

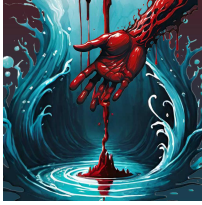
Blood

- Blood in the Water
- Deep Wounds
- Relentless Butcher
- Crimson Frenzy
- Sanguine Burst
- Thirst For Blood
- Bloodlust
- Hemorrhage
- Bloodletting
- Rending Slash

Blood in the Water

BLOOD

PASSIVE



Physical:

+20%

Enemies with **5** stacks of bleed take **50%** increased damage from all sources. The sight of a severely wounded foe sharpens the warrior's focus, making each attack even more lethal.

Mastery Bonus

Mastery for this talent is not implemented yet

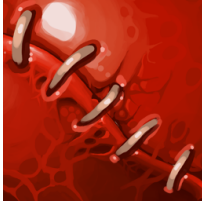
Required Talents

- Any:
 - Deep Wounds
 - Crimson Frenzy

Deep Wounds

BLOOD

PASSIVE



Physical:

+20%

Landing a critical strike inflicts a bleed effect, causing the target to suffer over time. Each critical hit deepens the wound, applying an additional stack of bleed

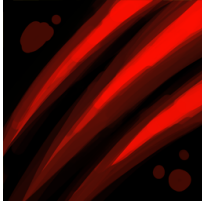
Mastery Bonus

Mastery for this talent is not implemented yet

Relentless Butcher

BLOOD

PASSIVE



Physical:

+20%

Each time the warrior applies a bleed stack, there is a **70%** chance to immediately add an additional stack on nearby enemy. Years of practice in wielding the blade make their strikes ruthlessly efficient

Mastery Bonus

Mastery for this talent is not implemented yet

Required Talents

- Any:
 - Deep Wounds

Crimson Frenzy

BLOOD

ACTIVE

ULTIMATE



Rage: 100

Physical: +20%

Enter a bloodthirsty frenzy for 10,0sec. During this time, each attack has a 90% chance to apply an additional bleed stack. The warrior's focus narrows, striking with unmatched savagery

Mastery Bonus

Mastery for this talent is not implemented yet

Sanguine Burst

BLOOD

ACTIVE



Cooldown:

8,0sec

Physical:

+20%

Channel the power of accumulated bleeding wounds, detonating all bleed stacks on the target for instant damage. The damage scales with the number of stacks consumed. If the target has the maximum number of bleed stacks (5), the detonation creates an explosive area effect, dealing damage to all enemies within a 4m radius. The warrior's precision turns this final strike into a devastating bloodbath

Passive Trigger: No triggers

Mastery Bonus

Mastery for this talent is not implemented yet

Required Talents

- Any:
 - Deep Wounds
 - Crimson Frenzy

Thirst For Blood

BLOOD

PASSIVE



Physical:

+20%

The warrior thrives on the pain they inflict. Dealing damage to enemies heals **3%** of the damage dealt, plus an additional **1%** for each stack of Bleed on the target. With each wound deepened, the warrior's vitality surges, making them unstoppable in the fray

Mastery Bonus

Mastery for this talent is not implemented yet

Required Talents

- Any:
 - Deep Wounds
 - Crimson Frenzy

Bloodlust



For each enemy affected by bleed, the warrior's attack speed increases by X%.

The scent of blood drives them to strike faster and more savagely, escalating their assault with every foe they weaken.

Mastery Bonus

Required Talents

- Deep Wounds
- Crimson Frenzy

Hemorrhage



Unleash a flurry of brutal strikes on a single target, instantly applying 3 stacks of bleed. If the target already has maximum bleed stacks, this attack deals bonus damage based on the total bleed damage.

Mastery Bonus

Required Talents

- [Deep Wounds](#)
- [Crimson Frenzy](#)

Bloodletting



When an enemy dies while affected by bleed, they explode, dealing X% of their maximum bleed damage to nearby enemies. The warrior's cuts run deep, causing wounded foes to fall with devastating effect.

Mastery Bonus

Required Talents

- [Deep Wounds](#)
- [Crimson Frenzy](#)

Rending Slash



Deliver a powerful slash that applies bleed to all enemies in a cone in front of you,

instantly applying 2 stacks. The warrior's strike tears through armor and flesh alike, spreading wounds far and wide

Mastery Bonus

Required Talents

- Deep Wounds
- Crimson Frenzy