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Health

Total life. When it reaches zero, you lose the fight. Healing and Life Steal restore Health; Barrier absorbs damage first.

Attack

Damage dealt with weapon strikes each turn. Built from Attack Power and Spell Power on your gear. Status effects and Legendaries can add bonus damage on top.

Defense

Reduces incoming physical damage from enemy attacks. Stacks with Armor for total mitigation.

Armor

Flat damage reduction from heavy gear. Works alongside Defense — both reduce how much each hit hurts.

Elemental Resist

Effective % reduction vs fire, frost, lightning, poison, and bleed damage. Converted from Elemental Resist Rating with diminishing returns (max 75%).

Converted from Elemental Resist Rating (scale 200). Applies to fire, frost, lightning, poison, and bleed. Hard cap 75%.

Barrier

Absorbs damage before Health. Gained from Holy Legendaries (Sanctuary, Ironbound, Ice Armor) and some combat effects. Last Stand can consume Barrier instead of dying.

Crit Chance

Chance for attacks to critically strike. Converted from Critical Rating — tap to see your rating, the formula, and the cap. Crits deal bonus damage based on Crit Damage.

Converted from Critical Rating with diminishing returns (base scale 350, depth-multiplied), then capped at 50%. Base profile crit starts at 5% before gear.

Crit Damage

Bonus damage when you land a critical hit. Starts at 150% and scales from gear. Many Legendaries interact with crits (Execute, Leech, Ice Lance).

Life Steal

Heals you for a portion of your maximum Health on each hit — not based on damage dealt. Tap to see your Life Steal Rating and how much you need to cap.

Converted from Life Steal Rating (scale 180). Heals $\text{max Health} \times \text{life steal \%}$ on each hit — not damage dealt. Hard cap (= 8% max Health per hit at cap).

Attack Speed

Chance to strike twice each turn. Converted from Attack Speed Rating — tap to see your rating and how much you need to cap. Extra strikes can proc Legendaries more often.

Converted from Attack Speed Rating (scale 160). Chance to double-strike each turn, hard cap 50%. Extra hits roll Legendary procs again.

Dodge Chance

Chance to completely avoid an incoming attack. Converted from Dodge Rating with diminishing returns (hard cap 15%). Tap to see your rating and the cap threshold. Evasive Flow can raise dodge further during combat.

Converted from Dodge Rating: $(\text{rating} \div (\text{rating} + 350)) \times 95\%$, then capped at 15%. A successful dodge avoids 100% of that attack's damage. Evasive Flow Legendary adds +2% dodge per successful dodge stack during the fight (also capped at 15%). Shadowstep adds Lucky Hit stacks, not direct dodge.

Block Chance

Chance to completely block an incoming attack (negates the hit). Converted from Block Rating with diminishing returns (hard cap 35%). Tap to see your rating and the cap threshold. Ironbound grants Barrier on block; Retribution reflects Thorns.

Converted from Block Rating with diminishing returns (base scale 300, depth-multiplied), then capped at 35%. A successful block negates the hit. Ironbound grants Barrier on block; Retribution reflects Thorns on blocked hits.

Attack Power

Primary physical stat. Counts fully toward weapon strikes and Bleed scaling. Colossus Mythic can convert Health into Attack Power.

Spell Power

Primary magical stat. Powers elemental effects and contributes partially to weapon strikes. Arcane Power scales all elemental damage from Spell Power.