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Guild Wars 2 Builds Guide for the Thief and Elementalist by [David N. White](#)

Article published on July 3rd 2012 | [Games](#)

This article is meant to develop your guild wars 2 thief and guild wars 2 elementalists and introduce you to the basic skill build to these classes. The first portion of this will be a guild wars 2 Thief mentioned at <http://www.guildwars2thief.net> for a dagger+dagger build with a deep Trickery build, and the second will be guild wars 2 Elementalist guide using signets and a Fire build. You can personalize these builds in any way you want, and they'll provide a good reference point for starting out in Guild Wars 2.

Guild Wars 2 Thief Guide

A personal favorite thief build is to go with two daggers as the primary weapon set and two pistols as the secondary weapon set. This pairing gives you the ability to maintain combat at any distance, and gives access to some of the more fun skills. Start with Withdraw in Healing, Scorpion Wire, Haste and Roll for Initiative in Utility and Dagger Storm in your Elite skill.

10 points in Combat Arts to start, grabbing Combined Training at 10. Then it's into Trickery to gain Trickster at 10, Initial Strike at 20 and Flanking Strikes at 30 (you could also substitute in Thrill of the Crime for group situations). Acrobatics is next to get Assassin's Retreat at 10 and Combined Tactics at 20. The last 10 are up to you, though I chose Critical Strikes with Flanking Critical Chance (to go with Flanking Strikes).

Guild Wars 2 Elementalist Guide

My favorite tree in almost any spellcasting build is Fire, so with that in mind this build in <http://www.guildwars2elementalist.net/> is primarily focused on Fire while equipped with a Scepter and Dagger combo. Your focus here is on getting signets cast and keeping their passive skills active. Although this is a fire build it's useful to start by putting points into Earth to get the insanely useful "Written in Stone" trait which keeps the passive effects of signets active after you've used the signet's primary ability. After that it's straight into Fire until you've maxed it out. I put Pyromancer's Alacrity at 10, Pyromancer's Puissance at 20 and Burning Precision at 30. Then it's 10 points into Water to get "Shard of Ice", 10 into Earth again to get "Signet Mastery", and 10 leftover to put wherever you want (I put it into Air Magic for "Bolt to the Heart").

You'll want to equip the Signets of Earth, Fire and Water as your Utility skills, Signet of Restoration for your healing skill and your preference of skills for the Elite (I used Glyph of Elementals).

Hopefully you found this Guild Wars 2 guide from <http://www.guildwars2guide.net> helpful and you're well on your way to new adventures and many, many dead enemies.

Article Source:

<http://www.articleside.com/games-articles/guild-wars-2-builds-guide-for-the-thief-and-elementalist.htm> - [Article Side](#)

[David N. White](#) About Author:

a [Guild Wars 2 guide](#) is presented in a blog format by the author pinpointing to several topics in the game. Various topics and strategy guides are covered in this blog

Article Keywords:

guild wars 2 guide, guild wars 2 quest, guild wars 2, guild wars 2 dynamic event, guild wars 2 quest guide, guild wars 2 leveling, gw 2 guide

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