

Element	StatusEffect	SkillName	Description	UnlockLevel
Physical	Bleed	Hemorrhage Slash	Quick strike that causes Bleed; stacks up to 3.	7
Physical	Bleed	Skullbreaker	Charged blow; brief stun and bonus damage to Bleeding foes.	12
Physical	Bleed	Whirring Advance	Spinning dash through enemies; creates Bleed on path.	21
Physical	Bleed	Rupture Thrust	Long-range thrust; consumes Bleed stacks for burst damage.	33
Physical	Bleed	Blood Pact	Self-buff: increased damage and less damage taken while Bleeding enemies are near.	48
Physical	Bleed	Executioner's Mark	Mark a target; consuming Bleed heals you for a portion of damage dealt.	73
Physical	Bleed	Crimson Tempest	Nova that detonates Bleed stacks; scales with Infinity Flow cycles.	99
Earth	Petrify	Stonebind	Low-cost cone; applies minor Petrify build-up.	7
Earth	Petrify	Seismic Slam	Hammer slam creating cracks; more damage to Petrified foes.	12
Earth	Petrify	Bulwark of Terra	Summon a rocky shield; absorbs damage and shatters to Petrify nearby.	21
Earth	Petrify	Fault Line	Project a rupture line; enemies along it are slowed and stiffened.	33
Earth	Petrify	Obsidian Spires	Raise piercing spikes; high Petrify build-up in a small area.	48
Earth	Petrify	Gravitic Pull	Pulls enemies toward a point; brief heavy slow.	73
Earth	Petrify	Monument of Ages	Mass petrification wave; duration scales with Infinity Flow cycles.	99
Water	Freeze	Frost Dart	Cheap bolt that chills; small Freeze build-up.	7
Water	Freeze	Tidal Surge	Frontal wave that pushes and chills enemies.	12
Water	Freeze	Glacial Armor	Temporary barrier; reflects part of incoming damage as Cold.	21
Water	Freeze	Mist Veil	Mist barrier: grants evasion and slow aura.	33
Water	Freeze	Permafrost Trail	Leaves an icy trail; enemies crossing may Freeze.	48
Water	Freeze	Absolute Zero	Cone of extreme cold; massive damage to Frozen enemies; CD reduction on kill.	73
Water	Freeze	Ice Shards Nova	Ring of shards; higher Freeze chance vs chilled; scales with cycles.	99
Fire	Burn	Ember Bolt	Fast projectile that ignites; extra damage to Burning targets.	7
Fire	Burn	Flame Whirl	Spinning blaze around you; extends existing Burns.	12
Fire	Burn	Kindling Aura	Self-buff: increases Burn application and attack speed while active.	21
Fire	Burn	Cinder Step	Dash leaving flame; trail briefly burns enemies.	33
Fire	Burn	Meteor Drop	Delayed-impact meteor; stronger vs Burning enemies.	48
Fire	Burn	Phoenix Rise	Revive on a cooldown; explosion on revive spreads Burn.	73
Fire	Burn	Conflagration	Massive storm of flame; burn intensity scales with cycles.	99
Air/Lightning	Shock	Static Javelin	Piercing bolt that applies Shock build-up.	7
Air/Lightning	Shock	Gale Rush	Quick line dash; leaves electrified wake.	12
Air/Lightning	Shock	Storm Guard	Brief aegis that converts a portion of damage taken to Shocked retaliation.	21
Air/Lightning	Shock	Arc Lattice	Web of arcs between targets; more links on Shocked enemies.	33
Air/Lightning	Shock	Thunder Chain	Chain lightning with escalating jumps; bonus on already Shocked.	48
Air/Lightning	Shock	Tempest Field	Static dome that slows projectiles and amps Shock chance.	73
Air/Lightning	Shock	Heaven's Roar	Cataclysmic thunder; damage scales with cycles and chain count.	99
Light	Daze	Sunflare	Flash that deals damage and applies Daze.	7
Light	Daze	Radiant Step	Short blink; leaves a line that Dazes briefly.	12
Light	Daze	Aegis of Dawn	Barrier that grants damage reduction and converts a hit into healing light.	21
Light	Daze	Beacon's Will	Commanding ray; allies in the beam gain damage, enemies are Dazed.	33
Light	Daze	Solar Javelin	Holy spear; crits extend Daze duration.	48
Light	Daze	Seraphic Chorus	Channeled hymn; periodic waves cleanse allies and Daze enemies.	73
Light	Daze	Ascendant Glory	Radiant nova; amplifies ally healing and damage; scales with cycles.	99
Darkness	Fear/Wither	Abyssal Grasp	Cone of gloom; applies Wither stacks and minor Fear.	12
Darkness	Fear/Wither	Shade Step	Vanish and reappear behind a target; leaves a fear zone.	21
Darkness	Fear/Wither	Umbral Pact	Self-buff: steal life/mana from Withered enemies on hit.	33
Darkness	Fear/Wither	Nightmare Bloom	Seeds explode into dark blossoms; Fear on first hit, Wither on burn.	48
Darkness	Fear/Wither	Oblivion Veil	Shroud that reduces vision and lowers enemy resistances.	73
Darkness	Fear/Wither	Dread Sovereign	Grand dark wave; consumes Wither for huge payoff; scales with cycles.	99