

There are two types of damage in Bit Heroes:

**Normal Damage** comes from skills and certain bonuses and equipment. Both you and your opponent can proc pets, modifiers (Dual Strike, Quad Strike, Empower, Crit), and amplifiers.

**True Damage** comes from pets and certain attack effects. Unlike Normal Damage, true damage **cannot** proc pets, defensive modifiers, or amplifiers, but it can receive some offensive modifiers (Empower & Crit). The only item that can mitigate True Damage is Exothermic Jacket.

(See <https://bit-heroes.fandom.com/wiki/Mechanics>)

TinyURL Shareable Link: <https://tinyurl.com/BH-Damage-Type-List>

### Amplifiers - True Damage or not?

Amplifier Term	Description
Shock	<i>Shock</i> is Normal Damage.
Combustion	<i>Combustion</i> is Normal Damage.
Vampirism	<i>Vampirism</i> is Normal Damage.
Extort	<i>Extort</i> is True Damage.
Freeze	<i>Freeze</i> is Normal Damage when being applied. When an enemy becomes <i>Frozen</i> they receive no damage from the proc.
Bleed	<i>Bleed</i> stacks when being applied are Normal Damage, but the <i>Bleed</i> procs (on enemy's turn) are True Damage.

Root	<i>Root</i> is Normal Damage.
Corrupt	<i>Corrupt</i> is Normal Damage.
Braveheart	<i>Braveheart</i> turns a skill (Normal Damage) into an attack that ignores mitigation, but not special “when you get hit” effects ( <i>Vampirism</i> , etc).

### Gear - True Damage or not?

Sets:	Location:	True/Normal:
Elcorvo 3/4	T17 Raid	“25% Chance to Root for 52% (46.8% - 57.2%) when you hit” is True Damage.
Elcorvo 4/4	T17 Raid	“When you hit a target with 4 Root stacks, remove them and deal 250% (225% - 275%) to them” is True Damage.
Aeneas 4/4	T18 Raid	“Consume enrage at the start of your turn to Shock furthest for the consumed value” is Normal Damage.
Montezuma 4/4	T14 T/G	“20% chance to damage all when you hit an enemy for 80%” is True Damage. However it

		is a special type of True Damage that is Air Damage based.
Witchum 2/4	T17 T/G	<i>"15% to attack the closest enemy and shield self for 40% when you evade"</i> is True Damage.
Seleucus 4/4	T18 T/G	<i>"25% chance to Combust the fastest enemy for 50% (45% - 55%) when you get hit"</i> is Normal Damage.
Taters 3/3	T7 Netherworld (WB)	<i>"At the start of each turn, launch a Tayto at the weakest enemy for 13% (3.25% - 22.75%) damage"</i> is True Damage.
Orvar 4/4	T16 Titans Attack (WB)	<i>"Expenders 3: Bleed all for 34% (30.6% - 37.4%)"</i> is True Damage.
Einar 4/4	T16 Ignited Abyss (WB)	<i>"20% Chance to attack the fastest enemy for 100% (80-120%) when you hit an enemy"</i> is True Damage.
Hector 3/4	T17 Ignited Abyss	<i>"20% Chance to</i>

	(WB)	<i>consume 1 SP when you hit an enemy and Freeze fastest enemy for 91% (81.9% - 100.1%) damage</i> is True Damage.
Hector 4/4	T17 Ignited Abyss (WB)	<i>"Shatter: Inflict 250% damage on frozen enemies"</i> is True Damage.
Thundercracker 4/4	T19 Nordic Dreams (WB)	<i>"Expenders 4 - Shock the closest enemy for 70%"</i> is True Damage
Seidon 4/4	T20 T/G	<i>"Expenders 4 - Freeze enemy team for 10% (9% - 11%) and Sap"</i> is True Damage.
Firent 4/4	T20 Raid	<i>"20% chance to Combust strongest for 260% when you hit an enemy"</i> Combustion stacks are True Damage but the <i>Explosion</i> proc is Normal Damage.
Thonderstriker 4/4	T20 Nordic	<i>"50% chance to electric damage self for 10% when you receive healing"</i> is True Damage.
Venturer 4/4	T21 Raid	<i>"75% chance to Freeze furthest for</i>

		100% (90% - 110%) when you heal from skills. 75% chance to Freeze closest for 100% (90% - 110%) when you shield from skills” is True Damage.
Skramblegg 4/4	T21 T/G	“Fire damage closest enemy for 17.5%, 3 times when any ally is revived” is Normal Damage.
Poshima 3/4	T21 Beef	“20% chance to bleed the enemy for 70% (63% - 77%) when you hit them” is True Damage.
Poshima 4/4	T21 Beef	“Remove all bleed stacks on a bleeding enemy and deal all damage instantly” is Normal Damage.
3X-Kvator 3/4	T21 Nordic	“30% chance to Root last attacker for 25% (22.5% - 27.5%) when you get hit” is True Damage.
Protoplague 4/4	T21 Goodall	“Whenever a teammate gains 4 stacks of Heartwood, remove them and deal 250% damage

		<i>to the weakest enemy” is Normal Damage.</i>
<b>Mythics:</b>	<b>Location:</b>	<b>True/Normal:</b>
Boreas Fire Eye	T15 Raid	<i>“25% Chance to attack enemy team for 34% (27.2% - 40.8%) when you Evade” is True Damage.</i>
Exothermic Mask	T17 Raid	<i>“50% Chance to barrage an enemy with nanolites for 9% (6.3% - 11.7%) when you hit” is True Damage.</i>
Souvenir of Kerana	T10 Netherworld (WB)	<i>“2% Chance to attack closest for 100% on each of your teammates turns” is True Damage.</i>
Rabid Skeever	T10 Melvin Factory (WB)	<i>“When you hit an enemy, launch a skeever at the weakest enemy for 3.5-6.5% damage” is True Damage.</i>
Leonidas Wings	T18 Ignited Abyss (WB)	<i>“20% chance to deal 25% (22.5% - 27.5%) damage and Sap them when you hit an enemy” is True</i>

		Damage.
Exothermic Hat	T17 Nordic Dreams (WB)	<i>"20% Chance to Corrupt the attacker for 35% (31.5% - 38.5%) when you get hit" is Normal Damage.</i>
Leonidas Crown	T18 Nordic Dreams (WB)	<i>"25% chance to Root the attacker for 25% (22.5% - 27.5%) damage when you get hit" is Normal Damage.</i>
Leonidas Fang	T18 T/G	<i>"20% chance to drain against combusted enemies" is Normal Damage.</i>
<b>Ancients:</b>	<b>Location:</b>	<b>True/Normal:</b>
Firium Helmet (Offensive Reforge)	T15	<i>Shock/Combustion stacks are True Damage but the E.M.P./Explosion proc is Normal Damage. Freeze, Bleed, and Root are all True Damage.</i>
Flamium Protector (Defensive Reforge)	T15	<i>Vampirism and Root is True Damage.</i>
Soul of Escarium (Offensive Reforge)	T16	<i>Shock/Combustion stacks are True Damage but the E.M.P./Explosion</i>

		proc is Normal Damage. <i>Bleed, Root, and  Freeze</i> are True Damage.
Heart of Escarium (Defensive Reforge)	T16	<i>Corrupt, Sap, and  Drain</i> are Normal Damage.