Qualities List

1. Quality Names
   1. Weapon / Armor / Ring / Amulet/ Shield Quality Names
      1. Broken Lvl 1
         1. Armor-
            1. Armor lowered by 1
            2. Damage received increased by 1-5
         2. Weapon-
            1. Weapon Damage lowered by 5-10
            2. Crite chance reduced by 1-5
         3. Ring
            1. Enchants lowered by 10%
         4. Amulet
            1. Enchants lowered by 10%
         5. Shield
            1. Armor lowered by 1-5
            2. Enchant lowered by 10%
      2. Rusty Lvl 1
         1. Enchantments lowered by 20%
         2. Crit base lowerd by 5
      3. Melted- Lvl 1
         1. Armor-
            1. Any fire damage received increased by 10%
         2. Weapon-
            1. Base Fire damage done reduced by 10%
         3. Ring
            1. Base fire resistance reduced by 10%
         4. Amulet
            1. Increases fire damage taken by 10%
         5. Shield
            1. 10% Fire damage heals when shield is up
      4. Magnetized Lvl 10
         1. Physical damaging projectiles follow you if in magnate radius.
         2. 1-5 Radius…stacks
      5. Damaged- Lvl 1
         1. Lowers all Armor and Weapon stats by 10%
      6. Fair- Lvl 1
         1. Armor-
            1. Armor base increased by 1-5
         2. Weapon
            1. Weapon base damage increased by 1-5
         3. Ring
            1. Base Crit melee chance increased by 1-3
         4. Amulet
            1. Base Crit GP chance increased 1-3
         5. Shield
            1. Lowers Enemy damage on Shield by 1-5
      7. Excellent- Lvl 30
         1. Armor-
            1. Base Defense increased by 6-20
            2. Reduced enemy base crit chance by 1-3
         2. Weapon
            1. Weapon Base Damage Increased by 6-20
            2. Base Crit Chance increased by 1-5
         3. Ring
            1. Base Melee Crit damage increased by 5-10
         4. Amulet
            1. Base GP Crit chance increased by 5-10
         5. Shield
            1. Shield Recharge increased by 1-5
      8. Parasite- lvl 10
         1. Armor-
            1. All summon kills have a 1-3% chance to drop a health orb.
         2. Weapon-
            1. 5-10% chance for killed enemy to drop a health orb
         3. Ring
            1. Each strike Steals life on Hit by 1-2%
         4. Amulet
            1. Radius circle steals 1 hp life of any enemy inside of it.
         5. Shield
            1. Absorb 1-5% of physical damage blocked.
      9. Pack- Lvl 10
         1. Armor-
            1. Damage taken by summons is reduced by 5-15
         2. Weapon-
            1. Damage done by summons is increased by 1-10
         3. Ring
            1. You gain 1-10 to total hp for each summon you have out.
         4. Amulet
            1. You gain 1-10 gp for each summon you have out
         5. Shield
            1. Your summons gain your shield when you block.
      10. Flawless- Lvl 30
          1. Armor-
             1. Armor increased by 100%
             2. All Physical Damage reduced by 25-75
          2. Weapon
             1. Weapon damage increased by 10-20
             2. Crit damage increased by 100-200%
          3. Ring
             1. Melee Crit chance increased by 1-5
             2. GP increased by 130-250
          4. Amulet
             1. GP crit chance increased by 1-5
             2. HP increased by 130-250
          5. Shield
             1. Shield HP increased by 100%
             2. GP Resist All 100%
      11. Jagged Lvl 30
          1. Armor-
             1. Reflects 25-50% enemy damage
          2. Weapon-
             1. Chance for extra melee attack 1-3%
          3. Ring
             1. Melee Crit damage increased by 100%
          4. Amulet
             1. GP Crit damage increased by 100
          5. Shield
             1. 1-3% chance to reflect damage.
      12. Uneven Lvl 7
          1. Armor-
             1. Slows movement speed by 10%
          2. Weapon-
             1. Slows attack speed by 10%
          3. Ring
             1. Reduces experience gained by 10%
          4. Amulet
             1. Reduces gold dropped by 10%
          5. Shield
             1. Shield recharges 25% slower
      13. Even Lvl 10
          1. Armor- Increased movement speed by 10%
          2. Weapon- Increased Attack speed by 10%
          3. Ring
             1. Experience gain increased by 5-25%
          4. Amulet
             1. Increases gold gained by 50-200%
          5. Shield
             1. Shield recharges 25% faster
      14. Long Lvl 3
          1. Armor-
             1. Increased Resist all by 50%
          2. Weapon-
             1. Increased weapon Length or radius by 1-3
          3. Ring
             1. Increased weapon length or radius by 1-3
          4. Amulet
             1. Increased snap radius
          5. Shield
             1. Increased GP by 50%
      15. Short Lvl 3
          1. Armor-
             1. Decreased all resistance by 1-3
          2. Weapon-
             1. Decreased weapon length or radius by 1-3
          3. Ring
             1. Lower weapon length or radius by 1-3
          4. Amulet
             1. Lower snap radius
          5. Shield
             1. Lower shield recharge by 25%
      16. Thick Lvl 5
          1. Armor-
             1. Lower Stun Timer
          2. Weapon-
             1. Increased weapon Knock Back
          3. Ring
             1. Lower stun timer
          4. Amulet
             1. Lowers to Knock Back
          5. Shield
             1. Attacking enemies will be slow if they strike when shield is up
      17. Slimy Lvl 13
          1. Armor-
             1. Slow an enemy that touches you by 10-20%.
          2. Weapon-
             1. Slow an enemy you strike by 10-20%
          3. Ring
             1. Items from vendor cost less, and you get more money from selling.
          4. Amulet
             1. Lower Poison damage by 10%
          5. Shield
             1. Attacking enemies will be poisoned if they strike when shield is up.
      18. Glossy Lvl 5
          1. Armor
             1. -Increased GP crit by 1-3%
          2. Weapon-
             1. Each strike steals GP 10-20% of damage dealt
          3. Ring
             1. Chance on enemy death to restore GP
          4. Amulet
             1. Enemies have a chance to drop a Soul that restore some GP
          5. Shield
             1. Chance to gain GP if enemy hits shield.
      19. Shiny Lvl 7
          1. Weapon-
             1. Chance to Blind Target on strike
          2. Armor-
             1. 1-15 Light Resistance
          3. Ring
             1. Lower Blind timer
          4. Amulet
             1. Attacking incoming projectiles has a chance to reflects them away from you.
          5. Shield
             1. Chance on Shield activation, Emits a blast of light blinding enemies in area.
      20. Rough Lvl 5
          1. Armor- 1-15 Earth resistance
          2. Weapon- Stun enemy 1 second.
          3. Ring
             1. Lowers Stun Time
          4. Amulet
             1. Immune to Stun
          5. Shield
             1. Chance on shield activation…Emits an earth quake, stunning enemies in area.
      21. Slippery Lvl 5
          1. Armor- 1-15 Water resistance
          2. Weapon- 5-10% chance to miss enemy
          3. Ring
             1. Reduce burn timer
          4. Amulet
             1. Water damage heals you for 20% of damage dealt.
          5. Shield
             1. Water resistance is increased by 1-10 after shield falls.
      22. Hot Lvl 5
          1. Armor-
             1. 1-15 Fire Resistance
          2. Weapon-
             1. Lower target armor
          3. Ring
             1. Reduces Wet timer
          4. Amulet
             1. 1-10 Fire damage heals
          5. Shield
             1. Fire resistance is increased by 1-10 after shield falls.
      23. Feathery Lvl 5
          1. Armor-
             1. 1-15 Wind Resistance
          2. Weapon-
             1. Chance to Knock back opponent
          3. Ring
             1. Jump Increased
          4. Amulet
             1. 1-10 Wind Damage heals
          5. Shield
             1. Wind resistance is increased by 1-10 after shield falls.
      24. Shallow Lvl 5
          1. Armor-
             1. 1-15 Shadow Resistance
          2. Weapon-
             1. weaken target
          3. Ring
             1. Reduce Weakened Timer
          4. Amulet
             1. 1-10 Shadow damage heals
          5. Shield
             1. Shadow resistance is increased by 1-10 after shield falls.
      25. Bright Lvl 5
          1. Armor- 1-15 Light Resistance
          2. Weapon- Chance to blind
          3. Ring
             1. Reduces Blasphemy Time
          4. Amulet
             1. 1-10 Light damage heals
          5. Shield
             1. Light resistance is increased by 1-10 after shield falls.
      26. Light Lvl 10
          1. Armor: White aura damages any shadow creature over time. Double damage to undead
          2. Weapon: Double damage to undead
          3. Ring
             1. Reduces Mind control time
          4. Amulet
             1. Reduces Curse timer
          5. Shield
             1. Chance to blind target if shield is hit.
      27. Remedy Lvl 10
          1. Armor- There is a 1-2% chance every 10 seconds to remove a debuff
          2. Weapon- Stops monsters from regenerating
          3. Ring
             1. Lowers Poison Timer
          4. Amulet
             1. Immune to Poison
          5. Shield
             1. Reduces poison damage while shield is up.
      28. Faceted Lvl 5
          1. Weapon
             1. Increase Mercy
          2. Armor
             1. Increase all GP damage 5
          3. Ring
             1. Increased summon GP
          4. Amulet
             1. Increased item drop
          5. Shield
             1. Increased Mercy
      29. [Removed] Upgraded
          1. Armor-
             1. Increase any protective enchant bonus by 1-3%
          2. Weapon-
             1. Increase any attack enchant bonus by 1-3%
      30. [Removed] Downgraded
          1. Armor- Lower any protective enchant bonus by 1-3%
          2. Weapon- Lower any attack enchant bonus by 1-3%
      31. Firm Lvl 5
          1. Armor
             1. Increase Awe - 1-3
          2. Weapon
             1. Increase attack speed 1-3%
          3. Ring
             1. Increased Summon Health
          4. Amulet
             1. Increased resist all by 5-10
          5. Shield
             1. Increased GP
      32. Gold Lvl 7
          1. Armor-
             1. Poison damage lowered by 1-5%
          2. Weapon-
             1. Poison damage on strike 10-25%
          3. Ring-
             1. GP poison damage increased
          4. Amulet-
             1. Enemies that hit you get poisoned
          5. Shield
             1. Enemies that are you radius are poisoned
      33. Blackened Lvl 7
          1. Armor-
             1. Shadow resistance increased 10-20%
          2. Weapon-
             1. Shadow damage on strike 1-5
          3. Ring
             1. GP Shadow damage increased by
          4. Amulet
             1. Enemies that hit you are struck by shadow damage
          5. Shield
             1. Enemies in shields radius are weakend
      34. Whitened Lvl 7
          1. Armor-
             1. Light resistance increased by 10-20
          2. Weapon-
             1. Increased Light damage by 10-20%
          3. Ring
             1. GP Light Damage increased by
          4. Amulet
             1. Enemies that hit you are struck by light damage
          5. Shield
             1. Enemies in shield radius are blinded
      35. Gray Lvl 7
          1. Armor-
             1. Wind Resistance increased 10-20
          2. Weapon-
             1. Release mini tornado on strke
          3. Ring-
             1. GP Wind damage increased by
          4. Amulet
             1. Enemies that hit you are struck by a blast of wind
          5. Shield
             1. Enemies in shield radius are knocked back
      36. Blue Lvl 7
          1. Armor-
             1. Water Resistance 10-20
          2. Weapon
             1. Release bubbles on strike
          3. Ring
             1. GP Water damage increased by
          4. Amulet
             1. Enemies that hit you are poisoned
          5. Shield
             1. Enemies in shield radius are poisoned
      37. Brown Lvl 7
          1. Armor-
             1. Earth Resistance 10-20
          2. Weapon-
             1. Release bolder on strike
          3. Ring
             1. GP Earth damage increased by
          4. Amulet
             1. Enemies that hit you are stunned
          5. Shield
             1. Enemies in shield radius are stunned
      38. Red Lvl 7
          1. Armor-
             1. Fire Resistance 10-20
          2. Weapon-
             1. Fire Damage on strike
          3. Ring
             1. GP Fire damage increased by
          4. Amulet
             1. You released a fiery explosion when hit
          5. Shield
             1. Enemies in shield radius have there armor reduced
      39. Sharp Lvl 30
          1. Armor-
             1. Max HP increased by 10-25
          2. Weapon-
             1. Target bleeds 15-25 damage every second for 5 seconds.
          3. Ring
             1. Health Regeneration
          4. Amulet
             1. Lower Brain Fart Timer
          5. Shield
             1. Health Regeneration when shield is active
      40. Ethereal Lvl 30
          1. Armor-
             1. Physical damage is lowered by 25-40
          2. Weapon-
             1. Ignores 25% of enemy Defense
          3. Ring
             1. Increases hp and gp by 5-10
          4. Amulet
             1. Increases Health Regen and GP Regen by 1-10
          5. Shield
             1. GP damage lowered by 1-5%
      41. Weakened Lvl 15
          1. Armor-
             1. Lower Max HP by 25-100
          2. Weapon-
             1. Lower Melee crit chance by 3-5%
          3. Ring
             1. Health Regeneration lowered
          4. Amulet
             1. GP Regeneration lowered
          5. Shield
             1. GP Lowered
      42. Firm Lvl 10
          1. Armor-
             1. Increase Wrath
          2. Weapon
             1. Increased summon attack speed 3-10%
          3. Ring
             1. Increased defense
          4. Amulet
             1. Increased melee crit damage
          5. Shield
             1. Increased melee damage
      43. Chipped Lvl 22
          1. Armor-
             1. Increased summon health by 100-150
          2. Weapon-
             1. Increased summon damage 20-35
          3. Ring
             1. Reduces melee damage summons take
          4. Amulet
             1. Reduces GP damage summons take
          5. Shield
             1. When shield is active summons deal more damage
      44. Smooth Lvl 7
          1. Armor- Increase Sacred
          2. Weapon-
             1. Chance to increase GP crit damage
          3. Ring
             1. GP recharge 1-3 per second
          4. Amulet
             1. Increased summon attack speed
          5. Shield
             1. Increased summon health