

Note

Stalkers, hunters, scouts, the unseen blade and the perfect shot.

Hunters are the fastest and most precise of the three Classes. They use speed, agility, and stealth to overcome their foes.

Hunters wield the Light purely offensively, destroying their foes with blazing Solar energy or vicious Arc lightning.

Hunters begin with the Gunslinger specialization, unlocking Bladedancer at Level 15.

Gunslinger

The Hunters' Gunslinger specialization wields the Light as a literal weapon, summoning a Golden Gun of raw Solar energy to torch any foes. A Gunslinger's other abilities are focused around precision combat—if you are a steady hand on the trigger, this is the spec for you.

The Gunslinger's "melee" attack is actually a ranged throwing knife, giving you a high-damage backup attack in any short-range combat scenario that is outside normal melee range. The Gunslinger is also the only Class or spec that gains access to a proximity-triggered explosive: the Tripmine grenade, which is a useful tool for area control.

Specializing in Intellect gives you more rapid Golden Gun usage, ideal for taking out targets quickly. Discipline gives you more frequent access to an array of versatile grenades, with a mix of area control, seeking, or straight AoE damage.

Strength is the non-obvious choice for the Gunslinger. You can use the throwing knife more rapidly, but whether that is worth it to you over more frequent Golden Gun activations or grenades is entirely a personal preference.



Grenades

Incendiary Grenade

An explosive grenade that catches enemies on fire, causing additional damage over time.



A fairly straightforward explosive grenade, the Incendiary grenade does have one unique trait: it sets enemies on fire. Because the burn always deals the same damage, this has the effect of raising the average damage of the Incendiary grenade at its outer edges. The damage from the blast falls off from the center like other grenades, but the DoT damage does not.

But regardless, aim to tag this grenade in the center of groups of enemies or directly at an opponent's feet in PvP whenever possible to maximize damage.

Damage	Radius	Notes
115 (140)	7m	Deals 115 damage + 25DoT (5 ticks of 5 damage over 2.5 seconds).

Swarm Grenade

A grenade that detonates on impact, releasing multiple drones that seek nearby enemies.



The Swarm grenade is unusual because it does not deal blast damage. Instead, it releases a small cluster of five autonomous seeker drones that rush and attack any nearby enemies. These seekers repeatedly bash their targets, dealing damage twice before exploding in another small burst of damage.

Swarm grenades employ a unique delivery mechanism. Once the grenade hits, it splits and reveals the seeker drones that hover in place and do not move until an adversary is nearby. This allows you to set traps in doorways or narrow hallways. The drones are not particularly damaging individually, but if all of them land at the feet of one target, they can down an opponent in PvP with one grenade or deal heavy damage in PvE.

Swarm grenades are also useful as a detection tool. You can use the drones if you want to track foes behind cover, or if you are uncertain of an enemy's position on the Motion Tracker. It is possible to shoot and destroy these seeker drones, but don't count on doing so easily if a hostile Swarm grenade lands near you in PvP.

Damage	Radius	Notes
189	Impact-based	Detonates on impact, releasing five seeker drones that attack nearby hostiles. Damage can vary significantly—each drone hits for 7 damage up to two times, then detonates for another 7 damage.

Note

Swarm ID

Friendly grenades don't hurt you in PvP (or PvE for that matter), but it can be difficult to tell what is a friendly grenade in PvP.

Swarm grenade seekers have a "friend or foe" ID system built in. If you see a white aura around the seekers, they came from a friendly Hunter. This same friendly white aura also applies to the Tripmine grenade.

Tripmine Grenade

An explosive grenade that sticks to surfaces and detonates when enemies pass through its laser trigger.



As the only proximity-triggered explosive in the game, the Tripmine grenade is exactly what it sounds like. It allows you to place a tripmine that detonates when any adversary comes into its range.

The Tripmine does have damage falloff, so it is best placed in a position where an enemy triggering the blast will get hit by the full force of the explosion. The Tripmine projects its damage outwards in a cone, so stick it to a flat surface to ensure that it is aimed properly. Sticking it to rough terrain can result in a poorly aimed blast.

Doorways, narrow hallways, and sharp turns around cover make the best hiding spots. With a well-placed Tripmine, you can easily catch an overly aggressive opponent in PvP. In PvE, it is generally simple to hit combatants with the full force of the blast, even if you throw it as a “normal” grenade. Curiously, the Tripmine is also a sticky grenade. You can stick it to a target, which is fatal in PvP and highly damaging in PvE.

Damage	Radius	Notes
160(225)	12m	Triggers when a hostile enemy steps in front of its cone, and deals 65 additional damage if it sticks to a target when thrown. Deals damage in a cone and does have damage falloff.

Abilities

Double Jump

Jump a second time after leaving the ground.



A Hunter's Double Jump is distinct from a Titan's Lift or a Warlock's Glide. Instead of boosting or hovering through the air, you can simply jump a second time while in midair. Remember to press and hold the Jump button to achieve the most height from your jumps. If you do so and time your second jump at the apex of your first, you can get additional height.

Better Control

Upgrades Double Jump for better directional control while in the air.

Better Control gives you a noticeable improvement in lateral jump mobility, which is very useful if you prize mobility over height.

Higher Jump

Upgrades Double Jump for even greater height.

Higher Jump gives you the height of a Triple Jump, but it comes out more quickly. If you care more about rapid elevation changes than air control or an extra jump, this is the upgrade for you.

Triple Jump

Upgrades Double Jump with a third jump.

Triple Jump lets you tack on a third jump in midair, giving you either more height or more control over your landing. In PvP, you can also use it to significantly break up your jump pattern with erratically timed jumps, making you a difficult long-range target. Triple Jump can get you roughly to where a Double Jump with Better Control would land you. However, it takes you longer to get there, and it requires total focus on your air control.

Golden Gun

Summon a flaming pistol that disintegrates enemies with Solar Light. Has a recharge of four minutes and 30 seconds.



Golden Gun creates a hand cannon out of pure Solar energy. Once activated, you can move around with the Golden Gun in hand as your super energy depletes. You typically get three shots out of your Golden Gun, and in PvP, all three are lethal to your opponents. In PvE, they are not a one-shot kill on very tough adversaries, but they are guaranteed to wipe out lesser foes and still deal heavy damage to hard targets. Because Golden Gun can be activated and “held,” this gives you an element of mobility and precision that the Titans’ and Warlocks’ offensive moves lack. You can trigger it before entering a known dangerous area and launch a devastating surprise attack.

Be careful about trying to use Golden Gun totally reactively. If you trigger it while under fire, you may get killed before you can complete the activation animation, get the gun in hand, and get on target. Golden Gun works best with a bit of preparation: know where your enemies are and which ones you want to take out, trigger it, and eliminate them before they can react. Keep in mind that Golden Gun does have damage falloff, and you cannot snipe targets at extremely long range. This ability works best at close to close-medium distances.

Deadeye

Significantly increases the accuracy of Golden Gun.

Deadeye greatly improves the accuracy of Golden Gun, giving you the ability to rapidly snapshot from the hip and reliably take down foes.

This is particularly potent in PvP, allowing you to line up and fire on three targets as quickly as you can pull the trigger. In any close-range engagement, you’re undoubtedly going to land the shots.

In PvE, this upgrade is less needed, as you almost always have the time to aim and fire your shots accurately.

Combustion

Killing enemies with Golden Gun causes them to explode.

Combustion causes targets to detonate in an explosion, almost at a full force grenade power level, dealing 120 damage in a 5-meter radius.

This is particularly useful in PvE, as it gives Golden Gun some of the AoE power that the Titans and Warlocks enjoy. Against clustered adversaries, you can deal serious damage by detonating three enemies in rapid succession.

In PvP, this upgrade is generally less useful, as opponents are rarely clumped up long enough for the blast to matter, particularly since you can already eliminate nearby targets with follow-up shots.

Gunfighter

Reduces the cooldown of Golden Gun, allowing it to be used more often.

This takes 30 seconds off Golden Gun's recharge time, lowering it to four minutes.

Because your Intellect further modifies the baseline recharge time, this ability can significantly increase your Golden Gun uptime.

Combustion generally deals more PvE damage, and Deadeye instills more PvP confidence, but Gunfighter is the perpetually useful upgrade. It gives you more opportunities to eliminate key targets during tough missions and PvP matches.

Throwing Knife

Throw a knife from a distance.

Instead of a melee strike, the Gunslinger makes use of a deadly throwing knife. Unlike all other melee attacks, Throwing Knife has no practical "range" on it, aside from the difficulty of hitting targets at long range with an arcing knife toss! Throwing Knife can deal precision damage if you strike a target in its weak point.

Throwing Knife perfectly embodies the Gunslinger's devotion to precision attacks. The knife is harder to hit with than most other attacks, but it also gives you reach with your melee attack, something no other Class can boast.

In PvP, if you can follow up a barrage of gunfire with a well-aimed toss, you can end a short-range fight instantly. It is also extremely useful for enemies that appear to be charging you for a melee strike of their own— land a knife hit before they get into range. In PvE, less agile targets are easy to hit even out to a medium distance, so don't hesitate to throw early and often. The more practice you get with this attack, the more deadly accurate you become.



Circle of Life

Killing an enemy with Throwing Knife while Golden Gun is active extends the duration of Golden Gun. +1 Armor.

This is one of the most specific and least useful upgrades for general utility, giving you slightly more Golden Gun duration if you score a knife kill while it is active.

On the upshot, it gives you a static boost to Armor, and that is always useful. As far as the Golden Gun duration bonus, in PvE, this can let you score a more important kill by eliminating a weakened nearby target with your knife. You can then use your final shots on more dangerous targets at full health.

Incendiary Blade

Throwing Knife catches enemies on fire, dealing additional damage over time.

A very useful damage upgrade, Incendiary Blade adds a 25 damage DoT to Throwing Knife, dealing 5 ticks of 5 damage over 2.5 seconds like other burning effects.

Of the three Throwing Knife upgrades, this one is the easiest to use and adds a simple and guaranteed damage increase to your knife hits.

Knife Juggler

Precision kills with Throwing Knife immediately reset its cooldown.

As the high-risk, high-reward option, Knife Juggler demands that you score a precision kill to instantly refresh the cooldown.

This isn't an easy feat in PvP, but if you can pull it off, you can chain knife throws back to back and combine them with gunfire or a follow-up knife strike to score a multi-kill.

In PvE, chaining precision kills on weaker enemies is absolutely possible. This provides an ammo-free short-ranged method of eliminating multiple enemies.

Ability Modifiers

Tier 1

Scavenger

Picking up ammo reduces the cooldown of your grenade and Throwing Knife.

A significant boost to your grenade and melee recharge timers, Scavenger gives you 10-15% of your meter back for each box. Note that this can absolutely be combined with various weapon mods that interact with ammo drops, giving you more recharge over the course of a PvE mission.

Scavenger is generally less useful in PvP, but all special ammo boxes do work for it. Remember that all ammo boxes, including heavy, drop extra ammo for nearby friendly players. So, even if a teammate opens the crate, you can still pick up an extra ammo pack.

Keyhole

Golden Gun overpenetrates and can damage multiple targets.

Keyhole causes your Golden Gun to penetrate a single target, potentially allowing you to take out six adversaries with one Golden Gun charge. This is a very useful upgrade in PvE. Combined with Combustion, Keyhole can allow you to decimate a tightly packed group of foes almost as quickly as the Titan or Warlock AoE supers.

In PvP, this can help you against clustered enemies, particularly in hallway battles. However, the requirement for both multiple targets and multiple targets arranged in a neat line makes this a difficult talent to utilize fully.

Gunslinger's Trance

Precision kills increase weapon Stability. Stacks up to three times.

This is a powerful bonus to Stability, granting +20 per stack with a 15-second duration. Three stacks can cap the Stability value on all but the weakest Stability weapons in the game.

If you are skilled at scoring precision kills in PvE, you can use this perk alone to compensate for a poor Stability score on a primary weapon, greatly increasing your lethality. This comes with a few caveats, however. The higher the difficulty of the mission, the harder it is to chain kills rapidly, even on relatively weak enemies. The other concern is that relying on Trance for your Stability can put you in a rough spot if your weapon is normally difficult to handle without the bonus.

With all that said, this is still very much worth experimenting with in combination with weapons of varying Stability levels. In PvP, this perk can be useful. The 15-second duration is lengthy enough to get into another fight after a precision kill, and even a single stack is enough of a bonus to be noticeable.

Tier 2

Chain of Woe

Precision kills increase weapon reload speed. Stacks up to three times.

Another powerful weapon stat bonus, Chain of Woe grants you +20 Reload per stack. On top of that, unlike Gunslinger's Trance, if you hit the Reload cap, it gives you a 5/10/15% bonus to Reload beyond the cap for each stack you have at the cap. Unlike Gunslinger's Trance, Chain of Woe's effect isn't as dramatically impactful on your performance. If anything, it provides a slight bonus to sustained damage output in PvE.

Over the Horizon

Increases the range of Golden Gun. +1 Agility.

The description of this talent is a little misleading. Actually, Over the Horizon essentially removes the damage falloff from Golden Gun. Functionally, this means that you can kill a target anywhere in range that you can hit them, rather than having the shot drop off over distance. This does not influence "Range" in the same sense as the weapon statistic. Rather, it affects your actual ability to use Golden Gun on distant targets. This is useful in both PvE and PvP, as it allows you to stay back and hammer distant targets with a hard-hitting precision super.

Gambler's Dagger

Gain an additional Throwing Knife.

Gambler's Dagger gives you two knives that you can toss in rapid succession. The recharge on the second knife begins once your first is "reloaded," and this takes twice as long as your normal recharge rate.

You can pair Gambler's Dagger with Knife Juggler to give you an extra shot at scoring an instant recharge or to quickly kill an enemy in PvP. Alternately, combine it with Incendiary Blade to set two targets alight. Remember that burn damage does not stack. If you rapidly throw both knives at one target with Incendiary Blade active, you reset the DoT duration; you do not extend it.

Passives

Tier 1

Path Forgotten

Training focused on toughness and speed.+2 Armor, +2 Agility

Path Forbidden

Training focused on battle Recovery and speed.+2 Recovery, +2 Agility

Path Unknown

Training focused on battle Recovery and toughness.+2 Armor, +2 Recovery

Tier 2

Way of the Drifter

Training focused on all attributes.+2 Armor, +1 Recovery, +2 Agility

Way of the Fearless

Training focused on toughness at all costs.+5 Armor

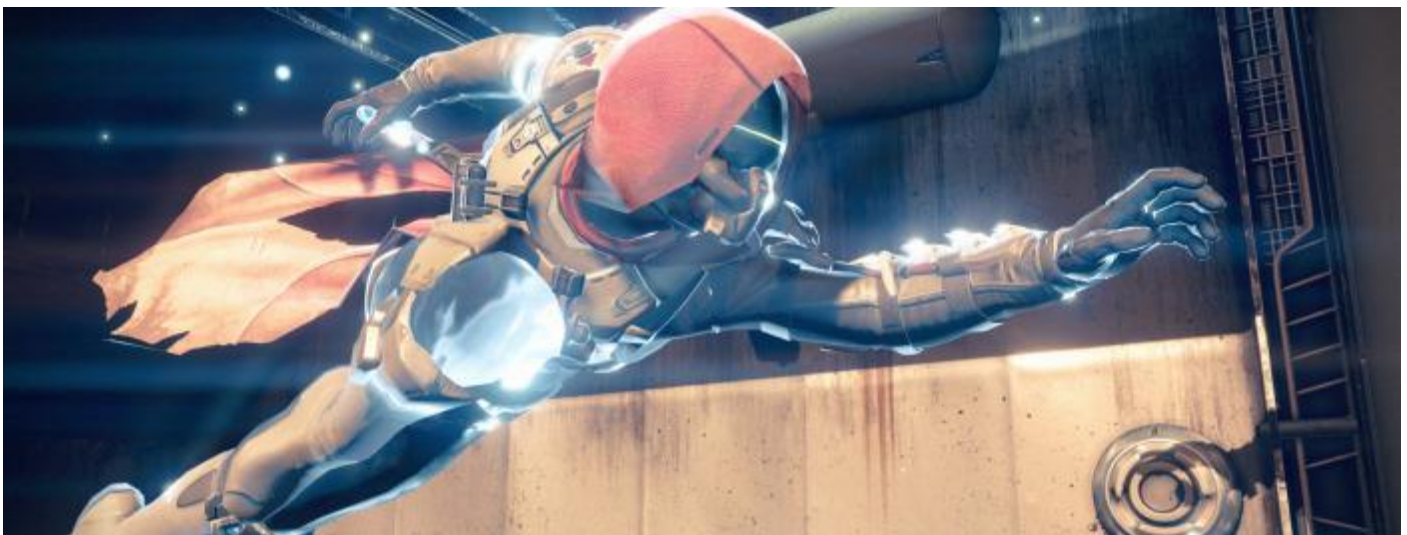
Way of the Nomad

Training focused on maximum battle Recovery.+4 Recovery, +1 Agility

Bladedancer

The Bladedancer specialization is focused on shredding your foes with Arc-charged melee powers and slipping into the shadows with your cloak to evade retaliation. If you enjoy dashing in and out of melee range and picking apart confused enemies with your cloak, this is the Hunter spec for you. The Bladedancer spec features the longest range melee attack in the game in the form of Blink Strike, the unique ability to cloak, and the mighty Arc Blade super to slice your foes apart with a charged lightning blade.

Strength/Intellect splits are the obvious choice for the Bladedancer, giving you more access to either your Arc Blade or your Blink Strike. However, Blink Strike has a unique upgrade that reduces its cooldown to five seconds, meaning you can completely skip Strength if you choose it and maximize your Intellect and/or Discipline scores freely.



Cloaking



Bladedancer Hunters have the unique ability to cloak. While cloaked, enemy combatants in PvE lose track of you completely, though they can still fire at your last known position.

Cloaking also gives the Bladedancer one of the most important roles in difficult PvE missions: saving the Fireteam from a full wipe. This task becomes very, very important during Nightfall Strikes.

In PvP, you are visible as a ghostly outline that fades in or out depending on how quickly you are moving. Move slowly, and you are harder to spot. Sprint at full speed, and opponents can usually detect you.

Cloaking reduces your Motion Tracker signature in PvP. It is functionally identical to crouching, but you maintain full mobility while cloaked, so you can use the delay in the Motion Tracker to strike offensively. Push in one direction, then suddenly change course and attack from a flank. Often, players continue to monitor the direction of the first ping, and they may not spot your change of direction until it is too late. Cloaking slows tracker pulses to 5 seconds from the normal 3.

Grenades

Flux Grenade

An explosive grenade that deals additional damage when attached to enemies.



A straightforward sticky grenade, the Flux grenade is best used in PvE by aiming for sticks at all times. In PvP, tag enemies with it while you're cloaked. While tucked away in a dark corner or in an elevated position, you can often completely surprise a target in PvP, and landing the stick is a guaranteed kill on all but the toughest Titan targets.

Damage	Radius	Notes
100(165)	5m	Deals 65 additional damage if it sticks to a target when thrown.

Skip Grenade

A grenade that splits on impact, creating multiple projectiles that seek enemies.



The Skip grenade releases drones that behave identically to the Swarm grenade seekers, but the delivery method is a bit different.

Where the Swarm grenade releases a cloud of seekers in place that attack nearby enemies, the Skip grenade releases four drones from the point of impact. The drones inherit any momentum behind the throw and then bounce away before seeking a target. This allows you to pull some tricky moves by bouncing Skip grenades off hard surfaces, floors, ceilings, and walls. You can manipulate various environmental features to get the seekers where you want them.

Damage	Radius	Notes
120	Impact-based	Releases four bouncing drones on impact that seek out and ram nearby hostiles. Deals 7.5 damage per impact up to two times, then detonates for another 15 damage. Like Swarm grenades, it is rare for the full damage payload to hit one target.

Arcbolt Grenade

A grenade that chains bolts of lightning to nearby enemies.



A seeker grenade, the Arcbolt grenade projects damaging bolts at up to three nearby targets. While the Arcbolt deals less individual damage than other grenades, it is notable for its ease of use—any targets in range are all but guaranteed to get hit. In PvP, the Arcbolt is extremely useful for flushing out, locating, or finishing off opponents.

The bolts from the Arcbolt grenade seek out a nearby target, then bounce to two more targets from the first target hit. The bounces can each ascend up to the full 8-meter range, so the maximum distance of this grenade is actually larger than it looks, depending on how enemies are positioned.

Damage	Radius	Notes
80	8m	Sends an 80 damage Arc bolt at up to three targets within the blast radius. Arc bolts can chain to additional targets.

Abilities

Double Jump

Jump a second time after leaving the ground.

A Bladedancer's Double Jump, Higher Jump, and Better Control are all identical to a Gunslinger's, though the Bladedancer's control gives +1 Recovery. Blink, however, is not at all the same..

Higher Jump

Upgrades Double Jump for even greater height.

Better Control

Upgrades Double Jump for better directional control while in the air. +1 Recovery.

Blink

A short-distance teleport that replaces Double Jump.



Blink completely replaces Double Jump with an instant teleport move. Rather than letting you float or jump through the air, it transports you instantly in the direction of your current momentum. This means that you can jump in one direction, look in another, and then Blink in the direction you are moving without looking.

You can use Blink twice in quick succession before it requires a short cooldown. Remember this in PvP: trying to repeatedly Blink in combat can get you in serious trouble, especially if you need a Blink to escape a bad situation. Blink is a bit more difficult to use for general mobility and terrain traversal than the other movement abilities, which is the tradeoff for having an instant movement speed.

In PvP, Blink can be extremely powerful for disengaging or disorienting an opponent. The instant teleport can get you out of trouble or take you behind an opponent before they realize where you have moved. Alongside the Bladedancer's potent melee abilities and cloak, you have a powerful combination for rapid aggressive movement. In PvE, Blink can save you from hostile fire by moving you behind cover immediately, rather than leaving you floating in midair. But be wary, as the penalty for missing a Blink in high-difficulty PvE missions is often deadly.

Blink is generally harder to use than the other movement abilities, but it rewards mastery. If you decide to pursue it, unlock it and use it as often as possible to learn its distinct quirks.

Arc Blade

Charge your blade with Arc Light, and consume your foes with lightning. Has a recharge time of four minutes and 30 seconds.



Arc Blade gives you a lethal Arc-charged blade that you can use to slice and dice your foes. Using Arc Blade grants you control in third person, allowing you to see nearby enemies directly around you.

Pressing melee while aiming in any direction causes you to lunge in that direction with a swift melee strike, and Arc Blade has a very generous auto-lock. If there's an adversary in that direction, you are all but guaranteed to hit them. An important note: if you leave the stick neutral while pressing melee, you automatically target nearby enemies. This is particularly deadly if you know you are surrounded by foes, as you can simply hammer the Melee button until nothing but ash remains. You can also use Arc Blade while in midair, combining it with your movement abilities to close the distance or intercept an opponent in midair in PvP. Pair it with Blink to instantly get you into close range.

Arc Blade drains over time, normally giving you around 12 seconds of use. However, if you use a melee strike or any of the Fire button special moves, it drains more quickly. Swinging reduces the meter whether you hit or not, and hitting a target takes about the same energy as one of the special moves.

Arc Blade is unique among supers as a melee range attack. Like all super moves, it has a long lunge distance and gives you damage resistance while it is active. Still, you must plan when and how to use this super in both PvE and PvP to safely get the most out of it. Blindly activating it and rushing into the middle of a group of enemies can score you a bunch of kills, or it can end up with you bleeding out far from any friendly Guardians to revive you. As with Golden Gun, choose your time and activate it in advance, triggering your blade and then assaulting your chosen target swiftly.

Showstopper

A lethal area-of-effect explosion with 7-meter radius.



Press the Fire button during Arc Blade to damage nearby enemies. Showstopper gives you a lethal AoE explosion that you can trigger at any time during Arc Blade by pressing the Fire button. It has a radius of around 7 meters, which is just about the size of your inner circle on the Motion Tracker. In PvP, Showstopper can instantly kill all nearby opponents. In PvE, it may not kill tough foes, but it can wipe out weaker ones and damage the more resilient ones, leaving you free to relocate or perform more attacks. Be careful about triggering Showstopper if distant opponents have a line of sight on you—the animation freezing you in place can get you killed.

Razor's Edge

A powerful, ground-based, ranged energy wave.



Press the Fire button during Arc Blade to unleash a destructive wave of energy that travels along the ground. This is a powerful ranged attack that you can unleash at any time, Razor's Edge sends a shockwave of Arc force out to around a distance of 15 meters. This kills any opponents in PvP and weak foes in PvE, while dealing heavy damage to tougher enemies.

Razor's Edge can let you surprise opponents in PvP who think you are too far away to harm them, particularly because the wave of force on the ground can crawl over low cover and move with the terrain. Just be careful, because alert opponents can jump over the blast wave.

Vanish

Cloaking effect that allows user to disappear from sight.



Press the Fire button during Arc Blade to disappear from sight. Vanish gives you the ability to cloak during Arc Blade usage. This is very useful in PvE for avoiding incoming damage: you can slice up a group of enemies, then cloak and relocate to avoid any incoming fire.

In PvP, it can be useful in a situation where you know there are multiple adversaries near each other, but not conveniently grouped up in one room. You can down a target, cloak, and quickly relocate to assassinate another one.

Blink Strike

A powerful melee attack with extended range.



Blink Strike teleports you forward several meters, instantly striking your foe with a lunging stab. This quick blink can surprise opponents in PvP, and close distance quickly in PvE. You can even use Blink Strike as a quick evasion tool by lunging at an adversary that is behind cover.

Backstab

Doubles damage when hitting targets from behind.

Hitting an enemy from behind with Blink Strike causes significantly more damage. Backstab deals double damage, giving you a long-range melee attack that is almost always lethal in PvP. It's particularly nasty when you combine it with a cloak to ambush opponents. In PvE, Backstab is easier to trigger against AI combatants than players most of the time, especially if you abuse the cloak fully.

Fast Twitch

Reduces the cooldown of Blink Strike.

An incredibly powerful talent, Fast Twitch cuts your Blink Strike cooldown to five seconds! Needless to say, this is one of the more powerful melee talents in the game if you enjoy melee combat.

Fast Twitch lets you take full advantage of your maximum range melee strikes, essentially as often as you want. It also means that you can put the full focus of your stats into Intellect and Discipline without losing any melee effectiveness.

Escape Artist

Allows the user to cloak instantly after hitting a target with Blink Strike.

Hitting an enemy with Blink Strike grants brief invisibility. Escape Artist causes you to instantly cloak after a Blink Strike, giving you a full 7.5 second cloak duration. In PvE, this is very useful for scoring a hit and then evacuating from a dangerous situation safely. You can keep Escape Artist in your pocket for when you need it, triggering it mid-combat to escape. In PvP, you may cause enough confusion when you cloak to score a kill. Typically, though, if you're in another player's line of sight, they're not

going to lose their fix on you because you triggered a cloak. However, if you strike from the flank or rear, or if you finish an opponent with Escape Artist, you can often take advantage of the cloak to ambush another nearby foe.

Ability Modifiers

Tier 1

Fleet Footed

Increases maximum sprint speed and extends slide distance. +1 Agility.

Fleet Footed does not stack with the weapon mod that extends slide distance, though you still gain the movement speed boost. Fleet Footed is particularly nice in PvP when combined with a shotgun, but it is also a generally useful mod for mobility in both PvE and PvP. The extended slide distance can get you into cover more quickly, and extra movement speed is always beneficial.

Quick Draw

Weapons ready immediately after dealing damage with any knife attack.

A powerful talent for melee combat, Quick Draw causes your weapon to come up almost instantly after a melee attack. Combining Quick Draw with a shotgun blast is a guaranteed kill against an opponent in PvP.

In PvE, Quick Draw is less important, as the gain to burst damage is less vital than PvP, where fractions of a second can determine a fight.

Shadowjack

Increases the duration of invisibility effects.

Shadowjack is a good talent if you find that you are often hitting the limit of your cloak duration in PvE or PvP.

In general, the base time for cloaking is plenty to get away from enemies in PvE, but extra time can be useful in PvP for scoring ambushes. If you move from place to place behind cover, the reduction of your Motion Tracker signature can easily get you into a flanking position to score a kill.

Tier 2

Encore

Killing an enemy with Arc Blade extends its duration.

Encore is a very useful talent in PvE for extending the mayhem that you can perform while Arc Blade is active. Against large groups of weaker foes, you can cut a swath through the entire pack with Encore active. In PvP, it is rare for you to have enough targets to make the extra duration from kills worthwhile.

Stalker

Gain invisibility after crouching in place for a short time.

A Class-defining talent in PvE, Stalker is one of the most powerful tools in the game for party support. Like the Titans' Ward of Dawn, this is an irreplaceable tool for keeping your team alive during a Nightfall mission. The ability to cloak at any time, on demand, can allow you to "stealth revive" your teammates, potentially saving your team from a wipe.

In PvP, this talent is equally powerful, giving you the ability to cloak before beginning an assault on any enemy position or before moving into known enemy territory.

Stalker has a 10-second cooldown before it can be re-triggered. If you go into the cloak and drop out of it immediately by attacking, you can't re-cloak instantly.

Hungering Blade

Kills with Arc Blade and Blink Strike immediately regenerate health.

Hungering Blade competes with Stalker for utility. While Stalker is typically a more powerful talent in most situations, Hungering Blade can grant you significant additional durability in combat.

Any kills with Arc Blade or Blink Strike give you an immediate 10 point heal, then let you heal for an additional 1.5 seconds, even if you are taking damage.

This health regeneration can keep you standing in both PvE and PvP, helping you to survive and score follow-up kills. In the case of Arc Blade in particular, this can result in continuous healing as you cut through a group of foes, but a Fast Twitch Blink Strike is also potent.

Passives

Tier 1

Path Forgotten

Training focused on toughness and speed.+2 Armor, +2 Agility

Path Forbidden

Training focused on battle Recovery and speed.+2 Recovery, +2 Agility

Path Unknown

Training focused on battle Recovery and toughness.+2 Armor, +2 Recovery

Tier 2

Way of the Drifter

Training focused on all attributes.+2 Armor, +1 Recovery, +2 Agility

Way of the Fearless

Training focused on toughness at all costs.+5 Armor

Way of the Nomad

Training focused on maximum battle Recovery.+4 Recovery, +1 Agility

Note

Brute force, masters of war, a powerful combination of strength and skill.

Titans are the most heavily armored and the most direct of the three Classes. They assault fortified enemy positions head-on, utilizing their mastery of the Light to shield and protect themselves and their allies... or to destroy their adversaries.

Titans begin with the Striker specialization, unlocking Defender at Level 15.

Striker



The Titans' Striker specialization focuses on wielding powerful Arc energy, granting offensive bonuses to melee strikes and obliterating foes with the mighty Fist of Havoc super. Striker is particularly potent in Crucible matches on close-quarters maps, or in more confined PvE missions.

Maximizing Strength and Intellect lets you capitalize on Striker's two greatest strengths: Storm Fist and Fist of Havoc. If you can get to grips with your enemies, you can punish them with crushing melee strikes.

In situations where close-range combat is difficult, impossible, or inadvisable, consider shifting your stats around to emphasize Discipline to a greater degree. Doing so allows you to either make extensive use of Flashbang grenades to disorient your foes, or rapidly throw high-damage Arc grenades.



Grenades

Flashbang Grenade

An explosive grenade that disorients the enemies it damages.



Flashbangs disrupt and confuse enemies, blinding them with raw Arc energy. Use them to suppress multiple hostile targets that have a clear line of sight to you. You can take advantage of the disorientation to press an attack, or retreat and relocate to a more defensible position.

Flashbangs are especially potent in PvP, where they function as full-strength explosive grenades and can blind nearby players. They are ideal for sieging a defended position or covering a retreat.

The degree to which targets are blinded by a Flashbang depends on how much of the blast they catch while looking at it, and how close they are to the epicenter. Be careful: you can blind yourself!

In PvE, blinding enemies is extremely easy, and any foes hit by the blast radius are disoriented for a short time. Keep in mind that Majors and Ultras can shrug off the effects more easily.

Damage	Radius	Notes
140	7m	Blinds players, disorients AI.

Pulse Grenade

A grenade that periodically damages enemies inside its explosion radius.



Pulse grenades deal continuous pulses of Arc damage in a large spherical area. They do not deal damage between pulses, so the targets must be within the area of effect when the pulse triggers.

Pulse grenades are useful for blocking off narrow passages, but they are less effective in wide-open spaces where hostiles can easily move away from the pulse waves. Your own Pulse grenades won't hurt you after the first pulse of damage.

Use Pulse grenades against clustered enemies in tight spaces, to cover a retreat or block off a path, or to block an objective area in PvP. Pulse grenades do not have damage falloff. If a target is anywhere inside the pulse wave area when the pulse fires, they take the full force of the Arc damage.

Damage	Radius	Notes
200 (50x4)	5m	Deals four pulses of 50 damage. Aftershocks talent adds one pulse for a total of 250. Pulse grenades have no damage falloff.

Lightning Grenade

A grenade that sticks to any surface, periodically emitting bolts of lightning.



A focused spike of Arc lightning, this grenade has the highest single-target damage potential of the Striker's grenades, but it demands superior throwing accuracy. Once the Lightning grenade lands, it projects a cone of Arc damage out to 12m, with no damage falloff. Any targets inside the cone when the Arc lightning pulses take full damage.

Aim for flat surfaces, and you can use the Lightning grenade as a barrier to block off doorways and hallways. The Lightning grenade is not a great choice in vast exterior areas, as it is considerably harder to use in open spaces.

Damage	Radius	Notes
400 (100x4)	12m	Deals four pulses of 100 damage. Aftershocks talent adds one pulse for a total of 500. Lightning grenades project their damage in a cone from the grenade and have no damage falloff.

Abilities

Lift

Jump and then press Jump again while in the air to activate Lift.



Lift provides Titans with a surge of acceleration in midair, and then keeps them aloft for a short time. Lift is similar to the Warlocks' Glide ability, but not identical—the Warlocks' Glide is smoother and has a bit more control, whereas Lift gives a stronger surge of momentum for quicker vertical travel.

The timing for activating Lift to achieve the greatest height boost from it is also different than the Warlocks' timing. If you switch between the two Classes, this can throw you off until you readjust.

Increased Height

Upgrades Lift to travel to greater heights.

More total height gives you the ability to more easily reach high ground from more areas. Keep in mind that you're trading off speed or control, so this can be a poor choice if you use the extra height in the open in a firefight.

Use the extra vertical distance to reach elevated positions safely from behind cover or before a fight breaks out. If you're under fire during combat, be sure to employ jump cancelling by stopping your Lift early.

Increased Control

Upgrades Lift for better directional control while in the air.

This ability gives you a bit more horizontal control while you're floating. It won't let you maneuver enough to dodge accurate enemy fire, but it can let you reach small or awkwardly positioned ledges.

Catapult

Upgrades Lift to provide a strong initial burst of momentum.

Catapult gives you a good surge of speed when you initiate your Lift. This is generally the best choice for PvP, and it's also a good choice for PvE if you often find yourself using Lift in combat to evade enemy fire.

Fist of Havoc

Smash the ground and dissolve nearby enemies in a maelstrom of Arc Light. Four-minute recharge.



Fist of Havoc is a massive ground smash attack that causes an eruption of lethal Arc energy in a sphere around you. While performing Fist of Havoc, if you are pushing any forward direction on the movement stick, you leap in that direction before pounding the ground. If you are neutral on the stick or hold backward, you remain in place and execute it immediately. (This also applies to the Death From Above talent.)

Fist of Havoc is particularly nasty because it executes extremely quickly. If you trigger Fist of Havoc through a doorway or around a corner before enemies can spot you, you are all but guaranteed to catch them in the blast and kill them instantly.

Note that you can be killed during Fist of Havoc's activation as you fly through the air, so don't charge into an adversary's position in the open and rely on Fist of Havoc to protect you. Even though it does give you significant damage resistance while activating, it's not a guarantee of survival. Also, be careful about using Fist of Havoc too aggressively. Although being up close and personal is the Striker's forte, reckless use can land you in the middle of a hostile group of enemies.

When you execute a moving Fist of Havoc, it always leaps you forward a set distance. Get comfortable with this range to aid your accuracy when you fire it off. Be careful with sloped terrain, as going uphill can shorten the distance of your leap, and going downhill can cause you to overshoot your targets.

Aftermath

Fist of Havoc leaves a damage-dealing field in its wake.

Aftermath causes Fist of Havoc to leave a pulsating field of Arc damage on the ground after the initial ground smash. This field deals four pulses of 140 damage each, making it ideal for area denial in PvP and useful for dealing lingering damage to tough or clustered targets in PvE.

With the Aftershocks ability, you gain an extra pulse of damage, extending the duration and damage of the field. Like the Pulse grenades, players in PvP can avoid this effect by jumping out of it.

Death From Above

After jumping, you can aim Fist of Havoc at enemies below.

Death From Above lets you aim the Fist of Havoc in midair, targeted in the direction that your camera is pointing. If you are neutral on the movement stick or holding back, you drop straight down, which is useful if you know foes are directly below you.

Death From Above increases your mobility options with Fist of Havoc, making it considerably easier to accurately target than to leap while on the ground.

Shockwave

Fist of Havoc unleashes a wave of devastating energy that travels along the ground.

Shockwave unleashes a wave of lethal energy along the ground. This is instantly fatal to any targets in PvP and deals heavy damage in PvE, particularly to weaker enemies that it can usually dispatch instantly. Shockwave can result in some impressive multi-kills if you manage to catch a group with the initial leap and blastwave, and then finish off any remaining targets directly ahead of you.

In PvP, you can also use Shockwave to hit a chokepoint or group of clumped foes from beyond the range they normally expect. Leap early, and let the Shockwave finish off any enemies. Similarly, in PvE, you can use the Shockwave to deal damage without exposing yourself fully by leaping directly into a large enemy group, which is useful on higher difficulty missions.



Storm Fist

A punishing melee attack that deals bonus damage.

Storm Fist is an Arc-charged melee strike that hits a bit harder than a normal melee swing (dealing 110 damage).

Overload

Hits with Storm Fist have a chance to immediately reset its cooldown.

Overload can potentially allow you to execute multiple Storm Fists with full damage repeatedly. This isn't a reliable effect, but when it triggers, it can give you a spike in damage output.

Overload encourages you to get into melee range and spam melee attacks until it fails to trigger, then back off and wait for it to refresh.

Discharge

Hits with Storm Fist have a chance to deal area-of-effect damage around the target.

Discharge can increase your damage output when fighting clumps of enemies in PvE.

In PvP, getting into a melee situation with multiple opponents is almost always a bad idea. Given that there is only a chance for this to trigger, you are generally better off with either Amplify or Overload.

Amplify

Kills with Storm Fist significantly reduce the cooldown of Fist of Havoc.

On an Intellect or Intellect/Strength build, Amplify fits in well to give you even more energy for Fist of Havoc. Remember that this is kills, not just hits, so you must seek out weak or weakened targets to get the maximum benefit from this talent.

In PvP, don't try to force a melee finish, but whenever you ambush an enemy and open fire first, you can often safely finish with melee, boosting your Fist of Havoc recovery time.

Ability Modifiers

Tier 1

Headstrong

Sprinting increases the leap distance of Fist of Havoc. +1 Agility.

Headstrong can let you land Fist of Havoc from a greater distance, which is useful for surprising opponents in PvP with the extended range.

Headstrong adds a fixed distance to the leap, so you do need to adjust to the distance. If you're used to using Fist of Havoc without Headstrong, you may find yourself overshooting the mark.

Aftershocks

Increases the duration of Pulse grenade, Lightning grenade, and Aftermath.

Adds an additional pulse of damage to Pulse and Lightning grenades, and to the Aftermath effect of Fist of Havoc. This is essentially both a flat damage upgrade and a slight improvement to your area denial ability.

With a Discipline- or Intellect-focused build, you can lay down damaging fields more frequently, frying your foes with the Arc fields as often as possible.

Transfusion

Kills with Storm Fist immediately trigger health regeneration.

Transfusion immediately gives you a slight 10 point heal, then gives you another 1.5 seconds of health regen that cannot be interrupted by damage.

Transfusion is very important for a Strength-focused build. If you really intend to mix it up in melee, Transfusion can keep you standing as you down enemies with it.

Remember that you need to score the kill, not simply hit with Storm Fist. Seek out weak adversaries in PvE, and use your melee strikes to finish close-range fights in PvP.

Tier 2

Unstoppable

You are harder to kill while using Fist of Havoc. +1 Armor.

Unstoppable boosts your damage reduction in Fist of Havoc, and it extends the duration of the damage reduction while you perform Fist of Havoc.

Normally, the damage resistance wears off just as you land and smash with the Fist of Havoc. With Unstoppable active, you maintain that damage reduction through the entire animation until you return to first-person view.

Shoulder Charge

After sprinting for a short time, press Melee to unleash a devastating melee attack.

Sprinting for at least two seconds activates Shoulder Charge. Any time in the next five seconds while you are still sprinting, you can execute a melee attack to perform the Shoulder Charge.

You can also perform a knee slam by jumping out of a sprint and meeleing in midair! This attack is lethal in PvP and deals heavier damage in PvE. It also has a 6m lunge range, compared to the normal 4m melee range.

Juggernaut

After sprinting for a short time, you gain a protective shield.

This ability gives you a 95 health shield after you sprint for two seconds. The shield is actually a frontal shield that appears in front of you, not a full body shield like a Defender's Force Barrier.

Otherwise, the Juggernaut shield absorbs all frontal damage that impacts it until it breaks or you stop sprinting.

You can use this shield to bull your way into a defended position, or simply to move in the open more safely. You won't block all shots to your flanks while running, but the shield can definitely take some of the sting off cover transitions.

Passives

Tier 1

Titan Codex I

Training focused on battle Recovery and toughness.+2 Armor, +2 Recovery

Titan Codex II

Training focused on speed and toughness.+2 Armor, +2 Agility

Titan Codex III

Training focused on battle Recovery and speed.+2 Agility, +2 Recovery

Tier 2

Titan Codex IV

Training focused on all attributes.+2 Armor, +1 Agility, +2 Recovery

Titan Codex V

Training focused on maximum Recovery.+5 Recovery

Titan Codex VI

Training focused on raw speed.+1 Armor, +4 Agility

Defender

The Defender specialization wields Void energy to create powerful shields, protecting the Titan and her allies with the power of Light. Don't mistake this as a passive specialization: the extra durability granted by proper use of a Defender's abilities allows you and your allies to remain in the thick of combat under heavy fire.

A Defender's Ward of Dawn is a unique defensive ability, critically important in difficult PvE missions and very useful in objective-oriented PvP modes. A Defender's Suppressor grenade provides the unique ability to completely shut down enemy abilities, and your melee strikes can fortify you with a Force Barrier, giving you extra durability in combat.

Specializing in Intellect allows you to abuse the Ward of Dawn to the fullest, shielding and buffing your team while denying all foes their ranged offensive abilities. Focusing on Strength gives you a surprising boost to durability, as the increased chances to trigger Force Barrier can greatly improve your staying power in combat.

If melee combat is inadvisable, a blend of Discipline and Intellect allows to you shut down enemy positions with Suppressor grenades.



Grenades

Magnetic Grenade

A grenade that attaches to enemies and explodes twice.



The first of three sticky grenades in Destiny, Magnetic grenades are unique among the three in that they deal the highest base damage, with a sizable blast and a follow-up secondary blast that inflicts more damage. When attached to a target, Magnetic grenades deal 65 additional damage, making them fatal if attached to an opponent in PvP.

While Magnetic grenades do deal slightly more damage than the other two sticky types, you are still best served by sticking them whenever possible. Particularly in PvE, they are well suited to sticking on tougher targets, rather than groups of weaker minions.

Damage	Radius	Notes
180(245)	5m	Generates two explosions for 100 and then 80 damage. Deals 65 additional damage if it sticks to a target.

Spike Grenade

A grenade that attaches to any surface and emits a torrent of damaging Void Light.

Spike grenades are almost identical to Lightning grenades in their behavior: they attach to a surface and then project a cone of Void energy that deals damage with no falloff.

Unlike Lightning grenades, however, Spike grenades deal their damage in rapid, continuous pulses. This means they inflict damage smoothly over time, whereas Lightning grenades deal damage in sharp bursts.

Otherwise, Spike grenades behave the same. They are good for area denial in confined spaces but generally less useful in open areas.

Damage	Radius	Notes
400	12m	Deals damage in extremely rapid pulses, totaling 100 damage per second for 4s. Spike grenades project their damage in a cone from the grenade and have no damage falloff.

Suppressor Grenade

An explosive grenade that prevents enemies from using abilities for a short time.

The Suppressor grenade is a powerful disabling tool that shuts down all abilities on any players it strikes in PvP and all special abilities of AI combatants in PvE.

In PvP, this includes grenades, charged melee strikes, supers (even active supers), and movement abilities (though your targets can still perform normal jumps). In PvE, this includes any unique ability from an enemy that isn't basic movement or shooting.

While the Suppressor effect is the primary reason to use this grenade, it still deals very solid blast damage. Engaging targets that have been weakened and suppressed is a great way to start a fight.

The suppression effect is completely unique to this grenade, giving the Void Titan a powerful support tool in both PvP and PvE. No other Class can shut down enemy abilities in the same way. Be careful: you can suppress yourself!

Damage	Radius	Notes
140	7m	Shuts down all player abilities, including active supers, for 10s. Against AI, disables all special abilities. Ultra AI are unaffected.

Abilities

Lift

Jump and then press Jump again while in the air to activate Lift.



A Defender's Lift is identical to a Striker's in every way, but note that its Increased Control upgrade gives +1 Agility.

Increased Height

Upgrades Lift to carry you higher.

Increased Control

Upgrades Lift for better directional control while in the air. +1 Agility.

Catapult

Upgrades Lift to provide a strong initial burst of momentum.

Ward of Dawn

Shape Void Light into an indestructible shield to protect you and your allies from harm. Four-minute recharge.



The Ward of Dawn is the Defender's premiere ability. A powerful defensive tool, the Ward of Dawn erects a bubble of Void energy for 30 seconds that shields you and your Fireteam from all incoming enemy fire.

Unlike the offensive super moves, Ward of Dawn generates Orbs of Light when it blocks damage. The more damage it takes, the more orbs are created.

Note that no one can shoot into or out of the Ward of Dawn, and that includes you and your teammates. However, you can absolutely duck in and out of the Ward, firing on targets before returning to the Ward to reload and heal any damage suffered. As a result, this makes the Ward an amazing tool for creating cover in open areas, or a snap defensive tool for absorbing a massive incoming attack before it hits. This proves especially satisfying in PvP against incoming supers or heavy attacks.

Note that melee attacks still function normally inside the Ward, and grenades can cause problems, as well. Enemies can still enter the Ward and engage you in melee, as it does not block your opponents' movement and only blocks their ranged attacks.

The Ward of Dawn can be destroyed, but generally only in PvP by offensive enemy super moves. In PvE, it may go down if it suffers a huge amount of damage, but this is usually only possible if you place it in a very exposed position on a high-difficulty mission. Ward of Dawn is a vital ability in tougher PvE missions on high difficulty. It can provide your entire Fireteam with protection in areas of intense conflict where there are no other safe places to hide. In PvP, Ward of Dawn is especially powerful in Control and Salvage, where it can allow you to secure an objective safe from long-range enemy fire.

Armor of Light

While inside Ward of Dawn, you and your allies gain significant damage resistance.

Armor of Light provides you and any allies inside the Ward with a powerful regenerating shield. This single upgrade can make dealing with the Ward incredibly difficult for hostile opponents in PvP. If they stay out, you can duck in and out of the Ward and shoot them. If they come in, you are all but guaranteed to win the melee fight that ensues.

In PvE, this is usually the least important of the three upgrades, as the others are often helpful in more engagements. That being said, if you are on a mission where you are routinely forced into close-quarters engagement, you can take advantage of it.

Blessing of Light

Passing through Ward of Dawn grants you and your allies a temporary shield.

Blessing of Light grants you and any allies who pass through the shield a bonus shield that stacks on top of your existing health. This shield normally has 65 health (boosted to 95 with the Illumination talent) and lasts for 10 seconds. Additionally, if the shield is damaged or destroyed, you can simply step back into your Ward to regenerate it.

Blessing can allow you to stay out in the open under more intense fire, giving you more time to unload with your weaponry. It is also helpful in situations where you need some extra muscle to break an enemy position. Set up the Ward, get your entire team to pass through it, and push on a hostile position with a huge health advantage.

Weapons of Light

Passing through Ward of Dawn grants you and your allies a temporary increase to weapon damage.

A powerful damage bonus, Weapons of Light grants you and any friendly Guardians who pass through it a 25% damage bonus for 10 seconds (35% with the Illumination talent). This is a serious boost to the combined firepower of a Fireteam, and it can greatly aid your team in clearing out a difficult encounter in PvE.

In PvP, Weapons of Light can turn your Ward of Dawn into a fortified damage-boosting bunker. If positioned well, you can use it to engage opponents in a critical location with a significant damage bonus.

Weapons of Light gives Ward of Dawn some offensive bite. While it may not be as overtly powerful as the offensive supers, it can result in more sustained damage being dealt over the lifespan of Ward of Dawn. This is true especially if your Fireteam takes full advantage of this powerful buff.

Disintegrate

Killing an enemy with this powerful melee attack creates a Force Barrier around you that absorbs incoming damage.



Disintegrate is a powerful melee strike that grants you a 75 health Force Barrier that lasts for 15 seconds if you kill an enemy with it. This barrier can give you an impressive amount of extra durability, and because it is granted instantly, it can allow you to score a multi-kill in PvP by chaining a melee kill into a follow-up on a nearby target.

In PvE, a Strength-based build using Disintegrate aggressively on any mission with multiple short-range encounters can be extremely powerful. Chaining kills on weaker enemies becomes very easy, and you can often use weak targets to provide you with a free damage shield to tackle tougher nearby foes.

War Machine

While Force Barrier is active, all your weapons reload and ready blindingly fast.

War Machine grants you a massive boost to both Reload and Handling stats, taking you to 150% of your base values. This can push your reload speeds, ADS times, sprint recovery, and weapon switching to incredible levels, giving you a sharp edge in firefights immediately after you down an enemy with Disintegrate.

Unbreakable

Force Barrier continually recharges.

Unbreakable makes your Force Barrier regenerate to full very quickly (under a second if you aren't taking damage). This extra durability is useful in both PvE and PvP. Combined with good Armor and Recovery scores, it can make you impressively resilient, as long as there are foes around to dispatch in melee. Without Unbreakable, Force Barrier does not regenerate once broken!

Gift of Light

While Force Barrier is active, all your melee kills create Orbs of Light.

Gift of Light is an extremely powerful team support power if you use it aggressively. If you consistently take down targets with melee, you can significantly increase the number of super moves that your Fireteam can pull off. Critically, the description here is 100% accurate: you generate Orbs of Light with your melee kills while Force Barrier is active. This means that you do not need to wait for Disintegrate to recharge to generate more orbs.

Once your Force Barrier is up, you have until the buff wears off to perform as many melee kills as you can. Don't be reckless with this talent. Use it judiciously, and you can provide a serious power boost to your Fireteam. This is particularly true in PvE, but the talent is also useful in PvP.

Ability Modifiers

Tier 1

Bastion

Increases the duration of Ward of Dawn. +2 Armor.

Bastion boosts Ward of Dawn's duration to 45 seconds. This also has the effect of extending the effective duration of both Blessing and Weapons of Light. Note that because Ward of Dawn begins to regenerate as soon as you activate it, Bastion can functionally reduce the time before your next Ward is active if you can get full use out of each one. This is a strong candidate for any Intellect-focused build.

Relentless

Increases the strength and duration of Force Barrier.

Relentless increases the power of your Force Barrier to 95 health, improving your durability slightly.

As both other talents in this tier focus on Ward of Dawn, if you are focused on Strength (or simply not focused on Intellect), this is your best choice.

Gift of the Void

As Ward of Dawn takes damage from enemy fire, it creates additional Orbs of Light.

Gift of the Void causes your Ward of Dawn to generate extra Orbs of Light from incoming damage. For a team-focused Intellect build, this is a superb talent. If your Fireteam is heavily focused around super usage, you may get more mileage out of this talent over Bastion.

In general, it is easier to take full advantage of this talent in PvE than PvP, because players are less likely to wastefully attack a Ward. One note about that, however: if a super move destroys your Ward in PvP, Gift of the Void does generate extra Orbs of Light from its destruction.

Once you see the PvP community wising up to exactly how Ward works, you can potentially use this talent to generate extra orbs during PvP matches from opponents trying to break your Ward with a super, even after most have figured out that shooting Wards is a bad idea. Finally, orbs generated from this talent are created at your position, not the Ward's location. Keep this in mind if you're calling out orbs for your Fireteam.

Tier 2

Untouchable

Reduces the cooldown time of Ward of Dawn. +1 Armor.

A simple talent, Untouchable reduces Ward of Dawn's cooldown by a full 30 seconds. Combine it with Bastion and an Intellect build, and you can have amazing uptime on Ward.

For difficult PvE missions, this is a powerful setup to give your team constant protection and access to Blessing or Weapons of Light.

In objective-focused PvP matches, this can give your team an edge, granting you more leeway to use Ward reactively to stop incoming rockets or supers.

Iron Harvest

Heavy weapon kills have a chance to create Orbs of Light for your allies.

This is potentially a very powerful support ability in PvE, especially with a machinegun. Find a machinegun with good ammo stats and ammo conservation-focused abilities, and you can convert those bullets directly into Orbs of Light for your Fireteam.

In PvP, this ability is generally less useful than the other options in this tier of talents. If you are extremely confident in your ability to secure and utilize heavy ammo, you can use it, but it does not yield a guaranteed benefit.

Illuminated

Increases the benefits granted by Blessing of Light and Weapons of Light.

Illuminated boosts Blessing of Light to a 95 point shield and Weapons of Light to a 35% damage bonus. Both abilities are powerful, and Illuminated increases their effects. Choosing between this talent and Untouchable can be difficult. As a rule of thumb, if you need more focused offense or defense for single tough encounters, Illuminated is superior.

On the other hand, if you need more sustained benefits from Ward, Untouchable is a better choice.

Passives

Tier 1

Titan Codex I

Training focused on battle Recovery and toughness.+2 Armor, +2 Recovery

Titan Codex II

Training focused on speed and toughness.+2 Armor, +2 Agility

Titan Codex III

Training focused on battle Recovery and speed.+2 Agility, +2 Recovery

Tier 2

Titan Codex IV

Training focused on all attributes.+2 Armor, +1 Agility, +2 Recovery

Titan Codex V

Training focused on maximum Recovery.+5 Recovery

Titan Codex VI

Training focused on raw speed.+1 Armor, +4 Agility

WARLOCK

Note

Savants, scholars, masters of their own minds, wielding forces so powerful they can sunder reality on the battlefield. Warlocks have a deep understanding of their Light, and their manipulation of it borders on the mystical. They wield Void and Solar forces, bombarding their foes with crushing Void energy or infusing their bodies with raging Solar power.

Warlocks begin with the Voidwalker specialization, unlocking Sunsinger at level 15.



Voidwalker

The Warlocks' Voidwalker specialization grants you access to the mighty Nova Bomb super, a concentrated explosion of Void energy that can annihilate your enemies. The Voidwalker is also heavily focused around a Class-specific mechanic known as "Energy Siphon," a special boost to your grenade recharge times granted by the Warlocks' melee attack, Energy Drain.

Energy Siphon opens the possibility for a very grenade-focused build that isn't simply high Discipline, as it can pair Strength and Discipline, or even ignore Strength and trigger the siphon effect from grenades exclusively when certain passive talents are selected. And, of course, your Nova Bomb super gives you a ranged explosive attack that can wipe out entire groups of hostiles from a distance.



Grenades

Vortex Grenade

A grenade that creates a vortex that continually damages enemies trapped inside.



A short-range, high-damage area denial grenade, the Vortex grenade creates a globe of damaging Void energy. It deals damage in extremely rapid pulses, with up to 100 damage per second if a target stays inside the blast zone.

Vortex grenades do not have damage falloff, but they do have a fairly small radius, so dealing the full damage amount to a target is unreliable.

These grenades work quite well for area denial, especially with the Vortex Mastery talent, giving you a very long-lasting and highly damaging Void field to guard an area.

Damage	Radius	Notes
350	4m	Deals damage in extremely rapid pulses, totaling 100 damage per second for 3.5s. Does not have damage falloff. Vortex Mastery boosts duration to 6s for 600 total damage.

Scatter Grenade

A grenade that splits into many submunitions and covers a large area with explosions.



The Scatter grenade is an unusual explosive that releases a cluster of Void “bomblets” when it impacts a target.

The damage dealt depends on how close the target is to the bomblets when they go off, as there are several miniature waves of explosions after the Scatter grenade impacts.

The bomblets that appear drop toward the ground, so it is possible to throw the Scatter grenade against a wall or ceiling and hit a target behind cover when the bomblets fall.

In general, to maximize damage, you want to land the grenade squarely at your target’s feet. Rapidly moving AI combatants or enemy players who are fully aware of you may be difficult to hit.

Damage	Radius	Notes
120-160	~9m	Detonates on impact, releasing a cluster of Void bomblets. Damage varies based on the proximity of the target to the bomblets.

Axion Bolt

A bolt of Void Light that forks into smaller bolts on impact, which seek toward enemies.

Axion Bolt is a seeker grenade, launching two bolts of pure Void energy that deal 90 damage each to any target within 10 meters of the impact site. This grenade is excellent for locating targets behind cover, or for use in PvP when you are aware of a hostile opponent on the Motion Tracker but uncertain of their exact position. You can also use an Axion Bolt to finish off a fleeing target. While these grenades deal less damage than other types, their homing capability is fast and accurate.

Damage	Radius	Notes
90	10m	Sends a 90 damage Void seeker at up to two nearby targets within the blast radius.

Abilities

Glide

Jump and then press Jump again while in the air to activate Glide.



Glide is the Warlocks' special movement mode. Triggered by pressing Jump a second time in midair, you can double tap Jump to quickly launch yourself upward, or you can perform a normal jump and then Glide from an elevated position across the landscape.

Glide has some of the easiest aerial control of the three Classes, but the tradeoff is vulnerability. You move slowly and gracefully through the air, which is nice and easy to control, but also nice and easy to shoot.

When there are no enemies around, feel free to use full-length Glides, but in PvP or PvE, don't float around in the open with foes nearby, as you make a very easy target. Get in the habit of cancelling Glides early, and learn how to use your initial boost of momentum to get where you need to go without a long hangtime. Quickly double-tap Jump for a fast Glide (even better with High Agility).

Focused Control

Upgrades Glide for better directional control while you're in the air.

Focused Control greatly improves your air control, giving you very precise mobility while levitating.

Focused Burst

Upgrades Glide to provide an initial boost of speed.

An excellent choice for PvP, Focused Burst gives you speed when you need it, which is immediately as you trigger the Glide. You can use this to reach elevated positions more quickly or escape behind cover from a bad situation. Focused Burst is also a good choice in PvE if you care more about rapid mobility than fine control.

Blink

A short-distance teleport that replaces Glide.



Identical to a Bladedancer Hunter's Blink, this gives the Void Warlock a very useful evasive ability in both PvE and PvP. All of the same advice that applies to a Hunter applies to a Warlock: Blink requires practice to master, but it rewards you well for doing so.

Nova Bomb

Hurl an explosive bolt of Void energy at the enemy, disintegrating those caught within its blast. Has a recharge time of four minutes and 30 seconds.



Nova Bomb launches a devastating blast of Void energy, targeted where your camera is aimed. When the blast hits, it is instantly fatal to nearby opponents in PvP, and it deals heavy damage to enemies in PvE. Note that you can launch Nova Bomb while in midair. Using Glide or Blink to gain elevation before you launch Nova Bomb can give you the angle required to nail a group of targets behind cover. Be careful with elevated Nova Bomb launches in PvP. Players expect Warlocks to use them, and it is possible to get shot out of the sky before (or after) you throw your Nova Bomb. Nova Bomb is deadly in PvP against clumped opponents on objectives, and it is similarly effective against groups of enemies in PvE. Nova Bomb's damage is similar to Fist of Havoc. It lays down a 9-meter radius blast that does have damage falloff away from the blast epicenter.

Vortex

Nova Bomb creates a Vortex that continually damages enemies trapped inside.

Vortex adds a lingering field of Void energy that continuously damages foes within. This attack deals its damage in rapid pulses the same way as a Vortex grenade, lasting for six seconds for a potential total of 600 damage.

As opponents in PvP are exceedingly unlikely to survive a Nova Bomb in the first place, you can use the aftermath to keep nearby hostiles off of a key objective or out of a doorway or hallway.

In PvE, Vortex can add significant damage to your Nova Bomb, because tougher enemies in PvE can survive a direct impact from the blast, and Vortex adds a substantial lingering damage boost.

Shatter

Nova Bomb splits into three projectiles.



Shatter splits your single mighty Nova Bomb into three smaller, but still lethal, projectiles. Shatter trades focused blast damage for wider area saturation. Especially in PvE against more scattered targets, and even more when paired with the Angry Magic talent that makes your Nova Bomb seek targets, Shatter can allow you to clear a wide area of weaker enemies.

In PvP, any of the smaller explosions are still likely to be fatal to any opponent caught in them. A nasty trick is to take Angry Magic, aim Shatter up and over cover, and let the tracking seek out and kill adversaries for you.

Lance

Nova Bomb travels farther and faster.

Lance speeds Nova Bomb up and gives it a straight trajectory. It also gives you precise targeting that aims exactly where your crosshair is pointed. It is ideal for targeting vehicles in PvE or PvP, as you can hit even fairly nimble targets with pinpoint accuracy.

Lance can also be a nasty surprise in PvP for players who expect you to use Nova Bomb at a close to medium distance. Lance allows you to bombard a target area from a great distance, delivering a full-strength explosion on impact.

This attack does have a slightly smaller radius than the normal Nova Bomb, but the tradeoff in speed and accuracy can often be worth it.

Energy Drain

A powerful melee attack that drains energy from enemies and uses it to reduce the cooldown of your grenade.



Energy Drain triggers the Energy Siphon effect when you hit an opponent, multiplying your grenade recharge speed by 1.6x for five seconds. Your Discipline score boosts this multiplier further, so despite its short duration, Energy Drain can give you a significant increase of grenade energy every time you melee an enemy.

Surge

Damaging an enemy with Energy Drain increases movement speed for a short time.

Surge causes Energy Drain to max your Agility and Handling stats, greatly increasing your mobility and improving your gun-handling ability. It lasts for 15 seconds, giving you plenty of time to make good use of its benefits. On a Strength-focused build, you can get good uptime on Surge, significantly improving your overall speed. This attack is useful in both PvE and PvP, as a good Agility score is always important in combat, and Handling improves weapon responsiveness in all situations.

Life Steal

Killing an enemy with Energy Drain immediately restores a significant portion of your health.

Life Steal requires you to score a kill shot with Energy Drain, but the tradeoff is an instant 10 point heal and 1.5 seconds of health regen, even if you are taking damage. Particularly helpful for improving your durability with a Strength-focused build, Life Steal can be useful if you find yourself fighting at close-range frequently.

Soul Rip

Killing an enemy with Energy Drain reduces the cooldown of Nova Bomb.

Soul Rip gives an impressive 10% bonus to your super meter when you kill an adversary with Energy Drain. If you are focused on Strength and Intellect, Soul Rip can improve your Nova Bomb frequency significantly as long as you are aggressive about downing weak foes with Energy Drain.

Ability Modifiers

Tier 1

Annihilate

Increases the size of explosions created by Nova Bomb and grenades. +1 Agility.

Annihilate increases the radius of all of your explosives by 10%, and this includes the detonations triggered by the Bloom talent. In any grenade-focused build, Annihilate can improve your overall damage output in PvE or PvP.

Angry Magic

Nova Bomb tracks enemies. +1 Armor.

Angry Magic gives Nova Bomb target tracking, causing it to automatically seek out the closest hostile target as it travels.

Angry Magic is especially nasty with Shatter or Lance. Shatter can give you three separate seeking projectiles, and Lance gives you an extremely fast-moving and hard-to-dodge Nova Bomb that is very useful against distant nimble enemies.

The Hunger

Increases the duration of the Energy Drain effect.

The Hunger increases the duration of Energy Drain by three seconds. This is a very significant bonus, especially if you have a good Discipline score.

This is a very useful talent for increasing your overall damage output in PvE. In PvP, pairing this talent with Embrace the Void gives you the ability to trigger a long-lasting Energy Siphon from any grenade hit—not a difficult task.

Tier 2

Vortex Mastery

Increases the range of Axion Bolt seekers and the duration of the Vortex effect of Nova Bomb and Vortex grenade.

Vortex Mastery doubles the range of Axion Bolt seekers and adds 2.5 seconds to both Nova Bomb's Vortex and the Vortex grenade's damaging fields. If you want to focus on area denial in PvP, this talent is extremely useful.

In PvE, Vortex Mastery is often a straight damage increase. You can often damage enemies with the lingering fields, particularly in enclosed areas.

Bloom

Enemies killed by any of your abilities explode.

Bloom causes any foe killed by any of your grenades, Nova Bomb, or Energy Drain to explode, dealing an impressive 140 damage blast in a 5-meter radius.

Bloom is generally more useful in PvE than PvP, where it can cause devastating chain explosions in groups of clustered adversaries.

Embrace the Void

Damaging enemies with Nova Bomb or any grenade triggers the Energy Drain effect.

Embrace the Void is an extremely powerful talent that causes all of your Nova Bomb and grenade hits to trigger the Energy Siphon buff, refreshing your grenades faster. This talent is unquestionably strong. However, it has less raw burst damage potential than Bloom and less focused area denial than Vortex Mastery.

Still, if you are focused on overall sustained damage-per-second (DPS) output, Embrace the Void can give you very rapid grenade recharge times in PvE or PvP.

Passives

Tier 1

Arcane Wisdom

Training focused on battle Recovery and speed.+2 Agility, +2 Recovery

Arcane Spirit

Training focused on battle Recovery and toughness.+2 Armor, +2 Recovery

Arcane Force

Training focused on toughness and speed.+2 Armor, +2 Agility

Tier 2

Ancestral Order

Training focused on all attributes.+2 Armor, +2 Agility, +2 Recovery

Chaos Order

Training focused on raw speed.+5 Agility

Divine Order

Training focused on toughness at all costs.+4 Armor, +2 Recovery

Sunsinger

Sunsingers are Warlocks who channel Solar power through their bodies, embracing the pure energy to infuse themselves and their allies with rejuvenating power...and burn their foes to the ground. A Sunsinger's Radiance is a unique super ability that provides you with powerful offensive and defensive bonuses. It can even bring you back from beyond the grave! A Sunsinger also has several talents focused on igniting his or her foes—everything burns.

Given Radiance's unique power, focusing on Intellect or splitting Intellect is often a wise choice, but you can also focus on Discipline and spreading burning damage with your array of Solar grenades.

The Sunsinger's ability to revive after death can also save your Fireteam from a wipe in a Nightfall mission, giving this specialization similar PvE mission importance alongside Defender Titans and Bladedancer Hunters. And, of course, surprising someone who thought they had you down in PvP is always satisfying...



Grenades

Solar Grenade

A grenade that creates a flare of Solar Light that continually damages enemies trapped inside.



Essentially identical to a Voidwalker's Vortex grenade, the Solar grenade projects a continuous raging inferno, burning enemies within for 100 damage per second.

Ideal for area denial or for heavily damaging clumped or slow-moving targets, the Solar grenade is also an easy way to set multiple adversaries on fire if placed at a chokepoint when you are using the Touch of Flame talent.

Damage	Radius	Notes
350	4m	Deals damage in extremely rapid pulses, totaling 100 damage per second for 3.5s. Does not have damage falloff.

Firebolt Grenade

A grenade that unleashes bolts of Solar Light at nearby enemies.



Firebolt launches Solar seekers at up to four targets within its 8-meter radius, dealing 80 damage to each target. Like the other seeker grenade types, Firebolt is ideal for locating foes behind cover and finishing off running targets.

Unlike other seeker grenade types, Firebolt can be amplified with Touch of Flame, allowing you to light enemies on fire with incredible ease.

Damage	Radius	Notes
80	8m	Sends an 80 damage Solar bolt at up to four targets within the blast radius.

Fusion Grenade

An explosive grenade that causes bonus damage when attached to its target.



Fusion is a “sticky” grenade, dealing only 100 damage in a small blast radius normally but dealing 65 bonus damage when stuck to a target. This amount is enough to be fatal to all but heavily armored Titans in PvP.

In PvE, if you choose to use Fusion grenades, be sure to stick them to high-priority targets. Otherwise, you’re better served with Firebolt or Solar grenades.

Damage	Radius	Notes
100(165)	5m	Deals 65 additional damage if it sticks to a target when thrown.

Abilities

Glide

Jump and then press Jump again while in the air to activate Glide.

Focused Control and Focused Burst are identical to a Voidwalker’s Glide upgrades.

Focused Control

Upgrades Glide for better directional control while in the air.

Focused Burst

Upgrades Glide to provide an initial boost of speed.

Balanced Glide

Upgrades Glide to provide bonuses to both speed and control.

Balanced Glide gives you a bit of a boost to both air control and initial aerial speed. The bonus isn’t as great as either individual talent, but providing a balanced boost gives you a very flexible upgrade to Glide.

Radiance



Fill yourself with Solar Light, dramatically increasing the effectiveness of all your abilities. Four-minute recharge.

Radiance is a powerful super move that infuses you with Solar Light for 13 seconds. While active, you are granted damage resistance to all incoming damage, your grenades and melee abilities recharge much faster, and your melee strikes become highly damaging in PvE and lethal in PvP.

The recharge bonuses to grenades and melee also scale with your Discipline and Strength scores, potentially giving you incredibly fast recharge times. Whenever possible, use your grenade and melee strikes before you trigger Radiance to obtain the maximum benefit from the recharge bonuses. Radiance's damage resistance, combined with its boost to your melee damage, can make you a lethal threat in close quarters in PvP, and that's ignoring your ability to burn everything with a firestorm of Solar grenades in PvE or PvP.

Radiant Skin

While active, Radiance reduces incoming damage.

Radiant Skin increases the damage resistance of Radiance further, making you even tougher to take down while it is active. This is the most selfish of the three upgrades to Radiance, making it a good choice when you're soloing in PvE or PvP.

Song of Flame

While active, Radiance reduces all cooldowns for nearby allies.

Song of Flame is a powerful support upgrade for Radiance, granting your allies a huge bonus to their grenade and melee recharge times. This attack has a radius of around 10 meters, just beyond the edge of the center of your Motion Tracker.

Any ally in range gets a 10-second buff from Song of Flame. Even if they move out of range, they retain the recharge benefits for the duration of the buff.

When playing with a Fireteam, you should definitely call your Radiance use. If you coordinate a grenade barrage and activate Song of Flame, you can cause a huge spike in your party's damage output.

Fireborn

Radiance can now be activated from beyond the grave. Doing so returns you to life.

Fireborn gives you the ability to resurrect from beyond death, reviving like a Phoenix exactly where you fell.

This is a very powerful ability in both PvE and PvP. In PvE, it can save your Fireteam from a wipe on high-difficulty or Nightfall missions. In PvP, the ability to revive and ambush nearby enemies can be decisive.

However, be careful with Fireborn in PvP while playing the smaller game modes. In a Salvage or Skirmish match, skilled opponents will mark your use of Fireborn and expect your revival after you use it once.

Scorch

A powerful melee attack that ignites enemies, causing damage over time.

Scorch is a blazing Solar melee attack that ignites foes and burns them for 25 damage over 2.5 seconds, on top of the damage from Scorch itself.

Flame Shield

Killing an enemy with Scorch reduces incoming damage for a short time. +1 Armor.

Killing an adversary with Scorch maximizes your Armor and grants you a 55 health shield.

Flame Shield can increase your durability substantially. Warlocks often run lower Armor values in favor of Recovery, so Flame Shield can help you emerge victorious in multi-target melee situations.

Solar Wind

Hitting an enemy with Scorch knocks them back.

Solar Wind gives your Scorch a strong knockback, sufficient to push away overzealous opponents in PvP and nasty melee foes in PvE.

In situations where jumping away is impossible or inadvisable, Solar Wind can give you some breathing room. Knocking an opponent away in PvP can cause them to whiff a retaliatory melee strike, giving you time to finish them off with gunfire.

Brimstone

Killing adversaries with Scorch causes them to explode.

Brimstone causes enemies killed with Scorch to detonate in a 70 damage, 5-meter explosion. Interestingly, this counts as a “grenade” for the purposes of Touch of Flame, meaning that it can ignite nearby adversaries that are struck by the blast, dealing further burn damage.

Brimstone is a solid choice in PvE, especially on missions that typically involve a lot of close-quarters fighting. It is generally less useful in PvP.

Ability Modifiers

Tier 1

Radiant Will

Increases the duration of Radiance.

Radiant Will boosts the duration of Radiance by 2 seconds to 15 seconds total. This seems like a small bonus, but remember that Radiance's benefit to your grenade recharge rate can mean that this gives you one or two additional grenade throws. That's a lot of potentially free damage, and if you are running Song of Flame, the bonus is extended to your Fireteam, as well.

Sunburst

Killing an enemy with Scorch has a chance to generate Orbs of Light.

Sunburst can generate Orbs of Light when you kill an opponent with Scorch. This is an almost pure support ability. Giving up Viking Funeral (or even Radiant Will) is a significant sacrifice, but if you are playing with an organized Fireteam on a high-difficulty mission, Sunburst can be worth using.

Viking Funeral

Enemies you ignite burn longer and take more damage.

Viking Funeral is a nasty upgrade to all of your burn effects, doubling their duration and damage to 5 seconds and 50 damage. On a burn-focused build, Viking Funeral is mandatory.

Tier 2

Touch of Flame

All grenades ignite enemies, causing damage over time.

Touch of Flame causes all of your grenades and the blast from Brimstone to ignite any foe they damage. This deals the normal burn damage, 25 damage over 2.5 seconds.

A Discipline-focused build can get a lot of mileage out of this talent. It is particularly effective in PvE for boosting sustained damage output, but it can also be nasty in PvP for constantly lighting the opposing team on fire. Touch of Flame pairs perfectly with Viking Funeral for even more immolation.

Gift of the Sun

Gain an additional grenade.

Gift of the Sun gives you a second grenade. Like a Gunslinger's similar talent, this talent allows you to store a second grenade that refreshes at half speed after your first grenade is replenished.

This talent forces you to trade off two very useful talents in the same tier. But, in exchange, you gain increased burst damage, which is particularly useful in PvP. In that mode, you can often kill one or more enemies almost instantly with a pair of Firebolt grenades. In PvE, Gift of the Sun can add an amazing amount of damage output from grenades during Radiance.

Angel of Light

Aiming your weapon while in the air holds you in place for a short time. +1 Agility.

Angel of Light is a powerful and unique utility talent that allows you to suspend yourself in midair while aiming. This can give you just enough time in PvP to land a critical headshot over cover. In PvE, you can line up shots against an otherwise unreachable target.

Angel of Light significantly expands your ability to target enemies accurately. However, avoid exposing yourself to excessive danger by hovering in the open. In PvP in particular, you must be careful with how you use Angel of Light. If used properly, you can gain access to sightlines and shots that are nearly impossible for other Classes. If used unwisely, you simply make yourself a very easy target.

Passives

Tier 1

Arcane Wisdom

Training focused on battle Recovery and speed.+2 Agility, +2 Recovery

Arcane Spirit

Training focused on battle Recovery and toughness.+2 Armor, +2 Recovery

Arcane Force

Training focused on toughness and speed.+2 Armor, +2 Agility

Tier 2

Ancestral Order

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