance to gain an Empower.  Empower: Your Tech is increased by 28% of your current maximum for 6s.	4	2
Quick Reboot	Reduces the reboot time on your Shield by 3s.	6	3



Strong-Legged	When Snared you gain a Swiftess.	6	3
	Swiftess: Increases Movement Speed by 17% for 3s.		

### Utility

Name	Description	Power Cost	Rank
Dash Regen I	Increases Dash Regeneration by 7%.	1	1
Dash Regen II	Increases Dash Regeneration by 7%.	1	1
Dash Regen III	Increases Dash Regeneration by 7%.	1	1
Cooldowns I	Increases cooldown reduction by 5%.	1	1
Cooldowns II	Increases cooldown reduction by 5%.	1	1
Cooldowns III	Increases cooldown reduction by 5%.	1	1
CC Resilience I	Increases CC Resilience by 10%.	1	1
CC Resilience II	Increases CC Resilience by 10%.	1	1
CC Resilience III	Increases CC Resilience by 10%.	1	1
Balanced	You can no longer be Dazed.	4	2
Assassin	After 3s, taking damage will no longer break you out of Stealth.	4	2
Iron Man	When hit by a CC grants 1 stack of Iron Man for 10s. When the stack count reaches 2 you gain 1 Interrupt Armor. This can only occur every 1.5s.	4	2
Left in the Dust	Dashing has a 50% chance to Root enemies within 5m for 2.5s. This can only occur every 1.5s.	4	2
Can't Stop This	Dashing has a 25% chance to refund 25% of a dash Charge.	4	2



Stealth Regen	While in Stealth you regenerate 27.5% health per second.	6	3
Bloodthirst	Grant a Lifesteal to yourself and 4 party members for 8s.  Lifesteal: Returns 50% of damage dealt as health.	2	3
Make it Rain	Landing a hit has a 10% chance to spawn a Suit Power Spark which can be picked up to restore 20 Suit Power. Sparks last for 15s. This can only occur every 3s.	6	3



# WARRIOR

## Introduction

Before we begin this guide you should know that there will be mention of AMPs in this guide when it comes to builds. Because of this, I feel it necessary to tell you that some AMPs can be purchased while most can be gained through quests. They don't just unlock automatically once you have enough points, at least most don't.

Here is a link to the locations of all the AMPs. Note that these links are from Beta so their locations might have changed, however it is highly likely that they have not.

<https://docs.google.com/spreadsheet/ccc?key=0AgXsGfQ7VISedDc0ODVSdVE0NG5DSjNrLXhYMXdTQ2c&usp=sharing#gid=0>

Also, when AMP builds are mentioned, spend points as they are numbered, as the descending nature of the points also gives them the most importance. Meaning a point that is numbered 1. should have precedence over 2.



## Pros And Cons

### Pros

#### 1. Heavy Armor

One of the great aspects of the Warrior is the fact that you can wear heavy armor. Besides the Engineer, you are the only class in the game that can wear heavy plate, which in this game counts for a lot of damage mitigation.

#### 2. Tankyness

Because of the ability to wear Heavy Armor, the Warrior not only has increased survivability, but can also be a tank in any dungeon or PVE scenario.

His abilities which provide the class with Taunts causes players in PVP to deal less damage, so the Taunt has an application in PVP as well.

#### 3. Mobility

As a Tank in WildStar you are extremely mobile. You may not have the best escape abilities like some other classes like Medic, Stalker and such, but you can use ANY ability while moving and don't have to stand still for any of them.

#### 4. Snares

With the warrior you get snares early on. The great thing about them here is that they not only snare but also a bleed effect that deal damage over time, while also being AoE so you can snare up to 5 opponents at the same time.

#### 5. Steady DPS

Warrior is actually not that great damage wise, but it does have a system that gives you steady, sustained DPS if you decide to go into a more aggressive role instead of a tanky one.



**6. Melee Damage**

Because all other classes have Medium or Low armor, this gives you a small edge almost every other class when it comes to melee combat. Stay close to your target.

**7. Excel At Support Roles**

You are absolutely awesome to have along when your team needs constant and steady damage. You may not deal the heaviest damage, but you will deal it to many targets and at a constant pace, as well as being able to tank!

**8. Wide Telegraphs**

Being melee you will have wider telegraphs which is great once you get up-close to an enemy and don't have to worry as much that the opponent will move out of the way.



## Cons

### 1. Lowest Damage Melee Class

This is both true and untrue, But still it is better suited for the Cons section simply because the Warrior does not have a lot of burst damage, as for instance compared to the Stalker which is in comparison a murderer. However in Stalker vs Warrior this is balanced by the stalker having lesser armor.

### 2. Bad at Low Level PVP

You will suck at low level PVP. Almost every class kind of sucks when at the start of a new PVP bracket, but the warrior seems especially bad even at level 12, while for instance an Engineer or Stalker is not.

At low level you simply do not have any of the highly damaging abilities yet.

You will not be threat at low level in PVP.

### 3. No Heals

Obviously the warrior has no way to heal himself, which is a big downside especially when fighting 1v1 versus classes that can heal themselves.

### 4. No Range

As a warrior you will have next to zero range and everything you do needs to be up close and personal.

### 5. Not For Those With Crappy Computers

Especially in PVP, there will be a lot of chaos going on, and if your computers kind of sucks, you will have a very bad time trying to maneuver inside computer lag to get to where you can do proper damage! Sad but true.



## Builds

Here you will be presented with three PVE builds, Solo, Group, Tank, each with its own AMP setup and how to spend your skill points.

The way a warrior works is with building Kinetic Cells. These can be built easily by using spamable abilities then consumed for more powerful attacks.

### PVE DPS Build,

When Soloing you should try and focus on armor that gives you Armor, Assault Power and Health. Your HP and Defense Rating will not need to be as high as say in PVP or Tanking, but you will still be engaging everything from up close so will be taking constant damage.

#### Primary Stats

1. Brutality
2. Grit

#### Secondary Stats

1. Moxie



You must realize that you will not have all of the here mentioned slots available immediately. Slot them as you go along and as they are numbered in this guide.

### Skills

1. **Relentless Strikes**

This will be your main damage ability and will grant you Kinetic Cells which are your main resource ("mana") for the warrior class.

2. **Rampage**

Early on this will no doubt be your biggest damage dealing ability for PVE. Make sure you use it quick not to waste it. (it can be used 3 times in a row)

3. **Leap**

Your first distance closer. Takes a bit to get used to tho since it's Freeform and as such cannot be targeted but performed with aim. To make it easier to see where you will land you can however your mouse over it and notice the blue telegraph location.

4. **Kick**

A great stun ability that kick your opponent to the ground.

5. **Ripsaw**

A snare an a dot, not that useful for PVE as a snare but very useful at the beginning of every fight because of its decent DoT.

6. **Whirlwind**

Good AoE ability, although slightly situational due to its not large range.



### Skill rotation

1. Leap  
Leap to your enemy to close the distance fast. Especially useful vs ranged opponents.
2. Ripsaw  
Apply the DoT ASAP.
3. Relentless Strikes
4. Rampage  
Use it 3x in a row.
5. Kick
6. Relentless Strikes
7. Then again from 2. until the target is dead.

Use whirlwind only when engaged with 3+ targets otherwise continue spamming this setup and you will do absolutely fine at nearly all levels in PVE.

This setup may seem very basic but it actually works very well and keeps getting more powerful as you level up.

This sequence of moves becomes more complex as you advance through the levels and gain more powerful abilities



## AMP

You must assume that every AMP mentioned here is meant to go to the maximum (3 points), until you start putting points in the next one.

1. Critical Hit
2. Assault Power
3. Critical Hit Severity
4. Laceration
5. Power Hitter
6. Kinetic Furry
7. Armor Shred
8. Cooldowns
9. Kinetic Drive
10. Speed Burst
11. Power Link
12. Strikethrough

As soon as you get all the first 3 AMP mentioned here, go with Strikethrough. This AMP will be your “placeholder”, which means that after three levels, you will respec and put your points into an appropriate Tier2 ability.



You can go about this differently by looking over the AMPs mentioned and fill them up as you go along without respeccing. Up to you, however the cost of respecc is not that steep at all so you shouldn't have much problems in that regard.

## PVP DPS Build

### Skills

1. Relentless strikes
2. Rampage (Tier 8)
3. Ripsaw
4. Tremor (Tier 4)
5. Breaching Strikes (Tier 8)
6. Kick
7. Grapple
8. Power Link

Unless you have someone else bringing the mortal strike debuff I strongly recommend you take Augmented Blade. Near perfect uptime (you're really only limited by globals here) of 40% reduced healing puts significant pressure on your opposing healers and is just about the only way you ever have a chance to kill a healer 1v1 in this decade. Then again, healing and dispelling got buffed with this patch so you're probably screwed anyway... Primarily you want to be gearing for Brutality and Moxie. You really want to buff your crit chance and AP but it's far too early to give accurate info on what thresholds to reach for each stat. Do not underestimate Detonate.



It is massive, juicy burst damage right at the moment you're wanting to get bursty (when you pop Overcharge, hopefully because you have an important kill lined up). Don't be selfish with Power Link, if you have other DPS in your group use it to the group's advantage not just yours.

### Skill Rotation

Tremor x2>Ripsaw>Relentless Strikes x3>Rampage>Breaching StrikesRampagex3

Primarily you want to gear for Brutality and Moxie. You really want to buff your crit chance and AP.

### AMP

1. Critical Hit
2. Assault Power
3. PVP Offense
4. PVP Defense
5. Cooldowns
6. Detonate
7. Power Hitter
8. Kinetic Fury
9. Tremor
10. Festering Blade



11. Unyielding

12. Kinetic Drive

13. Power Link

Immediately apply **Ripsaw** and start work building kinetic energy with **Relentless Strikes**. **Power Strike** after you cross the damage bonus threshold in KE (500 for 12% bonus or 750 for 25%). Save your **Grapple** and **Kick** to interrupt important casts or at the very least use them to score a moment of opportunity by interrupting any old cast. In a pinch, FB can be used as a gap closer if you're getting kited though no daze sprint should usually do the job.

Use **Savage Strikes** on incapacitated foes. I try to use **Breaching Strikes** as early as possible so I can **Savage Strike** in between the first and second swing of Power Strike, but you can also fill that gap with **Breaching Strikes**. Prioritize, don't just tunnel a memorized rotation because this isn't a mathematically perfect raiding rotation you can minmax around globals. Moments of opportunity can lead to some ugly damage, especially when outnumbered.

Make sure you assist in peeling away damage dealers who would seek to destroy your healers, but don't forget to hold the line when necessary.

Stay close to your healers, DO NOT WANDER OFF TOO FAR! There is nothing more aggravating for a healer if some idiot warrior goes too far away and in the process gets himself killed just because he couldn't stay where he would actually be more useful, protecting the healers and staying near his group!



## PvE&PvP Tank Build

You will not be a damage dealer with this build. Your main objective, as with every tank in any MMORPG, is to allow your team mates to do optimal damage while you have all the aggro, meaning that every npc is attacking you and not your teammates. With the Engineer this is very easy.

In this game it is also very important that, as a tank, you have control of the battlefield. This in particular means that you should be very mindful of the red cones that your enemies spawn, displaying where they will hit. Make sure you move out of them if the nature of the cone is not such that it moves along with the NPC. If it does not move and is static, then make sure you stir it AWAY FROM YOUR TEAM MATES.

You should make sure you have the most Armor possible when being a tank, so always choose gear with the most armor, but also choose gear with lesser armor if it means you will have more Grit. Which brings us to

### Primary Stats

1. Grit
2. Tech

### Secondary Stats

1. Insight



### Skills

The ability bar setup for this build is quite rudimentary. Go with this.

1. Menacing Strike
2. Plasma Blast
3. Ripsaw
4. Polarity Field
5. Kick
6. Grapple
7. Defense Field
8. Rampage

This setup will make tanking a breeze, trust me. There are so many things with which you can build aggro and keep it that it's a joke if you manage to lose it.



### Skill Rotation

The rotation for this build is fully situational. Obviously you would spam menacing strike since that is all you will most likely be doing and spend your kinetic energy on Support abilities and tanking more adds and keeping them on you.

You can use Plasma Blast whenever any adds are on top of you, but the mitigation of damage on your group mates will not be a big deal, since most of the damage from bosses will not be done by the boss himself, but by his telegraphs or some mechanic in place that cannot be mitigated or resisted by much if you are caught in its blast.

Remember that Taunting your target actually also means that it will be doing 25% less damage. So taunting is important even when you think you have enough aggro on you and try to get a bit more creative. The 25% less damage however does not apply to you!

Watch out for heavy damage dealers like Espers and Stalkers, they tend to draw aggro pretty easily if they are not careful.

Spending points in this build is not even necessary, but you might as well! The reason why it's not that important is because you will generate ample threat when using these abilities anyway, but do up them in Polarity Field



## AMP

The AMP for tanks are actually not that great, or they could be better by offering more diversity and better percentage ratings. However there are some that will allow your team mates to be more at ease (especially your healers) in keeping you up and running.

1. Critical Hit
2. Laceration
3. Power Hitter
4. Kinetic Fury
5. Deflect
6. Deflect Critical Hit
7. Full Defense
8. Kinetic Buffer
9. Maximum Shield Capacity
10. Health Sponge

After you have spent these points it is largely up to you where to spend them, since nothing AMP-wise will make you a better tank at this point, skill will.



## Strategy

### PVE Tips

Next up are a few PVE pointers and strategies you should be aware of that will make your experience playing a Warrior easier.

#### 1. Close the Gap

If you are attacked from a range, close the gap, in fact, if you are not attacked, get in there as fast as possible. Use Leap.

#### 2. Stay Put

Once you engage your enemy, glue on him. Do not shuffle back, do not move forward, just keep on hacking until he is down. The biggest downsides of a warrior is if he pulls extra adds because of moving, stay put.

#### 3. Pull More Than One

Whenever engaged with targets that do melee damage, ESPECIALLY EARLY IN THE GAME, pull multiple targets, run around and keep them on you, kite them by using Ripsaw on them all and keeping the well behind ,then wait till they all catch up and unleash hell. Your Armor will soak up much of the melee damage no problem.

#### 4. Practice Your Rotations

Practice your rotations on NPCs. By this I don't mean simply firing away and hoping for the best, but actually be mindful of how much Volatility you need and how much to spend. Learn them by heart, it will help you greatly.

#### 5. Never Use Support Abilities When Solo

Support is for tanking. The abilities may look useful, but don't use it when you are Solo.



#### **6. Learn how to use double tap Dodges.**

Sometimes it is best to actually go into where the fighting is the thickest, especially if you see there are a lot of heals going down there.

There really is no one good way to use these dodges as they are entirely situational, but using them after you have used Urgent Withdrawal twice in a row will put a very fair distance between yourself and your target.

#### **7. Dodge Trick**

There is a trick I will mention in every Strategy guide because it is important. When you are falling, use a dodge before you hit the ground. By doing this you will take damage only from the point where you have used the dodge and not from where you fell.

#### **8. Stay With Group**

Stay with your group and go where the fighting is the thickest so your abilities will hit multiple targets. But also make sure you keep close to your healers, DO NOT WANDER OFF AND CHASE ONE TARGET IF THERE IS A BIG FIGHT GOING ON SOMEWHERE ELSE.

#### **9. Use Kinetic Wisely**

Try and use your Kinetic when you are sure you will hit all of the targets you have pulled,

#### **10. Position Well**

Positioning is important and correlates with the previous point. You should not be afraid to be mobile when engaged and find the best position where you will hit as many of your targets as possible.



### PvP Tips

Before anything else is said. Note that your class does not suck, if per chance you have entered a pvp arena and found that you don't seem to do a lot of damage. Simply put, you need to level up and scale your level with other because your damage will increase with your level.

When playing a Warrior you will be most valued when you can protect your healers and stay alive, dishing out steady damage while being extremely resistant to attacks and with a lot of HP and Armor, soaking up damage without much problems.

HOWEVER, there are different types of PVP in this game, namely large-scale pvp with 10 or more players and small scale arenas. First we'll look at a build for smaller scale battles.

Your focus on gear should be Armor, since the most issues you will have in PVP is versus Healers and Ranged classes, since they will be able to wear you down, while versus other targets, like Espers and Medics, it's best to simply get away if you are not in a group as it will take too much time to get them down, if you'll even be able to do it since they can heal.

Focus on having as much armor as possible, but don't hesitate to go for a bit less armor if it means more Grit.

#### Two main PVP stats.

1. Grit (always Grit!!!)
2. Finesse

#### Secondary PVP stat.

1. Moxie

As always, having more Health than your opponent PVP often means the difference between life and death. It is no different in WildStar, so focus on having the most health you can have, as well as Assault Power.



While you may be compelled to make a crit build, you may actually find it better to have a kind of burst build and you will just be doing consistent damage with VERY little downtime, and basically end up with just two things that are not instant cast. A more detailed Strategy further down the guide, first lets look at the basics.





## List Of Warrior's AMPs

### Hybrid A/S

Name	Description	Power Cost	Rank
Strikethrough I	Increases Strikethrough Chance by 1%.	1	1
Strikethrough II	Increases Strikethrough Chance by 1%.	1	1
Strikethrough III	Increases Strikethrough Chance by 1%.	1	1
Lifesteal I	Increases Lifesteal by 2%.	1	1
Lifesteal II	Increases Lifesteal by 2%.	1	1
Lifesteal III	Increases Lifesteal by 2%.	1	1

### Support

Name	Description	Power Cost	Rank
Deflect I	Increases Deflect Chance by 1%.	1	1
Deflect II	Increases Deflect Chance by 1%.	1	1
Deflect III	Increases Deflect Chance by 1%.	1	1
Support Power I	Increases Support Power by 2.5% of your current maximum.	1	1
Support Power II	Increases Support Power by 2.5% of your current maximum.	1	1
Support Power III	Increases Support Power by 2.5% of your current maximum.	1	1
Deflect Critical Hit I	Increases Deflect Critical Hit Chance by 2%.	1	1
Deflect Critical Hit II	Increases Deflect Critical Hit Chance by 2%.	1	1
Deflect Critical Hit III	Increases Deflect Critical Hit Chance by 2%.	1	1



## Hybrid S/U

Name	Description	Power Cost	Rank
PvP Dfense I	Increases PvP Defense by 1%.	1	1
PvP Dfense II	Increases PvP Defense by 1%.	1	1
PvP Dfense III	Increases PvP Defense by 1%.	1	1
Maximum Shield Capacity I	Increases Maximum Shield Capacity by 3%.	1	1
Maximum Shield Capacity II	Increases Maximum Shield Capacity by 3%.	1	1
Maximum Shield Capacity III	Increases Maximum Shield Capacity by 3%.	1	1

## Utility

Name	Description	Power Cost	Rank
Dash Regen I	Increases Dash Regeneration by 7%.	1	1
Dash Regen II	Increases Dash Regeneration by 7%.	1	1
Dash Regen III	Increases Dash Regeneration by 7%.	1	1
Cooldowns I	Increases cooldown reduction by 5%.	1	1
Cooldowns II	Increases cooldown reduction by 5%.	1	1
Cooldowns III	Increases cooldown reduction by 5%.	1	1
CC Resilience I	Increases CC Resilience by 10%.	1	1
CC Resilience II	Increases CC Resilience by 10%.	1	1
CC Resilience III	Increases CC Resilience by 10%.	1	1



### Hybrid A/U

Name	Description	Power Cost	Rank
Armor Pierce I	Increases Armor Pierce by 2%.	1	1
Armor Pierce II	Increases Armor Pierce by 2%.	1	1
Armor Pierce III	Increases Armor Pierce by 2%.	1	1
PvP Offense I	Increases PvP Offense by 1%.	1	1
PvP Offense II	Increases PvP Offense by 1%.	1	1
PvP Offense III	Increases PvP Offense by 1%.	1	1

### Assault

Name	Description	Power Cost	Rank
Critical Hit Severity I	Increases Critical Hit Severity by 4%.	1	1
Critical Hit Severity II	Increases Critical Hit Severity by 4%.	1	1
Critical Hit Severity III	Increases Critical Hit Severity by 4%.	1	1
Assault Power I	Increases Assault Power by 2.5% of your current maximum.	1	1
Assault Power II	Increases Assault Power by 2.5% of your current maximum.	1	1
Assault Power III	Increases Assault Power by 2.5% of your current maximum.	1	1
Critical Hit I	Increases Critical Hit Chance by 2%.	1	1
Critical Hit II	Increases Critical Hit Chance by 2%.	1	1
Critical Hit III	Increases Critical Hit Chance by 2%.	1	1



# ENGINEER

## Introduction

Before we begin this guide you should know that there will be mention of AMPs in this guide when it comes to builds. Because of this, I feel it necessary to tell you that some AMPs can be purchased while most can be gained through quests. They don't just unlock automatically once you have enough points, at least most don't.

Here is a link to the locations of all the AMPs. Note that these links are from Beta so their locations might have changed, however it is highly likely that they have not.

<https://docs.google.com/spreadsheets/ccc?key=0AgXsGfQ7VISedDcOODVSdVE0NG5DSjNrLXhYMXdTQ2c&usp=sharing#gid=0>

Also, when AMP builds are mentioned, spend points as they are numbered, as the descending nature of the points also gives them the most importance. Meaning a point that is numbered 1. should have precedence over 2.



## Pros And Cons

### Pros

#### 1. Heavy Armor

One of the great aspects of the Engineer is the fact that they can wear heavy armor while being a ranged class. We're not talking about just a tier above light armor, but down right Plate, or highest Armor rating armor in the game. Because of this, you should almost always and in any situation (unless you are going for one of the very specialized builds) choose an armor piece with

#### 2. Tankyness

Because of the ability to wear Heavy Armor, the Engineer not only has increased survivability, but can also be a tank in any dungeon or PVE scenario.

His abilities which provide the class with Taunts causes players in PVP to deal less damage, so the Taunt has an application in PVP as well.

#### 3. Mobility when Casting

The Engineer has no Abilities or skills that cannot be activated while moving. Unlike some of the other casters, like Esper. This is something to take into account, but also this: While casting, your movement speed is decreased to 75%.

#### 4. Escape Ability and Survivability

While at first glance the Engineer's escape ability, Urgent Withdrawal may seem inferior to other escape abilities of other classes, it will save your ass on more than one occasion. Just be careful in PVE situation as you might end up leaping into more enemies, since you are flung BACKWARDS. It is an awesome escape ability in PVP, especially when used twice one after the other, as this will root1 your enemies by 50%. Add this to your double-tap or dash and with a bit of practice you will be able to escape anyone in PVP. Jumping before using this ability increases the distance of this ability even further.



### **5.Range**

Of course the primary plus of the Engineer has to be his ranged capability. This shines especially in PVP, as you will be able to nuke from afar and do a lot of multi-target damage. It's good to get accustomed to the range of your abilities by seeing how far they can go by hovering over them with your mouse and seeing the extent of the blue area of damage.

### **6.Steady DPS**

Unlike most ranged classes, the Engineer does not have killer single target DPS, what he has instead is awesome multi-target sustain damage. What this means is that almost every single one of your abilities and skills can hit multiple targets at once.

### **7.Great AoE**

As mentioned before, the Engineer has awesome AoE potential, as you will soon discover when you begin to pull more than one enemy or engage in big scale PVP.

### **8.Instant Casts**

Almost all of the Engineer's most powerful damage abilities are instant cast abilities, a thing you should consider when setting up your ability bar/build.

### **9.Bots**

This is the only class in the game that has access to pets, or in this case bots. These are very useful in solo PVE and big scale PVP, depending on what bot you choose. What you must remember is that, once summoned, the bot works as an extra ability. So if you press the button which summoned the bot again, you will not make it vanish, but instead gain access to its ability which you can use on your enemies or yourself. Once the bot is destroyed it takes 15 seconds until you can re-summon it again.

### **10.Debuffs**

The Engineer has access to some great debuffs, be it via Taunt by decreasing the damage output of monsters or other players, or by decreasing resistance to, for instance, technology.



### **11. Technology Damage**

The reason why this is a great plus is because a combo of Engineer + Medic makes for a killer team in PVP scenarios and as a PVE Group. Imagine a combo of Paladin + Warrior in World of Warcraft, only that in this case the warrior can do ranged damage and the Paladin has an endless supply of mana.

Because the Engineer has debuffs that lower enemy's Technology resistance and the Medic does technology damage, the two make a great combo.

### **12. Excel At Support Roles**

You are absolutely awesome to have along when your team needs constant and steady damage. You may not deal the heaviest damage, but you will deal it to many targets and at a constant pace!

### **13. Wider Telegraphs**

The Engineer in general has wider telegraphs (the markers that show where the ability will hit) than other ranged classes. This gives you an advantage over other ranged classes and give you the ability to engage them from up close, making you harder to hit while you still have an easier time to hit than your ranged opponent.



## Cons

### 1.Lowest Damage Ranged Class

This is both true and untrue, But still it is better suited for the Cons section simply because the Engineer has very little actual burst damage. Sure you can burst, but, for instance, while an engineer will do 3k damage at the end of his burst, another class will do 5k.

### 2.Bad 1v1 PVP Utility

If you are caught alone in a PVP scenario 1on1, you're probably going to have a really bad time.

Stalkers will demolish you, Warriors take a while to kill and the outcome is questionable, other casters tend to have more damage and better escape abilities, but they tend to not have your mobility. Don't even bother with healers, they can mostly outheal your damage. Stay in groups!

### 3.No Heals

An Engineer has no healing abilities. The only "healing" ability is a Bot which you can summon that will replenish yours and your teammate's shields. This makes you dependent on others when it comes to some form of survivability.

### 4.Aim Dependent

This may not be a downside for some, but like most classes in WildStar, the Engineer is highly aim dependent, meaning that you have next to zero targeted abilities. This can prove most troublesome in PVP, but it also shows off your skill if you can hit every shot.

### 5.People Can Run Away From You

One of the biggest downsides of this class in PVP is that people can run away from you. They can simply run away, often without the need to use any sort of ability or escape, just pack up and run. You don't really have any good snares. This does improve somewhat once you get higher level, but not by much.



## 6.Low Mobility in General

Unlike other classes, the Engineer is not very mobile. That is to say, it does not have any abilities which give extra mobility and movement speed is capped to 75% when casting as much armor as you possibly can. Especially if you intend on doing PVP.

## Builds

When it comes to the Engineer it is a matter of play style. Some prefer instant casts for a lot of damage, others like abilities that you have to cast. Play style is one thing, but what is most efficient is another. Here you will be presented with three PVE builds, Solo, Group, Tank, each with its own AMP setup and how to spend your skill points.

### Solo PVE Build

When Soloing you should try and focus on armor that gives you Assault Power and Critical Strike and Critical Severity ratings. You HP will not need to be as high as say in PVP or Tanking.

You should allow your Bruiserbot to do most of the tanking and if possible keep moving backwards once you draw aggro

As you will see, it is best to start with your abilities with a casting time and longer range, then continue with spamable abilities. You can safely pull multiple mobs as an Engineer as you will have more Armor.

Learn exactly how much Volatility an ability needs and how much other abilities build up. You don't ancestrally have to do this right away, you realize that the faster you learn this by heart the more efficient your killing will be.



### Primary Stats

1. Moxie
2. Finesse

### Secondary Stats

1. Grit

### Skills

You must realize that you will not have all of the here mentioned slots available immediately. Slot them as you go along, but have one slot always available for a Bot or two.

1. **Pulse Blast**

A spamable Volatility builder that you will be using constantly. Try and keep your main target centered in the middle cone for max damage.

2. **Electrocute**

This will be your steady DPS ability and will spend your Volatility.

3. **Zap**

Great for Solo play to give yourself some space.

4. **Quick Burst**

In Solo combat you will be focusing on critical hits so this will proc often.

5. **Bio Shell**

A starter. The first ability to use.

6. **Energy Auger**

An ability with a cast time.



7. **Bruiserbot**

Until you can get 8 slots and if you plan to solo a lot, choose the bruiserbot because it can taunt your targets. The Artillery bot doesn't do insane damage anyway.

8. **Artillerybot**

**Skill Rotation**

1. Bruiserbot

2. Send your bruiser bot on your target by using the ability o your bar once you have summoned the bot. This will ensure you are not molested for a time since the bot taunts the target. If you are Soloing

3. Bio Shell

4. A castable ability with a long range and build Volatility.

5. Energy Auger

6. At this point it's best if you move a bit closer to your target because of the ability you will be using next and also because Energy Auger has a slightly shorter range than Bio Shell.

7. Pulse Blast

8. Fire of 1 Pulse Blast to build some more Volatility.

9. Electrocute

10. Make sure the Electrocute is in the same cone as your Energy Auger and simply wait until all your Volatility has been spent. You'll most probably have to use it twice.



If at any point you manage to draw aggro, use Zap while stepping backwards and firing Pulse Blast and Electrocute. Remember that all of Engineer's spells can be cast on the run so always try and stay in optimum range, which in this case is the furthest away possible.

**Use Electrocute as much as you can, it will be your main damage ability!**

Ability Points for Solo.

Spend as many ability points on Pulse Blast, Electrocute, Bio Shell and Energy Auger, get their damage as high as possible.

Then switch from Pulse Blast to augmenting your Bio Shell so that it becomes instant cast from 30-70 Volatility.



## AMP

You must assume that every AMP mentioned here is meant to go to the maximum (3 points), until you start putting points in the next one.

1. Assault Power
2. Critical Hit
3. Critical Hit Severity
4. Maximum Shield Capacity
5. Armor Pierce
6. Cooldowns
7. Lifesteal  
Once you get 3 points in Lifesteal, respec at the next rank and put 4 in
8. Volatility Rising
9. Lifesteal



## Group DPS Build

This is probably the most boring build, but it should be one of the most damaging. You won't be doing much more damage as you would with the Solo Build, but you will have a bit more potential damage with critical strikes and such as you will see. As mentioned before, the Engineer doesn't have a much burst as most other casters, but what it has is an ability to do steady, good DPS.

Make sure you stay the furthest away you possibly can. This will ensure that when you draw aggro, your enemies will have to come a bit of a long way to reach you.

The gearing is the same as before with one added difference.

Where in the Solo Build it is best to have as much armor as possible, you can in this build trade armor for more Assault Power, for instance, or Critical Chance. So if you roll with a group where you are not a tank and come across an armor piece with more Critical Chance but with -100 armor compared to what you have no, choose the critical chance.

### Primary Stats

1. Moxie
2. Finesse

### Secondary Stats

1. Brutality



### Skills

Make sure you don't have any Threat-generating abilities equipped. You want to generate the least amount of threat with this build, so avoid the Support tree completely. The abilities in it don't do as much damage anyway, even if they look good you will find one in the Assault tree that is better suited for group DPS role.

1. Pulse Blast
2. Electrocute
3. Quick Burst
4. Bio Shell
5. Energy Auger
6. Artillerybot
7. Urgent Withdrawal

The last is up to you as it doesn't really matter in this build since the DPS output of your group will probably be very high as it is. Even if there are only two of you, you will demolish everything in PVE Questing.



### Skill Rotation

1. Bio Shell
2. Energy Auger
3. Pulse Blast
4. Electrocute
5. Bio Shell
6. Electrocute
7. Pulse
8. Energy Auger
9. From beginning

As you can see, the main ability of this build is most definitely the Mortar Strike and Pulse Blast. Pulse Blast is actually extremely useful because of its steady DPS.

Once in a while you will crit with this build, then simply use Quick Burst. Have your Bruiserbot set on Aggressive.

Also, you Urgent Withdrawal whenever you draw aggro. Use it twice so your enemy will be snared by 50% and give you ample time to unleash the pain before he reaches you. Don't forget to use Backward Rolls as well when needed for some added distance.



**Ability Points.**

Pulse Blast, Mortar Strike, Bio Shell and Energy Auger, then continue with pulse blast tier 2.

**AMP**

1. Assault Power

2. Critical Hit

3. Critical Hit Severity

4. Cooldowns

5. Armor Pierce

Once you have spent 3 points on this AMP, on the next level respecc and spend 4 points on.

6. Volatility Rising

7. Armor Pierce

Again, once you have spent three points in Armor Pierce, respecc on the next level and spend 4 points on.

8. Extra Hurtin'

9. Armor Pierce

Again, once you spend 3 points, the next level respecc and spend points on.

10. Harmful Hits



### 11. Armor Pierce

This time, spend two points in Strikethrough AMP, then, on the next level after you have used these two points, respec. This time, do not spend 4 points on Harmful Hits, spent it on Shrapnel Rounds, then the last 6 points on:

### 12. Crusin for a Bruisin

You should not that whenever you respec, you should spend points just like you have to the previous point until the 10. points, where you drop one of the AMPs your previously had for a more powerful one, later you may again do the same routine by spending 3 points in Armor Pierce and then on the next level spend it again on Harmful Hits, The critical strike chances on Harmful Hits and Cruisin for a Bruisin stack.

## PVE Tank Build

You will not be a damage dealer with this build. Your main objective, as with every tank in any MMORPG, is to allow your team mates to do optimal damage while you have all the aggro, meaning that every npc is attacking you and not your teammates. With the Engineer this is very easy.

In this game it is also very important that, as a tank, you have control of the battlefield. This in particular means that you should be very mindful of the red cones that your enemies spawn, displaying where they will hit. Make sure you move out of them if the nature of the cone is not such that it moves along with the NPC. If it does not move and is static, then make sure you stir it **AWAY FROM YOUR TEAM MATES**.

You should make sure you have the most Armor possible when being a tank, so always choose gear with the most armor, but also choose gear with lesser armor if it means you will have more Grit. Which brings us to



### Primary Stats

1. Grit
2. Tech

### Secondary Stats

1. Insight

### Skills

1. Flak Cannon
2. Hyper Wave
3. Unsteady Miasma
4. Particle Ejector (use Mortar Strike until you can get this ability at Level 24)
5. Bio Shell
6. Ricochet
7. Recursive Matrix
8. Personal Defense Unit

Your only Volatility sink in this build will be Mortar Strike, which is also spamable and does a lot of damage. You will be able to use it often so make sure you keep an eye on your Volatility meter so you don't waste a very good damage ability. When you reach level 24, switch Mortar Strike for Particle Ejector. This will decrease your damage output by a little bit, but not enough.



## Skill Rotation

*(As you might imagine, your skill rotation will be slightly different for adds and bosses)*

Also, in this build, replace Mortar Strike with Particle Ejector when you can and then use it until you have expanded ALL of your Volatility.

1. **Bio Shell:** Try and hit as many targets as you possibly can with this ability.
2. **Hyper Wave**
3. **Ricochet**
4. **Flak Cannon**
5. **Mortar Strike**
6. **Blunder**
7. **Mortar Strike**
8. **Flak Cannon**
9. **Mortar Strike**
10. **Hyper Wave**
11. **Ricochet**
12. **Flak Cannon**
13. **Mortar Strike**



This is a bit complicated, but once you get the hang of it you will see it actually not, since all you will be doing is alternating between building threat and expanding your Volatility. Later you will be expanding Volatility while also building threat.

Remember that Taunting your target actually also means that it will be doing 25% less damage. So taunting is important even when you think you have enough aggro on you and try to get a bit more creative.

Remember that generating threat is important, however you do have a kind of Taunt ability which is the Hyper Wave, and will cause everyone you hit to focus on you. Watch out for heavy damage dealers like Espers and Stalkers, they tend to draw aggro pretty easily if they are not careful.

Abilities like Recursive Matrix and Personal Defense unit should be used when there are a lot of adds and you are getting hit a lot or simply want to make it easier for everyone, they are not necessarily that important!

### Simpler Aggro-Building Rotation

1. Bio Shell
2. Flak Cannon x2
3. Particle Ejector (until you run out of Volatility)
4. Hyper Wave
5. Flak Cannon x2
6. Particle Ejector

As you can see, Bio Shell here is used only for pulling, then you can easily simply keep on repeating this process from number 5 to number 8 and you should not lose aggro ever.



### Rotation for Boss Tanking

1. Ricochet
2. Hyper Wave
3. Flak Cannon
4. Mortar Strike
5. Flak Cannon

6. Mortar Strike

At this point the boss will probably have a set location and you can use support abilities.

7. Recursive Matrix
8. Personal Defense Unit

After this simply continue with the rotation of.

1. Hyper Wave
2. Flak Cannon

3. Mortar Strike or Particle Ejector, depending on what level you are. For bosses and in general when you have it, Particle Ejector is preferred as your groupmates will take care of the damage output.



- **Ability Points.**

Spend your points on Flak Cannon, Hyper Wave, Mortar Strike (Particle Ejector) and Unsteady Miasma. Tier 2 go with Flak Cannon.

### AMP

The AMP for tanks are actually not that great, or they could be better by offering more diversity and better percentage ratings. You may consider actually going for the same AMP setup as in the Group DPS build, since you will be generating ample threat as it is. But, if you want to go full support, then do it with the following AMPS

1. Support Power
2. Maximum Shield Capacity
3. Deflect Critical Hit

4. Deflect

Once you have spent 4 points in this spend 4 on the next level on

5. Enmity

6. Deflect

After spending 3 points in deflect, respec at the next level and spend it on

7. Quick Restart

This will actually decrease the time between pulls by a bit.

After this spend points in Hybrid Assault/Utility tree starting with

1. Lifesteal
2. Keep on Trucking'



After you have spent these points it is largely up to you where to spend them, since nothing AMP-wise will make you a better tank at this point, skill will.

### **PVP DPS Build,**

Before anything else is said. Note that your class does not suck, if per chance you have entered a pvp arena and found that you don't seem to do a lot of damage. Simply put, you need to level up and scale your level with other because your damage will increase with your level.

When playing an Engineer you will be most valued when you can dish out the most damage. So in this case it does not matter if you are playing with a group or soloing PVP, since when in a PVP scenario you should always remain with a group, so in a sense you will always be in group!

HOWEVER, there are different types of PVP in this game, namely large-scale pvp with 10 or more players and small scale arenas. First we'll look at a build for smaller scale battles.

Your focus on gear should be Armor, since the most issues you will have in PVP is versus Stalkers and Warriors, since they will be able to wear you down from up close, while versus other targets, like Espers and Medics, it's best to simply get away if you are not in a group as it will take too much time to get them down, if you'll even be able to do it since they can heal.

Focus on having as much armor as possible, but don't hesitate to go for a bit less armor if it means more Grit.



**PrimaryPVP stats:**

1. Grit (always Grit!!!)
2. Finesse

**Secondary PVP stat:**

1. Moxie

As always, having more Health than your opponent PVP often means the difference between life and death. It is no different in WildStar, so focus on having the most health you can have, as well as Assault Power.

While you may be compelled to make a crit build, you may actually find it better to have a kind of burst build and you will just be doing consistent damage with VERY little downtime, and basically end up with just two things that are not instant cast. A more detailed Strategy further down the guide, first lets look at the basics.

1. Pulse Blast
2. Electrocute
3. Mortar Strike
4. Bio Shell
5. Energy Auger
6. Urgent Withdrawal
7. Target Acquisition (before you can get this use Unstable Anomaly)
8. Repairbot



This strategy leaves little to be explained. This is a burst build that, once you get the hang of it, will prove awesome.

### Skill Rotation

Target Acquisition>Bio Shell>Energy Auger>Electrocute>Pulse Blast>Bio Shell>Mortar strike>Energy Auger>Target Acquisition>Mortar Strike

Start again from 2. or if high Volatility use Electrocute till you are low, but try not to get below 30.

This is actually your basic rotation, although often you will find it best to simply spam Pulse Blast and Mortar Strike, along with your other instant cast abilities. A more advanced guide further down the guide. The most efficient rotation is something to be discovered as well, since it depends on the situation and the type of battleground you are playing in. More on this later in the PVP Guide.

The idea of this rotation is to hit as many targets as you possibly can. All(!) of your abilities can hit multiple targets except

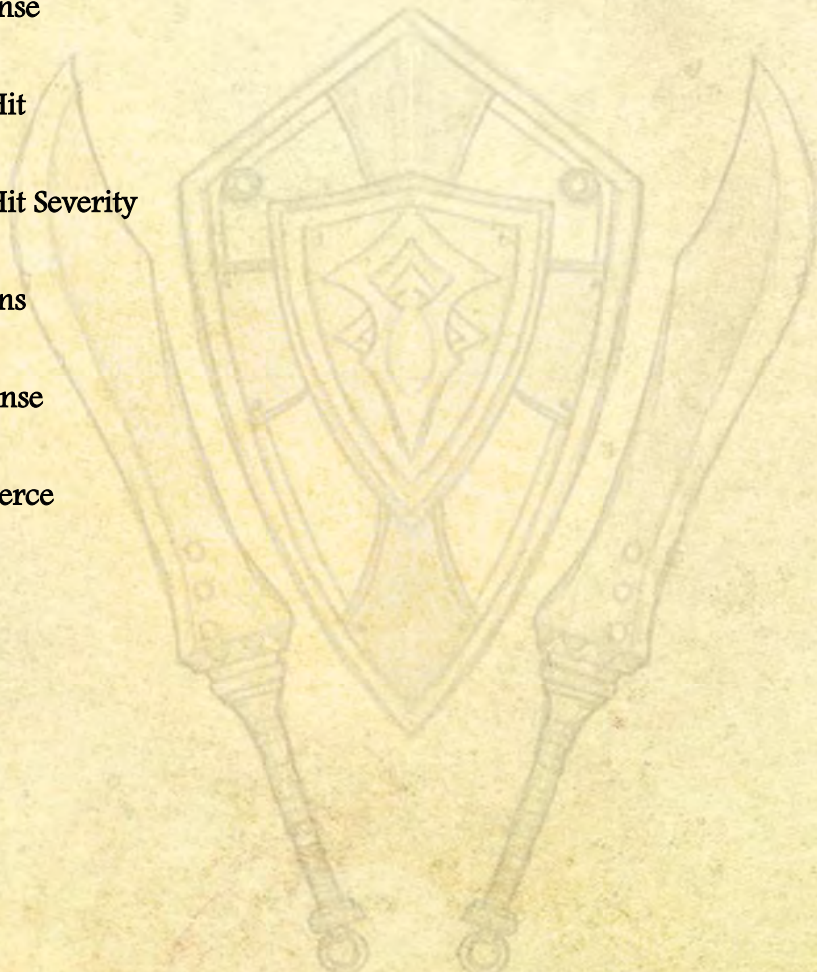
### Ability Points.

Spend ability points on Pulse Blast, Bio Shell, Energy Auger, Electrocute and Mortar Strike. As soon as you can go for Bio Shell Tier 2. This will make it instant cast when you are between 30-70 Volatility, and that is actually when this build really takes off.



## AMP

1. Lifesteal
2. Assault Power
3. PVP Offense
4. Critical Hit
5. Critical Hit Severity
6. Cooldowns
7. PVP Defense
8. Armor Pierce





## PVP Build

The next build focuses on Arena Battles and smaller venues.

I will not waste time explaining about gear since this part is actually exactly the same for all aspects of PVP.

### **Remember, Health and Assault Power!**

This build is by no means a cookie-cutter build! You must realize something when it comes to WildStar PVP, not so much large scale PVP, but smaller 2v2 and such battles.

### **THERE IS NO SUCH THING AS CLASS IMBALANCE.**

That may sound weird, but really, where the imbalance in this game stems from is the Ability Imbalance.

For instance, if you are rolling around with a Warrior and you have on your ability bar an ability whose main use is to debuff healing by 40%, that ability will be completely useless if the other group does not have a healer.

In short, the smaller battles are not as skill-based as it would seem, but neither are they gear-based. What really counts is what abilities you have slotted and against what classes you are playing.



## Skills

The focus here is on less castable abilities and more sustained damage.

1. Pulse Blast
2. Flak Cannon
3. Electrocute
4. Particle Ejector
5. Zap
6. Mortar Strike (be very mindful with this one and only use it on stunned targets so it will always hit)
7. Volatile Injection
8. Obstruct Vision

With this build, there is a certain I win Button involved if you play it right. You won't necessarily destroy a foe, but if you work with your teammate in an arena correctly and both do it right, you almost certainly might. For this you will have to have 100 Volatility.



### Skill Rotation

1. Zap
2. Use your Innate ability Eradicate
3. Volatile Injection
4. Mortar Strike
5. Electrocute till all Volatility is down
6. Flak Cannon until your innate Eradicate runs out.

This will most likely not kill your foe, but as mentioned before, if you work well with your teammate, you just might do it. Try and time your stuns so your opponents stays stunned as long as possible while you focus him down.



**Basic Rotation in this build.**

1. Volatile Injection
2. Flak Cannon
3. Pulse Blast
4. Flak Cannon
5. Zap
6. Mortar Strike
7. This depends on how many targets you are hoping to hit, but generally its better to use Particle Ejector on melee targets since they tend to be harder to hit, and Electrocute on easier targets. Since Electrocute does more damage, you may later throw away Particle Ejector and swap it for something else once you gain some aiming skill and feel confident that your Electrocute ticks hit a target every time.

**How to spend ability points.**

Spend your points on Flak Cannon, Electrocute, Pulse Blast and Particle Ejector.



## Strategy

### PVE Tips

#### 1. Starting Area Selection

If you intend on playing solo then this actually doesn't matter much. But if you want to play with your friends in a group then selecting the right zone is important, because otherwise you will have to level up a few more levels before you can actually meet up. To explain how you can all get to the same zone would take a bit of explaining. I recommend that you watch this short video instead.

<https://www.youtube.com/watch?v=f-sroREwh8I>

#### 2. Bindings

Replace your Q, E and F bindings with ability bindings. You will be aiming with your Right mouse so the strafing movements will not be necessary. Consider placing other bindings closer as well!

#### 3. Mouse Sensitivity

This may seem rudimentary, but it's very important! You should set mouse sensitivity to something you feel comfortable with, as this game actually requires you to aim your abilities instead of targeting players using TAB or mouse clicks like most MMORPGs. This is especially important for PVP!

#### 4. Quest Hubs and Progress

If you have just gotten to a quest zone and were sent to another location that seems a bit far away, go there. These often send you to other, smaller quest zones, they usually don't send you to the next big Quest Hub until your quests at that particular Hub are done.

A good indicator that you need to complete the Quests at your current Hub and that you were sent somewhere you should be, is that enemies will seem kind of tough to kill on your own.



**5. Pick Up All Quests**

Whenever you get into a new quest hub, pick up all the quests. Every time. Actually, pick up every quest you see and abandon it later if you want.

**6. Avoid Enforcers**

Usually in bigger enemy camps you will have NPCs with the “last name” Enforcer. These are tough enemies that can be avoided and if you are soloing, you should ALWAYS avoid them. They are a time sink and take too long to kill, plus they will usually kill you.

**7. Don't Avoid Enemies**

Usually when it comes to bigger camps of enemies or caves, you will have a quest to both kill the “adds” and the boss. Because of this it is almost without fail better to simply kill enemies on the way instead of avoiding them.

**8. Named Bosses**

In some caves and perhaps some camps you will come across named bosses for which you will not have a quest. Watch out as these often drop skulls that you can click on and receive a quest that you can turn in.

**9. Don't Pick Up Bounty Quests When Solo**

These monsters are tough and you will need a group. You can announce on the zone channel that you are looking for a group, but to save time it is sometimes best to just truck on and ignore these.

**10. Dodge Trick**

This is an extremely useful tip no matter where you play, be it PVE or PVP. When you are falling, use a dodge, which is performed by double tapping your movement key. Do this before you hit the ground. By doing this you will take damage only from the point where you have used the dodge and not from where you fell.



### **11. Be a Soldier**

When choosing a Path, choose a Soldier. Simply put, you will receive the best abilities and rewards by being a soldier and to progress you actually have the least amount of hassle, you simply have to kill things at specific (obvious) locations.

### **12. World Buffs**

Worlds buffs can be found at almost any Quest Hub. The most consistently useful of these is the run speed buff, and will in the long run lower your level time by quite a bit since you will cover distances faster.

### **13. Build a House**

Purchase a House as soon as you can. It will offer many benefits and even a few daily buffs.

### **14. Cabs in the World**

You may notice Cabs when running around the world. Finding one of these cabs doesn't actually open up all of the destinations, instead you have to get there and find the proper connections for specific cabs in order to be able to travel there. The system works very much like in World of Warcraft.



## List Of Engineer's AMPs

### Hybrid A/S

Name	Description	Power Cost	Rank
Strikethrough I	Increases Strikethrough Chance by 1%.	1	1
Strikethrough II	Increases Strikethrough Chance by 1%.	1	1
Strikethrough III	Increases Strikethrough Chance by 1%.	1	1
Lifesteal I	Increases Lifesteal by 2%.	1	1
Lifesteal II	Increases Lifesteal by 2%.	1	1
Lifesteal III	Increases Lifesteal by 2%.	1	1

### Support

Name	Description	Power Cost	Rank
Deflect I	Increases Deflect Chance by 1%.	1	1
Deflect II	Increases Deflect Chance by 1%.	1	1
Deflect III	Increases Deflect Chance by 1%.	1	1
Support Power I	Increases Support Power by 2.5% of your current maximum.	1	1
Support Power II	Increases Support Power by 2.5% of your current maximum.	1	1
Support Power III	Increases Support Power by 2.5% of your current maximum.	1	1
Deflect Critical Hit I	Increases Deflect Critical Hit Chance by 2%.	1	1
Deflect Critical Hit II	Increases Deflect Critical Hit Chance by 2%.	1	1
Deflect Critical Hit III	Increases Deflect Critical Hit Chance by 2%.	1	1



### Hybrid S/U

Name	Description	Power Cost	Rank
PvP Defense I	Increases PvP Defense by 1%.	1	1
PvP Defense II	Increases PvP Defense by 1%.	1	1
PvP Defense III	Increases PvP Defense by 1%.	1	1
Maximum Shield Capacity I	Increases Maximum Shield Capacity by 3%.	1	1
Maximum Shield Capacity II	Increases Maximum Shield Capacity by 3%.	1	1
Maximum Shield Capacity III	Increases Maximum Shield Capacity by 3%.	1	1



### Utility

Name	Description	Power Cost	Rank
Dash Regen I	Increases Dash Regeneration by 7%.	1	1
Dash Regen II	Increases Dash Regeneration by 7%.	1	1
Dash Regen III	Increases Dash Regeneration by 7%.	1	1
Cooldowns I	Increases cooldown reduction by 5%.	1	1
Cooldowns II	Increases cooldown reduction by 5%.	1	1
Cooldowns III	Increases cooldown reduction by 5%.	1	1
CC Resilience I	Increases CC Resilience by 10%.	1	1
CC Resilience II	Increases CC Resilience by 10%.	1	1
CC Resilience III	Increases CC Resilience by 10%.	1	1

### Hybrid A/U

Name	Description	Power Cost	Rank
Armor Pierce I	Increases Armor Pierce by 2%.	1	1
Armor Pierce II	Increases Armor Pierce by 2%.	1	1
Armor Pierce III	Increases Armor Pierce by 2%.	1	1
PvP Offense I	Increases PvP Offense by 1%.	1	1
PvP Offense II	Increases PvP Offense by 1%.	1	1
PvP Offense III	Increases PvP Offense by 1%.	1	1



## Assault

Name	Description	Power Cost	Rank
Critical Hit Severity I	Increases Critical Hit Severity by 4%.	1	1
Critical Hit Severity II	Increases Critical Hit Severity by 4%.	1	1
Critical Hit Severity III	Increases Critical Hit Severity by 4%.	1	1
Assault Power I	Increases Assault Power by 2.5% of ypur current maximum.	1	1
Assault Power II	Increases Assault Power by 2.5% of ypur current maximum.	1	1
Assault Power III	Increases Assault Power by 2.5% of ypur current maximum.	1	1
Critical Hit I	Increases Critical Hit Chance by 2%.	1	1
Critical Hit II	Increases Critical Hit Chance by 2%.	1	1
Critical Hit III	Increases Critical Hit Chance by 2%.	1	1



# ESPER

## Introduction

Espers are psychic warriors who can soothe their allies and terrify enemies. Their class is based around accumulating and using psi points. It can be kind of tough to get used to their play style but they're a great class for anyone wanting to dish out DPS or do some serious healing.

There are five psi point containers that can be filled up, and they'll be empty at the beginning of a battle. Some spells will be used to generate psi points, such as Telekinetic Strike, whereas others will require and expend psi points once they're used. Generally speaking, psi point using abilities will be more effective with the more psi points you can expend while using the ability. Any time you use a psi point ability, it'll use all of the available psi points you have, so you won't be able to use three with one ability and two with another.

Esper rotations are built around finding abilities that will generate psi points quickly and regularly and then being able to dump them out quickly with one powerful attack once you have enough.



## Pros And Cons

### Pros

#### 1. Range

The biggest advantage to choosing the Esper will be your range, as the Esper has one of the longest telegraphs in the game. Telegraphs are the ranges of spells and abilities. There's a drawback to this which will be explained in the Cons section below.

#### 2. Flashiness

The Esper is some of the most visually stunning class in the game. If you like that sort of thing, you will find the Esper a fun class to play since almost every ability or spell is accompanied by a rather complex animation. On the other hand, however, it makes you easier to spot since it's pretty obvious from where the spells are coming from. Makes you a slightly easier target.

#### 3. High Damage

As an Esper you will have a very high damage output. This depends of course on what abilities you choose to have on your bar, but mostly all of Esper spells do a lot of damage compared to other casters.

#### 4. Escape Ability and Survivability

Your escape abilities will be fantastic as an Esper. They will serve well since you are quite squishy and usually consist of "blinks", which means they will have quite a range and your opponents will most likely not even know where you have gone to if you learn PVP map layout and know how to use blink correctly.

#### 5. Large Crits

This is probably the class which benefits the most from critical values such as critical hit chance and critical severity rating. Both of this will contribute to your burst damage tremendously.



## **6. Burst Damage**

We talked a bit about the high damage output of the esper class, but really it is the burstiness of the Esper which has amazing potential. Most of these come from the Esper's Psi point abilities which accumulate by using normals spells and are then unleashed by consuming these points. These are also instant cast so if you learn how to use these abilities in the proper order you can have crazy damage potential.

## **7. Great Single Target Damage**

While the Esper has a lot of cone or wide telegraphs, they do not have the same amount of them as say an Engineer.. What they have instead are longer cones with a lot of damage. Which makes them great for targeting specific enemies and nuking them to death.

## **8. Instant Casts**

Almost all of the Esper's most powerful damage abilities are instant cast abilities, a thing you should consider when setting up your ability bar/build.

## **9. Pets**

Unlike an Engineer, the Esper can summon different kinds of pets. These cannot be controlled and always have a specific function which they perform, depending on the summoned familiars. They are usually there to distract or soak up damage. Because in this game a lot of spells actually have a limit of up to 5 targets, these can be useful when facing a lot of enemies and can soak up some damage for your team. Or they can help damage down an opponent or slow him down. They are quite situational but can be very useful once you know how to use them and which ones to use in what scenario, PVP or PVE.

## **10. Point Casting**

This is an interesting concept and basically means that some of the esper spells have 3 casts. For instance, if you use a spell you can then press the button three more times to release its charges. Which means you can meanwhile adjust your position so that you will hit the most targets possible.



### 11. Excel At Support Roles

You are absolutely awesome to have along when your team needs constant and steady damage. You also have the capacity to deal damage from afar and will never have to come near your target if you don't wish to. There's another aspect to this.

### 12. Healing

An Esper can heal and is actually pretty good at it! This give you amazing survivability in PVP and PVE, but of course at the expense of lesser damage since the amount of abilities you can have on your hotbar is limited.

### 13. Melee or Ranged

The great thing about the Esper class is that you can choose a play-style. If you don't like standing around and casting from a distance, you can alter you ability bar by choosing spells which don't do as much damage and have a smaller ranged, but wider cones and can by cast while running. This will give you smaller damage outputs bit crazy mobility. Best utilized in PVP like Walatiki Temple.

### 14. Good Crowd Control

The Esper has particularly flashy crowd-control spells and while they are actually decent and can be considered a Pro, they are not the best.



## Cons

### 1. Light Armor

The Esper is squishy. It is a class with the lowest armor of almost any class and as such has to be very careful about melee opponents, especially Stalkers which can eat up through the Esper's health bar in literally seconds.

### 2. Sucky Mobility if Ranged

If you have decided you will be a ranged caster and fling spells from the furthest position possible, you will experience a drawback you might not like at all.

The Esper effectively becomes a WoW mage, meaning that while casting these long range spells you have to stay completely still because any sideways movement will cancel the casting of that spell. This takes a while to get used to, especially if you have tried out any other class which are almost all very mobile.

You may encounter problems in PVP if you choose to go for a ranged caster role, since taking down melee opponents will be a major pain in the ass.

### 3. Narrow Telegraphs on Long Range Spells

This is also one of the drawback of having a high damage output. You will not be damaging a lot of opponents most of the time but instead be forced to focus on single targets.

### 4. Aim Dependent

This may not be a downside for some, but like most classes in WildStar, the Esper is highly aim dependent, meaning that you have next to zero targeted abilities. This can prove most troublesome in PVP, but it also shows off your skill if you can hit every shot. With the Esper this is especially the case because of the normally thin or thinner telegraphs than other classes.



## 5. People Can Run Away From You

One of the downsides of this class in PVP is that people can run away from you. They can simply run away, often without the need to use any sort of ability or escape, just pack up and run. This is mostly due to the fact that you don't have many good snares. This does improve somewhat once you get higher level, but not by much, since you will most probably opt for even more damaging abilities instead of snares. This will not be that big of a deal in PVE.

## The Mechanics

Before going deeper into this guide let me explain how this class even works in just a few short sentences. Simply put your Freeform spells will build you Psi points, which you can then spend on specific release spells that will consume these points and do damage depending on how many points these spells will consume.

## Builds

With the Esper you will have the chance to choose between three very distinct playstyles, but also have the option of going for hybrid mode. This makes the Esper kind of difficult to pinpoint as to what build is the best build, since all builds have their merits and can work well in different situations.

There are a few builds for PVE and PVP which are undoubtedly the most useful, however, depending on whether you play solo or in group.

The three distinct playstyles are simply High Range Caster, Close Range Caster and Healer.

Depending on what you like best you may choose either of these or go for a hybrid. Although making a hybrid of High Range Caster and Low Range caster is generally not the best idea. You should always have at least some healing spells!



## PVE DPS Build

When Soloing you should try and focus on armor that gives you Assault Power and Critical Strike and Critical Severity ratings. You HP will not need to be as high since you will most likely be able to destroy your opponents faster than most classes. And you can heal so HP is not as Important.

As you will see, it is best to start with your abilities with a casting time and longer range, then continue with spammable abilities. You can safely pull multiple.

Learn early on how many Psi Points it takes for good finishers and how many points an ability builds so you will not be wasting points or using builders when you could have used a much more damaging finisher ability.

### Primary Stats

1. Moxie (THE BEST STAT FOR LEVELING ALWAYS)
2. Finesse

### Secondary Stats

1. Brutality



You must realize that you will not have all of the here mentioned slots available immediately. Slot them as you go along, but have one slot always available for a Heal or two. Or Three.

### **1. Telekinetic Strike (tier 8)**

Telekinetic Strike is your ranged Psi points builder. It is a stationary attack that fires a collection of blades in a straight line. You will not be able to move while performing this attack and I suppose this feature is something you will either love or hate. Because TS is a stationary builder its damage is massive.

If it was to be made mobile its damage would have to be reduced significantly and in most PvE environments you can get away with moving very little. As far as PvP is concerned however, it's relatively easy to kill an Esper relying on Telekinetic Strike which is why in PvP situations it's better to use the melee builder. (see below)

### **2. Mind Burst (tier 8)**

Mind Burst fires a huge telekinetic bird in a straight line. It's capable of dealing massive damage when you've generated 5 Psi Points and is much stronger alternative to Telekinetic Storm for pure burst damage.

The only downside to Mind Burst is the fact it can be hard to aim due to its thin telegraph and if you miss the Psi Points you have spent to fire it are gone. If you're good at aiming Mind Burst will perform exceptionally well. It's good to have a nice computer for PVP battles too since aiming in performance lag is not very good.

### **3. Concentrated Blade**

This allows you to instantly build a psi point every ten second and is as such very useful because once you canst it that is it, it will hit something and give you a psi point. Useful to help generate quick bursts of damage potential.

### **4. Haunt**

The damage of this is rather small but still okay. The pushback is an added bonus since it can be quite a nuisance to your enemies in PVP. Generates a Psi Point.



### 5. Spectral Swarm (tier 5)

Spectral Swarm used to be an amazing skill but its gone through a few changes in recent patches and now deals significantly less damage. It also isn't capable of dazing opponents and it rarely triggers our AMPs. However, it still deals good damage and generates a Psi Point. The biggest downside to them is the fact that in PvP other players are able to kill them and build up personal resources.

### 6. Bolster

Bolster is kind of weak when it comes to healing you. It will not save you if you are taking massive damage. But what it will do is keep your Psi Points up and your health at its maximum for the most part in PVP. That's really why it's awesome in PVP especially, but also PVE, since you can cast it off global cooldown and instantly to boot. It will keep you up

### 7. Crush

Can be slightly annoying because it targets those closest to you so if you want an utility spell this is not the best out there. But it's still good to get out of a jam. It can knock down multiple enemies.

### 8. Restraint

Restraint is without question of the Espers best utility skills. It's an instant cast 3 second root with a massive range which makes it pretty awesome for leveling and getting away from anyone too pesky. As far as PvP is concerned it also works exceptionally well because players have to use their Crowd Control break skills or receive a cleans to remove it. If it lasts for the whole 3 seconds you should be far away until then.

It also works well in PVP to jump in the thick of battle and root your opponents in place for you and your team mates to deliver a few very concentrated strikes down the enemy line.



### Skill Rotation

1. Haunt (+1 Psi Point)
2. x2 Telekinetic Strike/Psychic Frenzy (+2 Psi Points)
3. x2 Bolster (+Psi Points)
4. x2 Concentrated Blade (Delayed Psi Point gains due to Concentrated Blades build time)
5. Mind Burst (5 Psi Point finisher)

As per usual, there are quite a few variables involved when it comes to this build's rotation.

The main thing is that the AMPS will allow you to generate random Psi points on occasion so this rotation is contingent on you paying attention a lot. Mostly what you need to look out for is how many Psi points you have generated and releasing finishers when appropriate at any point of the rotation.

This is a key point. **PAY ATTENTION TO YOUR PSI POINTS.** Do not waste finishers by casting builders instead while already at 5 Psi points. Finishers do a lot of damage.

As you'll note, you've actually acquired 5 Psi Points by the time you use Bolster. So the purpose of casting Concentrated Blades quickly, followed by a Mind Burst, is the fact that the Concentrated Blades take several seconds to charge.

By the time your Mind Burst has been cast, your blades should have hit and you should be standing on 2 Psi Points as a minimum. However, it should be said that the BINGO AMP for the Esper makes determining a rotation a little tricky. Considering you'll have a chance to generate 2 Psi Points every time you critically hit, there's every possibility that you could reach your first or second Telekinetic Strike and have 5 Psi Points.



### Ability Points for Solo Ranged vs Melee.

There are a few differences when it comes to spending your tier points between the ranged and melee builds, however it's primarily just swapping out your Tier 8 point investment in your builder. For range, you simply tier up to 8 in Telekentic Strike and the same for the melee version except you tier up Psychic Frenzy. The purpose of heading up to Tier 8 is to maximize your builders damage output but to also obtain the Tier 8 bonus which makes you build Psi Points quicker. When it comes to your remaining points, placing them into Mind Burst allows for more damage, and an Empower buff (VERY GOOD – since it increases critical hit chance by 15%(!!!!)). Lastly, taking Spectral Swarm to Tier 4 provides a little bit of unmitigated lifesteal when they deal damage.

### AMP

There is no difference in AMP when it comes to Ranged and Melee builds for Esper since both are based around the idea of MAXIMUM DAMAGE.

- **Assault**

**Assault Power III** (T1)– Increases Assault Power by 7.5% of your current maximum (total)

**Strikethrough I** (T1) – Increases Strikethrough chance by 1% (total)

**Reckful** (T2)– Landing a 5 Point Finisher grants Empower. Increases critical hit severity by 18% for 5s.

**The Power!** (T2)– Landing a critical hit grants Empower. Increases your Moxie by 16% for 3s.

**Follow Through** (T2)– Landing an Assault Finisher grants Empower. Assault Power is increased by 10.5% for 5s.

**True Sight** (T2)– While above 3 Psi Points gain an Empower. Increases Strike Through chance by 8%



**Superiority** (T2)- While at 100% Health gain an Empower. Increases Moxie by 25% of your current maximum.

**Spectral Swarm** (T3)- Unlocks the Spectral Swarm skill.

**Figment** (T3)- While above 70% health, damaging a foe has a 20% chance to manifest a summon that deals 27% magic damage per second for 10s.

- Hybrid A/S

**Critical Hit III** (T1)- Increases Critical Hit Chance by 6% (total)

**Critical Hit Severity III** (T1)- Increases Critical Hit Severity by 12% (total)

**Tactician** (T2)- Dashing grants an Empower and Bastion. Empower: Magic Damage increased by 4% and Bastion: Outgoing heals increased by 4%

**Refund:** (T2)Whenever a Finisher is Deflect, gain 3 Psi Points.

**BINGO:** (T3) Landing a critical hit with a Builder has a 20% chance to generate 2 Psi Points.

- Utility

**Cooldowns III** - Increases cooldown reduction by 15% (total)



## Raid DPS Build

Make sure you stay the furthest away you possibly can. This will ensure that when you draw aggro, your enemies will have to come a bit of a long way to reach you.

The gearing is the same as before in the Solo DPS build.

This build is more of an alternate to the previous one and it may or may not work as well for you, but it will do a lot of damage!

Remember to change Telekinetic Strike for Psychic Frenzy and visa versa depending on your preference, meaning whether you wish to fight in melee or long range..

### Your ability bar.

1. Telekinetic Strike
2. Mind Burst
3. Concentrated Blade
4. Spectral Swarm
5. Bolster
6. Crush
7. Incapacitate
8. Projected Spirit



### Skill Rotation

The rotation is this is exactly the same as it was in the previous one. The AMP you choose are also the same since this is another build which simply tries to do optimum damage and gives you the right tools to help your group with some support.

### PvE&PvP Healer Build

This build works for PVE and PVP.

For the most part healing is rather easy with an esper and you will be able to do it by using Soothe and Reverie to heal in most situations. There will of course be plenty of moments when you'll need to use more than these two skills.

You should practice skill-swapping depending on the situation!

#### Gearing.

Finesse – for Critical Heals and large crits

Grit – so you are even harder to kill. Especially in PVP you will be next to indestructible.

### Skills

#### Bolster

It doesn't heal a lot but it does help a bit with all the other healing. Plus it generates Psi Points and that's always a good thing to have when playing an Esper.

#### Reverie

A 5 Psi Point finisher, Reverie restores huge amounts of health to yourself and up to 9 party members. Combining it with Soothe and Bolster, it becomes incredibly easy to heal big in a short amount of time.



### **Phantasmal Armor**

A long cooldown but the absorb is great and with it providing an interrupt armor it makes it incredibly useful for laying on a tank or yourself when under pressure. It's one of the skills you can swap depending on the situation.

### **Soothe**

Your bread and butter heal which is capable of building Psi Points quickly and repeatedly but it also restores health to you and your 4 most injured allies. You can use Soothe while on the move and when points are spent in its tiers its charge time is reduced.

### **Catharsis**

A lot of players currently neglect cleanse skills but in dungeons or PvP they're incredibly important as they remove lots of nasty debuffs from you and your team while healing for a small amount.

### **Incapacitate**

Similarly to Phantasmal Armor, Incapacitate is a skill you can swap in and out depending on the circumstance. In PvP it's awesome because it disarms players while in PvE it prevents enemies from using their abilities.

### **Fade Out**

Fade Out is your escape skill. It allows you to leap backwards removing all crowd control while pacifying 5 foes. Anyone pacified is unable to damage you for 4 seconds. Make sure you save this and use it when you have to.

### **Projected Spirit**

Capable of critically healing for an insane amount of HP, Projected Spirit is the reverse of Fade Out and allows you to leap forward. It heals anyone you pass through. It very good for escaping and staying alive both at the same time!



### Skill Rotation

Writing down a rotation for this build would be slightly redundant. You simply need to look at who needs heals and heal them by using the appropriate skill. There are some tips, however.

Use Soothe as your base heal and Psi Point generator and try to charge it to charge 2 or 3 as a minimum. If you're approaching 5 Psi Points be sure to use Reverie at an opportune moment instead of Soothe.

If you do end up going over 5 Psi Points before you can use Reverie just pick up the Psi Points that have gathered on the floor thanks to the Mental Overflow AMP.

Try to save Phantasmal Armor for the main tank or when you grab aggro and are under heavy pressure. it will save your life.

If your Phantasmal Armor is on cooldown utilize Fade Out to pacify those attacking you.

If you need to reach an ally fast or get out of a death-sentence, use Projected Spirit but ensure you aim at your allies at the same time otherwise it will only heal you.

Use Bolster on yourself or the main tank to keep up your Psi Points as this reduces the pressure of having to utilize Soothe constantly to generate Psi Points.



### AMPs.

#### Hybrid A/S

- **Critical Hit III** - Increases Critical Hit Chance by 6% (total)
- **Critical Hit Severity III** - Increases Critical Hit Severity by 12% (total)
- **No Pain No** - Taking damage has a 10% chance to generate a Psi Point.
- **Tactician** - Dashing grants an Empower and Bastion.
- **BINGO**: Landing a critical hit with a Builder has a 20% chance to generate 2 Psi Points.

#### Support

- **Focus Recovery III** - Increases Focus Recovery rate by 0.3 (total)
- **Support Power III** - Increases Support Power by 7% of your current maximum.
- **Focus Cost III** - Reduces the Focus cost of spells by 6% (total)
- **Build Up** - Healing an ally with a Builder (Soothe in this case) grants 1 stack of Build Up. At 3 stacks you restore an additional 36% health.
- **Inspiration** - Landing a basic heal grants healed allies a Defense, increasing Magic Resistance by 8.5%
- **Hard to Hit** - Your heals have a 15% chance to grant Defense, increasing Deflect chance by 8% for 10s.

#### Utility

- **Cooldowns III** - Increases cooldown reduction by 15% (total)
- **Dash Regen III** - Increases Dash regeneration by 21% (total)
- **Inspirational Charge** - Landing a finisher grants Swiftiness (increases movement speed by 12% for 3s)
- **Mental Overflow** - When you would gain a Psi Point while at full Psi Points, an orb spawns near your location and lasts for 5s)



## PVP DPS Build

Before anything else is said. Note that your class does not suck, if per chance you have entered a pvp arena and found that you don't seem to do a lot of damage. Simply put, you need to level up and scale your level with other because your damage will increase with your level.

When playing an Esper most people in PVP will expect you to heal at least a bit. You have to realize that healers are very valuable in PVP and if you are being selfish with your abilities to kill you may end up hurting your team by a lot. So make sure you have at least some healing spells.

If you are leveling, helping your team to win by healing them will especially be useful because you will gain more XP.

That being said, an Esper is one of the best damage dealers in the game so try and asses how many healers you have and adjust your playstyle accordingly!

HOWEVER, there are different types of PVP in this game, namely large-scale pvp with 10 or more players and small scale arenas. First we'll look at a build for smaller scale battles.

Your focus on gear should be Armor, since the most issues you will have in PVP is versus Stalkers and Warriors, since they will be able to wear you down from up close, while versus other targets, like Espers and Medics, it's best to simply get away if you are not in a group as it will take too much time to get them down, if you'll even be able to do it since they can heal.

Focus on having as much armor as possible, but don't hesitate to go for a bit less armor if it means more Grit.

### Primary PVP Stats

1. Grit (always Grit!!!)
2. Finesse

### Secondary PVP Stats

1. Moxie



As always, having more Health than your opponent PVP often means the difference between life and death. It is no different in WildStar, so focus on having the most health you can have, as well as Assault Power.

An Esper does MASSIVE critical strikes due to the class' naturally big damage numbers, so speccing for crit in PVP will come in handy, oh yes!

Remember, it's either Telekinetic Strike or Psychic Frenzy, depending on how annoyed you are by the fact that casing TS requires you to stand still while using Psychic Frenzy gives you all the mobility you can hope for. The choice is yours, depending on what you prefer.

You will find that rolling solo is more conducive to Psychic Frenzy while being in a group with other healers and those who can help you allows you to use Telekinetic Strike more and do more damage.

### Skills

- **Psychic Frenzy** – Tier 8
- **Mind Burst** – Tier 8
- **Spectral Swarm** – Tier 4
- **Bolster** – Base
- **Crust** – Base
- **Incapacitate** – Base
- **Fade Out** – Base
- **Projected Spirit** – Tier 4



### Skill Rotation

The idea of this rotation is of course to hit as many targets as you possibly can. All(!) of your abilities can hit multiple targets so you have watch you positioning.

The rotation is the same as in PVE. ALWAYS BE MINDFUL OF YOUR PSIPOINTS AND SPEND IT ON FINISHERS.

You will be spamming Psychic Frenzy a lot so prepare for that.

Use you escape abilities only when you have to so they are not on cooldown when you absolutely need them

1. Psychic Frenzy
2. Mind Burst
3. Spectral Swarm
4. Bolster
5. Crust
6. Incapacitate
7. Fade Out
8. Projected Spirit



### AMP Setup for PVP

Go with the same setup as in the Solo AMP.

### Strategy

#### How To Spend Points in AMPs.

6-11: Take the crit amps in the A/S tree then take the Assault Power amps in the Assault Tree

12-18: Reset your amps and buy the True Sight amp from the PvP vendor in Illium. Put your points in the 3 Assault Power amps then True Sight. Then the next 3 in the crit amps and then the crit severity amps.

19-32: Once you get to Whitevale pick up The Power! and learn it. Next hold onto your points until you get to Farside and pick up Figment.

After 32 there is not many choices left to make. If you have gotten Follow Through or Tactician to drop they would be good choices. If not, Pick up Refund and/or Reckful from your starter areas and learn them. If you choose to learn Refund or found Tactician, you can pick up B-I-N-G-O from Wilderrun and learn that as well but I am not currently a fan of B-I-N-G-O. At this point, without obtaining dropped amps or buying them off the auction house there's not really many other places to advance to. Some options: Max Shield Capacity, Lifesteal, Armor Pierce, and maybe Strikethrough but only if you notice a lot of deflects as you shouldn't have too many with True Sight.



### PVE Tips

Next up are a few PVE pointers and strategies you should be aware of that will make your experience playing an Engineer a smoother one.

#### 1. Use Maximum Range

When engaging an enemy do it from maximum range. Hover your mouse over you ability before using it so you'll see exactly how close you need to get.

#### 2. Practice Your Rotations

Practice your rotations on NPCs. By this I don't mean simply firing away and hoping for the best, but actually be mindful of how much Volatility you need and how much to spend. Learn them by heart, it will help you greatly.

#### 3. Use Escape Abilities When In Melee

You'll have a root ability so use it whenever an enemy gets close so you don't get interrupted.

#### 4. MOXIE MOXIE MOXIE

When leveling make sure Moxie remains your primary stat at all times. Always choose the piece of gear that will give you the most Moxie as Assault Power is king when leveling. But also use good judgement, don't give up 1,000 health 50 brutality and 50 Finesse for 1 Moxie and always pay attention to your milestones.



## PVP Tips

### 1. Learn how to use double tap Dodges

Sometimes it is best to actually go into where the fighting is the thickest, especially if you see there are a lot of heals going down there. There really is no one good way to use these dodges as they are entirely situational, but using them after you have used Urgent Withdrawal twice in a row will put a very fair distance between yourself and your target.

### 2. Dodge Trick

There is a trick I will mention in every Strategy guide because it is important. When you are falling, use a dodge before you hit the ground. By doing this you will take damage only from the point where you have used the dodge and not from where you fell.

### 3. Stay With Group

Stay with your group and go where the fighting is the thickest so your abilities will hit multiple targets.

### 4. Stay Close to Casters and Far from Melee

The Engineer is a Plate-wearer, which means you can take a lot of punishment. But you still need to stay away from melee since you can do ranged damage.

This is a sound tactic, since all your abilities have a wider telegraph spread than other casters, which means you can stay closer and still be able to damage, while other casters may not if they are less skilled.

Stay at range versus melee opponents as this will automatically give you an edge since you can still do the same damage while they will not damage you.

### 5. Try to have Telekinetic Strike and Psychic Frenzy on Your Bar

Psychic frenzy is better than Telekinetic Strike in almost all PVP situations when engaged by someone 1v1. If you can have both on your bar that's even better since you have two awesome builder for any situation. You got attacked by a melee player, get him down with PF. No one has noticed you and your group is engaged in a big battle, spam TS!



## List Of Esper's AMPs

### Hybrid A/S

Name	Description	Power Cost	Rank
Critical Hit I	Increases Critical Hit Chance by 2%.	1	1
Critical Hit II	Increases Critical Hit Chance by 2%.	1	1
Critical Hit III	Increases Critical Hit Chance by 2%.	1	1
Critical Hit Severity I	Increases critical Hit Severity by 4%.	1	1
Critical Hit Severity II	Increases critical Hit Severity by 4%.	1	1
Critical Hit Severity III	Increases critical Hit Severity by 4%.	1	1

### Support

Name	Description	Power Cost	Rank
Fogus Recovery I	Increases Focus Recovery Rate by 0.1 per second.	1	1
Fogus Recovery II	Increases Focus Recovery Rate by 0.1 per second.	1	1
Fogus Recovery III	Increases Focus Recovery Rate by 0.1 per second.	1	1
Support Power I	Increases Support Power by 2.5% of ypur current maximum.	1	1
Support Power II	Increases Support Power by 2.5% of ypur current maximum.	1	1
Support Power III	Increases Support Power by 2.5% of ypur current maximum.	1	1
Focus Cost I	Reduces Focus cost of spells by 2%.	1	1
Focus Cost II	Reduces Focus cost of spells by 2%.	1	1
Focus Cost III	Reduces Focus cost of spells by 2%.	1	1



### Hybrid S/U

Name	Description	Power Cost	Rank
PvP Defense I	Increases PvP Defense by 1%.	1	1
PvP Defense II	Increases PvP Defense by 1%.	1	1
PvP Defense III	Increases PvP Defense by 1%.	1	1
Maximum Shield Capacity I	Increases Maximum Shield Capacity by 3%.	1	1
Maximum Shield Capacity II	Increases Maximum Shield Capacity by 3%.	1	1
Maximum Shield Capacity III	Increases Maximum Shield Capacity by 3%.	1	1

### Utility

Name	Description	Power Cost	Rank
Dash Regen I	Increases Dash Regeneration by 7%.	1	1
Dash Regen II	Increases Dash Regeneration by 7%.	1	1
Dash Regen III	Increases Dash Regeneration by 7%.	1	1
Cooldowns I	Increases cooldown reduction by 5%.	1	1
Cooldowns II	Increases cooldown reduction by 5%.	1	1
Cooldowns III	Increases cooldown reduction by 5%.	1	1
CC Resilience I	Increases CC Resilience by 10%.	1	1
CC Resilience II	Increases CC Resilience by 10%.	1	1
CC Resilience III	Increases CC Resilience by 10%.	1	1



### Hybrid A/U

Name	Description	Power Cost	Rank
Lifesteal I	Increases Lifesteal by 2%.	1	1
Lifesteal II	Increases Lifesteal by 2%.	1	1
Lifesteal III	Increases Lifesteal by 2%.	1	1
PvP Offense I	Increases PvP Offense by 1%.	1	1
PvP Offense II	Increases PvP Offense by 1%.	1	1
PvP Offense III	Increases PvP Offense by 1%.	1	1

### Assault

Name	Description	Power Cost	Rank
Armor Pierce I	Increases Armor Pierce by 2%.	1	1
Armor Pierce II	Increases Armor Pierce by 2%.	1	1
Armor Pierce III	Increases Armor Pierce by 2%.	1	1
Assault Power I	Increases Assault Power by 2.5% of your current maximum.	1	1
Assault Power II	Increases Assault Power by 2.5% of your current maximum.	1	1
Assault Power III	Increases Assault Power by 2.5% of your current maximum.	1	1
Strikethrough I	Increases Strikethrough Chance by 1%.	1	1
Strikethrough II	Increases Strikethrough Chance by 1%.	1	1
Strikethrough III	Increases Strikethrough Chance by 1%.	1	1



# SPELLSLINGER

## Introduction And Overview

Like the Medic, the Spellslinger is a class of thematic contradictions, with the capability to be potent at both raw, unbridled DPS and single target healing. As dual-wielding, gun-slinging fusion of the rogue, cowboy and wizard archetypes, the Spellslinger offers fast, focused gameplay with an emphasis on twitch and kiting like an alley cat being chased by a bulldog. However, Spellslingers also suffer from some of the drawbacks traditionally handed down to RPG rogue niches, including an emphasis on player skill, general frailty and, yes, even a huge fanbase all a'flush with the prospect of playing an overwhelmingly PVP-suited class.

### Climbing the Peak of Spellsurge Hill

The central aspect of mastering the Spellslinger is coming to grips with its Spellsurge: a set of four cooldowns on a universal twelve-second timer. Each ability labeled as 'Spellsurged' uses up one of these cooldowns. As a result, players will inevitably gravitate towards burning their four slots as rapidly as possible in a huge burst, thereafter being forced to kite their way through a lengthy waiting period.

To compensate for paper-thin armor and this vulnerability period, the Spellslinger can open up the initial burst combo with a Crowd Control (or CC) effect. Gate's Stun and Spatial Shift's Disorient effects offer some of the most obvious openings to do damage safely. For partying up with other players, you can also manage your personal Threat with Void Slip. At the worst, a Spellslinger also has AMPs that allow him to Dash away from an enemy still capable of causing harm.



### **When to Sling Spells... and When to Pick Something Else?**

Although the Spellslinger has limited options for recovering from mistakes, his ability to impact the health of targets – both positively and negatively – is unrivaled within Wildstar Online. While some players prefer the safer option of the Esper, Spellslingers are widely favored for PVP activities due to their ability to render their victims helpless and dish out massive damage.

Currently, Espers have a slight edge in a PVE healing environment, due to both greater leeway for tactical miscalculations and due to the relatively limited AOE effects available to the Spellslinger. However, players who want to be able to dish out focused, potent CC and damage along with their heals will continue to find the Spellslinger to be their best bet.

### **Choosing to Help with Healing or Hurting?**

The Spellslinger has most of his central mechanics early in his level development. However, players will still need to make a definitive choice: topping the charts with heals or with DPS.

While the Spellslinger's raw damage can reach massive numbers, it's not as simple as mashing your best attack. You'll need to use debuffing skills like Arcane Missiles to leave your enemy vulnerable to the rest of your burst. Watching enemy health also is an absolute priority, since enemies below a certain percentage are easily gibbed via Assassinate. Even your random Critical hits will proc bonus damage on some attacks. As always, Damage Over Time (DOT) effects like Ignite also should be applied early in your rotation, if you're using them at all.

On the other hand, healing with the Spellslinger is scarcely less frantic. Unlike all other healing specs in the game, the Spellslinger heals by using the same Spell Surge mechanic that he relies on for his attacks and CC. Although he doesn't have a great many AOE heals, a Sustain and Voidspring combo shouldn't be neglected for parties. Remember your twelve second downtime, try to anticipate damage, and don't burn all of your heals if you think a big hit is incoming. Gearing for Support Power and making heavy use of Healing Torrent both are recommended.



The Spellslinger is the definition of a stressful but rewarding class. If you don't like taking it easy and want to be as proud of your victories as you are ashamed of your failures, a Spellslinger will most likely be your cup of grog, over more durable choices like the Esper, Warrior or Engineer.

## Builds

Spellslinger can be categorized into 2 play styles, Healer and Damage dealer. As it stands, specializing your AMP abilities in the assault or a hybrid of assault and support will be the best use out of your class. That being said, healing shouldn't be under emphasized, it is incredibly useful.

But consider this; you have a very limited ability hot bar. To even use all eight of them you have to be level thirty. So if you are level 12 for example, and only have six abilities that you can use at one time, you don't want to have three of them to be healing. I personally picked one healing ability to focus and upgrade. Let's focus on that first one and see how we can get the best use out of the spellslinger.

### PvE&PvP Healing Build

This build is going to focus on how to maximize the healing potential of a spellslinger, the best type of equipment to wear and how to play the role of a healer correctly. Anyone can hammer away healing spells. However, it is difficult for players to try to find out the best ability order on their own. That being said, mobility is the key for success, because enemies really hurt!

#### General Points.

- Use charge healing ability like Sustain or Vitality Burst, the immediately follow.
- Spell Surge abilities like Runic Healing in group scenarios.



## Skills

### Support

- Runic Healing (T8)
- Rune of Protection (T8)
- Vitality Burst (Base)
- Healing Salve (Base)
- Sustain (Base)
- Healing Torrent (T4)

### Utility

- Gate (Base)
- Void Pact (Base)

Although spellslinger may not be a natural healer, its healing skills are useful and can be relied on. What is pretty cool about the spellslinger is you don't cast your magic abilities in the same way. Other classes have to use builders, however spellslingers use their focus, which can easily be built up using a basic attack such as Quick Draw. We also have the innate ability to "boost" our healing abilities even more with Spell Surge, which can double or even triple your healing with a critical hit.

**Runic Healing** is also a fairly useful and potentially lifesaving spell. Don't knock it simply because it is a lower level skill. When spell surged, it can be very useful. You can cast the spell quickly and give without having to target everyone. It can give you a moment of pause in an already hectic battle. This is a great one to use if you are in emergency situation or you are not sure if you will be able to get your allies in your targeting arc. Upgrading this tier can add extra bonuses like a defense buff.



Otherwise, practice alternating between **Healing Salve** and **Sustain**. **Healing Torrent** is an absolute must to use for this build. You can cast this multiple times and do huge amounts of healing. You used to be able to cast it without a cool down repeatedly. You can fill the remainder of the abilities on your hot-bar of your own choosing. You can use a modded version of that build trading out those abilities as needed. This will work fairly well when you decide to do some group raiding. The spellslinger is much better at healing over time, than instantly healing, so don't expect to live if you wait until your hp is on low.

### Skills Rotation

1. **Runic Healing**: Always lead with Runic Healing. HoTs take advantage of continuous health cushioning.
2. **Runes of Protection**: This skill is instant with a long cooldown. Use RoP when mobs are causing a lot of stuns, roots, knockdowns etc. RoP gives one Interrupt Armor at Tier Eight.
3. **Vitality Burst**: Activate Spell Surge right before VB. Reserve Spell Surge until step three.
4. **Healing Salve**: HS is an in-battle heal. Use this when the party is taking heavy damage.
5. **Healing Torrent**: This skill is a sniper heal. Use HT when members are disconnected from the party.
6. **Sustain**: Sustain has a high Focus cost, therefore use Sustain at the end of a battle to allow time for Focus regeneration.
7. Repeat steps one through six slowly or quickly. The pace depends on party members' incurred damage.

### AMP

For the most part you should concentrate the distribution of 45 points. The AMP slots on this side of the web enhance things such as **Focus regeneration** and **Focus cost** for abilities. Be sure to get slots like **Augmented Armor** or **Clarity** which add additional benefits to the abilities you use.

Also put points on the utility side of the AMP web. You shouldn't focus all your points here, but if you are playing the healer role in your group, you may want to utilize some of the crowd control abilities. Invest in reorient which is insanely useful because it allows you to remove the daze debuff.



Look, you can always reset you AMP or ability points if you felt you made a mistake. You can do it as many times as you want. So feel free to switch between these two roles, or apt to create a new role of your own!

- Support

**Focus Cost III (T1)**

**Support Power III (T1)**

**Augmented Armor(T2)** to add defense to healed targets

**Clarity (T2)** for reduced focus costs

**Burst Power (T2)** for additional spell power after landing a critical heal.

**Healing Torrent (T3)**

**Healing Aura (T3)**

- Utility

**Cooldowns III (T1)**

**Dash Regen III (T1)**

Again, one of the greatest things about Spellslingers is their mobility.

**Reorient (T2)**

**Evasive Maneuvers(T2)**

**Void Pact (T3)**

ability, the added swiftness is great in certain situations.

- Hybrid A/S

**Critical Hit III (T1)**

**Critical Hit Severity III (T1)**

**Power Surge (T2)**

is always a great thing to have, regardless of whether you're healing or dishing out damage.



## PvE&PvP DPS Build

This is the reason you're reading this, because this is what we as Spellslingers excel at. You not only shoot bullets, you shoot magic bullets. This build also works well for dungeon raids if you are not playing the role of the healer. Without a doubt, this is the best type of build to use while soloing. If you're having trouble coming up with a rotation, information about this role is far easier to find. There are far more DPS builds floating on the forums than there are healing ones.

### General Points.

- Don't be afraid to mix and match, especially early on.
- I recommend using the ability rotation order: Charge, root/snare, ignite, then follow up with whatever attacks you want.
- Recommended AMPS: Critical hit and/or Strikethrough

### Skills

#### Assault

- **Quick Draw** (Base)
- **Charged Shot** (T8)
- **Chill** (optional)
- **Ignite** (T8)
- **Flame Burst** (T8)
- **Assassinate** (Base)
- **Arcane Missile** (Base)

#### Utility

- **Gate** (Base)
- **Flash Freeze** (optional)

You don't get very many options for abilities at the start so don't even worry about it, because soon enough you will get to a point where you have more abilities than ability slots. This is the developer's way into easing you in to the combat system.



So let's talk about the abilities you will be using at the start of the game. The far better abilities don't come in until twenty and thirty. Obviously, you'll use **Quick Draw** as your first and as well as a filler attack; Don't bother wasting a tier point on this skill. There are plenty of other skills that deserve it. **Ignite** is a skill you get rather early, and it is just great, the bees knees. It is a damage-over-time burning your opponents for a period. This ability is strongly recommended to reach the max tier. Because at T4, the casting spell gets reduced by .5 seconds, and at T8, it does both SS and normal. The damage is insane at that level, and no DPS build should go without it

It is always best to follow up with a crowd control ability, either **Chill** or **Flash Freeze** from the utility. **Flash Freeze** is a good choice to use too. You don't need more than one crowd control ability for PVE. Chill slows enemies down, but does far more damage than Flash Freeze. Flash Freeze roots the enemies in place, and can be very useful for trying to escape out of a difficult encounter.

The four abilities along with **Charged Shot** "early skills" will make up the majority of your attack patten. First, you start off charging your ability, and fire off as much damage as you can. Immediately following up with you crowd control ability, then **Ignite**. Until you unlock the higher level abilities, feel free to replace slot five or six with an extra attack or healing. Just because you are playing a DPS role, doesn't mean you have to ignore healing completely. Later, you will become powerful enough that you will be able to fight well as a DPS role, without the need to use your support set.

**Arcane Missiles** and **Assassinate**. Upgrade both of these to Tier 4 or more, however it is imperative to upgrade Ignite to the max, because of the potential damage it can do. Really you can tier you points from Arcane Missiles into anything, even Quick Draw. The consensus with the community is that increasing Arcane Missile's to Tier 4 is very beneficial.

A lot of people like the skill **Gate**. It can be annoying to use if you have poor coordination skills, and not paying attention. It is very easy to overshoot Gate, and end waste a precious second to turn around. Only to find the enemy isn't stunned anymore. The first three abilities in the utility section are crowd control abilities, choose one and get good with it.



Many spellslingers rely on **Flame Burst**, this isn't a necessary, but if the right AMPs are applied in the right way, you can blow enemies away.

### Skill Rotation

1. Charged Shot: Always lead with a skill that is charge based. Mobs will rarely have a pre-emptive attack skill, so they will not advance until they are hit.
2. Wild Barrage: Follow Charged Shot with a high damage attack.
3. Ignite: Damage over time skill, use it with spell surge.
4. Assassinate: This skill has a wider telegraph than True Shot and packs some serious punch.
5. Quick Draw: QD should be interspersed throughout steps one through four depending on skill cooldown times. Oftentimes QD is the most used skill.
6. Repeat steps one through five.



## AMP

The AMP set up is as straight forward as you would think. Focus those points into **Critical hit** if you use flame burst, because it will allow you to use it more often (it's only usable after a critical. If you don't have Flame Burst, you can put those points into **Strikethrough**. But go nuts, AMPs affect you, but not in a game crushing way if you make the wrong choice. **Power Surge** is another great choice. This increases the amount of time you can be in Spell Surge (which should ideally as much as possible).

### Assault

- **Alrmor Pierve III** (T1)
- **Assault Power III** (T1)
- **Strikethrough III** (T1)
- **Critical Surge** (T2)
- **Trigger Finger** (T2)
- **Deadly Chain** (T2)
- **Gunslinger** (T3)
- **Assassinate** (T3)
- **Surge Damage** (T3)

### Hybrid A/S

- **Critical Hit III** (T1)
- **Critical Hit Severity III** (T1)
- **Power Surge** (T2)



## Strategy

### PVE Tips

Leveling from 1 to 15 in is self explanatory whatever starting zone you're in, determinant on if you are an exile or dominion. If you play as an exile, you be placed in a multi-colored forest , Everstar Grove. The Dominion starts in another area of Nexus. This part of the guide is going to teach you how to level up in the most efficient manner.

Remember the number one rule for a spellslinger is: always be mobile. You have no reason to stand in place. You have dodge skills, these same skills that can be upgraded to do different things, so use them. Crowd control abilities will be your downfall, learn how to mitigate against these (this is mentioned in detail in the PVP section).

There are the "classic" tricks that everyone knows about. Things like creating alternate mule characters to give you extra inventory space, Killing every single enemy in sight, indiscriminately and taking quests at the same time. Quests without a doubt gave me the quickest experience, although it was entirely possible to level up from 10 to 11 simply killing same level enemies. If you are playing on a PVP server, you are essentially safe until level fifteen, until your faction's city, either Thayd for Exiles or Illium for the Dominion. Eventually you will make it to Farside and beyond, where the environment gets progressively less happy looking. Either way, you probably won't see an opposing faction member for a good time.

Every zone in the game is fairly large. The way this works is that there are multiple villages or outposts of different sizes whose sole purpose is to offer you quests and buy your junk. You should pick settler as your path if you want to make things easier. They get abilities like building a campfire that buffs and heals everyone around. They also get the ability to set up defenses and bonuses like security. These bonuses vary depending on which outpost you are at, the resources you have, as well as the path level, different from your normal level. You can build things like a taxi to help others fast travel. You stand under these machines and press F to grant you a boost in experience or a buff.



Especially at the beginning of the game, you will not have a mount, this is available once you reach level 15. You have to hoof it everywhere, so going back to an outpost to sell junk can add a significant amount of time. Fast travel by taxi is available at major outposts and cities but you have to visit them first before you can use them. Also, the smaller outposts do not have taxis unless a settler builds them. The campfire is the tip of this awesome iceberg. You can also summon. You can also summon a mailbox, a vendbot, and even a crafting station. In short, you could essentially never have to return to an outpost or town except to return a quest

Feel free to pick whatever crafting skill you think will benefit you the best. There is really no wrong choice here, but it is strongly recommended to go with the technologist/relic hunter combo. The technologist is able to make buff potions along with fairly strong healing potions. It may seem redundant to create healing potions and have the abilities, but if you are not putting your points into support, the cooldown for them can be a little long.



## PVP Tips

It is another way to gain level fast because of experience from PVP battleground missions. But you should prepare to deal with this fierce mode, if you don't practice at dodging attacks from PVE mobs enough, PVP is going to be a difficult experience for you.

However, PVP is very winnable for the spellslinger, However. Likewise, the previous builds should not be used for PVP, as PVP is highly dependent on crowd control abilities. You should utilize your ability set like so. Fully upgrade the tier for both Quick Draw and Charged Shot. This is not as important in PVE because your other abilities can do more damage to mobs. Against players, the stakes and combat are different. You need to be able to do maximum amount of damage, plus you get extra added effects like increased mobility. Then pick up another damaging move like Assassinate or Arcane Missiles. You are going to want to pick up as many abilities from the utility set as you can that utilize crowd control. Get the first three abilities, Gate, Flash Freeze, and Void Slip (in case it becomes a sticky situation). The other skill from this set you need is Base. On its own it can disorient, but if you upgrade to T8, it can give you immunity from crowd control effects for a few life saving seconds.

### General Tips.

- Know how to use the crowd control abilities correctly.
- Know how to break off those effects.
- Stay mobile!

PVP Combat in can be tense situation, and tends to revolve around the use of Crowd Control abilities. As a spellslinger, you are going to do everything to maximize to maximize mobility, while making it a living hell for your opponent to even blink. We have moves like Stun, Root, and Snare that are unlocked very early on.

These are easy and great to use in PVP, however if you use them at the wrong time, it is a waste. In order to make combat more fair, and not be stunned forever, the developers implemented a feature that makes every subsequent Crowd Control ability of the same type, less effective So hitting someone with root over and over again will only serve to give them a temporary immunity to it.



This isn't specifically mentioned in the game, but players refer to this as "diminishing returns". As of the current beta, some of these abilities don't suffer this effect. It is basically the ones that don't immobilize the player, such as knockback, pull and snare.

The effects of diminishing returns make it necessary to cooperate with your fellow faction mates. Communication is the key!. Crowd control attacks are not for trying to spam damage. You need to be able to physically aim and time things well, and only you can do that. Just pay attention, and use it when you think it is advantageous.

For example, the entire team is bunched up together like hobbits, and you have an ability that can root everyone at once. Perfect. Also time your crowd control moves with health. I mean your health, your team's health and even the opposing team's health.

Pausing the battle for a few seconds with a root or stun, and giving you the chance to heal and return the favor. Likewise, using a stun when their health is at 25% or so, will prevent them from healing, enabling you kill them. Worse comes to worse, it can be used as an escape tactic. Also some classes are inherently weak against certain crowd control effects.

Here is a simple explanation of each crowd control effect, how to use them, and how to escape their effects.

- **Stun.** This is best used against a spellcaster casting a spell, this will prevent them from doing that for a good few seconds. It will probably make them mad. If you are stunned, hit F really fast.
- **Knockdown.** This spell can interrupt casting and knockdown players. It is useful as a quick get away move, but will not keep the enemy down for long. To counter this, hit the dodge/dash button, or simply wait it out. Knockback is weaker and simply moves the enemy away.



- **Subdue.** This has some potential, if done right. Because you disarm the enemy and literally take his weapon away and chunk it somewhere, it depends on how attentive the player is. He could find it immediately, or he could not find it at all giving you plenty of time to kill him. Of course, to counter this you need to run back to your weapon. Subdue not only.

The rest of the crowd control skills do not have a mechanic like that. Instead they rely on abilities inherent to the player's class. This is why certain classes are more susceptible to snare than others.

Interrupt Armor is another mechanic like diminishing returns to be concerned about, although it is not really considered a "crowd control" ability. This is because it does the opposite of that. It is a bit difficult to understand, I will try to explain it as best as possible. Basically, you can use different levels of Interrupt Armor. Say your Interrupt Armor is 3, and someone hits you with a stun attack that only has Break Interrupt Armor of 2. He's not going to be able to stun you and also look foolish. You need to tier your skills in order to apply these effects.



## Conclusion

Playing as a spellslinger is really fun, but it also seems to be the most popular character class, this tends to be a turn off for some players. They offer some hard-hitting spells and combined with some crowd control abilities that add stun or root

This class was built to deal loads of damage over time, maximizing your maneuverability and being aware of how crowd control effects you is the key to victory. We can also play the role of the healer if we apply area-of-effect abilities. Yes, you can even be a tank if you really just want to make the game harder for yourself. Just remember, whatever abilities you pick, make sure they don't all require you to stand in place for a few seconds and charge it up.

As a spellslinger, your ability to stay alive for long periods of time depends on your ability to get away from your enemies and to keep them away. In short, if you use the dodge ability and crowd control abilities wisely, normal enemies are not going to stand a chance and you have to play as one on your feet and avoid those crowd control effects. Also, your support moves are generally the abilities that give you crowd control abilities.

Focus on trying to level up quickly in the beginning by doing as many available quests from the quests hubs as you can. At first, you have so many quests, that you can't do them all, and there is no reason to. However, your quests hubs become limited and you need to do every type of quest that you come across in order to maximize your experience.

The path you pick is based on the type of play style you like. Soldier gives you abilities that help you do more damage. Which can seem a bit redundant. However, settler offers some great benefits that make leveling easier for not only you, but others too. Explorer is also a good option. It offers a way for the player to get around the world quicker, before their mount becomes available.



Keep in mind, that a 100% DPS class will most likely get you kicked out of dungeon raids faster than having the user name Leroy Jenkins. It's great for solo and as well for dealing insane amounts of damage, but not so much with other people. The tanks will have a hard time keeping mobs off you if you are constantly nuking. Part of being a smart DPS role is knowing how to use your powers without putting everyone else at risk. People usually want a more balanced approach to dungeon raiding. That being said, if raiding isn't your thing, the entire game is soloable.

Above all, have fun. The best way to level up in this game, it is advised to come with your partner or group of people.



## List Of Spellslinger's AMPs

### Hybrid A/S

Name	Description	Power Cost	Rank
Critical Hit I	Increases Critical Hit Chance by 2%.	1	1
Critical Hit II	Increases Critical Hit Chance by 2%.	1	1
Critical Hit III	Increases Critical Hit Chance by 2%.	1	1
Critical Hit Severity I	Increases Critical Hit Severity by 4%.	1	1
Critical Hit Severity II	Increases Critical Hit Severity by 4%.	1	1
Critical Hit Severity III	Increases Critical Hit Severity by 4%.	1	1

### Support

Name	Description	Power Cost	Rank
Fogus Recovery I	Increases Fogus Recovery Rate by 0.1 per second.	1	1
Fogus Recovery II	Increases Fogus Recovery Rate by 0.1 per second.	1	1
Fogus Recovery III	Increases Fogus Recovery Rate by 0.1 per second.	1	1
Support Power I	Increases Support Power by 2.5% of your current maximum.	1	1
Support Power II	Increases Support Power by 2.5% of your current maximum.	1	1
Support Power III	Increases Support Power by 2.5% of your current maximum.	1	1
Fogus Cost I	Reduces Fogus cost of spells by 2%.	1	1
Fogus Cost II	Reduces Fogus cost of spells by 2%.	1	1
Fogus Cost III	Reduces Fogus cost of spells by 2%.	1	1



## Hybrid S/U

Name	Description	Power Cost	Rank
PvP Defense I	Increases PvP Defense by 1%.	1	1
PvP Defense II	Increases PvP Defense by 1%.	1	1
PvP Defense III	Increases PvP Defense by 1%.	1	1
Maximum Shield Capacity I	Increases Maximum Shield Capacity by 3%.	1	1
Maximum Shield Capacity II	Increases Maximum Shield Capacity by 3%.	1	1
Maximum Shield Capacity III	Increases Maximum Shield Capacity by 3%.	1	1

## Utility

Name	Description	Power Cost	Rank
Dash Regen I	Increases Dash Regeneration by 7%.	1	1
Dash Regen II	Increases Dash Regeneration by 7%.	1	1
Dash Regen III	Increases Dash Regeneration by 7%.	1	1
Cooldowns I	Increases cooldown reduction by 5%.	1	1
Cooldowns II	Increases cooldown reduction by 5%.	1	1
Cooldowns III	Increases cooldown reduction by 5%.	1	1
CC Resilience I	Increases CC Resilience by 10%.	1	1
CC Resilience II	Increases CC Resilience by 10%.	1	1
CC Resilience III	Increases CC Resilience by 10%.	1	1



## Hybrid A/U

Name	Description	Power Cost	Rank
Lifesteal I	Increases Lifesteal by 2%.	1	1
Lifesteal II	Increases Lifesteal by 2%.	1	1
Lifesteal III	Increases Lifesteal by 2%.	1	1
PvP Offense I	Increases PvP Offense by 1%.	1	1
PvP Offense II	Increases PvP Offense by 1%.	1	1
PvP Offense III	Increases PvP Offense by 1%.	1	1

## Assault

Name	Description	Power Cost	Rank
Armor Pierce I	Increases Armor Pierce By 2%.	1	1
Armor Pierce II	Increases Armor Pierce By 2%.	1	1
Armor Pierce III	Increases Armor Pierce By 2%.	1	1
Assault Power I	Increases Assault Power by 2.5% of your current maximum.	1	1
Assault Power II	Increases Assault Power by 2.5% of your current maximum.	1	1
Assault Power III	Increases Assault Power by 2.5% of your current maximum.	1	1
Strikethrough I	Increases Strikethrough Chance by 1%.	1	1
Strikethrough II	Increases Strikethrough Chance by 1%.	1	1
Strikethrough III	Increases Strikethrough Chance by 1%.	1	1