ESO DEBUFFS & STATUS EFFECTS

HUD icon identification & combat reference

Read the icon, then the effect. Major and Minor icons are shown separately below. A status effect can apply another debuff with its own icon. HUD visibility, frames and timers depend on your Combat settings and any addons.

1. MAJOR & MINOR COMBAT DEBUFFS

MAJOR	MINOR	DEBUFF	EFFECT & VALUES
		**Breach**	Reduces Armor. Major: 5948 | Minor: 2974
		**Vulnerability**	Increases damage taken. Major: 10% | Minor: 5%
		**Maim**	Reduces damage done. Major: 10% | Minor: 5%
		**Cowardice**	Reduces Weapon and Spell Damage. Major: 430 | Minor: 215
		**Brittle**	Increases Critical Damage taken. Major: 20% | Minor: 10%
		**Defile**	Reduces healing received and damage shield strength. Major: 12% | Minor: 6%
-		**Lifesteal**	Minor: attackers heal for 600 Health when damaging the target, up to once every second.
-		**Magickasteal**	Minor: attackers restore 168 Magicka when damaging the target, up to once every second.

2. ELEMENTAL & PHYSICAL STATUS EFFECTS

STATUS EFFECT	TYPE	WHAT IT DOES
 **Burning**	Flame	Damage over 4 seconds.
 **Chilled**	Frost	Instant damage + Minor Maim. With an Ice Staff active when applied, also grants Minor Brittle.
 **Concussion**	Shock	Instant damage + Minor Vulnerability.
 **Hemorrhaging**	Bleed	Damage over 4 seconds; stacks up to 3 times. Does not apply Minor Mangle.
 **Sundered**	Physical	Instant damage + Minor Breach; grants the attacker 100 Weapon and Spell Damage for 4s.
 **Diseased**	Disease	Disease damage to the target and nearby enemies + Minor Defile.

Enable the tracker: Settings > Combat > Buffs & Debuffs. Enable target debuffs and adjust self-applied effect visibility to suit your HUD. Instant status hits may leave a longer-lasting secondary debuff; use that icon to track its duration.

Icons: original ESO game artwork, reproduced from Psijic Pages and Hyperioxes.
Reference: psijicpages.com/reference/buffs | hyperioxes.com/eso/guides/status-effects