







Tier	Name		Description
Adept	 Evasive Powder Keg		Creates a bomb when you dodge.
Master	 Reserve Mines		Release a number of mines when you are struck while below the health threshold.
Grandmaster	 Steel-Packed Powder		Explosions cause vulnerability.
Adept	 I Acidic Elixirs		Thrown elixirs cause damage when they land and remove a boon.
Adept	 II Shrapnel		Explosions have a chance to cause bleeding.
Adept	 III Forceful Explosives		Bombs and mines have a larger explosion radius.
Adept	 IV Empowering Adrenaline		Get a damage bonus when endurance is not full.
Adept	 V Accelerant-Packed Turrets		Turrets explode when killed. When your turrets explode, they push back foes.
Adept	 VI Exploit Weakness	15	Cripple foes you hit when they are below the health threshold.
Master	 VII Explosive Powder		Improves damage from explosions.
Master	 VIII Short Fuse		Reduces recharge on bombs and grenades.
Master	 IX Incendiary Powder	10	Critical hits inflict burning.
Master	 X Enhance Performance	10	Gain might when you use a heal skill.
Grandmaster	 XI Grenadier		You throw grenades farther, and each grenade kit skill produces an extra grenade.
Grandmaster	 XII Autodefense Bomb Dispenser	30	Drop a smoke bomb whenever you are disabled (stun, daze, knockdown, knockback, pull, launch, float, sink, or fear).
Grandmaster	 XIII Synaptic Overload	20	Gain quickness when you knock back or launch a foe.


















Firearms

Firearms is a trait line for the engineer that focuses on use of pistols, rifles and the flamethrower.

Per point:

 Precision +50

 Condition Damage +50

Tier	Name		Description
Adept	 Sharpshooter		Critical hits have a chance to cause bleeding.
Master	 Target the Weak		Critical-hit chance is increased against foes that are below the health threshold.
Grandmaster	 Target the Maimed		Damage is increased against bleeding foes.
Adept	 Fireforged Trigger		Reduces recharge on flamethrower and elixir gun skills.
Adept	 Sitting Duck	5	Apply cripple and vulnerability to enemies when you immobilize.
Adept	 Infused Precision	5	You have a chance to gain swiftness on critical hits.
Adept	 Rifled Barrels		Improves rifle, pistol, harpoon gun, and elixir gun range.
Adept	 Precise Sights		You have a chance to cause vulnerability on critical hits
Adept	 Hair Trigger		Reduces recharge on rifle, pistol, and harpoon gun skills.
Master	 Coated Bullets		Pistol shots pierce.
Master	 Juggernaut		You gain toughness while wielding a flamethrower. In addition, gain might at regular intervals while using this weapon kit.
Master	 Rifle Mod		Improves damage for the rifle and the harpoon gun.
Master	 Go for the Eyes	10	Critical hits with rifles have a chance to inflict blindness.
Grandmaster	 Modified Ammunition		Increases damage for each condition on a foe.
Grandmaster	 Napalm Specialist		Burns you apply last longer.
Grandmaster	 Bunker Down	2	Create a proximity mine at your location when you critically hit with an attack.

Inventions

Inventions is a general trait line for the engineer that focuses on improving turrets and defensive tactics.


















Per point:



Toughness +50



Healing Power +50

Tier	Name		Description
Adept	 Low-Health Response System	10	Gain regeneration when you are attacked while below the health threshold.
Master	 Automated Medical Response	90	All heal skills recharge when struck while you are below the health threshold.
Grandmaster	 Performance Enhancement		Gain power based on your healing attribute.
Adept	 Protective Shield	20	Gain protection when you are critically hit.
Adept	 Explosive Descent		Release a barrage of grenades when you take falling damage. You take less damage from falling.
Adept	 Metal Plating		Reduces damage dealt to turrets.
Adept	 Stabilized Armor		You take less damage when you are knocked down or stunned.
Adept	 Energized Armor		Gain power based on your toughness.
Adept	 Cloaking Device	25	You become invisible when immobilized.
Master	 Reinforced Shield		Gain toughness when wielding a shield. Reduces recharge on shield skills.
Master	 Power Shoes		Movement speed is increased.
Master	 Elite Supplies		Supply Crate has extra supplies; Elixir X gives increased movement speed; and Mortar skills have increased range, reduced recharge, and bonus damage.
Master	 Autotool Installation		Turrets are self-repairing.
Grandmaster	 Elixir-Infused Bombs		Bomb explosions heal allies.
Grandmaster	 Rifled Turret Barrels		Turrets deal more damage and have a longer attack range.
Grandmaster	 Fortified Turrets		Your turrets are surrounded by a reflective shield when created.

Alchemy

Alchemy is a trait line for the engineer that focuses on use of elixirs and manipulation of conditions.


















Per point:



Vitality +50



Boon Duration +5%

Tier	Name		Description
Adept	 Hidden Flask		Drink an Elixir B when struck while below the health threshold.
Master	 Transmute	15	Incoming conditions have a chance to convert into boons.
Grandmaster	 Energy Conversion Matrix		Deal extra damage for each boon on you.
Adept	 Invigorating Speed	5	When you gain swiftness, you also gain vigor.
Adept	 Fast-Acting Elixirs		Reduces recharge on elixir skills.
Adept	 Acidic Coating	10	You have a chance to inflict blindness [sic] on enemies that strike you with melee attacks.
Adept	 Self-Regulating Defenses		Drink an Elixir S when you are struck while below the health threshold.
Adept	 Blood Injection		Gain condition damage based on your vitality.
Adept	 Protection Injection	5	Gain protection whenever you are disabled. (stun, daze, knockdown, knockback, launch, float, sink, or fear).
Master	 Deadly Mixture		Deal extra damage with a flamethrower or elixir gun.
Master	 Potent Elixirs		Increases elixir durations.
Master	 Backpack Regenerator		Regenerate health every second when using a kit.
Master	 Cleaning Formula 409		Throwing or consuming elixirs removes conditions from those affected.
Grandmaster	 HGH		All elixirs give might.
Grandmaster	 Automated Response		Condition durations are reduced by 50% while below the health threshold.
Grandmaster	 Experimental Turrets		Turrets apply boons to allies around them.

Tools

Tools is a trait line for the engineer that focuses on use of utility kits and endurance


















Per point:







Ferocity +50



Tool Belt Recharge Rate +5%

Tier	Name		Description
Adept	 Adrenaline Pump		Using toolbelt skills partially restores endurance.
Master	 Inertial Converter	90	Your tool belt skills recharge when you are struck while below the health threshold.
Grandmaster	 Enduring Damage		Damage is increased when endurance is full.
Adept	 Always Prepared		Drop bandages and oil slicks when downed. Downed damage is increased.
Adept	 Static Discharge		Discharge a bolt of lightning whenever you use a tool belt skill.
Adept	 Speedy Gadgets		Reduces recharge on gadgets.
Adept	 Kit Refinement		Equipping a kit creates an attack or a spell.
Adept	 Deployable Turrets		Turret skills use ground targeting.
Adept	 Speedy Kits	10	Gain swiftness whenever you equip a kit.
Master	 Packaged Stimulants		Med Kit skills can be thrown and are more effective.
Master	 Power Wrench		Reduces recharge and improves damage for tool kit skills. Enhances turret-repairing skills.
Master	 Scope		Gain critical-hit chance against targets farther away.
Master	 Leg Mods		Cripple, chill, and immobilize durations are reduced.
Grandmaster	 Armor Mods	15	Gain aegis when struck.
Grandmaster	 Adrenal Implant		Endurance regeneration is increased.
Grandmaster	 Gadgeteer		Gadgets grant additional boons upon use.

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

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