

Weapons max stats	
Sword	15-22
Axe	6-28
Hammer	19-35
Daggers	7-17
Scythe	9-41

Weapons max stats (others)	
Bow	15-28
Spear	14-27
Wand, Staff	11-22
Focus	+12 energy
Shield	+16 armor

Mods to keep		
Mod	Max boost	Use
Adept staff	+5	40/20*
Vampiric martial weapon	+3 (OH) +5 (TH)	Martial
Zealous martial weapon	+1	Martial
Wand of memory	20%	40/40, HES
Staff of enchanting	20%	40/20/20
Staff of fortitude	+30	40/20/30
Staff of mastery	20%	40/20/1
Staff of channeling magic		
Weapon of defense	+5	Martial
Weapon of enchanting	20%	Martial
Weapon of fortitude	+30	Martial
Shield of fortitude	+30	Martial

Mods to keep (cont)		
"Aptitude Not Attitude"	20%	40/40 40/20/*
"Forget Me Not"	20%	40/40
"Seize the Day"	+15	HSE
"Live for Today"		
"Strength and Honour"	+15	Martial
"Guided by Fate"		
"To the Pain!"		

Weapons sets		
<b>40/40</b> <i>If casts no/few enchants</i>		
Wand	- of memory	20% HRT
	"Aptitude Not Attitude"	20% HCT
Focus	- of aptitude	20% HCT
	"Forget Me Not"	20% HRT

High energy set		
Wand	- of memory	20% HRT
	"Seize the Day"	+15 energy
Focus	- of aptitude	20% HCT
	"Live for Today"	+15 energy

40/20/20 <i>If casts many enchants</i>		
Staff	Adept -	20% HCT
	- of enchanting	20% enchant dur.
	"Aptitude Not Attitude"	20% HCT

40/20/30 <i>If mesmer with dual sup. runes</i>		
Staff	Adept -	20% HCT
	- of fortitude	+30 health
	"Aptitude Not Attitude"	20% HCT

Weapons sets (cont)		
<b>40/20/1</b>	<i>If ritualist with splinter weapon</i>	
	Adept -	20% HCT
	- of channeling magic	20% +1 chan. OR
	- of mastery	20% +1 wp. attr.
	"Aptitude Not Attitude"	20% HCT
<b>Martial</b> <i>for martial players and heroes</i>		
Weapon	Vampiric -	+3 (OH) / +5 (TH) hp
<i>if player</i>	Zealous -	+1 energy
	- of defense	+5 armor
<i>if build</i>	- of enchanting	20% enchant dur.
<i>if build</i>	- of fortitude	+30 health
	"Strength and Honour"	+15 damage
<i>if build</i>	"Guided by Fate"	+15 damage
<i>if build</i>	"To the Pain!"	+15 damage
Shield	- of fortitude	+30

Runes	
1 sup of primary attribute, OR	
2 major of primary attributes, OR	
1 sup of primary attribute + 1 sup Fast Casting for mesmers	
1 minor for every remaining attribute in the build	
fill with Vigor (one) and Vitae (rest)	



### Insignias

Martial		Brawler's
W	If strength $\geq$ 13	Sentinel's
R	If pet	Beastmaster's
	If stances	Sentry's
Mo	If draw conditions	Disciple's
	Else	Blessed
N	If minions	4 Minion Master's + 1 Bloodstained
	Else	Tormentor's
Me	If signets $\geq$ 3	Artificer's
	Else	Prodigy's
E		Blessed
A	If player	Nightstalker's
	Else if stances	Sentry's
	Else	Blessed
Rt	If many spirits	Shaman's
	If healer with ashes	Herald
	If solo ghost weapons	Ghost forge
	Else	Blessed
D	If many enchants	Windwalker
	Else	Blessed
P		Centurion's



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