[align=justify][color=#FF0000][size=200]1) Guide item[/size][/color]

**[b] [size=130]1.1) What is an item? [/size] [/b]**

[size=110]The items are all things that you can picked up from the ground to your inventory and most of them come from monsters and your profession. Some of them can be wear by the characters and increase their properties to help them to become strong and enough geared to continue in the word of The Blood Of Evil. Each item have a level required, a quality, price level, a durability, a category etc.. And this in order to integrate well in the game without being too weak, too strong, too cheap, too expensive, etc.. [/size]

[IMG]http://i46.tinypic.com/mnczn.png[/IMG][IMG]http://i46.tinypic.com/16kndpk.gif[/IMG] [hr]

**[size=130][b]1.11) What is the durability?[/b][/size]**

[size=110]This system have for goal to say all items have durability and at each time you are using them you lost this durability and you have to repair them to find back this durability.[/size][hr]

**[b] [size=130]1.12) What is a level required? [/size] [/b]**

[size=110]The level required is the level that you need to wear an equipment or to use a lapis , a scroll and a potion. This property is very important to balance all items in the game because without players could wear the best items of the game at the start of the game. [/size] [hr]

**[b] [size=130]1.13) What is an item attribute? [/size] [/b]**

[size=110]items attribute are all different attribute that can contain a piece of equipment such as an armor can have different attributes: health percent, energy, defense; strength, fast attack etc... [/size][hr]

**[b] [size=130]1.14) What is a quality of item? [/size] [/b]**

[size=110]In the strictest sense that refer to the 4 quality level that players can find. The quality of item is represented by a definite colour of name of item.[hr][/size]

**[b] [size=130]1.15) What are all quality of items ? [/size] [/b]**

[size=110]There is 5 different quality of items that are:[/size]

**[color=#808080][b][size=120]Grilled[/color][/b]** [color=#000000] (This kind of item don’t give attribute but it can be compress for 15 to 666 reduces pieces): [/size] [/color]

**[b][size=120]Normal[/b**] (Normal items gives 1 to 15 different properties undefinied): [/size]

**[color=#0000FF][b][size=120]Swiss cheese[/color][/b] [color=#000000]**(swiss cheese are items that have more sock and less undefinied properties than normal items): [/size] [/color]

**[color=#00FF00][b][size=120]Set [/color][/b]** **[color=#000000](**Set Items make up Item Sets; groups of similarly-named, consistently-themed items that grant the player additional bonuses when two (or more) of them are worn at the same time.)**.** [/size][/color]

**[color=#FFBF00][b][size=120]Legendary[/color][/b][color=#000000](**They are powerful items with many preset properties that always appear on the same legendary items, though they also come with a few random properties that differ between items.) [/size] [/color]

Image de toutes les classe d’objet[hr]

**[b] [size=130]1.151) What are all different quality of grilled item? [/size] [/b]**

[size=110]It exist 10 different types of grilled quality that are:

1. [u][b]Normal grilled item:[/u] [/b]can be compressed for 15 reduction pieces
2. [color=#BF4040][u][b]Quality grilled item:[/u] [/b][/color] [color=#000000]can be compressed for 40 reduction pieces[/color]
3. [color=#00BF40][u][b]Magic grilled item:[/u] [/b][/color][color=#000000]can be compressed for 75 reduction pieces[/color]
4. [color=#4080FF][u][b]Precious grilled item:[/u] [/b][/color][color=#000000]can be compressed for 125 reductions pieces [/color]
5. [color=#0000BF][u][b]Powerfull grilled item:[/u] [/b][/color][color=#000000]can be compressed for 175 reduction pieces[/color]
6. [color=#BF00BF][u][b]Ancient grilled item:[/u] [/b][/color][color=#000000]can be compressed for 230 reduction pieces[/color]
7. [color=#FF40BF][u][b]Holy grilled item:[/u] [/color] [/b][color=#000000]can be compressed for 310 reduction pieces[/color]
8. [color=#FFFF00][u][b]Epic grilled item:[/u] [/b][/color][color=#000000]can be compressed for 400 reduction pieces[/color]
9. [color=#FF8000][u][b]Angel grilled item:[/u] [/b][/color][color=#000000]can be compressed for 500 reduction pieces[/color]
10. [color=#FF0000][u][b]Satan grilled g item:[/u] [/b][/color][color=#000000]can be compressed for 666 reduction pieces[/size] [/color]

[img]http://i43.tinypic.com/1zr2wsz.png[/img] [hr]

**[b] [size=130]1.1511) What is a reduction piece ? [/size] [/b]**

[size=110]A reduction piece is a raw that you need to upgrade your item. If you want to know more about this upgrade just read the guide of upgrade[/size]

[img]http://i40.tinypic.com/5yssxt.png[/img][hr]

**[b] [size=130]1.152) What are all different types of normal item? [/size] [/b]**

[size=110]It exist 15 different types of normal quality that are:

1. [u][b]Simple item:[/u] [/b]gives 1 random attribute,
2. [color=#BF4040][u][b]Normal item:[/u] [/b][/color][color=#000000]gives 2 random attributes [/color]
3. [color=#00BF40][u][b]Quality item:[/u] [/b][/color][color=#000000]gives 3 random attributes[/color]
4. [color=#4080FF][u][b]Magic item:[/u][/b] [/color][color=#000000]gives 4 random attributes[/color]
5. [color=#0000BF][u][b]Precious item:[/u][/b] [/color][color=#000000]gives 5 random attributes[/color]
6. [color=#BF00BF][u][b]Powerfull item:[/u][/b] [/color][color=#000000]gives 6 random attributes[/color]
7. [color=#BF00BF][u][b]Ancient item:[/u][/b] [/color][color=#000000]gives 7 random attributes[/color]
8. [color=#FF40BF][u][b]Holy item:[/u][/b] [/color][color=#000000]gives 8 random attributes[/color]
9. [color=#FF40BF][u][b]Epic item:[/u][/b] [/color][color=#000000]gives 9 random attributes[/color]
10. [color=#FFFF00][u][b]Angel item:[/u][/b] [/color][color=#000000]gives 10 random attributes[/color]
11. [color=#FFFF00][u][b]Demonic item:[/u][/b] [/color][color=#000000]gives 11 random attributes[/color]
12. [color=#FF8000][u][b]Archangel item:[/u][/b] [/color][color=#000000]gives 12 random attributes[/color]
13. [color=#FF8000][u][b]Satan item:[/u][/b] [/color][color=#000000]gives 13 random attributes[/color]
14. [color=#FF0000][u][b]God item:[/u][/b] [/color][color=#000000]gives 14 random attributes [/color]
15. [color=#FF0000][u][b]Ultimate god item:[/u][/b] [/color][color=#000000]gives 15 random attributes[/size] [/color]

[IMG]http://i47.tinypic.com/2j4op48.jpg[/IMG][IMG]http://i47.tinypic.com/357hibt.jpg[/IMG][hr]

**[b] [size=130]1.153) What are all different types of swiss cheese item? [/size] [/b]**

It exist 10 different types of swiss cheese quality that are:

1. [color=#BF00BF][u][b]Powerfull item:[/u][/b] [/color][color=#000000]gives 5 random attributes and 1 sock of more[/color]
2. [color=#BF00BF][u][b]Ancient item:[/u][/b] [/color][color=#000000]gives 6 random attributes and 1 sock of more[/color]
3. [color=#FF40BF][u][b]Holy item:[/u][/b] [/color][color=#000000]gives 7 random attributes and 1 sock of more[/color]
4. [color=#FF40BF][u][b]Epic item:[/u][/b] [/color][color=#000000]gives 7 random attributes and 2 socks of more[/color] [/color]
5. [color=#FFFF00][u][b]Angel item:[/u][/b] [/color][color=#000000]gives 8 random attributes and 2 socks of more[/color]
6. [color=#FFFF00][u][b]Demonic item:[/u][/b] [/color][color=#000000]gives 9 random attributes and 2 socks of more[/color]
7. [color=#FF8000][u][b]Archangel item:[/u][/b] [/color][color=#000000]gives 9 random attributes and 3 socks of more[/color]
8. [color=#FF8000][u][b]Satan item:[/u][/b] [/color][color=#000000]gives 10 random attributes and 3 socks of more[/color]
9. [color=#FF0000][u][b]God item:[/u][/b] [/color][color=#000000]gives 11 random attributes and 3 socks of more[/color]
10. [color=#FF0000][u][b]Ultimate god item:[/u][/b] [/color][color=#000000]gives 11 random attributes and 4 socks of more[/size] [/color]

[IMG]http://i45.tinypic.com/22yjjs.jpg[/IMG][IMG]http://i47.tinypic.com/9ljt09.jpg[/IMG] [hr]

**[b] [size=130]1.531) Where to find them? [/size] [/b]**

**It is possible to find them on dungeon monster category:**

-Normal dungeon monsters: around 800% of life, 160% of damage

-Champions dungeon monsters: around 1 600% of life, 320% of damage

-Gozu dungeon monsters: around 3 500% of life, 240% of damage, 225% Fast attack, 140% Fast move

-Bosses dungeon monsters: around 24 000% of life, 800% of damage

-World bosses dungeon monsters: around: around 132 000% of life, 2080% of damage[/size]

[img]http://i43.tinypic.com/ftac5.png[/img][img]http://i44.tinypic.com/2gx4s5d.png[/img][img]http://i42.tinypic.com/34zy2c7.png[/img][img]http://i43.tinypic.com/ifyl1h.png[/img][hr]

**[b] [size=130]1.1) What is a set item? [/size] [/b]**

[size=110]Set items have green names and preset stats, and receive bonuses from other items in the set when they are worn together. While some individual set items are tremendously powerful, most are not much better than good magical or rare items. The trick to using Item Sets well is to wear the best pieces from them, or to selectively combine two or more items from the same set to benefit from the partial set bonuses and hidden item bonuses. Set Items are collections of matched equipment that give special bonuses when worn together. Each item in the set has properties always found on that item. Wearing multiple items from the same set will give special "partial" set bonuses, and wearing the full set will give a still larger full set bonus, that is to say more you have items of a set and more you have better attributes.

[IMG]http://i49.tinypic.com/5lp2jm.jpg[/IMG][IMG]http://i46.tinypic.com/2b73hc.png[/IMG][IMG]http://i48.tinypic.com/2cged0y.png[/IMG][IMG]http://i48.tinypic.com/rjkuti.png[/IMG] [/size][hr]

[color=#FF0000][size=200]2) Categories item[/size][/color]

**[b] [size=130] 2) What all category of items[/size] [/b]**

[size=110]All items are selected in 10 different important categories that are

1. equipment: helm, mask, amulet, armor,glove, bracers, belt, orbs, rings, pants, weapon, shin protection, shield, shoes (all pieces of equipment can be upgrade: image avec lapis,compresed, +4),
2. talisman
3. lapis
4. scroll (skill item)
5. potions
6. raw
7. Soul (gem)
8. compouned piece
9. jobs items: recolted items and crafted item
10. quest item[/size]

**[IMG]http://i50.tinypic.com/17emom.gif[/IMG] [hr]**

[b][size=130]1.43 What is an equipment? [/b][/size]

[size=110]Equipment are all items that players can wearing such as helm, mask, amulet, armor, glove, bracers, belt, orbs, rings, pants, weapon, shin protection, shield, shoes etc… (all pieces of equipment can be upgrade)[/size]

Image[hr]

[b][size=130]1.43 What are all equipment? [/b][/size]

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| SWORD | Name of item | Level required | Price | image |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| Tiers 1 | Basic sword | 2 | 61 |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| Tiers 2 |  | 9 |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| Tiers 3 |  | 16 |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| Tiers 4 |  | 23 |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| Tiers 5 |  | 30 |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
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what is a talisman?

what is a scroll?

what is a potion?

what is raw? (certain raw called precious raw gives 2 attributes)

what is a soul?

what is compouned piece?

what is a jobs items?

what is a quest items?

How work my system?

What are all items attribute?

[size=110]This is how work my inventory system:[/size]

[IMG]http://i48.tinypic.com/10prg49.png[/IMG][hr] ,



Ojbet de quète a rajouter dans spécial : boite à magie :, il est impossible de jeter les objet de quète il disparaisse lorsque nous complétons une quète ou annulons une quète secondaire.

La faux et le marteau : nouveau spécial équipement pouvant accueuillir juste les objets de métier, ils sont automatiquementt regroupe dan ce cas

Lorsque l’ont met une arme ou une piece non-conforme dans le cercle du piintagramme il nous dit que non le cercle du pintagramme n’est pas fait pour çela.  
**Les objets empilables**  
   
Certains objets du jeu peuvent être empilés. C'est le cas des potions d'explosions et de poison, des flèches, des carreaux, des javelots, des couteaux à lancer et autres. Cependant, vous ne pourrez pas les empiler à l'infini. Cela dépendra des objets. Par exemple, il est impossible d'empiler plus de 10 potions à la fois. Seul les objets semblable sont empilable.

What is a difficulty mode

[size=110]Torchlight 2 c’est écrit pour mirican box lorsqu'on arrive a avoir une recette on voit avant de transmuter les objets de la cette le produit que l'on pourrait avoir

les objets blanc, vert, bleu disparaisse après 60 secondes de la surface du terain pour que l’écran soit le plus clair possible car avoir une centaine d’objets d’inutile en vue fera buger chaque joueur, il est donc important d’ajouter ce system. D’autrepars lorque le joueur se reconnectera la partie redeviendra clean c'est-à-dire que les objets sur le terrain qui l’a vu lors de sa dernière connection disparaîtront ce qui permettra une fois encore de mieux lire les objets tomber au sol.

**Nouvelle effet pour les objets légendaires**   
  
Désormais, les objets légendaires et les sets bénéficient d'un effet particulier lorsqu'ils dropent au sol, de manière à ne plus passer à côté ^^ : on voit de la lumiere divine sur l’objet ainsi qu’un son disant you are lucky ! yeaaah !

[u]Swiss cheese item[/u]  
[u]Special item[/u] with more sock than other but with less attributes  
[u]Simple item:[/u] gives 0 random attribute, 1 sock of more  
[u]Normal item:[/u] gives 1 random attributes, 1 sock of more   
[u]Quality item:[/u] gives 2 random attributes, 1 sock of more   
  
[u]Precious item:[/u] gives 3 random attributes, 2 socks of more   
[u]Powerfull item:[/u] gives 4 random attributes, 2 socks of more  
[u]Ancient item:[/u] gives 5 random attributes, 2 socks of more  
  
[u]Epic item:[/u] gives 6 random attributes, 3 socks of more  
[u]Angel item:[/u] gives 7 random attributes, 3 socks of more  
[u]Demonic item:[/u] gives 8 random attributes, 3 socks of more  
  
[u]Satan item:[/u] gives 9 random atributes, 4 socks of more  
[u]God item:[/u] gives 10 random attributes, 4 socks of more   
[u]Ultimate god item:[/u] gives 11 random attributes, 4 socks of more  
  
What is a swiss cheese item?



A swiss cheese item is an a piece of equipment that have more socks and less items attributes that is to say there are more personify for the needs of players.

Where to find swiss cheese item?

In an event ?

what is a sock  
what is a lapis

News attributes system for item  
  
Stats  
rs = random stat  
pow = power  
str = stength  
dex = dexterity  
end = endurance  
int = inteligence  
cha = chance  
as = all stats  
  
Defence  
pp = Parade percent  
dp = defence percent  
p = defence  
rd = reduction damage   
rdp = reduction damage percent  
  
Damage physical  
d = damage  
dp = damage percent  
dmi = damage minimum  
dma = damage maximum  
bdp = world boss damage percent  
dosp = damage on skelton percent  
dodp = damage on demon percent  
  
Elemental damage  
fd = fire damage  
cd = cold damage  
ed = earth damage  
pd = poison damage  
fdp = fire damage percent  
cdp = cold damage percent  
edp = earth damage percent  
pdp = poison damage percen  
aedp = all damage elemental percent

Skill

cts: chance to stun for 1.5 second

ct etc..

Health  
h = health  
hp = health percent  
mhp = minion health percent  
  
Energy  
e = energy  
ep = energy percent  
  
Leech  
ll = life lech  
llp = life lech percent  
el = energy leech  
elp energy leech percent  
  
regeneration  
lrps = life regeneration per second  
mrps = mana regeneration per second  
  
resistance  
fr = fire resistance  
cr = cold resistance  
er = earth resistance  
pr = poison resistance  
sr = stun resistance  
aer = all elemental resistance  
  
Over  
os = over sock  
or = over item (legendary)  
  
Fast movement  
fm = fast movement  
fmp = fast movement percent  
mfmp = minion fast movement percent  
  
Fast cast  
fc = fast cast  
fcp = fast cast percent  
  
Fast attack  
fa = fast attack  
fap = fast attack percent  
mfap = minion fast attack percent  
  
Accuracy  
a = accuracy  
ap = accuracy percent  
  
Luck  
l = luck  
  
Gold Find  
gf = gold find  
  
Skills  
rs = random skill  
as = all skills  
  
Aura  
rau = random aura  
aau = all aura  
  
experience  
ep = experience percent  
  
random  
ra = random attribute  
rs = skill in random  
rc = random characteristique  
rau = random aura  
  
All  
aa = all aura  
as = all skills  
ac = all stats  
ar = all elemental resistance  
  
Over  
os = over sock  
or = over item (legendary)  
  
**Deadly Strike**  
This is a chance of doing double damage. This bonus is applied after skills such as Critical Strike and any other damage bonuses. Deadly Strike Items stack.   
  
**Open Wounds**  
This is a chance of making a monster bleed uncontrollably. They lose health while bleeding. Open Wounds Items stack.   
  
**Crushing Blow**  
This is a chance of reducing a monster's health by 50% in a single blow. It is affected by physical resistance, and Crushing Blow items stack. Crushing Blow will not work on Champions, Uniques and Super Uniques. Crushing Blow is calculated after your normal damage.   
  
**Hit Causes Monster to Flee**  
This is very similar to the Barbarian Howl Warcry and is also similar to Howling items.   
  
**Defense vs Missile**  
Reduces the % chance of getting hit by missiles (by raising the effective armor rating)   
  
**Hit Freezes Target**  
Items with Hit Freezes Target has a chance to Freeze Targets.   
  
**Hit Blinds Target**  
Decreases radius of awareness similar to the Necromancer Curse: Dim Vision.   
  
**Slows Target By %**  
This slow attack although appears to be a blue Cold Damage attack is not actually a cold attack.   
  
**Absorption (Or Absorbs)**  
Absorb heals the player - which is equivalent to resistance.   
  
**+ Fire Skills**  
Fire Skills include all of the Sorceress Fire Tree, Amazon (Fire Arrow, Explosive Arrow, Immolation Arrow), Paladin (Holy Fire), Druid (Fire Claws, Firestorm, Molten Boulder, Fissure, Volcano, Armageddon), and Assassin (Fists of Fire, Fire Blast, Wake of Fire, Wake of Inferno). These will not raise a skill point in the Necromancer's Fire Golem.   
  
**On Striking**  
On Striking means if you actually hit a Monster.   
  
**On Attack**  
On Attack means every time you swing.   
  
**Replenish Life**  
Increases your Life regenerating ability.

[align=justify][size=200][color=#FF0000]1) Durability and Repair System [/color][/size]

**[size=130][b]1.1) What is durability and a repair system?[/b][/size]**

[size=110]This system have for goal to say all items have durability and at each time you are using them you lost this durability and you have to repair them to find back this durability.[/size][hr]

**[size=130][b]1.2) What is my durability and a repair system?[/b][/size]**

[size=110]All the equipments have durability point and at each time you are using your weapon you will lose 1 durability point and at each time you are hitted 10 time by a monster or someone one of your randomly item chosen between your armor item, and jewelry items will lost 1 durability point. However you have to make warning to your durability point because when one of your item lost all his durability point, he will become unusable and this is why it exist a possibility to repair item with paying a PNJ called the blacksmith. (the one to link lapis to items)[/size]

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**[size=130][b]1.3) What is the repair price?[/b][/size]**

[size=110] The repair price equal to = number of durability to repair x number of items attributes x level of item. That is to say if I would like to repair 15 durability point of an armor with 5 attribute of level required 27, I will pay golds.(15 x 5 x 27 = 2 025).[/size]

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[size=200][color=#FF0000]4) Skills Items and Empty Slot[/color][/size]

**[size=130][b]4.1) What is a skill item? [/b][/size]**

[size=110]A skill item is a scroll that contain a skill to learn such as a skill item of haste is a scroll that contain the skill haste, that is to say if I use this skill item on my character I will learn haste. It exists all the class skills in skill items and they help to create an unique character that contain some skills from an other class. There is a possibility to learn 3 different skills items that are called the empty slot, at each time someone will use a skill item, he will automatically close an empty slot.[/size]

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