Philosophy:

Mods are divided between offensive, defensive, and generic  
Weapons have all offensive mods  
Gloves and rings have all generic and some offensive mods

Armor have all defensive mods

Helmet and amulet have all generic and some defensive mods

Boots have more “evasive” mods

Shields have block related defensive mods

Values shown as x/x represent the value split for heavy weapons (light and mid share)

Unique items can break this mold

Rarity determines the minimum c.level an item can start dropping. At higher levels we COULD cull lower rarities, maybe

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| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Property | Rarity 1 | Rarity 2 | Rarity 3 | Rarity 4 | Slots | Name 1 | Name 2 | Name 3 | Name 4 |
| Strength | +1 | +2 | +3 | +4 | Gloves, rings, helmet, amulet | Of Strength | Of Impressive Strength | Of Brutal Strength | Of Titanic Strenght |
| Dexterity | +1 | +2 | +3 | +4 | Gloves, rings, helmet, amulet | Of Dexterity | Of Impressive Dexterity | Of Nimble Dexterity | Of Elven Dexterity |
| Lore | +1 | +2 | +3 | +4 | Gloves, rings, helmet, amulet | Of Lore | Of Impressive Lore | Of Deep Lore | Of Draconic Lore |
| Faith | +1 | +2 | +3 | +4 | Gloves, rings, helmet, amulet | Of Faith | Of Impressive Faith | Of Wise Faith | Of Angelic Faith |
| Fire res | 25% | 50% | 75% | 100% | Armor, amulet, shields | Of Minor Fire Resistance | Of Fire Resistance | Of Greater Fire  Resistance | Of Fire Immunity |
| Cold res | 25% | 50% | 75% | 100% | Armor, amulet, shields | Of Minor Cold Resistance | Of Cold Resistance | Of Greater Fire Resistance | Of Cold Immunity |
| Lightning res | 25% | 50% | 75% | 100% | Armor, amulet, shields | Of Minor Lightning Resistance | Of Lightning Resistance | Of Greater Lightning Resistance | Of Lightning Immunity |
| Max endurance | +5 | +10 | +15 | +20 | Armor, helmet, amulet, shields | Of Lesser Endurance | Of Endurance | Of Greater Endurance | Of Relentless Endurance |
| Max satiety | +5 | +10 | +15 | +20 | Gloves, rings, helmet, amulet | Of Lesser Moderation | Of Moderation | Of Greater Moderation | Of Monk’s Moderation |
| Armor | ----- | +1 | +2 | +3 | Armor, helmet, shield | ------- | Of Fortification | Of Impressive Fortification | Of Inexpugnable Fortification |
| Reduced crit damage | ------ | ------- | -33% | -50% | Armor, helmet, shield | --------- | --------- | Of  Protection | Of Vital Protection |
| Healing received | +10% | +15% | +20% | +25% | Armor, amulet | Of Lesser Medicine | Of Medicine | Of Greater Medicine | Of Miraculous Medicine |
| Affliction avoidance | +5% | +8% | +10% | +12% | Armor, helmet, boots, shield | Of Lesser Safety | Of Safety | Of Greater Safety | Of Perfect Safety |
| Dodge | +1% | +2% | +3% | +4% | Armor, amulet, boots | Of Lesser Evasion | Of Evasion | Of Greater Evasion | Of Preternatural Evasion |
| Maximum dmg | +1/+2 | +2/+3 | +3/+4 | +4/+5 | Weapons, gloves | Of Lesser Brutality | Of Brutality | Of Greater Brutality | Of Conqueror’s Brutality |
| Added fire dmg | +10% | +15% | +20% | +25% | Weapons, rings | Of Embers | Of Flames | Of Wildfire | Of the Inferno |
| Added cold dmg | +10% | +15% | +20% | +25% | Weapons, rings | Of Snow | Of Frost | Of the Glacier | Of the Blizzard |
| Added lightning dmg | +10% | +15% | +20% | +25% | Weapons, rings | Of Sparks | Of Bolts | Of the Storm | Of the Hurricane |
| Added magic dmg | +5% | +10% | +15% | +20% | Weapons, rings | Of Mysteries | Of Mysticism | Of Incantations | Of the Supernatural |
| Accuracy | +2%/+4% | +3%/+5% | +4%/+6% | +5%/+7% | Weapons, gloves | Of Lesser Precision | Of Precision | Of Greater Precision | Of Deadeye Precision |
| Crit chance | +1%/+1.5% | +1.5%/+2% | +2%/2.5% | +2.5%/3% | Weapons, gloves | Of Killing | Of Murder | Of Assassination | Of Magnicide |
| Crit damage | +10%/+15% | +25%/30% | +33%/40% | +40%/50% | Weapons, gloves | Of Flaying | Of Disembowelment | Of Evisceration | Of Pulverizing |
| Chance to bleed for 25% of damage | +10% | +15% | +20% | +25% | Weapons, rings | Of Glass | Of Obsidian | Of Exsanguination | Of Ritual Killings |
| Chance to poison | +10% | +15% | +20% | +25% | Weapons, rings | Of Toxicity | Of Toxins | Of Venom | Of Septic Shock |
| Chance to burn | +10% | +15% | +20% | +25% | Weapons, rings | Of Flint | Of Pitch | Of Burning Oil | Of Magma |
| Chance to neutralize | +10% | +15% | +20% | +25% | Weapons, rings | Of Weakening | Of Frailty | Of Decrepifying | Of Neutralizing |
| Chance to blind | ------ | +10% | +15% | +20% | Weapons, rings | --------- | Of Dirty Tactics | Of Surprise | Of Ambushing |
| Chance to restrain | ------- | ----- | +10% | +15% | Weapons, gloves, rings | --------- | ------ | Of Ensnaring | Of Trapping |
| Cannot be restrained | ------- | ------ | Yes | ----- | Armor, amulet, boots | ------- | ------ | Of Freedom | --------- |
| Cannot be blinded | -------- | ------ | Yes | ------ | Armor, helmet, boots, shields | ------- | ------- | Of Truesight | ---------- |
| Cannot be silenced | ------- | ------ | Yes | ----- | Armor, helmet, boots, caster offhands | ------- | ------ | Of Truespeak |  |
| Cannot be clumsified? | ------- | ------ | Yes | --- | Armor, boots, gloves, shields | -------- | ------- | Of Truegrip |  |
| Spell rating | +1/+2 | +2/+3 | +3/+4 | +4/+5 | Weapons, rings, amulets, caster offhands | Of the Apprentice | Of the Savant | Of the Prodigy | Of the Archmage |
| Armor pen | ------ | ------ | +1/+2 | +2/+3 | Weapons, rings, gloves | ---------- | ------- | Of Oxidizing | Of Corrosion |
| Chance to parry | +3%/+5% | +5%/7% | +7%/9% | +10%/12% | Weapon, amulet, gloves, armor | Of Minor Parrying | Of Parrying | Of Greater Parrying | Of Master Parrying |
| Chance to block | +2% | +3% | +4% | +5% | Shield, helmet, armor | Of Minor Blocking | Of Blocking | Of Greater Blocking | Of Master Blocking |
| Cannot be stunned | ------- | ------- | -------- | Yes | Armor, helmet, amulet, boots | -------- | ------- | -------- | Of the Juggernaut |
| Reduced damage taken while under 50% endurance | 5% | 8% | 10% | 12% | Armor, helmet, amulet | Of Minor Survival | Of Survival | Of Greater Survival | Of Impossible Survival |
| Endurance gained on kill | -------- | 1% | 2% | 3% | Weapon, rings | ---------- | Of Sadism | Of Killing Frenzy | Of Murderous Glee |
| Satiety gained on kill | 2% | 3% | 4% | 5% | Weapons, rings, gloves | Of Gluttony | Of Engorging | Of Devourment | Of Cannibalism |
| Fire spell rating | -------- | +2/3 | +3/4 | +4/5 | Weapons, rings, caster offhands | --------- | Of Minor Pyromancy | Of Pyromancy | Of Greater Pyromancy |
| Cold spell rating | -------- | +2/3 | +3/4 | +4/5 | Weapons, rings, caster offhands | ------- | Of Minor Frigomancy | Of Frigomancy | Of Greater Frigomancy |
| Lighting spell rating | --------- | +2/3 | +3/4 | +4/5 | Weapons, rings, caster offhands | --------- | Of Minor Electromancy | Of Electromancy | Of Greater Electromancy |
| Necromancy spell rating | -------- | +2/3 | +3/4 | +4/5 | Weapons, rings, caster offhands | --------- | Of Minor Necromancy | Of Necromancy | Of Greater Necromancy |
| Illusion spell rating | --------- | +2/3 | +3/4 | +4/5 | Weapons, rings, caster offhands | --------- | Of Lesser Trickery | Of Trickery | Of Greater Trickery |
| Transmutation spell rating | ---------- | +2/3 | +3/4 | +4/5 | Weapons, rings, caster offhands | ---------- | Of Lesser Thaumaturgy | Of Thaumaturgy | Of Greater Thaumaturgy |
| Healing spell rating | --------- | +2 | +3 | +4 | Shields, rings, caster offhands | --------- | Of Lesser Restoration | Of Restoration | Of Greater Restoration |
| Initiative | +2 | +4 | +5 | +6 | Boots, ring, amulet | Of Minor Alertness | Of Alertness | Of Greater Alertness | Of Maximum Alertness |
| Arcane spell rating | ------- | ----- | +1/2 | +2/3 | Weapon, gloves, caster offhands | --------- | ------ | Of the Mage | Of the Wizard |
| Nature spell rating | ------- | ----- | +1/2 | +2/3 | Weapons, gloves, casteroffhands | ---------- | ------ | Of the Prophet | Of the Stormcaller |
| Divine spell rating | ------- | ------ | +1/2 | +2/3 | Weapons, gloves, caster offhands | -------- | ------ | Of the Clergyman | Of the Preacher |
| Infernal spell rating | ------- | ------ | +1/2 | +2/3 | Weapons, gloves, caster offhands | -------- | ------- | Of the Summoner | Of the Devilspeaker |
| Eldritch spell rating | ------ | ----- | +1/2 | +2/3 | Weapons, gloves, caster offhands | ------ | ------ | Of the Lunatic | Of the Dreamweaver |