Weapon	Implicit	Bases
Mace (2H)	Base Attack Damage	3
Axe (2H)	Bleed build-up on hit	3
Sword (1H)	Critical Hit Chance	3
Dagger (1H)	Attack Skill Speed	3
Bow (2H)	Projectile Pierce	3
Crossbow (2H)	Projectile Damage	3
Spear (1H)	Dual range (melee + short)	3
Claws (1H)	Life Leech on hit	3
Staff (2H)	Increased Area of Effect	3
Wand (1H)	Elemental Damage	3
Scythe (2H)	Harvest bonuses	3
Chain (1H)	Non-damaging ailment build-up	3

Off-hand	Implicit	Bases
Shield	Block Chance	3
Grimoire	Spell Damage	3
Arcane Relic	+Mana	3
Totem	Attack Damage	3
Clover	Item Rarity	3

Armor Slot	Implicit Types	Bases
Helmet	Armor / Evasion / ES / Hybrids	18
Chest	Armor / Evasion / ES / Hybrids	18
Gloves	Armor / Evasion / ES / Hybrids	18
Pants	Armor / Evasion / ES / Hybrids	18
Boots	Armor / Evasion / ES / Hybrids	18

Accessory	Implicit	Bases
Amulet	All Resistances	3
Amulet	All Attributes	3
Amulet	Item Rarity	3
Amulet	Experience Gain	3
Ring	+Life	3
Ring	Fire Resistance	3
Ring	Water Resistance	3
Ring	Air/Lightning Resistance	3
Ring	Earth Resistance	3
Ring	Light Resistance	3
Ring	Dark Resistance	3
Belt	Movement Speed	3
Belt	Experience Gain	3
Belt	Item Rarity	3

Charm Type	Effect	Bases
Charm	Passive enhancement (common base)	3
Charm	Ultimate enhancement (common base)	3
Charm	Hybrid enhancement (common base)	3
Charm	Special: Redemption	1
Charm	Special: Corruption	1
Charm	Special: Unique TBD	1