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

Revision #4
Created 24 February 2025 05:50:34 by Seqe
Updated 26 March 2025 06:05:49 by Seqe