

Storm

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Call Lightning

STORM

ACTIVE



Cooldown:

5,0sec

Magical:

+2%

Summon a powerful lightning strike at the targeted **3m**, dealing **50 Storm Damage** to the enemy closest to the center. A shockwave radiates through the area, striking nearby enemies for **35 Storm Damage**. When cast directly, the shockwave also knocks back nearby enemies, adding a disruptive force to the impact. Indirect triggers of this ability are less effective and do not cause knockback.

Passive Trigger: 10,0% chance on Slam Attack

Mastery Bonus

Mastery for this talent is not implemented yet

Chain Lightning

STORM

ACTIVE



Cooldown:

8,0sec

Magical:

+2%

Unleash a surge of crackling energy, striking a primary target for **50 Storm Damage**. The lightning then leaps to up to **2(+Mastery)** nearby enemies within **5m**, each arc dealing **70%** of the damage dealt to the previous target

Passive Trigger: 10,0% chance on Cleave Attack

Mastery Bonus

For every **2** points of Storm Mastery, Chain Lightning gains **1** additional jump, extending its reach and devastation across the battlefield

Conduit

STORM

PASSIVE



Magical:

+2%

Your critical strikes and storm abilities surge with energy, applying a static charge to enemies. This charge increases incoming **Storm Damage** by **50%** for **6,0sec** seconds

Mastery Bonus

Mastery for this talent is not implemented yet

Required Talents

- Any:
 - Call Lightning
 - Chain Lightning

Lightning Rod

STORM

PASSIVE



Magical:

+2%

Each enemy affected by Conduit calls additional lightning strikes when you cast Call Lightning or land a critical strike. These extra strikes deal damage at **50%** and do not trigger shockwaves.

Mastery Bonus

Each **1** points of Storm Mastery increase the effectiveness of duplicated lightning strikes by **5%**, up to a maximum total effectiveness of **95%**.

Required Talents

- All:
 - Conduit
 - Call Lightning

Thunderclap

STORM

ACTIVE



Cooldown:

10,0sec

Magical:

+2%

Slam the ground, releasing a shockwave that stuns enemies within a **3m** radius for **2,0sec** and deals **40 Storm Damage**. Enemies with Conduit have their stun duration increased by **0,5sec**.

Passive Trigger: 10,0% chance on Slam Attack

Mastery Bonus

Mastery for this talent is not implemented yet

Stormborn Resilience



Gain a shield equal to 10% of the damage dealt by storm abilities.

Mastery Bonus

Required Talents

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

Echoing Thunder



Grants a chance (up to 20%) to cast Call Lightning on the primary target after

using any active storm ability. The chance scales with the target's Overload stacks. This triggered Call Lightning deals 30% damage and does not apply knockback.

Mastery Bonus

Required Talents

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

Overload

STORM

PASSIVE



Magical:

+2%

Each conduit placed on an enemy builds a stack of Overload. Upon reaching **15** stacks, all active storm abilities are instantly reset, ready to unleash their full power again.

Mastery Bonus

Mastery for this talent is not implemented yet

Required Talents

- Any:
 - Conduit

Discharge

STORM

PASSIVE



Magical:

+2%

When enemies affected by Conduit die, they unleash raw storm energy, releasing **1 (+Mastery)** arcs of Chain Lightning at **10%** effectiveness.

Mastery Bonus

For every **3** points of Storm Mastery, Discharge generates an additional arc, up to a maximum of **3** extra arcs.

Required Talents

- All:
 - Chain Lightning
 - Conduit

Closed Circuit

STORM

PASSIVE



Magical:

+2%

When the storm has nowhere left to go, it comes back to you. If Chain Lightning has no valid targets, it arcs through you instead, restoring **50%(+Mastery)** damage and resetting its strike list. If this is the final jump, the remaining energy surges inward, healing you for the damage it would have dealt.

Mastery Bonus

The storm's power flows stronger through you. For every **1** Storm Mastery, the damage restored when Chain Lightning bounces off you is increased by **5%**, up to a maximum of **100%**

Required Talents

- All:
 - [Chain Lightning](#)

Eye of the Storm

STORM

ACTIVE

ULTIMATE



Rage:

50

Magical:

+2%

Summon a devastating storm over a large area around you for **6,0sec**. Lightning strikes enemies randomly every **0,5sec** within the **10m** area. Call lightning created from this ability have **30%(+Mastery)** effectiveness and also create Chain Lightning on hit with **30%(+Mastery)** effectiveness.

Mastery Bonus

The storm grows with your command. Each **1** point of Storm Mastery amplifies Call Lightning and Chain Lightning by **5%**, up to a maximum of **95%**

Required Talents

- All:
 - Chain Lightning
 - Call Lightning

Power Overview

Talent	Type	Category	Implemented	Passive Trigger	Mastery
Call Lightning			<input type="checkbox"/>	<input type="checkbox"/>	
Chain Lightning			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Conduit			<input type="checkbox"/>		
Thunderclap			<input type="checkbox"/>		
Discharge					
Closed Circuit					
Eye of the Storm	Ultimate				
Lightning Rod			<input type="checkbox"/>		
Stormborn Resilience					
Echoing Thunder					
Overload			<input type="checkbox"/>		