

Bleed

Physical damage over time from open wounds. Bleed Mastery and bleed Legendaries like Blood Rush, Lacerate, and Frenzy scale with stacks.

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.

Crits: Bleed ticks do not crit by default. With Hemorrhage, ticks can crit using effective Crit Chance / Crit Damage (Hunt Focus / Precision included) $\times$ 1.25 extra multiplier.

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