

# RECOMMENDED SKILL PROGRESSION

The following tables outline a few of our recommended Skill progression paths, which emphasize the strengths of different playstyles. As with any journey in life, the first few steps are the most important, and to that end we have focused on the first 15 Skills that you acquire, since it's the order in which you get them that will have the greatest impact on your gameplay.

While we've named many of them according to the different Skill Trees, that does not mean that the progression is based purely around that tree. They are instead built around the spirit of the playstyles that the Skill Trees are trying to evoke, which means the acquisition of Skills from any tree to best suit that style. These tables serve only as a general guideline, so feel free to adjust the order in which you learn

each Skill according to your personal preferences and gameplay habits – for this purpose, you'll find specific information about the effects of each Skill on P.68.

Please note that the 'Combat Override,' 'Combat Override +' and 'Call Mount' Skills do not become accessible until the conclusion of the Quest 'Womb of the Mountain;' and as a result, they can not be calculated into a fixed acquisition order with the other skills. When you acquire them is totally dependent on how often you are using Overrides during combat, and how quickly you're seeking out Cauldrons to increase the number of machines you can Override. A good general pace is to acquire one of the Override skills each time you clear a Cauldron, because their acquisition will then be naturally faster or slower based on your progress.

## PROWLER

Skill	
1 Silent Strike	This route is primarily focused on getting the most out of your bow Skills as early as possible, after acquiring a couple of utility combat Skills at the start. A lot of the Skills you'll be acquiring early by following this path require 3 Skill Points each, so it does require quite a heavy investment before you start seeing the returns. Once you do start to combine all those bow Skills in combat, however, that investment starts to pay off immediately. You then branch off into getting the stealth related skills so that you can move around the outskirts of a battlefield undetected while picking targets off at a distance.
2 Lure Call	
3 Concentration	
4 Heavy Lifter	
5 Concentration +	
6 Fast Reload	
7 Double Shot	
8 Triple Shot	
9 Critical Hit	
10 Silent Drop	
11 Low Profile	
12 Dodge Prowess	
13 Quiet Sprint	
14 Precision	
15 Precision +	

## BRAVE

Skill	
1 Concentration	Taking the Brave approach means focusing on up-close and personal encounters where you rely heavily on your Spear and melee skills. Going for Knockdown early will give you a lot of control against some of the more dangerous enemies, which you'll need if you're fighting them at close range. By taking Hunter Reflexes you can also gain some additional time dilation for close range bow usage, without investing heavily in reaching Concentration +.
2 Critical Hit	
3 Precision	
4 Precision +	
5 Knock Down	
6 Lure Call	
7 Silent Strike	
8 Strike From Above	
9 Strike From Below	
10 Leader Strike	
11 Hunter Reflexes	
12 Strong Strike	
13 Strong Strike +	
14 Critical Hit +	
15 Heavy Lifter	

## FORAGER

Skill		
1 Lure Call	Opting to follow the forager path means playing the long game and planning ahead. Acquiring all of the Resource skills first means that combat encounters during the early stages of the game will be more difficult because you lack the abilities required to help you during open combat. Taking Lure Call and Silent Strike first will help mitigate some of that as long as you are playing to the strengths of those Skills.	
2 Silent Strike		
3 Concentration		
4 Gatherer		
5 Scavenger		
6 Ammo Crafter		
7 Scavenger +		
8 Healer		
9 Herbalist		
10 Heavy Lifter		The goal of this path, however, is to accumulate masses of Resources both through gaining additional ones from kills and gathering, and from saving them when crafting ammo. What that allows you to do is upgrade all of your pouches sooner, so that you can carry even more items and have more things to sell to Merchants. With all of your extra wealth you'll be able to offset the lack of combat Skills through the purchasing of better weapons and Outfits, without ever having to worry about running out of ammo crafting materials.
11 Concentration +		
12 Critical Hit		
13 Fast Reload		
14 Double Shot		
15 Precision		

## JACK OF ALL TRADES

Skill	
1 Silent Strike	This is actually one of the few instances where the jack of all trades can quite quickly also become the master of all of them. Taking a balanced approach to the acquisition of both ranged and melee Skills lets you reap the benefits of both at a steady pace, without any real sacrifices. Knockdown should still be an early priority because of the additional enemy control that it offers, but then go straight into acquiring a group of ranged Skills that will allow you to inflict as much damage as possible to the enemy that you just knocked down. By going for Leader Strike next you'll also be ready for any encounter with a heavy Human enemy, with the option of both a ranged Double Shot approach, or a close range Silent Strike.
2 Lure Call	
3 Concentration	
4 Precision	
5 Precision +	
6 Knock Down	
7 Heavy Lifter	
8 Concentration +	
9 Fast Reload	
10 Double Shot	
11 Strike From Above	
12 Strike From Below	
13 Leader Strike	
14 Triple Shot	
15 Hunter Reflexes	