

Essential Passives for a Dragonknight DPS

- **Class**
 - Ardent Flame
 - Combustion
 - Searing Heat
 - World in Ruin
 - Draconic Power
 - Iron Skin
 - Elder Dragon
 - Scaled Armor
 - Earthen Heart
 - ALL
- **Weapon**
 - ALL FOR THE ONES USED
- **Armor**
 - Light Armor
 - Evocation
 - Spell Warding
 - Prodigy
 - Concentration
 - Medium Armor
 - Dexterity
 - Wind Walker
 - Agility

Definitely try and fill out your passives if you can, but these are the MUST HAVES.

- **Guild**
 - Fighter's Guild
 - Intimidating Presence
 - Slayer
 - Banish the Wicked
 - Skilled Tracker
 - Mages Guild
 - Mage Adept
 - Everlasting Magic
 - Magicka Controller
 - Might of the Guild
 - Psijic Order (If Slotting Channeled Accel)
 - Clairvoyance
 - Concentrated Barrier
 - Deliberation
 - Undaunted
 - Undaunted Command
 - Undaunted Mettle
- **Racial**
 - ALL
- **Crafting**
 - Alchemy
 - Medicinal Use