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Passive

Talented in rapid restoration and emergency triage, **Trinity** commences **revival** of fallen allies in bleedout **25%** faster and from **50%** further away.

Abilities

View Maximization

*This section is [transcluded](#) from *Well of Life* . To change it, please [edit the transcluded page](#).*

Well of Life Create a well of life on an enemy. Allies near the target gradually regenerate health and are immune to Status Effects. Status Effect damage intended for nearby allies will be absorbed by the enemy. 25 Allies gain additional health when they attack the enemy. Introduced in Update 4 (2012-11-02)	Strength: 25 / 50 / 75 / 100 (health per second) 0.25 / 0.5 / 0.75 / 1 % (lifesteal on hit) Duration: 7 / 9 / 10 / 12 s Range: 100 m (cast range) 10 / 12 / ? / 15 m (healing radius) Misc: ∞ (lifesteal range) 1 (max target limit) 10% (status negation damage) 5% (boss status negation damage) Subsumable to Helminth
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*This section is **transcluded** from **Energy Vampire** . To change it, please **edit the transcluded page**.*

2 50	Energy Vampire Allies will gain energy over time when enemies are marked with Energy Vampire.	Strength: 15 / 17 / 20 / 25 (energy restored per pulse) 6.25% (damage percentage) ≥25% (damage health threshold)
	Introduced in Update 4 (2012-11-02)	Duration: 5 / 6 / 7 / 9 s
		Range: 100 m (cast range) 15 / 17 / 20 / 25 m (pulse radius)
		Misc: 4 (number of pulses) 5 (min True damage) 1 (max target limit)

This section is *transcluded* from [Link](#) . To change it, please *edit the transcluded page*.

3 75	Link Any damage taken while Link is active will be channeled to a nearby enemy.	Strength: N/A
	Introduced in Update 4 (2012-11-02)	Duration: 6 / 8 / 10 / 12 s
		Range: 12 / 14 / 17 / 20 m
		Misc: 1 / 2 / 2 / 3 (affected enemies) 50% / 60% / 70% / 75% (damage redirection) 100% (damage and status transfer)

This section is *transcluded* from [Blessing](#) . To change it, please *edit the transcluded page*.

4 100	Blessing Restore the health and shields of allies within Trinity's Affinity aura while giving them some damage	Strength: 40% / 50% / 75% / 80% (shield/health restoration) 25% / 30% / 40% / 50% (damage reduction)
		Duration:

Introduced in [Update 4](#)
(2012-11-02)

Range:

N/A

Misc:

50 m (affinity range)
75% (damage reduction cap)

Strength Mods	Duration Mods	Range Mods

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