

Burn

Fire damage over time that ticks each turn. Stacks and ramps with Fire Mastery and burn Legendaries like Inferno, Combustion, and Hellfire.

Each attack: Burn apply chance from Fire Mastery (depth-scaled; caps at 70%). Full fire gear approaches the cap — splash fire is only a small chance. Burn lasts 4 turns. Every 4 Burn ticks: Detonate for 2× the tick, then heat resets.

Crits: Burn ticks do not crit by default. With Ignite, Burn ticks can critically strike using your effective Crit Chance and Crit Damage (Hunt Focus / Precision included).

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