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Interface Mastery: (1) Total Points Of Excellence, (2) Current Regional Unit, (3) Current Track Excellence, (4) Number of available (unspent) skill points for this block region, (5) Continuously acquired masterpieces, (6) Mastery is being trained, and the plank of experience progress (full), (7) The number of skill points required for permanent mastery after its complete learning. The Mastery system is a progression system for level 80 characters that provides players with benefits such as sliding, fastening, etc. The mastery system interface is available through the hero's left lower bar tab, and is divided into four regional blocks: Central Tyria Mastery Tracks, Heart Spikes Skill Tracks, Path of Fire Mastery Tracks, and Icebrood Saga skill tracks. Each skill is constantly acquired as part of the following process, then in detail below: 1. Start learning skill, earn enough experience to fill the progress of the yellow bar. 2. Earn enough skill points. 3. Spend your skill points to constantly acquire skilled craftsmanship for your score. Unlocking the mastery system and its blocks to unlock the skill system, the following progs must be completed: Completing the first chapter of either the Heart of The Spikes or the Path of Fire opens the Central Unit of Tir's skill, and the unit for this particular expansion. To unlock the remaining block, another chapter 1 must be completed. For example, a player who completes the first chapter of The Heart of Thorns history opens the Heart of Thorns skill block to his account, and the Central Tiri unit. But this player will have to complete the first chapter of the Path of Fire history to unlock the Block of Mastery path of Fire for their score. Unlocking Raids Mastery also opens the Central Tyria Skill Block, but not the rest of the Heart Spikes Mastery Block. Players should note that skill points (explained below) are stored forever in their account, and are never lost even if they have not unlocked the skill system. By acquiring skill to acquire skill, players will have to start coaching him, earn enough experience to fully train him, and then spend skill points to acquire it. Having trained the skill to teach skill, players just need to access the interface of the skill system and choose the skill. Only one skill, on the block, can be trained at a time. Once a player trains skill, they will need to earn enough experience to fully train him. This is evidenced by the progress of the yellow stripe just below the skill, as well as on the bar player experience at the bottom of the screen. Earnings experience edit players at level 80 will continue to earn experience as usual. The only difference is that the experience earned is not used for alignment, but for training. If a level 80 player hasn't unlocked the skill system or doesn't train skill at the time, then the experience earned is, in fact, when a player trains skill, gaining experience in the region of this skill unit will coach the skill. Player training predator skill will only be able to train said skill in the Ways of Fire and Living World Season 4 regions. Experienced at the heart of spikes (and living World Season 3), or Central Tyria, regions will not train predator craftsmanship. The player can choose to learn 1 skill from each block, so that when that player changes regions, the experience they earn will automatically train skill for that region, meaning players are not required to manually change their skill in learning when switching regions. Players can switch their skills in training without losing any progress (experience gained) on it. Players who have learned all the masterpieces that are available to them in the region they will now receive a Spirit Shard while filling their bar experience (when aligned). This means that a player who hasn't unlocked a griffin skill track (more on how to unlock the specific tracks below) will earn Spirit Shards when aligning if they've purchased all the predator, springer, skimmer, and jackal skill tracks. (Assuming they also haven't unlocked other skill tracks in the Block Path of Fire -Skyscale, roller beetle, crystal champion). Mastery points are the currency used to purchase masterpieces. As players progress through the game, they will earn skill points. Some of them come from achievements, while others are collected from the open world just like hero points. These points are stored in the player's account and are spent on a permanent acquisition of skill. These achievements include, but are not limited to: Interaction with Mastery Insight Locators Completing Achievements for a History Chapter or Pitch Finishing various scavenger hunting/hunting venue achievements of the Victory of certain world bosses Earning silver or gold in the adventure Of Achieving World Completion Every Mastery of the Region block has its own type of skill point, easily discernible by their color. Mastery can only be acquired by the points of skill of their respective block of region of skill. That is, gliding skill can only be acquired with Thorne's heart mastery points, raptor skill with Path of Fire point skill, and so on. Earned skill points are stored forever, even if the player has not unlocked the skill system. See the Point of Excellence unlocks for a complete list of all skill points in the game. There are far more skill points than required to purchase all the masterpieces. Acquiring skill as soon as the skill is fully trained, gaining enough experience, the bar experience will start flashing, and players will be able to spend the required number of points of skill to constantly acquire the skill at their own expense. All acquired workshops are available to all account characters, regardless of their level Spectral Aid, which is only active for level 80 characters). Before before The point to acquire skill, or switching to learning another skill, any experience (up to one full XP bar) received will be redirected to training the first unlocked, unprepared, least progressed skill track in the same track skill if one of them is available. While learning skill, a skill icon appears in the bottom right corner of the screen, to the right of the bar experience. If the tracks are not available, the icon area will be empty. If all the Mastery tracks are completed, the spirit shard icon will be shown instead. To the left of the experience bar will be the total number of skill points spent, referred to as your title of skill. Master tracks edit tracks Mastery divided into 4 blocks; Each block has a separate set of skill points earned by playing its contents, which can only be spent on the respective masterpieces. Before mastering this track in a block (such as sliding) can be trained, the entire track must be unlocked by completing a specific task. Notes to edit the hero panel to change the current skill, can not be opened by clicking on the experience panel during the battle; Current skill, however, can be changed at any time in the hero's panel if it is opened earlier or by any other means. Almost all of the Masters received are active regardless of level. This means that even a Level 2 character can slide if Glider Basics is already unlocked at 80 characters on the same account. Spectral assistance becomes active only at the level of 80. The experience gained in the region will only contribute to the development of this region: once all the existing knowledge of the region is acquired, the experience goes to a 254,000 experience repetitive path to get 1 Spirit shard. If all masterpieces have been trained but not acquired, any earned experience will be sent to a hidden bar of experience that will give the spirit a shard once all the craftsmanship in this region has been acquired. A total of 135,875,158 experiences are required to reach the level 346, including the 4,860,359 required to reach level 80. Gallery edit Mastery Point Earned Notice. The mastery interface during the Heart of Thorns beta. The Mastery interface is locked to level 80. External Links (Edit) Rethinking Progression: Links System Of Excellence (Edited) GW2: Skimming Depth - Skimmer Mastery Collection Guide - Search for Sibah. Start starting this new collection, go to The Lion's Arch, or any other major city on the character who completed the Path of Fire story, and you'll get this mail that will allow you to unlock the collection: Andra's Camp Skimmers Once you're reading the mail, go to Skimmer Ranch Waypoint - BcckAAA's Elon Riverlands, and talk to Andra. She's the heart of the NPC quest. Amnoon Harbor Next, head to Amnoon Harbor at Crystal Oasis and talk to Dockmaster Jonnick. Mysterious Charr Go to Brightwater Waypoint - BJEKAAA and head west, then talk to a mysterious charred man named Call. Famous water water Next, go to the Trader's Waypoint Forum - BBAEAAA on the Lion Arch, and talk to Miyany next to the Mystic Forge. Alternatively, you can also speak directly to the zombie in Mythrowright Gambit (Raid Wing 6). Ask Moshpoiopi Next, go to Vigilant Waypoint - BH0CAAA at Frostgorge Sound and talk to the laamaa watchman. Protect Moshpoiopi Next, you have to wait in the area around Vigilant Waypoint - BH0CAAA for an event called Help Moshpoiopi village guards to protect themselves from the ice sheet. Superintendent Laamaa After you are done with the event, return to talk to the watchman Laamaa. Useful Largos Next, go to Murrur Waypoint - BK8CAAA, you should talk to Aaminah, but it will appear only after the first event on the chain, which is called Drive Resurrected Edge of Kahloipoi, and then after talking to Aaminah and move on to the next step. Help Aaminah Next, continue to do the event Help Aaminah pull and fight the Resurrected priest krait. Information from Aaminah Once the event is done, just talk to Aaminah again and you will get progress to continue. Search Sibah Next, go to the restless Deeps - BLYCAAA on Mount Maelstrom and talk to Sibah, she is in a cage. Get the cage key next, you have to get the key to release Sibah from his cage, just go above and kill the krait champion. Alternatively, you can also get a key like a random drop from the krait around the area. Free Sibaha, return to Shibah's cage and interact with her to open her cage. Meet Shibah Next, return to the Lion Arch south of the Bluff Waypoint Guild - BAOEAAA and talk to Shibaha. Extended Skimmer Course Finally, you need to earn at least a silver medal on the new Adventure Advanced Skimmer Course Once you complete the adventure, at least a silver medal, you will complete the collection and now you can start learning the skill. You will need to collect 2,000,000 XP and 8 skill points from The Path of Fire: Fire: guild wars 2 mastery points guide. guild wars 2 path of fire mastery points guide. guild wars 2 heart of thorns mastery leveling guide. guild wars 2 mastery leveling guide. guild wars 2 heart of thorns mastery guide. guild wars 2 tyria mastery points guide

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