

Ultimate Gear 1.4

This is a comprehensive rework and rebalance of both vanilla's and **EXG exclusive** boss items.

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What's wrong with vanilla Items?

- Many of them do not scale at all, giving great/okay bonuses when you get them, but quickly becoming irrelevant junk.
- Many are too weak to even consider using on Hard difficulty.
- Many are inadequate to the stage of the game you get them at. Like a 5th Act item giving you nothing but +3 Defense, yet ONLY if you paid 45000 credits for this particular suit's +9 Defense.
- A couple of items don't work at all.

This results in players NEVER equipping most of the items, often selling them immediately upon receiving.

Players just stick to a few tried and true OP items, never ever experimenting with the other ones, since they're abysmally bad.

... well, not anymore!

What are the goals of the Ultimate Gear mod?

- To make all of the items useful.
- To make items scale well, so they're useful at any level, any difficulty and any character level.
- To produce a smooth and logical progression curve, making items more powerful each next Act, while not making the earlier ones busted.

Some items got their numbers tweaked, some got additional qualities, and some got brand new effects.

Act	Item	Bonus	Looted from	Notes
1	Scorpion's Tail	+10% chance to cause knockdown on ranged attacks	Scorpion	
1	Bionic Arm	+5 Striking NEW: +15% Melee Damage	Winter Soldier	Striking doesn't scale with levels, but melee damage does! This change will make this item viable even in Hard difficulty, and for a long time.
1	Radioactive Touch	+5% Melee Damage as Radiation	Radioactive Man	This item is bugged and ANY type of damage triggers this rather weak damage-over-time.

		NEW: +30% Damage as Radiation		This won't make it OP by any means, trust me.
1	Assassin's Sight	+5% chance of Criticals for ranged attacks	Bullseye	
1	Master Hologram	+10% Chance to dodge melee attacks	Mysterio	
1	MODOK Chip	+5% XP NEW: +5% XP +10% Energy	MODOK	This item's unique quality is nice, but without combat effect it's underwhelming. Almost all of the game's items are for bruizer types of heroes, with just a few for mages. This will be a good early game mage item that should be relevant a long time!
1	Dragon's Heart	+25 Health. +3 Critical chance on all attacks NEW: +5% Health. +5% Critical chance on melee attacks	Fin Fang Foom	+25 health is amazing for a level 1 character who's HP is ~50. However, it quickly falls back since heroes gain A LOT of HP when leveling up. I'm making this HP bonus scalable, so it's going to be relevant even when playing the Hard difficulty. The slight crit chance increase should also make this item viable for longer.
1	Blood of the Kraken	+5% Health, -5% Energy NEW: +10% Health, -10% Energy	Kraken	This buff is just too underwhelming, especially after we get Attuma's +25% power bonus. I'm buffing the HP bonus, but the EP penalty is increased as well, to keep this item's unique tradeoff.

1	Attuma's Wrath	<p>Increases power damage by 25%</p> <p>NEW: Increases power damage by 20%</p>	Attuma	<p>This is one of the best items in vanilla, so good it makes 90% of all the other ones irrelevant forever.</p> <p>It's also pretty OP for the 1st Act, since +25% power damage is HUGE, 45000 credits invested in a suit often give just +11-15% power damage.</p> <p>So we nerf it, just a little.</p> <p>Might nerf down to 15% in future.</p>
1	Hydro Suit	<p>+10 Health per Knockout, +10 Energy per Knockout</p> <p>NEW: +30 Health per Knockout, +30 Energy per Knockout</p>	Tiger Shark	<p>This is rather underwhelming. 10 points are roughly 20% of a lvl 1 hero, but a tiny portion of a developed one.</p> <p>I'm buffing this item so the heroes without healing factor will be encouraged to use it!</p>
1	Dragon Polymer	<p>+25% to Defense. Energy regenerates at 75% of normal rate</p> <p>NEW: +6 to Defense. Energy regenerates at 75% of normal rate</p>	Dragonman	<p>Okay, this is big!</p> <p>In the game, Defense is ONLY buffed by suits, and it's 9 points max, and that's worth 45000 credits paid PER SUIT.</p> <p>This gets us into the situations where to get VERY LOW value out of this item we have to invest 45k in 1 suit.</p> <p>If you switch a hero or even just a hero's suit, this item literally gives you +0 Defense.</p> <p>On top of that, Defense doesn't scale properly. For some reason, +33% is not +3 to 9 Defense, but +2.</p> <p>From now on, every Defense item just gives extra points, so you're encouraged to use it for a long time and on any character at any point.</p>

				This is a big Defense boost, but in return you get a devastating energy regeneration penalty.
1	Ultimo's Plating	<p>10% chance to reflect projectiles. +50% to Defense</p> <p>NEW: 20% chance to reflect projectiles. +3 to Defense</p>	Ultimo	<p>This item and Dragon Polymer are extremely similar. I'm buffing this item's reflection so it's a "reflect projectile" item, and Dragon Polymer is a Defense item.</p> <p>There are VERY few projectile enemies in the game, and they DO NOT spam their projectiles.</p> <p>This item has a hidden effect, by making you not reflective, but IMMUNE to beam attacks.</p>
1	Stone's Touch	<p>3% Chance to turn victim into stone</p> <p>NEW: 7% Chance to turn victim into stone</p>	Grey Gargoyle	<p>This is just too low. 1 out of 33 attacks is NOT EVEN GUARANTEED to paralyze an enemy... Let's buff it.</p> <p>This works on ANY type of attacks, even Deadpool's guns!</p>
1	White Ring of Mandarin	<p>+5 Energy damage to all melee attacks. +35% damage to all energy damage powers</p> <p>NEW: +5 Energy damage to all melee attacks. +20% damage to all energy damage powers</p>	Mandarin	<p>35 was just too much, ESPECIALLY for the 1st Act. Same as Attuma's Wrath, it made 90% of all the other items irrelevant. Nerf was required to keep progression interesting and not make any heroes OP.</p>
1	Crown of Byrrah	<p>+2 to Body Focus and Strike</p> <p>NEW: +8 to Body Focus and Strike</p>	Byrrah	<p>This was extremely underwhelming, time to make this item worth something!</p>

1	Atlantean Scale	Finishers do +50% damage	Krang	Finishers are nothing but the final attack of a combo, like L-L-H. It doesn't work for L-L-L attacks.
1	Lizard's Serum EXG exclusive	+2 health regeneration NEW: +1% Max health regeneration	Lizard	This will keep this item's power level approximately the same when you obtain it, but will also keep it relevant for a long time.
2	Rhino's Horn	+10% to all resistances (except Mental) NEW: +15% to all resistances (except Mental)	Rhino	Reduces all incoming damage by 15%.
2	Blackheart's Corruption	5% of damage dealt returns as health and Energy, -5% XP	Blackheart	
2	Heart of Mephisto	Absorbs 10% of Attack Damage and turns it into health	Mephisto	
2	Joybuzzer	5% Melee attacks will paralyze victim 5% of melee damage will hurt self NEW: 10% Melee attacks will paralyze victim 10% of melee damage will hurt self	Arcade	A very underwhelming set of numbers, let's just make it more noticeable.
2	Shocker's Gloves	+10 Electricity Damage to all melee attacks	Shocker in Murderworld	
2	Electric Conductor EXG exclusive	+10% electric damage to all attacks	???	

2	King of New York EXG exclusive	+20% Physical Resistance, No Knockback	???	
2	Cursed Swords EXG exclusive	Increases Blade Damage by 15% NEW: +15% Blade Damage +5% attack speed	???	Bonus attack speed will make this item useful even if you're not using bladed heroes. It speeds up all attack animations by 5%, be it melee or power casting... ;)
3	Dark Elf Armor	If blocking, melee attacker is stunned for 3 seconds. +25% to Defense NEW: If blocking, melee attacker is stunned for 3 seconds. +3 to Defense	Kurse	No more crappy "pay 23948932 credits to get Defense bonus".
3	Bulldozer's Helmet	Reflects 5% of damage NEW: Reflects 30% of damage	Bulldozer	This was too underwhelming. Probably still is! xD
3	Aura of Seduction	5% chance melee hit will turn enemy into ally for 30 seconds NEW: 10% chance melee hit will turn enemy into ally for 30 seconds	Enchantress	Underwhelming. 1 out of 20 attacks will MAYBE turn an enemy into an ally? Let's BUFF it.
3	Executioner's Axe	Finishers do double damage	Executioner	Finishers are nothing but the final attack of a combo, like L-L-H. It doesn't work for L-L-L attacks. At this stage of the game, almost no one is going to be running around melee, so we buff this item.

3	Asgard Armor	+50% Mental Damage Resistance, +50% damage to all Electricity Powers NEW: +50% Elemental Damage Resistance, +25% damage to all Electricity Powers	Created it in Asgard	<p>So in vanilla there's a typo in the code, and this item gives MENTAL resistance. Now it gives elemental resistance as it states.</p> <p>I lowered the electricity power damage increase since it was just too much for Act 3, making it one of the only relevant items in the game, as well as OP.</p>
3	Grappling Speed	Grab moves do 50% more damage NEW: +15% attack speed	Wrecking Crew	<p>This throw damage bonus crap just doesn't work, at all and in any way.</p> <p>I'll give this item a new effect, much more useful and better fitting its name. It speeds up both melee attacks and power actions. I'd say it's one of the best items in the game.</p>
3	Norn Stones	+15% XP +30% credits	Loki in Niffleheim	If any hero on the team equips it, it works on every one!
3	Loki's Gift	Reduces Attack Damage by 25% Increases damage taken by 25% NEW: Increases Attack Damage by 25% Increases damage taken by 25%	Loki in Niffleheim	This is fun as a developer's joke, but let's make this item really useful!
3	Ulik's Fists	+10% critical attack chance on all attacks NEW: +15% critical attack chance on all attacks	Ulik	This was too underwhelming for one of the final Act 3 bosses.
3	Wrecker's Crowbar	15% Chance to reflect projectiles +5% Melee Damage NEW: 25% Chance to	Wrecker	<p>This is the 3rd act item. This 5% melee buff is nothing, since developed characters will hardly get 40 damage per melee attack, so we'll get +2. Therefore, we buff this item.</p>

		reflect projectiles +20% Melee Damage		The reflect projectile chance was too low as well.
3	Lizard's serum	+2 health regeneration NEW: +2% Max health regeneration	Ultralizard	This will keep this item's power level approximately the same when you obtain it, but will also keep it relevant for a long time.
4	Deathbird's Feather	+5 Health Regeneration NEW: +15% melee critical chance +15% dodge chance	Deathbird	<p>This is a FANTASTIC item but it has NOTHING to do with Deathbird's abilities and powers! :(</p> <p>I'm a huge fan of passive constant health regeneration, so this item's identity will not be removed, just moved.</p> <p>Deathbird is a skilled combatant, so these bonuses should fit her much, much better!</p>
4	Helmet of Titannus	+50 Health +10 Striking NEW: Healing factor. Immunity to stuns	Titannus	<p>Titannus is famous for regrowing his head.</p> <p>Should I explain why this item gives healing factor now? :D</p> <p>Stun immunity should come in handy as well!</p>
4	Hussar's Whip	+25 Health per Knockout NEW: +80 Health per Knockout	Hussar	This bonus needs to be noticeable at this late stage of the game, now it is!
4	Imperial Mantle	+6 to Body, Focus, and Strike NEW: +15 to Body, Focus, and Strike	Gladiator	<p>The numbers are off, making this item extremely underwhelming.</p> <p>Now it gives roughly +70 HP, +55 EP, +10 melee.</p> <p>Without it, CA 99 lvl does 73-104 melee, with it 82-113. Looks like +15 striking is roughly +10 melee...</p>

4	Shi'ar Battle Armor	Reflects 10% of Melee Damage NEW: Reflects 100% of Melee Damage	Warstar	Now this is perfect. Enemies get EXACTLY the % of melee damage dealt to you. This goes <u>HARD</u> on Wolverine , charging his fury <u>very</u> rapidly, since every incoming melee attack is reflected and considered as his attack on the enemy, and therefore charges his fury meter.
4	Starbolt's Flame	5 Fire damage to all melee attacks. +35% damage to all fire damage powers NEW: 5 Fire damage to all melee attacks. +30% damage to all fire damage powers	Starbolt	A very, very slight nerf to an OP item.
4	Armor of Galactus	Absorbs 10% of Damage and turns it into energy NEW: Absorbs 25% of Damage and turns it into energy	Galactus	This was too weak
4	Astral Shield EXG exclusive	Immunity to mental damage, 15% damage to all powers. NEW: Immunity to mental damage, 20% damage to all powers.	???	We have items boosting ALL power damage by 25-35-50% from the 1st Act.
5	Aura of Victory EXG exclusive	20 Health & 20 Energy per KO NEW: 60 Health & Energy per KO	???	Too weak.
5	Berserker Rage EXG exclusive	+30% damage to all melee attacks	???	
5	Heart of Latveria EXG exclusive	+10 to Body Attribute	???	Let's make this baby scale!

		NEW: +25% max health		
5	Dark Steel	+25% Defense NEW: 30% to all resistances (except Mental)	Dark Colossus	5th act item shouldn't give a buff smaller than the one from the 1 st . That's not acceptable. This new bonus will shave 30 points of damage off a 100 damage incoming blow. This is perfect for the final battle and NG+!
5	Dark Uru Hammer	+10 Electricity damage to all melee attacks +50% damage to all Electricity Damage Powers NEW: +10 Electricity damage to all melee attacks +35% damage to all Electricity Damage Powers	Dark Thor	I explained it with a few items before. This item was just OP.
5	Crimson Dawn	+35 Energy per Knockout +50% Mental Damage resistance NEW: +100 Energy per Knockout 100% Mental Damage resistance	Dark Psylocke	This was too weak.
5	Spider's Bite	+10% Chance to dodge melee attacks +20% movement and attack speed NEW: +15% Chance to dodge melee attacks +15% movement and attack speed	Dark Spider-Man	This was a tiny bit OP. +20% attack animation speed is effectively +20% DPS, as it affects both melee and powers! And we move 20% faster as well?! A tiny nerf of the offense with a tiny buff of the defense seems correct,
5	Super Soldier Serum	+10% Health	Dark Captain America	We will get +25% health from Heart Of Latveria .

[illegible]