Ranger Profession Guide

> [Completed] The Ranger improvements on this page are live on Secura Horizon and Secura Origins. See the v1.9.0 Live Update.

Rangers are the galaxy's trackers and survivalists: rifle in hand, they strike from range, slow and stun their targets with traps, and slip out of sight to recover and strike again.

What's New

- **Ranger fieldcraft crafting:** Rangers can now craft field traps and detectors, unlocked across Phases 2 to 4.
- **Your own Ranger abilities:** Take Cover, Conceal Trap and Detect Camouflage are now Ranger abilities with their own names, descriptions and icons.
- **Conceal changes:** use Conceal again while hidden to drop it at no cost; after hiding ends, Conceal and Conceal Ally need a 120 second wait before the next use, even if you log out.
- **Aim Down Sight** now has a 30 second cooldown (15 second effect).
- **Point Fire** descriptions now state the armor reduction of every mark.
- **Creatures notice you less:** while concealed, creatures no longer attack you through your cover.
- **New look:** new ability icons, a Frontiersman expertise background and a Ranger title banner.
- **Foraging, traps and quests:** several bug fixes (rare finds while foraging, the Chief Ranger's dialog, quest text).

Abilities

Ability	What it does
Sniper Shot (8 ranks)	Your main rifle attack, improving with each rank
Point Fire (5 ranks)	Focused rifle burst that reduces the target's armor
Startle Shot (5 ranks)	Shot that can root the target (10 to 50 percent chance by rank)
Heal (4 ranks)	Field treatment

Ability	What it does
Stink Bomb	Thrown gas device
Wire Mesh Trap	Slows the target
Glow Wire Trap	Stuns the target
Flash Bomb	Thrown blinding device
Conceal / Conceal Ally	Hide yourself, or hide an ally while you stay close
Aim Down Sight	Damage boost for a short time
Burst Run	Short sprint
Take Cover, Conceal Trap, Detect Camouflage	Ranger abilities earned at higher phases

Traps from expertise cannot be used in cities or in no-combat zones.

Expertise

Rangers spend expertise points across three trees (Marksman, Frontiersman and a third combat tree). Choices include rifle precision and efficiency, Point Fire boosts, creature knowledge and harvesting, camping and foraging, stamina and armor, and trapping mastery for the Wire Mesh Trap, Glow Wire Trap and Flash Bomb.

Traps and crafting

Rangers unlock crafting schematics as they advance. Crafted gear needs the matching Ranger level before it can be used (level 22, 46 or 70, depending on the item).

Phase	Schematics
Phase 2	Timer trap, HX-2 mine
Phase 3	Caltrop, Kaminoan dart trap, proximity trap, motion sensor, bio probe, tracking beacon
Phase 4	Flashbang, remote trap, chaff flare

Your trap skill grows by 25 with each phase. Other trap-using professions (Commando, Smuggler, Spy, Bounty Hunter) can use these items too, so Rangers make good suppliers.

Foraging: higher forage skill improves your chance at rare finds. Foraging works outside of cities.

Profession quests

Your Profession Quest Items start three trials with the Chief Ranger in Moenia on Naboo. See Ranger Profession Quests for locations and rewards.

FAQ

Is this on Live? Yes. These Ranger changes shipped to Live in v1.9.0.

Why can't I cast Conceal right away? A 120 second wait starts when your concealment ends.

Can I use traps in a city? No. Traps are refused in cities and no-combat zones.

Do Rangers still get the Bounty Hunter versions of Take Cover and Detect Camouflage? No. Rangers now have their own versions.

Technical details for developers are on the Technical wiki.

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