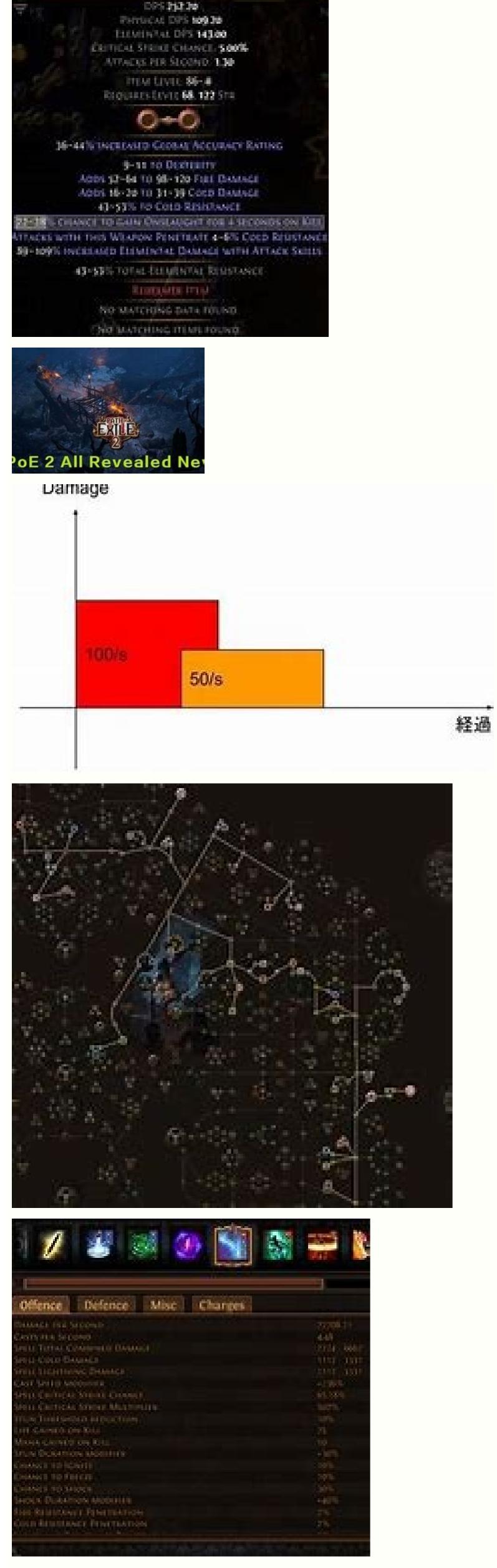
Poe damage with ailments

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Poe damage with ailments



VAAL GREATSWORD

Poe damage with hits and ailments. Poe increased damage with ailments. Poe more damage with ailments

2% Duelist Trickster 0.4% 0.8% 2% Shadow Path of Exile Classes Best Skills Ranked Ascendant Corrupting Fever: 9% Exsanguinate: 9% Smite: 8% Cyclone: 7% Phantasmal Smite: 6% Ball Lightning: 6% Power Siphon: 5% Assassin Cyclone: 7% Phantasmal Smite: 6% Ball Lightning: 6% Power Siphon: 5% Assassin Cyclone: 7% Phantasmal Smite: 6% Ball Lightning: 6% Power Siphon: 5% Assassin Cyclone: 7% Phantasmal Smite: 6% Ball Lightning: 6% Power Siphon: 5% Assassin Cyclone: 7% Phantasmal Smite: 6% Ball Lightning: 6% Power Siphon: 5% Assassin Cyclone: 7% Phantasmal Smite: 6% Ball Lightning: 6% Power Siphon: 5% Assassin Cyclone: 7% Phantasmal Smite: 6% Ball Lightning: 6% Power Siphon: 5% Assassin Cyclone: 7% Phantasmal Smite: 6% Ball Lightning: 6% Power Siphon: 5% Assassin Cyclone: 7% Phantasmal Smite: 6% Ball Lightning: 6% Power Siphon: 5% Assassin Cyclone: 7% Phantasmal Smite: 6% Ball Lightning: 6% Power Siphon: 5% Assassin Cyclone: 7% Phantasmal Smite: 6% Ball Lightning: 6% Power Siphon: 5% Assassin Cyclone: 7% Phantasmal Smite: 6% Ball Lightning: 6% Power Siphon: 5% Assassin Cyclone: 7% Phantasmal Smite: 6% Ball Lightning: 6% Power Siphon: 5% Assassin Cyclone: 7% Phantasmal Smite: 6% Ball Lightning: 6% Power Siphon: 5% Assassin Cyclone: 7% Phantasmal Smite: 6% Ball Lightning: 6% Power Siphon: 5% Assassin Cyclone: 7% Phantasmal Smite: 6% Ball Lightning: 6% Power Siphon: 5% Assassin Cyclone: 7% Phantasmal Smite: 6% Ball Lightning: 6% Power Siphon: 5% Assassin Cyclone: 7% Phantasmal Smite: 6% Ball Lightning: 6% Power Siphon: 5% Assassin Cyclone: 7% Phantasmal Smite: 6% Ball Lightning: 6% Power Siphon: 5% Assassin Cyclone: 7% Phantasmal Smite: 6% Ball Lightning: 6% Power Siphon: 5% Assassin Cyclone: 7% Phantasmal Smite: 6% Ball Lightning: 6% Power Siphon: 5% Assassin Cyclone: 7% Phantasmal Smite: 6% Ball Lightning: 6% Power Siphon: 5% Assassin Cyclone: 7% Phantasmal Smite: 6% Ball Lightning: 6% Power Siphon: 5% Assassin Cyclone: 7% Phantasmal Smite: 7% Phantasmal Smite: 7% Phantasmal Smite: 7% Phantasmal Smite: 7% Phantasmal Smite Crush: 24% Lightning Strike: 19% Vaal Lightning Strike: 18% Champion Chieftain Consecrated Path: 25% Vaal Ancestral Warchief: 26% Anomalous Consecrated Path: 25% Vaal Ancestral Warchief: 26% Anomalous Consecrated Path: 26% Summon Carrion Golem: 13% Gladiator Corrupting Fever: 85% Tornado Shot: 69% Divergent Tornado Shot: 49% Guardian Herald of Agony: 23% Signal Prey: 23% Herald of Purity: 17% Ball Lightning: 15% Storm Brand: 11% Hierophant Siege Ballista: 26% Freezing Pulse: 24% Frenzy: 22% Arc: 17% Inquisitor Righteous Fire: 47% Cyclone: 33% Eye of Winter: 25% Vaal Righteous Fire: 24% Juggernaut Lightning Strike: 42% Vaal Lightning Strike: 42% Vaal Lightning Strike: 28% Boneshatter: 14% Necromancer Summon Skeletons: 53% Vaal Summon Skeletons: 53% Vaal Summon Skeletons: 51% Raise Spectre: 16% Occultist Cyclone: 18% Death Aura: 14% Caustic Arrow: 13% Bane: 13% Vortex: 11% Essence Drain: 11% Pathfinder Poisonous Concoction: 70% Divergent Poisonous Concoction: 19% Toxic Rain: 28% Toxic Rain: 28% Toxic Rain: 28% Toxic Rain: 29% Saboteur Seismic Trap: 83% Exsanguinate: 79% Slayer Cyclone: 58% Shockwave: 34% Flicker Strike: 37% Toxic Rain: 29% Saboteur Seismic Trap: 83% Exsanguinate: 79% Slayer Cyclone: 58% Shockwave: 34% Flicker Strike: 37% Toxic Rain: 29% Saboteur Seismic Trap: 83% Exsanguinate: 79% Slayer Cyclone: 58% Shockwave: 34% Flicker Strike: 37% Toxic Rain: 29% Saboteur Seismic Trap: 83% Exsanguinate: 79% Slayer Cyclone: 58% Shockwave: 34% Flicker Strike: 37% Toxic Rain: 29% Saboteur Seismic Trap: 83% Exsanguinate: 79% Slayer Cyclone: 58% Shockwave: 34% Flicker Strike: 37% Toxic Rain: 29% Saboteur Seismic Trap: 83% Exsanguinate: 79% Slayer Cyclone: 58% Shockwave: 34% Flicker Strike: 37% Toxic Rain: 29% Saboteur Seismic Trap: 83% Exsanguinate: 79% Slayer Cyclone: 58% Shockwave: 34% Flicker Strike: 37% Toxic Rain: 29% Saboteur Seismic Trap: 83% Exsanguinate: 79% Slayer Cyclone: 58% Shockwave: 34% Flicker Strike: 37% Toxic Rain: 29% Saboteur Seismic Trap: 83% Exsanguinate: 79% Slayer Cyclone: 58% Shockwave: 34% Flicker Strike: 37% Toxic Rain: 29% Saboteur Seismic Trap: 83% Exsanguinate: 79% Slayer Cyclone: 58% Shockwave: 34% Flicker Strike: 38% Shockwave: 34% Flicker Strik Shadow, Witch, Templar, and Scion. Upon completing the Lord's Labyrinth for the first time, you can pick an Ascendancy class from one of the three available for your class. There are 19 Ascendancy classes, each with its own additional Ascendancy Skill Tree to master. Class Sublcasses Duelist Slayer, Gladiator, Champion Marauder Juggernaut, Berserker, Chieftain Ranger Raider, Deadeye, Pathfinder Scion Ascendant Shadow Assassin, Trickster, Saboteur Templar Inquisitor, Hierophant, Guardian Witch Occultist, Elementalist, Necromancer 3.1 Duelist Duelists can specialise into one of these three Ascendancy classes: Slayer, Gladiator, Champion. The Duelist is Path of Exile's strength/dexterity hybrid class, making him unmatched at dealing and avoiding damage. He can effectively use a shield, but is equally comfortable slashing away with a powerful two-hander or fighting with weapons in both hands. His powerful arms can draw the strings of the heaviest and most lethal longbows. His highly honed reflexes give him a cat-like ability to dodge and parry incoming attacks, be they arrows or axe swings. The Duelist is a daunting foe, and his reputation as a ruthless killer is well deserved. 3.1.1 Slayer The Slayer is an Ascendancy class for Duelists. It is a offense oriented class based around attacks. He is a effective boss killer with Headsman and Bane of Legends and gains access to defensive bonuses involving life leech, including the ability to leech beyond his maximum health pool with Brutal Fervour. He also possesses bonuses towards area of effect and critical strike attack builds, as well as Masterful Form for maximizing frenzy and endurance charges. Name Notable passive skills Headsman Gain 10% increased Movement Speed for 20 seconds when you Kill an Enemy Gain 10% increased Attack Speed for 20 seconds when you Kill a Rare or Unique Enemy Kill Enemies that have 20% or lower Life when Hit by your Skills Overwhelm Base Critical Strike Chance for Attacks with Weapons is 8% +10% to Critical Strike Multiplier per Nearby Enemy, up to +100% Nearby Enemies have -30% to Critical Strike Multiplier Bane of Legends 20% more Damage with Hits and Ailments against Unique Enemies 10% more Damage if you've Killed Recently Cannot take Reflected Physical Damage Endless Hunger 20% of Overkill Damage is Leeched as Life You are Unaffected by Bleeding while Leeching Cannot be Stunned while Leeching 20% increased Attack Speed while Leeching 100% increased Maximum Recovery per Life Leech Impact 5% increased Area of Effect per Enemy killed recently, up to 50% +4 to Melee Strike Range 50% increased Global Accuracy Rating Deal up to 15% more Melee Damage to Enemies, based on proximity Maximum Frenzy Charges +1 to Maximum Frenzy Charges 3.1.2 Gladiator The Gladiator is an Ascendancy class for Duelists. It is an Ascendancy class with a mixture of speed, power, and protection, revolving around certain stats. It covers two primary niches, one which is focused around maximizing block effectiveness, and another which enhances bleed with auxillary effects. The class also covers dual wielding and Blood Stance and Sand Stance bonuses. Name Notable passive skills Gratuitous Violence Bleeding Enemies you Kill Explode, dealing 10% of their Maximum Life as Physical Damage 20% more Physical Damage Attacks Maim on Hit against Bleeding Enemies Attacks Outmatch and Outlast 25% chance to gain a Frenzy Charge on Kill with Main Hand 25% chance to gain an Endurance Charges 10% reduced Physical Damage taken while at maximum Endurance Charges Painforged +8% Chance to Block Attack Damage if you were Damaged by a Hit Recently Your Counterattacks deal Double Damage for each time you've Blocked in the past 10 seconds 80% increased Physical Damage if you've Blocked in the past 10 seconds 80% increased Physical Damage if you've Blocked in the past 10 seconds 80% increased Physical Damage if you've Blocked in the past 10 seconds 80% increased Physical Damage if you've Blocked in the past 10 seconds 80% increased Physical Damage if you've Blocked in the past 10 seconds 80% increased Physical Damage if you've Blocked in the past 10 seconds 80% increased Physical Damage if you've Blocked in the past 10 seconds 80% increased Physical Damage if you've Blocked in the past 10 seconds 80% increased Physical Damage if you've Blocked in the past 10 seconds 80% increased Physical Damage if you've Blocked in the past 10 seconds 80% increased Physical Damage if you've Blocked in the past 10 seconds 80% increased Physical Damage if you've Blocked in the past 10 seconds 80% increased Physical Damage if you've Blocked in the past 10 seconds 80% increased Physical Damage if you've Blocked in the past 10 seconds 80% increased Physical Damage if you've Blocked in the past 10 seconds 80% increased Physical Damage if you've Blocked in the past 10 seconds 80% increased Physical Damage if you've Blocked in the past 10 seconds 80% increased Physical Damage if you've Blocked in the past 10 seconds 80% increased Physical Damage if you've Blocked in the past 10 seconds 80% increased Physical Damage if you've Blocked in the past 10 seconds 80% increased Physical Damage if you've Blocked in the past 10 seconds 80% increased Physical Damage if you've Blocked in the past 10 seconds 80% increased Physical Damage if you've Blocked in the past 10 seconds 80% increased Physical Damage if you've Blocked in the past 10 seconds 80% increased Physical Damage if you've Blocked in the past 10 seconds 80% increased Physical Damage if you've Blocked in the past 10 seconds 80% increased Physical Damage if you've Blocked Physical Damage if you've Blocked P Damage from a Unique Enemy in the past 10 seconds +4% to maximum Chance to Block Attack Damage is equal to Chance to Block Spell Damage is equal to Maximum Chance to Block Spell Damage is equal to Chan Charges 25% chance to gain a Challenger Charge when you Hit a Rare or Unique Enemy while in Blood Stance Gain a Challenger Charge 3.1.3 Champion The Champion is an Ascendancy class for Duelists. It is a mixture of defensive/offensive and support class who can act as a tank for his party by debuffing enemies through taunts and impale, buffing his allies with enhanced Banners, or Intimidate enemies to reduce their defenses. He bolsters his own defenses with Fortify, including the ability to permanently Fortify himself, or gains a burst of Adrenaline at low life for increased damage and defenses. The minor nodes grant increased armour and evasion rating across the board to further bolster his survivability. Name Notable passive skills Fortitude Fortify Unstoppable Hero 20% increased Attack Speed while you have Fortify Unstoppable Hero 20% increased Attack Speed while you have Fortify Unstoppable Hero 20% increased Attack Speed while you have Fortify Unstoppable Hero 20% increased Attack Speed while you have Fortify Unstoppable Hero 20% increased Attack Speed while you have Fortify Unstoppable Hero 20% increased Attack Speed while you have Fortify Unstoppable Hero 20% increased Attack Speed while you have Fortify Unstoppable Hero 20% increased Attack Speed while you have Fortify Unstoppable Hero 20% increased Attack Speed while you have Fortify Unstoppable Hero 20% increased Attack Speed while you have Fortify Unstoppable Hero 20% increased Attack Speed while you have Fortify Unstoppable Hero 20% increased Attack Speed while you have Fortify Unstoppable Hero 20% increased Attack Speed while you have Fortify Unstoppable Hero 20% increased Attack Speed while you have Fortify Unstoppable Hero 20% increased Attack Speed while you have Fortify Unstoppable Hero 20% increased Attack Speed while you have Fortify Unstoppable Hero 20% increased Attack Speed while you have Fortify Unstoppable Hero 20% increased Attack Speed while you have Fortify Unstoppable Hero 20% increased Attack Speed while you have Fortify Unstoppable Hero 20% increased Attack Speed while you have Fortify Unstoppable Hero 20% increased Attack Speed while you have Fortify Unstoppable Hero 20% increased Attack Speed while you have Fortify Unstoppable Hero 20% increased Attack Speed while you have Fortify Unstoppable Hero 20% increased Attack Speed while you have Fortify Unstoppable Hero 20% increased Attack Speed while you have Fortify Unstoppable Hero 20% increased Attack Speed while you have Fortify Unstoppable Hero 20% increased Attack Speed while you have Fortify Unstoppable Hero 20% increased Attack Speed While you have Forti Conqueror 100% Chance on Hit to Taunt an Enemy 10% reduced Damage taken if you've Taunted by you deal 20% less Damage with Hits and Ailments against other targets Worthy Foe Enemies Taunted by you take 20% increased Damage Enemies Taunted by you cannot Evade Attacks Inspirational Banner Skills have no Reservation 30% increased effect of Non-Curse Auras from your Skills When you create a Banner, it gains 40% of the Stages of your placed Banner You and Allies affected by your placed Banner You and You and You and You and You and You and You an Adrenaline for 20 seconds when you gain Adrenaline Recover 25% of Life when you gain Adrenaline Recover 25% of deal 6 to 12 added Physical Damage for each Impale on Enemy 3.2 Marauder Marauder can specialise into one of these three Ascendancy classes: Juggernaut, Berserker, Chieftain. The Marauder (known as Marauder of Ngamakanui from Nessa's dialogue) is Path of Exile's pure strength class, which means that he's great at taking hits, and even better at dishing out punishment. His melee skills encompass a wide range of assault, from massive single target damage to devastating area of effect. This brute of a man bolsters his impressive physical arsenal with a variety of shouts and cries, skills that rally his allies and strike terror into the hearts of his enemies. 3.2.1 Juggernaut The Juggernaut is an Ascendancy class for Marauders. It is the premier tank class, possessing endurance charge generation and bonuses, healthy boosts to armour and damage mitigation, and protection against slows and stuns. The tree also offers some offensive bonuses like accuracy and stun bonuses. Name Notable passive skills Unstoppable Action Speed cannot be modified to below base value Movement Speed cannot be modified to below base value 10% increased Movement Speed Cannot be Stunned Unbreakable Armour received from Body Armour is doubled 5% reduced Damage taken Regenerate 2% of Life per second 1.5% of Total Physical Damage prevented from Hits in the past 10 seconds is Regenerated as Life per second Unyielding 8% increased Stun Duration on Enemies per Endurance Charge 6% increased Area of Effect per Endurance Charge 6% increased Stun Duration on Enemies per Endurance Charge 6% increased Stun Duration on Enemies per Endurance Charge 6% increased Stun Duration on Enemies per Endurance Charge 6% increased Stun Duration on Enemies per Endurance Charge 6% increased Stun Duration on Enemies per Endurance Charge 6% increased Stun Duration on Enemies per Endurance Charge 6% increased Stun Duration on Enemies per Endurance Charge 6% increased Stun Duration on Enemies per Endurance Charge 6% increased Stun Duration on Enemies per Endurance Charge 6% increased Stun Duration on Enemies per Endurance Charge 6% increased Stun Duration on Enemies per Endurance Charge 6% increased Stun Duration on Enemies per Endurance Charge 6% increased Stun Duration on Enemies per Endurance Charge 6% increased Stun Duration on Enemies per Endurance Charge 6% increased Stun Duration on Enemies per Endurance Charge 6% increased Stun Duration on Enemies per Endurance Charge 6% increased Stun Duration on Enemies per Endurance Charge 6% increased Stun Duration on Enemies per Endurance Charge 6% increased Stun Duration on Enemies per Endurance Charge 6% increased Stun Duration on Enemies per Endurance Charge 6% increased Stun Duration on Enemies per Endurance Charge 6% increased Stun Duration on Enemies per Endurance Charge 6% increased Stun Duration on Enemies per Endurance Charge 6% increased Stun Duration on Enemies per Endurance Charge 6% increased Stun Duration on Enemies per Endurance Charge 6% increased Stun Duration on Enemies per Endurance Charge 6% increased Stun Duration on Enemies per Endurance Charge 6% increased Stun Duration on Enemies per Endurance Charge 6% increased Stun Duration on Enemies per Endurance Charge 6% increased Stun Duration on Enemies per Endurance Charge 6% increased Stun Duration on Enemies per Endurance Charge 6% increased Stun Duration on Enemies per Endurance Charge 6% incre

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Accuracy Rating Gain Accuracy Rating equal to twice your Strength Unflinching 30% chance to gain an Endurance Charge when you are Hit +1 to Maximum Endurance Charges Gain 1 Endurance Charge every second if you've been Hit
 Recently Unrelenting 8% reduced Elemental Damage taken while at Maximum Endurance Charges 1% additional Physical Damage Reduction per Endurance Charges 1.2.2 Berserker The Berserker is an Ascendancy class for Marauders. It is an offense oriented class that gears towards being in the heat
of combat, with skills that offer unparalleled power at a downside. Berserkers can be built around Rage and make it even more powerful at the cost of life degen with Rite of Ruin, trade consistent critical strike chance for faster attacks with Blitz, or gain straight-up more damage for vulnerability with Aspect of Carnage. The class also offers bonuses
to leech and warcries. Name Notable passive skills War Bringer Warcries grant 10 Rage per 5 Power if you have less than 25 Rage Exerted Attacks deal 50% more Damage if a Warcry Sacrificed Rage Recently Rite of Ruin Inherent effects from having Rage are Tripled Cannot be Stunned while
you have at least 25 Rage Lose 0.1% of Life per second per Rage while you are not losing Rage Defy Pain Gain Defiance for 10 seconds on losing Life to an Enemy Hit, no more than once every 0.3 seconds from Leech while you have Defiance At 10 Defiance,
take Reflected Physical Damage equal to maximum Life, then lose all Defiance Flawless Savagery 50% increased Critical Strike Recently Crave the Slaughter Gain 1 Rage on Hit with Attacks, no more than once every 0.3 seconds +10 to Maximum
 Rage Aspect of Carnage 10% increased Damage Blitz Charge 9% reduced Critical Strike 2% more Attack Speed per Blitz Charge 3.2.3 Chieftain The Chieftain is an Ascendancy class for Marauders. It is focused around fire damage and
totems. The class offers a wide variety of effects revolving around fire damage, with damage bonuses via damage conversion, penetration, and covering enemies with Ash. They can enhance their totems to weaken nearby enemies or leech life for them. The class also boasts a variety of sources of life regeneration and life leech, as well as endurance
 charge generation, making the Chieftain surprisingly tough to kill in the heat of combat. Name Notable passive skills Arohongui, Moon's Presence Enemies near your Totems deal 8% less Damage Enemies near your Totems take 16% increased Physical and Fire Damage Enemies near your Totems take 16% increased Physical and Fire Damage Enemies near your Totems take 16% increased Physical and Fire Damage Enemies near your Totems take 16% increased Physical and Fire Damage Enemies near your Totems take 16% increased Physical and Fire Damage Enemies near your Totems take 16% increased Physical and Fire Damage Enemies near your Totems take 16% increased Physical and Fire Damage Enemies near your Totems take 16% increased Physical and Fire Damage Enemies near your Totems take 16% increased Physical and Fire Damage Enemies near your Totems take 16% increased Physical and Fire Damage Enemies near your Totems take 16% increased Physical and Fire Damage Enemies near your Totems take 16% increased Physical and Fire Damage Enemies near your Totems take 16% increased Physical and Fire Damage Enemies near your Totems take 16% increased Physical and Fire Damage Enemies near your Totems take 16% increased Physical and Fire Damage Enemies near your Totems take 16% increased Physical and Fire Damage Enemies near your Totems take 16% increased Physical And Fire Damage Enemies near your Totems take 16% increased Physical And Fire Damage Enemies near your Totems take 16% increased Physical And Fire Damage Enemies near your Totems take 16% increased Physical And Fire Damage Enemies near your Totems take 16% increased Physical And Fire Damage Enemies near your Totems take 16% increased Physical And Fire Damage Enemies near your Totems take 16% increased Physical And Fire Damage Enemies near your Totems take 16% increased Physical And Fire Damage Enemies near your Totems take 16% increased Physical And Fire Damage Enemies near your Totems take 16% increased Physical And Fire Damage Enemies near your Totems take 16% increased Physical And Fire 
 a Totem Ngamahu, Flame's Advance 50% of Physical Damage Every 10 seconds on Hit Tasalio, Cleansing Water 15% of Fire Damage Every 10 seconds on Hit Tasalio, Cleansing Water 15% of Physical Damage Every 10 seconds on Hit Tasalio, Cleansing Water 15% of Physical Damage Every 10 seconds on Hit Tasalio, Cleansing Water 15% of Physical Damage Every 10 seconds on Hit Tasalio, Cleansing Water 15% of Physical Damage Every 10 seconds on Hit Tasalio, Cleansing Water 15% of Physical Damage Every 10 seconds on Hit Tasalio, Cleansing Water 15% of Physical Damage Every 10 seconds on Hit Tasalio, Cleansing Water 15% of Physical Damage Every 10 seconds on Hit Tasalio, Cleansing Water 15% of Physical Damage Every 10 seconds on Hit Tasalio, Cleansing Water 15% of Physical Damage Every 10 seconds on Hit Tasalio, Cleansing Water 15% of Physical Damage Every 10 seconds on Hit Tasalio, Cleansing Water 15% of Physical Damage Every 10 seconds on Hit Tasalio, Cleansing Water 15% of Physical Damage Every 10 seconds on Hit Tasalio, Cleansing Water 15% of Physical Damage Every 10 seconds on Hit Tasalio, Cleansing Water 15% of Physical Damage Every 10 seconds on Hit Tasalio, Cleansing Water 15% of Physical Damage Every 10 seconds on Hit Tasalio, Cleansing Water 15% of Physical Damage Every 10 seconds on Hit Tasalio, Cleansing Water 15% of Physical Damage Every 10 seconds on Hit Tasalio, Cleansing Water 15% of Physical Damage Every 10 seconds on Hit Tasalio, Cleansing Water 15% of Physical Damage Every 10 seconds on Hit Tasalio, Cleansing Water 15% of Physical Damage Every 10 seconds on Hit Tasalio, Cleansing Water 15% of Physical Damage Every 10 seconds on Hit Tasalio, Cleansing Water 15% of Physical Damage Every 10 seconds on Hit Tasalio, Cleansing Water 15% of Physical Damage Every 10 seconds on Hit Tasalio, Cleansing Water 15% of Physical Damage Every 10 seconds on Hit Tasalio, Cleansing Water 15% of Physical Damage Every 10 seconds on Hit Tasalio, Cleansing Water 15% of Physical Damage Every 10 seconds on Hit Tasalio, Cleansing Water 1
of Physical Damage from Hits taken as Fire Damage from an Enemy Hit Recently Tukohama, War's Herald 2% of Damage dealt by your Totems is Leeched to you as Life Ancestor Totems have 100% increased Activation range 100% increased Life Recovery Rate if you've taken Fire Damage from an Enemy Hit Recently Tukohama, War's Herald 2% of Damage from Hits taken as Fire Damage fro
increased Effect of Buffs your Ancestor Totems grant while Active Tawhoa, Forest's Strength Trigger Level 20 Tawhoa's Chosen when you Attack with a Non-Vaal Slam Skill near an Enemy Ramako, Sun's Light Damage Penetrates 15% Fire Resistance 25% chance to Ignite +25% to Fire Damage over Time Multiplier Valako, Storm's Embrace +1 to
 Maximum Endurance Charges Regenerate 0.5% of Life per second per Endurance Charge in the past 8 seconds Gain 1 Endurance Charge every second if you've used a Warcry Recently 3.3 Ranger Rangers can specialise into one of these three Ascendancy classes: Raider, Deadeye, Pathfinder.
 The Ranger is Path of Exile's pure dexterity class, which befits her slim and graceful appearance. She is agile and fast, darting in and out of combat to deliver vicious critical strikes that often fell her enemies in a single blow. Her natural quickness grants her a profound ability to avoid damage through a high Evasion, and she tends to garb herself in
 light leathers and cloth. She has tremendous proficiency with ranged weapons, but she is as lethal as any man on the battlefield with a sword. 3.3.1 Raider The Raider is an Ascendancy class for Rangers. It is class focused on speed and evasion that's centered around frenzy charges, Onslaught, or Phasing. The nearest notables provide practically
 permanent uptime on these effects, while the notables gated behind them further enhance the bonuses they give. Avatar of the Slaughter gives frenzy charges a bigger variety of bonuses, and Avatar of the Veil provides significant defensive
 bonuses and elemental exposure to Phasing. Name Notable passive skills Way of the Poacher 20% chance to gain a Frenzy Charge on Kill 20% chance to gain a Frenzy Charge on Kill 20% chance to gain a Frenzy Charge on Kill 20% chance to gain a Frenzy Charge on Kill 20% chance to gain a Frenzy Charge on Kill 20% chance to gain a Frenzy Charge on Kill 20% chance to gain a Frenzy Charge on Kill 20% chance to gain a Frenzy Charge on Kill 20% chance to gain a Frenzy Charge on Kill 20% chance to gain a Frenzy Charge on Kill 20% chance to gain a Frenzy Charge on Kill 20% chance to gain a Frenzy Charge on Kill 20% chance to gain a Frenzy Charge on Kill 20% chance to gain a Frenzy Charge on Kill 20% chance to gain a Frenzy Charge on Kill 20% chance to gain a Frenzy Charge on Kill 20% chance to gain a Frenzy Charge on Kill 20% chance to gain a Frenzy Charge on Kill 20% chance to gain a Frenzy Charge on Kill 20% chance to gain a Frenzy Charge on Kill 20% chance to gain a Frenzy Charge on Kill 20% chance to gain a Frenzy Charge on Kill 20% chance to gain a Frenzy Charge on Kill 20% chance to gain a Frenzy Charge on Kill 20% chance to gain a Frenzy Charge on Kill 20% chance to gain a Frenzy Charge on Kill 20% chance to gain a Frenzy Charge on Kill 20% chance to gain a Frenzy Charge on Kill 20% chance to gain a Frenzy Charge on Kill 20% chance to gain a Frenzy Charge on Kill 20% chance to gain a Frenzy Charge on Kill 20% chance to gain a Frenzy Charge on Kill 20% chance to gain a Frenzy Charge on Kill 20% chance to gain a Frenzy Charge on Kill 20% chance to gain a Frenzy Charge on Kill 20% chance to gain a Frenzy Charge on Kill 20% chance to gain a Frenzy Charge on Kill 20% chance to gain a Frenzy Charge on Kill 20% chance to gain a Frenzy Charge on Kill 20% chance to gain a Frenzy Charge on Kill 20% chance to gain a Frenzy Charge on Kill 20% chance to gain a Frenzy Charge on Kill 20% chance to gain a Frenzy Charge on Kill 20% chance to gain a Frenzy Charge on Kill 20% chance to gain a Frenzy Charge on Kill 20% chance to gain a 
Speed per Frenzy Charge 4% increased Attack Speed per Frenzy Charge 10% increased Evasion Rating per Frenzy Charge Rapid Assault Onslaught Avatar of the Chase 35% more chance to Evade Melee Attacks during Onslaught 100% increased Onslaught Effect Quartz Infusion 15%
 chance to Dodge Attack Hits 15% chance to Dodge Spell Hits Phasing Avatar of the Veil Nearby Enemies have Fire, Cold and Lightning Exposure while you have Phasing 50% chance to Avoid Elemental Ailments while Phasing 3.3.2 Deadeye
The Deadeye is an Ascendancy class for Rangers. It is a offense-oriented class focused around projectile skills and modifying them to enhance their power. While bow builds have obvious synergies with the Deadeye, wand and projectile skills and modifying them to enhance their power. While bow builds have obvious synergies with the Deadeye, wand and projectile skills and modifying them to enhance their power.
 convenient access to chain and additional projectiles, Occupying Force modifies Mirage Archer Support to give more damage potential, and Far Shot enhances long-range combat and makes Barrage shots effective at long range. They can also gain Tailwind to hasten themselves and their allies. They also have access to bonuses related to Marks and
bleed damage for crit builds. Name Notable passive skills Focal Point 75% increased Effect of your Marks you inflict are not removed from Dying Enemies Ricochet Skills Chain +1 times Projectiles have 30% chance to be able to Chain when colliding with terrain Endless
Munitions Skills fire 2 additional Projectiles Far Shot Far Shot Far Shot Projectile Barrages have no spread Rupturing Critical Strikes which inflict Bleeding also inflict Rupture Gathering Winds Gain 1 Gale Force when you use a Skill 15% increased Effect of Tailwind on you per Gale Force action speed -% [-8] Occupying Force Mirage Archers are not attached
to you +2 to maximum number of Summoned Mirage Archers Cannot Summon Mirage Archers Wind Ward 3% less Damage taken per Gale Force when Hit 3.3.3 Pathfinder Pathfinde
of the Pathfinder's skills can conserve or gain extra flask charges, give flasks additional offensive or defensive effects while they're active, or protect them from harmful ailments. Her remaining skills enhance elemental damage, chaos damage, or poison. The Pathfinder is a flexible class that benefits both spell and attack builds effectively, particularly
 ones that use damage conversion. Name Notable passive skills Nature's Adrenaline 20% increased during any Flask Effect 15% increased Movement Speed during any Flask Effect Master Surgeon Gain a Flask Charge when you use a
 Flask Recover 6% of Life when you use a Flask Nature's Boon 6% reduced Elemental Damage taken Flasks you use to not consume Charges every 3 seconds 20% chance for Flasks you use a Flask Veteran Bowyer
 Damage Penetrates 10% Elemental Resistances Gain 15% of Physical Damage of a random Element Enemies you Kill that are affected by Elemental Ailments grant 100% increased Area of Effect 40% of Physical Damage with Attack Skills Chaos Skills have 30% increased Area of Effect 40% of Physical Damage with Attack Skills Chaos Skills have 30% increased Flask Charges Nature's Reprisal 15% more Chaos Damage with Attack Skills Chaos Skills have 30% increased Area of Effect 40% of Physical Damage with Attack Skills Chaos Skills have 30% increased Flask Charges Nature's Reprisal 15% more Chaos Damage with Attack Skills Chaos Skills have 30% increased Flask Charges Nature's Reprisal 15% more Chaos Damage with Attack Skills Chaos Skills have 30% increased Flask Charges Nature's Reprisal 15% more Chaos Damage with Attack Skills Chaos Skills have 30% increased Flask Charges Nature's Reprisal 15% more Chaos Damage with Attack Skills Chaos Skills have 30% increased Flask Charges Nature's Reprisal 15% more Chaos Damage with Attack Skills Chaos Skills have 30% increased Flask Charges Nature's Reprisal 15% more Chaos Damage with Attack Skills Chaos Skills have 30% increased Flask Charges Nature's Reprisal 15% more Chaos Damage with Attack Skills Chaos Skills have 30% increased Flask Charges Nature's Reprisal 15% more Chaos Damage with Attack Skills have 30% increased Flask Charges Nature Natur
 Converted to Chaos Damage Master Toxicist Poisons you inflict during any Flask Effect, nearby Enemies are Poisoned 3.4 Scion Scions can specialise into this Ascendancy class: Ascendant. The daughter of corrupt nobles, the Scion was exiled to
 Wraeclast for killing her husband on their wedding night. She is aligned with all three core attributes - strength, dexterity and intelligence, which places her in the center of the passive skill tree. This unique position allows her to develop into almost any type of character build, while lacking the dedicated specialisation that the other six classes offer
3.4.1 Ascendant The Ascendant is the Ascendancy class for Scions. It offers more flexibility than any other class by allowing the player to take passives based on other Ascendancy class passive can be taken from each
 base class. Name Notable passive skills Path of the Ranger Can Allocate Passives from the Ranger's starting point Path of the Marauder Can Allocate Passives from the Duelist's starting point Path of the Marauder Can Allocate Passives from the Duelist's starting point Path of the Marauder Can Allocate Passives from the Duelist's starting point Path of the Marauder Can Allocate Passives from the Duelist Can Allocate Passives from the Duelist's starting point Path of the Marauder Can Allocate Passives from the Duelist's starting point Path of the Marauder Can Allocate Passives from the Duelist's starting point Path of the Marauder Can Allocate Passives from the Duelist Can Allocate Passives from the Duelist's starting point Path of the Marauder Can Allocate Passives from the Duelist's starting point Path of the Marauder Can Allocate Passives from the Duelist's starting point Path of the Marauder Can Allocate Passives from the Duelist's starting point Path of the Marauder Can Allocate Passives from the Duelist's starting point Path of the Marauder Can Allocate Passives from the Duelist's starting point Path of the Marauder Can Allocate Passives from the Duelist's starting point Path of the Marauder Can Allocate Passives from the Duelist's starting point Path of the Marauder Can Allocate Passives from the Duelist's starting point Path of the Duelist's starting po
 Shadow Can Allocate Passives from the Shadow's starting point 2.5 Shadow Shadows can specialise into one of these three Ascendancy classes: Assassin, Trickster, Saboteur. The Shadow is Path of Exile's dexterity/intelligence hybrid class. He prefers to use fast-hitting
weapons such as daggers or claws to dart in and out of battle, while laying traps or mines and controlling the flow of combat. He makes surgical use of offensive spells while dodging attacks, always outmaneuvering his opponents. The Shadow is one of the more difficult classes to play due to his fragility, but he more than makes up for it if handled
 with skill. His hit-and-run style of combat makes the most of his natural evasion and energy shield, and rewards strategic coordination of attacks, spells, and traps. 3.5.1 Assassin The Assassin is an Ascendancy class for Shadows. It is a offense-oriented class centered around critical strikes. The class offers skills that enhance their power charges and
bonus to critical strike effectiveness and utility under certain conditions. He has access to poison themed skills like Noxious Strike, as well as allowing poisons to synergize off of critical strikes and additional benefits
 while being affected by it. Name Notable passive skills Unstable Infusion 20% chance to gain a Power Charge on Critical Strike 41 to Maximum Power Charges Deadly Infusion +5% to Critical Strike Multiplier per Power Charge on Critical Strike +1 to Maximum Power Charges Deadly Infusion +5% to Critical Strike Multiplier per Power Charge on Critical Strike +1 to Maximum Power Charges Deadly Infusion +5% to Critical Strike +1 to Maximum Power Charges Deadly Infusion +5% to Critical Strike +1 to Maximum Power Charges Deadly Infusion +5% to Critical Strike +1 to Maximum Power Charge on Critical Strike +1 to Maximum Power Charge on Critical Strike +1 to Maximum Power Charges Deadly Infusion +5% to Critical Strike +1 to Maximum Power Charges Deadly Infusion +5% to Critical Strike +1 to Maximum Power Charges Deadly Infusion +5% to Critical Strike +1 to Maximum Power Charges Deadly Infusion +5% to Critical Strike +1 to Maximum Power Charges Deadly Infusion +5% to Critical Strike +1 to Maximum Power Charges Deadly Infusion +5% to Critical Strike +1 to Maximum Power Charges Deadly Infusion +5% to Critical Strike +1 to Maximum Power Charges Deadly Infusion +5% to Critical Strike +1 to Maximum Power Charges Deadly Infusion +5% to Critical Strike +1 to Maximum Power Charges Deadly Infusion +5% to Critical Strike +1 to Maximum Power Charges Deadly Infusion +5% to Critical Strike +1 to Maximum Power Charges Deadly Infusion +
 Ambush and Assassinate +40% to Critical Strike Multiplier against Enemies that are on Full Life Critical Strike Chance against Enemies that are on Full Life Critical Strike Chance against Enemies that are on Full Life Critical Strike Chance against Enemies that are on Full Life Critical Strike Chance against Enemies that are on Full Life Critical Strike Chance against Enemies that are on Full Life Critical Strike Chance against Enemies that are on Full Life Critical Strike Chance against Enemies that are on Full Life Critical Strike Chance against Enemies that are on Full Life Critical Strike Chance against Enemies that are on Full Life Critical Strike Chance against Enemies that are on Full Life Critical Strike Chance against Enemies that are on Full Life Critical Strike Chance against Enemies that are on Full Life Critical Strike Chance against Enemies that are on Full Life Critical Strike Chance against Enemies that are on Full Life Critical Strike Chance against Enemies that are on Full Life Critical Strike Chance against Enemies that are on Full Life Critical Strike Chance against Enemies that are on Full Life Critical Strike Chance against Enemies that are on Full Life Critical Strike Chance against Enemies that are on Full Life Critical Strike Chance against Enemies that are on Full Life Critical Strike Chance against Enemies that are on Full Life Critical Strike Chance against Enemies that are on Full Life Critical Strike Chance against Enemies that are on Full Life Critical Strike Chance against Enemies that are on Full Life Critical Strike Chance against Enemies that are on Full Life Critical Strike Chance against Enemies that are on Full Life Critical Strike Chance against Enemies that are on Full Life Critical Strike Chance against Enemies that are on Full Life Critical Strike Chance against Enemies that are on Full Life C
Low Life Opportunistic Damage from your Critical Strikes cannot be Reflected 20% reduced Damage taken while there is at most one Rare or Unique Enemy nearby Toxic Delivery Poison you inflict with Critical Strikes deals 25% more Damage +0.5% to Critical Strike
 Chance per Poison affecting Enemy, up to +2.0% Noxious Strike 5% increased Poison Duration for each Poison affecting Enemies you Kill 40% chance to Poison on Hit Mistwalker 50% increased Elusive Effect You take no Extra Damage from Critical Strikes while
 Elusive Gain Elusive on Critical Strike 3.5.2 Trickster is an Ascendancy class for Shadows. It is a versatile hybrid class that mixes high speed, maneuverability, and slippery defenses. He is well-suited for damage over time builds with his strong recovery from Patient Reaper and further damage over time specialization like poison via
Prolonged Pain. The Trickster also gains added layers of defense to his evasion and energy shield from Ghost Dance and Escape Artist, rewarding playstyles that focus on taking hits periodically. Furthermore he is able to generate and enhance power and frenzy charges either from killing enemies or channelling an ability with Swift Killer. He can also
 choose to specialize in strong mana-based bonuses from Weave the Arcane or a chance to gain large amounts of extra chaos damage via Harness the Void. Name Notable passive skills Swift Killer +1 to Maximum Frenzy Charges and Maximum Frenz
 Frenzy Charge 5% increased Damage per Power Charge Gain a Power or Frenzy Charge each second while Channelling Patient Recover 3% of Life on Kill Recover 3% of Life on Kill Recover 3% of Energy Charge each second while Channelling Patient Reaper 70% increased Recovery Rate of Life, Mana and Energy Charge each second while Channelling Patient Reaper 70% increased Recovery Rate of Life, Mana and Energy Charge each second while Channelling Patient Reaper 70% increased Recovery Rate of Life, Mana and Energy Charge each second while Channelling Patient Reaper 70% increased Recovery Rate of Life, Mana and Energy Charge each second while Channelling Patient Reaper 70% increased Recovery Rate of Life, Mana and Energy Charge each second while Channelling Patient Reaper 70% increased Recovery Rate of Life, Mana and Energy Charge each second while Channelling Patient Reaper 70% increased Recovery Rate of Life, Mana and Energy Charge each second while Channelling Patient Reaper 70% increased Recovery Rate of Life, Mana and Energy Charge each second while Channelling Patient Reaper 70% increased Recovery Rate of Life, Mana and Energy Charge each second while Channelling Patient Reaper 70% increased Recovery Rate of Life, Mana and Energy Charge each second while Channelling Patient Reaper 70% increased Recovery Rate of Life, Mana and Energy Charge each second while Channelling Patient Reaper 70% increased Recovery Rate of Life, Mana and Energy Charge each second while Charge each second while Channelling Patient Reaper 70% increased Recovery Rate of Life, Mana and Energy Charge each second while Channelling Patient Reaper 70% increased Recovery Rate of Life, Mana and Energy Charge each second while Channelling Patient Reaper 70% increased Recovery Rate of Life, Mana and Energy Charge each second Recovery Rate of Life, Mana and Energy Rate of Life, Mana and Life Rate of Life, Mana and Life Rate of Life Rate of Life Rate of Life Rate of L
Shield on Kill Ghost Dance When Hit, lose a Ghost Shroud and Recover Energy Shield equal to 5% of your Evasion Rating 3% reduced Damage taken per Ghost Shroud Every 2 seconds, gain a Ghost Shroud and Recover Energy Shield equal to 5% of your Evasion Rating 3% reduced Damage taken per Ghost Shroud Every 2 seconds, gain a Ghost Shroud Every 2 seconds 2 seconds
 +5 to Evasion Rating per 1 Maximum Energy Shield on Helmet +1 to maximum Energy Shield per 6 Evasion Rating on Body Armour Prolonged Pain 10% reduced Damage over Time 20% more Damage over Time 20% increased maximum Mana 30% chance to Recover 10% of
 Mana when you use a Skill Movement Skills Cost no Mana 20% increased Attack and Cast Speed if you've used a Movement Skill Recently Harness the Void 27% chance to gain 100% of Non-Chaos Damage with Hits as Extra Chaos Damage 7% chance to gain 100% of Non-Chaos Damage with Hits as Extra Chaos Damage with Hits as Extra
 Non-Chaos Damage with Hits as Extra Chaos Damage 3.5.3 Saboteur The Saboteur is an Ascendancy class for Shadows. It specializes in traps and mines, whereas Perfect Crime and Chain Reaction further enhances traps. The class has access to a blinding aura
 and further benefits against blinded enemies via Born in the Shadows, as well as life regeneration and reduced mana cost for traps and mines with Pyromaniac. Last but not least Explosives Expert allows for large damage bonuses versus enemies which are affected by multiple elemental ailments. Name Notable passive skills Pyromaniac
 Regenerate 2% of Life per Second for each Trap Triggered Recently, up to 10% per second Immune to Ignite and Shock Born in the Shadows Cannot be Blinded Blind Enemies on Hit 10% reduced Damage taken from Blinded Enemies Nearby Enemies are
 Blinded Explosives Expert Damage Penetrates 10% Elemental Resistances against Shocked Enemies 80% increased Mine Throwing Speed if you Detonated Mines Recently You gain 5% increased Area of Effect for
each Mine Mines have 25% increased Detonation Speed Perfect Crime You gain 10% increased Damage for each Trap 25% Chance for Traps to Trigger an additional time 25% reduced Cost of Skills that throw Traps Demolitions Specialist 150% increased Damage for each Trap 25% Chance for Traps to Trigger an additional time 25% reduced Cost of Skills that throw Traps Demolitions Specialist 150% increased Detonation Specialist 150% increased Demonstrate Traps to Trigger an additional time 25% reduced Cost of Skills that throw Traps Demolitions Specialist 150% increased Demonstrate Traps to Trigger an additional time 25% reduced Cost of Skills that throw Traps Demolitions Specialist 150% increased Demonstrate Traps to Trigger and Additional time 25% reduced Cost of Skills that throw Traps Demolitions Specialist 150% increased Demonstrate Traps to Trigger and Additional time 25% reduced Cost of Skills that throw Traps Demolitions Specialist 150% increased Demonstrate Traps to Trigger and Additional time 25% reduced Cost of Skills that throw Traps Demolitions Specialist 150% increased Demonstrate Traps to Trigger and Additional time 25% reduced Cost of Skills that throw Traps Demolitions Specialist 150% increased Demonstrate Traps to Trigger and Additional time 25% reduced Cost of Skills that throw Traps Demolitions Specialist 150% increased Demonstrate Traps to Trigger and Traps Traps to Trigger and Traps T
reducing Movement Speed by 40% Chain Reaction 50% increased Cooldown Recovery Rate for throwing Traps When your Traps Trigger, your nearby Traps also Trigger Skills used by Traps have 50% increased Area of Effect 3.6 Templars can specialise into one of these three Ascendancy classes: Inquisitor, Hierophant, Guardian. The
 Templar is a strength/intelligence hybrid character class. 3.6.1 Inquisitor The Inquisitor is an Ascendancy class for Templars. It generalized on enhancing elemental damage in very different ways. He can, among other things, specialize in critical strikes with Righteous Providence and Inevitable Judgement, consecrated ground with Sanctuary and
 Pious Path to make them more dangerous against enemies, give huge defensive bonuses to themselves and allies, and increases its uptime even outside of it, and Instruments of Virtue and Instruments of 
Intelligence 1% increased Critical Strike Chance per point of Strength or Intelligence, whichever is lower Inevitable Judgement Critical Strikes ignore Enemy Monster Elemental Resistances Non-Critical Strikes ignore Enemy Monster Elemental Resistances Non-Critical Strikes Penetrate 10% of Enemy Elemental Resistances Augury of Penitence Non-Critical Strikes ignore Enemy Monster Elemental Resistances Non-Critical Strikes ignore Enemy Monster Elemental Resistance Non-Critical Strikes ignore Non-Critical Strikes ignore Elemental Resistance Non-Critical Strikes ignore Elemental Resistance Non-Critical Strikes ignore Non-Critic
Enemies deal 8% less Elemental Damage Sanctuary You have Consecrated Ground you create applies 15% increased Damage taken to Enemies Pious Path Effects of Consecrated Ground you create applies 15% increased Damage taken to Enemies Pious Path Effects of Consecrated Ground you create applies 15% increased Damage taken to Enemies Pious Path Effects of Consecrated Ground you create applies 15% increased Damage taken to Enemies Pious Path Effects of Consecrated Ground you create applies 15% increased Damage taken to Enemies Pious Path Effects of Consecrated Ground you create applies 15% increased Damage taken to Enemies Pious Path Effects of Consecrated Ground you create applies 15% increased Damage taken to Enemies Pious Path Effects of Consecrated Ground you create applies 15% increased Damage taken to Enemies Pious Path Effects of Consecrated Ground you create applies 15% increased Damage taken to Enemies Pious Path Effects of Consecrated Ground you create applies 15% increased Damage taken to Enemies Pious Path Effects of Consecrated Ground you create applies 15% increased Damage taken to Enemies Pious Path Effects of Consecrated Ground you create applies 15% increased Damage taken to Enemies Pious Path Effects of Consecrated Ground you create applies 15% increased Damage taken to Enemies Pious Pious
 Shield for you and Allies Instruments of Zeal +4 to Maximum Fanatic Charges Gain 1 Fanatic Charges Gain 1 Fanatic Charges Lose all Fanatic Charges on reaching Maximum Fanatic Charges Instruments of Virtue 10% more Attacked in the past second Gain Fanatic Charges Lose all Fanatic Charges Instruments of Virtue 10% more Attacked in the past second Gain Fanatic Charges Instruments of Virtue 10% more Attacked in the past second Gain Fanatic Charges Instruments of Virtue 10% more Attacked in the past second Gain Fanatic Charges Instruments of Virtue 10% more Attacked in the past second Gain Fanatic Charges Instruments of Virtue 10% more Attacked in the past second Gain Fanatic Charges Instruments of Virtue 10% more Attacked Instruments of Virtue 10% more Attacke
 Instant Spell you've Cast in the past 8 seconds, up to a maximum of 30% Battlemage 3.6.2 Hierophant The Hierophant is an Ascendancy class for Templars. It offers a mixture of non-conventional sources of damage, defenses, and overall utility aimed towards spell users, particularly spell casting totems and brands. They can utilize a large mana pool
 effectively by converting it to offensive and defensive bonuses while also conserving and regenerating it. They can also utilize Arcane Surge with large bonuses to spellcasters attached to it, as well as stacking endurance and power charges. They also generally use the Mana before Life defensive technique. Name Notable passive skills Divine
Guidance 30% increased maximum Mana 10% of Damage is taken from Mana before Life Transfiguration of Skills 50% less Mana Cost of Skills 1% increased Area of Effect per 50 Unreserved Maximum Mana, up to 100% Pursuit
of Faith +1 to maximum number of Summoned Totems 100% increased Totem Duration 100% increased Totem Placement speed Ritual of Awakening You and your Totems Regenerate 1% of Life per second for each Summoned Totem Summoned Totem Conviction
of Power +1 to Maximum Power Charges and Maximum Endurance Charges +4 to Minimum Endurance Charges +4 to Minimum Endurance Charges 1lluminated Devotion 30% increased Area of Effect while you have Arcane Surge 0.5% of Spell Damage Leeched as Life while you have Arcane Surge 0.5% of Spell Damage Leeched as Life while you have Arcane Surge 0.5% of Spell Damage Leeched as Life while you have Arcane Surge 0.5% of Spell Damage Leeched as Life while you have Arcane Surge 0.5% of Spell Damage Leeched as Life while you have Arcane Surge 0.5% of Spell Damage Leeched as Life while you have Arcane Surge 0.5% of Spell Damage Leeched as Life while you have Arcane Surge 0.5% of Spell Damage Leeched as Life while you have Arcane Surge 0.5% of Spell Damage Leeched as Life while you have Arcane Surge 0.5% of Spell Damage Leeched as Life while you have Arcane Surge 0.5% of Spell Damage Leeched as Life while you have Arcane Surge 0.5% of Spell Damage Leeched as Life while you have Arcane Surge 0.5% of Spell Damage Leeched as Life while you have Arcane Surge 0.5% of Spell Damage Leeched as Life while you have Arcane Surge 0.5% of Spell Damage Leeched as Life while you have Arcane Surge 0.5% of Spell Damage Leeched as Life while you have Arcane Surge 0.5% of Spell Damage Leeched as Life while you have Arcane Surge 0.5% of Spell Damage 1.5% of Spell Dama
you while you have Arcane Surge Arcane Surge on you Sign of Purpose Brand Recall has 100% increased Effect of Arcane Surge on you Sign of Purpose Brand Recall has 100% increased Effect of Arcane Surge on you Sign of Purpose Brand Recall has 100% increased Effect of Arcane Surge on you Sign of Purpose Brand Recall has 100% increased Effect of Arcane Surge on you Sign of Purpose Brand Recall has 100% increased Effect of Arcane Surge on you Sign of Purpose Brand Recall has 100% increased Effect of Arcane Surge on you Sign of Purpose Brand Recall has 100% increased Effect of Arcane Surge on you Sign of Purpose Brand Recall has 100% increased Effect of Arcane Surge on you Sign of Purpose Brand Recall has 100% increased Effect of Arcane Surge on you Sign of Purpose Brand Recall has 100% increased Effect of Arcane Surge on you Sign of Purpose Brand Recall has 100% increased Effect of Arcane Surge on you Sign of Purpose Brand Recall has 100% increased Effect of Arcane Surge on you Sign of Purpose Brand Recall has 100% increased Effect of Arcane Surge on you Sign of Purpose Brand Recall has 100% increased Effect of Arcane Surge on you Sign of Purpose Brand Recall has 100% increased Effect of Arcane Surge on you Sign of Purpose Brand Recall has 100% increased Effect of Arcane Surge on you Sign of Purpose Brand Recall has 100% increased Effect of Arcane Surge on you Sign of Purpose Brand Recall has 100% increased Effect of Arcane Surge on you Sign of Purpose Brand Recall has 100% increased Effect of Arcane Surge on you Sign of Purpose Brand Recall has 100% increased Effect of Arcane Surge on you Sign of Purpose Brand Recall has 100% increased Effect of Arcane Surge on you Sign of Purpose Brand Recall has 100% increased Effect of Arcane Surge on you Sign of Purpose Brand Recall has 100% increased Effect of Arcane Surge on you Sign of Purpose Brand Recall has 100% increased Effect of Arcane Surge on you Sign of Ar
Guardian is an Ascendancy class for Templars. It is a powerful option for a tank/support or minion based Templar, possessing passives with an emphasis on enhancing and protecting his allies. Guardians can specialize in Auras, granting up to 4 additional unique and powerful defensive auras to their party or allies, as well as charge generation and
 sharing and periodical, powerful defensive skills. Furthermore he can speed up his allies the ability to intimidate and unnerve enemies on hit to reduce their defenses. Name Notable passive skills Time of Need 80% reduced Effect of Curses on you Every 4 seconds, Regenerate 30% of Life over one second Radiant
Faith Grants maximum Energy Shield equal to 10% of your Reserved Mana to you and nearby Allies Grants Armour equal to 160% of your Reserved Life to you and nearby Allies Bastion of Hope If you've Blocked in the past 10 seconds If
you've Attacked Recently, you and nearby Allies have +10% Chance to Block Spell Damage Harmony of Purpose Nearby Enemies cannot gain Power, Frenzy or Endurance Charges You and nearby Allies have +10% Chance to Block Spell Damage Harmony of Purpose Nearby Enemies cannot gain Power, Frenzy and Endurance
 Charges with each other 20% chance to gain a Power, Frenzy or Endurance Charge on Hit Unwavering Faith Auras from your Skills grant +1% Physical Damage Reduction to you and Allies Radiant Crusade While there is at least one nearby Ally, you and nearby Ally, you and nearby Allies Radiant Crusade While there is at least one nearby Allies Radiant Crusade While there is at least one nearby Allies Radiant Crusade While there is at least one nearby Allies Radiant Crusade While there is at least one nearby Allies Radiant Crusade While there is at least one nearby Allies Radiant Crusade While there is at least one nearby Allies Radiant Crusade While there is at least one nearby Allies Radiant Crusade While there is at least one nearby Allies Radiant Crusade While there is at least one nearby Allies Radiant Crusade While there is at least one nearby Allies Radiant Crusade While there is at least one nearby Allies Radiant Crusade While there is at least one nearby Allies Radiant Crusade While there is at least one nearby Allies Radiant Crusade While there is at least one nearby Allies Radiant Crusade While there is at least one nearby Allies Radiant Crusade While there is at least one nearby Allies Radiant Crusade While there is at least one nearby Allies Radiant Crusade While there is at least one nearby Allies Radiant Crusade While there is at least one nearby Allies Radiant Crusade While there is at least one nearby Allies Radiant Crusade While there is at least one nearby Allies Radiant Crusade While there is at least one nearby Allies Radiant Crusade While there is at least one nearby Allies Radiant Crusade While there is at least one nearby Allies Radiant Crusade While there is at least one nearby Allies Radiant Crusade While there is at least one nearby Allies Radiant Crusade While there is at least one nearby Allies Radiant Crusade While there is at least one nearby Allies Radiant Crusade While there is at least one nearby Allies Radiant Crusade While the Nearby Radiant Crusade While the Nearby Radiant Crusade Wh
deal 10% more Damage While there are at least five nearby Allies, you and nearby Allies have Onslaught +20% to all Elemental Resistances Unwavering Crusade Nearby Allies have 20% increased Area of Effect Nearby Allies have
Unnerve Enemies for 4 seconds on Hit 3.7 Witch Witches can specialise into one of these three Ascendancy classes: Occultist, Elementalist, Necromancer. The Witch is Path of Exile's pure intelligence class, making her an unmatched master of the elemental and dark arts. She wields the power of raw magic to decimate her foes from a distance. Her
 tremendous will surrounds her with a shimmering barrier against physical and magical attacks, a barrier that must first be pierced before the Witch herself is vulnerable. In addition to pure damage-based magic, the Witch can also cripple and kill her enemies with curses and diseases. She is a leery friend, and a dangerous enemy. 3.7.1 Occultist The
 Occultist is an Ascendancy class for Witches. It is a Witch class that specializes in cold and chaos damage over time (DoT) effects as well as curses, with a minor affinity for both energy shield and power charges. The class is capable of reliably generating said Power Charges without needing to trigger on-kill effects, using Forbidden Power.
Malediction and Profane Bloom are a great boon to builds that utilize curses in any form, though to bring out their full potential you would ideally combine them with other sources of non-chaos damage. Withering Presence and Frigid Wake, the two specialized damage over time nodes behind Void Beacon, amplify the power of chaos and cold damage.
over time respectively. Name Notable passive skills Profane Bloom Cursed Enemies you or your Minions Kill have a 40% chance to Explode, dealing a quarter of their maximum Life as Chaos Damage Your Hexes can affect Hexproof Enemies you Curse have
Malediction Vile Bastion Regenerate 2% of Energy Shield per second for each Energy Shield per second Void Beacon Nearby Enemies have -20% to Chaos Resistance Nearby Enemies have 100% reduced Life
 Regeneration rate Nearby Enemies have -20% to Cold Resistance Forbidden Power +1 to Maximum Power Charge 6% increased Damage per Power Charge 6% increased Damage per Power Charge 6% increased Damage +60% to Chaos Resistance Every second
 inflict Withered on nearby Enemies for 15 seconds Nearby Hindered Enemies for 15 seconds Nearby Hindered Enemies for 15 seconds Every 4 seconds, Freeze nearby Chilled Unique Enemies for 15 seconds Every 4 seconds, 33% chance to Freeze nearby Chilled Unique Enemies
for 0.6 seconds Nearby Chilled Enemies deal 10% reduced Damage with Hits 3.7.2 Elementalist The Elementalist to be more powerful, even against bosses, and make them compatible with other damage types. They also have access
to Mastermind of Discord to make elemental Exposure more powerful, Heart of Destruction to gain powerful conditional offensive bonuses, and Bastion of Elemental to ward off against elemental damage. Finally, Elemental to your own
 character the more golems you have active. Name Notable passive skills Liege of the Primordial Summoned Golems are Resummoned 4 seconds after being Killed +1 to maximum number of Summoned Golems 100% increased Effect of Buffs granted by your Golems Mastermind of Discord Exposure you inflict applies an extra -25% to the affected
 Resistance Regenerate 1% of Mana per second if you've inflicted Exposure Recently Heart of Destruction Gain Convergence When you Hit a Unique Enemy, no more than once every 8 seconds 60% increased Area of Effect while you don't have Convergence Bastion of Elements Triggers Level 20 Primal Aegis when Allocated Primal Aegis can take 75 and 18 for the convergence Bastion of Elements Triggers Level 20 Primal Aegis when Allocated Primal Aegis can take 75 and 18 for the convergence Bastion of Elements Triggers Level 20 Primal Aegis when Allocated Primal Aegis can take 75 and 18 for the convergence Bastion of Elements Triggers Level 20 Primal Aegis when Allocated Primal Aegis can take 75 and 18 for the convergence Bastion of Elements Triggers Level 20 Primal Aegis when Allocated Primal Aegis can take 75 and 18 for the convergence Bastion of Elements Triggers Level 20 Primal Aegis when Allocated Primal Aegis can take 75 and 18 for the convergence Bastion of Elements Triggers Level 20 Primal Aegis when Allocated Primal Aegis can take 75 and 18 for the convergence Bastion of Elements Triggers Level 20 Primal Aegis when Allocated Primal Aegis can take 75 and 18 for the convergence Bastion of Elements Triggers Level 20 Primal Aegis when Allocated Primal Aegis when 
Elemental Damage per Allocated Notable Passive Skill Other Aegis Skills are Disabled Cannot take Reflected Elemental Damage Elemancer +1 to maximum number of Summoned Golems 
with Hits can Ignite Your Hits always Ignite 25% more Damage with Ignites you inflict with Hits for which the highest Damage Type is Fire Shaper of Storms Your Hits always Shock All Damage with Hits can Shock 25% more Effect of Lightning Allments you inflict with Hits if the highest Damage Type is Lightning Shocks from your Hits always Ignite 25% more Effect of Lightning Allments you inflict with Hits if the highest Damage Type is Fire Shaper of Storms Your Hits always Ignite 25% more Effect of Lightning Shocks from your Hits always Ignite 25% more Effect of Lightning Ignite 25% more Effect Ignite 25% more Effect of Lightning Ignite 25% more Effect Ignite 25
increase Damage taken by at least 15% Shaper of Winter All Damage with Hits can Chill 50% more Effect of Cold Ailments you inflict with Hits for which the highest Damage Type is Cold Chills from your Hits always reduce Action Speed by at least 15% Your Chills can reduce Action Speed by up to a maximum of 40% 3.7.3 Necromancer The
Necromancer is an Ascendancy class for the Witch. It is an Ascendancy class themed around the dead and the undead. They are an excellent choice for minion-based builds, having access to minion-enhancing skills, as well as bonuses related to auras and Offering skills. They also have skills based around corpses, gaining powerful bonuses from
spawning and consuming corpses, which makes them pair well with corpse-based Skills like Unearth and Detonate Dead. Name Notable passive skills Mindless Aggression Minions have 10% increased Movement Speed Unnatural
Strength +2 to Level of all Minion Skill Gems Bone Barrier Grants Level 20 Bone Armour Skill 1% additional Physical Damage Reduction per Minion, up to 20% Minions have 20% more Maximum Life Mistress of Sacrifice 40% increased Skill Effect Duration Your Offering
Skills also affect you Your Offerings have 50% reduced Effect on you Essence Glutton Regenerate 4% of Mana over 2 seconds when you Consume a corpse For each nearby Allies Regenerate 5 Mana per second, up to 50 per second For each nearby corpse, you and nearby Consume a corpse For each nearby Consume a corpse Regenerate 5 Mana per second, up to 50 per second For each nearby Consume a corpse For
corpse, you and nearby Allies Regenerate 0.2% of Energy Shield per second, up to 2.0% per second Commander of Darkness Auras from your Skills grant 3% increased Attack and Cast Speed to you and nearby Allies Regenerate 0.2% of Energy Shield per second, up to 2.0% per second Commander of Darkness Auras from your Skills grant 3% increased Attack and Cast Speed to you and nearby Allies Regenerate 0.2% of Energy Shield per second, up to 2.0% per second Commander of Darkness Auras from your Skills grant 3% increased Damage Plaguebringer With at least one
nearby corpse, nearby Enemies deal 10% reduced Damage With at least one nearby corpse, you and nearby Allies deal 10% more Damage If you've Consumed a corpse Recently, you and your Minions have 30% increased Maximum Life Enemies near corpses you Spawned Recently
are Chilled and Shocked 2% increased Attack and Cast Speed for each corpse Consumed Recently, up to a maximum of 200%
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