## **STATS**

AttackAggressiveThe Attack stat increases all damage that a character does.Barrier Damage BonusAggressiveIncreases the damage against enemies that are under the effect of Barrier.Critical ChanceAggressiveThe chance to score a critical hit for each attack.Critical Damage BonusAggressiveIncreases the extra damage inflicted with a critical hit.DamageAggressiveIncreases the extra damage inflicted with a critical hit.Guard Damage BonusAggressiveIncreases the damage of the character's tatacks.Flanking Damage BonusAggressiveIncreases the damage against enemies under the effect of Guard.Heal on KillAggressiveThe chance per enemy attack on the character's tata the attack stuns the enemy. The effect lasts a few seconds.Stagger on Being HitAggressiveThe chance per enemy attack on the character's tate the attack stuns the enemy. The effect lasts a few seconds.Armor PenetrationProtectiveIncreases armor value by anountArmor RatingProtectiveIncreases armor value by anountAvoid Killing BlowProtectiveThe percentage of damage resistance to cold damage attacks.Fire ResistanceProtectiveThe percentage of damage resistance to cold damage attacks.Fire ResistanceProtectiveThe percentage of damage resistance to cold damage attacks.Fire ResistanceProtectiveThe percentage of damage resistance to and attack.Hier BonusProtectiveThe percentage of damage resistance to and marks.Male DefenseProtectiveThe percentage of damage resistance to all m	Name	Туре	
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Extra Grenade(s)Stat GainIncreases the maximum capacity of grenades that this character can carry by the specified amount.Extra Potion(s)Stat GainIncreases the maximum capacity of non-healing potions that this character can carry by the specified amount.Extra Tonic(s)Stat GainIncreases the maximum capacity of tonics that this character can carry by the specified amount.Focus Gain BonusStat GainFocus gained from all sources is increased by this percentage amount.	Cunning	Stat Gain	The character's intelligence and deviousness. Each point increases Critical Chance and Ranged Defense.
Extra Potion(s)Stat GainIncreases the maximum capacity of non-healing potions that this character can carry by the specified amount.Extra Tonic(s)Stat GainIncreases the maximum capacity of tonics that this character can carry by the specified amount.Focus Gain BonusStat GainFocus gained from all sources is increased by this percentage amount.	Dexterity	Stat Gain	The character's agility, reflexes, and coordination. Each point increases Attack (rogues only) and Critical Damage Bonus.
Extra Tonic(s)Stat GainIncreases the maximum capacity of tonics that this character can carry by the specified amount.Focus Gain BonusStat GainFocus gained from all sources is increased by this percentage amount.	Extra Grenade(s)	Stat Gain	Increases the maximum capacity of grenades that this character can carry by the specified amount.
Focus Gain Bonus       Stat Gain       Focus gained from all sources is increased by this percentage amount.	Extra Potion(s)	Stat Gain	Increases the maximum capacity of non-healing potions that this character can carry by the specified amount.
	Extra Tonic(s)	Stat Gain	Increases the maximum capacity of tonics that this character can carry by the specified amount.
Guard Max Stat Gain Increases the maximum guard a character can have.	Focus Gain Bonus	Stat Gain	Focus gained from all sources is increased by this percentage amount.
	Guard Max	Stat Gain	Increases the maximum guard a character can have.
Magic Stat Gain The character's connection to the Fade and ability to manipulate it. Each point increases Attack (mages only) and Barrier Damage Bonus.	Magic	Stat Gain	The character's connection to the Fade and ability to manipulate it. Each point increases Attack (mages only) and Barrier Damage Bonus.
Max Stamina Stat Gain Increases the maximum stamina a character can have.	Max Stamina	Stat Gain	Increases the maximum stamina a character can have.
Maximum Health Stat Gain The maximum amount of Health this character can be healed up to.	Maximum Health	Stat Gain	The maximum amount of Health this character can be healed up to.
Maximum Mana/Stamina Stat Gain Increases the character's maximum mana or stamina.	Maximum Mana/Stamina	Stat Gain	Increases the character's maximum mana or stamina.
Meditation Duration Modifier Stat Gain The increase, in seconds, for the duration of Meditation when a mage activates it.	Meditation Duration Modifier	Stat Gain	The increase, in seconds, for the duration of Meditation when a mage activates it.
Strength Stat Gain The character's physical strength and ability. Each point increases Attack (warriors only) and Guard Damage Bonus.	Strength	Stat Gain	The character's physical strength and ability. Each point increases Attack (warriors only) and Guard Damage Bonus.
WillpowerStat GainThe character's strength of mind and personality. Each point increases Attack (all classes) and Magic Defense.	Willpower	Stat Gain	The character's strength of mind and personality. Each point increases Attack (all classes) and Magic Defense.

## PASSIVES

Description
Berserk: X% damage bonus, Y% 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 X% from behind your target but only Y% damage from the front.
On hit: heal X% 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 X% weapon damage
X% faster movement speed when in stealth
Fire Enchanted: All weapon attacks deal Fire damage
X% focus gain
On hit: gain X guard
Enter stealth when not attacking during combat
X% extra damage for each enemy within Y meters
X% damage bonus if not being hit for Y seconds
X% extra focus for each enemy within Y meters
Heal X% of damage taken over Y seconds
Abilities cost X% less mana/stamina if not being hit for Y seconds
Abilities cost X% less mana/stamina
On kill: X to Magic for Y seconds
Mana Shield: All incoming damage reduces mana instead of health. Mana pool size X%. Barrier now degenerates at Y%.
Weapon fires X shots when attacking
Poison Enchanted: All weapon attacks deal Poison damage
Permaflame: All enemies around you are constantly burning and you have X% bonus resistance to fire and you gain Y% bonus fire damage.
Permafrost: All enemies around you are constantly chilled and you have X% bonus resistance to Cold and Physical Damage.
Permashock: All enemies around you are constantly shocked and you have X% bonus resistance to Lightning and attack Y% faster.
On hit: X% chance to apply poison
X% chance to grant Y seconds of Blessed Blades
X% chance to drop caltrops on a hit, doing Y% weapon damage per second
X% chance to inflict Chain Lightning damage at Y% 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.
X% chance to cast Fade Cloak on a hit
X% chance to cast Fear on a hit
X% chance to inflict Immolate damage at Y% weapon power
On Hit: Chance to place a stack of Hemorrhage on the target enemy, causing damage over time.
X% chance to use Hidden Blades on a hit, with Y added hits
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X% chance to use Hidden Blades on a hit, with Y added hits X% chance to grant Y seconds of Horn of Valor On Hit: Chance to spawn a toxic cloud at target location.
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X% chance to grant Y seconds of Horn of Valor On Hit: Chance to spawn a toxic cloud at target location. X% chance to cast Mind Blast on a hit
<ul> <li>X% chance to grant Y seconds of Horn of Valor</li> <li>On Hit: Chance to spawn a toxic cloud at target location.</li> <li>X% chance to cast Mind Blast on a hit</li> <li>Chance to cast Pull of the Abyss on a hit</li> </ul>
X% chance to grant Y seconds of Horn of Valor         On Hit: Chance to spawn a toxic cloud at target location.         X% chance to cast Mind Blast on a hit         Chance to cast Pull of the Abyss on a hit         X% chance to use Shield Bash on a hit
X% chance to grant Y seconds of Horn of Valor         On Hit: Chance to spawn a toxic cloud at target location.         X% chance to cast Mind Blast on a hit         Chance to cast Pull of the Abyss on a hit         X% chance to use Shield Bash on a hit         X% chance to use Unbowed on a hit
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