

ABILITIES

SWIFTNESS AND DEXTERITY - Tier 1

ABILITY : **SWIFTNESS AND DEXTERITY**

Switch between **Rapid-fire mode** and **Precision mode** giving you passive bonuses and additional effects on your **Ranger's abilities** depending on the mode when using a shortbow.

Rapid-fire mode bonus : Shoot an **additional arrow** every **5 attacks** with a **shortbow**, +25% attack speed and +25 speed.

Precision mode : **+0.5s** cooldown between each shortbow attack, **x1.5 arrow damage**, +50% chance of arrows bouncing to a nearby enemy (range = **5 blocks**) up to 3 times per arrow.

Mana cost : 10% max mana

Cooldown : 2s

- You get a message in chat saying what is your current mode when switching
- If the ability is removed from the mastery orb you can still switch your mode from the menu but without the passive bonuses

MINI-TURRET - Tier 3

ABILITY : **MINI-TURRET**

Summon a **mini-turret** on the ground **1 block** in front of you which automatically attack the closest enemy (range = **8 blocks**) by shooting an arrow dealing **50% arrow damage** every **0.5s**.

You can only have one **mini-turret** active at a time and it disappear after **20s** or if you go more than **20 blocks** away from it.

Rapid-fire mode bonus : The **mini-turret** shoot an **additional arrow** ever **2 attacks**.

Precision mode : The **mini-turret** has **+0.5s** cooldown between each shot and 100% chance of the arrow bouncing to a nearby enemy (range = **5 blocks**) up to 3 times.

Mana cost : 150

Cooldown : 10s

- The x1.5 arrow damage also apply to the turret damage in precision mode

CLUSTER OF ARROWS - Tier 4

ABILITY : CLUSTER OF ARROWS

Shoot instantly an arrow dealing **200% arrow damage** to a single target. Upon impact this arrow then split into 5 arrows which spread out behind the target dealing **150% arrow damage** each to enemies hit.

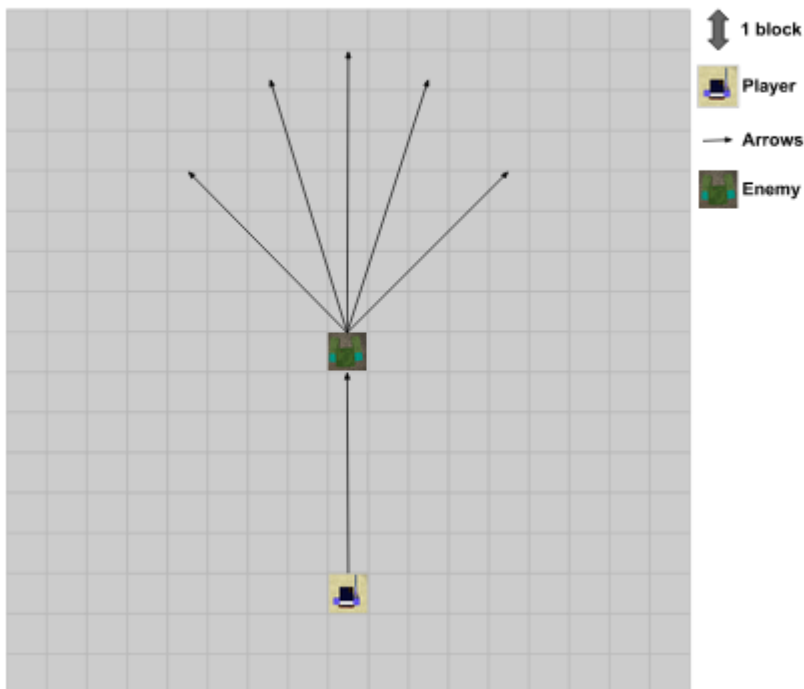
Rapid-fire mode : The 5 arrows have an **aiming effect** targeting enemies within **3 blocks** (except the initial target).

Precision mode : The 5 arrows have 50% chance of bouncing to a nearby enemy (range = **5 blocks**) up to 2 times.

Mana cost : 75

Cooldown : 5s

Area of Effect : Cluster of arrows



SNEAKY SHOTS - Tier 5

ABILITY : **SNEAKY SHOT**

Shoot instantly an arrow dealing **200% arrow damage** to a single target and slow it by 10% for **2s**.

Hitting the enemy from behind deal an additional **100% arrow damage** with additional effects depending on your current **mode**.

Rapid-fire mode : Automatically shoot a **second arrow** dealing **150% damage** and reduce the damage of the target by 10% for **2s**.

Precision mode : Root the target for **1s** instead and the arrow bounce 2 times to a nearby enemy (range = **5 blocks**).

Mana cost : 75

Cooldown : 5s

TRANSPOSITION SHOT - Tier 6

ABILITY : **TRANSPOSITION SHOT**

Shoot instantly an arrow dealing **300% arrow damage** to a single target, upon impact automatically switch your position with it.

Rapid-fire mode : Increase your attack speed by 20% for **3s** and get back **half the mana cost**.

Precision mode : Increase the chance of your arrows bouncing by +20% for **3s**.

Mana cost : 100

Cooldown : 10s

- The transposition work even if the shot kills the target

BARRAGE OF ARROWS - Tier 8 - ULTIMATE

ULTIMATE ABILITY : **BARRAGE OF ARROWS**

Your shortbow shoot automatically every **0.25s** for **x1.5 arrow damage** for **5s**, bouncing and piercing effects can apply to these shots.

If you have a **mini-turret** active then its **cooldown** between each shot is reduced by **half** during that time.

Rapid-fire mode : The arrows automatically aim for the closest enemy within **5 blocks**.

Precision mode : Your arrows ignore 25% defense and get a bonus of +20% chance of bouncing.

Mana cost : 50% max mana

Cooldown : 30s

PASSIVES

ARMOR POUNDING - Tier 2

PASSIVE : **ARMOR POUNDING**

Your arrows ignore 1% defense of an enemy for every hit you landed on it with a shortbow (max = 20%).

This reset if you hit another enemy.

Click to toggle off this passive !

CHANGING GEAR - Tier 3

PASSIVE : **CHANGING GEAR**

Switching your **mode** reduce the cooldown of your mastery abilities by **2s**.

Cooldown : 5s

Click to toggle off this passive !

SNEAK ADVANTAGE - Tier 3

PASSIVE : **SNEAK ADVANTAGE**

Get bonuses if you attack an enemy from behind depending on your current **mode**.

Rapid-fire mode : +10% attack speed and +20 speed for **2s** (do not stack).

Precision mode : Ignore 15% defense and get +10% chance that your arrows bounce.

Click to toggle off this passive !

AIM AND BOUNCE - Tier 4

PASSIVE : **AIM AND BOUNCE**

Gain +5% chance for bouncing arrows in **precision mode**.

The **mini-turret** can also serve as a target for bouncing arrows if there are no enemies nearby (bouncing arrows will still target enemies first if possible).

Click to toggle off this passive !

MAKE IT DOUBLE - Tier 5

PASSIVE : **MAKE IT DOUBLE**

Using a **mastery ability** will make your next **shortbow attack** shoot an **additional arrow** which has 100% chance to bounce up to 3 times to nearby enemies (range = **5 blocks**).

Cooldown : 5s

Click to toggle off this passive !

NO FLY ZONE - Tier 5

PASSIVE : **NO FLY ZONE**

Deal **x1.1 arrow damage** to flying enemies.

Click to toggle off this passive !

RAPID-FIRE SAVINGS - Tier 6

PASSIVE : **RAPID-FIRE SAVINGS**

+20% chance to save an arrow every time you shoot one when in **rapid-fire mode**.

Click to toggle off this passive !

ARROWS OF SPEED - Tier 7

PASSIVE : **ARROWS OF SPEED**

+1% chance of firing an **additional arrow** for every point of attack speed you have in excess above 100% (Max = 50%) every time you **attack with a shortbow**.

Click to toggle off this passive !