

Execute Mastery

Instant Kill: chance to finish when the enemy is in the kill band ($\leq 20\%$, or $\leq 45\%$ with Overkill; chance caps at 30%). Execute Range: separate HP window where Execute legendaries hit harder (base 35%, mastery up to +15%, Death Mark adds more).

Revision #1

Created 2026-08-18 13:47:40 UTC by Gnomey

Updated 2026-08-18 13:50:50 UTC by Gnomey