

Shock

Lightning stacks that increase end-of-turn lightning tick damage. Overcharge and Static ramp Shock damage each proc.

Each attack: Shock + Lightning strike chance from Lightning Mastery (depth-scaled; caps at 70%). Full lightning gear approaches the cap. Shock lasts 3 turns, max 5 stacks, end-of-turn ticks.

Crits: Shock ticks and Lightning proc strikes do not use Crit Damage. Some Legendaries (Thundercall, Shock Overcharge, Voltaic Touch) grant bonus Lightning damage only when the weapon swing crits.

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