

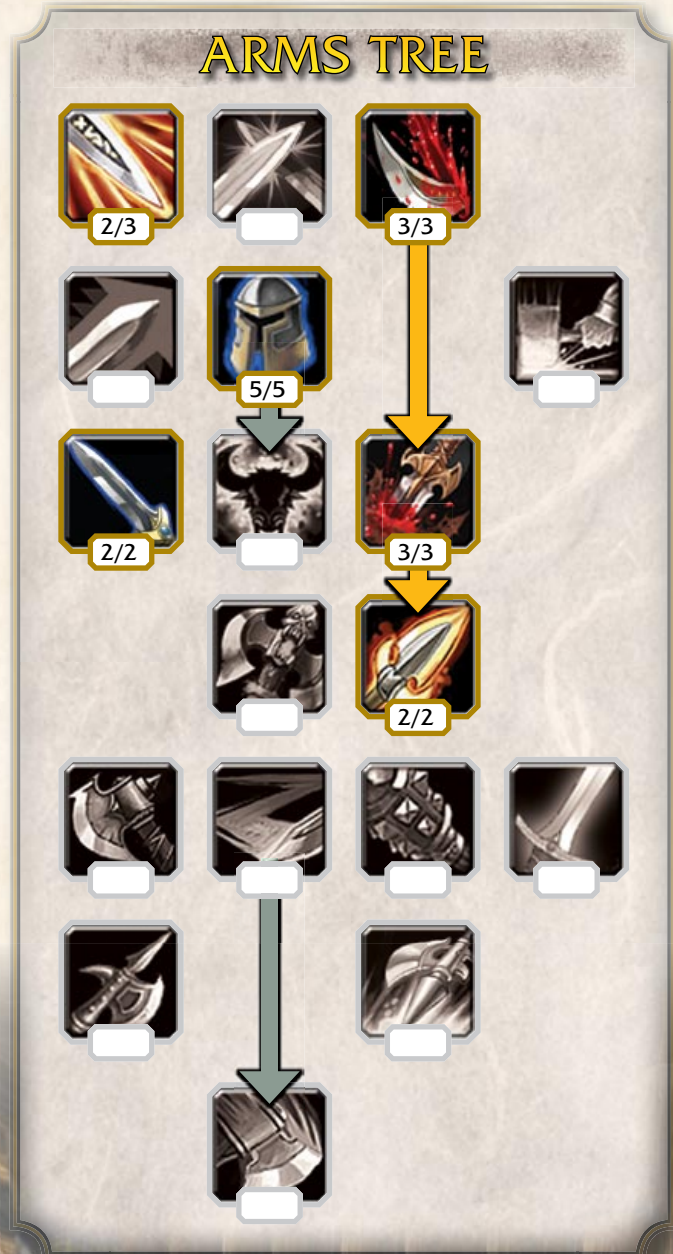
# FURY WARRIOR

17 ARMS

34 FURY

This build is designed for pure close combat damage using two one-handed weapons. With the right gear, your damage can and will rival any class in the game if played correctly.

## ARMS TREE



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### IMPROVED HEROIC STRIKE 2/3



Heroic Strike is a great way to dump some of the extra rage you generate with this spec. This talent makes it cheaper, which can really work to your advantage, especially while soloing or PVP.

### 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%. If you are using a slow main hand weapon this ability really shines.

### 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 is a great way to boost the low damage range of some of a Fury Warrior's instant abilities. Every time you score a critical strike with any of your specials this talent adds a bonus 20% on top of it. This is especially useful for Bloodthirst crits.



## FURY 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, especially since your crits will feed your Flurry talent that you will later pick up.

### REQUIRES 5 POINTS

### UNBRIDLED WRATH 5/5



At full power, this talent gives you a 40% chance to generate an extra rage point when you deal a normal attack. This may not seem very powerful right away, but when you factor in the increase to attack speed with Flurry and the fact that you hit with two weapons at once, it can really add up quickly.

### REQUIRES 10 POINTS

### IMPROVED BATTLESHOUT 5/5



Attack power is extremely important to a Fury Warrior since your main instant attack, Bloodthirst, is based purely on this number. For that sole reason, Improved Battle Shout is a must, since it provides you with extra attack power.

### IMPROVED CLEAVE 3/3



This might seem like a strange choice at first, but you really must put things into perspective to see the true value of this talent. When you are raiding you generate a great deal of rage with this spec. So much, in fact, that to fully achieve your target DPS you want to dump extra rage into Heroic Strike. The problem here is that Heroic Strike generates an *extremely* high amount of threat, thus pulling aggro off of your tank. The substitution for using Heroic Strike is, of course, Cleave. This talent provides enough bonus damage to Cleave that Heroic Strike's added damage will not trump it by much. Using Cleave over Heroic Strike in raids ensures that you do not pull aggro off of the tank and get yourself killed in the process!

### REQUIRES 15 POINTS

### ENRAGE 5/5



Mainly a PVP talent, but can be useful while solo grinding. This talent increases your damage by 25% for 12 swings. When using two one-handed weapons, you almost always make use of all 12 swings of this buff, so it really shines when dual wielding.

### DUAL WIELD SPECIALIZATION 4/5



You only want to spend four points here instead of five to ensure that you have enough points to spend for later talents. Four points spent here increases the damage done by your offhand by 20%. Over the long run, in raids, this increases your DPS by a substantial number.

### REQUIRES 20 POINTS

### DEATHWISH 1/1



One of the most amazing Warrior talents in your arsenal, this ability grants you a 20% damage increase while giving you fear immunity. The only draw back is that your armor and spell resistances are lowered by 20% as well. This does not have much effect on the melee damage you take, but it does have some risk against casters. In a raid, when you are not taking damage, this ability truly shines, but in PVP you must time it correctly. Try using this against a Priest or Warlock and watch them fall under your blades as their fear is rendered useless against you.

### REQUIRES 25 POINTS

### FLURRY 5/5



Simply the most important talent in the Fury Tree. This talent gives you a 30% increase to attack speed every time you land a critical strike. If your crit rate is high enough you can almost keep this ability active indefinitely. This talent provides more rage than you know what to do with while raiding!

### REQUIRES 30 POINTS

### BLOODTHIRST 1/1



Spending a point here provides an extra instant attack based on 45% of your attack power. Obviously, the more attack power you have, the more powerful this ability becomes. Once your attack power is high enough, the damage this attack provides can rival that of Mortal Strike.



## STRENGTHS OF THIS TEMPLATE

The strength of this build lies in the sustained damage potential. On a stationary target, such as a boss or enemy while raiding, you can truly pump out some impressive numbers that add a great deal of damage for you and your raid.

## ROOM FOR FLEXIBILITY

There is plenty of room for flexibility here, mainly by removing some of the Arms talents and putting a few more in the Fury tree to acquire things like Improved Intercept for PVP and Piercing Howl for slowing mass numbers of enemies. However, this spec provides the meat and potatoes of the Fury and Arms trees that give you not only a great deal of sustained DPS, but also a decent amount of burst damage potential.

## EQUIPMENT

Specing Fury is the single most gear dependant spec for any class. When dual wielding, a Warrior suffers a 24% miss rate to all normal swings. Thus, you must stack up as much +hit % gear as you can possibly get without sacrificing too much health, attack power, and crit %. The target number you want to go for is 8-11% +hit. After that, you sacrifice too much to make this build work.

Secondly, pay attention to your attack power. Try to get around 1000 unbuffed attack power. This really keeps your Bloodthirst competitive with other instant attacks in the game.

Next, keep an eye on your crit %. Everything you do is based around the Flurry talent, so your crit % should never fall too low. Try to maintain 23% or higher in berserker stance to really make use of Flurry. If you can go higher, do so!

Finally, take note of items with +weapon skill on them, such as +5 to swords etc. The higher your weapon skill is, the less chance of scoring a glancing blow becomes, which cuts a good portion of your damage. +Weapon skill can be hard to get, so do not sacrifice too much to get it. Items with it are few and far between. If you are a Human or an Orc you already have this, so this spec is a little easier for you.

## FINAL NOTES

It is not recommended that you try this spec until you are familiar with the Warrior class and have some of the previously mentioned gear. Without the gear, dual wield can be an incredibly weak build, but with the right gear, it can shine at the top. All in all, however, once you master the play style of this build, it reigns amongst the most enjoyable to play in the game.

