




































Tier	Name		Description
Adept	 Zealot's Speed		Create a Symbol of Wrath when you are struck while below the health threshold.
Master	 Symbolic Exposure		Symbols apply vulnerability to foes.
Grandmaster	 Symbolic Power		Increases damage of symbols.
Adept	 Binding Jeopardy		Immobilizing a foe also applies vulnerability to them.
Adept	 Fiery Wrath		Increases damage against burning foes.
Adept	 Protector's Impact		Create a Symbol of Protection when you take falling damage. You take less damage when falling.
Adept	 Revenge of the Fallen		Increased damage while downed.
Adept	 Shattered Aegis		When an aegis you applied is removed, it damages nearby foes.
Adept	 Spirit-Weapon Mastery		Reduces recharge on spirit-weapon skills.
Master	 Zealous Blade		Attacks with your greatsword deal an extra 5% damage and heal you.
Master	 Focused Mastery		Reduces recharge on focus skills.
Master	 Scepter Power		Scepter damage is increased.
Master	 Expeditious Spirit		Spirit weapon command skills have reduced recharge.
Grandmaster	 Wrathful Spirits		Increases spirit weapon damage by 50%.
Grandmaster	 Kindled Zeal		Gain condition damage based on your power.
Grandmaster	 Amplified Wrath		Burning damage is increased.

## Radiance

Radiance is a trait line for the guardian that focuses on improving signets, burning and blinding.

Per point:



-  Precision +50
-  Condition Damage +50


















Tier	Name		Description
Adept	 Justice is Blind		When activating Virtue of Justice, nearby foes are blinded.
Master	 Renewed Justice		Virtue of Justice is renewed when you kill a foe.
Grandmaster	 Radiant Power		Deal more damage to foes inflicted with conditions.
Adept	 Healer's Retribution		Gain retaliation when using a heal skill.
Adept	 Signet Mastery		Reduces recharge on signets.
Adept	 Shimmering Defense	60	Burn nearby foes when you are struck while below the health threshold.
Adept	 Inner Fire		When you are set on fire, you gain fury.
Adept	 Searing Flames	10	When you apply burning to a foe, remove a boon.
Adept	 Blind Exposure		Applying blind also applies vulnerability.
Master	 Radiant Fire		Reduces recharge on torch skills. All burning durations are increased
Master	 A Fire Inside		Spirit weapons cause burning.
Master	 Inscribed Removal		Using a signet cures a condition on you.
Master	 Powerful Blades		Sword and spear damage is increased.
Grandmaster	 Right-Hand Strength		Critical-hit chance with one-handed weapons is increased.
Grandmaster	 Perfect Inscriptions		Signet passive effects are improved.
Grandmaster	 Radiant Retaliation		Retaliation damage scales from condition damage instead of power.

## Valor

Valor is a trait line for the guardian that focuses on improving blocking and meditations.

Per point:



-  Toughness +50
-  Ferocity +50


















Tier	Name		Description
Adept	 Valorous Defense	90	Gain aegis when you are struck while below the health threshold.
Master	 Courageous Return		Virtue of Courage is recharged when you rally.
Grandmaster	 Might of the Protector		Gain might when you block attacks.
Adept	 Meditation Mastery		Reduces recharge on meditations.
Adept	 Defender's Flame		Gain a chance to burn attackers when blocking.
Adept	 Strength of the Fallen		Lose health slower while downed.
Adept	 Strength in Numbers		Nearby allies gain toughness based on your effective level.
Adept	 Purity		Lose conditions at a set time interval.
Adept	 Retributive Armor		Gain precision based on your toughness.
Master	 Mace of Justice		Wielding a mace grants additional damage. Wielding a mace also grants healing power (based on level).
Master	 Glacial Heart		Critical hits with hammer chill enemies.
Master	 Honorable Shield		Gain toughness when wielding a shield. Reduces recharge on shield skills.
Master	 Focused Mind		Meditations grant fury.
Grandmaster	 Altruistic Healing		Applying a boon to allies heals you.
Grandmaster	 Monk's Focus		Using a meditation skill heals you.
Grandmaster	 Communal Defenses	20	Grant aegis to allies when you block an attack.

## Honor

Honor is a trait line for the guardian that focuses on improving dodging, symbols and shouts.

Per point:



-  Vitality +50
-  Healing Power +50


















Tier	Name		Description
Adept	 Vigorous Precision	10	Gain vigor when you deliver a critical hit.
Master	 Selfless Daring		The end of your dodge roll heals nearby allies.
Grandmaster	 Elusive Power		Deal more damage when your endurance is not full.
Adept	 Wrathful Spirit		Aegis gives retaliation when it ends.
Adept	 Superior Aria		Reduces recharge on shouts.
Adept	 Writ of Exaltation		Symbols are larger.
Adept	 Protective Reviver		When you revive an ally, you both gain aegis, protection, and regeneration.
Adept	 Resolute Healer	60	Generates a Shield of Absorption when you start reviving an ally.
Adept	 Pure of Heart		Aegis heals you when it blocks an attack.
Master	 Writ of Persistence		Symbols last longer.
Master	 Empowering Might	1	You and nearby allies gain might when you land a critical hit.
Master	 Two-Handed Mastery		Reduces recharge on two-handed weapon skills.
Master	 Writ of the Merciful		All symbols heal allies with each pulse.
Grandmaster	 Pure of Voice		Allies affected by shouts have conditions converted to boons.
Grandmaster	 Battle Presence		Nearby allies gain Virtue of Resolve's passive effect.
Grandmaster	 Force of Will		You have increased vitality, based on your level.

## Virtues






Virtues is a trait line for the guardian that focuses on improving consecrations and virtues.

Per point:

-  Boon Duration +5%
-  Virtue Recharge Rate +5%

Tier	Name		Description
Adept	 Inspired Virtue		Virtues now also apply the following boons to allies when activated: Justice: might Resolve: regeneration Courage: protection
Master	 Virtue of Retribution		Gain retaliation when you activate a virtue.
Grandmaster	 Power of the Virtuous		Deal extra damage for each boon you have.
Adept	 Unscathed Contender		Deal more damage while under the effects of aegis.
Adept	 Vengeful		Retaliation lasts longer.
Adept	 Consecrated Ground		Consecration skills use ground targeting.
Adept	 Retaliatory Subconscious	30	Gain retaliation whenever you are disabled (stun, daze, knockback, pull, knockdown, sink, float, fear, pulled, or launch).
Adept	 Improved Spirit-Weapon Duration		Spirit weapons last longer.
Adept	 Master of Consecrations		Reduces recharge on consecration skills and increases their durations.
Master	 Elite Focus		Elite skills last longer and Tome skills gain stability.
Master	 Supreme Justice		Virtue of Justice causes burning more frequently. When activating Virtue of Justice, the burn duration is increased.
Master	 Absolute Resolution		Activating Virtue of Resolve removes conditions from nearby allies. Virtue of Resolve's passive effect is stronger.
Master	 Indomitable Courage		Activating Virtue of Courage grants stability to nearby allies. Virtue of Courage's passive effect triggers more frequently.
Grandmaster	 Permeating Wrath		Virtue of Justice's passive effect no longer burns your target, but instead burns the area around you each time it activates.
Grandmaster	 Shielded Mind		Activating Virtue of Courage also breaks stun for any ally affected by the ability.
Grandmaster	 Purity of Body		Your Virtue of Resolve's passive effect also regenerates endurance.

### Trait lists

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