

List of necromancer traits

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This is a list of necromancer traits.



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Spite

Spite is a trait line for the necromancer that focuses on improving damage, signets and retaliation.

Per point:



-  Power +50
-  Condition Duration +5%


















Tier	Name		Description
Adept	 Parasitic Bond	5	Gain health when you kill a foe.
Master	 Death into Life		Gain healing power based on your power.
Grandmaster	 Siphoned Power		Gain might when struck while your health is below the threshold.
Adept	 Death's Embrace		Deal more damage while downed.
Adept	 Spiteful Talisman		Reduces recharge on focus skills and increases their range.
Adept	 Spiteful Removal	10	When you kill a foe, you remove conditions.
Adept	 Signet Mastery		Reduces recharge on signets. Activating a signet grants might.
Adept	 Spiteful Spirit		Gain retaliation when entering death shroud.
Adept	 Reaper's Might		Life Blast and Plague Blast grant might.
Master	 Spiteful Marks		Marks deal more damage.
Master	 Axe Training		Reduces recharge on axe skills. Increases damage while wielding axes.
Master	 Training of the Master		Increases minion damage.
Master	 Chill of Death		Cast Spinal Shivers on a foe when attacking them while their health is below the threshold.
Grandmaster	 Dhuumfire	10	Life Blast will inflict burning on your target.
Grandmaster	 Close to Death		Increases damage to enemies below the health threshold.
Grandmaster	 Parasitic Contagion		A percentage of your condition damage heals you.

Curses

Curses is a trait line for the Necromancer that focuses on benefits for and from critical hits and conditions.

Per point:



-  Precision +50
-  Condition Damage +50


















Tier	Name		Description
Adept	 Barbed Precision		Critical hits have a chance to cause bleeding.
Master	 Furious Demise		Gain fury when entering Death Shroud.
Grandmaster	 Target the Weak		Increases damage for each condition on a foe.
Adept	 Toxic Landing		Creates a Corrosive Poison Cloud when you take falling damage. Take less falling damage.
Adept	 Hemophilia		Increases inflicted bleed durations.
Adept	 Chilling Darkness		Blinding a target will also apply chill.
Adept	 Weakening Shroud		Cast Enfeeble when entering death shroud.
Adept	 Reaper's Precision		You have a chance to gain life force on critical hits.
Adept	 Focused Rituals		Well skills use ground targeting. Cannot be used under water.
Master	 Master of Corruption		Reduces recharge on corruption skills.
Master	 Banshee's Wail		Reduces recharge on warhorn skills and increases their effect durations.
Master	 Terror		Fear deals damage; it deals additional damage if the target is afflicted with another condition.
Master	 Spectral Attunement		Spectral skills have longer durations and grant life force on use.
Grandmaster	 Lingering Curse		Conditions inflicted by scepter skills have increased durations.
Grandmaster	 Withering Precision	20	Apply weakness on critical hits.
Grandmaster	 Path of Corruption		Dark Path now additionally converts boons into conditions.

Death Magic

Death Magic is a trait line for the Necromancer that focuses on use of staves, minions and favors defense.

Per point:

-  Toughness +50
-  Boon Duration +5%

Tier	Name		Description
Adept	 Armored Shroud	15	Gain bonus toughness while in death shroud.
Master	 Soul Comprehension		Your passive life-force generation from nearby deaths is increased.
Grandmaster	 Deadly Strength		Gain power based on your toughness.
Adept	 Dark Armor		Gain toughness while channeling.
Adept	 Spiteful Vigor		Gain retaliation when you use a heal skill.
Adept	 Minion Master		Reduces recharge on minion skills.
Adept	 Ritual of Protection		Wells apply protection when cast.
Adept	 Staff Mastery		Reduces recharge on staff skills.
Adept	 Shrouded Removal		Lose a condition when you enter death shroud.
Master	 Greater Marks		Increases area of marks and marks become unblockable.
Master	 Reaper's Protection	60	When disabled (stun, daze, knockback, knockdown, sink, float, fear, pulled, or launch), inflict fear on nearby foes.
Master	 Death Shiver		Constantly apply vulnerability to nearby foes while in death shroud.
Master	 Flesh of the Master		Minions have increased health. Your minions are destroyed when this trait is reassigned. Gain bonus toughness for each minion you control.
Grandmaster	 Death Nova		Minions explode in a cloud of poison when they die. This effect also triggers when you are downed. When you kill an enemy, summon a Jagged Horror minion to fight by your side.
Grandmaster	 Necromantic Corruption		Minions have a chance to remove a boon when they attack.
Grandmaster	 Unholy Sanctuary	30	Regenerate health while in death shroud. If your life force is above the threshold, your death shroud will activate if you take a lethal blow.

Blood Magic

Blood Magic is a trait line for the Necromancer that focuses on stealing life and healing as well as use of wells and daggers.


















Per point:



Vitality +50



Healing Power +50

Tier	Name		Description
Adept	 Full of Life	30	Gain regeneration when your health drops below the threshold.
Master	 Vampiric		Siphon health whenever you hit a foe.
Grandmaster	 Blood to Power		Gain additional power when your health is above the threshold.
Adept	 Dagger Mastery		Reduces recharge on dagger skills.
Adept	 Bloodthirst		Siphoning health is more effective.
Adept	 Mark of Evasion		Leave a Mark of Blood when you dodge.
Adept	 Ritual of Life		Create a Well of Blood whenever you revive an ally.
Adept	 Vampiric Precision		Siphon health whenever you critical hit.
Adept	 Transfusion		Life Transfer heals nearby allies.
Master	 Vampiric Master		Minions siphon health and transfer it to you.
Master	 Ritual Mastery		Reduces recharge on wells.
Master	 Deathly Invigoration		Heal in an area when you leave death shroud.
Master	 Quickening Thirst		Increases movement speed for each dagger that you wield.
Grandmaster	 Fetid Consumption		Each summoned minion draws conditions from their master.
Grandmaster	 Vampiric Rituals		Wells also siphon health every time they pulse.
Grandmaster	 Unholy Martyr		Draw conditions from allies while in death shroud, gaining life force each time a condition is drawn.

Soul Reaping

Soul Reaping is a trait line for the necromancer that focuses on the Death Shroud form and Life Force mechanic.


















Per point:







Feroicity +50



Life Force Pool +5%

Tier	Name		Description
Adept	 Gluttony		Increases life force gain from skills.
Master	 Last Gasp	50	Gain Spectral Armor when your health falls below the threshold.
Grandmaster	 Strength of Undeath		You do more damage while above the life-force[sic] threshold.
Adept	 Fear of Death	90	Inflict fear on foes when you are downed.
Adept	 Vital Persistence		Life force drains slower while in death shroud.
Adept	 Path of Midnight		Reduces recharge on death shroud skills.
Adept	 Spectral Mastery		Reduces recharge on spectral skills.
Adept	 Speed of Shadows		Increases movement speed while in death shroud.
Adept	 Unyielding Blast		Life Blast and Plague Blast pierce and cause vulnerability.
Master	 Mark of Revival		Create a Reaper's Mark while reviving someone.
Master	 Near to Death		Reduces recharge on Death Shroud.
Master	 Master of Terror		Your fear effects have increased durations.
Master	 Soul Marks		Marks generate life force when triggered.
Grandmaster	 Foot in the Grave		Gain stability when you enter death shroud.
Grandmaster	 Death Perception		Increases critical-hit chance while in death shroud.
Grandmaster	 Renewing Blast		Life Blast heals allies that it passes through.

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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