Tyrian Rain

A Risk of Rain 2 modification



The professions of Guild Wars 2 converted to Risk of Rain 2 as characters: nine unique playstyles with customizable loadouts and unlockables.

Phase 1 – Tyrian Rain: core professions; Guardian, Revenant, Warrior, Engineer, Ranger, Thief, Elementalist, Mesmer and Necromancer.

Phase 2 – Maguuma Monsoon: first batch of elite specializations, augmenting the way the core professions are played with a unique twist; Dragonhunter, Herald, Berserker, Scrapper, Druid, Daredevil, Tempest, Chronomancer and Reaper.

Phase 3 – Elonian Deluge: second batch of elite specializations, augmenting the way the core professions are played with a unique twist; Firebrand, Renegade, Spellbreaker, Holosmith, Soulbeast, Deadeye, Weaver, Mirage and Scourge.

Phase 4 – Canthan Torrent: third batch of elite specializations, augmenting the way the core professions are played with a unique twist; Willbender, Vindicator, Bladesworn, Mechanist, Untamed, Specter, Catalyst, Virtuoso and Harbinger.

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# Tyrian Rain

## Attack Chains

Most characters have a primary attack chain, meaning that if a primary attack connects it will progress to another attack in the chain. The final strike of an attack chain is powerful and may have unique effects depending on the character and weapon.

## Traits and Leveling

All characters gain access to the Trait system, gaining additional mechanics as they level throughout a Risk of Rain 2 run. Adept, Master and Grandmaster traits are available at levels five, ten and fifteen. A regular Risk of Rain 2 run should reach level fifteen at around the penultimate stage, or during the final stage.

## Guardian

*Guardians are devoted fighters who protect their allies and smite their enemies by drawing from the power of their virtues.*

The Guardian is a durable character with a focus on sustaining themselves with healing and damage mitigation, and damaging foes by burning them. Their unique ability is their Virtues, providing passive effects to the Guardian and, when activated, provide strong effects for a short period of time for themselves and allies. Virtues, when activated, no longer grant their passive effects during cooldown. The Guardian can select one of two weapons: the greatsword, a versatile weapon with many offensive capabilities, and the staff, a supportive weapon granting buffs and healing to you and your allies.

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|  | **Virtue of Justice** | **Virtue**: burn foes every five attacks.  **Activate**: you and your allies inflict burning on the next three attacks.  Cooldown: 10 seconds |
|  | **Virtue of Resolve** | **Virtue**: regenerate 1% of maximum health every second.  **Activate**: heal yourself and nearby allies for 25% of maximum health.  Cooldown: 15 seconds |
|  | **Virtue of Courage** | **Virtue**: gain Aegis every ten seconds.  **Activate**: grant five stacks of Aegis to yourself and nearby allies.  Cooldown: 20 seconds |

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|  | **Primary Chain #1 Strike** | **Attack Chain**. Strike your foe, dealing 150% damage. *Chains into Vengeful Strike.* |
|  | **Primary Chain #2 Vengeful Strike** | **Attack Chain**. Strike your foe again, dealing 200% damage. *Chains into Wrathful Strike.* |
|  | **Primary Chain #3**  **Wrathful Strike** | **Attack Chain Ender**. Attack with a final, powerful strike that grants Might for each foe struck, dealing 350% damage. |
|  | **Secondary**  **Whirling Wrath** | Spin in place and swing your greatsword while hurling six projectiles, hitting three times for a total of 2000% damage and 150% damage per projectile.  Cooldown: 5 seconds. |
|  | **Utility**  **Leap of Faith** | **Movement**. Leap forward, blinding foes on landing and healing 2% of maximum health for each foe hit, dealing 300% damage.  Cooldown: 8 seconds. |
|  | **Special #1**  **Binding Blade** | Throw five blades at nearby foes, causing 3000% damage over ten seconds. Bound foes can be pulled to you using *Pull*.  Cooldown: 14 seconds. |
|  | **Special #2**  **Pull** | **Chain**. Pull bound foes towards you, stunning them for three seconds and dealing 250% damage. |

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|  | **Primary Chain #1 Bolt of Wrath** | **Attack Chain**. Fire a bolt for 100% damage. *Chains into Searing Light.* |
|  | **Primary Chain #2 Searing Light** | **Attack Chain**. Fire a projectile that explodes upon impact for 200% damage. *Chains into Seeking Judgment.* |
|  | **Primary Chain #3**  **Seeking Judgment** | **Attack Chain Ender**. Fire a seeking projectile that explodes upon contact for 350% damage. |
|  | **Secondary**  **Holy Strike** | Mark an area for judgment, rapidly healing allies for 20% of maximum health and then blasting foes in the area for 500% damage.  Cooldown: 3 seconds. |
|  | **Utility**  **Line of Warding** | Create a line in front of you that blocks projectiles and blocks foes from crossing.  Cooldown: 10 seconds. |
|  | **Special**  **Empower** | Heal yourself and allies for 50% of maximum health, granting Might, Stability and Protection.  Cooldown: 15 seconds. |

The Guardian’s traits enhance their Virtues, granting additional effects alongside the ones they already have.

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|  | **Level 5 Renewed Wrath** | Virtue of Justice’s cooldown is reduced by 100% upon killing a foe.  Burning an Elite enemy with Virtue of Justice will instead inflict five stacks of burning with doubled duration. |
|  | **Level 10**  **Shared Resolve** | Nearby allies are also healed by Virtue of Resolve’s passive effect.  Grant Protection to yourself and nearby allies every ten seconds. |
|  | **Level 15**  **Aggressive Aegis** | Base damage is doubled when under the effect of Aegis.  Blocking an attack with Aegis will cause an explosion around you, dealing 300% damage, which cannot critically hit. |

## Revenant

*Heavily armored and equipped with the otherworldly powers of the Mists, revenants channel Tyria’s legends to slaughter foes and unleash chaos on the battlefield.*

The Revenant channels Tyria’s Legends to augment their powers, completely changing their loadout at a moment’s notice to suit the situation. Instead of just handling cooldowns, the Revenant will have to handle a resource called Energy, which regenerates over time and is spent on using their abilities. Along with invoking Legends, the Revenant can refresh their bond with their Legend by using Ancient Echo, regaining Energy and gaining Legend-specific effects. The Revenant can select any combination of two Legends.

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|  | **Legendary Assassin, Shiro Tagachi** | Invoke the power of the legendary assassin Shiro Tagachi, gaining access to two longswords and heavily direct-damaging skills. *I demand that you release me!* |
|  | **Primary Chain #1**  **Preparation Thrust** | **Attack Chain**. Stab your foe with your sword, inflicting Vulnerability and dealing 150% damage. *Chains into Brutal Blade.* |
|  | **Primary Chain #2**  **Brutal Blade** | **Attack Chain**. Slice foes in front of you, inflicting Vulnerability and dealing 200% damage. *Chains into Rift Slash.* |
|  | **Primary Chain #3**  **Rift Slash** | **Attack Chain Ender**. Slash foes in front of you for 300% damage, creating a rift on them that explodes after a short delay dealing 400% damage. |
|  | **Secondary**  **Chilling Isolation** | Strike all nearby foes for 200% damage, then release a burst of mist energy that deals a second strike for 500% damage, inflicting Chill.  Cooldown: 2 seconds. Energy cost: 20. |
|  | **Utility**  **Riposting Shadows** | **Movement**.Dodge backwards, removing all movement-impairing debuffs and gaining Fury.  Cooldown: 3 seconds. Energy cost: 40 |
|  | **Special**  **Impossible Odds** | **Toggle**. Empower yourself with Shiro’s incredible speed and destructive prowess, gaining 50% movement speed and striking foes an additional time on hit for 200% damage.  Cooldown: 0 seconds. Energy cost: 5/s. |
|  | **Ancient Echo**  **Shiro’s Wrath** | Regain 50 Energy. Become invisible for two seconds and gain five stacks of Might.  Cooldown: 15 seconds. |

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|  | **Legendary Dwarf, Jalis Ironhammer** | Invoke the power of the legendary dwarf Jalis Ironhammer, gaining access to a hammer and defensive skills. *Stone is patient, but I hunger for battle!* |
|  | **Primary**  **Hammer Bolt** | Hurl an ethereal copy of your hammer toward your foes, dealing 300% damage along its path. |
|  | **Secondary**  **Drop the Hammer** | Summon a massive hammer from the Mists to strike the ground in front of you, dealing 500% damage and stunning foes.  Cooldown: 4 seconds. Energy cost: 20. |
|  | **Utility**  **Forced Engagement** | Launch a chain towards your target and at foes around your target. When the chain connects with a foe, it Slows and Taunts them, forcing them to target you over others. You take 90% less damage from Taunted foes.  Cooldown: 5 seconds. Energy cost: 40 |
|  | **Special**  **Vengeful Hammers** | **Toggle**. Invoke hammers to circle around you, damaging foes for 150% damage per hit, healing you for 2% of maximum health per hit and reducing incoming damage by 20%.  Cooldown: 0 seconds. Energy cost: 5/s. |
|  | **Ancient Echo**  **Jalis’ Protection** | Regain 50 Energy. Gain Protection for five seconds and become immune to all debuffs for five seconds.  Cooldown: 15 seconds. |

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|  | **Legendary Demon, Mallyx the Unyielding** | Invoke the power of the legendary demon Mallyx the Unyielding, gaining access to a mace and powerful damage-over-time skills. *At last, now I shall feast on their anguish!* |
|  | **Primary #1**  **Misery Swipe** | **Attack Chain.** Swing your mace at your foe, dealing 75% damage and inflicting Torment. *Chains into Anguish Swipe.* |
|  | **Primary #2**  **Anguish Swipe** | **Attack Chain.** Sweep your mace back for a second blow, dealing 100% damage and inflicting Torment. *Chains into Manifest Toxin.* |
|  | **Primary #3**  **Manifest Toxin** | **Attack Chain Ender.** Deliver a crushing blow that sends toxic energy chaining to enemies behind each target, dealing 150% damage and inflicting Poison. |
|  | **Secondary**  **Searing Fissure** | Smash your mace into the ground, causing flames to erupt from the Mists, dealing 200% damage and inflicting multiple stacks of Burning.  Cooldown: 3 seconds. Energy cost: 15. |
|  | **Utility**  **Call to Anguish** | **Movement.** Leap forward and pull foes towards your landing point, dealing 150% damage and inflicting Chilled and Torment.  Cooldown: 4 seconds. Energy cost: 35 |
|  | **Special**  **Embrace the Darkness** | **Toggle.** Host the legendary demon within your body, pulsing Torment to nearby foes. Using skills that cost Energy doubles the amount of Torment pulsed on the next pulse.  Cooldown: 0 seconds. Energy cost: 5/s. |
|  | **Ancient Echo**  **Mallyx’s Torment** | Regain 50 Energy. Gain Resistance for five seconds and explode in a Tormenting Mist, inflicting Torment around you.  Cooldown: 15 seconds. |

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|  | **Legendary Centaur, Ventari** | Invoke the power of the legendary centaur Ventari, gaining access to a staff and supportive skills. *Together, we shall gallop!* |
|  | **Primary #1**  **Rapid Swipe** | **Attack Chain**. Swipe your staff at your foe for 150% damage. *Chains into Forceful Bash.* |
|  | **Primary #2**  **Forceful Bash** | **Attack Chain**. Bash your foe with your staff for 200% damage. *Chains into Rejuvenating Assault.* |
|  | **Primary #3**  **Rejuvenating Assault** | **Attack Chain Ender.** Cleave foes around you with your staff for 250% damage, healing nearby allies for 10% of maximum health. |
|  | **Secondary**  **Mender’s Rebuke** | Smash the ground in front of you to damage foes. After a delay, allies in the area are healed for 20% of maximum health, instead healing 30% of maximum health if a foe was struck with the same attack.  Cooldown: 5 seconds. Energy cost: 25. |
|  | **Utility**  **Energy Expulsion** | Force energy to erupt from yourself, launching nearby foes and healing nearby allies for 50% of maximum health.  Cooldown: 7 seconds. Energy cost: 40 |
|  | **Special**  **Project Tranquility** | **Toggle**. Hold the Tablet of Ventari, healing allies near you for 2% of maximum health per second. Grant Protection every five seconds.  Cooldown: 0 seconds. Energy cost: 5/s. |
|  | **Ancient Echo**  **Ventari’s Refreshment** | Regain 50 Energy. Grant Regeneration for five seconds and heal nearby allies for 10% of maximum health.  Cooldown: 15 seconds. |

The Revenant’s traits enhance their Legends, granting passive effects and effects upon invoking them.

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|  | **Level 5**  **Notoriety** | **Legendary Assassin**: deal 25% more damage.  **Legendary Dwarf**: receive 25% less damage.  **Legendary Demon**: Torment deals 50% more damage.  **Legendary Centaur**: heal 2.5% more of maximum health. |
|  | **Level 10**  **Charged Song** | Invoking a Legend while at or below 10 Energy grants 25 extra Energy to your new Legend.  **Legendary Assassin**: strike enemies around you for 100% damage, inflicting five stacks of Vulnerability and gaining one second of Quickness per foe hit.  **Legendary Dwarf**: strike enemies around you for 100% damage, inflicting Weakness and gaining 5% Barrier per foe hit.  **Legendary Demon**: strike enemies around you for 50% damage, inflicting Torment and Poison.  **Legendary Centaur**: heal allies around you for 10% of maximum health and grant Regeneration. |
|  | **Level 15**  **Battle Scarred** | Gain one stack of Battle Scars when hit by a foe. Remove a stack of Battle Scars upon hitting a foe, healing yourself for 3% of maximum health. |

## Warrior

*Warriors are masters of weaponry who rely on speed, strength, toughness and heavy armor to survive in battle. Adrenaline fuels their offensive power–the longer warriors stay in a fight, the more dangerous they become.*

The Warrior is a menace on the battlefield, using a unique resource to fuel their bone-shattering blows: Adrenaline. Using Adrenaline, the Warrior can execute a Burst Attack unique to a weapon, often paired with powerful effects. The Warrior has a large selection of weapons to choose from, and can carry two of them into battle.

Greatsword: long range, medium damage, versatile and mobile.  
Hammer: focus on crowd-control, slow but high damage.  
Dual Axes: very high damage, fast, low range.  
Sword and Shield: damage-over-time, defensive, mobile.  
Mace and Warhorn: supportive, crowd-control.  
Rifle: long-range damage, slow.  
Longbow: long-range damage-over-time, slow.

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|  | **Adrenaline** | Gain 1 Adrenaline for every 500% damage inflicted. Gain 1 Adrenaline for every 50% of maximum health damage taken. Gain Adrenaline on certain weapon attacks.  Adrenaline decays while ‘out of combat’, having not taken or dealt damage in the last five seconds.  Maximum Adrenaline: 30. Every 10 Adrenaline is one ‘bar’ of Adrenaline, and thus one Level of Adrenaline. |
|  | **Weapon Swap** | Swap between the two selected weapons in your loadout.  Cooldown: 10 seconds. |

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|  | **Primary Chain #1 Greatsword Swing** | **Attack Chain**. Slash your foe, dealing 150% damage. *Chains into Greatsword Slice.* |
|  | **Primary Chain #2 Greatsword Slice** | **Attack Chain.** Slice your foe, dealing 250% damage. *Chains into Brutal Strike.* |
|  | **Primary Chain #3**  **Brutal Strike** | **Attack Chain Ender**. Hit your foe with a final brutal strike, dealing 350% damage. *Gain 1 Adrenaline on hit.* |
|  | **Secondary**  **Bladetrail** | Throw your greatsword at your foe so that it returns to you, dealing 300% damage and Crippling foes along the way. *Gain 1 Adrenaline on hit, once per foe struck.* Cooldown: 4 seconds. |
|  | **Utility**  **Whirlwind Attack** | **Movement**. Whirl forward, slashing foes along your path for 350% damage. You are invulnerable during this skill. *Gain 2 Adrenaline on hit.* Cooldown: 6 seconds. |
|  | **Special**  **Hundred Blades** | Repeatedly strike in front of you, dealing 8x200% damage and finally 1000% damage on the final strike. *Gain 3 Adrenaline on hit.*  Cooldown: 10 seconds. |
|  | **Burst**  **Arcing Slice** | **Burst.** Deliver a circular attack to foes around, dealing 2000% damage and gaining Fury. Deal double damage to foes under 50% health, and deal triple damage to foes under 25% health.  Lv.1: gained Fury lasts for three seconds.  Lv.2: gained Fury lasts for five seconds.  Lv.3: gained Fury lasts for ten seconds.  Cooldown: 5 seconds. |

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|  | **Primary Chain #1 Hammer Swing** | **Attack Chain**. Bash your foe for 100% damage. *Chains into Hammer Bash.* |
|  | **Primary Chain #2 Hammer Bash** | **Attack Chain**. Bash your foe again for 150% damage. *Chains into Hammer Smash.* |
|  | **Primary Chain #3**  **Hammer Smash** | **Attack Chain Ender**. Smash the ground, damaging nearby foes for 300% damage. *Gain 1 Adrenaline on hit.* |
|  | **Secondary**  **Fierce Blow** | Weaken your foe with a fierce blow, dealing 300% damage and dealing double damage when striking a controlled foe. *Gain 1 Adrenaline on hit.*  Cooldown: 4 seconds. |
|  | **Utility**  **Staggering Blow** | Push back nearby foes with a staggering blow for 300% damage.  *Gain 2 Adrenaline on hit.*  Cooldown: 6 seconds. |
|  | **Special**  **Backbreaker** | Knock down all in your path for 500% damage, knocking Weakened foes down for twice as long. Recharges Fierce Blow if you control a foe with this skill. *Gain 3 Adrenaline on hit.*  Cooldown: 10 seconds. |
|  | **Burst**  **Earthshaker** | **Burst**. Leap forward and slam your hammer down, dealing 2000% damage and stunning foes.  Lv.1: stun duration is one second.  Lv.2: stun duration is three seconds.  Lv.3: stun duration is five seconds.  Cooldown: 5 seconds. |
|  | **Primary Chain #1 Chop** | **Attack Chain**. Chop your foe for 200% damage. *Chains into Double Chop.* |
|  | **Primary Chain #2 Double Chop** | **Attack Chain**. Chop your foe twice for 2x200% damage. *Chains into Triple Chop.* |
|  | **Primary Chain #3**  **Triple Chop** | **Attack Chain Ender**. Deliver three final chops to your foe for 3x200% damage. *Gain 1 Adrenaline on hit.* |
|  | **Secondary**  **Throw Axe** | Throw an axe that cripples foes for 300% damage, dealing double damage on foes below 50% health and triple damage on foes below 25% health. *Gain 1 Adrenaline on hit.*  Cooldown: 4 seconds. |
|  | **Utility**  **Cyclone Axe** | Spin around and attack all nearby foes, dealing 400% damage and gaining Fury, slightly lifting yourself from the ground.  *Gain 2 Adrenaline on hit.*  Cooldown: 6 seconds. |
|  | **Special**  **Whirling Axe** | Spin and attack nearby foes, dealing 15x400% damage over five seconds. You move 50% faster during this skill.  *Gain 3 Adrenaline on hit.* Cooldown: 10 seconds. |
|  | **Burst**  **Eviscerate** | **Burst**. Leap forward at your foe with a devastating attack, dealing more damage depending on Adrenaline Level.  Lv.1: deal 2000% damage.  Lv.2: deal 6000% damage.  Lv.3: deal 12000% damage.  Cooldown: 5 seconds. |

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|  | **Primary Chain #1 Sever Artery** | **Attack Chain**. Slash your foe for 100% damage, inflicting Bleeding. *Chains into Gash.* |
|  | **Primary Chain #2 Gash** | **Attack Chain**. Gash your foe for 150% damage, inflicting Bleeding. *Chains into Hamstring.* |
|  | **Primary Chain #3**  **Hamstring** | **Attack Chain Ender**. Cripple your foe with a precise slash, dealing 200% damage and inflicting Bleeding. *Gain 1 Adrenaline on hit.* |
|  | **Secondary**  **Shield Bash** | Bash your foe with your shield for 200% damage, stunning them. *Gain 1 Adrenaline on hit.* Cooldown: 4 seconds. |
|  | **Utility**  **Savage Leap** | Lunge forward and cripple foes along the way with your sword, dealing 300% damage. *Gain 2 Adrenaline on hit.* Cooldown: 6 seconds. |
|  | **Special**  **Shield Stance** | Block any and all attack for five seconds.  *Gain 1 Adrenaline per hit taken.* Cooldown: 10 seconds. |
|  | **Burst**  **Flurry** | **Burst**. Immobilize your foes with a flurry of bleeding strikes, dealing 1000% damage over ten strikes.  Lv.1: inflict five stacks of Bleeding.  Lv.2: inflict ten stacks of Bleeding.  Lv.3: inflict twenty stacks of Bleeding.  Cooldown: 5 seconds. |

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|  | **Primary Chain #1 Mace Smash** | **Attack Chain**. Smash your foe for 200% damage. *Chains into Mace Bash.* |
|  | **Primary Chain #2 Mace Bash** | **Attack Chain**. Bash your foe for 300% damage. *Chains into Pulverize.* |
|  | **Primary Chain #3**  **Pulverize** | **Attack Chain Ender**. Thrash your foe, weakening them and dealing 400% damage. *Gain 1 Adrenaline on hit.* |
|  | **Secondary**  **Crushing Blow** | Crush your opponent’s armor, leaving them Vulnerable and dealing 300% damage. *Gain 1 Adrenaline on hit.* Cooldown: 4 seconds. |
|  | **Utility**  **Charge** | Grant Swiftness and Quickness while removing any movement-inhibiting debuffs. *Gain 2 Adrenaline.* Cooldown: 6 seconds. |
|  | **Special**  **Call of Valor** | Remove all debuffs and gain 20% Barrier and Vigor.  *Gain 3 Adrenaline.* Cooldown: 10 seconds. |
|  | **Burst**  **Skull Crack** | **Burst**. Stun your foe with a skull crack, dealing 2000% damage.  Lv.1: stun duration is one second.  Lv.2: stun duration is three seconds.  Lv.3: stun duration is five seconds.  Cooldown: 5 seconds. |

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|  | **Primary**  **Fierce Shot** | Fire a shot at your target, dealing 250% damage. *Gain 1 Adrenaline if striking a Vulnerable target.* |
|  | **Secondary**  **Volley** | Fire a volley of shots at your foe, dealing 5x200% damage and inflicting Vulnerability on each hit. *Gain 1 Adrenaline on hit.*  Cooldown: 4 seconds. |
|  | **Utility**  **Brutal Shot** | Immobilize your foe and evade backward, dealing 300% damage. *Gain 2 Adrenaline.* Cooldown: 6 seconds. |
|  | **Special**  **Explosive Shell** | Shoot an explosive round that explodes on contact, dealing 500% damage in a small radius. *Gain 3 Adrenaline.*  Cooldown: 10 seconds. |
|  | **Burst**  **Kill Shot** | **Burst**. Fire a powerful shot.  Lv.1: deal 2000% damage.  Lv.2: deal 6000% damage.  Lv.3: deal 12000% damage.  Cooldown: 5 seconds. |

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|  | **Primary**  **Dual Shot** | Shoot a pair of arrows at your foe, dealing 2x100% damage and inflicting Burning per arrow. |
|  | **Secondary**  **Fan of Fire** | Fire a spread of three flaming arrows, dealing 3x150% damage and inflicting Burning per arrow. *Gain 1 Adrenaline on hit.*  Cooldown: 4 seconds. |
|  | **Utility**  **Pin Down** | Fire an arrow that bleeds and immobilizes your target, dealing 300% damage. *Gain 2 Adrenaline.* Cooldown: 6 seconds. |
|  | **Special**  **Arcing Arrow** | Shoot a slow, arcing arrow that explodes on impact for 500% damage, inflicting Burning. *Gain 3 Adrenaline.*  Cooldown: 10 seconds. |
|  | **Burst**  **Combustive Shot** | **Burst**. Fire a combustive arrow, incinerating a small area.  Lv.1: inflict three stacks of Burning per second.  Lv.2: inflict five stacks of Burning per second.  Lv.3: inflict ten stacks of Burning per second.  Cooldown: 5 seconds. |

The Warrior’s traits enhance their Weapon Swap, Burst Attacks and grants the ability to resist certain death.

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|  | **Level 5 Fast Hands** | The cooldown of Weapon Swap is reduced by 50%. Swapping weapons grants a small damage boost for three seconds. |
|  | **Level 10**  **Burst Precision** | Bursts will always critically hit. The effect of Fury is doubled. |
|  | **Level 15**  **Vengeful Return** | If you would die, instead become invulnerable for five seconds. Upon killing your would-be killer, restore 100% of maximum health and gain 100% Barrier. Upon failing to kill your would-be killer, die.  Cooldown: 60 seconds. |

## Engineer

*Masters of mechanical mayhem, engineers love to tinker with explosives, elixirs and all manner of hazardous gadgets.*

The Engineer is a jack of all trades but a master of none, being able to fulfill any role with their versatile loadout options. Their unique mechanic is their Toolbelt, granting three extra skills based on the selected loadout. The Engineer can select, mix and match from a variety of abilities.

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|  | **Primary #1 Fragmentation Shot** | Fire a shot that bleeds the impacted target for 200% damage and then shatters, dealing 100% damage to nearby enemies. |
|  | **Primary #2 Flame Jet** | Spray fire in a cone pattern for 10x30% damage, burning foes on the final hit. Deal 10% bonus damage to burning targets. |
|  | **Primary #3**  **Mortar Shot** | Launch an explosive round from your mortar, dealing 300% damage in a large radius. |
|  | **Primary Chain #4.1**  **Smack** | **Attack Chain.** Smack your foe for 100% damage. Repairs turrets for 5% of maximum health. *Chains into Whack.* |
|  | **Primary Chain #4.2**  **Whack** | **Attack Chain.** Whack your foe for 150% damage. Repairs turrets for 10% of maximum health. *Chains into Thwack.* |
|  | **Primary Chain #4.3**  **Thwack** | **Attack Chain Ender.** Thwack your foe for 250% damage, crippling them. Repairs turrets for 20% of maximum health. |

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|  | **Secondary #1 Poison Dart Volley** | Fire a volley of darts that poison foes, dealing 5x75% damage. *Grants Poison Grenade as Toolbelt skill.* |
|  | **Toolbelt #1**  **Poison Grenade** | **Toolbelt.** Throw several grenades that explode in poisonous blasts, dealing 3x150% damage. |
|  | **Secondary #2 Flame Blast** | Fire a napalm ball that rolls through foes and eventually explodes, dealing 500% damage in a large radius. Deal 10% bonus damage to burning targets. *Grants Incendiary Ammo as Toolbelt skill.* |
|  | **Toolbelt #2**  **Incendiary Ammo** | **Toolbelt.** Burn foes with your next five attacks. |
|  | **Secondary #3**  **Throw Mine** | Throw out a land mine that deals 500% damage and launches foes. *Grants Mine Field as Toolbelt skill.* |
|  | **Toolbelt #3**  **Mine Field** | **Toolbelt.** Plant five mines around yourself, dealing 5x150% damage. |
|  | **Secondary #4**  **Glob Shot** | Fire a bouncing glob that cripples foes and grants Swiftness to you and your allies, bouncing up to three times and dealing 200% damage. *Grants Healing Mist as Toolbelt skill.* |
|  | **Toolbelt #4**  **Healing Mist** | **Toolbelt**. Vent a healing mist, granting Regeneration to you and nearby allies. |

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|  | **Utility #1 A.E.D.** | Activate your A.E.D., enabling the system to heal you for 20% of maximum health after a brief period of time. If you take lethal damage while the A.E.D. is active, it ends and heals you for 50% of maximum health. *Grants Static Shock as Toolbelt skill.* |
|  | **Toolbelt #1**  **Static Shock** | **Toolbelt.** Use your A.E.D. to stun enemies in a cone in front of you for three seconds. |
|  | **Utility #2 Rocket Boots** | Launch yourself forward, removing movement-impairing debuffs and damaging foes with your rocket exhaust for 300% damage. *Grants Rocket Kick as Toolbelt skill.* |
|  | **Toolbelt #2**  **Rocket Kick** | **Toolbelt.** Use your rocket boots to do an explosive kick for 500% damage, burning foes. |
|  | **Utility #3**  **Healing Turret** | Deploy a turret that heals you for 10% of maximum health, then pulses Regeneration in a large radius every five seconds. *Grants Regenerating Mist as Toolbelt skill.* |
|  | **Toolbelt #3**  **Regenerating Mist** | **Toolbelt.** Release a mist of healing liquid to heal yourself and nearby allies for 10% of maximum health. |
|  | **Utility #4**  **Elixir S** | Drink Elixir S to shrink yourself, becoming invulnerable for three seconds. *Grants Toss Elixir S as Toolbelt skill.* |
|  | **Toolbelt #4**  **Toss Elixir S** | **Toolbelt**. Toss Elixir S, granting stealth and superspeed to allies in the target area. |

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|  | **Special #1 Bomb** | Set an explosive that damages nearby foes for 1000% damage after one second. *Grants Big Ol’ Bomb as Toolbelt skill.* |
|  | **Toolbelt #1**  **Big Ol’ Bomb** | **Toolbelt.** Set a timed charge with a big blast that launches nearby foes, dealing 2000% damage after two seconds. |
|  | **Secondary #2 Elixir X** | Drink Elixir X to temporarily become a rampaging Berserker or a whirling Tempest, gaining new skills. *Grants Toss Elixir X as Toolbelt skill.* |
|  | **Toolbelt #2**  **Toss Elixir X** | **Toolbelt.** Toss your Elixir X, transforming enemies at the location into weak Level 1 Beetles for three seconds. *Does not work on bosses.* |
|  | **Secondary #3**  **Supply Crate** | Request a supply drop of turrets, placing a Rifle Turret, Flame Turret and Thumper Turret at the targeted location. *Grants Med Pack Drop as Toolbelt skill.* |
|  | **Toolbelt #3**  **Med Pack Drop** | **Toolbelt.** Call down a supply drop of med packs at the targeted location, healing 5x20% of maximum health. |
|  | **Secondary #4**  **Mortar Strike** | Fire a shelling of mortar rounds, progressing through explosive, poisonous, chilling, blinding and finally healing rounds, dealing 500% damage each. *Grants Orbital Strike as Toolbelt skill.* |
|  | **Toolbelt #4**  **Orbital Strike** | **Toolbelt**. Call down energy from the sky to blast an area for 1500% damage. |

The Engineer’s traits enhance their Toolbelt skills, granting additional effects alongside the ones they already have.

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|  | **Level 5 Soothing Detonation** | Heal nearby allies for 5% of maximum health when using a Toolbelt skill. Grant nearby allies 10% Barrier when using a Toolbelt skill. |
|  | **Level 10**  **Emergency Enclosure** | Grant Protection and Might to nearby allies when using a Toolbelt skill. Gain 30% Barrier when struck below 33% health. |
|  | **Level 15**  **Mechanized Discharge** | Toolbelt skills gain 15% reduced recharge. Discharge a bolt of lightning for 200% damage to nearby enemies whenever you use a Toolbelt skill. |