

# HOTFIX 15

Important Hotfix (reload the app once to install)

## QoL / Reforge

- Armor Health locked — Guaranteed +Health on helm/shoulders/chest/legs can't be reforged (shows (fixed)).
- Reforge by slot — Rerolls target the affix line you pick (duplicate stats no longer confuse locks); locks remapped safely after item migration.
- Block Chance — Shown on profile + glossary/stat tooltips (cap 35%).
- Glossary — New "Crits & Status Effects" entry (what DoTs can / can't crit).
- Legendary weapons now having + Crit DMG instead second AP affix

## Combat

- Frost peeled — Freeze cap 15% → 9%, harder mastery curve, Shatter base down, Ice Armor / Frozen Wall barriers down, freeze break after 3 skips (was 4).
- Fire buffed — Stronger Burn ticks + apply chance; Burn Detonate: every 3 Burn ticks explode for 4× the tick, then heat resets. Living Fire — Heal on Burn tick 5% → 7% max HP.
- Bleed buffed — Stronger ticks/stacks/apply; Open Wounds, Serrated, Frenzy, Bloodlust, Adrenaline, Hemorrhage, and auto mastery amp all up.

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