

Assault Rifles	State Synergy	Trigger Synergy	Subtypes
Leech healing			
	Afflicted (DoTs)	Hit (non-glancing hits)	Burst (Series of Attacks)
	Blades Blood Magic Elementalism Fist Weapons	Chaos Magic Fist Weapons	Chaos Magic Fist weapons
	Hindered		Frenzy (AoE)
	Elementalism Pistols Shotguns		Blades Chaos Magic

Shotguns	State Synergy	Trigger Synergy	Subtypes
Crowd Control, mitigation boosts			
	Hindered	Penetrating Hit	Blast (Cone)
	Assault Rifles Elementalism Pistols	Blades Blood Magic	Fist weapons Hammers
	Weakened		Strike (Single target)
	Chaos Magic Hammers Pistols		Elementalism Hammers

Fist Weapons	State Synergy	Trigger Synergy	Subtypes
Healing (HoTs)			
	Afflicted (DoTs)	Hit (non-glancing hits)	Blast (Cone)
	Assault Rifles Blades Blood Magic Elementalism	Assault Rifles Chaos Magic	Hammers Shotguns
	Impaired		Burst (Series of Attacks)
	Blades Blood Magic Chaos Magic Hammers		Assault Rifles Chaos Magic

Pistols	State Synergy	Trigger Synergy	Subtypes
Cleanse, Debuffs, Pets			
	Hindered	Critical Hit	Chain attacks
	Assault Rifles Elementalism Shotguns	Elementalism Hammers	Blood Magic Elementalism
	Weakened		Focus (Channels)
	Hammers Chaos Magic Shotguns		Blades Blood Magic

Blades	State Synergy	Trigger Synergy	Subtypes
Survivability (High defense rating)			
	Afflicted (DoTs)	Penetrating Hit	Frenzy (AoE)
	Blood Magic Assault Rifles Elementalism Fist Weapons	Blood Magic Shotguns	Assault Rifles Chaos Magic
	Impaired	Defense (glancing hits)	Focus (Channels)
	Blood Magic Chaos Magic Chaos magic Fist Weapons Hammers	Blades	Blood Magic Pistols

Hammers	State Synergy	Trigger Synergy	Subtypes
Survivability (Mitigation, Health)			
	Impaired	Block	Blast (Cone)
	Blades Blood Magic Chaos Magic Fist Weapons	Hammers	Fist weapons Shotguns
	Weakened	Critical Hit	Strike (Single target)
	Chaos Magic Pistols Shotguns	Elementalism Pistols	Elementalism Shotguns

Blood Magic	State Synergy	Trigger Synergy	Subtypes
Healing (Absorb barriers)			
	Afflicted (DoTs)	Penetrating Hit	Chain attacks
	Assault Rifles	Blades	Elementalism
	Blades	Shotguns	Pistols
	Elementalism		
	Fist Weapons		
	Impaired		Focus (Channels)
	Blades		Blades
	Chaos Magic		Pistols
	Fist Weapons		
	Hammers		

Elementalism	State Synergy	Trigger Synergy	Subtypes
Support (Turrets, Crowd Control)			
	Afflicted (DoTs)	Critical Hit	Chain attacks
	Assault Rifles	Hammers	Blood Magic
	Blades	Pistols	Pistols
	Blood Magic		
	Fist Weapons		
	Hindered		Strike (Single target)
	Assault Rifles		Hammers
	Pistols		Shotguns
	Shotguns		

Chaos magic	State Synergy	Trigger Synergy	Subtypes
Survivability (Evade)			
	Impaired	Hit (non-glancing hits)	Burst (Series of Attacks)
	Blades	Assault Rifles	Assault Rifles
	Blood Magic	Fist Weapons	Fist weapons
	Fist Weapons		
	Hammers		
	Weakened (Debuffs)	Evade	Frenzy (AoE)
	Hammers	Chaos Magic	Blades
	Pistols		Assault Rifles
	Shotguns		