

COMMON "SPELLTYPE" WIDGETS



Self



Area Effect



Over Time
(Damage, Heal, etc.)



Group



Ground Target
Area Effect



Area Effect
Over Time



Resist



Debuff 
(ie. Attack
Speed Debuff)

ICON COLORS

Direct Damage/Bolt	Red
Poison/Disease	Red
Buff / Enhance	Green
Heal	Blue
Debuff	White
Stun	Purple
Mez/Charm/Confuse	Yellow
Root / Snare	Orange
Resurrection	Gold

All Classes

Baseline buffs have a green tinted background

Healing Classes Only

Baseline heals have a blue tinted background
Specline heals have a yellow tinted background

COMMON ICONS

Note that the "Common Icons" represent the most common occurrences but not all. Some rare icons will not match in order to (1) prevent having duplicate icons in a single line or (2) to preserve legacy icons that some classes may be used to. The icon's color and widget will reveal what type of spell it is.



Armor Factor



Body



Poison



Damage
per Second



Strength



Mind



Disease



Target Absorb



Constitution



Spirit



Bladeturn



Power Tap



Dexterity



Matter



Absorb Melee Damage



Power Transfer



Intelligence



Cold/Ice



Damage Add



Fatigue Regen



Fatigue



Heat/Fire



Damage Shield



Focus Snare



Speed



Wind



Life Drain



Parry



Health



Earth



Life Transfer



Evade



Power



Electricity



Mesmerize



Magic



STR/CON



Dark



Charm

Common Direct Damage



DEX/QUI



Light/Energy



Confuse



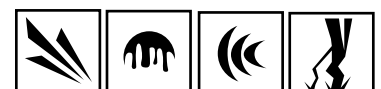
Attack Speed



Void



Amnesia



Res Illness



Hit



Root



Resurrection



Taunt



Snare + DD



Stacking DOT