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Guild wars 2 ranger leveling guide 2019

Loading ElementalistEngineerGuardianMesmerNecromancerRevenantRangerThiefWarrior Who is this guide for? I started conceptualizing this guide after hearing countless new players feel lost, or even not unlocked a single skill or specialization because they feel overwhelmed by their choices, and the perceived scarcity of Hero Points. So, I wanted to give some structured path of skills and specialization unlocks, for those who want it. The builds I recommend mostly imitate those seen on end-of-game guides, such as Snowcrows and Discretize, which I hope will help facilitate players in more difficult content as their characters progress. Along the way, I'll also explain the core concepts of builds, both to help players understand the strengths (and weaknesses) of construction, and to better understand damage rotations when they eventually reach the content of the final game. Power or Damage Conditions? The thumb rule is Power builds are better than Condition builds during leveling. This is due to the low health pools of most enemies that your character will face during leveling, and the propensity for power builds up to make these enemies burst much faster than relying on damage-over-time attacks. In addition, Scaling condition damage is based on Competence and Condition Duration, both attributes that are not easy to find during leveling, or that are very inefficient in terms of equipment costs (such as purchasing specific runes and seals). In contrast, Power builds have easy access to the attributes they rely on, such as Power, Precision, and Ferocity. This does not mean that it is impossible to level with condition damage. In all my guides, I will try to provide my best version of such constructions for each profession. Bonus XP When defeating an enemy, your character gains experience (XP), which is necessary to progress through character levels. However, shortly after an enemy is spawned in the game world, it will begin accumulating XP Bonuses that will be awarded to the characters who defeated them. By following this logic, you'll often earn the most BONUS XP by defeating enemies not associated with heart missions and events, such as neutral wildlife outside of the common paths players take during leveling. In the following figure, you will see that the Plains Worm Hatchling that had just appeared gave its base 20 XP to the player's character. By comparison, the nearby Brackish Skales gave almost twice the total XP when they were defeated, while the Bandits ten steps east gave over three times the XP of the although there was about the same time to defeat. You can speed up leveling even faster by activating one or more experience modifiers. For example, a new free-to-play character could increase their XP gain with the following: Food - Loaf of Bread sold by Master Chef NPCs (aka Cooking Trainers; 10% XP gain from kills for 15 min; 40c each) - Bowl of Apple Sauce sold by Farmhand Paris Paris Shaemoor Fields (10% XP earns from kills for 30 min; 16c each) Utility - Apprentice Maintenance Oil (Cacciasman crafting; 10% XP kill gain for 30 min) - Apprentice Tuning Crystal (Gunman; 10% XP gain from kills for 30 min) - Rough Sharpening Stone (Weaponsmith crafting; 10% XP gain from kills for 30 min) Guild XP Gain (up to 10% XP gain per 1 day) Guild Experience Banner Bonus (earned by interacting with Guild Karma and Banner Experience and Guild Heroes Banner; 10% XP gain from kills for 30 min) In other words, these upgrades can increase XP gain from kills by another 50%. Other non-Gem Store XP bonuses include: Experience Booster Active Kill Streak! New Year's Gift Bonus Celebration As an example, stacking all of the above can produce great jumps in XP gain, as shown in the image below. Changelog: March 25, 2019: First post! April 27, 2019: Minor update to Revenant to include use cases for Ancient Echo. May 5, 2019: Expanded in the XP Bonus section to include XP gain upgrades. (Thank you Khisanth.2948) Thief? How rude! I'm a procurement specialist. -Glenn Gynnafante The official API is experiencing problems; it is not possible to upload skills, stroke and item data at this time. Note: Please note that builds will be simple icons by default, these may not be that accurate. We apologize for the inconvenience. We strongly recommend that you review our Leveling Tips Guide before proceeding with this build. Overview Ranger is a very versatile class with builds that can cover almost any scenario. It provides very high Fury and Might uptime and has access to strong defensive utilities. Ranger also has a companion pet, which can be changed depending on preference. Some pets, such as the bear, make leveling a ranger a very easy and smooth experience. The build This is a preview of the build you are aiming for. The progression is explained below. This build assumes that you are using Greatsword - Axe/Warhorn. When you need a longer interval than Axe provides, use a Longbow. Skill Bar GreatswordHealingUtilityElite At level 45, change to if you want more stretch of DPS specializations and Skill Variants This build aims to provide a high Fury activity time that sharpens well with many of the traits listed above. If you want to change one specialization for another, edit Marksmanship. It is recommended to keep Axe/Warhorn and change your big sword if you want to try different weapons. The utility skills listed are suggestions and can be changed according to your preferences. Offensive, , , and all allow you to keep offensive gifts with ease. Learn how they work and incorporate them into your game. Your big sword has a general burst that works well to quickly kill even large groups of enemies: ⇒ ⇒ ⇒ ⇒ All this combo at level 80 will be 1-shot almost all non-champions in the game. In Axe/Warhorn, use everything out of recovery time. Recovery. for a large, but temporary, increase in damage. it's a great AoE damage ability that also provides some defense. Vulnerability is extremely important and you have different sources of it The combination of and means you earn very frequently while under 75% HP, which allows you to cap vuln on mob The Warhorn 4 skills, , provides high vuln on a single target Defense - block - extremely strong heal over time - breaks stunning and grants barrier - useful for cleaning conditions from yourself in case of emergency , provides a little care over time Progression Unlocking the above build will take quite some time, but you should aim to follow the guide below. Note that you should have more hero points that you will need for this construction, so do some experiments and unlock things that look fun to you. This builds a guideline, not a difficult rule to follow. Tier 1 Tier 1 is level 2-10 and during this level you will be slowly introduced to some of the game's core concepts, such as weapon and profession skills. You'll start with some unlocked weapon skills and unlock more as you level. At level 5 you will unlock your professional skills, which allow you to control your pet. Through this level you will unlock more weapon abilities. For now, work to reach the next level by completing events and completing the map. At level 10, you'll unlock the ability to exchange weapons. Complete your personal story and proceed to level 2. Level 2 From levels 11-20 you will be in level 2, where you start unlocking slot abilities, slot skills are divided into three categories: Healing, Utility, and Elite. You already have a Healing Ability, but now you can start unlocking utility abilities. Once you reach level 11 you will receive 5 hero points. You can earn hero points from levels or complete hero challenges around the world, but for the purposes of this guide we will only consider your hero points earned from the levels. To get started, open the Heroes panel and look under the Training tab. You will see different options for Slot Skills. Your goal in Level 2 is to unlock the following skills and abilities that come before them: When you reach level 13, you'll unlock your ultimate pet ability. It is here that you can really start playing with weapons and utilities to see what you like the most. Remember to focus on power equipment as you level. Ranger has high health and a pet to help with aggro, so you don't really need tools to make you more tankier. At level 20, you'll unlock Chapter 2 of your Personal Story. Complete it and go to the level Level 3 level 3 contains levels 21-30, and you'll immediately unlock the ability to select Basic Specializations and unlock strokes. Your goal in this level is more or less the same as Tier 2 and 1: complete open world events, hearts, panoramas, and the like as you earn levels. With your main utility skills already unlocked, you want to focus on unlocking specific traits. Open your Hero panel in Formation Training but this time we're going to look at Beastmastery Specialization. You have two features to focus on here: you also want to spend extra hero points by further unlocking signers and commands. Your goals are: at level 30, complete your next personal story chapter and move on to level 4. Level 4 From levels 31-40, you can unlock your Elite ability right away. Elite skills are unlocked at the end of any Line skill training and can be very powerful. For our purposes, we'll focus on: It's worth noting that you'll start unlocking dungeons here, as listed in our Leveling Tips guide. Be sure to consult that section, as dungeons are a valuable source of gold and experience. At level 40, complete the My History chapter and move to level 5. Level 5 In this level we get another stroke choice at level 45. In this case, you'll suppose you start unlocking the skirmish stretch, aiming at these three traits, you should have these three strokes fully unlocked before hitting the next level, but if you don't keep unlocking them in the next level. At level 60, complete the next chapter of your personal story and move on to level 6. Level 6 and Level 7 The next two levels, 6 and 7, are mostly the same as level 5. You'll unlock new dungeons like Twilight Arbor and Sorrow's Embrace, and be able to complete more of your personal history. During these levels you'll start taking gears with 3 stats instead of 2, so you should start focusing on bringing your Power and Precision, in general, with the third attribute of your choice (avoid damage to conditions). Runes and Seals For Level 60 you will be able to get Runes and Higher Seals, which can drastically alter your gameplay. Find some that you like and that are very cheap and use them in your equipment. It's not recommended to buy specific runes or seals up to level 80, however, so just use the ones you find or are given to you by the rewards system for now. Once you've completed your level 7 personal history, you're ready to move on to Level 8. Level 8 Level 71 is where you start getting the first tastes of the end game. Here we unlock our final specialization slot, which we will dedicate to Marksmanship. Marksmanship pairs very well with and will grant you much higher uptime vulnerabilities along with high burst damage. Orr At this point, you will have most of the maps in Core Tyria unlocked and you will have made your way to orr maps. These maps, such as Malchor Jump, have extremely frequent events and you will often find Event Trains in their public map chat. Join these trains for activities of large groups that are highly profitable and grant large amounts of experience. After exploring Orr and attending events, you'll have reached level 80. From here, proceed to the chapter of the final story, and once completed, you'll be ready for some of the game's final content. Elite Elite Specializations Post-80 Content Just because you're level 80 now doesn't mean the game is over, however. The Guild Wars 2 leveling experience is a fun series of explorations, stories, dungeons, and learning experiences. After the 1980s, much of this remains the same. There are more level 80 maps in the game than maps before 80, so exploring those and experiencing Heart of Thorns, Path of Fire, and Living Story episodes will give you most of that unique leveling experience. You also want to unlock your Elite Specializations. You can do this in a similar way to your Fundamental Specializations, earning Hero points, but Elite Specializations require a lot more Hero points than the Core. The best way to get them is to venture into the Heart of Thorns or Path of Fire maps and complete hero challenges, which grant 10 Hero Points each. Often you can find HP trains in LFG for these maps or in the map chat, which will allow you to complete these hero points very quickly and easily. The difficulty level of the maps increases greatly from core to expansions, so be prepared to be hit hard. You'll love exploring our Open World section for good Build Core/Basic to level up your Elite specs. Fractals and raids are also unlocked at the age of 80, and if you own the expansions you can jump them in. Fractals are very similar to underground, but with a tiered progression system. Higher-level fractals can be very profitable and challenging content, but they require ascended special equipment. Raids, on the other hand, can be a great source of as ascended drops and provide rewarding group content to complete with up to 10 players. You can start raids on Exotic Gear, which is often relatively cheap, so don't be afraid to look for training guilds. From here, your goals are yours. You can try to conquer fractal progression, join raids, or participate in the huge number of meta events available around Tyria. Whatever path you decide, you'll need a build for it, so check out the other builds on this site to find one that fits better. Good luck out there. There.

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