Patch 5.5.0 + TB 9-Nov-2023	Check here for updates
Choice of Balance Mod	**None (Live / Official)**

How To Use This Calculator

First of all, you're going to have to make a copy of this file in order to mess with the drop downs. So make sure you're signed into a Google account, then select **File -> Make a copy** (***DO NOT*** click "Request Edit Access").

Next, go to the "Main" worksheet (on the bottom of your screen). There are three main groups of interactive elements. In the top left, select your career and weapon. You can also change the difficulty and input your current displayed hero power. To the right, the sheet will pull up a list of that career's relevant talents. For most talents, put a '1' in the box to turn it on. Input '0' to turn it back off. Any talent with other behavior has a note attached to the talent name - hover over it to read the description!

Below that are two rows of effects which every career can benefit from. "Other Talents" are talents which can help other teammates, not just the player that uses them. "Miscellaneous" are other effects such as some Traits. Like the career-specific talents, these buffs can usually be enabled by changing the 0 to a 1. Hover over the effect with your mouse to get a full description.

Once the table loads, each row shows one of your weapon's attacks. Headshots are orange and capitalized; crits have red text, crit headshots have both.

Each column represents one enemy. Its armor type and health is shown for reference.

The first number in each cell is how many hits it will take to kill that enemy with that attack. If a reasonable breakpoint exists, the cell will also show the new number of loops, and how much extra damage you need to achieve this breakpoint.

For example, a cell which displays "3 -> 2 (8%)" means it currently takes 3 hits to kill the enemy. But if you increase your damage by 8%, it will only take 2 hits.

Custom Combos

The purple Custom Combo box, located under the talents, lets you combine multiple attacks. Input the attacks in the top row. In the bottom row, select whether that attack was a headshot and/or crit. The first line of the table will show you the breakpoints for the combo you created. To get rid of the custom combo, click on the attack and press **Delete** on your keyboard.

If a cell reads something like "Overkill: 2 hits", this means that the enemy was dead after only the first two attacks in the combo.

FAQ

Does *Power vs. Armored* work on Chaos Warriors?
Yes, *Power vs. Armored* affects both Armored and Super Armor.

How do *Power vs. [armor]* and *Power vs. [faction]* interact?
As of Patch 2.0, all *Power vs.* properties stack additively.

How do I calculate damage vs. the training dummies in the keep?
The unarmored dummies are considered a Chaos unit, and the armored enemies are considered Skaven. So the Fanatic and Stormvermin work identically to the dummies.

Why are some of the boxes empty?
The sheet doesn't display any values for attacks which do zero damage against that enemy. Additionally, in Breakpoint mode, the sheet doesn't display any values for attacks which would take more than twenty hits to kill the enemy.

Do you support console?
Not currently. Enemy health was changed in the Winds of Magic update, and I don't have a console so I have no way to find the new values on my own. If you'd like to see console support, you can help by doing the following on a console:
1. Just hit the dummy in the keep, and tell me how much damage was dealt and what buffs you were using. I only need bodyshot, crit, and crit headshot for a few weapons.
2. Find the enemy's health. This is harder, and might not be possible without a full team of 4 players. In a mission, have one player attack only a single enemy. Make sure no other players harm that enemy. Once the enemy has been killed, fail the mission. The scoreboard will tell you how much damage was dealt by that player, so that's the enemy's health. For each difficulty, I need all of the following:
   a. One of the smaller horde units: Skavenslave, Ungor or Fanatic
   b. An elite unit, such as a Stormvermin or Mauler
   c. Either a special enemy or one of the larger horde enemies (Clan Rat, Gor or Raider)

If you're really interested in how this calculator works, select **View**->**Hidden Sheets**->**README2** up at the top.

Thanks to

OrangeChris	Original publisher up to v14.01
Lasmrah	Creating this calculator and initially maintaining it, up to and including v4.0
prop joe	The mods *Give Weapon* and *Item Spawner*
Aussiemon	The mod *Creature Spawner*, and the game's decompiled source code
grasmann	The mod *Show Damage*
Exanta	Doing most of the work involved in testing console damage and health on PS4. (pre-WoM)
LordDrago	Finding enemy health values during WoM Beta
Alistair_Macbain	Finding errors in the spreadsheet. The spreadsheet is very complicated with an enormous number of input combinations. Bug reports from users are the only way I can guarantee its accuracy.
Anti-AliasingAlias	
assagaroo	
Azshadrahnor	
boobiloo	
Brood_Star	
Brynbo96	
Cool_Camera5902	
dellaint	
Emopillow	
fimconte	
giiiiiiiiiiiinger	
Hotmann1	
hubba_bubba_gump	
intergalacticninja	
JCdaSpy	
Khalku	
King_Sockenbart	
Malacarr	
MonorailBlindness	
moorhS_	
mr_D4RK	
Nayre	
Nolrach	
OG_Shadowknight	
Oxydo89	
Pondering_Potato	
Royale w/ Cheese	
sb12837	
Shad3slayer	
Survival_Project	
Tamren	
terrorobe	
trashk	
Traveller_Guide	
YeOldDrunkGoat	
VernonKun	Updated spreadsheet from v14.01 to the current version.
⌀.	Helped calculating number of random DoT ticks and made a script for it.
Wallcroft	Helped testing friendly fire damage.

Some other stuff I've made

A List of Everything You Wish Fatshark Told You
A massive info-dump on most of the game's mechanics.

Damage Numbers
A mod for the game which displays damage numbers when you hit enemies. Only works in modded realm.

PayPal

v14.11b		Talents updated to Vermintide 2 verstion 5.5.0
		[WIP] Weapons stat updated to Vermintide 2 version 5.5.0, except Coruscation Staff charged attacks
		5.2.0 patch, unlisted changes from patch notes
		Human 1H Sword L1, L2 changes apply to Even 1H Sword as well
		(Dual Daggers heavies and Sword & Dagger H2 nerf that was reverted in patch 5.2.3.)
		Elven 1H Axe L1 finesse increased from 1 to 1.5
		Elven 1H Axe L3 and L4 now have the damage profile of human 1H Sword L3
		Human 1H Axe and Elven 1H Axe heavies finesse increased from 1 to 1.5
		Human Greatsword heavies default target (5th+) damage increased from 0.75 to 1 (proportionally)
		Halberd H2 and Elven Greatsword H2 default target (5th+) damage increased from 0.75 to 1 (proportionally)
		"Sword and Shield" H3 has the damage profile of Human 1H Sword **before the buffs of patch 5.2.0**
v14.10b		[WIP] Adding new enemies from the Dutch Spice mod
v14.09		[WIP] Added Necromancer, Ensorcelled Reaper and Soulstealer Staff
		Tourney Balance Testing (TB) is updated up to version 9-Nov-2023
		Added the option of Geheimnisnacht that modifies max HP and stagger resistance of enemies
		Fixed TB Bounty Hunter's talent Steel Crescendo not working properly
v14.08		Tourney Balance Testing (TB) is updated up to version 8-Aug-2023
		Moved balance mod setting to front page (README) for consistent internal calculations
		Fixed TB Masterwork Pistol having only attack rows corresponding to the burst shots
		Fixed the debuff of Sister of the Thorn's passive Blackvenom Blades having no effect whatsoever
		Fixed the bug that Power vs Armored instead of Power vs Infantry being applied to Mauler stagger calculation
		TODO: Fixed Ironbreaker's talent Under Pressure affecting DoT
		TODO: Fixed chraged fireball headshot stagger
v14.07	2023-05-31	Corrected damage formula so Power vs. Skaven and Chaos are applied correctly to bosses
		Fixed Slayer's talent Trophy Hunter stack 1 doesn't apply
		Fixed headshot damage for Fireball Staff charged attack
		Fixed damage numbers for Deepwood Staff
		Fixed Crossbow not showing in Outcast Engineer's inventory
		Added the option of Harder, Better, Faster, Stronger (HBFS) that modifies the max HP of elites
		Added weapon notes for Sister of the Thorn's Lingering Blackvenom explosion (staggers trash units except Gor and Marauder)
		[WIP] Added build lists for Legend and Cataclysm (sets of properties and talents that reach breakpoints)
v14.06	2023-03-25	Tourney Balance Testing (TB) is updated up to version 21-Mar-2023, now includes Slayer's talent Blood Drunk
		Added Stagger Breakpoints Calculator
		Corrected the breakpoint calculation formula so that the percentage shown will always be the Power vs. needed additively
		Added "Health Percentage" mode to show in damage calculator
		Removed "auto increase stacks for Slayer's Trophy Hunter" for now since it's questionable at best
		Bounty Hunter's talent Weight of Fire now requires entering clip size, so it can be used for Locked and Loaded
		Backstab bonus damage now applies to melee attacks only
		Fixed damage numbers for Hagbane Shortbow and Moonfire Bow
		Added damage numbers for Moonfire Bow (Old)
v14.05	2023-03-08	Tourney Balance Testing (TB) is updated up to version 6-Mar-2023, all changes should be applied except Slayer's talent Blood Drunk
		Added damage numbers for Bomb, Incendiary Bomb and Overcharge Explosion
		Added Shade's talent Hungry Wind
		Added Grail Knight's talent Virtue of Knightly Temper (affects one-shot Breakpoints mode only)
		Added attack rows for Unchained's talent Outburst
		Corrected spreadsheet format to show Shade's talent Chain Killer
		Separated Warrior Priest of Sigmar's Smite attacks from the original attacks so they can round off individually
		Added a Beastmen Standard option that modifies the max HP of the Beastmen faction when under standard effect
		Reserved "Weapon Note" and talent descriptions to notes relevant to damage or breakpoints calculations
		Removed the need to select a talent to display the attack rows added by the talent
		Fixed and lengthened Custom Combo
		Fixed Grail Knight's passive Knight's Challenge affecting 2nd+ target
		Fixed TB Bounty Hunter's talent Indiscriminate Blast increasing pellet count
		Fixed some text typos
v14.04	2023-03-03	Integrated balance mods settings:
		Tourney Balance Testing (TB) is updated up to version 3-Mar-2023, all changes should be applied except Slayer's talent Blood Drunk
		Fixed main sheet format to show all of Beam Staff's entries
		Fixed some ult damage numbers
v14.03	2023-03-01	Fixed some ult damage numbers
		Fixed friendly fire entries for crit headshot (can't headshot teammates)
		Fixed bugged strength potion and ult-buffed damage against berserkers and super armor
		Fixed missing damage numbers against Skarrik Spinemanglr and Bodvarr Ribspreader
		Fixed armor type of Deathrattler (super armor -> armored) on main sheet, damage numbers unaffected
		Fixed some friendly fire entries for DoTs
v14.02	**2023-02-28**	**Updated to Vermintide 2 version 4.8.4 by VernonKun**
		Revised all weapon damage including AoE and DoT, and tested most of the damage numbers in game.
		Added many ult- and talent-related damage numbers.
		Changed format to show number of DoT ticks and the corresponding probability.
		Added a column to display friendly fire damage.
v14.01		Fixed the name of Outcast Engineer's talent "Combined Arms"
		Fixed an issue where the Steam-Assisted Crank Gun (Mk II) was not listed
		Corrected notes for Dual Daggers
v14.0	**2022-09-01**	**Updated to Vermintide 2 version 4.7.2**
		Fixed the Ironbreaker talent "Rune-Etched Shield"
		Added Warrior Priest of Sigmar weapons and talents
		Fixed Halberd's heavy attack order
		Update Shade and Sister of the Thorn talents

v13.02	2021-07-13	Fixed the level 15 talents for Unchained and Sister of the Thorns	
v13.01	2021-07-04	Fixed bug where Unchained couldn't select weapons	
		Fixed bug where Serrated Shots wouldn't affect the Briar Javelin	
v13beta	**2021-06-19**	**Updated to Vermintide 2 version 4.4.0.3**	
		Marking this as beta because I still need to:	
		Fix the damage numbers I know are wrong (DoTs for coruscation staff and all of the Trollhammer)	
		Double-check the other damage values (I've only really checked against infantry, without headshot/crit/strpot)	
		Get Atharti's Delight working	
		I think SotT ult does damage? Need to add that too	
		Added weapons from the Forgotten Relics DLC	
		Added Sister of the Thorns, Deepwood Staff and Briar Javelin	
v12.17	2021-02-20	Fixed a bug with "The Lady's Duty - Slay Elites" and "Virtue of Purity"	
v12.16	2021-01-20	Fixed Handmaiden's Focused Spirit talent	
v12.15	2021-01-10	Fixed crit/headshot damage for Dual Axes light attack	
v12.14	2021-01-09	Available weapons are now filtered based on chosen career. For example, the Crossbow won't be listed when Slayer is selected, and Trueshot Volley will only be listed when Waystalker is selected.	
		I'm not sure how helpful this change will be, so feel free to let me know if you like or dislike this.	
		Re-added Torch	
		Fixed bug where Boss Mode wouldn't be enabled if a user entered TRUE	
		Sienna's Mace: Fixed description and removed DoT	
		Flaming Flail: Added DoT	
		Fixed description for BH's Blessed Combat	
v12.13	2020-12-30	Fixed Under Pressure	
v12.12	2020-12-30	Fixed Volcanic Force on non-Cataclysm difficulties	
v12.11	2020-12-30	Experimentally added support for Recruit and Veteran	
		Consolidated "Make 'Em Bleed", "Witch-Hunt" and "Open Wounds" into one talent since they don't stack with each other	
		Updated the README to better reflect the new UI introduced in v12.04.	
		Added an FAQ entry on empty values in the sheet.	
		Added an FAQ entry on how console players can help the sheet support console again.	
		Added links to my other Vermintide-related projects.	
v12.10	2020-12-29	Volcanic Force has been fixed on Cataclysm. Still having trouble with other difficulties	
		BW/Pyro passive is now only applied to ranged weapons.	
v12.09	2020-12-29	Fixed Handgun and Masterwork Pistol headshot damage vs. Monsters	
v12.08	2020-12-13	Added support for the Grail Knight talent "Virtue of Purity".	
v12.07	2020-12-10	Fixed Crank Gun vs. Super Armor	
v12.06	2020-12-10	Fixed Masterwork Pistol vs. super armor	
v12.05	2020-12-08	Corrected name of Comrades in Arms	
		Fixed highlighting enabled talents	
v12.04	2020-12-05	Rearranged UI. Users now choose a career instead of a character, and the sheet will only display talents for that career. Descriptions for these talents will show up to the right, instead of on hover.	
		Talents like "Spotter", which anyone on the team can benefit from, now share a row below the career-specific talents.	
		The dropdown to select a level 15 talent now filters based on the chosen career. Users can manually type in a talent if they wish.	
		The talents "Serrated Shots" and "Flense" now appear in their relevant careers, rather than a shared space in Misc.	
v12.03	2020-12-05	Fixed a bug with Bounty Hunter ult.	
v12.02	2020-12-04	Outcast Engineer talents "Spotter" and "Scavenged Shots" now only apply when using ranged or melee weapons, respectively.	
v12.01	2020-11-30	Added the WHC and Waystalker talents Flense and Serrated Shots. They are combined under one setting labeled "Bleed".	
		Fixed description of bleed DoT on the Dagger.	
v12.0	**2020-11-30**	**Updated to Vermintide 2 version 3.4**	
		Added Outcast Engineer weapons and talents	
		Fixed description for Handgun; all shots pierce shields since 3.1.	
v11.05	2020-11-10	Updated to Vermintide 2 version 3.3 (no actual changes)	
v11.04	2020-09-11	Re-added Deathwish difficulty. This time it's based on the mod by RwAoNrDdOsM.	
v11.03	2020-08-23	Fixed bug with Crit/Headshot damage on light attacks of both greatswords and Longsword's Light2	
v11.02	2020-08-20	Fixed bugs with Mace&Sword	
		Corrected order of Mace&Shield/Hammer&Shield attacks	
		Fixed bug with 1H Sword (Kerillian) Heavy 2	
v11,01	2020-08-20	Fixed bug with 1H Sword (Kruber/Sienna) Light3	
		Corrected order of Halberd's attacks	
v11.0	**2020-08-19**	**Updated to Vermintide 2 version 3.1 (2nd Big Balance Beta)**	
		Extensive weapon changes	
		Removed talents:	Trample, Maim
		Added talents:	Asrai Alacrity, Shifting Seasons
		Changed talents:	Tag Team (Taal's Champion), Necessary Means
		Fixed note on Handgun; all shots pierce shields, not just zoomed-in shots	
		Added Fuel for the Fire, which I missed previously	
v10.0		**Updated to Vermintide 2 version 3.0**	
		Added Grail Knight weapons, talents, and Ult	
		Fixed bug with torches and Bounty Hunter Ult	
		Fixed bug where damage was wrong for crits and headshots for some 1h sword (&shield) weapons.	
v9.19		Add note on an in-game Drakegun bug, where the Burst attack will frequently hit enemies twice.	
v9.18		Corrected Focused Spirit to increase power by 15% not 10%	
v9.17		Updated to Vermintide 2 version 2.4 (no changes)	
		Fixed a bug where "Have at Thee" was applied twice	
		Fixed a bug that involved setting Trophy Hunter > 1	
		Corrected descriptions on effects which increase enemies' damage taken	
v9.16		Boss mode is (finally) back and fully functional	
		Update to Vermintide 2 version 2.3.0.1	
		(Experimental) Added Nurgloth	
		Fixed an issue where backstab damage was calculated too high	
		Updated some weapon names to match the game (e.g. Great Hammer)	
		Tweaked the names of some weapons' attacks to be more uniform across weapons	
v9.15		Fixed Infiltrate	
v9.14		Google has changed the JavaScript runtime. Performance might improve or worsen.	
		Tweaked a lot of the JavaScript "backend" to take advantage of modern JS features.	
		Updated to Vermintide 2 version 2.2.2 (no changes)	
		Fixed bug with custom combos related to the Google thing above	
		Fixed damage values for Sword&Dagger's Light1/2	
		Fixed bug where Trophy Hunter wasn't being applied	
		Fixed some Burning DoTs not being buffed by Famished Flames	
		Fixed incorrect damage vs. super armor for burn DoTs	
		Corrected the Tuskgor Spear: Push Attack shares a damage profile with the heavy sweep, not the light sweep	
v9.13		**Update to Vermintide 2 version 2.1.0**	
		Change smiter to not affect targets other than first	
		Fix a bunch of issues with stacking buffs. Notably, the following now stack additively with "Power vs." properties:	
		Drakki Wrath	

		Weight of Fire
		Ride the Fire Wind
		On the Precipice
		Crushing Counter-Blow
		Unstable Strength
	Fixed issues where Famished Flames would treat burning and non-burning DoTs the same (mainly an issue with the Dagger's bleed)	
	Expanded FAQ	
v9.12	Update to Vermintide 2 version 2.0.15	
	For grudgeraker/blunderbuss, crit vs. berserker might be wrong (or was wrong before), will verify later	
v9.11	Correct "Crushing Counter-Blow" to only affect melee attacks.	
	Improve notes on some boxes, including a note on "Level 15 talent" listing which careers can use which talents.	
	Update to Vermintide 2 version 2.0.14.1 (no changes).	
v9.10	Make "Power vs..." properties stack additively, to match Vermintide 2 version 2.0.13.	
v9.09	Fixed an issue when selecting Bardin.	
v9.08	Corrected note on Kerillian's Greatsword.	
v9.07	Corrected damage on shield bashes.	
	Fixed bug where Unstable Strength affected all attacks, not just melee attacks.	
v9.06	Fixed bug where the stagger damage bonus was too low on Cata2/Cata3.	
	Updated to Vermintide 2 version 2.0.10.	
v9.05	Reverted "Power vs." properties to stack by multiplying. Note that in-game they have always worked like this; the 2.0 patch notes are incorrect.	
	Updated to Vermintide 2 version 2.0.9.1	
v9.04	Added missing 'On the Precipice' talent (pyro)	
v9.03	Fixed bug involving Power vs. X properties and custom combos.	
v9.02	Fixed bug where Bulwark talent would apply even at 0 staggerCount	
v9.01	Updated "More the Merrier" 3% -> 5%	
	Added note on Dual Dagger's bleed	
	Changed power vs. race/armor to always stack additively	
	Added option in the hidden "enemies" sheet to re-enable console support	
v9.0	**Updated to Vermintide 2 version 2.0.3 (Winds of Magic)**	
	Added separate options for each "Power vs." property (finally)	
	Removed "Deathwish" and "Console" difficulties. They will be re-added later if possible.	
	Boss mode has been temporarily disabled.	
	Rearranged layout: Removed the "Overall Notes" section; Removed the redundant attack list on the left side, moved more of the options to the left side.	
	Improved performance (hopefully) by reducing the amount of allocations made by the 'backend'	
	Added a "README2" sheet, hidden by default, which provides a brief summary for each of the other sheets.	
	Edited some of the 'Weapon Note' text-blocks	
	Made the credits block in the README more prominent	
	Edited the README	
	Activating multiple talents which increase overall power or damage might lead to incorrect calculations; I need to check how all of the new talents stack.	
v8.03	Change the wording on the Hagbane's attacks.	
v8.02	Fixed the label on the "console" difficulty, which still read BETA.	
v8.01	Moved Xbox/PS4 out of Beta.	
	Fixed name of Saltzpyre's Volley Crossbow (was "Repeating Crossbow").	
	Fixed error with the Dagger's Heavy Sweep DoT.	
	Updated all DoTs to do the same damage on "headshot" (DoTs cannot headshot).	
v8.00	Added Beta support for PS4/Xbox.	
v7.05	Added fake attacks to weapons with DoT effects, to replicate all of the DoT ticks at once. This makes it easier to use weapons like the Hagbane with the Custom Combo generator.	
v7.04	Corrected Deathrattler's Armor to Super Armor.	
v7.03	Added "Deathwish" as a difficulty option.	
	Added a separate profile for Dual Hammers Heavy2/3.	
v7.02	Added note on Fireball Staff: charged fireballs cannot headshot.	
v7.01	Stormfiend's armor appears to be normal armor, not super armor; this has been corrected. Damage values for Deathrattler's armor may be incorrect.	
	Fixed an error where lords were using the wrong armor class.	
v7.00	Added (optional) bosses. By default, they are disabled.	
	Fixed error where buffs would stack additively, when they should stack multiplicatively.	
	Fixed error with critical hits against Packmasters with Dual Dagger's light attack (and similar attacks).	
	Fixed error with critical hit backstabs when using the 75% damage talent.	
	Fixed error with spear light stab against Packmasters.	
	Fixed error when calculating critical headshots for Packmasters.	
	Fixed error when calculating critical headshots against Chaos Warriors with the blunderbuss/grudgeraker.	
v6.08	Merged Ratling Gunner and Warpfire Thrower into one enemy.	
	Merged Lifeleech and Blightstormer into one enemy.	
	Minor changes in prep for boss damage calculation. There's a small chance this broke existing features.	
v6.07	Corrected note for Drakefire pistols; both attacks apply DoT.	
	Added DoT to Crowbill.	
	Fixed up/clarified DoTs across the board.	
	Added notes on extra crit chance.	
v6.06	Reversed Changelog so newer updates are on the top.	
	Added weapon stats block under the notes, containing info like dodge count and move speed while blocking.	
v6.05	Fixed Custom Combos not displaying.	
	Fixed an issue with incorrect Crit Power calculations from talents.	
	Fixed incorrect Crowbill light attack damage vs. (Super) Armor.	
v6.04	Kruber's Mace & Sword wasn't updated to 1.4.1.	
v6.03	**Updated to patch 1.4.1**	
	Added Crippling Wounds, Make 'Em Bleed and Off Balance.	
	The above buffs and Witch Hunt will not stack.	
	To make calculations simpler, Witch Hunt will no longer only apply to taggable enemies. I apologize for any confusion this might cause, but there are already many ways to configure this calculator which are not possible in-game.	
	Added Shrapnel. Unlike the above buffs, Shrapnel will stack with anything, including those buffs.	
	Reworked how buffs from talents are calculated. Might have a minor performance boost.	
	Rearranged talent list to match the Hero Select screen.	
v6.02	Corrected Kerillian's new axe from "Axe" to "Elven Axe".	
v6.01	Changed attack names to be more clear. Notably, melee weapons now always use "Heavy" instead of "Charged".	
	Fixed issue with War Pick	
v6.00	**Updated to patch 1.4.0.2**	
	Changed weapon names to match in-game descriptions.	
	This has high potential for breaking changes, so please let me know if anything's broken.	
v5.15	Fixed issue with the custom combos for Dual Axes and Axe & Shield, among other attacks.	
v5.14	Fixed issue where Grudgeraker was unaffected by Disengage.	
	Fixed issue where weapons with more than 5 attacks would not have all numbers displayed.	
v5.13	Added Torch.	
	Added support for Trophy Hunter set to 2.	
v5.12	Fixed secondary targets for a number of low-cleave attacks, including Executioner Sword's Charged Overhead.	
	Fixed Hunter's Prowl not affecting the Repeating Handgun.	

v5.11	Fixed a bug affecting, among other weapons, the Great Axe.
v5.10	For the 1hSword (Kruber+Sienna), split the push attack into a separate damage profile, in line with 1.3.
v5.09	Added damage-boosting ults: "Disengage", "Hunter's Prowl" and "Infiltrate".
v5.08	Changed "Weapon Traits" section to "Miscellaneous"
	Added an option for Strength Potions in Miscellaneous.
	Fixed an issue with headshots of weak attacks versus Chaos Warriors.
	Fixed an issue with headshots versus Packmasters for handguns (and probably other weapons).
v5.07	Added "Trueflight Volley", "Locked and Loaded" and "Burning Head".
v5.06	Added Target number box (upper left). Now, you can see breakpoints for enemies other than the first hit.
v5.05	Fixed calculation of crit/headshot damage for Drakegun and Flamestorm Staff
v5.04	Fixed an error with Dual Axes' push attack and charged attacks.
v5.03	Fixed an error where Witch Hunt was applied twice
v5.02	Fixed an error with Trophy Hunter
	Fixed an error with Dual Daggers' light attack
	Added Axe&Shield's second heavy attack (Charged Axe Sweep)
v5.01	Fixed an error affecting the Dagger and Flaming Sword
v5.00	**Updated to patch 1.3**
	Moved most of the calculations into hidden sheets. Select "View"->"Hidden sheets" to see them.
	Fixed incorrect Unstable Strength calculations
	Fixed an error when calculating headshot damage vs armored enemies, berserkers, or super armored enemies.
v4.0	**Updated to patch 1.2.0.2**
v3.8	No balance changes in patch 1.1.0.1, so updated to that for clarity
	Fixed bug where 2H Axe charged attack wasn't selectable in the custom combo
v3.7	Fixed Elven 2H Sword; used to be displaying Soldier/Witch Hunter 2H Sword data.
v3.6	Updated to patch 1.0.8.2
v3.5	Fixed Greataxe charged, Dual Daggers charged, Sword & Daggers charged 2, and Sword and Shield charged 2 damags vs. Super Armor. Was missing the 1.0.8 armor buff which also applied to Super Armor.
v3.4	Updated to patch 1.0.8.1
v3.3	Updated dagger bleed damage on CW
	Added Weapon Traits section
	Broke out "Bonus Power" into Power vs Race and Power vs Armor Type, so you don't have to do the math yourself.
v3.2	Updated to 1.0.8, although Unstable Strength is an approximation (better for off-host than on-host)
v3.1	Fixed Trophy Hunter to work on the hit that applies the stack
	Added Power Boost cell to let people experiment with Hunter or with already having other power boosts
v3	Switched to custom combo creation
	Added DoTs
	Added ability to enter your current Crit Power
v2	Redid entire backend calculations to enable using the boost curve
	Added ranged weapons
	Added all damage effecting talents
	Added more toggles about what is displayed
v1.01	Added more Sienna Mace combos.

Known Issues:

- Melee power, ranged power and drake power apply to all attacks
- Hard to represent Coruscation Staff and Incendiary Bomb damage numbers without writing paragraphs
- After patch 5.2.0, the total ticks of Coruscation Staff charged attack is hard to count (harder than before) and the total damage there should be disregarded
- WIP Some DoTs are unaffected by player buffs in game, but currently are not the case in the spreadsheet
- Double checking needed for buffs that affect only 1st target in general, e.g. Smiter interaction with shield bashes
- TB version of Incendiary Bomb and Fire Walk are not accurate
- Spreadsheet might have trouble determining which attack is heavy attack
- It is incorrect that Power vs Infantry doesn't affect Mauler stagger but Power vs Armored does.
- Some damage numbers with strength potions are incorrect

Patch 5.5.0 + TB 9-Nov-2023

Balance Mod	None (Live / Official)
Mode	Rounded Damage
Career	Waystalker
Weapon	Swiftbow
Difficulty [2]	Legend
Hero Power [3]	650
Stagger Level [4]	0
Level 15 Talent	None
Target Number [15]	1
Crit Power: [24]	0.0%
Power vs. Skaven	0.0%
Power vs. Chaos [26]	0.0%
Power vs. Infantry [27]	0.0%
Power vs. Armored [28	0.0%
Power vs. Monsters [3	0.0%
Power vs. Berserkers	0.0%

Talent Name	Value [1]	Description
	0	
	0	
	0	
	0	
	0	
	0	
	0	

Other Talents [5]	Damage Taken [6]	Comrades in Arms	The Lady's Duty	Rune-Etched Shiel	Drengbarazi Oath [	Spotter [11]	Blackvenom Blade	Radiant Inheritanc	Prayer of Vengeance [14]
	0	0	0	0	0	0	0	0	0
Miscellaneous	Hunter [16]	Barrage [17]	Shrapnel [18]	Strength Potion [	Bulwark [20]	Beastmen Stand	Harder, Better, Fas	Geheimnisnacht [23]	
	0	0	0	0	0	No	No	No	

Custom Combo [25]	Attack 1	Attack 2	Attack 3	Attack 4	Attack 5	Attack 6	Attack 7	Attack 8	Attack 9	Attack 10	Attack 11	Attack 12	Attack 13	Attack 14	Attack 15	Attack 16	Attack 17	Attack 18	Attack 19	Attack 20	Attack 21	Attack 22	Attack 23	Attack 24	Attack 25	Attack 26	Attack 27	Attack 28	Attack 29	Attack 30
	Light Attack	Light Bleed DoT	None	None	None	None	None	None	None	None	None	None	None	None	None	None	None	None	None	None	None	None	None	None	None	None	None	None	None	None
	Headshot	Normal Hit	Normal Hit	Normal Hit	Normal Hit	Normal Hit	Normal Hit	Normal Hit	Normal Hit	Normal Hit	Normal Hit	Normal Hit	Normal Hit	Normal Hit	Normal Hit	Normal Hit	Normal Hit	Normal Hit	Normal Hit	Normal Hit	Normal Hit	Normal Hit	Normal Hit	Normal Hit	Normal Hit	Normal Hit	Normal Hit	Normal Hit	Normal Hit	Normal Hit

Weapon Note:

Set Player HP	Enable Boss Mode? [29]
120	TRUE

	Infantry	Infantry	Infantry	Infantry	Infantry	Infantry	Armored	Armored	Infantry [32]	Super Armor	Berserkers	Berserkers	Infantry	Armored	Super Armor [33]	Infantry	Infantry	Monsters	Infantry	Player	Monsters	Monsters	Armored	Monsters	Monsters	Monsters	Monsters	Super Armor	Super Armor	Infantry	Monsters	Armored	Berserkers
	Skavenslave	Ungor	Fanatic	Clan Rat	Gor	Marauder	Stormvermin	Bestigor	Mauler	Chaos Warrior	Plague Monk	Savage	Gutter Runner	Ratling Gunner / Warpfire Thrower	Wargor	Poison Wind Globadier	Lifeleech / Blightstormer	Packmaster	Sack Rat	Player	Rat Ogre	Stormfiend flesh	Stormfiend armor [34]	Chaos Spawn	Bile Troll	Minotaur	Burblespue Halescourge	Skarrik Spinemanglr	Bodvarr Ribspreader	Rasknitt	Deathrattler flesh	Deathrattler armor [35]	Nurgloth
Attack List	13.25	19.75 [36]	26.5	26.5	39.5 [37]	52.75	52.75 [38]	66 [39]	99 [40]	151.75 [41]	59.5 [42]	59.5 [43]	39.5	39.5	66 [44]	66	66	82.5	75	120	2400	1800	1800	2400	1800	2400 [45]	2400	1500	2100	1500	1800	1800	3000
Custom Combo	#NAME?																				#NAME?												
Quick Arrow (near, <10m)																																	
Charged Arrow (near, <15m)																																	
Quick Arrow (far, >30m)																																	
Charged Arrow (far, >30m)																																	
Serrated DoT (max 3 stacks, 2 ticks, ~94.44% chance)																																	
Serrated DoT (max 3 stacks, 3 ticks, ~5.56% chance)																																	
QUICK ARROW (NEAR, <10M)																																	
CHARGED ARROW (NEAR, <15M)																																	
QUICK ARROW (FAR, >30M)																																	
CHARGED ARROW (FAR, >30M)																																	
SERRATED DOT (MAX 3 STACKS, 2 TICKS, ~94.44% CHANCE)																																	
SERRATED DOT (MAX 3 STACKS, 3 TICKS, ~5.56% CHANCE)																																	
Crit Quick Arrow (near, <10m)																																	
Crit Charged Arrow (near, <15m)																																	
Crit Quick Arrow (far, >30m)																																	
Crit Charged Arrow (far, >30m)																																	
Crit Serrated DoT (max 3 stacks, 2 ticks, ~94.44% chance)																																	
Crit Serrated DoT (max 3 stacks, 3 ticks, ~5.56% chance)																																	
CRIT QUICK ARROW (NEAR, <10M)																																	
CRIT CHARGED ARROW (NEAR, <15M)																																	
CRIT QUICK ARROW (FAR, >30M)																																	
CRIT CHARGED ARROW (FAR, >30M)																																	
CRIT SERRATED DOT (MAX 3 STACKS, 2 TICKS, ~94.44% CHANCE)																																	
CRIT SERRATED DOT (MAX 3 STACKS, 3 TICKS, ~5.56% CHANCE)																																	

Patch 5.5.0 + TB 9-Nov-2023

Balance Mod	None (Live / Official)
Mode	Breakpoints
Career	Grail Knight
Weapon	Bretonnian Longsword
Difficulty [47]	Legend
Hero Power [48]	650
Opportunist [49]	No
Level 15 Talent	Others
Target Number [50]	1

Talent Name	Value [46]	Description
Virtue of the Ideal	0	Killing enemies increases power by 8% for 10 seconds. Stacks up to 3 times. Enter the number of stacks (0-3).
Virtue of Discipline	0	Timed blocks increase power by 20% for 6 seconds.
	0	
	0	
	0	
	0	
	0	

Crit Power: [51]	N/A
Power vs. Skaven	0.0%
Power vs. Chaos [60]	0.0%
Power vs. Infantry [65]	0.0%
Power vs. Armored [66	0.0%
Power vs. Monsters [6	0.0%
Power vs. Berserkers	0.0%

Other Talents [52]	Comrades in Arms	The Lady's Duty	Rune-Etched Shiel	Drengbarazi Oath [	Radiant Inheritanc	Prayer of Vengean	Prayer of Might [59]
	0	0	0	0	0	0	0

Miscellaneous	Hunter [61]	Barrage [62]	Strength Potion [	Geheimnisnacht [64]
	0	0	0	No

Weapon Note:

	Armored	Armored	Armored	Armored	Armored	Armored	Armored	Infantry [69]	Infantry [70]	Infantry [71]	Infantry [72]	Super Armor	Super Armor	Super Armor	Super Armor	Super Armor	Super Armor	Armored	Armored	Armored	Armored
Breed	Stormvermin	Stormvermin	Stormvermin	Shielded Stormvermin	Shielded Stormvermin	Shielded Stormvermin	Shielded Stormvermin	Mauler	Mauler	Mauler	Mauler	Chaos Warrior	Chaos Warrior	Chaos Warrior	Chaos Warrior	Chaos Warrior	Chaos Warrior	Bestigor	Bestigor	Bestigor	Bestigor
Actions	Non-attack	Sweep / Smash Door	Overhead / Push	Non-attack [76]	Sweep / Smash Door	Push (Wake Up)	Push [77]	Non-attack	Smash Door	Sweep / Overhead	Push	Non-attack	Smash Door	Running Attack Right	Sweep / Quick	Overhead	Push / Launch [78]	Non-attack	Sweep / Smash Door	Charge	Overhead / Push
Melee Stagger Power Needed	5.875	5.875	9	4.3125	4.3125	9	65.25	5.8	5.8	10.75	10.75	11.625	11.625	11.625	11.625	38.125	137.5	7.25	7.25	11.75	11.75
(Finesse Hit or Ignore Stagger Reduction Attacks)	3.125	3.125	6.25	1.5625	1.5625	6.25	62.5	3.3	3.3	8.25	8.25	6.625	6.625	6.625	6.625	33.125	132.5	4.5	4.5	9	9
Ranged Stagger Power Needed	5.875	5.875	18.375	4.3125	4.3125	9	65.25	5.8	5.8	5.8	27.25	11.625	11.625	18.25	38.125	38.125	137.5	7.25	7.25	7.25	25.25
(Finesse Hit or Ignore Stagger Reduction Attacks)	3.125	3.125	15.625	1.5625	1.5625	6.25	62.5	3.3	3.3	3.3	24.75	6.625	6.625	13.25	33.125	33.125	132.5	4.5	4.5	4.5	22.5
Light 1	#NAME?																				
Light 2																					
Light 3																					
Push Attack																					
Heavy 1-2																					
Heavy 3																					
Push (Inner)																					
Push (Outer)																					
LIGHT 1																					
LIGHT 2																					
LIGHT 3																					
PUSH ATTACK																					
HEAVY 1-2																					
HEAVY 3																					
PUSH (INNER)																					
PUSH (OUTER)																					
Crit Light 1																					
Crit Light 2																					
Crit Light 3																					
Crit Push Attack																					
Crit Heavy 1-2																					
Crit Heavy 3																					
Crit Push (Inner)																					
Crit Push (Outer)																					
CRIT LIGHT 1																					
CRIT LIGHT 2																					
CRIT LIGHT 3																					
CRIT PUSH ATTACK																					
CRIT HEAVY 1-2																					
CRIT HEAVY 3																					
CRIT PUSH (INNER)																					
CRIT PUSH (OUTER)																					

	Super Armor [73]	Super Armor [74]	Super Armor [75]	Berserkers	Berserkers	Berserkers	Berserkers	Berserkers	Berserkers	Berserkers	Berserkers	Infantry	Monsters	Monsters	Monsters	Infantry	Armored	Armored	Armored
Breed	Wargor	Wargor	Wargor	Plague Monk	Plague Monk	Plague Monk	Savage	Savage	Savage	Savage	Savage	Gutter Runner	Packmaster	Packmaster	Packmaster	Poison Wind Globadier	Ratling Gunner / Warpfire Thrower	Ratling Gunner / Warpfire Thrower	Ratling Gunner / Warpfire Thrower
Actions	Non-attack / Non-planting	Sweep / Smash Door	Overhead / Push	Non-attack	Normal Attack / Smash Door	Combo / Combo Last	Non-attack	Normal Attack / Smash Door	Combo	Combo Last	Running Attack [79]	Pouncing Target [80]	Non-attack	Attacking / Smash Door	Drag / Hoist	Suicide Run [81]	Non-attack	Smash Door	Shoot
Melee Stagger Power Needed	5.5	5.5	8.25	9.9375	9.9375	20.25	7.625	7.625	13.25	24.5	39.5	2	27.5	27.5	49.5	20	6.25	6.25	9.75
(Finesse Hit or Ignore Stagger Reduction Attacks)	2.75	2.75	5.5	6.1875	6.1875	16.5	5.625	5.625	11.25	22.5	37.5	2	22	22	44	20	3.5	3.5	7
Ranged Stagger Power Needed	5.5	5.5	16.5	9.9375	9.9375	28.5	7.625	7.625	24.5	24.5	39.5	2	27.5	27.5	49.5	20	6.25	6.25	20.25
(Finesse Hit or Ignore Stagger Reduction Attacks)	2.75	2.75	13.75	6.1875	6.1875	24.75	5.625	5.625	22.5	22.5	37.5	2	22	22	44	20	3.5	3.5	17.5
Light 1																			
Light 2																			
Light 3																			
Push Attack																			
Heavy 1-2																			
Heavy 3																			
Push (Inner)																			
Push (Outer)																			
LIGHT 1																			
LIGHT 2																			
LIGHT 3																			
PUSH ATTACK																			
HEAVY 1-2																			
HEAVY 3																			
PUSH (INNER)																			
PUSH (OUTER)																			
Crit Light 1																			
Crit Light 2																			
Crit Light 3																			
Crit Push Attack																			
Crit Heavy 1-2																			
Crit Heavy 3																			
Crit Push (Inner)																			
Crit Push (Outer)																			
CRIT LIGHT 1																			
CRIT LIGHT 2																			
CRIT LIGHT 3																			
CRIT PUSH ATTACK																			
CRIT HEAVY 1-2																			
CRIT HEAVY 3																			
CRIT PUSH (INNER)																			
CRIT PUSH (OUTER)																			

None (Live / Official)		Weapon						Charm											
Power vs.		Skaven	Chaos	Infantry	Armored	Monsters	Berserkers	Skaven	Chaos	Infantry	Armored	Monsters	Berserkers	Enhanced Power	Talents / Passive	Trait	Prop.	Breeds (boldface is breakpoint that reduced the number of attacks to the minimum)	Note
Mercenary	Handgun	10.0%		10.0%					10.0%								3	**Poison Wind Globadier, Lifeleech / Blightstormer,** Mauler, **Wargor, Sack Rat**	1 stack of The More the Merrier! or Reikland Reaper to 1SBS near Plague Monks and Savages, and far Bestigor
Mercenary	Handgun	10.0%					10.0%		10.0%								3	**Plague Monk, Savage, Sack Rat**	Cheese's; 1 stack of The More the Merrier! or Reikland Reaper to 1SBS far Poison Wind Globadier and Lifeleech / Blightstormer, and 1SCBS Mauler
Mercenary	Repeater Handgun	10.0%		10.0%				10.0%									3	**Poison Wind Globadier, Packmaster, Plague Monk, Fanatic, Clan Rat**	
Mercenary	Repeater Handgun	10.0%		10.0%				10.0%		10.0%							4	**Poison Wind Globadier,** Lifeleech / Blightstormer, **Packmaster, Mauler, Plague Monk, Fanatic, Clan Rat**	
Mercenary	Repeater Handgun	10.0%		10.0%					10.0%	10.0%							4	**Poison Wind Globadier, Lifeleech / Blightstormer,** Packmaster, **Mauler, Fanatic, Clan Rat**	
Mercenary	Repeater Handgun	10.0%				10.0%			10.0%								3	**Packmaster,** Bestigor, **Fanatic, Clan Rat, Marauder**	Cheese's
Mercenary	Bretonnian Longsword								10.0%						Smiter, The More the Merrier!		1	**Ungor, Fanatic, Gor, Marauder,** Chaos Warrior, Bestigor	
Mercenary	Bretonnian Longsword								10.0%		10.0%				Smiter, The More the Merrier!		2	**Ungor, Fanatic, Gor, Marauder, Stormvermin,** Chaos Warrior, Bestigor, **Ratling Gunner / Warpfire Thrower,** Wargor	
Mercenary	Bretonnian Longsword							10.0%	10.0%						Smiter, The More the Merrier!		2	**Ungor, Fanatic, Clan Rat, Gor, Marauder, Stormvermin,** Chaos Warrior, Bestigor, **Ratling Gunner / Warpfire Thrower, Packmaster**	
Mercenary	Bretonnian Longsword							10.0%			10.0%				Smiter, The More the Merrier!		2	**Ungor, Fanatic, Clan Rat, Gor, Marauder, Stormvermin,** Chaos Warrior, Bestigor, **Ratling Gunner / Warpfire Thrower, Packmaster**	
Mercenary	Executioner Sword								10.0%						Smiter, The More the Merrier!		1	**Ungor, Gor, Marauder**	
Mercenary	Executioner Sword								10.0%	10.0%					Smiter, The More the Merrier!		2	**Ungor, Gor, Marauder, Mauler, Gutter Runner**	
Mercenary	Great Hammer								10.0%	10.0%					Smiter, The More the Merrier!		2	**Fanatic, Clan Rat, Gor, Marauder,** Mauler, **Chaos Warrior, Wargor, Poison Wind Globadier, Lifeleech / Blightstormer**	
Mercenary	Great Hammer																0		
Mercenary	Greatsword								10.0%						Smiter, The More the Merrier!		1	Savage	
Mercenary	Greatsword								10.0%		10.0%				Smiter, The More the Merrier!		2	**Stormvermin, Bestigor, Chaos Warrior, Wargor, Savage**	
Mercenary	Halberd							10.0%	10.0%						Smiter, The More the Merrier!		2		
Mercenary	Halberd								10.0%		10.0%				Smiter, The More the Merrier!		2		
Mercenary	Mace							10.0%	10.0%						Smiter, The More the Merrier!		2		
Mercenary	Mace								10.0%		10.0%				Smiter, The More the Merrier!		2		
Mercenary	Mace and Shield								10.0%	10.0%					Smiter, The More the Merrier!		2	**Mauler,**	
Mercenary	Mace and Shield	10.0%						10.0%	10.0%					Yes	The More the Merrier!	Opportur	3		
Mercenary	Mace and Sword							10.0%	10.0%						Smiter, The More the Merrier!		2		
Mercenary	Mace and Sword																0		
Mercenary	Spear and Shield								10.0%	10.0%					Smiter, The More the Merrier!		2	Mauler,	
Mercenary	Spear and Shield	10.0%						10.0%	10.0%					Yes	The More the Merrier!	Opportur	3		
Mercenary	Sword								10.0%	10.0%					Smiter, The More the Merrier!		2		
Mercenary	Sword and Shield								10.0%	10.0%					Smiter, The More the Merrier!		2	**Mauler,**	
Mercenary	Sword and Shield	10.0%						10.0%	10.0%					Yes	The More the Merrier!	Opportur	3		
Mercenary	Tuskgor Spear							10.0%							Smiter, The More the Merrier!		1		
Mercenary	Tuskgor Spear							10.0%	10.0%						Smiter, The More the Merrier!		2		
																	0		
Mercenary	Mace and Shield								10.0%					Yes	The More the Merrier!	Opportur	1		For bots; Mainly built for elite stagger breakpoints
Mercenary	Spear and Shield							10.0%						Yes	The More the Merrier!	Opportur	1		For bots; Mainly built for elite stagger breakpoints
Mercenary	Greatsword								10.0%					Yes	The More the Merrier!	Opportur	1		For bots; Mainly built for elite stagger breakpoints
Mercenary	Mace								10.0%					Yes	The More the Merrier!	Opportur	1		For bots; Mainly built for elite stagger breakpoints
Mercenary	Bretonnian Longsword								10.0%					Yes	The More the Merrier!	Opportur	1		For bots; Mainly built for elite stagger breakpoints
																	0		
																	0		
																	0		
																	0		
Huntsman	Handgun	10.0%		10.0%					10.0%								3	**Poison Wind Globadier, Lifeleech / Blightstormer,** Mauler, **Wargor, Sack Rat**	
Huntsman	Handgun	10.0%					10.0%		10.0%	10.0%							4	**Poison Wind Globadier, Lifeleech / Blightstormer,** Mauler, **Wargor, Plague Monk, Savage, Sack Rat**	
Huntsman	Handgun	10.0%							10.0%					Yes			2	**Poison Wind Globadier, Lifeleech / Blightstormer, Bestigor,** Mauler, **Wargor, Plague Monk, Savage, Sack Rat**	Can use Power vs. Monsters on weapon for Monster damage, or see Cheese's build below
Huntsman	Handgun	10.0%		10.0%					10.0%	10.0%				Yes			4	**Poison Wind Globadier, Lifeleech / Blightstormer, Bestigor, Mauler, Wargor, Plague Monk, Savage, Sack Rat**	Cheese's
Huntsman	Repeater Handgun	10.0%		10.0%				10.0%		10.0%							4	**Poison Wind Globadier,** Lifeleech / Blightstormer, **Packmaster, Mauler, Plague Monk, Fanatic, Clan Rat**	
Huntsman	Repeater Handgun	10.0%		10.0%					10.0%	10.0%							4	**Poison Wind Globadier, Lifeleech / Blightstormer,** Packmaster, **Mauler, Fanatic, Clan Rat**	
Huntsman	Repeater Handgun	10.0%		10.0%					10.0%					Yes			3	**Poison Wind Globadier, Lifeleech / Blightstormer,** Bestigor, **Mauler, Plague Monk, Savage, Fanatic, Clan Rat, Marauder**	
Huntsman	Repeater Handgun	10.0%		10.0%				10.0%	10.0%					Yes			4	**Poison Wind Globadier, Lifeleech / Blightstormer, Packmaster, Stormvermin,** Bestigor, **Mauler, Plague Monk, Savage, Fanatic, Clan Rat, Marauder**	
Huntsman	Repeater Handgun	10.0%			10.0%				10.0%	10.0%				Yes			4	**Poison Wind Globadier, Lifeleech / Blightstormer, Stormvermin, Bestigor, Mauler, Plague Monk, Savage, Fanatic, Clan Rat, Marauder**	
Huntsman	Repeater Handgun	10.0%				10.0%		10.0%	10.0%					Yes			4	**Poison Wind Globadier, Packmaster, Stormvermin,** Bestigor, **Mauler, Plague Monk, Savage, Fanatic, Clan Rat, Marauder**	
Huntsman	Repeater Handgun		10.0%			10.0%		10.0%	10.0%					Yes			4	**Lifeleech / Blightstormer, Packmaster, Bestigor, Mauler, Plague Monk, Savage, Fanatic, Clan Rat, Marauder**	
Huntsman	Repeater Handgun	10.0%				10.0%			10.0%								3	**Packmaster,** Bestigor, **Fanatic, Clan Rat, Marauder**	Cheese's
Huntsman	Repeater Handgun	10.0%				10.0%			10.0%		10.0%			Yes			4	**Packmaster,** Stormvermin, **Bestigor, Mauler, Plague Monk, Savage, Fanatic, Clan Rat,** Marauder	Cheese's
Huntsman	Longbow	10.0%		10.0%					10.0%	10.0%							4	**Gutter Runner, Poison Wind Globadier, Lifeleech / Blightstormer, Packmaster,** Mauler, **Chaos Warrior, Plague Monk, Savage,** Sack Rat	Cheese's
Huntsman	Longbow	10.0%			10.0%				10.0%	10.0%				Yes			4	**Gutter Runner, Poison Wind Globadier, Lifeleech / Blightstormer, Packmaster, Bestigor,** Mauler, **Chaos Warrior, Plague Monk, Savage,** Sack Rat	Cheese's
Huntsman	Blunderbuss	10.0%			10.0%			10.0%									3	**Gutter Runner, Poison Wind Globadier, Stormvermin, Plague Monk, Sack Rat**	With Hunter's Prowl, has a chance to 1SBS far Ratling Gunner / Warpfire Thrower
Huntsman	Blunderbuss	10.0%		10.0%					10.0%					Yes			3	**Gutter Runner, Poison Wind Globadier, Lifeleech / Blightstormer, Mauler, Plague Monk, Savage, Skavenslave, Fanatic, Clan Rat, Gor,** Marauder, **Sack Rat**	
Huntsman	Blunderbuss	10.0%			10.0%				10.0%	10.0%				Yes			4	**Gutter Runner, Poison Wind Globadier, Lifeleech / Blightstormer, Stormvermin, Mauler, Plague Monk, Savage, Skavenslave, Fanatic, Clan Rat, Gor,** Marauder, **Sack Rat**	With Hunter's Prowl, has a chance to 1SBS far Ratling Gunner / Warpfire Thrower
Huntsman	Blunderbuss	10.0%		10.0%					10.0%								3	**Gutter Runner, Poison Wind Globadier, Lifeleech / Blightstormer, Mauler, Sack Rat**	Cheese's
Huntsman	Spear and Shield								10.0%		10.0%				Smiter		2		
Huntsman	Spear and Shield								10.0%	10.0%				Yes			2		
Huntsman	Spear and Shield								10.0%						Smiter	Opportur	1		
Huntsman	Spear and Shield	10.0%						10.0%	10.0%					Yes		Opportur	3		
																	0		
Foot Knight	Handgun	10.0%		10.0%					10.0%								3	**Poison Wind Globadier, Lifeleech / Blightstormer,** Mauler, **Wargor, Sack Rat**	
Foot Knight	Handgun	10.0%		10.0%					10.0%					Yes			3	**Poison Wind Globadier, Lifeleech / Blightstormer, Bestigor,** Mauler, **Plague Monk, Savage, Wargor, Sack Rat**	
Foot Knight	Handgun	10.0%		10.0%					10.0%						Comrades in Arms		3	**Poison Wind Globadier, Lifeleech / Blightstormer, Bestigor,** Mauler, **Plague Monk, Savage, Wargor, Sack Rat**	
Foot Knight	Handgun	10.0%		10.0%					10.0%					Yes	Comrades in Arms		3	**Poison Wind Globadier, Lifeleech / Blightstormer, Bestigor, Mauler, Plague Monk, Savage, Wargor, Sack Rat**	
Foot Knight	Handgun	10.0%					10.0%		10.0%								3	**Plague Monk, Savage, Sack Rat**	Cheese's
Foot Knight	Repeater Handgun	10.0%		10.0%				10.0%		10.0%							4	**Poison Wind Globadier, Lifeleech / Blightstormer, Packmaster, Mauler, Plague Monk, Fanatic, Clan Rat**	
Foot Knight	Repeater Handgun	10.0%		10.0%					10.0%					Yes			3	**Poison Wind Globadier, Lifeleech / Blightstormer, Bestigor, Mauler, Plague Monk, Savage, Fanatic, Clan Rat, Marauder**	
Foot Knight	Repeater Handgun	10.0%		10.0%				10.0%	10.0%					Yes			4	**Poison Wind Globadier, Lifeleech / Blightstormer, Packmaster, Stormvermin, Bestigor, Mauler, Plague Monk, Savage, Fanatic, Clan Rat, Marauder**	
Foot Knight	Repeater Handgun	10.0%			10.0%				10.0%	10.0%				Yes			4	**Poison Wind Globadier, Lifeleech / Blightstormer, Stormvermin, Bestigor, Mauler, Plague Monk, Savage, Fanatic, Clan Rat, Marauder**	
Foot Knight	Repeater Handgun	10.0%				10.0%		10.0%	10.0%					Yes			4	**Poison Wind Globadier, Packmaster, Stormvermin, Bestigor, Mauler, Plague Monk, Savage, Fanatic, Clan Rat, Marauder**	
Foot Knight	Repeater Handgun		10.0%			10.0%		10.0%	10.0%					Yes			4	**Lifeleech / Blightstormer, Packmaster, Bestigor, Mauler, Plague Monk, Savage, Fanatic, Clan Rat, Marauder**	
Foot Knight	Repeater Handgun	10.0%							10.0%					Yes	Comrades in Arms		2	**Poison Wind Globadier, Lifeleech / Blightstormer, Packmaster,** Stormvermin, **Bestigor, Mauler, Plague Monk, Savage, Wargor, Fanatic, Clan Rat, Marauder**	
Foot Knight	Repeater Handgun	10.0%			10.0%				10.0%					Yes	Comrades in Arms		3	**Ratling Gunner / Warpfire Thrower, Poison Wind Globadier, Lifeleech / Blightstormer, Packmaster, Stormvermin, Bestigor, Mauler, Plague Monk, Savage, Wargor, Fanatic, Clan Rat, Marauder**	
Foot Knight	Repeater Handgun	10.0%		10.0%					10.0%	10.0%				Yes	Comrades in Arms		4	**Gutter Runner, Poison Wind Globadier, Lifeleech / Blightstormer, Packmaster,** Stormvermin, **Bestigor, Mauler, Plague Monk, Savage, Wargor, Fanatic, Clan Rat, Gor, Marauder**	
Foot Knight	Repeater Handgun	10.0%				10.0%			10.0%								3	**Packmaster, Bestigor, Fanatic, Clan Rat,** Marauder	Cheese's
																	0		
Grail Knight	Bretonnian Longsword							10.0%	10.0%						Smiter, Knight's Challenge, Virtue of the Ideal		2	**Poison Wind Globadier, Stormvermin, Plague Monk, Clan Rat,**	
Grail Knight	Bretonnian Longsword								10.0%		10.0%				Smiter, Knight's Challenge, Virtue of the Ideal		2		
Grail Knight	Bretonnian Longsword								10.0%	10.0%					Smiter, Knight's Challenge, Virtue of the Ideal		2		
Grail Knight	Bretonnian Sword and Shield							10.0%							Smiter, Knight's Challenge, Virtue of the Ideal		1		
Grail Knight	Bretonnian Sword and Shield								10.0%		10.0%				Smiter, Knight's Challenge, Virtue of the Ideal		2		
Grail Knight	Bretonnian Sword and Shield		10.0%						10.0%		10.0%				Smiter, Knight's Challenge, Virtue of the Ideal	Opportur	3		
Grail Knight	Bretonnian Sword and Shield		10.0%					10.0%	10.0%					Yes	Smiter, Knight's Challenge, Virtue of the Ideal	Opportur	3		
Grail Knight	Bretonnian Sword and S	10.0%						10.0%	10.0%					Yes	Smiter, Knight's Challenge, Virtue of the Ideal	Opportur	3		
Grail Knight	Bretonnian Sword and Shield		10.0%						10.0%		10.0%			Yes	Smiter, Knight's Challenge, Virtue of the Ideal	Opportur	3		
Grail Knight	Executioner Sword							10.0%							Smiter, Knight's Challenge		1	**Stormvermin**	
Grail Knight	Executioner Sword							10.0%							Smiter, Knight's Challenge, Virtue of the Ideal		1	**Ratling Gunner / Warpfire Thrower, Poison Wind Globadier, Stormvermin, Plague Monk**	
Grail Knight	Executioner Sword							10.0%	10.0%						Smiter, Knight's Challenge, Virtue of the Ideal		2		
Grail Knight	Executioner Sword								10.0%		10.0%				Smiter, Knight's Challenge, Virtue of the Ideal		2	Ratling Gunner / Warpfire Thrower, **Lifeleech / Blightstormer, Stormvermin, Bestigor, Chaos Warrior, Savage, Wargor**	
Grail Knight	Executioner Sword		10.0%					10.0%	10.0%						Smiter, Knight's Challenge, Virtue of the Ideal		3		
Grail Knight	Executioner Sword	10.0%							10.0%		10.0%				Smiter, Knight's Challenge, Virtue of the Ideal		3		
Grail Knight	Great Hammer							10.0%	10.0%						Smiter, Knight's Challenge, Virtue of the Ideal		2	**Mauler, Chaos Warrior,**	
Grail Knight	Great Hammer								10.0%		10.0%				Smiter, Knight's Challenge, Virtue of the Ideal		2		
Grail Knight	Greatsword							10.0%	10.0%						Smiter, Knight's Challenge, Virtue of the Ideal		2		
Grail Knight	Greatsword								10.0%		10.0%				Smiter, Knight's Challenge, Virtue of the Ideal		2		
Grail Knight	Greatsword								10.0%	10.0%					Smiter, Knight's Challenge, Virtue of the Ideal		2		
Grail Knight	Greatsword							10.0%			10.0%				Smiter, Knight's Challenge, Virtue of the Ideal		2		
Grail Knight	Mace								10.0%		10.0%				Smiter, Knight's Challenge, Virtue of the Ideal		2		
Grail Knight	Mace and Shield								10.0%						Smiter, Knight's Challenge, Virtue of the Ideal		1		
Grail Knight	Mace and Shield								10.0%		10.0%				Smiter, Knight's Challenge, Virtue of the Ideal		2		
Grail Knight	Mace and Shield	10.0%						10.0%	10.0%						Smiter, Knight's Challenge, Virtue of the Ideal	Opportur	3		
Grail Knight	Mace and Shield		10.0%						10.0%		10.0%				Smiter, Knight's Challenge, Virtue of the Ideal	Opportur	3		
Grail Knight	Mace and Shield		10.0%					10.0%	10.0%					Yes	Smiter, Knight's Challenge, Virtue of the Ideal	Opportur	3		
Grail Knight	Mace and Shield	10.0%						10.0%	10.0%					Yes	Smiter, Knight's Challenge, Virtue of the Ideal	Opportur	3		
Grail Knight	Mace and Shield		10.0%						10.0%		10.0%			Yes	Smiter, Knight's Challenge, Virtue of the Ideal	Opportur	3		
Grail Knight	Mace and Sword							10.0%							Smiter, Knight's Challenge		1	**Gutter Runner,** Stormvermin, Plague Monk, **Clan Rat**	
Grail Knight	Mace and Sword								10.0%						Smiter, Knight's Challenge		1	**Mauler,** Savage, Ungor, **Fanatic, Gor, Marauder**	
Grail Knight	Mace and Sword									10.0%					Smiter, Knight's Challenge		1	**Gutter Runner, Mauler,** Ungor, **Fanatic, Clan Rat, Gor, Marauder**	
Grail Knight	Mace and Sword								10.0%						Smiter, Knight's Challenge, Virtue of the Ideal		1	**Lifeleech / Blightstormer, Bestigor, Mauler, Wargor**	
Grail Knight	Mace and Sword							10.0%	10.0%						Smiter, Knight's Challenge, Virtue of the Ideal		2		
Grail Knight	Mace and Sword								10.0%		10.0%				Smiter, Knight's Challenge, Virtue of the Ideal		2		
Grail Knight	Sword							10.0%	10.0%						Smiter, Knight's Challenge, Virtue of the Ideal		2		
Grail Knight	Sword								10.0%		10.0%				Smiter, Knight's Challenge, Virtue of the Ideal		2		
Grail Knight	Sword and Shield								10.0%						Smiter, Knight's Challenge, Virtue of the Ideal		1		
Grail Knight	Sword and Shield								10.0%		10.0%				Smiter, Knight's Challenge, Virtue of the Ideal		2		
Grail Knight	Sword and Shield														Smiter, Knight's Challenge, Virtue of the Ideal	Opportur	0		
																	0		
Ranger Veteran	Handgun	10.0%		10.0%					10.0%								3	**Poison Wind Globadier, Lifeleech / Blightstormer,** Mauler, **Wargor, Sack Rat**	
Ranger Veteran	Handgun	10.0%							10.0%					Yes			2	**Poison Wind Globadier, Lifeleech / Blightstormer, Bestigor,** Mauler, **Wargor, Plague Monk, Savage, Sack Rat**	Can use Power vs. Monsters on weapon for Monster damage, or see Cheese's build below
Ranger Veteran	Handgun	10.0%		10.0%					10.0%	10.0%				Yes			4	**Poison Wind Globadier, Lifeleech / Blightstormer, Bestigor, Mauler, Wargor, Plague Monk, Savage, Sack Rat**	Cheese's
Ranger Veteran	Crossbow	10.0%		10.0%					10.0%	10.0%				Yes			4	**Poison Wind Globadier, Lifeleech / Blightstormer, Packmaster,** Stormvermin, Mauler, **Marauder**	Cheese's
Ranger Veteran	Crossbow	10.0%			10.0%			10.0%		10.0%				Yes			4	**Poison Wind Globadier, Packmaster, Stormvermin,** Mauler	
Ranger Veteran	Masterwork Pistol	10.0%							10.0%					Yes			2	**Gutter Runner, Ratling Gunner / Warpfire Thrower, Packmaster, Plague Monk, Savage, Gor, Sack Rat**	With Disengage, 1SBS far Stormvermin and reduces near Chaos Warrior shots by from 7 to 6
Ranger Veteran	Masterwork Pistol	10.0%		10.0%					10.0%					Yes			3	**Gutter Runner, Ratling Gunner / Warpfire Thrower, Poison Wind Globadier, Lifeleech / Blightstormer, Packmaster, Plague Monk, Savage, Gor, Sack Rat**	With Disengage, 1SBS far Stormvermin and reduces near Chaos Warrior shots by from 7 to 6
Ranger Veteran	Masterwork Pistol	10.0%		10.0%					10.0%	10.0%				Yes			4	**Gutter Runner, Ratling Gunner / Warpfire Thrower, Poison Wind Globadier, Lifeleech / Blightstormer, Packmaster, Mauler, Plague Monk, Savage, Gor, Sack Rat**	Cheese's; With Disengage, 1SBS far Stormvermin and reduces near Chaos Warrior shots by from 7 to 6
Ranger Veteran	Grudge-raker	10.0%			10.0%			10.0%									3	**Gutter Runner, Ratling Gunner / Warpfire Thrower, Bestigor, Plague Monk,** Sack Rat	
Ranger Veteran	Grudge-raker	10.0%							10.0%								2	**Gutter Runner,** Lifeleech / Blightstormer, **Bestigor, Mauler, Ungor, Gor**	
Ranger Veteran	Grudge-raker	10.0%			10.0%			10.0%						Yes			3	**Gutter Runner, Ratling Gunner / Warpfire Thrower, Packmaster, Bestigor, Mauler, Plague Monk,** Clan Rat, **Skavenslave,** Sack Rat	
Ranger Veteran	Grudge-raker	10.0%			10.0%			10.0%	10.0%					Yes			4	**Gutter Runner, Ratling Gunner / Warpfire Thrower, Poison Wind Globadier,** Lifeleech / Blightstormer, **Packmaster, Bestigor, Mauler, Plague Monk, Savage, Ungor, Clan Rat, Gor, Skavenslave,** Sack Rat	
Ranger Veteran	Grudge-raker	10.0%		10.0%				10.0%	10.0%					Yes			4	**Gutter Runner, Ratling Gunner / Warpfire Thrower, Poison Wind Globadier, Lifeleech / Blightstormer, Packmaster, Bestigor, Mauler, Plague Monk, Savage, Ungor, Clan Rat, Gor, Skavenslave,** Fanatic, Gor, Sack Rat	
Ranger Veteran	Grudge-raker	10.0%						10.0%	10.0%					Yes			3	**Gutter Runner, Ratling Gunner / Warpfire Thrower, Poison Wind Globadier,** Lifeleech / Blightstormer, **Packmaster, Bestigor, Mauler, Plague Monk, Savage, Ungor, Clan Rat, Gor, Skavenslave,** Sack Rat	Cheese's
Ranger Veteran	Throwing Axes	10.0%								10.0%				Yes			2	**Gutter Runner, Poison Wind Globadier, Lifeleech / Blightstormer, Packmaster, Stormvermin,** Plague Monk, Wargor, **Gor**	
Ranger Veteran	Throwing Axes	10.0%		10.0%						10.0%				Yes			3	**Gutter Runner, Poison Wind Globadier, Lifeleech / Blightstormer, Packmaster, Stormvermin,** Plague Monk, Wargor, **Gor**	
Ranger Veteran	Throwing Axes	10.0%					10.0%		10.0%				10.0%	Yes			4	**Gutter Runner, Poison Wind Globadier, Lifeleech / Blightstormer, Packmaster, Stormvermin, Plague Monk, Savage,** Wargor, **Gor**	Cheese's
Ironbreaker	Handgun	10.0%							10.0%					Yes			2		For bots
Ironbreaker	Crossbow	10.0%		10.0%					10.0%					Yes	Blood of Grimnir		3	Poison Wind Globadier, Lifeleech / Blightstormer, **Packmaster**	For bots; requires 1 stack of Blood of Grimnir for Poison Wind Globadier, Lifeleech / Blightstormer
Ironbreaker	Dual Hammers							10.0%						Yes		Opportur	1		For bots; Mainly built for elite stagger breakpoints
Ironbreaker	Hammer	10.0%							10.0%					Yes	Blood of Grimnir	Opportur	2		For bots; Mainly built for elite stagger breakpoints
Ironbreaker	Hammer and Shield	10.0%							10.0%					Yes	Blood of Grimnir	Opportur	2		For bots; Mainly built for elite stagger breakpoints
Ironbreaker	Axe and Shield	10.0%							10.0%					Yes	Blood of Grimnir	Opportur	2		For bots; Mainly built for elite stagger breakpoints
Ironbreaker	Cog Hammer								10.0%					Yes	Blood of Grimnir	Opportur	1		For bots; Mainly built for elite stagger breakpoints
Ironbreaker	Great Axe								10.0%					Yes	Blood of Grimnir	Opportur	1		For bots; Mainly built for elite stagger breakpoints
Ironbreaker	Great Hammer								10.0%					Yes	Blood of Grimnir	Opportur	1		For bots; Mainly built for elite stagger breakpoints
Ironbreaker	Drakefire Pistols	10.0%		10.0%					10.0%								3	**Poison Wind Globadier, Lifeleech / Blightstormer, Packmaster, Mauler, Plague Monk, Savage, Skavenslave, Fanatic, Clan Rat,** Gor, Marauder	
Ironbreaker	Drakefire Pistols																0		
Ironbreaker	Trollhammer Torpedo				10.0%												1	**Stormvermin, Chaos Warrior**	Better fit properties for melee weapon
Slayer	Axe							10.0%	10.0%								2	Stormvermin, Plague Monk, Savage, Gutter Runner	
Slayer	Axe								10.0%		10.0%						2	Stormvermin, Bestigor, Savage	
Slayer	Axe	10.0%							10.0%		10.0%				Smiter, Trophy Hunter		3	**Stormvermin, Bestigor, Plague Monk, Savage, Gutter Runner**	
Slayer	Axe	10.0%							10.0%	10.0%					Smiter, Trophy Hunter		3	Stormvermin, Bestigor, **Mauler, Plague Monk, Savage, Gutter Runner, Poison Wind Globadier, Lifeleech / Blightstormer**	
Slayer	Cog Hammer							10.0%									1	**Stormvermin**	
Slayer	Cog Hammer										10.0%						1	**Stormvermin**	
Slayer	Cog Hammer		10.0%						10.0%								2	Savage	
Slayer	Cog Hammer								10.0%	10.0%				Yes			2	Stormvermin, Mauler, Savage	
Slayer	Cog Hammer								10.0%		10.0%			Yes			2	Stormvermin, Wargor, Savage	
Slayer	Cog Hammer							10.0%	10.0%						Smiter, Trophy Hunter		2	**Stormvermin, Gor, Ungor, Gutter Runner, Wargor, Poison Wind Globadier, Lifeleech / Blightstormer**	
Slayer	Cog Hammer		10.0%					10.0%	10.0%						Smiter, Trophy Hunter		3	**Stormvermin, Mauler,** Savage, **Gor, Ungor, Gutter Runner, Wargor, Poison Wind Globadier, Lifeleech / Blightstormer**	
Slayer	Throwing Axes	10.0%		10.0%				10.0%	10.0%						Trophy Hunter		4	**Poison Wind Globadier, Lifeleech / Blightstormer, Packmaster, Sack Rat**	
Slayer	Throwing Axes		10.0%	10.0%				10.0%	10.0%						Trophy Hunter		4	**Poison Wind Globadier, Lifeleech / Blightstormer, Packmaster, Sack Rat, Bestigor**	
																	0		
Outcast Engineer	Steam-Assisted Crank Gun (Mk II)																0		
																	0		
Waystalker	Briar Javelin	10.0%		10.0%					10.0%								3	**Poison Wind Globadier, Lifeleech / Blightstormer**	Also staggers Chaos Warrior overhead
Waystalker	Briar Javelin	10.0%					10.0%	10.0%	10.0%						Serrated Shots		4	**Poison Wind Globadier, Lifeleech / Blightstormer, Packmaster, Stormvermin, Plague Monk, Sack Rat**	Also staggers Chaos Warrior overhead
Waystalker	Briar Javelin	10.0%					10.0%		10.0%					Yes	Serrated Shots		3	**Poison Wind Globadier, Lifeleech / Blightstormer, Packmaster, Stormvermin, Plague Monk, Savage, Sack Rat**	Also staggers Chaos Warrior overhead
Waystalker	Briar Javelin	10.0%			10.0%			10.0%			10.0%				Serrated Shots		4	**Poison Wind Globadier, Lifeleech / Blightstormer, Packmaster, Stormvermin,** Wargor, **Sack Rat**	Cheese's; also staggers Chaos Warrior overhead
Waystalker	Longbow	10.0%			10.0%												2	**Ratling Gunner / Warpfire Thrower,** Stormvermin, Bestigor, Plague Monk	
Waystalker	Longbow	10.0%			10.0%				10.0%								3	**Ratling Gunner / Warpfire Thrower,** Stormvermin, Bestigor, Plague Monk, Savage	
Waystalker	Longbow	10.0%		10.0%					10.0%								3	**Poison Wind Globadier, Lifeleech / Blightstormer,** Bestigor, **Mauler,** Plague Monk, Savage	Breakpoints are for 1 Charged + 1 Quick to kill near Poison Wind Globadier and Lifeleech / Blightstormer
Waystalker	Longbow	10.0%			10.0%				10.0%	10.0%							4	**Ratling Gunner / Warpfire Thrower, Poison Wind Globadier, Lifeleech / Blightstormer,** Stormvermin, Bestigor, **Mauler,** Plague Monk, Savage	Breakpoints are for 1 Charged + 1 Quick to kill near Poison Wind Globadier and Lifeleech / Blightstormer
Waystalker	Longbow														Serrated Shots		0	**Mauler**	
Waystalker	Longbow	10.0%					10.0%	10.0%							Serrated Shots		3	Gutter Runner, **Ratling Gunner / Warpfire Thrower, Packmaster, Mauler, Plague Monk**	
Waystalker	Longbow	10.0%			10.0%			10.0%			10.0%				Serrated Shots		4	Gutter Runner, **Ratling Gunner / Warpfire Thrower, Packmaster, Stormvermin, Bestigor, Mauler**	Cheese's
Waystalker	Hagbane Shortbow	10.0%		10.0%					10.0%							Barrage	3	**Bestigor, Mauler, Plague Monk, Savage**	All breakpoints are for charged arrow direct hit 1SBS; also get that for Marauder with 1 stack of Barrage and Ratling Gunner / Warpfire Thrower with 3 stacks of Barrage
Waystalker	Hagbane Shortbow		10.0%	10.0%					10.0%								3	Gutter Runner, **Lifeleech / Blightstormer, Bestigor, Mauler, Wargor,** Savage, **Clan Rat, Gor, Marauder, Fanatic**	The 2nd arrow might get stagger level 2 bonus if the arrow can stagger, but currently not calculated in this set of properties
Waystalker	Hagbane Shortbow		10.0%		10.0%				10.0%								3	Ratling Gunner / Warpfire Thrower, **Bestigor,** Chaos Warrior, **Wargor,** Savage, **Gor**	30% Power vs Chaos and Armored lets charged arrow staggers near Chaos Warrior running attack and near Wargor overhead; The 2nd arrow might get stagger level 2 bonus if the arrow can stagger, but
Waystalker	Hagbane Shortbow		10.0%		10.0%				10.0%	10.0%							4	Gutter Runner, Ratling Gunner / Warpfire Thrower, **Lifeleech / Blightstormer, Bestigor, Mauler,** Chaos Warrior, **Wargor,** Savage, **Clan Rat, Gor, Marauder, Fanatic**	30% Power vs Chaos and Armored lets charged arrow staggers near Chaos Warrior running attack and near Wargor overhead; The 2nd arrow might get stagger level 2 bonus if the arrow can stagger, but
Waystalker	Moonfire Bow	10.0%		10.0%					10.0%								3	**Poison Wind Globadier, Lifeleech / Blightstormer,** Packmaster, Bestigor, Mauler, Wargor	Full Charge 1SBS Poison Wind Globadier and Lifeleech / Blightstormer, 1SHS Packmaster, Bestigor and Wargor; Quick Charge 1SHS Poison Wind Globadier and Lifeleech / Blightstormer, 2SBS Bestigor
Waystalker	Moonfire Bow	10.0%		10.0%					10.0%	10.0%							4	**Poison Wind Globadier, Lifeleech / Blightstormer,** Packmaster, Bestigor, Mauler, Wargor	Same as above but more reliable, need to keep ranged weapon out
Waystalker	Moonfire Bow	10.0%			10.0%			10.0%			10.0%						4	**Ratling Gunner / Warpfire Thrower, Poison Wind Globadier, Poison Wind Globadier, Packmaster, Stormvermin, Bestigor, Plague Monk, Wargor**	Cheese's; Full Charge 1SBS Poison Wind Globadier and Stormvermin, 1SHS Packmaster, Bestigor and Wargor; Quick Charge 1SBS Ratling Gunner / Warpfire Thrower, 1SHS Poison Wind Globadier, Sto
Waystalker	Swiftbow	10.0%		10.0%					10.0%						Serrated Shots		3	**Gutter Runner, Ratling Gunner / Warpfire Thrower, Packmaster,** Plague Monk, Savage, **Gor**	Charged arrow SBS breakpoints for Gutter Runner, Ratling Gunner / Warpfire Thrower, Mauler and Gor, Quick arrow SBS breakpoint for Packmaster, 1SHS+1SBS breakpoints for Plague Monk, Savage a
Waystalker	Swiftbow	10.0%		10.0%					10.0%	10.0%					Serrated Shots		4	**Gutter Runner, Ratling Gunner / Warpfire Thrower, Poison Wind Globadier, Lifeleech / Blightstormer, Packmaster, Mauler,** Plague Monk, Savage, **Gor**	Quick arrow for near range, charged arrow for long range and armor
Waystalker	Swiftbow	10.0%				10.0%			10.0%		10.0%				Serrated Shots		4	**Gutter Runner, Ratling Gunner / Warpfire Thrower, Packmaster, Bestigor,** Plague Monk, Savage, **Gor**	1SHS+1SBS breakpoints for Plague Monk and Savage
Waystalker	Sword and Dagger								10.0%						Assassin		1	**Lifeleech / Blightstormer, Bestigor, Wargor**	
Waystalker	Sword and Dagger								10.0%		10.0%				Assassin		2	**Lifeleech / Blightstormer, Bestigor, Chaos Warrior, Wargor**	
																	0		
Handmaiden	Briar Javelin	10.0%		10.0%					10.0%								3	**Poison Wind Globadier, Lifeleech / Blightstormer**	Also staggers Chaos Warrior overhead
Handmaiden	Briar Javelin	10.0%			10.0%				10.0%						Asrai Alacrity		3	**Poison Wind Globadier, Lifeleech / Blightstormer, Stormvermin**	All breakpoints require 10% Power from Asrai Alacrity active; also staggers Chaos Warrior overhead
Handmaiden	Briar Javelin	10.0%			10.0%				10.0%	10.0%					Asrai Alacrity		4	**Poison Wind Globadier, Lifeleech / Blightstormer, Stormvermin**	Stormvermin breakpoint requires 10% Power from Asrai Alacrity active; also staggers Chaos Warrior overhead
Handmaiden	Briar Javelin			10.0%						10.0%							2	**Poison Wind Globadier, Lifeleech / Blightstormer**	Cheese's
Handmaiden	Longbow	10.0%			10.0%												2	**Ratling Gunner / Warpfire Thrower,** Stormvermin, Bestigor, Plague Monk	
Handmaiden	Longbow	10.0%			10.0%				10.0%								3	**Ratling Gunner / Warpfire Thrower,** Stormvermin, Bestigor, Plague Monk, Savage	
Handmaiden	Longbow	10.0%		10.0%					10.0%								3	**Poison Wind Globadier, Lifeleech / Blightstormer,** Bestigor, Mauler, Plague Monk, Savage	Breakpoints are for 1 Charged + 1 Quick to kill near Poison Wind Globadier and Lifeleech / Blightstormer
Handmaiden	Longbow	10.0%			10.0%				10.0%	10.0%							4	**Ratling Gunner / Warpfire Thrower, Poison Wind Globadier, Lifeleech / Blightstormer,** Stormvermin, Bestigor, Mauler, Plague Monk, Savage	Breakpoints are for 1 Charged + 1 Quick to kill near Poison Wind Globadier and Lifeleech / Blightstormer
Handmaiden	Longbow														Asrai Alacrity		0		
Handmaiden	Moonfire Bow	10.0%		10.0%					10.0%								3	**Poison Wind Globadier, Lifeleech / Blightstormer,** Packmaster, Bestigor, Mauler, Wargor	Full Charge 1SBS Poison Wind Globadier and Lifeleech / Blightstormer, 1SHS Packmaster, Bestigor and Wargor; Quick Charge 1SHS Poison Wind Globadier and Lifeleech / Blightstormer, 2SBS Bestigor
Handmaiden	Moonfire Bow	10.0%		10.0%					10.0%	10.0%							4	**Poison Wind Globadier, Lifeleech / Blightstormer,** Packmaster, Bestigor, Mauler, Wargor	Same as above but more reliable, need to keep ranged weapon out
Handmaiden	Moonfire Bow	10.0%			10.0%			10.0%			10.0%						4	**Ratling Gunner / Warpfire Thrower, Poison Wind Globadier, Poison Wind Globadier, Packmaster, Stormvermin, Bestigor, Plague Monk, Wargor**	Cheese's; Full Charge 1SBS Poison Wind Globadier and Stormvermin, 1SHS Packmaster, Bestigor and Wargor; Quick Charge 1SBS Ratling Gunner / Warpfire Thrower, 1SHS Poison Wind Globadier, Sto
Handmaiden	Moonfire Bow	10.0%		10.0%					10.0%						Asrai Alacrity		3	**Poison Wind Globadier, Lifeleech / Blightstormer,** Packmaster, Bestigor, Mauler, Wargor, **Marauder**	
Handmaiden	Moonfire Bow	10.0%			10.0%				10.0%	10.0%					Asrai Alacrity		4	**Poison Wind Globadier, Lifeleech / Blightstormer,** Packmaster, **Stormvermin,** Bestigor, Mauler, Wargor, **Marauder**	Stormvermin breakpoint requires 10% Power from Asrai Alacrity active
Handmaiden	Dual Daggers								10.0%		10.0%				Smiter		2		
Handmaiden	Dual Daggers							10.0%	10.0%						Smiter, Asrai Alacrity and/or Dance of Blades		2		
Handmaiden	Dual Swords								10.0%						Smiter		1		
Handmaiden	Dual Swords							10.0%	10.0%						Smiter, Asrai Alacrity and/or Dance of Blades		2		
Handmaiden	Elven Axe								10.0%	10.0%					Smiter, Asrai Alacrity and/or Dance of Blades		2		
Handmaiden	Elven Spear							10.0%	10.0%						Smiter		2		
Handmaiden	Glaive							10.0%	10.0%						Smiter		2		
Handmaiden	Glaive								10.0%		10.0%				Smiter		2		
Handmaiden	Greatsword								10.0%		10.0%				Smiter		2		
Handmaiden	Spear and Shield							10.0%			10.0%				Smiter		2		
Handmaiden	Spear and Shield								10.0%						Smiter	Opportur	1		
Handmaiden	Spear and Shield	10.0%						10.0%	10.0%					Yes		Opportur	3		
Handmaiden	Sword								10.0%						Smiter		1		
Handmaiden	Sword								10.0%		10.0%				Smiter		2		
Handmaiden	Sword and Dagger								10.0%		10.0%				Smiter		2		
																	0		
Shade	Volley Crossbow	10.0%		10.0%					10.0%	10.0%							4	Gutter Runner, **Poison Wind Globadier, Lifeleech / Blightstormer,** Packmaster, **Mauler,** Gor, **Marauder,** Ungor	
																	0		
Sister of the Thor	Deepwood Staff	10.0%		10.0%					10.0%								3	**Gutter Runner, Poison Wind Globadier, Lifeleech / Blightstormer,** Mauler, Plague Monk, Savage, **Gor,** Skavenslave, Ungor, Fanatic, Clan Rat, **Sack Rat**	
Sister of the Thor	Deepwood Staff	10.0%		10.0%				10.0%	10.0%								4	**Gutter Runner, Poison Wind Globadier, Lifeleech / Blightstormer, Packmaster,** Stormvermin, Mauler, Plague Monk, Savage, **Gor,** Skavenslave, Ungor, Fanatic, Clan Rat, **Sack Rat**	
Sister of the Thor	Deepwood Staff	10.0%		10.0%					10.0%					Yes			3	**Gutter Runner, Poison Wind Globadier, Lifeleech / Blightstormer, Packmaster,** Stormvermin, Mauler, Plague Monk, Savage, **Gor,** Skavenslave, Ungor, Fanatic, Clan Rat, **Sack Rat**	
Sister of the Thor	Deepwood Staff	10.0%			10.0%			10.0%	10.0%								4	**Gutter Runner, Poison Wind Globadier,** Lifeleech / Blightstormer, Stormvermin, Plague Monk, Savage, Skavenslave, Fanatic, Sack Rat	Cheese's
Sister of the Thor	Deepwood Staff																0		Note that Thorn attack can stagger Gutter Runner, Poison Wind Globadier and lifted Lifeleech / Blightstormer, and none other specials and elites, so 3rd and 4th thorn receive stagger level 2 bonus
Sister of the Thor	Glaive								10.0%					Yes		Opportur	1		For bots; Mainly built for elite stagger breakpoints
Sister of the Thor	Greatsword								10.0%					Yes		Opportur	1		For bots; Mainly built for elite stagger breakpoints
																	0		
Witch Hunter Ca	Crossbow	10.0%													Power of Sigmar		1	**Packmaster,** Stormvermin, Plague Monk	
Witch Hunter Ca	Crossbow	10.0%		10.0%											Power of Sigmar, Witch-Hunt		2	**Poison Wind Globadier, Lifeleech / Blightstormer, Packmaster, Stormvermin,** Mauler, Plague Monk, Savage	With Witch-Hunt, 1SBS Poison Wind Globadier, Lifeleech / Blightstormer and Stormvermin, and 1SCBS Plague Monk
Witch Hunter Ca	Crossbow	10.0%		10.0%					10.0%						Power of Sigmar, Witch-Hunt		3	**Poison Wind Globadier, Lifeleech / Blightstormer, Packmaster, Stormvermin,** Mauler, Plague Monk, Savage	With Witch-Hunt, 1SBS Poison Wind Globadier, Lifeleech / Blightstormer and Stormvermin, and 1SCBS Plague Monk and Savage
Witch Hunter Ca	Crossbow	10.0%			10.0%					10.0%					Power of Sigmar, Witch-Hunt		3	**Poison Wind Globadier, Lifeleech / Blightstormer, Packmaster, Stormvermin,** Mauler, Plague Monk, Savage	Cheese's; With Witch-Hunt, 1SBS Poison Wind Globadier, Lifeleech / Blightstormer and Stormvermin, and 1SCBS Plague Monk
Witch Hunter Ca	Griffon-foot	10.0%			10.0%				10.0%	10.0%							4		Mainly built for elite stagger breakpoints
Witch Hunter Ca	Brace of Pistols	10.0%		10.0%					10.0%	10.0%					Power of Sigmar, Witch-Hunt		4	Poison Wind Globadier, Lifeleech / Blightstormer	
Witch Hunter Ca	Volley Crossbow	10.0%													Power of Sigmar		1	Gutter Runner, Ratling Gunner / Warpfire Thrower, **Packmaster,** Stormvermin, Sack Rat	
Witch Hunter Ca	Volley Crossbow	10.0%							10.0%						Power of Sigmar, Witch-Hunt		2	Gutter Runner, Ratling Gunner / Warpfire Thrower, **Poison Wind Globadier, Lifeleech / Blightstormer, Packmaster, Stormvermin, Bestigor,** Mauler, Plague Monk, Savage, Sack Rat	
Witch Hunter Ca	Volley Crossbow	10.0%				10.0%			10.0%						Power of Sigmar, Witch-Hunt		3	Gutter Runner, Ratling Gunner / Warpfire Thrower, **Poison Wind Globadier, Lifeleech / Blightstormer, Packmaster, Stormvermin, Bestigor,** Mauler, Plague Monk, Savage, Sack Rat	
Witch Hunter Ca	Volley Crossbow	10.0%		10.0%					10.0%						Power of Sigmar, Witch-Hunt		3	Gutter Runner, Ratling Gunner / Warpfire Thrower, **Poison Wind Globadier, Lifeleech / Blightstormer, Packmaster, Stormvermin, Bestigor,** Mauler, Plague Monk, Savage, Sack Rat	
Witch Hunter Ca	Volley Crossbow	10.0%				10.0%			10.0%	10.0%					Power of Sigmar, Witch-Hunt		4	Gutter Runner, Ratling Gunner / Warpfire Thrower, **Poison Wind Globadier, Lifeleech / Blightstormer, Packmaster, Stormvermin, Bestigor,** Mauler, Plague Monk, Savage, Sack Rat	
Witch Hunter Ca	Axe							10.0%	10.0%						Power of Sigmar, Witch-Hunt, Flense		2		
Witch Hunter Ca	Axe								10.0%		10.0%				Power of Sigmar, Witch-Hunt, Flense		2		
Witch Hunter Ca	Axe and Falchion							10.0%	10.0%						Power of Sigmar, Witch-Hunt, Flense		2		
Witch Hunter Ca	Axe and Falchion								10.0%		10.0%				Power of Sigmar, Witch-Hunt, Flense		2		
Witch Hunter Ca	Billhook							10.0%	10.0%						Power of Sigmar, Witch-Hunt, Flense		2	**Stormvermin, Bestigor, Plague Monk, Savage, Packmaster**	

None (Live / Official)		Weapon						Charm											
Power vs.		Skaven	Chaos	Infantry	Armored	Monsters	Berserkers	Skaven	Chaos	Infantry	Armored	Monsters	Berserkers	Enhanced Power	Talents / Passive	Trait	Prop.	Breeds (boldface is breakpoint that reduced the number of attacks to the minimum)	Note
Witch Hunter Ca	Billhook								10.0%		10.0%				Power of Sigmar, Witch-Hunt, Flense		2		
Witch Hunter Ca	Falchion							10.0%	10.0%						Power of Sigmar, Witch-Hunt, Flense		2		
Witch Hunter Ca	Falchion								10.0%		10.0%				Power of Sigmar, Witch-Hunt, Flense		2		
Witch Hunter Ca	Flail							10.0%	10.0%						Power of Sigmar, Witch-Hunt, Flense		2		
Witch Hunter Ca	Flail								10.0%		10.0%				Power of Sigmar, Witch-Hunt, Flense		2		
Witch Hunter Ca	Greatsword								10.0%						Power of Sigmar, Witch-Hunt, Flense		1		
Witch Hunter Ca	Greatsword								10.0%		10.0%				Power of Sigmar, Witch-Hunt, Flense		2		
Witch Hunter Ca	Greatsword							10.0%			10.0%				Power of Sigmar, Witch-Hunt, Flense		2	**Stormvermin,**	
Witch Hunter Ca	Rapier								10.0%						Power of Sigmar, Witch-Hunt, Flense		1		
																	0		
																	0		
Witch Hunter Ca	Flail								10.0%					Yes		Opportur	1		For bots; Mainly built for elite stagger breakpoints
Bounty Hunter	Crossbow	10.0%			10.0%				10.0%								3	Ratling Gunner / Warpfire Thrower, **Packmaster,** Stormvermin, Bestigor, Mauler, **Chaos Warrior, Plague Monk, Savage, Marauder**	Better range to kill Ratling Gunner / Warpfire Thrower
Bounty Hunter	Crossbow	10.0%		10.0%					10.0%	10.0%				Yes			4	Ratling Gunner / Warpfire Thrower, **Poison Wind Globadier, Lifeleech / Blightstormer, Packmaster,** Stormvermin, Bestigor, Mauler, **Chaos Warrior, Plague Monk, Savage, Marauder**	Better range to kill Ratling Gunner / Warpfire Thrower
Bounty Hunter	Crossbow	10.0%			10.0%				10.0%	10.0%				Yes			4	Ratling Gunner / Warpfire Thrower, **Poison Wind Globadier, Packmaster, Stormvermin,** Bestigor, Mauler, **Chaos Warrior, Plague Monk, Marauder**	Better range to kill Ratling Gunner / Warpfire Thrower
Bounty Hunter	Crossbow	10.0%			10.0%			10.0%			10.0%						4	Ratling Gunner / Warpfire Thrower, **Packmaster, Stormvermin,** Bestigor, **Chaos Warrior, Plague Monk**	Cheese's; Better range to kill Ratling Gunner / Warpfire Thrower
Bounty Hunter	Crossbow	10.0%			10.0%				10.0%						Open Wounds		3	Ratling Gunner / Warpfire Thrower, **Packmaster,** Stormvermin, Bestigor, Mauler, **Chaos Warrior,** Plague Monk, Savage, Marauder	Better range to kill Ratling Gunner / Warpfire Thrower
Bounty Hunter	Brace of Pistols	10.0%			10.0%				10.0%	10.0%							4	**Poison Wind Globadier, Lifeleech / Blightstormer,** Packmaster, **Stormvermin, Bestigor, Mauler,** Wargor, **Plague Monk, Savage, Marauder,** Sack Rat	
Bounty Hunter	Brace of Pistols														Weight of Fire		0	**Poison Wind Globadier, Lifeleech / Blightstormer,** Packmaster, **Bestigor,** Wargor, **Plague Monk, Savage**	
Bounty Hunter	Brace of Pistols	10.0%		10.0%				10.0%							Weight of Fire		3	**Poison Wind Globadier, Lifeleech / Blightstormer,** Packmaster, **Stormvermin, Bestigor, Mauler,** Wargor, **Plague Monk, Savage, Marauder,** Sack Rat	
Bounty Hunter	Brace of Pistols	10.0%		10.0%				10.0%				10.0%			Weight of Fire		4	**Poison Wind Globadier, Lifeleech / Blightstormer,** Packmaster, **Stormvermin, Bestigor, Mauler,** Wargor, **Plague Monk, Savage, Marauder,** Sack Rat	
Bounty Hunter																	0		
Bounty Hunter	Rapier							10.0%			10.0%				Assassin		2	**Stormvermin, Plague Monk**	
																	0		
Zealot	Crossbow	10.0%		10.0%					10.0%						Fiery Faith		3	**Poison Wind Globadier, Lifeleech / Blightstormer, Stormvermin, Sack Rat**	
Zealot	Crossbow	10.0%			10.0%					10.0%					Fiery Faith		3	**Poison Wind Globadier, Lifeleech / Blightstormer, Stormvermin, Sack Rat**	Cheese's
Zealot	Brace of Pistols	10.0%		10.0%					10.0%						Fiery Faith		3	**Poison Wind Globadier, Lifeleech / Blightstormer, Plague Monk, Savage**	
Zealot	Brace of Pistols			10.0%						10.0%					Fiery Faith		2	**Poison Wind Globadier, Lifeleech / Blightstormer**	Cheese's
Zealot	Volley Crossbow	10.0%					10.0%		10.0%						Fiery Faith		3	**Poison Wind Globadier, Lifeleech / Blightstormer, Stormvermin, Plague Monk, Savage**	
Zealot	Volley Crossbow	10.0%			10.0%				10.0%					Yes	Fiery Faith		3	**Gutter Runner, Ratling Gunner / Warpfire Thrower, Poison Wind Globadier, Lifeleech / Blightstormer, Packmaster, Stormvermin, Bestigor, Chaos Warrior, Plague Monk, Savage, Fanatic, Clan Rat, Gor,** Marauder	
Zealot	Volley Crossbow	10.0%						10.0%							Fiery Faith		2	**Gutter Runner, Ratling Gunner / Warpfire Thrower, Poison Wind Globadier, Packmaster, Stormvermin, Plague Monk, Clan Rat**	Cheese's
Zealot	Billhook							10.0%	10.0%						Smiter, Fiery Faith		2		
Zealot	Billhook								10.0%		10.0%				Smiter, Fiery Faith		2		
Zealot	Billhook								10.0%		10.0%				Smiter, Fiery Faith		2		
Zealot	Falchion														Smiter, Fiery Faith, Smite		0		
															Smiter, Fiery Faith		0		
Zealot	Greatsword							10.0%	10.0%						Smiter, Fiery Faith		2		
Zealot	Greatsword								10.0%		10.0%				Smiter, Fiery Faith		2		
Zealot	Greatsword								10.0%	10.0%					Smiter, Fiery Faith		2		
																	0		
Warrior Priest of	Flail & Shield							10.0%	10.0%						Smiter		2		
Warrior Priest of	Flail & Shield								10.0%						Smiter, Prayer of Might		1		
Warrior Priest of	Flail & Shield							10.0%	10.0%						Smiter, Prayer of Might		2		
Warrior Priest of	Flail & Shield								10.0%		10.0%				Smiter, Prayer of Might		2		
Warrior Priest of	Flail & Shield		10.0%						10.0%		10.0%				Smiter, Prayer of Might		3		
Warrior Priest of	Flail & Shield	10.0%						10.0%	10.0%						Smiter	Opportur	3		
Warrior Priest of	Paired Skull-Splitters							10.0%	10.0%						Smiter		2		
Warrior Priest of	Reckoner Great Hammer							10.0%							Smiter		1		
Warrior Priest of	Reckoner Great Hammer							10.0%	10.0%						Smiter		2		
Warrior Priest of	Skull-Splitter & Blessed Tome							10.0%	10.0%						Smiter		2		
Warrior Priest of	Skull-Splitter & Blessed Tome								10.0%		10.0%				Smiter		2		
Warrior Priest of	Skull-Splitter & Blessed Tome								10.0%	10.0%					Smiter		2		
Warrior Priest of	Skull-Splitter & Shield														Smiter		0		
																	0		
Battle Wizard	Fireball Staff		10.0%	10.0%				10.0%	10.0%					Yes			4	Gutter Runner, **Ratling Gunner / Warpfire Thrower, Poison Wind Globadier, Lifeleech / Blightstormer, Packmaster,** Stormvermin, **Bestigor, Mauler,** Clan Rat, **Gor, Marauder,** Skavenslave, **Ungor,** Sack Rat	Also Fully Charged Fireball staggers Chaos Warrior light attacks and Savage combo attacks, Min Charged Fireball staggers Bestigor light attacks, and normal fireball staggers Savage light attacks
Battle Wizard	Fireball Staff													Yes	Famished Flames		0		
Battle Wizard	Fireball Staff		10.0%	10.0%					10.0%	10.0%				Yes	Volcanic Force		4	Gutter Runner, Poison Wind Globadier, **Lifeleech / Blightstormer, Bestigor, Mauler,** Clan Rat, **Gor, Marauder,** Skavenslave, **Ungor,** Sack Rat	Cheese's; Also Fully Charged Fireball staggers Chaos Warrior light attacks and Savage combo attacks, Min Charged Fireball staggers Bestigor light attacks, and normal fireball staggers Savage light attac
Battle Wizard	Bolt Staff													Yes			0	Wargor	
Battle Wizard	Bolt Staff													Yes	Volcanic Force		0	Wargor	
Battle Wizard	Bolt Staff		10.0%											Yes	Volcanic Force		1	**Mauler, Chaos Warrior**	
Battle Wizard	Bolt Staff		10.0%						10.0%					Yes	Volcanic Force		2	**Mauler, Chaos Warrior**	20% Power vs. Chaos allows killing Mauler with Charge 3 headshot
Battle Wizard	Bolt Staff		10.0%		10.0%				10.0%					Yes	Volcanic Force		3	**Mauler, Chaos Warrior**	Cheese's; Not breakpoints, but Charge 3 doesn't kill Chaos Warrior and Wargor so the properties damage them more
Battle Wizard	Bolt Staff		10.0%		10.0%				10.0%					Yes	Famished Flames		3	**Bestigor, Chaos Warrior, Wargor**	
Battle Wizard	Bolt Staff		10.0%	10.0%					10.0%	10.0%				Yes	Famished Flames		4	**Mauler, Chaos Warrior, Wargor, Sack Rat**	
Battle Wizard	Bolt Staff																0		
Battle Wizard	Conflagration Staff													Yes			0	Stormvermin, Bestigor, Chaos Warrior, **Wargor, Clan Rat, Marauder, Fanatic**	Mainly built for elite stagger breakpoints
Battle Wizard	Conflagration Staff		10.0%		10.0%									Yes			2	**Stormvermin, Shielded Stormvermin,** Bestigor, **Chaos Warrior, Savage, Wargor, Clan Rat, Marauder, Fanatic**	Mainly built for elite stagger breakpoints
Battle Wizard	Conflagration Staff	10.0%			10.0%				10.0%					Yes			3	**Packmaster, Stormvermin, Shielded Stormvermin,** Bestigor, **Chaos Warrior, Plague Monk, Savage, Wargor, Clan Rat, Marauder, Fanatic**	Mainly built for elite stagger breakpoints
Battle Wizard	Conflagration Staff		10.0%		10.0%			10.0%	10.0%					Yes			4	**Packmaster, Stormvermin, Shielded Stormvermin,** Bestigor, **Chaos Warrior, Plague Monk, Savage, Wargor, Clan Rat, Marauder, Fanatic**	Mainly built for elite stagger breakpoints
Battle Wizard	Conflagration Staff													Yes	Famished Flames		0	Stormvermin, Bestigor, Chaos Warrior, **Wargor, Clan Rat, Marauder, Fanatic**	Mainly built for elite stagger breakpoints
Battle Wizard	Conflagration Staff		10.0%		10.0%									Yes	Famished Flames		2	Ratling Gunner / Warpfire Thrower, **Stormvermin, Shielded Stormvermin,** Bestigor, Mauler, **Chaos Warrior, Savage, Wargor, Clan Rat,** Gor, **Marauder,** Ungor, **Fanatic**	Mainly built for elite stagger breakpoints
Battle Wizard	Conflagration Staff	10.0%			10.0%				10.0%					Yes	Famished Flames		3	**Gutter Runner,** Ratling Gunner / Warpfire Thrower, **Stormvermin, Shielded Stormvermin,** Bestigor, Mauler, **Chaos Warrior,** Plague Monk, **Savage, Wargor, Clan Rat,** Gor, **Marauder,** Ungor, **Fanatic**	Mainly built for elite stagger breakpoints
Battle Wizard	Conflagration Staff			10.0%	10.0%				10.0%					Yes	Famished Flames		3	**Gutter Runner,** Ratling Gunner / Warpfire Thrower, **Stormvermin, Shielded Stormvermin,** Bestigor, Mauler, **Chaos Warrior, Savage, Wargor, Clan Rat,** Gor, **Marauder,** Ungor, **Fanatic**	Mainly built for elite stagger breakpoints
Battle Wizard	Conflagration Staff	10.0%			10.0%				10.0%	10.0%				Yes	Famished Flames		4	**Gutter Runner,** Poison Wind Globadier, Ratling Gunner / Warpfire Thrower, **Stormvermin, Shielded Stormvermin,** Bestigor, Mauler, **Chaos Warrior,** Plague Monk, **Savage, Wargor, Clan Rat,** Gor, **Marauder,** Ungor, **Fanatic**	Mainly built for elite stagger breakpoints
Battle Wizard	Conflagration Staff		10.0%		10.0%				10.0%		10.0%			Yes			4	TBD	Mainly built for elite stagger breakpoints
Battle Wizard	Conflagration Staff		10.0%	10.0%					10.0%	10.0%				Yes	Famished Flames		4	**Gutter Runner,** Poison Wind Globadier, Ratling Gunner / Warpfire Thrower, Stormvermin, Bestigor, Mauler, Chaos Warrior, **Wargor, Savage, Clan Rat, Marauder, Ungor, Fanatic**	Cheese's
Battle Wizard	Beam Staff	10.0%		10.0%					10.0%	10.0%				Yes			4		
Battle Wizard	Fire Sword								10.0%					Yes			1	**Mauler,** Bestigor, **Savage, Wargor,** Ratling Gunner / Warpfire Thrower	Built for Heavy 1 stagger breakpoints
Battle Wizard	Fire Sword								10.0%		10.0%			Yes			2	**Mauler,** Bestigor, **Savage, Chaos Warrior, Wargor,** Ratling Gunner / Warpfire Thrower	Built for Heavy 1 stagger breakpoints
Battle Wizard	Fire Sword							10.0%						Yes			1	**Stormvermin, Shielded Stormvermin, Mauler,** Bestigor, Savage, **Wargor,** Ratling Gunner / Warpfire Thrower	Built for Heavy 1 stagger breakpoints
Battle Wizard	Fire Sword															Opportur	0	**Stormvermin, Shielded Stormvermin, Mauler, Chaos Warrior, Bestigor, Savage, Wargor, Ratling Gunner / Warpfire Thrower**	Built for Heavy 1 stagger breakpoints
Battle Wizard	Fire Sword								10.0%					Yes		Opportur	1	**Stormvermin, Shielded Stormvermin, Mauler, Chaos Warrior, Bestigor, Plague Monk, Savage, Wargor, Ratling Gunner / Warpfire Thrower**	Built for Heavy 1 stagger breakpoints
Battle Wizard	Fire Sword							10.0%						Yes		Opportur	1	**Stormvermin, Shielded Stormvermin, Mauler, Chaos Warrior, Bestigor, Plague Monk, Savage, Wargor, Ratling Gunner / Warpfire Thrower**	Built for Heavy 1 stagger breakpoints
Battle Wizard	Fire Sword							10.0%	10.0%					Yes		Opportur	2	**Stormvermin, Shielded Stormvermin, Mauler, Chaos Warrior, Bestigor, Plague Monk, Savage, Wargor, Ratling Gunner / Warpfire Thrower**	Built for Heavy 1 stagger breakpoints
																	0		
Pyromancer	Bolt Staff		10.0%	10.0%					10.0%								3	**Bestigor, Mauler,** Chaos Warrior, **Wargor**	
Pyromancer	Crowbill								10.0%						Smiter		1		
Pyromancer	Crowbill								10.0%		10.0%				Smiter		2		
Pyromancer	Dagger								10.0%						Smiter		1		
Pyromancer	Dagger							10.0%	10.0%						Smiter		2		
Pyromancer	Dagger								10.0%		10.0%				Smiter		2		
Pyromancer	Fire Sword							10.0%			10.0%				Smiter		2		
Pyromancer	Flaming Flail							10.0%	10.0%						Smiter		2		
Pyromancer	Flaming Flail								10.0%		10.0%				Smiter		2		
Pyromancer	Flaming Flail							10.0%	10.0%					Yes			2		
Pyromancer	Mace							10.0%	10.0%						Smiter		2		
Pyromancer	Mace								10.0%		10.0%				Smiter		2		
Pyromancer	Sword							10.0%	10.0%						Smiter		2		
Pyromancer	Sword								10.0%		10.0%				Smiter		2		
																	0		
																	0		
Unchained	Coruscation Staff	10.0%				10.0%		10.0%						Yes			3		
Unchained	Coruscation Staff	10.0%			10.0%			10.0%	10.0%					Yes			4		
Unchained	Coruscation Staff	10.0%			10.0%				10.0%		10.0%			Yes			4		
Unchained	Crowbill							10.0%	10.0%					Yes	Unstable Strength (3-4 stacks)		2		
Unchained	Dagger							10.0%	10.0%					Yes	Unstable Strength (3-4 stacks)		2		
Unchained	Fire Sword							10.0%	10.0%					Yes	Unstable Strength (3-4 stacks)		2		
Unchained	Flaming Flail							10.0%	10.0%					Yes	Unstable Strength (3-4 stacks)		2		
Unchained	Flaming Flail								10.0%		10.0%			Yes	Unstable Strength (3-4 stacks)		2		
Unchained	Ensorcelled Reaper							10.0%	10.0%					Yes			2		
Unchained	Ensorcelled Reaper								10.0%		10.0%			Yes	Unstable Strength (3-4 stacks)		2		
Unchained	Mace								10.0%		10.0%			Yes	Unstable Strength (3-4 stacks)		2		
Unchained	Sword							10.0%	10.0%					Yes	Unstable Strength (3-4 stacks)		2		
Unchained	Sword								10.0%		10.0%			Yes	Unstable Strength (3-4 stacks)		2		
Unchained	Flaming Flail							10.0%						Yes	Unstable Strength	Opportur	1		For bots; Mainly built for elite stagger breakpoints
Unchained	Flaming Flail								10.0%					Yes	Unstable Strength	Opportur	1		For bots; Mainly built for elite stagger breakpoints
Unchained	Flaming Flail							10.0%	10.0%					Yes	Unstable Strength	Opportur	2		For bots; Mainly built for elite stagger breakpoints
Unchained	Bolt Staff		10.0%	10.0%					10.0%					Yes			3	**Bestigor, Mauler,** Chaos Warrior, **Wargor**	
																	0		
Necromancer	Soulstealer Staff		10.0%		10.0%				10.0%		10.0%						4		
Necromancer	Soulstealer Staff		10.0%		10.0%				10.0%					Yes			3		
Necromancer	Ensorcelled Reaper								10.0%		10.0%						2		
Necromancer	Ensorcelled Reaper							10.0%			10.0%				Smiter		2	**Stormvermin**	
Necromancer	Ensorcelled Reaper							10.0%	10.0%					Yes			2		
Necromancer	Ensorcelled Reaper								10.0%	10.0%				Yes			2		
Necromancer	Ensorcelled Reaper								10.0%		10.0%			Yes			2		
Necromancer	Ensorcelled Reaper	10.0%						10.0%	10.0%					Yes			3		
Necromancer	Ensorcelled Reaper	10.0%							10.0%		10.0%			Yes			3		
Necromancer	Ensorcelled Reaper		10.0%						10.0%		10.0%			Yes			3		

None (Live / Official)	Weapon						Charm											
Power vs.	Skaven	Chaos	Infantry	Armored	Monsters	Berserkers	Skaven	Chaos	Infantry	Armored	Monsters	Berserkers	Enhanced Power	Talents / Passive	Trait	Prop.	Breeds (boldface is breakpoint that reduced the number of attacks to the minimum)	Note

None (Live / Official)	Weapon						Charm											
Power vs.	Skaven	Chaos	Infantry	Armored	Monsters	Berserkers	Skaven	Chaos	Infantry	Armored	Monsters	Berserkers	Enhanced Power	Talents / Passive	Trait	Prop.	Breeds (boldface is breakpoint that reduced the number of attacks to the minimum)	Note

None (Live / Official)	Weapon						Charm											
Power vs.	Skaven	Chaos	Infantry	Armored	Monsters	Berserkers	Skaven	Chaos	Infantry	Armored	Monsters	Berserkers	Enhanced Power	Talents / Passive	Trait	Prop.	Breeds (boldface is breakpoint that reduced the number of attacks to the minimum)	Note

None (Live / Official)	Weapon						Charm											
Power vs.	Skaven	Chaos	Infantry	Armored	Monsters	Berserkers	Skaven	Chaos	Infantry	Armored	Monsters	Berserkers	Enhanced Power	Talents / Passive	Trait	Prop.	Breeds (boldface is breakpoint that reduced the number of attacks to the minimum)	Note

None (Live / Official)		Weapon						Charm											
Power vs.		Skaven	Chaos	Infantry	Armored	Monsters	Berserkers	Skaven	Chaos	Infantry	Armored	Monsters	Berserkers	Enhanced Power	Talents / Passive	Trait	Prop.	Breeds (boldface is breakpoint that reduced the number of attacks to the minimum)	Note
Mercenary	Handgun	10.0%		10.0%					10.0%	10.0%							4	**Poison Wind Globadier, Lifeleech / Blightstormer, Packmaster, Stormvermin,** Mauler, **Marauder, Sack Rat**	Cheese's; 1 stack of The More the Merrier! or Reikland Reaper to 1SHS near Wargor
Mercenary	Repeater Handgun	10.0%		10.0%					10.0%								3	Gutter Runner, **Poison Wind Globadier, Lifeleech / Blightstormer, Packmaster, Stormvermin**	1 stack of The More the Merrier! or Reikland Reaper to 1SBS near Gutter Runner and near Gor, and gain SBS breakpoints for Mauler, Plague Monk, Savage
Mercenary	Repeater Handgun	10.0%		10.0%					10.0%	10.0%							4	**Gutter Runner, Poison Wind Globadier, Lifeleech / Blightstormer, Packmaster, Stormvermin, Mauler, Fanatic, Clan Rat, Gor**	Cheese's
Mercenary	Repeater Handgun	10.0%		10.0%				10.0%									3	**Gutter Runner, Poison Wind Globadier, Lifeleech / Blightstormer, Packmaster, Stormvermin**	Cheese's
Huntsman	Handgun	10.0%		10.0%					10.0%	10.0%							4	**Poison Wind Globadier, Lifeleech / Blightstormer, Packmaster, Stormvermin,** Mauler, **Marauder, Sack Rat**	Cheese's; With Hunter's Prowl, also gain SBS and SHS breakpoints for Chaos Warrior
Huntsman	Handgun	10.0%					10.0%		10.0%	10.0%				Yes			4	**Poison Wind Globadier, Lifeleech / Blightstormer, Packmaster, Stormvermin, Mauler, Wargor, Plague Monk, Savage, Marauder, Sack Rat**	
Huntsman	Handgun	10.0%			10.0%				10.0%	10.0%				Yes			4	**Poison Wind Globadier, Lifeleech / Blightstormer, Packmaster, Stormvermin, Bestigor, Mauler, Wargor, Marauder, Sack Rat**	Cheese's; With Hunter's Prowl, also gain SBS and SHS breakpoints for Chaos Warrior
Huntsman	Longbow													Yes			0	**Gutter Runner, Ratling Gunner / Warpfire Thrower,** Bestigor, Mauler, **Plague Monk, Savage,** Gor	
Huntsman	Longbow													Yes	One in the Eye		0	**Gutter Runner, Ratling Gunner / Warpfire Thrower,** Packmaster, Bestigor, Mauler, **Plague Monk, Savage,** Gor	
Huntsman	Longbow	10.0%					10.0%		10.0%					Yes	One in the Eye		3	**Gutter Runner, Ratling Gunner / Warpfire Thrower, Poison Wind Globadier, Lifeleech / Blightstormer,** Packmaster, Bestigor, Mauler, **Wargor, Plague Monk, Savage,** Gor	
Huntsman	Longbow	10.0%					10.0%		10.0%	10.0%				Yes	One in the Eye		4	**Gutter Runner, Ratling Gunner / Warpfire Thrower, Poison Wind Globadier, Lifeleech / Blightstormer,** Packmaster, Bestigor, Mauler, **Wargor, Plague Monk, Savage, Clan Rat,** Gor, Marauder	
Huntsman	Longbow	10.0%		10.0%					10.0%	10.0%				Yes	One in the Eye		4	**Gutter Runner, Ratling Gunner / Warpfire Thrower, Poison Wind Globadier, Lifeleech / Blightstormer,** Packmaster, Bestigor, Mauler, **Wargor, Plague Monk, Savage, Clan Rat,** Gor, Marauder	Cheese's
Huntsman	Repeater Handgun													Yes			0	Gutter Runner, Poison Wind Globadier, Lifeleech / Blightstormer, Stormvermin, Gor	
Huntsman	Repeater Handgun	10.0%		10.0%					10.0%					Yes			3	**Gutter Runner, Poison Wind Globadier, Lifeleech / Blightstormer, Packmaster, Stormvermin, Mauler, Gor**	Cheese's, but he puts crit chance (and scrounger) on ranged
Huntsman	Repeater Handgun	10.0%		10.0%					10.0%	10.0%				Yes			4	**Gutter Runner, Poison Wind Globadier, Lifeleech / Blightstormer, Packmaster, Stormvermin, Mauler, Clan Rat, Gor, Marauder, Fanatic**	
Huntsman	Repeater Handgun	10.0%			10.0%				10.0%	10.0%				Yes		Barrage	4	**Gutter Runner, Poison Wind Globadier, Lifeleech / Blightstormer, Packmaster, Stormvermin, Mauler, Gor**	Cheese's
Grail Knight	Executioner Sword							10.0%	10.0%						Smiter, Knight's Challenge, Virtue of the Ideal		2		
Grail Knight	Mace and Sword							10.0%	10.0%						Smiter, Knight's Challenge, Virtue of the Ideal		2		
Grail Knight	Mace and Sword								10.0%		10.0%				Smiter, Knight's Challenge, Virtue of the Ideal		2		
Ranger Veteran	Crossbow													Yes			0	**Gutter Runner,** Poison Wind Globadier, Lifeleech / Blightstormer, Bestigor, Mauler, **Wargor,** Plague Monk, Savage, **Gor**	
Ranger Veteran	Crossbow	10.0%			10.0%				10.0%		10.0%			Yes			4	**Gutter Runner, Ratling Gunner / Warpfire Thrower,** Poison Wind Globadier, Lifeleech / Blightstormer, **Stormvermin, Bestigor,** Mauler, **Wargor, Plague Monk, Savage, Gor**	Cheese's
Ranger Veteran	Handgun	10.0%					10.0%		10.0%	10.0%				Yes			4	**Poison Wind Globadier, Lifeleech / Blightstormer, Packmaster, Stormvermin, Mauler, Wargor, Plague Monk, Savage, Marauder, Sack Rat**	
Ranger Veteran	Handgun	10.0%			10.0%				10.0%	10.0%				Yes			4	**Poison Wind Globadier, Lifeleech / Blightstormer, Packmaster, Stormvermin, Bestigor, Mauler, Wargor, Marauder, Sack Rat**	Cheese's
Ranger Veteran	Masterwork Pistol	10.0%			10.0%				10.0%	10.0%				Yes			4	**Poison Wind Globadier, Lifeleech / Blightstormer, Packmaster, Stormvermin, Bestigor, Mauler, Wargor, Marauder, Sack Rat**	Cheese's
Outcast Enginee	Steam-Assisted Crank Gun (Mk II)														Spotter		0	Gutter Runner, **Packmaster, Plague Monk, Savage,** Gor, **Ungor, Sack Rat**	
Outcast Enginee	Steam-Assisted Crank Gun (Mk II)													Yes	Spotter		0	Gutter Runner, **Packmaster, Mauler, Plague Monk, Savage,** Gor, Marauder, **Ungor, Sack Rat**	
Outcast Enginee	Steam-Assisted Crank Gun (Mk II)							10.0%	10.0%					Yes	Spotter		2	Gutter Runner, **Poison Wind Globadier, Lifeleech / Blightstormer, Packmaster, Mauler, Plague Monk, Savage,** Gor, Marauder, **Ungor,** Fanatic, **Sack Rat**	Cheese's
Outcast Enginee	Steam-Assisted Crank Gun (Mk II)								10.0%	10.0%				Yes	Spotter		2	Gutter Runner, **Poison Wind Globadier, Lifeleech / Blightstormer, Packmaster, Mauler, Plague Monk, Savage,** Gor, **Marauder, Ungor,** Fanatic, **Sack Rat**	Hit a few trash unit breakpoints
Outcast Enginee	Gromril-Plated Shot														Spotter		0	Gutter Runner, Ratling Gunner / Warpfire Thrower, **Packmaster, Bestigor,** Mauler, Plague Monk, Savage, **Clan Rat, Gor, Marauder, Sack Rat**	
Outcast Enginee	Gromril-Plated Shot													Yes	Spotter		0	**Gutter Runner, Ratling Gunner / Warpfire Thrower, Poison Wind Globadier, Lifeleech / Blightstormer,** Ratling Gunner / Warpfire Thrower, **Packmaster,** Stormvermin, **Bestigor, Mauler,** Plague Monk, Savage, **Clan Rat, Gor, Marauder, Sack Rat**	
Outcast Enginee	Gromril-Plated Shot							10.0%	10.0%					Yes	Spotter		2	**Gutter Runner, Ratling Gunner / Warpfire Thrower, Poison Wind Globadier, Lifeleech / Blightstormer,** Ratling Gunner / Warpfire Thrower, **Packmaster, Stormvermin, Bestigor, Mauler, Wargor,** Plague Monk, Savage, **Clan Rat, Gor, Marauder, Sack Rat**	Cheese's
Outcast Enginee	Gromril-Plated Shot							10.0%		10.0%				Yes	Spotter		2	**Gutter Runner, Ratling Gunner / Warpfire Thrower, Poison Wind Globadier, Lifeleech / Blightstormer,** Ratling Gunner / Warpfire Thrower, **Packmaster, Stormvermin, Bestigor, Mauler,** Plague Monk, Savage, **Clan Rat, Gor, Marauder, Sack Rat**	Lost 6SBS far Savages and 3SHS Wargor, and gain 2SBS near Poison Wind Globadier and 1SBS far Clan Rat
Outcast Enginee	Handgun														Spotter		0	**Poison Wind Globadier, Lifeleech / Blightstormer, Packmaster, Stormvermin, Marauder, Sack Rat**	
Outcast Enginee	Handgun													Yes	Spotter		0	**Poison Wind Globadier, Lifeleech / Blightstormer, Packmaster, Stormvermin,** Mauler, Chaos Warrior, **Wargor,** Plague Monk, Savage, **Marauder, Sack Rat**	
Outcast Enginee	Handgun	10.0%							10.0%					Yes	Spotter		2	**Poison Wind Globadier, Lifeleech / Blightstormer, Packmaster, Stormvermin, Bestigor,** Mauler, Chaos Warrior, **Wargor, Plague Monk, Savage, Marauder, Sack Rat**	
Outcast Enginee	Handgun	10.0%			10.0%				10.0%					Yes	Spotter		3	**Poison Wind Globadier, Lifeleech / Blightstormer, Packmaster, Stormvermin, Bestigor,** Mauler, **Chaos Warrior, Wargor, Plague Monk, Savage, Marauder, Sack Rat**	
Outcast Enginee	Handgun		10.0%		10.0%			10.0%	10.0%					Yes	Spotter		4	**Poison Wind Globadier, Lifeleech / Blightstormer, Packmaster, Stormvermin, Bestigor,** Mauler, **Chaos Warrior, Wargor, Plague Monk, Savage, Marauder, Sack Rat**	Cheese's
Outcast Enginee	Masterwork Pistol	10.0%							10.0%					Yes	Spotter		2	**Poison Wind Globadier, Lifeleech / Blightstormer, Packmaster, Stormvermin, Bestigor,** Mauler, Chaos Warrior, **Wargor, Plague Monk, Savage, Marauder, Sack Rat**	
Outcast Enginee	Masterwork Pistol	10.0%			10.0%				10.0%					Yes	Spotter		3	**Poison Wind Globadier, Lifeleech / Blightstormer, Packmaster, Stormvermin, Bestigor,** Mauler, **Chaos Warrior, Wargor, Plague Monk, Savage, Marauder, Sack Rat**	
Outcast Enginee	Crossbow													Yes	Spotter		0	**Gutter Runner,** Poison Wind Globadier, Lifeleech / Blightstormer, Bestigor, Mauler, **Stormvermin, Wargor, Plague Monk, Savage, Gor**	
Outcast Enginee	Crossbow				10.0%		10.0%	10.0%	10.0%					Yes	Spotter		4	**Gutter Runner, Ratling Gunner / Warpfire Thrower,** Poison Wind Globadier, Lifeleech / Blightstormer, Bestigor, Mauler, **Stormvermin, Bestigor, Mauler, Wargor, Plague Monk, Savage, Gor**	
Waystalker	Longbow	10.0%			10.0%				10.0%								3	**Ratling Gunner / Warpfire Thrower, Poison Wind Globadier, Lifeleech / Blightstormer, Bestigor, Wargor**	
Waystalker	Longbow	10.0%			10.0%				10.0%	10.0%							4	Gutter Runner, **Ratling Gunner / Warpfire Thrower, Poison Wind Globadier, Lifeleech / Blightstormer, Bestigor, Wargor, Gor, Ungor, Fanatic**	Mainly going for Bestigor 1SHS breakpoint
Waystalker	Longbow	10.0%		10.0%				10.0%									3	**Gutter Runner, Ratling Gunner / Warpfire Thrower, Poison Wind Globadier,** Lifeleech / Blightstormer, **Packmaster, Plague Monk**	
Waystalker	Longbow	10.0%		10.0%						10.0%							3	**Gutter Runner, Poison Wind Globadier, Lifeleech / Blightstormer,** Mauler, **Clan Rat, Gor, Ungor, Fanatic**	Cheese's
Waystalker	Longbow	10.0%			10.0%			10.0%		10.0%							4	**Gutter Runner, Ratling Gunner / Warpfire Thrower, Poison Wind Globadier, Lifeleech / Blightstormer, Packmaster, Stormvermin,** Bestigor, **Plague Monk, Clan Rat**	Core's
Waystalker	Longbow	10.0%		10.0%					10.0%						Serrated Shots		3	**Gutter Runner, Poison Wind Globadier, Lifeleech / Blightstormer, Packmaster,** Stormvermin, **Bestigor,** Mauler, **Plague Monk, Savage, Gor, Ungor, Fanatic**	
Waystalker	Longbow	10.0%			10.0%				10.0%	10.0%					Serrated Shots		4	**Gutter Runner, Ratling Gunner / Warpfire Thrower, Poison Wind Globadier, Lifeleech / Blightstormer, Packmaster, Stormvermin, Bestigor,** Mauler, **Wargor, Plague Monk, Savage, Gor, Ungor, Fanatic**	
Waystalker	Longbow	10.0%			10.0%			10.0%			10.0%				Serrated Shots		4	**Gutter Runner, Ratling Gunner / Warpfire Thrower, Poison Wind Globadier, Packmaster, Stormvermin, Bestigor, Plague Monk**	Cheese's
Waystalker	Longbow													Yes			0	**Poison Wind Globadier, Lifeleech / Blightstormer,** Bestigor	
Waystalker	Longbow	10.0%		10.0%					10.0%					Yes			3	**Gutter Runner, Ratling Gunner / Warpfire Thrower, Poison Wind Globadier, Lifeleech / Blightstormer, Packmaster, Bestigor,** Chaos Warrior, **Wargor,** Plague Monk, Savage, **Clan Rat, Fanatic, Ungor**	
Waystalker	Longbow	10.0%						10.0%	10.0%					Yes			3	**Gutter Runner, Ratling Gunner / Warpfire Thrower, Poison Wind Globadier, Lifeleech / Blightstormer, Packmaster, Stormvermin, Bestigor,** Chaos Warrior, **Wargor,** Plague Monk, Savage, **Clan Rat, Fanatic, Ungor**	
Waystalker	Longbow	10.0%					10.0%	10.0%	10.0%					Yes			4	**Gutter Runner, Ratling Gunner / Warpfire Thrower, Poison Wind Globadier, Lifeleech / Blightstormer, Packmaster, Stormvermin, Bestigor,** Chaos Warrior, **Wargor, Plague Monk, Savage, Clan Rat, Fanatic, Ungor**	
Waystalker	Longbow	10.0%			10.0%				10.0%	10.0%				Yes			4	**Gutter Runner, Ratling Gunner / Warpfire Thrower, Poison Wind Globadier, Lifeleech / Blightstormer, Packmaster, Stormvermin, Bestigor, Mauler,** Chaos Warrior, **Wargor,** Plague Monk, Savage, **Clan Rat, Gor, Marauder, Fanatic, Ungor**	
																	0		
Waystalker	Briar Javelin	10.0%			10.0%				10.0%								3	**Stormvermin, Wargor,** Chaos Warrior	
Waystalker	Briar Javelin	10.0%					10.0%		10.0%								3	**Plague Monk, Savage**	
Waystalker	Briar Javelin				10.0%		10.0%	10.0%	10.0%								4	**Stormvermin, Wargor,** Chaos Warrior, **Plague Monk, Savage**	
Waystalker	Briar Javelin	10.0%			10.0%			10.0%			10.0%						4	**Ratling Gunner / Warpfire Thrower, Stormvermin, Wargor,** Chaos Warrior, **Plague Monk**	Cheese's
Waystalker	Briar Javelin	10.0%		10.0%					10.0%	10.0%					Serrated Shots		4	**Mauler, Plague Monk, Savage, Marauder, Sack Rat**	
Waystalker	Briar Javelin	10.0%			10.0%			10.0%	10.0%						Serrated Shots		4	**Ratling Gunner / Warpfire Thrower, Packmaster, Stormvermin,** Chaos Warrior, **Wargor, Plague Monk, Savage, Marauder, Sack Rat**	
Waystalker	Briar Javelin	10.0%			10.0%				10.0%		10.0%				Serrated Shots		4	**Ratling Gunner / Warpfire Thrower, Stormvermin, Bestigor,** Chaos Warrior, **Wargor, Plague Monk, Savage, Marauder**	
Waystalker	Briar Javelin	10.0%			10.0%			10.0%						Yes			3	**Ratling Gunner / Warpfire Thrower, Packmaster, Stormvermin,** Chaos Warrior, **Wargor, Plague Monk**	
Waystalker	Briar Javelin	10.0%			10.0%			10.0%	10.0%					Yes			4	**Ratling Gunner / Warpfire Thrower, Packmaster, Stormvermin,** Chaos Warrior, **Wargor, Plague Monk,** Savage	
Waystalker	Briar Javelin	10.0%			10.0%				10.0%		10.0%			Yes			4	**Ratling Gunner / Warpfire Thrower, Stormvermin, Bestigor,** Chaos Warrior, **Wargor,** Plague Monk, Savage	
Waystalker	Briar Javelin	10.0%		10.0%				10.0%	10.0%					Yes			4	**Packmaster, Stormvermin,** Chaos Warrior, **Wargor, Plague Monk,** Savage, **Marauder, Sack Rat**	
Waystalker	Briar Javelin	10.0%					10.0%	10.0%	10.0%					Yes			4	**Packmaster, Stormvermin,** Chaos Warrior, **Wargor, Plague Monk, Savage**	
Waystalker	Briar Javelin													Yes	Serrated Shots		0		
Waystalker	Moonfire Bow	10.0%		10.0%					10.0%								3	**Poison Wind Globadier, Lifeleech / Blightstormer**	Only reachable special breakpoints without properties affecting DoTs is partial charge 2SBS Poison Wind Globadier, Lifeleech / Blightstormer
Waystalker	Moonfire Bow			10.0%						10.0%							2	**Poison Wind Globadier, Lifeleech / Blightstormer**	Only reachable special breakpoints without properties affecting DoTs is partial charge 2SBS Poison Wind Globadier, Lifeleech / Blightstormer
Waystalker	Moonfire Bow	10.0%			10.0%				10.0%	10.0%							4	**Poison Wind Globadier, Lifeleech / Blightstormer,** Stormvermin	Includes above and full charge 2SBS Stormvermin, but I guess no one does that
Waystalker	Moonfire Bow	10.0%				10.0%		10.0%	10.0%								4	**Poison Wind Globadier, Lifeleech / Blightstormer,** Stormvermin	Cheese's
																	0		
Sister of the Thor	Deepwood Staff																0		
																	0		
Witch Hunter Ca	Crossbow	10.0%			10.0%				10.0%						Power of Sigmar		3	Gutter Runner, **Ratling Gunner / Warpfire Thrower,** Poison Wind Globadier, Lifeleech / Blightstormer, Stormvermin, Wargor, **Plague Monk, Savage**	
Witch Hunter Ca	Crossbow	10.0%		10.0%					10.0%						Power of Sigmar		3	Gutter Runner, Poison Wind Globadier, Lifeleech / Blightstormer, Stormvermin, Wargor, **Plague Monk, Savage**	
Witch Hunter Ca	Crossbow	10.0%		10.0%					10.0%	10.0%					Power of Sigmar		4	**Gutter Runner,** Poison Wind Globadier, Lifeleech / Blightstormer, Stormvermin, Wargor, **Plague Monk, Savage**	
Witch Hunter Ca	Crossbow	10.0%				10.0%		10.0%							Power of Sigmar, Witch-Hunt		3	**Gutter Runner, Ratling Gunner / Warpfire Thrower,** Poison Wind Globadier, **Packmaster,** Stormvermin, **Plague Monk**	Cheese's and Core's; all specials require Witch Hunt for breakpoints
Witch Hunter Ca	Crossbow	10.0%				10.0%		10.0%	10.0%						Power of Sigmar, Witch-Hunt		4	**Gutter Runner, Ratling Gunner / Warpfire Thrower,** Poison Wind Globadier, Lifeleech / Blightstormer, **Packmaster,** Stormvermin, Wargor, **Plague Monk, Savage**	Cheese's; Same as Core's for those applied, and new breakpoints from Power vs Chaos doesn't require Witch Hunt
Witch Hunter Ca	Brace of Pistols	10.0%		10.0%				10.0%							Power of Sigmar		3	**Gutter Runner, Poison Wind Globadier, Lifeleech / Blightstormer, Packmaster, Stormvermin,** Mauler	
Witch Hunter Ca	Brace of Pistols	10.0%			10.0%			10.0%		10.0%					Power of Sigmar		4	**Gutter Runner, Ratling Gunner / Warpfire Thrower, Poison Wind Globadier, Lifeleech / Blightstormer, Packmaster, Stormvermin,** Bestigor, Mauler	
Witch Hunter Ca	Brace of Pistols	10.0%		10.0%					10.0%						Power of Sigmar, Witch-Hunt		3	**Gutter Runner, Ratling Gunner / Warpfire Thrower, Poison Wind Globadier, Lifeleech / Blightstormer, Packmaster, Stormvermin,** Bestigor, Mauler	Most breakpoints require Witch Hunt
Witch Hunter Ca	Brace of Pistols	10.0%							10.0%						Power of Sigmar, Witch-Hunt		2	**Gutter Runner, Ratling Gunner / Warpfire Thrower, Packmaster, Stormvermin,** Bestigor, Mauler	Cheese's; Most breakpoints require Witch Hunt
Witch Hunter Ca	Griffon-foot			10.0%						10.0%					Power of Sigmar		2	Gutter Runner, **Poison Wind Globadier, Lifeleech / Blightstormer,** Sack Rat, **Mauler**	
Witch Hunter Ca	Griffon-foot	10.0%							10.0%						Power of Sigmar		2	Gutter Runner, Poison Wind Globadier, Lifeleech / Blightstormer, **Bestigor,** Mauler, **Plague Monk, Savage,** Sack Rat	
Witch Hunter Ca	Repeater Pistol	10.0%							10.0%						Power of Sigmar		2	Ratling Gunner / Warpfire Thrower, Poison Wind Globadier, Lifeleech / Blightstormer, Packmaster	
Witch Hunter Ca	Repeater Pistol	10.0%					10.0%		10.0%						Power of Sigmar		3	Ratling Gunner / Warpfire Thrower, Poison Wind Globadier, Lifeleech / Blightstormer, Packmaster, **Plague Monk, Savage**	
Witch Hunter Ca	Repeater Pistol	10.0%		10.0%					10.0%						Power of Sigmar, Witch-Hunt		3	**Gutter Runner, Ratling Gunner / Warpfire Thrower, Lifeleech / Blightstormer, Packmaster, Plague Monk, Savage**	Most breakpoints require Witch Hunt
Witch Hunter Ca	Volley Crossbow	10.0%		10.0%					10.0%						Power of Sigmar		3	**Gutter Runner, Ratling Gunner / Warpfire Thrower, Poison Wind Globadier, Lifeleech / Blightstormer, Packmaster, Stormvermin,** Bestigor, **Mauler,** Plague Monk, Savage, **Gor**	
Witch Hunter Ca	Volley Crossbow	10.0%		10.0%					10.0%	10.0%					Power of Sigmar		4	**Gutter Runner, Ratling Gunner / Warpfire Thrower, Poison Wind Globadier, Lifeleech / Blightstormer, Packmaster, Stormvermin,** Bestigor, **Mauler,** Plague Monk, Savage, **Gor**	
Witch Hunter Ca	Volley Crossbow	10.0%			10.0%				10.0%	10.0%					Power of Sigmar		4	**Gutter Runner, Ratling Gunner / Warpfire Thrower, Poison Wind Globadier, Lifeleech / Blightstormer, Packmaster, Stormvermin,** Bestigor, **Mauler,** Plague Monk, Savage, **Gor**	
Witch Hunter Ca	Volley Crossbow	10.0%		10.0%				10.0%							Power of Sigmar, Witch-Hunt		3	**Gutter Runner, Ratling Gunner / Warpfire Thrower, Poison Wind Globadier, Lifeleech / Blightstormer, Packmaster, Stormvermin, Mauler,** Plague Monk, **Gor**	
Witch Hunter Ca	Volley Crossbow	10.0%						10.0%							Power of Sigmar, Witch-Hunt		2	**Gutter Runner, Ratling Gunner / Warpfire Thrower, Poison Wind Globadier, Packmaster, Stormvermin, Mauler,** Plague Monk, Savage	Cheese's
Bounty Hunter	Crossbow	10.0%			10.0%				10.0%								3	Gutter Runner, **Ratling Gunner / Warpfire Thrower,** Poison Wind Globadier, Lifeleech / Blightstormer, Packmaster, Stormvermin, Bestigor, **Mauler, Chaos Warrior,** Wargor, Plague Monk, Savage	
Bounty Hunter	Crossbow	10.0%			10.0%				10.0%	10.0%					Open Wounds		4	Gutter Runner, **Ratling Gunner / Warpfire Thrower,** Poison Wind Globadier, Lifeleech / Blightstormer, Packmaster, Stormvermin, Bestigor, **Mauler, Chaos Warrior,** Wargor, Plague Monk, Savage	Cheese's; 1SCBS near Mauler with Open Wounds
Bounty Hunter	Crossbow													Yes			0	Gutter Runner, **Ratling Gunner / Warpfire Thrower,** Poison Wind Globadier, Lifeleech / Blightstormer, Packmaster, Bestigor, **Mauler,** Wargor, Plague Monk, Savage	
Bounty Hunter	Crossbow	10.0%			10.0%				10.0%					Yes			3	Gutter Runner, **Ratling Gunner / Warpfire Thrower,** Poison Wind Globadier, Lifeleech / Blightstormer, Packmaster, Stormvermin, Bestigor, **Mauler, Chaos Warrior,** Wargor, Plague Monk, Savage	
Bounty Hunter	Crossbow	10.0%			10.0%				10.0%	10.0%				Yes	Open Wounds		4	Gutter Runner, **Ratling Gunner / Warpfire Thrower,** Poison Wind Globadier, Lifeleech / Blightstormer, Packmaster, Stormvermin, Bestigor, **Mauler, Chaos Warrior,** Wargor, Plague Monk, Savage	1SCBS near Mauler with Open Wounds
Bounty Hunter	Crossbow	10.0%							10.0%					Yes	Open Wounds	40% Crit	4	Gutter Runner, **Ratling Gunner / Warpfire Thrower,** Poison Wind Globadier, Lifeleech / Blightstormer, Packmaster, Stormvermin, Bestigor, **Mauler, Chaos Warrior,** Wargor, **Plague Monk, Savage**	Cheese's; Built to 1SCBS Plague Monk and Savage, loses 1SHS Bestigor compared to above (Skaven Chaos Armor Infantry, no Enhanced Power); also this is the only Enha
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Battle Wizard	Bolt Staff		10.0%	10.0%					10.0%	10.0%				Yes	Pyromantic Surge, Volcanic Force		4	**Poison Wind Globadier, Lifeleech / Blightstormer, Stormvermin, Bestigor, Mauler, Chaos Warrior,** Wargor, **Plague Monk, Savage**	
Pyromancer	Bolt Staff	10.0%		10.0%					10.0%						Searing Focus		3	Gutter Runner, **Poison Wind Globadier, Lifeleech / Blightstormer, Mauler**	
Pyromancer	Bolt Staff	10.0%					10.0%		10.0%					Yes	Searing Focus		3	Gutter Runner, **Poison Wind Globadier, Lifeleech / Blightstormer, Mauler, Chaos Warrior, Plague Monk, Savage**	
Pyromancer	Bolt Staff	10.0%					10.0%	10.0%	10.0%					Yes	Searing Focus	Hunter	4	Gutter Runner, **Poison Wind Globadier, Lifeleech / Blightstormer,** Stormvermin, **Mauler, Chaos Warrior, Plague Monk, Savage**	Cheese's; Full charge 1SBS Stormvermin with Hunter active
																	0		
Unchained	Bolt Staff													Yes			0	**Ratling Gunner / Warpfire Thrower, Packmaster, Bestigor,** Wargor, **Marauder, Sack Rat**	
Unchained	Bolt Staff	10.0%		10.0%					10.0%					Yes			3	Gutter Runner, **Ratling Gunner / Warpfire Thrower, Poison Wind Globadier, Lifeleech / Blightstormer, Packmaster, Bestigor, Mauler,** Wargor, Gor, **Marauder, Sack Rat**	

None (Live / Official)	Weapon						Charm											
Power vs.	Skaven	Chaos	Infantry	Armored	Monsters	Berserkers	Skaven	Chaos	Infantry	Armored	Monsters	Berserkers	Enhanced Power	Talents / Passive	Trait	Prop.	Breeds (boldface is breakpoint that reduced the number of attacks to the minimum)	Note

None (Live / Official)	Weapon						Charm											
Power vs.	Skaven	Chaos	Infantry	Armored	Monsters	Berserkers	Skaven	Chaos	Infantry	Armored	Monsters	Berserkers	Enhanced Power	Talents / Passive	Trait	Prop.	Breeds (boldface is breakpoint that reduced the number of attacks to the minimum)	Note

None (Live / Official)	Weapon						Charm											
Power vs.	Skaven	Chaos	Infantry	Armored	Monsters	Berserkers	Skaven	Chaos	Infantry	Armored	Monsters	Berserkers	Enhanced Power	Talents / Passive	Trait	Prop.	Breeds (boldface is breakpoint that reduced the number of attacks to the minimum)	Note

None (Live / Official)	Weapon						Charm											
Power vs.	Skaven	Chaos	Infantry	Armored	Monsters	Berserkers	Skaven	Chaos	Infantry	Armored	Monsters	Berserkers	Enhanced Power	Talents / Passive	Trait	Prop.	Breeds (boldface is breakpoint that reduced the number of attacks to the minimum)	Note

None (Live / Official)		Weapon						Charm											
Power vs.		Skaven	Chaos	Infantry	Armored	Monsters	Berserkers	Skaven	Chaos	Infantry	Armored	Monsters	Berserkers	Enhanced Power	Talents / Passive	Trait	Prop.	Breeds (boldface is breakpoint that reduced the number of attacks to the minimum)	Note
Mercenary	Handgun	10.0%		10.0%				10.0%									3	**Gutter Runner, Ratling Gunner / Warpfire Thrower,** Lifeleech / Blightstormer, **Packmaster**	
Mercenary	Handgun	10.0%		10.0%				10.0%		10.0%							4	**Gutter Runner, Ratling Gunner / Warpfire Thrower, Poison Wind Globadier,** Lifeleech / Blightstormer, **Packmaster**	4 stacks of The More the Merrier! to1SHS Lifeleech / Blightstormer
Mercenary	Handgun		10.0%	10.0%					10.0%	10.0%					The More the Merrier!		4	**Lifeleech / Blightstormer**	1 stack of The More the Merrier! to 1SBS near Gutter Runner, 4 stacks of The More the Merrier! to1SHS Packmaster
Mercenary	Handgun	10.0%		10.0%					10.0%	10.0%				Yes			4	**Gutter Runner, Ratling Gunner / Warpfire Thrower, Poison Wind Globadier, Lifeleech / Blightstormer, Packmaster**	
Mercenary	Repeater Handgun	10.0%		10.0%					10.0%								3	**Gutter Runner, Ratling Gunner / Warpfire Thrower, Poison Wind Globadier, Lifeleech / Blightstormer, Packmaster**	
Mercenary	Repeater Handgun		10.0%	10.0%				10.0%	10.0%								4	**Gutter Runner, Ratling Gunner / Warpfire Thrower, Poison Wind Globadier, Lifeleech / Blightstormer, Packmaster**	
Mercenary	Repeater Handgun	10.0%		10.0%				10.0%	10.0%								4	**Gutter Runner, Ratling Gunner / Warpfire Thrower, Poison Wind Globadier, Lifeleech / Blightstormer, Packmaster**	
Mercenary	Repeater Handgun	10.0%		10.0%					10.0%	10.0%							4	**Gutter Runner, Ratling Gunner / Warpfire Thrower, Poison Wind Globadier, Lifeleech / Blightstormer, Packmaster**	
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None (Live / Official)	Weapon						Charm											
Power vs.	Skaven	Chaos	Infantry	Armored	Monsters	Berserkers	Skaven	Chaos	Infantry	Armored	Monsters	Berserkers	Enhanced Power	Talents / Passive	Trait	Prop.	Breeds (boldface is breakpoint that reduced the number of attacks to the minimum)	Note

None (Live / Official)	Weapon						Charm											
Power vs.	Skaven	Chaos	Infantry	Armored	Monsters	Berserkers	Skaven	Chaos	Infantry	Armored	Monsters	Berserkers	Enhanced Power	Talents / Passive	Trait	Prop.	Breeds (boldface is breakpoint that reduced the number of attacks to the minimum)	Note

None (Live / Official)	Weapon						Charm																	
Power vs.	Skaven	Chaos	Infantry	Armored	Monsters	Berserkers	Skaven	Chaos	Infantry	Armored	Monsters	Berserkers	Enhanced Power	Talents / Passive	Trait	Prop.	Breeds (boldface is breakpoint that reduced the number of attacks to the minimum)		Note					

None (Live / Official)		Weapon						Charm											
Power vs.		Skaven	Chaos	Infantry	Armored	Monsters	Berserkers	Skaven	Chaos	Infantry	Armored	Monsters	Berserkers	Enhanced Power	Talents / Passive	Trait	Prop.	Breeds (boldface is breakpoint that reduced the number of attacks to the minimum)	Note

Legend	Ticks	Infantry	Armored	Monster	Berserker	Super Armor						
	Hagbane	Arrow Poison DoT										
unrounded	4	23.88	23.88	57.30	9.55	3.82		0.12	0.13			
unrounded+10%	4	26.27	26.27	63.03	10.51	4.20		0.37	0.38			
unrounded+20%	4	28.66	28.66	68.76	11.46	4.58		0.62	0.63			
unrounded, EP	4	25.67	25.67	61.60	10.27	4.11		0.87	0.88			
unrounded, EP+10%	4	28.24	28.24	67.76	11.29	4.52						
unrounded, EP+20%	4	30.81	30.81	73.92	12.32	4.93						
rounded	4	24.00	24.00	57.00	10.00	4.00						
rounded+10%	4	26.00	26.00	63.00	11.00	4.00						
rounded+20%	4	29.00	29.00	69.00	11.00	5.00						
rounded, EP	4	26.00	26.00	62.00	10.00	4.00						
rounded, EP+10%	4	28.00	28.00	68.00	11.00	5.00						
rounded, EP+20%	4	31.00	31.00	74.00	12.00	5.00						
	Hagbane	AoE Poison DoT										
unrounded	3	7.83	6.27	18.80	3.13	1.25		0.12	0.13			
unrounded+10%	3	8.61	6.90	20.68	3.44	1.38		0.37	0.38			
unrounded+20%	3	9.40	7.52	22.56	3.76	1.50		0.62	0.63			
unrounded, EP	3	8.42	6.74	20.21	3.36	1.34		0.87	0.88			
unrounded, EP+10%	3	9.26	7.41	22.23	3.70	1.48						
unrounded, EP+20%	3	10.10	8.09	24.25	4.04	1.61						
rounded	3	7.50	6.00	18.75	3.00	1.50						
rounded+10%	3	8.25	6.75	21.00	3.75	1.50						
rounded+20%	3	9.75	7.50	22.50	3.75	1.50						
rounded, EP	3	8.25	6.75	20.25	3.00	1.50						
rounded, EP+10%	3	9.00	7.50	22.50	3.75	1.50						
rounded, EP+20%	3	9.75	8.25	24.00	3.75	1.50						
	Hagbane	Charged Arrow (near, <10m)										
unrounded	1	7.16	1.43	10.74	10.74	0.00		0.12	0.13			
unrounded+10%	1	7.88	1.57	11.81	11.81	0.00		0.37	0.38			
unrounded+20%	1	8.59	1.72	12.89	12.89	0.00		0.62	0.63			
unrounded, EP	1	7.70	1.54	11.55	11.55	0.00		0.87	0.88			
unrounded, EP+10%	1	8.47	1.69	12.70	12.70	0.00						
unrounded, EP+20%	1	9.24	1.84	13.85	13.85	0.00						
rounded	1	7.25	1.50	10.75	10.75	0.00						
rounded+10%	1	8.00	1.50	11.75	11.75	0.00						
rounded+20%	1	8.50	1.75	13.00	13.00	0.00						
rounded, EP	1	7.75	1.50	11.50	11.50	0.00						
rounded, EP+10%	1	8.50	1.75	12.75	12.75	0.00						
rounded, EP+20%	1	9.25	1.75	13.75	13.75	0.00						
	Hagbane	Charged Arrow (far, >30m)										
unrounded	1	5.37	0.00	5.37	5.37	0.00		0.12	0.13			
unrounded+10%	1	5.91	0.00	5.91	5.91	0.00		0.37	0.38			
unrounded+20%	1	6.44	0.00	6.44	6.44	0.00		0.62	0.63			
unrounded, EP	1	5.77	0.00	5.77	5.77	0.00		0.87	0.88			
unrounded, EP+10%	1	6.35	0.00	6.35	6.35	0.00						
unrounded, EP+20%	1	6.93	0.00	6.93	6.93	0.00						
rounded	1	5.25	0.00	5.25	5.25	0.00						
rounded+10%	1	6.00	0.00	6.00	6.00	0.00						
rounded+20%	1	6.50	0.00	6.50	6.50	0.00						
rounded, EP	1	5.75	0.00	5.75	5.75	0.00						
rounded, EP+10%	1	6.25	0.00	6.25	6.25	0.00						
rounded, EP+20%	1	7.00	0.00	7.00	7.00	0.00						
	Hagbane	Charged Arrow AoE										
unrounded	1	1.75	0.00	2.11	1.40	0.00		0.12	0.13			
unrounded+10%	1	1.93	0.00	2.32	1.54	0.00		0.37	0.38			
unrounded+20%	1	2.10	0.00	2.53	1.68	0.00		0.62	0.63			
unrounded, EP	1	1.88	0.00	2.27	1.51	0.00		0.87	0.88			
unrounded, EP+10%	1	2.07	0.00	2.50	1.66	0.00						
unrounded, EP+20%	1	2.26	0.00	2.72	1.81	0.00						
rounded	1	1.75	0.00	2.00	1.50	0.00						
rounded+10%	1	2.00	0.00	2.25	1.50	0.00						
rounded+20%	1	2.00	0.00	2.50	1.75	0.00						
rounded, EP	1	2.00	0.00	2.25	1.50	0.00						
rounded, EP+10%	1	2.00	0.00	2.50	1.75	0.00						
rounded, EP+20%	1	2.25	0.00	2.75	1.75	0.00						
	Hagbane	Charged Arrow (far, >30m)+Charged Arrow AoE										
rounded		7.00	0.00	7.25	6.75	0.00						
rounded+10%		8.00	0.00	8.25	7.50	0.00						
rounded+20%		8.50	0.00	9.00	8.25	0.00						
rounded, EP		7.75	0.00	8.00	7.25	0.00						
rounded, EP+10%		8.25	0.00	8.75	8.00	0.00						
rounded, EP+20%		9.25	0.00	9.75	8.75	0.00						
	Hagbane	Arrow Poison DoT+AoE Poison DoT				Hit Count	1					
	Gutter Runner	Ratling Gunner /	Poison Wind Glo	Lifeleech / Blights	Packmaster	Wargor	Stormvermin	Bestigor	Mauler	Chaos Warrior	Plague Monk	Savage
Legend HP	39.50	39.50	66.00	66.00	82.50	66.00	52.75	66	99	151.75	59.5	59.5
Cata HP	54.00	54.00	90.00	90.00	112.50	90.00	86.5	108	162	248.5	97.25	97.25
C3DW HP	90.00	90.00	150.00	150.00	187.50	150.00	118.5	148	222	340.5	133.25	133.25
rounded	8.00	9.50	34.50	34.50	6.75	60.50	22.75	36.00	67.50	146.25	46.50	46.50

Legend	Ticks	Infantry	Armored	Monster	Berserker	Super Armor						
rounded+10%	5.25	6.75	31.75	31.75	-1.50	60.50	20.00	33.25	64.75	146.25	44.75	44.75
rounded+20%	0.75	3.00	27.25	27.25	-9.00	59.50	16.25	29.50	60.25	145.25	44.75	44.75
rounded, EP	5.25	6.75	31.75	31.75	0.25	60.50	20.00	33.25	64.75	146.25	46.50	46.50
rounded, EP+10%	2.50	4.00	29.00	29.00	-8.00	59.50	17.25	30.50	62.00	145.25	44.75	44.75
rounded, EP+20%	-1.25	0.25	25.25	25.25	-15.50	59.50	13.50	26.75	58.25	145.25	43.75	43.75
rounded	22.50	24.00	58.50	58.50	36.75	84.50	56.50	78.00	130.50	243.00	84.25	84.25
rounded+10%	19.75	21.25	55.75	55.75	28.50	84.50	53.75	75.25	127.75	243.00	82.50	82.50
rounded+20%	15.25	17.50	51.25	51.25	21.00	83.50	50.00	71.50	123.25	242.00	82.50	82.50
rounded, EP	19.75	21.25	55.75	55.75	30.25	84.50	53.75	75.25	127.75	243.00	84.25	84.25
rounded, EP+10%	17.00	18.50	53.00	53.00	22.00	83.50	51.00	72.50	125.00	242.00	82.50	82.50
rounded, EP+20%	13.25	14.75	49.25	49.25	14.50	83.50	47.25	68.75	121.25	242.00	81.50	81.50
rounded	59	60.00	118.50	118.50	111.75	144.50	88.50	118.00	190.50	335.00	120.25	120.25
rounded+10%	56	57.25	115.75	115.75	103.50	144.50	85.75	115.25	187.75	335.00	118.50	118.50
rounded+20%	51	53.50	111.25	111.25	96.00	143.50	82.00	111.50	183.25	334.00	118.50	118.50
rounded, EP	56	57.25	115.75	115.75	105.25	144.50	85.75	115.25	187.75	335.00	120.25	120.25
rounded, EP+10%	53	54.50	113.00	113.00	97.00	143.50	83.00	112.50	185.00	334.00	118.50	118.50
rounded, EP+20%	49	50.75	109.25	109.25	89.50	143.50	79.25	108.75	181.25	334.00	117.50	117.50
	Hagbane	Charged 1SBS				Hit Count	1					
	Gutter Runner	Ratling Gunner /	Poison Wind Glo	Lifeleech / Blight:	Packmaster	Wargor	Stormvermin	Bestigor	Mauler	Chaos Warrior	Plague Monk	Savage
rounded	114.29%	INF	492.86%	492.86%	93.10%	INF	INF	INF	964.29%	INF	688.89%	688.89%
rounded+10%	75.00%	INF	453.57%	453.57%	-20.69%	INF	INF	INF	925.00%	INF	662.96%	662.96%
rounded+20%	10.71%	INF	389.29%	389.29%	-124.14%	INF	INF	INF	860.71%	INF	662.96%	662.96%
rounded, EP	75.00%	INF	453.57%	453.57%	3.45%	INF	INF	INF	925.00%	INF	688.89%	688.89%
rounded, EP+10%	35.71%	INF	414.29%	414.29%	-110.34%	INF	INF	INF	885.71%	INF	662.96%	662.96%
rounded, EP+20%	-17.86%	INF	360.71%	360.71%	-213.79%	INF	INF	INF	832.14%	INF	648.15%	648.15%
rounded	321.43%	INF	835.71%	835.71%	506.90%	INF	INF	INF	1864.29%	INF	1248.15%	1248.15%
rounded+10%	282.14%	INF	796.43%	796.43%	393.10%	INF	INF	INF	1825.00%	INF	1222.22%	1222.22%
rounded+20%	217.86%	INF	732.14%	732.14%	289.66%	INF	INF	INF	1760.71%	INF	1222.22%	1222.22%
rounded, EP	282.14%	INF	796.43%	796.43%	417.24%	INF	INF	INF	1825.00%	INF	1248.15%	1248.15%
rounded, EP+10%	242.86%	INF	757.14%	757.14%	303.45%	INF	INF	INF	1785.71%	INF	1222.22%	1222.22%
rounded, EP+20%	189.29%	INF	703.57%	703.57%	200.00%	INF	INF	INF	1732.14%	INF	1207.41%	1207.41%
rounded	835.71%	INF	1692.86%	1692.86%	1541.38%	INF	INF	INF	2721.43%	INF	1781.48%	1781.48%
rounded+10%	796.43%	INF	1653.57%	1653.57%	1427.59%	INF	INF	INF	2682.14%	INF	1755.56%	1755.56%
rounded+20%	732.14%	INF	1589.29%	1589.29%	1324.14%	INF	INF	INF	2617.86%	INF	1755.56%	1755.56%
rounded, EP	796.43%	INF	1653.57%	1653.57%	1451.72%	INF	INF	INF	2682.14%	INF	1781.48%	1781.48%
rounded, EP+10%	757.14%	INF	1614.29%	1614.29%	1337.93%	INF	INF	INF	2642.86%	INF	1755.56%	1755.56%
rounded, EP+20%	703.57%	INF	1560.71%	1560.71%	1234.48%	INF	INF	INF	2589.29%	INF	1740.74%	1740.74%
	Hagbane	Arrow Poison DoT+AoE Poison DoT				Hit Count	2					
	Gutter Runner	Ratling Gunner /	Poison Wind Glo	Lifeleech / Blight:	Packmaster	Wargor	Stormvermin	Bestigor	Mauler	Chaos Warrior	Plague Monk	Savage
Legend HP	39.50	39.50	66.00	66.00	82.50	66.00	52.75	66	99	151.75	59.5	59.5
Cata HP	54.00	54.00	90.00	90.00	112.50	90.00	86.5	108	162	248.5	97.25	97.25
C3DW HP	90.00	90.00	150.00	150.00	187.50	150.00	118.5	148	222	340.5	133.25	133.25
rounded	-23.50	-20.50	3.00	3.00	-69.00	55.00	-7.25	6.00	36.00	140.75	33.50	33.50
rounded+10%	-29.00	-26.00	-2.50	-2.50	-85.50	55.00	-12.75	0.50	30.50	140.75	30.00	30.00
rounded+20%	-38.00	-33.50	-11.50	-11.50	-100.50	53.00	-20.25	-7.00	21.50	138.75	30.00	30.00
rounded, EP	-29.00	-26.00	-2.50	-2.50	-82.00	55.00	-12.75	0.50	30.50	140.75	33.50	33.50
rounded, EP+10%	-34.50	-31.50	-8.00	-8.00	-98.50	53.00	-18.25	-5.00	25.00	138.75	30.00	30.00
rounded, EP+20%	-42.00	-39.00	-15.50	-15.50	-113.50	53.00	-25.75	-12.50	17.50	138.75	28.00	28.00
rounded	-9.00	-6.00	27.00	27.00	-39.00	79.00	26.50	48.00	99.00	237.50	71.25	71.25
rounded+10%	-14.50	-11.50	21.50	21.50	-55.50	79.00	21.00	42.50	93.50	237.50	67.75	67.75
rounded+20%	-23.50	-19.00	12.50	12.50	-70.50	77.00	13.50	35.00	84.50	235.50	67.75	67.75
rounded, EP	-14.50	-11.50	21.50	21.50	-52.00	79.00	21.00	42.50	93.50	237.50	71.25	71.25
rounded, EP+10%	-20.00	-17.00	16.00	16.00	-68.50	77.00	15.50	37.00	88.00	235.50	67.75	67.75
rounded, EP+20%	-27.50	-24.50	8.50	8.50	-83.50	77.00	8.00	29.50	80.50	235.50	65.75	65.75
rounded	27.00	30.00	87.00	87.00	36.00	139.00	58.50	88.00	159.00	329.50	107.25	107.25
rounded+10%	21.50	24.50	81.50	81.50	19.50	139.00	53.00	82.50	153.50	329.50	103.75	103.75
rounded+20%	12.50	17.00	72.50	72.50	4.50	137.00	45.50	75.00	144.50	327.50	103.75	103.75
rounded, EP	21.50	24.50	81.50	81.50	23.00	139.00	53.00	82.50	153.50	329.50	107.25	107.25
rounded, EP+10%	16.00	19.00	76.00	76.00	6.50	137.00	47.50	77.00	148.00	327.50	103.75	103.75
rounded, EP+20%	8.50	11.50	68.50	68.50	-8.50	137.00	40.00	69.50	140.50	327.50	101.75	101.75
	Hagbane	Charged 2SBS				Hit Count	2					
	Gutter Runner	Ratling Gunner /	Poison Wind Glo	Lifeleech / Blight:	Packmaster	Wargor	Stormvermin	Bestigor	Mauler	Chaos Warrior	Plague Monk	Savage
rounded	-167.86%	INF	21.43%	21.43%	-475.86%	INF	INF	INF	257.14%	INF	248.15%	248.15%
rounded+10%	-207.14%	INF	-17.86%	-17.86%	-589.66%	INF	INF	INF	217.86%	INF	222.22%	222.22%
rounded+20%	-271.43%	INF	-82.14%	-82.14%	-693.10%	INF	INF	INF	153.57%	INF	222.22%	222.22%
rounded, EP	-207.14%	INF	-17.86%	-17.86%	-565.52%	INF	INF	INF	217.86%	INF	248.15%	248.15%
rounded, EP+10%	-246.43%	INF	-57.14%	-57.14%	-679.31%	INF	INF	INF	178.57%	INF	222.22%	222.22%
rounded, EP+20%	-300.00%	INF	-110.71%	-110.71%	-782.76%	INF	INF	INF	125.00%	INF	207.41%	207.41%
rounded	-64.29%	INF	192.86%	192.86%	-268.97%	INF	INF	INF	707.14%	INF	527.78%	527.78%
rounded+10%	-103.57%	INF	153.57%	153.57%	-382.76%	INF	INF	INF	667.86%	INF	501.85%	501.85%
rounded+20%	-167.86%	INF	89.29%	89.29%	-486.21%	INF	INF	INF	603.57%	INF	501.85%	501.85%
rounded, EP	-103.57%	INF	153.57%	153.57%	-358.62%	INF	INF	INF	667.86%	INF	527.78%	527.78%
rounded, EP+10%	-142.86%	INF	114.29%	114.29%	-472.41%	INF	INF	INF	628.57%	INF	501.85%	501.85%
rounded, EP+20%	-196.43%	INF	60.71%	60.71%	-575.86%	INF	INF	INF	575.00%	INF	487.04%	487.04%
rounded	192.86%	INF	621.43%	621.43%	248.28%	INF	INF	INF	1135.71%	INF	794.44%	794.44%
rounded+10%	153.57%	INF	582.14%	582.14%	134.48%	INF	INF	INF	1096.43%	INF	768.52%	768.52%
rounded+20%	89.29%	INF	517.86%	517.86%	31.03%	INF	INF	INF	1032.14%	INF	768.52%	768.52%
rounded, EP	153.57%	INF	582.14%	582.14%	158.62%	INF	INF	INF	1096.43%	INF	794.44%	794.44%
rounded, EP+10%	114.29%	INF	542.86%	542.86%	44.83%	INF	INF	INF	1057.14%	INF	768.52%	768.52%
rounded, EP+20%	60.71%	INF	489.29%	489.29%	-58.62%	INF	INF	INF	1003.57%	INF	753.70%	753.70%

Dual Axes
Light Attack

default											
debug_damage											
light_slashing_axe_linesman	light_slashing_axe_linesman_upper										
medium_slashing_axe_linesman											
medium_slashing_axe_linesman_1h											
medium_slashing_axe_linesman_dual											
heavy_slashing_axe_linesman											
light_slashing_linesman	light_slashing_linesman_flat										
light_slashing_linesman_uppercut											
light_slashing_linesman_dual											
light_slashing_linesman_elf											
light_slashing_linesman_finesse											
light_slashing_linesman_dual_medium											
light_slashing_linesman_dual_swords											
light_slashing_linesman_fencer											
light_slashing_linesman_burn											
medium_slashing_linesman	medium_slashing_linesman_1h										
medium_slashing_linesman_executioner											
medium_slashing_linesman_uppercut											
medium_slashing_linesman_spear											
medium_slashing_linesman_finesse											
heavy_slashing_linesman											
heavy_slashing_linesman_burn											
heavy_slashing_linesman_polearm											
heavy_slashing_linesman_executioner											
light_blunt_tank	light_blunt_tank_diag	light_blunt_tank_upper									
light_blunt_tank_dual	light_blunt_tank_dual_diag	light_blunt_tank_dual_upper									
light_blunt_tank_spiked											
medium_burning_tank											
medium_blunt_tank											
medium_blunt_tank_1h											
medium_blunt_tank_impact											
medium_slashing_tank_1h											
medium_blunt_tank_dual											
medium_slashing_tank_1h_finesse											
medium_blunt_tank_spiked	medium_blunt_tank_upper_1h										
heavy_blunt_tank	heavy_blunt_tank_light	heavy_slashing_tank									
light_slashing_smiter	light_slashing_smiter_diag	light_slashing_smiter_flat	light_slashing_smiter_upper	light_slashing_smiter_heavy	light_blunt_smiter						
light_pointy_smiter	light_pointy_smiter_diag	light_pointy_smiter_flat	light_pointy_smiter_upper								
light_slashing_smiter_diag_dual_L											
light_slashing_smiter_dual	light_blunt_smiter_dual	light_blunt_smiter_dual_diag	light_blunt_smiter_dual_flat								
light_slashing_smiter_dual_bopp											
light_slashing_smiter_finesse											
medium_slashing_smiter	medium_slashing_smiter_diag	medium_slashing_smiter_upper	medium_slashing_smiter_flat	medium_slashing_smiter_flat_1h	medium_blunt_smiter	medium_blunt_smiter_diag	medium_blunt_smiter_flat	medium_blunt_smiter_flat_2h	medium_blunt_smiter_upper	medium_blunt_smiter_upper_1h	medium_blunt_smiter_1h
medium_slashing_smiter_1h											
medium_slashing_smiter_2h	medium_slashing_smiter_2h_upper	medium_slashing_smiter_2h_flat	medium_blunt_smiter_2h								
medium_pointy_smiter_upper_1h											
medium_pointy_smiter_flat_1h											
medium_blunt_smiter_2h_hammer_upper	medium_blunt_smiter_2h_hammer_diag	medium_blunt_smiter_2h_hammer	medium_slashing_smiter_1h_axe								
medium_blunt_smiter_heavy											
medium_blunt_smiter_burn											
heavy_blunt_smiter_burn											
heavy_blunt_smiter_burn_charge											
light_slashing_smiter_stab											
light_blunt_smiter_stab											
light_slashing_smiter_stab_burn											
light_slashing_smiter_stab_swords											
light_blunt_smiter_stab_burn											
medium_slashing_smiter_stab											
medium_spear_smiter_stab											
medium_slashing_smiter_stab_elf											
medium_burning_smiter_stab_H											
medium_slashing_smiter_stab_1h											
light_slashing_smiter_stab_dual											
heavy_slashing_smiter_stab											
heavy_slashing_smiter_stab_polearm											
maidenguard_dash_ability											
maidenguard_dash_ability_bleed											
light_fencer_stab											
light_fencer_stab_diag											
medium_fencer_stab											
medium_fencer_stab_charged											
heavy_slashing_smiter	heavy_blunt_smiter										
heavy_slashing_smiter_polearm											
heavy_slashing_smiter_executioner											
heavy_slashing_smiter_glaive											
heavy_blunt_smiter_pick											
heavy_blunt_smiter_charged											
shield_slam_shotgun											
shield_slam_shotgun_aoe											

This sheet is intended to be a reference for anyone who wants to learn how this spreadsheet works.

If you're interested in the actual damage calculation, most of that happens in the Javascript "backend", called by cell "Main!C22" and "Main!W22". You can view it by selecting "Tools" then "Script Editor" from the top. It's not exactly easy to read, but I've tried to write thorough comments.

List of Sheets:

README	The sheet users see first. It contains instruction on how to use the sheet, some useful links, and a list of people who've contributed to the sheet.
Changelog	A changelog. Major versions are chosen arbitrarily, but usually coincide with either a large Vermintide update, or a significant new feature (e.g. Bosses).
Main	The main sheet.
README2	This sheet and all the ones after it are hidden by default.
Notes	Some personal notes I've made.
Talents	A list of all career-specific talents. Also contains formulas to determine which ones are actually being used.
Utilities	This sheet contains some utilities, mostly related to making the dropdowns work.
InternalCalc	This sheet adds up buffs from talents,etc. as much as it can.
Enemies	The health of every enemy, including bosses and lords, at every difficulty.
WeaponStats	Various weapon-related numbers which aren't used in damage calc, such as stamina. Also notes for some weapons.
Attacks	This sheet takes in a weapon's filename, and finds the damage_profile for all its attacks. It also expands each attack into 4 versions based on crit/headshot.
DamageProfiles	Every attack has a damage_profile, which maps to data in the ArmorModifiers, CritArmorModifiers, and Targets sheets.
ArmorModifiers	Provides a damage multiplier for each of the 6 armor types.
CritArmorModifiers	Used instead of ArmorModifiers when it's a critical strike.
Targets	Each target contains a base damage, as well as a boost curve, headshot multiplier, and more. Many attacks have unique targets for the 1st,2nd,etc. enemy hit.
Combos	Utility sheet which processes the Custom Combo.

Things that affect Cleave	
Yes	Maybe
Last Resort	Unstable Strength
Eldrazor's Precision	
Hekarti's Bounty	
I'm Coming For Ya	
Adjured Temptation	
Fiery Faith	
No Surrender!	
Necessary Means	
World Aflame	
Barrage	
Glory Hound	
More the Merrier	
Reikland Reaper	

Redirects:	
heavy_slashing_linesman_bopp	heavy_slashing_linesman
light_blunt_smiter_upper	light_blunt_smiter
light_blunt_tank_diag	light_blunt_tank
light_blunt_tank_upper	light_blunt_tank
light_fencer_stab_H	light_fencer_stab
light_slashing_linesman_flat	light_slashing_linesman
light_slashing_smiter_diag	light_slashing_smiter
light_slashing_smiter_flat	light_slashing_smiter
light_slashing_smiter_upper	light_slashing_smiter
medium_slashing_linesman_1h	medium_slashing_linesman
medium_slashing_smiter_1h	medium_slashing_smiter
medium_slashing_smiter_diag	medium_slashing_smiter
medium_slashing_smiter_flat	medium_slashing_smiter
medium_slashing_smiter_flat_1h	medium_slashing_smiter
medium_slashing_smiter_upper	medium_slashing_smiter
medium_blunt_smiter	medium_slashing_smiter
medium_blunt_smiter_1h	medium_slashing_smiter
medium_blunt_smiter_2h	medium_slashing_smiter
medium_blunt_smiter_diag	medium_slashing_smiter
medium_blunt_smiter_flat	medium_slashing_smiter
medium_blunt_smiter_flat_2h	medium_slashing_smiter
medium_blunt_smiter_upper	medium_slashing_smiter
medium_blunt_smiter_upper_1h	medium_slashing_smiter
light_pointy_smiter_diag	light_pointy_smiter
light_pointy_smiter_flat	light_pointy_smiter
light_pointy_smiter_upper	light_pointy_smiter
light_blunt_smiter_dual	light_slashing_smiter_dual
light_blunt_smiter_dual_diag	light_slashing_smiter_dual
light_blunt_smiter_dual_flat	light_slashing_smiter_dual

DoTs

attack	**damage_profile**	**dot_template_name**
Drakefire shot, blast	shot_drakefire, blast	burning_1W_dot
Drakegun, Flamestorm stream	flamethrowers	burning_flamethrower_dot
Dual Dagger light/pushatk, S&D light3, Dagger pushatk	light_fencer_stab*	weapon_bleed_dot_dagger
Hagbane arrows	shortbow_hagbane[_charged]	arrow_poison_dot
hagbane aoe (carbine_poison_arrow)	poison_aoe	aoe_poison_dot
crowbill light4	light_blunt_smiter_stab_burn	burning_3W_dot
Dagger Heavy Sweep	dagger_burning_slam_target_	burning_1W_dot
Dagger Heavy Stab	medium_burning_smiter_stab	burning_3W_dot
Fire Sword pushatk	light_slashing_linesman_burn	burning_3W_dot
Fire Sword Heavy1	dagger_burning_slam_target	burning_3W_dot
Fire Sword Heavy2	medium_burning_tank	burning_1W_dot
Sienna-Mace Heavy1	medium_blunt_smiter_burn	burning_3W_dot
conflag geyser [82]	geyser	burning_1W_dot
charged fireball		burning_1W_dot
charged fireball aoe		burning_1W_dot
torch light	torch	burning_1W_dot
torch heavy	torch_heavy	burning_3W_dot
torch push attack	torch_stab	burning_3W_dot

template	**damage_profile**	**duration**	**tick**	**max stack**
aoe_poison_dot	poison	3	0.75	
arrow_poison_dot	poison_direct	3	0.6	
beam_burning_dot	beam_burning_dot	3	1	
burning_1W_dot	burning_dot	2	1.5	
burning_3W_dot	burning_dot	3	1.25	
burning_dot	burning_dot	3	0.75	
burning_flamethrower_dot	flamethrower_burning_dot	1.5	0.65	
sienna_adept_ability_trail	burning_dot	?	0.25	
weapon_bleed_dot_dagger	bleed	2	0.75	1
weapon_bleed_dot_maiden	bleed	4	0.25	1
weapon_bleed_dot_whc	bleed	2	0.75	3

BONK notes (old)

The WoM update is introducing a new system where staggered enemies take more damage. I call it the "Bonk Bonus".

Enemies can have up to 2 levels of stagger. Each level is associated with a 20% damage increase, applied after everything else (or at least, in the same step as power level, etc.) These levels are added any time an enemy's animation is interrupted by getting hit directly. Unclear how long until the level drops back down.

Ranged attacks get an exemption, the enemies' stagger level is raised to 1.5 if it is 1 or 0. This results in an overall 1.75x multiplier. EDIT: this was removed?

Enhanced Power is pretty self-explanatory, it's just a 15% power buff, totally separate from Bonk.

Assassin: The patch notes aren't clear on how much of a bonus is applied. Further testing needed. No effect on ranged attack during brief testing.

Bulwark: I think this one is just a debuff, applied anytime you stagger an enemy. Similar, but hopefully complementary, to Witch Hunt,Shrapnel,etc. Further testing needed.

Mainstay: The 50% the talent mentions is applied to the BonkBonus. This means stagger level 1 goes from a 1.2 to 1.3 multiplier, and stagger level 2 goes from a 1.4 to 1.6 multiplier. Not sure if it affects ranged, further testing needed.

Smiter: Not mentioned in the tooltip, this removes the BonkBonus from any targets after the first. Like Assassin, it's unclear how much it adds. Rumor is it adds 0.5 to the stagger level, i.e an unstaggered enemy would take 1.1x damage. I can say it does not affect the first target of ranged attacks, when that target is unstaggered. Unclear if negating further targets also applies to ranged, or if Smiter applies to ranged at all.

It's also unclear how DoT interacts with stagger.

TODO

SotT talents
Hagbane poison
moonfire bow
trollhammer explosions
fire sword heavy1
sienna mace heavy1 should burn
beam staff in general

Every attack in Vermintide 2 has an associated damage profile. Each damage profile relates the attack to (among other things) an ArmorModifier table, a CritArmorModifier table, a DefaultTarget, and a TargetList, which you can read more about in the other tabs.

Certain parts of the code depend on damageProfileIndex to determine special properties:
headshots v. monster: sniper_near, sniper_far
melee_boost_override: light_slashing_smiter_stab_dual, heavy_slashing_smiter_stab, heavy_slashing_smiter_glaive

dagger_burning_slam_target_	armor_modifier_slam_burr	default_target_slam_burn_target_tank_M
dagger_burning_slam_fencer	armor_modifier_slam_burr	default_target_slam_burn_fencer_M
dagger_burning_slam_fencer_	armor_modifier_slam_burr	default_target_slam_burn_aoe_fencer_M

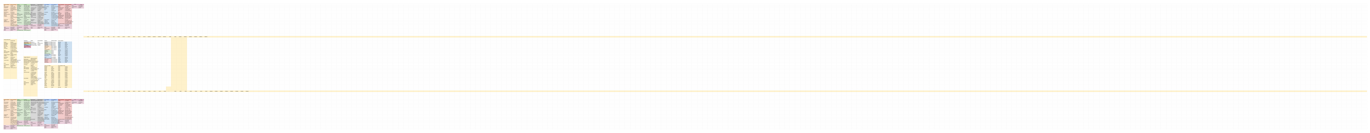
Kerillian's Volley Crossbow is actually in a different file than Saltz's Repeater Crossbow. But the damage profiles are the same, so the weapons are merged.

Patch 3.1 notes
Axe&Falchion push attack might still slide over armor
Re-order halberd attacks
Kerillian volley crossbow has no dodge_count?

DLC codenames:	
cog	Outcast Engineer
lake	Grail Knight
scorpion	Winds of Magic
anvil	also Winds of Magic?
bless	War Priest
woods	Sister of Thorns

Forgotten Relics weapons:		
es_deus_01	1h_spears_shield_es	
dr_deus_01	torpedoes	
we_deus_01	moonfire_bows	
wh_deus_01	griffon_foots	
bw_deus_01	staff_fireballs_campfire	every 0.75s for 3s, stacks up to 6 times

[Passive] Hitting an enemy grants 10% increased damage, stacking up to 3 times (or 4 with High Tally). Enter 1 and this will increase in Custom Combos and multi-hit attacks. Enter a higher number and all attacks will use that many stacks (0-4).



Career	Talent Name	Value	Description	Talents for chosen career
Mercenary	The More the Merrier!	0	Increases Power by 5% for every nearby enemy and stacks up to 5 times. Enter the number of stacks (0-5).	#N/A
Mercenary	Reikland Reaper	0	Increases Power by 15% when Paced Strikes is active.	
Huntsman	Hunter's Prowl	0	[Ult] Markus disappears from sight for 6 seconds or until he attacks. Among other things, he does increased ranged damage until the 6 seconds ends.	
Huntsman	One in the Eye	0	Increases headshot bonus damage by 50%.	
Foot Knight	Have at Thee!	0	Staggering an elite enemy increases power by 15% for 10 seconds.	
	Battering Ram	0	50% Increase in Melee Power for 6 seconds.	
Grail Knight	Knight's Challenge	0	[Passive] Deals 25% more damage to the first enemy hit with each attack.	
Grail Knight	Virtue of the Ideal	0	Killing enemies increases power by 8% for 10 seconds. Stacks up to 3 times. Enter the number of stacks (0-3).	
Grail Knight	Virtue of Knightly Tem	0	Critical Strikes instantly slay enemies if their current health is less than 4 times the amount of damage of the Critical Strike. Half effect versus Lords and Monsters. (Affects one-shot Breakpoints mode only.)	
Grail Knight	Virtue of Heroism	0	Increases power of heavy attacks by 30%.	
Grail Knight	Virtue of Discipline	0	Timed blocks increase power by 20% for 6 seconds.	
Ranger Veteran	Disengage	0	[Ult] Bardin deploys a smoke bomb for 10 seconds that conceals him from enemies while he stays inside the cloud. He also gains increased ranged attack power while concealed.	
Ranger Veteran	Last Resort	0	Bardin gains a 25% power increase when out of ammunition.	
Ironbreaker	Under Pressure	0	Drakefire damage scales from -80% to +120% based on overcharge. Treated as a buff which stacks up to 10 times, maxing at 75% overcharge. Enter -1 to enable with zero overcharge, otherwise enter the number of stacks.	
Ironbreaker	Blood of Grimnir	0	Each nearby ally increases Bardin's power by 5%. Enter the number of stacks (0-3).	
Slayer	Trophy Hunter	0	[Passive] Hitting an enemy grants 10% increased damage, stacking up to 3 times (or 4 with High Tally). Enter the number of stacks (0-4).	
Slayer	Skull-Splitter	0	Wielding two-handed weapons in both slots increases power by 15%.	
Slayer	Dawi-Drop	0	Increases attack damage while airborne during Leap by 150%.	
	Blood Drunk	0	Each stack of Trophy Hunter increases power by 5%. Enter the number of stacks (0-3).	
Outcast Engineer	Combined Arms	0	Melee Power is increased by 10%. Each 5 Melee kill makes Bardin's next Ranged Attack grant 15% Ranged Power for 10 seconds.	
	Full Head of Steam	0	While at 5 stacks of Pressure, Bardin gains 15% Attack Speed.	
Outcast Engineer	Superior Gaskets	0	Each stack of Pressure grants 4% power. Enter the number of stacks (0-5).	
	Serrated Shots	1	Regular arrows (Longbow, Swiftbow and Thrown Javelin) damage cause enemies to bleed for extra damage. Also replaces Hagbane's direct poison DoT.	
Handmaiden	Focused Spirit	0	After not taking damage for 10 seconds, Kerillian's power increases by 15%. This buff is lost when she takes damage.	
Handmaiden	Asrai Alacrity	0	Blocking an attack or pushing an enemy grants Kerillian's next two attacks 30% attack speed and 10% power. Doesn't affect pushes.	
Handmaiden	Dance of Blades	0	Dodging while not blocking increases the power of Kerillian's next attack by 10%.	
Shade	Infiltrate	0	[Ult] Deals greatly increased melee damage. (Look at critical damage if invisible.)	
Shade	Assassin's Blade	0	[Passive] Melee attacks from behind does double damage. Does not stack with crits, headshots, strength potions, or Infiltrate.	
Shade	Cruelty	0	Increases critical strike damage bonus by 50%.	
Shade	Exploit Weakness	0	Increases damage by 20% against poisoned or bleeding enemies.	
Shade	Exquisite Huntress	0	Headshots increase the bonus headshot damage by 10% for 10 seconds. Stacks up to 10 times. Enter the number of stacks (0-10).	
Shade	Chain Killer	0	Successive Charged Backstabs increase Backstab Damage by 25% for 5 seconds. This effect can stack up to 2 times. Enter the number of stacks (0-2).	
Shade	Hungry Wind	0	Leaving Infiltrate grants Kerillian 15% Power for 10 seconds. Infiltrate no longer grants bonus damage.	
	Blackvenom Blades	0	[Passive] Melee attacks apply a poison that deals damage and increases damage suffered by 12% for 10 seconds. Setting this enables the bleed damage, see below for the extra 12% damage taken.	
	Atharti's Delight	0	Melee strikes against Poisoned targets make them bleed.	
	Lingering Blackvenom	0	Critical Strikes apply Blackvenom to enemies near the target, including ranged weapons and other attacks.	
	Blackvenom Thicket	0	Removes default wall explosion and causes a larger explosion that staggers enemies and applies Blackvenom to them.	
Witch Hunter Captain	Power of Sigmar	0	[Passive] UNLISTED: Increases headshot damage bonus by 25%.	
Witch Hunter Captain	Deathknell	0	Increases headshot damage bonus by 50%. Stacks with Power of Sigmar.	
	Flense	0	Enemies damaged by melee attacks bleed for extra damage.	
Bounty Hunter	Steel Crescendo	0	Upon firing his last shot, Victor gains 15% power for 15 seconds.	
Bounty Hunter	Weight of Fire	0	Increases ranged power by X%, where X is the clip size of Victor's ranged weapon. Enter clip size.	
Bounty Hunter	Blessed Combat	0	Melee strikes makes up to the next 6 ranged shots gain 15% power. Ranged hits makes up to the next 6 melee strikes gain 15% more power.	
Bounty Hunter	Indiscriminate Blast	0	Each kill with the blast increases the amount of pellets in the next blast, to a max of 20. Enter the number of stacks (0-20).	
Zealot	Fiery Faith	0	[Passive] Power increases by 5% for every 25 health missing. Stacks up to 6 times. Enter the number of stacks (0-6).	
Zealot	Unbending Purpose	0	Increases power by 5%.	
Zealot	Faith's Flurry	0	Attacks during Holy Fervour increase power by 2% for 5 seconds. Stacks up to 10 times. Enter the number of stacks (0-10).	
	Righteous Fury	0	[Passive] Saltzpyre gains Fury when enemies die nearby. On reaching 100% Fury, he briefly enters Righteous Fury and his attacks Smite the enemy for 20% of weapon damage. Enter 1 to enable, or 2 if using the talent "Empowered Smite".	
Warrior Priest of Sigma	Enemy of Chaos	0	[Passive] Saltzpyre gains 30% bonus power against Chaos Warriors and Wargors.	
Warrior Priest of Sigma	Rising Judgement	0	Hits increase the Power of the next charged attack by 8%. Enter the number of stacks (0-5).	
Warrior Priest of Sigma	Empowered Smite	0	Smite deals 40% of the attack's damage.	
Battle Wizard	Pyromantic Surge	0	[Passive] Increases range damage by 10%.	
Battle Wizard	Volcanic Force	0	Fully charging a ranged attack increases its power by 50% before power capping, so the calculated damage for Cataclysm is guaranteed to match the damage in the keep.	
Battle Wizard	Famished Flames	0	Burning damage over time is increased by 100%. All non-burn damage is reduced by 15%.	
Pyromancer	Searing Focus	0	[Passive] Increases range damage by 10%.	
Pyromancer	Ride the Fire Wind	0	Increases ranged power by 0-25%. Increases or decreases by 1% every second. Enter the number of stacks (0-25).	
Pyromancer	On the Precipice	0	Increases ranged power by 20% when at or above critical overcharge.	
Unchained	Unstable Strength	0	Increases melee power by 12% for every 6 overcharge. Enter the number of stacks (0-5).	
Unchained	Fuel for the Fire	0	Each enemy hit by Living Bomb increases power by 5% for 15 seconds. Enter the number of enemies hit (0-5).	
	Outburst	0	Pushing an enemy ignites them, causing damage over time. Heavy attacks makes the next push arc 70.0% wider.	
Necromancer	Malediction of Nagash	0	Sienna's flames now burn with a cold, unearthly light that saps enemy vigour, causing them to suffer 20% additional damage from Sienna and her Servants.	
Necromancer	Death Ascendent	0	Casting spells grants 5% ranged power for 6 seconds. Max stacks 5. Enter the number of stacks (0-5).	
Necromancer	Reaping	0	(WIP, currently buffs all attacks) Critical attacks have 25% more power and melee critical attacks have unlimited cleave.	

Career	Talent Name	Value	Description
Mercenary	The More the Merrier!	0	Increases Power by 5% for every nearby enemy and stacks up to 5 times. Enter the number of stacks (0-5).
Mercenary	Reikland Reaper	0	Increases Power by 15% when Paced Strikes is active.
Foot Knight	Staggering Force	0	Increases stagger power by 35.0%. Multiplicative with all other buffs except being additive with Warrior Priest of Sigmar's Prayer of Might.
Foot Knight	Have at Thee!	0	Staggering an elite enemy increases power by 15% for 10 seconds.
	Battering Ram	0	50% Increase in Melee Power for 6 seconds.
Grail Knight	Virtue of the Ideal	0	Killing enemies increases power by 8% for 10 seconds. Stacks up to 3 times. Enter the number of stacks (0-3).
Grail Knight	Virtue of Discipline	0	Timed blocks increase power by 20% for 6 seconds.
Ranger Veteran	Last Resort	0	Bardin gains a 25% power increase when out of ammunition.
Ironbreaker	Blood of Grimnir	0	Each nearby ally increases Bardin's power by 5%. Enter the number of stacks (0-3).
Slayer	Skull-Splitter	0	Wielding two-handed weapons in both slots increases power by 15%.
Slayer	Dawi-Drop	0	Increases attack damage while airborne during Leap by 150%.
	Blood Drunk	0	Each stack of Trophy Hunter increases power by 5%. Enter the number of stacks (0-4).
Outcast Engineer	Combined Arms	0	Melee Power is increased by 10%. Each 5 Melee kill makes Bardin's next Ranged Attack grant 15% Ranged Power for 10 seconds.
	Full Head of Steam	0	While at 5 stacks of Pressure, Bardin gains 15% Attack Speed.
Outcast Engineer	Superior Gaskets	0	Each stack of Pressure grants 4% power. Enter the number of stacks (0-5).
Outcast Engineer	Piston Power	0	Grants 3x stagger power and explosion stagger type to charged attack. (Latter part only works when either the buffed attack can stagger the target, or when the buffed stagger power doesn't exceed the light stagger threshold. TLDR: Lower stagger power can sometimes staggers while higher can't.) Multiplicative with all other buffs except being additive with Warrior Priest of Sigmar's Prayer of Might.
Handmaiden	Focused Spirit	0	After not taking damage for 10 seconds, Kerillian's power increases by 15%. This buff is lost when she takes damage.
Handmaiden	Asrai Alacrity	0	Blocking an attack or pushing an enemy grants Kerillian's next two attacks 30% attack speed and 10% power. Doesn't affect pushes.
Handmaiden	Dance of Blades	0	Dodging while not blocking increases the power of Kerillian's next attack by 10%.
Shade	Hungry Wind	0	Leaving Infiltrate grants Kerillian 15% Power for 10 seconds. Infiltrate no longer grants bonus damage.
Sister of the Thorn	Repel	0	Pushing at full stamina increases the strength and range of the push by 100%.
Bounty Hunter	Steel Crescendo	0	Upon firing his last shot, Victor gains 15% power for 15 seconds.
Bounty Hunter	Blessed Combat	0	Melee strikes makes up to the next 6 ranged shots gain 15% power. Ranged hits makes up to the next 6 melee strikes gain 15% more power.
Zealot	Fiery Faith	0	[Passive] Power increases by 5% for every 25 health missing. Stacks up to 6 times. Enter the number of stacks (0-6).
Zealot	Unbending Purpose	0	Increases power by 5%.
Zealot	Faith's Flurry	0	Attacks during Holy Fervour increase power by 2% for 5 seconds. Stacks up to 10 times. Enter the number of stacks (0-10).
	Enemy of Chaos [89]	0	[Passive] Saltzpyre gains 30% bonus power against Chaos Warriors and Wargors.
Battle Wizard	Volcanic Force	0	Fully charging a ranged attack increases its power by 50% before power capping, so the calculated damage for Cataclysm is guaranteed to match the damage in the keep.
Unchained	Unstable Strength	0	Increases melee power by 12% for every 6 overcharge. Enter the number of stacks (0-5).
Unchained	Fuel for the Fire	0	Each enemy hit by Living Bomb increases power by 5% for 15 seconds. Enter the number of enemies hit (0-5).
Necromancer	Reaping	0	(WIP, currently buffs all attacks) Critical attacks have 25% more power and melee critical attacks have unlimited cleave.

Talents for chosen career			
Grail Knight	Virtue of the Idea	0	Killing enemies increases power by 8% for 10 seconds. Stacks up to 3 times. Enter the number of stacks (0-3).
Grail Knight	Virtue of Disciplin	0	Timed blocks increase power by 20% for 6 seconds.

is_ranged_weapon	TRUE	(Attacks!AZ3=1)								The blue-highlighted stuff is what's sent to the JavaScript
power_level		increased_weapo	increased_weapo	damage_taken	first_melee_hit_damage					
1		1	1	1 [90]	1					

general mult [91]	Non-DoT [92]	FamishedFlames	weird bonus	HS power	Crit Power	ranged ult boost	Infiltrate	Stagger Level	Level15 talent	Bulwark	TrophyHunter	backstab	Heavy Attack Po	full_charge_boos	Virtue of Knightly	Temper
1	1	FALSE	0	1	1	0	0	0	None	0	0	0	1	1	FALSE	

	Enhanced Power	Last Resort	Focused Spirit	The More the Me	Reikland Reaper	Have at Thee!	Unbending Purp	Fiery Faith	Faith's Flurry	Steel Crescendo	Barrage	Blood of Grimnir	Skull-Splitter	Dawi-Drop	Virtue of the Idea	Virtue of Discipli	Hungry Wind	Blood Drunk	Reaping	Superior Gaskets		Asrai Alacrity	Dance of Blades	Fuel for the Fire	Full Head of Stea	Radiant Inheritance		Drengbarazi Oat	The Lady's Duty	Comrades in Arm
power_level [94]	0.075	0.25	0.15	0.05	0.15	0.15	0.05	0.05	0.02	0.15	0.05	0.05	0.15	1.5	0.08	0.2	0.15	0.05	0.25	0.04		0.1	0.1	0.05	0.15	0.15		0.2	0.1	0.1
	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0		0	0	0	0	0		0	0	0
	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0		0	0	0	0	0		0	0	0

	Volcanic Force
full_charge_boost	0.5
	0
	0

increased_weapon_damage_poisoned_or_bleeding	Exploit Weakness										
	0.2										
	0										
	0							Righteous Fury			Knight's Challenge
increased_weapon_damage_ranged	BW/Pyro Passive [95]							0.2			0.25
	0.1							0		first_melee_hit_damage	0
	0						Righteous Fury	1			0
	0										

	Maim [96]
increased_weapon_damage_ranged_to_wounded	0.3
	#N/A
	#N/A

	Weight of Fire	Ride the Fire Wi	On the Precipice	Rune-Etched Shi	Unstable Strengt	Under Pressure	Blessed Combat	Spotter [101]	Combined Arms	Battering Ram	Steel Crescendo	Death Ascendent
Special buffs [97]	0.01	0.01	0.2	0.02	0.12	0.2	0.15	0.1	0.1	0.5	0.15	0.05
	0	0	0	0	0	0	0	0	0	0	0	0
	0	0	0	0	0	0	0	0	0	0	0	0

	Exquisite Huntress	WHC hs boost	Deathknell	Hunter's Prowl	One in the Eye
hs power	0.1	0.25	0.5	0.5	0.5
	0	0	0	0	0
	0	0	0	0	0

	gear	Cruelty	Prayer of Vengeance
crit power	1	0.5	0.35
	0.0%	0	0
	0	0	

	Shrapnel	Damage Taken	Blackvenom Blades
Enemy damage taken	0.2	0.2	0.12
	0	0	0
	0	0	0

	Virtue of Heroism	Rising Judgement
Heavy Attack Damage	0.3	0.08
	0	0
	0	0

	Malediction of Nagash
	0.2
	0
	0

Power Vs:	Skaven	Chaos	Infantry	Armored	Monsters	Berserkers	Super Armor (Enemy of Chaos)
gear properties	0.00	0.00	0.00	0.00	0.00	0.00	////
with Hunter	0.00	0.00	0.00	0.00	0.00	0.00	0

Stagger Calcultion	
is_ranged_weapon	FALSE

power_level	power_level_impact	power_level_mel	TrophyHunter	full_charge_boos	push_power	Piston Power
1	0	0	0	1	0	FALSE

	Enhanced Power	Last Resort	Focused Spirit	The More the Me	Reikland Reaper	Have at Thee!	Unbending Purp	Fiery Faith	Faith's Flurry	Steel Crescendo	Barrage	Blood of Grimnir	Skull-Splitter	Dawi-Drop	Virtue of the Idea	Virtue of Discipli	Hungry Wind	Blood Drunk	Superior Gaskets			Asrai Alacrity	Dance of Blades	Fuel for the Fire	Full Head of Stea	Radiant Inheritance		Drengbarazi Oat	The Lady's Duty	Comrades in Arm
power_level [103]	0.075	0.25	0.15	0.05	0.15	0.15	0.05	0.05	0.02	0.15	0.05	0.05	0.15	1.5	0.08	0.2	0.15	0.05	0.04			0.1	0.1	0.05	0.15	0.15		0.2	0.1	0.1
	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0			0	0	0	0	0		0	0	0
	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0			0	0	0	0	0		0	0	0

	Volcanic Force
full_charge_boost	0.5
	0
	0

	Rune-Etched Shield	Unstable Strengt	Blessed Combat	Combined Arms	Battering Ram
power_level_melee	0.02	0.12	0.15	0.1	0.5
	0	0	0	0	0
	0	0	0	0	0

	Staggering Force	Prayer of Might	Piston Power
power_level_impac	0.35	0.25	2
	0	0	
	0	0	0

	Repel
push_power	1
	0
	0

Power Vs:	Skaven	Chaos	Infantry	Armored	Monsters	Berserkers	Super Armor (Enemy of Chaos)
gear properties	0.00	0.00	0.00	0.00	0.00	0.00	////
with Hunter	0.00	0.00	0.00	0.00	0.00	0.00	0

Weapon Filename	ranged	Dodge distance	Dodge Count	Stamina / Clip size [	Move speed while blocking / Max Ammo [	Inner block cost [	Outer Block cost [	block angle [	Notes
1h_axes	FALSE	1.2	6	6	80%	0.5	2	90	
1h_axes_shield	FALSE	1	2	10	60%	0.2	2	180	Smiter is applied to whole shield bash inner hitbox.
1h_axes_wood_elf	FALSE	1.2	100	6	80%	0.5	2	90	Lingering Blackvenom Explosion does not stagger Gor and Marauder.
1h_crowbills	FALSE	1.25	3	6	80%	0.5	2	90	
1h_dagger_wizard	FALSE	1.2	6	6	85%	0.5	2	40	
1h_falchions	FALSE	1.25	4	6	75%	0.5	2	90	
1h_flails	FALSE	1.15	4	6	80%	0.5	2	90	
1h_flails_flaming	FALSE	1.15	4	6	80%	0.5	2	90	
1h_hammers	FALSE	1.2	3	9	80%	0.5	2	90	
1h_hammers_shield	FALSE	1	2	10	60%	0.2	2	180	
1h_hammers_wizard	FALSE	1.2	4	6	80%	0.5	2	90	
1h_spears_shield	FALSE	1.05	3	10	60%	0.2	2	120	
1h_swords	FALSE	1.2	3	8	85%	0.5	2	90	
1h_swords_shield	FALSE	1	2	10	60%	0.2	2	120	
1h_swords_wizard	FALSE	1.2	3	6	80%	0.5	2	90	
1h_swords_wood_elf	FALSE	1.25	100	6	90%	0.5	1.5	90	Lingering Blackvenom Explosion does not stagger Gor and Marauder.
1h_throwing_axes	TRUE	1.2	6	1	3				
2h_axes	FALSE	1	2	6	50%	0.5	2	90	
2h_axes_wood_elf	FALSE	1	3	6	75%	0.5	2	90	Lingering Blackvenom Explosion does not stagger Gor and Marauder.
2h_billhooks	FALSE	1.15	3	6	60%	0.5	2	90	
2h_cog_hammers	FALSE	1	2	6	50%	0.5	2	60	
2h_hammers	FALSE	1	2	6	60%	0.5	2	90	
2h_heavy_spears	FALSE	1	3	8	80%	0.5	2	180	
2h_picks	FALSE	1	2	6	60%	0.5	2	90	
2h_swords	FALSE	1.1	3	6	50%	0.5	2	90	
2h_swords_executioner	FALSE	1	3	6	50%	0.5	2	90	
2h_swords_wood_elf	FALSE	1.1	6	6	75%	0.5	2	90	Lingering Blackvenom Explosion does not stagger Gor and Marauder.
blunderbusses	TRUE	1	3	1	16				If shotgun pellets can stagger the target, later pellets might receive stagger level bonus.
bombs	TRUE	1	3						Lingering Blackvenom Explosion does not stagger Gor and Marauder.
brace_of_drake_pistols	TRUE	1	2						
brace_of_pistols	TRUE	1.25	100	12	30				
crossbows	TRUE	1	1	1	20				
drakegun	TRUE	0.85	1						Charged stream damage varies with difficulty. Stream attack deals direct damage every 0.25 second. (0.3 second in TB)
dual_wield_axe_falchion	FALSE	1.2	3	6	85%	0.5	2	90	During a Heavy attack, both weapons deal the same amount of damage. "Heavy Attack ½" is the damage from just one of the weapons.
dual_wield_axes	FALSE	1.25	6	4	85%	0.5	2	90	
dual_wield_daggers	FALSE	1.35	6	4	90%	0.5	2	40	The ½ attacks represent only hitting with one of the weapons. Lingering Blackvenom Explosion does not stagger Gor and Marauder.
dual_wield_hammer_sword	FALSE	1.15	3	6	85%	0.5	2	90	The push attack is split into "mace" and "sword" versions. You can get the effect of both weapons using the Custom Combo tool.
dual_wield_hammers	FALSE	1.15	3	8	85%	0.5	2	90	
dual_wield_sword_dagger	FALSE	1.25	6	6	85%	0.75	1.5	90	The ½ attacks represent only hitting with one of the weapons. Lingering Blackvenom Explosion does not stagger Gor and Marauder.
dual_wield_swords	FALSE	1.25	6	6	85%	0.5	1	90	The ½ attacks represent only hitting with one of the weapons. Lingering Blackvenom Explosion does not stagger Gor and Marauder.
fencing_swords	FALSE	1.25	6	6	85%	0.25	2	90	
grudge_raker	TRUE	1	3	2	16				If shotgun pellets can stagger the target, later pellets receive stagger level 2 bonus.
halberds	FALSE	1	3	6	60%	0.5	2	90	
handguns	TRUE	1	1 [111]	1	16				
heavy_steam_pistol	TRUE	1.25	100	6	24				
kerillian_waywatcher_caree	TRUE	1	1						
longbows	TRUE	1	3	1	20				Lingering Blackvenom Explosion does not stagger Gor and Marauder.
longbows_empire	TRUE	1	3	1	20				
repeating_crossbows	TRUE	1	3	15	45				Lingering Blackvenom Explosion does not stagger Gor and Marauder.
repeating_handguns	TRUE	1	1	8	40				
repeating_pistols	TRUE	1	3	8	40				
shortbows	TRUE	1.25	6	1	50				
shortbows_hagbane	TRUE	1.25	6	1	17				Headshot DoT damage varies with difficulty. Waystalker's Serrated Shots replaces the arrow direct hit poison DoT. Lingering Blackvenom Explosion does not stagger Gor and Marauder.
sienna_scholar_career_skill	TRUE	1	1						
spears_wood_elf	FALSE	1.15	3	6	80%	0.5	2	180	Lingering Blackvenom Explosion does not stagger Gor and Marauder.
staff_blast_beam	TRUE	1	1						Beam Tick 5+ damage and its DoT vary with difficulty.
staff_fireball_fireball	TRUE	1	1						Charged fireballs cannot headshot real enemies despite being shown on dummies.
staff_fireball_geiser	TRUE	1	1						
staff_flamethrower	TRUE	1	1						Charged stream damage varies with difficulty. Stream attack deals direct damage every 0.25 second. (0.3 second in TB)
staff_spark_spear	TRUE	1	1						
torches	FALSE	1	1	6	80%	1	2	180	Lingering Blackvenom Explosion does not stagger Gor and Marauder.
victor_bountyhunter_career_	TRUE	1	1						
1h_swords_shield_breton	FALSE	1	4	10	60%	0.2	2	120	
bastard_swords	FALSE	1.2	3	6	50%	0.5	2	90	
markus_questingknight_car	FALSE	1	2						All attacks are guaranteed critical hits.
bardin_engineer_career_ski	TRUE	1.1	1						
1h_spears_shield_es	FALSE	1.05	3	10	60%	0.2	2	120	
torpedoes	TRUE	1	1	1	7				Inner explosion damage varies with difficulty.
moonfire_bows	TRUE	1	3						Headshot DoT damage varies with difficulty. Lingering Blackvenom Explosion does not stagger Gor and Marauder.
griffon_foots	TRUE	1.25	100	8	26				If shotgun pellets can stagger the target, later pellets receive stagger level 2 bonus.
staff_fireballs_campfire	TRUE	1	1						The Alt-fire creates a burning area on the ground. Enemies in that area will receive a stack of the Burning DoT every 0.5s. If shotgun pellets can stagger the target, later pellets receive stagger level 2 bonus.
javelin	TRUE	1.2	6	1	3				Lingering Blackvenom Explosion does not stagger Gor and Marauder.
staff_life	TRUE	1	1						Lingering Blackvenom Explosion does not stagger Gor and Marauder.
1h_flails_shield	FALSE	1.15	3	8	60%	0.2	2	180	
1h_hammers_book_priest	FALSE	1.2	3	6	60%	0.5	2	90	
1h_hammers_priest	FALSE	1.2	3	9	80%	0.5	2	90	
1h_hammers_shield_priest	FALSE	1	2	10	60%	0.2	2	180	
2h_hammers_priest	FALSE	1	2	6	60%	0.5	2	90	
dual_wield_hammers_pries	FALSE	1.15	3	8	85%	0.5	2	90	
frag_grenade	FALSE	1	3	4					The explosion uses fixed power level based on difficulty. Lingering Blackvenom Explosion does not stagger Gor and Marauder.
fire_grenade	FALSE	1	2	4					The explosion uses fixed power level based on difficulty. Lingering Blackvenom Explosion does not stagger Gor and Marauder.
dr_ironbreaker_career_abili	FALSE								Stagger type against Infantry, Armored, Monsters, Berserkers and Super Armor are Medium, Weak, Explosion, Medium and Weak respectively.
thornsister_thorn_wall_push	FALSE								Stagger type against Infantry, Armored, Monsters, Berserkers and Super Armor are Heavy, Heavy, Heavy, Heavy and Medium respectively.
moonfire_bows_old	TRUE	1	3						Note 2 instances of DoTs, one from the arrow and one from the explosion AoE. Lingering Blackvenom Explosion does not stagger Gor and Marauder.
dr_slayer_career_ability	FALSE								Stagger power of Crunch! varies with difficulty.
bw_unchained_ability	FALSE								Default ability can stagger big monsters when using Enhanced Power, Opportunist and Strength Potion.
staff_scythe	FALSE	1	2	6	60%	0.5	2	90	
staff_death	TRUE	1	2						

shortbows	TRUE	1.25	6	1	50			
bastard_swords	FALSE	1.2	3	6	50%	0.5	2	90

Weapon Filename	ranged	Dodge distance	Dodge Count	Stamina / Clip size [	Move speed while blocking / Max Ammo [	Inner block cost [	Outer Block cost [	block angle [	Notes

Weapon Filename	ranged	Dodge distance	Dodge Count	Stamina / Clip size [	Move speed while blocking / Max Ammo [	Inner block cost [	Outer Block cost [	block angle [	Notes

Weapon Filename	ranged	Dodge distance	Dodge Count	Stamina / Clip size [	Move speed while blocking / Max Ammo [	Inner block cost [	Outer Block cost [	block angle [	Notes

Weapon Filename	ranged	Dodge distance	Dodge Count	Stamina / Clip size [	Move speed while blocking / Max Ammo [	Inner block cost [	Outer Block cost [	block angle [	Notes

Chosen difficulty	hardest	cataclysm	cataclysm_2	cataclysm_3			Set to 1 to enable console			Beastmen Stand	Recruit	Veteran	Champion	Legend	Cataclysm	Cataclysm 2	Cataclysm 3	Legend - Consol	Deathwish C3
Legend	Legend	Cataclysm	Cataclysm 2	Cataclysm 3			0				10	15	30	40	55	65	75	40 [112]	75
	3.3	4.2	5.1	6															
	3.3	4.5	6	7.5															
	3.3	5.4	6.4	7.4				Infantry	Armored [113]	Berzerker	Monsters								
	3	5	6.5	8			Skaven	Skavenslave, Cl	Stormvermin, Ra	Plague Monk	Packmaster, Rat Ogre, Stormfiend, Deathrattler								
							Chaos (Norscar	Fanatic, Maraud	Chaos Warrior	Savage	Chaos Spawn, Bile Troll, Halescourge								
							Chaos (Beastm	Ungor, Gor	Bestigor, Wargor		Minotaur								

HP

enemy	Legend	Cataclysm	Cataclysm 2	Cataclysm 3	[114]	Deathwish C3 [115]
Skavenslave	13.25	16.75	20.5	24	13.25	24
Ungor	19.75	25.25	30.5	36	19.75	36
Fanatic	26.5	33.5	40.75	48	26.5	48
Clan Rat	26.5	36	48	60	26.5	60
Gor	39.5	54	72	90	39.5	90
Marauder	52.75	72	96	120	52.75	120
Stormvermin	52.75	86.5	102.5	118.5	52.75	118.5
Bestigor	66	108	128	148	66	148
Mauler	99	162	192	222	99	222
Chaos Warrior	151.75	248.5	294.5	340.5	151.75	340.5
Plague Monk	59.5	97.25	115.25	133.25	59.5	133.25
Savage	59.5	97.25	115.25	133.25	59.5	133.25
Gutter Runner	39.5	54	72	90	39.5	90
Ratling Gunner / Warpfire Thrower	39.5	54	72	90	39.5	90
Wargor	66	90	120	150	66	150
Poison Wind Globadier	66	90	120	150	66	150
Lifeleech / Blightstormer	66	90	120	150	66	150
Packmaster	82.5	112.5	150	187.5	82.5	187.5
Sack Rat	75	75	75	75	75	75
Dutch Stormvermin	66	108	128	148	66	148
Dutch Marauder	39.5	54	72	90	39.5	90
Dutch Savage	52.75	72	96	120	52.75	120
Dutch Mauler	198	324	384	444	198	444
Dutch Gor	52.75	72	96	120	52.75	120
Dutch Bestigor	99	162	192	222	99	222
Rat Ogre	2400	4000	5200	6400	2400	6400
Stormfiend Flesh	1800	3000	3900	4800	1800	4800
Stormfiend Armor	1800	3000	3900	4800	1800	4800
Chaos Spawn	2400	4000	5200	6400	2400	6400
Bile Troll	1800	3000	3900	4800	1800	4800
Minotaur	2400	4000	5200	6400	2400	6400
Burblespue Halescourge	2400	4000	5200	6400	2400	6400
Skarrik Spinemanglr	1500	2500	3250	4000	1500	4000
Bodvarr Ribspreader	2100	3500	4550	5600	2100	5600
Rasknitt	1500	2500	3250	4000	1500	4000
Deathrattler Flesh	1800	3000	3900	4800	1800	4800
Deathrattler Armor	1800	3000	3900	4800	1800	4800
Nurgloth	3000	5000	6500	8000	3000	8000

Chosen difficulty	hardest	cataclysm	cataclysm_2	cataclysm_3				
Legend	Legend	Cataclysm	Cataclysm 2	Cataclysm 3	Deathwish Legend	Deathwish C1	Deathwish C2	Deathwish C3
	2.25	2.25	3.5	3.5	2.25	2.25	3.5	3.5
	2.75	2.75	3.5	4	2.75	2.75	3.5	4
	1	1	1	1	1	1	1	1

Stagger Resistance

enemy	Legend	Cataclysm	Cataclysm 2	Cataclysm 3	Deathwish Legend	Deathwish C1	Deathwish C2	Deathwish C3
Skavenslave	2.25	2.25	3.5	3.5	15	15	15	15
Ungor	3	3	4.5	4.5	12	12	12	12
Fanatic	3.25	3.25	5	5	20	20	20	20
Clan Rat	4.75	4.75	7.25	7.25	18.5	18.5	18.5	18.5
Gor	5.5	5.5	8.5	8.5	19.5	19.5	19.5	19.5
Marauder	6	6	9.25	9.25	28	28	28	28
Stormvermin	6.25	6.25	8	9	35	35	35	35
Shielded Stormvermin	6.25	6.25	8	9	35	35	35	35
Bestigor	9	9	11.5	13	40	40	40	40
Mauler	8.25	8.25	10.5	12	33	33	33	33
Chaos Warrior	13.25	13.25	16.75	19.25	45	45	45	45
Plague Monk	8.25	8.25	10.5	12	35	35	35	35
Savage	7.5	7.5	9.5	10.75	35	35	35	35
Gutter Runner	2	2	2	2	2	2	2	2
Ratling Gunner / Warpfire Thrower	7	7	8.75	10	27	27	27	27
Wargor	5.5	5.5	8.5	8.5	25	25	25	25
Poison Wind Globadier	2	2	2	2	2	2	2	2
Lifeleech / Blightstormer	7.5	7.5	9.5	10.75	30	30	30	30
Packmaster	11	11	14	16	45 [116]	45	45	45
Sack Rat	2	2	2	2	2	2	2	2
Rat Ogre	100	100	100	100	100	100	100	100
Stormfiend Flesh	100	100	100	100	100	100	100	100
Stormfiend Armor	100	100	100	100	100	100	100	100
Chaos Spawn	100	100	100	100	100	100	100	100
Bile Troll	100	100	100	100	100	100	100	100
Minotaur	100	100	100	100	100	100	100	100
Burblespue Halescourge	2	2	2	2	2	2	2	2
Skarrik Spinemanglr	6.25	6.25	8	9	50	50	50	50
Bodvarr Ribspreader	2	2	2	2	2	2	2	2
Rasknitt	2	2	2	2	2	2	2	2
Deathrattler Flesh	5	5	5	5	5	5	5	5
Deathrattler Armor	5	5	5	5	5	5	5	5
Nurgloth	2	2	2	2	2	2	2	2
Bomb Rat								

	hardest	cataclysm	cataclysm_2	cataclysm_3				
	Legend	Cataclysm	Cataclysm 2	Cataclysm 3	Deathwish Legend	Deathwish C1	Deathwish C2	Deathwish C3
	2.25	2.25	3.5	3.5	2.25	2.25	3.5	3.5
	2.75	2.75	3.5	4	2.75	2.75	3.5	4
	1	1	1	1	1	1	1	1

Stagger Reduction

enemy	Legend	Cataclysm	Cataclysm 2	Cataclysm 3	Deathwish Legend	Deathwish C1	Deathwish C2	Deathwish C3
Skavenslave	0	0	0	0	0	0	0	0
Ungor	0	0	0	0	0	0	0	0
Fanatic	0	0	0	0	0	0	0	0
Clan Rat	0	0	0	0	0	0	0	0
Gor	0.25	0.25	0.25	0.25	0.25	0.25	0.25	0.25
Marauder	0.5	0.5	0.75	0.75	0.5	0.5	0.75	0.75
Stormvermin	2.75	2.75	3.5	4	2.75	2.75	3.5	4
Shielded Stormvermin	2.75	2.75	3.5	4	2.75	2.75	3.5	4
Bestigor	2.75	2.75	3.5	4	2.75	2.75	3.5	4
Mauler	2.5	2.5	3.25	3.5	2.5	2.5	3.25	3.5
Chaos Warrior	5	5	6.25	7.25	5	5	6.25	7.25
Plague Monk	3.75	3.75	4.75	5.5	3.75	3.75	4.75	5.5
Savage	2	2	2.75	3	2	2	2.75	3
Gutter Runner	0	0	0	0	0	0	0	0
Ratling Gunner / Warpfire Thrower	2.75	2.75	3.5	4	2.75	2.75	3.5	4
Wargor	2.75	2.75	3.5	4	2.75	2.75	3.5	4
Poison Wind Globadier	0	0	0	0	0	0	0	0
Lifeleech / Blightstormer	5.5	5.5	7	8	5.5	5.5	7	8
Packmaster	5.5	5.5	7	8	5.5	5.5	7	8
Sack Rat	0	0	0	0	0	0	0	0

Rat Ogre	0	0	0	0	0	0	0	0
Stormfiend Flesh	0	0	0	0	0	0	0	0
Stormfiend Armor	0	0	0	0	0	0	0	0
Chaos Spawn	0	0	0	0	0	0	0	0
Bile Troll	0	0	0	0	0	0	0	0
Minotaur	0	0	0	0	0	0	0	0
Burblespue Halescourge	0	0	0	0	0	0	0	0
Skarrik Spinemanglr	3.75	3.75	4.75	5.5	3.75	3.75	4.75	5.5
Bodvarr Ribspreader	0	0	0	0	0	0	0	0
Rasknitt	0	0	0	0	0	0	0	0
Deathrattler Flesh	0	0	0	0	0	0	0	0
Deathrattler Armor	0	0	0	0	0	0	0	0
Nurgloth	0	0	0	0	0	0	0	0

		0			
Stagger Threshold Multiplier	Stagger	1/4	2/5	3	6
enemy	enemy	light	medium	heavy	explosion
Skavenslave	Skavens	0	2.25	5.625	22.5
Ungor	Ungor	0	3	9	30
Fanatic	Fanatic	0	3.25	8.125	32.5
Clan Rat	Clan Ra	0	4.75	11.875	47.5
Gor	Gor	0	5.5	16.5	55
Marauder	Maraude	0	6	15	60
Stormvermin	Stormve	3.125	6.25	15.625	62.5
Shielded Stormvermin	Shieldec	1.5625	6.25	15.625	62.5
Bestigor	Bestigor	4.5	9	22.5	90
Mauler	Mauler	3.3	8.25	24.75	82.5
Chaos Warrior	Chaos V	6.625	13.25	33.125	132.5
Plague Monk	Plague I	6.1875	16.5	24.75	41.25
Savage	Savage	5.625	11.25	22.5	37.5
Gutter Runner	Gutter R	0.5	2	5	20
Ratling Gunner / Warpfire Thrower	Ratling (	3.5	7	17.5	70
Wargor	Wargor	2.75	5.5	13.75	55
Poison Wind Globadier	Poison V	0.5	2	8	20
Lifeleech / Blightstormer	Lifeleecl	3.75	15	22.5	37.5
Packmaster	Packma	22	44	44	1100
Sack Rat	Sack Ra	0.5	2	5	20
Rat Ogre	Rat Ogr	100	100	100	100
Stormfiend Flesh	Stormfie	100	100	100	100
Stormfiend Armor	Stormfie	100	100	100	100
Chaos Spawn	Chaos S	100	100	100	100
Bile Troll	Bile Trol	100	100	100	100
Minotaur	Minotau	100	100	100	100
Burblespue Halescourge	Burblesp	0.5	2	5	20
Skarrik Spinemanglr	Skarrik S	1.5625	6.25	15.625	62.5
Bodvarr Ribspreader	Bodvarr	0.5	2	5	20
Rasknitt	Rasknitt	0.5	2	5	20
Deathrattler Flesh	Deathra	1.25	5	12.5	50
Deathrattler Armor	Deathra	1.25	5	12.5	50
Nurgloth	Nurgloth	0.5	2	5	20
Bomb Rat	Bomb R	#N/A	#N/A	#N/A	#N/A

	Stagger Type					damage? [117]
Ignore Stagger	5	6	7	8	9	
Burblespue Halescourge	1	1	0	0	0	
Burblespue Halescourge	1	1	0	0	0	
Burblespue Halescourge	1	1	0	0	0	
Burblespue Halescourge	1	1	0	0	0	
Burblespue Halescourge	1	1	0	0	0	
Burblespue Halescourge	1	1	0	0	0	
Burblespue Halescourge	1	1	0	0	0	
Burblespue Halescourge	1	1	1	1	1	
Burblespue Halescourge	1	1	1	1	1	
Burblespue Halescourge	1	1	0	0	0	
Burblespue Halescourge	1	1	1	1	1	
Burblespue Halescourge	1	1	1	1	1	
Burblespue Halescourge	1	1	1	1	1	
Nurgloth	1	0	0	0	0	
Nurgloth						
Savage	1	0	1	0	0	TRUE
Savage	0	0	0	0	0	TRUE
Savage	0	0	0	0	0	TRUE
Savage	1	0	1	0	0	TRUE
Savage	1	0	1	0	0	TRUE
Savage	1	0	1	0	0	TRUE
Bodvarr Ribspreader	1	1	1	1	0	
Bodvarr Ribspreader						
Bodvarr Ribspreader	1	0	0	0	0	
Bodvarr Ribspreader	1	0	0	0	0	
Bodvarr Ribspreader	1	1	1	1	0	
Bodvarr Ribspreader	1	1	1	1	0	
Bodvarr Ribspreader	1	0	0	0	0	
Bodvarr Ribspreader	1	0	0	0	0	
Bodvarr Ribspreader	1	0	0	0	0	
Bodvarr Ribspreader	1	0	1	1	0	
Plague Monk	0	0	0	0	0	TRUE
Plague Monk	0	0	0	0	0	TRUE
Plague Monk	0	0	0	0	0	TRUE
Plague Monk	1	0	1	0	0	TRUE
Plague Monk	1	0	1	0	0	TRUE
Plague Monk	1	0	1	0	0	TRUE
Plague Monk	1	0	1	0	0	TRUE
Packmaster	0	0	0	0	0	TRUE
Packmaster	1	0	0	0	0	
Packmaster	1	0	0	0	0	
Packmaster	0	0	0	0	0	TRUE
Packmaster	1	0	0	0	0	
Chaos Warrior	1	0	0	0	0	TRUE
Chaos Warrior	1	0	0	0	0	TRUE
Chaos Warrior	1	0	0	0	0	TRUE
Chaos Warrior	0	0	0	0	0	TRUE
Chaos Warrior	1	0	0	0	0	TRUE
Chaos Warrior	1	0	0	0	0	TRUE
Chaos Warrior	0	0	0	0	0	TRUE
Skarrik Spinemanglr	1	0	0	0	0	
Skarrik Spinemanglr	0	0	0	0	0	
Skarrik Spinemanglr	0	0	0	0	0	
Skarrik Spinemanglr	1	1	0	0	0	
Skarrik Spinemanglr	1	0	0	0	0	
Skarrik Spinemanglr	1	0	0	0	0	
Skarrik Spinemanglr	1	0	0	0	0	
Skarrik Spinemanglr	1	0	0	0	0	
Skarrik Spinemanglr	1	0	0	0	0	
Skarrik Spinemanglr	1	1	0	0	0	
Biochemist						
Mauler	0	0	0	0	0	TRUE
Mauler	0	0	0	0	0	TRUE
Mauler	0	0	0	0	0	TRUE
Mauler	1	0	0	0	0	TRUE
Mauler	0	0	0	0	0	TRUE
Mauler	0	0	0	0	0	TRUE

staggers_allowed?									
combo_attacks_attack_heavy	1	1	1	1	1	1	1	0	0
combo_attacks_attack_wild_flailin	1	1	1	1	1	1	1	0	0

Wargor	1	1	0	0	0		
Wargor	1	0	0	0	0	TRUE	
Wargor	0	0	0	0	0	TRUE	
Wargor	1	0	0	0	0	TRUE	
Wargor	0	0	0	0	0	TRUE	
Blightstormer	1	1	0	0	0		
Blightstormer	1	1	0	0	0		
Stormvermin	1	0	0	0	0	TRUE	
Stormvermin	0	0	0	0	0	TRUE	
Stormvermin	1	0	0	0	0	TRUE	
Stormvermin	0	0	0	0	0	TRUE	
Shielded Stormvermin	0	0	0	0	0	TRUE	
Shielded Stormvermin	0	0	0	0	0	TRUE	
Shielded Stormvermin	1	0	0	0	0	TRUE	
Shielded Stormvermin	0	0	0	0	0	TRUE	
Shielded Stormvermin	0	0	0	0	0	TRUE	
Shielded Stormvermin	0	0	0	0	0	TRUE	
Bestigor	1	0	0	0	0	TRUE	
Bestigor	0	0	0	0	0	TRUE	
Bestigor	1	0	0	0	0	TRUE	
Bestigor	1	0	0	0	0	TRUE	
Bestigor	0	0	0	0	0	TRUE	
Rasknitt	1	1	0	0	0		
Rasknitt	1	1	0	0	0		
Deathrattler Flesh	1	0	1	1	0		
Deathrattler Flesh	1	1	1	1	0		
Deathrattler Flesh	0	1	1	1	0		
Deathrattler Armor	1	0	1	1	0		
Deathrattler Armor	1	1	1	1	0		
Deathrattler Armor	0	1	1	1	0		
Gutter Runner	0	0	0	0	0	TRUE	allow_push
Gutter Runner	0	0	0	0	0	TRUE	
Stormfiend Flesh	1	0	1	1	0		
Stormfiend Flesh	0	1	1	1	0		
Stormfiend Armor	1	0	1	1	0		
Stormfiend Armor	0	1	1	1	0		
Ratling Gunner	1	0	0	0	0		
Ratling Gunner	0	0	0	0	0	TRUE	
Poison Wind Globadier	1	0	1	0	0		
Poison Wind Globadier	0	0	0	0	0	TRUE	
Warpfire Thrower	1	0	0	0	0		
Warpfire Thrower	0	0	0	0	0	TRUE	
Minotaur							
Rat Ogre							
Lifeleech	0	0	0	0	0	TRUE	
Lifeleech	1	1	0	0	0		
Bile Troll							
Bomb Rat [118]	1	0	0	0	0		
Chaos Spawn							

	Stagger Type								damage?	allow_push?
Ignore Stagger (manual grouping)	6-Melee	4	5	3-Ranged	6	7	8	9		
Skavenslave	0	0	0	0	0	0	0	0		
Ungor	0	0	0	0	0	0	0	0		
Fanatic	0	0	0	0	0	0	0	0		
Clan Rat	0	0	0	0	0	0	0	0		
Gor	0	0	0	0	0	0	0	0		
Marauder	0	0	0	0	0	0	0	0		
Stormvermin	0	0	0	0	0	0	0	0		
Stormvermin	0	0	0	0	0	0	0	0	TRUE	
Stormvermin	0	1	1	0	0	0	0	0	TRUE	
Shielded Stormvermin	0	0	0	0	0	0	0	0		
Shielded Stormvermin	0	0	0	0	0	0	0	0	TRUE	
Shielded Stormvermin	0	1	0	0	0	0	0	0	TRUE	
Shielded Stormvermin	0	1	1	1	0	0	0	0	TRUE	
Mauler	0	0	0	0	0	0	0	0		
Mauler	0	0	0	0	0	0	0	0	TRUE	
Mauler	0	0	0	0	0	0	0	0	TRUE	
Mauler	0	1	1	0	0	0	0	0	TRUE	
Chaos Warrior	0	0	0	0	0	0	0	0		
Chaos Warrior	0	0	0	0	0	0	0	0	TRUE	
Chaos Warrior	0	1	0	0	0	0	0	0	TRUE	
Chaos Warrior	0	1	1	0	0	0	0	0	TRUE	
Chaos Warrior	0	1	1	0	0	0	0	0	TRUE	
Chaos Warrior	0	1	1	1	0	0	0	0	TRUE	
Bestigor	0	0	0	0	0	0	0	0		
Bestigor	0	0	0	0	0	0	0	0	TRUE	
Bestigor	0	0	1	0	0	0	0	0	TRUE	
Bestigor	0	1	1	0	0	0	0	0	TRUE	
Wargor	0	0	0	0	0	0	0	0		
Wargor	0	0	0	0	0	0	0	0	TRUE	
Wargor	0	1	1	0	0	0	0	0	TRUE	
Plague Monk	0	0	0	0	0	0	0	0		
Plague Monk	0	0	0	0	0	0	0	0	TRUE	
Plague Monk	0	1	1	0	0	1	0	0	TRUE	
Savage	0	0	0	0	0	0	0	0		
Savage	0	0	0	0	0	0	0	0	TRUE	
Savage	0	1	1	0	0	1	0	0	TRUE	
Savage	0	1	1	0	0	1	0	0	TRUE	
Savage	0	1	1	1	0	1	0	0	TRUE	
Gutter Runner	0	1	0	0	0	0	0	0	TRUE	TRUE
Packmaster	0	0	0	0	0	0	0	0		
Packmaster	0	0	0	0	0	0	0	0	TRUE	
Packmaster	0	1	1	0	0	0	0	0		
Poison Wind Globadier	0	1	1	1	0	1	0	0		
Ratling Gunner / Warpfire Thrower	0	0	0	0	0	0	0	0		
Ratling Gunner / Warpfire Thrower	0	0	0	0	0	0	0	0	TRUE	
Ratling Gunner / Warpfire Thrower	0	1	1	0	0	0	0	0		
Bomb Rat	0	1	1	0	0	0	0	0		

Stagger Breakpoints (required stagger power	Melee F	Ranged	Ranged Fines	damage?	allow_push?		Stagger Threshold per entry					Stagger Reduction per entry
Skavenslave	0	0	0				0	2.25	5.625	22.5		0
Ungor	0	0	0				0	3	9	30		0
Fanatic	0	0	0				0	3.25	8.125	32.5		0
Clan Rat	0	0	0				0	4.75	11.875	47.5		0
Gor	0	0	0				0	5.5	16.5	55		0.25
Marauder	0	0.5	0				0	6	15	60		0.5
Stormvermin	3.125	5.875	3.125				3.125	6.25	15.625	62.5		2.75
Stormvermin	3.125	5.875	3.125	TRUE			3.125	6.25	15.625	62.5		2.75
Stormvermin	6.25	18.375	15.625	TRUE			3.125	6.25	15.625	62.5		2.75
Shielded Stormvermin	1.5625	4.3125	1.5625				1.5625	6.25	15.625	62.5		2.75
Shielded Stormvermin	1.5625	4.3125	1.5625	TRUE			1.5625	6.25	15.625	62.5		2.75
Shielded Stormvermin	6.25	9	6.25	TRUE			1.5625	6.25	15.625	62.5		2.75
Shielded Stormvermin	62.5	65.25	62.5	TRUE			1.5625	6.25	15.625	62.5		2.75
Mauler	3.3	5.8	3.3				3.3	8.25	24.75	82.5		2.5
Mauler	3.3	5.8	3.3	TRUE			3.3	8.25	24.75	82.5		2.5
Mauler	8.25	5.8	3.3	TRUE			3.3	8.25	24.75	82.5		2.5
Mauler	8.25	27.25	24.75	TRUE			3.3	8.25	24.75	82.5		2.5
Chaos Warrior	6.625	11.625	6.625				6.625	13.25	33.125	132.5		5
Chaos Warrior	6.625	11.625	6.625	TRUE			6.625	13.25	33.125	132.5		5
Chaos Warrior	6.625	18.25	13.25	TRUE			6.625	13.25	33.125	132.5		5

Chaos Warrior	6.625	38.125	33.125	TRUE			6.625	13.25	33.125	132.5		5
Chaos Warrior	33.125	38.125	33.125	TRUE			6.625	13.25	33.125	132.5		5
Chaos Warrior	132.5	137.5	132.5	TRUE			6.625	13.25	33.125	132.5		5
Bestigor	4.5	7.25	4.5				4.5	9	22.5	90		2.75
Bestigor	4.5	7.25	4.5	TRUE			4.5	9	22.5	90		2.75
Bestigor	9	7.25	4.5	TRUE			4.5	9	22.5	90		2.75
Bestigor	9	25.25	22.5	TRUE			4.5	9	22.5	90		2.75
Wargor	2.75	5.5	2.75				2.75	5.5	13.75	55		2.75
Wargor	2.75	5.5	2.75	TRUE			2.75	5.5	13.75	55		2.75
Wargor	5.5	16.5	13.75	TRUE			2.75	5.5	13.75	55		2.75
Plague Monk	6.1875	9.9375	6.1875				6.1875	16.5	24.75	41.25		3.75
Plague Monk	6.1875	9.9375	6.1875	TRUE			6.1875	16.5	24.75	41.25		3.75
Plague Monk	16.5	28.5	24.75	TRUE			6.1875	16.5	24.75	41.25		3.75
Savage	5.625	7.625	5.625				5.625	11.25	22.5	37.5		2
Savage	5.625	7.625	5.625	TRUE			5.625	11.25	22.5	37.5		2
Savage	11.25	24.5	22.5	TRUE			5.625	11.25	22.5	37.5		2
Savage	22.5	24.5	22.5	TRUE			5.625	11.25	22.5	37.5		2
Savage	37.5	39.5	37.5	TRUE			5.625	11.25	22.5	37.5		2
Gutter Runner	2	2	2	TRUE	TRUE		0.5	2	5	20		0
Packmaster	22	27.5	22				22	44	44	1100		5.5
Packmaster	22	27.5	22	TRUE			22	44	44	1100		5.5
Packmaster	44	49.5	44				22	44	44	1100		5.5
Poison Wind Globadier	20	20	20				0.5	2	8	20		0
Ratling Gunner / Warpfire Thrower	3.5	6.25	3.5				3.5	7	17.5	70		2.75
Ratling Gunner / Warpfire Thrower	3.5	6.25	3.5	TRUE			3.5	7	17.5	70		2.75
Ratling Gunner / Warpfire Thrower	7	20.25	17.5				3.5	7	17.5	70		2.75
Bomb Rat	#N/A	#N/A	#N/A				#N/A	#N/A	#N/A	#N/A		#N/A

FALSE [119]	NOTE [120]														Armor_mod					Crit Armor Mod				
Damage Profile	Armor Table	Critical Table	Cleave	Default Target	Multi Target	Damage Profile Index	Critical Table Index	Armor Table Index	Default Target Index	Multi Target Index	ignore_stagger_reduction	damage_profile.is_push	is_explosion	attack_template.always_stagger	Infantry	Armor	Monster	Berserker	Super	Infantry	Armor	Monster	Berserker	Super
aoe_poison_dot [121]	aoe_poison_dot	nocrit		default_target_aoe_poison_dot		0	53	0	5	0					1.25	1	3	1	0.5	0	0	0	0	0
arrow_carbine_far	lightshot	lightshot	arrow_carbine	default_target_arrow_carbine_far		1	38	69	6	0					1	0	1	1	1	1	0.25	1	1	1
arrow_carbine_near	arrow_carbine_near	lightshot	arrow_carbine	default_target_arrow_carbine_near		2	38	1	7	0					1	0.25	1	1	1	1	0.25	1	1	1
arrow_carbine_shortbow_far	arrow_carbine_shortbow_far	arrow_carbine_shortbow	arrow_carbine_shortbow	default_target_arrow_carbine_shortbow_far		3	2	2	8	0														
arrow_carbine_shortbow_near	arrow_carbine_shortbow_near	arrow_carbine_shortbow	arrow_carbine_shortbow	default_target_arrow_carbine_shortbow_near		4	2	3	9	0														
arrow_machinegun_far	lightshot	lightshot	arrow_machinegun	default_target_arrow_machinegun_far		5	38	69	10	0					1	0	1	1	1	1	0.25	1	1	1
arrow_machinegun_near	lightshot	lightshot	arrow_machinegun	default_target_arrow_machinegun_near		6	38	69	11	0					1	0	1	1	1	1	0.25	1	1	1
arrow_sniper_ability_piercing_far	arrow_sniper_ability_piercing_far	arrow_sniper_ability_piercing	arrow_sniper_ability_piercing	default_target_arrow_sniper_ability_piercing_far		7	4	6	14	0					1	1	2	0.25	1	1	1	1	1	1
arrow_sniper_ability_piercing_near	arrow_sniper_ability_piercing_near	arrow_sniper_ability_piercing	arrow_sniper_ability_piercing	default_target_arrow_sniper_ability_piercing_near		8	4	7	15	0					1	1	1	0.25	1	1	1	1	1	1
arrow_sniper_far	arrow_sniper	arrow_sniper	arrow_sniper	default_target_arrow_sniper_far		9	3	5	16	0					1	0.8	1.5	1	1	1	1	1.5	1	1
arrow_sniper_kruber_far	arrow_sniper_kruber_far	arrow_sniper_kruber	arrow_sniper_kruber	default_target_arrow_sniper_kruber_far		10	5	8	17	0					1	0.5	1.5	1	0.75	1	1	1.5	1	0.75
arrow_sniper_kruber_near	arrow_sniper_kruber_near	arrow_sniper_kruber	arrow_sniper_kruber	default_target_arrow_sniper_kruber_near		11	5	9	18	0					1	1	1.5	1	0.75	1	1	1.5	1	0.75
arrow_sniper_near	arrow_sniper	arrow_sniper	arrow_sniper	default_target_arrow_sniper_near		12	3	5	19	0					1	0.8	1.5	1	1	1	1	1.5	1	1
arrow_sniper_trueflight_far	arrow_sniper_trueflight_far	arrow_sniper_trueflight	arrow_sniper_trueflight	default_target_arrow_sniper_trueflight_far		13	6	10	20	0					1	1	2	0.25	1	1	1	1	1	1
arrow_sniper_trueflight_near	arrow_sniper_trueflight_near	arrow_sniper_trueflight	arrow_sniper_trueflight	default_target_arrow_sniper_trueflight_near		14	6	11	21	0					1	1	1	0.25	1	1	1	1	1	1
beam_burning_dot	beam_burning_dot	nocrit		default_target_beam_burning_dot		15	53	16	25	0					1	0.75	4	1	1	0	0	0	0	0
beam_far	beam	beam	beam	default_target_beam_far		16	10	15	26	0	TRUE				1	0.5	1.5	1	1	1	0.5	1	1	1
beam_initial_far	beam_initial_far	beam_initial	beam_initial	default_target_beam_initial_far		17	11	17	27	0					1	0.1	1.5	1	1	1	0.1	1	1	1
beam_initial_near	beam_initial_near	beam_initial	beam_initial	default_target_beam_initial_near		18	11	18	28	0					1	0.5	1.5	1	1	1	0.1	1	1	1
beam_near	beam	beam	beam	default_target_beam_near		19	10	15	29	0	TRUE				1	0.5	1.5	1	1	1	0.5	1	1	1
beam_shot_far	beam_shot_far	beam_shot	beam_shot	default_target_beam_shot_far		20	12	19	30	0					1	0.5	1	1	1	1	0.8	1.5	1	1
beam_shot_near	beam_shot_near	beam_shot	beam_shot	default_target_beam_shot_near		21	12	20	31	0					1	0.8	1.5	1	1	1	0.8	1.5	1	1
blast_drakefire_far	drakefire_blast	lightshot		default_target_drakefire_blast_far		22	38	41	48	0					1	0.5	1		0.5	1	0.25	1	1	1
blast_drakefire_near	drakefire_blast	lightshot		default_target_drakefire_blast_near		23	38	41	49	0					1	0.5	1		0.5	1	0.25	1	1	1
blast_far	blast	blast	blast	default_target_blast_far		24	13	21	32	0					1	0	1	1	1	1	0.2	1	1	1
blast_near	blast	blast	blast	default_target_blast_near		25	13	21	33	0					1	0	1	1	1	1	0.2	1	1	1
burning_dot	burning_dot	nocrit		default_target_burning_dot		26	53	23	34	0					1	0.75	3	1	1	0	0	0	0	0
burning_dot_firegrenade	burning_dot_firegrenade	nocrit		default_target_burning_dot_firegrenade		27	53	24	35	0					1	0.25	2	1	1	0	0	0	0	0
burst_thorn_far	burst_thorn_far	burst_thorn		burst_thorn_far		28	16	27	3	0					1	0	1.5	0.5	1	1	0.5	1.5	1	0.5
burst_thorn_near	burst_thorn_near	burst_thorn		burst_thorn_near		29	16	28	4	0					1	0.3	1	0.5	1.2	1	0.5	1.5	1	0.5
crossbow_bolt_far	crossbow_far	crossbow	crossbow	default_target_crossbow_far		30	20	35	45	0					1	0.6	1.5	1	0.75	1	0.8	1.5	1	0.5
crossbow_bolt_near	crossbow_near	crossbow	crossbow	default_target_crossbow_near		31	20	36	46	0					1	0.8	1.5	1	0.75	1	0.8	1.5	1	0.5
crossbow_bolt_repeating_far	crossbow_bolt_repeating_far	crossbow_bolt_repeating	crossbow_bolt_repeating	default_target_crossbow_bolt_repeating_far		32	21	33	43	0					1	0.4	1.5	1	0.5	1	0.5	1.5	1	0.5
crossbow_bolt_repeating_near	crossbow_bolt_repeating_near	crossbow_bolt_repeating	crossbow_bolt_repeating	default_target_crossbow_bolt_repeating_near		33	21	34	44	0					1	0.5	1.5	1	0.5	1	0.5	1.5	1	0.5
dagger_burning_slam	slam_tank_M	slam_tank_M		target_settings_dagger_burning_slam_tank_M [122]		34	70	117	170	0	TRUE				1	0	1	0	0.75	1	0.5	2	0	1
dagger_burning_slam_target	slam_burn_target_tank_M	slam_burn_target_tank_M		default_target_slam_burn_target_tank_M		35	68	115	121	0	TRUE				1	0.5	1	0	0.5	1	0.5	1	0	0.5
dagger_burning_slam_target_fencer	slam_burn_target_tank_M	slam_burn_target_tank_M		default_target_slam_burn_target_tank_M		36	68	115	121	0	TRUE													
default	default	default		default_target_default		37	22	37	47	0														
engineer_ability_shot_armor_pierce_far	engineer_ability_shot_armor_pierce_fa	engineer_ability_shot_armor_pierce		default_target_engineer_ability_shot_armor_pierce_far		38	24	44	52	0														
engineer_ability_shot_armor_pierce_near	engineer_ability_shot_armor_pierce_n	engineer_ability_shot_armor_pierce		default_target_engineer_ability_shot_armor_pierce_near		39	24	45	53	0														
engineer_ability_shot_far	engineer_ability_shot_far	engineer_ability_shot		default_target_engineer_ability_shot_far		40	23	46	54	0					1	0.1	1	0.15	1	1	0.25	1	0.15	1
engineer_ability_shot_near	engineer_ability_shot_near	engineer_ability_shot		default_target_engineer_ability_shot_near		41	23	47	55	0					1	0.1	1	0.15	1	1	0.25	1	0.15	1
explosive_barrel	explosive_barrel	nocrit		default_target_explosive_barrel		42	53	48	56	0			TRUE		1	0.5	2.5	1	1	0	0	0	0	0
fire_spark_far	fire_spark	fire_spark	fire_spark	default_target_fire_spark_far		43	27	52	60	0					1	0.25	1	1	1	1	0.25	1	1	1
fire_spark_near	fire_spark	fire_spark	fire_spark	default_target_fire_spark_near		44	27	52	61	0					1	0.25	1	1	1	1	0.25	1	1	1
fire_spear_2_far	fire_spear_2_far	fire_spear_2	fire_spear_2	default_target_fire_spear_2_far		45	28	54	62	0					1	0.2	1.5	1	0.5	1	0.4	1.5	1	1
fire_spear_2_near	fire_spear_2_near	fire_spear_2	fire_spear_3	default_target_fire_spear_2_near		46	28	55	63	0					1	0.4	1.5	1	0.5	1	0.4	1.5	1	1
fire_spear_3_far	fire_spear_3_far	fire_spear_3	fire_spear_3	default_target_fire_spear_3_far		47	29	56	64	0					1	0.75	1.5	1	1	1	1	1.5	1	1
fire_spear_3_near	fire_spear_3_near	fire_spear_3	fire_spear_3	default_target_fire_spear_3_near		48	29	57	65	0					1	0.75	1.5	1	1	1	1	1.5	1	1
fire_spear_far	fire_spear	fire_spark	fire_spear	default_target_fire_spear_far		49	27	53	66	0					1	0.25	1	1	0.5	1	0.25	1	1	1
fire_spear_near	fire_spear	fire_spark	fire_spear	default_target_fire_spear_near		50	27	53	67	0					1	0.25	1	1	0.5	1	0.25	1	1	1
fire_spear_trueflight [123]	fire_spear_trueflight	fire_spear_trueflight	fire_spear_trueflight	default_target_fire_spear_trueflight		51	30	58	68	0			TRUE		1	1.5	2.5	0.25	1	1	1.5	2.5	0.25	1
flamethrower_dot	flamethrower_dot	nocrit		default_target_flamethrower_dot		52	53	60	69	0					1	0.25	3	1	1	0	0	0	0	0
flamethrower_far	flamethrower	flamethrower	flamethrower	default_target_flamethrower_far		53	31	59	70	0					1	0.25	1.5	1	0.5	1	0.25	1.5	1	0.5
flamethrower_initial_far	flamethrower_initial	flamethrower_initial	flamethrower_initial	default_target_flamethrower_initial_far		54	32	61	71	0					0.5	0	1	0.25	0.25	1	0.25	1	1	1
flamethrower_initial_near	flamethrower_initial	flamethrower_initial	flamethrower_initial	default_target_flamethrower_initial_near		55	32	61	72	0					0.5	0	1	0.25	0.25	1	0.25	1	1	1
flamethrower_near	flamethrower	flamethrower	flamethrower	default_target_flamethrower_near		56	31	59	73	0					1	0.25	1.5	1	0.5	1	0.25	1.5	1	0.5
flamethrower_spray_far	flamethrower_spray	flamethrower_spray	flamethrower_spray	default_target_flamethrower_spray_far		57	33	62	74	0					1	1	1.5	1	1	1	1	1.5	1	1
flamethrower_spray_near	flamethrower_spray	flamethrower_spray	flamethrower_spray	default_target_flamethrower_spray_near		58	33	62	75	0					1	1	1.5	1	1	1	1	1.5	1	1
frag_grenade	frag_grenade	nocrit		default_target_frag_grenade		59	53	64	76	0			TRUE		1	0.5	3	1	1	0	0	0	0	0
frag_grenade_glance	frag_grenade	nocrit		default_target_frag_grenade_glance		60	53	64	77	0			TRUE		1	0.5	3	1	1	0	0	0	0	0
geiser_magma	geiser_magma	geiser_magma		default_target_geiser_magma	targets_geiser_magma	61	34	65	78	183					1	0.5	1	1	1	1	0.5	1	1	1
geyser_far	geyser	geyser	geiser	default_target_geyser_far		62	35	66	79	0					1	0.5	1	1	1	1	0.5	1	1	1
geyser_near	geyser	geyser	geiser	default_target_geyser_near		63	35	66	80	0					1	0.5	1	1	1	1	0.5	1	1	1
great_hammer_righteous_heavy	great_hammer_righteous_heavy	great_hammer_righteous_heavy		default_target_great_hammer_righteous_heavy	targets_great_hammer_righteous_heavy	64	98	178	234	235					1	0.5	1	1	1	1	0.5	1	1	1
hammer_book_charged_explosion	hammer_book_charged_explosion	nocrit		hammer_book_charged_explosion		65	53	177	233	0					1	0.5	1	1	1	0	0	0	0	0
heavy_blunt_smiter	smiter_H	smiter_H	smiter_default	default_target_smiter_H	targets_smiter_H	66	73	119	127	204														
heavy_blunt_smiter_burn	smiter_M	smiter_M	smiter_default	default_target_smiter_burn_H	targets_smiter_M	67	76	122	123	207					1	0.8	1.75	0	0.75	1	0.8	2.5	0	1
heavy_blunt_smiter_charged	smiter_pick_H	armor_modifier_smiter_pick_H	smiter_default	default_target_smiter_H_charged	targets_smiter_H	68	1	123	128	204					1	0.85	1.5	0	0.75	#N/A	#N/A	#N/A	#N/A	#N/A
heavy_blunt_smiter_pick	smiter_H	armor_modifier_smiter_H [125]	smiter_default	default_target_smiter_H	targets_smiter_H	69	0	119	127	204					1	0.5	1.5	0	0.75	#N/A	#N/A	#N/A	#N/A	#N/A
heavy_blunt_tank	tank_H	tank_H	tank_H	default_target_tank_H	targets_tank_H	70	89	137	150	214					1	0	1.5	0	0.75	1	0.6	2	0	1
heavy_blunt_tank_light	tank_H	tank_H	tank_H	default_target_tank_H	targets_tank_H	71	89	137	150	214					1	0	1.5	0	0.75	1	0.6	2	0	1
heavy_javelin_smiter_stab_bleed	heavy_javelin_smiter_stab	heavy_javelin_smiter_stab		default_target_heavy_javelin_smiter_stab	targets_heavy_javelin_smiter_stab	72	36	67	81	184					1	0.3	2	0	0.75	1	0.5	2.2	0	1
heavy_slashing_axe_linesman	axe_linesman_H	axe_linesman_H	axe_linesman_H	default_target_axe_linesman_H	targets_axe_linesman_H	73	7	12	22	173					0.9	0	1.5	0	0.75	1	0.75	2	0	1
heavy_slashing_linesman	linesman_H	linesman_H	linesman_H	default_target_linesman_H	targets_linesman_H	74	43	75	87	193					1	0.3	2	0	1	1	0.5	2.5	0	1
heavy_slashing_linesman_bopp	linesman_H	linesman_H	linesman_H	default_target_linesman_H	targets_linesman_H	75	43	75	87	193					1	0.3	2	0	1	1	0.5	2.5	0	1
heavy_slashing_linesman_executioner	linesman_H	linesman_H	linesman_executioner_H	default_target_linesman_executioner_H	targets_linesman_executioner_H	76	43	75	84	190					1	0.3	2	0	1	1	0.5	2.5	0	1
heavy_slashing_linesman_polearm	linesman_H	linesman_H	linesman_executioner_H	default_target_linesman_H	targets_linesman_polearm_H	77	43	75	87	198					1	0.3	2	0	1	1	0.5	2.5	0	1
heavy_slashing_smiter	smiter_H	smiter_H	smiter_default	default_target_smiter_H	targets_smiter_H	78	73	119	127	204					1	0.5	1.5	0	0.75	1	0.5	1.5	0	1
heavy_slashing_smiter_executioner	smiter_H	smiter_executioner_H	smiter_default	default_target_smiter_executioner_H	targets_smiter_H	79	71	119	125	204					1	0.5	1.5	0	0.75	1	1	1.5	0	1
heavy_slashing_smiter_glaive	smiter_H	smiter_glaive_H	smiter_default	default_target_smiter_glaive_H	targets_smiter_H	80	72	119	126	204					1	0.5	1.5	0	0.75	1	1	1.5	0	1
heavy_slashing_smiter_polearm	smiter_H	smiter_H	smiter_default	default_target_smiter_H	targets_smiter_H	81	73	119	127	204					1	0.5	1.5	0	0.75	1	0.5	1.5	0	1
heavy_slashing_smiter_stab	stab_smiter_H	stab_smiter_H	smiter_default	default_target_stab_smiter_H	targets_stab_smiter_H	82	79	126	138	209					1	0.3	2	0	0.75	1	0.65	2.5	0	1
heavy_slashing_smiter_stab_polearm	stab_smiter_H	stab_smiter_heavy_polearm_H	smiter_default	default_target_stab_smiter_H	targets_stab_smiter_polearm_H	83	80	126	138	212					1	0.3	2	0	0.75	1	0.5	2.5	0	1
heavy_slashing_tank	tank_H	tank_H	tank_H	default_target_tank_H	targets_tank_H	84	89	137	150	214					1	0	1.5	0	0.75	1	0.6	2	0	1
light_blunt_smiter	smiter_L	smiter_L	smiter_default	default_target_smiter_L	targets_smiter_L	85	74	120	129	205	TRUE				1.25	0.65	2.5	0	0.75	1.25	0.75	2.75	0	1
light_blunt_smiter_dual	smiter_L	smiter_L	smiter_default	default_target_smiter_L_dual_heavy	targets_smiter_L	86	74	120	130	205					1.25	0.65	2.5	0	0.75	1.25	0.75	2.75	0	1
light_blunt_smiter_dual_diag	smiter_L	smiter_L	smiter_default	default_target_smiter_L_dual_heavy	targets_smiter_L	87	74	120	130	205					1.25	0.65	2.5	0	0.75	1.25	0.75	2.75	0	1
light_blunt_smiter_dual_flat	smiter_L	smiter_L	smiter_default	default_target_smiter_L_dual_heavy	targets_smiter_L	88	74	120	130	205					1.25	0.65	2.5	0	0.75	1.25	0.75	2.75	0	1
light_blunt_smiter_stab	stab_smiter_L	stab_smiter_L	smiter_default	default_target_stab_smiter_L	targets_blunt_smiter_stab_L	89	81	127	139	178					1	0.25	1.5	0	0.75	1	0.5	2	0	1
light_blunt_smiter_stab_burn	burning_punch_smiter_L	stab_smiter_L	smiter_default	default_target_stab_smiter_L	targets_burning_punch_smiter_L	90	81	25	139	179					1	0.5	1.5	0	0.75	1	0.5	2	0	1
light_blunt_smiter_upper [126]	smiter_L	smiter_L	smiter_default	default_target_smiter_L	targets_smiter_L	91	74	120	129	205					1.25	0.65	2.5	0	0.75	1.25	0.75	2.75	0	1
light_blunt_tank	tank_L	tank_L	tank_L	default_target_tank_L	targets_tank_L	92	90	138	151	215					1	0	1	0	1	1	0.6	2	0	1
light_blunt_tank_diag	tank_L	tank_L	tank_L	default_target_tank_L	targets_tank_L	93	90	138	151	215					1	0	1	0	1	1	0.6	2	0	1
light_blunt_tank_dual	tank_L	tank_L	tank_dual_L	default_target_tank_dual_L	targets_tank_dual_L	94	90	138	149	213					1	0	1	0	1	1	0.6	2	0	1
light_blunt_tank_dual_diag	tank_L	tank_L	tank_dual_L	default_target_tank_dual_L	targets_tank_dual_L	95	90	138	149	213					1	0	1	0	1	1	0.6	2	0	1
light_blunt_tank_dual_upper	tank_L	tank_L	tank_dual_L	default_target_tank_dual_L	targets_tank_dual_L	96	90	138	149	213					1	0	1	0	1	1	0.6	2	0	1
light_blunt_tank_spiked	tank_spiked_L	tank_spiked_L	tank_spiked_L	default_target_tank_spiked_L	targets_tank_spiked_L	97	92	141	153	220					1	0.25	1.5	0	1	1	0.6	2	0	1
light_blunt_tank_upper	tank_L	tank_L	tank_L	default_target_tank_L	targets_tank_L	98	90	138	151	215					1	0	1	0	1	1	0.6	2	0	1
light_fencer_stab	fencer_stab_L_AP	fencer_stab_L	smiter_default	default_target_fencer_stab_L	targets_fencer_stab_L	99	25	50	57	182					1	0.25	1.5	0	0.75	1	0.5	2	0	1
light_fencer_stab_diag	fencer_stab_L	fencer_stab_L	smiter_fencer	default_target_fencer_stab_L	targets_fencer_stab_L	100	25	49	57	182					1	0	1.5	0	0.75	1	0.5	2	0	1
light_fencer_stab_H [127]	fencer_stab_L_AP	fencer_stab_L	smiter_default	default_target_fencer_stab_L		101	25	50	57	0					1	0.25	1.5	0	0.75	1	0.5	2	0	1
light_pointy_smiter	pointy_smiter_L	pointy_smiter_L	smiter_default	default_target_pointy_smiter_L	targets_smiter_L	102	54	86	99	205					1	1	2	0	1	1	1	2	0	1
light_pointy_smiter_diag	pointy_smiter_L	smiter_L	smiter_default	default_target_pointy_smiter_L	targets_smiter_L	103	74	86	99	205					1	1	2	0	1	1.25	0.75	2.75	0	1
light_pointy_smiter_diag	pointy_smiter_L	smiter_L	smiter_default	default_target_pointy_smiter_L	targets_smiter_L	104	74	86	99	205					1	1	2	0	1	1.25	0.75	2.75	0	1
light_pointy_smiter_upper	pointy_smiter_L	smiter_L	smiter_default	default_target_pointy_smiter_L	targets_smiter_L	105	74	86	99	205														
light_slash_stab_es_01	light_slash_stab_es_01	light_slash_stab_es_01	light_slash_stab_es_01	default_target_light_slash_stab_es_01	targets_light_slash_stab_es_01	106	37	68	82	185					1	0.25	1.5	0	0.75	1	0.5	2	0	1
light_slashing_axe_linesman	axe_linesman_L	axe_linesman_L	axe_linesman_L	default_target_axe_linesman_L	targets_axe_linesman_L	107	8	13	23	174					0.9	0	1.5	0	0.75	1	0.5	1.5	0	1
light_slashing_linesman	linesman_L	linesman_L	linesman_L	default_target_linesman_L	targets_linesman_L	108	44	76	88	194														
light_slashing_linesman_burn	linesman_L	linesman_L	linesman_L	default_target_linesman_L	targets_linesman_burn_L	109	44	76	88	186					1	0	2	0	1	1	0.5	2.5	0	1
light_slashing_linesman_dual	linesman_dual_L	linesman_dual_L	linesman_dual_L	default_target_linesman_dual_L	targets_linesman_dual_L	110	39	70	83	187					1	0	2	0	1	1	0.3	2.5	0	1
light_slashing_linesman_dual_medium	linesman_dual_M	linesman_dual_M	linesman_dual_L	default_target_linesman_dual_L	targets_linesman_dual_M	111	41	72	83	189					1	0.25	2	0	1	1	0.5	2.5	0	1
light_slashing_linesman_dual_swords	linesman_dual_L_swords	linesman_dual_L_swords	linesman_dual_L	default_target_linesman_dual_L	targets_linesman_dual_L_swords	112	40	71	83	188					1.25	0	2	0	1	1.25	0.3	2.5	0	1
light_slashing_linesman_elf	linesman_elf_L	linesman_L	linesman_L	default_target_linesman_L	targets_linesman_L_finesse	113	44	73	88	195					0.8	0	2	0	1	1	0.5	2.5	0	1
light_slashing_linesman_fencer	linesman_fencer_L	linesman_fencer_L	linesman_fencer_L	default_target_linesman_fencer_L	targets_linesman_fencer_L	114	42	74	86	192					1	0	1.5	0	1	1	0.5	2	0	1
light_slashing_linesman_finesse	linesman_L	linesman_L	linesman_L	default_target_linesman_L	targets_linesman_L_finesse	115	44	76	88	195					1	0	2	0	1	1	0.5	2.5	0	1
light_slashing_linesman_flat	linesman_L	linesman_L	linesman_L	default_target_linesman_L	targets_linesman_L	116	44	76	88	194														
light_slashing_linesman_uppercut	linesman_uppercut_L	linesman_uppercut_L	linesman_uppercut_L	default_target_linesman_uppercut_L	targets_linesman_uppercut_L	117	46	78	90	200					1	0	2	0	1	1	0.5	2.5	0	1
light_slashing_smiter	smiter_L	smiter_L	smiter_default	default_target_smiter_L	targets_smiter_L	118	74	120	129	205	TRUE				1.25	0.65	2.5	0	0.75	1.25	0.75	2.75	0	1
light_slashing_smiter_diag	smiter_L	smiter_L	smiter_default	default_target_smiter_L	targets_smiter_L	119	74	120	129	205	TRUE				1.25	0.65	2.5	0	0.75	1.25	0.75	2.75	0	1
light_slashing_smiter_diag_dual_L	smiter_L_dual_light	smiter_L_dual_light	smiter_default	default_target_smiter_L_dual_light	targets_smiter_L	120	75	121	131	205					1	0.4	2.5	0	0.75	1.25	0.75	2.75	0	1
light_slashing_smiter_dual	smiter_L	smiter_L	smiter_default	default_target_smiter_L_dual_heavy	targets_smiter_L	121	74	120	130	205					1.25	0.65	2.5	0	0.75	1.25	0.75	2.75	0	1
light_slashing_smiter_dual_bopp	smiter_L	smiter_L_dual_light	smiter_default	default_target_smiter_L_dual_light	targets_smiter_L	122	75	120	131	205														
light_slashing_smiter_finesse	smiter_L	smiter_L	smiter_default	default_target_smiter_L_finesse	targets_smiter_L_finesse	123	74	120	132	206	TRUE				1.25	0.65	2.5	0	0.75	1.25	0.75	2.75	0	1
light_slashing_smiter_flat	smiter_L	smiter_L	smiter_default	default_target_smiter_L	targets_smiter_L	124	74	120	129	205	TRUE				1.25	0.65	2.5	0	0.75	1.25	0.75	2.75	0	1
light_slashing_smiter_pull	pull_smiter_L	pull_smiter_L	linesman_M	default_target_pull_smiter_L		125	55	90	102	0					0.5	0.2	1.2	0	0.25	1	0.4	1.5	0	0.5
light_slashing_smiter_stab	stab_smiter_L	stab_smiter_L	smiter_default	default_target_stab_smiter_L	targets_stab_smiter_L	126	81	127	139	210					1	0.25	1.5	0	0.75	1	0.5	2	0	1
light_slashing_smiter_stab_burn	stab_smiter_L	stab_smiter_L	smiter_default	default_target_stab_smiter_L	targets_burning_stab_smiter_L	127	81	127	139	180					1	0.25	1.5	0	0.75	1	0.5	2	0	1
light_slashing_smiter_stab_dual	stab_dual_smiter_L	stab_smiter_M_1h	smiter_default	default_target_stab_smiter_L	targets_stab_dual_smiter_L	128	84	#N/A	139	208					1	1.2	1.5	1	0.75	1	1	2.5	0	1
light_slashing_smiter_stab_swords	stab_smiter_L_swords	stab_smiter_L_swords	smiter_default	default_target_stab_smiter_L	targets_stab_smiter_L_swords	129	82	128	139	211					1	0.45	1.5	0	0.75	1	0.7	2	0	1
light_slashing_smiter_upper	smiter_L	smiter_L	smiter_default	default_target_smiter_L	targets_smiter_L	130	74	120	129	205	TRUE				1.25	0.65	2.5	0	0.75	1.25	0.75	2.75	0	1
longbow_empire_far	longbow_empire	longbow_empire	longbow_empire	default_target_longbow_empire_far		131	48	80	92	0					1	0.8	1	1	1	1	0.8	1.5	1	1
longbow_empire_near	longbow_empire	longbow_empire	longbow_empire	default_target_longbow_empire_near		132	48	80	93	0					1	0.8	1	1	1	1	0.8	1.5	1	1
maidenguard_dash_ability	fencer_stab_L_AP	nocrit [128]	smiter_default	default_target_maidenguard_dash_ability		133	53	50	94	0					1	0.25	1.5	0	0.75	0	0	0	0	0
maidenguard_dash_ability_bleed	bleed_maidenguard	bleed_maidenguard	smiter_default	bleed_maidenguard		134	102	192	248	0					1	0	1	1	1	1	0.2	1	1	1
medium_blunt_smiter	smiter_M	smiter_M	smiter_default	default_target_smiter_M	targets_smiter_M	135	76	122	133	207					1	0.8	1.75	0	0.75	1	0.8	2.5	0	1
medium_blunt_smiter_1h	smiter_M	smiter_M	smiter_default	default_target_smiter_M	targets_smiter_M	136	76	122	133	207					1	0.8	1.75	0	0.75	1	0.8	2.5	0	1
medium_blunt_smiter_1h_thrust	smiter_M	smiter_M	smiter_default	default_target_medium_blunt_smiter_1h_thrust	targets_smiter_M	137	76	122	243	207					1	0.8	1.75	0	0.75	1	0.8	2.5	0	1
medium_blunt_smiter_2h	smiter_M	smiter_M_2h	smiter_default	default_target_smiter_M_2h	targets_smiter_M	138	77	122	134	207														
medium_blunt_smiter_2h_hammer	blunt_smiter_2h_hammer_H	blunt_smiter_2h_hammer_H	smiter_default	default_target_smiter_M	targets_smiter_M	139	14	22	133	207					1	0.8	2	0	0.75	1	0.8	2.5	0	1
medium_blunt_smiter_2h_hammer_diag	blunt_smiter_2h_hammer_H	blunt_smiter_2h_hammer_H	smiter_default	default_target_smiter_M	targets_smiter_M	140	14	22	133	207					1	0.8	2	0	0.75	1	0.8	2.5	0	1
medium_blunt_smiter_2h_hammer_upper	blunt_smiter_2h_hammer_H	blunt_smiter_2h_hammer_H	smiter_default	default_target_smiter_M	targets_smiter_M	141	14	22	133	207					1	0.8	2	0	0.75	1	0.8	2.5	0	1
medium_blunt_smiter_burn	smiter_M	smiter_M	smiter_default	default_target_smiter_burn_M	targets_smiter_M	142	76	122	124	207					1	0.8	1.75	0	0.75	1	0.8	2.5	0	1
medium_blunt_smiter_diag	smiter_M	smiter_M	smiter_default	default_target_smiter_M	targets_smiter_M	143	76	122	133	207					1	0.8	1.75	0	0.75	1	0.8	2.5	0	1
medium_blunt_smiter_flat	smiter_M	smiter_M	smiter_default	default_target_smiter_M	targets_smiter_M	144	76	122	133	207					1	0.8	1.75	0	0.75	1	0.8	2.5	0	1
medium_blunt_smiter_flat_2h	smiter_M	smiter_M	smiter_default	default_target_smiter_M	targets_smiter_M	145	76	122	133	207					1	0.8	1.75	0	0.75	1	0.8	2.5	0	1
medium_blunt_smiter_heavy	blunt_smiter_2h_hammer_H	blunt_smiter_2h_hammer_H	smiter_default	default_target_smiter_M	targets_smiter_M	146	14	22	133	207					1	0.8	2	0	0.75	1	0.8	2.5	0	1
medium_blunt_smiter_upper	smiter_M	smiter_M	smiter_default	default_target_smiter_M	targets_smiter_M	147	76	122	133	207					1	0.8	1.75	0	0.75	1	0.8	2.5	0	1
medium_blunt_smiter_upper_1h	smiter_M	smiter_M	smiter_default	default_target_smiter_M	targets_smiter_M	148	76	122	133	207					1	0.8	1.75	0	0.75	1	0.8	2.5	0	1
medium_blunt_tank	tank_M	tank_M	tank_M	default_target_tank_M	targets_tank_M	149	91	139	152	216					1	0.2	1	0	0.75	1	0.6	2	0	1
medium_blunt_tank_1h	tank_M_1h	tank_M	tank_M	default_target_tank_M	targets_tank_M_1h	150	91	140	152	217					1	0.35	1	0	0.75	1	0.6	2	0	1
medium_blunt_tank_dual	tank_M_1h	tank_M	tank_M	default_target_tank_M	targets_tank_M_dual	151	91	140	152	219					1	0.35	1	0	0.75	1	0.6	2	0	1
medium_blunt_tank_spiked	tank_spiked_M	tank_spiked_M	tank_spiked_M	default_target_tank_spiked_M	targets_tank_spiked_M	152	93	142	154	221					1.3	0.8	1.3	0	1	1	0.6	2	0	1
medium_blunt_tank_upper_1h	tank_spiked_M	tank_spiked_M	tank_spiked_M	default_target_tank_spiked_M	targets_tank_spiked_M	153	93	142	154	221					1.3	0.8	1.3	0	1	1	0.6	2	0	1
medium_burning_smiter_stab_H	smiter_M	smiter_M		default_target_burning_stab_smiter_M	targets_smiter_M	154	76	122	37	207	TRUE				1	0.8	1.75	0	0.75	1	0.8	2.5	0	1
medium_burning_tank	burning_tank_M	burning_tank_M	burning_tank_M	default_target_burning_tank_M	targets_burning_tank_M	155	15	26	38	181					1	0.5	1.5	0	1.5	1	0.5	1.5	0	1.5
medium_fencer_stab	fencer_stab_M	fencer_stab_M	smiter_default	default_target_fencer_stab_M		156	26	51	58	0					1	0.4	1.5	0	1	1	0.75	2	0	1
medium_fencer_stab_charged	fencer_stab_M	fencer_stab_M	smiter_default	default_target_fencer_stab_M_charged		157	26	51	59	0					1	0.4	1.5	0	1	1	0.75	2	0	1
medium_javelin_smiter_stab	medium_javelin_smiter_stab	medium_javelin_smiter_stab	medium_javelin_smiter_stab	medium_javelin_smiter_stab		158	49	82	161	0					1	0.25	2	0	0.75	1	0.4	2.2	0	1
medium_pointy_smiter_diag_1h [129]	smiter_M	smiter_M	smiter_default	default_target_smiter_M	targets_smiter_M	159	76	122	133	207														
medium_pointy_smiter_flat_1h [130]	pointy_smiter_M	pointy_smiter_L	smiter_default	default_target_smiter_M	targets_smiter_M	160	54	87	133	207					1	0.9	2	0	1	1	1	2	0	1
medium_pointy_smiter_upper_1h [131]	pointy_smiter_M	smiter_M	smiter_default	default_target_smiter_M	targets_smiter_M	161	76	87	133	207					1	0.9	2	0	1	1	0.8	2.5	0	1
medium_slashing_axe_linesman	axe_linesman_M	axe_linesman_M	axe_linesman_M	default_target_axe_linesman_M	targets_axe_linesman_M	162	9	14	24	175					0.9	0	1.5	0	0.75	1	0.5	1.5	0	1
medium_slashing_axe_linesman_1h	axe_linesman_M	axe_linesman_M	axe_linesman_M	default_target_axe_linesman_M	targets_axe_linesman_M_1h	163	9	14	24	176					0.9	0	1.5	0	0.75	1	0.5	1.5	0	1
medium_slashing_axe_linesman_dual	axe_linesman_M	axe_linesman_M	axe_linesman_M	default_target_axe_linesman_M	targets_axe_linesman_M_dual	164	9	14	24	177														
medium_slashing_linesman	linesman_M	linesman_M	linesman_M	default_target_linesman_M	targets_linesman_M	165	45	77	89	196					1	0	1.5	0	1	1	0.5	2	0	1
medium_slashing_linesman_1h	linesman_M	linesman_M	linesman_M	default_target_linesman_M	targets_linesman_M	166	45	77	89	196					1	0	1.5	0	1	1	0.5	2	0	1
medium_slashing_linesman_executioner	linesman_M	linesman_M	linesman_executioner_M	default_target_linesman_executioner_M	targets_linesman_executioner_M	167	45	77	85	191					1	0	1.5	0	1	1	0.5	2	0	1
medium_slashing_linesman_finesse	linesman_M	linesman_M	linesman_M	default_target_linesman_M	targets_linesman_M_finesse	168	45	77	89	197					1	0	1.5	0	1	1	0.5	2	0	1
medium_slashing_linesman_spear	linesman_L	linesman_L	linesman_L	default_target_linesman_L	targets_linesman_spear_M	169	44	76	88	199					1	0	2	0	1	1	0.5	2.5	0	1
medium_slashing_linesman_spear_es_01	medium_slashing_linesman_spear_es	medium_slashing_linesman_sp	medium_slashing_linesman_sp	default_target_medium_slashing_linesman_spear_es_01	targets_medium_slashing_linesman_spear_es_01	170	50	83	96	202					1	0	2	0	1	1	0.5	2.5	0	1
medium_slashing_linesman_uppercut	linesman_M	linesman_M	linesman_uppercut_M	default_target_linesman_uppercut_M	targets_linesman_uppercut_M	171	45	77	91	201					1	0	1.5	0	1	1	0.5	2	0	1
medium_slashing_smiter	smiter_M	smiter_M	smiter_default	default_target_smiter_M	targets_smiter_M	172	76	122	133	207					1	0.8	1.75	0	0.75	1	0.8	2.5	0	1
medium_slashing_smiter_1h	smiter_M	smiter_M	smiter_default	default_target_smiter_M	targets_smiter_M	173	76	122	133	207														
medium_slashing_smiter_1h_axe	blunt_smiter_2h_hammer_H	blunt_smiter_2h_hammer_H	smiter_default	default_target_slashing_smiter_finesse	targets_smiter_M	174	14	22	403	207					1	0.8	2	0	0.75	1	0.8	2.5	0	1
medium_slashing_smiter_2h	smiter_M	smiter_M_2h	smiter_default	default_target_smiter_M_2h	targets_smiter_M	175	77	122	134	207					1	0.8	1.75	0	0.75	1.25	0.8	2.5	0	1
medium_slashing_smiter_2h_flat	smiter_M	smiter_M_2h	smiter_default	default_target_smiter_M_2h	targets_smiter_M	176	77	122	134	207														
medium_slashing_smiter_2h_upper	smiter_M	smiter_M_2h	smiter_default	default_target_smiter_M_2h	targets_smiter_M	177	77	122	134	207					1	0.8	1.75	0	0.75	1.25	0.8	2.5	0	1
medium_slashing_smiter_diag	smiter_M	smiter_M	smiter_default	default_target_smiter_M	targets_smiter_M	178	76	122	133	207					1	0.8	1.75	0	0.75	1	0.8	2.5	0	1
medium_slashing_smiter_flat	smiter_M	smiter_M	smiter_default	default_target_smiter_M	targets_smiter_M	179	76	122	133	207					1	0.8	1.75	0	0.75	1	0.8	2.5	0	1
medium_slashing_smiter_flat_1h	smiter_M	smiter_M	smiter_default	default_target_smiter_M	targets_smiter_M	180	76	122	133	207					1	0.8	1.75	0	0.75	1	0.8	2.5	0	1
medium_slashing_smiter_stab	stab_smiter_M	stab_smiter_M	smiter_default	default_target_stab_smiter_M		181	83	129	140	0					1	0.25	2.25	0	0.75	1	0.4	2.5	0	1
medium_slashing_smiter_stab_1h	stab_smiter_M_1h	stab_smiter_M_1h	smiter_default	default_target_stab_smiter_M_1h		182	84	130	141	0					1	0.75	2.25	0	0.75	1	1	2.5	0	1
medium_slashing_smiter_stab_elf	stab_smiter_M	stab_smiter_M	smiter_default	default_target_stab_smiter_M_elf		183	83	129	142	0					1	0.25	2.25	0	0.75	1	0.4	2.5	0	1
medium_slashing_smiter_upper	smiter_M	smiter_M	smiter_default	default_target_smiter_M	targets_smiter_M	184	76	122	133	207														
medium_slashing_tank_1h	tank_M_1h	tank_M	tank_M	default_target_tank_M	targets_tank_M_1h	185	91	140	152	217														
medium_slashing_tank_1h_finesse	tank_M_1h	tank_M	tank_M	default_target_tank_M	targets_tank_M_1h_finesse	186	91	140	152	218														
medium_slashing_tank_es_01	medium_slashing_tank_es_01	medium_slashing_tank_es_01	medium_slashing_tank_es_01	default_target_medium_slashing_tank_es_01	targets_medium_slashing_tank_es_01	187	51	84	97	203														
medium_spear_smiter_stab	stab_smiter_M	stab_smiter_M	smiter_default	default_target_spear_stab_smiter_M		188	83	129	137	0														
medium_stab_es_01	medium_stab_es_01	medium_stab_es_01	medium_stab_es_01	default_target_medium_stab_es_01	targets_medium_stab_es_01	189	52	85	98	0														
poison_aoe [132]	poison_aoe	nocrit		default_target_poison_aoe		190	53	88	100	0														
poison_dot [133]	poison_dot	default		default_target_poison_dot		191	22	89	101	0														
priest_hammer_blunt_smiter	priest_hammer_blunt_smiter	priest_hammer_blunt_smiter		default_target_priest_hammer_blunt_smiter	targets_priest_hammer_blunt_smiter	192	99	180	236	237														
priest_hammer_blunt_tank_upper_2h	priest_hammer_blunt_tank_upper_2h	priest_hammer_blunt_tank_upper_2h		default_target_priest_hammer_blunt_tank_upper_2h	targets_priest_hammer_blunt_tank_upper_2h	193	100	181	238	239														
priest_hammer_heavy_blunt_tank_upper	priest_hammer_heavy_blunt_tank_upp	priest_hammer_heavy_blunt_ta	priest_hammer_heavy_blunt_ta	default_target_priest_hammer_heavy_blunt_tank_upper	targets_priest_hammer_heavy_blunt_tank_upper	194	101	183	241	242														
priest_shield_slam_shotgun	slam_tank_L	slam_tank_L		target_settings_slam_tank_L		195	69	116	171	0														
priest_shield_slam_shotgun_aoe	slam_tank_L	slam_tank_L		aoe_target_settings_slam_tank_L		196	69	116	1	0														
questing_knight_career_sword	questing_knight_career_sword	questing_knight_career_sword	questing_knight_career_sword	default_target_questing_knight_career_sword		197	56	95	103	0			TRUE											
questing_knight_career_sword_stab	questing_knight_career_sword_stab	questing_knight_career_sword	questing_knight_career_sword	default_target_questing_knight_career_sword_stab		198	57	96	104	0			TRUE											
shield_slam	slam_tank_M	slam_tank_M		default_target_slam_tank_M		199	70	117	232	0														
shield_slam_shotgun	slam_tank_L	slam_tank_L		target_settings_slam_tank_L		200	69	116	171	0														
shield_slam_target	slam_target_tank_M	slam_tank_M		default_target_slam_target_tank_M		201	70	118	122	0														
shortbow_hagbane_charged_near	shortbow_hagbane_charged_near	shortbow_hagbane	shortbow_hagbane	default_target_shortbow_hagbane_charged_near		202	59	98	250	0	TRUE													
shortbow_hagbane_far	shortbow_hagbane_far	shortbow_hagbane	shortbow_hagbane	default_target_shortbow_hagbane_far		203	59	99	106	0	TRUE													
shortbow_hagbane_near	shortbow_hagbane_near	shortbow_hagbane	shortbow_hagbane	default_target_shortbow_hagbane_near		204	59	100	107	0	TRUE													
shot_carbine_far	carbine_far	carbine	shot_carbine	default_target_carbine_far		205	17	29	39	0														
shot_carbine_near	carbine_near	carbine	shot_carbine	default_target_carbine_near		206	17	30	40	0														
shot_carbine_rapier_far	carbine_rapier_far	carbine_rapier	shot_carbine_rapier	default_target_carbine_rapier_far		207	18	31	41	0														
shot_carbine_rapier_near	carbine_rapier_near	carbine_rapier	shot_carbine_rapier	default_target_carbine_rapier_near		208	18	32	42	0														
shot_drakefire_far	drakefire_far	lightshot	shot_drakefire	default_target_drakefire_far		209	38	42	50	0														
shot_drakefire_near	drakefire_near	lightshot	shot_drakefire	default_target_drakefire_near		210	38	43	51	0														
shot_duckfoot_far	shot_duckfoot_far	shot_duckfoot	shot_duckfoot	shot_duckfoot_far		211	60	101	162	0														
shot_duckfoot_near	shot_duckfoot_near	shot_duckfoot	shot_duckfoot	shot_duckfoot_near		212	60	102	163	0														
shot_machinegun_far	lightshot	shot_machinegun	shot_machinegun	default_target_shot_machinegun_far		213	61	69	108	0														
shot_machinegun_near	shot_machinegun_near	shot_machinegun	shot_machinegun	default_target_shot_machinegun_near		214	61	103	109	0														
shot_machinegun_shotgun_far	lightshot	shot_machinegun_shotgun	shot_machinegun_shotgun	default_target_shot_machinegun_shotgun_far		215	62	69	110	0														
shot_machinegun_shotgun_near	shot_machinegun_shotgun_near	shot_machinegun_shotgun	shot_machinegun_shotgun	default_target_shot_machinegun_shotgun_near		216	62	104	111	0														
shot_repeating_far	shot_repeating_far	shot_repeating	shot_repeating	default_target_shot_repeating_far		217	63	105	112	0														
shot_repeating_near	shot_repeating_near	shot_repeating	shot_repeating	default_target_shot_repeating_near		218	63	106	113	0														
shot_shotgun_ability_far	shot_shotgun_ability_far	shot_shotgun_ability	shot_shotgun_ability	default_target_shot_shotgun_ability_far		219	64	107	114	0			TRUE											
shot_shotgun_ability_near	shot_shotgun_ability_near	shot_shotgun_ability	shot_shotgun_ability	default_target_shot_shotgun_ability_near		220	64	108	115	0			TRUE											
shot_shotgun_far	shotgun_far	shotgun	shot_shotgun	default_target_shot_shotgun_far		221	67	112	116	0														
shot_shotgun_near	shotgun_near	shotgun	shot_shotgun	default_target_shot_shotgun_near		222	67	113	117	0														
shot_sniper_ability	shot_sniper_ability	shot_sniper_ability	shot_sniper_ability	default_target_shot_sniper_ability		223	65	109	118	0			TRUE											
shot_sniper_far [134]	sniper_far	sniper	shot_sniper	default_target_sniper_far		224	78	124	135	0														
shot_sniper_near [135]	sniper_near	sniper	shot_sniper	default_target_sniper_near		225	78	125	136	0														
shot_sniper_pistol_far [136]	shot_sniper_pistol_far	shot_sniper_pistol	shot_sniper	default_target_shot_sniper_pistol_far		226	66	110	119	0														
shot_sniper_pistol_near [137]	shot_sniper_pistol_near	shot_sniper_pistol	shot_sniper	default_target_shot_sniper_pistol_near		227	66	111	120	0														
staff_fireball_aoe [138]	staff_fireball_aoe	nocrit		default_target_staff_fireball_aoe		228	53	132	143	0														
staff_fireball_charged_aoe [139]	staff_fireball_charged_aoe	nocrit		default_target_staff_fireball_charged_aoe		229	53	134	144	0														
staff_fireball_charged_far	staff_fireball_charged	staff_fireball_charged	staff_fireball_charged	default_target_staff_fireball_charged_far		230	87	133	145	0														
staff_fireball_charged_near	staff_fireball_charged	staff_fireball_charged	staff_fireball_charged	default_target_staff_fireball_charged_near		231	87	133	146	0														
staff_fireball_far	staff_fireball	staff_fireball	staff_fireball	default_target_staff_fireball_far		232	86	131	147	0														
staff_fireball_near	staff_fireball	staff_fireball	staff_fireball	default_target_staff_fireball_near		233	86	131	148	0														
staff_magma_far	staff_magma_far	staff_magma		staff_magma_far		234	88	135	164	0														
staff_magma_near	staff_magma_near	staff_magma		staff_magma_near		235	88	136	165	0														
throwing_axe_far	throwing_axe_far	throwing_axe	throwing_axe	default_target_throwing_axe_far		236	94	165	155	0														
throwing_axe_near [140]	throwing_axe_near	throwing_axe	throwing_axe	default_target_throwing_axe_near		237	94	166	156	0														
thrown_javelin	thrown_javelin	thrown_javelin		thrown_javelin		238	95	167	222	0														
torch	torch	slam_tank_M	torch	default_target_torch		239	70	168	157	0														
torch_heavy	torch	slam_tank_M	torch	default_target_torch_heavy		240	70	168	158	0														
torch_stab	torch	slam_tank_M	torch_stab	default_target_torch_stab		241	70	168	159	0														
torpedo_explosion [141]	torpedo_explosion	nocrit		torpedo_explosion		242	53	169	223	0			TRUE											
torpedo_explosion_glance [142]	torpedo_explosion	nocrit		torpedo_explosion_glance		243	53	169	224	0			TRUE											
torpedo_impact_far [143]	torpedo_impact_far	torpedo_impact		torpedo_impact_far		244	96	170	225	0														
torpedo_impact_near [144]	torpedo_impact_near	torpedo_impact		torpedo_impact_near		245	96	171	226	0														
victor_priest_activated_ability_nuke_explosion	victor_priest_activated_ability_nuke_ex	nocrit		victor_priest_activated_ability_nuke_explosion		246	53	182	240	0			TRUE											

FALSE [119]	NOTE [120]																Armor_mod					Crit Armor Mod				
Damage Profile	Armor Table	Critical Table	Cleave	Default Target	Multi Target		Damage Profile Index	Critical Table Index	Armor Table Index	Default Target Index	Multi Target Index	ignore_stagger_reduction	damage_profile.is_push	is_explosion	attack_template.always_stagger		Infantry	Armor	Monster	Berserker	Super	Infantry	Armor	Monster	Berserker	Super
we_deus_01_dot [145]	we_deus_01_dot	default		we_deus_01_dot			247	22	173	227	0															
we_deus_01_far [146]	we_deus_01_fast	nocrit		we_deus_01_far			248	53	187	228	0															
we_deus_01_large_explosion [147]	we_deus_01_large_explosion	nocrit		we_deus_01_large_explosion			249	53	174	229	0															
we_deus_01_near [148]	we_deus_01_fast	nocrit		we_deus_01_near			250	53	187	230	0															
we_deus_01_small_explosion [149]	we_deus_01_small_explosion	nocrit		we_deus_01_small_explosion			251	53	175	231	0															
weapon_bleed_dot [150]	weapon_bleed_dot	nocrit		default_target_weapon_bleed_dot			252	53	176	160	0															
we_deus_01_fast_far	we_deus_01_fast	we_deus_01_fast		we_deus_01_far			253	97	187	228	0															
we_deus_01_fast_near	we_deus_01_fast	we_deus_01_fast		we_deus_01_near			254	97	187	230	0															
we_deus_01_charged	we_deus_01_fast	we_deus_01_fast		we_deus_01_fast			255	97	187	#N/A	0															
we_deus_01_special_charged	we_deus_01_fast	we_deus_01_fast		we_deus_01_fast			256	97	187	#N/A	0															
shield_slam_aoe	slam_aoe_tank_M	slam_tank_M		default_target_slam_aoe_tank_M			257	70	114	244	0															
bleed_maidenguard [151]	bleed_maidenguard	bleed_maidenguard		bleed_maidenguard			258	102	192	248	0															
shortbow_hagbane_charged_far	shortbow_hagbane_far	shortbow_hagbane	shortbow_hagbane	default_target_shortbow_hagbane_charged_far			259	59	99	249	0	TRUE														
weapon_bleed_dot_whc	weapon_bleed_dot	nocrit		default_target_weapon_bleed_dot			260	53	176	160	0															
shield_slam_shotgun_aoe	slam_tank_L	slam_tank_L		aoe_target_settings_slam_tank_L			261	69	116	1	0															
questing_knight_career_sword_tank	questing_knight_career_sword	questing_knight_career_sword		default_target_questing_knight_career_sword_tank			262	56	95	105	0			TRUE												
dagger_burning_slam_fencer	slam_burn_tank_M	slam_burn_tank_M		slam_burn_fencer_M			263	103	193	251	0	TRUE														
dagger_burning_slam_fencer_aoe	slam_burn_aoe_tank_M	slam_burn_aoe_tank_M		slam_burn_aoe_fencer_M			264	104	194	252	0	TRUE														
dagger_burning_slam_aoe	slam_burn_aoe_tank_M	slam_burn_aoe_tank_M		slam_burn_aoe_tank_M			265	104	194	253	0	TRUE														
flaming_flail_explosion	flaming_flail_explosion	flaming_flail_explosion		flaming_flail_explosion			266	105	63	254	0															
staff_fireball_charged_near_min	staff_fireball_charged	staff_fireball_charged	staff_fireball_charged	default_target_staff_fireball_charged_near			267	87	133	146	0															
staff_fireball_charged_aoe_min	staff_fireball_charged_aoe	nocrit		default_target_staff_fireball_charged_aoe			268	53	134	144	0															
burning_dot_min_fireball	burning_dot	nocrit		default_target_burning_dot			269	53	23	34	0															
flamethrower_initial_1st_near	flamethrower_initial	flamethrower_initial	flamethrower_initial	default_target_flamethrower_initial_near			270	32	61	72	0															
flamethrower_initial_2nd_near	flamethrower_initial	flamethrower_initial	flamethrower_initial	default_target_flamethrower_initial_near			271	32	61	72	0															
flamethrower_initial_3rd_near	flamethrower_initial	flamethrower_initial	flamethrower_initial	default_target_flamethrower_initial_near			272	32	61	72	0															
flamethrower_initial_4th_near	flamethrower_initial	flamethrower_initial	flamethrower_initial	default_target_flamethrower_initial_near			273	32	61	72	0															
flamethrower_initial_5th_near	flamethrower_initial	flamethrower_initial	flamethrower_initial	default_target_flamethrower_initial_near			274	32	61	72	0															
flamethrower_near_6th	flamethrower	flamethrower	flamethrower	default_target_flamethrower_near			275	31	59	73	0															
flamethrower_initial_1st_far	flamethrower_initial	flamethrower_initial	flamethrower_initial	default_target_flamethrower_initial_far			276	32	61	71	0															
flamethrower_initial_2nd_far	flamethrower_initial	flamethrower_initial	flamethrower_initial	default_target_flamethrower_initial_far			277	32	61	71	0															
flamethrower_initial_3rd_far	flamethrower_initial	flamethrower_initial	flamethrower_initial	default_target_flamethrower_initial_far			278	32	61	71	0															
flamethrower_initial_4th_far	flamethrower_initial	flamethrower_initial	flamethrower_initial	default_target_flamethrower_initial_far			279	32	61	71	0															
flamethrower_initial_5th_far	flamethrower_initial	flamethrower_initial	flamethrower_initial	default_target_flamethrower_initial_far			280	32	61	71	0															
flamethrower_far_6th	flamethrower	flamethrower	flamethrower	default_target_flamethrower_far			281	31	59	70	0															
beam_initial_near_1st	beam_initial_near	beam_initial	beam_initial	default_target_beam_initial_near			282	11	18	28	0															
beam_initial_near_2nd	beam_initial_near	beam_initial	beam_initial	default_target_beam_initial_near			283	11	18	28	0															
beam_initial_near_3rd	beam_initial_near	beam_initial	beam_initial	default_target_beam_initial_near			284	11	18	28	0															
beam_near_4th	beam	beam	beam	default_target_beam_near			285	10	15	29	0	TRUE														
beam_near_5th	beam	beam	beam	default_target_beam_near			286	10	15	29	0	TRUE														
beam_shot_near_0to2	beam_shot_near	beam_shot	beam_shot	default_target_beam_shot_near			287	12	20	31	0															
beam_shot_near_3	beam_shot_near	beam_shot	beam_shot	default_target_beam_shot_near			288	12	20	31	0															
beam_shot_near_4	beam_shot_near	beam_shot	beam_shot	default_target_beam_shot_near			289	12	20	31	0															
beam_shot_near_5	beam_shot_near	beam_shot	beam_shot	default_target_beam_shot_near			290	12	20	31	0															
beam_initial_far_1st	beam_initial_far	beam_initial	beam_initial	default_target_beam_initial_far			291	11	17	27	0															
beam_initial_far_2nd	beam_initial_far	beam_initial	beam_initial	default_target_beam_initial_far			292	11	17	27	0															
beam_initial_far_3rd	beam_initial_far	beam_initial	beam_initial	default_target_beam_initial_far			293	11	17	27	0															
beam_far_4th	beam	beam	beam	default_target_beam_far			294	10	15	26	0	TRUE														
beam_far_5th	beam	beam	beam	default_target_beam_far			295	10	15	26	0	TRUE														
beam_shot_far_0to2	beam_shot_far	beam_shot	beam_shot	default_target_beam_shot_far			296	12	19	30	0															
beam_shot_far_3	beam_shot_far	beam_shot	beam_shot	default_target_beam_shot_far			297	12	19	30	0															
beam_shot_far_4	beam_shot_far	beam_shot	beam_shot	default_target_beam_shot_far			298	12	19	30	0															
beam_shot_far_5	beam_shot_far	beam_shot	beam_shot	default_target_beam_shot_far			299	12	19	30	0															
beam_burning_dot_4	beam_burning_dot	nocrit		default_target_beam_burning_dot			300	53	16	25	0															
beam_burning_dot_5	beam_burning_dot	nocrit		default_target_beam_burning_dot			301	53	16	25	0															
burning_dot_beam_shot_0to2	burning_dot	nocrit		default_target_burning_dot			302	53	23	34	0															
burning_dot_beam_shot_3	burning_dot	nocrit		default_target_burning_dot			303	53	23	34	0															
burning_dot_beam_shot_4	burning_dot	nocrit		default_target_burning_dot			304	53	23	34	0															
burning_dot_beam_shot_5	burning_dot	nocrit		default_target_burning_dot			305	53	23	34	0															
burning_dot_min_conflag	burning_dot	nocrit		default_target_burning_dot			306	53	23	34	0															
geyser_medium	geyser	geyser	geiser	default_target_geyser_medium			307	35	66	246	0															
geyser_far_min	geyser	geyser	geiser	default_target_geyser_far			308	35	66	79	0															
geyser_near_min	geyser	geyser	geiser	default_target_geyser_near			309	35	66	80	0															
geyser_medium_min	geyser	geyser	geiser	default_target_geyser_medium			310	35	66	246	0															
geiser_magma_no_damage	geiser_magma	geiser_magma		default_target_geiser_magma_no_damage	targets_geiser_magma_no_damage		311	34	65	#N/A	0															
burning_dot_power195	burning_dot	nocrit		default_target_burning_dot			312	53	23	34	0															
burning_dot_min_coru	burning_dot	nocrit		default_target_burning_dot			313	53	23	34	0															
thorn_sister_poison [152]	thorn_sister_poison	nocrit		thorn_sister_poison			314	53	196	255	0															
medium_blunt_smiter_1h_priest	smiter_M	smiter_M	smiter_default	default_target_smiter_M	targets_smiter_M		315	76	122	133	207															
overcharge_explosion_ability [153]	overcharge_explosion_ability	nocrit		overcharge_explosion_ability			316	53	197	257	0			TRUE												
overcharge_explosion_ability_no_ff [154]	overcharge_explosion_ability_no_ff	nocrit		overcharge_explosion_glance_ability			317	53	198	258	0			TRUE												
ability_push	push_ability	nocrit		target_push_Ability			318	53	91	166	0			TRUE	TRUE											
overcharge_explosion_strong_ability	overcharge_explosion_strong_ability	nocrit		overcharge_explosion_strong_ability			319	53	199	259	0			TRUE												
thorn_wall_explosion	thorn_wall_explosion	nocrit	thorn_wall_explosion	thorn_wall_explosion			320	53	200	260	0			TRUE												
widefire_aura [155]	widefire_aura	nocrit		widefire_aura			321	53	201	261	0															
burning_dot_power200	burning_dot	nocrit		default_target_burning_dot			322	53	23	34	0															
burning_dot_no_ff	burning_dot_no_ff	nocrit		default_target_burning_dot_no_ff			323	53	202	262	0															
weapon_bleed_dot_whc_ff	weapon_bleed_dot_ff	nocrit		default_target_weapon_bleed_dot			324	53	204	160	0															
overcharge_explosion_strong_ability_no_ff	overcharge_explosion_strong_ability_r	nocrit		overcharge_explosion_strong_ability			325	53	205	259	0															
tb_shot_sniper_pistol_burst_far	tb_shot_sniper_pistol_burst_far	tb_shot_sniper_pistol_burst	tb_shot_sniper_pistol_burst	tb_shot_sniper_pistol_burst_far			326	106	206	263	0															
tb_shot_sniper_pistol_burst_near	tb_shot_sniper_pistol_burst_near	tb_shot_sniper_pistol_burst	tb_shot_sniper_pistol_burst	tb_shot_sniper_pistol_burst_near			327	106	207	264	0															
shortbow_hagbane_charged_far	shortbow_hagbane_far	shortbow_hagbane	shortbow_hagbane	default_target_shortbow_hagbane_charged_far			328	59	99	249	0															
beam_blast_far	beam_blast	beam_blast	beam_blast	default_target_beam_blast_far			329	107	208	267	0															
beam_blast_near	beam_blast	beam_blast	beam_blast	default_target_beam_blast_near			330	107	208	268	0															
light_blunt_smiter_wiz	light_blunt_smiter_wiz	light_blunt_smiter_wiz	light_blunt_smiter_wiz	light_blunt_smiter_wiz	targets_light_blunt_smiter_wiz		331	108	209	269	270	TRUE														
light_blunt_tank_wiz	light_blunt_tank_wiz	light_blunt_tank_wiz	light_blunt_tank_wiz	light_blunt_tank_wiz	targets_light_blunt_tank_wiz		332	109	211	272	271															
medium_blunt_smiter_heavy_wiz	medium_blunt_smiter_heavy_wiz	medium_blunt_smiter_heavy_v	medium_blunt_smiter_heavy_v	medium_blunt_smiter_heavy_wiz	targets_medium_blunt_smiter_heavy_wiz		333	110	212	273	274															
medium_blunt_tank_upper_1h_wiz	medium_blunt_tank_upper_1h_wiz	medium_blunt_tank_upper_1h_	medium_blunt_tank_upper_1h_	medium_blunt_tank_upper_1h_wiz	targets_medium_blunt_tank_upper_1h_wiz		334	111	213	276	275															
tb_two_handed_sword_heavy	tb_two_handed_sword_heavy	tb_two_handed_sword_heavy	tb_two_handed_sword_heavy	tb_two_handed_sword_heavy	targets_tb_two_handed_sword_heavy		335	112	214	278	277															
mace_sword_heavy	mace_sword_heavy	mace_sword_heavy	mace_sword_heavy	mace_sword_heavy	targets_mace_sword_heavy		336	114	217	281	280															
mace_sword_bopp	mace_sword_bopp	mace_sword_bopp	mace_sword_bopp	mace_sword_bopp	targets_mace_sword_bopp		337	115	219	283	282															
tb_1h_hammer_light_1_2	tb_1h_hammer_light_1_2	tb_1h_hammer_light_1_2	tb_1h_hammer_light_1_2	tb_1h_hammer_light_1_2	targets_tb_1h_hammer_light_1_2		338	116	220	285	284															
tb_1h_sword_light_1_2	tb_1h_sword_light_1_2	tb_1h_sword_light_1_2	tb_1h_sword_light_1_2	tb_1h_sword_light_1_2	targets_tb_1h_sword_light_1_2		339	117	221	287	286															
tb_1h_hammer_light_3_4	tb_1h_hammer_light_3_4	tb_1h_hammer_light_3_4	tb_1h_hammer_light_3_4	tb_1h_hammer_light_3_4	targets_smiter_L		340	118	222	288	205	TRUE														
tb_1h_hammer_heavy	tb_1h_hammer_heavy	smiter_M	smiter_default	default_target_smiter_M	targets_smiter_M		341	76	223	133	207															
tb_halberd_light_slash	axe_linesman_M	axe_linesman_M	tb_halberd_light_slash	default_target_axe_linesman_M	targets_tb_halberd_light_slash		342	9	14	24	289															
tb_halberd_light_stab	tb_halberd_light_stab	tb_halberd_light_stab	tb_halberd_light_stab	tb_halberd_light_stab			343	119	225	290	0															
tb_halberd_heavy_slash	linesman_H	linesman_H	linesman_executioner_H	tb_halberd_heavy_slash	targets_tb_halberd_heavy_slash		344	43	75	292	291															
tb_halberd_heavy_stab	tb_halberd_heavy_stab	tb_halberd_heavy_stab	tb_halberd_heavy_stab	tb_halberd_heavy_stab	targets_tb_halberd_heavy_stab		345	120	228	294	293															
tb_halberd_light_chop	tb_halberd_light_chop	tb_halberd_light_chop	tb_halberd_light_chop	tb_halberd_light_chop			346	121	229	295	0															
tb_2h_hammer_heavy	tb_2h_hammer_heavy	tb_2h_hammer_heavy	tb_2h_hammer_heavy	tb_2h_hammer_heavy	targets_tb_2h_hammer_heavy		347	125	233	297	296															
tb_two_handed_sword_light	tb_two_handed_sword_light	tb_two_handed_sword_light	tb_two_handed_sword_light	tb_two_handed_sword_light	targets_tb_two_handed_sword_light		348	113	216	298	279															
heavy_attack_crowbill	heavy_attack_crowbill	heavy_attack_crowbill	heavy_attack_crowbill	heavy_attack_crowbill	targets_heavy_attack_crowbill		349	122	230	299	300															
heavy_attack_crowbill_left	heavy_attack_crowbill_left	heavy_attack_crowbill_left	heavy_attack_crowbill_left	heavy_attack_crowbill_left	targets_heavy_attack_crowbill_left		350	123	231	301	302															
heavy_attack_crowbill_right	heavy_attack_crowbill_right	heavy_attack_crowbill_right	heavy_attack_crowbill_right	heavy_attack_crowbill_right	targets_heavy_attack_crowbill_right		351	124	232	303	304															
tb_aoe_poison_dot [156]	tb_aoe_poison_dot	nocrit		tb_aoe_poison_dot			352	53	235	305	0															
tb_arrow_sniper_trueflight_far	tb_arrow_sniper_trueflight_far	tb_arrow_sniper_trueflight	tb_arrow_sniper_trueflight	default_target_tb_arrow_sniper_trueflight_far			353	126	236	306	0															
tb_arrow_sniper_trueflight_near	tb_arrow_sniper_trueflight_near	tb_arrow_sniper_trueflight	tb_arrow_sniper_trueflight	default_target_tb_arrow_sniper_trueflight_near			354	126	237	307	0															
light_pointy_smiter_tourney	light_pointy_smiter_tourney	light_pointy_smiter_tourney	light_pointy_smiter_tourney	light_pointy_smiter_tourney	targets_light_pointy_smiter_tourney		355	127	238	308	309															
light_slashing_smiter_stab_burn_tourney	light_slashing_smiter_stab_burn_tourn	light_slashing_smiter_stab_bur	light_slashing_smiter_stab_bur	light_slashing_smiter_stab_burn_tourney	targets_light_slashing_smiter_stab_burn_tourney		356	128	240	310	311															
thorn_wall_explosion_improved_damage	thorn_wall_explosion_improved_dama	nocrit	thorn_wall_explosion_improve	thorn_wall_explosion_improved_damage			357	53	242	312	0			TRUE												
smite_light_blunt_smiter	smite_smiter_L	smite_smiter_L		smite_default_target_smiter_L	smite_targets_smiter_L		358	132	243	313	314															
smite_shield_slam_target	smite_slam_target_tank_M	smite_slam_tank_M		smite_default_target_slam_target_tank_M			359	133	244	315	0															
smite_priest_shield_slam_shotgun	smite_slam_tank_L	smite_slam_tank_L		smite_target_settings_slam_tank_L			360	134	245	316	0															
smite_priest_shield_slam_shotgun_aoe	smite_slam_tank_L	smite_slam_tank_L		smite_aoe_target_settings_slam_tank_L			361	134	245	317	0															
smite_light_blunt_tank_spiked	smite_tank_spiked_L	smite_tank_spiked_L	tank_spiked_L	smite_default_target_tank_spiked_L	smite_targets_tank_spiked_L		362	135	246	318	319															
smite_medium_blunt_tank_spiked	smite_tank_spiked_M	smite_tank_spiked_M	tank_spiked_M	smite_default_target_tank_spiked_M	smite_targets_tank_spiked_M		363	136	247	320	321															
smite_light_blunt_tank	smite_tank_L	smite_tank_L	tank_L	smite_default_target_tank_L	smite_targets_tank_L		364	137	248	322	323															
smite_medium_blunt_smiter_1h_priest	smite_smiter_M	smite_smiter_M	smiter_default	smite_default_target_smiter_M	smite_targets_smiter_M		365	138	249	324	325															
smite_medium_blunt_smiter_1h_thrust	smite_smiter_M	smite_smiter_M	smiter_default	smite_default_target_medium_blunt_smiter_1h_thrust	smite_targets_smiter_M		366	138	249	326	325															
smite_medium_blunt_smiter_1h	smite_smiter_M	smite_smiter_M	smiter_default	smite_default_target_smiter_M	smite_targets_smiter_M		367	138	249	324	325															
smite_hammer_book_charged_explosion	smite_hammer_book_charged_explosi	nocrit		smite_hammer_book_charged_explosion			368	53	250	327	0															
smite_tb_1h_hammer_light_1_2	smite_tb_1h_hammer_light_1_2	smite_tb_1h_hammer_light_1_	tb_1h_hammer_light_1_2	smite_tb_1h_hammer_light_1_2	smite_targets_tb_1h_sword_light_1_2		369	139	251	328	329															
smite_tb_1h_hammer_light_3_4	smite_tb_1h_hammer_light_3_4	smite_tb_1h_hammer_light_3_	tb_1h_hammer_light_3_4	smite_tb_1h_hammer_light_3_4	smite_targets_smiter_L		370	140	252	330	314															
smite_tb_1h_hammer_heavy	smite_tb_1h_hammer_heavy	smite_smiter_M	smiter_default	smite_default_target_smiter_M	smite_targets_smiter_M		371	138	253	324	325															
smite_shield_slam	smite_slam_tank_M	smite_slam_tank_M		smite_default_target_slam_tank_M			372	133	254	331	0															
smite_shield_slam_aoe	smite_slam_aoe_tank_M	smite_slam_tank_M		smite_default_target_slam_aoe_tank_M			373	133	255	332	0															
smite_medium_blunt_tank_1h	smite_tank_M_1h	smite_tank_M	tank_M	smite_default_target_tank_M	smite_targets_tank_M_1h		374	141	256	333	334															
smite_medium_blunt_smiter_2h_hammer	smite_blunt_smiter_2h_hammer_H	smite_blunt_smiter_2h_hamme	smiter_default	smite_default_target_smiter_M	smite_targets_smiter_M		375	142	259	324	325															
smite_medium_blunt_tank	smite_tank_M	smite_tank_M	tank_M	smite_default_target_tank_M	smite_targets_tank_M		376	141	260	333	335															
smite_light_blunt_smiter_stab	smite_stab_smiter_L	smite_stab_smiter_L	smiter_default	smite_default_target_stab_smiter_L	smite_targets_blunt_smiter_stab_L		377	144	261	336	337															
smite_priest_hammer_heavy_blunt_tank_upper	smite_priest_hammer_heavy_blunt_ta	smite_priest_hammer_heavy_blunt_tank_upper		smite_default_target_priest_hammer_heavy_blunt_tank_up	smite_targets_priest_hammer_heavy_blunt_tank_upper		378	145	263	338	339															
smite_heavy_blunt_tank	smite_tank_H	smite_tank_H	tank_H	smite_default_target_tank_H	smite_targets_tank_H		379	146	265	340	341															
smite_priest_hammer_blunt_smiter	smite_priest_hammer_blunt_smiter	smite_priest_hammer_blunt_smiter		smite_default_target_priest_hammer_blunt_smiter	smite_targets_priest_hammer_blunt_smiter		380	147	267	342	343															
smite_light_blunt_tank_dual	smite_tank_L	smite_tank_L	tank_dual_L	smite_default_target_tank_dual_L	smite_targets_tank_dual_L		381	137	248	344	345															
smite_light_blunt_smiter_dual	smite_smiter_L	smite_smiter_L	smiter_default	smite_default_target_smiter_L_dual_heavy	smite_targets_smiter_L		382	132	243	346	314															
smite_medium_blunt_tank_dual	smite_tank_M_1h	smite_tank_M	tank_M	smite_default_target_tank_M	smite_targets_tank_M_dual		383	141	256	333	347															
heavy_2h_axe_tb	heavy_2h_axe_tb	heavy_2h_axe_tb	heavy_2h_axe_tb	heavy_2h_axe_tb	targets_heavy_2h_axe_tb		384	148	270	348	349															
tb_2h_hammer_light_3_priest	tb_2h_hammer_light_3_priest	tb_2h_hammer_light_3_priest	tb_2h_hammer_light_3_priest	tb_2h_hammer_light_3_priest	targets_tb_2h_hammer_light_3_priest		385	149	271	350	0															
tb_2h_hammer_heavy_2_priest	tb_2h_hammer_heavy_2_priest	tb_2h_hammer_heavy_2_pries	tb_2h_hammer_heavy_2_pries	tb_2h_hammer_heavy_2_priest	targets_tb_2h_hammer_heavy_2_priest		386	150	272	352	353															
smite_tb_2h_hammer_light_3_priest	smite_tb_2h_hammer_light_3_priest	smite_tb_2h_hammer_light_3_	tb_2h_hammer_light_3_priest	smite_tb_2h_hammer_light_3_priest	smite_targets_tb_2h_hammer_light_3_priest		387	151	274	354	0															
smite_tb_2h_hammer_heavy_2_priest	smite_tb_2h_hammer_heavy_2_priest	smite_tb_2h_hammer_heavy_2	tb_2h_hammer_heavy_2_pries	smite_tb_2h_hammer_heavy_2_priest	smite_targets_tb_2h_hammer_heavy_2_priest		388	152	275	356	357															
explosive_barrel_fire_grenade	explosive_barrel	nocrit		default_target_explosive_barrel			389	53	48	56	0			TRUE												
explosive_barrel_fire_grenade_glance	explosive_barrel	nocrit		default_target_explosive_barrel			390	53	48	56	0			TRUE												
burning_dot_fire_grenade_explosion	burning_dot	nocrit		default_target_burning_dot			391	53	23	34	0															
burning_dot_fire_grenade_explosion_glance	burning_dot	nocrit		default_target_burning_dot			392	53	23	34	0															
burning_dot_firegrenade_power195	burning_dot_firegrenade	nocrit		default_target_burning_dot_firegrenade			393	53	24	35	0															
overcharge_explosion [157]	overcharge_explosion	nocrit		overcharge_explosion			394	53	278	358	0			TRUE												
burning_dot_power500	burning_dot	nocrit		default_target_burning_dot			395	53	23	34	0															
burning_dot_firegrenade_power195_no_buff	burning_dot_firegrenade	nocrit		default_target_burning_dot_firegrenade			396	53	24	35	0															
explosive_barrel_glance	explosive_barrel	nocrit		default_target_explosive_barrel			397	53	48	56	0			TRUE												
burning_dot_explosive_barrel	burning_dot	nocrit		default_target_burning_dot			398	53	23	34	0															
burning_dot_explosive_barrel_glance	burning_dot	nocrit		default_target_burning_dot			399	53	23	34	0															
light_1h_axe_tb	light_1h_axe_tb	light_1h_axe_tb		light_1h_axe_tb	targets_light_1h_axe_tb		400	153	279	359	360	TRUE														
bopp_2h_axe_tb	bopp_2h_axe_tb	bopp_2h_axe_tb		bopp_2h_axe_tb	targets_bopp_2h_axe_tb		401	154	281	361	362															
shield_push	shield_push_M	shield_push_M	push_default	target_push_M			402	155	283	169	0	TRUE	TRUE													
shield_light_push	shield_push_M	shield_push_M	push_default	target_push_M			403	155	283	169	0	TRUE	TRUE													
light_push	push_L	push_L	push_default	target_push_L			404	130	93	168	0		TRUE													
medium_push	push_M	push_M	push_default	target_push_M			405	131	94	169	0		TRUE													
billhook_light_push	push_L	push_L	push_default	target_push_L			406	130	93	168	0		TRUE													
billhook_medium_push	push_M	push_M	push_default	target_push_M			407	131	94	169	0		TRUE													
markus_knight_charge	markus_knight_charge	nocrit	markus_knight_charge	default_target_markus_knight_charge			408	53	81	95	0			TRUE												
markus_knight_charge_blast	markus_knight_charge	nocrit	markus_knight_charge	default_target_markus_knight_charge			409	53	81	95	0			TRUE												
dr_ironbreaker_career_ability [158]	default	nocrit		default_target_default			410	53	37	47	0															
slayer_leap_landing	push_slayer_leap	nocrit	push_default	target_push_slayer_leap			411	53	284	364	0		TRUE													
slayer_leap_landing_impact [159]	push_slayer_leap_impact	nocrit	push_default	target_push_slayer_leap_impact			412	53	285	365	0		TRUE													
heavy_slashing_linesman_zealot_ability [160]	linesman_H	nocrit	linesman_H	default_target_linesman_H			413	53	75	87	0															
heavy_slashing_linesman_zealot_ability_blast [1	linesman_H	nocrit	linesman_H	default_target_linesman_H			414	53	75	87	0															
thornsister_thorn_wall_push [162]	default	nocrit		default_target_default			415	53	37	47	0															
we_deus_01_old	we_deus_01_old	we_deus_01_old	we_deus_01_old	we_deus_01_old			416	156	286	366	0															
we_deus_01_dot_old	we_deus_01_dot_old	we_deus_01_dot_old	we_deus_01_dot_old	we_deus_01_dot_old			417	157	288	367	0															
thorn_sister_talent_explosion	thorn_sister_talent_explosion	nocrit	thorn_sister_talent_explosion	thorn_sister_talent_explosion			418	53	289	368	0		TRUE													
tb_falchion_lights	tb_falchion_lights	tb_falchion_lights	tb_falchion_lights	tb_falchion_lights	targets_tb_falchion_lights		419	158	290	369	370															
medium_smiter_depowered	medium_smiter_depowered	medium_smiter_depowered	medium_smiter_depowered	medium_smiter_depowered	targets_medium_smiter_depowered		420	159	291	371	372															
heavy_slashing_linesman_scythe	heavy_slashing_linesman_scythe	heavy_slashing_linesman_scyt	heavy_slashing_linesman_scyt	heavy_slashing_linesman_scythe	targets_heavy_slashing_linesman_scythe		421	160	292	373	374															
heavy_slashing_linesman_scythe_diagonal	heavy_slashing_linesman_scythe_diag	heavy_slashing_linesman_scyt	heavy_slashing_linesman_scyt	heavy_slashing_linesman_scythe_diagonal	targets_heavy_slashing_linesman_scythe_diagonal		422	161	294	375	376															
scythe_blunt_smiter	scythe_blunt_smiter	scythe_blunt_smiter	scythe_blunt_smiter	scythe_blunt_smiter	targets_scythe_blunt_smiter		423	162	296	377	378															
scythe_discharge	scythe_discharge	nocrit		scythe_discharge			424	53	297	379	0															
medium_slashing_axe_linesman_burning	medium_slashing_axe_linesman_burni	medium_slashing_axe_linesma	medium_slashing_axe_linesma	medium_slashing_axe_linesman_burning	targets_medium_slashing_axe_linesman_burning		425	163	298	380	381															
medium_slashing_scythe_linesman	medium_slashing_scythe_linesman	medium_slashing_scythe_lines	medium_slashing_scythe_lines	medium_slashing_scythe_linesman	targets_medium_slashing_scythe_linesman		426	164	300	382	383															
skull_impact	skull_impact	skull_impact	skull_impact	skull_impact			427	165	302	384	0															
skull_detonation	skull_detonation	skull_detonation	skull_detonation	skull_detonation	targets_skull_detonation		428	166	303	385	386															
skull_detonation_charged	skull_detonation_charged	skull_detonation_charged	skull_detonation_charged	skull_detonation_charged	targets_skull_detonation_charged		429	167	304	387	388															
death_staff_curse	death_staff_curse	death_staff_curse	death_staff_curse	death_staff_curse_fixed			430	168	305	392	0															
death_staff_dot	death_staff_dot	nocrit	death_staff_dot	death_staff_dot			431	53	306	391	0															
staff_suck_damage_far	staff_suck_damage_far	nocrit	staff_suck_damage	staff_suck_damage_far			432	53	307	393	0															
staff_suck_damage_near	staff_suck_damage_near	nocrit	staff_suck_damage	staff_suck_damage_near			433	53	308	394	0															
soul_rip_far	soul_rip_far	soul_rip	soul_rip	soul_rip_far			434	170	309	395	0															
soul_rip_near	soul_rip_near	soul_rip	soul_rip	soul_rip_near			435	170	310	396	0															
light_1h_flail_tb	light_1h_flail_tb	light_1h_flail_tb	light_1h_flail_tb	light_1h_flail_tb	targets_light_1h_flail_tb		436	171	311	397	398	TRUE														
heavy_1h_flail_tb	heavy_1h_flail_tb	heavy_1h_flail_tb	heavy_1h_flail_tb	heavy_1h_flail_tb	targets_heavy_1h_flail_tb		437	172	313	399	400	TRUE														
medium_slashing_linesman_2h	linesman_M	linesman_M	linesman_M	default_target_linesman_M	targets_linesman_M_2h		438	45	77	89	401															
light_slashing_smiter_diag_1h	smiter_L	smiter_L	smiter_default	light_slashing_smiter_diag_1h	targets_smiter_L		439	74	120	402	205	TRUE														
thrown_javelin_near	thrown_javelin_near	thrown_javelin		thrown_javelin_near			440	95	186	404	0															
thrown_javelin_far	thrown_javelin_far	thrown_javelin		thrown_javelin_far			441	95	185	405	0															
medium_javelin_smiter_stab_bleed	medium_javelin_smiter_stab_bleed	medium_javelin_smiter_stab_bleed		medium_javelin_smiter_stab_bleed			442	176	315	406	0															

Index	Character	Weapon Filename	Attack Name	Damage Profile	Shot Count	Damage Profile Index	Attack ID [163]	Ranged Attack [164]	Pre-cap Power Multiplier [165]	Fixed Pre-cap Power
0	Bardin&Saltzpyre	1h_axes	Light / Push Attack [170]	light_slashing_smiter		118	1	0		
1	Bardin&Saltzpyre	1h_axes	Heavy Attack [173]	medium_slashing_smiter_1h_axe		176	2	0		
2	Bardin&Saltzpyre	1h_axes	Push (Inner)	medium_push		405	3	0		
3	Bardin&Saltzpyre	1h_axes	Push (Outer)	light_push		404	4	0		
	Saltzpyre	1h_axes	Fierce DoT (max 3 stacks, 2 ticks, ~94.44% chance)	weapon_bleed_dot_whc	2	260	54	3		
	Saltzpyre	1h_axes	Fierce DoT (max 3 stacks, 3 ticks, ~5.56% chance)	weapon_bleed_dot_whc	3	260	55	3		
6	Bardin	1h_axes_shield	Light / Push Attack [174]	light_slashing_smiter		118	1	0		
7	Bardin	1h_axes_shield	Heavy 1 (Shield Bash, center target) [175]	shield_slam_target		201	14	0		
8	Bardin	1h_axes_shield	Heavy 1 (Shield Bash, inner hitbox) [176]	shield_slam		199	15	0		
9	Bardin	1h_axes_shield	Heavy 1 (Shield Bash, outer hitbox) [177]	shield_slam_aoe		257	16	0		
10	Bardin	1h_axes_shield	Heavy 2 (Sweep) [178]	medium_slashing_tank_1h		185	17	0		
11	Bardin	1h_axes_shield	Heavy 3 (Overhead) [179]	medium_slashing_smiter_1h		173	18	0		
12	Bardin	1h_axes_shield	Push (Inner)	shield_push		402	19	0		
13	Bardin	1h_axes_shield	Push (Outer)	medium_push		405	20	0		
14	Kerillian	1h_axes_wood_elf	Light 1	light_slashing_smiter_diag_1h		439	18	0		
15	Kerillian	1h_axes_wood_elf	Light 2 / Push Attack	light_slashing_smiter		118	19	0		
16	Kerillian	1h_axes_wood_elf	Light 3-4	light_slashing_smiter_finesse		123	20	0		
17	Kerillian	1h_axes_wood_elf	Heavy Attack	medium_slashing_smiter_1h_axe		176	21	0		
18	Kerillian	1h_axes_wood_elf	Push (Inner)	medium_push		405	22	0		
19	Kerillian	1h_axes_wood_elf	Push (Outer)	light_push		404	23	0		
	Kerillian	1h_axes_wood_elf	Blackvenom (max 1-2 stacks, 10 ticks, ~0.0% chance)	thorn_sister_poison	10	314	101	3		
	Kerillian	1h_axes_wood_elf	Blackvenom (max 1-2 stacks, 11 ticks, ~15.0% chance)	thorn_sister_poison	11	314	102	3		
	Kerillian	1h_axes_wood_elf	Blackvenom (max 1-2 stacks, 12 ticks, ~68.9% chance)	thorn_sister_poison	12	314	103	3		
	Kerillian	1h_axes_wood_elf	Blackvenom (max 1-2 stacks, 13 ticks, ~15.9% chance)	thorn_sister_poison	13	314	104	3		
	Kerillian	1h_axes_wood_elf	Blackvenom (max 1-2 stacks, 14 ticks, ~0.2% chance)	thorn_sister_poison	14	314	105	3		
	Kerillian	1h_axes_wood_elf	Blackvenom (max 1-2 stacks, 15 ticks, ~0.0% chance)	thorn_sister_poison	15	314	106	3		
	Kerillian	1h_axes_wood_elf	Blackvenom (max 1-2 stacks, 16 ticks, ~0.0% chance) [180]	thorn_sister_poison	16	314	107	3		
	Kerillian	1h_axes_wood_elf	Athel's Delight (max 3 stacks, 5 ticks, ~1.8%)	weapon_bleed_dot	5	252	201	3		
	Kerillian	1h_axes_wood_elf	Athel's Delight (max 3 stacks, 6 ticks, ~80.5% chance)	weapon_bleed_dot	6	252	202	3		
	Kerillian	1h_axes_wood_elf	Athel's Delight (max 3 stacks, 7 ticks, ~17.7% chance)	weapon_bleed_dot	7	252	203	3		
	Kerillian	1h_axes_wood_elf	Athel's Delight (max 3 stacks, 8 ticks, ~0.0% chance) [181]	weapon_bleed_dot	8	252	204	3		
31	Sienna	1h_crowbills	Light 1-3 / Push Attack	light_pointy_smiter		102	20	0		
32	Sienna	1h_crowbills	Light 4	light_blunt_smiter_stab_burn		90	21	0		
33	Sienna	1h_crowbills	Heavy 1 [182]	medium_pointy_smiter_upper_1h		161	22	0		
34	Sienna	1h_crowbills	Heavy 2 [183]	medium_pointy_smiter_flat_1h		160	24	0		
35	Sienna	1h_crowbills	Heavy 3 [184]	medium_pointy_smiter_diag_1h		159	23	0		
36	Sienna	1h_crowbills	Light 4 Burning DoT (2 ticks, 50% chance)	burning_dot_no_ff	2	323	5	2		
37	Sienna	1h_crowbills	Light 4 Burning DoT (3 ticks, 50% chance)	burning_dot_no_ff	3	323	6	2		
38	Sienna	1h_crowbills	Push (Inner)	medium_push		405	7	0		
39	Sienna	1h_crowbills	Push (Outer)	light_push		404	8	0		
	Sienna	1h_crowbills	Outburst Push DoT (max 1 stack, 2 ticks, 50% chance)	burning_dot_no_ff	2	323	101	2		
	Sienna	1h_crowbills	Outburst Push DoT (max 1 stack, 3 ticks, 50% chance)	burning_dot_no_ff	3	323	102	2		
42	Sienna	1h_dagger_wizard	Light Attack [185]	light_slashing_linesman_fencer		114	1	0		
43	Sienna	1h_dagger_wizard	Push Attack [186]	light_fencer_stab		99	5	0		
44	Sienna	1h_dagger_wizard	Heavy 1 (Bash, center target) [187]	dagger_burning_slam_target_fencer		36	6	0		
45	Sienna	1h_dagger_wizard	Heavy 1 (Bash, inner hitbox)	dagger_burning_slam_fencer		263	7	0		
46	Sienna	1h_dagger_wizard	Heavy 1 (Bash, outer hitbox)	dagger_burning_slam_fencer_aoe		264	8	0		
47	Sienna	1h_dagger_wizard	Heavy 2 (Diagonal Stab) [188]	medium_burning_smiter_stab_1h		154	9	0		
48	Sienna	1h_dagger_wizard	Heavy 1 center / Heavy 2 Burning DoT (2 ticks, 50% chance)	burning_dot_no_ff	2	323	55	2		
49	Sienna	1h_dagger_wizard	Heavy 1 center / Heavy 2 Burning DoT (3 ticks, 50% chance)	burning_dot_no_ff	3	323	56	2		
50	Sienna	1h_dagger_wizard	Heavy 1 inner Burning DoT (1 tick)	burning_dot_no_ff		323	57	2		
51	Sienna	1h_dagger_wizard	Push Attack Bleed DoT (max 1 stack, 2 ticks, ~94.44% chance)	weapon_bleed_dot	2	252	64	3		
52	Sienna	1h_dagger_wizard	Push Attack Bleed DoT (max 1 stack, 3 ticks, ~5.56% chance)	weapon_bleed_dot	3	252	65	3		
53	Sienna	1h_dagger_wizard	Push (Inner)	light_push		404	10	0		
54	Sienna	1h_dagger_wizard	Push (Outer)	light_push		404	11	0		
	Sienna	1h_dagger_wizard	Outburst Push DoT (max 1 stack, 2 ticks, 50% chance)	burning_dot_no_ff	2	323	101	2		
	Sienna	1h_dagger_wizard	Outburst Push DoT (max 1 stack, 3 ticks, 50% chance)	burning_dot_no_ff	3	323	102	2		
57	Saltzpyre	1h_falchions	Light 1-2 / Push Attack (Sweep)	light_slashing_axe_linesman		107	1	0		
58	Saltzpyre	1h_falchions	Light 3 (Overhead)	medium_slashing_smiter_1h		173	2	0		
59	Saltzpyre	1h_falchions	Heavy Attack	medium_slashing_smiter_1h		173	10	0		
60	Saltzpyre	1h_falchions	Push (Inner)	medium_push		405	11	0		
61	Saltzpyre	1h_falchions	Push (Outer)	light_push		404	12	0		
	Saltzpyre	1h_falchions	Fierce DoT (max 3 stacks, 2 ticks, ~94.44% chance)	weapon_bleed_dot_whc	2	260	54	3		
	Saltzpyre	1h_falchions	Fierce DoT (max 3 stacks, 3 ticks, ~5.56% chance)	weapon_bleed_dot_whc	3	260	55	3		
64	Saltzpyre	1h_flails	Light 1-2 / Push Attack (Sweep)	light_blunt_tank_spiked		97	1	0		
65	Saltzpyre	1h_flails	Light 3-4 (Overhead)	light_blunt_smiter		85	19	0		
66	Saltzpyre	1h_flails	Heavy Attack	medium_blunt_tank_spiked		152	2	0		
67	Saltzpyre	1h_flails	Push (Inner)	medium_push		405	20	0		
68	Saltzpyre	1h_flails	Push (Outer)	light_push		404	21	0		
	Saltzpyre	1h_flails	Fierce DoT (max 3 stacks, 2 ticks, ~94.44% chance)	weapon_bleed_dot_whc	2	260	54	3		
	Saltzpyre	1h_flails	Fierce DoT (max 3 stacks, 3 ticks, ~5.56% chance)	weapon_bleed_dot_whc	3	260	55	3		
71	Sienna	1h_flails_flaming	Light 1-2 (Sweep) / Push Attack	light_blunt_tank_spiked		97	117	0		
72	Sienna	1h_flails_flaming	Light 3-4 (Overhead)	light_blunt_smiter		85	118	0		
73	Sienna	1h_flails_flaming	Heavy 1 (Slam)	heavy_blunt_smiter_burn		67	119	0		
74	Sienna	1h_flails_flaming	Heavy 1 Explosion AoE (decays quadratically from 0.25m to 3m)	flaming_flail_explosion		266	156	0		
75	Sienna	1h_flails_flaming	Heavy 2 (Sweep)	medium_blunt_tank_spiked		152	120	0		
76	Sienna	1h_flails_flaming	Heavy 1 Direct Burning DoT (2 ticks, 50% chance)	burning_dot_no_ff	2	323	157	2		
77	Sienna	1h_flails_flaming	Heavy 1 Direct Burning DoT (3 ticks, 50% chance)	burning_dot_no_ff	3	323	158	2		
78	Sienna	1h_flails_flaming	Push (Inner)	medium_push		405	160	0		
79	Sienna	1h_flails_flaming	Push (Outer)	light_push		404	161	0		
	Sienna	1h_flails_flaming	Outburst Push DoT (max 1 stack, 2 ticks, 50% chance)	burning_dot_no_ff	2	323	101	2		
	Sienna	1h_flails_flaming	Outburst Push DoT (max 1 stack, 3 ticks, 50% chance)	burning_dot_no_ff	3	323	102	2		
82	Kruber&Bardin	1h_hammers	Light 1-2 (Sweep) / Push Attack	light_blunt_tank		92	1	0		
83	Kruber&Bardin	1h_hammers	Light 3-4 (Upswing / Overhead)	light_blunt_smiter		85	13	0		
84	Kruber&Bardin	1h_hammers	Heavy Attack	medium_blunt_smiter_1h		136	2	0		
85	Kruber&Bardin	1h_hammers	Push (Inner)	medium_push		405	14	0		
86	Kruber&Bardin	1h_hammers	Push (Outer)	light_push		404	15	0		
87	Kruber&Bardin	1h_hammers_shield	Light 1-2 (Sweep)	light_blunt_tank		92	1	0		
88	Kruber&Bardin	1h_hammers_shield	Light 3 (Overhead) / Push Attack	light_blunt_smiter		85	2	0		
89	Kruber&Bardin	1h_hammers_shield	Heavy 1 (Shield Bash, center target)	shield_slam_target		201	3	0		
90	Kruber&Bardin	1h_hammers_shield	Heavy 1 (Shield Bash, inner hitbox)	shield_slam		199	4	0		
91	Kruber&Bardin	1h_hammers_shield	Heavy 1 (Shield Bash, outer hitbox)	shield_slam_aoe		257	5	0		
92	Kruber&Bardin	1h_hammers_shield	Heavy 2 (Sweep)	medium_blunt_tank_1h		180	4	0		
93	Kruber&Bardin	1h_hammers_shield	Push (Inner)	shield_push		402	14	0		
94	Kruber&Bardin	1h_hammers_shield	Push (Outer)	medium_push		405	15	0		
95	Sienna	1h_hammers_wizard	Light 1-2 (Upswing / Overhead)	light_blunt_smiter		85	20	0		
96	Sienna	1h_hammers_wizard	Light 3-4 (Sweep) / Push Attack	light_blunt_tank		92	21	0		
97	Sienna	1h_hammers_wizard	Heavy 1 (Overhead)	medium_blunt_smiter_heavy		146	22	0		
98	Sienna	1h_hammers_wizard	Heavy 2-3 (Sweep)	medium_blunt_tank_upper_1h		153	23	0		
99	Sienna	1h_hammers_wizard	Heavy 1 Burning DoT (2 ticks, 50% chance)	burning_dot_no_ff	2	323	155	2		
100	Sienna	1h_hammers_wizard	Heavy 1 Burning DoT (3 ticks, 50% chance)	burning_dot_no_ff	3	323	156	2		
101	Sienna	1h_hammers_wizard	Push (Inner)	medium_push		405	160	0		
102	Sienna	1h_hammers_wizard	Push (Outer)	light_push		404	161	0		
	Sienna	1h_hammers_wizard	Outburst Push DoT (max 1 stack, 2 ticks, 50% chance)	burning_dot_no_ff	2	323	101	2		
	Sienna	1h_hammers_wizard	Outburst Push DoT (max 1 stack, 3 ticks, 50% chance)	burning_dot_no_ff	3	323	102	2		
105	Kerillian	1h_spears_shield	Light 1-2 (Stab) / Push Attack	light_slashing_smiter_stab		126	107	0		
106	Kerillian	1h_spears_shield	Light 3 (Sweep)	medium_slashing_linesman_spear		169	108	0		
107	Kerillian	1h_spears_shield	Heavy 1 (Sweep)	medium_slashing_tank_1h		185	109	0		
108	Kerillian	1h_spears_shield	Heavy 2 (Overhead)	heavy_slashing_smiter		78	110	0		
109	Kerillian	1h_spears_shield	Heavy 3 (Stab)	medium_slashing_smiter_stab_1h		182	111	0		
110	Kerillian	1h_spears_shield	Push (Inner)	shield_push		402	120	0		
111	Kerillian	1h_spears_shield	Push (Outer)	medium_push		405	121	0		
112	Kruber&Sienna	1h_swords	Light 1-2 (Sweep)	light_slashing_linesman_finesse		119	1	0		
113	Kruber&Sienna	1h_swords	Light 3 (Overhead)	light_slashing_smiter_finesse		123	10	0		
114	Kruber&Sienna	1h_swords	Push Attack	medium_slashing_linesman_finesse		168	3	0		
115	Kruber&Sienna	1h_swords	Heavy Attack	medium_slashing_tank_1h_finesse		186	2	0		
116	Kruber&Sienna	1h_swords	Push (Inner)	medium_push		405	11	0		
117	Kruber&Sienna	1h_swords	Push (Outer)	light_push		404	12	0		
	Sienna	1h_swords	Outburst Push DoT (max 1 stack, 2 ticks, 50% chance)	burning_dot_no_ff	2	323	101	2		
	Sienna	1h_swords	Outburst Push DoT (max 1 stack, 3 ticks, 50% chance)	burning_dot_no_ff	3	323	102	2		
120	Kruber	1h_swords_shield	Light Attack	light_slashing_linesman		108	1	0		
121	Kruber	1h_swords_shield	Push Attack	light_slashing_smiter_stab		126	5	0		
122	Kruber	1h_swords_shield	Heavy 1 (Shield Bash, center target)	shield_slam_target		201	16	0		
123	Kruber	1h_swords_shield	Heavy 1 (Shield Bash, inner hitbox)	shield_slam		199	17	0		
124	Kruber	1h_swords_shield	Heavy 1 (Shield Bash, outer hitbox)	shield_slam_aoe		257	18	0		
125	Kruber	1h_swords_shield	Heavy 2 (Stab)	medium_slashing_smiter_stab_1h		182	19	0		
126	Kruber	1h_swords_shield	Heavy 3 (Sweep)	medium_slashing_tank_1h		185	20	0		
127	Kruber	1h_swords_shield	Push (Inner)	shield_push		402	21	0		
128	Kruber	1h_swords_shield	Push (Outer)	medium_push		405	22	0		
129	Kruber	1h_swords_shield_breton	Light 1 (Upward Sweep)	light_slashing_linesman		108	54	0		
130	Kruber	1h_swords_shield_breton	Light 2 (Overhead)	light_slashing_smiter		118	55	0		
131	Kruber	1h_swords_shield_breton	Light 3 (Shield Bash, center target)	shield_slam_target		201	56	0		
132	Kruber	1h_swords_shield_breton	Light 3 (Shield Bash, inner hitbox)	shield_slam_shotgun		200	57	0		
133	Kruber	1h_swords_shield_breton	Light 3 (Shield Bash, outer hitbox)	shield_slam_shotgun_aoe		261	58	0		
134	Kruber	1h_swords_shield_breton	Push Attack	light_slashing_smiter_stab		126	59	0		
135	Kruber	1h_swords_shield_breton	Heavy 1 (Overhead)	medium_slashing_smiter_1h		173	60	0		
136	Kruber	1h_swords_shield_breton	Heavy 2 (Shield Bash, center target)	shield_slam_target		201	61	0		
137	Kruber	1h_swords_shield_breton	Heavy 2 (Shield Bash, inner hitbox)	shield_slam		199	62	0		
138	Kruber	1h_swords_shield_breton	Heavy 2 (Shield Bash, outer hitbox)	shield_slam_aoe		257	63	0		
139	Kruber	1h_swords_shield_breton	Heavy 3 (Stab)	medium_slashing_smiter_stab_1h		182	64	0		
140	Kruber	1h_swords_shield_breton	Push (Inner)	shield_push		402	70	0		
141	Kruber	1h_swords_shield_breton	Push (Outer)	medium_push		405	71	0		
142	Sienna	1h_swords_wizard	Light 1-2 (Sweep)	light_slashing_linesman		108	1	0		
143	Sienna	1h_swords_wizard	Light 3 (Stab)	light_slashing_smiter_stab		126	3	0		
144	Sienna	1h_swords_wizard	Push Attack	light_slashing_linesman_burn		109	2	0		
145	Sienna	1h_swords_wizard	Heavy 1 (Bash, center target)	dagger_burning_slam_target		35	4	0		
146	Sienna	1h_swords_wizard	Heavy 1 (Bash, inner hitbox)	dagger_burning_slam		34	5	0		
147	Sienna	1h_swords_wizard	Heavy 1 (Bash, outer hitbox)	dagger_burning_slam_aoe		265	6	0		
148	Sienna	1h_swords_wizard	Heavy 2 (Sword)	medium_burning_tank		155	8	0		
149	Sienna	1h_swords_wizard	Heavy 1 center / inner / Push Attack 1st target Burning DoT (2 ticks, 50% chance)	burning_dot_no_ff	2	323	55	2		
150	Sienna	1h_swords_wizard	Heavy 1 center / inner / Push Attack 1st target Burning DoT (3 ticks, 50% chance)	burning_dot_no_ff	3	323	56	2		
151	Sienna	1h_swords_wizard	Heavy 1 outer / Heavy 2 / Push Attack 2nd target Burning DoT (1 tick)	burning_dot_no_ff		323	57	2		
152	Sienna	1h_swords_wizard	Push (Inner)	medium_push		405	11	0		
153	Sienna	1h_swords_wizard	Push (Outer)	light_push		404	12	0		
	Sienna	1h_swords_wizard	Outburst Push DoT (max 1 stack, 2 ticks, 50% chance)	burning_dot_no_ff	2	323	101	2		
	Sienna	1h_swords_wizard	Outburst Push DoT (max 1 stack, 3 ticks, 50% chance)	burning_dot_no_ff	3	323	102	2		
156	Kerillian	1h_swords_wood_elf	Light 1-2 (Sweep) / Push Attack	light_slashing_linesman_elf		113	1	0		
157	Kerillian	1h_swords_wood_elf	Light 3 (Stab)	light_slashing_smiter_stab		126	10	0		
158	Kerillian	1h_swords_wood_elf	Heavy 1/3 (Overhead)	medium_slashing_smiter_1h		173	2	0		
159	Kerillian	1h_swords_wood_elf	Heavy 2 (Sweep)	medium_pointy_smiter_upper_1h		161	11	0		
160	Kerillian	1h_swords_wood_elf	Push (Inner)	medium_push		405	12	0		
161	Kerillian	1h_swords_wood_elf	Push (Outer)	light_push		404	13	0		
	Kerillian	1h_swords_wood_elf	Blackvenom (max 1-2 stacks, 10 ticks, ~0.0% chance)	thorn_sister_poison	10	314	101	3		
	Kerillian	1h_swords_wood_elf	Blackvenom (max 1-2 stacks, 11 ticks, ~15.0% chance)	thorn_sister_poison	11	314	102	3		
	Kerillian	1h_swords_wood_elf	Blackvenom (max 1-2 stacks, 12 ticks, ~68.9% chance)	thorn_sister_poison	12	314	103	3		
	Kerillian	1h_swords_wood_elf	Blackvenom (max 1-2 stacks, 13 ticks, ~15.9% chance)	thorn_sister_poison	13	314	104	3		
	Kerillian	1h_swords_wood_elf	Blackvenom (max 1-2 stacks, 14 ticks, ~0.2% chance)	thorn_sister_poison	14	314	105	3		
	Kerillian	1h_swords_wood_elf	Blackvenom (max 1-2 stacks, 15 ticks, ~0.0% chance)	thorn_sister_poison	15	314	106	3		
	Kerillian	1h_swords_wood_elf	Blackvenom (max 1-2 stacks, 16 ticks, ~0.0% chance) [189]	thorn_sister_poison	16	314	107	3		
	Kerillian	1h_swords_wood_elf	Athel's Delight (max 3 stacks, 5 ticks, ~1.8%)	weapon_bleed_dot	5	252	201	3		
	Kerillian	1h_swords_wood_elf	Athel's Delight (max 3 stacks, 6 ticks, ~80.5% chance)	weapon_bleed_dot	6	252	202	3		
	Kerillian	1h_swords_wood_elf	Athel's Delight (max 3 stacks, 7 ticks, ~17.7% chance)	weapon_bleed_dot	7	252	203	3		
	Kerillian	1h_swords_wood_elf	Athel's Delight (max 3 stacks, 8 ticks, ~0.0% chance) [190]	weapon_bleed_dot	8	252	204	3		
173	Bardin	1h_throwing_axes	Axe (near, <15m)	throwing_axe_near		237	105	1		
174	Bardin	1h_throwing_axes	Axe (far, >30m)	throwing_axe_far		236	106	1		
175	Bardin	2h_axes	Light Attack	medium_slashing_smiter_2h		175	1	0		
176	Bardin	2h_axes	Push Attack	medium_slashing_axe_linesman		162	5	0		
177	Bardin	2h_axes	Heavy Attack	heavy_slashing_axe_linesman		73	2	0		
178	Bardin	2h_axes	Push (Inner)	medium_push		405	6	0		
179	Bardin	2h_axes	Push (Outer)	light_push		404	7	0		
180	Kerillian	2h_axes_wood_elf	Light Attack	medium_slashing_axe_linesman		162	1	0		
181	Kerillian	2h_axes_wood_elf	Push Attack	medium_slashing_axe_linesman		162	1	0		
182	Kerillian	2h_axes_wood_elf	Heavy 1 (Upswing)	medium_slashing_smiter_upper		184	7	0		
183	Kerillian	2h_axes_wood_elf	Heavy 2 (Downswing)	heavy_slashing_smiter_glaive		80	8	0		
184	Kerillian	2h_axes_wood_elf	Push (Inner)	medium_push		405	9	0		
185	Kerillian	2h_axes_wood_elf	Push (Outer)	light_push		404	10	0		
	Kerillian	2h_axes_wood_elf	Blackvenom (max 1-2 stacks, 10 ticks, ~0.0% chance)	thorn_sister_poison	10	314	101	3		
	Kerillian	2h_axes_wood_elf	Blackvenom (max 1-2 stacks, 11 ticks, ~15.0% chance)	thorn_sister_poison	11	314	102	3		
	Kerillian	2h_axes_wood_elf	Blackvenom (max 1-2 stacks, 12 ticks, ~68.9% chance)	thorn_sister_poison	12	314	103	3		
	Kerillian	2h_axes_wood_elf	Blackvenom (max 1-2 stacks, 13 ticks, ~15.9% chance)	thorn_sister_poison	13	314	104	3		
	Kerillian	2h_axes_wood_elf	Blackvenom (max 1-2 stacks, 14 ticks, ~0.2% chance)	thorn_sister_poison	14	314	105	3		
	Kerillian	2h_axes_wood_elf	Blackvenom (max 1-2 stacks, 15 ticks, ~0.0% chance)	thorn_sister_poison	15	314	106	3		
	Kerillian	2h_axes_wood_elf	Blackvenom (max 1-2 stacks, 16 ticks, ~0.0% chance) [191]	thorn_sister_poison	16	314	107	3		
	Kerillian	2h_axes_wood_elf	Athel's Delight (max 3 stacks, 5 ticks, ~1.8%)	weapon_bleed_dot	5	252	201	3		
	Kerillian	2h_axes_wood_elf	Athel's Delight (max 3 stacks, 6 ticks, ~80.5% chance)	weapon_bleed_dot	6	252	202	3		
	Kerillian	2h_axes_wood_elf	Athel's Delight (max 3 stacks, 7 ticks, ~17.7% chance)	weapon_bleed_dot	7	252	203	3		
	Kerillian	2h_axes_wood_elf	Athel's Delight (max 3 stacks, 8 ticks, ~0.0% chance) [192]	weapon_bleed_dot	8	252	204	3		
197	Saltzpyre	2h_billhooks	Light 1/3 (Stab)	medium_slashing_smiter_stab		181	112	0		
198	Saltzpyre	2h_billhooks	Light 2 (Sweep) / Push Attack	medium_slashing_linesman_spear		169	113	0		
199	Saltzpyre	2h_billhooks	Heavy 1 (Stab)	heavy_slashing_smiter_stab_polearm		83	114	0		
200	Saltzpyre	2h_billhooks	Heavy 2 (Overhead)	heavy_slashing_smiter_polearm		81	115	0		
201	Saltzpyre	2h_billhooks	Hook	light_slashing_smiter_pull		125	116	0		
202	Saltzpyre	2h_billhooks	Push (Inner)	billhook_medium_push		407	120	0		
203	Saltzpyre	2h_billhooks	Push (Outer)	billhook_light_push		406	121	0		
	Saltzpyre	2h_billhooks	Fierce DoT (max 3 stacks, 2 ticks, ~94.44% chance)	weapon_bleed_dot_whc	2	260	54	3		
	Saltzpyre	2h_billhooks	Fierce DoT (max 3 stacks, 3 ticks, ~5.56% chance)	weapon_bleed_dot_whc	3	260	55	3		
206	Bardin	2h_cog_hammers	Light / Push Attack	medium_blunt_tank		149	117	0		
207	Bardin	2h_cog_hammers	Heavy Attack	heavy_slashing_smiter_executioner		79	118	0		
208	Bardin	2h_cog_hammers	Push (Inner)	medium_push		405	120	0		
209	Bardin	2h_cog_hammers	Push (Outer)	light_push		404	121	0		
210	Kruber&Bardin	2h_hammers	Light Attack	medium_blunt_smiter_2h_hammer		139	1	0		
211	Kruber&Bardin	2h_hammers	Push Attack	heavy_blunt_tank_light		71	1	0		
212	Kruber&Bardin	2h_hammers	Heavy Attack	heavy_blunt_tank		70	2	0		
213	Kruber&Bardin	2h_hammers	Push (Inner)	medium_push		405	3	0		
214	Kruber&Bardin	2h_hammers	Push (Outer)	light_push		404	4	0		
215	Kruber	2h_heavy_spears	Light 1/2/4 (Stab)	medium_spear_smiter_stab		188	101	0		
216	Kruber	2h_heavy_spears	Light 3 (Sweep)	medium_slashing_linesman_spear		169	102	0		
217	Kruber	2h_heavy_spears	Heavy 1 (Stab)	heavy_slashing_smiter_stab_polearm		83	103	0		
218	Kruber	2h_heavy_spears	Heavy 2 (Sweep) / Push Attack	heavy_slashing_tank		84	104	0		
219	Kruber	2h_heavy_spears	Push (Inner)	medium_push		405	120	0		
220	Kruber	2h_heavy_spears	Push (Outer)	light_push		404	121	0		
221	Bardin	2h_picks	Light Attack	medium_blunt_tank		149	1	0		
222	Bardin	2h_picks	Push Attack	medium_blunt_smiter_flat_2h		145	5	0		
223	Bardin	2h_picks	Heavy (Partial charge)	heavy_blunt_smiter_pick		69	2	0		
224	Bardin	2h_picks	Heavy (Full charge)	heavy_blunt_smiter_charged		68	6	0		
225	Bardin	2h_picks	Push (Inner)	medium_push		405	11	0		
226	Bardin	2h_picks	Push (Outer)	light_push		404	12	0		
227	Kruber&Saltzpyre	2h_swords	Light Attack	medium_slashing_linesman		165	1	0		
228	Kruber&Saltzpyre	2h_swords	Push Attack	heavy_slashing_smiter		78	5	0		
229	Kruber&Saltzpyre	2h_swords	Heavy Attack	heavy_slashing_linesman		74	2	0		
230	Kruber&Saltzpyre	2h_swords	Push (Inner)	medium_push		405	11	0		
231	Kruber&Saltzpyre	2h_swords	Push (Outer)	light_push		404	12	0		
	Saltzpyre	2h_swords	Fierce DoT (max 3 stacks, 2 ticks, ~94.44% chance)	weapon_bleed_dot_whc	2	260	54	3		
	Saltzpyre	2h_swords	Fierce DoT (max 3 stacks, 3 ticks, ~5.56% chance)	weapon_bleed_dot_whc	3	260	55	3		
234	Kruber	2h_swords_executioner	Light Attack	medium_slashing_linesman_executioner		167	1	0		
235	Kruber	2h_swords_executioner	Push Attack	medium_slashing_linesman_executioner		167	3	0		
236	Kruber	2h_swords_executioner	Heavy Attack	heavy_slashing_smiter_executioner		79	2	0		
237	Kruber	2h_swords_executioner	Push (Inner)	medium_push		405	11	0		
238	Kruber	2h_swords_executioner	Push (Outer)	light_push		404	12	0		
239	Kerillian	2h_swords_wood_elf	Light / Push Attack	medium_slashing_linesman		165	1	0		
240	Kerillian	2h_swords_wood_elf	Heavy 1 (Stab)	heavy_slashing_smiter_stab		82	7	0		
241	Kerillian	2h_swords_wood_elf	Heavy 2 (Sweep)	heavy_slashing_linesman_executioner		76	8	0		
242	Kerillian	2h_swords_wood_elf	Push (Inner)	medium_push		405	11	0		
243	Kerillian	2h_swords_wood_elf	Push (Outer)	light_push		404	12	0		
	Kerillian	2h_swords_wood_elf	Blackvenom (max 1-2 stacks, 10 ticks, ~0.0% chance)	thorn_sister_poison	10	314	101	3		
	Kerillian	2h_swords_wood_elf	Blackvenom (max 1-2 stacks, 11 ticks, ~15.0% chance)	thorn_sister_poison	11	314	102	3		
	Kerillian	2h_swords_wood_elf	Blackvenom (max 1-2 stacks, 12 ticks, ~68.9% chance)	thorn_sister_poison	12	314	103	3		
	Kerillian	2h_swords_wood_elf	Blackvenom (max 1-2 stacks, 13 ticks, ~15.9% chance)	thorn_sister_poison	13	314	104	3		
	Kerillian	2h_swords_wood_elf	Blackvenom (max 1-2 stacks, 14 ticks, ~0.2% chance)	thorn_sister_poison	14	314	105	3		
	Kerillian	2h_swords_wood_elf	Blackvenom (max 1-2 stacks, 15 ticks, ~0.0% chance)	thorn_sister_poison	15	314	106	3		
	Kerillian	2h_swords_wood_elf	Blackvenom (max 1-2 stacks, 16 ticks, ~0.0% chance) [193]	thorn_sister_poison	16	314	107	3		
	Kerillian	2h_swords_wood_elf	Athel's Delight (max 3 stacks, 5 ticks, ~1.8%)	weapon_bleed_dot	5	252	201	3		
	Kerillian	2h_swords_wood_elf	Athel's Delight (max 3 stacks, 6 ticks, ~80.5% chance)	weapon_bleed_dot	6	252	202	3		
	Kerillian	2h_swords_wood_elf	Athel's Delight (max 3 stacks, 7 ticks, ~17.7% chance)	weapon_bleed_dot	7	252	203	3		
	Kerillian	2h_swords_wood_elf	Athel's Delight (max 3 stacks, 8 ticks, ~0.0% chance) [194]	weapon_bleed_dot	8	252	204	3		
255	Bardin	bardin_engineer_career_skill	Shot (Near, <10m)	engineer_ability_shot_near		41	8	1		
256	Bardin	bardin_engineer_career_skill	Shot (Far, >20m)	engineer_ability_shot_far		40	9	1		
257	Bardin	bardin_engineer_career_skill	Gromril-Plated Shot (Near, <10m)	engineer_ability_shot_armor_pierce_near		39	10	1		
258	Bardin	bardin_engineer_career_skill	Gromril-Plated Shot (Far, >20m)	engineer_ability_shot_armor_pierce_far		38	11	1		
259	Kruber	bastard_swords	Light 1	medium_slashing_linesman_uppercut		171	48	0		
260	Kruber	bastard_swords	Light 2	medium_slashing_linesman		165	49	0		
261	Kruber	bastard_swords	Light 3	medium_slashing_smiter		172	50	0		
262	Kruber	bastard_swords	Push Attack	medium_slashing_smiter_2h		175	51	0		
263	Kruber	bastard_swords	Heavy 1-2	heavy_slashing_axe_linesman		73	52	0		
264	Kruber	bastard_swords	Heavy 3	heavy_slashing_smiter		78	53	0		
265	Kruber	bastard_swords	Push (Inner)	medium_push		405	11	0		
266	Kruber	bastard_swords	Push (Outer)	light_push		404	12	0		
267	Kruber	blunderbusses	All 12 Pellets (near, <10m)	shot_shotgun_near	12	222	30	1		
268	Kruber	blunderbusses	1 Pellet (near, <10m)	shot_shotgun_near		222	31	1		
269	Kruber	blunderbusses	All 12 Pellets (far, >30m)	shot_shotgun_far	12	221	40	1		
270	Kruber	blunderbusses	1 Pellet (far, >30m)	shot_shotgun_far		221	41	1		
271	Kruber	blunderbusses	Bash (inner hitbox)	shield_slam_shotgun		200	51	0		
272	Kruber	blunderbusses	Bash (outer hitbox)	shield_slam_shotgun_aoe		261	52	0		
273	Other	bombs	Bomb - Impact	light_fencer_stab		99	51	1		
274	Other	bombs	Bomb - Explosion	frag_grenade		89	52	700		
275	Other	bombs	Bomb - Glance	frag_grenade_glance		60	53	300		
276	Other	bombs	Incendiary - Impact	light_fencer_stab		99	54	1		
277	Other	bombs	Incendiary - Explosion	explosive_barrel		42	55	230		
278	Other	bombs	Incendiary - DoT	burning_dot_firegrenade		27	56	1		
279	Bardin	brace_of_drake_pistols	Shot (near, <15m)	shot_drakefire_near		210	30	1		
280	Bardin	brace_of_drake_pistols	Shot (far, >30m)	shot_drakefire_far		209	40	1		
281	Bardin	brace_of_drake_pistols	Blast [195]	blast_near		25	31	1		
282	Bardin	brace_of_drake_pistols	Shot / Blast Burning DoT (1 tick)	burning_dot	1	26	54	2		
283	Saltzpyre	brace_of_pistols	Shot (near, <15m)	shot_carbine_near		206	30	1		
284	Saltzpyre	brace_of_pistols	Shot (far, >30m)	shot_carbine_far		205	40	1		
285	Bardin&Saltzpyre	crossbows	Shot (near, <30m)	crossbow_bolt_near		31	30	1		
286	Bardin&Saltzpyre	crossbows	Shot (far, >50m)	crossbow_bolt_far		30	40	1		
287	Bardin	drakegun	Burst (near, <4m)	flamethrower_spray_near		58	30	1		
288	Bardin	drakegun	Burst (far, >8m) [196]	flamethrower_spray_far		57	40	1		
289	Bardin	drakegun	Charged Stream 1st Hit (near, <4m)	flamethrower_initial_1st_near		270	31	1		
290	Bardin	drakegun	Charged Stream 2nd Hit (near, <4m)	flamethrower_initial_2nd_near		271	32	1		
291	Bardin	drakegun	Charged Stream 3rd Hit (near, <4m)	flamethrower_initial_3rd_near		272	33	1		
292	Bardin	drakegun	Charged Stream 4th Hit (near, <4m)	flamethrower_initial_4th_near		273	34	1		
293	Bardin	drakegun	Charged Stream 5th Hit (near, <4m)	flamethrower_initial_5th_near		274	35	1		
294	Bardin	drakegun	Charged Stream 6th+ Hit (near, <4m)	flamethrower_near_6th		275	36	1		
295	Bardin	drakegun	Charged Stream 1st Hit (far, >8m)	flamethrower_initial_1st_far		276	41	1		
296	Bardin	drakegun	Charged Stream 2nd Hit (far, >8m)	flamethrower_initial_2nd_far		277	42	1		
297	Bardin	drakegun	Charged Stream 3rd Hit (far, >8m)	flamethrower_initial_3rd_far		278	43	1		
298	Bardin	drakegun	Charged Stream 4th Hit (far, >8m)	flamethrower_initial_4th_far		279	44	1		
299	Bardin	drakegun	Charged Stream 5th Hit (far, >8m)	flamethrower_initial_5th_far		280	45	1		
300	Bardin	drakegun	Charged Stream 6th+ Hit (far, >8m)	flamethrower_far_6th		281	46	1		
301	Bardin	drakegun	Charged Burning DoT (max stack 1, every ~0.45s-0.8% for 1.5s)	flamethrower_dot		52	54	2		
302	Saltzpyre	dual_wield_axe_falchion	Light Attack 1/4 (Axe)	light_slashing_smiter		118	11	0		
303	Saltzpyre	dual_wield_axe_falchion	Light Attack 2-3 (Falchion) / Push Attack	light_slashing_axe_linesman		107	12	0		
304	Saltzpyre	dual_wield_axe_falchion	Heavy Attack	light_slashing_smiter_dual	2	121	9	0		
305	Saltzpyre	dual_wield_axe_falchion	½ Heavy Attack	light_slashing_smiter_dual		121	10	0		
306	Saltzpyre	dual_wield_axe_falchion	Push (Inner)	medium_push		405	20	0		
307	Saltzpyre	dual_wield_axe_falchion	Push (Outer)	light_push		404	21	0		
	Saltzpyre	dual_wield_axe_falchion	Fierce DoT (max 3 stacks, 2 ticks, ~94.44% chance)	weapon_bleed_dot_whc	2	260	54	3		
	Saltzpyre	dual_wield_axe_falchion	Fierce DoT (max 3 stacks, 3 ticks, ~5.56% chance)	weapon_bleed_dot_whc	3	260	55	3		
310	Bardin	dual_wield_axes	Light Attack	light_slashing_smiter_diag_dual_L		120	1	0		
311	Bardin	dual_wield_axes	Push Attack	light_slashing_smiter_dual_bopp	2	122	2	0		
312	Bardin	dual_wield_axes	½ Push Attack	light_slashing_smiter_dual_bopp		122	3	0		
313	Bardin	dual_wield_axes	Heavy Attack	light_slashing_smiter_dual	2	121	26	0		
314	Bardin	dual_wield_axes	½ Heavy Attack	light_slashing_smiter_dual		121	27	0		
315	Bardin	dual_wield_axes	Push (Inner)	medium_push		405	20	0		
316	Bardin	dual_wield_axes	Push (Outer)	light_push		404	21	0		
317	Kerillian	dual_wield_daggers	Light Attack	light_fencer_stab_diag		100	1	0		
318	Kerillian	dual_wield_daggers	Push Attack	light_fencer_stab		99	5	0		
319	Kerillian	dual_wield_daggers	Heavy Attack	light_slashing_smiter_stab_dual	2	128	2	0		
320	Kerillian	dual_wield_daggers	½ Heavy Attack	light_slashing_smiter_stab_dual		128	26	0		
321	Kerillian	dual_wield_daggers	Light Bleed DoT (max 1 stack, 2 ticks, ~94.44% chance)	weapon_bleed_dot	2	252	54	3		
322	Kerillian	dual_wield_daggers	Light Bleed DoT (max 1 stack, 3 ticks, ~5.56% chance)	weapon_bleed_dot	3	252	55	3		
323	Kerillian	dual_wield_daggers	Push (Inner)	light_push		404	20	0		
324	Kerillian	dual_wield_daggers	Push (Outer)	light_push		404	21	0		
	Kerillian	dual_wield_daggers	Blackvenom (max 1-2 stacks, 10 ticks, ~0.0% chance)	thorn_sister_poison	10	314	101	3		
	Kerillian	dual_wield_daggers	Blackvenom (max 1-2 stacks, 11 ticks, ~15.0% chance)	thorn_sister_poison	11	314	102	3		
	Kerillian	dual_wield_daggers	Blackvenom (max 1-2 stacks, 12 ticks, ~68.9% chance)	thorn_sister_poison	12	314	103	3		
	Kerillian	dual_wield_daggers	Blackvenom (max 1-2 stacks, 13 ticks, ~15.9% chance)	thorn_sister_poison	13	314	104	3		
	Kerillian	dual_wield_daggers	Blackvenom (max 1-2 stacks, 14 ticks, ~0.2% chance)	thorn_sister_poison	14	314	105	3		
	Kerillian	dual_wield_daggers	Blackvenom (max 1-2 stacks, 15 ticks, ~0.0% chance)	thorn_sister_poison	15	314	106	3		
	Kerillian	dual_wield_daggers	Blackvenom (max 1-2 stacks, 16 ticks, ~0.0% chance) [197]	thorn_sister_poison	16	314	107	3		
	Kerillian	dual_wield_daggers	Athel's Delight (max 3 stacks, 5 ticks, ~1.8%)	weapon_bleed_dot	5	252	201	3		
	Kerillian	dual_wield_daggers	Athel's Delight (max 3 stacks, 6 ticks, ~80.5% chance)	weapon_bleed_dot	6	252	202	3		
	Kerillian	dual_wield_daggers	Athel's Delight (max 3 stacks, 7 ticks, ~17.7% chance)	weapon_bleed_dot	7	252	203	3		
	Kerillian	dual_wield_daggers	Athel's Delight (max 3 stacks, 8 ticks, ~0.0% chance) [198]	weapon_bleed_dot	8	252	204	3		
336	Markus	dual_wield_hammer_sword	Light 1-2 (Mace)	light_blunt_tank_diag		93	5	0		
337	Markus	dual_wield_hammer_sword	Light 3-4 (Sword)	light_slashing_linesman		108	6	0		
338	Markus	dual_wield_hammer_sword	Push Attack (Mace)	light_blunt_tank_spiked		97	7	0		
339	Markus	dual_wield_hammer_sword	Push Attack (Sword)	light_slashing_axe_linesman		107	7	0		
340	Markus	dual_wield_hammer_sword	Heavy Attack	medium_slashing_axe_linesman_1h	2	163	8	0		
341	Markus	dual_wield_hammer_sword	½ Heavy Attack	medium_slashing_axe_linesman_1h		163	8	0		
342	Markus	dual_wield_hammer_sword	Push (Inner)	medium_push		405	11	0		
343	Markus	dual_wield_hammer_sword	Push (Outer)	light_push		404	12	0		
344	Bardin	dual_wield_hammers	Light Attack	light_blunt_tank_dual		94	13	0		
345	Bardin	dual_wield_hammers	Push Attack 1 (Stab)	light_blunt_smiter_stab		89	14	0		
346	Bardin	dual_wield_hammers	Push Attack 2 (Overhead)	light_blunt_smiter		85	15	0		
347	Bardin	dual_wield_hammers	Heavy 1 (Overhead)	light_blunt_smiter_dual	2	86	16	0		
348	Bardin	dual_wield_hammers	½ Heavy 1	light_blunt_smiter_dual		86	17	0		
349	Bardin	dual_wield_hammers	Heavy 2-3 (Sweep)	medium_blunt_tank_dual	2	151	18	0		
350	Bardin	dual_wield_hammers	½ Heavy 2-3	medium_blunt_tank_dual		151	19	0		
351	Bardin	dual_wield_hammers	Push (Inner)	medium_push		405	20	0		
352	Bardin	dual_wield_hammers	Push (Outer)	light_push		404	21	0		
353	Kerillian	dual_wield_sword_dagger	Light 1-2 (Sweep)	light_slashing_linesman_dual		110	1	0		
354	Kerillian	dual_wield_sword_dagger	Light 3 (Stab)	light_fencer_stab_diag		100	10	0		
355	Kerillian	dual_wield_sword_dagger	Light 4 (Stab) / Push Attack	light_slashing_smiter_stab		126	12	0		
356	Kerillian	dual_wield_sword_dagger	Heavy 1 (Sweep)	light_slashing_linesman_dual_medium	2	111	7	0		
357	Kerillian	dual_wield_sword_dagger	Heavy 2 (Stab)	light_slashing_smiter_stab_dual	2	128	8	0		
358	Kerillian	dual_wield_sword_dagger	½ Heavy 1	light_slashing_linesman_dual_medium		111	27	0		
359	Kerillian	dual_wield_sword_dagger	½ Heavy 2	light_slashing_smiter_stab_dual		128	28	0		
360	Kerillian	dual_wield_sword_dagger	Light 3 Bleed DoT (max 1 stack, 2 ticks, ~94.44% chance)	weapon_bleed_dot	2	252	54	3		
361	Kerillian	dual_wield_sword_dagger	Light 3 Bleed DoT (max 1 stack, 3 ticks, ~5.56% chance)	weapon_bleed_dot	3	252	55	3		
362	Kerillian	dual_wield_sword_dagger	Push (Inner)	medium_push		405	20	0		
363	Kerillian	dual_wield_sword_dagger	Push (Outer)	light_push		404	21	0		
	Kerillian	dual_wield_sword_dagger	Blackvenom (max 1-2 stacks, 10 ticks, ~0.0% chance)	thorn_sister_poison	10	314	101	3		
	Kerillian	dual_wield_sword_dagger	Blackvenom (max 1-2 stacks, 11 ticks, ~15.0% chance)	thorn_sister_poison	11	314	102	3		
	Kerillian	dual_wield_sword_dagger	Blackvenom (max 1-2 stacks, 12 ticks, ~68.9% chance)	thorn_sister_poison	12	314	103	3		
	Kerillian	dual_wield_sword_dagger	Blackvenom (max 1-2 stacks, 13 ticks, ~15.9% chance)	thorn_sister_poison	13	314	104	3		
	Kerillian	dual_wield_sword_dagger	Blackvenom (max 1-2 stacks, 14 ticks, ~0.2% chance)	thorn_sister_poison	14	314	105	3		
	Kerillian	dual_wield_sword_dagger	Blackvenom (max 1-2 stacks, 15 ticks, ~0.0% chance)	thorn_sister_poison	15	314	106	3		
	Kerillian	dual_wield_sword_dagger	Blackvenom (max 1-2 stacks, 16 ticks, ~0.0% chance) [199]	thorn_sister_poison	16	314	107	3		
	Kerillian	dual_wield_sword_dagger	Athel's Delight (max 3 stacks, 5 ticks, ~1.8%)	weapon_bleed_dot	5	252	201	3		
	Kerillian	dual_wield_sword_dagger	Athel's Delight (max 3 stacks, 6 ticks, ~80.5% chance)	weapon_bleed_dot	6	252	202	3		
	Kerillian	dual_wield_sword_dagger	Athel's Delight (max 3 stacks, 7 ticks, ~17.7% chance)	weapon_bleed_dot	7	252	203	3		
	Kerillian	dual_wield_sword_dagger	Athel's Delight (max 3 stacks, 8 ticks, ~0.0% chance) [200]	weapon_bleed_dot	8	252	204	3		
375	Kerillian	dual_wield_swords	Light Attack	light_slashing_linesman_dual_swords		112	1	0		
376	Kerillian	dual_wield_swords	Push Attack	light_slashing_smiter_stab		126	5	0		
377	Kerillian	dual_wield_swords	Heavy Attack	light_slashing_linesman_dual_medium	2	111	2	0		
378	Kerillian	dual_wield_swords	½ Heavy Attack	light_slashing_linesman_dual_medium		111	26	0		
379	Kerillian	dual_wield_swords	Push (Inner)	medium_push		405	20	0		
380	Kerillian	dual_wield_swords	Push (Outer)	light_push		404	21	0		
	Kerillian	dual_wield_swords	Blackvenom (max 1-2 stacks, 10 ticks, ~0.0% chance)	thorn_sister_poison	10	314	101	3		
	Kerillian	dual_wield_swords	Blackvenom (max 1-2 stacks, 11 ticks, ~15.0% chance)	thorn_sister_poison	11	314	102	3		
	Kerillian	dual_wield_swords	Blackvenom (max 1-2 stacks, 12 ticks, ~68.9% chance)	thorn_sister_poison	12	314	103	3		
	Kerillian	dual_wield_swords	Blackvenom (max 1-2 stacks, 13 ticks, ~15.9% chance)	thorn_sister_poison	13	314	104	3		
	Kerillian	dual_wield_swords	Blackvenom (max 1-2 stacks, 14 ticks, ~0.2% chance)	thorn_sister_poison	14	314	105	3		
	Kerillian	dual_wield_swords	Blackvenom (max 1-2 stacks, 15 ticks, ~0.0% chance)	thorn_sister_poison	15	314	106	3		
	Kerillian	dual_wield_swords	Blackvenom (max 1-2 stacks, 16 ticks, ~0.0% chance) [201]	thorn_sister_poison	16	314	107	3		
	Kerillian	dual_wield_swords	Athel's Delight (max 3 stacks, 5 ticks, ~1.8%)	weapon_bleed_dot	5	252	201	3		
	Kerillian	dual_wield_swords	Athel's Delight (max 3 stacks, 6 ticks, ~80.5% chance)	weapon_bleed_dot	6	252	202	3		
	Kerillian	dual_wield_swords	Athel's Delight (max 3 stacks, 7 ticks, ~17.7% chance)	weapon_bleed_dot	7	252	203	3		
	Kerillian	dual_wield_swords	Athel's Delight (max 3 stacks, 8 ticks, ~0.0% chance) [202]	weapon_bleed_dot	8	252	204	3		
392	Saltzpyre	fencing_swords	Light Attack	light_slashing_linesman_fencer		114	1	0		
393	Saltzpyre	fencing_swords	Heavy Attack (Partial charge)	medium_fencer_stab		156	2	0		
394	Saltzpyre	fencing_swords	Heavy Attack (Full charge)	medium_fencer_stab_charged		157	6	0		
395	Saltzpyre	fencing_swords	Pistol (near, <5m)	shot_carbine_rapier_near		208	36	1		
396	Saltzpyre	fencing_swords	Pistol (far, >10m)	shot_carbine_rapier_far		207	46	1		
397	Saltzpyre	fencing_swords	Push (Inner)	light_push		404	20	0		
398	Saltzpyre	fencing_swords	Push (Outer)	light_push		404	21	0		
	Saltzpyre	fencing_swords	Fierce DoT (max 3 stacks, 2 ticks, ~94.44% chance)	weapon_bleed_dot_whc	2	260	54	3		
	Saltzpyre	fencing_swords	Fierce DoT (max 3 stacks, 3 ticks, ~5.56% chance)	weapon_bleed_dot_whc	3	260	55	3		
401	Bardin	grudge_raker	All 9 Pellets (near, <10m)	shot_shotgun_near	9	222	30	1		
402	Bardin	grudge_raker	1 Pellet (near, <10m)	shot_shotgun_near		222	31	1		
403	Bardin	grudge_raker	All 9 Pellets (far, >30m)	shot_shotgun_far	9	221	40	1		
404	Bardin	grudge_raker	1 Pellet (far, >30m)	shot_shotgun_far		221	41	1		
405	Bardin	grudge_raker	Bash (inner hitbox)	shield_slam_shotgun		200	51	0		
406	Bardin	grudge_raker	Bash (outer hitbox)	shield_slam_shotgun_aoe		261	52	0		
407	Kruber	halberds	Light 1 (Sweep)	medium_slashing_axe_linesman		162	1	0		
408	Kruber	halberds	Light 2 (Stab)	medium_slashing_smiter_stab		181	24	0		
409	Kruber	halberds	Light 3 / Push Attack (Overhead)	medium_slashing_smiter_2h		175	25	0		
410	Kruber	halberds	Heavy 1 (Stab)	heavy_slashing_smiter_stab_polearm		83	3	0		
411	Kruber	halberds	Heavy 2 (Sweep)	heavy_slashing_linesman_polearm		77	4	0		
412	Kruber	halberds	Push (Inner)	medium_push		405	20	0		
413	Kruber	halberds	Push (Outer)	light_push		404	21	0		
414	Kruber&Bardin	handguns	Shot (near, <30m)	shot_sniper_near		225	3	1		
415	Kruber&Bardin	handguns	Shot (far, >50m)	shot_sniper_far		224	40	1		
416	Bardin	heavy_steam_pistol	Shot (near, <8m)	shot_sniper_pistol_near		227	50	1		
417	Bardin	heavy_steam_pistol	Shot (far, >15m)	shot_sniper_pistol_far		226	60	1		
418	Kerillian	kerillian_waywatcher_career_skill	3 Arrows (near, <30m)	arrow_sniper_trueflight_near	3	14	54	1		
419	Kerillian	kerillian_waywatcher_career_skill	4 Arrows (near, <30m)	arrow_sniper_trueflight_near	4	14	55	1		
420	Kerillian	kerillian_waywatcher_career_skill	6 Arrows (near, <30m)	arrow_sniper_trueflight_near	6	14	56	1		
421	Kerillian	kerillian_waywatcher_career_skill	8 Arrows (near, <30m)	arrow_sniper_trueflight_near	8	14	57	1		
422	Kerillian	kerillian_waywatcher_career_skill	Single Arrow (near, <30m)	arrow_sniper_trueflight_near		14	58	1		
423	Kerillian	kerillian_waywatcher_career_skill	Piercing Shot (near, <30m)	arrow_sniper_ability_piercing_near		8	50	1		
424	Kerillian	kerillian_waywatcher_career_skill	3 Arrows (far, >50m)	arrow_sniper_trueflight_far	3	13	60	1		
425	Kerillian	kerillian_waywatcher_career_skill	4 Arrows (far, >50m)	arrow_sniper_trueflight_far	4	13	61	1		
426	Kerillian	kerillian_waywatcher_career_skill	6 Arrows (far, >50m)	arrow_sniper_trueflight_far	6	13	62	1		
427	Kerillian	kerillian_waywatcher_career_skill	8 Arrows (far, >50m)	arrow_sniper_trueflight_far	8	13	63	1		
428	Kerillian	kerillian_waywatcher_career_skill	Single Arrow (far, >50m)	arrow_sniper_trueflight_far		13	64	1		
429	Kerillian	kerillian_waywatcher_career_skill	Piercing Shot (far, >50m)	arrow_sniper_ability_piercing_far		7	65	1		
430	Kerillian	longbows	Quick Arrow (near, <15m)	arrow_carbine_near		2	30	1		
431	Kerillian	longbows	Charged Arrow (near, <30m)	arrow_sniper_near		12	31	1		
432	Kerillian	longbows	Quick Arrow (far, >30m)	arrow_carbine_far		1	40	1		
433	Kerillian	longbows	Charged Arrow (far, >50m)	arrow_sniper_far		9	41	1		
434	Kerillian	longbows	Serrated DoT (max 3 stacks, 2 ticks, ~94.44% chance)	weapon_bleed_dot_whc_ff	2	324	54	3		
435	Kerillian	longbows	Serrated DoT (max 3 stacks, 3 ticks, ~5.56% chance)	weapon_bleed_dot_whc_ff	3	324	55	3		
	Kerillian	longbows	Blackvenom (max 1-2 stacks, 10 ticks, ~0.0% chance)	thorn_sister_poison	10	314	101	3		
	Kerillian	longbows	Blackvenom (max 1-2 stacks, 11 ticks, ~15.0% chance)	thorn_sister_poison	11	314	102	3		
	Kerillian	longbows	Blackvenom (max 1-2 stacks, 12 ticks, ~68.9% chance)	thorn_sister_poison	12	314	103	3		
	Kerillian	longbows	Blackvenom (max 1-2 stacks, 13 ticks, ~15.9% chance)	thorn_sister_poison	13	314	104	3		
	Kerillian	longbows	Blackvenom (max 1-2 stacks, 14 ticks, ~0.2% chance)	thorn_sister_poison	14	314	105	3		
	Kerillian	longbows	Blackvenom (max 1-2 stacks, 15 ticks, ~0.0% chance)	thorn_sister_poison	15	314	106	3		
	Kerillian	longbows	Blackvenom (max 1-2 stacks, 16 ticks, ~0.0% chance) [203]	thorn_sister_poison	16	314	107	3		
443	Kruber	longbows_empire	Quick Arrow (near, <15m)	arrow_carbine_near		2	30	1		
444	Kruber	longbows_empire	Partially Charged Arrow (near, <30m)	longbow_empire_near		132	31	1		
445	Kruber	longbows_empire	Full Charge Arrow (near, <30m)	arrow_sniper_kruber_near		11	32	1		
446	Kruber	longbows_empire	Quick Arrow (far, >30m)	arrow_carbine_far		1	40	1		
447	Kruber	longbows_empire	Partially Charged Arrow (far, >50m)	longbow_empire_far		131	41	1		
448	Kruber	longbows_empire	Full Charge Arrow (far, >50m)	arrow_sniper_kruber_far		10	42	1		
449	Kruber	markus_questingknight_career_skill	Base Attack / Virtue of Audacity 1st Attack / Virtue of Confidence	questing_knight_career_sword		197	45	0		
450	Kruber	markus_questingknight_career_skill	Virtue of Audacity 2nd Attack	questing_knight_career_sword_stab		198	46	0		
451	Kerillian&Saltzpyre	repeating_crossbows	Single Bolt (near, <15m)	crossbow_bolt_repeating_near		33	30	1		
452	Kerillian&Saltzpyre	repeating_crossbows	Volley (near, <15m)	crossbow_bolt_repeating_near	3	33	31	1		
453	Kerillian&Saltzpyre	repeating_crossbows	Single Bolt (far, >30m)	crossbow_bolt_repeating_far		32	40	1		
454	Kerillian&Saltzpyre	repeating_crossbows	Volley (far, >30m)	crossbow_bolt_repeating_far	3	32	41	1		
455	Kruber	repeating_handguns	Shot (near, <15m)	shot_repeating_near		218	30	1		
456	Kruber	repeating_handguns	Shot (far, >30m)	shot_repeating_far		217	40	1		
457	Saltzpyre	repeating_pistols	Single Shot (near, <10m)	shot_machinegun_near		214	30	1		
458	Saltzpyre	repeating_pistols	Full Burst - 8 Bullets (near, <10m)	shot_machinegun_shotgun_near	8	216	31	1		
459	Saltzpyre	repeating_pistols	Burst - 1 Bullet (near, <10m)	shot_machinegun_shotgun_near		216	32	1		
460	Saltzpyre	repeating_pistols	Single Shot (far, >30m)	shot_machinegun_far		213	40	1		
461	Saltzpyre	repeating_pistols	Full Burst - 8 Bullets (far, >30m)	shot_machinegun_shotgun_far	8	215	41	1		
462	Saltzpyre	repeating_pistols	Burst - 1 Bullet (far, >30m)	shot_machinegun_shotgun_far		215	42	1		
463	Kerillian	shortbows	Quick Arrow (near, <10m)	arrow_machinegun_near		6	30	1		
464	Kerillian	shortbows	Charged Arrow (near, <10m)	arrow_carbine_shortbow_near		4	31	1		
465	Kerillian	shortbows	Quick Arrow (far, >30m)	arrow_machinegun_far		5	40	1		
466	Kerillian	shortbows	Charged Arrow (far, >30m)	arrow_carbine_shortbow_far		3	41	1		
467	Kerillian	shortbows	Serrated DoT (max 3 stacks, 2 ticks, ~94.44% chance)	weapon_bleed_dot_whc_ff	2	324	54	3		
468	Kerillian	shortbows	Serrated DoT (max 3 stacks, 3 ticks, ~5.56% chance)	weapon_bleed_dot_whc_ff	3	324	55	3		
	Kerillian	shortbows	Blackvenom (max 1-2 stacks, 10 ticks, ~0.0% chance)	thorn_sister_poison	10	314	101	3		
	Kerillian	shortbows	Blackvenom (max 1-2 stacks, 11 ticks, ~15.0% chance)	thorn_sister_poison	11	314	102	3		
	Kerillian	shortbows	Blackvenom (max 1-2 stacks, 12 ticks, ~68.9% chance)	thorn_sister_poison	12	314	103	3		
	Kerillian	shortbows	Blackvenom (max 1-2 stacks, 13 ticks, ~15.9% chance)	thorn_sister_poison	13	314	104	3		
	Kerillian	shortbows	Blackvenom (max 1-2 stacks, 14 ticks, ~0.2% chance)	thorn_sister_poison	14	314	105	3		
	Kerillian	shortbows	Blackvenom (max 1-2 stacks, 15 ticks, ~0.0% chance)	thorn_sister_poison	15	314	106	3		
	Kerillian	shortbows	Blackvenom (max 1-2 stacks, 16 ticks, ~0.0% chance) [204]	thorn_sister_poison	16	314	107	3		
476	Kerillian	shortbows_hagbane	Quick Arrow (near, <10m)	shortbow_hagbane_near		204	30	1		
477	Kerillian	shortbows_hagbane	Charged Arrow (near, <10m)	shortbow_hagbane_charged_near		202	31	1		
478	Kerillian	shortbows_hagbane	Quick Arrow (far, >30m)	shortbow_hagbane_far		203	40	1		
479	Kerillian	shortbows_hagbane	Charged Arrow (far, >30m)	shortbow_hagbane_charged_far		209	41	1		
480	Kerillian	shortbows_hagbane	Arrow Poison DoT (4 ticks, ~50.0% chance)	poison_dot	4	191	51	3		
481	Kerillian	shortbows_hagbane	Arrow Poison DoT (5 ticks, ~50.0% chance)	poison_dot	5	191	52	3		
482	Kerillian	shortbows_hagbane	Arrow Poison DoT (6 ticks, ~0.0% chance) [205]	poison_dot	6	191	53	3		
483	Kerillian	shortbows_hagbane	Charged Arrow AoE (decays linearly from 0m to 2m)	poison_aoe		190	50	1		
484	Kerillian	shortbows_hagbane	AoE Poison DoT (3 ticks, ~50.0% chance)	aoe_poison_dot	3	0	54	3		
485	Kerillian	shortbows_hagbane	AoE Poison DoT (4 ticks, ~50.0% chance)	aoe_poison_dot	4	0	55	3		
486	Kerillian	shortbows_hagbane	AoE Poison DoT (5 ticks, 0.0% chance)	aoe_poison_dot	5	0	56	3		
487	Kerillian	shortbows_hagbane	Serrated DoT (max 3 stacks, 2 ticks, ~94.44% chance)	weapon_bleed_dot_whc_ff	2	324	64	3		
488	Kerillian	shortbows_hagbane	Serrated DoT (max 3 stacks, 3 ticks, ~5.56% chance)	weapon_bleed_dot_whc_ff	3	324	65	3		
	Kerillian	shortbows_hagbane	Blackvenom (max 1-2 stacks, 10 ticks, ~0.0% chance)	thorn_sister_poison	10	314	101	3		
	Kerillian	shortbows_hagbane	Blackvenom (max 1-2 stacks, 11 ticks, ~15.0% chance)	thorn_sister_poison	11	314	102	3		
	Kerillian	shortbows_hagbane	Blackvenom (max 1-2 stacks, 12 ticks, ~68.9% chance)	thorn_sister_poison	12	314	103	3		
	Kerillian	shortbows_hagbane	Blackvenom (max 1-2 stacks, 13 ticks, ~15.9% chance)	thorn_sister_poison	13	314	104	3		
	Kerillian	shortbows_hagbane	Blackvenom (max 1-2 stacks, 14 ticks, ~0.2% chance)	thorn_sister_poison	14	314	105	3		
	Kerillian	shortbows_hagbane	Blackvenom (max 1-2 stacks, 15 ticks, ~0.0% chance)	thorn_sister_poison	15	314	106	3		
	Kerillian	shortbows_hagbane	Blackvenom (max 1-2 stacks, 16 ticks, ~0.0% chance) [206]	thorn_sister_poison	16	314	107	3		
496	Sienna	sienna_scholar_career_skill	Burning Head	fire_spear_trueflight		51	54	1		
497	Kerillian	spears_wood_elf	Light 1/2/4 (Stab)	medium_slashing_smiter_stab_elf		183	1	0		
498	Kerillian	spears_wood_elf	Light 3 / Push Attack	medium_slashing_linesman_spear		169	5	0		
499	Kerillian	spears_wood_elf	Heavy 1 (Sweep)	heavy_slashing_linesman_polearm		77	3	0		
500	Kerillian	spears_wood_elf	Heavy 2 (Stab)	heavy_slashing_smiter_stab_polearm		83	4	0		
501	Kerillian	spears_wood_elf	Push (Inner)	medium_push		405	20	0		
502	Kerillian	spears_wood_elf	Push (Outer)	light_push		404	21	0		
	Kerillian	spears_wood_elf	Blackvenom (max 1-2 stacks, 10 ticks, ~0.0% chance)	thorn_sister_poison	10	314	101	3		
	Kerillian	spears_wood_elf	Blackvenom (max 1-2 stacks, 11 ticks, ~15.0% chance)	thorn_sister_poison	11	314	102	3		
	Kerillian	spears_wood_elf	Blackvenom (max 1-2 stacks, 12 ticks, ~68.9% chance)	thorn_sister_poison	12	314	103	3		
	Kerillian	spears_wood_elf	Blackvenom (max 1-2 stacks, 13 ticks, ~15.9% chance)	thorn_sister_poison	13	314	104	3		
	Kerillian	spears_wood_elf	Blackvenom (max 1-2 stacks, 14 ticks, ~0.2% chance)	thorn_sister_poison	14	314	105	3		
	Kerillian	spears_wood_elf	Blackvenom (max 1-2 stacks, 15 ticks, ~0.0% chance)	thorn_sister_poison	15	314	106	3		
	Kerillian	spears_wood_elf	Blackvenom (max 1-2 stacks, 16 ticks, ~0.0% chance) [207]	thorn_sister_poison	16	314	107	3		
	Kerillian	spears_wood_elf	Athel's Delight (max 3 stacks, 5 ticks, ~1.8%)	weapon_bleed_dot	5	252	201	3		
	Kerillian	spears_wood_elf	Athel's Delight (max 3 stacks, 6 ticks, ~80.5% chance)	weapon_bleed_dot	6	252	202	3		
	Kerillian	spears_wood_elf	Athel's Delight (max 3 stacks, 7 ticks, ~17.7% chance)	weapon_bleed_dot	7	252	203	3		
	Kerillian	spears_wood_elf	Athel's Delight (max 3 stacks, 8 ticks, ~0.0% chance) [208]	weapon_bleed_dot	8	252	204	3		
514	Sienna	staff_blast_beam	Blast	blast_near		25	31	1		
515	Sienna	staff_blast_beam	Blast Burning DoT (1 tick)	burning_dot		26	54	2		
516	Sienna	staff_blast_beam	Beam Tick 1 (near, <15m)	beam_initial_near_1st		282	1	1		
517	Sienna	staff_blast_beam	Beam Tick 2 (near, <15m)	beam_initial_near_2nd		283	2	1		
518	Sienna	staff_blast_beam	Beam Tick 3 (near, <15m)	beam_initial_near_3rd		284	3	1		
519	Sienna	staff_blast_beam	Beam Tick 4 (near, <30m)	beam_near_4th		285	4	1		
520	Sienna	staff_blast_beam	Beam Tick 5+ (near, <30m)	beam_near_5th		286	5	1		
521	Sienna	staff_blast_beam	Beam Shot After Tick 0-2 (near, <30m)	beam_shot_near_0to2		287	6	1		
522	Sienna	staff_blast_beam	Beam Shot After Tick 3 (near, <30m)	beam_shot_near_3		288	7	1		
523	Sienna	staff_blast_beam	Beam Shot After Tick 4 (near, <30m)	beam_shot_near_4		289	8	1		
524	Sienna	staff_blast_beam	Beam Shot After Tick 5+ (near, <30m)	beam_shot_near_5		290	9	1		
525	Sienna	staff_blast_beam	Beam Tick 1 (far, >30m)	beam_initial_far_1st		291	11	1		
526	Sienna	staff_blast_beam	Beam Tick 2 (far, >30m)	beam_initial_far_2nd		292	12	1		
527	Sienna	staff_blast_beam	Beam Tick 3 (far, >30m)	beam_initial_far_3rd		293	13	1		
528	Sienna	staff_blast_beam	Beam Tick 4 (far, >50m)	beam_far_4th		294	14	1		
529	Sienna	staff_blast_beam	Beam Tick 5+ (far, >50m)	beam_far_5th		295	15	1		
530	Sienna	staff_blast_beam	Beam Shot After Tick 0-2 (far, >50m)	beam_shot_far_0to2		296	16	1		
531	Sienna	staff_blast_beam	Beam Shot After Tick 3 (far, >50m)	beam_shot_far_3		297	17	1		
532	Sienna	staff_blast_beam	Beam Shot After Tick 4 (far, >50m)	beam_shot_far_4		298	18	1		
533	Sienna	staff_blast_beam	Beam Shot After Tick 5+ (far, >50m)	beam_shot_far_5		299	19	1		
534	Sienna	staff_blast_beam	Beam 4 Burning DoT (2 ticks, 50% chance)	beam_burning_dot_4	2	300	55	2		
535	Sienna	staff_blast_beam	Beam 4 Burning DoT (3 ticks, 50% chance)	beam_burning_dot_4	3	300	56	2		

1h_axes	0	1	2	3																												
1h_axes_shield	6	7	8	9	10	11	12	13																								
1h_axes_wood_elf	14	15	16	17	18	19																										
1h_crowbills	31	32	33	34	35	36	37	38	39																							
1h_dagger_wizard	42	43	44	45	46	47	48	49	50	51	52	53	54																			
1h_falchions	57	58	59	60	61																											
1h_flails	64	65	66	67	68																											
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1h_flails_shield	687	688	689	690	691	692	693	694	695	696	697	698	699	700																		
1h_hammers	82	83	84	85	86																											
1h_hammers_book_priest	701	702	703	704	705	706	707	708	709	710	711	712	713	714																		
1h_hammers_priest	715	716	717	718	719	720	721	722																								
1h_hammers_shield	87	88	89	90	91	92	93	94																								
1h_hammers_shield_priest	723	724	725	726	727	728	729	730	731	732	733	734	735	736																		
1h_hammers_wizard	95	96	97	98	99	100	101	102																								
1h_spears_shield	105	106	107	108	109	110	111																									
1h_spears_shield_es	606	607	608	609	610	611																										
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1h_swords_shield_breton	129	130	131	132	133	134	135	136	137	138	139	140	141																			
1h_swords_wizard	142	143	144	145	146	147	148	149	150	151	152	153																				
1h_swords_wood_elf	156	157	158	159	160	161																										
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2h_hammers	210	211	212	213	214																											
2h_hammers_priest	737	738	739	740	741	742	743	744	745	746	747	748	749	750																		
2h_heavy_spears	215	216	217	218	219	220																										
2h_picks	221	222	223	224	225	226																										
2h_swords	227	228	229	230	231																											
2h_swords_executioner	234	235	236	237	238																											
2h_swords_wood_elf	239	240	241	242	243																											
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bombs	273	274	275	276	277	278																										
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bw_unchained_ability	797	798	799	800	801	802	803	804																								
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dr_ironbreaker_career_ability	838																															
dr_slayer_career_ability	839	840	841																													
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dual_wield_hammers	344	345	346	347	348	349	350	351	352																							
dual_wield_hammers_priest	751	752	753	754	755	756	757	758	759	760	761	762	763	764	765	766																
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dual_wield_swords	375	376	377	378	379	380																										
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es_mercenary_career_ability	835																															
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markus_questingknight_career_skill	449	450																														
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repeating_handguns	455	456																														
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staff_fireball_fireball	546	547	548	549	550	551	552	553	554	555																						
staff_fireball_geiser	556	557	558	559	560	561	562	563	564	565	566	567																				
staff_fireballs_campfire	658	659	660	661	662	663	664	665	666	667	668	669	670	671	672	673	674	675														
staff_flamethrower	568	569	570	571	572	573	574	575	576	577	578	579	580	581	582																	
staff_life	647	648	649	650																												
staff_scythe	852	853	854	855	856	857	858	859	860	861																						
staff_spark_spear	583	584	585	586	587	588	589																									
torches	590	591	592	593	594	595	596																									
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victor_bountyhunter_career_skill	597	598	599	600	601	602	603	604	605																							
victor_priest_career_skill	777	778	779	780	781	782	783	784																								
we_thornsister_career_skill	805	806	807	808	809	810	811	812	813	814																						
wh_captain_career_ability	842																															
wh_zealot_career_ability	843	844																														

	Attack Name	Damage Profile	Shot Count	Damage Profile Index	Attack ID [166]	Ranged Attack [167]	Pre-cap Power Multiplier	Fixed Pre-cap Power
79	None [171]							
463	Quick Arrow (near, <10m)	arrow_machinegun_near		6	30	1		
464	Charged Arrow (near, <10m)	arrow_carbine_shortbow_near		4	31	1		
465	Quick Arrow (far, >30m)	arrow_machinegun_far		5	40	1		
466	Charged Arrow (far, >30m)	arrow_carbine_shortbow_far		3	41	1		
467	Serrated DoT (max 3 stacks, 2 ticks, ~94.44% chan	weapon_bleed_dot_whc_ff	2	324	54	3		
468	Serrated DoT (max 3 stacks, 3 ticks, ~5.56% chanc	weapon_bleed_dot_whc_ff	3	324	55	3		

	0		
Quick Arrow (near, <10m)	1	Quick Arrow (near, <10m)	1
Charged Arrow (near, <10m)	2	Charged Arrow (near, <10m)	2
Quick Arrow (far, >30m)	3	Quick Arrow (far, >30m)	3
Charged Arrow (far, >30m)	4	Charged Arrow (far, >30m)	4
Serrated DoT (max 3 stacks, 2 ticks, ~94.44% chan	5	Serrated DoT (max 3 stacks, 2 ticks, ~94.44% chance)	5
Serrated DoT (max 3 stacks, 3 ticks, ~5.56% chanc	6	Serrated DoT (max 3 stacks, 3 ticks, ~5.56% chance)	6
		QUICK ARROW (NEAR, <10M)	100
		CHARGED ARROW (NEAR, <10M)	200
		QUICK ARROW (FAR, >30M)	300
		CHARGED ARROW (FAR, >30M)	400
		SERRATED DOT (MAX 3 STACKS, 2 TICKS, ~94.44% CHANCE)	500
		SERRATED DOT (MAX 3 STACKS, 3 TICKS, ~5.56% CHANCE)	600
		Crit Quick Arrow (near, <10m)	10000
		Crit Charged Arrow (near, <10m)	20000
		Crit Quick Arrow (far, >30m)	30000
		Crit Charged Arrow (far, >30m)	40000
		Crit Serrated DoT (max 3 stacks, 2 ticks, ~94.44% chance)	50000
		Crit Serrated DoT (max 3 stacks, 3 ticks, ~5.56% chance)	60000
		CRIT QUICK ARROW (NEAR, <10M)	1000000
		CRIT CHARGED ARROW (NEAR, <10M)	2000000
		CRIT QUICK ARROW (FAR, >30M)	3000000
		CRIT CHARGED ARROW (FAR, >30M)	4000000
		CRIT SERRATED DOT (MAX 3 STACKS, 2 TICKS, ~94.44% CHANC	5000000
		CRIT SERRATED DOT (MAX 3 STACKS, 3 TICKS, ~5.56% CHANC	6000000

	0
QUICK ARROW (NEAR, <10M)	100
CHARGED ARROW (NEAR, <10M)	200
QUICK ARROW (FAR, >30M)	300
CHARGED ARROW (FAR, >30M)	400
SERRATED DOT (MAX 3 STACKS, 2 TICKS, ~94.4	500
SERRATED DOT (MAX 3 STACKS, 3 TICKS, ~5.5	600

	0
Crit Quick Arrow (near, <10m)	10000
Crit Charged Arrow (near, <10m)	20000
Crit Quick Arrow (far, >30m)	30000
Crit Charged Arrow (far, >30m)	40000
Crit Serrated DoT (max 3 stacks, 2 ticks, ~94.44%	50000
Crit Serrated DoT (max 3 stacks, 3 ticks, ~5.56% c	60000

	0
CRIT QUICK ARROW (NEAR, <10M)	1000000
CRIT CHARGED ARROW (NEAR, <10M)	2000000
CRIT QUICK ARROW (FAR, >30M)	3000000
CRIT CHARGED ARROW (FAR, >30M)	4000000
CRIT SERRATED DOT (MAX 3 STACKS, 2 TICKS	5000000
CRIT SERRATED DOT (MAX 3 STACKS, 3 TICKS	6000000

	Attack Name	Damage Profile	Shot Count	Damage Profile Index	Attack ID [168]	Ranged Attack [169]	Pre-cap Power Multiplier	Fixed Pre-cap Power
36	None [172]							
259	Light 1	medium_slashing_linesman_uppercut		171	48	0		
260	Light 2	medium_slashing_linesman		165	49	0		
261	Light 3	medium_slashing_smiter		172	50	0		
262	Push Attack	medium_slashing_smiter_2h		175	51	0		
263	Heavy 1-2	heavy_slashing_axe_linesman		73	52	0		
264	Heavy 3	heavy_slashing_smiter		78	53	0		
265	Push (Inner)	medium_push		405	11	0		
266	Push (Outer)	light_push		404	12	0		

	0		
Light 1	1	Light 1	1
Light 2	2	Light 2	2
Light 3	3	Light 3	3
Push Attack	4	Push Attack	4
Heavy 1-2	5	Heavy 1-2	5
Heavy 3	6	Heavy 3	6
Push (Inner)	7	Push (Inner)	7
Push (Outer)	8	Push (Outer)	8
		LIGHT 1	100
		LIGHT 2	200
		LIGHT 3	300
		PUSH ATTACK	400
		HEAVY 1-2	500
		HEAVY 3	600
		PUSH (INNER)	700
		PUSH (OUTER)	800
		Crit Light 1	10000
		Crit Light 2	20000
		Crit Light 3	30000
		Crit Push Attack	40000
		Crit Heavy 1-2	50000
		Crit Heavy 3	60000
		Crit Push (Inner)	70000
		Crit Push (Outer)	80000
		CRIT LIGHT 1	1000000
		CRIT LIGHT 2	2000000
		CRIT LIGHT 3	3000000
		CRIT PUSH ATTACK	4000000
		CRIT HEAVY 1-2	5000000
		CRIT HEAVY 3	6000000
		CRIT PUSH (INNER)	7000000
		CRIT PUSH (OUTER)	8000000

	0
LIGHT 1	100
LIGHT 2	200
LIGHT 3	300
PUSH ATTACK	400
HEAVY 1-2	500
HEAVY 3	600
PUSH (INNER)	700
PUSH (OUTER)	800

	0
Crit Light 1	10000
Crit Light 2	20000
Crit Light 3	30000
Crit Push Attack	40000
Crit Heavy 1-2	50000
Crit Heavy 3	60000
Crit Push (Inner)	70000
Crit Push (Outer)	80000

	0
CRIT LIGHT 1	1000000
CRIT LIGHT 2	2000000
CRIT LIGHT 3	3000000
CRIT PUSH ATTACK	4000000
CRIT HEAVY 1-2	5000000
CRIT HEAVY 3	6000000
CRIT PUSH (INNER)	7000000
CRIT PUSH (OUTER)	8000000

Index	Character	Weapon Filename	Attack Name	Damage Profile	Shot Count	Damage Profile Index	Attack ID [163]	Ranged Attack [164]	Pre-cap Power Multiplier [165]	Fixed Pre-cap Power
536	Sienna	staff_blast_beam	Beam 5+ Burning DoT (2 ticks, 50% chance)	beam_burning_dot_5	2	301	57	2		
537	Sienna	staff_blast_beam	Beam 5+ Burning DoT (3 ticks, 50% chance)	beam_burning_dot_5	3	301	58	2		
538	Sienna	staff_blast_beam	Beam Shot 0-2 Burning DoT (2 ticks, 50% chance)	burning_dot_beam_shot_0to2	2	302	61	2		
539	Sienna	staff_blast_beam	Beam Shot 0-2 Burning DoT (3 ticks, 50% chance)	burning_dot_beam_shot_0to2	3	302	62	2		
540	Sienna	staff_blast_beam	Beam Shot 3 Burning DoT (2 ticks, 50% chance)	burning_dot_beam_shot_3	2	303	63	2		
541	Sienna	staff_blast_beam	Beam Shot 3 Burning DoT (3 ticks, 50% chance)	burning_dot_beam_shot_3	3	303	64	2		
542	Sienna	staff_blast_beam	Beam Shot 4 Burning DoT (2 ticks, 50% chance)	burning_dot_beam_shot_4	2	304	65	2		
543	Sienna	staff_blast_beam	Beam Shot 4 Burning DoT (3 ticks, 50% chance)	burning_dot_beam_shot_4	3	304	66	2		
544	Sienna	staff_blast_beam	Beam Shot 5+ Burning DoT (2 ticks, 50% chance)	burning_dot_beam_shot_5	2	305	67	2		
545	Sienna	staff_blast_beam	Beam Shot 5+ Burning DoT (3 ticks, 50% chance)	burning_dot_beam_shot_5	3	305	68	2		
546	Sienna	staff_fireball_fireball	Fireball (near, <15m)	staff_fireball_near		233	1	1		
547	Sienna	staff_fireball_fireball	Fireball (far, >30m)	staff_fireball_far		232	2	1		
548	Sienna	staff_fireball_fireball	Minimally Charged Fireball	staff_fireball_charged_near_min		267	11	1		
549	Sienna	staff_fireball_fireball	Minimally Charged AoE (decays linearly from 0.5m to 1.25m)	staff_fireball_charged_aoe_min		268	21	1		
550	Sienna	staff_fireball_fireball	Minimally Charged Burning DoT (1 tick)	burning_dot_min_fireball		269	54	2		
551	Sienna	staff_fireball_fireball	Minimally Charged AoE Burning DoT (1 tick)	burning_dot_min_fireball		269	56	2		
552	Sienna	staff_fireball_fireball	Fully Charged Fireball	staff_fireball_charged_near		231	12	1		
553	Sienna	staff_fireball_fireball	Fully Charged AoE (decays linearly from 2m to 3m)	staff_fireball_charged_aoe		229	22	1		
554	Sienna	staff_fireball_fireball	Fully Charged Burning DoT (1 tick)	burning_dot		26	55	2		
555	Sienna	staff_fireball_fireball	Fully Charged AoE Burning DoT (1 tick)	burning_dot		26	57	2		
556	Sienna	staff_fireball_geiser	Fireball (near, <15m)	staff_fireball_near		233	1	1		
557	Sienna	staff_fireball_geiser	Fireball (far, >30m)	staff_fireball_far		232	2	1		
558	Sienna	staff_fireball_geiser	Minimally Charged Geyser (center, <0.225m)	geyser_near_min		309	21	1		
559	Sienna	staff_fireball_geiser	Minimally Charged Geyser (medium, >0.225m, <0.6m)	geyser_medium_min		310	22	1		
560	Sienna	staff_fireball_geiser	Minimally Charged Geyser (edge, >0.6m, <0.75m)	geyser_far_min		308	23	1		
561	Sienna	staff_fireball_geiser	Minimally Charged Burning DoT (1 tick)	burning_dot_min_conflag		306	54	2		
562	Sienna	staff_fireball_geiser	Fully Charged Geyser (center, <1.05m)	geyser_near		63	11	1		
563	Sienna	staff_fireball_geiser	Fully Charged Geyser (medium, >1.05m, <2.8m)	geyser_medium		307	12	1		
564	Sienna	staff_fireball_geiser	Fully Charged Geyser (edge, >2.8m, <3.5m)	geyser_far		62	13	1		
565	Sienna	staff_fireball_geiser	Fully Charged Burning DoT (1 tick)	burning_dot		26	55	2		
566	Sienna	staff_fireball_geiser	WIP Ground Fire 1st Burning DoT (1 tick)	burning_dot_power195		312	56	2		
567	Sienna	staff_fireball_geiser	Ground Fire 2nd Burning DoT (1 tick)	burning_dot_power195		312	57	2		
568	Sienna	staff_flamethrower	Burst (near, <4m)	flamethrower_spray_near		58	30	1		
569	Sienna	staff_flamethrower	Burst (far, >8m)	flamethrower_spray_far		57	40	1		
570	Sienna	staff_flamethrower	Charged Stream 1st Hit (near, <4m)	flamethrower_initial_1st_near		270	31	1		
571	Sienna	staff_flamethrower	Charged Stream 2nd Hit (near, <4m)	flamethrower_initial_2nd_near		271	32	1		
572	Sienna	staff_flamethrower	Charged Stream 3rd Hit (near, <4m)	flamethrower_initial_3rd_near		272	33	1		
573	Sienna	staff_flamethrower	Charged Stream 4th Hit (near, <4m)	flamethrower_initial_4th_near		273	34	1		
574	Sienna	staff_flamethrower	Charged Stream 5th Hit (near, <4m)	flamethrower_initial_5th_near		274	35	1		
575	Sienna	staff_flamethrower	Charged Stream 6th+ Hit (near, <4m)	flamethrower_near_6th		275	36	1		
576	Sienna	staff_flamethrower	Charged Stream 1st Hit (far, >8m)	flamethrower_initial_1st_far		276	41	1		
577	Sienna	staff_flamethrower	Charged Stream 2nd Hit (far, >8m)	flamethrower_initial_2nd_far		277	42	1		
578	Sienna	staff_flamethrower	Charged Stream 3rd Hit (far, >8m)	flamethrower_initial_3rd_far		278	43	1		
579	Sienna	staff_flamethrower	Charged Stream 4th Hit (far, >8m)	flamethrower_initial_4th_far		279	44	1		
580	Sienna	staff_flamethrower	Charged Stream 5th Hit (far, >8m)	flamethrower_initial_5th_far		280	45	1		
581	Sienna	staff_flamethrower	Charged Stream 6th+ Hit (far, >8m)	flamethrower_far_6th		281	46	1		
582	Sienna	staff_flamethrower	Charged Burning DoT (max stack 1, every ~0.49s-0.81s for 1.5s)	flamethrower_dot		82	54	2		
583	Sienna	staff_spark_spear	Spark (near, <10m)	fire_spark_near		44	30	1		
584	Sienna	staff_spark_spear	Charge 1 (near, <30m)	fire_spear_near		50	31	1		
585	Sienna	staff_spark_spear	Charge 2 (near, <30m)	fire_spear_2_near		46	32	1		
586	Sienna	staff_spark_spear	Charge 3	fire_spear_3_near		48	33	1		
587	Sienna	staff_spark_spear	Spark (far, >30m)	fire_spark_far		43	40	1		
588	Sienna	staff_spark_spear	Charge 1 (far, >50m)	fire_spear_far		49	41	1		
589	Sienna	staff_spark_spear	Charge 2 (far, >50m)	fire_spear_2_far		45	42	1		
590	Other	torches	Light Attack	torch		239	41	1		
591	Other	torches	Heavy 1	torch		239	1	1		
592	Other	torches	Heavy 2	torch_heavy		240	2	1		
593	Other	torches	Push Attack	torch_stab		241	3	1		
594	Other	torches	Burning DoT	burning_dot_no_ff		323	4	2		
595	Other	torches	Push (Inner)	medium_push		405	11	0		
596	Other	torches	Push (Outer)	light_push		404	12	0		
597	Saltzpyre	victor_bountyhunter_career_skill	Sniper Bullet	shot_sniper_ability		223	41	1		
598	Saltzpyre	victor_bountyhunter_career_skill	All 10 Shotgun Pellets (near, <30m)	shot_shotgun_ability_near	10	220	42	1		
599	Saltzpyre	victor_bountyhunter_career_skill	1 Shotgun Pellet (near, <30m)	shot_shotgun_ability_near		220	43	1		
600	Saltzpyre	victor_bountyhunter_career_skill	All 10 Shotgun Pellets (far, >50m)	shot_shotgun_ability_far	10	219	44	1		
601	Saltzpyre	victor_bountyhunter_career_skill	1 Shotgun Pellet (far, >50m)	shot_shotgun_ability_far		219	45	1		
602	Saltzpyre	victor_bountyhunter_career_skill	Double-shotted	shot_sniper_ability	2	223	46	1		
603	Saltzpyre	victor_bountyhunter_career_skill	Indiscriminate Blast All 20+ Pellets (near, <30m)	shot_shotgun_ability_near	20	220	47	1		
604	Saltzpyre	victor_bountyhunter_career_skill	Indiscriminate Blast All 20+ Pellets (far, >50m)	shot_shotgun_ability_far	20	219	48	1		
605	Saltzpyre	victor_bountyhunter_career_skill	Knockback AoE	shield_slam_aoe		267	49	0		
606	Kruber	1h_spears_shield_es [209]	Light 1-2 (Sweep)	medium_slashing_linesman_spear_es_01		170	65	0		
607	Kruber	1h_spears_shield_es	Light 3 (Stab) / Push Attack / Special Attack	light_slash_stab_es_01		106	66	0		
608	Kruber	1h_spears_shield_es	Heavy 1-2 (Sweep / Overhead)	medium_slashing_tank_es_01		187	67	0		
609	Kruber	1h_spears_shield_es	Heavy 3 (Stab)	medium_stab_es_01		189	68	0		
610	Kruber	1h_spears_shield_es	Push (Inner)	shield_push		402	19	0		
611	Kruber	1h_spears_shield_es	Push (Outer)	medium_push		405	20	0		
612	Saltzpyre	griffin_foots [210]	All 18 Pellets (near, <10m)	shot_duckfoot_near	18	212	49	1		
613	Saltzpyre	griffin_foots	Single Pellet (near, <10m)	shot_duckfoot_near		212	50	1		
614	Saltzpyre	griffin_foots	All 18 Pellets (far, >30m)	shot_duckfoot_far	18	211	51	1		
615	Saltzpyre	griffin_foots	Single Pellet (far, >30m)	shot_duckfoot_far		211	52	1		
616	Saltzpyre	griffin_foots	Bash (inner hitbox)	shield_slam_shotgun		200	53	0		
617	Saltzpyre	griffin_foots	Bash (outer hitbox)	shield_slam_shotgun_aoe		261	54	0		
618	Bardin	torpedoes [211]	Impact (near, <30m)	torpedo_impact_near		245	54	1		
619	Bardin	torpedoes	Impact (far, >50m)	torpedo_impact_far		244	55	1		
620	Bardin	torpedoes	Explosion AoE (center, <1m)	torpedo_explosion		242	56	1		
621	Bardin	torpedoes	Explosion AoE Glance (decays linearly from 1m to 4m)	torpedo_explosion_glance		243	57	1		
622	Bardin	torpedoes	Push (Inner)	medium_push		405	11	0		
623	Bardin	torpedoes	Push (Outer)	light_push		404	12	0		
624	Kerillian	javelin	Light 1-4	medium_javelin_smiter_stab		188	57	0		
625	Kerillian	javelin	Light 5	medium_javelin_smiter_stab_bleed		442	58	0		
626	Kerillian	javelin	Heavy Attack	heavy_javelin_smiter_stab_bleed		72	59	0		
627	Kerillian	javelin	Thrown (near, <15m)	thrown_javelin_near		440	60	1		
628	Kerillian	javelin	Thrown (far, >30m)	thrown_javelin_far		441	61	1		
629	Kerillian	javelin	Light 5 Bleed DoT (max 1 stack, 6 ticks, ~0.1% chance) [212]	bleed_maidenguard	6	288	62	3		
630	Kerillian	javelin	Light 5 Bleed DoT (max 1 stack, 7 ticks, ~49.8% chance)	bleed_maidenguard	7	288	63	3		
631	Kerillian	javelin	Light 5 Bleed DoT (max 1 stack, 8 ticks, ~49.5% chance)	bleed_maidenguard	8	288	64	3		
632	Kerillian	javelin	Light 5 Bleed DoT (max 1 stack, 9 ticks, ~0.6% chance)	bleed_maidenguard	9	288	65	3		
633	Kerillian	javelin	Light 5 Bleed DoT (max 1 stack, 10 ticks, ~0.0% chance) [213]	bleed_maidenguard	10	288	66	3		
634	Kerillian	javelin	Serrated DoT (max 3 stacks, 2 ticks, ~96.44% chance)	weapon_bleed_dot_whc_ff	2	326	54	3		
635	Kerillian	javelin	Serrated DoT (max 3 stacks, 3 ticks, ~3.56% chance)	weapon_bleed_dot_whc_ff	3	326	55	3		
	Kerillian	javelin	Blackvenom (max 1-2 stacks, 10 ticks, ~0.0% chance)	thorn_sister_poison	10	314	101	3		
	Kerillian	javelin	Blackvenom (max 1-2 stacks, 11 ticks, ~15.0% chance)	thorn_sister_poison	11	314	102	3		
	Kerillian	javelin	Blackvenom (max 1-2 stacks, 12 ticks, ~68.9% chance)	thorn_sister_poison	12	314	103	3		
	Kerillian	javelin	Blackvenom (max 1-2 stacks, 13 ticks, ~15.9% chance)	thorn_sister_poison	13	314	104	3		
	Kerillian	javelin	Blackvenom (max 1-2 stacks, 14 ticks, ~0.2% chance)	thorn_sister_poison	14	314	105	3		
	Kerillian	javelin	Blackvenom (max 1-2 stacks, 15 ticks, ~0.0% chance)	thorn_sister_poison	15	314	106	3		
	Kerillian	javelin	Blackvenom (max 1-2 stacks, 16 ticks, ~0.0% chance) [214]	thorn_sister_poison	16	314	107	3		
	Kerillian	javelin	Athel's Delight (max 3 stacks, 5 ticks, ~1.8%)	weapon_bleed_dot	5	262	201	3		
	Kerillian	javelin	Athel's Delight (max 3 stacks, 6 ticks, ~80.5% chance)	weapon_bleed_dot	6	262	202	3		
	Kerillian	javelin	Athel's Delight (max 3 stacks, 7 ticks, ~17.7% chance)	weapon_bleed_dot	7	262	203	3		
	Kerillian	javelin	Athel's Delight (max 3 stacks, 8 ticks, ~0.0% chance) [215]	weapon_bleed_dot	8	262	204	3		
647	Kerillian	staff_life	Full Burst, 4 Thorns (near, <15m)	burst_thorn_near	4	29	61	1		
648	Kerillian	staff_life	Single Thorn (near, <15m)	burst_thorn_near		29	62	1		
649	Kerillian	staff_life	Full Burst, 4 Thorns (far, >30m)	burst_thorn_far	4	28	63	1		
650	Kerillian	staff_life	Single Thorn (far, >30m)	burst_thorn_far		28	64	1		
	Kerillian	staff_life	Blackvenom (max 1-2 stacks, 10 ticks, ~0.0% chance)	thorn_sister_poison	10	314	101	3		
	Kerillian	staff_life	Blackvenom (max 1-2 stacks, 11 ticks, ~15.0% chance)	thorn_sister_poison	11	314	102	3		
	Kerillian	staff_life	Blackvenom (max 1-2 stacks, 12 ticks, ~68.9% chance)	thorn_sister_poison	12	314	103	3		
	Kerillian	staff_life	Blackvenom (max 1-2 stacks, 13 ticks, ~15.9% chance)	thorn_sister_poison	13	314	104	3		
	Kerillian	staff_life	Blackvenom (max 1-2 stacks, 14 ticks, ~0.2% chance)	thorn_sister_poison	14	314	105	3		
	Kerillian	staff_life	Blackvenom (max 1-2 stacks, 15 ticks, ~0.0% chance)	thorn_sister_poison	15	314	106	3		
	Kerillian	staff_life	Blackvenom (max 1-2 stacks, 16 ticks, ~0.0% chance) [216]	thorn_sister_poison	16	314	107	3		
658	Sienna	staff_fireballs_campfire [217]	All 9 Pellets (near, <8m)	staff_magma_near	9	235	1	1		
659	Sienna	staff_fireballs_campfire	1 Pellet (near, <8m)	staff_magma_near		235	2	1		
660	Sienna	staff_fireballs_campfire	All 9 Pellets (far, >15m)	staff_magma_far	9	234	3	1		
661	Sienna	staff_fireballs_campfire	1 Pellet (far, >15m)	staff_magma_far		234	4	1		
662	Sienna	staff_fireballs_campfire	WIP Minimally Charged Direct 1st Burning DoT Tick (max 10-13 ticks)	burning_dot_min_conu		313	11	2		
663	Sienna	staff_fireballs_campfire	WIP Minimally Charged Direct 1st Burning DoT (10 ticks)	burning_dot_min_conu	10	313	11	2		
664	Sienna	staff_fireballs_campfire	Minimally Charged Direct 2nd Burning DoT Tick (max 2-3 ticks)	burning_dot_min_conu		313	12	2		
665	Sienna	staff_fireballs_campfire	Minimally Charged Direct 2nd Burning DoT (2 ticks)	burning_dot_min_conu	2	313	12	2		
666	Sienna	staff_fireballs_campfire	WIP Fully Charged Direct 1st Burning DoT Tick (max 10-13 ticks)	burning_dot		26	13	2		
667	Sienna	staff_fireballs_campfire	WIP Fully Charged Direct 1st Burning DoT (10 ticks)	burning_dot	10	26	13	2		
668	Sienna	staff_fireballs_campfire	Fully Charged Direct 2nd Burning DoT Tick (max 2-3 ticks)	burning_dot		26	14	2		
669	Sienna	staff_fireballs_campfire	Fully Charged Direct 2nd Burning DoT (2 ticks)	burning_dot	2	26	14	2		
670	Sienna	staff_fireballs_campfire	WIP Ground Fire 1st Burning DoT Tick (max 51-70 ticks)	burning_dot_power195		312	21	2		
671	Sienna	staff_fireballs_campfire	WIP Ground Fire 1st Burning DoT (51 ticks)	burning_dot_power195	51	312	22	2		
672	Sienna	staff_fireballs_campfire	WIP Ground Fire 1st Burning DoT (average 60 ticks)	burning_dot_power195	60	312	23	2		
673	Sienna	staff_fireballs_campfire	Ground Fire 2nd Burning DoT Tick (max 7-14 ticks) [218]	burning_dot_power195		312	31	2		
674	Sienna	staff_fireballs_campfire	Ground Fire 2nd Burning DoT (7 ticks)	burning_dot_power195	7	312	32	2		
675	Sienna	staff_fireballs_campfire	Ground Fire 2nd Burning DoT (average 10 ticks)	burning_dot_power195	10	312	33	2		
676	Kerillian	moonfire_bows [219]	Quick / Partially Charged / Full Charge Arrow [220]	we_deus_01_fast_near		294	69	1		
677	Kerillian	moonfire_bows	Quick Arrow Burning DoT (2 ticks)	we_deus_01_dot	2	247	71	2		
678	Kerillian	moonfire_bows	Partially Charged Arrow Burning DoT (4 ticks)	we_deus_01_dot	4	247	72	2		
679	Kerillian	moonfire_bows	Full Charge Arrow Burning DoT (6 ticks)	we_deus_01_dot	6	247	73	2		
	Kerillian	moonfire_bows	Blackvenom (max 1-2 stacks, 10 ticks, ~0.0% chance)	thorn_sister_poison	10	314	101	3		
	Kerillian	moonfire_bows	Blackvenom (max 1-2 stacks, 11 ticks, ~15.0% chance)	thorn_sister_poison	11	314	102	3		
	Kerillian	moonfire_bows	Blackvenom (max 1-2 stacks, 12 ticks, ~68.9% chance)	thorn_sister_poison	12	314	103	3		
	Kerillian	moonfire_bows	Blackvenom (max 1-2 stacks, 13 ticks, ~15.9% chance)	thorn_sister_poison	13	314	104	3		
	Kerillian	moonfire_bows	Blackvenom (max 1-2 stacks, 14 ticks, ~0.2% chance)	thorn_sister_poison	14	314	105	3		
	Kerillian	moonfire_bows	Blackvenom (max 1-2 stacks, 15 ticks, ~0.0% chance)	thorn_sister_poison	15	314	106	3		
	Kerillian	moonfire_bows	Blackvenom (max 1-2 stacks, 16 ticks, ~0.0% chance) [221]	thorn_sister_poison	16	314	107	3		
687	Saltzpyre	1h_flails_shield	Light 1-2 (Overhead)	light_blunt_smiter		85	1	0		
688	Saltzpyre	1h_flails_shield	Light 3 (Shield Bash, center target)	shield_slam_target		201	2	0		
689	Saltzpyre	1h_flails_shield	Light 3 (Shield Bash, inner hitbox)	priest_shield_slam_shotgun		195	3	0		
690	Saltzpyre	1h_flails_shield	Light 3 (Shield Bash, outer hitbox)	priest_shield_slam_shotgun_aoe		196	4	0		
691	Saltzpyre	1h_flails_shield	Light 4-5 (Sweep) / Push Attack	light_blunt_tank_spiked		97	5	0		
692	Saltzpyre	1h_flails_shield	Heavy Attack	medium_blunt_tank_spiked		152	6	0		
693	Saltzpyre	1h_flails_shield	Push (Inner)	shield_push		402	19	0		
694	Saltzpyre	1h_flails_shield	Push (Outer)	medium_push		405	20	0		
695	Saltzpyre	1h_flails_shield	Smite Light 1-2 (Overhead)	smite_light_blunt_smiter		358	101	0		
696	Saltzpyre	1h_flails_shield	Smite Light 3 (Shield Bash, center target)	smite_shield_slam_target		359	102	0		
697	Saltzpyre	1h_flails_shield	Smite Light 3 (Shield Bash, inner hitbox)	smite_priest_shield_slam_shotgun		360	103	0		
698	Saltzpyre	1h_flails_shield	Smite Light 3 (Shield Bash, outer hitbox)	smite_priest_shield_slam_shotgun_aoe		361	104	0		
699	Saltzpyre	1h_flails_shield	Smite Light 4-5 (Sweep) / Push Attack	smite_light_blunt_tank_spiked		362	105	0		
700	Saltzpyre	1h_flails_shield	Smite Heavy Attack	smite_medium_blunt_tank_spiked		363	106	0		
701	Saltzpyre	1h_hammers_book_priest	Light Attack	light_blunt_smiter		85	1	0		
702	Saltzpyre	1h_hammers_book_priest	Push Attack	light_blunt_tank		92	2	0		
703	Saltzpyre	1h_hammers_book_priest	Heavy 1	medium_blunt_smiter_1h_priest		315	3	0		
704	Saltzpyre	1h_hammers_book_priest	Heavy 1 Charged	medium_blunt_smiter_1h_thrust		137	4	0		
705	Saltzpyre	1h_hammers_book_priest	Heavy 2	medium_blunt_smiter_1h		136	5	0		
706	Saltzpyre	1h_hammers_book_priest	Heavy 2 Charged Explosion AoE (decays quadratically from 0.25m to 3.5m)	hammer_book_charged_explosion		65	6	0		
707	Saltzpyre	1h_hammers_book_priest	Push (Inner)	medium_push		405	11	0		
708	Saltzpyre	1h_hammers_book_priest	Push (Outer)	light_push		404	12	0		
709	Saltzpyre	1h_hammers_book_priest	Smite Light Attack	smite_light_blunt_smiter		358	101	0		
710	Saltzpyre	1h_hammers_book_priest	Smite Push Attack	smite_light_blunt_tank		364	102	0		
711	Saltzpyre	1h_hammers_book_priest	Smite Heavy 1	smite_medium_blunt_smiter_1h_priest		365	103	0		
712	Saltzpyre	1h_hammers_book_priest	Smite Heavy 1 Charged	smite_medium_blunt_smiter_1h_thrust		366	104	0		
713	Saltzpyre	1h_hammers_book_priest	Smite Heavy 2	smite_medium_blunt_smiter_1h		367	105	0		
714	Saltzpyre	1h_hammers_book_priest	Smite Heavy 2 Charged Explosion AoE (decays quadratically from 0.25m to 3.5m)	smite_hammer_book_charged_explosion		368	106	0		
715	Saltzpyre	1h_hammers_priest	Light 1-2 (Sweep) / Push Attack	light_blunt_tank		92	9	0		
716	Saltzpyre	1h_hammers_priest	Light 3-4 (Upswing / Overhead)	light_blunt_smiter		85	10	0		
717	Saltzpyre	1h_hammers_priest	Heavy Attack	medium_blunt_smiter_1h		136	11	0		
718	Saltzpyre	1h_hammers_priest	Push (Inner)	medium_push		405	20	0		
719	Saltzpyre	1h_hammers_priest	Push (Outer)	light_push		404	21	0		
720	Saltzpyre	1h_hammers_priest	Smite Light 1-2 (Sweep) / Push Attack	smite_light_blunt_tank		364	9	0		
721	Saltzpyre	1h_hammers_priest	Smite Light 3-4 (Upswing / Overhead)	smite_light_blunt_smiter		358	10	0		
722	Saltzpyre	1h_hammers_priest	Smite Heavy Attack	smite_medium_blunt_smiter_1h		367	11	0		
723	Saltzpyre	1h_hammers_shield_priest	Light 1-2 (Sweep)	light_blunt_tank		92	1	0		
724	Saltzpyre	1h_hammers_shield_priest	Light 3 (Overhead) / Push Attack	light_blunt_smiter		85	2	0		
725	Saltzpyre	1h_hammers_shield_priest	Heavy 1 (Shield Bash, center target)	shield_slam_target		201	3	0		
726	Saltzpyre	1h_hammers_shield_priest	Heavy 1 (Shield Bash, inner hitbox)	shield_slam		199	4	0		
727	Saltzpyre	1h_hammers_shield_priest	Heavy 1 (Shield Bash, outer hitbox)	shield_slam_aoe		267	5	0		
728	Saltzpyre	1h_hammers_shield_priest	Heavy 2 (Sweep)	medium_blunt_tank_1h		150	4	0		
729	Saltzpyre	1h_hammers_shield_priest	Push (Inner)	shield_push		402	19	0		
730	Saltzpyre	1h_hammers_shield_priest	Push (Outer)	medium_push		405	20	0		
731	Saltzpyre	1h_hammers_shield_priest	Smite Light 1-2 (Sweep)	smite_light_blunt_tank		364	101	0		
732	Saltzpyre	1h_hammers_shield_priest	Smite Light 3 (Overhead) / Push Attack	smite_light_blunt_smiter		358	102	0		
733	Saltzpyre	1h_hammers_shield_priest	Smite Heavy 1 (Shield Bash, center target)	smite_shield_slam_target		359	103	0		
734	Saltzpyre	1h_hammers_shield_priest	Smite Heavy 1 (Shield Bash, inner hitbox)	smite_shield_slam		372	104	0		
735	Saltzpyre	1h_hammers_shield_priest	Smite Heavy 1 (Shield Bash, outer hitbox)	smite_shield_slam_aoe		373	105	0		
736	Saltzpyre	1h_hammers_shield_priest	Smite Heavy 2 (Sweep)	smite_medium_blunt_tank_1h		374	106	0		
737	Saltzpyre	2h_hammers_priest	Light 1-2 (Overhead)	medium_blunt_smiter_2h_hammer		139	16	0		
738	Saltzpyre	2h_hammers_priest	Light 3 (Sweep)	medium_blunt_tank		149	17	0		
739	Saltzpyre	2h_hammers_priest	Push Attack / Special Attack	light_blunt_smiter_stab		89	18	0		
740	Saltzpyre	2h_hammers_priest	Heavy 1 (Upswing)	priest_hammer_heavy_blunt_tank_upper		194	19	0		
741	Saltzpyre	2h_hammers_priest	Heavy 2 (Sweep)	heavy_blunt_tank		70	20	0		
742	Saltzpyre	2h_hammers_priest	Heavy 3 (Overhead)	priest_hammer_blunt_smiter		192	21	0		
743	Saltzpyre	2h_hammers_priest	Push (Inner)	medium_push		405	22	0		
744	Saltzpyre	2h_hammers_priest	Push (Outer)	light_push		404	23	0		
745	Saltzpyre	2h_hammers_priest	Smite Light 1-2 (Overhead)	smite_medium_blunt_smiter_2h_hammer		375	116	0		
746	Saltzpyre	2h_hammers_priest	Smite Light 3 (Sweep)	smite_medium_blunt_tank		376	117	0		
747	Saltzpyre	2h_hammers_priest	Smite Push Attack / Special Attack	smite_light_blunt_smiter_stab		377	118	0		
748	Saltzpyre	2h_hammers_priest	Smite Heavy 1 (Upswing)	smite_priest_hammer_heavy_blunt_tank_upper		378	119	0		
749	Saltzpyre	2h_hammers_priest	Smite Heavy 2 (Sweep)	smite_heavy_blunt_tank		379	120	0		
750	Saltzpyre	2h_hammers_priest	Smite Heavy 3 (Overhead)	smite_priest_hammer_blunt_smiter		380	121	0		
751	Saltzpyre	dual_wield_hammers_priest	Light Attack	light_blunt_tank_dual		94	22	0		
752	Saltzpyre	dual_wield_hammers_priest	Push Attack (Stab)	light_blunt_smiter_stab		89	23	0		
753	Saltzpyre	dual_wield_hammers_priest	Push Attack 2 (Overhead)	light_blunt_smiter		85	24	0		
754	Saltzpyre	dual_wield_hammers_priest	Heavy 1 (Overhead)	light_blunt_smiter_dual	2	86	25	0		
755	Saltzpyre	dual_wield_hammers_priest	½ Heavy 1	light_blunt_smiter_dual		86	26	0		
756	Saltzpyre	dual_wield_hammers_priest	Heavy 2/3 (Diagonal)	medium_blunt_tank_dual	2	151	27	0		
757	Saltzpyre	dual_wield_hammers_priest	½ Heavy 2/3	medium_blunt_tank_dual		151	28	0		
758	Saltzpyre	dual_wield_hammers_priest	Push (Inner)	medium_push		405	11	0		
759	Saltzpyre	dual_wield_hammers_priest	Push (Outer)	light_push		404	12	0		
760	Saltzpyre	dual_wield_hammers_priest	Smite Light Attack	smite_light_blunt_tank_dual		381	122	0		
761	Saltzpyre	dual_wield_hammers_priest	Smite Push Attack (Stab)	smite_light_blunt_smiter_stab		377	123	0		
762	Saltzpyre	dual_wield_hammers_priest	Smite Push Attack 2 (Overhead)	smite_light_blunt_smiter		358	124	0		
763	Saltzpyre	dual_wield_hammers_priest	Smite Heavy 1 (Overhead)	smite_light_blunt_smiter_dual	2	382	125	0		
764	Saltzpyre	dual_wield_hammers_priest	Smite ½ Heavy 1	smite_light_blunt_smiter_dual		382	126	0		
765	Saltzpyre	dual_wield_hammers_priest	Smite Heavy 2/3 (Diagonal)	smite_medium_blunt_tank_dual	2	383	127	0		
766	Saltzpyre	dual_wield_hammers_priest	Smite ½ Heavy 2/3	smite_medium_blunt_tank_dual		383	128	0		
767	Kerillian	maidenguard_dash_ability	Dash Collision	maidenguard_dash_ability		133	1	0		
768	Kerillian	maidenguard_dash_ability	Bladedancer Bleed DoT (max 1 stack, 13 ticks, ~0.0% chance)	maidenguard_dash_ability_bleed	13	134	2	3		
769	Kerillian	maidenguard_dash_ability	Bladedancer Bleed DoT (max 1 stack, 14 ticks, ~3.2% chance)	maidenguard_dash_ability_bleed	14	134	3	3		
770	Kerillian	maidenguard_dash_ability	Bladedancer Bleed DoT (max 1 stack, 15 ticks, ~46.8% chance)	maidenguard_dash_ability_bleed	15	134	4	3		
771	Kerillian	maidenguard_dash_ability	Bladedancer Bleed DoT (max 1 stack, 16 ticks, ~45.8% chance)	maidenguard_dash_ability_bleed	16	134	5	3		
772	Kerillian	maidenguard_dash_ability	Bladedancer Bleed DoT (max 1 stack, 17 ticks, ~4.2% chance)	maidenguard_dash_ability_bleed	17	134	6	3		
773	Kerillian	maidenguard_dash_ability	Bladedancer Bleed DoT (max 1 stack, 18 ticks, ~0.0% chance)	maidenguard_dash_ability_bleed	18	134	7	3		
774	Kerillian	maidenguard_dash_ability	Bladedancer Bleed DoT (max 1 stack, 19 ticks, ~0.0% chance)	maidenguard_dash_ability_bleed	19	134	8	3		
775	Kerillian	maidenguard_dash_ability	Bladedancer Bleed DoT (max 1 stack, 20 ticks, ~0.0% chance)	maidenguard_dash_ability_bleed	20	134	9	3		
776	Kerillian	maidenguard_dash_ability	Bladedancer Bleed DoT (max 1 stack, 21 ticks, 0.0% chance)	maidenguard_dash_ability_bleed	21	134	10	3		
777	Saltzpyre	victor_priest_career_skill	Explosion AoE (center, <3m)	victor_priest_activated_ability_nuke_explosion		246	1	1		
778	Saltzpyre	victor_priest_career_skill	Explosion AoE (edge, >3m, decays linearly from 3m to 5m)	overcharge_explosion_ability_no_ff		317	2	1		
779	Saltzpyre	victor_priest_career_skill	Explosion AoE center DoT (5 ticks, ~0.0% chance) [222]	burning_dot_no_ff	5	323	3	2		
780	Saltzpyre	victor_priest_career_skill	Explosion AoE center DoT (6 ticks, ~34.7% chance)	burning_dot_no_ff	6	323	4	2		
781	Saltzpyre	victor_priest_career_skill	Explosion AoE center DoT (7 ticks, ~64.2% chance)	burning_dot_no_ff	7	323	5	2		
782	Saltzpyre	victor_priest_career_skill	Explosion AoE center DoT (8 ticks, ~1.1% chance)	burning_dot_no_ff	8	323	6	2		
783	Saltzpyre	victor_priest_career_skill	Explosion AoE center DoT (9 ticks, ~0.0% chance) [223]	burning_dot_no_ff	9	323	7	2		
784	Saltzpyre	victor_priest_career_skill	Explosion AoE edge DoT (1 tick)	burning_dot_no_ff		323	7	2		
785	Sienna	bw_adept_career_skill	1st Start Explosion AoE DoT (1 tick)	burning_dot_no_ff		323	1	2		
786	Sienna	bw_adept_career_skill	2nd Start Explosion AoE DoT (1 tick)	burning_dot_no_ff		323	2	2		
787	Sienna	bw_adept_career_skill	End Explosion AoE DoT (1 tick)	burning_dot_no_ff		323	3	2		
788	Sienna	bw_adept_career_skill	Kaboom! End Explosion AoE DoT (3 ticks, ~50.0% chance)	burning_dot_no_ff	3	323	4	2		
789	Sienna	bw_adept_career_skill	Kaboom! End Explosion AoE DoT (4 ticks, ~50.0% chance)	burning_dot_no_ff	4	323	5	2		
790	Sienna	bw_adept_career_skill	Kaboom! End Explosion AoE DoT (5 ticks, 0.0% chance)	burning_dot_no_ff	5	323	6	2		
791	Sienna	bw_adept_career_skill	WIP Fire Trail DoT Tick (max 24 ticks in 6 seconds)	burning_dot_power195		312	7	2		
792	Sienna	bw_adept_career_skill	WIP Fire Trail DoT (all 24 ticks)	burning_dot_power195	24	312	8	2		
793	Sienna	bw_adept_career_skill	1st Start Explosion AoE (decays linearly from 1.5m to 3m)	ability_push		318	9	0		
794	Sienna	bw_adept_career_skill	2nd Start Explosion AoE (decays linearly from 2m to 4m)	ability_push		318	10	0		
795	Sienna	bw_adept_career_skill	End Explosion AoE (decays linearly from 2m to 4m)	ability_push		318	11	0		
796	Sienna	bw_adept_career_skill	Kaboom! End Explosion AoE (decays linearly from 3m to 5m)	ability_push		318	12	0		
797	Sienna	bw_unchained_ability	Explosion AoE (decays linearly from 3m to 5m)	overcharge_explosion_ability_no_ff		317	1	1		
798	Sienna	bw_unchained_ability	Explosion AoE DoT (1 tick)	burning_dot_no_ff		323	2	2		
799	Sienna	bw_unchained_ability	Wildfire Explosion AoE (decays linearly from 3m to 5m)	overcharge_explosion_strong_ability_no_ff		325	3	1		
800	Sienna	bw_unchained_ability	Wildfire Explosion AoE DoT (1 tick)	burning_dot_no_ff		323	4	2		
801	Sienna	bw_unchained_ability	WIP Widefire Aura Tick (max 20 ticks in 10 seconds)	widefire_aura		321	5	2		
802	Sienna	bw_unchained_ability	WIP Widefire Aura (all 20 ticks)	widefire_aura	20	321	6	2		
803	Sienna	bw_unchained_ability	Widefire Aura DoT Tick (max 5 ticks in 10 seconds)	burning_dot_power200		322	7	2		
804	Sienna	bw_unchained_ability	Widefire Aura DoT (all 5 ticks)	burning_dot_power200	5	322	8	2		
805	Kerillian	we_thornsister_career_skill	Wall Explosion AoE	thorn_wall_explosion		320	1	1		
806	Kerillian	we_thornsister_career_skill	Blackvenom Thicket Explosion AoE	thorn_wall_explosion_improved_damage		357	2	1		
807	Kerillian	we_thornsister_career_skill	Blackvenom (max 1-2 stacks, 10 ticks, ~0.0% chance)	thorn_sister_poison	10	314	101	3		
808	Kerillian	we_thornsister_career_skill	Blackvenom (max 1-2 stacks, 11 ticks, ~15.0% chance)	thorn_sister_poison	11	314	102	3		
809	Kerillian	we_thornsister_career_skill	Blackvenom (max 1-2 stacks, 12 ticks, ~68.9% chance)	thorn_sister_poison	12	314	103	3		
810	Kerillian	we_thornsister_career_skill	Blackvenom (max 1-2 stacks, 13 ticks, ~15.9% chance)	thorn_sister_poison	13	314	104	3		
811	Kerillian	we_thornsister_career_skill	Blackvenom (max 1-2 stacks, 14 ticks, ~0.2% chance)	thorn_sister_poison	14	314	105	3		
812	Kerillian	we_thornsister_career_skill	Blackvenom (max 1-2 stacks, 15 ticks, ~0.0% chance)	thorn_sister_poison	15	314	106	3		
813	Kerillian	we_thornsister_career_skill	Blackvenom (max 1-2 stacks, 16 ticks, ~0.0% chance) [224]	thorn_sister_poison	16	314	107	3		
814	Kerillian	we_thornsister_career_skill	Tanglegrasp Thicket (Fixed Stagger Type Per Armor Type)	thornsister_thorn_wall_push		415	108	0		
815	Kruber&Bardin&Ker	frag_grenade	Impact	default		37	1	0		
816	Kruber&Bardin&Ker	frag_grenade	Explosion AoE (center, <2m)	frag_grenade		59	2	1		
817	Kruber&Bardin&Ker	frag_grenade	Explosion AoE Glance (decays linearly from 2m to 5m)	frag_grenade_glance		60	3	1		
818	Kruber&Bardin&Ker	fire_grenade	Impact	default		37	1	0		
819	Kruber&Bardin&Ker	fire_grenade	Explosion AoE (center, <1m)	explosive_barrel_fire_grenade		389	2	1		
820	Kruber&Bardin&Ker	fire_grenade	Explosion AoE Glance (decays linearly from 1m to 2m)	explosive_barrel_fire_grenade_glance		390	3	1		
821	Kruber&Bardin&Ker	fire_grenade	Explosion AoE Burning DoT (1 tick)	burning_dot_fire_grenade_explosion		391	4	2		
822	Kruber&Bardin&Ker	fire_grenade	Explosion AoE Glance Burning DoT (1 tick)	burning_dot_fire_grenade_explosion_glance		392	5	2		
823	Kruber&Bardin&Ker	fire_grenade	WIP Ground Fire 1st Burning DoT Tick (max ~10-15 ticks)	burning_dot_firegrenade_power195_no_buff		396	6	2		
824	Kruber&Bardin&Ker	fire_grenade	WIP Ground Fire 1st Burning DoT (10 ticks)	burning_dot_firegrenade_power195_no_buff	10	396	7	2		
825	Kruber&Bardin&Ker	fire_grenade	WIP Ground Fire 1st Burning DoT (average 12 ticks)	burning_dot_firegrenade_power195_no_buff	12	396	8	2		
826	Kruber&Bardin&Ker	fire_grenade	Ground Fire 2nd Burning DoT Tick (max ~11-21 ticks)	burning_dot_firegrenade_power195		393	9	2		
827	Kruber&Bardin&Ker	fire_grenade	Ground Fire 2nd Burning DoT (11 ticks)	burning_dot_firegrenade_power195	11	393	10	2		
828	Kruber&Bardin&Ker	fire_grenade	Ground Fire 2nd Burning DoT (average 15 ticks)	burning_dot_firegrenade_power195	15	393	11	2		
829	Bardin&Sienna	overcharge_explosion	Explosion AoE (decays linearly from 4m to 5m)	overcharge_explosion		394	1	1		
830	Bardin&Sienna	overcharge_explosion	Explosion AoE Burning DoT (1 tick)	burning_dot_power300		395	2	2		
831	Kruber&Bardin&Ker	explosive_barrel	Explosion AoE (center, <1.75m)	explosive_barrel		42	1	1		
832	Kruber&Bardin&Ker	explosive_barrel	Explosion AoE Glance (decays linearly from 1.75m to 6m)	explosive_barrel_glance		397	2	1		
833	Kruber&Bardin&Ker	explosive_barrel	Explosion AoE Burning DoT (1 tick)	burning_dot_explosive_barrel		398	3	2		
834	Kruber&Bardin&Ker	explosive_barrel	Explosion AoE Glance Burning DoT (1 tick)	burning_dot_explosive_barrel_glance		399	4	2		
835	Kruber	es_mercenary_career_ability	Explosion AoE (decays linearly from 3m to 10m)	ability_push		318	1	0		
836	Kruber	es_knight_career_ability	Dash Collision / Explosion AoE	markus_knight_charge		408	1	1		
837	Bardin	bardin_ranger_career_skill	Explosion AoE (decays linearly from 2m to 7m)	ability_push		318	1	0		
838	Bardin	dr_ironbreaker_career_ability	Fixed Stagger Type Per Armor Type	dr_ironbreaker_career_ability		410	1	0		
839	Bardin	dr_slayer_career_ability	Explosion AoE (decays linearly from 2m to 4m)	slayer_leap_landing		411	1	0		
840	Bardin	dr_slayer_career_ability	Crunch! Explosion AoE (decays linearly from 3m to 6m)	slayer_leap_landing_impact		412	2	0		
841	Bardin	dr_slayer_career_ability	Barge Explosion AoE	light_push		404	3	0		
842	Saltzpyre	wh_captain_career_ability	Explosion AoE (decays linearly from 2m to 10m)	ability_push		318	1	0		
843	Saltzpyre	wh_zealot_career_ability	Dash Collision	heavy_slashing_linesman_zealot_ability		413	1	0		
844	Saltzpyre	wh_zealot_career_ability	Explosion AoE	heavy_slashing_linesman_zealot_ability_blast		414	2	0		
845	Kerillian	moonfire_bows_old	Quick / Partially Charged / Full Charge Arrow [225]	we_deus_01_old		416	1	1		
846	Kerillian	moonfire_bows_old	Partially Charged AoE (decays linearly from 0.1m to 0.5m)	we_deus_01_small_explosion		251	2	1		
847	Kerillian	moonfire_bows_old	Full Charge AoE (decays linearly from 0.5m to 1.25m)	we_deus_01_large_explosion		249	3	1		
848	Kerillian	moonfire_bows_old	Arrow / AoE Burning DoT (5 ticks, ~2.9% chance)	we_deus_01_dot_old	5	417	4	2		
849	Kerillian	moonfire_bows_old	Arrow / AoE Burning DoT (6 ticks, ~77.5% chance)	we_deus_01_dot_old	6	417	5	2		
850	Kerillian	moonfire_bows_old	Arrow / AoE Burning DoT (7 ticks, ~19.5% chance)	we_deus_01_dot_old	7	417	6	2		
851	Kerillian	moonfire_bows_old	Arrow / AoE Burning DoT (8 ticks, ~0.0% chance) [226]	we_deus_01_dot_old	8	417	7	2		
852	Sienna	staff_scythe	Light 1 (Overhead)	medium_slashing_smiter_2h		175	1	0		
853	Sienna	staff_scythe	Light 2 / Push Attacks	medium_slashing_axe_linesman_burning		425	2	0		
854	Sienna	staff_scythe	Light 3-6 (Sweep)	medium_slashing_scythe_linesman		426	3	0		
855	Sienna	staff_scythe	Heavy 1-2 (Sweep)	heavy_slashing_linesman_scythe		421	11	0		
856	Sienna	staff_scythe	Heavy 3 (Sweep)	heavy_slashing_linesman_scythe_diagonal		422	12	0		
857	Sienna	staff_scythe	Special Attack (Shield Bash, whole hitbox)	scythe_discharge		424	21	0		
858	Sienna	staff_scythe	Light 2 / Push Attacks 1st-2nd target Burning DoT (2 ticks, 50% chance)	burning_dot_no_ff	2	323	31	2		
859	Sienna	staff_scythe	Light 2 / Push Attacks 1st-2nd target Burning DoT (3 ticks, 50% chance)	burning_dot_no_ff	3	323	32	2		
860	Sienna	staff_scythe	Push (Inner)	medium_push		405	41	0		
861	Sienna	staff_scythe	Push (Outer)	light_push		404	42	0		
862	Sienna	staff_death	Curse	death_staff_curse		430	1	1		
863	Sienna	staff_death	Curse Burning DoT Single Tick	death_staff_dot		431	21	2		
864	Sienna	staff_death	Curse Burning DoT (5 ticks, 50% chance)	death_staff_dot	5	431	22	2		
865	Sienna	staff_death	Curse Burning DoT (6 ticks, 50% chance)	death_staff_dot	6	431	23	2		
866	Sienna	staff_death	Soul Rip Tick 1-4 (near, <15m)	staff_suck_damage_near		433	11	1		
867	Sienna	staff_death	Soul Rip Tick 1-4 (far, >30m)	staff_suck_damage_near		433	12	1		
868	Sienna	staff_death	Soul Rip Tick 5 (near, <30m)	soul_rip_near		435	13	1		
869	Sienna	staff_death	Soul Rip Tick 5 (far, >50m)	soul_rip_far		434	14	1		

Attack Name	Damage Profile	Shot Count	Damage Profile Index	Attack ID [166]	Ranged Attack [167]	Pre-cap Power Multiplier	Fixed Pre-cap Power

Attack Name	Damage Profile	Shot Count	Damage Profile Index	Attack ID [168]	Ranged Attack [169]	Pre-cap Power Multiplier	Fixed Pre-cap Power

Index	Character	Weapon Filename	Attack Name	Damage Profile	Shot Count	Damage Profile Index	Attack ID [163]	Ranged Attack [164]	Pre-cap Power Multiplier [165]	Fixed Pre-cap Power

Attack Name	Damage Profile	Shot Count	Damage Profile Index	Attack ID [166]	Ranged Attack [167]	Pre-cap Power Multiplier	Fixed Pre-cap Power

Attack Name	Damage Profile	Shot Count	Damage Profile Index	Attack ID [168]	Ranged Attack [169]	Pre-cap Power Multiplier	Fixed Pre-cap Power

	Attack						Impact					
0.8	Infantry	Armored	Monsters	Player	Berserker	Super Armor	Infantry	Armored	Monsters	Player	Berserker	Super Armor
aoe_poison_dot [227]	1.25	1	3	1	0.5	0.2	1	1	3	1	0.5	0
arrow_carbine_near	1	0.25	1	1	1	0	1	0.1	1	1	1	0
arrow_carbine_shortbow_far	1	0	1.3	1	1	0	1	0	1	1	1	0
arrow_carbine_shortbow_near	1	0.5	1.3	1	1	0	1	0.1	1	1	1	0
arrow_poison_aoe	1	0	2.5		1.5	0	1	0.5	2.5		1.5	0
arrow_sniper	1	0.8	1.5	1	1	0	1	0.8	1	1	1	0
arrow_sniper_ability_piercing_far	1	1	2	0.25	1	0.25	1	1	0	0	1	0
arrow_sniper_ability_piercing_near	1	1	1	0.25	1	0.25	1	1	0	0	1	1
arrow_sniper_kruber_far	1	0.5	1.5	1	0.75	0	1	0.75	1	1	1	0.5
arrow_sniper_kruber_near	1	1	1.5	1	0.75	0.25	1	1	1	1	1	0.75
arrow_sniper_trueflight_far	1	1	2	0.25	1	0.25	1	1	0	0	1	0
arrow_sniper_trueflight_near	1	1	1	0.25	1	0.25	1	1	0	0	1	1
axe_linesman_H	0.9	0	1.5	0	0.75	0	0.9	0.5	1	0	0.75	0.25
axe_linesman_L	0.9	0	1.5	0	0.75	0	0.9	0.25	1	0	0.75	0.25
axe_linesman_M	0.9	0	1.5	0	0.75	0	0.9	0.5	1	0	0.75	0.5
beam	1	0.5	1.5	1	1	0	1	0.8	1	1	1	0
beam_burning_dot	1	0.75	4	1	1	0.5	1	0	0	1	1	0
beam_initial_far	1	0.1	1.5	1	1	0	1	0.2	1	1	1	0
beam_initial_near	1	0.5	1.5	1	1	0	1	0.8	1	1	1	0
beam_shot_far	1	0.5	1	1	1	0	1	0.5	1	1	1	0
beam_shot_near	1	0.8	1.5	1	1	0	1	0.8	1	1	1	0
blast	1	0	1	1	1	0	1	0.25	1	1	1	0
blunt_smiter_2h_hammer_H	1	0.8	2	0	0.75	1	1	0.8	1	0	0.75	0.8
burning_dot	1	0.75	3	1	1	0.5	1	0	0	1	1	0
burning_dot_firegrenade	1	0.25	2	1	1	0.5	1	0	0	1	1	0
burning_punch_smiter_L	1	0.5	1.5	0	0.75	0.5	1	1.25	1	1	0.75	1.25
burning_tank_M	1	0.5	1.5	0	1.5	0.5	1	1	1.5	0	1.5	1
burst_thorn_far	1	0	1.5	0.5	1	0	1	0.25	1	1	1	0.25
burst_thorn_near	1	0.3	1	0.5	1.2	0	1	0.4	1	1	1	1
carbine_far [228]	1	0.5	1	1	1	0	1	0.5	1	1	1	0
carbine_near [229]	1.5	0.75	1.5	1	1	0	1	0.75	1	1	1	0
carbine_rapier_far	1	0	0.75	1	1	0	1	0.5	0.75	1	1	0
carbine_rapier_near	1.5	0.25	1	1	1	0	1	1	1	1	1	0
crossbow_bolt_repeating_far	1	0.4	1.5	1	0.5	0	1	0.4	1	1	1	0.25
crossbow_bolt_repeating_near	1	0.5	1.5	1	0.5	0	1	0.5	1	1	1	0.25
crossbow_far [230]	1	0.6	1.5	1	0.75	0	1	0.6	1	1	1	0.25
crossbow_near [231]	1	0.8	1.5	1	0.75	0	1	0.8	1	1	1	0.25
default	1	0.5	1	1	0.5	0	1	0.5	1	1	0.5	0
default_target_smiter_executioner_H	1	0.85	1.5	0	0.75	0.85	1	1	1	0	1.25	1
default_target_smiter_glaive_H	1	0.75	1.5	0	0.75	0.75	1	1	1	0	0.75	1
default_target_smiter_M_2h	1.25	0.8	2.5	0	0.75	0.8	1	0.8	1	0	0.75	0.8
drakefire_blast	1	0.5	1		0.5	0						
drakefire_far [232]	1	0.25	1	1	1	0	1	0.25	1	1	1	0
drakefire_near [233]	1	0.25	1	1	1	0	1	0.25	1	1	1	0
engineer_ability_shot_armor_pierce_far	1	1	1	0.2 [234]	0.5	0.4	1	1	1	1	1	0.2
engineer_ability_shot_armor_pierce_near	1	1	1	0.2 [235]	0.5	0.4	1	1	1	1	1	0.2
engineer_ability_shot_far	1	0.1	1	0.15 [236]	1	0	1	0.1	1	1	1	0
engineer_ability_shot_near	1	0.1	1	0.15 [237]	1	0	1	0.1	1	1	1	0
explosive_barrel [238]	1	0.5	2.5	1	1	0.5	1	0.5	100	1	1	0.5
fencer_stab_L	1	0	1.5	0	0.75	0	1	0.1	0.5	0	0.75	0.1
fencer_stab_L_AP	1	0.25	1.5	0	0.75	0.25	1	0.1	0.5	0	0.75	0.1
fencer_stab_M	1	0.4	1.5	0	1	0.25	1	0.25	0.5	0	1	0.25
fire_spark	1	0.25	1	1	1	0	1	0.25	1	1	1	0
fire_spear	1	0.25	1	1	0.5	0	1	0.25	1	1	1	0
fire_spear_2_far	1	0.2	1.5	1	0.5	0	1	0.2	1	1	1	0
fire_spear_2_near	1	0.4	1.5	1	0.5	0	1	0.4	1	1	1	0
fire_spear_3_far [239]	1	0.75	1.5	1	1	0.4	1	0.8	1	1	1	0.4
fire_spear_3_near	1	0.75	1.5	1	1	0.4	1	0.8	1	1	1	0.4
fire_spear_trueflight [240]	1	1.5	2.5	0.25	1	0.75	1	1.5	100	0	1	0.75
flamethrower	1	0.25	1.5	1	0.5	0	1	0.3	1	1	0.5	0
flamethrower_dot [241]	1	0.25	3	1	1	0.5	1	0	0	1	1	0
flamethrower_initial	0.5	0	1	0.25	0.25	0	1	0.35	1	1	0.25	0
flamethrower_spray	1	1	1.5	1	1	0	1	1	1	1	1	0
flaming_flail_explosion	1	0.25	1.5	0	0.75	0	1	0.75	1	0	0.75	0
frag_grenade	1	0.5	3 [242]	1	1	0.5 [243]	1	0.5	100	1	1	0.5
geiser_magma	1	0.5	1	1	1	0	1	1.5	1	1	1	0.5
geyser [244]	1	0.5	1	1	1	0	1	1.5	1	1	1	0.5
heavy_javelin_smiter_stab [245]	1	0.3	2	0	0.75	0.3	1	0.5	1	1	0.75	0.5
light_slash_stab_es_01 [246]	1	0.25	1.5	0	0.75	0.25	1	0.25	1	1	0.75	0.25
lightshot	1	0	1	1	1	0	1	0	1	1	1	0
linesman_dual_L	1	0	2	0	1	0	1	0.2	0.5	1	1	0.2
linesman_dual_L_swords	1.25	0	2	0	1	0	1	0.2	0.5	1	1	0.2
linesman_dual_M	1	0.25	2	0	1	0.25	1	0.25	0.5	1	1	0.25
linesman_elf_L	0.8	0	2	0	1	0	0.75	0.3	0.5	1	1	0.3
linesman_fencer_L	1	0	1.5	0	1	0	1	0.1	0.5	1	1	0.1
linesman_H	1	0.3	2	0	1	0.3	1	0.5	0.5	1	1	0.5
linesman_L	1	0	2	0	1	0	1	0.3	0.5	1	1	0.3
linesman_M	1	0	1.5	0	1	0	1	0.5	0.5	1	1	0.5
linesman_uppercut_L	1	0	2	0	1	0	1	0.3	0.5	1	1	0.3
linesman_uppercut_M	1	0	1	1	1	0	1	0.5	0.5	1	1	0.5
longbow_empire	1	0.8	1	1	1	0	1	0.8	1	1	1	0.25
markus_knight_charge	0	0	0	0	0	0	1	1	100	1	1	1
medium_javelin_smiter_stab	1	0.25	2	0	0.75	0.25	1	0.75	1	1	0.75	0.75
medium_slashing_linesman_spear_es_01	1	0	2	0	1	0	1	0.3	0.5	1	1	0.3
medium_slashing_tank_es_01	1	0.35	1	0	0.75	0.35	1	1	0.5	1	0.75	1
medium_stab_es_01	1	0.75	2.25	0	0.75	0.75	1	1	1	1	0.75	1
pointy_smiter_L	1	1	2	0	1	0.5	1	0.5	1	1	1	0.5
pointy_smiter_M	1	0.9	2	0	1	0.9	1	1	1	1	1	0.5
poison_aoe [247]	1.25	0	1.5	1	1	0	1	0.75	1	1	0.5	0
poison_dot [248]	1.25	1.25	3	1	0.5	0.2	1	1	3	1	0.5	0
pull_smiter_L [249]	0.5	0.2	1.2	0	0.25	0	2	2	2	2	1	1
push_ability	0	0	0	0	0	0	0.35	0.5	100	0.5	1.5	1
push_H	0	0	0	0	0	0	1	0.666	0.5	1	0.5	0.666
push_L	0	0	0	0	0	0	1	0.5	0.5	1	0.5	0.5
push_M	0	0	0	0	0	0	1	0.5	0.5	1	0.5	0.5
questing_knight_career_sword	1	1	2	0	1	1	1	1	200	0.1	1	1
questing_knight_career_sword_stab	1.5	1.5	2.5	0	1.5	1.5	1	1	200	0.1	1	1
questing_knight_career_sword_tank	1	1	2	0	1	1	1	1	200	0.1	1	1
shortbow_hagbane_charged_near	1	0.2	1.5	1	1.5	0	1	1	1.5	1	1.5	0
shortbow_hagbane_far	1	0	1	1	1	0	1	0.1	1	1	1	0
shortbow_hagbane_near	1	0	1	1	1	0	1	0.3	1	1	1	0
shot_duckfoot_far	1	0	0.25	0.75	1	0	1	0.5	0.5	0	1	0.5
shot_duckfoot_near	1	0.2	0.4	0.75	1	0	1	0.75	3	0	1	0.75
shot_machinegun_near	1	0.5	1	1	1	0	1	0.5	1	1	1	0
shot_machinegun_shotgun_near	1	0.25	1	1	1	0	1	0.25	1	1	1	0
shot_repeating_far	1	0.8	1	1	0.5	0	1	0.8	1	1	1	0
shot_repeating_near	1.25	0.8	1	1	0.5	0	1	0.8	1	1	1	0
shot_shotgun_ability_far	1	0	0.2	0.25	1	0	1	0.5	200	0.25	1	0
shot_shotgun_ability_near	1	0.1	0.2	0.25	1	0	1	0.5	100	0.25	1	0
shot_sniper_ability	1	1	2	0.1	1	1	1	1	200	0.1	1	1
shot_sniper_pistol_far	1	1	1	1	0.75	0	1	1	1	1	1	0
shot_sniper_pistol_near	1	1.2	1.17	1	0.75	0	1	1	1	1	1	0
shotgun_far	1	0	0.25	0.75	1	0	1	0.5	0.5	0	1	0.5
shotgun_near	1	0.2	0.4	0.75	1	0	1	0.75	3	0	1	0.75
slam_aoe_tank_M	1	0	0	0	0.75	0	1	0.5	1	1	0.75	0.5
slam_burn_target_tank_M	1	0.5	1	0	0.5	0.5	1	0.8	1	1	1	0.8
slam_tank_L	1	0	1	0	0.75	0	1	0.5	0.5	1	0.75	0.5
slam_tank_M	1	0	1	0	0.75	0	1	0.8	1	1	1.5	0.8
slam_target_tank_M	1	0.3	2	0	0.75	0.3	1	0.8	1	1	2	1.25
smiter_H	1	0.5	1.5	0	0.75	0.5	1	1	1	1	0.75	1
smiter_L	1.25	0.65	2.5	0	0.75	0.6	1	0.5	1	1	0.75	0.25
smiter_L_dual_light	1	0.4	2.5	0	0.75	0.4	0.75	0.5	1	1	0.75	0.5
smiter_M	1	0.8	1.75	0	0.75	0.8	1	0.6	1	1	0.75	0.6
smiter_pick_H	1	0.85	1.5	0	0.75	0.85	1	1	1	1	0.75	1
sniper_far	1	1	1	1	0.75	0.25	1	1	1	1	1	0.75
sniper_near	1	1.2	1.5	1	0.75	0.5	1	1	1	1	1	1
stab_smiter_H	1	0.3	2	0	0.75	0.3	1	0.5	1	1	0.75	0.5
stab_smiter_L	1	0.25	1.5	0	0.75	0.25	1	0.25	1	1	0.75	0.25
stab_smiter_L_swords	1	0.45	1.5	0	0.75	0.45	1	0.25	1	1	0.75	0.25
stab_smiter_M	1	0.25	2.25	0	0.75	0.25	1	0.75	1	1	0.75	0.75
stab_smiter_M_1h	1	0.75	2.25	0	0.75	0.75	1	1	1	1	0.75	1
staff_fireball	1	0.35	1.5	1	1	0	1	0.6	0	0	0.5	0
staff_fireball_aoe	1	0	1.5		0.75	0	1	0	1		0.75	0
staff_fireball_charged	1	1	4	1	0.1	0	1	0.5	1	1	1	0
staff_fireball_charged_aoe [250]	1	0.25	1.5	1	0.75	0	1	0.5	1	1	0.75	0
staff_magma_far	1	0	0.25	0.75	1	0	1	0.5	0.5	0	1	0.5
staff_magma_near	1	0.2	0.4	0.75	1	0	1	0.75	3	0	1	0.75
tank_H	1	0	1.5	0	0.75	0	1	1	1	1	0.75	1
tank_L	1	0	1	0	1	0	1	1	0.5	1	1	1
tank_M	1	0.2	1	0	0.75	0.2	1	1	0.5	1	0.75	1
tank_M_1h	1	0.35	1	0	0.75	0.35	1	1	0.5	1	0.75	1
tank_spiked_L	1	0.25	1.5	0	1	0.25	1	1	0.5	1	1	1
tank_spiked_M	1.3	0.8	1.3	0	1	0.8	1	1	0.5	1	0.75	1
targets_axe_linesman_H	0.9	0.75	2	0	0.75	0.75	0.9	0.75	1	1	0.75	0.75
targets_axe_linesman_L	1	0.25	1.5	0	0.75	0	0.9	0.25	1	1	0.75	0.25
targets_axe_linesman_M	1	0.3	1.5	0	0.75	0.3	0.9	0.75	1	1	0.75	0.75
targets_axe_linesman_M_1h	1	0.5	1.5	0	0.75	0.5	1	0.5	1	1	0.75	0.5
targets_axe_linesman_M_dual	1	0.5	1.5	0	0.75	0.5	1	0.5	1	1	0.75	0.5
targets_blunt_smiter_stab_L	1	0.75	1.5	0	0.75	0.75	1	0.75	1	1	1.5	0.75
targets_heavy_javelin_smiter_stab [251]	1	0.45	2	0	0.75	0.45	1	0.65	1	1	0.75	0.65
targets_light_slash_stab_es_01	1	0.5	1.5	0	0.75	0.5	1	0.5	1	1	0.75	0.5
targets_linesman_dual_M	1	0.4	2	0	1	0.4	1	0.5	0.5	1	1	0.5
targets_linesman_polearm_H	1	0.5	1.5	0	0.75	0.5	0.9	0.5	1	1	0.75	0.5
targets_medium_slashing_tank_es_01	1	0.5	1	0	0.75	0.5	1	1	0.5	1	0.75	1
targets_smiter_L	1	0.25	1	0	0.75	0.25	0.75	0.25	1	1	0.75	0.25
targets_smiter_L_finesse	1	0.25	1	0	0.75	0.25	0.75	0.25	1	1	0.75	0.25
targets_stab_dual_smiter_L	1	0.8	2.5	0	0.75	0.8	1	0.5	1	1	0.75	0.5
targets_stab_smiter_H	1	0.65	2	0	0.75	0.65	1	0.65	1	1	0.75	0.65
targets_stab_smiter_L	1	0.5	1.5	0	0.75	0.5	1	0.5	1	1	0.75	0.5
targets_stab_smiter_L_swords	1	0.7	1.5	0	0.75	0.7	1	0.5	1	1	0.75	0.5
targets_stab_smiter_polearm_H	1	0.45	2	0	0.75	0.45	1	0.65	1	1	0.75	0.65
targets_tank_H	1	0.5	2	0	0.75	0.5	1.5	1	1	1	0.75	1
targets_tank_M_1h	1	0.5	1	0	0.75	0.5	1	1	0.5	1	0.75	1

	Attack						Impact					
0.8	Infantry	Armored	Monsters	Player	Berserker	Super Armor	Infantry	Armored	Monsters	Player	Berserker	Super Armor
targets_tank_M_1h_finesse	1	0.6	1	0	0.75	0.5	1	1	0.5	1	0.75	1
targets_tank_M_dual	1	0.5	1	0	0.75	0.5	1	1	0.5	1	0.75	1
throwing_axe_far	1	0.6	1.3	1	0.75	0.25	1	1	1	1	1	0.5
throwing_axe_near	1	0.8	1.3	1	0.75	0.25	1	1	1	1	1	0.75
thrown_javelin	1	0.7	1.1	1	0.75	0.25	1	1	1	1	1	0.5
torch	1	0	1	0	0.5	0	1	0.5	1	1	0.5	0
torpedo_explosion [252]	1	1	3	1	0.5	1	1	1	100	1	0.5	1
torpedo_impact_far [253]	1	0.75	2	1	0.75	0.8	1	1	1	1	1	0.8
torpedo_impact_near [254]	1	1	3	1	1	1	1	1	1	1	1	1
we_deus_01	1	0.5	1		0.75	0.25						
we_deus_01_dot	1.5	1.2	1.5	1.2	0.75	0.2	1	0.5	1	1	1	0
we_deus_01_large_explosion	1	0.25	1.5	1	0.75	0	1	0.5	1	1	0.75	0
we_deus_01_small_explosion	1	0	1.5	1	0.75	0	1	0	1	1	0.75	0
weapon_bleed_dot [255]	1	0.5	1	0	0.5	0	1	0.5	1	0.25	0.5	0
hammer_book_charged_explosion	1	1	1.5	0	0.75	0.3	1	1	1	1	0.75	0.3
great_hammer_righteous_heavy	1	1	1.5	0	0.75	1	1	1	1	1	0.75	1
targets_great_hammer_righteous_heavy	1	1	2	0	0.75	1	1.5	1	1	1	0.75	1
priest_hammer_blunt_smiter	1	1	1.75	0	0.75	1	1	1	1	1	0.75	1
priest_hammer_blunt_tank_upper_2h	1	0.5	1	0	0.75	0.5	1	1	0.5	1	0.75	1
victor_priest_activated_ability_nuke_explosi	1	0.2	1.5	0	0.75	0	1	0.5	1	1	0.75	0.5
priest_hammer_heavy_blunt_tank_upper	1	0	1.5	0	0.75	0	1	1	1	1	0.75	1
targets_priest_hammer_heavy_blunt_tank_u	1	0.5	2	0	0.75	0.5	1.5	1	1	1	0.75	1
thrown_javelin_far	1	0.63	1.1	1	0.75	0.2	1	1	1	1	1	0.5
thrown_javelin_near	1	0.63	1.1	1	0.75	0.2	1	1	1	1	1	0.75
we_deus_01_fast [256]	0.6	0.4	0.75	0.5	0.75	0.25	1	0.5	1	0.5	0.75	0.25
default_target_beam_burning_dot	1	0.75	4	1	1	0.5	1	0	0	1	1	0
default_target_burning_dot	1	0.75	3	1	1	0.5	1	0	0	1	1	0
default_target_burning_dot_firegrenade	1	0.25	2	1	1	0.5	1	0	0	1	1	0
default_target_flamethrower_dot	1	0.25	3	1	1	0.5	1	0	0	1	1	0
bleed_maidenguard	1	0.5	1	0	0.5	0	0 [257]	0	0	0	0	0
slam_burn_tank_M	1	0.25	1	0	0.5	0.25	1	0.8	1	1	1	0.8
slam_burn_aoe_tank_M	1	0	1	0	0.5	0	1	0.5	1	1	1	0.5
flaming_flail_explosion	1	0.25	1.5	0	0.75	0	1	0.75	1	1	0.75	0
thorn_sister_poison	0.8	0.8	0.8	0.8	0.5	0.2	1	1	1	1	0.5	0
overcharge_explosion_ability	1	0.2	1.5	1	0.75	0	1	0.5	1	1	0.75	0.5
overcharge_explosion_ability_no_ff	1	0.2	1.5	0	0.75	0	1	0.5	1	1	0.75	0.5
overcharge_explosion_strong_ability	1	0.2	1.5	1	0.75	0	1	0.5	100	1	0.75	0.5
thorn_wall_explosion	1	0.5	1	0	0.25	0.5	1	0.5	1	1	0.25	0.5
widefire_aura	1	1	1	1	1	1	0	0	0	0	0	0
burning_dot_no_ff	1	0.75	3	0	1	0.5	1	0	0	1	1	0
default_target_burning_dot_no_ff	1	0.75	3	0	1	0.5	1	0	0	1	1	0
weapon_bleed_dot_ff	1	0.5	1	0.25	0.5	0	1	0.5	1	0.25	0.5	0
overcharge_explosion_strong_ability_no_ff	1	0.2	1.5	0	0.75	0	1	0.5	100	1	0.75	0.5
tb_shot_sniper_pistol_burst_far	1	1	1	1	0.75	0	1	1	1	1	1	0
tb_shot_sniper_pistol_burst_near	1	1.2	1	1	0.75	0	1	1	1	1	1	0
beam_blast	1	0	1	1	0.6	0	1	0.25	1	1	1	0
light_blunt_smiter_wiz	1.5	1.1	2.5	0	1.4	0.6	1	0.5	1	1	0.75	0.25
targets_light_blunt_smiter_wiz	1	0.25	1	0	0.75	0.25	0.75	0.25	1	1	0.75	0.25
light_blunt_tank_wiz	1.8	0	1	0	1.6	0	1	1	0.5	1	1	1
medium_blunt_smiter_heavy_wiz	1	0.9	1.75	0	0.75	0.9	1	0.8	1	1	0.7	0.8
medium_blunt_tank_upper_1h_wiz	1.5	0.8	1.3	0	1.6	0.8	1	1	0.5	1	0.75	1
tb_two_handed_sword_heavy	1	0.25	2	0	0.6	0.25	1	0.5	0.5	1	1	0.5
targets_tb_two_handed_sword_heavy	1	0.2	2	0	0.6	0.2	1	0.5	0.5	1	1	0.5
tb_two_handed_sword_light	1	0	1.5	0	1	0	1	0.5	0.5	1	1	0.5
mace_sword_heavy	1	0.5	1.5	0	0.75	0.5	1	0.3	0.5	1	1	0.3
targets_mace_sword_heavy	1	0.5	1.5	0	0.75	0.5	1	0.5	1	1	0.75	0.5
mace_sword_bopp	1	0.5	2.5	0	0.9	0.5	1	1	0.5	1	1	1
tb_1h_hammer_light_1_2	1	0.35	1	0	0.75	0.25	1	1	0.5	1	1	1
tb_1h_sword_light_1_2	1	0	2	0	1	0	1	0.3	0.5	1	1	0.3
tb_1h_hammer_light_3_4	1.25	0.65	3	0	1.25	0.6	1	0.5	1	1	0.75	0.25
tb_1h_hammer_heavy	1	0.8	2.5	0	1	0.8	1	0.6	1	1	0.75	0.6
targets_tb_halberd_light_slash	1.25	0.3	1.5	0	0.75	0.3	0.9	0.75	1	1	0.75	0.75
tb_halberd_light_stab	1	0.7	2.25	0	0.75	0.7	1	0.75	1	1	0.75	0.75
targets_tb_halberd_heavy_slash	1.15	0.5	1.5	0	0.75	0.5	0.9	0.5	1	1	0.75	0.5
targets_tb_halberd_heavy_stab	1	0.56	2	0	0.75	0.56	1	0.65	1	1	0.75	0.65
tb_halberd_heavy_stab	1	0.3	2	0	0.75	0.3	1	0.5	1	1	0.75	0.5
tb_halberd_light_chop	1.25	0.76	2.5	0	0.75	0.76	1	0.8	1	1	0.75	0.8
heavy_attack_crowbill	1.31	0.9	2	0	1	1.3	1	1	1	1	1	0.5
heavy_attack_crowbill_left	1.31	0.9	2	0	1	1.3	1	1	1	1	1	0.5
heavy_attack_crowbill_right	1.31	0.8	1.75	0	1.3	0.8	1	0.6	1	1	0.75	0.6
tb_2h_hammer_heavy	1	0	1.5	0	0.75	0	1	1	1	1	0.75	1
targets_tb_2h_hammer_heavy	1.5	0.5	2	0	0.75	0.5	1.5	1	1	1	0.75	1
tb_aoe_poison_dot	1.6	1	3	1	0.5	0.2	1	1	3	1	0.5	0
tb_arrow_sniper_trueflight_far	1.5	1	2	0	1	0.6	1	1	0	0	1	0
tb_arrow_sniper_trueflight_near	1.5	1	1	0	1	0.6	1	1	0	0	1	1
light_pointy_smiter_tourney	1.2	1	2	0	1	0.5	1	0.5	1	1	1	0.5
targets_light_pointy_smiter_tourney	1	0.25	1	0	0.75	0.25	0.75	0.25	1	1	0.75	0.25
light_slashing_smiter_stab_burn_tourney	1.2	0.5	1.5	0	1.2	0.5	1	1.25	1	1	0.75	1.25
tb_fire_spear_trueflight [258]	1.5	1.5	2.5	0	1.5	0.75	1.5	1.5	2.5	0.25	1.5	0.75
thorn_wall_explosion_improved_damage	0.1	0.1	0.1	0	0.1	1	0.35	0.5	100	0.5	1.5	1
smite_smiter_L [259]	0.25	0.13	0.5	0	0.15	0.12	1	0.5	0.5	1	0.5	0.5
smite_slam_target_tank_M	0.2	0.06	0.4	0	0.15	0.06	1	0.5	0.5	1	0.5	0.5
smite_slam_tank_L	0.2	0	0.2	0	0.15	0	1	0.5	0.5	1	0.5	0.5
smite_tank_spiked_L	0.2	0.05	0.3	0	0.2	0.05	1	0.5	0.5	1	0.5	0.5
smite_tank_spiked_M	0.26	0.16	0.26	0	0.2	0.16	1	0.5	0.5	1	0.5	0.5
smite_tank_L	0.2	0	0.2	0	0.2	0	1	0.5	0.5	1	0.5	0.5
smite_smiter_M	0.2	0.16	0.35	0	0.15	0.16	1	0.5	0.5	1	0.5	0.5
smite_hammer_book_charged_explosion	0.2	0.2	0.3	0	0.15	0.06	1	0.5	0.5	1	0.5	0.5
smite_tb_1h_hammer_light_1_2	0.2	0.07	0.2	0	0.15	0.05	1	0.5	0.5	1	0.5	0.5
smite_tb_1h_hammer_light_3_4	0.25	0.13	0.6	0	0.25	0.12	1	0.5	0.5	1	0.5	0.5
smite_tb_1h_hammer_heavy	0.2	0.16	0.5	0	0.2	0.16	1	0.5	0.5	1	0.5	0.5
smite_slam_tank_M	0.2	0	0.2	0	0.15	0	1	0.5	0.5	1	0.5	0.5
smite_slam_aoe_tank_M	0.2	0	0	0	0.15	0	1	0.5	0.5	1	0.5	0.5
smite_tank_M_1h	0.2	0.07	0.2	0	0.15	0.07	1	0.5	0.5	1	0.5	0.5
smite_targets_smiter_L	0.2	0.05	0.2	0	0.15	0.05	1	0.5	0.5	1	0.5	0.5
smite_targets_tank_M_1h	0.2	0.1	0.2	0	0.15	0.1	1	0.5	0.5	1	0.5	0.5
smite_blunt_smiter_2h_hammer_H	0.2	0.16	0.4	0	0.15	0.2	1	0.5	0.5	1	0.5	0.5
smite_tank_M	0.2	0.04	0.2	0	0.15	0.04	1	0.5	0.5	1	0.5	0.5
smite_stab_smiter_L	0.2	0.05	0.3	0	0.15	0.05	1	0.5	0.5	1	0.5	0.5
smite_targets_blunt_smiter_stab_L	0.2	0.15	0.3	0	0.15	0.15	1	0.5	0.5	1	0.5	0.5
smite_priest_hammer_heavy_blunt_tank_up	0.2	0	0.3	0	0.15	0	1	0.5	0.5	1	0.5	0.5
smite_targets_priest_hammer_heavy_blunt_	0.2	0.1	0.4	0	0.15	0.1	1	0.5	0.5	1	0.5	0.5
smite_tank_H	0.2	0	0.3	0	0.15	0	1	0.5	0.5	1	0.5	0.5
smite_targets_tank_H	0.2	0.1	0.4	0	0.15	0.1	1	0.5	0.5	1	0.5	0.5
smite_priest_hammer_blunt_smiter	0.2	0.2	0.35	0	0.15	0.2	1	0.5	0.5	1	0.5	0.5
smite_targets_tank_M_dual	0.2	0.1	0.2	0	0.15	0.1	1	0.5	0.5	1	0.5	0.5
tb_torpedo_explosion_glance	0.6	0.6	3	1	0.5	0.6	1	1	100	1	0.5	1
heavy_2h_axe_tb	0.9	0	1.5	0	0.75	0	0.9	0.5	1	1	0.75	0.25
tb_2h_hammer_light_3_priest	1	0.2	1	0	0.75	0.2	1	1	0.5	1	0.75	1
tb_2h_hammer_heavy_2_priest	1	0	1.5	0	0.75	0	1	1	1	1	0.75	1
targets_tb_2h_hammer_heavy_2_priest	1	0.5	2	0	0.75	0.5	1.5	1	1	1	0.75	1
smite_tb_2h_hammer_light_3_priest	0.2	0.04	0.2	0	0.15	0.04	1	0.5	0.5	1	0.5	0.5
smite_tb_2h_hammer_heavy_2_priest	0.2	0	0.3	0	0.15	0	1	0.5	0.5	1	0.5	0.5
smite_targets_tb_2h_hammer_heavy_2_prie	0.2	0.1	0.4	0	0.15	0.1	1	0.5	0.5	1	0.5	0.5
targets_heavy_2h_axe_tb	0.9	0.5	2	0	0.75	0.75	0.9	0.75	1	1	0.75	0.75
overcharge_explosion	1	1	2.5	1	0.75	0.5	1	0.5	1	1	0.75	0.5
light_1h_axe_tb	1.25	0.45	2.1	0	1	0.45	1	0.5	1	1	0.75	0.25
targets_light_1h_axe_tb	1	0.25	1	0	0.75	0.25	0.75	0.25	1	1	0.75	0.25
bopp_2h_axe_tb	0.9	0	1.5	0	0.75	0	0.9	0.5	1	1	0.75	0.5
targets_bopp_2h_axe_tb	1	0.3	1.5	0	0.75	0.3	0.9	0.75	1	1	0.75	0.75
shield_push_M	0	0	0	0	0	0	1	0.75	0.5	1	1	0.75
push_slayer_leap	0	0	0	0	0	0	1	0.5	0.5	1	0.5	0.5
push_slayer_leap_impact	0	0	0	0	0	0	1	0.5	0.5	1	0.5	0.5
we_deus_01_old	1	0.5	1	0.75	0.75	0.25	1	0.5	1	0.75	0.75	0.25
we_deus_01_old_far	1	0.5	1	0.75	0.75	0.25	1	0.5	1	0.75	0.75	0.25
we_deus_01_dot_old	2	1	3	2	1	0.5	1	0.5	1	1	1	0
thorn_sister_talent_explosion	0.1	0.1	0.1	0.1	0.1	0.1	0.1	0.1	0.1	0.1	0.1	0.1
tb_falchion_lights	1	0.2	2	0	1	0.2	1	0.3	0.5	1	1	0.3
medium_smiter_depowered	1	0.8	1.75	0	0.75	0.8	1	0.6	1	1	0.75	0.6
heavy_slashing_linesman_scythe	1	0.3	2	0	0.1	0.3	1	0.5	0.5	1	1	0.5
targets_heavy_slashing_linesman_scythe	1	0.5	2	0	0.5	0.5	1	0.5	0.5	1	1	0.5
heavy_slashing_linesman_scythe_diagonal	0.9	0	2	0	0.75	0	0.9	0.5	1	1	0.75	0.25
targets_heavy_slashing_linesman_scythe_d	0.9	0.78	2	0	0.75	0.78	0.9	0.78	1	1	0.75	0.78
scythe_blunt_smiter	1	1	1.75	0	0.75	1	1	1	1	1	0.75	1
scythe_discharge	1	0.25	1.5	1	0.75	0	1	0.75	1	1	0.75	0
medium_slashing_axe_linesman_burning	0.9	0	1.8	0	0.75	0	0.9	0.5	1	1	0.75	0.5
targets_medium_slashing_axe_linesman_bu	1	0.5	1.8	0	0.75	0.5	0.9	0.75	1	1	0.75	0.75
medium_slashing_scythe_linesman	0.9	0	1.5	0	0.75	0	0.9	0.5	1	1	0.75	0.5
targets_medium_slashing_scythe_linesman	1	0.3	1.5	0	0.75	0.3	0.9	0.75	1	1	0.75	0.75
skull_impact	0.5	0.5	2	0.5	0.1	0	0.5	0.5	0.5	0.5	0.5	0.1
skull_detonation	1	1	1	1	1	0.25	1	1	1	1	1	0.5
skull_detonation_charged	1	1	1	1	1	0.5	1	1	1	1	1	0.5
death_staff_curse	0.8	0.32	1	1	0.8	0.05	1	0.6	0	0	0.5	0
death_staff_dot	1	0.75	3	1	1	0.5	1	0	0	1	1	0
staff_suck_damage_far	1	0.1	1.5	1	1	0	1	0.2	1	1	1	0
staff_suck_damage_near	1	0.5	1.5	1	1	0	1	0.8	1	1	1	0
soul_rip_far	1	1	2.5	1	0.75	0.7	1	1	1	1	1	0.75
soul_rip_near	1	1.2	2.5	1	0.75	0.7	1	1	1	1	1	1
light_1h_flail_tb	1.25	0.9	2.5	0	1	0.9	1	0.5	1	1	0.75	0.25
targets_light_1h_flail_tb	1	0.25	1	0	0.75	0.25	0.75	0.25	1	1	0.75	0.25
heavy_1h_flail_tb	1.3	0.8	1.3	0	1.3	1	1	1	0.5	1	0.75	1
targets_heavy_1h_flail_tb	1	0.25	1	0	0.75	0.25	0.75	0.25	1	1	0.75	0.25
medium_javelin_smiter_stab_bleed	1	0.25	2.1	0	0.75	0.25	1	0.75	1	1	0.75	0.75

	Attack						Impact					
0.8	Infantry	Armored	Monsters	Player	Berserker	Super Armor	Infantry	Armored	Monsters	Player	Berserker	Super Armor

				Attack						Impact		
0.8	Infantry	Armored	Monsters	Player	Berserker	Super Armor	Infantry	Armored	Monsters	Player	Berserker	Super Armor

	Attack						Impact					
0.8	Infantry	Armored	Monsters	Player	Berserker	Super Armor	Infantry	Armored	Monsters	Player	Berserker	Super Armor

	Attack						Impact					
0.8	Infantry	Armored	Monsters	Player	Berserker	Super Armor	Infantry	Armored	Monsters	Player	Berserker	Super Armor

	Attack						Impact					
0.8	Infantry	Armored	Monsters	Player	Berserker	Super Armor	Infantry	Armored	Monsters	Player	Berserker	Super Armor

	Attack						Impact					
Crit Modifiers	Infantry	Armored	Monsters	Player	Berserker	Super Armor	Infantry	Armored	Monsters	Player	Berserker	Super Armor
armor_modifier_smiter_H	1	0.5	1.5	0	0.75	0.5	1	1	1	1	0.75	1
armor_modifier_smiter_pick_H	1	0.85	1.5	0	0.75	0.85	1	1	1	1	0.75	1
arrow_carbine_shortbow	1	0.5	1.3	1	1	0.25	1	0.25	1	1	1	0.25
arrow_sniper	1	1	1.5	1	1	0.25	1	0.8	1	1	1	0.25
arrow_sniper_ability_piercing	1	1	1	1	1	0.25	1	1	0	1	1	1
arrow_sniper_kruber	1	1	1.5	1	0.75	0.5	1	1	1	1	1	0.75
arrow_sniper_trueflight	1	1	1	1	1	0.25	1	1	0	1	1	1
axe_linesman_H	1	0.75	2	0	1	0.75	1	1	1	1	1	1
axe_linesman_L	1	0.5	1.5	0	1	0.5	1	1	1	1	1	1
axe_linesman_M	1	0.5	1.5	0	1	0.5	1	1	1	1	1	1
beam	1	0.5	1	1	1	0.25	1	0.8	1	1	1	0.25
beam_initial	1	0.1	1	1	1	0.25	1	0.2	1	1	1	0.25
beam_shot	1	0.8	1.5	1	1	0.25	1	0.8	1	1	1	0.25
blast	1	0.2	1	1	1	0.25	1	0.8	1	1	1	0.25
blunt_smiter_2h_hammer_H	1	0.8	2.5	0	1	1	1	1	1	1	1	1
burning_tank_M	1	0.5	1.5	0	1.5	0.5	1	1	1.5	1	1.5	1
burst_thorn	1	0.5	1.5	1	0.5	0.25	1	0.5	1	1	1	0.5
carbine [260]	1.5	0.75	1.5	1	1	0.5	1	0.75	1.5	1	1	0.5
carbine_rapier [261]	1.5	0.25	1	1	1	0.25	1	0.5	1	1	1	0.25
critical_fencer_stab_M	1	0.5	1		1	0.5						
crossbow [262]	1	0.8	1.5	1	0.5	0.25	1	0.8	1	1	1	0.5
crossbow_bolt_repeating	1	0.5	1.5	1	0.5	0.25	1	0.5	1	1	1	0.5
default [263]	1	0.75	1	1	1	0.75	1	1	1	1	1	1
engineer_ability_shot	1	0.25	1	0.15 [264]	1	0.25	1	0.25	1	1	1	0.25
engineer_ability_shot_armor_pierce	1	1	1	0.2 [265]	1	0.5	1	1	1	1	1	0.25
fencer_stab_L	1	0.5	2	0	1	0.5	1	0.5	0.5	1	1	0.5
fencer_stab_M	1	0.75	2	0	1	0.75	1	0.5	0.5	1	1	0.5
fire_spark	1	0.25	1	1	1	0.25	1	0.25	1	1	1	0.25
fire_spear_2	1	0.4	1.5	1	1	0.25	1	0.4	1	1	1	0.25
fire_spear_3	1	1	1.5	1	1	0.4	1	0.8	1	1	1	0.5
fire_spear_trueflight	1	1.5	2.5	0.25	1	0.75	1	1.5	100	0.25	1	0.75
flamethrower	1	0.25	1.5	1	0.5	0.25	1	0.5	1	1	0.5	0
flamethrower_initial	1	0.25	1	1	1	0	1	1	1	1	1	0
flamethrower_spray	1	1	1.5	1	1	0.25	1	1	1	1	1	0
geiser_magma	1	0.5	1	1	1	0.25	1	1.5	1	1	1	0.5
geyser [266]	1	0.5	1	1	1	0.25	1	1.5	1	1	1	0.5
heavy_javelin_smiter_stab [267]	1	0.5	2.2	0	1	0.5	1	1	1	1	1	1
light_slash_stab_es_01	1	0.5	2	0	1	0.5	1	1	1	1	1	1
lightshot	1	0.25	1	1	1	0.25	1	0.25	1	1	1	0.25
linesman_dual_L	1	0.3	2.5	0	1	0.3	1	0.25	0.5	1	1	0.25
linesman_dual_L_swords	1.25	0.3	2.5	0	1	0.3	1	0.25	0.5	1	1	0.25
linesman_dual_M	1	0.5	2.5	0	1	0.5	1	0.75	0.5	1	1	0.75
linesman_fencer_L	1	0.5	2	0	1	0.5	1	0.1	0.5	1	1	0.1
linesman_H	1	0.5	2.5	0	1	0.5	1	0.5	0.5	1	1	0.5
linesman_L	1	0.5	2.5	0	1	0.5	1	0.5	0.5	1	1	0.5
linesman_M	1	0.5	2	0	1	0.5	1	0.5	0.5	1	1	0.5
linesman_uppercut_L	1	0.5	2.5	0	1	0.5	1	0.5	0.5	1	1	0.5
linesman_uppercut_M	1	0.5	2	0	1	0.5	1	0.5	0.5	1	1	0.5
longbow_empire	1	0.8	1.5	1	1	0.25	1	0.8	1	1	1	0.5
medium_javelin_smiter_stab	1	0.4	2.2	0	1	0.4	1	1	1	1	1	1
medium_slashing_linesman_spear_es_01	1	0.5	2.5	0	1	0.5	1	0.5	0.5	1	1	0.5
medium_slashing_tank_es_01	1	0.5	1	0	1	0.5	1	1	0.5	1	1	1
medium_stab_es_01	1	1	2.5	0	1	1	1	1	1	1	1	1
nocrit	0	0	0	0	0	0	0	0	0	0	0	0
pointy_smiter_L	1	1	2	0	1	1	1	1	1	1	1	1
pull_smiter_L [268]	1	0.4	1.5	0	0.5	0.25	2	2	2	2	1	1
questing_knight_career_sword	1	1	2	0	1	1	1	1	200	1	1	1
questing_knight_career_sword_stab	1.5	1.5	2.5	0	1.5	1.5	1	1	200	0.1	1	1
questing_knight_career_sword_tank	1	1	2	0	1	1	1	1	200	1	1	1
shortbow_hagbane	1	0.25	1.5	1	1.5	0.25	1	0.3	1.5	1	1.5	0.25
shot_duckfoot	1	0.3	0.5	1	1	0	1	1	1	1	1	0.5
shot_machinegun	1	0.75	1	1	1	0.25	1	0.75	1	1	1	0.25
shot_machinegun_shotgun	1	0.25	1	1	1	0.175	1	0.25	1	1	1	0.125
shot_repeating	1.25	0.8	1	1	1	0.25	1	0.8	1	1	1	0.25
shot_shotgun_ability	1	0.1	0.2	0.25	1	0.025	1	0.5	200	0.25	1	0.05
shot_sniper_ability	1	1	2	1	1	1	1	1	200	1	1	1
shot_sniper_pistol	1	1.4	1.17	1	0.75	0.5	1	1	1	1	1	1
shotgun [269]	1	0.3	0.5	1	1	0	1	1	1	1	1	0.5
slam_burn_target_tank_M [270]	1	0.5	1	0	0.5	0.5	1	0.8	1	1	1	0.8
slam_tank_L	1	0.25	1	0	1	0.25	1	0.6	0.5	1	1	0.6
slam_tank_M	1	0.5	2	0	1	0.5	1	1	0.5	1	1	1
smiter_executioner_H	1	1	1.5	0	1	1	1	1	1	1	1	1
smiter_glaive_H	1	1	1.5	0	1	1	1	1	1	1	1	1
smiter_H	1	0.5	1.5	0	1	0.5	1	1	1	1	1	1
smiter_L	1.25	0.75	2.75	0	1	0.75	1	1	1	1	1	1
smiter_L_dual_light	1.25	0.75	2.75	0	1	0.75	1	1	1	1	1	1
smiter_M	1	0.8	2.5	0	1	0.8	1	0.8	1	1	1	0.5
smiter_M_2h	1.25	0.8	2.5	0	1	0.8	1	1	1	1	1	1
sniper [271]	1	1.4	1.5	1	0.75	0.6	1	1	1	1	1	1
stab_smiter_H	1	0.65	2.5	0	1	0.65	1	1	1	1	1	1
stab_smiter_heavy_polearm_H	1	0.5	2.5	0	1	0.5	1	1	1	1	1	1
stab_smiter_L	1	0.5	2	0	1	0.5	1	1	1	1	1	1
stab_smiter_L_swords	1	0.7	2	0	1	0.7	1	1	1	1	1	1
stab_smiter_M	1	0.4	2.5	0	1	0.4	1	1	1	1	1	1
stab_smiter_M_1h	1	1	2.5	0	1	1	1	1	1	1	1	1
stab_smiter_polearm_H	1	0.4	2.5	0	1	0.4	1	1	1	1	1	1
staff_fireball	1	0.35	1.5	1	1	0.25	1	0.6	0	0	1	0.25
staff_fireball_charged	1	1	4	1	1	0.25	1	0.8	1	1	1	0.25
staff_magma	1	0.3	0.5	1	1	0	1	1	1	1	1	0.5
tank_H	1	0.6	2	0	1	0.6	1	1	1	1	1	1
tank_L	1	0.25	1.5	0	1	0.25	1	1	0.5	1	1	1
tank_M	1	0.5	1	0	1	0.5	1	1	0.5	1	1	1
tank_spiked_L	1	0.5	2	0	1	0.5	1	1	0.5	1	1	1
tank_spiked_M	1.3	1	1.3	0	1.3	1	1	1	0.5	1	1	1
throwing_axe	1	1	1.3	1	0.75	0.5	1	1	1	1	1	0.75
thrown_javelin	1	1	1.3	1	0.75	0.5	1	1	1	1	1	0.75
torpedo_impact [272]	1	1	3	1	1	1	1	1	1	1	1	1
we_deus_01_fast	0.8	0.7	1	0.75	1	0.25	1	0.7	1	0.75	1	0.25
great_hammer_righteous_heavy	1	1	2	0	1	1	1	1	1	1	1	1
priest_hammer_blunt_smiter	1	1.1	1.75	0	1	1.1	1	1.1	1	1	1	1.1
priest_hammer_blunt_tank_upper_2h	1	0.5	1	0	1	0.5	1	1	0.5	1	1	1
priest_hammer_heavy_blunt_tank_upper	1	0.6	2	0	1	0.6	1	1	1	1	1	1
bleed_maidenguard	1	0.5	1	0	0.5	0	0	0	0	0	0	0
slam_burn_tank_M	1	0.25	1	0	0.5	0.25	1	0.8	1	1	1	0.8
slam_burn_aoe_tank_M	1	0	1	0	0.5	0	1	0.5	1	1	1	0.5
flaming_flail_explosion	1	0.25	1.5	0	0.75	0	1	0.75	1	1	0.75	0
tb_shot_sniper_pistol_burst	1	1.4	1	1	0.75	0.5	1	1	1	1	1	1
beam_blast	1	0.2	1	1	0.7	0.15	1	0.8	1	1	1	0.25
light_blunt_smiter_wiz	1.2	0.9	2.75	0	1.2	0.9	1	1	1	1	1	1
light_blunt_tank_wiz	1.3	0.25	1.5	0	1.2	0.25	1	1	0.5	1	1	1
medium_blunt_smiter_heavy_wiz	1	0.8	2.5	0	1	0.8	1	0.8	1	1	1	0.5
medium_blunt_tank_upper_1h_wiz	1.2	1	1.3	0	1.2	1	1	1	0.5	1	1	1
tb_two_handed_sword_heavy	1	0.5	2.5	0	1	0.5	1	0.5	0.5	1	1	0.5
tb_two_handed_sword_light	1	0.5	2	0	1	0.5	1	0.5	0.5	1	1	0.5
mace_sword_heavy	1	0.5	1.5	0	0.6	0.5	0.9	0.5	1	1	0.75	0.5
mace_sword_bopp	1	0.5	2	0	1	0.5	1	1	0.5	1	1	1
tb_1h_hammer_light_1_2	1	0.5	1.5	0	0.75	0.25	1	1	0.5	1	1	1
tb_1h_sword_light_1_2	1	0.5	2.5	0	1	0.5	1	0.5	0.5	1	1	0.5
tb_1h_hammer_light_3_4	1.25	0.75	2.75	0	1	0.75	1	1	1	1	1	1
tb_halberd_light_stab	1	0.8	2.5	0	1	0.8	1	1	1	1	1	1
tb_halberd_heavy_stab	1	0.56	2.5	0	1	0.56	1	1	1	1	1	1
tb_halberd_light_chop	1.25	0.76	2.5	0	1	0.76	1	1	1	1	1	1
heavy_attack_crowbill	1.2	0.8	2.5	0	1.2	1.2	1	0.8	1	1	1	0.5
heavy_attack_crowbill_left	1.2	1	2	0	1.2	1	1	1	1	1	1	1
heavy_attack_crowbill_right	1.2	0.8	2.5	0	1.2	0.8	1	0.8	1	1	1	0.5
tb_2h_hammer_heavy	1.3	0.6	2	0	1	0.6	1	1	1	1	1	1
tb_arrow_sniper_trueflight	1.5	1	1	0	1	0.6	1	1	0	1	1	1
light_pointy_smiter_tourney	1.1	1	2	0	1	1	1	1	1	1	1	1
light_slashing_smiter_stab_burn_tourney	1.1	0.7	2	0	0.9	0.7	1	1	1	1	1	1
tb_fire_spear_trueflight	1.5	1.5	2.5	0	1.5	0.75	1.5	1.5	2.5	0.25	1.5	0.75
push_L	0	0	0	0	0	0	1	0.5	0.5	1	0.5	0.5
push_M	0	0	0	0	0	0	1	0.5	0.5	1	0.5	0.5
smite_smiter_L	0.25	0.15	0.55	0	0.2	0.15	1	0.5	0.5	1	0.5	0.5
smite_slam_tank_M	0.2	0.1	0.4	0	0.2	0.1	1	0.5	0.5	1	0.5	0.5
smite_slam_tank_L	0.2	0.05	0.2	0	0.2	0.05	1	0.5	0.5	1	0.5	0.5
smite_tank_spiked_L	0.2	0.1	0.4	0	0.2	0.1	1	0.5	0.5	1	0.5	0.5
smite_tank_spiked_M	0.26	0.2	0.26	0	0.26	0.2	1	0.5	0.5	1	0.5	0.5
smite_tank_L	0.2	0.05	0.3	0	0.2	0.05	1	0.5	0.5	1	0.5	0.5
smite_smiter_M	0.2	0.16	0.5	0	0.2	0.16	1	0.5	0.5	1	0.5	0.5
smite_tb_1h_hammer_light_1_2	0.2	0.1	0.3	0	0.15	0.05	1	0.5	0.5	1	0.5	0.5
smite_tb_1h_hammer_light_3_4	0.25	0.15	0.55	0	0.2	0.15	1	0.5	0.5	1	0.5	0.5
smite_tank_M	0.2	0.1	0.2	0	0.2	0.1	1	0.5	0.5	1	0.5	0.5
smite_blunt_smiter_2h_hammer_H	0.2	0.16	0.5	0	0.2	0.2	1	0.5	0.5	1	0.5	0.5
smite_tank_M	0.2	0.1	0.2	0	0.2	0.1	1	0.5	0.5	1	0.5	0.5
smite_stab_smiter_L	0.2	0.1	0.4	0	0.2	0.1	1	0.5	0.5	1	0.5	0.5
smite_priest_hammer_heavy_blunt_tank_up	0.2	0.12	0.4	0	0.2	0.12	1	0.5	0.5	1	0.5	0.5
smite_tank_H	0.2	0.12	0.4	0	0.2	0.12	1	0.5	0.5	1	0.5	0.5
smite_priest_hammer_blunt_smiter	0.2	0.22	0.35	0	0.2	0.22	1	0.5	0.5	1	0.5	0.5
heavy_2h_axe_tb	1	0.6	2	0	1	0.75	1	1	1	1	1	1
tb_2h_hammer_light_3_priest	1	0.5	1	0	1	0.5	1	1	0.5	1	1	1
tb_2h_hammer_heavy_2_priest	1	0.6	2	0	1	0.6	1	1	1	1	1	1
smite_tb_2h_hammer_light_3_priest	0.2	0.1	0.2	0	0.2	0.1	1	0.5	0.5	1	0.5	0.5
smite_tb_2h_hammer_heavy_2_priest	0.2	0.12	0.4	0	0.2	0.12	1	0.5	0.5	1	0.5	0.5
light_1h_axe_tb	1.25	0.45	2.75	0	1	0.45	1	1	1	1	1	1
bopp_2h_axe_tb	1	0.5	1.5	0	1	0.5	1	1	1	1	1	1
shield_push_M	0	0	0	0	0	0	1	0.75	0.5	1	1	0.75
we_deus_01_old	1	0.5	1	1	1	0.25	1	0.5	1	1	1	0.25
we_deus_01_dot_old	2	1	3	2	1	0.5	1	0.5	1	1	1	0
tb_falchion_lights	1	0.5	2	0	1	0.5	1	0.5	0.5	1	1	0.5
medium_smiter_depowered	1	0.7	2.5	0	1	0.7	1	0.8	1	1	1	0.5
heavy_slashing_linesman_scythe	1.2	0.9	3.5	1.2	1.2	0.9	1.2	1.2	1	1.2	1.2	1.2
heavy_slashing_linesman_scythe_diagonal	1	0.8	2	0	1	0.75	1	1	1	1	1	1
scythe_blunt_smiter	1	1.1	1.75	0	1	1.1	1	1.1	1	1	1	1.1
medium_slashing_axe_linesman_burning	1	0.5	1.5	0	1	0.5	1	1	1	1	1	1
medium_slashing_scythe_linesman	1	0.5	1.5	0	1	0.5	1	1	1	1	1	1
skull_impact	0.5	0.5	2	0.5	0.5	2	0.5	0.4	0.5	0.5	0.5	0.2
skull_detonation	1	1	1	1	1	0.5	1	1.5	1	1	1	0.5
skull_detonation_charged	1	1	1	1	1	0.5	1	1.5	1	1	1	0.5
death_staff_curse	1	0.35	1.2	1	1	0.25	1	0.6	0	0	1	0.25
staff_suck_damage	1	0.1	1	1	1	0.25	1	0.2	1	1	1	0.25
soul_rip	1	1.4	3	1	1	1	1	1	1	1	1	1
light_1h_flail_tb	1.25	0.9	2.75	1	0.9	0.9	1	1	1	1	1	1
heavy_1h_flail_tb	1.3	1	1.3	0	1.3	1	1	1	1	1	1	1
shield_slam_target_tb	1	0.5	2	0	1	0.5	1	1	0.5	1	2	1
shield_slam_tb	1	0.5	2	0	1	0.5	1	1	0.5	1	1.5	1
stab_dual_smiter_L	1	1	2.1	0	1	1	1	1	1	1	1	1
medium_javelin_smiter_stab_bleed	1	0.4	2.2	0	1	0.4	1	1	1	1	1	1
stab_dual_smiter_L_dagger	1	1	2.5	0	1	1	1	1	1	1	1	1

	Attack						Impact					
Crit Modifiers	Infantry	Armored	Monsters	Player	Berserker	Super Armor	Infantry	Armored	Monsters	Player	Berserker	Super Armor

	Attack						Impact					
Crit Modifiers	Infantry	Armored	Monsters	Player	Berserker	Super Armor	Infantry	Armored	Monsters	Player	Berserker	Super Armor

	Attack						Impact					
Crit Modifiers	Infantry	Armored	Monsters	Player	Berserker	Super Armor	Infantry	Armored	Monsters	Player	Berserker	Super Armor

	Attack						Impact					
Crit Modifiers	Infantry	Armored	Monsters	Player	Berserker	Super Armor	Infantry	Armored	Monsters	Player	Berserker	Super Armor

Cleave	Attack	Impact
arrow_carbine	0.15	0.15
arrow_machinegun	0.1	0.1
arrow_sniper	0.25	0.25
arrow_sniper_kruber	0.3	0.3
arrow_sniper_trueflight	0.25	0.25
axe_linesman_H	0.35	0.35
axe_linesman_L	0.25	0.2
axe_linesman_M	0.275	0.25
beam	0.01	0.01
beam_initial	0.01	0.01
beam_shot	0.15	0.05
blast	0.05	0.05
burning_dot	0	0
burning_tank_M	0.2	0.5
crossbow_bolt	0.3	0.3
crossbow_bolt_repeating	0.125	0.125
default	0.25	0.25
fire_spark	0.01	0.01
fire_spear	0.5	0.5
fire_spear_2	0.4	0.4
fire_spear_3	0.5	0.5
fire_spear_trueflight	0.4	0.4
flamethrower	0.01	0.01
flamethrower_initial	0.01	0.01
flamethrower_spray	0.1	0.1
geiser	0.2	0.2
linesman_dual_L	0.25	0.2
linesman_executioner_H	0.4	0.3
linesman_executioner_M	0.25	0.25
linesman_fencer_L	0.25	0.2
linesman_H	0.55	0.4
linesman_L	0.35	0.2
linesman_M	0.35	0.3
longbow_empire	0.3	0.3
markus_knight_charge	2	2
push_default	0	1
shortbow_hagbane	0.05	0.05
shot_carbine	0.15	0.15
shot_carbine_rapier	0.01	0.01
shot_drakefire	0.15	0.15
shot_machinegun	0.2	0.2
shot_machinegun_shotgun	0.3	0.3

shot_repeating	0.25	0.25
shot_shotgun	0.2	0.2
shot_shotgun_ability	0.3	0.3
shot_sniper	0.2	0.2
shot_sniper_ability	0.3	0.3
smiter_default	0.09	0.09
staff_fireball	0.1	0.1
staff_fireball_charged	1	1
tank_H	0.3	0.8
tank_L	0.2	0.4
tank_M	0.3	0.8
tank_spiked_L	0.25	0.25
tank_spiked_M	0.6	0.65
torch	100	100
torch	100	100
torch_heavy	100	100
torch_stab	0.1	0.1
torch_stab	0.1	0.1
thorn_wall_explosion	0.2	1
shot_duckfoot	0.1	0.1
tb_shot_sniper_pistol_burst	0.3	0.3
shot_duckfoot	0.05	0.05
beam_blast	0.05	0.05
light_blunt_smiter_wiz	0.075	0.075
light_blunt_tank_wiz	0.2	0.6
medium_blunt_smiter_heavy_wiz	0.075	0.075
medium_blunt_tank_upper_1h_wiz	0.6	0.65
tb_two_handed_sword_heavy	0.75	0.4
tb_two_handed_sword_light	0.4	0.3
mace_sword_heavy	0.15	0.3
mace_sword_bopp	0.2	0.2
tb_1h_hammer_light_1_2	0.23	0.6
tb_1h_sword_light_1_2	0.35	0.2
tb_1h_hammer_light_3_4	0.075	0.075
tb_halberd_light_slash	0.4	0.25
tb_halberd_light_stab	0.075	0.075
tb_halberd_heavy_stab	0.075	0.075
tb_halberd_light_chop	0.075	0.075
tb_2h_hammer_heavy	0.3	0.8
tb_two_handed_sword_light	0.4	0.3
heavy_attack_crowbill	0.075	0.075
heavy_attack_crowbill_left	0.075	0.075
heavy_attack_crowbill_right	0.075	0.075

tb_arrow_sniper_trueflight	0.375	0.375
light_pointy_smiter_tourney	0.075	0.075
light_slashing_smiter_stab_burn_tou	0.075	0.075
tb_fire_spear_trueflight	0.5	0.5
thorn_wall_explosion_improved_dam	1	1
heavy_2h_axe_tb	0.6	0.35
priest_hammer_heavy_blunt_tank_u	0.3	0.8
tb_2h_hammer_light_3_priest	0.3	0.8
tb_2h_hammer_heavy_2_priest	0.4	0.8
light_1h_axe_tb	0.75	0.75
bopp_2h_axe_tb	0.275	0.6
push_default	0	1
we_deus_01_old	0.15	0.15
we_deus_01_dot_old	0.25	0.25
thorn_sister_talent_explosion	0	0
tb_falchion_lights	0.3	0.2
medium_smiter_depowered	0.075	0.075
heavy_slashing_linesman_scythe	0.75	0.55
heavy_slashing_linesman_scythe_di	0.55	0.45
scythe_blunt_smiter	0.075	0.075
medium_slashing_axe_linesman_bu	0.275	0.25
medium_slashing_scythe_linesman	0.275	0.5
skull_impact	0.25	0.25
skull_detonation	0.2	0.2
skull_detonation_charged	0.2	0.2
death_staff_curse	0	0
death_staff_dot	0.25	0.25
staff_suck_damage	0.01	0.01
soul_rip	0.35	0.3
light_1h_flail_tb	0.075	0.075
heavy_1h_flail_tb	0.6	0.65
medium_javelin_smiter_stab	0.075	0.075

	Default / First Target							2nd Target							3rd Target							4th Target							5th Target						
Targets	Boost Curve	Attack	Impact	Dot Template	Headshot Coefficient [	Boost Coefficient [	Armor Modifier	Boost Curve	Attack	Impact	Dot Template	Headshot Coeffic	Boost Coefficient	Armor Modifier	Boost Curve	Attack	Impact	Dot Template	Headshot Coeffic	Boost Coefficient	Armor Modifier	Boost Curve	Attack	Impact	Dot Template	Headshot Coeffic	Boost Coefficient	Armor Modifier	Boost Curve	Attack	Impact	Dot Template	Headshot Coeffic	Boost Coefficient	Armor Modifier
aoe_target_settings_dagger_burning_slam_tank_M	tank	0	0.2	burning_1W_dot																															
aoe_target_settings_slam_tank_L	tank	0	0.075																																
aoe_target_settings_slam_tank_M	tank	0	0.125																																
burst_thorn_far	smiter	0.1	0.1		1.5	0.25																													
burst_thorn_near	smiter	0.12	0.12		1.5	0.25																													
default_target_aoe_poison_dot [275]	default	0.035	0		0																														
default_target_arrow_carbine_far	ninja	0.3	0.1		1	1.25																													
default_target_arrow_carbine_near	ninja	0.4	0.15		1	1.25																													
default_target_arrow_carbine_shortbow_far	ninja	0.3	0.1		1	1.25																													
default_target_arrow_carbine_shortbow_near	ninja	0.4	0.15		1	1.25																													
default_target_arrow_machinegun_far	ninja	0.125	0.05		1	0.75																													
default_target_arrow_machinegun_near	ninja	0.25	0.075		1	0.75																													
default_target_arrow_poison_aoe	default	0.5	0.5	arrow_poison_dot																															
default_target_arrow_poison_sniper	ninja	0.9	0.3			1																													
default_target_arrow_sniper_ability_piercing_far	ninja	0.75	0.25		7	0.75																													
default_target_arrow_sniper_ability_piercing_near	ninja	1	0.3		7	0.75																													
default_target_arrow_sniper_far	ninja	0.4	0.15		2.5	0.75																													
default_target_arrow_sniper_kruber_far	smiter	0.5	0.5		2.5	1																													
default_target_arrow_sniper_kruber_near	smiter	0.75	0.5		2.5	1																													
default_target_arrow_sniper_near	ninja	0.6	0.25		2.5	0.75																													
default_target_arrow_sniper_trueflight_far	ninja	0.5	0.25		2.5	0.75																													
default_target_arrow_sniper_trueflight_near	ninja	0.5	0.3		2.5	0.75																													
default_target_axe_linesman_H	linesman	0.1	0.125		0.75																														
default_target_axe_linesman_L	linesman	0.075	0.075																																
default_target_axe_linesman_M	linesman	0.075	0.075																																
default_target_beam_burning_dot [276]	tank	0.075	0.075		0 [277]	0.2	188																												
default_target_beam_far	linesman	0.025	0.05	beam_burning_dot	2	0.75																													
default_target_beam_initial_far	linesman	0.025	0.05		2	0.75																													
default_target_beam_initial_near	linesman	0.05	0.065		2	0.75																													
default_target_beam_near	linesman	0.075	0.065	beam_burning_dot	2	0.75																													
default_target_beam_shot_far	ninja	0.5	0.2	burning_3W_dot	1	0.75																													
default_target_beam_shot_near	ninja	0.7	0.3	burning_3W_dot	1	0.75																													
default_target_blast_far	linesman	0.05	0.15	burning_1W_dot	2	0.5																													
default_target_blast_near	linesman	0.1	0.275	burning_1W_dot	2	0.5																													
default_target_burning_dot	tank	0.07	0.05		0 [278]	0.2	189																												
default_target_burning_dot_firegrenade	tank	0.3	0 [279]		0	0.2	190																												
default_target_burning_stab_smiter_L	smiter	0.1	0.075	burning_1W_dot	2	0.75																													
default_target_burning_stab_smiter_M	ninja	0.275	0.125	burning_3W_dot	1.5																														
default_target_burning_tank_M	tank	0.075	0.15	burning_1W_dot		0.3																													
default_target_carbine_far	linesman	0.3	0.25		1	1																													
default_target_carbine_near	linesman	0.41	0.3		1	1																													
default_target_carbine_rapier_far	linesman	0.05	0.125		1	0.75																													
default_target_carbine_rapier_near	linesman	0.35	0.25		1	0.75																													
default_target_crossbow_bolt_repeating_far	smiter	0.25	0.15		1.5	0.75																													
default_target_crossbow_bolt_repeating_near	smiter	0.375	0.25		1.5	0.75																													
default_target_crossbow_far	smiter	0.6	0.3		2.5	1																													
default_target_crossbow_near	smiter	0.7	0.4		2.5	1																													
default_target_default	tank	0.1	0.1			0.2																													
default_target_drakefire_blast_far	linesman	0.1	0.3	burning_1W_dot		1																													
default_target_drakefire_blast_near	linesman	0.1	0.3	burning_1W_dot		1																													
default_target_drakefire_far	linesman	0.15	0.1	burning_1W_dot	1	0.75																													
default_target_drakefire_near	linesman	0.275	0.25	burning_1W_dot	1	0.75																													
default_target_engineer_ability_shot_armor_pierce_far	linesman	0.36	0.25		1	0.6																													
default_target_engineer_ability_shot_armor_pierce_near	linesman	0.48	0.3		1	0.6																													
default_target_engineer_ability_shot_far	linesman	0.125	0.05		1	0.6																													
default_target_engineer_ability_shot_near	linesman	0.25	0.075		1	0.6																													
default_target_explosive_barrel	default	0.75	1		0																														
default_target_fencer_stab_L	ninja	0.075	0.075		3																														
default_target_fencer_stab_M	smiter	0.29	0.075		2.5																														
default_target_fencer_stab_M_charged	smiter	0.55	0.125		2.5																														
default_target_fire_spark_far	linesman	0.05	0.05		1.5	0.75																													
default_target_fire_spark_near	linesman	0.125	0.075		1.5	0.75																													
default_target_fire_spear_2_far	smiter	0.3	0.25		1.5	0.75																													
default_target_fire_spear_2_near	smiter	0.5	0.35		1.5	0.75																													
default_target_fire_spear_3_far	smiter	1	0.5		2	0.75																													
default_target_fire_spear_3_near	smiter	1	0.5		2	0.75																													
default_target_fire_spear_far	smiter	0.25	0.15		1.5	0.75																													
default_target_fire_spear_near	smiter	0.3	0.25		1.5	0.75																													
default_target_fire_spear_trueflight [280]	ninja	0.75	1		2.5	0.75																													
default_target_flamethrower_dot [281]	tank	0.05	0.075		0	0.2	191																												
default_target_flamethrower_far	linesman	0.05	0.05	burning_flamethrower_dot	0	1																													
default_target_flamethrower_initial_far	linesman	0.075	0.1	burning_flamethrower_dot	0	1																													
default_target_flamethrower_initial_near	linesman	0.1	0.2	burning_flamethrower_dot	0	1																													
default_target_flamethrower_near	linesman	0.075	0.1	burning_flamethrower_dot	0	1																													
default_target_flamethrower_spray_far	linesman	0.1	0.25		0	0.5																													
default_target_flamethrower_spray_near	linesman	0.15	0.3		0	0.5																													
default_target_frag_grenade	default	1.5	2		0																														
default_target_frag_grenade_glance	default	0.5	1.5		0																														
default_target_geiser_magma	ninja	0.05	0 [282]	burning_magma_dot		1																													
default_target_geyser_far [283]	ninja	0.05	0.175	burning_1W_dot		1																													
default_target_geyser_near [284]	ninja	0.3	0.7	burning_1W_dot		1																													
default_target_heavy_javelin_smiter_stab	ninja	0.2	0.15		1	0.75																													
default_target_light_slash_stab_es_01	smiter	0.135	0.10125		2	0.75																													
default_target_linesman_dual_L	linesman	0.075	0.05																																
default_target_linesman_executioner_H	linesman	0.075	0.05		0.25																														
default_target_linesman_executioner_M	linesman	0.075	0.05		0.25																														
default_target_linesman_fencer_L	ninja	0.075	0.05																																
default_target_linesman_H	linesman	0.075	0.05		0.25																														
default_target_linesman_L	linesman	0.075	0.05																																
default_target_linesman_M	linesman	0.075	0.05		1.5																														
default_target_linesman_uppercut_L	linesman	0.075	0.05																																
default_target_linesman_uppercut_M	linesman	0.075	0.05		1.5																														
default_target_longbow_empire_far	smiter	0.35	0.2		1.5	1																													
default_target_longbow_empire_near	smiter	0.5	0.5		1.5	1																													
default_target_maidenguard_dash_ability	ninja	0	0.125		0 [285]																														
default_target_markus_knight_charge	tank	0	10		0																														
default_target_medium_slashing_linesman_spear_es_01	linesman	0.10125	0.0675																																
default_target_medium_slashing_tank_es_01	tank	0.0675	0.0675																																
default_target_medium_stab_es_01	ninja	0.405	0.23625		2	1																													
default_target_pointy_smiter_L	ninja	0.175	0.1		1.5																														
default_target_poison_aoe [286]	default	0.05	0.5	aoe_poison_dot	0	[287]																													
default_target_poison_dot	tank	0.08	0																																
default_target_pull_smiter_L	smiter	0.05	0.5		1	0.75																													
default_target_questing_knight_career_sword	smiter	2	2		0.5	0.5																													
default_target_questing_knight_career_sword_stab	smiter	2	2		0.5	0.5																													
default_target_questing_knight_career_sword_tank	tank	2	2		0.5	0.5																													
default_target_shortbow_hagbane_far	ninja	0.075	0.1	arrow_poison_dot		0.5																													
default_target_shortbow_hagbane_near	ninja	0.1	0.15	arrow_poison_dot		0.5																													
default_target_shot_machinegun_far	ninja	0.175	0.075		1.5	0.75																													
default_target_shot_machinegun_near	ninja	0.3	0.175		1.5	0.75																													
default_target_shot_machinegun_shotgun_far	ninja	0.25	0.05		1	0.4																													
default_target_shot_machinegun_shotgun_near	ninja	0.275	0.15		1	0.4																													
default_target_shot_repeating_far	linesman	0.36	0.25		1	0.6																													
default_target_shot_repeating_near	linesman	0.48	0.3		1	0.6																													
default_target_shot_shotgun_ability_far	ninja	0.25	0.25		0.25	0.25																													
default_target_shot_shotgun_ability_near	ninja	0.5	0.5		0.25	0.25																													
default_target_shot_shotgun_far	linesman	0.15	0.15		0.75	0.75																													
default_target_shot_shotgun_near	linesman	0.25	0.3		0.75	0.75																													
default_target_shot_sniper_ability	ninja	2	2		0.5	0.5																													
default_target_shot_sniper_pistol_far	smiter	0.5	0.5		1	1																													
default_target_shot_sniper_pistol_near	smiter	1	0.5		1	1																													
default_target_slam_burn_target_tank_M	tank	0.15	0.25	burning_3W_dot																															
default_target_slam_target_tank_M	tank	0.2	0.375																																
default_target_smiter_burn_H	smiter	0.25	0.95	burning_3W_dot																															
default_target_smiter_burn_M	smiter	0.325	0.15	burning_3W_dot																															
default_target_smiter_executioner_H	ninja	0.65	0.275		1.5	1	38																												
default_target_smiter_glaive_H	ninja	0.65	0.225		1.25	1	39																												
default_target_smiter_H	smiter	0.65	0.25		0.75	0.75																													
default_target_smiter_H_charged	smiter	1.2	0.5		1	0.5																													
default_target_smiter_L	smiter	0.25	0.175																																
default_target_smiter_L_dual_heavy	smiter	0.225	0.15		1.6																														
default_target_smiter_L_dual_light	smiter	0.225	0.125		2																														
default_target_smiter_L_finesse	smiter	0.25	0.175		2																														
default_target_smiter_M	smiter	0.4	0.25			2																													
default_target_smiter_M_2h	smiter	0.325	0.2				40																												
default_target_sniper_far	smiter	0.8	0.5		1	1																													
default_target_sniper_near	smiter	1	0.5		1	1																													
default_target_spear_stab_smiter_M	ninja	0.25	0.25		1.5	1																													
default_target_stab_smiter_H	ninja	0.2	0.15		1	0.75																													
default_target_stab_smiter_L	smiter	0.1	0.075		2	0.75																													
default_target_stab_smiter_M	ninja	0.2	0.125		2	1																													
default_target_stab_smiter_M_1h	ninja	0.3	0.175		2	1																													
default_target_stab_smiter_M_elf	ninja	0.25	0.125		2	1																													
default_target_staff_fireball_aoe	default	0.1	0.2		0	0																													
default_target_staff_fireball_charged_aoe [288]	default	0.25	0.5	burning_1W_dot	0	[289]																													
default_target_staff_fireball_charged_far	ninja	0.3	0.25	burning_1W_dot		1																													
default_target_staff_fireball_charged_near	ninja	0.3	0.5	burning_1W_dot		1																													
default_target_staff_fireball_far	linesman	0.15	0.15		1	0.75																													
default_target_staff_fireball_near	linesman	0.35	0.3		1	0.75																													
default_target_tank_dual_L	tank	0.05	0.1																																
default_target_tank_H	tank	0.05	0.125																																
default_target_tank_L	tank	0.05	0.15																																
default_target_tank_M	tank	0.05	0.05																																
default_target_tank_spiked_L	tank	0.075	0.075																																
default_target_tank_spiked_M	tank	0.05	0.05																																
default_target_throwing_axe_far	smiter	0.5	0.75		1	1																													
default_target_throwing_axe_near	smiter	0.8	0.85		1	1																													
default_target_torch	tank	0.025	0.05	burning_1W_dot		0.2																													
default_target_torch_heavy	tank	0.075	0.125	burning_3W_dot		0.2																													
default_target_torch_stab	tank	0.05	0.1	burning_3W_dot		0.2																													
default_target_weapon_bleed_dot [290]	tank	0.075	0		0 [291]	0.2																													
medium_javelin_smiter_stab	ninja	0.25	0.125		2.2	1																													
shot_duckfoot_far	linesman	0.075	0.075		0.75	0.75																													
shot_duckfoot_near	linesman	0.125	0.15		0.75	0.75																													
staff_magma_far	linesman	0.1	0.1		0.75	0.75																													
staff_magma_near	linesman	0.2	0.25		0.75	0.75																													
target_push_Ability	default	0	1		0 [292]																														
target_push_H	default	0	0.375																																
target_push_L	default	0	0.125																																
target_push_M	default	0	0.2																																
target_settings_dagger_burning_slam_tank_M [293]	tank	0.075	0.15	burning_3W_dot																															
target_settings_slam_tank_L	tank	0.1	0.1																																
target_settings_slam_tank_M	tank	0.15	0.25		0.375																														
targets_axe_linesman_H	linesman	0.45	0.5		0.75		143	linesman	0.25	0.15		0.75			linesman	0.125	0.125		0.75																
targets_axe_linesman_L	linesman	0.195	0.125		2		144	linesman	0.125	0.1					linesman	0.075	0.08																		
targets_axe_linesman_M	linesman	0.25	0.2		1.5		145	linesman	0.15	0.125					linesman	0.1	0.1																		
targets_axe_linesman_M_1h	linesman	0.275	0.2		2		146	linesman	0.2	0.125					linesman	0.1	0.1																		
targets_axe_linesman_M_dual	linesman	0.225	0.2		1.5		147	linesman	0.15	0.125					linesman	0.1	0.1																		
targets_blunt_smiter_stab_L	smiter	0.2	0.175		2	0.75	148																												
targets_burning_punch_smiter_L	ninja	0.2	0.2	burning_3W_dot	1.5	0.75																													
targets_burning_stab_smiter_L	smiter	0.2	0.1	burning_1W_dot	2	0.75																													
targets_burning_tank_M	tank	0.2	0.3	burning_1W_dot		0.3		tank	0.15	0.2	burning_1W_dot		0.3																						
targets_fencer_stab_L	ninja	0.12	0.08	weapon_bleed_dot_dagger	3																														
targets_geiser_magma	ninja	0.3	0 [294]	burning_magma_dot		1																													
targets_heavy_javelin_smiter_stab	ninja	0.45	0.25		2	0.75	149																												
targets_light_slash_stab_es_01	smiter	0.27	0.135		2	0.75	150																												
targets_linesman_burn_L	linesman	0.175	0.1	burning_3W_dot	1	2		linesman	0.125	0.075	burning_1W_dot	1																							
targets_linesman_dual_L	ninja	0.135	0.075		1.5			linesman	0.09	0.05		1																							
targets_linesman_dual_L_swords	ninja	0.135	0.075		1.5			linesman	0.09	0.05		1																							
targets_linesman_dual_M	ninja	0.15	0.125		2		151	linesman	0.125	0.075		1																							
targets_linesman_executioner_H	linesman	0.275	0.25		2	0.75		linesman	0.2	0.125		2			linesman	0.15	0.1		2																
targets_linesman_executioner_M	linesman	0.2	0.25		4			linesman	0.15	0.175		3			linesman	0.1	0.1		2.5																
targets_linesman_fencer_L	ninja	0.125	0.05		2.5																														
targets_linesman_H	linesman	0.5	0.275		1	2		linesman	0.35	0.15		1			linesman	0.25	0.1					linesman	0.18	0.075											
targets_linesman_L	linesman	0.175	0.1		1.5	2		linesman	0.125	0.075		1.5																							
targets_linesman_L_finesse	linesman	0.21	0.1		2	2		linesman	0.185	0.075		2																							
targets_linesman_M	linesman	0.225	0.15		1.5	2		linesman	0.125	0.125					linesman	0.1	0.1																		
targets_linesman_M_finesse	linesman	0.225	0.15		2	2		linesman	0.125	0.125					linesman	0.1	0.1																		
targets_linesman_polearm_H	linesman	0.325	0.25		1		152	linesman	0.25	0.15		1			linesman	0.15	0.1					linesman	0.125	0.075											
targets_linesman_spear_M	linesman	0.175	0.2		4			linesman	0.125	0.175		3			linesman	0.1	0.1		2.5																
targets_linesman_uppercut_L	linesman	0.2	0.1		1.5	2		linesman	0.15	0.075		1																							
targets_linesman_uppercut_M	linesman	0.25	0.15		1.5	2		linesman	0.2	0.125					linesman	0.15	0.1																		
targets_medium_slashing_linesman_spear_es_01	linesman	0.23625	0.27		4			linesman	0.16875	0.23625		3			linesman	0.135	0.135		2.5																
targets_medium_slashing_tank_es_01	tank	0.405	0.27		1		153	tank	0.135	0.2025					tank	0.10125	0.135																		
targets_smiter_H								smiter	0.2	0.1																									
targets_smiter_L								smiter	0.075	0.075				154																					
targets_smiter_L_finesse								smiter	0.075	0.075		2		155																					
targets_smiter_M								tank	0.1	0.1																									
targets_stab_dual_smiter_L	smiter	0.24	0.1		2	1.5	156																												
targets_stab_smiter_H	ninja	0.45	0.25		1.5	0.75	157																												
targets_stab_smiter_L	smiter	0.2	0.1		2	0.75	158																												
targets_stab_smiter_L_swords	smiter	0.2	0.1		2	0.75	159																												
targets_stab_smiter_polearm_H	ninja	0.45	0.25		2	0.75	160																												
targets_tank_dual_L	tank	0.15	0.2		1.5			tank	0.075	0.175																									
targets_tank_H	tank	0.275	0.3				161	tank	0.15	0.225					tank	0.075	0.2																		
targets_tank_L	tank	0.175	0.25		1.5			tank	0.075	0.175																									
targets_tank_M	tank	0.2	0.2		1			tank	0.1	0.15					tank	0.075	0.1																		
targets_tank_M_1h	tank	0.3	0.2		1		162	tank	0.1	0.15					tank	0.075	0.1																		
targets_tank_M_1h_finesse	tank	0.32	0.2		2		163	tank	0.18	0.18		2			tank	0.15	0.15																		
targets_tank_M_dual	tank	0.225	0.175		1		164	tank	0.1	0.15					tank	0.075	0.1																		
targets_tank_spiked_L	tank	0.2	0.125					tank	0.075	0.1																									
targets_tank_spiked_M	tank	0.3	0.3					tank	0.15	0.15					tank	0.075	0.1																		
thrown_javelin	smiter	0.8	0.85		1.6	1																													
torpedo_explosion [295]	default	1	2		0																														
torpedo_explosion_glance [296]	default	0.5	1		0																														
torpedo_impact_far [297]	smiter	0.6	0.3		2.5	1																													
torpedo_impact_near	smiter	0.7	0.4		2.5	1																													
we_deus_01_dot	tank	0.07	0.05			0.2																													
we_deus_01_far [298]	ninja	0.3	0.25	we_deus_01_dot_fast	1	0.75																													
we_deus_01_large_explosion	default	0.25	0.5	we_deus_01_dot	0																														
we_deus_01_near [299]	ninja	0.41	0.3	we_deus_01_dot_fast	1	0.75																													
we_deus_01_small_explosion	default	0.1	0.2	we_deus_01_dot	0																														
default_target_slam_tank_M	tank	0.1	0.3																																
hammer_book_charged_explosion	default	0.3	0.5																																
default_target_great_hammer_righteous_heavy	tank	0.5	0.5			4																													
targets_great_hammer_righteous_heavy	tank	0.5	0.5			4	179	tank	0.5	0.5			4	179	tank	0.5	0.5			4	179	tank	0.5	0.5			4	179	tank	0.5	0.5			4	179
default_target_priest_hammer_blunt_smiter	smiter	0.6	0.3		0.5	0.75																													
targets_priest_hammer_blunt_smiter								smiter	0.2	0.1																									
default_target_priest_hammer_blunt_tank_upper_2h	tank	0.05	0.05																																
targets_priest_hammer_blunt_tank_upper_2h	tank	0.475	0.475		1			tank	0.3	0.3					tank	0.075	0.1																		
victor_priest_activated_ability_nuke_explosion	default	0.25	0.75	victor_priest_nuke_dot	0																														
default_target_priest_hammer_heavy_blunt_tank_upper	tank	0.05	0.125																																
targets_priest_hammer_heavy_blunt_tank_upper	tank	0.46	0.3				184	tank	0.45	0.225																									
default_target_medium_blunt_smiter_1h_thrust [300]	smiter	0.45	0.35			2																													
default_target_slam_aoe_tank_M	tank	0	0.125																																
targets_geiser_magma_medium	ninja	0.125	0 [301]	burning_magma_dot		1																													
default_target_geyser_medium	ninja	0.125	0.35	burning_1W_dot		1																													
default_target_maidenguard_dash_ability_bleed	ninja	0	0.125	weapon_bleed_dot_maideng	3																														
bleed_maidenguard	tank	0.05	0.05		0	0.2																													
default_target_shortbow_hagbane_charged_far	ninja	0.075	0.2	arrow_poison_dot		0.5																													
default_target_shortbow_hagbane_charged_near	ninja	0.1	0.25	arrow_poison_dot		0.5																													
slam_burn_fencer_M	tank	0.075	0.1	burning_1W_dot																															

	Default / First Target							2nd Target							3rd Target							4th Target							5th Target						
Targets	Boost Curve	Attack	Impact	Dot Template	Headshot Coefficient [	Boost Coefficient [	Armor Modifier	Boost Curve	Attack	Impact	Dot Template	Headshot Coeffic	Boost Coefficient	Armor Modifier	Boost Curve	Attack	Impact	Dot Template	Headshot Coeffic	Boost Coefficient	Armor Modifier	Boost Curve	Attack	Impact	Dot Template	Headshot Coeffic	Boost Coefficient	Armor Modifier	Boost Curve	Attack	Impact	Dot Template	Headshot Coeffic	Boost Coefficient	Armor Modifier
slam_burn_aoe_fencer_M	tank	0	0.075																																
slam_burn_aoe_tank_M	tank	0	0.15	burning_1W_dot																															
flaming_flail_explosion	default	0.1	0.5		0																														
thorn_sister_poison	default	0.005	0		0																														
medium_blunt_smiter_1h_priest	smiter	0.4	0.3			2																													
overcharge_explosion_ability	default	0.15	0.75	burning_1W_dot	0																														
overcharge_explosion_glance_ability	default	0.15	0.75	burning_1W_dot	0																														
overcharge_explosion_strong_ability	default	0.15	0.75	burning_1W_dot	0																														
thorn_wall_explosion	default	0.2	1		0																														
widefire_aura	default	1	1		0	0																													
default_target_burning_dot_no_ff	tank	0.07	0.05		0	0.2	203																												
tb_shot_sniper_pistol_burst_far	smiter	0.5	0.5		1	1																													
tb_shot_sniper_pistol_burst_near	smiter	1	0.5		1	1																													
default_target_shortbow_hagbane_charged_far	ninja	0.075	0.2	arrow_poison_dot		0.5																													
default_target_shortbow_hagbane_charged_near	ninja	0.1	0.25	arrow_poison_dot		0.5																													
default_target_beam_blast_far	linesman	0.05	0.15	burning_1W_dot	2	0.5																													
default_target_beam_blast_near	linesman	0.1	0.275	burning_1W_dot	2	0.5																													
light_blunt_smiter_wiz	smiter	0.25	0.175		1.2																														
targets_light_blunt_smiter_wiz								smiter	0.075	0.075				210																					
targets_light_blunt_tank_wiz	tank	0.175	0.25		1.5			tank	0.075	0.175																									
light_blunt_tank_wiz	tank	0.05	0.15		1.4																														
medium_blunt_smiter_heavy_wiz	smiter	0.4	0.25		1.1	2																													
targets_medium_blunt_smiter_heavy_wiz								tank	0.1	0.1																									
targets_medium_blunt_tank_upper_1h_wiz	tank	0.3	0.3					tank	0.15	0.15					tank	0.075	0.1																		
medium_blunt_tank_upper_1h_wiz	tank	0.05	0.15		1.4																														
targets_tb_two_handed_sword_heavy	linesman	0.45	0.275		1	2		linesman	0.4	0.15		1		215	linesman	0.25	0.1					linesman	0.15	0.075											
tb_two_handed_sword_heavy	linesman	0.14	0.05		0.25																														
targets_tb_two_handed_sword_light	linesman	0.275	0.15		2	2		linesman	0.2	0.125		2			linesman	0.15	0.1		2																
targets_mace_sword_heavy	linesman	0.275	0.2		2		218	linesman	0.2	0.125					linesman	0.1	0.1																		
mace_sword_heavy	linesman	0.075	0.075																																
targets_mace_sword_bopp	tank	0.2	0.125					tank	0.075	0.1																									
mace_sword_bopp	tank	0.075	0.075																																
targets_tb_1h_hammer_light_1_2	tank	0.225	0.25		2			tank	0.075	0.175		2																							
tb_1h_hammer_light_1_2	tank	0.05	0.15																																
targets_tb_1h_sword_light_1_2	ninja	0.2	0.1		2	2		ninja	0.15	0.075																									
tb_1h_sword_light_1_2	linesman	0.125	0.05																																
tb_1h_hammer_light_3_4	smiter	0.25	0.175		2																														
targets_tb_halberd_light_slash	linesman	0.25	0.2		1.5		224	linesman	0.225	0.125					linesman	0.15	0.1																		
tb_halberd_light_stab	ninja	0.25	0.125		2	1																													
targets_tb_halberd_heavy_slash	linesman	0.45	0.25		1		226	linesman	0.35	0.15		1			linesman	0.25	0.1					linesman	0.15	0.075											
tb_halberd_heavy_slash	linesman	0.1	0.05		0.25																														
targets_tb_halberd_heavy_stab	ninja	0.45	0.25		2	0.75	227																												
tb_halberd_heavy_stab	ninja	0.2	0.15		1	0.75																													
tb_halberd_light_chop	ninja	0.325	0.2		1.5	1																													
targets_tb_2h_hammer_heavy	tank	0.275	0.3				234	tank	0.15	0.225					tank	0.075	0.2																		
tb_2h_hammer_heavy	tank	0.05	0.125																																
tb_two_handed_sword_light	linesman	0.1	0.05		1.5																														
heavy_attack_crowbill	smiter	0.4	0.25			2																													
targets_heavy_attack_crowbill								tank	0.1	0.1																									
heavy_attack_crowbill_left	smiter	0.4	0.25			2																													
targets_heavy_attack_crowbill_left								tank	0.1	0.1																									
heavy_attack_crowbill_right	smiter	0.4	0.25			2																													
targets_heavy_attack_crowbill_right								tank	0.1	0.1																									
tb_aoe_poison_dot	default	0.035	0		0																														
default_target_tb_arrow_sniper_trueflight_far	ninja	0.5	0.25		2.5	0.75																													
default_target_tb_arrow_sniper_trueflight_near	ninja	0.5	0.3		2.5	0.75																													
light_pointy_smiter_tourney	ninja	0.175	0.1		1.9																														
targets_light_pointy_smiter_tourney								smiter	0.075	0.075				239																					
light_slashing_smiter_stab_burn_tourney	smiter	0.1	0.075		2	0.75																													
targets_light_slashing_smiter_stab_burn_tourney	ninja	0.2	0.2	burning_3W_dot	1.9	0.75																													
thorn_wall_explosion_improved_damage	default	0.01	2																																
smite_default_target_smiter_L [302]	smiter	0.25	0.125																																
smite_targets_smiter_L								smiter	0.075	0.125				257																					
smite_default_target_slam_target_tank_M	tank	0.2	0.125																																
smite_target_settings_slam_tank_L	tank	0.1	0.125																																
smite_aoe_target_settings_slam_tank_L	tank	0	0.125																																
smite_default_target_tank_spiked_L	tank	0.075	0.125																																
smite_targets_tank_spiked_L	tank	0.2	0.125					tank	0.075	0.125																									
smite_default_target_tank_spiked_M	tank	0.05	0.125																																
smite_targets_tank_spiked_M	tank	0.3	0.125					tank	0.15	0.125					tank	0.075	0.125																		
smite_default_target_tank_L	tank	0.05	0.125																																
smite_targets_tank_L	tank	0.175	0.125		1.5			tank	0.075	0.125																									
smite_default_target_smiter_M	smiter	0.4	0.125			2																													
smite_targets_smiter_M								tank	0.1	0.125																									
smite_default_target_medium_blunt_smiter_1h_thrust	smiter	0.45	0.125			2																													
smite_hammer_book_charged_explosion	default	0.3	0.125																																
smite_tb_1h_hammer_light_1_2	tank	0.05	0.125																																
smite_targets_tb_1h_sword_light_1_2	ninja	0.2	0.125		2	2		ninja	0.15	0.125																									
smite_tb_1h_hammer_light_3_4	smiter	0.25	0.125		2																														
smite_default_target_slam_tank_M	tank	0.1	0.125																																
smite_default_target_slam_aoe_tank_M	tank	0	0.125																																
smite_default_target_tank_M	tank	0.05	0.125																																
smite_targets_tank_M_1h	tank	0.3	0.125		1		258	tank	0.1	0.125					tank	0.075	0.125																		
smite_targets_tank_M	tank	0.2	0.125		1			tank	0.1	0.125					tank	0.075	0.125																		
smite_default_target_stab_smiter_L	smiter	0.1	0.125		2	0.75																													
smite_targets_blunt_smiter_stab_L	smiter	0.2	0.125		2	0.75	262																												
smite_default_target_priest_hammer_heavy_blunt_tank_up	tank	0.05	0.125																																
smite_targets_priest_hammer_heavy_blunt_tank_upper	tank	0.46	0.125				264	tank	0.45	0.125																									
smite_default_target_tank_H	tank	0.05	0.125																																
smite_targets_tank_H	tank	0.275	0.125				266	tank	0.15	0.125					tank	0.075	0.125																		
smite_default_target_priest_hammer_blunt_smiter	smiter	0.6	0.125		0.5	0.75																													
smite_targets_priest_hammer_blunt_smiter								smiter	0.2	0.125																									
smite_default_target_tank_dual_L	tank	0.05	0.125																																
smite_targets_tank_dual_L	tank	0.15	0.125		1.5			tank	0.075	0.125																									
smite_default_target_smiter_L_dual_heavy	smiter	0.225	0.125		1.6																														
smite_targets_tank_M_dual	tank	0.225	0.125		1		268	tank	0.1	0.125					tank	0.075	0.125																		
heavy_2h_axe_tb	linesman	0.1	0.125		0.75																														
targets_heavy_2h_axe_tb	linesman	0.45	0.5		0.75		277	linesman	0.25	0.15		0.75			linesman	0.25	0.125		0.75																
tb_2h_hammer_light_3_priest	tank	0.05	0.05																																
target_tb_2h_hammer_light_3_priest	tank	0.2	0.2		1			tank	0.2	0.15					tank	0.075	0.1																		
tb_2h_hammer_heavy_2_priest	tank	0.05	0.125																																
targets_tb_2h_hammer_heavy_2_priest	tank	0.5	0.3				273	tank	0.2	0.225					tank	0.075	0.2																		
smite_tb_2h_hammer_light_3_priest	tank	0.05	0.125																																
smite_target_tb_2h_hammer_light_3_priest	tank	0.2	0.125		1			tank	0.2	0.125					tank	0.075	0.125																		
smite_tb_2h_hammer_heavy_2_priest	tank	0.05	0.125																																
smite_targets_tb_2h_hammer_heavy_2_priest	tank	0.5	0.125				276	tank	0.2	0.125					tank	0.075	0.125																		
overcharge_explosion	default	0.5	0.75	burning_1W_dot	0																														
light_1h_axe_tb	smiter	0.25	0.175		2																														
targets_light_1h_axe_tb								smiter	0.075	0.075				280																					
bopp_2h_axe_tb	linesman	0.075	0.075																																
targets_bopp_2h_axe_tb	linesman	0.25	0.2		1.5		282	linesman	0.15	0.125					linesman	0.1	0.1																		
target_push_M	default	0	0.2																																
target_push_slayer_leap	default	0	0.4		0																														
target_push_slayer_leap_impact	default	0	0.8		0																														
we_deus_01_old	ninja	0.41	0.3	we_deus_01_dot	1	0.75																													
we_deus_01_dot_old	tank	0.07	0.05		0	0.2																													
thorn_sister_talent_explosion	default	0.01	0.01																																
tb_falchion_lights	linesman	0.125	0.05																																
targets_tb_falchion_lights	ninja	0.2	0.1		2	2		ninja	0.15	0.075		2																							
medium_smiter_depowered	smiter	0.3	0.3			2																													
targets_medium_smiter_depowered								tank	0.1	0.1																									
heavy_slashing_linesman_scythe	linesman	0.075	0.075		0.25																														
targets_heavy_slashing_linesman_scythe	linesman	0.45	0.4		1	2	293	linesman	0.32	0.25		1			linesman	0.22	0.2					linesman	0.1	0.1											
heavy_slashing_linesman_scythe_diagonal	linesman	0.1	0.125		0.75																														
targets_heavy_slashing_linesman_scythe_diagonal	linesman	0.5	0.5		1.5		295																												
scythe_blunt_smiter	smiter	0.6	0.3		0.5	0.75																													
targets_scythe_blunt_smiter								smiter	0.2	0.1																									
scythe_discharge	default	0.07	0.5																																
medium_slashing_axe_linesman_burning	linesman	0.075	0.075																																
targets_medium_slashing_axe_linesman_burning	linesman	0.25	0.2	burning_dot_3tick	1.5		299	linesman	0.15	0.125	burning_dot_3tick				linesman	0.1	0.1																		
medium_slashing_scythe_linesman	linesman	0.075	0.075																																
targets_medium_slashing_scythe_linesman	linesman	0.25	0.2		1.5		301	linesman	0.15	0.125					linesman	0.1	0.1																		
skull_impact	ninja	0.1	0.1	burning_dot_1tick		1																													
skull_detonation	ninja	0.3	0.3			1																													
targets_skull_detonation	ninja	0.6	0.6			1																													
skull_detonation_charged	ninja	0.3	0.3			1																													
targets_skull_detonation_charged	ninja	0.6	0.8			1		ninja	0.6	0.8		0 [303]	1		ninja	0.6	0.8		0 [304]	1															
death_staff_curse	linesman	0.24	0.25	death_staff_dot	1	0.75																													
targets_death_staff_curse	linesman	0.16	0.25	death_staff_dot	1	0.75		linesman	0.08	0.25	death_staff_dot	1	0.75		linesman	0.06	0.22	death_staff_dot	1	0.75		linesman	0.08	0.18	death_staff_dot	1	0.75								
death_staff_dot	tank	0.03	0.05			0.2																													
death_staff_curse_fixed	linesman	0.06	0.22	death_staff_dot	1	0.75																													
staff_suck_damage_far	linesman	0.01	0.05		0 [305]	0.75																													
staff_suck_damage_near	linesman	0.01	0.065		0 [306]	0.75																													
soul_rip_far	smiter	0.9	0.5		0 [307]	1																													
soul_rip_near	smiter	1.1	0.5		0 [308]	1																													
light_1h_flail_tb	smiter	0.25	0.175		1.5																														
targets_light_1h_flail_tb								smiter	0.075	0.075				312																					
heavy_1h_flail_tb	tank	0.3	0.3		1.5																														
targets_heavy_1h_flail_tb								tank	0.25	0.3				314	tank	0.12	0.3				314	tank	0.075	0.3				314							
targets_linesman_M_2h	linesman	0.25	0.15		1.5	2		linesman	0.22	0.125					linesman	0.18	0.1																		
light_slashing_smiter_diag_1h	smiter	0.25	0.175		1.5																														
default_target_slashing_smiter_finesse	smiter	0.4	0.25		1.5	2																													
thrown_javelin_near	smiter	0.76	0.85		1.5	1																													
thrown_javelin_far	smiter	0.55	0.4		1.5	1																													
medium_javelin_smiter_stab_bleed	ninja	0.25	0.125	weapon_bleed_dot_javelin	2.2	1																													

	Default / First Target							2nd Target							3rd Target							4th Target							5th Target						
Targets	Boost Curve	Attack	Impact	Dot Template	Headshot Coefficient [	Boost Coefficient [	Armor Modifier	Boost Curve	Attack	Impact	Dot Template	Headshot Coeffic	Boost Coefficient	Armor Modifier	Boost Curve	Attack	Impact	Dot Template	Headshot Coeffic	Boost Coefficient	Armor Modifier	Boost Curve	Attack	Impact	Dot Template	Headshot Coeffic	Boost Coefficient	Armor Modifier	Boost Curve	Attack	Impact	Dot Template	Headshot Coeffic	Boost Coefficient	Armor Modifier

	Default / First Target							2nd Target							3rd Target							4th Target							5th Target						
Targets	Boost Curve	Attack	Impact	Dot Template	Headshot Coefficient [	Boost Coefficient [	Armor Modifier	Boost Curve	Attack	Impact	Dot Template	Headshot Coeffic	Boost Coefficient	Armor Modifier	Boost Curve	Attack	Impact	Dot Template	Headshot Coeffic	Boost Coefficient	Armor Modifier	Boost Curve	Attack	Impact	Dot Template	Headshot Coeffic	Boost Coefficient	Armor Modifier	Boost Curve	Attack	Impact	Dot Template	Headshot Coeffic	Boost Coefficient	Armor Modifier

	Default / First Target							2nd Target							3rd Target							4th Target							5th Target						
Targets	Boost Curve	Attack	Impact	Dot Template	Headshot Coefficient [	Boost Coefficient [	Armor Modifier	Boost Curve	Attack	Impact	Dot Template	Headshot Coeffic	Boost Coefficient	Armor Modifier	Boost Curve	Attack	Impact	Dot Template	Headshot Coeffic	Boost Coefficient	Armor Modifier	Boost Curve	Attack	Impact	Dot Template	Headshot Coeffic	Boost Coefficient	Armor Modifier	Boost Curve	Attack	Impact	Dot Template	Headshot Coeffic	Boost Coefficient	Armor Modifier

I have no clue what any of this sheet does, but I'm scared to remove it.

Attack Shorthand	Attack Code	Infantry Damage	Combo List Code	
L	1		Light	Spammable lights
H	2		Charged	Spammable charge/partial charge
H1	3		Charged 1	Charge 1, can skip
H2	4		Charged 2	Charge 2, can skip 1
P	5		Push	Basic push attack
HC	6		Hvy Charged	2-stage charge; 2nd stage
H1	7		Charged 1	Charge 1, can't skip
H2	8		Charged 2	Charge 2, can't skip 1
P	9		Light 3/Push	Light 3/Push
L3	10		Light 3	Unique 3rd light attacks
H3	11		Charged 3	3rd stage charged
P	12		Light 4/Push	Light 4 / Push
L4	13		Light 4	Unique 4th light attacks
H1	14		Shield Bash	Axe & Shield Shield Bash
H2	15		Charged 2-3	Axe & Shield weird charged
H1	16		Shield Bash	Sword & Shield charged
H2	17		Charged 2	Sword & Shield charged
H3	18		Charged 3	Sword & Shield charged
L3	19		Light 3/4	Flail
L1	20		Light 1	Sienna Mace
L2	21		Light 2-4/Push	Sienna Mace
H1	22		Charged 1	Sienna Mace
H2	23		Charged 2/3	Sienna Mace
L2	24		Light 2	Halberd poke
P	25		Light 3/Push	Halberd overhead
DH	26		Charged (½)	Dual weapons
DH1	27		Charged 1 (½)	Sword & Dagger
DH2	28		Charged 2 (½)	Sword & Dagger
L	29		Light	Dual Axes (to get slayer working)
Ln	30		Light (n)	
Lf	40		Light (f)	
Hn	31		Charged (n)	
Hf	41		Charged (f)	
HCn	32		Heavy Charged (n)	
HCf	42		Heavy Charged (f)	
Hn	34		Charged (n)	Comes with AoE
Hf	44		Charged (f)	Comes with AoE
HCCn	33		3rd Charge (n)	
HCCf	43		3rd Charge (f)	
P	51		Rifle Butt	
AoE	50		AoE Damage	
AoE	52		Charged AoE	
AoE	53		Light AoE	
Ln	36		Pistol Shot (n)	
Lf	46		Pistol Shot (f)	
Hn	37		Geyser (n)	
Hf	47		Geyser (f)	
Ln	38		Initial Beam (n)	
Lf	48		Initial Beam (f)	
LCn	39		Charged Beam (n)	
LCf	49		Charged Beam (f)	
Hn	35		Beam Shot (n)	
Hf	45		Beam Shot (f)	
DoT	54		DoT Damage	
DoT 2	55		Strong DoT Damage	
DH2	28		Charged 2 (½)	Sword & Dagger

Legitimate Combos

Move - 3	Move - 2	Move -1	Move
0	0	0	1
0	0	0	2
0	0	0	3
0	24	25	3
0	0	3	4
0	0	1	4
0	0	5	4
0	0	9	4
0	0	24	4
0	0	25	4
0	0	0	5
0	0	0	6
0	0	0	7
0	0	7	8
0	0	0	9
0	1	1	10
0	1	1	10
0	1	2	10
0	2	1	10
0	2	2	10
0	8	1	10
0	27	1	10
0	17	1	10
0	2	2	11
0	1	2	11
0	2	1	11
0	1	1	11
0	0	0	12
1	1	1	13
2	1	1	13
2	2	1	13
1	2	1	13
0	0	0	14
0	0	14	15
0	14	15	15
0	0	1	15
1	1	15	15
0	0	0	16
0	0	16	17
0	16	17	18
0	0	1	19
0	1	19	19
0	0	0	20
0	0	0	21
0	0	0	22
0	0	21	23
0	0	0	23
0	0	1	24
0	0	3	24
0	0	0	25
0	0	0	26
0	0	0	27
0	27	27	28
27	27	28	28
0	0	0	29
0	0	0	30
0	0	0	40
0	0	0	31
0	0	0	41
0	0	0	32
0	0	0	42
0	0	0	33
0	0	0	43
0	0	0	34
0	0	0	44
0	0	38	35
0	0	39	35
0	0	38	55
0	0	48	55
0	0	55	55
0	0	35	54
0	0	45	54
0	0	54	54
0	0	7	55
0	0	8	55
0	0	55	55
0	0	5	54
0	0	54	54
0	0	37	54
0	0	47	54
0	0	30	54
0	0	31	54
0	0	40	54
0	0	41	54
0	0	52	54
0	0	22	54
0	0	1	54
0	0	50	54
0	0	10	54
0	0	48	45
0	0	49	45
0	0	0	36
0	0	0	46
0	0	0	37
0	0	0	47
0	0	0	38
0	0	0	48
0	0	0	39
0	0	0	49
0	0	0	51
0	0	31	52
0	0	30	53
0	0	40	53
0	0	31	56
0	0	41	56
0	0	56	56
0	0	31	50
0	0	41	50
0	0	41	52

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Normal Hit	Headshot	Crit	Crit Headshot																										
Current Combo																													
2	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
Current Legitimate Custom Combos											Nice Names																		
13																													

Current Weapon Combos

1	1	1	13
2	1	1	13
2	2	1	13
1	2	1	13

[1] For most talents, enter 1 to enable the talent and 0 to disable it.

[2] Cataclysm 2/3 increase the stagger bonus damage, including that applied to ranged weapons.

Deathwish is a mod by RwAoNrDdOsM that reduces the stagger bonus damage back to Recruit-Cataclysm level.

[3] Maximum Hero Power for Campaign is 650

[4] Staggering an enemy increases the damage they take. Their stagger level increases to 1 when they are first staggered, and increases to 2 if they are staggered again before recovering. Certain attacks, Including pushes, can set the stagger level to 2 from 0.

Each stagger level increases damage by 20%, but this can be changed with the level 15 talents, or when using a ranged weapon.

[5] These talents can affect any player, not just the career that uses it.

[6] Enemy Damage Taken
The following talents cause an enemy to take 20% more damage from all sources. They do not stack with each other. Enter a 1 if you or a teammate has applied any of these to an enemy. Enter a 2 if you or a teammate has applied Witch-Hunt and the WHC player is using the talent "Templar's Knowledge

Make 'Em Bleed - Huntsman Talent
Critical hits cause enemies to take 20% increased damage for 15s. The buff applies to the crit which triggers it.

Witch-Hunt - Witch Hunter Captain Passive
Tagged enemies take an additional 20% for as long as the tag remains. Any player can tag the enemy to apply this effect. The talent "Templar's Knowledge" increases the extra damage to 25%.

Open Wounds - Bounty Hunter Talent
Critical hits cause enemies to take 20% increased damage for 15s. The buff applies to the crit which triggers it.

Off Balance - Melee Weapon Trait
Blocking an attack temporarily increases the damage the enemy takes.

[7] Foot Knight Talent

Kruber gains 10% power. The closest ally to Kruber gain 50% damage reduction and 10% increased power. Passive aura no longer affects allies.

[8] Grail Knight Passive

The duty "Slay Elites" has the Benison of "+10% Power Level".

This changes to +15% if you have the talent "Virtue of Purity".

Enter 1 to enable, or 2 if you have the talent.

[9] Ironbreaker Talent

Blocking an attack grants Bardin and his allies 2% melee power for 6 seconds. Stacks 5 times.
Enter the number of stacks (0-5).

Currently does not work with custom combos or multi-hit attacks.

[10] Ironbreaker Talent

Impenetrable increases power of Bardin's nearby allies by 20%. Affects Bardin.

[11] Outcast Engineer Passive

Increases Ranged Power of nearby allies by 10%.

[12] Sister of the Thorn Passive

Kerillian's melee attacks apply a poison that deals damage and increases damage suffered by 12% for 10 seconds.

Enter the number of stacks applied (up to 2 when Kerillian is using the talent "Recursive Toxin").

[13] Sister of the Thorn Talent

Consuming Radiance grants Kerillian and nearby allies 15% Power and 5% Critical Strike Chance for 10 Seconds.

[14] Warrior Priest of Sigmar Talent

Bless the party with 25% power versus Monsters.

[15] Enter 1 if this is the first enemy hit, 2 if this is the second enemy hit, etc.

[16] Trait - Ranged Weapon
Critical hits increase attack power by 25% against targets with the same armor class for 10 seconds.

[17] Trait - Ranged Weapon
Add an invisible debuff to enemies on hit. If you hit them again while it's active, you build stacks for 5% power per stack on your weapon. Hit enemies twice to build or maintain stacks!

Enter the number of stacks (0-5).

[18] Trait - Trinket
Grenades cause hit enemies to take 20% increased damage for 10 seconds. DOES STACK with similar effects.

[19] Potions last 10 seconds.

[20] Level 15 Talent
Enemies that you stagger take 10% more damage from melee attacks for 2 seconds.

Enable this box if a teammate with this talent staggered the enemy. Use the box on the left side of this sheet instead if you have this talent.

[21] Determines whether the Beastmen faction is under the effect of Standard (Banner)

Increases max HP by 10/15/30/40/55/65/75 and provide HP regeneration based on difficulty

[22] Doubles base max HP, doesn't affect the health increase from Beastmen Standard effect

[23] Geheimnisnacht Event Modifier:
Increases enemies' max HP by 125%, damage dealt by 25%, mass by 90% and stagger resistance by 10%, up to rounding.

[24] Enter the combined Crit Power from your weapon and your charm.

[25] For the first row, enter the attack names from the top left, or use the dropdowns.

For the second row, select what combination of headshot and crit you want the attack to be.

[26] This affects the original chaos units ("Norscans") and Beastmen.

[27] Skavenslaves, Ungor, Fanatics, Clan rats, Gors, Marauders, Maulers, Gutter Runners, Globadiers, Lifeleeches, Blightstormers, Sack rats, and Rasknitt

[28] Stormvermin, Bestigors, Chaos Warriors, Ratling Gunners, Warpfire Throwers, Wargors, Stormfiends, Bodvarr, Skarrik

[29] If the sheet is set to Breakpoint mode, you probably won't see anything here.

[30] Packmaster, Rat Ogre, Stormfiend, Chaos Spawn, Bile Troll, Minotaur, Burblespue Halescourge, Deathrattler

[31] Plague Monk, Savage, Nurgloth

Also referred to as "Frenzy" in the game's patch notes.

[32] The body is Infantry, but the head is Super Armor. Headshots are still affected by "Power vs. Infantry", not "Power vs. Armored".

[33] The body is Super Armor, but the head is Berserker. Headshots are still affected by "Power vs. Armored" and not "Power vs. Berserker".

[34] "Stormfiend armor" represents hitting the armored parts, including its head.

"Stormfiend flesh" represents hitting its unarmored parts. In this case, headshots refer to the weak spot on its back, not its head.

Note that attacks against a Stormfiend are always affected by "Power vs. Monsters", never by "Power vs. Armored".

[35] See the note on Stormfiend armor for an explanation of the difference between armor and flesh.

[36] max HP can be affected by Beastmen Standard option above

[37] max HP can be affected by Beastmen Standard option above

[38] max HP can be affected by Harder, Better, Faster, Stronger option above

[39] max HP can be affected by Beastmen Standard and Harder, Better, Faster, Stronger options above

[40] max HP can be affected by Harder, Better, Faster, Stronger option above

[41] max HP can be affected by Harder, Better, Faster, Stronger option above

[42] max HP can be affected by Harder, Better, Faster, Stronger option above

[43] max HP can be affected by Harder, Better, Faster, Stronger option above

[44] max HP can be affected by Beastmen Standard option above

[45] max HP can be affected by Beastmen Standard option above

[46] For most talents, enter 1 to enable the talent and 0 to disable it.

[47] Recruit and Veteran are experimental and may be incorrect. This is because if your hero power is high enough it is scaled down on these difficulties, and I'm not 100% sure the sheet scales it correctly.

Cataclysm 2 and 3 can only be accessed through high-level weaves, or with mods.

Deathwish is a mod by RwAoNrDdOsM. It uses the same enemy health values as Cataclysm 3, but with the normal amount of extra damage on staggered enemies.

[48] Maximum Hero Power for Campaign is 650

[49] Increases all stagger power by 50% against attacking enemies (including smashing door), multiplicative with all other sources.

[50] Enter 1 if this is the first enemy hit, 2 if this is the second enemy hit, etc.

[51] Crit Power does not affect stagger

[52] These talents can affect any player, not just the career that uses it.

[53] Foot Knight Talent

Kruber gains 10% power. The closest ally to Kruber gain 50% damage reduction and 10% increased power. Passive aura no longer affects allies.

[54] Grail Knight Passive

The duty "Slay Elites" has the Benison of "+10% Power Level".

This changes to +15% if you have the talent "Virtue of Purity".

Enter 1 to enable, or 2 if you have the talent.

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Blocking an attack grants Bardin and his allies 2% melee power for 6 seconds. Stacks 5 times.
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[56] Ironbreaker Talent

Impenetrable increases power of Bardin's nearby allies by 20%. Affects Bardin.

[57] Sister of the Thorn Talent

Consuming Radiance grants Kerillian and nearby allies 15% Power and 5% Critical Strike Chance for 10 Seconds.

[58] Warrior Priest of Sigmar Talent

Bless the party with 25% power versus Monsters.

[59] Warrior Priest of Sigmar Talent

Bless the party with 25% increased Stagger Power. Multiplicative with all other buffs except being additive with Foot Knight's Staggering Force and Outcast Engineer's Piston Power.

[60] This affects the original chaos units ("Norscans") and Beastmen.

[61] Trait - Ranged Weapon
Critical hits increase attack power by 25% against targets with the same armor class for 10 seconds.

[62] Trait - Ranged Weapon
Add an invisible debuff to enemies on hit. If you hit them again while it's active, you build stacks for 5% power per stack on your weapon. Hit enemies twice to build or maintain stacks!

Enter the number of stacks (0-5).

[63] Double stagger power, multiplicative with all other sources.

Potions last 10 seconds.

[64] Geheimnisnacht Event Modifier:
Increases enemies' max HP by 125%, damage dealt by 25%, mass by 90% and stagger resistance by 10%, up to rounding.

[65] Skavenslaves, Ungor, Fanatics, Clan rats, Gors, Marauders, Maulers, Gutter Runners, Globadiers, Lifeleeches, Blightstormers, Sack rats, and Rasknitt

[66] Stormvermin, Bestigors, Chaos Warriors, Ratling Gunners, Warpfire Throwers, Wargors, Stormfiends, Bodvarr, Skarrik

[67] Packmaster, Rat Ogre, Stormfiend, Chaos Spawn, Bile Troll, Minotaur, Burblespue Halescourge, Deathrattler

[68] Plague Monk, Savage, Nurgloth

Also referred to as "Frenzy" in the game's patch notes.

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[72] The body is Infantry, but the head is Super Armor. Headshots are still affected by "Power vs. Infantry", not "Power vs. Armored".

[73] The body is Super Armor, but the head is Berserker. Headshots are still affected by "Power vs.

Armored" and not "Power vs. Berserker".

[74] The body is Super Armor, but the head is Berserker. Headshots are still affected by "Power vs. Armored" and not "Power vs. Berserker".

[75] The body is Super Armor, but the head is Berserker. Headshots are still affected by "Power vs. Armored" and not "Power vs. Berserker".

[76] If they block an attack, they are force into stagger type 1 (melee weak) when the stagger power is not enough.

[77] can only be staggered by explosion types

[78] can only be staggered by explosion types

"Launch" is the uppercut attack

[79] can only be staggered by explosion types

[80] for melee pushes, the needed stagger power is reduced to 0.5

[81] can only be staggered by explosion types

[82] scales with charge level

[83] This uses `1h_swords_wizard.lua`, not `1h_swords_flaming_spell.lua`.

[84] Technically it's `repeating_crossbows_elf`, but they're identical for our purposes.

[85] Weapon filename

[86] Weapon filename

[87] This uses `1h_swords_wizard.lua`, not `1h_swords_flaming_spell.lua`.

[88] Technically it's `repeating_crossbows_elf`, but they're identical for our purposes.

[89] doesn't increase stagger power

[90] =1 + B44 + MAX(C44:F44) ?

[91] Buffs which can be applied to all attacks by simply multiplying

[92] Buffs which should be applied only to non-DoT attacks

[93] increased_weapon_damage_heavy_attack

[94] All the things which stack by multiplying and can be applied to all attacks.

[95] Does this affect DoT?
Vernon: shouldn't

[96] Talent removed

[97] Special because they stack additively with 'Power vs.' properties. Also they never affect DoT (I think).

power_level_melee
power_level_ranged
power_level_ranged_drakefire

[98] power_level_melee

[99] power_level_melee

[100] power_level_melee or power_level_ranged

[101] power_level_ranged

[102] power_level_melee

[103] All the things which stack by multiplying and can be applied to all attacks.

[104] weapon_template.buffs

[105] weapon_template.dodge_count

[106] max_fatigue_points

[107] weapon_template.actions.action_two.buff_data[1].external_multiplier

[108] weapon_template.block_fatigue_point_multiplier

[109] weapon_template.outer_block_fatigue_point_multiplier

[110] weapon_template.block_angle

[111] not present?

[112] no data

[113] This includes Armored and Super Armor

[114] The health values are probably different on Console but I don't own the game on console so someone else needs to do the testing and report back.

[115] Same as Cata 3

[116] tested in-game, not 27

[117] haven't checked other breeds that don't have a highlighted name

[118] name?

[119] Whether or not this is sorted.

[120] Anytime a row is added/removed/moved from this sheet, the JavaScript needs to be edited. This is because certain damage profiles override the boost factor from things like Infiltrate, and their indices are hard-coded.

[121] DamageProfileTemplates.poison

[122] default_target_slam_burn_tank_M

[123] Identical near/far.

[124] nil

[125] nil

[126] deleted?

[127] deleted

[128] fencer_stab_L

but cannot crit:
https://github.com/Aussiemon/Vermintide-2-Source-Code/blob/29a60871b08662e2ff66bd09c3d6642c276ca330/scripts/unit_extensions/default_player_unit/states/player_character_state_lunging.lua#L532

[129] heavy_attack_right_up

[130] heavy_attack_left

[131] heavy_attack

[132] DamageProfileTemplates.poison_aoe

[133] DamageProfileTemplates.poison_direct

[134] headshot_boost_boss

[135] headshot_boost_boss

[136] headshot_boost_boss

[137] headshot_boost_boss

[138] unused

[139] DamageProfileTemplates.fireball_charged_explosion

[140] there is also a 'throwing_axe_charged' but it just has more cleave

[141] DamageProfileTemplates.dr_deus_01_explosion

[142] DamageProfileTemplates.dr_deus_01_glance

[143] DamageProfileTemplates.dr_deus_01

[144] DamageProfileTemplates.dr_deus_01

[145] headshot scales pre-cap power level instead of damage

[146] we_deus_01_fast

[147] also equal to we_deus_01_large_explosion_glance

[148] we_deus_01_fast

[149] also equal to we_deus_01_small_explosion_glance

[150] DamageProfileTemplates.bleed

[151] DamageProfileTemplates.bleed_maidenguard

[152] deal_min_damage

[153] same as overcharge_explosion_glance_ability

[154] same as overcharge_explosion_glance_ability

[155] always 2 damage

[156] DamageProfileTemplates.poison

[157] same as overcharge_explosion_glance

[158] dummy profile, see:
https://github.com/Aussiemon/Vermintide-2-Source-Code/blob/29a60871b08662e2ff66bd09c3d6642c276ca330/scripts/unit_extensions/default_player_unit/target_override_extension.lua#L50

[159] 2x pre-cap power

https://github.com/Aussiemon/Vermintide-2-Source-Code/blob/29a60871b08662e2ff66bd09c3d6642c276ca330/scripts/unit_extensions/default_player_unit/careers/career_ability_dr_slayer.lua#L269

[160] uses default target only:
https://github.com/Aussiemon/Vermintide-2-Source-Code/blob/29a60871b08662e2ff66bd09c3d6642c276ca330/scripts/unit_extensions/default_player_unit/states/player_character_state_lunging.lua#L529

80% power level pre-cap:
https://github.com/Aussiemon/Vermintide-2-Source-Code/blob/master/scripts/unit_extensions/default_player_unit/careers/career_ability_wh_zealot.lua#L227

[161] uses default target only:

https://github.com/Aussiemon/Vermintide-2-Source-Code/blob/29a60871b08662e2ff66bd09c3d6642c276ca330/scripts/unit_extensions/default_player_unit/states/player_character_state_lunging.lua#L529

[162] dummy profile, see:
https://github.com/Aussiemon/Vermintide-2-Source-Code/blob/29a60871b08662e2ff66bd09c3d6642c276ca330/scripts/unit_extensions/weapons/area_damage/liquid/damage_wave_templates.lua#L345

[163] This just has to be different for each of a weapon's attacks.

[164] 0 - melee
1 - ranged
2 - DoT (Burning)
3 - DoT (Poison/Bleed)

greater - replace the effective hero power with this.

[165] Vernon: If I got the time to rewrite it...

[166] This just has to be different for each of a weapon's attacks.

[167] 0 - melee
1 - ranged
greater - replace the effective hero power with this.

[168] This just has to be different for each of a weapon's attacks.

[169] 0 - melee
1 - ranged
greater - replace the effective hero power with this.

[170] light_attack_left
light_attack_right
light_attack_down
light_attack_bopp

[171] Keep this for Custom Combo

[172] Keep this for Custom Combo

[173] heavy_attack_left
heavy_attack_right

[174] light_attack_left
light_attack_right

[175] heavy_attack

[176] heavy_attack

[177] heavy_attack

[178] heavy_attack_right

[179] heavy_attack_left

[180] 1/42849873690624000 chance

[181] 15625/282175488 chance

[182] heavy_attack

[183] heavy_attack_left

[184] heavy_attack_right_up

[185] light_attack_left
light_attack_right
light_attack_stab
light_attack_last

[186] push_stab

[187] heavy_attack_left

[188] heavy_attack_right

[189] 1/42849873690624000 chance

[190] 15625/282175488 chance

[191] 1/42849873690624000 chance

[192] 15625/282175488 chance

[193] 1/42849873690624000 chance

[194] 15625/282175488 chance

[195] range dropoff is 15-30m so only near profile is used

[196] max range is 7m, but lowest damage can be achieved on large enemies like monsters

[197] 1/42849873690624000 chance

[198] 15625/282175488 chance

[199] 1/42849873690624000 chance

[200] 15625/282175488 chance

[201] 1/42849873690624000 chance

[202] 15625/282175488 chance

[203] 1/42849873690624000 chance

[204] 1/42849873690624000 chance

[205] 1/3840 chance

[206] 1/42849873690624000 chance

[207] 1/42849873690624000 chance

[208] 15625/282175488 chance

[209] es_deus_01

[210] wh_deus_01

[211] dr_deus_01

[212] 1/720 chance

[213] 1/185794560 chance

[214] 1/42849873690624000 chance

[215] 15625/282175488 chance

[216] 1/42849873690624000 chance

[217] bw_deus_01

[218] min
x = 0.75
0.75x = 0.5625
1.25x = 0.9375

7.5: 0.75+0.75x+0.75x+0.75x => 0
8: 0.75+0.75x+0.75x+1.25x => 1
8.5: 0.75+x+1.25x => 1
9: => 2
9.5: => 3

max
7: 0.75+x+x+x => 1
7.5: 0.75+1.25x+1.25x => 1
8: 0.75+1.25x+0.75x+0.75x => 2
8.5: 0.75+x+0.75x+0.75x => 3
9: => 3
9.5: => 4

[219] we_deus_01

[220] DamageProfileTemplates.we_deus_01_fast.default_target.range_dropoff_settings = nil

[221] 1/42849873690624000 chance

[222] 81/21512960 chance

[223] 2/1815912315 chance

[224] 1/42849873690624000 chance

[225] DamageProfileTemplates.we_deus_01.default_target.range_dropoff_settings = nil

[226] 512/2066715 chance

[227] DamageProfileTemplates.poison

[228] DamageProfileTemplates.shot_carbine

[229] DamageProfileTemplates.shot_carbine

[230] DamageProfileTemplates.crossbow_bolt

[231] DamageProfileTemplates.crossbow_bolt

[232] DamageProfileTemplates.shot_drakefire

[233] DamageProfileTemplates.shot_drakefire

[234] friendly_fire_multiplier = 0.2

[235] friendly_fire_multiplier = 0.2

[236] friendly_fire_multiplier = 0.15

[237] friendly_fire_multiplier = 0.15

[238] DamageProfileTemplates.explosive_barrel

[239] same as near

[240] fire_spear_trueflight_near is identical to fire_spear_trueflight_far.

[241] DamageProfileTemplates.flamethrower_burning_dot

[242] from source code, this should be 3

[243] from source code, this should be unset (0.5)

[244] DamageProfileTemplates.geiser

[245] DamageProfileTemplates.heavy_javelin_smiter_stab_bleed

[246] DamageProfileTemplates.light_slash_stab_es_01

[247] DamageProfileTemplates.poison_aoe

[248] DamageProfileTemplates.poison_direct

[249] PowerLevelTemplates.armor_modifier_pull_smiter_L

[250] DamageProfileTemplates.fireball_charged_explosion

[251] heavy_javelin_smiter_stab_bleed

[252] DamageProfileTemplates.dr_deus_01_explosion

[253] DamageProfileTemplates.dr_deus_01

[254] DamageProfileTemplates.dr_deus_01

[255] DamageProfileTemplates.bleed

[256] this is armor_modifier, since there is no armor_modifier_near, armor_modifier_far doesn't work either

[257] no_stagger = true

[258] fire_spear_trueflight_near is identical to fire_spear_trueflight_far.

[259] WP Smite is mixing push_L / push_M for stagger and original attack for damage

[260] DamageProfileTemplates.shot_carbine

[261] DamageProfileTemplates.shot_carbine_rapier

[262] DamageProfileTemplates.crossbow_bolt

[263] PowerLevelTemplates.critical_strike_default

[264] friendly_fire_multiplier = 0.15

[265] friendly_fire_multiplier = 0.2

[266] DamageProfileTemplates.geiser

[267] DamageProfileTemplates.heavy_javelin_smiter_stab_bleed

[268] PowerLevelTemplates.critical_strike_pull_smiter_L

[269] DamageProfileTemplates.shot_shotgun

[270] Actually just `armor_modifer_slam_burn_target_tank_M`

[271] DamageProfileTemplates.shot_sniper

[272] DamageProfileTemplates.dr_deus_01

[273] `headshot_boost_coefficient`
`boost_curve_coefficient_headshot`

Used for both headshots and criticals.

[274] `boost_curve_coefficient`.

Used for Strength potions and damage-boosting ults.

[275] DamageProfileTemplates.poison

[276] DamageProfileTemplates.beam_burning_dot

[277] fake modifier to simulate no headshots

[278] fake modifier to simulate no headshots

[279] no_stagger = true

[280] Identical for near and far variants.

[281] DamageProfileTemplates.flamethrower_burning_dot

[282] no_stagger = true

[283] DamageProfileTemplates.geiser

[284] DamageProfileTemplates.geiser

[285] 3

but cannot headshot:
https://github.com/Aussiemon/Vermintide-2-Source-Code/blob/29a60871b08662e2ff66bd09c3d6642c276ca330/scripts/unit_extensions/default_player_unit/states/player_character_state_lunging.lua#L426

https://github.com/Aussiemon/Vermintide-2-Source-Code/blob/master/scripts/unit_extensions/default_player_unit/careers/career_ability_we_maiden_guard.lua#L213

[286] DamageProfileTemplates.poison_aoe

[287] 0??

[288] DamageProfileTemplates.fireball_charged_explosion

[289] 0??

[290] DamageProfileTemplates.bleed

[291] fake modifier to simulate no headshots.

[292] cannot headshot

[293] default_target_slam_burn_tank_M

[294] no_stagger = true

[295] DamageProfileTemplates.dr_deus_01_explosion

[296] DamageProfileTemplates.dr_deus_01_glance

[297] DamageProfileTemplates.dr_deus_01

[298] we_deus_01_fast

[299] we_deus_01_fast

[300] does this affect default_target_smiter_M?

[301] no_stagger = true

[302] boost curve for stagger is wrong (light_push and medium_push have default curves)

[303] fake modifier to simulate no headshots

[304] fake modifier to simulate no headshots

[305] fake modifier to simulate no headshots.

[306] fake modifier to simulate no headshots.

[307] fake modifier to simulate no headshots.

[308] fake modifier to simulate no headshots.