



















Tier	Name		Description
Adept	 Illusion of Vulnerability		Inflict vulnerability when you interrupt a foe.
Master	 Dazzling		Dazing a foe also applies vulnerability.
Grandmaster	 Wastrel's Punishment		Increased damage to foes who are not using a skill.
Adept	 Mental Torment		Mind Wrack deals more damage.
Adept	 Halting Strike		Deal damage when interrupting a foe.
Adept	 Empowered Illusions		Illusions deal more damage.
Adept	 Rending Shatter		Shattering illusions inflicts vulnerability on nearby foes.
Adept	 Crippling Dissipation		Clones cripple nearby foes when they are killed.
Adept	 Signet Mastery		Reduces recharge on signets.
Master	 Shattered Concentration		Shatter skills also remove a boon on hit.
Master	 Confusing Enchantments		Glamour skills cause confusion to foes who enter or exit their areas.
Master	 Cleansing Conflagration		Torch skills remove conditions. Reduces recharge on torch skills.
Master	 Greatsword Training		Increased power while wielding a greatsword. Reduces recharge on greatsword skills.
Grandmaster	 Empowering Mantras		Gain increased damage for each readied mantra.
Grandmaster	 Confounding Suggestions		Chance to inflict stun whenever you daze a target. Increase daze duration
Grandmaster	 Power Block		Enemy skills that you interrupt have an increased cooldown.


















## Dueling

Dueling is a mesmer trait line that focuses on avoiding damage by enhancing dodging and blocking skills and favors use of mantras.

Per point:

 Precision +50



 Ferocity +50


















Tier	Name		Description
Adept	 Critical Infusion	10	Gain vigor when delivering a critical hit.
Master	 Sharper Images		Illusions inflict bleeding on critical hits.
Grandmaster	 Confusing Combatants		Your illusions cause confusion to foes around them when they are killed.
Adept	 Far-Reaching Manipulations		The range of your manipulation skills is increased.
Adept	 Phantasmal Fury		Your phantasms have fury.
Adept	 Retaliatory Shield		Gain retaliation when you block an attack.
Adept	 Blade Training		Increased precision while wielding a one-handed sword or a spear. Reduces the recharge on sword and spear skills.
Adept	 Desperate Decoy		Cloak and leave a clone of yourself behind at 25% health.
Adept	 Mantra Mastery		Reduced recharge on mantras.
Master	 Protected Mantras		Gain toughness while channeling mantras.
Master	 Blurred Inscriptions		Activating a signet grants you distortion.
Master	 Duelist's Discipline		Increases pistol attack range for you and your illusions. Reduces recharge on pistol skills.
Master	 Deceptive Evasion		Create a clone at your current position when you dodge.
Grandmaster	 Harmonious Mantras		Mantras can be activated three times before needing to be channeled again.
Grandmaster	 Furious Interruption	15	Gain quickness when you interrupt a foe.
Grandmaster	 Triumphant Distortion	10	Gain distortion upon killing an enemy. Your phantasms gain distortion briefly on creation.

## Chaos

Chaos is a trait line for the mesmer that focuses on improving defense and the application of random boons and conditions.

Per point:

-  Toughness +50
-  Boon Duration +5%

Tier	Name		Description
Adept	 Metaphysical Rejuvenation	30	Gain regeneration when your health drops below the threshold.
Master	 Illusionary Membrane	15	Gain protection when you gain regeneration.
Grandmaster	 Chaotic Transference		Gain condition damage based on your toughness.
Adept	 Chaotic Revival	10	Gain Chaos Armor when you rally.
Adept	 Descent into Madness		Create a chaos storm when you take falling damage. Take less damage from falling.
Adept	 Master of Manipulation		Reduces recharge on manipulation skills.
Adept	 Illusionary Defense		Take reduced damage for each illusion you have in the world.
Adept	 Debilitating Dissipation		Clones apply a random condition to nearby foes when they are killed.
Adept	 Retaliatory Demise		Gain retaliation when you are downed.
Master	 Mirror of Anguish	60	When disabled (stun, daze, knockback, pull, knockdown, sink, float, fear, or launch), you mirror the disabling effect back to its source.
Master	 Bountiful Interruption		Gain might when you interrupt a foe, then gain another boon randomly.
Master	 Cleansing Inscriptions		Activating a signet removes a condition.
Master	 Chaotic Dampening		Increased toughness while wielding a staff or trident. Reduces recharge on staff and trident skills.
Grandmaster	 Chaotic Interruption		Immobilize your target when you interrupt them and randomly apply blind, cripple, or chill.
Grandmaster	 Prismatic Understanding		Cloaking skills last longer, and you gain a random boon when you are cloaked.
Grandmaster	 Bountiful Disillusionment		Gain boons each time a shatter skill is used.

## Inspiration

Inspiration is a trait line for the mesmer that focuses on improving phantasms and healing.




Per point:



Vitality +50





Healing Power +50




Tier	Name		Description
Adept	 Vengeful Images		Grants retaliation to Phantasms.
Master	 Phantasmal Healing		Phantasms grant regeneration to nearby allies.
Grandmaster	 Phantasmal Strength		Phantasms deal more damage.
Adept	 Medic's Feedback		Create a feedback bubble while reviving an ally.
Adept	 Glamour Mastery		Reduces recharge on glamour skills.
Adept	 Vigorous Revelation		Shattering illusions grants vigor to nearby allies.
Adept	 Mender's Purity		Remove a condition when you heal.
Adept	 Persisting Images		Phantasms have increased health.
Adept	 Compounding Celerity		Move faster for each active illusion.
Master	 Malicious Sorcery		Increased condition damage while wielding a scepter. Reduces recharge on scepter skills.
Master	 Warden's Feedback		Focus skills reflect projectiles. Reduces recharge on focus skills.
Master	 Temporal Enchanter		Glamour skills last longer.
Master	 Restorative Mantras		Heal allies when you cast a mantra.
Grandmaster	 Shattered Conditions		Using a shatter skill removes a condition from you and allies around you.
Grandmaster	 Restorative Illusions		Heal a small amount when you shatter illusions.
Grandmaster	 Disruptor's Sustainment		Gain bonus healing power when interrupting a foe.

## Illusions






Illusions is a trait line for the mesmer that focuses on improving conditions and shatter skills.

Per point:

-  Condition Damage +50
-  Shatter Skill Recharge Rate +5%

Tier	Name		Description
Adept	 Illusionary Retribution		All Shatter skills inflict confusion.
Master	 Illusionists Celerity		Reduces recharge on illusion-summoning skills.
Grandmaster	 Shattered Strength		Shattering illusions grants you might per illusion.
Adept	 Precise Wrack		Mind Wrack has an increased critical-hit chance.
Adept	 Confusing Cry		Cry of Frustration grants retaliation.
Adept	 Compounding Power		Gain increased damage for each of your active illusions.
Adept	 Masterful Reflection		Distortion grants reflection.
Adept	 Master of Misdirection		Confusion you inflict lasts longer.
Adept	 Dazzling Glamours		Glamour skills blind foes at target location.
Master	 Illusionary Elasticity		Bouncing attacks have one additional bounce.
Master	 Illusionary Invigoration	60	Recharge all of your shatter skills when your health drops below the threshold.
Master	 Blinding Befuddlement	5	Cause confusion when you blind a foe.
Master	 Phantasmal Haste		Reduces recharge on phantasm attack skills.
Grandmaster	 Illusionary Persona		Shattering illusions creates the shatter effect on you as well.
Grandmaster	 Imbued Diversion		Diversion hits multiple targets.
Grandmaster	 Maim the Disillusioned		Enemies hit by shatter skills are inflicted with torment.

### 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