CREDITS

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KEYWORDS

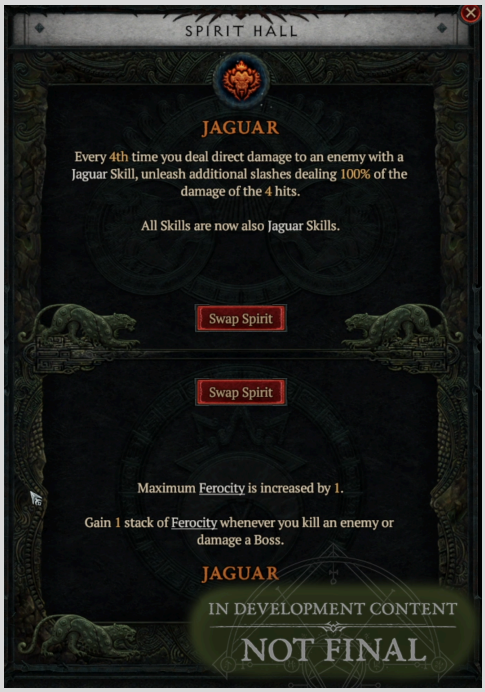
Vigor - this is the primary resource for the Spiritborn class
Ferocity - Ferocity increases your Attack Speed by 5% per stack. This effect stacks up to 4 times and each lasts for 4 seconds. (This is mostly associated with Jaguar)
Resolve - Resolve increases your Damage Reduction by 20% while active. Taking direct damage consumes a stack. You can hold up to 8 stacks. (This is mostly associated with Gorilla)
Unhindered - Unhindered characters can move through enemies and their Movement speed cannot be reduced.
Mystic Circle - Some aspects provide a chance to create a Mystic Circle for 10 seconds. These same aspects also empower skills while you remain within the circle.
Main Stat - Dexterity is the Spiritborn's damage stat

Weapon Types

The Spiritborn can only use three two-handed weapon types. There was no indication that they would have any access to one-handed weapons although that may be coming.
Glaives: [17-32]% Damage to Elites
Quarterstaff: 10% Blocked Damage Reduction | 40% Block Chance
Polearm: Damage to Injured?

SPIRIT HALL

This is the Spiritborn's unique class mechanic. They can activate 1 Major and 1 Minor Spirit Guardian at a time to empower their entire kit. In the test you could Swap Spirits at any time and mix and match in any way you wanted. Notably the Major Spirit Guardian choice will add it's tag to all skills





Major

Jaguar
Every 4th time you deal direct damage to an enemy with a Jaguar Skill, unleash additional slashes dealing 100% of the damage of the 4 hits.
All Skills are now also Jaguar Skills.

Eagle
Casting an Eagle Skill grants 2 Storm Feathers, up to a maximum of 8. When you Evade, all Storm Feathers are fired dealing 100% Lightning damage and making targets Vulnerable for 3 seconds. [Note: this did appear to focus fire bosses]
All Skills are now also Eagle Skills.

Gorilla
Casting a Gorilla Skill deals 100% Thorns to enemies you hit and grants a Barrier for 10% of Maximum life (#), up to 40%, for 3 seconds.
All Skills are now also Gorilla Skills.

Centipede
Hitting an enemy with a Centipede Skill reduces their Damage by 2.5% and Slows them by 10% for 3 seconds, stacking up to a maximum of 8 times.
All Skills are now also Centipede Skills.

Minor

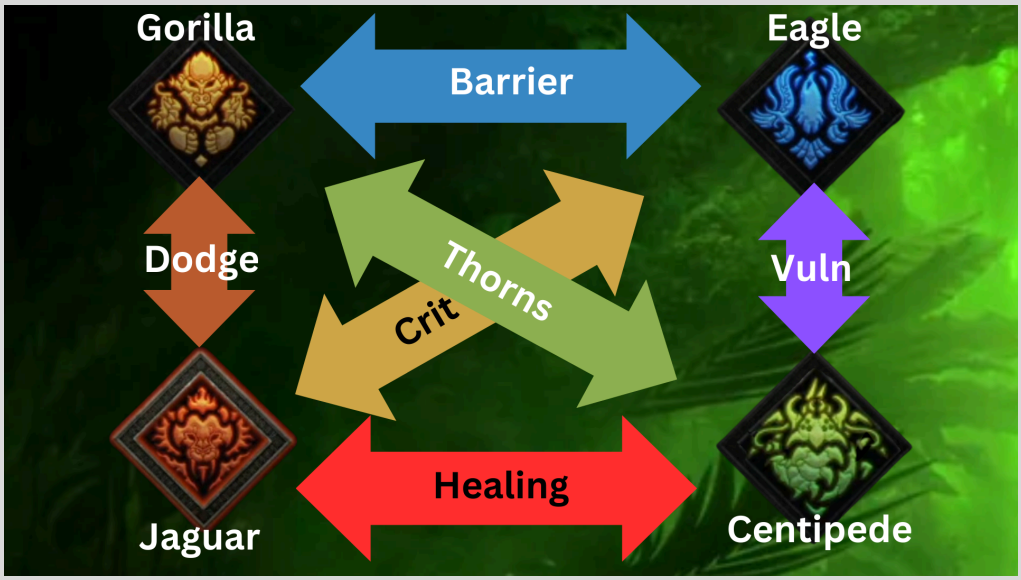
Jaguar
Maximum Ferocity is increased by 1. Gain 1 stack of Ferocity whenever you kill an enemy or damage a Boss.

Eagle
For every 4 meters you move, your Critical Strike Chance increased by 4%[+]. This bonus is reset 2 seconds after you Critically Strike.

Gorilla
Maximum Resolve increased by 2. When you have at least 5 stacks of Resolve, you are Unstoppable.

Centipede
Heal for 1% of your Maximum Life, for every Nearby enemy you've poisoned in the last 3 seconds, up to 5%.

THEMES



While each Spirit Guardian has things that it specializes in there is also overlap between the classes. This really encourages you to mix-n-match skills from different guardians because there are synergies all over the class.

Mystic Circles

There are several Aspects that allow the player to summon Mystic Circles which empower certain skill types within them. All of these aspects can be found in the ASPECTS part of the document and are called _____ Power. Each of these aspects offer a lot of power such as the Plains Power Aspect featured below:
Lucky Hit: Up to a 25% chance to create a Mystic Circle for 10 seconds.
Casting a Jaguar Skill in Mystic Circles empowers them to keep your Ferocity at Maximum and increase your damage by [3-6]% per stack while you remain within.



SKILLS



Skills generally do the damage type of their base Spirit Guardian. Physical for Gorilla, Lightning for Eagle, Fire for Jaguar, and Poison for Centipede.

BASIC



(note: Sharp is the left skill node and Accelerated is the right)

Rock Splitter

Basic | Gorilla | Mobility
Generate Vigor: 11
Lucky Hit Chance: 29%
Rush at a target and clobber enemies in front of you, dealing 15% damage.
Your 3rd attack strikes enemies around you, dealing 28% damage.
Upgrades: Damage 15% -> 17% | Third Hit 28% -> 31%

Enhanced Rock Splitter
Rock Splitter increases your Block Chance by 15% for 5 seconds and when you Block you gain 11 Vigor.

Sharp Rock Splitter
Rock Splitter's 3rd attack Knocks enemies Back and grants Resolve per enemy hit.

Accelerated Rock Splitter
Rock Splitter increases your Thorns by # for 5 seconds and your 3rd attack deals 100% of your Thorns to enemies.

Thunderspike

Basic | Eagle
Generate Vigor: 9
Lucky Hit Chance: 23%
Quickly jab forward with a piercing strike dealing 15% damage.
Your 3rd attack pierces further, dealing 23% damage and reducing your Evade Cooldown by 5 seconds.
Upgrades: 15% -> 17% | 3rd attack 23% -> 25%

Enhanced Thunderspike
Thunderspike generates 5 additional Vigor if you have moved in the last 2 seconds.

Sharp Thunderspike
Thunderspike's 3rd Attack strikes back again, Pulling in and Knocking Down Distant enemies for 3.0 seconds.

Accelerated Thunderspike
When you Evade, you attack with Thunderspike along the way and make enemies Vulnerable for 2 seconds.

Thrash

Basic | Jaguar | Mobility
Generate Vigor: 8
Lucky Hit Chance: 21%
Dive at an enemy and slash into it dealing 10% damage.
Your 3rd attack unleashes a rapid series of slashes around your target, dealing a total of 25% damage.
Upgrades: 10% -> 11% | 25% -> 28%

Enhanced Thrash
After killing an enemy, your next Thrash generates 10 additional Vigor, up to 10 casts of Thrash.

Sharp Thrash
Thrash's 3rd attack grants a stack of Ferocity.

Accelerated Thrash
Thrash continues to unleash its 3rd attack if cast again within 1.5 seconds.

Withering Fist

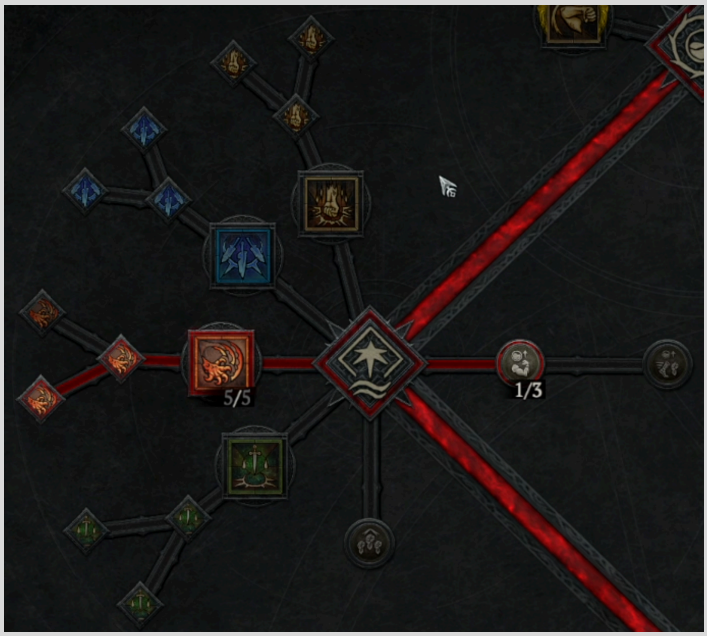
Basic | Centipede | Mobility
Generate Vigor: 9
Lucky Hit Chance: 26%
Upgrades:
Dart at and jab an enemy, dealing 5% damage and applying 30% Poisoning damage over 6 seconds.
Your 3rd attack bursts on your target, damaging surrounding enemies and Slowing them by 30% for 3 seconds.
Upgrades: 5% -> 6% | 30% - > 33% Poisoning

Enhanced Withering Fist
You gain 1 Vigor per second for every Nearby enemy Poisoned by Withering Fist, up to 10.

Sharp Withering Fist
Withering Fist's 3rd attack spreads its Poisoning to 3 Nearby unaffected enemies. Hitting a Vulnerable enemy will also spread that effect to all hit.

Accelerated Withering Fist
Enemies Poisoned by Withering Fist deal 20% less damage.

CORE



(note: Advantageous is the left skill node and Rampant is the right, with the exception of Rake which is inverted)

Crushing Hand

Core | Gorilla
Vigor Cost: 30
Lucky Hit Chance: 31%
Smash down next to you with, creating 2 shockwaves on either side that overlap and each deal 25% damage.
Upgrade: 25% -> 28%

Enhanced Crushing Hand
Crushing Hand grants a Barrier equal to 10% of the damage it deals for 2 seconds, up to 50% of your Maximum life.

Advantageous Crushing Hand
Enemies hit by both strikes of Crushing Hand are Knocked Down for 2 seconds.

Rampant Crushing Hand
Crushing Hand’s radius increases by 5% for every stack of Resolve you have, up to 40%.

Quill Volley

Core | Eagle
Vigor Cost: 35
Lucky Hit Chance: 13%
Hurl 5 feathers that pierce through enemies, each dealing 14%/?/?/?/20% damage.
Upgrade: 14% -> 15%

Enhanced Quill Volley
Quill Volley makes enemies Vulnerable for 3 seconds if they are hit with at least 3 feathers at once.

Advantageous Quill Volley
Quill Volley hurls out 3 additional feathers and deals 30% increased damage to each enemy per hit.

Rampant Quill Volley
Quill Volley's feathers fly 50% further and converge on your target with 0.20% additional Critical Strike Chance for each point of Vigor you had on cast.

Rake

Core | Jaguar
Vigor Cost: 30
Lucky Hit Chance: 17%
Conjure claws that rake through enemies in front of you, dealing 20% damage before exploding for an additional 40% damage.
Upgrade: 20% -> 22% | 40% -> 44%

Enhanced Rake
Casting Rake grants a stack of Ferocity.

Advantageous Rake
Hitting at least one enemy with Rake reduces your longest active Cooldown by 0.5 seconds.

Rampant Rake
Rake's Vigor cost is reduced by 2 per stack of Ferocity you have.

Stinger

Core | Centipede
Vigor Cost: 40
Lucky Hit Chance: 21%
Strike a small area, dealing 70% damage to enemies within as well as all surrounding Poisoned enemies.
Upgrade: 70% -> 77%

Enhanced Stinger
Stinger applies 50% of its Base damage as Poisoning over 6 seconds to all enemies hit.

Advantageous Stinger
If Stinger strikes a Vulnerable enemy it Heals you for 10% of your Maximum Life. If you are Healthy it makes enemies Vulnerable for 3 seconds.

Rampant Stinger
Stinger deals 5% increased Direct damage to Elites for every Nearby Poisoned enemy.

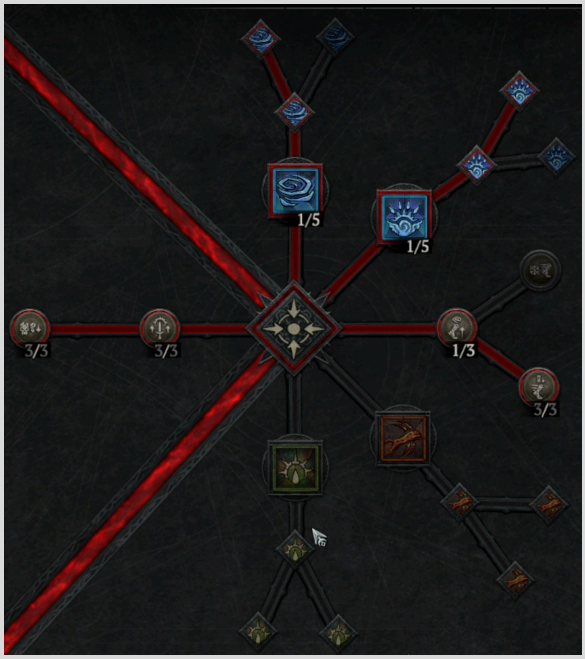
Passives

Follow Through 3/3 (southern node)
Your Basic Skills deal 10/20/30[x]% increased damage. Double this bonus for 3rd attacks.

Vigorous 0/3 (eastern node pair)
Casting a Core Skill increases all Vigor Generation by 5% for 3 seconds.

> **Velocity 0/3**
> Generate 1 Vigor each second while moving if you have dealt damage in the last 5 seconds.

FOCUS



Vortex: measured left, soar: replenishing left, ravager replenishing east, toxic skin: replenishing west

Vortex

Focus| Eagle
Cooldown: 12 seconds
Lucky Hit Chance: 21%
Create a cyclone that Pulls enemies inward followed by a crushing downdraft that deals 35% damage to them.
Upgrade: 35% -> 39%
Enhanced Vortex
Casting Vortex increases the damage of the next Skill cast by 20%

Measured Vortex
While you have an active Barrier, your Vortex does 200[x]% additional damage and Knocks enemies down for 3 seconds.

Replenishing Vortex
Critical Strikes with Vortex reduce its Cooldown by 1 second.

Soar

Focus| Eagle | Mobility
Cooldown: 15 seconds
Lucky Hit Chance: 68%
Fly into the air, creating a cloud which makes enemies at your target location Vulnerable for 5 seconds before you crash down upon them dealing 50% damage.
Upgrade: 50% -> 55%

Enhanced Soar
The next hit against an enemy struck by Soar is a guaranteed Critical Strike. If Soar hits no enemies you instead gain 50% increased Movement Speed for 3 seconds.

Measured Soar
Soar makes you Unstoppable for 3 seconds.

Replenishing Soar
Soar's cloud remains around you for 7 seconds after landing and continues to make enemies Vulnerable.

Ravager

Focus| Jaguar| Incarnate
Cooldown: 20 seconds
Lucky Hit Chance: 30%
Passive: Minimum Ferocity increased by 2.

Active: Unleash a savage roar, causing all your attacks to trigger additional strikes dealing 60% damage for 6 seconds.
Upgrade: 60% -> 66%

Enhanced Ravager
Ravager's duration is extended by 2 seconds per kill while active. This bonus is reduced by 0.25 each kill, to a minimum of 0.50 seconds.

Measured Ravager
While Ravager is active, your Core Skills instantly dash to your target and all Vigor Generation is increased by 30%.

Replenishing Ravager
Ravager passively stockpiles any Healing you receive up to 40 stacks. While active, Ravager spends stacks to strike Elite enemies up to an additional 4 times.

Toxic Skin

Focus| Centipede | Incarnate
Cooldown: 15 seconds
Lucky Hit Chance: 10%
Passive: Enemies that attack you are Poisoned for 30% damage over 3 seconds.

Active: Your toxins overflow, applying the Poisoning in a trail and making you Unhindered for 5 seconds.
Upgrades: 30% -> 33% damage | Duration .5 seconds/rank | Rank 5: Poisoning Duration -> 5 seconds.

Enhanced Toxic Skin
While active, Toxic Skin's Poisoning is increased by 100% to 60% over 3 seconds.

Measured Toxic Skin
While Toxic Skin is active, your Poisoning deals an additional 25% of its damage over time as Critical Strikes to Vulnerable enemies.

Replenishing Toxic Skin
Toxic Skin passively increases Thorns damage you deal to Poisoned enemies by 100%

Passives

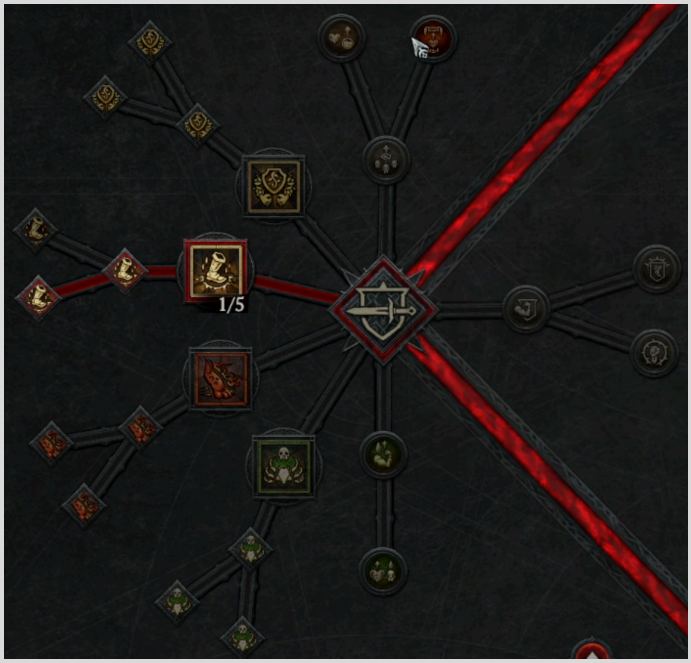
Mirage 0/3 (eastern node split)
Gain 100% increased Dodge Chance during Evade. Whenever you Dodge, you gain 5% Critical Strike Chance for 3 seconds.

> **Unrestrained 0/3** (northern node)
> You deal 3% increased damage while Unhindered or Unstoppable.
>
> **Swift 0/3** (southern node)
> Your Mobility Skill Cooldowns are reduced up to 2 seconds based on how far you travel with them.

Apex 0/3 (western node pair)
You deal 3% increased Vulnerable damage. Double this bonus vs Elites.

> **Diminishment 0/3**
> Vulnerable enemies deal 5% less damage to you.

DEFENSIVE



Reinforced is always left from the split (so scourge's is the node that's direct south)

Armored Hide

Defensive| Gorilla| Incarnate
Cooldown: 25 seconds
Lucky Hit Chance: 31%
Passive: Gain 2 Resolve every 5 seconds.
Active: Encase yourself, becoming Unstoppable and gaining 100% Block Chance for 3 seconds.
Upgrade: Duration 3 -> 3.3 seconds

Enhanced Armored Hide
Activating Armored Hide grants you Maximum Resolve and increases your Thorns by 64 for the duration.

Adaptable Armored Hide
When you Evade through enemies with Armored Hide active, you deal 100% of your Thorns to them and Heal for 5% of your Maximum Life per hit.

Reinforced Armored Hide
While active, Armored Hide increases your Block Reduction by 5% for every Nearby Enemy.

Concussive Stomp

Defensive| Gorilla| Incarnate
Cooldown: 10 seconds
Lucky Hit Chance: 20%
Stomp in front of you, releasing a shockwave that deals 15% damage and Knocks Down enemies for 3 seconds.
Upgrades: Damage 15% -> 17% | Knockdown Duration 3 -> 3.3 seconds

Enhanced Concussive Stomp
Concussive Stomp grants a Barrier equal to 10% of your Maximum Life per enemy hit for 3 seconds, up to 100%

Adaptable Concussive Stomp
When enemies recover from Concussive Stomp, you Dodge their next 3 attacks.

Reinforced Concussive Stomp
Concussive Stomp gains an additional charge and does [x]500% increased damage to Unstoppable enemies and Bosses.

Counterattack

Defensive| Jaguar| Incarnate
Charges: 2
Cooldown: 15 seconds
Lucky Hit Chance: 30%
Passive: Gain 20%[+] Dodge Chance and automatically retaliate against Close enemies for 80% damage when you Dodge their attacks.

Active: Dodge all direct attacks for 2 seconds.
Upgrade: Passive Dodge: 20->22% | Retaliate 80% -> 88%

Enhanced Counterattack
Counterattack's Cooldown is reduced by 0.5 seconds per stack of Ferocity you have.

Adaptable Counterattack
When you Dodge a Control Impairing attack with Counterattack it will reflect that Crowd Control to all Close enemies for 2 seconds.

Reinforced Counterattack
Counterattack passively increases your Critical Strike Damage by 10%[+] for every Close enemy.

Scourge

Defensive| Centipede
Cooldown: 12 seconds
Lucky Hit Chance: 20%
Call forth a wave of insects that bite enemies, Fearing and Slowing them for 3 seconds and applying 100% Poisoning damage over 6 seconds.
Upgrade: 100% -> 110% Poisoning

Enhanced Scourge
Each time you hit an enemy with Scourge you gain 1% increased damage vs Crowd Controlled enemies for 6 seconds, up to 50%.

Adaptable Scourge
Lucky Hit: Hitting an enemy affected by Scourge has up to a 50% chance to Life Steal 35% of the damage done.

Reinforced Scourge
Casting Scourge grants 100% of your Maximum Vigor over 6 seconds.

Passives

Patient Guard 1/3 (Eastern passive split)
Gain 10% Block Chance. After standing still for 1.0 seconds, you gain 10/20/30% Block Damage Reduction. Lasts for 2 seconds after you next move.

> **Auspicious 0/3**
> After not taking damage for 5 seconds, you gain up to 10% of your Maximum Life as Barrier over 10 seconds.
> **Bastion 3/3**
> Gain 6 Thorns. While you have a Barrier your thorns are increased by 30%

Endurance 0/3 (northern passive split)
Casting a Defensive Skill grants 5 Vigor.

> **Perseverance 0/3**
> Gain 1% additional damage per stack of Resolve
>
> **Fueled 0/3** (right from split)
> Gain increased Life On Kill equal to 5% of your Maximum Life while you have at least 4 stacks of Ferocity.

Antivenom 0/3
You gain 15% increased Poison Resistance and your Maximum Poison Resistance is increased by 5%

Nourishment 0/3
Your healing is increased by 25%. Whenever you Heal your Poisoning Damage is increased by 2% for 3 seconds, up to 10%.

POTENCY



Invasive is right for: Payback, Touch of Death
Invasive is left for: Razor Wings, Rushing Claw

Payback

Potency | Gorilla
Cooldown: 12 seconds
Lucky Hit Chance: 31%
Smash enemies in front of you, dealing 100% damage.
When attacked, you have a 35% chance to reduce Payback's active Cooldown by 1 second.
Upgrades: Damage: 100% -> 110% dmg

Enhanced Payback
Each time an enemy attacks you the damage they take from Payback is increased by 5% for 60 seconds, up to 75%.

Poised Payback
Payback passively grants you Vigor when you take damage. Payback is now a Core Skill and consumes all available Vigor to increase its damage by 0.5% for each point spent.

Invasive Payback
Becoming Control Impaired while Payback is on Cooldown makes it free to cast and grants you Unstoppable for 3 seconds. Can only occur once every 30 seconds.

Razor Wings

Potency | Eagle
Charges: 3
Charge Cooldown: 10 seconds
Lucky Hit Chance: 23%
Whirl out a cluster of razor sharp spirit feathers that rebound back, dealing 70% damage each way.
Upgrades: 50% -> 55% damage

Enhanced Razor Wings
Razor Wings makes enemies Vulnerable for 5 seconds when hitting with a Critical Strike or from behind.

Poised Razor Wings
Razor Wings has a 10% chance to regain a Charge when they hit an enemy a second time. Double this chance if you have an active Barrier.

Invasive Razor Wings
Razor Wings consumes 3 Charges to send out a spiral of 3 wings at once.

Rushing Claw

Potency| Jaguar | Mobility
Charges: 4
Charge Cooldown: 4 per 20 seconds
Lucky Hit Chance: 25%
Slash a short distance through an enemy, striking all enemies along the way twice for a total of 50% damage.
Upgrades: 50% -> 55% dmg

Enhanced Rushing Claw
Enemies hit by Rushing Claw take 10% increased damage from Rushing Claw, up to 80%.

Poised Rushing Claw
When Rushing Claw hits an Elite enemy you gain 25% increased Dodge Chance for 3 seconds.

Invasive Rushing Claw
Using Rushing Claw's last Charge will instantly refill all Charges by consuming 4 stacks of Ferocity.

Touch of Death

Potency| Centipede
Cooldown: 15 seconds
Lucky Hit Chance: 20%
Strike an enemy and infect them, dealing 5% damage and applying 300% Poisoning damage over 9 seconds.
When the infection expires or the host dies, a swarm hatches and seeks enemies for 9 seconds, dealing 10% damage per hit.
You can have up to 3 swarms active at once.

Upgrades: Poisoning Damage 300% -> 330% | Swarm Damage 10% -> 11%

Enhanced Touch of Death
Touch of Death's infection Heals you for 2.0% of your Maximum Life per second for a total of 18% Maximum Life. You Heal any remaining when the swarm hatches.

Poised Touch of Death
Touch of Death is now a Core Skill which costs 70 Vigor and has no Cooldown.

Invasive Touch of Death
Touch of Death's swarm bursts every second, applying 30% of its Base Poisoning damage over 6 seconds to surrounding enemies.

Passives

Resilient 3/3
Casting a Gorilla Skill grants 5/10/15% increased Maximum Life for 10 seconds.

> **Dominant 0/3**
> Gorilla Skills deal 5% increased damage to Knocked Down enemies and have a 5% chance to Execute them if they are not a Boss.

Brilliance 0/3
Eagle Skills deal 1% increased damage for each 20% Movement Speed you have.

> **Acceleration 0/3**
> Casting an Eagle Skill grants 5% increased Movement Speed for 3 seconds.

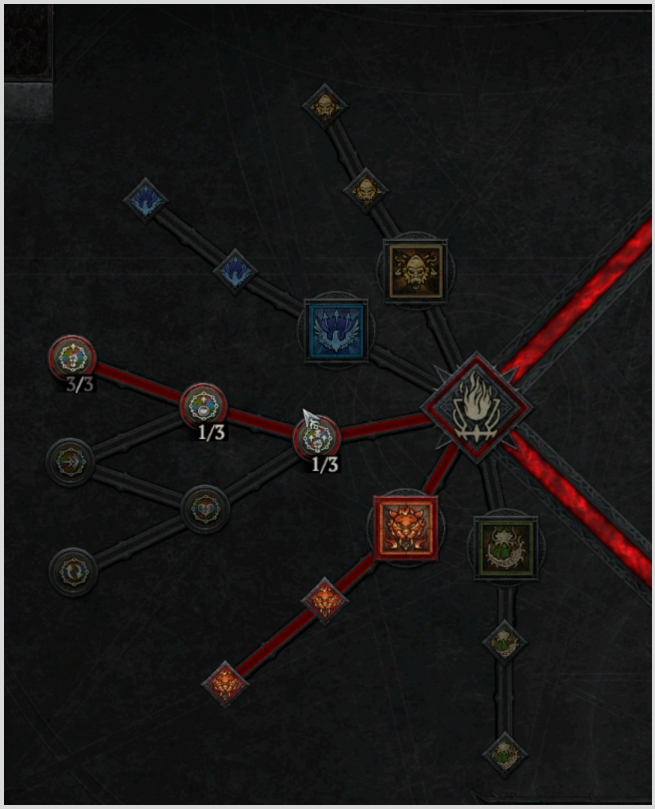
Potent 0/3
Hitting enemies with Jaguar Skills increase the damage they take from you by 0.1% up, up to 10%

> **Furnace 0/3**
> Jaguar Skills deal 2% increased Critical Strike Damage per stack of Ferocity.

Ravenous 0/3
Your Centipede Skills deal 5/10/15% increased damage. Double this bonus vs Healthy enemies.

> **Furnace 0/3**
> Your Centipede Skills deal 10% increased damage to Crowd Controlled enemies and gain 50% increased Crowd Control Durations.

ULTIMATE



The Protector

Ultimate| Gorilla
Cooldown: 45 seconds
Lucky Hit Chance: 16%
The Gorilla Spirit protects an area for 6 seconds, continuously smashing surrounding enemies for 80% damage and granting you Barrier for 15% of your Maximum Life every 1.5 seconds.

Harmonious Protector
The Protector’s strikes deal 300% increased damage to Non-Elite enemies and reduce the damage you take from Elite enemies by 30% for 6 seconds.

Exalted Protector
The Protector’s area persists for an additional 6 seconds. While in the area you are Unstoppable and any enemies or Small Missiles inside are Slowed by 80%

The Seeker

Ultimate| Eagle
Charges: 3
Charge Cooldown: 30 seconds
Lucky Hit Chance: 31%
The Eagle Spirit swoops down and deals 20% damage. After a short delay it blasts off dealing 300% damage.

Harmonious Seeker
The Seeker's first hit Knocks enemies Down for 4 seconds and the second hit is a guaranteed Critical Strike.

Exalted Seeker
The Seeker constantly makes all Nearby enemies Vulnerable while active.

The Hunter

Ultimate| Jaguar
Cooldown: 45 seconds
Lucky Hit Chance: 16%
Bound across the battlefield with the Jaguar Spirit, dealing 50% damage upon landing and then rapidly slashing enemies in the area for 200% total damage over 7 strikes.

Harmonious Hunter
The Hunter overfills your Ferocity by 4 stacks and causes you to deal 100% increased damage to injured enemies for 8 seconds.

Exalted Hunter
Killing an enemy while The Hunter is present has a 15% chance to instantly reset its Cooldown and cause your next cast within 8 seconds to repeat its 7 strikes an additional time, up to 4 times.

The Devourer

Ultimate| Centipede
Cooldown: 45 seconds
Lucky Hit Chance: 10
The Centipede Spirit emerges, blasting enemies in a line for 140% damage and spitting at others for 40% damage. Lasts for 15 seconds.

Harmonious Devourer
As it emerges, The Devourer launches 10 toxic globs that apply 105% Poisoning damage over 6 seconds wherever they land.

Exalted Hunter
While The Devourer is active, if a Non-Boss enemy's remaining Life becomes Poisoned they die instantly and unleash a Pestilent Swarm that deals 30% damage per hit to enemies it passes through.

Passives

Resolution 0/3
Casting an Ultimate Skill grants 5/10/15% increased damage to Elites for 3 seconds. Double this bonus if you are only fighting one enemy.

Spiritual Attunement 0/3 (northern tier 2)
Your maximum Vigor is increased by 10/20/30 while you have an Ultimate Skill equipped.

Supremacy 3/3 (northern tier 3)
Any enemies you kill while an Ultimate Skill is active grants a stack of Supremacy, each increasing your damage by 1/2/3%[x], up to 10/20/30%[x]. When an Ultimate Skill ends, you gain 5 stacks of Supremacy, but you begin to lose one stack every second.

Initiative 0/3 (middle tier 3)
Casting an Ultimate Skill makes you Unstoppable for 1/2/3 seconds.

Sustenance 0/3 (southern tier 2)
Hitting enemies with Ultimate Skills Heals you for 2/4/6% of your Maximum Life.

Intricacy 0/3 (southern tier 3)
Upon casting an Ultimate Skill, the last Potency, Defensive, or Focus Skill you cast prior becomes free to cast for 1/2/3 seconds.

KEY PASSIVES



Vital Strikes

(most northern node)
Your deal 100% increased damage to Vulnerable enemies.
After making an enemy Vulnerable, your next Direct damage dealt to them:

- Heals you for 2% of your Maximum Life
- Generates 5 Vigor
- Removes the Vulnerable effect

Adaptive Stances

(eastern node)
The Base Spirit of a Skill casts grants:

- Eagle: 30% Movement Speed
- Gorilla: 30% Damage Reduction
- Jaguar: 30% Attack Speed
- Centipede: 30% Life Steal

Casting a Skill of a different Base Spirit:

- Swaps to the new bonus
- Increases all damage by 30% for 5 seconds

Prodigy's Tempo

(south east)
Every 3rd consecutive cast of the same Basic Skill increases all Skill Ranks by 2 for 5 seconds.

Every 3rd consecutive cast of the same Core or Potency Skill reduces all Skills' active Cooldowns by 10%, increased by 2% for each of their Skill ranks.

Noxious Resonance

(south west)
Your Critical Strikes cause enemies to burst 100% of the Total Poisoning on them as Poison damage to those around them.

ASPECTS

Defensive

Aspect of Avoidance

Whenever an enemy hits you, your Dodge Chance against that enemy increases by [4-7]%. Successfully Dodging resets this bonus.

Aspect of Deflection

While active, Counterattack reflects incoming Razor Wings back out again. Other Small Missiles are also deflected back at enemies and deal [25-30]% of Counterattack's Base damage on impact.

Aspect of Endurance

Your Resolve has a [2-5]% chance to not be lost when you are hit for each stack of Ferocity you have.

Aspect of Forest Power

Lucky Hit: Up to a 25% chance to create a Mystic Circle for 10 seconds.
Casting a Gorilla Skill in Mystic Circles empowers them to periodically grant you a Barrier for 25% of your Maximum Life which increases your Armor and Maximum Resistances by [5-15]% while active.

Aspect of Interdiction

Gain [1-10]% Block Chance per Resolve stack.

Aspect of Invigorating Will

Losing a stack of Resolve has a 10% chance to Heal you for [5-10]% of your Maximum Life.

Aspect of Kinetic Suppression

Casting a Non-Basic Mobility Skill grants [1-6] Resolve and causes your next Concussive Stomp to strike in a circle around you.

Aspect of Layered Wards

Your Block Reduction is increased by [25-40]% while you have a Barrier

Aspect of Temporal Incisions

Casting Rushing Claw extends the durations of your active Incarnate Skill effects by [0.5-2] seconds.

Aspect of Tenacity

You gain Resolve for each [30-15] Vigor you gain over 100.

Bruiser's Aspect

Gain 5.0% increased Armor and [7-60] Thorns per 1% missing Maximum Life.

Raider's Aspect

Heal for [1-16]% Maximum Life when you Poison a Healthy enemy.

Offense

Aspect of Bristling Vengeance

Payback now echoes forward and additionally deals [100-130]% of your Thorns damage to enemies.

Aspect of Combined Strikes

Each different Basic Skill you cast increases all your damage by [10-25]% for 10 seconds.

Aspect of Falling Feathers

Moving with a Mobility Skill or Evade drops Spirit Feathers along behind you which each deal [#-#] Lightning damage on impact.

Aspect of Infestation

Lucky Hit: Centipede Skills have up to a 35% chance to spawn a Pestilent Swarm from the target which deals [#-#] Poison damage per hit.
Pestilent Swarms now also deal 100% of their Base damage as Poisoning damage over 6 seconds.

Aspect of Pestilence

Stinger spawns a Pestilent Swarm at its target location which deals [35-65]% of Stinger's Base damage per hit.
Pestilent Swarms now last 100% longer and spiral outwards.

Aspect of Plains Power

Lucky Hit: Up to a 25% chance to create a Mystic Circle for 10 seconds.
Casting a Jaguar Skill in Mystic Circles empowers them to keep your Ferocity at Maximum and increase your damage by [3-6]% per stack while you remain within.

Aspect of Potent Exchange

Gain 1 Resolve when you Dodge an attack. Your Potency Skills consume 2 Resolve to deal [10-25]% increased damage.

Aspect of Rallying Reversal

You have a [25-100]% chance to gain 1 Ferocity when you Crowd Control an enemy.

Aspect of Recalling Feathers

Casting a Focus Skill recalls Nearby Spirit Feathers which deal [21-25] Lightning damage to enemies along their way. If there are no Nearby Spirit Feathers, the cast instead spawns 10 randomly around you.

Aspect of Redirected Force

Gain increased Critical Strike Damage equal to [50-190]% of your Block Chance. Blocking doubles this bonus for 10 seconds.

Aspect of Simple Reprisal

When you cast the 3rd attack of your Basic Skills you have a [10-25]% chance to unleash Payback.

Aspect of Unyielding Hits

Casting a Gorilla Skill adds [21-36]% of your Armor to all attacks for 3 seconds.

Aspect of Wild Claws

Rake manifests a Spirit Jaguar which also casts Rake at a random enemy dealing [35-45]% Base Damage.

Bristleback Aspect

When you Dodge or Block an attack you trigger a [200-350]% Thorns attack against the attacker.

Fell Soothsayer’s Aspect

When you cast an Incarnate Skill, enemies around you become Vulnerable for [2-5] seconds.

Insatiable Aspect

Kills extend the duration of your active Touch of Death swarms by 0.5 seconds. When a swarm is replaced early it bursts for [1-2]% of the damage it would have done.

Reaper's Aspect

Enemies you Poison have 100% Reduced Healing and your Eagle Skills gain 10% [10-25]% increased Critical Strike Chance against them.

Rebounding Aspect

Quill Volley's feathers explode upon reaching their apex for [25-39]% of its Base damage then return to where they were cast.

Ruthless Aspect

Your Critical Strike Chance with Jaguar Skills is increased against enemies by [1.0-8.5]% for each 10% of their missing Life.

Starving Ravager's Aspect

Ravager no longer has a duration and instead drains [25-10] Vigor every second. When you do not have enough Vigor then Ravager ends.

Tormentor's Aspect

Enemies who move while Poisoned by you additionally take [50-190]% of your Thorns damage per second.

Unrelenting Aspect

Every 3rd consecutive Crushing Hand smashes an additional 10 times around you dealing [25-40]% of its Base damage per hit.

Resource

Aspect of Alacrity

Your Skills Cooldown [10-40]% faster while you are moving.

Aspect of Empowered Feathers

Lucky Hit: Eagle Skills have a [25-35]% chance to summon a Spirit Feather. You can collect Spirit Feathers to reduce your Mobility Skill Cooldowns by 0.5 seconds.

Aspect of Exhilaration

Lucky Hit: Hitting a Vulnerable enemy has up to a [25-32]% chance to reduce your Evade Cooldown by 5 seconds. Each stack of Ferocity you have increases this chance by 5%.

Utility

Aspect of Apprehension

Once an enemy is Slowed by at least 80%, they also become Feared for 3 seconds. You deal [25-40]% increased damage to Feared enemies.

Aspect of Binding Morass

Dealing indirect damage to an enemy progressively Slows them by [5-20]% for 3 seconds, up to 80%.

Aspect of Reactive Armor

Gain 10% Block Chance. Blocking an attack from a Close enemy has a [30-60]% chance to cast a free Concussive Stomp at them.

Aspect of Soil Power

Lucky Hit: Up to a 25% chance to create a Mystic Circle for 10 seconds.
Casting a Centipede Skill in Mystic Circles empowers them to periodically apply [21-25] Poisoning damage over 6 seconds to enemies within while extending any Crowd Controls affecting them.

Aspect of Turbulence

Soar casts Vortex at its landing location and deals - increased damage.

Duelist’s Aspect

Maximum Ferocity increased by [1-4].

Menacing Aspect

Scourge continuously affects enemies around you for [3.0-6.0] seconds.

Mobility

Aspect of Fleet Wings

Razor Wings is now also an Incarnate Skill with:

Passive: You are Unhindered.
Active: You gain [15-30]% increased Movement Speed per active Razor Wing.

Aspect of Haste

Every second while moving gain [10-25]% Bonus Movement Speed for 2 seconds, up to [30-75]%.

Aspect of Momentum

After you Evade, your next Core Skill dashes to your target and does [5-20]% increased damage.

Aspect of Sky Power

Lucky Hit: Up to a 25% chance to create a Mystic Circle for 10 seconds.
Casting an Eagle Skill in Mystic Circles empowers them to move with you and explode for [21-25] Lightning damage when you evade.

TEMPERS

Note: Due to limited testing time I was unable to find all the tempers. The codex of power was not accessible either so I couldn't just look them up either.

Weapon

Eagle Augments

+[108.5-140]% Thunderspike Damage
+[21-30]% Chance for Quill Volley Projectiles to Cast Twice
+[144.5-185]% The Seeker Damage
+[26-35]% Primary Eagle Spirit Hall Potency (rare values)

Centipede Augments

+[98.5-130]% Withering Fist Damage / +[15.5-20]% Chance for Stinger to Extra Hit / +[124-160]% The Devourer Damage / +[21.0-30]% Primary Centipede Spirit Hall Potency (magic values)

Mystical Augments

+[21-30]% Mystic Circle Potency
+[21-30]% Spirit Feather Potency
+[21-30]% Pestilent Swarm Damage
+[21-30]% Ferocity Potency

Offense

Jaguar Finesse

+[144.5-185]% Rushing Claw Damage
+[26-35]% Chance for Ravager to Extra Hit
+[1] to Furnace
+[1] to Potent (rare values)

Eagle Finesse

+[144.5-185]% Soar Damage
+[1-2] Razor Wings Charges
+[1] to Brilliance
+[1] to Acceleration

Gorilla Finesse

+[124-160]% Payback Damage
+[124-160]% Concussive Stomp Damage
+[1] to Dominant
+[1] to Bastion (magic values)

Defense

Spiritborn Guard

[16-25]% Rock Splitter Block Chance Bonus / +[21-30]% Armored Hide Active Duration / +[1] to Patient Guard (Rare value)
Spiritborn Resolve
+[21-30]% Armored Hide Resolve Generation Rate / +[1-2] Resolve Generated / +[1-2] Maximum Resolve Stacks (Rare value)

Spiritborn Endurance

+[15.5-20]% The Protector Barrier Generation
+[15.5-20]% Crushing Hand Barrier Generation
+[15.5-20]% Concussive Stomp Barrier Generation
+[1] to Auspicious

Utility

Jaguar Innovation

+[31.5-45]% Thrash Size
+[31.5-45]% Rake Size
+[21-30]% Ravager on Kill Duration Extension
+[1-2] Counterattack Charges (rare values)

Eagle Innovation

Thunderspike Size / Quill Volley Size / Vortex Size / Soar Size

Mobility

Resource

Jaguar Efficiency

[47-65]% Thrash Resource Generation / [10.5-15]% The Hunter Cooldown Reduction / [4.0-6.0]% Incarnate Cooldown Reduction (magic values)

Eagle Efficiency

[47-65]% Thunderspike Resource Generation / [10.5-15]% The Seeker Cooldown Reduction / [4.0-6.0]% Focus Cooldown Reduction (magic values)

Gorilla Efficiency

[47-65]% Rock Splitter Resource Generation / [10.5-15]% The Protector Cooldown Reduction / [4-6]% Defensive Cooldown reduction (magic values)

Centipede Efficiency

[47-65]% Withering Fist Resource Generation / [10.5-15]% The Devourer Cooldown Reduction / [4.0-6.0]% Potency Cooldown Reduction (magic values)

Uniques

They also mentioned that there was a hat that worked for builds that were focusing on 1 guardian type.

Wound Drinker

Ring (normal unique values)
Double Resistance to All Elements
+[44.9 - 48.4]% Total Armor
+[344-437] Thorns
[17.1-24.1]% Damage Reduction from Poisoned Enemies
+[2-3] to Patient Guard
Generate [1-7] Vigor each time you deal Thorns damage.
Gain Toxic Skin's Passive Effect.

Patient Guard
(Gain 10% Block Chance. After standing still for 1.0 seconds, you gain 10/20/30% Block Damage Reduction. Lasts for 2 seconds after you next move.)
Toxic Skin
Passive: Enemies that attack you are Poisoned for 30% damage over 3 seconds.

Peacemonger's Signet

Ring (normal unique values)
Double Resistance to All Elements
+[11.5-15.7]% Dodge Chance
+[2-3] to Perseverance
+[2-3] to Fueled
Generate [1-7] Vigor per second while you have at least 4 stacks of Ferocity.
Gaining Ferocity also grants Resolve.

Band of First Breath

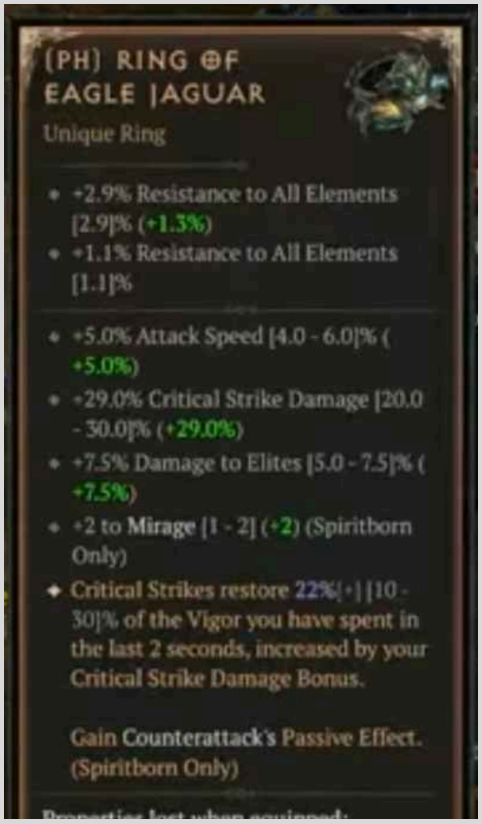
Ring (normal unique values)
Double Resistance to All Elements
+[2 - 3] to Auspicious
+[11.7 - 14.5]% Lucky Hit Chance while You Have a Barrier
+[32.0 - 35.0]% Damage



26.0% Maximum Life
Evading consumes 1 stack of Resolve to generate [20 - 40] Vigor.

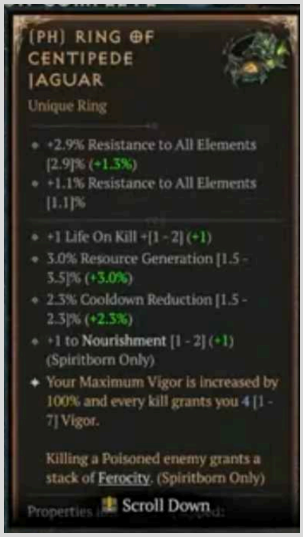
Gain Armored Hide's Passive Effect.

Ring of the Midnight Sun



Ring (normal unique values)
Double All resist implicit
[8.3-10]% Attack Speed
+[40-50]% Critical Strike Damage
[62.1-69.1%] Damage to Elites
+[2-3] to Mirage
Critical Strikes resort [10-30%]+ of the Vigor you have spent in the last 2 seconds, increased by your Critical Strike Damage Bonus.
Gain Counterattack’s Passive Effect.

Ring of the Midday Hunt



Ring (normal unique values)
Double All resist implicit
[1-2] Life on Kill
[1.5-3.5]% Resource Generation
[1.5-3.5]% Cooldown Reduction
[2-3] to Nourishment
Your Maximum Vigor is increased by 100% and every kill grants your [1-7] Vigor.

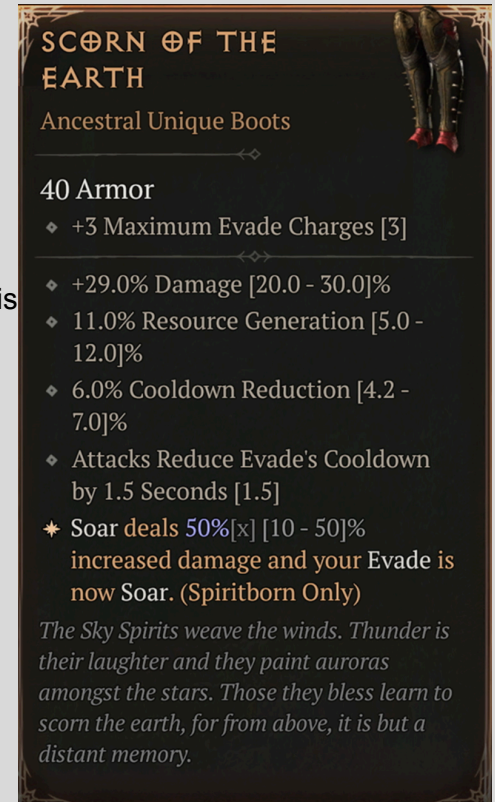
While you have any Ferocity your Poisonings deal their damage in 33% of the normal duration.

Ring of Writhing Moon

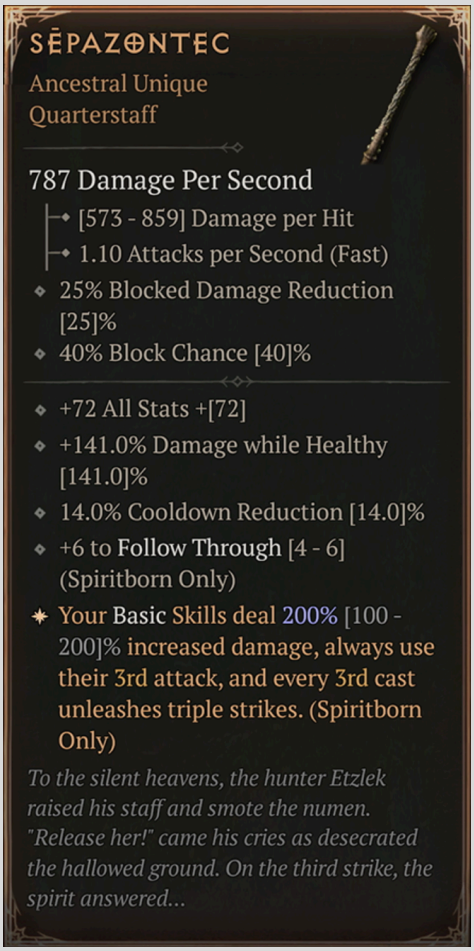
Ring (normal unique values)
Double All resist implicit
+17.5% Movement Speed
+[3.0-8.0]% Critical Strike Chance
Lucky Hit: up to a +[43.3-47.3]% Chance to Make Enemies Vulnerable for 2 Seconds.
+[2-3] to Unrestrained
Every 10 seconds a Pestilent Swarm spawns from you which deals [X - X] Poison damage per hit. Pestilent Swarms now always spawn orbiting around you and generate 1 Vigor per hit.

Scorn of the Earth

Boots
+3 Maximum Evade Charges
+[20-30]% Damage
[5-12]% Resource Generation
[4.2-7]% Cooldown reduction
Attacks Reduce Evades Cooldown by 1.5 Seconds
Soar deals [10-50]% increased damage and your Evade is now Soar.



Sepazontec



Quarterstaff
25% Blocked Damage Reduction | 40% Block Chance
+72 All Stats
+141% Damage while Healthy
14% Cooldown Reduction
[4-6] to Follow Through
Your Basic Skills deal [100-200]% increased damage, always use their 3rd attack, and every 3rd cast unleashes triple strikes.

Follow Through
Your Basic Skills deal 10/20/30[x]% increased damage. Double this bonus for 3rd attacks.

Harmony

Helm
All Stats
Damage
Critical Strike Chance
Damage Reduction
Your Skills are all additionally Jaguar, Eagle, Gorilla, or Centipede Skills based on your secondary Spirit Hall choice. Each Spirit type on a Skill increases its damage by 50%[x]

Moving Dodge (PH)

Maximum Life
Life per Second
Maximum Resistance to All Elements
Damage while Healthy
While moving you gain [15-30]% Dodge Chance or after standing still for 3 seconds you become Unstoppable.