



Guide to Status Effects, Debuffs & Buffs



updated October, 2018 (work in progress)

Bufs help your group while debuffs harm enemies. Crowd Control Effects are a special type of debuff which one might block, dodge, or break free from.

In further detail this guide covers:

- [Elemental Status Effects](#)
- [Debuffs](#)
- [Crowd Control Effects](#)
- [Bufs](#)

Elemental Status Effects

Status	Source	Effect
Burning	flame damage	target suffers additional Flame Damage every 2 seconds for 4 seconds
Concussed	lightning damage	target suffers <u>Minor Vulnerability</u> for 4 seconds
Chilled	ice/frost damage	target suffers <u>Minor Maim</u> for 4 seconds
Diseased	disease damage	target suffers <u>Major Defile</u> for 4 seconds
Poisoned	poison damage	target suffers additional Poison Damage over 6 seconds

“Elemental status effects... now scale with your Max Magicka or Max Stamina, in addition to your Spell Damage or Weapon Damage. Their damage... should remain relatively unchanged (with an exception to Burning, which now deals approximately double the damage of before).” *(Horns of the Reach)*

Debuffs

Name	Effect	Sources (morphed skills show the base skill in parenthesis)
Major Breach	reduces Spell Resistance by 5280	<ul style="list-style-type: none"> • Destro Staff: Weakness to Elements • Shield: Pierce Armor (Puncture) • Nightblade: Mark Target • Warden: Subterranean Assault (Scorch)
Minor Breach	reduces Spell Resistance by 1320	<ul style="list-style-type: none"> • Templar: Power of Light (Backlash)
Major Defile	reduces healing received and Health Recovery by 30%	<ul style="list-style-type: none"> • Disease Damage • Bow: Lethal Arrow (Snipe) • Shield: Reverberating Bash (Power Bash) • Werewolf: Claws of Anguish (Infectious Claws) • Dragonknight: Dragonknight Standard • Nightblade: Death-Stroke • Templar: Dark Flare (Solar Flare) • Warden: Corrupting Pollen (Healing Seed) • Armor Set: Durok's Bane
Minor Defile	reduces healing received and Health Recovery by 15%	<ul style="list-style-type: none"> • Armor Set: Fasalla's Guile • Armor Set: Pirate Skeleton
Major Fracture	reduces Physical Resistance by 5280	<ul style="list-style-type: none"> • Shield: Puncture • Dragonknight: Noxious Breath (Fiery Breath) • Nightblade: Mark Target • Nightblade: Surprise Attack (Veiled Strike) • Warden: Subterranean Assault (Scorch) • Night Mother's Gaze 5-pc set bonus

Name	Effect	Sources (morphed skills show the base skill in parenthesis)
Minor Fracture	reduces Physical Resistance by 1320	<ul style="list-style-type: none"> • Bow: Focused Aim (Snipe) • Templar: Power of Light (Backlash)
Major Maim	reduces damage done by 30%	<ul style="list-style-type: none"> • Templar: Nova • Warden: Frozen Device (Frozen Gate)
Minor Maim	reduces damage done by 15%	<ul style="list-style-type: none"> • Shield: Low Slash • Dragonknight: Choking Talons (Dark Talons) • Nightblade: Mass Hysteria (Aspect of Terror) • Nightblade: Summon Shade
Major Mangle	reduces Maximum Health by ?%	<ul style="list-style-type: none"> •
Minor Mangle	reduces Maximum Health by 10%	<ul style="list-style-type: none"> • Destro Staff: Pulsar (Impulse)
Major Vulnerability	increases Damage Taken by ?%	<ul style="list-style-type: none"> •
Minor Vulnerability	increases Damage Taken by 8%	<ul style="list-style-type: none"> •

Crowd Control Effects

Name	Effect
Knocked Down	knocked to the ground and cannot move or perform any actions
Knocks Back	the target is pushed away from the caster
Stunned	unable to move, attack, or perform any actions; susceptible to further crowd control
Silenced	unable to cast spells but can move and use physical attacks
Feared	running away from the caster and unable to perform any actions
Off Balance	until damage is taken (breaks the effect) this target is vulnerable to being Knocked Down by a Heavy Attack; <i>Heavy Attacks on this target also restore double resources</i> <i>Note: Boss enemies can only be set Off Balance once every 15 to 20 seconds</i>
Disoriented	cannot move or perform any action but will break when damage is taken

Crowd Control effects can be avoided with **Blocking** (negates any CC, even if take partial damage from the attack) or with **Dodging** (move out of AoE before cast or to break immobility).

Once in place they can also be removed by **Breaking Free** (also grants 5 seconds immunity to CC) or **Cleanse/Purge/Purify** (removes negative effects).

Bufs

Name	Effect	Sources (morphed skills show the base skill in parenthesis)
Major Berserk	increases all damage done by 25%	<ul style="list-style-type: none"> • Nightblade: Reaper's Mark (Mark Target) • Charged Lightning Synergy from Sorcerer's Storm Atronach
Minor Berserk	increases all damage done by 8%	<ul style="list-style-type: none"> • Resto Staff: Combat Prayer (Blessing of Protection) • Fighters Guild: Camouflaged Hunter (Expert Hunter) • Nightblade: Grim Focus • Warden: Bird of Prey (Falcon's Swiftness)
Major Brutality	increases Weapon Damage by 20%	<ul style="list-style-type: none"> • Dual Wield: Hidden Blade • Two-Handed: Momentum • Dragonknight: Igneous Weapons (Molten Weapons) • Nightblade: Drain Power • Sorcerer: Surge • Warden: Bull Netch (Betty Netch)
Minor Brutality	increases Weapon Damage by 5% 10%	<ul style="list-style-type: none"> • Dragonknight: Mountain's Blessing + any Earthen Heart ability
Major Empower	increases the damage of the next Light Attack by 40%	<ul style="list-style-type: none"> • Two-Handed: Wrecking Blow (Uppercut) • Dragonknight: Empowering Chains (Fiery Grip) • Nightblade: Ambush (Teleport Strike) • Mages Guild: Might of the Guild

Name	Effect	Sources (morphed skills show the base skill in parenthesis)
Minor Empower	increases the damage of the next Light Attack by ?%	<ul style="list-style-type: none"> •
Major Endurance	increases Stamina Recovery by 20%	<ul style="list-style-type: none"> • Dual Wield: Whirling Blades (Whirlwind) • Dragonknight: Green Dragon Blood (Dragon Blood) • Warden: Falcon's Swiftess
Minor Endurance	increases Stamina Recovery by 10%	<ul style="list-style-type: none"> • Nightblade: Relentless Focus (Grim Focus) • Templar: Restoring Aura • Warden: Enchanted Growth (Fungal Growth) • Fighters Guild: Circle of Protection
Major Evasion	increases Dodge chance by 15% <i>reduces damage taken from area of effect attacks by 25%</i>	<ul style="list-style-type: none"> • Medium Armor: Evasion • Dual Wield: Blade Cloak • Nightblade: Blur
Minor Evasion	increases Dodge chance by 5% <i>reduces damage taken from area of effect attacks by 5%</i>	<ul style="list-style-type: none"> • Warden: Deceptive Predator (Falcon's Swiftess)
Major Expedition	increases Movement Speed by 30%	<ul style="list-style-type: none"> • Bow: Dodging with Hasty Retreat • Dual Wield: Quick Cloak (Blade Cloak) • Assault: Rapid Maneuver • Dragonknight: Fiery Grip • Nightblade: Double Take (Blur) • Nightblade: Path of Darkness • Nightblade: Cripple • Warden: Falcon's Swiftess • <i>Warden: Icy Escape synergy</i> • Dark Brotherhood: Padomaic Sprint after killing a Citizen • Psijic Order: Accelerate

Name	Effect	Sources (morphed skills show the base skill in parenthesis)
Minor Expedition	increases Movement Speed by 10%	<ul style="list-style-type: none"> • Assault: Charging Maneuver (Rapid Maneuver) • Sorcerer: Hurricane (Lightning Form) • Sorcerer: Boundless Storm (Lightning Form)
Major Force	increases Critical Damage (<i>excluding Healing</i>) by 15%	<ul style="list-style-type: none"> • Resto Staff: Light's Champion (Panacea) • Assault: Aggressive Horn (War Horn)
Minor Force	increases Critical Damage (<i>excluding Healing</i>) by 10%	<ul style="list-style-type: none"> • Support: Stalwart Guard (Guard) • Fighters Guild: Trap Beast • Psijic Order: Accelerate
Major Fortitude	increases Health Recovery by 20%	<ul style="list-style-type: none"> • Dragonknight: Dragon Blood
Minor Fortitude	increases Health Recovery by 10%	<ul style="list-style-type: none"> • Templar: Restoring Aura
Major Gallop	increases Mounted Speed by 30%	<ul style="list-style-type: none"> • Assault: Rapid Maneuver
Minor Gallop	increases Mounted Speed by ?%	<ul style="list-style-type: none"> •
Major Heroism	grants 3 Ultimate every 1.5 seconds	<ul style="list-style-type: none"> • Warden: Shimmering Shield (Crystallized Shield)
Minor Heroism	grants 1 Ultimate every 1.5 seconds	<ul style="list-style-type: none"> • Two-Handed: Carve (Cleave) • Shield: Heroic Slash (Deep Slash)

Name	Effect	Sources (morphed skills show the base skill in parenthesis)
Major Intellect	increases Magicka Recovery by 20?%	<ul style="list-style-type: none"> • Sorcerer: Empowered Ward (Conjured Ward) • Templar: Restoring Aura • Warden: Enchanted Growth (Fungal Growth)
Minor Intellect	increases Magicka Recovery by 10%	<ul style="list-style-type: none"> • Sorcerer: Empowered Ward (Conjured Ward) • Templar: Restoring Aura • Warden: Enchanted Growth (Fungal Growth)
Major Lifesteal	heals ? Health every second to you & to allies as they damage the target	
Minor Lifesteal	heals ? Health every second to you & to allies as they damage the target	<ul style="list-style-type: none"> • Resto Staff: Force Siphon • Undaunted: Blood Altar • Warden: Leeching Vines (Living Vines)
Major Magickasteal	restores ? Magicka every second to you & to allies who damage the target	
Minor Magickasteal	restores 300 Magicka every second to you & to allies who damage the target	<ul style="list-style-type: none"> • Destro Staff: Elemental Drain (Weakness to Elements) • Resto Staff: Siphon Spirit (Force Siphon) • Templar: Restoring Aura
Major Mending	increases healing done by 25%	<ul style="list-style-type: none"> • Resto Staff: Essence Drain + Heavy Attack • Dragonknight: Igneous Shield (Obsidian Shield) • Warden: Accelerated Growth + Green Balance ability to ally under 40% Health

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Minor Mending	increases healing done by 8%	<ul style="list-style-type: none"> • Templar: Sacred Ground + Cleansing Ritual or Rune Focus or Rite of Passage
Major Prophecy	increases Spell Critical rating by 2191	<ul style="list-style-type: none"> • Mages Guild: Magelight slotted • Dragonknight: Inferno • Templar: Sun Fire • Warden: Lotus Blossom (Lotus Flower)
Minor Prophecy	increases Spell Critical rating by 657 (3%) 1320 (6%)	<ul style="list-style-type: none"> • Sorcerer: Exploitation + Dark Magic ability
Major Protection	reduces damage taken by 30%	<ul style="list-style-type: none"> • Resto Staff: Light's Champion (Panacea) • Nightblade: Consuming Darkness • Templar: Remembrance (Rite of Passage) • Warden: Sleet Storm • Psijic Order: Deliberation while casting/channeling a Psijic Order ability
Minor Protection	reduces damage taken by 8%	<ul style="list-style-type: none"> • Nightblade: Dark Cloak (Shadow Cloak) • Templar: Restoring Focus (Rune Focus) • Warden: Icy Fortress (Frost Cloak) • Fighters Guild: Circle of Protection • Psijic Order: Temporal Guard (Undo)

Name	Effect	Sources (morphed skills show the base skill in parenthesis)
Major Resolve	increases Physical Resistance by 5280	<ul style="list-style-type: none"> • Heavy Armor: Immovable • Dragonknight: Spiked Armor • Nightblade: Shadow Barrier + Shadow ability • Sorcerer: Lightning Form • Templar: Rune Focus • Warden: Frost Cloak • Mages Guild: Balance (Equilibrium) • Psijic Order: Mend Spirit (Mend Wounds)
Minor Resolve	increases Physical Resistance by 1320	<ul style="list-style-type: none"> • Shield: Ransack (Puncture) • Assault: Sturdy Horn (War Horn) • Dragonknight: Stone Giant (Stonefist) • Nightblade: Mirage (Blur) • Sorcerer: Bound Armor
Major Savagery	increases Weapon Critical rating by 2191	<ul style="list-style-type: none"> • Fighters Guild: Expert Hunter slotted • Dragonknight: Flames of Oblivion (Inferno) • Templar: Biting Jabs (Puncturing Strikes) • Warden: Green Lotus (Lotus Flower)
Minor Savagery	increases Weapon Critical rating by 657 (3%) 1320 (6%)	<ul style="list-style-type: none"> • Nightblade: Hemorrhage + Assassination ability + dealing Critical Damage
Major Sorcery	increases Spell Damage by 20%	<ul style="list-style-type: none"> • Dragonknight: Molten Weapons • Nightblade: Sap Essence (Drain Power) • Sorcerer: Power Surge (Surge) • Warden: Betty Netch

Name	Effect	Sources (morphed skills show the base skill in parenthesis)
Minor Sorcery	increases Spell Damage by 6% 10%	<ul style="list-style-type: none"> • Templar: Illuminate + Dawn's Wrath ability
Major Toughness	increases Maximum Health by ?	
Minor Toughness	increases Maximum Health by 10%	<ul style="list-style-type: none"> • Warden: Maturation + healing ability
Major Vitality	increases Healing Received by 30%	<ul style="list-style-type: none"> • <i>Undaunted: Bone Surge (Bone Shield)</i> • Nightblade: Soul Siphon (Soul Shred)
Minor Vitality	increases Healing Received by 8%	<ul style="list-style-type: none"> • Undaunted: Bone Surge (Bone Shield) • Support: Mystic Guard (Guard) • Dragonknight: Green Dragon Blood (Dragon Blood) • Nightblade: Swallow Soul (Strife) • Templar: Restoring Focus (Rune Focus)
Major Ward	increases Spell Resistance by 5280	<ul style="list-style-type: none"> • Heavy Armor: Immovable • Dragonknight: Spiked Armor • Nightblade: Shadow Barrier + Shadow ability • Sorcerer: Lightning Form • Templar: Rune Focus • Warden: Frost Cloak • Mages Guild: Balance (Equilibrium) • Psijic Order: Mend Spirit (Mend Wounds)

Name	Effect	Sources (morphed skills show the base skill in parenthesis)
Minor Ward	increases Spell Resistance by 1320	<ul style="list-style-type: none"> • Resto Staff: Blessing of Protection • Assault: Sturdy Horn (War Horn) • Dragonknight: Reflective Plate (Reflective Scales) • Nightblade: Mirage (Blur) • Sorcerer: Bound Aegis (Bound Armor)

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