Survival Hunter

Up close and dangerous.

WoW Forever's melee hunter: Raptor Strike, Mongoose Bite, the new **Strider Kick** and **Lacerating Strikes**, mixed with shots between swings.

Melee and ranged | Melee weaving | Traps

THE 30-SECOND VERSION

Three things to remember

Melee weaving

Survival fights in melee: Raptor Strike, Strider Kick and Mongoose Bite, with stings and shots between.

Mark first

Expose Prey: hits on your Hunter's Mark target can open Mongoose Bite.

Lacerating Strikes at 40

Your 31-point talent: Mongoose Bite adds a 21-sec bleed.

NEW IN WOW FOREVER

What changed for you

Aimed Shot is for everyone

No longer a talent: every hunter trains it at **level 20**. 2-sec cast, 6-sec cooldown, shared with Multi-Shot.

Rapid Fire speeds up melee too

40% faster ranged **and** melee attacks for 15 sec.

Strider Kick

A new strike for full weapon damage that also gives you 30% run speed for 3 sec.

Lacerate

A new bleed for melee hunters.

Predator's Edge and Resourcefulness

Bigger melee crits, a stronger off-hand, and much cheaper melee and traps.

LEVEL BY LEVEL

Low-level tips and what to press as you level

LEVELS 1–9

- Pull with **Auto Shot** and **Serpent Sting**, then **Raptor Strike** when they reach you.
- Keep **Aspect of the Monkey** up early, **Aspect of the Hawk** from 10.
- Get your pet at level 10 (quest): it tanks for you while you shoot.

LEVELS 10–19

- Use a big two-hander or two one-handers as well as your bow.
- Take **Savage Strikes** and **Survivalist**.
- **Wing Clip** runners, then shoot them.

LEVELS 20–39

- Take **Surefooted**, **Counterattack** and **Predator's Edge**.
- **Aimed Shot** (20) to open, then fight in melee.
- Traps: Immolation for damage, Freezing for a second mob.

LEVELS 40–59

- Take **Strider Kick**, **Expose Prey** and **Resourcefulness**.
- **Lacerating Strikes** (31-point) makes Mongoose Bite bleed.
- **Lightning Reflexes** for more Agility.

AT LEVEL 60

Your priority

The melee order the WoW Forever simulator uses for Survival.

1. **Hunter's Mark** before the pull (it feeds Expose Prey).
2. **Rapid Fire** at the start; it speeds up melee too.
3. **Raptor Strike** on cooldown.
4. **Strider Kick** on cooldown.
5. **Mongoose Bite** whenever it lights up.
6. **Immolation Trap** when it is ready.
7. **Serpent Sting and Arcane Shot** between melee swings.

Talents that matter

TALENT	TREE	WHY TAKE IT
Savage Strikes	Survival	+2% crit on all melee abilities.
Survivalist	Survival	+2% health.
Entrapment	Survival	Traps root enemies.
Surefooted	Survival	+1% hit.
Counterattack	Survival	A strike after you parry.
Predator's Edge	Survival	Bigger melee crits and a stronger off-hand.
Resourcefulness	Survival	Cheaper melee and traps, mana after crits.
Expose Prey	Survival	More Mongoose Bites on your Hunter's Mark target.
Strider Kick	Survival	A strike and a speed boost.
Lightning Reflexes	Survival	More Agility.
Lacerating Strikes	Survival (31)	Mongoose Bite bleeds.

Best race for this spec

ALLIANCE

DWARF

Artisan's Precision gives +1% hit, so fewer misses on every attack on every shot and strike, plus +5% damage to Beasts.

HORDE

ORC

Blood Fury for your burst and **Command** for your pet.

RACE	SIDE	RACIALS
Human	Alliance	**Ruthless**: +1% crit. **The Human Spirit**: +10% Spirit. **Will to Survive**: break out of a stun. **Perception**: spot stealthed players.
Dwarf	Alliance	**Artisan's Precision**: +1% hit with attacks and spells. **Stoneform**: removes bleeds, poisons and diseases and cuts physical damage taken by 10% for 8 sec. **Big Game Hunter**: +5% damage to Beasts.
Night Elf	Alliance	**Elune's Light**: +10% crit for 15 sec. **Shadowmeld**: hide when standing still. **Quickness**: +1% dodge and a little extra run speed.
Skyborne (High Order)	Alliance	**Wind Blessed**: +2% attack and casting speed. **Elemental Insight**: +5% damage to Elementals. **Walk on Air**. **Read Leyline**: +50% mana and health regeneration for 15 sec (+100% while Attuned from a Ley Line; Attuned ends when you enter a raid). Paid race.

RACE	SIDE	RACIALS
Orc	Horde	**Blood Fury**: +10% attack power and spell power for 15 sec, every 2 minutes. **Command**: +5% damage for Hunter and Warlock pets. **Shatter Curse**: 5% less magic damage taken for 8 sec.
Tauren	Horde	**Endurance**: +5% health. **War Stomp**: stun nearby enemies. **Plainsrunning**: run speed that builds while you run (2% a stack, up to 60%; not on mounts).
Troll	Horde	**Berserking**: faster attacks and casts for 15 sec. **Beast Slaying**: +5% damage to Beasts.
Skyborne (Windshaper)	Horde	**Wind Blessed**: +2% attack and casting speed. **Elemental Insight**: +5% damage to Elementals. **Walk on Air**. **Skysight**: +15% run speed for 15 sec (+30% while Charged from an elemental convergence; Charged ends when you enter a raid). Paid race.

These are small edges, about 1 to 2 percent. Play the race you enjoy and the side your friends are on. Skyborne needs the paid Skyborne Heroic Pack.

QUICK TIPS

Play it better

Agility on everything

Your melee and your shots both use Agility. Pick it first.

Pet still helps

Keep a pet out while levelling; it shares the damage you take.

Traps cost little

With Resourcefulness, traps and melee cost 30% less mana. Use them every pull.

Mark every target

Expose Prey only works on your Hunter's Mark target.

TROUBLESHOOTING

When something seems off

WHAT YOU SEE	WHAT TO DO
My pet keeps dying	Use Mend Pet, take Endurance Training and Spirit Bond, and keep it fed so it stays happy.
Out of mana all the time	Take Efficiency, use Aspect of the Hawk, drink between pulls, and stop Arcane Shot on easy mobs.
Mongoose Bite never lights up	It opens after a dodge, or (Expose Prey) after hits on your Hunter's Mark target.
Taking too much damage in melee	Use Deterrence and a trap, and let the pet tank on hard pulls.

BUSTER'S TIP

Let Bonkr Compass+ call your buttons

Compass+ shows your next button, melee or ranged, and follows your stings and Hunter's Mark from your casts. Type **/cplus why** to see why it picked a spell.

BONK RESPONSIBLY. LOOT DRAMA IS EXTINCT.

Bonkr Vault, Bonkr Gavel+ and Bonkr Compass+ · www.bonkr.net

Abilities, learn levels, talents and racials come from WoW Forever's game data as used by the open-source WoW Forever simulator; also used: ForeverChanges: hunter changes vs Classic, timesaver.gg: racials after the final changes. WoW Forever is new and still changing: your talent tree and tooltips in game are the final word.

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