

Properties

A look under the hood

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Values

Core Attributes & Stat Caps

Mechanic	Internal Variable	Value
Base Health & Scaling	basePlayerHealth / vitalityHealthMult / maxLifeScale	75 / 3.5 / 1
Stat Scaling (Str / Dex)	strengthScale / dexteritySpeedScale	0.5 / 1
Power Conversion	attackRatingScale / spellPowerToAutoAttackScale	0.07 / 0.45
Crit / Dodge / Block Caps	critChanceCap / dodgeChanceCap / blockChanceCap	50% / 15% / 35%
Enhanced Caps (Dmg/Def/Spd)	maxEnhancedDamagePercent / maxEnhancedDefensePercent / maxSpeedBonusPercent	80% / 45% / 40%
Defense Mitigation / Soft Cap	defenseMitigationFactor / defenseSoftCap	8 / 10000
Mastery Base / Precision	masteryFullKitBaseRoll / precisionCritDamageBonus	25 / 65
Mastery Requirement	masteryFullKitPieces	14

Gear, Enemies & Depth Scaling

Mechanic	Internal Variable	Value
Enemy Attack / Element Split	enemyAttackMultiplier / enemyElementalAttackPct	3x / 12% (0.12)
Enemy Def Mitigation / Cap	enemyDefenseMitigationFactor / enemyDefenseVsPlayerCap	1 / 150
Enemy Freeze Resist	enemyFreezeResistDepthStart / enemyFreezeResistDepthSpan / enemyFreezeResistMax	1500 / 3000 / 0.6
Ahead Penalty Per Depth	aheadPenaltyPerDepth	1.0075
Gear Quality / Affix Power	gearDepthRefQualityPct / gearDepthAffixPowerFactor	85 / 7
Gear Scaling (Base/Penalty)	defenseFromItemScale / gearDepthPenaltyScale	0.45 / 1

Gear Depth Blending	<code>gearDepthPowerBlend / gearDepthPowerRatioFloor / gearDepthMaxInflate</code>	0.85 / 0.5 / 1.15
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Status Effects & Elements

Mechanic	Internal Variable	Value
Bleed (Base/Stack/Apply Cap)	<code>bleedTickBase / bleedTickStackFactor / bleedApplyStackCap</code>	4.9 / 0.28 / 12
Poison (Base/Stack/Cap)	<code>poisonTickBase / poisonTickStackFactor / poisonTickStackCap</code>	3.4 / 0.26 / 15
Poison Proc / Bonus	<code>poisonProcDamageScale / poisonProcBonusPerStack</code>	0.95 / 4
Burn Detonate / Ramp	<code>burnDetonateHeat / burnDetonateMult / infernoRampPerTurn</code>	4 / 2x / 8
Shock Base / Ramp / Cap	<code>shockTickBase / shockRampPerProc / shockRampCap</code>	3.8 / 2 / 50
Mastery Application Caps	<code>burnMasteryApplyCap / poisonMasteryApplyCap / lightningMasteryApplyCap</code>	70 / 70 / 70
Uncapped Bonuses	<code>hellfireBonusCap / hotPursuitBonusCap</code>	99999 / 99999

Abilities, Heals & Finishers

Mechanic	Internal Variable	Value
Barrier Max HP Ratio	<code>barrierMaxHpRatio</code>	60% (0.6)
Divine Light (Heal to Barrier)	<code>divineLightBarrierOfHeal / divineLightBarrierMaxHpPct</code>	50% (0.5) / 3% (0.03)
Life Steal (Cap / Heal)	<code>lifeStealPercentCap / lifeStealHealMaxHpPerPercent</code>	8% / 0.01
Stun Duration / Proc Caps	<code>stunDuration / shadowStunProcCap / frostFreezeProcCap</code>	1 / 30 / 30
Overkill Execute Threshold	<code>overkillExecuteHpThreshold</code>	45% (0.45)
Execute Crit (In/Out Range)	<code>executeCritInRangeMult / executeCritOutOfRangeMult</code>	1.6x / 1.28x
Execute Finisher (In/Out Range)	<code>executeFinisherInRangeMult / executeFinisherOutOfRangeMult</code>	1.45x / 1.22x

Prey Mark (Min/Amp/Cap)	executePreyMarkMinPieces / executePreyMarkAmpPerStack / executePreyMarkCap	3 / 0.055 / 12
Coup De Grace Mult	coupDeGraceMult	3.4x

Raw Source

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  'iceArmorBarrierMaxHpPct': 0.04,
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'lightningMasteryApplyCap': 70,  
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