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Thread: [Guild Wars 2 | Starter guide | Informative | Everything you need to know](#)

Lufasu - November 1, 2016, 11:18 pm

So i decided to make a FULL guide about guildwars2 since i dont have any more space on my mmo list thread.

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Choosing world:

The first time you enter the game you will open the possibility to choose the world in which you will play.

The differences between the worlds they have the amount of people that the server (Low, Medium, High, Full) if the server is designed for a specific language (in such a case will be written in brackets the edge server).

All the characters you create will be in this world, that is impossible to create two characters in two

different worlds.

Choosing world is permanent and can be replaced only by a world Gems (Gems explanation below).

- When you are switching world , all your characters will be transfered to the new world.
- You cant join servers that crowded (full)

Character Creation:

Creating a character consists of 5 steps.

1. Choosing the race and sex of the character. There are five races in Human, Norn, Charr, Asura, Sylvari. Races have cosmetic differences, differences in the personal story, and the skill differences. Differences skills are considered only in PVE and PVP affect the.
2. Choosing the profession of the form. There are eight professions in which are divided into 3 groups
Soldiers - these professions are Warrior and Guardian. They enjoy putting on her heavy armor.
Adventurers - these subjects are Thief, Engineer, and Ranger. They wear medium armor.
Scholars - these subjects are Necromancer, Elementalist, Mesmer. Light armor they wear.
3. Selecting the character's appearance. It can be said as Sims, sit for hours and shape every little thing its form and face. I highly recommend investing in your form that you're going to see it up close a lot of videos and whatever just wish I enjoy the way you see your character.
4. Choosing a character's personal story. After you've designed your character you'll pass a series of questions that will affect your main plot (the main storyline explanation below).
5. Choosing a character's name. There is nothing more important than that, Be creative :)

UI:

- 1.Health bar
- 2.evasion meter (Endurance)
- 3.Weapon skills
- 4.Healing Skill
- 5.Utility Skills
- 6.Elite Skill
- 7.Profession Skills
- 8.Buffs / Debuffs (no picture)
- 9.Weapons changing
10. Information on the task
- 11.Chat
- 12.Menus
- 13.Party
- 14.Your goal
- 15.EXP Bar
- 16.map

Questing:

The rest of the games we used to go to the NPC in town was telling us to kill some monsters, then we would go and kill the same monsters, and eventually return to the NPC to get the EXP / silver / our equipment. In Guild Wars 2 it's different . The game has two types of questing, the main plot and open world.

The main plot is more or less the same as the rest of the MMORPG games, which means you have to go to the place on the map starred green and you go into the main plot Instance of you. In the Instance you You will be alone means that more people did not see until you finish or setting out from Instance. The main storyline you do depends on the elections and is different from player to

player.

Beyond the main plot has the status of an open world where you simply encounter travelers maps and things called Hearts. The Hearts this area when you have to do something for the local NPC (just like a regular job in an MMO).

The kind of thing you need to do can vary from feeding cows from killing monsters region but in any case you will see the meter shows you your progress at Heart at the top right of the screen. Beyond learned you will see the same Heart Your mission if you get to the end look for the NPC has the icon of the Heart over head and he can explain more. Once you're done you will get a mile Heart money for your help. But the money now can buy things in Karma (Karma explanation below) from the NPC (equal to at any time you finish).

Apart from Hearts has also called Dynamic Events tasks (now called DE for the convenience of writing). The DE you will see an orange circle on the map and in addition you will alert the DE close. The DE are tasks that will be required to protect cities, escort NPC certain point, full of monsters attacking areas, fight the boss and etc.

When the DE ends you will get him money, EXP and Karma depending on the level of your participation in it (no relation to the mother of the DE is successful or failure).

- Before each mission plot or DE Heart brackets have the recommended level for him.
- Do not try to finish the tasks directly plot that you will not get them enough EXP recommended levels, which increases quite quickly.
- You can bring with you people in the Party's main storyline missions
- As part of the Hearts must speak with the NPC to receive equipment / costumes specific to terminate the Heart.
- If you enjoy doing you a Heart and suddenly appear DE advised to abandon the Heart in his favor that sometimes you complete Irrespective of the Heart while case you can not always go back to it later.
- DE can drag them more then worth staying DE bit around when one ends and pay attention to what they say that the NPC.
- If you see DE Group Event written to him this means that it is usually very difficult DE requires a lot of people. Do not think you really cannons and can finish everything on your own because you just die. If you really want to end the DE that try to talk to people map (/ m chat for help).

Maps:

The maps in the game contain several things you can find:

(Points of Intrests (POI - but special points or areas of interest (Check them enough to find them).

Hearts - first section.

Waypoints - launching fee.

Skill Challenge - a special mission Win skill point (Skills explanation below).

Vista - a special spot that is (usually) high and difficult to reach when you run it to see a short video of a few seconds on the area you're in.

Once you have completed all the points on the map you will get a special box that will bring you money, EXP, and objects.

Stats:

The game has four main types Stats:

Power - determines how much damage you do (it does not matter what profession you because there is nothing like the power of ordinary beaten strengthens skills!). Each point increases the damage by 1.

Precision - determines your chances to Critical Hit (again, no matter the profession - Critical make magic like any skill).

Vitality - your life. Each point up 10 HP.

Thoughness - determines the addition of your armor. Each point up 10 Armor.

Beyond that, there are also five minor Stats:

Condition Damage - How much damage will the conditions of your (Explanation of Conditions below).

Condition Duration - increases the duration of the conditions of your.

Critical Damage - Increases the damage you are doing crit (default is 1.5 times).

Boon Duration - increases the duration of the boons (Boons explanation below) you are doing.

Healing Power - increases the amount of healing you receive includes self-healing.

In addition, every profession has its own unique stat:

Guardian - Virtue Recharge Rate - shortens the time it takes to load your Virtue.

Warrior - Burst Damage - strengthens the damage caused by the burst yours.

Engineer - Tool Belt Recharge Rate - shortens the time it takes to load your belt Tool.

Ranger - Pet Attribute Bonus - strengthens your pet

Thief - Steal Recharge Rate - shortens the time it takes to Steal your load.

Elementalist - Attunement Recharge Rate - shortens the time it takes to load your Attunement.

Mesmer - Shredding Recharge Rate - shortens the time it takes to load your Shatter.

Necromancer - Life Force Pool - the pool increases your Life Force.

- Note that the Power improves the damage of your skills but not of the Conditions you pay, so if you are going to build a lot of Condition consider Condition Damage / Duration place Power for maximum damage.

Skills:

First of all it is important to make one thing clear - there is nothing like Auto Attack (although stoning one quite reminiscent of the behavior) which means no such thing as regular beatings, each skill is like Mecca and from Mecca can be avoided or block.

Skills in the game are divided into 4 types: Weapon skills, Healing Skills, Utility skills, Elite Skills.

Weapon skills are the keys (1-5) a little different from other skills that are variable in relation to kiss you hold and you can get them simply by using weapons.

To get the rest of the skills to use Skill point.

(Healing skills (6 as they sound just heal you and sometimes give some more specific bonus. You get the first skill free and you can buy another 2 price 1 and 3 Skill points.

Level 5 you open the skill of the Utility Your first (7) and begin receiving Skill points each level.

Level 5 will replace the utility of your skills at any time outside of combat.

The rest of the Utility skills you open at 10 and 20. The Utility Skills are divided into Tiers To get to the next tier you You will be have to open at least 5 skills in the current Tier.

Price skills is a 1, 3, 6 (respectively to Tier).

The Elite you open your only level 30 and is already exceeding 10 or 20 (again respectively to Tier 2 only enough skill to unlock Tier).

- Not be for any state to reset your Skill points then choose the better your skills.
- No specific skills can be put in places not suitable for them (for example to the Elite instead of the Healing). If you want to simulate a situation like this you need to change the keyboard settings.
- After you have passed the level 80 you still can "level up" but each "level" you upload only brings you Skill point. It is necessary to buy special items that can be bought only at Skill points.

Traits:

Level 11 you will begin to receive Trait points with which you can move forward in the various traits of your.

To start investing your points of the traits of a coach you go and buy your profession from school level of Adept (at a price of 10 silver).

After you book, you can spend points that you want to industries by acting style that suits you best.

The traits also are divided into Tiers of Adept, master, Grandmaster can learn at 11, 40, 60 respectively.

Each point in at traits will bring you regular bonus of Stats and beyond will start Minor and Major Traits.

The Minor traits are fixed bonuses can not be changed and get them all in the 15/05/25 points.

In contrast, the Major Traits are bonuses that can choose the most suitable way in your game and get them all in the 10/20/30 points.

If you started to build in a certain way and then change your mind can reset the points with your coach at the cost of 71 copper point.

- Industry can upload straight to the desired number instead of typing it full of times by pressing the Minor or Major you want.

- Every time you use your points will be reset so do not be afraid to try something that is not compatible with Bild's your 80 level.

Conditions & Boons:

These are the Buffs and Debuffs main game. Once we put him Condition or Boon for someone can or extended (Duration) or strengthen (Intensity) (depending on its type).

Conditions:

Bleeding - damage every second (intensity).

Blind - the next shot of the actor miss.

Burning - damage every second (Duration).

Chilled - Matt the player by 66% percent (Duration).

Confusion - the player receives damage every time he uses the skill (Intensity).

Crippled - Matt the player by 50% (Duration).

Fear - causes the player to escape from those who cast the spell.

Immobilized - prevents the player to move and dodge (Duration).

Poison - damage every second (Duration).

Vulnerability - makes the player get 1% more damage (Intensity).

Weakness - makes 50% of skills that the player makes will Glancing (blow brings partial damage) and Endurance (Gauge Dodge) will be filled in 50% slower (Duration).

Boons:

Aegis - block the next blow.

Fury - Increases the chance to Critical Strike by 20% (Duration).

Might - Increases the damage (Intensity).

Protection - Reduces 33% of the damage the player receives (Duration).

Regeneration - returns to life every second (Duration).

Retaliation - restores some of the damage that the player gets back to those who made it (Duration).

Stability - you can not do on your player Crowd Control the following stun, knockback, launch, knockdown, sink, float, fear, daze.

Swiftness - Increases your running speed by 33% (Duration).

Vigor - doubles the speed gauge fills Endurance (Duration).

Death:

In case you are in the middle of a battle and you've lost all your life to worry battle is not over yet! When you lose the life in you is not yet dead, but you go into a situation Downed. When you enter this mode you have half a life bar and you get four skill with which you can try to finish the fight.

If you get killed you come back to life (Rally) with half a meter of life. Your second option is to try to heal / Simisho will enliven you by having you fill your life meter (4th skill is always healing).

Case and could not kill or heal you pass a state Defeated (death). In this situation you can wait that someone will enliven you, or you can choose to return to the Waypoint already discovered.

Every time you come to Downed Downed you get a Penalty that brings you the Total Life by 25% for a minute. If a player dies when it has 4 points (ie he died 5 times in a row) is straight passes to Defeated.

- Every time you die (Defeated) your equipment is damaged and a few times it happens the equipment is broken and can not be used until corrected (you can fix it with the NPC who has an icon of a broken red shield).
- If you fall you die straight pass -Defeated.
- In PVP player can finish in a state Downed using Finish Him (pressing F at close range). This takes a few seconds and can be disturbed.
- When the dead come back to in the Instance last Checkpoint.

Underwater:

The ordinary world to land the game can also swim, dive and discover amazing places under water. On your equipment you see on the bottom right of your water equipment. Underwater weapons have special (and special skills, respectively) with whom you you fight. Underwater death mechanics have similar land just below the water you get in a situation where Downed Drowning and you can still move in order to reach the shore.

- With swimming skills can not be used (it can only be as divers).
- Please note that throughout the game will be a lot of points on the map below ground would be reached through the water pond or stream nearby.
- Although you have special mask from under the water is optional and can be submerged without it.

Crafting & Gathering:

The game has eight works which to create objects (crafting).

Existing jobs are:

Tailor - Create Light Armor, Skills, and bags.

Leatherworker - Create Medium Armor, Skills, and bags.

Armorsmithing - Create Heavy Armor, Skills, and boxes (Box, the same as a normal case).

Weaponsmith - Create Melee Weapons, these weapons and upgrades.

Huntsman - Create Ranged Weapons (plus Warhorns, Torches), and these weapons upgrades.

Artificer - Create a Magical Weapons, Potions, and these weapons upgrades.

Chef - Create a food and Dyes (colors to Armor).

Jeweler - Create diamonds, rings, earrings, and necklaces.

To learn some very simple job should go to the coach of the work and he will teach you the job.

You can learn all the works, but only two of which may be active at the same time. To change jobs you need to go to the coach's job and he will return to work at a cost of 10c activity level.

For example if I have a level 100 Jeweler not active, I can run it in the coach for 10s.

To upgrade your work levels to create more good things must first create a lot worse. To make things we need materials rules, the Gathering here enters the picture.

Materials scattered throughout the map is not a city and you can get all the Material even if you do not have the job he needed her, and even if you do not work at all.

There are three types of materials that can collect and minerals, trees, and plants (vegetables) that can be achieved with Minning Picks, Logging Axes, Harvesting Sickles, respectively.

Or it could be asked to collect Salvage items are items intended to turn monsters knocked to the materials by using Salvage kit. Moreover monsters knocked a lot of materials that you can not achieve otherwise.

All the tools necessary to Gathering (including the Salvage kit) can be found in almost every recognized (Merchant).

Another thing consumed to create objects is your work station (eg Cooking Station). Sometimes certain things to prepare to buy silver / Karma special things. Most of the time these will be available to Kenya with your coach.

- There is a special tab to your bank materials.
- Materials occupy a lot of space in your bag. To save you running up and down the bank has a special button on the file (gear at the top right) that's able Deposit Collectables who gives you all the materials bank.
- If you are at any job you can access directly from your bank (this is mainly to make life preparing objects but it can also just use it to go to the bank).
- You do not know all the recipes once you have learned the job. However, you can find a recipe for yourself at work. Each new recipe you find yourself will bring you lots of EXP and therefore best advised to get crafting recipes during discovery.
- To prepare Legendary Weapons you need a certain combination of jobs (at 400):

Axe: Jeweler, Weaponsmith

Dagger: Cook, Weaponsmith

Greatsword: Armorsmith, Weaponsmith

Hammer: Jeweler, Weaponsmith

Mace: Armorsmith, Weaponsmith

Shield: Armorsmith, Weaponsmith

Sword: Artificer, Weaponsmith

Spear: Leatherworker, Weaponsmith

Longbow: Leatherworker, Huntsman

Shortbow: Jeweler Huntsman

Rifle: tailor, Huntsman

Pistol: Armorsmith, Huntsman

Torch: Unknown, Huntmsan

Warhorn: Leatherworker, Huntmsan

Speargun: Cook, Huntsman

Focus: Jeweler, Artificer

Scepter: Armorsmith, Artificer

Staff: Cook, Artificer

Trident: Leatherworker, Artificer

Currency:

The game has many types of coins and each coin has its own purpose.

Coin - the usual currency of the game, is very popular in the NPC that sell equipment. Currency composed of Copper, Silver, Gold Copper so that 100 it one Silver and 100 Silver Gold this one.

Gems - currency used to buy things in the store of the game Black Lion's Trading Post. Through which you can buy special items such as skins, more places for players, transfers and C'o world ...

Glory - currency used to buy items in Structured PVP (PVP explanation below). Since all things are the same intensity level 80 currency is for cosmetic purposes only.

Influence - This exchange is intended to improve the Guild.

Karma - type special currency to buy special things allows for sellers of Karma. You can get the coin featured the Dynamic Events or help other people storyline missions.

Supply - type special currency to WvW (Explanation of the chapter WvW PVP) that allows the buying and improving the machinery of war.

Token - the currency that can be achieved when completing Dungeons (Explanation of Dungeons below) and is used to buy special armor.

- Gems can be bought through the usual coin through the Black Lion's Trading Post, and vice versa.

Storage (rare):

In the game there are several types of rare objects (arranged most common rarest)

Junk (gray)

Basic (White)

Fine (blue)

Masterwork (green)

Rare (yellow)

Exotic (orange)

Legendary (purple)

- Level 80 items that give the highest Stats objects are rare Exotic and Legendary (The Gallery of Legendary and Exotic identical but they are weak under 13%).

- Objects have also Fontzoniol called SoulBound (may come as Bind on Equip, Bind on Acquire, Account Bound ..) That means that only the character (except for Account) that has Soulbound can use the object.

Dungeons:

Dungeons are instances groups of up to 5 people can move together (difficulty level does not depend on the number of people and remains constant).

There are 8 Dungeons when first opened dungeon to level 30 and then opened Dungeon all 10 levels (there are 3 dungeons to 80).

the dungeons has two modes Story and Explorable. The Story is a feature of Hdang'n situation and is considerably easier from Explorable. To open the Explorable you first go through the Story mode.

Dungeons list:

1. Ascalonian Catacombs - Level 30, are on the map Plains of Ashford.
2. Caudecus's Manor - Level 40, are on the map Queensdale.
3. Twilight Arbor - Level 50, are on the map Caledon Forest.
4. Sorrow's Embrace - Level 60, are on the map Dredgehaunt Cliffs.
5. Citadel of Flame - Level 70, are on the map Fireheart Rise.
6. Crucible of Eternity - Level 80, is on a map Mount Maelstrom.
7. Honor of the Waves - Level 80, are on the map Frostgorge Sound.
8. Arah - Level 80, are on the map Cursed Shore.

- You can choose three ways to end a dungeon in Explorable so that total 32 different ways to go through all the dungeons.

Lufasu - November 1, 2016, 11:20 pm

Addontial Information:

- Replace the keyboard skills. Play with 1-0 it really inconvenient or ideal. You will find the most convenient way for you and do not be afraid to change too much always have maximum Return to defaults .

- To arrange your bag quickly you can use the Compact button (gear at the top right of the file).

- Always have to worry about Salvage kit, if you are going to stay long on the map you're going to store a lot of things you can do for them salvage and send the materials to the bank and thus save space.

- In all recognized there at the button of the Sell button Sell Junk. It automatically sell all the items that you can not do anything with them (junk ...).

- You can look at the prices of the Trading Post from anywhere by pressing O but you must talk to the NPC Trading Post for use.

- Be AFK map which is not a major city it is not recommended, you can be killed easily. Even if you are in a small city with a wall and NPC surprised how Dynamic Events that can cause monsters to enter this city and kill you.
- Speak with Scouts maps. You do not really have to listen to them if you do not want but they will mark you on the map that you discover Hearts.
- All AoE attacks can only affect up to 5 people. If you use the skill against someone then he sure hit + up to 4 people around him. If you use the skill of someone with you who you are with the party will get the skill first and then the rest (if any).
- In hiding much Jumping Puzzles are, as they sound, hard platform mazes. Boss has usually end with a treasure chest. The prizes are not the most amazing but it sure is fun to go through them.
- Chat functionality: / s - normal / p - Party / g - Gild / t team / M - Map, / w + Name - Thread.
- To respond to someone who sent you a private message quickly can simply press the Backspace button.
- Very nice upgrade weapons for the increase in PvE at all levels and an upgrade is called the Sigil of Bloodlust. When he found the weapon every monster you kill will bring you five to 25 times power (maximum 125). In addition to this bonus you will remain until you pass a map or get the balls Downed (even if you stop using weapons!).
- Lion's Arch center has a special fountain called the Mystic Forge. This fountain can combine four things from rare to rare artifact from the same or better. In addition to the fountain can produce special items of 80 levels.
- For anything you do not understand / answer quickly and want to have the www.guildhead.com if what you seek is a lot of information and answers depth Wiki.guildwars2.com (I personally always play with both open).

Credits:

Google images

guildwars wiki

---- For any question about the game / starters / items / everything , feel free to PM me

Credibility - November 2, 2016, 1:59 am

I appreciate this. My GF and I are getting back into GW2 and this'll be helpful :)

Arixs - November 2, 2016, 6:46 am

Wow, very nice. Definitely put a lot of work into this!

Lufasu - November 2, 2016, 10:15 am

Thank you guys happy that you like the tutorial <3