

STATS

Name	Type	
Attack	Aggressive	The Attack stat increases all damage that a character does.
Barrier Damage Bonus	Aggressive	Increases the damage against enemies that are under the effect of Barrier.
Critical Chance	Aggressive	The chance to score a critical hit for each attack.
Critical Damage Bonus	Aggressive	Increases the extra damage inflicted with a critical hit.
Damage	Aggressive	Increases the damage of the character's attacks.
Flanking Damage Bonus	Aggressive	The damage bonus, as a percentage, when attacking a target from the side or behind.
Guard Damage Bonus	Aggressive	Increases the damage against enemies under the effect of Guard.
Heal on Kill	Aggressive	Amount of damage to be healed by each killing blow.
Stagger on Being Hit	Aggressive	The chance per enemy attack on the character that the attack stuns the enemy. The effect lasts a few seconds.
Sunder When Hit	Aggressive	The chance per enemy attack on the character that the attack inflicts a sunder effect on the enemy. The effect lasts a few seconds.
Armor Penetration	Protective	Each point of armor penetration ignores one point of the target's armor when inflicting damage.
Armor Rating	Protective	Increases armor value by amount
Armor Rating: Front	Protective	Increases armor value to front of character by amount
Avoid Killing Blow	Protective	If the character reaches 0 health, they will get back up with guard or barrier to protect them.
Cold Resistance	Protective	The percentage of damage resistance to cold damage attacks.
Electrical Resistance	Protective	The percentage of damage resistance to electric damage attacks.
Fire Resistance	Protective	The percentage of damage resistance to fire damage attacks.
Front Defense	Protective	Reduces damage taken from all damage types by a percentage value, but only from attacks directed from the front.
Heal Bonus	Protective	Increases the effectiveness of healing effects.
Lifeward Heal	Protective	If the character reaches 0 health, they will get back up with X% health again.
Magic Defense	Protective	The percentage of damage resistance to all magical or elemental attacks.
Melee Defense	Protective	The percentage of damage resistance to all melee physical attacks.
Ranged Defense	Protective	The percentage of damage resistance to all ranged physical attacks.
Spirit Resistance	Protective	The percentage of damage resistance to spirit damage attacks.
Constitution	Stat Gain	The character's physical robustness and endurance. Each point increases Health and Melee Defense.
Cooldown Modifier	Stat Gain	Reduces the cooldown on all of the character's abilities.
Cunning	Stat Gain	The character's intelligence and deviousness. Each point increases Critical Chance and Ranged Defense.
Dexterity	Stat Gain	The character's agility, reflexes, and coordination. Each point increases Attack (rogues only) and Critical Damage Bonus.
Extra Grenade(s)	Stat Gain	Increases the maximum capacity of grenades that this character can carry by the specified amount.
Extra Potion(s)	Stat Gain	Increases the maximum capacity of non-healing potions that this character can carry by the specified amount.
Extra Tonic(s)	Stat Gain	Increases the maximum capacity of tonics that this character can carry by the specified amount.
Focus Gain Bonus	Stat Gain	Focus gained from all sources is increased by this percentage amount.
Guard Max	Stat Gain	Increases the maximum guard a character can have.
Magic	Stat Gain	The character's connection to the Fade and ability to manipulate it. Each point increases Attack (mages only) and Barrier Damage Bonus.
Max Stamina	Stat Gain	Increases the maximum stamina a character can have.
Maximum Health	Stat Gain	The maximum amount of Health this character can be healed up to.
Maximum Mana/Stamina	Stat Gain	Increases the character's maximum mana or stamina.
Meditation Duration Modifier	Stat Gain	The increase, in seconds, for the duration of Meditation when a mage activates it.
Strength	Stat Gain	The character's physical strength and ability. Each point increases Attack (warriors only) and Guard Damage Bonus.
Willpower	Stat Gain	The character's strength of mind and personality. Each point increases Attack (all classes) and Magic Defense.

PASSIVES

Description
Berserk: X% damage bonus, Y% damage from all sources
Electric Enchanted: All Attacks deal electric damage and have a chance on hit to paralyze the target.
Chivalry: Only damage to enemies currently targeting you will deal damage but you deal increased damage to them.
Frost Enchanted: All weapon attacks deal Frost damage
Guardian Spirit: Blocks one melee attack every 30 seconds
Cowardice: All attacks you do deal X% from behind your target but only Y% damage from the front.
On hit: heal X% of maximum health
Electric Enchanted: All weapon attacks deal Electric damage
Enhanced Basic Attacks: The end of your attack chain now stuns enemies briefly.
Enhanced Basic Attacks: You now whirlwind. Like, all the time. That is all.
Enhanced Basic Attacks: The end of your attack chain now knocks down enemies.
Enhanced Basic Attacks: The end of your attack chain now cause you to hit all enemies in the area with your flashing steel.
Enhanced Basic Attacks: The end of your attack chain now drops 3 Electric glyphs in an area around you.
On kill: target explodes for X% weapon damage
X% faster movement speed when in stealth
Fire Enchanted: All weapon attacks deal Fire damage
X% focus gain
On hit: gain X guard
Enter stealth when not attacking during combat
X% extra damage for each enemy within Y meters
X% damage bonus if not being hit for Y seconds
X% extra focus for each enemy within Y meters
Heal X% of damage taken over Y seconds
Abilities cost X% less mana/stamina if not being hit for Y seconds
Abilities cost X% less mana/stamina
On kill: X to Magic for Y seconds
Mana Shield: All incoming damage reduces mana instead of health. Mana pool size X% . Barrier now degenerates at Y% .
Weapon fires X shots when attacking
Poison Enchanted: All weapon attacks deal Poison damage
Permaflame: All enemies around you are constantly burning and you have X% bonus resistance to fire and you gain Y% bonus fire damage.
Permafrost: All enemies around you are constantly chilled and you have X% bonus resistance to Cold and Physical Damage.
Permeshock: All enemies around you are constantly shocked and you have X% bonus resistance to Lightning and attack Y% faster.
On hit: X% chance to apply poison
X% chance to grant Y seconds of Blessed Blades
X% chance to drop caltrops on a hit, doing Y% weapon damage per second
X% chance to inflict Chain Lightning damage at Y% weapon power
On Hit: Chance to deal cold damage in an area around the target.
On Hit: Chance that Elemental Mines spawn around your target.
X% chance to cast Fade Cloak on a hit
X% chance to cast Fear on a hit
X% chance to inflict Immolate damage at Y% weapon power
On Hit: Chance to place a stack of Hemorrhage on the target enemy, causing damage over time.
X% chance to use Hidden Blades on a hit, with Y added hits
X% chance to grant Y seconds of Horn of Valor
On Hit: Chance to spawn a toxic cloud at target location.
X% chance to cast Mind Blast on a hit
Chance to cast Pull of the Abyss on a hit
X% chance to use Shield Bash on a hit
X% chance to use Unbowed on a hit
X% chance to cast Veilstrike on a hit
X% chance to apply Walking Bomb for Y seconds, with detonation of Z% weapon damage
X% chance to grant X seconds of Walking Fortress
Rampage: On kill increases movement speed, and attack speed X% for Y seconds. Stacks up to Z times.
On dying: X% chance to heal for half health
Enhanced Shield Wall: Every 5th block with Shield Wall causes massive damage to enemies in the area
On Hit: Chance to sing a defensive buff to allies within X meters.
On Hit: Chance to sing an offensive buff to allies within X meters
On kill: grants X stamina
Chance on Hit: Taunt all enemies within X meters for Y seconds
Enhanced Basic Attack: Your first attack now leaps toward your target if you are between X and Y meters away from it.