

Values

Core Attributes & Stat Caps

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

Gear, Enemies & Depth Scaling

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

Gear Scaling (Base/Penalty)	defenseFromItemScale / gearDepthPenaltyScale	0.45 / 1
Gear Depth Blending	gearDepthPowerBlend / gearDepthPowerRatioFloor / gearDepthMaxInflate	0.85 / 0.5 / 1.15

Status Effects & Elements

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

Abilities, Heals & Finishers

Mechanic	Internal Variable	Value
Barrier Max HP Ratio	barrierMaxHpRatio	60% (0.6)
Divine Light (Heal to Barrier)	divineLightBarrierOfHeal / divineLightBarrierMaxHpPct	50% (0.5) / 3% (0.03)
Life Steal (Cap / Heal)	lifeStealPercentCap / lifeStealHealMaxHpPerPercent	8% / 0.01
Stun Duration / Proc Caps	stunDuration / shadowStunProcCap / frostFreezeProcCap	1 / 30 / 30
Overkill Execute Threshold	overkillExecuteHpThreshold	45% (0.45)
Execute Crit (In/Out Range)	executeCritInRangeMult / executeCritOutOfRangeMult	1.6x / 1.28x
Execute Finisher (In/Out Range)	executeFinisherInRangeMult / executeFinisherOutOfRangeMult	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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  'aheadPenaltyPerDepth': 1.0075,
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  'livingFireHealMaxHpPct': 0.07,
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  'holyConsecrationBarrierMaxHpPct': 0.04,
  'iceArmorBarrierMaxHpPct': 0.04,
  'frozenWallBarrierMaxHpPct': 0.04,
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'aftermathDamageTakenPct': 50,
'aftermathDazedTurns': 3,
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'shadowstepDodgePerLuckyHit': 1.25,
'wardbreakerBarrierMult': 3.5,
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'coupDeGraceMult': 3.4,
'huntFocusCritBonus': 20,
'huntFocusCritBonusOutOfRange': 10,
'overkillExecuteHpThreshold': 0.45,
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'executeFinisherInRangeMult': 1.45,
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'burnMasteryApplyCap': 70,
'poisonDeadlyToxinStackCap': 400,
'burnDetonateHeat': 4,
'burnDetonateMult': 2,
'infernoRampPerTurn': 8,
'infernoRampCap': 80,
'hellfireBonusPerAttack': 2,
'hellfireBonusCap': 99999,
'hotPursuitBonusPerProc': 2,
'hotPursuitBonusCap': 99999,
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'bleedTickStackFactor': 0.28,  
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'bleedApplyStackCap': 12,  
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'poisonMasteryApplyCap': 70,  
'lightningMasteryApplyCap': 70,  
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'bleedFrenzyAsPerStack': 1.35,  
'bleedFrenzyAsCap': 15,  
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