





































Tier	Name		Description
Adept	 Reckless Dodge		Damage foes at the end of a dodge roll.
Master	 Building Momentum		Burst skills restore endurance on hit.
Grandmaster	 Stick and Move		Get a damage bonus when endurance is not full.
Adept	 I Death from Above		Damage and launch foes when you take falling damage. Take less damage from falling.
Adept	 II Restorative Strength		Using a heal skill removes conditions.
Adept	 III Great Fortitude		A percentage of power is given as a bonus to vitality.
Adept	 IV Short Temper		Gain might and adrenaline each time you are blocked.
Adept	 V Dual Wielding		Damage is increased when wielding an axe, mace, or sword in your off hand.
Adept	 VI Powerful Banners		Banners do damage when summoned.
Master	 VII Distracting Strikes		Apply confusion when you interrupt a foe.
Master	 VIII Physical Training		Physical utility skills deal more damage. Reduces recharge on physical utility skills.
Master	 IX Slashing Power		Greatsword and spear damage is increased.
Master	 X Axe Mastery		Gain ferocity while wielding an axe in your main hand.
Grandmaster	 XI Berserker's Power		Increased damage based <i>[sic]</i> how much adrenaline you have built.
Grandmaster	 XII Berserker's Might		Gain adrenaline while in combat.
Grandmaster	 XIII Burst Precision		Burst skills have an increased chance to critically hit.

## Arms

Arms is a trait line for the warrior that focuses on critical hits and use of bleeding as source of damage.

Per point:

-  Precision +50
-  Condition Damage +50

Tier	Name		Description
Adept	 Precise Strikes		Chance to cause bleeding on critical hits.
Master	 Critical Burst		Burst skills have an increased critical chance.
Grandmaster	 Attack of Opportunity		Increases damage to bleeding foes.
Adept	 Deep Strike		Gain precision for each unused signet you have equipped.
Adept	 Furious Speed	10	You have a chance to gain swiftness on critical hits.
Adept	 Deep Cuts		Bleeds you apply last longer.
Adept	 Crack Shot		Rifle and harpoon gun shots pierce. Reduced recharge on rifle and harpoon gun skills.
Adept	 Rending Strikes		You have a chance to cause vulnerability on critical hits.
Adept	 Furious Reaction	30	Gain fury and vigor when you take damage greater than a certain percentage of your maximum health in a single strike.
Master	 Unsuspecting Foe		Increased critical-hit chance against stunned foes.
Master	 Blademaster		Increases your critical-hit chance with a sword.
Master	 Opportunist	10	Gain fury when you immobilize a target.
Master	 Forceful Greatsword		Gain might on a critical hit with a greatsword or spear. Reduces recharge on greatsword and spear skills.
Grandmaster	 Furious		Critical hits grant bonus adrenaline.
Grandmaster	 Last Chance	40	Gain quickness when you strike a foe that is below the health threshold.
Grandmaster	 Dual Wield Agility		Your attack speed is increased when wielding a sword, axe, or mace in your off hand.


















## Defense

Defense is a trait line for the warrior that favors enduring of damage.

Per point:

 Toughness +50

 Healing Power +50


Tier	Name		Description
Adept	 Thick Skin		Gain extra armor while your health is above the threshold.
Master	 Adrenal Health		Regenerate health based on adrenaline level.
Grandmaster	 Armored Attack		Gain power based on your toughness.
Adept	 Shield Master		Gain toughness while using a shield. Reduces recharge on shield skills.
Adept	 Dogged March		Incoming movement-impeding conditions have their durations reduced. Gain regeneration when you are affected by one of these conditions.
Adept	 Sure-Footed		Increases stance durations.
Adept	 Vigorous Return		Health and endurance are increased when you rally.
Adept	 Missile Deflection		Reflect missiles whenever you are blocking.
Adept	 Cull the Weak		Increases damage to weakened foes.
Master	 Sundering Mace		Mace damage is increased when a foe is weakened. Reduces recharge on mace skills.
Master	 Last Stand	90	Activates Balanced Stance when you are dazed, knocked down, launched, pushed back, pulled, or stunned.
Master	 Cleansing Ire		Gain adrenaline when hit. Remove a condition for every bar of adrenaline spent when you hit with a burst skill.
Master	 Merciless Hammer		Hammer damage is increased when a foe is disabled. Reduces recharge on hammer skills.
Grandmaster	 Defy Pain		Activate Endure Pain when you are struck while below the health threshold.
Grandmaster	 Spiked Armor	10	Gain retaliation when struck by a critical hit.
Grandmaster	 Rousing Resilience		Gain toughness when you break out of a stun.


















## Tactics

Tactics is a trait line for the warrior that favors revival of allies and supporting them with banners and shouts.

Per point:

 Vitality +50



 Boon Duration +5%


















Tier	Name		Description
Adept	 Determined Revival		Gain extra toughness per level while reviving.
Master	 Fast Healer		Increases revive speed.
Grandmaster	 Reviver's Might		Grant might to nearby allies when you revive someone.
Adept	 Leg Specialist	5	Immobilize a target when you cripple them with a skill.
Adept	 Lung Capacity		Reduces recharge on shouts.
Adept	 Desperate Power		You deal additional damage while below the health threshold.
Adept	 Stronger Bowstrings		Increases longbow range.
Adept	 Inspiring Banners		Banners apply their bonuses to a larger area. Reduces recharge on banners.
Adept	 Empowered		Increases damage for every boon on you.
Master	 Shrug It Off		Use "Shake It Off!" automatically when you have a number of conditions on you.
Master	 Empower Allies		Increases power for nearby allies.
Master	 Quick Breathing		Reduces recharge on warhorn skills. Warhorn skills convert conditions into boons.
Master	 Burning Arrows		Longbow damage is increased against burning foes. Reduces recharge on longbow skills.
Grandmaster	 Inspiring Battle Standard		Banners also grant regeneration to allies.
Grandmaster	 Vigorous Shouts		Shouts heal.
Grandmaster	 Phalanx Strength		When you grant yourself might, grant it to nearby allies as well.

## Discipline





Discipline is a trait line for the warrior that focuses on improving adrenaline gain and switching weapons in combat.

Per point:

-  Ferocity +50
-  Burst Recharge +5%

Tier	Name		Description
Adept	 Versatile Rage		Gain adrenaline on weapon swap.
Master	 Fast Hands		Weapon-swapping recharges faster.
Grandmaster	 Versatile Power		Gain might on weapon swap.
Adept	 I Mighty Defenses		You gain might when you block an attack.
Adept	 II Thrill of the Kill		Gain extra adrenaline on a kill.
Adept	 III Warrior's Sprint		Run faster while wielding melee weapons.
Adept	 IV Inspiring Shouts		Gain adrenaline when using a shout.
Adept	 V Vigorous Focus		Gain vigor when using a Stance.
Adept	 VI Signet Mastery		Signets recharge faster.
Master	 VII Sweet Revenge		Vengeance has an increased chance to rally.
Master	 VIII Destruction of the Empowered		Deal bonus damage per boon on your target.
Master	 IX Sharpened Axes		Critical hits with axes grant extra adrenaline. Reduces recharge on axe skills.
Master	 X Mobile Strikes		Movement skills break immobilize.
Grandmaster	 XI Burst Mastery		Burst skills deal more damage and restore adrenaline on use.
Grandmaster	 XII Heightened Focus		Gain bonus critical-hit chance for each stage of adrenaline you have.
Grandmaster	 XIII Brawler's Recovery		Remove conditions when you swap weapons.

### 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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