

# List of thief traits

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## Deadly Arts

Deadly Arts is a trait line for the thief that focuses on use of venoms and poison.

Per point:


-  Power +50
-  Condition Duration +5%

Tier	Name		Description
Adept	 Serpent's Touch		Stealing inflicts poison.
Master	 Lotus Poison	15	Weaken targets when you poison them.
Grandmaster	 Exposed Weakness		Deal more damage if your target has a condition.
Adept	 Back Fighting		You deal bonus damage while downed.
Adept	 Corrosive Traps		Traps apply vulnerability when triggered.
Adept	 Mug		Deal damage and gain life when stealing. This attack cannot critically hit enemies.
Adept	 Venomous Strength		Venoms grant might when activated.
Adept	 Potent Poison		Increased poison duration.
Adept	 Sundering Strikes		Critical hits have a chance to cause vulnerability.
Master	 Improvisation		Stealing recharges all skills of one type (venoms, signets, traps, tricks, or deceptions). Deal bonus damage when wielding a bundle.
Master	 Quick Venoms		Reduces recharge on venom skills.
Master	 Dagger Training		Dagger damage is increased.
Master	 Combined Training		Dual skills deal more damage.
Grandmaster	 Panic Strike	20	Striking a foe that is below the health threshold immobilizes them
Grandmaster	 Residual Venom		Applied venoms last an additional strike.
Grandmaster	 Revealed Training		Gain extra power while you are revealed.


















## Critical Strikes

Critical Strikes is a trait line for the thief that focuses on use of and benefits from critical hits and signets.

Per point:

 Precision +50

 Ferocity +50

Tier	Name		Description
Adept	 Keen Observer		Critical-hit chance is increased while your health is above the threshold.
Master	 Opportunist	5	Critical hits have a bonus chance to restore initiative.
Grandmaster	 First Strikes		Damage is increased while your current initiative is over the threshold.
Adept	 Furious Retaliation	30	Gain fury when your target falls below the health threshold.
Adept	 Signets of Power		Gain might when activating a signet.
Adept	 Side Strike		Gain bonus critical-hit chance when hitting a foe from behind or the side.
Adept	 Concealed Defeat		Create a Smoke Screen when downed.
Adept	 Pistol Mastery		Deal additional damage with pistols.
Adept	 Practiced Tolerance		Gain vitality based on your precision.
Master	 Ankle Shots	10	Critical hits with a pistol have a chance to cripple foes.
Master	 Signet Use		Gain initiative when activating a signet. Reduces recharge on signets.
Master	 Combo Critical Chance		Dual skills have increased critical-hit chance.
Master	 Critical Haste	30	You have a chance to gain quickness on a critical hit.
Grandmaster	 Executioner		Deal extra damage when your target is below the health threshold.
Grandmaster	 Hidden Killer		Gain bonus critical-hit chance while in stealth.
Grandmaster	 Invigorating Precision		You are healed for a percentage of outgoing critical hit damage.


















## Shadow Arts

Shadow Arts is a trait line for the thief that focuses on use of stealth.

Per point:

 Toughness +50

 Healing Power +50

Tier	Name		Description
Adept	 Last Refuge		Use Blinding Powder when your health reaches a certain threshold.
Master	 Meld with Shadows		Stealth skills last longer.
Grandmaster	 Hidden Assassin		Gain might when you gain stealth.
Adept	 Master of Deception		Reduces recharge on deception skills.
Adept	 Slowed Pulse	20	Grant regeneration if you have two or more stacks of bleeding.
Adept	 Shadow Protector		When you grant stealth to an ally, they gain regeneration. This effect does not trigger if your ally already has regeneration.
Adept	 Shadow's Embrace		Remove conditions periodically while in stealth.
Adept	 Infusion of Shadow		Gain initiative when you enter stealth.
Adept	 Cloaked in Shadow		Gaining stealth blinds nearby foes.
Master	 Power Shots		Short bow and harpoon gun damage is increased.
Master	 Hidden Thief		Stealing grants you stealth.
Master	 Leeching Venoms		Siphon life from your foe when triggering a venom. This can only occur once per strike.
Master	 Patience		Regain initiative faster while in stealth.
Grandmaster	 Shadow's Rejuvenation		Regenerate health while in stealth.
Grandmaster	 Venomous Aura		When you use a venom skill, you apply the effects to all nearby allies as well.
Grandmaster	 Resilience of Shadows		Stealth effects that you apply reduce incoming attack damage.


















## Acrobatics

Acrobatics is a trait line for the thief that focuses on dodging and mobility.

Per point:

 Vitality +50



 Boon Duration +5%


















Tier	Name		Description
Adept	 Expeditious Dodger		Gain swiftness upon dodging.
Master	 Feline Grace		Dodging returns some of the endurance used.
Grandmaster	 Fluid Strikes		Damage is increased when endurance is not full.
Adept	 Descent of Shadows		Release a blinding powder when you take falling damage. You take less damage from falling.
Adept	 Power of Inertia		Gain might whenever you dodge.
Adept	 Vigorous Recovery		Gain vigor when using a healing skill.
Adept	 Assassin's Retreat	5	Gain swiftness when you kill a foe.
Adept	 Master Trapper		Reduces recharge on traps.
Adept	 Fleet Shadow		Move faster while in stealth.
Master	 Fleet of Foot	10	Dodging removes conditions from you.
Master	 Pain Response	30	Gain regeneration and remove conditions when struck while your health is below the threshold.
Master	 Quick Recovery		Gain bonus initiative over time.
Master	 Hard to Catch	30	Shadowstep away and gain swiftness when you are disabled (stun, daze, float, knockdown, launch, knockback, sink, pulled, or fear).
Grandmaster	 Assassin's Reward		Heal yourself whenever you use a skill that uses initiative. Heal yourself for each point of initiative spent.
Grandmaster	 Quick Pockets		Gain initiative on swapping weapons while in combat.
Grandmaster	 Assassin's Equilibrium		Gain stability when striking an enemy from stealth.

## Trickery





Trickery is a trait line for the thief that focuses on use of steal and managing initiative.

Per point:

-  Condition Damage +50
-  Steal Recharge Rate +5%

Tier	Name		Description
Adept	 Kleptomaniac		Stealing gives you initiative.
Master	 Preparedness		Increases maximum initiative by 3.
Grandmaster	 Lead Attacks		Increases damage per initiative.
Adept	 Merciful Ambush		Stealth yourself and your target when reviving an ally.
Adept	 Instinctual Response		If you take damage greater than the health threshold in a single strike, you release feathers to blind nearby enemies and gain stealth.
Adept	 Uncatchable		Leave behind Caltrops when you dodge.
Adept	 Flanking Strikes		Increases damage when attacking a foe from behind or the side.
Adept	 Thrill of the Crime		When you steal, you and all nearby allies gain fury, might, and swiftness for 10 seconds.
Adept	 Long Reach		Increases the range on stealing.
Master	 Bountiful Theft		Stealing grants you and all nearby allies vigor. You rip boons from your target and grant them to nearby allies.
Master	 Trickster		Reduces recharge on tricks.
Master	 Initial Strike		Attacks with the first weapon-skill slot have a chance to regain initiative.
Master	 Ricochet		Pistol shots have a chance to bounce to an additional target, Pistol range is increased.
Grandmaster	 Hastened Replenishment		You receive initiative when using a heal skill.
Grandmaster	 Sleight of Hand		Stealing also dazes the target. Reduces the recharge of Steal.
Grandmaster	 Bewildering Ambush		Stealing also applies confusion.

### 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

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