

Trait Lines

Primary Attributes		Secondary Attributes	
Power	Increase damage dealt	Expertise	Increase condition duration
Precision	Increase critical hit chance	Prowess	Increase critical hit damage
Toughness	Increase armour	Malice	Increase condition damage
Vitality	Increase health	Compassion	Increase healing
Profession specific	See below	Concentration	Increase boon duration

Profession specific

Intelligence (Elementalist)
Reduce attunement recharge

Ingenuity (Engineer)
Reduce tool belt skill recharge

Willpower (Guardian)
Decrease virtue recharge

Guile (Mesmer)
Reduce shattering recharge

Empathy (Ranger)
Improves animal attributes

Brawn (Warrior)
Increase burst skill damage

Hunger (Necromancer)
Increase size of life force pool

Cunning (Thief)
Decrease steal recharge

Boons			
Aegis	Block the next attack. <i>Exclusive to Guardians</i>	Fury+	20% Critical Chance increase.
Might*	X damage per attack increase.	Protection+	33% damage reduction.
Regeneration+	Regenerates X health per second.	Retaliation+	Does X damage to an opponent each time they hit you.
Swiftness+	33% movement speed increase.	Vigor+	Faster Endurance regeneration.

Conditions			
Bleeding*	Inflicts X damage per second.	Blind	Causes the target's next hit to miss instead
Burning+	Inflicts X damage per second	Chilled+	66% movement speed reduction & 66% slower skill recharge while active.
Confusion*	Inflicts X damage each time a foe uses a skill.	Crippled+	Target moves 50% slower.
Fear	Causes the target to run directly away from the caster.	Immobilized+	Immobilizes and prevents Dodge.
Poison+	Inflicts X damage per second. Reduces outgoing heals by 33%.	Vulnerability*	X armour reduction.
Weakness+	50% of attacks are glancing and endurance regeneration is reduced by 50%.	* Stacks intensity + Stacks duration	



Options

Auto Loot

Fast-Cast Ground Targeting

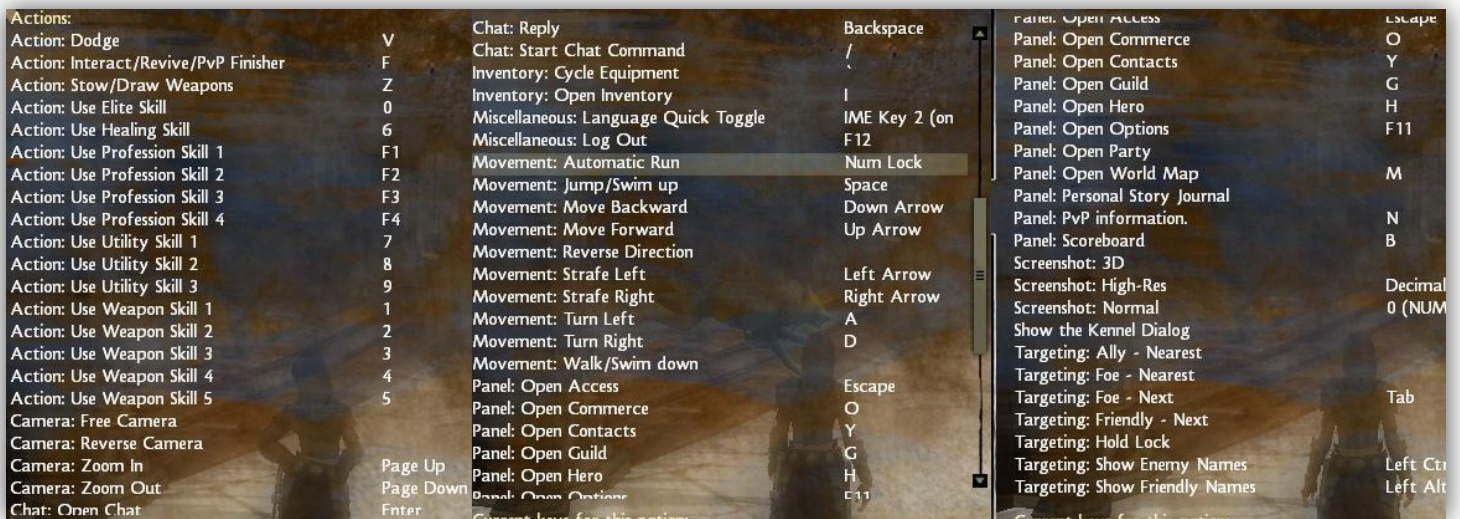
Show Skill Recharge

Keybindings

Action: Stow/Draw Weapons (more of an immersion/RP aspect or if you want to always see the Charr running on all fours)

Inventory: Cycle Equipment (This is your weapon set swapping key as well as to drop environment weapons)

Movement: Automatic Run



Screenshot: High-Res (don't need to hide UI, takes in Hi-Res, depending on computer may lag screen a second and it takes better screenshots than current graphics if you're on lower settings)

Screenshot: Normal (have to hide UI for these, taken with current graphic settings and screen resolution)

We can now bind with modifiers.

Misc. Tips

To hide UI: [Ctrl + Shift + H]

Set/Deselect auto-cast ability: [Ctrl + Right Click]

To trade with other players, mail it to them.

Green > **Blue**, & White is better than nothing!

Weapon/Armour Vendor's sell white item's that scale in level during your adventure. This means you can cheaply upgrade harder to get item slots to be more level appropriate if need be.

Traveling to any main city to play/explore is easy!

Open your PvP tab (under Hero Panel), go to the Mists.

From there is an Asura Gate to Lions Arch.

Lions Arch has a section with Asura Gate's to all 5 racial cities.

When you get where you want to be make sure you walk by at least 1 waypoint; having a waypoint will allow you to return easily from anywhere in the world for a small price.

Many quest rewards (money) and rewards for 100% completion of a zone are found in your mail, glance to the top left corner every once in a while.

Bank Storage

To transfer items or money to your alt characters you put it in your bank.

Bank Storage is shared for all characters, this means items, collectibles, and money can be stored like this. Items bound to a single character can be stored but not used by any other characters.

Collectibles (crafting materials, collectable pets) can be mailed directly to bank storage into their own collectible section that doesn't interfere with regular bank storage. Right click the item in your bag and select "Mail Collectible"

GROUP/PARTY

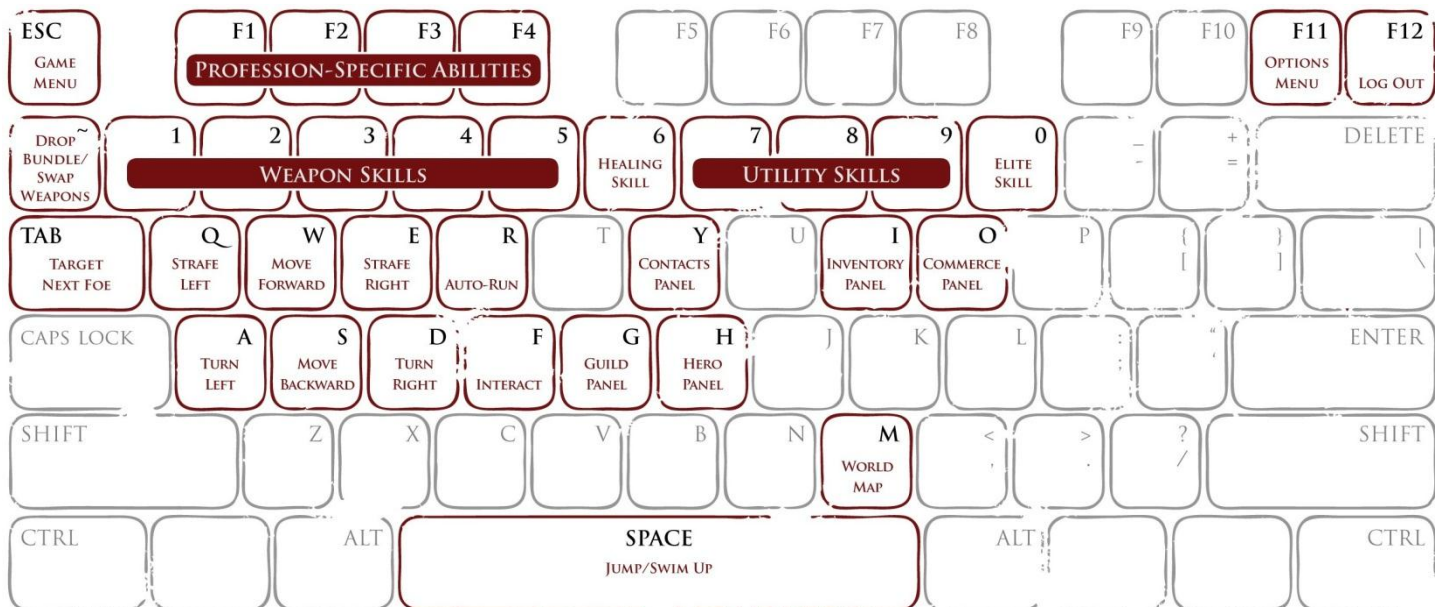
Key Command	Description
/invite [name]	Invite a player to join your party
/join [name]	Request to join a player's party
/leave	Leave your current party
/kick [name]	Vote to kick a party member
Ctrl+T	Suggest a target to your party

CHAT

Key Command	Description
Enter	Begin/send a message to the current channel
Tab (with chat panel active)	Cycle through chat tabs
/l or /local [message]	Message nearby players
/p or /party [message]	Message your party
/g or /guild [message]	Message your guild
/team [message]	Message all players on your team in world vs. world
/squad [message]	Message all players in your WvW squad (commander only)
/t , /tell , /w , or /whisper [name], [message]	Send a private message to a player
/r , /reply , or Backspace	Reply to the most recent private message
Shift+left-click an item	Link the item stats in chat
Shift+left-click a waypoint	Link the waypoint location in chat

SOCIAL

Key Command	Description
/friend [name]	Add a player to your contact list
/block or /ignore [name]	Prevent a player from contacting you in any way
/unblock or /unignore [name]	Remove a player from your blocked list
/LFG [on/off]	Toggle "looking for group"
/AFK [on/off]	Toggle "away from keyboard"
/invisible [on/off]	Toggle offline status on other contact lists



WEAPONS USED BY EACH PROFESSION

Main-Hand Weapons	Elementalist	Engineer	Guardian	Mesmer	Necromancer	Ranger	Thief	Warrior
Axe					✓	✓		✓
Dagger	✓				✓		✓	
Mace			✓					✓
Pistol		✓					✓	
Scepter	✓		✓	✓	✓			
Sword			✓	✓		✓	✓	✓
Two-Handed Weapons	Elementalist	Engineer	Guardian	Mesmer	Necromancer	Ranger	Thief	Warrior
Greatsword			✓	✓		✓		✓
Hammer			✓					✓
Longbow						✓		✓
Rifle		✓						✓
Shortbow						✓	✓	
Staff	✓		✓	✓	✓			
Off-Hand Weapons	Elementalist	Engineer	Guardian	Mesmer	Necromancer	Ranger	Thief	Warrior
Axe						✓		✓
Dagger	✓				✓	✓	✓	
Focus	✓		✓	✓	✓			
Mace								✓
Pistol		✓		✓			✓	
Shield		✓	✓					✓
Sword				✓				✓
Torch			✓	✓		✓		
Warhorn					✓	✓		✓
Underwater Weapons	Elementalist	Engineer	Guardian	Mesmer	Necromancer	Ranger	Thief	Warrior
Harpoon Gun		✓				✓	✓	✓
Spear			✓	✓	✓	✓	✓	✓
Trident	✓		✓	✓	✓			