

Prestige_Abilities



The experience you get from fighting enemies is not only mirrored in your increased skills but also in cumulating XP points that most enemies give when slain. You can see the amount of cumulated experience at the bottom of your character window. If you hover over that area in your character window, the tooltip already indicates, that these XP can be spent for training special abilities, the prestige abilities.



To actually train a prestige ability, you need to find (or buy) a prestige ability book. They sometimes are found as loot on certain enemies. However, those certain enemies usually can only drop few different types of prestige ability books. So if you want to train a certain prestige ability you may need to figure out which enemies can drop them or you simply try to exchange books that you found with other players that may have found the book you are looking for.

If you got hold of such a book, you should get some info about it by hovering your mouse over it and read the tooltip. The information of the tooltip will show you the explanation of that particular prestige ability, the cooldown time after usage (i.e. before you can use it again), the maximum range, if applicable but also the skill requirements you need to fulfill before you actually can train the skill.

As a next step you can examine it by right clicking on it and choosing "examine". You will receive a message such as "It appears to be a training manual. I should bring this to a <trainer type> trainer." where <trainer type> could be e.g. a sorcerer trainer, knight trainer, field mage trainer and some others.



If you want to train the prestige ability, bring it to the trainer type mentioned. You should find those trainers somewhere in or just near outside the starting towns such as Eldeir and Valus. They should have a title such as "Verna the Master Scout" where Verna is just an example for a forename and Scout an example for the actual profession. If you found the right trainer, interact with him / her by right clicking. He will let you know that you need to provide the relevant skill book. Also you need some Prestige XP (currently, level I prestige abilities require 5000 XP, level II prestige abilities require 15.000 XP and level III prestige abilities require ??? XP). If you have both, he/she will take the book and train you.

This will enable you to use the actual prestige ability. See at the bottom of your UI to find the ability.

You can train up to three different abilities up to level III each. You can also change an ability to another one if you provide the additional XP. You will simply “forget” the old ability and learn the new one.

Be aware that prestige abilities not only require a certain trainer to learn but also a certain weapon to execute. If you are normally fighting with piercing weapons, it doesn't make sense to learn a Scout (archery) prestige ability.

The following abilities can be learned:

Field Mage abilities

Empower

Your next heal spell will do 40% (II:60%, III:80%) healing to those within 8 yards of target.

Prerequisites (Level I, II, III): Channeling (20, 40, 60) AND Magic Affinity (20, 40, 60)

Cooldown: 30 secs.

Silence

Silences the target from spellcasting for 1 (II:2, III:3) seconds. If silenced during casting, Silence duration is increased by 2 seconds.

Prerequisites (Level I, II, III): Channeling (20, 30, 80) AND Manifestation (20, 30, 80)

Range: 15 units

Cooldown: 20 secs.

Stasis

Enter a stasis field, becoming immobile and immune to damage. Cannot cast, use abilities or items. Duration 4 (II:6, III:8) seconds.

Prerequisites (Level I, II, III): Channeling (20, 30, 80) AND Manifestation (20, 30, 80)

Cooldown: 60 secs.

Gladiator abilities

Pursuit

(not available at the moment)

Pursuit temporarily raises your runspeed by 10% (II:15%, III:20%) ever second for 4 seconds. Hitting your target during pursuits effect causes a weapon damage bonus equal to speed bonus.

Prerequisites (Level I, II, III): Slashing, Bashing OR Piercing (20, 30, 80)

Cooldown: 20 secs.

Cleave

Damage all targets within 2 (II:3, III:5) yards in front of you.

Prerequisites (Level I, II, III): Slashing, Bashing OR Piercing (20, 50, 80)

Cooldown: 8 secs.

Harmstring

Reduces your targets runspeed by 50% for 2 (II:4, III:6) seconds.

Prerequisites (Level I, II, III): Slashing, Bashing OR Piercing (20, 50, 80)

Cooldown: 20 secs.

Stunstrike

Stun all enemies 2 yards in front of you for 2 seconds. Stuns players for 1 (II:2, III:3) second.

Prerequisites (Level I, II, III): Lancing (20, 30, 80) , polearm weapon required.

Cooldown: 20 secs.

Knight abilities

Charge

Charge at your target and stun them for 1 (II:2, III:3) second. Range: 10 units.

Prerequisites (Level I, II, III): Heavy Armor (20, 20, 20) AND one out of Slashing, Bashing OR Piercing (20, 50, 80)

Cooldown: 20 secs.

Heroism

Taunts monsters in a 15 (II:20, III:25) yard radius, forcing them to attack you. Increases Defense by 15 (II:20, III:25). Duration 4 (II:6, III:8) seconds.

Prerequisites (Level I only): Slashing, Bashing, Piercing OR Archery (20)

Prerequisites (Levels II and III): Slashing, Bashing OR Piercing (30, 80)

Cooldown: 10 secs.

Shieldbash

Stuns the target. Players will be stunned for 1 (II:2, III:3) second. Other mobiles for 2 (II:4, III:6) seconds.

Prerequisites (Level I, II, III): Blocking AND Heavy Armor (20, 50, 80)

Cooldown: 15 secs.

Vanguard

Movement speed is reduced by 30% (II:25%, III:20%), damage received is reduced by 60% (II:70%, III:80%) and returning it to the attacker. Duration 3 (II:4, III:5) seconds.

Prerequisites (Level I, II, III): Heavy Armor (20, 50, 80)

Cooldown: 30 secs.

Rogue abilities

Backstab

Instant weapon swing with 60 (II:90, III:120) extra attack, must be behind target and wielding a dagger.

Prerequisites (Level I, II, III): Piercing (20, 50, 80)

Cooldown: 20 secs.

Dart

Increase movement speed by 10% (II:20%, III:30%) for 5 seconds.

Prerequisites (Level I, II, III): Light Armor (20, 50, 80)

Cooldown: 30 secs.

Evasion

Increase evasion by 10 (II:15, III:20) for 5 (II:6, III:7) seconds.

Prerequisites (Level I, II, III): Light Armor (20, 50, 80)

Cooldown: 30 secs.

Scout abilities

Snipe

100% chance to hit, attack increased by 80 (II:120, III:16) for the shot. 4 (II: 3.5, III:3) seconds cast time.

Prerequisites (Level I, II, III): Archery (20, 50, 70)

Cooldown: 10 secs.

Stunshot

Stun your target for 3 (II:4, III:5) seconds, 1 (II:2, III:3) second for players. 2 seconds cast time.

Prerequisites (Level I, II, III): Archery (20, 50, 70)

Cooldown: 10 secs.

Wound

Wound your target, slowing them by 40% (II:50%, III:70%) for 3 seconds. 0.5 second cast time.

Prerequisites (Level I, II, III): Archery (20, 50, 80)

Cooldown: 10 secs.

Sorcerer abilities

Destruction

Your next direct hit spell does an additional 40% (II: 60%, III: 80%) damage enemies within 8 yards of target.

Prerequisites (Level I, II, III): Channeling AND Evocation (20, 30, 80)

Cooldown: ?? secs.

Spellchamber

When activated, the next spell cast (2 difficulty or less, II: 4, III: 6) may be stored and released at will.

Prerequisites (Level I, II, III): Channeling AND Evocation (20, 30, 80)

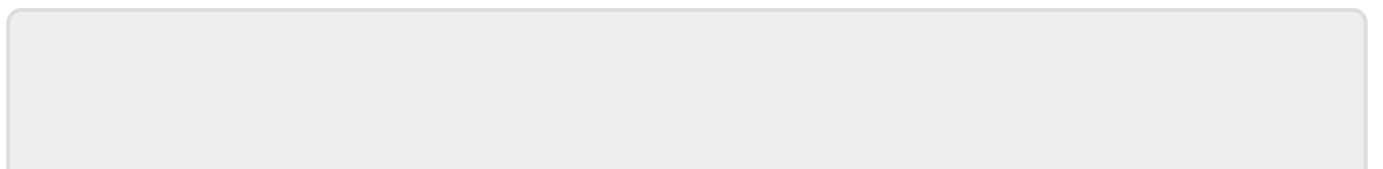
Cooldown: 15 secs.

Spellshield

Reflects spell damage back at the attacker to a total of 35 (II: 45, II: 55) damage. Duration 3 seconds.

Prerequisites (Level I, II, III): Channeling AND Manifestation (20, 30, 80)

Cooldown: 15 secs.



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