

FLEXIBLE WARRIOR

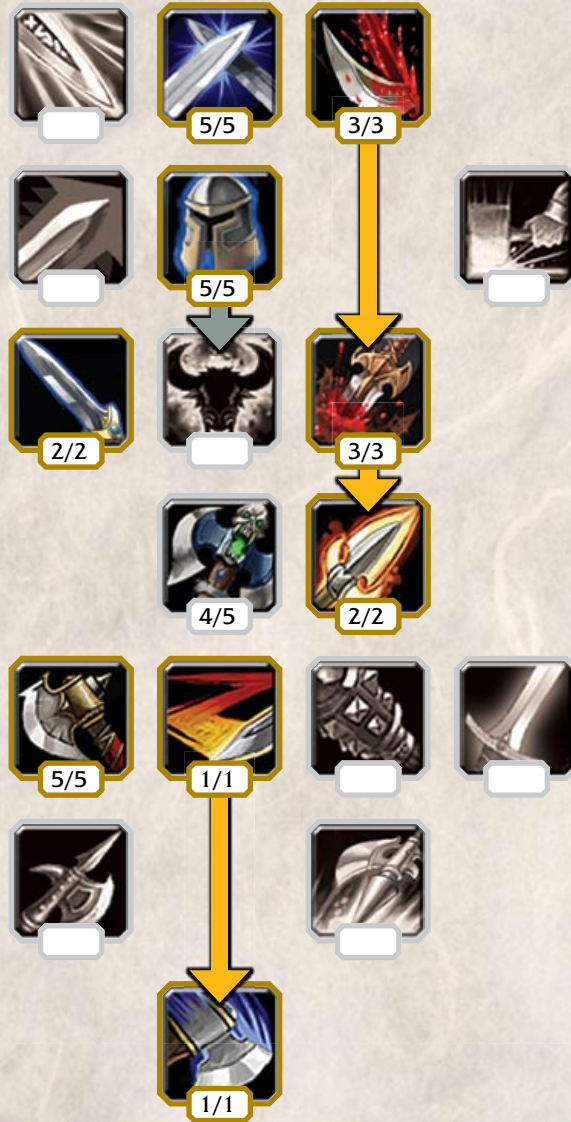
31 ARMS

5 FURY

15 PROTECTION

This build allows you to function very well solo, PVP, and in groups, while not being too gear dependant. The meat of this spec is found in Arms, while a few points in the other trees give access to abilities and talents that will assist you in all kinds of situations.

ARMS TREE



31 ARMS • 5 FURY • 15 PROTECTION

DEFLECTION 5/5



This talent is invaluable to tanks, as it gives a bonus 5% to your parry. This is 100% pure physical mitigation, so picking up this talent helps tanking immensely.

IMPROVED REND 3/3



While this talent proves completely worthless at higher levels, Rend is a good source of damage at lower levels and it is a prerequisite to two of the best talents in the Arms tree.

REQUIRES 5 POINTS

TACTICAL MASTERY 5/5



The cornerstone of all Warrior specs. Tactical Mastery allows you to retain 25 Rage whenever you change stances. The importance of this talent cannot be stressed enough in PVP and tanking.

REQUIRES 10 POINTS

IMPROVED OVERPOWER 2/2



Picking up this double talent increases your chance to score a critical strike with Overpower by 50%. This comes in handy in PVP and while soloing enemies higher level than you, as they tend to dodge more often.

DEEP WOUNDS 3/3



Anytime you land a critical hit, this talent applies a DOT that deals 60% of your average weapon damage over a short duration. Do not underestimate this talent. It can be an extremely high source of DPS.

REQUIRES 15 POINTS

IMPALE 2/2



This talent may not shine right away, but you will want it nonetheless. Basically, any special attack that can crit will deal 20% more damage. This talent really shows its value on Overpower, Execute, and Mortal Strike.

TWO-HAND WEAPON SPECIALIZATION 4/5



You only want to put four points into this so that you can keep a point free for another talent you will need later. This talent speaks for itself. It increases the damage you deal by a flat amount while using a two-hander. You will almost always be using a two-hander in PVP and solo grinding with this build, so pick up this talent.

REQUIRES 20 POINTS

SPECIALIZATION (OF A CERTAIN WEAPON TYPE) 5/5



Pour these five points into whatever type of weapon it is you prefer to use, or to which you have easy access. Axe, Polearm (Polearm specialization requires 25 Points in Arms), and Sword specs are the most sought after, as they add to your burst damage capability. Mace spec is the black sheep of the family. While the stun it gives can be nice, its value decreases a great amount as you progress further into the game.

SWEEPING STRIKES 1/1



Sweeping Strikes is required for Mortal Strike, but it is not just a simple prerequisite; it can be devastatingly powerful in the right circumstance. Try activating Sweeping Strikes and using Cleave or Whirlwind while you have two enemies engaged.

REQUIRES 30 POINTS

MORTAL STRIKE 1/1



Truly the bread and butter of the Arms Tree, Mortal Strike provides not only a truly powerful extra instant attack, but it also applies a debuff that cuts healing on your target by 50%. The importance of this in PVP cannot be stressed enough.

FURY TREE



PROTECTION TREE



CRUELTY

5/5



This truly awesome talent provides an extra 5% to score a critical strike with all of your attacks. This comes in handy in *any* circumstance.



SHIELD SPECIALIZATION

5/5



This talent provides a bonus 5% to block with shields and allows you to gain some rage when you do so. Of course, this helps you tank instances better since a monster cannot land a critical strike or crushing blow on you while you block.

REQUIRES 5 POINTS

IMPROVED BLOODRAGE

2/2



Sometimes you need a little extra rage, whether it is in PVP or tanking. This talent grants another 5 rage on top of the 20 rage you already receive from using this ability. It is also the prerequisite to an incredibly powerful talent.

TOUGHNESS

3/5



This talent allows you to increase your armor by a flat percent. Armor is always a good thing. You only want to spend three points here, so that you pick up the next tier of Protection talents, while saving the remaining points for other talents.

REQUIRES 10 POINTS

LAST STAND

1/1



Cheat death! Anytime you are running dangerously low on health you can activate this talent to give you 15% of your total HP for 20 seconds. This can be a real life saver while tanking and in one-on-one PVP combat.

DEFIANCE

4/5



Place the remaining four points in the Protection tree here. When you choose this talent, every attack you land while in Defensive Stance generates bonus threat. Obviously this is invaluable for tanking as it makes it easier to acquire and hold aggro.



STRENGTHS OF THIS TEMPLATE

The strength of this spec lies in the versatility. You basically have everything you need to do every job a Warrior will be required to do. The Arms tree gives you damage and burst DPS potential, while the few points in the Fury tree enhances that. The points in Protection allow you to tank a bit better than usual.

ROOM FOR FLEXIBILITY

Make no mistake, Warriors are the single most gear dependant class in the game. For this spec, obviously, whatever weapon you prefer to use will undoubtedly steer you in which direction you want to go when it comes to the specialization talents. However, this spec will allow you to perform quite well with just about any gear set.

Should you choose to go a solo route, make the following changes to your build. First of all, remove everything from the Protection tree, since it is purely for tanking and prepare to put the rest into the following talents:

BOOMING VOICE 5/5



This talent keeps your shouts up longer and increases their range. This really helps on long leveling grinds, as you will not have to apply the buff as often.

IMPROVED BATTLESHOUT 5/5



Pump up your Battle Shout with this talent. More attack power = more damage! How can you go wrong?

ENRAGE 5/5



Everytime you are the victim of a critical strike, your damage will increase by 25% for 12 swings of your weapon. This talent really comes in handy in PVP and against enemies higher level than you, as they will crit you more often.

EQUIPMENT

For this spec, as for as gear goes, you must keep your weapons and shield upgraded first and foremost. When selecting a two-handed weapon, choose the slowest beast you can find. Mortal Strike deals weapon damage plus some, so choosing a weapon with a high top end damage range will allow your Mortal Strike to hit harder.

FINAL NOTES

While this spec provides versatility, do not forget the Warrior's role. You can deal great damage, but do not forsake your shield. Warriors are simply the best tanks in the game. Knowing when to pull out your massive axe for a slaughter versus the time to pull out your shield to protect your comrades while they engage in the slaughter is what makes an outstanding Warrior. Learn your role well and other players will call upon your skills time and time again.

THE SOLO ROAD TO LEVEL 60

The talents suggested here, and covered in greater detail in this document, are designed to get you through levels as quickly as possible, and assume no outside help. Most of your time in the game would be spent either grinding through rest experience or completing quests outside of world dungeons. While characters with these specs could function in a group (that's a function of the player as much as any spec), talent points are allocated for solo work.

TALENTS TAKEN BY LEVEL 20

- 5/5 Cruelty
- 3/5 Deflection
- 3/3 Improved Rend

TALENTS TAKEN LEVELS 21-30

- 5/5 Deflection (2 points)
- 2/5 Tactical Mastery
- 2/2 Improved Overpower
- 3/3 Deep Wounds
- 1/2 Impale

TALENTS TAKEN LEVELS 31-40

- 2/2 Impale (1 point)
- 4/5 Two-Handed Weapon Specialization
- 1/1 Sweeping Strikes
- 4/5 [Weapon] Specialization

TALENTS TAKEN LEVELS 41-50

- 5/5 [Weapon] Specialization (1 point)
- 5/5 Tactical Mastery (3 points)
- 1/1 Mortal Strike
- 5/5 Booming Voice

TALENTS TAKEN BY LEVELS 51-60

- 5/5 Improved Battle Shout
- 5/5 Enrage