





Tier	Icon	Item	Rarity	Class	Protection	Durability	Price	Properties
								Energy drain : +0.0%
Tier 5		Ancient Wristbands	Unique	Light	2.0	55	7775	Physical resistance * : +3.0% Nature resistance * : +5.0% Magic resistance * : +5.0% Bleed resistance * : +5.0% Miracle chance : +5.0% Miracle potency : +5.0% Energy : +10 Energy restoration : +5.0% Magic power : +14.0%
Tier 5		Court Mage Gloves	Common	Light	6.0	105	5900	Physical resistance * : +14.0% Nature resistance * : +14.0% Magic resistance * : +14.0% Bleed resistance * : +12.0% Backfire chance : -12.0% Miracle chance : +2.0% Energy : +12 Energy restoration : +5.0% Cooldowns duration : -7.0%
Tier 5		Blademaster Gloves	Common	Light	8.0	105	3525	Physical resistance * : +14.0% Bleed resistance * : +16.0% Block chance : +2.0% Accuracy : +2.0% Crit chance : +1.0% Crit efficiency : +20.0% Fumble chance : -5.0%
Tier 5		Gilded Plate Gauntlets	Unique	Heavy	23.0	300	8825	Weapon damage : +3.0% Physical resistance * : +31.0% Bleed resistance * : +37.0% Block chance : +5.0% Fumble chance : +5.0% Crit avoidance : +12.0% Energy : -18 Energy restoration : -3.0% Fatigue resistance : +7.0%

Head

Torso

Hand

Leg

Headgear

Belt

Boot

Amulet

Ring 1

Chestpiece

Cloak

Off-Hand

Main-Hand

T5

L

8

Right click to remove

item stat will applied

Total Cost: 3525

Edit Character

Combat





Survival

Resistance

Magic

Accuracy : +2%
Crit chance : +1%
Crit efficiency : +20%
Fumble chance : -5%

Block chance : +2%

Tier	Icon	Item	Rarity	Class	Protection	Durability	Price	Properties
Tier 4		Wolf Ribs Bascinet	Common	Medium	14.0	180	2750	Physical resistance * : +22.0% Bleed resistance * : +23.0% Control resistance : +25.0% Energy : -7 Energy restoration : -2.0% Fortitude : +4.0%
Tier 4		Bellows-Visored Sallet	Common	Heavy	18.0	205	3225	Physical resistance * : +20.0% Bleed resistance * : +26.0% Control resistance : +26.0% Accuracy : -2.0% Crit avoidance : +6.0% Energy : -11 Energy restoration : -3.0% Fortitude : +7.0% Vision : -1
Tier 4		Visored Sallet	Common	Heavy	18.0	240	3225	Physical resistance * : +24.0% Bleed resistance * : +30.0% Control resistance : +30.0% Accuracy : -3.0% Crit avoidance : +9.0% Energy : -14 Energy restoration : -3.0% Fortitude : +12.0% Vision : -1
Tier 4		Visored Barbute	Common	Heavy	19.0	265	3225	Physical resistance * : +24.0% Bleed resistance * : +35.0% Control resistance : +34.0% Accuracy : -4.0% Crit avoidance : +11.0% Energy : -18 Energy restoration : -4.0% Fortitude : +10.0% Vision : -1
								Physical resistance * : +24.0% Bleed resistance * : +5.0%



T5

Damage : 29



T5

M

22



T3



T4

M

14



T5



T5

H

23



T5

T5



T5

M

17



L

Total Cost: 3435

Edit Character

Damage

Tier

item class

protection

Head

Physical resistance : +22.0%
Bleed resistance : +23.0%

Torso

Physical resistance : +22.0%
Bleed resistance : +26.0%

Hand

Physical resistance : +31.0%
Bleed resistance : +37.0%

Leg

Physical resistance : +24.0%
Bleed resistance : +26.0%

Combat

Survival

Resistance

Magic

Weapon damage : +3%
Bodypart damage : +20%
Armor damage : +20%
Armor penetration : +15%

Max health : +8
Health restoration : +5%
Energy : -38
Energy restoration : +7%





Physical resistance : +10%
Nature resistance : +10%
Magic resistance : +6%



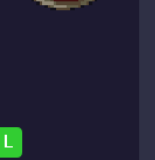







Accuracy : +12%
Crit chance : +1%
Crit efficiency : +15%
Counter chance : +12%
Fumble chance : -3%
Skills energy cost : +15%
Cooldowns duration : -10%

Block power : +10
Block chance : +18%
Block power recovery : +15%
Dodge chance : -18%

Bleed chance : +16%
Energy drain : +5%

Fortitude : +9%
Bleed resistance : +17%
Control resistance : +25%
Move resistance : +29%
Fatigue resistance : +7%

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								Physical resistance * : +24.0% Bleed resistance * : +5.0%



Total Cost: 34330

Edit Character

Click to open Character Edit menu

Combat	Survival	Resistance	Magic
Weapon damage : +3% Bodypart damage : +20% Armor damage : +20% Armor penetration : +15% Accuracy : +12% Crit chance : +1% Crit efficiency : +15% Counter chance : +12% Fumble chance : -3% Skills energy cost : +15% Cooldowns duration : -10% Bleed chance : +16% Energy drain : +5%	Max health : +8 Health restoration : +5% Energy : -38 Energy restoration : +7% Block power : +10 Block chance : +18% Block power recovery : +15% Dodge chance : -18% Fortitude : +9% Bleed resistance : +17% Control resistance : +25% Move resistance : +29% Fatigue resistance : +7%	Physical resistance : +10% Nature resistance : +10% Magic resistance : +6%	



Velmir

Strength 11
Agility 11
Perception 11
Vitality 10
Willpower 10

SP : 29

☐ Enable SP limit☐ Apply stats to GearLoadout*Select your character*

With Great Vengeance

If there's a **Boss**, **Mini-Boss**, or more than 4 enemies within Vision, applies all enemies within Vision with +1.5% Damage Taken for each **Mini-Boss** killed for the first time (up to +30%).

Killing a **Mini-Boss** applies all enemies on the location with half of this penalty(doesn't stack with the full version) and replenishes Morale and Sanity.

Grants +1% Experience Gain (up to +15%) for each **Mini-Boss** killed for

Traits menu

Mini Bosses Killed 0

☐ Ancient Troll☐ Manticore

+0.0% Experience Gain
+0.0% Enemy Damage Taken
+0% Reputation
+0 Stat Points

Combat

Weapon damage : +2%
Main hand efficiency : +0
Bodypart damage : +0
Armor damage : +0
Armor penetration : +2%

Accuracy : +2%
Crit chance : +0
Crit efficiency : +0
Counter chance : +2%
Fumble chance : -2%
Bonus range : +0

Survival

Block chance : +2%
Dodge chance : +0

Vision : +0
Move resistance : +0

Resistance

Magic

Backfire chance : -2%
Miracle chance : +0



Strength 20
Agility 20
Perception 15
Vitality 15
Willpower 14

Velmir

SP : 0

☐ Enable SP limitfor mod
user☒ Apply stats to GearLoadout

With Great Vengeance

If there's a **Boss**, **Mini-Boss**, or more than 4 enemies within Vision, applies all enemies within Vision with +1.5% Damage Taken for each **Mini-Boss** killed for the first time (up to +30%).

Killing a **Mini-Boss** applies all enemies on the location with half of this penalty(doesn't stack with the full version) and replenishes Morale and Sanity.

Grants +1% Experience Gain (up to +15%) for each **Mini-Boss** killed for

Mini Bosses Killed : 12

☒ Ancient Troll☐ Manticore

+12.0% Experience Gain
+18.0% Enemy Damage Taken
+10% Reputation
+2 Stat Points

Combat

Weapon damage : +15%
Main hand efficiency : +5%
Bodypart damage : +15%
Armor damage : +30%
Armor penetration : +8%

Accuracy : +8%
Crit chance : +5%
Crit efficiency : +20%
Counter chance : +15%
Fumble chance : -15%
Skills energy cost : -6%
Cooldowns duration : -6%
Bonus range : +1

Experience gain : +12%

Survival

Max health : +15
Energy : +20
Energy restoration : +10%





Block chance : +15%
Block power recovery : +5%
Dodge chance : +10%

Vision : +1
Fortitude : +0
Control resistance : +8%
Move resistance : +15%
Pain resistance : +0

Resistance

Magic

Magic power : +0
Backfire chance : -15%
Miracle chance : +5%

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								Physical resistance * : +24.0% Bleed resistance * : +35.0%


Damage : 29


M 22




M 14




H 23






M 17


L

Total Cost : 34330



Edit Character

Applied

Combat

Survival

Resistance

Magic

Weapon damage : +18%
Main hand efficiency : +5%
Bodypart damage : +35%
Armor damage : +50%
Armor penetration : +22%

Accuracy : +20%
Crit chance : +6%
Crit efficiency : +35%
Counter chance : +27%
Fumble chance : -18%
Skills energy cost : +9%
Cooldowns duration : -16%
Bonus range : +1

Bleed chance : +16%
Energy drain : +5%
Experience gain : +12%

Max health : +23
Health restoration : +5%
Energy : -18
Energy restoration : +17%

Block power : +10
Block chance : +33%
Block power recovery : +20%
Dodge chance : -8%

Vision : +1
Fortitude : +9%
Bleed resistance : +17%
Control resistance : +32%
Move resistance : +44%
Pain resistance : +0
Fatigue resistance : +7%

Physical resistance : +10%

Nature resistance : +10%
Magic resistance : +6%

Magic power : +0
Backfire chance : -15%
Miracle chance : +5%