

Void strike

Base elemental procs from Masteries, separate from Legendary rolls.

Each attack: Freeze chance = Frost commitment $\times$ 30% cap (~14 mid school pieces = full commitment). Frost Mastery still scales Shatter / Ice Lance damage separately. Enables Shatter while Frozen or Brittle. During freeze immunity, procs apply Brittle (damage mark, no CC) instead. Deep enemies shorten Freeze duration.

Each attack: Stun chance = Shadow commitment $\times$ 30% cap (~14 mid school pieces = full commitment). Shadow Mastery still scales Ambush / Void Strike damage separately. Stun skips the enemy turn (shared CC budget with Freeze). During CC immunity, procs apply Dazed instead. Nightfall / Void Strike / Ambush / Aftermath amplify the lock. Ambush only fires on real Stun (not Dazed).

Each attack: Burn apply chance from Fire Mastery (depth-scaled; caps at 70%). Full fire gear approaches the cap — splash fire is only a small chance. Burn lasts 4 turns. Every 4 Burn ticks: Detonate for 2 $\times$ the tick, then heat resets.

Each attack: Poison apply chance from Poison Mastery (depth-scaled; caps at 70%). Full poison gear approaches the cap. Poison lasts 5 turns; stacks increase tick damage (partial stacking above 15 stacks).

Each attack: Shock + Lightning strike chance from Lightning Mastery (depth-scaled; caps at 70%). Full lightning gear approaches the cap. Shock lasts 3 turns, max 5 stacks, end-of-turn ticks.

Each attack: Bleed apply chance from Bleed Mastery (depth-scaled; caps at 70%). Full bleed gear approaches the cap. Bleed lasts 5 turns, max 12 stacks.

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