

Crits & Status Effects

Status tick crits and Shatter use the same Critical Chance / Crit Damage as weapon swings (including Hunt Focus and Precision). Only specific Legendaries unlock DoT tick crits.

Poison ticks and bonus Poison strikes (including Miasma) never scale with Crit Damage — they use Spell Power, Poison Mastery, and stacks.

Shock ticks and Lightning proc strikes do not use Crit Damage (some Lightning Legendaries only trigger on a crit swing).

Burn ticks can critically strike only with Ignite, using your effective Crit Chance and Crit Damage (Hunt Focus / Precision included).

Bleed ticks can critically strike only with Hemorrhage, using Crit Damage plus an extra Hemorrhage multiplier (Hunt Focus / Precision included).

Shatter chance equals your effective Critical Chance. Shatter damage is multiplied by Crit Damage when the attack that triggers it was a crit. Freeze itself deals no damage.

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