



















Tier	Name		Description
Adept	 Opening Strike		Cause vulnerability with your first strike when entering combat.
Master	 Alpha Training		Pets have Opening Strike.
Grandmaster	 Precise Strike		Opening strike always critical hits.
Adept	 Steady Focus		Damage is increased when endurance is full.
Adept	 Malicious Training		Increases duration for conditions applied by your pets.
Adept	 Keen Edge	45	Use Sharpening Stone when you strike a foe below the health threshold.
Adept	 Signet Mastery		Reduces recharge on signets.
Adept	 Predator's Instinct	30	Apply cripple to foes you hit while they are below the health threshold.
Adept	 Beastmaster's Bond	60	Gain fury and might when your pet's health reaches 50%.
Master	 Spotter		Increases precision of nearby allies.
Master	 Piercing Arrows		All arrow attacks pierce targets.
Master	 Beastmaster's Might		Activating a signet grants might.
Master	 Eagle Eye		Increases longbow and harpoon gun range. Longbow and harpoon gun damage is increased.
Grandmaster	 Predator's Onslaught		You and your pet deal bonus damage to enemies suffering from movement-impeding conditions.
Grandmaster	 Remorseless		Regain Opening Strike whenever you kill a foe or gain stealth.
Grandmaster	 Read the Wind		Longbow and harpoon gun projectile velocity is increased. While wielding a longbow, your attack speed is increased.


















Skirmishing

Skirmishing is a trait line for the ranger that focuses on mobility, traps and switching weapons in combat.

Per point:

 Precision +50

 Ferocity +50

Tier	Name		Description
Adept	 Tail Wind	9	Gain swiftness when swapping weapons in combat.
Master	 Furious Grip	9	Gain fury when swapping weapons in combat.
Grandmaster	 Hunter's Tactics		Deal more damage while flanking.
Adept	 Pet's Prowess		Pets deal more damage on critical hits.
Adept	 Sharpened Edges		Chance to cause bleeding on critical hits.
Adept	 Trapper's Defense		Create a Spike Trap while reviving an ally.
Adept	 Primal Reflexes	15	You gain vigor when you are struck by a critical hit.
Adept	 Companion's Might		Critical hits grant might to your pet.
Adept	 Agility Training		Pets move faster.
Master	 Carnivorous Appetite		Pets gain health on critical hits.
Master	 Trapper's Expertise		Trap skills use ground targeting and are larger.
Master	 Honed Axes		Gain ferocity while wielding an axe in your main hand.
Master	 Quick Draw		Reduces recharge on short bow and longbow skills.
Grandmaster	 Trap Potency		Conditions caused by traps last longer. Reduces recharge on traps.
Grandmaster	 Moment of Clarity	5	Gain an attack of opportunity for you and your pet on interrupting a foe. Daze and stun durations you inflict last longer.
Grandmaster	 Strider's Defense		Chance to destroy projectiles while executing a melee attack.


















Wilderness Survival

Wilderness Survival is a trait line for the ranger that focuses on defensive combat maneuvers.

Per point:

 Toughness +50

 Condition Damage +50

Tier	Name		Description
Adept	 Natural Vigor		Increases endurance regeneration.
Master	 Companion's Defense		You and your pet gain protection when you dodge roll.
Grandmaster	 Peak Strength		Deal extra damage while your health is above the threshold.
Adept	 Soften the Fall		Create Muddy Terrain when you take falling damage. You take less damage from falling.
Adept	 Healer's Celerity		Grant swiftness to yourself and your ally when you revive them. Increases revive speed.
Adept	 Shared Anguish	90	Incoming disabling conditions (stun, daze, knockback, knockdown, sink, float, fear, or launch) are transferred to your pet instead.
Adept	 Vigorous Renewal		Gain vigor when using a heal skill. Healing Spring grants vigor to affected allies.
Adept	 Expertise Training		Pets deal extra condition damage.
Adept	 Wilderness Knowledge		Reduces recharge on survival skills.
Master	 Off-Hand Training		Reduces recharge on off-hand skills. Off-hand skills have longer range.
Master	 Oakheart Salve	15	Gain regeneration when you suffer from bleeding, poison or burning.
Master	 Hide in Plain Sight	30	Applies camouflage when you are disabled (stun, daze, knockback, pull, knockdown, sink, float, fear, or launch).
Master	 Martial Mastery		Reduces recharge on sword, greatsword, and spear skills.
Grandmaster	 Empathic Bond		Pets periodically take conditions from you.
Grandmaster	 Bark Skin		You and your pet take less damage while your health is below the threshold.
Grandmaster	 Poison Master		After swapping pets, your pet's first attack will inflict poison. Your poison damage is increased.


















Nature Magic

Nature Magic is a trait line for the ranger that focuses on improving boons and spirits.

Per point:

 Vitality +50



 Boon Duration +5%


















Tier	Name		Description
Adept	 Rejuvenation	30	Gain regeneration when your health drops below the threshold.
Master	 Fortifying Bond		Any boon you get is shared with your pet.
Grandmaster	 Bountiful Hunter		You and your pet deal more damage while you have a boon.
Adept	 Circle of Life		Create a healing spring when you are downed.
Adept	 Concentration Training		Boons applied by your pets last longer.
Adept	 Nature's Bounty		Regeneration you apply lasts longer.
Adept	 Vigorous Spirits		Spirits have increased health and a greater chance to trigger their benefits.
Adept	 Strength of Spirit		Gain power based on your vitality.
Adept	 Nature's Protection	30	Receive protection when you take damage greater than a percentage of your maximum health.
Master	 Spirits Unbound		Spirits can move and follow you.
Master	 Evasive Purity	10	Dodging removes blindness and poison from you.
Master	 Two-Handed Training		Greatsword and spear damage is increased. Greatsword and spear attacks have a chance to grant fury on hit.
Master	 Enlargement	60	Use Signet of the Wild when your health drops below the threshold.
Grandmaster	 Nature's Vengeance		Activated skills of spirits are larger and trigger when the spirit is killed.
Grandmaster	 Nature's Voice		Shouts apply regeneration and swiftness to allies.
Grandmaster	 Survival of the Fittest		Remove conditions and gain fury when using a Survival skill.

Beastmastery





Beastmastery is a trait line for the ranger that focuses on improving pet abilities.

Per point:

-  Healing Power +50
-  Pet Attribute Bonus +5

Tier	Name		Description
Adept	 Instinctual Bond	50	When you are downed, your pet gains quickness.
Master	 Loud Whistle		Reduces recharge on pet swapping.
Grandmaster	 Nature's Wrath		Gain power based on your healing.
Adept	 Speed Training		Reduces recharge on pet skills.
Adept	 Master's Bond		Your pet has a bond with you that increases its attributes each time you kill a foe. When it is defeated or deactivated, the bond is reset.
Adept	 Shout Master		Reduces recharge on shouts.
Adept	 Compassion Training		Pet healing attributes are increased.
Adept	 Commanding Voice		Pet skills (F2) recharge faster.
Adept	 Mighty Swap		You and your pet gain might when they are activated.
Master	 Rending Attacks		Pets inflict bleeding when they critically hit with their basic attacks.
Master	 Stability Training	10	Pets gain stability when disabled.
Master	 Intimidation Training		Activated attack abilities (F2) for pets cause cripple. This effect will only occur once on each target affected by abilities
Master	 Vigorous Training		Pets grant vigor to nearby allies when activated.
Grandmaster	 Zephyr's Speed		You and your pet gain 3 seconds of quickness when you swap pets.
Grandmaster	 Natural Healing		Your pets have natural health regeneration.
Grandmaster	 Invigorating Bond	20	Your pet heals allies in an area when executing a command [F2] ability.

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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