

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).

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