

- min = minimum value
- max = maximum value
- 1/0 = Boolean
- #sec = number of seconds
- #fpsdur = number of frames duration
- skillID = Skill ID number from Skills.txt
- tab# = Skill Tab ID number
- chance = chance to cast
- slvl = skill level
- #charges = number of charges
- #sock = number of sockets
- value = number increased per level
- #time = Time of Day effects are at their maximum
- ?? = This is still unknown if it works, or how it works.
- \* new in 1.10 (1 = yes)
- \*\* Can be used by monsters (1 = yes)

Description	Code	Param1	Param2	Param3	*1.10	**Monster
<b>Skills</b>						
+ to Amazon Skills	ama		Min	Max		
+ to Assassin Skills	ass		Min	Max		
+ to Barbarian Skills	bar		Min	Max		
+ to Druid Skills	dru		Min	Max		
+ to Necromancer Skills	nec		Min	Max		
+ to Paladin Skills	pal		Min	Max		
+ to Sorceress Skills	sor		Min	Max		
+ to All Skills	allskills		Min	Max		
+ to Fire Skills	fireskill		Min	Max		
+ to Single Skills	skill	skillID	Min	Max		
+ to Single Skill Tabs	skilltab	#tab	Min	Max		
Chance to cast X when attacking	att-skill	skillID	chance	slvl		1
Chance to cast X when hitting	hit-skill	skillID	chance	slvl		1
Chance to cast X when getting hit	gethit-skill	skillID	chance	slvl		1
Skill Charges	charged	skillID	#charges	slvl		
Use an Aura when equipped	aura	skillID	Min	Max	1	1
Cast a skill when a monster is killed	kill-skill	skillName	%chance	Level	1	
Cast a skill when a player is killed	death-skill	skillName	%chance	Level	1	1
Cast a skill when a player level-up	levelup-skill	skillName	%chance	Level	1	
Spawns random +to single skill within in range given	skill-rand	#Skill-Level	first-skillID	last-skillID	1	
+ to other char classes, reduced bonus to char class with skill	oskill	SkillName	Min	Max	1	
<b>Armor Class (Basic)</b>						
+ to AC	ac		Min	Max		1
+% to AC	ac%		Min	Max		1
+ AC vs Melee	ac-hth		Min	Max		1
+ AC vs Missiles	ac-miss		Min	Max		1
<b>Durability &amp; Quantity</b>						
+ to Dur	dur		Min	Max		
+% to Dur	dur%		Min	Max		
Indestructible	indestruct		1/0	1/0		
Repair 1 Dur per 100/X seconds	rep-dur	#sec				
Repair 1 Qnt per 100/X seconds	rep-quant	#sec				
Increase Stack by X	stack		Min	Max		
<b>Attack Rating (Basic)</b>						

+ to AR	att		Min	Max	1
+% to AR	att%		Min	Max	1
+ to AR vs Demons	att-demon		Min	Max	
+ to AR vs Undead	att-undead		Min	Max	
+% to AR vs Montype	att-mon%	#BaseID	Min	Max	1

#### Damage Enhancements (Basic)

+ to Damage	dmg		Min	Max	1
+% to Damage	dmg%		Min	Max	1
+ to Minimum Damage	dmg-min		Min	Max	1
+ to Maximum Damage	dmg-max		Min	Max	1
+ to Minimum & Maximum Damage	dmg-norm		Min	Max	1
+% to Damage vs Demons	dmg-demon		Min	Max	
+% to Damage vs Undead	dmg-undead		Min	Max	
+% to crushing blow	crush		Min	Max	1
+% to deadly strike	deadly		Min	Max	1
+ to throw damage	dmg-throw		Min	Max	
+% to Damage vs Montype	dmg-mon%	#BaseID	Min	Max	1

#### Special Damage Effects (Basic)

Ignores Target Defense (ITD)	ignore-ac		1/0	1/0	1
+% pierce (missiles only)	pierce		Min	Max	1
knockback	knock		1/0	1/0	1
+% life stolen	lifesteal		Min	Max	
+% mana stolen	manasteal		Min	Max	
heal mana by # mana after each kill	mana-kill		Min	Max	
heal life by # after each demon kill	demon-heal		Min	Max	
prevents monster healing	noheal		1/0	1/0	
+% chance to cause open wounds	openwounds		Min	Max	1
Enemy Is slowed by X%	slow		Min	Max	1
Chance to Blind Target	stupidity		Min	Max	
Freeze Target in an amount of seconds	freeze		Min	Max	1
Reduce AC by X%	reduce-ac		Min	Max	1
Reduce AC by X	dmg-ac		Min	Max	1
+ to Kicking Damage	kick		Min	Max	
+% chance to animate target	animate	MonsterID	Min	Max	1
Reduces monster fire resistance	pierce-fire		Min	Max	1
Reduces monster lightning resistance	pierce-ltng		Min	Max	1
Reduces monster cold resistance	pierce-cold		Min	Max	1
Reduces monster poison resistance	pierce-pois		Min	Max	1
HP gained after every kill	heal-kill		Min	Max	1
Corspe cannot be ressurected/Targeted	rip		1/0	1/0	1

#### Special Defense Effects (Basic)

+% damage taken goes to mana	dmg-to-mana		Min	Max	
reduces damage taken by X	red-dmg		Min	Max	1
reduces damage taken by X%	red-dmg%		Min	Max	1
reduces magic damage taken by X	red-mag		Min	Max	1
Attacker takes X damage when hitting	thorns		Min	Max	1
Attacker takes X ltng dmg when hitting	light-thorns		Min	Max	1

#### Elemental Damage

Cold Damage	dmg-cold	#fpsdur	Min	Max	1
Minimum Cold Damage	cold-min		Min	Max	1
Maximum Cold Damage	cold-max		Min	Max	1
Cold Duration (# of frames, 25 = 1 Sec)	cold-len		Min	Max	1
Poison Damage	dmg-pois	#fpsdur	Min	Max	1
Minimum Poison Damage	pois-min		Min	Max	1

Maximum Poison Damage	pois-max	Min	Max		1
Poison Duration (# of frames, 25 = 1 Sec)	pois-len	Min	Max		1
Fire Damage	dmg-fire	Min	Max		1
Minimum Fire Damage	fire-min	Min	Max		1
Maximum Fire Damage	fire-max	Min	Max		1
Lightning Damage	dmg-ltng	Min	Max		1
Minimum Lightning Damage	ltng-min	Min	Max		1
Maximum Lightning Damage	ltng-max	Min	Max		1
Magic Damage	dmg-mag	Min	Max	1	1
Adds % dmg to Fire skills	extra-fire	Min	Max	1	1
Adds % dmg to Lightning skills	extra-ltng	Min	Max	1	1
Adds % dmg to Cold skills	extra-cold	Min	Max	1	1
Adds % dmg to Poison skills	extra-pois	Min	Max	1	1
Adds elemental damage	dmg-elem #fpsdur	Min	Max	1	1
Adds minimum elemental damage	dmg-elem-min #fpsdur	Min	Max	1	1
Adds maximum elemental damage	dmg-elem-max #fpsdur	Min	Max	1	1

### Resistances and special effects

+ to Cold Absorb	abs-cold	Min	Max		1
+% to Cold Absorb	abs-cold%	Min	Max		1
+ to Lightning Absorb	abs-ltng	Min	Max		1
+% to Lightning Absorb	abs-ltng%	Min	Max		1
+ to Magic Absorb	abs-mag	Min	Max		1
+% to Magic Absorb	abs-mag%	Min	Max		1
+ to Fire Absorb	abs-fire	Min	Max		1
+% to Fire Absorb	abs-fire%	Min	Max		1
half Freeze Duration	half-freeze	1/0	1/0		1
Cannot be Frozen	nofreeze	1/0	1/0		1
+% to Resist All	res-all	Min	Max		1
+% to Resist Cold	res-cold	Min	Max		1
+% to Resist Fire	res-fire	Min	Max		1
+% to Resist Lightning	res-ltng	Min	Max		1
+% to Resist Poison	res-pois	Min	Max		1
+% to Resist Magic	res-mag	Min	Max		1
+% to Maximum Resist All	res-all-max	Min	Max		1
+% to Maximum Resist Cold	res-cold-max	Min	Max		1
+% to Maximum Resist Fire	res-fire-max	Min	Max		1
+% to Maximum Resist Lightning	res-ltng-max	Min	Max		1
+% to Maximum Resist Poison	res-pois-max	Min	Max		1
+% to Maximum Resist Magic	res-mag-max	Min	Max		1
Reduce Poison Duration (slows Duration)	res-pois-len	Min	Max		1

### Stat Bonus (Basic)

+ to Dexterity	dex	Min	Max		1
+ to Strength	str	Min	Max		1
+ to Vitality	vit	Min	Max		1
+ to Energy	enr	Min	Max		1
Adds + to All stats	all-stats	Min	Max	1	1

### Health and Mana (Basic)

+ to Health	hp	Min	Max		1
+% to Health	hp%	Min	Max		1
+ to Mana	mana	Min	Max		1
+% to Mana	mana%	Min	Max		1
+ to Replenish Life (negative values Drain Life)	regen	Min	Max		1
+% to Mana Regeneration	regen-mana	Min	Max		1

### Movement Speed and Stamina (Basic)

+% run/walk speed	move1	Min	Max		1
+% run/walk speed	move2	Min	Max		1
+% run/walk speed	move3	Min	Max		1
+ to stamina	stam	Min	Max		1
+% reduce stamina drain	stamdrain	Min	Max		1
+% stamina regeneration	regen-stam	Min	Max		1

### Attack Speed

+% attack speed	swing1	Min	Max		1
+% attack speed	swing2	Min	Max		1
+% attack speed	swing3	Min	Max		1

### Blocking

+% chance to block	block	Min	Max		1
+% block speed	block1	Min	Max		1
+% block speed	block2	Min	Max		1
+% block speed	block3	Min	Max		1

### Cast Rating

+% cast speed	cast1	Min	Max		1
+% cast speed	cast2	Min	Max		1
+% cast speed	cast3	Min	Max		1

### Hit Recovery

+% hit recovery speed	balance1	Min	Max		1
+% hit recovery speed	balance2	Min	Max		1
+% hit recovery speed	balance3	Min	Max		1

### Light Radius/Color

+ to Light Radius	light	Min	Max		1
Adds item lightcolor	color	???	???	1	1

### Missile Modifiers

Fire Magic Arrows	magicarrow	1/0	1/0		
Fire Explosive Arrows	explosivearrow	1/0	1/0		

### Treasure (Basic)

+% chance to find magic items	mag%	Min	Max		
+% increased gold drops	gold%	Min	Max		

### Misc

Altered Item Requirements	ease	Min	Max		
Chance to make enemies flee	howl	Min	Max		
Add X Sockets to an Item	sock	#sock			
Makes any item throwable	throw	1/0	1/0		
Adds additional time duration	time	??	??	1	
Double herb duration	herb	??	??	1	
Adds additional blood	bloody	1/0	1/0	1	
Adds % additional experience gained	addxp	Min	Max	1	
Reduce vendor cost	cheap	Min	Max	1	
Applies fade state	fade	Min-Level?	Max-Level?	1	1
Adds additional level requirements	levelreq	Min	Max	1	
Force spawns item as ethereal	ethereal	1/0	1/0	1	

**Modifiers increasing per clvl (value/8)**

+ X to AC per clvl	ac/lvl	value
+% X to AC per clvl	ac%/lvl	value
+ to HP per clvl	hp/lvl	value
+ to MANA per clvl	mana/lvl	value
+ to Maximum damage per clvl	dmg/lvl	value
+% to Maximum damage per clvl	dmg%/lvl	value
+ to Dexterity per level	dex/lvl	value
+ to Strength per level	str/lvl	value
+ to Vitality per level	vit/lvl	value
+ to Energy per level	enr/lvl	value
+% AR per level	att%/lvl	value
+% res cold per level	res-cold/lvl	value
+% res fire per level	res-fire/lvl	value
+% res ltng per level	res-ltng/lvl	value
+% res pois per level	res-pois/lvl	value
Attacker takes X damage per level	thorns/lvl	value
+% More Gold per Level	gold%/lvl	value
+% Magic Find per level	mag%/lvl	value
Absorb X Fire damage per level	abs-fire/lvl	value
Absorb X Cold damage per level	abs-cold/lvl	value
Absorb X Ltng damage per level	abs-ltng/lvl	value
+ maximum cold damage per level	dmg-cold/lvl	value
+ maximum fire damage per level	dmg-fire/lvl	value
+ maximum ltng damage per level	dmg-ltng/lvl	value
+ maximum poison damage per level	dmg-pois/lvl	value
+ Kick damage per level	kick/lvl	value
+% damage to demons per level	dmg-dem/lvl	value
+% damage to undead per level	dmg-und/lvl	value
+ stamina per level	stam/lvl	value
+% regenerate stamina per level	regen-stam/lvl	value
+% open wounds per level	wounds/lvl	value
+% crushing blow per level	crush/lvl	value
+% deadly strike per level	deadly/lvl	value

**Modifiers with static increase per clvl**

+ Attack Rating per level	att/lvl	value
+ Attack Rating Against Undead per lvl	att-und/lvl	value
+ Attack Rating Against Demons per lvl	att-dem/lvl	value

**Stats based on time ( 0=day, 1=dusk, 2=night, 3=dawn)**

+ AC per time	ac/time	#time	Min	Max	1
+% AC per time	ac%/time	#time	Min	Max	1
+ HP per time	hp/time	#time	Min	Max	1
+ MANA per time	mana/time	#time	Min	Max	
+ Damage per time	dmg/time	#time	Min	Max	1
+% Damage per time	dmg%/time	#time	Min	Max	1
+ Strength per time	str/time	#time	Min	Max	1
+ Dexterity per time	dex/time	#time	Min	Max	1
+ Vitality per time	vit/time	#time	Min	Max	1
+ Energy per time	enr/time	#time	Min	Max	1
+ AR per time	att/time	#time	Min	Max	1
+% AR per time	att%/time	#time	Min	Max	1
+ Max Cold Damage per time	dmg-cold/time	#time	Min	Max	1
+ Max Fire Damage per time	dmg-fire/time	#time	Min	Max	1
+ Max LTNG Damage per time	dmg-ltng/time	#time	Min	Max	1
+ Max Pois Damage per time	dmg-pois/time	#time	Min	Max	1
+ Cold Resist per time	res-cold/time	#time	Min	Max	1
+ Fire Resist per time	res-fire/time	#time	Min	Max	1

+ LTNG Resist per time	res-ltng/time	#time	Min	Max	1
+ Pois Resist per time	res-pois/time	#time	Min	Max	1
+ more gold per time	gold%/time	#time	Min	Max	
+ magic find per time	mag%/time	#time	Min	Max	
+ stamina per time	stam/time	#time	Min	Max	
+ stamina regeneration per time	regen-stam/time	#time	Min	Max	
+% damage to demons per time	dmg-dem/time	#time	Min	Max	
+% damage to undead per time	dmg-und/time	#time	Min	Max	
+ attack rating to demons per time	att-dem/time	#time	Min	Max	
+ attack rating to undead per time	att-und/time	#time	Min	Max	
+% deadly strike per time	deadly/time	#time	Min	Max	1
+% crushing blow per time	crush/time	#time	Min	Max	1
+% open wounds per time	wounds/time	#time	Min	Max	1
+% kick damage per time	kick/time	#time	Min	Max	