

Equipment

A character's base Physical and Magical Attack and Defense as well as their base Evasion and Resistance are at least in part determined by special items that they carry on their person into combat that represent their arms and armor. By default, a character can wear three types of equipment: weapons, which give bonuses to their base Magical and Physical Attack; armor, which gives bonuses to their base Physical and Magical Defense; and accessories, which give bonuses to their base Evasion and Resistance.

The potency of a piece of armor or a weapon is determined by its Quality. There are four levels of Quality a piece of gear can have: Mundane, Rare, Expert, and Unique. The first three levels give flat increases to the bonuses the respective piece of armor or weaponry provides to a character's statistics. Quality also determines the total Upgrade Value available to each weapon. In addition to a piece of equipment's basic stats, each one also has a number of attached extra effects known as upgrades. Each upgrade has an associated UV number. The total sum of all of the UV numbers of the upgrades to a given weapon or armor set can never be greater than its total Upgrade Value. Mundane equipment has a UV of 1, Rare equipment has a UV of 2, and Expert equipment has a UV of 3. Unique weapons and armor count as having UV numbers of 3 as well, but have additional unique upgrades that distinguish them from all other pieces of equipment.

Roughly speaking, Mundane equipment is meant to be used by characters of levels 1-4, Rare equipment is meant to be used by characters of levels 4-6, Expert equipment is meant to be used by characters of levels 7-9, and Unique equipment should be acquired by characters of levels 9-10. The exception to this rule is accessories, that do not have UV numbers but instead each possess a single upgrade that either counts as Partial or Total. Accessories with Partial upgrades give bonuses to a character's Evasion or Resistance, while accessories with Total upgrades do not.

For the most part, Quality and UV numbers and total Upgrade Values will not be visible to players. However, there are two reasons why they are relevant. The first, already stated, is that they are a rough estimate of when to make them available to players during a campaign. The second is that they determine the base cost to purchase them from a vendor. The exception to this is Unique weapons, which should not be purchasable via vendors but instead should be rewards for defeating Villains or Monsters and for clearing Dungeons. The formulae for calculating base cost for different pieces of equipment are as follows:

Weapons:

Mundane weapons cost 100 cr, Rare weapons cost 1,000 cr, and Expert weapons cost 10,000 cr.

Each UV 1 upgrade multiplies the cost of a weapon by 2, each UV 2 upgrade multiplies the cost of a weapon by 4, and each UV 3 upgrade multiplies the cost of a weapon by 8.

Armor:

Mundane armor costs 500 cr, Rare armor costs 2,500 cr, and Expert armor costs 12,500 cr.

Each UV 1 upgrade multiplies the cost of an armor set by 2, each UV 2 upgrade multiplies the cost of an armor set by 4, and each UV 3 upgrade multiplies the cost of an armor set by 8.

Accessories:

The base cost of an accessory is 750 cr.

A Partial Upgrade multiplies the base cost of an accessory by 2, while a Total Upgrade multiplies it by 4.

Weapons

Each character can wield a single weapon at a time during combat. There is no such thing as dual wielding in this game, but characters can always swap out their current weapon for another one they are proficient in without any effort out of combat and with the Swap Weapon action during combat. All weapons give bonuses to a character's base Physical Attack and their base Magical Attack while they are being wielded. The values of these bonuses are determined by the weapon's Quality and Attack Type. There are three Attack Types, Balanced, Physical, and Magical. The corresponding attack bonuses each of them gives and the types of weapons that count as each Attack Type are as follows:

Physical:

Lances, Swords, and Bows count as as having the Physical Attack Type.

Mundane Physical weapons grant a +3 to Physical Attack and a +1 to Magical Attack.

Rare Physical weapons grant a +5 to Physical Attack and a +3 to Magical Attack.

Expert Physical weapons grant a +7 to Physical Attack and a +5 to Magical Attack.

Balanced:

Guns, Daggers, and Claws count as as having the Balanced Attack Type.

Mundane Balanced weapons grant a +2 to Physical Attack and a +2 to Magical Attack.

Rare Balanced weapons grant a +4 to Physical Attack and a +4 to Magical Attack.

Expert Balanced weapons grant a +6 to Physical Attack and a +6 to Magical Attack.

Magical:

Staves, Fans, and Scepters count as as having the Magical Attack Type.

Mundane Magical weapons grant a +1 to Physical Attack and a +3 to Magical Attack.

Rare Magical weapons grant a +3 to Physical Attack and a +5 to Magical Attack.

Expert Magical weapons grant a +5 to Physical Attack and a +7 to Magical Attack.

In addition, each weapon type grants an additional unique +1 bonus to a single statistic while a character is wielding

them that does not count as a bonus on the Bonus Tracker.
Lances grant a +1 bonus to the Physical Defense of their wielder.
Swords grant a +1 bonus to the Physical Attack of their wielder.
Bows grant a +1 bonus to the Physical Accuracy of their wielder.
Guns grant a +1 bonus to the Magical Accuracy of their wielder.
Daggers grant a +1 bonus to the Evasion of their wielder.
Claws grant a +1 bonus to the Status Accuracy of their wielder.
Staves grant a +1 bonus to the Magical Attack of their wielder.
Fans grant a +1 bonus to the Magical Defense of their wielder.
Scepters grant a +1 bonus to the Resistance of their wielder.

Upgrades by Upgrade Value:

Variable-

Keen. This upgrade gives a bonus to either your Status, Magical, or Physical Accuracy depending on its UV. UV 1 gives a +1, UV 2 gives a +3, and UV 3 gives a +5.

Extra Ability. When a character wields a weapon with this upgrade, they are able to use a single flex power, job power, or class ability at twice its normal MP cost. At UV 1, the ability is earned at of Rank 1-3 of the job or class that can use it, at UV 2 the ability is earned at Rank 4-6, and at UV 3 the ability is earned at rank 7-9. Flex powers always count as UV 1.

Fast. This upgrade gives a bonus to the wielder's Initiative score. At UV 1, the bonus is +1, at UV 2 the bonus is +2, and at UV 3 the bonus is +3.

Sharpened. After you hit an enemy with a physical attack while wielding a weapon with this upgrade, you can add an amount of damage to the end result of the damage calculation (that is, after all multipliers have been applied) given by the UV of the upgrade. UV 1 gives +1 extra damage, UV 2 gives +2 extra damage, and UV 3 gives +3 extra damage.

Energized. After you hit an enemy with a magical attack while wielding a weapon with this upgrade, you can add an amount of damage to the end result of the damage calculation (that is, after all multipliers have been applied) given by the UV of the upgrade. UV 1 gives +1 extra damage, UV 2 gives +2 extra damage, and UV 3 gives +3 extra damage.

UV 1-

Elemental. Instead of dealing colorless physical damage, this weapon's basic attack deals elemental physical damage of a fixed type. This upgrade cannot be applied more than once to a single weapon.

Slayer. When you hit an enemy of the Enemy Type specified by this upgrade, the damage is multiplied by 1.5x in addition to other modifiers. This upgrade cannot stack, but you can have multiple Slayer upgrades of different types on the same weapon.

Light. In addition to their usual basic attack, weapons with this upgrade give the wielder a free ability called Light Attack. When the wielder uses this ability, they make two colorless, melee, physical attacks against a single target, each one dealing damage multiplied by 0.75x in addition to other modifiers.

Poisoned. When you hit an enemy with this weapon's basic attack, it also inflicts one level of the debuff specified by this upgrade. This ability cannot stack, but a weapon can be Poisoned with multiple different kinds of debuffs at once.

Pommel Guard. While wielding this weapon, you are immune to enemy abilities that reflect your abilities back at you. However, when an enemy successfully reflects one of your abilities, it still counts as negating its effects on them.

UV 2-

Cursed. When you hit an enemy with this weapon's basic attack, you also inflict the status specified by this upgrade.

Blunt. This weapon's basic attack is replaced with an ability that makes a melee physical attack against an enemy. On a hit, this attack does not do damage, but instead reduces the AP that the enemy can use during its next turn by one. You can hit an enemy with this attack multiple times per turn, but you cannot reduce its AP below zero.

Ambushing. At the beginning of a battle, you may make a free basic attack against any target within range of this weapon's basic attack before the Initiative order is determined. If your party has First Strike, you can make this attack for free during your First Strike turn in addition to any other actions.

Standard Issue. Weapons with this upgrade can be wielded by any character, regardless of whether or not that character is proficient in using weapons of its type.

Sensor Array. When you hit an enemy with a basic attack while using this weapon, it automatically inflicts the Scan ability in addition to its usual damage.

UV 3-

Reach. This weapon's melee abilities can hit enemies in the back row or the front row while the wielder is in the front row, and can also hit enemies in the front row while the wielder is in the back row.

Heavy. This weapon's basic attack costs 2 AP to use instead of 1, but deals 3x its base damage in addition to other multipliers on a hit.

Primordial. When you make a basic attack while wielding this weapon, you may decide the elemental type of the resulting damage. However, the damage's elemental type cannot be colorless.

Laser. The damage of this weapon's basic attack ignores the target's Physical Defense. However, all other abilities or alternate contextual attacks do damage as normal.

Double-Edged. In addition to their usual basic attack, weapons with this upgrade give the wielder a free ability called Double Attack. When the wielder uses this ability, they make two colorless, melee, physical attacks against a single target, each one dealing damage multiplied by 1x in addition to other modifiers.

Unique-

Temporal. Once per turn, not including held turns, you may reverse the effects of any abilities you used during your turn in order to regain all of your AP.

Lunar. In addition to their regular basic attack, the wielder of this weapon gains an ability called Lunar Attack that makes a melee physical attack against a single target that deals colorless magical damage instead colorless physical damage. Your Physical Accuracy still applies to the attack roll, and your Physical Attack is still what determines the bonus to its damage.

Vorpal. When you make a physical attack with this weapon, the damage you deal is calculated as though the target's Physical Defense were half its actual value, rounded down.

Plasma. When you make a magical attack with this weapon, the damage you deal is calculated as though the target's Magical Defense were half its actual value, rounded down.

Organic. When you use a status-inflicting ability while wielding this weapon, the roll to determine if the status hits is made as though the target's Resistance were one half its actual value, rounded down.

Vampiric. When you hit an enemy with a physical attack while wielding this weapon, you also heal an amount of HP equal to the total damage you dealt to that enemy.

Masterwork. This weapon is of unusual quality, even for an Expert weapon. Physical weapons with this upgrade give a +10 to Physical Attack and a +8 to Magical Attack, Balanced weapons give a +9 to Physical Attack and a +9 to Magical Attack, and Magical weapons give a +8 to Physical Attack and a +10 to Magical Attack.

Explosive. When you hit an enemy with this weapon's basic attack, every other enemy also takes damage as though you had hit them with a basic attack as well.

Holy. When you roll a 1 while making a basic attack with this weapon, you do not calculate damage as usual. Instead, you automatically deal 99 damage to the target that cannot be reflected, negated, guarded against, absorbed, or otherwise modified, including by normal damage modifiers. If an enemy's Shell is broken in this manner, all rules for Shellbreaking still apply.

Corrupted. Every ability that the wielder uses that has an elemental type, status effects included, counts as having the Shadow type. Whenever you kill an enemy with this weapon, it gains a fixed +1 base damage bonus to all damage done while wielding the weapon that stacks with each kill. After you hit +99, something happens.

Example Weapons:

Hunting Bow. Mundane Bow. Animal Slayer: This weapon does 1.5x damage to natural animals, such as wolves and tigers.

Dragon's Fan. Mundane Fan. Fire Infused: this weapon's basic attack does fire physical damage instead of colorless physical damage.

Shiv. Mundane Dagger. Light: this weapon's basic attack is replaced with an attack that attacks two separate times, each of which does 0.75x the normal base damage of the weapon on a hit.

Pikeman's Trusty Lance. Rare Lance. Standardized: Any character of any class can use this weapon without being proficient in lances.

Cavalier's Rifle. Rare Gun. AP Ammo: this weapon grants +1 to your Physical Accuracy rolls and does +3 extra damage after damage is calculated.

Ritual Leader's Scepter. Rare Scepter. Inflict Blind. When this weapon's basic attack hits an enemy, it also inflicts the Blind status effect unless the target is immune.

Seelie Court Rapier. Expert Sword. Primal: When you use a basic attack with this weapon, you may choose its element at will. However, it cannot make colorless basic attacks.

Demon Claws. Expert Claws. Demonic: This weapon does one quarter of the damage it would normally inflict to the enemy's health to its Magic Defense Bonus until that bonus is zero, and lets you use Shadow Bolt for free once per battle.

Headmaster's Staff. Expert Staff. Heirloom: This weapon automatically inflicts Scan on all hit enemies, and also lets you use Magic Missile for free once per battle.

Odin's Lance. Expert Lance. Thunder God's Weapon: This weapon has the Heavy, Thunder Elemental, and Holy upgrades.

Armor

A character's equipped armor set provides a bonus to their Magical Defense and a bonus to their Physical Defense in addition to the bonuses granted from their job. Characters may only wear one set of armor at a time, and cannot switch their armor out during combat. The rules for armor upgrades are identical to the rules for weapon upgrades, except that armor sets do not receive the same kinds of upgrades as weapons. Unlike weapons, there are only three varieties of armor, and they also determine the bonuses that characters receive to their statistics. These are Cloth armor, Light armor, and Heavy armor, and the resulting bonuses are as follows:

Cloth:

Mundane Cloth armor grants a +0 to Physical Defense and a +2 to Magical Defense.

Rare Cloth armor grants a +1 to Physical Defense and a +3 to Magical Defense.

Expert Cloth armor grants a +2 to Physical Defense and a +4 to Magical Defense.

Light:

Mundane Light armor grants a +1 to Physical Defense and a +1 to Magical Defense.

Rare Light armor grants a +2 to Physical Defense and a +2 to Magical Defense.

Expert Light armor grants a +3 to Physical Defense and a +3 to Magical Defense.

Heavy:

Mundane Heavy armor grants a +2 to Physical Defense and a +0 to Magical Defense.

Rare Heavy armor grants a +3 to Physical Defense and a +1 to Magical Defense.

Expert Heavy armor grants a +4 to Physical Defense and a +2 to Magical Defense.

Upgrades by Upgrade Value:

Variable-

Reinforced. When you are hit by a physical attack while wearing this armor, the damage you take is reduced by a fixed amount after all modifiers to the base damage are applied. At UV 1, this reduces damage by 1, at UV 2 this reduces damage by 2, and at UV 3 this reduces damage by 3.

Inscribed. When you are hit by a magical attack while wearing this armor, the damage you take is reduced by a fixed amount after all modifiers to the base damage are applied. At UV 1, this reduces damage by 1, at UV 2 this reduces

damage by 2, and at UV 3 this reduces damage by 3.

Extra Ability. When a character wears armor with this upgrade, they are able to use a single flex power, job power, or class ability at twice its normal MP cost. At UV 1, the ability is earned at of Rank 1-3 of the job or class that can use it, at UV 2 the ability is earned at Rank 4-6, and at UV 3 the ability is earned at rank 7-9. Flex powers always count as UV 1.

Elemental Resistance. When you wear this armor set, you resist damage of the specified elemental type based on the value of the upgrade. At UV 1, damage dealt to you of that elemental type is multiplied by 0.5, at UV 2 it is multiplied by 0.25, and at UV 3 you are completely immune.

Chain Vest. At the beginning of every battle while wearing this armor, you gain an amount of temporary HP depending on the value of this upgrade. This HP goes away at the end of the battle. At UV 1, you gain 5 HP, at UV 2 you gain 10, and at UV 3 you have a total of 15 temporary HP every battle. This temporary HP does not affect the maximum Shell you can have during the battle.

UV 1-

Elemental Type. When you wear armor that has this upgrade, you count as having the specified elemental type when calculating received damage. This is overridden by class abilities like Dancer's Mask that change your elemental type, and also does not affect any Shells that you receive during battle. You cannot have more than one of this upgrade on a single piece of armor.

Invigorating. While you are wearing this armor, you are immune to debuffs that affect the specified statistic. This upgrade cannot stack, but you can have multiple upgrades that make you immune to different statistics at once.

Weatherproofing. While you are wearing this armor, you are immune to the negative and positive effects of a single type of weather effect. This cannot stack, but you may be immune to more than one type of weather effect due to different versions of this upgrade at a time.

Status Resistance. While you are wearing this armor, the probability of an enemy inflicting a particular status effect on you is reduced as though you were resistant to the effect's elemental type. This upgrade is mutually exclusive with the UV 1 Status Resistance upgrade for the same status effect, but you can resist multiple statuses at once with different versions of this upgrade.

Sealed. This armor lets you function in an environment such as vacuum or underwater without suffering any negative effects. This does not stack, but armors can be sealed to multiple environments at once.

UV 2-

Flexible. You have a +1 to your Evasion while you are wearing this armor.

Proofed. You have a +1 to your Resistance while you are wearing this armor.

Fitted. Characters that do not have the correct proficiency to allow them to wear this armor may still wear it without any penalties.

Plated. When you are hit by an attack that does colorless, physical damage, the damage it deals to you is multiplied by 0.5 in addition to any other multipliers.

Status Immunity. When you are wearing armor with this upgrade, you are immune to the specified status effect. This upgrade is mutually exclusive with the UV 1 Status Resistance upgrade for the same status effect.

UV 3-

Barbed. When an enemy hits you with a melee attack while you are wearing this armor, they automatically receive the status effect specified by this upgrade.

Enchanted. If you are wearing this armor at the beginning of combat, you automatically gain 20 points of Shell of the specified elemental type of this upgrade. You still gain this even if your Health is less than 20. All other rules for Shells apply as normal.

Blessed. You are immune to all debuffs while wearing this armor, and you are also immune to any effects that reduce your AP in any capacity.

Mana Battery. When you begin a battle, you gain 20 temporary MP in addition to your normal MP. Any remaining amount of this MP goes away at the end of the battle.

Mechanical. When you are wearing this armor, you are immune to any effects that prevent you from using certain actions, such as Silence, Frostbite, or Fear.

Unique-

Corrupted. When your character would otherwise be permanently killed by the actions of a Villain or Monster, something else happens instead.

Druidic. While you are wearing this armor, any healing you do to either yourself or allies is multiplied by 1.5, rounded down. This applies in or out of combat.

Exoskeleton. If you are wearing this armor at the beginning of a battle, you automatically gain Hasted without having to have it cast on you. This effect still cannot stack with the effects of the Haste ability.

Vengeful. When you take physical damage due to an enemy's attack while wearing this armor, the enemy immediately also becomes the target of their physical attack as though they had attacked themselves as well as you.

Conductive. When you take magical damage due to an enemy's attack while wearing this armor, the enemy immediately also becomes the target of their magical attack as though they had attacked themselves as well as you.

Weapons Platform. While you are wearing this armor, you can swap weapons and accessories without spending any AP as many times as you like per turn.

Angelic. This armor gives you wings that allow you to take the Fly action during combat. Fly costs 1 AP and puts you within melee range of every enemy on the battlefield as though you were in the front row, while putting you out of melee range of their attacks as though you were in the back row. However, if you are hit by any attacks while Flying, you will fall back down to the front row of the battlefield.

Utility Belt. While you are wearing this armor, you can use one Item from the party inventory per round without spending any AP.

Masterwork. This armor is of unusual quality. Cloth armor with this ability gives +4 Magical Defense and +6 Physical Defense, Light armor gives +5 Magical Defense and +5 Physical Defense, and Heavy armor gives +4 Magical Defense and +6 Physical Defense.

Bound. While wearing this armor during combat, you cannot deal any damage, use the Move action, or use items. However, you also cannot take any damage that would not automatically kill you or break your current Shell. You can use any other abilities as normal.

Example Armor:

Boiled Leather Jerkin. Mundane Light Armor. Treated: This armor set has Reinforced 1.

Soldier's Uniform. Rare Heavy Armor. Fitted: Any character can wear this whether or not they are proficient in Heavy armor.

Instructor's Robes. Expert Cloth Armor. Teaching Aid: This armor grants the user Mana Battery when worn.

Black Knight's Armor. Unique Heavy Armor. Death Knight's Curse: This armor is Corrupted, and is also Plated and has the Shadow elemental type.

Accessories

An accessory is a kind of item that is worn on the body but is not a piece of armor. There are three types of accessories: Head, Arm, and Loop. Characters may wear up to one Head accessory, two Arm accessories (one for both arms), and two Loop accessories (one on their neck and one on their waist) at a time. Characters of any tier can wear any type of accessory, but characters may only wear a number of accessories at a time equal to their tier divided by two, at a minimum of 1. This means that tier 1 characters can wear 1 Accessory at a time, while tier 10 characters can wear 5 at a time, one on their Head, two on their Arms, one on their Neck, and one on their Waist.

There are no stacking Quality levels for accessories, but there are three unique variants of accessory for each slot. Lucky Accessories grant a +1 bonus to their wearer's Evasion, and Mystical Accessories grant a +1 bonus to their Resistance. In addition, both Lucky and Mystical Accessories can have the same upgrades attached to them, one upgrade per Accessory. There are also more powerful Unique Accessories, but these do not give you bonuses to your Evasion or Resistance. In general, characters should have access to Lucky and Mystical accessories at Tiers 1-5, while characters above Tier 5 should have access to Uniques as well.

Upgrades by Variant:

Lucky or Mystical-

Shield. This type of accessory grants a +1 to one of your Defense statistics. This effect can stack with other bonuses of the same type.

Resonance. When you are wearing an accessory of this type, when you hit an enemy with an ability of the specified elemental type, it hits them as though you had rolled a 10 regardless of what the actual result of your attack or status-inflicting ability roll was. This effect does not stack with other effects of the same type, but you can have multiple elemental resonances at once.

Support. Wearing this accessory grants you proficiency with a specified weapon or armor type. This does not stack, but you can wear Accessories that give you multiple different proficiencies at the same time.

Volatile. When you use an ability that costs MP while wearing this accessory, roll a 1d10. If the result is greater than 5, the ability does not cost any MP, while if the result is 5 or below, the ability costs double MP. If you cannot afford the double MP cost in the latter case, the ability still fires but you immediately drop to 0 MP.

Item Sleeve. When you use the item specified by this upgrade that involves a 1d10 roll, you may roll an additional 1d10 and freely choose which result you take. If there is not a 1d10 roll involved, it instead doubles the item's potency or adds an extra enhancement. For example, a healing item that normally heals 10 HP will now heal 20, or an item sleeve for a Scan item might turn it into Multiscan.

Linked Ability. When you are wearing this accessory, you gain the use of an ability specified by the upgrade for double its usual MP cost.

Mana Battery. This accessory has a linked pool of 5 temporary MP that you can draw on while you are wearing it rather than your base MP pool. This MP resets at the beginning of every battle.

Scanner. While you are wearing this accessory, you can use the Scan ability without spending any MP.

Elemental Resistance. While wearing this accessory, all elemental damage of the specified type that you take is multiplied by 0.5 in addition to any other modifiers. This effect cannot stack with any other resistances you have to the same elemental type.

Targeting. This Accessory gives you a +1 to one of your Accuracies while you are wearing it. This bonus can stack with any other bonuses of the same type.

Unique-

Summon Creature. Once per battle while you are wearing this accessory, you may spend 2 AP to summon the creature into the battle. When it is first summoned, it will enter the Initiative order based on the Initiative rules, and can begin acting during the following round but can be targeted during the round it was first summoned.

Elemental Shield. While you are wearing this accessory, you are immune to a single elemental damage type, not including colorless damage. This does not stack, but you can be immune to multiple elemental damage types at once.

Targe. This ability gives you the Block ability. Block has no MP cost, but multiplies the damage of the next physical attack that hits you by 0.5 in addition to other modifiers. If you do not Block any attacks before the end of your next turn, this effect goes away.

Soul Sink. When you die while wearing this accessory, it will reconstitute you back to 1 HP, regardless of how badly you were injured. However, after the first time you die while wearing this accessory, you cannot take it off again, or you will instantly and permanently die.

Chameleon. While you are wearing this accessory, you can use the Dancer's Costume Change ability without spending any MP. If you are a Dancer, this also reduces the cost of the ability to 1 AP.

Protection Against Monsters. When you take damage from an attack made by an enemy of the type specified by this item, it is multiplied by a factor of 0.75 in addition to other multipliers.

Auto Heal. During the Effect Phase of every round, if you are wearing this accessory you automatically heal for 5 HP. If you are downed, this accessory does nothing.

Grant Edge. At the start of a battle, if you are wearing this accessory, you gain a +1 to your base Initiative. This bonus

can stack with any other bonuses to Initiative that you have.

Absorb Magic. If you are attacked by a magical attack of the specified element while wearing this accessory, you gain an amount of HP equal to the damage you would have taken had the attack hit you. There are no accessories that will let you absorb colorless damage. If you are hit by any magical attacks, you take damage as normal.

Reciprocity. Any debuff, status effect, or buff that any character applies to you is also applied by you to them. This includes effects such as Taunted, the Defender's Guard ability, and special effects like the Ranger's Hunted, but does not include abilities like Shells. Any effects you apply to yourself are only applied once.

Example Accessories:

Pilot Goggles. Lucky Head Accessory. Targeting Assist: This item has the Targeting upgrade.

Soul Gem. Mystical Loop Accessory. Soul Trap: This item has the Mana Battery upgrade.

Rocket Arm. Mystical Arm Accessory. Launcher: This accessory has the Item Sleeve upgrade for items with the Physical Damage template.

Armguard. Unique Arm Accessory. Shield: This accessory has the Targe upgrade.

Autodoc. Unique Loop Accessory. Medichines: This accessory has the Auto Heal upgrade.