Full Trinket Change List

**Minor Anchoring Charm**
+10% Move Res > +15% Move Res  
+10% Stun Res  
-10% Deathblow Res

**Minor Bouncer’s Belt**
Turn Start: Block+ Token (15%) > +15% Healing Received  
-15% Move Res

**Minor Cleansing Censer**
+10% Disease Res > +15% Disease Res  
+10% Debuff Res  
-10% Stun Res

**Minor Clotting Cruor**
+10% Bleed Res > +20% Bleed Res  
-10% Burn Res

**Minor Gilded Mind**
+10% Stress Res > +15% Stress Res  
+7% Deathblow Res  
-10% Debuff Res

**Minor Hale Draught**
+10% Max HP > +10% Max HP  
-3% CRIT

**Minor Heartseeker**
+2% Crit Chance > +3% CRIT chance  
-10% Healing Received

**Minor Heat Shield**
+10% Burn Res > +20% Burn Res  
-10% Blight Res

**Minor Protectorate**
+5% Debuff Res > +10% Healing Given  
-10% DMG

**Minor Sacrificial Host**
+10% Blight Res > +20% Blight Res  
-10% Bleed Res

**Minor Sharpness Charm**
+10% Damage > +10% Damage  
-3 SPD
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<td>Minor Wolfsblood</td>
<td>+1 SPD &gt;</td>
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<td>+2 SPD</td>
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<td>-10% Max HP</td>
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<tr>
<td>Sacrificial Host</td>
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</table>
**Sharpness Charm**
+15% DMG > +15% Damage
  -4 SPD

**Wolfsblood**
+2 SPD > +3 SPD
  -15% Max HP

**Greater Anchoring Charm**
+25% Move Res > +50% Move Res
  +25% Stun Res

**Greater Bouncer's Belt**
Turn Start: Block+ Token (15%) > +25% Healing Received

**Greater Cleansing Censer**
+25% Disease Res > +50% Disease Res
  +20% Debuff Res

**Greater Clotting Cruor**
+25% Bleed Res > +66% Bleed Res

**Greater Gilded Mind**
+20% Stress Res > +25% Stress Res
  +15% Deathblow Res

**Greater Hale Draught**
+20% Max HP > +22% Max HP

**Greater Heartseeker**
+6% Crit Chance > +10% CRIT chance

**Greater Heat Shield**
+25% Burn Res > +66% Burn Res

**Greater Protectorate**
+15% Debuff Res > +20% Healing Given

**Greater Sacrificial Host**
+25% Blight Res > +66% Blight Res

**Greater Sharpness Charm**
+20% DMG > +22% Damage

**Greater Wolfsblood**
+4 SPD > +6 SPD
Adrenalizing Ash
Combat Start: Strength Token
Turn End: Speed Token (15%)
Gain On Miss: Daze Token (20%)

Stirring Snuff
Turn Start: Strength Token (15%) > Turn Start: Strength Token (15%)
Gain On Miss: Weak Token (20%)

Bulwark Band
Combat Start: Dodge+ Token
Turn Start: Dodge Token (15%)
Gain When Hit: Blind Token (15%)

Buttressing Band
Turn Start: Dodge+ Token (15%) > Turn Start: Crit Token (10%)
Gain On Miss: Vulnerable Token (20%)

Guarding Gauntlet
Combat Start: Block+ Token
Turn Start: Block Token (15%)
Gain When Hit: Weak Token (15%)

Clandestine Cape
Combat Start: Stealth Token
Round Start: Stealth Token (15%)
Gain When Hit: Vulnerable Token (15%)

Disarming Dagger
Apply On Hit: Vulnerable Token (15%) > Apply On Hit: Vulnerable Token (15%)
Apply On Miss: Block Token (20%)

Strange Sapper
Apply On Hit: Weak Token (15%) > Apply On Hit: Weak Token (15%)
Apply On Miss: Strength Token (20%)

Strong Shackles
Apply On Hit: Immobilize Token (15%) > Apply On Hit: Immobilize Token (33%)
Gain On Miss: Stun Token (5%)

Dead Ringer
Apply On Hit: Stun Token (15%) > Apply On Hit: Daze Token (15%)
Apply On Miss: Speed Token (20%)

Distracting Dust
Apply On Hit: Daze Token (15%) > Apply On Hit: Blind Token (15%)
Apply On Miss: Crit Token (15%)

Gnarly Knuckles
Melee Skills: +20% DMG
Melee Skills: +20% DMG
Gain On Miss: Melee Skills: Stress +1

Raven's Reach
Range Skills: +20% DMG > Ranged Skills: +20% DMG
Gain On Miss: Ranged Skills: Stress +1

Thrilling Tablet
Combat Start: Speed Token > +100 DMG per Missing Hero
+100% Max HP per Missing Hero

Peculiar Pods
+25% Disease Res > +25% Debuff Chance
Gain When Hit: Remove Disease (5%)
If Flame > 75: -2 SPD

Rousing Recorder
If Rank = 4: +5 SPD > Random Ally on Turn Start: Adds 1 Positive Token (33%)
If Flame > 75: -10% Debuff Res

Sneaker's Standard
Round Start: Stealth Token (33%) > Each Ally on Combat Start: Stealth Token (33%)
Each Ally on Combat Start: If Flame > 75: Taunt Token (33%)

Vanished Vanity
If Flame < 40: +20% Debuff Res > Apply to Attacker When Hit: Combo Token (33%)
If Flame > 75: -15% Deathblow Res

Covert Cloak
Round Start: Stealth Token (10%) > Round Start: If Flame < 40: Stealth Token (66%)
Ranged Skills: +33% Ignores Deathblow Res

Staggering Striker
Apply On Hit: Combo Token (15%) > Apply On Hit: If Flame < 40: Combo Token (33%)
Melee Skills: +33% Ignores Deathblow Res

Goading Gargoyle
If Flame < 40: +5 SPD > If Flame < 40: +4 SPD
Turn Start: Convert Blind Tokens to Strength Tokens (66%)

Rousing Ringer
If Flame < 40: +33% Stun Res > Apply to Attacker When Hit: If Flame < 40: Daze Token (66%)
If an Enemy has Daze: -50% Damage Taken

Hastening History
+4 SPD > Random Ally on Turn End: Speed Token (33%)
Turn Start: If SPD <= 2: Stun Token (10%)

Laden Lantern
+25% Burn Chance > +25% Burn Chance
Turn Start: If SPD <= 2: Blind Token (10%)

Parrying Patriarch
Sacred Scribblings
+25% Burn Res > +1 Burn Duration Dealt
Turn Start: If SPD <= 2: Vulnerable Token (10%)

Enlightening Element
Gain On Miss: Crit Token > Apply On Hit: Burn 3 (33%)
Turn Start: If SPD >= 8: Dodge Token

Snappy Swig
Turn Start: Dodge+ Token (25%) > +1 Burn Dealt
Turn Start: If SPD >= 8: Crit Token (50%)

Charred Litany
+50% Burn Res > +100% Burn Dealt
-2 Burn Duration Dealt
On Burn Resist: Stress >= 50%: Stress -2

Smoldering Hymnal
On Kill: Extra Action (33%) > If Burn: +6 SPD
Turn Start: If First in Round: Strength Token
On Kill: Extra Action (20%)

Clasp Knife
+25% Bleed Chance > +25% Bleed Chance
If Bleed: -5% CRIT Chance

Leather Strop
+1 Bleed Duration Dealt > +1 Bleed Duration Dealt
If Bleed: -15% Disease Res

Pristine Lure
Gain On Hit: Taunt Token (25%) > Gain On Hit: Taunt Token (50%) or Taunt Token x2 (25%)
Gain On Miss: Bleed 2

Seamen's Boots
When Moving: Block Token (20%) > When Moving: If SPD <= 2: Block Token (25%)
When Moving: If SPD >= 6: Dodge Token (25%)

Fisherman's Line
Apply On Hit: If Fisherman’s Net is equipped: Immobilize Token (75%) > Apply On Hit: If Fisherman’s Net is equipped: Stun Token (15%)
Apply On Hit: If Scrap Grenade equipped: Bleed 3 (50%)

Nautical Compass
Round End: Block Token or Crit Token or Dodge Token or Strength Token or Stress +1 > Turn End: Block Token or Crit Token or Dodge Token or Strength Token or Stress +1

**Carved Bodkin**
Turn Start: If Bleed: Extra Action (20%) > Turn Start: If Bleed: Extra Action (20%)
-2 Bleed Received

**Sodden Sweater**
+50% Bleed Res > Gain On Bleed Resist: HP < 50%: Heal 10%
Gain On Move Resist: Stress >= 50%: Stress -1
If Rank = 1: +50% Bleed Res
If Rank = 2: +50% Move Res

**Brilliant Brew**
If Flame >= 60: +25% DMG > +1 Blight Duration Dealt
If Diseased: -20% Move Res

**Corrupting Cleaver**
+25% Blight Chance > +25% Blight Chance
If Diseased: -15% Stun Res

**Hint of Home**
Turn Start: Heal 10% (25%) > Gain When Hit: Regen 2 (15%)
If Diseased: -10% DMG

**Hag’s Hoard**
+20% Max HP > +10% Healing Received per Positive Token
If Diseased: -10% Max HP

**Galvanizing Goblet**
When Healed: Extra Action (25%) > +1 Blight Dealt
HP > 75%: +33% Stress Res

**Curing Cuppa**
+25% Blight Res > Apply On Hit: Blight 3 (33%)
HP > 75%: +50% Blight Res

**Ghastly Gruel**
Turn Start: Heal 20% (25%) > Each Ally on Round End: Heal 2 (33%)
Rank = 1: +50% Healing Received
Rank = 4: +25% Healing Given

**Kitchen Knives**
+33% Blight Res > Gain On Crit: Heal 2
If Enemy has Blight: +15% CRIT Chance
Gain On Blight Res: Extra Action (20%)
**Blistering Bugle**

Turn Start: Taunt Token (25%) >  
Turn Start: Taunt Token (33%)  
Gain On Miss: First Initiative: Vulnerable Token

**Insulating Insignia**

If rank = 1: +15% Debuff ResL >  
Random Ally on Turn Start: Block Token (33%)  
Gain On Miss: First Initiative: Combo Token

**Stone Mount**

+25% Move Res >  
Turn End: Convert Block Token to Block+ Token  
Gain On Miss: First Initiative: Stress +1

**Unwavering Standard**

Combat Start: Block+ Token (75%) >  
Each Ally on Combat Start: Block Token (33%)  
Gain On Miss: First Initiative: Weak Token

**Calibrating Censer**

Gain On Miss: Strength Token >  
Gain When Hit: If SPD <= 2: Block Token (66%)

**Clenching Claws**

+33% Move Res >  
Apply When Hit: Weak Token (20%) or Vulnerable Token (20%)  
or Stun Token (10%)  
Round Start: If SPD <= 2: Immobilize Token (66%)

**Reverberating Redoubt**

Gain when hit: Extra Action (33%) >  
Apply When Hit: 2 DMG  
Gain when hit: If SPD <= 2: Extra Action (20%)

**Footman’s Grog**

On Death’s Door: Extra Action (75%) >  
-25% Damage Taken  
Turn Start: Convert Vulnerable Tokens to Block Tokens  
Turn Start: Convert Weak Tokens to Strength Tokens

**Foreclosure Notice**

Self on Crit: Extra Action (15%) >  
Apply On Hit: If Rank = 4: Combo Token (33%)  
Gain On Hit: Flashing Daggers Skills: Stealth Token (33%)  
If not Stealth: -75% Healing Received

**His Rings**

Gain When Hit: Strength Token (33%) >  
Poison Dart Skills: +33% Blight Dealt  
Apply On Crit: Range Skills: Blight 2  
If Rank = 1: +75% DMG Received

**Stiff Drink**

+5 SPD >  
Pick To The Face Skills: +50% DMG  
Turn Start: Convert Stealth Tokens to Crit Tokens (80%)  
Turn End: Covert Speed Tokens to Daze Tokens (80%)
Bloodied Branch
+33% Bleed Res > Gain On Crit: Melee Skills: Strength Token (66%)
If It Bleeds Skills: +33% Bleed Dealt
When Moving: If Rank = 4: Stress +2

Empty Stein
If rank = 1: +25% Damage > If Bleed: +25% DMG
Self: Barbaric Yawp Skills: Strength Token (66%)
Gain On Bleed Res: Weak Token (25%)

Rotten Tomato
Turn Start: Crit Token (25%) > If Rank = 2: +25% DMG
Apply On Hit: Breakthrough Skills: Combo Token (33%)
If Rank = 1: -25% Deathblow Res

Cursed Coin
+8% Crit Chance > +5% DMG per Positive Token
Self: Highway Robbery Skills: Riposte Tokens x2
If Relics > 100: -15% CRIT

Rat Skull
Gain on Miss: Crit Token > Turn Start: First Initiative: Crit Token (66%)
Self: Duelist's Advance: Immobilize Token (66%)
vs Animals: -90% Healing Received

Tormenting Locket
Gain When Hit: Dodge+ Token (33%) > Melee Skills: +15% CRIT
Open Vein Skills: +33% Bleed Dealt
Gain On Attack: Ranged Skills: Stress +1 (25%)

Busker's Haul
On Kill: Extra Action (33%) > Random Friendly Turn End: Rank = 1: Adds 1 Positive Token
Self: Solo Skills: Crit Token (50%)
If Relics < 25: -25% DMG

Royal Summons
+25% Stress Res > When Moving: Crit Token (10%)
Target: Play Out Skills: Destroy 1 Negative Token
Turn End: If Rank = 4: Taunt Token

Severed Finger
Gain On Miss: Dodge+ Token > If Enemy Bleed: +25% DMG
Slice Off Skills: +33% Bleed Dealt
+33% Bleed Received

A Simple Flower
Gain On Miss: Block+ Token > Gain On Move Res: Heal 2 (66%)
Gain On Stun Res: Block+ Token (66%)
Gain On Crit: Melee Skills: Stress +1 (33%)
Inevitable End
Combat Start: Strength Token (50%) > Break Skills: Ignores +50% Deathblow Res
Gain When Hit: If SPD<= 2: Destroy 1 Negative Token
-3% Deathblow Res per Round

Uncommon Seashell
+25% Max HP > -10% DMG Received per Negative Token
Apply On Hit: Intimidate Skills: Combo Token
Gain When Hit: If Bleed: 2 DMG

Price of Pride
Gain when hit: Extra Action (15%) > Gain When Hit: Block+ Token (33%)
Bellow Skills: Stun Token (10%)
Turn Start: If First Initiative: Blind Token

Standard of the Ninth
Gain When hit: Block+ Token (33%) > Team On Combat Start: Block+ Token
Courageous Abandon Skills: +50% CRIT
Gain On Miss: If Rank = 1: Weak Token

Undeserved Commendation
Combat Start: Taunt Token (50%) > If Rank = 2: +25% Max HP
Target: Command Skills: Crit Token (33%)
When Moving: If Rank = 1: Stress +1

Scalded Skull
If Flame < 40: +8% Crit Chance > +50% Healing Given per Missing Ally
Ranged Skills: +25% Debuff Chance
Random Ally Turn Start: If Unchecked Power >= 2: Burn 1 (33%)

Seeing Sphere
+20% Debuff Res > Turn End: Convert: Vulnerable Tokens to Unchecked Powers Tokens
Apply On Hit: Daemon’s Pull: Adds 1 Random Negative Token (66%)
Moved by Enemy: Adds 1 Random Negative Token (33%)

Shambler’s Eye
+15% Deathblow Res > Gain On Crit: Binding Shadows Skills: Unchecked Power Token
+1% DMG per % of Stress
-1% Healing Given per % of Stress

Annotated Textbook
+33% Blight Res > Melee Skills: +10% CRIT
If Medicinal Herbs is Equipped: +50% Healing Given
Turn Start: If First Initiative: Vulnerable Token

Early Experiment
+33% Disease Res > If Spore Grenade is Equipped: +66% Blight Dealt
Apply On Hit: Disorienting Blast Skills: Blight 2 (50%)
Incision Skills: -100% Bleed Dealt

Storage Room Key
+33% Burn Res > Target: Ounce of Prevention Skills: Block Token (33%)
Target: Emboldening Vapours Skills: Regen 2 (33%)
Battlefield Medicine Skills: -50% Healing Given

Carved Toy
Round Start: Dodge Token (25%) > Turn End: If Stealth: Crit Token (33%)
Apply On Hit: Hearthlight Skills: Combo Token (50%)
vs Gaunt: -4 SPD

Knitted Blanket
+50% Burn Res > +100% Burn Res
Burn-causing Skills: +33% Burn Dealt
vs Gaunt: -25% DMG

**Pile of Ash**
+25% Burn Chance > When Moving: Dodge+ Token (25%)
Backdraft Skills: +50% CRIT
Combat Start: vs Gaunt: Stress +2

**Celebrated Chalice**
If Relics >= 35: Turn Start: Speed Token (25%) > If Relics > 50: +4 SPD
If Baubles > 50: +10% CRIT

**Clarifying Carcanet**
If Relics >= 35: Apply On Hit: Blind Token (25%) > If Relics > 100: +20% Max HP
If Baubles > 100: +20% DMG

**Cleansing Clasp**
If Relics >= 35: +33% Blight Res > Turn Start: If Baubles > 25: Destroy 1 Negative Token

**Shimmering Crown**
If Relics >= 35: Apply On Hit: Daze (25%) > Combat Start: If Relics > 100: Heal 100%
Combat Start: If Baubles > 100: Stress -10

**Anatomical Map**
+8% Crit Chance > Apply On Hit: Adds 1 Random Negative Token (70%)
or Adds 1 Random Positive Token (30%)

**Astroglass Flute**
Random Party Member at Turn Start: -1 Stress (25%) > Random Ally on Turn Start: Stress -1 (70%)
or Stress +2 (30%)

**Befuddling Sundial**
Turn Start: Heal 12% > Turn Start: Heal 10% (80%) or Stress +2 (20%)

**Corrupted Bile Gland**
+20 Blight/Bleed/Burn Chance > Apply On Hit: Bleed 3 or Blight 3 or Burn 3
Gain When Hit: Bleed 3 (66%) or Blight 3 (66%) or Burn 3 (66%)

**Faceless Visage**
Turn Start: Taunt Token (33%) > Each Enemy on Combat Start: Shuffle (20%)
Each Ally on Combat Start: Shuffle (5%)

**Grim Mask**
Melee Skills: +40% DMG
+30% Negative Banter > If Flame < 25%: +30% Positive Banter
If Flame > 75%: +30% Negative Banter

**Heart-Shaped Padlock**
+30% Positive Banter > If HP > 75%: +30% Positive Banter
If HP < 25%: +30% Negative Banter
Obsidian Dronepipe
Random Enemy at Turn Start: Stun (25%) > Random Enemy on Turn Start: Stun Token (33%)
Random Friendly on Turn Start: Stun Token (10%)

Oversprung Pocketwatch
+5 SPD > Turn Start: Extra Action (60%) or Stun Token (40%)

Proxy Doll
Turn Start: Crit Token (15%) > +10% DMG Dealt for each Positive Token
+10% DMG Received for each Negative Token

Pulsing Heart
+15% Deathblow Res > Turn Start: Regen 2 (33%) or Bleed 1 (66%)

Mortal Ward
+9% Deathblow Res > On Death Door Enter: Crit Token or Dodge+ Token or Stress -2

Inert Indicia
+20% Stun Res > If Stun Token: -100% Damage Received

Fate’s Foreteller
Combat Start: Crit Token (15%) > Gain on Bleed/Blight/Burn Resist: HP < 50%: Heal 20%

Prodding Pendant
Turn Start: Speed Token (15%) > Gain When Stressed: Heal 33% (5%)

Skeleton’s Sight
Turn Start: Crit Token (15%) > Gain on Bleed/Blight/Burn Resist: Stress >= 50%: Stress -2

Sparkleball
Apply On Hit: Blind Token (15%) > Apply On Hit: Daze Token (15%), Blind Token (15%), Weak Token (15%), Vulnerable Token (15%), Immobilize Token (15%)

Eyes of the Void
If Flame <= 40: Turn Start: Crit Token (25%) > If Stress = 50%: Apply On Hit: Bleed 5, Burn 5, and Blight 5
If Stress = 50%: Gain On Hit: Stress +2

From Beyond
If Flame <= 40: +25% Max HP > If Stress >= 70%: +30% Deathblow Res
If Stress <= 30%: -30% Deathblow Res

Hierarchy of Sights
If Flame <= 40: +33% Bleed Res > If Stress >= 50%: +15% DMG
If Stress >= 70%: +35% DMG
If Stress >= 90%: +50% DMG
Unblinking Entropy
If Flame <= 40: Turn Start: Block+ Token (25%) > When Stress Damaged: Adds 1 Positive Token

Cruel Intent
If Dark Impulse is equipped: +12% Crit > If Dark Impulse is Equipped:
Turn Start: Blind Token x2
If Blinded: +66% CRIT

**Hardened Heart**
If Dark Impulse is equipped: +50% Blight Res > If Dark Impulse is Equipped:
+200% Bleed Res
+200% Blight Res
+200% Burn Res
Gain On Bleed/Blight/Burn Resist: 2 DMG

**Idle Thought**
If Dark Impulse is equipped: +50% Burn Res > If Dark Impulse is Equipped:
+100% DMG
-30% DMG per Round

**Jealous Whisper**
If Dark Impulse is equipped: +50% Move Res > If Dark Impulse is Equipped:
When Moving: Adds 1 Random Token
Friendly Move: Adds 2 Positive Tokens
Enemy Move: Destroy 99 Positive Tokens & Stress +1

**Locked Jaw**
If Dark Impulse is equipped: +33% Stress Res > If Dark Impulse is Equipped:
+66% Bleed Chance
+66% Blight Chance
+66% Burn Chance
-100% Debuff Chance

**Misstep**
If Dark Impulse is equipped: +40% Max HP > If Dark Impulse is Equipped:
+75% Max HP
-50% DMG

**Selfish Motivation**
If Dark Impulse is equipped: +50% Stun Res > If Dark Impulse is Equipped:
+20% DMG per Negative Token
Turn Start: 1 Random Negative Token

**Sickening Silence**
If Dark Impulse is equipped: +50% Disease Res > If Dark Impulse is Equipped:
Apply When Hit: If Diseased: Blight 3
-100% Disease Res

**Silent Treatment**
If Dark Impulse is equipped: +33% Debuff Res > If Dark Impulse is Equipped:
Round Start: Stealth Token (66%)
If Stealth: +50% CRIT
If not Stealth: +100% DMG Received
Snap Judgement
If Dark Impulse is equipped: +7 SPD > If Dark Impulse is Equipped:
Round Start: Speed Token +10 SPD
-75% Healing Received

Spoken Sharply
If Dark Impulse is equipped: +50% Bleed Res > If Dark Impulse is Equipped:
Gain On Hit: Heal 3
-50% Max HP

Temptation
If Dark Impulse is equipped: +15% Deathblow Res > If Dark Impulse is Equipped:
Round Start: Extra Action (50%)
-50% Deathblow Res

Wounding Words
If Dark Impulse is equipped: +40% DMG > If Dark Impulse is Equipped:
+50% DMG
-33% Max HP