Optimor

Gear		Attributes			
74	Scimitar	Health	30	Hit Points	182
75	Yewn Longbow	Stamina	16	Stamina Points	69
1	Druid's Eye	Strength	16	Stamina Regen	38
3	Knave's Tunic	Dexterity	22	Focus Points	340
4	Knave's Breeches	Intelligence	16	Focus Regen	74 %
6	Wretched Archer Gloves	Faith	16	Armor	424
7	Agility Ring	Focus	20	Poise	20
8	Band of Calmness	Load	18	Max Load	291,0
9	Agility Ring	Free Points	13	Current Weight	163,8
		Level	30		Normal

Magic Mentions

Increased Stamina Regeneration: 26%
Decreased Sprint Stamina Cost: 35%
Decreased Attack Stamina Cost: 23%
Increased Movement Speed: 20%
Increased Attack Speed: 25%
Dealt DMG gain Focus: 7%
Dealt DMG gain Stamina: 2%
Attacks deal extra Electric: 20%
Increased Armor: 10%
Increased Focus Gain: 74%
Increased Focus: 100
Increased Healing Effects: 54%
Increased Health: 30%
Increased Load: 16%
Increased XP: 4%
On Block gain Health: 2%
On Kill gain Health: 2%
On Parry deal Plague DMG: 6
Taken Damage Chance to gain Health: 11%
Increased All Resistances: 20
Cold Res.: 133
Electric Res.: 102
Heat Res.: 98
Plague Res.: 80
Focus Gain on Focus Use: 1

Opterion

Gear		Attributes			
10	Moonshaft	Health	22	Hit Points	105
12	Bearheart Guard	Stamina	16	Stamina Points	85
14	Thieving Drifter Hood	Strength	10	Stamina Regen	30
15	Tanth Harvester Armor	Dexterity	42	Focus Points	398
16	Ironfur Steps	Intelligence	16	Focus Regen	38 %
17	Apprentice's Gloves	Faith	26	Armor	445
18	Feather Ring	Focus	19	Poise	16
19	Band of Calmness	Load	16	Max Load	361
20	Fierce Ring	Free Points	0	Current Weight	128,2
		Level	30		Normal

Magic Mentions

Increased Stamina: 16
Overall Speed: 19%
Dealt DMG gain Health: 1%
Dealt DMG gain Focus: 4%
Dealt DMG gain Stamina: 3%
Attacks deal extra Plague: 12%
Increased Armor: 20%
Increased Damage Dealt: 15%
Increased Focus Gain: 38%
Increased Focus: 100
Increased Healing Effects: 61%
Increased Load: 58%
Increased Poise Defense: 13%
Increased XP: 3%
On Block deal Heat DMG: 3
On Block gain Health: 3%
On Block gain Stamina Points: 15
On Parry gain Health: 7%
Taken Damage Chance to gain Health: 11%
Cold Res.: 132
Electric Res.: 140
Heat Res.: 102
Plague Res.: 97
XP loss on Death
Decreased XP Gain: 10%

Octup.us

Gear		Attributes			
78	Gnarled Staff	Health	24	Hit Points	120
	-	Stamina	15	Stamina Points	81
79	Ironfur Mantle	Strength	10	Stamina Regen	37
24	Ironfur Hide	Dexterity	10	Focus Points	350
80	Liar's Trousers	Intelligence	42	Focus Regen	62 %
81	Eversol Knight Gauntlets	Faith	10	Armor	595
82	Band of Calmness	Focus	21	Poise	26
83	Crow Ring	Load	21	Max Load	290
29	Fierce Ring	Free Points	14	Current Weight	137,3
		Level	30		Normal

Magic Mentions

Increased Stamina Regeneration: 24%
Increased Stamina: 15
Decreased Attack Stamina Cost: 21%
Dealt DMG gain Health: 2%
Attacks deal extra Cold: 12%
Increased Armor: 20%
Increased Damage Dealt: 21%
Increased Focus Gain: 62%
Increased Focus: 100
Increased Healing Effects: 69%
Increased Health: 14%
Increased Poise Defense: 13%
On Block gain Health: 1%
On Kill gain Focus: 20%
On Kill gain Health: 3%
On Parry deal Heat DMG: 29
Cold Res.: 104
Electric Res.: 116
Heat Res.: 118
Plague Res.: 98
Kockback Res.: 14%
Decreased XP Gain: 7%

Omnipus

Gear			Attributes			
55	A Singular Purpose	Main	Health	30	Hit Points	129
56	Short Bow	Off	Stamina	10	Stamina Points	64
57	Tanth Outrider Cap	Head	Strength	10	Stamina Regen	36
58	Vagabond Coat	Chest	Dexterity	13	Focus Points	390
59	Wretched Archer Pants	Legs	Intelligence	11	Focus Gain	29 %
60	Molding Nith Gloves	Hands	Faith	10	Armor	309
61	Band of Calmness	Ring I	Focus	25	Poise	12
62	Crow Ring	Ring II	Load	15	Max Load	220
65	Agility Ring	Ring III	Free Points	43	Current Weight	120,1
			Level	30		Normal

Magic Mentions

Regenerate Focus: 3
Regenerate Health: 2
Increased Stamina Regeneration: 18%
Increased Stamina: 14
Decreased Sprint Stamina Cost: 14%
Decreased Attack Stamina Cost: 16%
Overall Speed: 8%
Increased Movement Speed: 9%
Increased Attack Speed: 12%
Dealt DMG gain Health: 3%
Dealt DMG gain Focus: 4%
Dealt DMG gain Stamina: 2%
Chance Dealt DMG refill Stamina: 14%
Attacks deal extra Plague: 18%
Increased Damage Dealt: 11%
Increased Focus Gain: 29%
Increased Focus: 100
Increased Healing Effects: 46%
Increased Health: 14%
On Kill gain Health: 5%
Reflect Taken Damage: 3%
Cold Res.: 124
Electric Res.: 135
Heat Res.: 117
Plague Res.: 90
Kockback Res.: 9%
Decreased Health: 23%

Øpterion

Gear			Attributes			
63	Siren Queen's Horn	Main	Health	23	Hit Points	110
66	Cerulean Hightower	Off	Stamina	14	Stamina Points	82
67	Broken Vow's Helm	Head	Strength	42	Stamina Regen	30
68	Verdant Warrior Greaves	Chest	Dexterity	10	Focus Points	350
69	Broken Vow's Mantle	Legs	Intelligence	26	Focus Gain	47
70	Hands of the Cleanse	Hands	Faith	10	Armor	577
71	Silver Ring	Ring I	Focus	18	Poise	30
8	Band of Calmness	Ring II	Load	24	Max Load	459,6
72	Silver Ring	Ring III	Free Points	0	Current Weight	247,9
			Level	30		Normal

Magic Mentions

Regenerate Health: 1
Increased Stamina: 9
Overall Speed: 6%
Dealt DMG gain Focus: 4%
Dealt DMG gain Stamina: 1%
Attacks deal extra Cold: 8%
Increased Focus Gain: 47%
Increased Focus: 100
Increased Healing Effects: 20%
Increased Load: 48%
On Block gain Focus: 3%
On Block gain Health: 4%
On Block gain Stamina Points: 15
On Parry deal Rhodan: 60
On Parry deal Heat DMG: 52
On Parry gain Health: 13%
Taken Damage Chance to gain Health: 17%
Increased All Resistances: 17
Cold Res.: 122
Electric Res.: 123
Heat Res.: 98
Plague Res.: 93
Decreased XP Gain: 10%

Armoury

Gear			Attributes			
78	Gnarled Staff	Main	Health	23	Hit Points	110
	-	Off	Stamina	14	Stamina Points	82
79	Ironfur Mantle	Head	Strength	42	Stamina Regen	30
24	Ironfur Hide	Chest	Dexterity	10	Focus Points	350
80	Liar's Trousers	Legs	Intelligence	26	Focus Gain	47
81	Eversol Knight Gauntlets	Hands	Faith	10	Armor	577
82	Band of Calmness	Ring I	Focus	18	Poise	30
83	Crow Ring	Ring II	Load	24	Max Load	459,6
29	Fierce Ring	Ring III	Free Points	0	Current Weight	247,9
			Level	30		

Magic Mentions

Increased Stamina Regeneration: 24%
Increased Stamina: 15
Decreased Attack Stamina Cost: 21%
Dealt DMG gain Health: 2%
Attacks deal extra Cold: 12%
Increased Armor: 20%
Increased Damage Dealt: 21%
Increased Focus Gain: 62%
Increased Focus: 100
Increased Healing Effects: 69%
Increased Health: 14%
Increased Poise Defense: 13%
On Block gain Health: 1%
On Kill gain Focus: 20%
On Kill gain Health: 3%
On Parry deal Heat DMG: 29
Cold Res.: 104
Electric Res.: 116
Heat Res.: 118
Plague Res.: 98
Kockback Res.: 14%
Decreased XP Gain: 7%

Gear-o-mat

Equiped

78	Main	Gnarled Staff	21% Decreased Attack Stamina Cost 12% Attacks deal extra Cold 7% Increased Damage Dealt 10% On Kill gain Focus 3% On Kill gain Health
79	Head	Ironfur Mantle	10% Increased Stamina Regeneration 19% Increased Focus Gain 49% Increased Healing Effects 7% Kockback Res.
24	Chest	Ironfur Hide	14% Increased Health 13% Increased Poise Defense 27% Item Weight decreased 7% Kockback Res.
80	Legs	Liar's Trousers	15 Increased Stamina 16% Increased Focus Gain 20% Increased Healing Effects 14% Item Weight decreased 7% Decreased XP Gain
81	Hands	Eversol Knight Gauntlets	14% Increased Stamina Regeneration 1% On Block gain Health 10% On Kill gain Focus 29 On Parry deal Heat DMG
82	Ring	Band of Calmness	27% Increased Focus Gain 100 Increased Focus 32 Cold Res. 29 Electric Res. 48 Heat Res. 24 Plague Res.
83	Ring	Crow Ring	2% Dealt DMG gain Health 42 Cold Res. 40 Electric Res. 34 Heat Res. 28 Plague Res. 23% Decreased Health
29	Ring	Fierce Ring	20% Increased Armor 14% Increased Damage Dealt 30 Cold Res. 47 Electric Res. 36 Heat Res. 46 Plague Res.

Item Stash

#	Slot	Magic	Name	Type	Upgrade	Required Level	STR	DEX	INT	FTH	ARM	WGT	POI	ATK	PRC	Magic I	Magic II	Magic III	Magic IV	Magic V	Magic VI	Resist I	Resist II	Resist III	Resist IV
	*																								
1	Head	20% Increased Focus Gain 54% Increased Healing Effects 10% Increased XP 11 Plague Res.	Druid's Eye	Cloth	II.2	11					22	10				54 INHE	20 INFG	4 INXP	11 INRP						
2	Off	3 On Block deal Plague DMG 2% On Block gain Focus 3% On Block gain Health 10 On Block gain Stamina	Studded Buckler	Light Shield	III.0			22			173	10	10			3 OBDP	2 OBGF	3 OBGH	10 OBGS						
3	Chest	9% Increased Stamina Regeneration 21% Increased Healing Effects 15% Increased Health 20% Item Weight decreased 10 Cold Res.	Knave's Tunic	Leather	III	1					114	28,7	5			10 INRC	21 INHE	28 ITWD	9 INSR	15 INHL					
4	Legs	28% Increased Focus Gain 18% Increased Load 1 Focus Gain on Focus Use 11% Taken Damage Chance to gain Health 20 Increased All Resistances Item Durability Halved	Knave's Breeches	Leather	III.3	1					109	30	3			20 INRA	11 TDGH	16 INLD	28 INFG	0.1 -IDH	1 FGFU				
5	Main	1% Dealt DMG gain Focus 21% On Parry gain Focus 10% Increased Damage against Electrifrieds 18% Backstab gain Focus	Midnight Blade	1H Knife	III.3			16	16					18	10	1 ODGF	18 BSGF	22 OPGF	21 IND_EE						
6	Hands	10% Increased Stamina Regeneration 10% Item Weight decreased 6 On Parry deal Plague DMG 21 Cold Res.	Wretched Archer Gloves	Leather	III.1	1					28	10	1			21 INRC	6 OPDP	2 OBGH	13 INSR						
7	Ring	16% Decreased Sprint Stamina Cost 9% Decreased Attack Stamina Cost 10% Increased Movement Speed 12% Increased Attack Speed 40 Cold Res. 36 Electric Res. 27 Heat Res. 21 Plague Res.	Agility Ring	Ring	I	1										9 DASC	14 INAS	10 MOVE	16 DSSC			27 INRH	42 INRC	36 INRE	21 INRP
8	Ring	26% Increased Focus Gain 10% Increased Focus 48 Cold Res. 33 Electric Res. 31 Heat Res. 25 Plague Res.	Band of Calmness	Ring	II	11										100 INFC	26 INFG					31 INRH	48 INRC	33 INRE	25 INRP
9	Ring	16% Decreased Sprint Stamina Cost 14% Decreased Attack Stamina Cost 10% Increased Movement Speed 11% Increased Attack Speed 22 Cold Res. 33 Electric Res. 40 Heat Res. 23 Plague Res.	Agility Ring	Ring	I	1										14 DASC	11 INAS	10 MOVE	19 DSSC			40 INRH	22 INRC	33 INRE	23 INRP
10	Main	22% Decreased Attack Stamina Cost 6% On Kill gain Focus 6% On Kill gain Health 20 On Parry deal Cold DMG	Moonshaft	1H Rapier	III.3			26		26			22	10		22 DASC	20 OPDC	6 OKGH	9 OKGF						
11	Main	27% Increased Damage Dealt 7% On Kill gain Focus 5% On Kill gain Health	Sinner's Crown	2H Staff	III.3				16	16			28	10		27 INDD	5 OKGH	7 OKGF							
12	Off	3 On Block deal Heat DMG 3% On Block gain Health 15 On Block gain Stamina	Bearheart Guard	Medium Shield	III.3			42			268	20	20			3 OBGH	15 OBGS	3 OBGH							
13	Off	1% Dealt DMG gain Focus	Laquered Bow	1H Bow	III.3			42						23	10	1 ODGF									
14	Head	50% Increased Healing Effects 3% Increased XP	Thieving Drifter Hood	Cloth	II.3	1					27	10	1			50 INHE	3 INXP								
15	Chest	9% Overall Speed 11% Increased Healing Effects 10% Increased Health 18% Item Weight decreased 10% Decreased XP Gain	Tanth Harvester Armor	Leather	III.3	11					136	32,9	5			20 INLD	11 INHE	18 ITWD	9 SPED	10 -XPG					
16	Legs	16 Increased Stamina 10% Overall Speed 18% Increased Load 11% Taken Damage Chance to gain Health XP loss on Death	Ironfur Steps	Mesh	III.1	21					134	45	6			11 TDGH	18 INLD	10 SPED	16 INST	0.1 -XLD					
17	Hands	2% Dealt DMG gain Stamina 10% On Parry gain Health 30 On Parry deal Cold DMG 8% On Parry gain Health 12 Plague Res.	Apprentice's Gloves	Cloth	III.1	21					15	5	1			6 OPGH	2 ODGS	1 OBGH	12 INRP	30 OPDC					
18	Ring	20% Increased Load 47 Cold Res. 38 Electric Res. 31 Heat Res. 21 Plague Res.	Feather Ring	Ring	I											20 INLD						29 INRH	47 INRC	38 INRE	21 INRP
19	Ring	24% Increased Focus Gain 100 Increased Focus 38 Cold Res. 49 Electric Res. 42 Heat Res. 26 Plague Res.	Band of Calmness	Ring	II											100 INFC	24 INFG					42 INRH	38 INRC	49 INRE	26 INRP
20	Ring	20% Increased Armor 13% Increased Damage Dealt 47 Cold Res. 36 Electric Res. 31 Heat Res. 50 Plague Res.	Fierce Ring	Ring	III											20 INAR	15 INDD					31 INRH	47 INRC	36 INRE	50 INRP
21	Main	2% Dealt DMG gain Focus 8% Attacks deal extra Cold	Siren Queen's Horn	1H Rapier	III.3				22				18	10		8 ODEC	2 ODGF								
22	Off	1 On Block deal Cold DMG 3% On Block gain Health 5 On Block gain Stamina	Radiant Star	Medium Shield	III.2			10			271	20	20			1 OBDC	3 OBGH	5 OBGS							
23	Head	Regenerate Health 7% Overall Speed 10%Increased Focus 10% Item Weight decrease 7% Decreased XP Gain	Apprentice's Hat	Cloth	III	21					25	10	1			10 INFS	0.1 REGH	7 SPED	3 TDRE	7 -XPG					
24	Chest	14% Increased Health 13% Increased Poise Defense 27% Item Weight decreased 7% Knockback Res.	Ironfur Hide	Mesh	III	21					171	43,6	10			14 INHL	27 ITWD	7 INRK	13 INPD						
25	Legs	14% Increased Stamina Regeneration 9% Increased Armor 28% Item Weight decreased 5% Stagger Res.	Knellap's March	Plate	III	21					209	54,1	9			9 INAR	28 ITWD	14 INSR	5 INRS						
26	Hands	10% Increased Armor 24% Increased Focus Gain 6% On Kill gain Health 5% Stagger Res.	Sacrament Guardian Gloves	Mesh	II	11					27	15	2			10 INAR	11 INFG	6 OKGH	5 INRS						
27	Ring	16% Increased Armor 13% Increased Damage Dealt 44 Cold Res. 29 Electric Res. 31 Heat Res. 20 Plague Res.	Fierce Ring	Ring	III	21										16 INAR	20 INDD					29 INRH	44 INRC	29 INRE	20 INRP
28	Ring	17% Increased Armor 13% Increased Damage Dealt 24 Cold Res. 33 Electric Res. 49 Heat Res. 42 Plague Res.	Fierce Ring	Ring	III	21										17 INAR	13 INDD					49 INRH	24 INRC	33 INRE	42 INRP
29	Ring	20% Increased Armor 13% Increased Damage Dealt 30 Cold Res. 47 Electric Res. 36 Heat Res. 46 Plague Res.	Fierce Ring	Ring	III	21										20 INAR	14 INDD					36 INRH	30 INRC	47 INRE	46 INRP
30	Main	2% Dealt DMG gain Focus 10% Increased Focus Gain 6 On Parry deal Cold DMG 10% On Parry gain Health On Parry refill Stamina	Blood-Rusted Sword	1H Straight Sword	III.3		10					24,6				4 OPDH	10 INFG	10 OPGH	0.1 OPRS	2 ODGF					
31	Off	10% Item Weight decreased 1 On Block deal Plague DMG 5 On Block gain Stamina	Radiant Star	Medium Shield	II.2		10				213	17,1	20			1 OBDP	5 OBGS	15 ITWD							
32	Head	7% Increased Stamina Regeneration 21% Decreased Attack Stamina Cost 8% Increased Focus Gain 10% Item Durability Increased 17 Plague Res.	Thieving Drifter Hood	Cloth	I.3	1					16	10	1			21 DASC	8 INFG	18 ITDU	17 INRP	7 INSR					
33	Chest	13% Increased Stamina Regeneration 20% Increased Armor 10% Increased Health 13% Increased Healing Effects 18 Electric Res.	Wretched Archer Tunic	Leather	III.1	1					155	40	5			23 INFS	20 INAR	18 INRE	13 INHE	13 INSR					
34	Legs	5% Increased Stamina Regeneration 26% Increased Healing Effects 10% Increased Poise Defense 30% Item Weight decreased 9% Stagger Res.	Wilding Pants	Mesh	III	1					126	31,5	6			30 ITWD	26 INHE	12 INPD	9 INRS	5 INSR					
35	Hands	5% On Kill gain Health 10% On Parry deal Cold DMG 8% On Parry gain Focus 4% On Parry gain Health 12 Plague Res.	Thieving Drifter Mitts	Cloth	II	1					10	5	1			4 OPGH	5 OPDC	5 OKGH	8 OPGF	12 INRP					
36	Ring	20% Decreased Sprint Stamina Cost 18% Decreased Attack Stamina Cost 10% Increased Movement Speed 9% Increased Attack Speed 35 Cold Res. 45 Electric Res. 31 Heat Res. 49 Plague Res.	Agility Ring	Ring	I	1										18 DASC	9 INAS	10 MOVE	20 DSSC			23 INRH	35 INRC	45 INRE	48 INRP
37	Ring	4% Dealt DMG gain Stamina 23 Cold Res. 27 Electric Res. 26 Heat Res. 26 Plague Res.	Jade Ring	Ring	II	11										4 ODGS						26 INRH	23 INRC	27 INRE	26 INRP
38	Ring	20% Decreased Sprint Stamina Cost 8% Decreased Attack Stamina Cost 10% Increased Movement Speed 9% Increased Attack Speed 20 Cold Res. 40 Electric Res. 47 Heat Res. 38 Plague Res.	Agility Ring	Ring	I	1										8 DASC	9 INAS	5 MOVE	20 DSSC			47 INRH	20 INRC	45 INRE	38 INRP
39	Main	18% Increased Health 10% Increased Damage 10%Increased Damage at Full Health 20%Increased Damage against Large Ones	Falstead's Fury	1H Straight Sword	II.3		16			16						13 OPDD	15 IND_FH	20 IND_LE	18 INHL						
40	Off	2% On Block gain Focus 1% On Block gain Health 10 On Parry deal Plague DMG	Crimson Guard	Great Shield	II		18			18	265	40	30			15 OPDP	2 OBGF	1 OBGH							
41	Head	7% Increased Stamina Regeneration 30% Increased Healing Effects 4% Increased XP 13 Electric Res.	Mariner's Salt Wick	Cloth	II	11					18	10	1			13 INRE	4 INXP	35 INHE	7 INSR						
42	Chest	12% Increased Stamina Regeneration 27% Increased Healing Effects 9% Increased Health 25% Item Weight decreased 7% Knockback Res.	Vagabond Coat	Leather	III	21					101	28,9	5			9 INHL	27 INHE	28 ITWD	7 INRK	12 INSR					
43	Legs	21% Increased Healing Effects 11% Increased Poise Defense 25% Item Weight decreased 18 Heat Res.	Tanth Outrider Leg Guards	Mesh	II	11					90	34,0	6			21 INHE	16 INRH	25 ITWD	11 INPD						
44	Hands	1% On Block gain Health 16% On Parry gain Focus 10% On Parry gain Health	Hands of the Cleanse	Cloth	III	21					14	5	1			10 OPGH	1 OBGH	19 OPGF							
45	Ring	5% Increased XP 29 Cold Res. 35 Electric Res. 38 Heat Res. 24 Plague Res.	Golden Band	Ring	II	11										5 INXP						38 INRH	29 INRC	25 INRE	24 INRP
46	Ring	4% Increased XP 42 Cold Res. 39 Electric Res. 27 Heat Res. 26 Plague Res.	Golden Band	Ring	II	11										4 INXP						27 INRH	42 INRC	39 INRE	26 INRP
47	Ring	4% Increased XP 35 Cold Res. 25 Electric Res. 35 Heat Res. 26 Plague Res.	Golden Band	Ring	II	11										4 INXP						35 INRH	31 INRC	25 INRE	26 INRP
48	Main	14% Item Durability Increased 10 On Parry deal Heat DMG 14% On Parry gain Focus On Parry refill Stamina	Honed Frenzy	1H Katana	III.3			22				27		26	10	10 OPDH	14 OPGF	14 ITDU	0.1 OPRS						
49	Off	2% On Block gain Focus 2% On Block gain Health 10 On Parry deal Plague DMG On Parry refill Stamina	Studded Buckler	Light Shield	II.3			22			162	10	10			10 OPDP	2 OBGH	2 OBGF	0.1 OPRS						
50	Head	12% Increased Stamina Regeneration 30% Increased Healing Effects 4% Increased XP 12 Heat Res.	Sacrament Guardian Helm	Mesh	II.3	11					81	30	4			4 INXP	12 INRH	22 INHE	12 INSR						
51	Chest	14% Increased Stamina Regeneration 20% Increased Healing Effects 8% Item Durability Increased 18 Plague Res.	Molding Nith Cloak	Cloth	II	11					37	20	3			20 INHE	8 ITDU	18 INRP	14 INSR						
52	Legs	14% Increased Stamina Regeneration 22% Increased Healing Effects 20% Item Weight decreased 12 Electric Res.	Tanth Harvester Greaves	Leather	II.3	11					71	24,4	3			12 INRE	22 INHE	19 ITWD	14 INSR						
53	Hands	19 On Parry deal Heat DMG 8% On Parry gain Health On Parry refill Stamina 5% Stagger Res.	Conjurer's Leather Gloves	Leather	II	11					18	10	1			19 OPDH	8 OPGH	5 INRS	0.1 OPRS						
54	Ring	17% Increased Load 29 Cold Res. 36 Electric Res. 31 Heat Res. 26 Plague Res.	Feather Ring	Ring	I	1										17 INLD						43 INRH	29 INRC	36 INRE	26 INRP
55	Main	1% Dealt DMG gain Health 2% Dealt DMG gain Focus 14% Chance Dealt DMG refill Stamina 18% Attacks deal extra Plague 22% Item Weight decreased Item Durability Halved	A Singular Purpose	1H Sword	III.3			11	11			7,2		20	10	18 ODEP	1 ODGH	22 ITWD	14 DORS	0.1 -IDH	2 DDGF				
56	Off	2% Dealt DMG gain Focus 1% On Block gain Stamina 11% Increased Sun Dealt 5% On Kill gain Health	Short Bow	1H Bow	III.3			13				9,7		27	10	2 ODGF	5 OKGH	11 INDD	2 ODGS						
57	Head	2 Regenerate Focus 2 Regenerate Health 14 Increased Stamina 3% Reflect Taken Damage Item Durability Halved	Tanth Outrider Cap	Mesh	II	11					76	30	4			2 REGF	1 REGH	3 TDRE	14 INST	0.1 -IDH					
58	Chest	10% Increased Stamina Regeneration 18% Increased Healing Effects 14% Increased Health 18% Item Durability Increased 9% Knockback Res.	Vagabond Coat	Leather	III.1	21					128	40	5			14 INHL	18 ITDU	9 INRK	10 INSR	20 INHE					
59	Legs	8% Increased Stamina Regeneration 26% Increased Healing Effects 10% Item Weight decreased 20 Electric Res.	Wretched Archer Pants	Leather	III.1	1					94	26,9	3			20 INRE	26 INHE	10 ITWD	8 INSR						
60	Hands	1 Regenerate Focus 1 Regenerate Health 8% Overall Speed 10% Item Weight decreased Item Durability Halved	Molding Nith Gloves	Cloth	II.1	11					11	3,2	1			1 REGF	1 REGH	37 ITWD	8 SPED	0.1 -IDH					
61	Ring	29% Increased Focus Gain 100 Increased Focus 42 Cold Res. 41 Electric Res. 30 Heat Res. 30 Plague Res.	Band of Calmness	Ring	II	11										100 INFC	29 INFG					30 INRH	42 INRC	41 INRE	20 INRP
62	Ring	2% Dealt DMG gain Health 2% Dealt DMG gain Focus 41 Electric Res. 37 Heat Res. 31 Heat Res. 22% Decreased Health	Crow Ring	Ring	I	1										2 ODGH	23 -HLD					37 INRH	46 INRC	41 INRE	36 INRP
63	Main	4% Dealt DMG gain Focus 8% Attacks deal extra Cold	Siren Queen's Horn	1H Rapier	III.3				22			8,3		18	10	4 ODGF	8 ODEC								
64	Off	16% Increased Armor 1 On Block deal Plague DMG 3% On Block gain Health 5 On Block gain Stamina	Radiant Star	Medium Shield	III.2			10			286	20	20			19 INAR	1 OBDP	2 OBGH	5 OBGS						
65	Ring	14% Decreased Sprint Stamina Cost 16% Decreased Attack Stamina Cost 8% Increased Movement Speed 12% Increased Attack Speed 36 Cold Res. 38 Electric Res. 50 Heat Res. 34 Plague Res.	Agility Ring	Ring	I	1										16 DASC	12 INAS	9 MOVE	14 DSSC			50 INRH	36 INRC	33 INRE	34 INRP
66	Off	2% On Block gain Focus 2% On Block gain Health 10 On Block gain Stamina 29 On Parry deal Heat DMG 7% On Parry gain Health	Cerulean Hightower	Great Shield	III		42				289	40	30			29 OPDH	15 OBGS	7 OPGH	3 OBGF	2 OBGH					
67	Head	6% Overall Speed 10% Increased Healing Effects 19% Increased Load 6% Taken Damage Chance to gain Health Item Durability Halved	Broken Vow's Helm	Plate Helm	III	21					126	50	6			20 INHE	6 TDGH	19 INLD	6 SPED	0.1 -IDH					
68	Legs	1 Regenerate Health 9 Increased Stamina 25% Increased Focus Gain 18% Increased Load 10% Decreased XP Gain	Verdant Warrior Greaves	Plate Pants	III	21					196	75	9			18 INLD	25 INFG	1 REGH	9 INST	10 -XPG					
69	Chest	10% Increased Load 30% Item Weight decreased 11% Taken Damage Chance to gain Health 17 Increased All Resistances Item Durability Halved	Broken Vow's Mantle	Plate Body Armor	III	21					241	69,6	15			17 INRA	11 TDGH	10 INLD	30 ITWD	0.1 -IDH					
70	Hands	1% Dealt DMG gain Stamina 2% On Block gain Health 10 On Parry deal Cold DMG 8% On Parry gain Health 10 Heat Res.	Hands of the Cleanse	Cloth Gloves	III	21					14	5	1			6 OPGH	23 OPDH	1 ODGS	2 OBGH			10 INRH			
71	Ring	30 On Parry deal Rhodon 40 Cold Res. 47 Electric Res. 28 Heat Res. 39 Plague Res.	Silver Ring	Ring	II	21										30 OPDD						28 INRH	40 INRC	47 INRE	39 INRP
72	Ring	30 On Parry deal Rhodon 40 Cold Res. 29 Electric Res. 38 Heat Res. 29 Plague Res.	Silver Ring	Ring	II	21										30 OPDD						38 INRH	35 INRC	28 INRE	29 INRP
73	Hands	3% Dealt DMG gain Stamina 14% Increased Focus Gain 13% Increased Poise Defense 7% Knockback Res. 17 Electric Res.	Tanth Outrider Gloves	Mesh Gloves	III	11					42	15	2			7 OPGH	17 INRE	14 INFG	3 ODGS	13 INPD					
74	Main	5% Dealt DMG gain Focus 20% Attacks deal extra Electric On Kill Chance to get Copperfield Item Durability Halved	Scimitar	1H Curved Sword	III.3			22				25		30	10	5 ODGF	0.1 OKCC	20 DDEE	0.1 -IDH						
75	Off	2% Dealt DMG gain Focus 2% Dealt DMG gain Stamina 2% On Kill gain Health	Yewn Longbow	1H Bow	III.3			22				9,7		25	10	2 ODGF	2 ODGS	2 OKGH							
76	Main	1% Dealt DMG gain Health 4% Dealt DMG gain Focus 10% Attacks deal extra Plague XP loss on Death	Moonshaft	1H Rapier	III.3			26		26		9,4		19	10	4 ODGF	12 ODEP	1 ODGH	0.1 -XLD						
77	Chest	13% Increased Stamina Regeneration 10% Increased Armor 10% Increased Health 21% Item Weight decreased	Broken Vow's Mantle	Plate Body Armor	III	21					252	79,1	15			30 INHL	10 INAR	21 ITWD	13 INSR						
78	Main	21% Decreased Attack Stamina Cost 12% Attacks deal extra Cold 7% Increased Damage Dealt 10% On Kill gain Focus 3% On Kill gain Health	Gnarled Staff	2H Staff	III.3				10			28,5		24	10	7 INDD	12 ODEC	21 DASC	3 OKGH	10 OKGF					
79	Head	10% Increased Stamina Regeneration 19% Increased Focus Gain 20% Increased Healing Effects 7% Knockback Res.	Ironfur Mantle	Mesh Helmet	III	21					89	30	4			49 INHE	19 INFG	7 INRK	10 INSR						
80	Legs	15 Increased Stamina 16% Increased Focus Gain 20% Increased Healing Effects 14% Item Weight decreased 7% Decreased XP Gain	Liar's Trousers	Mesh Pants	III	21					131	38,7	6			16 INFG	20 INHE	14 ITWD	15 INST	7 -XPG					
81	Hands	14% Increased Stamina Regeneration 1% On Block gain Health 10% On Parry gain Focus 20 On Parry deal Heat DMG	Eversor Knight Gauntlets	Plate Gloves	III	21					60	25	3			29 OPDH	10 OKGF	1 OBGH	14 INSR						
82	Ring	27% Increased Focus Gain 100 Increased Focus 32 Cold Res. 29 Electric Res. 48 Heat Res. 24 Plague Res.	Band of Calmness	Ring	II	11										100 INFC	27 INFG					48 INRH	32 INRC	29 INRE	24 INRP
83	Ring	2% Dealt DMG gain Health 2% Dealt DMG gain Focus 40 Electric Res. 34 Heat Res. 28 Plague Res. 23% Decreased Health	Crow Ring	Ring	I	1										2 ODGH	23 -HLD					34 INRH	42 INRC	40 INRE	28 INRP
84																									

Magic Affixes

REGF	Regenerate Focus
REGH	Regenerate Health
INSR	Increased Stamina Regeneration
INST	Increased Stamina
DSSC	Decreased Sprint Stamina Cost
DASC	Decreased Attack Stamina Cost
SPED	Overall Speed
MOVE	Increased Movement Speed
INAS	Increased Attack Speed
DDGH	Dealt DMG gain Health
DDGF	Dealt DMG gain Focus
DDGS	Dealt DMG gain Stamina
DDRS	Chance Dealt DMG refill Stamina
DDEC	Attacks deal extra Cold
DDEE	Attacks deal extra Electric
DDEH	Attacks deal extra Heat
DDEP	Attacks deal extra Plague
DDGC	Dealt DMG gain Copper
INAR	Increased Armor
INDD	Increased Damage Dealt
INFG	Increased Focus Gain
INFS	Increased Focus
INFC	Increased Focus
INHE	Increased Healing Effects
INHL	Increased Health
INLD	Increased Load
INPD	Increased Poise Defense
INXP	Increased XP
ITDU	Item Durability Increased
ITWD	Item Weight decreased
OBDC	On Block deal Cold DMG
OBDE	On Block deal Electric DMG
OBDH	On Block deal Heat DMG
OBDP	On Block deal Plague DMG
OBGF	On Block gain Focus
OBGH	On Block gain Health
OBGS	On Block gain Stamina
OKGF	On Kill gain Focus
OKGH	On Kill gain Health
OKCC	On Kill Chance to get Copperfield
OPDD	On Parry deal Rhodan
OPDC	On Parry deal Cold DMG
OPDE	On Parry deal Electric DMG
OPDH	On Parry deal Heat DMG
OPDP	On Parry deal Plague DMG
OPGF	On Parry gain Focus
OPGH	On Parry gain Health
OPRS	On Parry refill Stamina
FGFU	Focus Gain on Focus Use
TDGH	Taken Damage Chance to gain Health
TDRE	Reflect Taken Damage
INRA	Increased All Resistances
INRC	Cold Res.
INRE	Electric Res.
INRH	Heat Res.
INRP	Plague Res.
INRK	Kockback Res.
INRS	Stagger Res.
IND_EE	Increased Damage against Electrifrieds
BSGF	Backstab gain Focus
IND_FH	Increased Damage at Full Health
IND_LE	Increased Damage against Large Ones
-HED	Decreased Healing Effects
-IDH	Item Durability Halved
-XLD	XP loss on Death
-XPG	Decreased XP Gain
-HLD	Decreased Health

Scope

Full Scope 1 to 0 XL

100.000	P (X)	Duktus	Nebenwirkungen	#
100.000	100 %	100 Prozent	100 Prozent	
90.000	90 %	90 Prozent	90 Prozent	
85.000	85 %	85 Prozent	85 Prozent	
80.000	80 %	80 Prozent	Pareto	
75.000	75 %	75 Prozent	75 Prozent	
70.000	70 %	70 Prozent	70 Prozent	
65.000	65 %	65 Prozent	65 Prozent	
60.000	60 %	60 Prozent	60 Prozent	
50.000	50 %	50 Prozent	Halbzeit	
40.000	40 %	40 Prozent	40 Prozent	
30.000	30 %	30 Prozent	30 Prozent	
25.000	25 %	25 Prozent	Viertel	
20.000	20 %	20 Prozent	20 Prozent	
12.500	12,5 %	12,5 Prozent	Achtel	
10.000	10 %	10 Prozent	Sehr häufig	
5.000	5 %	5 Prozent	Häufig	
1.000	1 %	1 Prozent	Gelegentlich	
100	0,1 %	1 Promille	Selten	
10	0,01 %	10 Promille	Sehr selten	
1	0,001 %	1 in 100.000	äußerst selten	
0,1	0,0001 %	1 in 1 Million		
0,01	0,00001 %	1 in 10 Million		
0,001	0,000001 %	1 zu 100 Millionen	sehr unwahrscheinlich	
0,0001	0,0000001 %	1 zu 1 Milliarde		
0,00001	0,00000001 %	1 zu 10 Milliarden		
0,000001	0,000000001 %	1 zu 100 Milliarden	nahezu ausgeschlossen	
0,0000001	0,0000000001 %	1 zu 1 Billionen		
0,00000001	0,00000000001 %	1 zu 10 Billionen	Nicht bekannt	
0	0 %	0	Null	

References

https://www.icloud.com/numbers

octup.us

https://github.com/0ctupus

Optimus

	Gear		Attributes			
39	Falstead's Fury		Health	19	Hit Points	135
40	Crimson Guard		Stamina	16	Stamina Points	83
41	Mariner's Salt Wick		Strength	30	Stamina Regen	36
42	Vagabond Coat		Dexterity	10	Focus Points	240
43	Tanth Outrider Leg Guards		Intelligence	10	Focus Regen	0
44	Hands of the Cleanse		Faith	30	Armor	223
45	Golden Band		Focus	16	Poise	14
46	Golden Band		Load	18	Max Load	250
47	Golden Band		Free Points	6	Current Weight	145,4
			Level	26		Normal

Magic Mentions

Increased Stamina Regeneration: 24%
Increased Stamina: 15
Decreased Attack Stamina Cost: 21%
Dealt DMG gain Health: 2%
Attacks deal extra Cold: 12%
Increased Armor: 20%
Increased Damage Dealt: 21%
Increased Focus Gain: 62%
Increased Focus: 100
Increased Healing Effects: 69%
Increased Health: 14%
Increased Poise Defense: 13%
On Block gain Health: 1%
On Kill gain Focus: 20%
On Kill gain Health: 3%
On Parry deal Heat DMG: 29
Cold Res.: 104
Electric Res.: 116
Heat Res.: 118
Plague Res.: 98
Kockback Res.: 14%
Decreased XP Gain: 7%

Explorus II

	Gear		Attributes			
48	Honed Frenzy		Health	19	Hit Points	92
49	Studded Buckler		Stamina	15	Stamina Points	66
50	Sacrament Guardian Helm		Strength	12	Stamina Regen	42
51	Molding Nith Cloak		Dexterity	22	Focus Points	140
52	Tanth Harvester Greaves		Intelligence	12	Focus Gain	0
53	Conjurer's Leather Gloves		Faith	12	Armor	207
54	Feather Ring		Focus	12	Poise	10
	-		Load	12	Max Load	222,1
	-		Free Points	6	Current Weight	121,4
			Level	15		Normal

Magic Mentions

Increased Stamina Regeneration: 40%
Increased Healing Effects: 64%
Increased Load: 17%
Increased XP: 4%
On Block gain Focus: 2%
On Block gain Health: 2%
On Parry deal Heat DMG: 29
On Parry deal Plague DMG: 10
On Parry gain Focus: 14%
On Parry gain Health: 6%
On Parry refill Stamina
Cold Res.: 29
Electric Res.: 48
Heat Res.: 55
Plague Res.: 44
Stagger Res.: 5%

Exporus III

	Gear		Attributes			
30	Blood-Rusted Sword		Health	15	Hit Points	83
31	Radiant Star		Stamina	10	Stamina Points	50
32	Thieving Drifter Hood		Strength	10	Stamina Regen	38
33	Wretched Archer Tunic		Dexterity	10	Focus Points	123
34	Wildling Pants		Intelligence	10	Focus Regen	18 %
35	Thieving Drifter Mitts		Faith	10	Armor	307
36	Agility Ring		Focus	10	Poise	14
37	Jade Ring		Load	18	Max Load	250
38	Agility Ring		Free Points	35	Current Weight	128,2
			Level	17		Normal

Magic Mentions

Increased Stamina Regeneration: 25%
Decreased Sprint Stamina Cost: 40%
Decreased Attack Stamina Cost: 47%
Increased Movement Speed: 15%
Increased Attack Speed: 18%
Dealt DMG gain Stamina: 4%
Dealt DMG gain Focus: 2%
Increased Armor: 20%
Increased Focus Gain: 18%
Increased Focus: 23%
Increased Healing Effects: 39%
Increased Poise Defense: 12%
On Block deal Plague DMG: 1
On Block gain Stamina Points: 5
On Kill gain Health: 5%
On Parry deal Cold DMG: 5
On Parry deal Heat DMG: 4
On Parry gain Focus: 8%
On Parry gain Health: 14%
On Parry refill Stamina
Cold Res.: 78
Electric Res.: 135
Heat Res.: 96
Plague Res.: 141
Stagger Res.: 9%

Item Slots

1	Main	
2	Off	
3	Head	
4	Chest	
5	Legs	
6	Hands	
7	Ring	I
8	Ring	II
9	Ring	III

Magic Affixes

1	**REGF**	Regenerate Focus		E	
2	**REGH**	Regenerate Health		E	
3	**INSR**	Increased Stamina Regeneration	%	R	
4	**INST**	Increased Stamina			
5	**DSSC**	Decreased Sprint Stamina Cost	%	R	
6	**DASC**	Decreased Attack Stamina Cost	%	R	
7	**SPED**	Overall Speed	%		
8	**MOVE**	Increased Movement Speed	%	R	
9	**INAS**	Increased Attack Speed	%	R	
10	**DDGH**	Dealt DMG gain Health	%	E	
11	**DDGF**	Dealt DMG gain Focus	%	E	
12	**DDGS**	Dealt DMG gain Stamina	%	E	
13	**DDRS**	Chance Dealt DMG refill Stamina	%	E	
14	**DDEC**	Attacks deal extra Cold	%	R	
15	**DDEE**	Attacks deal extra Electric	%	R	
16	**DDEH**	Attacks deal extra Heat	%	R	
17	**DDEP**	Attacks deal extra Plague	%	R	
18	**DDGC**	Dealt DMG gain Copper		E	
19	**INAR**	Increased Armor	%	R	
20	**INDD**	Increased Damage Dealt	%	R	
21	**INFG**	Increased Focus Gain	%	R	
22	**INFS**	Increased Focus	%	R	
23	**INFC**	Increased Focus		R	
24	**INHE**	Increased Healing Effects	%	R	
25	**INHL**	Increased Health	%	R	
26	**INLD**	Increased Load	%	E	
27	**INPD**	Increased Poise Defense	%		
28	**INXP**	Increased XP	%	R	
29	**ITDU**	Item Durability Increased	%		-
30	**ITWD**	Item Weight decreased	%	R	-
31	**OBDC**	On Block deal Cold DMG			
32	**OBDE**	On Block deal Electric DMG			
33	**OBDH**	On Block deal Heat DMG			
34	**OBDP**	On Block deal Plague DMG		R	
35	**OBGF**	On Block gain Focus	%	R	
36	**OBGH**	On Block gain Health	%	R	
37	**OBGS**	On Block gain Stamina		R	
38	**OKGF**	On Kill gain Focus	%		
39	**OKGH**	On Kill gain Health	%		
40	**OKCC**	On Kill Chance to get Copperfield		E	
41	**OPDD**	On Parry deal Rhodan		Arrr	
42	**OPDC**	On Parry deal Cold DMG			
43	**OPDE**	On Parry deal Electric DMG			
44	**OPDH**	On Parry deal Heat DMG			
45	**OPDP**	On Parry deal Plague DMG		R	
46	**OPGF**	On Parry gain Focus	%	R	
47	**OPGH**	On Parry gain Health	%		
48	**OPRS**	On Parry refill Stamina			/
49	**FGFU**	Focus Gain on Focus Use		G	
50	**TDGH**	Taken Damage Chance to gain Health	%	E	
51	**TDRE**	Reflect Taken Damage	%	E	
52	**INRA**	Increased All Resistances		E	
53	**INRC**	Cold Res.		R	
54	**INRE**	Electric Res.		R	
55	**INRH**	Heat Res.		R	
56	**INRP**	Plague Res.		R	
57	**INRK**	Kockback Res.	%	R	
58	**INRS**	Stagger Res.	%		
59	**IND_EE**	Increased Damage against Electrifrieds	%	U	
60	**BSGF**	Backstab gain Focus	%	U	
61	**IND_FH**	Increased Damage at Full Health	%		
62	**IND_LE**	Increased Damage against Large Ones	%		
63	**-HED**	Decreased Healing Effects	%	E	
64	**-IDH**	Item Durability Halved		E	-
65	**-XLD**	XP loss on Death		E	
66	**-XPG**	Decreased XP Gain	%		
67	**-HLD**	Decreased Health	%	E	
68	**XXXX**				
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123	**XXXX**				
124	**YYYY**				
125	**ZZZZ**				

Gear Cust-o-mat

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0	0
0	0

Attribute Distributor

| | REGF | REGH | INSR | INIT | DISC | DASC | SPED | MOVE | INAS | DDGH | DDGF | DDGS | DDRS | DDEC | DDEE | DDEH | DDEP | DDSC | INAR | INDD | INFG | INFS | INFC | INHE | INHL | INLD | INPD | INAP | ITDU | ITWD | OBDC | OBDE | OBDH | OBDP | OBGF | OBGH | OBGS | OKGF | OKGH | OKCC | OPDD | OPDC | OPDE | OPDH | OPDP | OPGF | OPGH | OPRS | FGFU | TDGH | TDRE | INRA | INRC | INRE | INRH | INRP | INRK | INRS | IND_E | BSGF | IND_FI | IND_L | -HED | -IDH | -XLD | -XPG | -HLD | XXXX | XXXX | XXXX | XXXX | XXXX | XXXX | XXXX | XXXX | XXXX | XXXX | XXXX | XXXX | XXXX | XXXX | XXXX | XXXX | XXXX | XXXX | XXXX | XXXX | XXXX | XXXX | XXXX | XXXX | XXXX | XXXX | XXXX | XXXX | XXXX | XXXX | XXXX | XXXX | XXXX | XXXX | XXXX | XXXX | XXXX | XXXX | XXXX | XXXX | XXXX | XXXX | XXXX | XXXX | XXXX | XXXX | XXXX | XXXX | XXXX | XXXX | XXXX | XXXX | XXXX | XXXX | XXXX | XXXX | YYYY | ZZZZ |
|---|---|---

Opterion | Fire and Ash | Cathedral of Light | Flagellant Strafe | 12. July 2022

Set Perks

+15% all Continual DMG, Channeled DMG and Persistent Ground DMG.

Hit 5 Times, get One Shot for free.

#	Set Pieces	Legendaries			
2	Grace of the Flagellant	Cowl of Absolute Punishment	5592	+10%	Multishot
2	Grace of the Flagellant	Plate of Lethal Intent	7336	Quick	Trap
	-	Bladewings	5362	+1	Trap
	-	Inescapable Raptor	5436	Frost	Trap
2	Grace of the Flagellant	Flamespite	7681	Flaming	Multishot
2	Grace of the Flagellant	The Hungerer	5742	Piercing	Crossbow

Gems	300		
Phoenix Ashes	30	Clan	Branding
Trickshot	75	*I am exploring the Channel Experience, so the Rest builds around it.*	Strafe Impale
Cuttroat's Grin	30	Making use of Mobility and Positioning	Strafe Impale Vengeance
Fervent Fang	60	Multiple Hit DMG Increase	Strafe Impale Flaming Multishot
Everlasting Torment	45	More	Burn
Power and Command	60	Testing Slot	...

Still testing this out, but feels groovy.

Magic Mentions

+27% DMG Premium on Injured
+15% DMG agains Full Life
+11% + Fervent Fang Critical Hit Chance
+3% Attack Speed
+3% Movement Speed

Lookout

Skill Cooldown

Current Level

Damage	2.980
Life	37.972
Combat Rating	1.711
Path of Blood	39,5
Challenge Rift	54
Paragon	75
Realmtime Europe	12. July 2022

Opterion | Fire and Ash | Cathedral of Light | Graceful Strafe | 25. Februar 2023

Set Perks

+15% all Continual DMG, Channeled DMG and Persistent Ground DMG.

Thousand Winds: +15% Movement Speed.
Deactivates for 3 sec. on taking Damage.

Hit 5 Times, get One Shot for free.

Set			3612	Gear			4062		
2	7	Slit Throat	669	1	2	Decoy's Guide	701	+1	Escape
2	55	Fairfleet	504	2	3	Darkness Embrace	697	Fog of	Smoke Screen
8	45	Foulfleet	499	3	5	Live Bait	609	Shadow Stride	Escape
8	10	Bloody Hand	728	4	10	Jayn's Silent Retribution	689	+50% CRCH	Smoke Screen
2	11	Open Gut	608	8	7	Flamespite	740	Burning	Multishot
2	12	Torn Sole	604	11	9	Hellbinder	626	Burning	Explosive Arrow

Gems			995		
1	X	Trick Shot Kill	160	Channel	On
2	III	Blood-Soaked Jade	230	Strafe	faster
3	III	Sleeping Bile	230	Tick	Tock
4	V	Fervent Fang	150	Breath in	DMG out
5	V	Cuttroat's Grin	150	For Sake of	Stacking
6	V	Respite Stone	75	wer zuletzt	lacht...

Everlasting Torment fits in very nicely, too. Unrelenting Furor & Sjikar clear Mobs well.

Magic Mentions

22% Block Chance + Respite Stone: 3% + Survivor: 35%
11% RoadRunner + Windloft Perfection: 15% + Blood-Soaked Jade: 10% + Survivor: 35%
15% Crit Chance + Cuttroat's Grin: 13,5% + Jayn's Silent Retribution: 50%
6% Crit Damage
4,5% Beneficial effect duration
18% DMG to Enemies below 30% Life
8% DMG by Skills + Grace of the Flagellant: 15% + Fervent Fang: 13,5% + Cuttroat's Grin: 2%
3% DMG taken + Trick Shot Kill: 2% + Blood-Soaked Jade: 2% + Respite Stone: 8% + Survivor: 10%
39% Primary Attacks Chill
3,5% Primary Attack DMG + Trick Shot Kill: 3% + Blood-Soaked Jade: 10,5% + Fervent Fang: 13,5% + Cuttroat's Grin: 2%
2% DMG taken by Players
1% Nearby DMG taken
5,5% DMG to Elites + Fervent Fang: 3%
1,5% DMG to Players
4% DMG to Undead
4% Stun Resistance
6% DMG by Summons
7,5% Item Base Life
2,5% Maximum Life

Current Level

Life	103.480	tbc...
Damage	9.206	
Combat Rating	9.869	
Path of Blood	...	
Challenge Rift	...	
Fish	none	
Paragon	537	
Realmtime Europe	25. Februar 2023	

Set-o-mat

Equiped

7	GotF	Slit Throat	669	2% DMG taken by Players 4% Stun Resistance
55	WP	Fairfleet	504	3% RoadRunner 4% DMG to Enemies below 30% Life
45	WP	Foulfleet	499	4% RoadRunner 6% DMG by Summons
10	GotF	Bloody Hand	728	4% RoadRunner 1,5% DMG to Players 4% DMG to Undead
11	GotF	Open Gut	608	4,5% Beneficial effect duration
12	GotF	Torn Sole	604	7,5% Item Base Life

Gear-o-mat

Equiped

2	701	4% Crit Chance 4,5% Crit Damage 6% Primary Attacks Chill
3	697	2% Block Chance 1,5% DMG taken 1,5% Maximum Life
5	609	15% Primary Attacks Chill
10	689	3% Block Chance 1,5% DMG taken
7	740	4% Crit Chance 3% DMG by Skills 9% Primary Attacks Chill
9	626	4% Crit Chance 9% Primary Attacks Chill

Bonus Attributes

Baseline	Head	Chest	Castle Trallala
6 BLCK	1,5 BLCK	5,5 DM2E	5 BLCK
3 CRCH	1,5 CRDM	1,5 BLCK	1,5 BLCK
	4 DM30	4 DM30	
	1,5 DMSK		
	Shoulders	**Legs**	
	3 DM30	1,5 DMSK	
	Main Hand	**Off Hand**	
	3 DM30	1,5 BLCK	
	2 DMSK	1 TNDM	
	3,5 PADM	1 MXLF	

Paragon

Survivor
10 TADM
35 BLCK
35 MOVE

Octupus | Fire and Ash | Cathedral of Light | Surviving | 25. Februar 2023

Set Perks

+15% all Continual DMG, Channeled DMG and Persistent Ground DMG.

On taking DMG: 20% to gain Shield with 13% of Max Life
Downtime: 9 sec.

Hit 5 Times, get One Shot for free.

Set			2011	Gear			2640		
	7	Slit Throat	478	1	1	Mask of Illusions	356	Taunting	Teleport
	8	Broken Palm	226	2	2	Starcaller's Drapery	484	Bigger & Better	Meteor
	9	Severed Thumb	437	3	3	Csur's Fortutious Ward	467	Shielding	Teleport
	28	Mountebank's Shirking	65	4	4	Starcaller's Breeches	521	Showering	Meteor
	11	Open Gut	363	5	5	Windshaper	407	Fire & Forget	Arcane Wind
	30	Mountebank's Slyness	442	6	6	Unrepentant Gale	405	+1	Arcane Wind

Gems			450		
4	V	Fervent Fang	150	Cooking	Slow Food
8	I	Phoenix Ashes	30	Just in	Case
7	III	Everlasting Torment	45	Well	Done
9	II	The Hunger	60	jum jum	jum
10	VI	Heartstone	90	Longer	is better
11	V	Ca'arsen's Invigoration	75	Bridging	Skills

Sort of Free to Live

Magic Mentions

6% Block Chance + Survivor: 35%
13% RoadRunner + Survivor: 35%
6% Crit Chance
7% Crit Damage
6,5% Beneficial effect duration
8% DMG to Enemies below 30% Life
4% DMG by Skills + Grace of the Flagellant: 15% + Fervent Fang: 13,5%
24% Primary Attacks Chill
6% Primary Attack DMG + Fervent Fang: 13,5% + Ca'arsen's Invigoration: 1%
2% Primary Attack Speed + Ca'arsen's Invigoration: 8%
3% Primary Attacks reduce Healing
4% DMG taken + Survivor: 10%
3% Continual DMG taken
4% Lost of Control DMG taken
9% DMG to Elites + Fervent Fang: 3%
1,5% DMG to Players
4% DMG to Shielded
5% DMG to Lost of Control
1,5% Maximum Life
10% Cheat Flatline + Phoenix Ashes: 100%

Current Level

Life	72.448	tbc...
Damage	6.352	
Combat Rating	5.521	
Path of Blood	...	
Challenge Rift	...	
Fish	23 out of 40	
Phoenix Ashes procs	1	
Flatlined	0	
Paragon	461	
Realmtime Europe	28. Februar 2023	