

# STATS

Name	Type
Attack	Aggressive
Barrier Damage Bonus	Aggressive
Critical Chance	Aggressive
Critical Damage Bonus	Aggressive
Damage	Aggressive
Flanking Damage Bonus	Aggressive
Guard Damage Bonus	Aggressive
Heal on Kill	Aggressive
Stagger on Being Hit	Aggressive
Sunder When Hit	Aggressive
Armor Penetration	Protective
Armor Rating	Protective
Armor Rating: Front	Protective
Avoid Killing Blow	Protective
Cold Resistance	Protective
Electrical Resistance	Protective
Fire Resistance	Protective
Front Defense	Protective
Heal Bonus	Protective
Lifeward Heal	Protective
Magic Defense	Protective
Melee Defense	Protective
Ranged Defense	Protective
Spirit Resistance	Protective
Constitution	Stat Gain
Cooldown Modifier	Stat Gain
Cunning	Stat Gain
Dexterity	Stat Gain
Extra Grenade(s)	Stat Gain
Extra Potion(s)	Stat Gain
Extra Tonic(s)	Stat Gain
Focus Gain Bonus	Stat Gain
Guard Max	Stat Gain
Magic	Stat Gain
Max Stamina	Stat Gain
Maximum Health	Stat Gain
Maximum Mana/Stamina	Stat Gain
Meditation Duration Modifier	Stat Gain
Strength	Stat Gain
Willpower	Stat Gain

# PASSIVES

Description
Berserk: <b>X%</b> damage bonus, <b>Y%</b> damage from all sources
Electric Enchanted: All Attacks deal electric damage and have a chance on hit to paralyze the target.
Chivalry: Only damage to enemies currently targeting you will deal damage but you deal increased damage to them.
Frost Enchanted: All weapon attacks deal Frost damage
Guardian Spirit: Blocks one melee attack every 30 seconds
Cowardice: All attacks you do deal <b>X%</b> from behind your target but only <b>Y%</b> damage from the front.
On hit: heal <b>X%</b> of maximum health
Electric Enchanted: All weapon attacks deal Electric damage
Enhanced Basic Attacks: The end of your attack chain now stuns enemies briefly.
Enhanced Basic Attacks: You now whirlwind. Like, all the time. That is all.
Enhanced Basic Attacks: The end of your attack chain now knocks down enemies.
Enhanced Basic Attacks: The end of your attack chain now cause you to hit all enemies in the area with your flashing steel.
Enhanced Basic Attacks: The end of your attack chain now drops 3 Electric glyphs in an area around you.
On kill: target explodes for <b>X%</b> weapon damage
<b>X%</b> faster movement speed when in stealth
Fire Enchanted: All weapon attacks deal Fire damage
<b>X%</b> focus gain
On hit: gain <b>X</b> guard
Enter stealth when not attacking during combat
<b>X%</b> extra damage for each enemy within <b>Y</b> meters
<b>X%</b> damage bonus if not being hit for <b>Y</b> seconds
<b>X%</b> extra focus for each enemy within <b>Y</b> meters
Heal <b>X%</b> of damage taken over <b>Y</b> seconds
Abilities cost <b>X%</b> less mana/stamina if not being hit for <b>Y</b> seconds
Abilities cost <b>X%</b> less mana/stamina
On kill: <b>X</b> to Magic for <b>Y</b> seconds
Mana Shield: All incoming damage reduces mana instead of health. Mana pool size <b>X%</b> . Barrier now degenerates at <b>Y%</b> .
Weapon fires <b>X</b> shots when attacking
Poison Enchanted: All weapon attacks deal Poison damage
Permaflame: All enemies around you are constantly burning and you have <b>X%</b> bonus resistance to fire and you gain <b>Y%</b> bonus fire damage.
Permafrost: All enemies around you are constantly chilled and you have <b>X%</b> bonus resistance to Cold and Physical Damage.
Permeshock: All enemies around you are constantly shocked and you have <b>X%</b> bonus resistance to Lightning and attack <b>Y%</b> faster.
On hit: <b>X%</b> chance to apply poison
<b>X%</b> chance to grant <b>Y</b> seconds of Blessed Blades
<b>X%</b> chance to drop caltrops on a hit, doing <b>Y%</b> weapon damage per second
<b>X%</b> chance to inflict Chain Lightning damage at <b>Y%</b> weapon power
On Hit: Chance to deal cold damage in an area around the target.
On Hit: Chance that Elemental Mines spawn around your target.
<b>X%</b> chance to cast Fade Cloak on a hit
<b>X%</b> chance to cast Fear on a hit
<b>X%</b> chance to inflict Immolate damage at <b>Y%</b> weapon power
On Hit: Chance to place a stack of Hemorrhage on the target enemy, causing damage over time.
<b>X%</b> chance to use Hidden Blades on a hit, with <b>Y</b> added hits
<b>X%</b> chance to grant <b>Y</b> seconds of Horn of Valor
On Hit: Chance to spawn a toxic cloud at target location.
<b>X%</b> chance to cast Mind Blast on a hit
Chance to cast Pull of the Abyss on a hit
<b>X%</b> chance to use Shield Bash on a hit
<b>X%</b> chance to use Unbowed on a hit
<b>X%</b> chance to cast Veilstrike on a hit
<b>X%</b> chance to apply Walking Bomb for <b>Y</b> seconds, with detonation of <b>Z%</b> weapon damage
<b>X%</b> chance to grant <b>X</b> seconds of Walking Fortress
Rampage: On kill increases movement speed, and attack speed <b>X%</b> for <b>Y</b> seconds. Stacks up to <b>Z</b> times.
On dying: <b>X%</b> chance to heal for half health
Enhanced Shield Wall: Every 5th block with Shield Wall causes massive damage to enemies in the area
On Hit: Chance to sing a defensive buff to allies within <b>X</b> meters.
On Hit: Chance to sing an offensive buff to allies within <b>X</b> meters
On kill: grants <b>X</b> stamina
Chance on Hit: Taunt all enemies within <b>X</b> meters for <b>Y</b> seconds
Enhanced Basic Attack: Your first attack now leaps toward your target if you are between <b>X</b> and <b>Y</b> meters away from it.