ALL CHANGES ARE TO PVE NUMBERS ONLY

-Added detailed descriptions to all numerical talismans and the Last Rites skill

Talisman Changes

-Verdigris Discus
10/20% damage resist → 12.5/25% damage resist

-Crimson Amber Medallion
Base = +6% HP → +10% HP and +3 Vigor
+1 = +7% HP → +15% HP and +5 Vigor
+2 = +8% HP → +20% HP and +7 Vigor
+3 = +10% HP → +25% HP and +10 Vigor

-Cerulean Amber Medallion
Base = +7% FP → +10% FP and +3 Mind
+1 = +9% FP → +15% FP and +5 Mind
+2 = +11% FP → +20% FP and +7 Mind
+3 = +13% FP → +25% FP and +10 Mind

-Viridian Amber Medallion
Base = +11% Stamina → +15% Stamina and +3 Endurance
+1 = +13% Stamina → +20% Stamina and +5 Endurance
+2 = +15% Stamina → +25% Stamina and +7 Endurance
+3 = +17% Stamina → +30% Stamina and +10 Endurance

-Arsenal Charm
+1 = +17% Equip Load → +17.5% Equip Load
Great-Jar's = +19% Equip Load → +20% Equip Load

-Erdtree's Favor
+1 = +3.5% HP, +8.5% Stamina, +6.5% Equip Load → +4% HP, +8.5% Stamina, +7.5% Equip Load
+2 = +4% HP, +10% Stamina, +8% Equip Load → +5% HP, +10% Stamina, +10% Equip Load

-Mottled Necklace
Base = +40 Immunity, Robustness, Focus → +50 Immunity, Robustness, Focus
+1 = +60 Immunity, Robustness, Focus → +75 Immunity, Robustness, Focus

-Scorpion Charm (damage vulnerabilities untouched)
Magic = +12% Magic Damage → +15% Magic Damage
Lightning = +12% Lightning Damage → +15% Lightning Damage
Fire = +12% Fire Damage → +15% Fire Damage
Sacred = +12% Holy Damage → +15% Holy Damage

-Graven-School
+4% Sorcery Damage → +5% Sorcery Damage

-Graven-Mass
+8% Sorcery Damage → +10% Sorcery Damage

-Faithful's Canvas
+4% Incantation Damage → +5% Incantation Damage

-Flock's Canvas
+8% Incantation Damage → +10% Incantation Damage

-Dragoncrest Shield
Base = +10% Physical Negation → +12.5% Physical Negation
+1 = +13% Physical Negation → +15% Physical Negation
+2 = +17% Physical Negation → +17.5% Physical Negation

-Spelldrake
Base = +13% Magic Negation → +15% Magic Negation
+1 = +17% Magic Negation → 17.5% Magic Negation
+3 = +22% Magic Negation → 22.5% Magic Negation

-Flamedrake
Base = +13% Fire Negation → +15% Fire Negation
+1 = +17% Fire Negation → 17.5% Fire Negation
+3 = +22% Fire Negation → 22.5% Fire Negation

-Boltdrake
Base = +13% Lightning Negation → +15% Lightning Negation
+1 = +17% Lightning Negation → 17.5% Lightning Negation
+3 = +22% Lightning Negation → 22.5% Lightning Negation

-Haligdrake
Base = +13% Holy Negation → +15% Holy Negation
+1 = +17% Holy Negation → 17.5% Holy Negation
Golden Braid = +22% Holy Negation → 22.5% Holy Negation

-Pearldrake
+1 = +7% Elemental Negation → +7.5% Elemental Negation
+2 = +9% Elemental Negation → 10% Elemental Negation
+3 = +11% Elemental Negation → 12.5% Elemental Negation

-Crucible
Feather = -30% Damage Negation → -15% Damage Negation
All = -45% Damage Negation → -25% Damage Negation

-Blue-Feathered Branchsword
+50% Damage Negation below 20% HP → +30% Damage Negation below 50% HP

-Blessed Dew
Restore 2 HP/s → Restore (2 + 0.25%) HP/s,

-Taker's Cameo
Restore (30 + 3%) HP on kill → Restore (30 + 5%) HP on kill

-Godskin Swaddling Cloth
Restore (30 + 3%) HP on activation → Restore 15% HP on activation

-Assassin's Crimson Dagger
Restore (85 + 10%) HP on critical hit → Restore (100 + 30%) HP on critical hit

-Assassin's Cerulean Dagger
Restore 15 FP on critical hit → Restore (10 + 10%) FP on critical hit

-Ancestral Spirit's Horn
Restore 3 FP on kill → Restore 5 FP on kill

-Beloved Stardust
-30% Damage Negation → -20% Damage Negation

-Companion Jar
+10% Hefty Pot Damage → +20% Hefty Pot Damage

Weapons

-Carian Sorcery Sword
69 Base Physical Damage → 100 Base Physical Damage
69 Base Magic Damage → 100 Base Magic Damage
39 Base Dexterity Scaling → 40 Base Dexterity Scaling
47 Base Intelligence Scaling → 80 Base Intelligence Scaling
Is Not Buffable → Is Buffable

Skills

-Last Rites
+10% Armament Damage, +25 Holy Armament Damage → +15% Physical, Magic, Fire, Lightning Armament Damage, +30% Holy Armament Damage, +20 Holy Armament Damage

Talismans

-Taker’s Cameo

Restore (30 + 5%) HP on kill → Restore (30 + 10%) HP on kill

Weapon Changes

-Crystal Knife
Can now be buffed
Can now change AoW

-Crystal Sword
Can now be buffed
Can now change AoW

-Rotten Crystal Sword
Can now be buffed
Can now change AoW

-Crystal Spear
Can now be buffed
Can now change AoW

-Rotten Crystal Spear
Can now be buffed
Can now change AoW

-Crystal Staff
Can now change AoW

-Rotten Crystal Staff
Can now change AoW