



















Tier	Name		Description
Adept	 Flame Barrier		You have a chance to cause burning whenever a foe attacks you in melee. Only triggers when attuned to fire.
Master	 Sunspot		Inflict damage at your location when you attune to fire.
Grandmaster	 Burning Rage		Deal more damage to burning foes.
Adept	 I Lava Tomb		Create a Lava Font when downed. Deal more damage while downed.
Adept	 II Conjuror		Conjured weapons have more charges.
Adept	 III Ember's Might		Burns you apply last longer.
Adept	 IV Spell Slinger		Cantrips grant you might when used.
Adept	 V Burning Precision	2	Critical hits have a chance to cause burning.
Adept	 VI Internal Fire		Deal more damage while attuned to fire.
Master	 VII Pyromancer's Alacrity		Reduces recharge on all fire weapon skills.
Master	 VIII Burning Fire		Use Cleansing Fire automatically when you have a number of conditions on you.
Master	 IX Fire's Embrace		When you activate a signet, you gain a fire shield.
Master	 X One with Fire		Flame Barrier's chance to burn foes goes up the longer you are attuned to fire.
Grandmaster	 XI Persisting Flames		Blast finishers you execute on fire fields give fury. Fire fields last longer.
Grandmaster	 XII Pyromancer's Puissance		Each skill you use while attuned to fire grants you might.
Grandmaster	 XIII Blinding Ashes	5	Blind foes that you burn.


















Air Magic

Air Magic is a trait line of the elementalists that focuses on use of air magic and additionally glyphs, movement speed, and spike damage.

Per point:

 Precision +50

 Ferocity +50

Tier	Name		Description
Adept	 Zephyr's Speed		Move faster while attuned to air.
Master	 Electric Discharge		Strike your target with a bolt of lightning when attuning to air.
Grandmaster	 Weak Spot		Chance to cause vulnerability on critical hits.
Adept	 I Zephyr's Boon		Auras grant fury and swiftness when applied.
Adept	 II Zephyr's Focus		Your endurance regenerates faster while channeling skills.
Adept	 III Quick Glyphs		Reduces recharge on glyphs.
Adept	 IV One with Air		Gain superspeed when attuning to air.
Adept	 V Soothing Winds		Gain healing based on your precision.
Adept	 VI Bolt to the Heart		Deal more damage when your foe's health drops below the threshold.
Master	 VII Arcane Lightning		Gain more critical-hit damage for a short time when you use an arcane skill. Does not stack.
Master	 VIII Inscription		Grants a boon associated with your current attunement when you cast a glyph.
Master	 IX Aeromancer's Alacrity		Reduces recharge on all your air weapon skills.
Master	 X Air Training		Deal more damage while attuned to air.
Grandmaster	 XI Tempest Defense	25	Surround yourself with a Shocking Aura when disabled (fear, stun, daze, knockback, knockdown, launch, float, pulled, or sink). Deal more damage to stunned or knocked-down foes.
Grandmaster	 XII Fresh Air	5	Recharge Air Attunement on a critical hit.
Grandmaster	 XIII Lightning Rod		Disabling an enemy causes them to be struck by a lightning bolt.


















Earth Magic

Earth Magic is a trait line of the elementalists that focuses on use of earth magic, bleeds, defense, and signets.

Per point:

 Toughness +50

 Condition Damage +50

Tier	Name		Description
Adept	 Stone Flesh		Gain toughness while attuned to earth.
Master	 Earthen Blast		Damage foes and cripple them for 3 seconds when attuning to earth.
Grandmaster	 Enduring Damage		Deal more damage when your endurance is full.
Adept	 Obsidian Focus		Gain toughness while using a channeled skill.
Adept	 Signet Mastery		Reduces recharge on signets.
Adept	 Earth's Embrace		Gain Armor of Earth whenever your health drops below the threshold.
Adept	 Serrated Stones		Bleeds you apply last longer; deal more damage to bleeding foes.
Adept	 Elemental Shielding		Gain protection when applying an aura to yourself or an ally.
Adept	 Stone Splinters		Deal more damage when you are within a range of 600 of your target.
Master	 Strength of Stone		Gain condition damage based on your toughness.
Master	 Rock Solid		Grant stability to nearby allies when attuning to earth.
Master	 Geomancer's Freedom		You recover from crippled, immobilized, and chilled faster.
Master	 Geomancer's Alacrity		Reduces recharge on all earth weapon skills.
Grandmaster	 Diamond Skin		Conditions cannot be applied to you when your health is above the threshold.
Grandmaster	 Written in Stone		Maintain the passive effects of signets when you activate them.
Grandmaster	 Stone Heart		You cannot be critically hit while attuned to earth.


















Water Magic

Water Magic is a trait line of the elementalists that focuses on use of water magic and defensive tactics, as well as exploiting Vulnerability on foes.

Per point:

 Vitality +50

 Healing Power +50

Tier	Name		Description
Adept	 Soothing Mist		You and nearby allies regenerate health while you are attuned to water.
Master	 Healing Ripple		Heal nearby allies when attuning to water.
Grandmaster	 Bountiful Power		Deal more damage for each boon on you.
Adept	 Arcane Abatement		Take less damage from falling. Create a spell when you take falling damage, based on your attunement. Fire: Ring of Fire Water: Cleansing Wave Air: Static Field Earth: Earthquake
Adept	 Shard of Ice		Arcane and signet skills cause vulnerability when activated.
Adept	 Cantrip Mastery		Reduces recharge on cantrips.
Adept	 Piercing Shards		While attuned to water, your spells deal more damage to vulnerable foes.
Adept	 Soothing Wave	10	Gain regeneration when critically hit.
Adept	 Vital Striking		Deal extra damage when your health is above the threshold.
Master	 Stop, Drop, and Roll	10	Dodge rolling removes burning and chilled.
Master	 Aquamancer's Alacrity		Reduces recharge on all water weapon skills.
Master	 Soothing Disruption		Cantrips grant you regeneration and vigor.
Master	 Cleansing Wave		Remove a condition from you and your allies when attuning to water.
Grandmaster	 Cleansing Water		Remove a condition when granting regeneration to yourself or an ally.
Grandmaster	 Powerful Aura		Auras you gain from weapon skills are also applied to nearby allies.
Grandmaster	 Aquatic Benevolence		Healing done to allies is increased.

Arcana

Arcana is a trait line of the elementalists that focuses on general improvements, arcane utility skills and the switching of attunements.


















Per point:








Boon Duration +5%



Attunement Recharge Rate +5%

Tier	Name		Description
Adept	 Arcane Fury		Gain fury when you switch attunements.
Master	 Lingering Elements		Attunement bonuses linger after leaving that attunement.
Grandmaster	 Arcane Precision		Skills have a chance to apply a condition on critical hits.
Adept	 Arcane Mastery		Reduces recharge on arcane skills.
Adept	 Renewing Stamina	5	Gain vigor when you deliver a critical hit.
Adept	 Final Shielding	75	Create an Arcane Shield when your health drops below the threshold.
Adept	 Vigorous Scepter		Endurance recharges faster while wielding a scepter.
Adept	 Blasting Staff		Area attacks with staff are larger.
Adept	 Windborne Dagger		Move faster for each dagger that you wield.
Master	 Arcane Retribution	45	Gain Arcane Power when your health drops below the threshold.
Master	 Elemental Attunement		When attuning to an element, you and all nearby allies gain a boon.
Master	 Arcane Resurrection		You have increased revive speed. When you revive an ally, you and the revived ally gain an aura based on your attunement.
Master	 Arcane Energy		Arcane and signet skills restore endurance when used.
Grandmaster	 Evasive Arcana		Create an attunement-based spell at the end of your dodge. Fire: Flame Burst. Water: Cleansing Wave. Air: Blinding Flash. Earth: Churning Earth.
Grandmaster	 Elemental Surge		Based on your current attunement, arcane skills cause a condition to foes that they hit.
Grandmaster	 Elemental Contingency	10	Gain a boon when you are struck, based on your current attunement.

Trait lists

	Guardian	Zeal • Radiance • Valor • Honor • Virtues
	Revenant	Corruption • Retribution • Invocation • Salvation
	Warrior	Strength • Arms • Defense • Tactics • Discipline
	Engineer	Explosives • Firearms • Inventions • Alchemy • Tools
	Ranger	Marksmanship • Skirmishing • Wilderness Survival • Nature Magic • Beastmastery