

Changes from the test server will be marked with **bold red**.

Epic specialization

You can get up to 3 specialization points depending on accumulated lvl 110 epics option levels. There are 6 trees with 3 lines each. You can pick one option from each line, you cannot mix trees.

Tree 1: Ailments

- Line 1:
 1. Apply shock/poison/bleed/burn 5 times to an enemy to activate hunting buff for 10 sec (max 10 stacks). Each hunting buff stack increases shock/poison/bleed/burn dmg by 2%.
 2. When an enemy with ailment is in the map, apply the following effects when you use skills: 10% chance to do double dmg with the skill (CD 5 sec). When failed: chance increases by 10%, increase resets when you succeed.
 3. Skill atk +8% on enemies with ailments. Convert 5% of dmg to an ailment with at least 50% increased ailment dmg.
 4. When attacking shock/poison/bleed/burned enemy, applies 1 ailment randomly from shock/poison/bleed/burn that the target does not have (CD 5 sec). Skill atk +10% on enemies with ailments.
- Line 2:
 1. Shock/poison/bleed/burn dmg +20%. When applying shock/poison/bleed/burn to an enemy with ailment: hunting buff stack +1.
 2. When attempting to apply ailment to an enemy: skill atk +1% for 30 sec (max 11 stacks). Increase shock/poison/bleed/burn stack on enemy by the number of clear cubes consumed with the used skill.
 3. When attacking enemies: apply shock or bleed for 10 sec (CD 0.5 sec). When attacking bleeding or shocked enemies: skill atk +4% for each.
 4. When attacking enemies: apply poison or burn for 10 sec (CD 0.5 sec). When attacking poisoned or burning enemies: skill atk +4% for each.
- Line 3:
 1. When hunting buff is at at least 5 stacks, apply the following effects:
 - Oath of promise belt: ailment dmg from this piece +15%
 - Burn detonation dmg on frozen enemies +15%

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2. Shock/poison/bleed/burn duration from you +50%.
Shock/poison/bleed/burn dmg +25%
3. When attacking enemies with ailment apply the following buff for 10 sec: skill atk +5% for every 10% highest ailment tolerance (max 2 stacks)
4. When attacking enemies with ailment apply the following buff for 10 sec: skill atk +2.5% for each ailment on target (max 4 stacks)

Tree 2: MP management

- Line 1:
 1. Skill atk +10%. MP restoration from gear +30%, skill MP cost +100%. Limit max MP to 50% in dungeons.
 2. When using awakening skills, consume 30% max MP to activate mana rampage for 60 sec (CD: 120 sec).
 - Skill atk +20%
 - If your total MP cost increase is less than 500%: increase MP cost by 300%.
 3. When using skills that consume clear cubes: increase MP cost by 600% and skill atk +15%.
 4. When remaining MP is over 130,000 and you restore MP by skill, gear or consumables gain an overflowing mana stack. Skill atk +1% per stack (up to 10), lose 1 stack when taking dmg.
- Line 2:
 - Skill MP cost +100%. When casting skills with at least 10,000 MP cost, apply the following effects:
 - Skill atk +10% for 10 sec (does not stack)
 - Restore MP by 30% of MP cost
 - Skill atk +8%. MP cost increase during mana rampage removed.
 - Skill atk +10%. For every 30,000 MP consumed: gain barrier with 30% of max HP for 20 sec.
 - When using non clear cube skill apply the following effects
 - Skill atk +8% for 10 sec (does not stack)
 - Restore MP by 1000% of MP cost
- Line 3:
 1. Increase skill atk by 1% of increased MP cost (up to 10%). MP restoration effect from skills +200%.
 2. Skill atk +10% while
 - Archon bracelet is equipped
 - Total skill MP cost increase is over 500%
 3. For every 5% remaining MP: skill atk +2% (max 6 stacks). When attacking: restore 10% MP (CD 0.5 sec), lose 5% MP every second.
 4. Skill atk +10% when over 50% MP.

Tree 3: Utility

- Line 1:
 1. When attacking an enemy with their weakest element: skill atk +10% for 20 sec (does not stack). Also applied when the target has the same elements for all elements.
 2. When attempting to apply neutralization ailment to an enemy, apply the following effects for 10 sec:
 - Skill atk +10%
 - Neutralization reduction +25%
 3. **Skill atk +10%. When attacking an enemy with their weakest element, apply the following effect for 10 sec: Neutralization reduction +25%**
 4. Skill atk +8%, ASPD +8%, CSPD +12%. Apply ASPD +1% and CSPD +1.5% when you attack (max 12 stacks). Lose 1 stack per sec when not attacking.
- Line 2:
 1. When total ele is over 1000: skill atk +9%. Equalizes all ele to the highest.
 2. Skill atk +9%. Imbue all element to weapon.
 3. Skill atk +10%. When attacking enemies: apply a random neutralization ailment for 10 sec (CD 5 sec).
 4. Skill atk +8%, MSPD +8%. Apply MSPD +2% for every 0.2 sec dashing (max 6 stacks). Lose 1 stack per sec when not dashing.
- Line 3:
 1. When attacking with elements imbued, apply the following effects for 15 sec depending on element (when attacking enemy with their weakness element, apply all 4 effects):
 - Fire: skill atk +2.5%, ASPD +5%, CSPD +7.5%
 - Water: skill atk +2.5%, incoming phy/mag dmg reduction +5%
 - Light: skill atk +2.5%, MSPD +5%
 - Shadow: skill atk +2.5%, all ele res +15
 2. When decreasing enemy's neutralization gauge by 10 with your attack: skill atk +10% for 20 sec (does not stack).
 3. When attacking a neutralized enemy: skill atk +20% for 30 sec.
 4. For every 50% ASPD or 75% CSPD: skill CD recovery rate +5% (max 4 stacks, only applies the higher one). For every 50% MSPD: incoming phy/mag dmg reduction +5% (max 4 stacks).

Tree 4: Skills

- Line 1:
 1. When using non clear cube skills: used skill atk +3% (max 4 stacks).
 2. Lvl 35, 40, 45, 60 skills atk +15%, CD -10%.
 3. When using clear cube skills: used skill atk +3% (max 5 stacks).
 4. Remove awakening link condition. Buffer 1A buff effect -70%.
- Line 2:
 1. Skill atk +10% for lvl 1~35 skills that do not consume clear cubes .
 2. Skill atk +12% for skills that consume clear cubes (except awk)
 3. Clear cube cost +1 for skills that do not consume clear cubes. Stack conditions from line 1 now start from 3 stacks.
 4. 1A skill atk +20%, CD -50%. Buffer 1A buff effect -70%.
- Line 3:
 1. Lvl 35 skill clear cube cost -1.
 2. Lvl 45, 60 skills atk +25%, AOE -30%.
 3. Increase a skill's atk by 2% for every 4 sec CD (max 16%).
 4. 2A skill atk +20%, CD -50%.

Tree 5: Control & Survivability

- Line 1:
 1. When in 150px distance from an enemy, **apply the following effects:**
 - **Skill atk +10% for 3 sec.**
 - If you attack an enemy within 1.5 sec after they attack you: restore 80% of dmg taken (CD 1.5 sec).
 2. Skill atk +9%. When dodging enemy's attack with iframes or succeeding with just guarding with a guard skill: skill atk +2% for 30 sec (does not stack. Just guard means blocking within 0.5 sec of the attack).
 3. Skill atk +10%, barrier regeneration delay -1 sec.
 4. While camouflaged: skill atk +10% for 30 sec. Apply camouflage buff for 15 sec during the following effects (does not stack):
 - Dodge an enemy's attack with iframe
 - Move 100px
- Line 2:
 1. Skill atk +9%. Guard skills' dmg reduction +50%p.
 2. Skill atk **+9%**. Max barrier +20%.
 3. When you have barrier, apply the following effects for 10 sec:
 - Skill atk +12%, max HP +600
 - Max barrier
 4. -50% When you enter camouflage: skill atk +10%, evasion +10% for 30 sec (does not stack).
- Line 3:
 1. For every 15,000 remaining HP: skill atk +1% (max 11 stacks).
 2. When you have barrier: skill atk +11%.
 3. Skill atk +10%, max barrier +10%, limit max HP by 20% in dungeon.
 4. **When you don't have barrier, apply the following effect:** skill atk +4% every 10 sec (max 5 stacks). Max stack is applied when you enter a dungeon. Stack -1 when you take dmg.

Tree 6: Buffers

- Line 1:
 - 5. Buff power +2304. Party members' HP restoration +20%. Skill atk +10% while solo.
 - 6. Buff power +2304. Skill atk +10% while solo. Has different effect for each buffer:
 - Male sader: fountain of life CD -50%, all speed effect +10%p.
 - Female sader: valor aria buff duration +4 sec.
 - Enchantress: destiny puppet duration +3 sec.
 - Muse: Adrenalin rhapsody duration +3 sec.
 - 7. Buff power +2304. Skill CD -10% (except awk), skill AOE +10%. Skill atk +10% while solo.
 - 8. Buff power +2304. Increase dmg value by 50% of buff power.
- Line 2:
 - Buff power +2304. Apply 30% of HP and MP restoration on yourself to the rest of the party. Skill atk +10% while solo.
 - Buff power +2304. Skill atk +10% while solo. Has different effect for each buffer:
 - Male sader: healing wind barrier HP rate +10%.
 - Female sader: valor aria, restorative aria MSPD +200%, incoming dmg reduction for fsader +20%.
 - Enchantress: first aid of love magic circle duration +2 sec, incoming dmg reduction for enchantress +20%.
 - Muse: rhubato duration +1 sec.
 - Buff power +2304. All speed +10% for party members in 500px. Skill atk +10% while solo.
 - Buff power +2304. Dmg value +20,000. All speed +10%.
- Line 3:
 - 5. Buff power +2304. Incoming phy/mag dmg reduction +10% for party members in 500px. Skill atk +10% while solo.
 - 6. Buff power +2304. Skill atk +10% while solo. Has different effect for each buffer:
 - Male sader: divine punishment sacred power duration +0.3 sec
 - Female sader: 2A reduces uriel's ward remaining CD by 70%. When uriel's ward talisman is equipped: party iframe duration +1.5 sec (2 uses).
 - Enchantress: while 1A, 3A buffs are in effect: forest of dolls CD -40%.
 - Muse: when 2A is used: Ad-lib CD removed for 23 sec.

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7. Incoming phy/mag dmg reduction +15%. All speed +10%. Skill atk +10% while solo.
8. Buff power +2304. When attacking: create a spotlight that deals 2000% dmg value as dmg (CD 5 sec).

Fixed option epics

Weapon, top, bottom

- Weapon: the one who steps forward
 - Lvl 1~100 skills +2
 - Awakening skills skill atk +30%, CD -20% (not applied for buffers)
 - When this weapon is removed: you get mana burn debuff and lose 10% + 5000 MP every sec. Debuff removed when you reequip the weapon.
- Top: imaginative engineer's blouse
 - Skill atk +8% for 20 sec when using skills
 - MSPD +300% when using skills
 - When you heal party members' HP: grant 10 sec super armor to all party members.
 - Defense +7000, max HP +600.
- Top: mist reverer's top
 - When reducing enemy's neutralization by 10 with your attacks: skill atk +10% for 10 sec (does not stack).
 - When enemy's neutralization gauge is under 90%: neutralization reduction +10%.
 - Defense +7000, max HP +600.
- Top: brave knight armor
 - For every 25 hit count: skill CD recovery rate +7% (except awk, max 3 stacks).
 - When hit count is over 50: all speed +10%.
 - Restore 2,200 HP on attacks (CD 1 sec)
 - Skill MP cost -7%
- Top: vale watcher's gaze
 - When total MP cost increase is over 500%, improve effects of certain gears:
 - Boosting pulse tube: always applies 15% skill atk regardless of MP cost (except awk)
 - Bakal weapon option #73: skill atk +7% regardless of MP cost
 - When casting skills with at least 5,000 MP cost: skill atk +7%, all speed +10% for 20 sec (does not stack)
 - Max MP +5%, defense +7000
- Bottom: imaginative engineer's bottom
 - When attacking: skill atk +2% for 20 sec (max 3 stacks).
 - When using skills that cost clear cubes: dmg value +1186
 - Max MP +945

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- ASPD +8%, CSPD +12%
- Bottom: mist reverer's bottom
 - When enemy's neutralization gets reduced by your attacks: dmg value +296 (stacks 10 times). All ele +15 at max stacks.
 - When the enemy's neutralization gauge is under 90%: skill atk +2%.
 - Neutralization reduction for hold skills +200%
 - Defense +7000, MSPD +8%
- Bottom: poised knight pants
 - When skill AOE increase is over 48%: skill atk +10%.
 - Berserk tenacity weapon's AOE increase always applied at maximum.
 - Lvl 75~80 skills AOE +15%
- Bottom: vale watcher's stride
 - Increase skill atk by 2% of increased MP cost (max 10%)
 - Limit max MP to 50%
 - When casting skills: incoming phy/mag dmg reduction +10%
 - Restore 3,500 MP when attacking (CD 1 sec). Max MP +5%

Shoulder, belt, shoes

- Shoulder: realized freedom
 - When you apply neutralization ailment to yourself: gain overcoming will buff for 60 sec instead (does not stack, CD 30 sec)
 - When you have overcoming will buff, gain 9% skill atk and all ailment tolerance +30%.
 - HP regen + 460.2/min
 - All ele res +8
- Shoulder: Encroached divine beast's faulty cape
 - Front attacks grant skill atk +9% for 30 sec (does not stack)
 - Front incoming phy/mag dmg reduction +10%
 - All ele res +8
 - Evasion +8%
- Shoulder: Patient knight shoulder
 - When distance to enemy is at least 150px, apply following buffs when you attack:
 - Skill atk +9%, AOE +16%
 - Lvl 30~35 skills atk +5%, AOE +15%.
- Shoulder: Cheong-Yeon protector's will
 - Burn dmg +10%.
 - When attacking burning enemies: skill atk +7%. For every burning enemy in 500px: dmg value +712 (max 5 stacks).
 - Fire res +10
 - Burn duration -20%
- Belt: Imaginative engineer's work belt
 - When total ele res is over 100: skill stk +25%. When total ele is over 750: dmg value +3260.
 - ASPD, MSPD +8%, CSPD +12%
 - All ele res +15
 - All ele -100
- Belt: Mist seeker's belt
 - When attacking: form darkness area on character's location (CD 3 sec).
 - When you exit darkness area: darkness area disappears and skill atk +10% (does not stack).
 - When you stay on darkness area for 5 sec: skill atk buff removed.
 - If 3A is cast on darkness area: you are considered not standing on the area.
 - For every 1000px moved, the following pieces' options are applied at max value:

- Mist seeker's necklace
 - Mist seeker's ring
 - Encroached plain's essence
 - Encroached divine beast's tears
 - MSPD +8%, evasion +8%
- Belt: devoted knight belt
 - All ele +20, skill atk +11%.
 - When engraving oath or fate's direction are equipped: skill use increases hit count stack +5.
 - Effects that are applied at over 75 hit counts are maintained for 5 sec even if you go under 75.
 - Defense +7000
- Belt: remembered promise belt
 - When applying same ailment to shocked/poisoned/bleeding/burning enemy, applies the following effects:
 - Detonate remaining dmg with 10% increased dmg (CD 0.5 sec)
 - Detonation effect cannot be activated by converted ailment dmg.
 - **When applying shock/poison/bleed/burn:** skill atk +10% and incoming phy/mag dmg reduction +15% for 30 sec.
 - Skill MP cost -7%
 - All ele res +8
- Shoes: imaginative engineer's work shoes
 - When a skill is used within 1 sec of using a skill:
 - Skill atk +6% for 30 sec (max 3 stacks)
 - Incoming phy/mag dmg reduction +10% for 10 sec (max 2 stacks)
 - Hitrate +10%
 - MSPD +8%
- Shoes: mist reverer's shoes
 - When enemy's neutralization gauge is under 90%: skill atk +13% for 30 sec (does not stack)
 - All neutralization ailments from you are applied as weakness ailments on enemies with under 90% neutralization. Neutralization reduction for hold skills +100%.
 - Hitrate +8%
 - MSPD +8%
- Shoes: Passionate knight boots
 - When under 10% HP: skill atk +17%, dmg value +4446
 - When max MP is under 250,000: restore 2,500 MP on attacks (CD 1 sec)
 - Max MP +945
 - Crit chance +7%, all ailment tolerance -10%

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- Shoes: promise keeping footsteps
 - Skill atk **+10%**. When attacking frozen enemies: skill atk +15%. Dmg value +712 per burning enemy in 500px (max 5 stacks).
 - When attempting to freeze immune enemies **or attacking frozen enemies**: gain 1/3 of frozen enemy skill atk for 30 sec **(does not stack with other pieces)**.
 - Applies following effects on eternal sleep preparation:
 - CD on detonation removed
 - When attacking normal monsters: freeze all enemies in 500px (CD 1 sec).
 - Burn duration from you +4 sec

Accessories

- Bracelet: timespace containing bracelet
 - When using skills, gain amplification buff for 30 sec (does not stack, CD 10 sec). Buff removed after using 10 skills.
 - Amplification buff grants following effects:
 - Skill atk +14%
 - All ele +15
 - When skill is used: gain barrier with 15% max HP for 2 sec (does not stack, CD 0.5 sec).
 - MSPD +8%
 - Evasion 8%
- Bracelet: encroachment by false strength
 - Applies following effects depending on enemy neutralization gauge
 - Over 50%: skill atk +20%
 - 20~50%: skill atk +15%
 - Under 20%: skill atk +8%
 - When the enemy's neutralization gauge is over 90%: reduce neutralization by **1%** when attacking (CD **0.5** sec, disabled for buffer).
 - ASPD +8%, CSPD +12%
 - Crit chance +5%
- Bracelet: engraving oath
 - All ele +30
 - Applies following effects:
 - Max hit count +50
 - Initial hit count +50
 - When using skills: hit count +7
 - When attacking boss or named mobs: hit count -1
 - Hit count increase/decrease effects do not stack and only one is applied across all related epics
 - Skill atk +5% for every 25 hit count (max 3 stacks)
 - Evasion +8%
- Bracelet: blessing within the message
 - When distance to enemy is under 150px: skill atk +15%, all ele +15 for 3 sec (does not stack, CD 1 sec).
 - When you are petrified, attacks increase defense +1,200 for 20 sec (max 30 stacks). When you move 100px: -3 stacks.
 - Defense +7000 4
 - ASPD +8%, CSPD +12%
- Necklace: machine mechanical heart necklace

- All ele +22
- Skills that consume clear cubes apply the following effects:
 - Skill atk +10% for additional 300% MP cost.
 - If you have insufficient MP: effect is not applied.
 - When your total MP cost increase is over 500%: skill atk +10% without MP cost increase from this effect.
- MP restoration from skills +200%. Max MP + 945.
- All ele res -5
- Necklace: Mist seeker's necklace
 - All ele +20
 - For every 100px moved: skill atk +5%, dmg value +3447 for 10 sec (does not stack)
 - For every 25px moved: all speed +0.5%, evasion +1% for 5 sec (max 20 stacks). When hit: -6 stacks.
 - Dashing grants 30 sec superarmor that breaks after 5 hits (CD 5 sec).
- Necklace: caution against the enemy
 - When berserk tenacity weapon's AOE option is at max: skill atk +10%.
 - When using skills: skill AOE +16% for 30 sec (does not stack)
 - Lvl 60-70 skills atk +5%, AOE +15%.
- Necklace: archivist's necklace
 - Skill atk +11% for skills that consume at least 16 clear cubes
 - When death ridden armor is equipped: max duration for immortality +5 sec
 - Skill mp cost -7%
 - Shadow res +10
- Ring: night gazing mechanic's sight
 - Awakening skill atk +20%, CD recovery rate +40% (not applied for buffers).
 - Crit chance +5%
 - Hitrate +10%
- Ring: mist seeker's ring
 - When moving 300px: skill CD recovery rate +15% for 10 sec (except awk, max 2 stacks)
 - When moving 1000px: MSPD +10% for 30 sec.
 - Crit chance +5%
 - All ele res +8
- Ring: overwhelming valor
 - Press up, down and gear option control key to consume 50 hit count and apply the following effects to the boss monster:
 - Accumulate dmg dealt by you for 10 sec

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- After 10 or reenter above command to detonate accumulated dmg
 - Accumulated dmg is increased by 1% per skill used (up to 10%)
- ASPD +50%, CSPD +75% while accumulating dmg
- MSPD +8%
- Hitrate +8%
- Ring: sentinel's proof
 - Ailment dmg +2% for each enemy with ailment in 500px (max 5 stacks)
 - When confused core suit is equipped: skill atk +5%, DO11-Risa follows you.
 - Max MP +600
 - Crit chance +5%

Special equipments

- Sub: Charles' mask
 - Skill CD -50% (except awk)
 - Skill atk -35% (except awk)
 - When attacking: apply 10 sec bleed on enemy (CD 3 sec)
 - When attacking: apply 10 sec point on enemy (CD 3 sec)
- Sub: Encroached divine beast's lamentful veil
 - Back attacks grant skill atk +7% for 30 sec (does not stack)
 - When mist seeker's belt is equipped: darkness area formation CD +1 sec.
 - Hitrate +8%
 - Evasion +8%
- Sub: marching vigor
 - When distance to enemy is over 150px, attacks grant skill CD recovery rate +15% for 15 sec (except awk, does not stack)
 - When attacking: skill AOE +16% for 30 sec (does not stack)
 - Lvl 40-45 skills atk +5%, AOE +15%
- Sub: power to Cheong-Yeon
 - Dmg value +2519, all ele +15
 - When attacking: cast mist lightning that does 1000% dmg value as dmg. 10% chance to do 1480% dmg instead.
 - ASPD, MSPD +18%
 - CSPD +22%
- Mstone: essence of mechatronics
 - All ele +10, skill atk +8%
 - When attacking an enemy with weakness element, applies following effects for 30 sec (does not apply for enemy with equal all ele res):
 - Imbues target's weakness element to weapon
 - Corresponding ele +20
 - Max HP +600, max MP +945
- Mstone: encroached plain's essence
 - All ele +20
 - For every 100px moved: evasion +8%, skill atk 8% for 10 sec (does not stack)
 - For every 50px moved: all speed +0.5%, all ele res +1 for 5 sec (max 10 stacks). -3 stacks on hit
 - Max MP + 945
- Mstone: safeguarding endurance
 - When you have hit count, applies the following effects
 - Max hit count +30

- When attacking boss or named mobs: hit count -1
- Hit count increase/decrease effects do not stack and only one is applied across all related epics
- When engraving oath or fate's direction is equipped: hit count +5 when using skills
- Max HP +600, max HP +5%
- Mstone: archivist's jewel
 - When you have barrier from gear: skill atk +10%
 - When consuming healing consumables: immediately start regenerating barrier.
 - When attacking: max barrier +5% for 10 sec (max 4 stacks)
 - Max HP +5%, evasion +8%
- Earring: moment of time mechanics
 - Skill atk +12%
 - Incoming phy/mag dmg reduction +15%
 - Crit chance +5%
 - Hit rate +10%
- Earring: encroached divine beast's tears
 - Applies the following effects depending on distance to enemy (each effect does not stack)
 - Under 250px: skill atk +8% for 15 sec
 - Over 250px: dmg value +2519 for 15 sec
 - For every 50px moved: all speed +0.5%, all ailment tolerance +1% for 5 sec (stacks 10 times). -3 stacks when hit.
 - Crit chance +5%
 - ASPD +8%, CSPD +12%
- Earring: unyielding courage
 - When gaining hit count: skill atk +12% for 20 sec (does not stack)
 - When hit count is over 50: incoming phy/mag dmg reduction +10%
 - Crit chance +5%
 - Hitrate +9%
- Earring: valley overseeing mark
 - When TP is increased by gear effect: skill atk +10%, lvl 75~100 skill atk +6%.
 - Lvl 1~70 skills AOE +15%
 - Defense +7,000
 - Crit chance +5%

Blue pirate set unique options

- Top: blue pirate blouse
 - When attacking: enemy neutralization gauge -1 (CD 1 sec). Dmg value +1927 for 10 sec for every 10 neutralization gauge dmg on enemy (does not stack)
 - When non clear cube skills are hit: corresponding skill's atk +1% (max 10 stacks). Applies only once per skill usage.
 - When you have TP increase effect: skill CD -10%.
 - For every 10% neutralization gauge reduced: dmg value +593 (max 10 stacks)
 - Dmg value +593 for 30 sec when using skills (max 5 stacks)
 - All ele +15, all speed +10%
- Bottom: blue pirate pants
 - When consuming 15 or more cubes with a single skill: consume 30% of remaining HP and gain skill atk +6%, all speed 10% for 40 sec (CD 30 sec)
 - When over 50% MP: dmg value +2223, all ailment tolerance +10%
 - For every ailment on you: skill atk +2% (max 4 stacks)
 - When hit count is over 50: dmg value +2223
 - Awakening skills atk +8%
 - When clear cube skills are used: burn dmg +20% for 30 sec (does not stack, CD 5 sec)
- Shoulder: blue pirate shoulder
 - **When your total MP cost increase is at least 500%:** skill CD -4% for every 10% remaining MP (max 5 stacks)
 - Skill atk +10% for skills that consume 15 or more cubes
 - For every 100px moved: skill atk +6% for 10 sec (does not stack)
 - When clear cube skills are used: bleed dmg **+15%** for 30 sec (does not stack, CD 5 sec)
 - Grant a buff with CD -10% for 20 sec (except awk, CD 20 sec). Buff removed when attacking bosses and named mobs 80 times. Skill atk +5% when buff is removed, skill atk removed when buff reactivates.
 - Grant a buff with skill atk +5% for 20 sec (except awk, CD 20 sec). Buff removed when attacking bosses and named mobs 80 times. CD -10% when buff is removed, CD reduction removed when buff reactivates.
- Belt: blue pirate belt
 - When you have at least 20% barrier from gear: skill atk +6%
 - Sleep tolerance -20% When your sleep tolerance is under -70%: skill +7%, applies 10 sec sleep on you (CD 30 sec)
 - When sleep tolerance is under -50%: dmg value +4446

- When hit: gain barrier with 10% HP for 10 sec (CD 10 sec)
- When phy defense rate is over 40%: skill AOE +15%
- When mag defense rate is over 40%: CD recovery rate +15%
- Shoes: Blue pirate boots
 - When clear cube skills are used: shock dmg +20% and shock duration +100% (does not stack, CD 5 sec)
 - Burn detonation dmg on frozen enemies +15%
 - Non clear cube skills atk +10%. CD +10%
 - Burn dmg +20%. When applying freeze to freeze immune enemies **or attacking frozen enemies**: gain 1/3 of frozen enemies skill atk for 30 sec **(does not stack with other pieces)**.
 - Dmg value +111 when attacking (max 20 stacks). -1 stack when dashing or walking (CD 0.5 sec).
 - Skill CD recovery rate +1% when attacking (except awk, max 15 stacks). -1 stack when dashing or walking (CD 0.5 sec).
- Bracelet: blue pirate armlet
 - Manual command grants skill atk +5% for 30 sec (max 2 stacks, cd 0.1 sec)
 - Lvl 1~35 non clear cbe skills atk +10%
 - Dmg value +111 when dealing dmg with object from gear (max 20 stacks)
 - Clear cube skills CD -10% (except awk)
 - Skill atk +4%
 - Dmg value +2519, incoming phy/mag dmg reduction +10%
- Necklace: blue pirate necklace
 - When applying petrification to petrification immune enemies: gain 1/3 of petrified enemies skill atk for 30 sec.
 - Skill atk +4%, AOE +10%
 - When attacking burning enemies: burn dmg +3% for 2 sec (max 5 stacks, CD 1 sec)
 - When attempting to petrify enemies: dmg value +2519 for 30 sec. Petrification from you no longer reduces dmg taken for the enemy.
 - When highest ailment dmg increase is under 20%: dmg value +1778
 - Skill atk 2%. Skill atk +10% in Solidaris dungeon
- Ring: blue pirate ring
 - Clear cube skills atk +8%
 - When using awakening skills: 8% chance to increase dmg by 88%
 - When you are petrified: skill atk +4% for 30 sec
 - When healing party members' HP: skill CD recovery rate +30% for 15 sec **(except awk, does not stack, does not apply for DPS classes)**
 - When highest ailment dmg increase is less than 20%: all ele +25

- When under 30% HP: all ele +25
- Sub: blue pirate protector
 - Poison dmg +5%. For every 20% HP the enemy loses: poison dmg +3% (max 3 stacks)
 - Dmg value +2519, hitrate +4%
 - Dmg value +2519, evasion +4%
 - Limit max MP to 50%
 - Ailment converted into buff is still considered as ailment (ex: sleep setup?)
 - When hit count is over 50: skill CD recovery rate +15%
- Mstone: blue pirate jewel
 - Gear object dmg +10%
 - Neutralization reduction from neutralization ailment and hold skills +100%
 - When distance to enemy is over 150px: skill atk +4% for 15 sec when attacking enemies (does not stack)
 - When attacking bleeding enemies: bleed dmg +3% for 2 sec (max 5 stacks)
 - When attacking from behind: skill atk +4%
 - When attacking from front: skill atk +4%
- Earring: blue pirate earring
 - When you have TP increase effect: skill atk +6%, lvl 75~100 skills atk +6%.
 - Using skills with manual command grants 30 sec superarmor
 - When sleep is applied too you: skill atk +6% for 10 sec
 - Restore barrier by 50% of HP restoration from gear, consumables and skills
 - While you have superarmor: dmg value +2519
 - When max MP is over 150,000: skill atk +5%

Gear balancing

General changes

- Bleed: no change
- Burn: freeze-burn effect base multiplier increased from 1.05 to 1.1.
- Shock: now no longer deals delayed dmg over 10 sec. Dmg is increased by 0.5% per stack, up to 5%.
- Poison: dmg is increased by 2% per stack, up to 10%.
- Object effects in gear are now affected by enemy defense. Object effects are rescaled accordingly.
- Double enchantment gears' effect changed (except earring):
 - Now increases base enchantment effect by 100%. Enchantment increase effect after attacking removed.
 - Now increases max HP by 200 and max MP by 315.
- Object armor gears' (ex: earthen nature) ele increase increased from +15 to **+20**

Weapons

- Aspect weapon: now has 20% skill atk for buffers
- Buffer culmination weapons: now has 20% skill atk for buffers
- Berserk Tenacity weapon:
 - When total AOE increase effect is 48% or above: skill atk +8%.
 - Object dmg from gear +20%.
 - No longer grants superarmor when taking dmg.
 - Now has 20% skill atk for buffers.
- Frozen Resistance weapon:
 - Base skill atk increased to 55%.
 - Skill CD recovery rate effect replaced with general 40% skill CD recovery rate.
 - When attempting to freeze an enemy 5 times **or attacking a frozen enemy**, grants the following effect for 30 sec: gain 1/3 of frozen enemy skill attack, adds freeze to target's weakness (**does not stack with other pieces**).
 - When attacking: freezes enemy for 5 sec (CD 3 sec).
 - Base dmg value increased from 4744 to 5928.
 - Now has 20% skill atk for buffers.

By halfmango

- **New effect: when this weapon is removed: you get mana burn debuff and lose 10% + 5000 MP every sec. Debuff removed when you reequip the weapon.**
- Dying trust weapon:
 - Now applies all of bleed/burn/shock/poison on enemy for 10 sec when attacking (CD 3 sec)
 - Base dmg value increased from 5928 to 7112
 - Now has 20% skill atk for buffers.

Note: changes that update tooltips but with no functional changes are omitted.

Top

- Noble loyalty
 - Now has 10% skill atk for buffers.
 - Base buff power increased from 1928 to 1968
- Coolheaded strategist's top
 - Skill CD recovery rate increase per stack increased from 1% to 2% (except awk, max 15 stacks so max value is still 30%)
- Childhood's dream stage
 - When asleep: skill atk +5%
- Abyss reactor
 - Base dmg value increased from 6461 to 6952
- Death ridden armor
 - Cube cost for skill atk effect reduced from 30 to 16.
 - Immortality duration increase per consumed cube increased from 0.1 to 0.3 sec.
- High-tech tactical command armor
 - Base dmg value increased from 6461 to 6952
- Worthy sacrifice
 - When dmg value effect stack is at max: all ele +15. Stack is always at max regardless of remaining HP if you have barrier.

Bottom

- Desert technology pants
 - Fire ele increased from 15 to **20**
 - Fire ele and res increase when attacking enemies stack count reduced to 1, now grants full effect at 1 stack.
- Super black pants
 - Basic training increase effect duration increased from 5 sec to 10 sec.
 - When basic training stacks are consumed: skill CD increase reduced from 8% to 5%, buff duration increased from 5 sec to 20 sec.
- Justification for victory
 - When target's neutralization gauge is under 90%: now grants 2% skill atk
- Unlimited cybernetics
 - Now has 3% skill atk for buffers.
- Genius engineer's multi-box pants
 - Now grants 3% skill atk for 30 sec when camouflaged

Head/shoulder

- Desert concealment shoulder
 - Now grants 2% skill atk when attacking burning enemies
- Magnetic search scan
 - Now grants 2% skill atk when attacking shocked enemies
- Black cat helmet
 - Basic training +30% effect changed to basic training +20% and lvl 1-30 active skills atk +10%.
- Lusterless truth
 - Now grants 2% skill atk when attacking bleeding enemies
- Contaminated ice stone pauldrons
 - Now grants 2% skill atk when attacking poisoned enemies
- Uncontrollable old rule
 - Now has 10% skill atk for buffers.
 - Base buff power increased from 1948 to 1968
- High-tech body protector shoulder
 - Skill atk increase when attacking enemies increased from 3% to 5%
- Heptagon impulse brick
 - Skill atk increase when attacking enemies increased from 3% to 5%

Belt

- Guideline belt
 - No longer reduces cube skills' atk
 - Now reduces phy/mag dmg taken by 15%
- Unchanging floating stone belt
 - Now grants effect automatically instead of when consuming consumables.
 - Now has 5% skill atk for buffers.
- Thunder resist belt
 - All ele increase increased from +15 to +20.
- Eternal sleep preparation
 - Now reduces phy/mag dmg taken by 15%
 - **Attempting to freeze enemies now also burns target for 10 sec.**
- Constricting horror
 - Skill atk increase requirement by cube count reduced to 1~9, 10~15 and 16+.
- Wishful melody
 - Now puts you to sleep automatically without consuming consumables.
 - Now grants effects when you are asleep instead of when you're consuming consumables. .
- Genius engineer's multi-tool belt
 - Dmg value effect per 10k MP consumption now only has 1 stack and grants 4446 dmg value per stack (still only requires 10k MP to activate stack).
 - All ele +24 replaced with skill atk +5%.
- Cooling support belt
 - Base buff power increased from 1900 to 1948
- Destroyed faith
 - Dmg value increase from attacking bleeding enemies increased from 1186 to 2816.

Shoes

- Black footsteps
 - Buff duration for casting skills lvl 30 or under increased from 10 sec to 20 sec. Skill atk increase for lvl 15~30 skills increased from 5% to 6%.
 - CSPD increase increased from 10% to 15%.
- Boundless dimensions
 - Skill atk increase increased from 8% to 13%.
- Forward to the future
 - Skill atk increase increased from 13% to 16%
 - Now has 5% skill atk for buffers.
 - **Base dmg value increased from 6858 to 7126**
- Stepping courage
 - All ele +25 replaced with skill atk +9%
 - Now has 5% skill atk for buffers.
- Cybernetic speed boots
 - No longer increases dmg taken by 15%
- A step towards hope
 - All ele +15, all ele res -10 changed to **+20** and -5 respectively.
 - Skill atk increase increased from 13% to 16%.
 - Now reduces phy/mag dmg taken by 10%
 - Now has 3% skill atk for buffers.
- Steampunk sonic disruptor
 - Effect trigger of 'when losing 25% HP' changed to when attacking.
 - When 'realized freedom' is equipped, activates overcoming will effect and increases skill CD recovery by 10%.
 - Now has 5% skill atk for buffers.
- Darkened stone hooves
 - Now has 5% skill atk for buffers.
- Accelerator
 - Now has 10% skill atk for buffers.
 - Base buff power increased from 1943 to 1963
- Jade ghost chausses
 - Skill atk increase increased from 15% to 17%. Now also increases dmg value by 3409.
 - Base dmg value increased from 4796 to 5604
- Mobile impotent obsession
 - All ele +25 effect replaced with skill atk +9%. Dmg value increased from 2223 to +3296.
- Electricproof boots

By halfmango

- Skill atk increase increased from 11% to 17%.
- Now has 5% skill atk for buffers.
- Desperate footfalls
 - Skill atk increased from 13% to 17%
 - Base dmg value increased from 5604 to 5874
- Genius engineer's thick protective boots
 - When MP consumption skill atk is at maximum: all ele +15 and reduces phy/mag dmg taken by 20%
 - Dmg value increase per 10% missing MP increased from 652 to 815, max stack reduced from 5 to 4.
- Rampaging body
 - Dmg value increase per ailment stack increased from 519 to 741. Skill atk increase at max stack increased from 8% to 13%.
- High-tech mobility-enhancing boots
 - All ele +15, all ele res -10 changed to +**20** and -5 respectively.
 - Skill atk increase increased from 8% to 11%.
 - Casting skills with manual command now increases all speed +5% and reduces phy/mag dmg taken by 6% for 10 sec (stacks twice)
 - **Base dmg value increased from 5510 to 5780.**
- HEM reinforcement boots
 - All ele increase increased from 15 to **20**
 - Skill atk increase increased from 7% to 12%

Necklace

- Defined golden decoration
 - Dmg value increase per stack increased from 741 to 926
- D-zet fuse choker
 - Dmg value increase increased from 1778 to 2668
- Soldier's honor necklace
 - Fire ele increase increased from 15 to **20**
 - Remaining CD reduction effect replaced with 20% skill CD recovery rate.
- Noble philosophy
 - All ele increase increased from 10 to **18**
- Impulse trigger
 - Dmg value increase replaced with skill atk +7%
- Calming melody
 - Now grants 15% super armor to self when healing party members (CD 5 sec)
- Absolute sense guard
 - Now grants +12% MSPD
- Cruel king of dragon's rule - terror
 - All ele +15, all ele res -10 changed to +**20** and -5 respectively.
 - Now grants skill atk +5%
 - Now has 3% skill atk for buffers.
 - Base buff power increased from 1953 to 1973
- Blue nature's seed
 - All ele increase increased from 15 to **20**.

Bracelets

- Bound freedom
 - All ele +15, all ele res -10 changed to +**20** and -5 respectively.
 - Max cube consumption requirement reduced to 16
 - Now limits max cube consumption per skill use to 16
 - Now has 8.15% skill atk for buffers.
- Replacer
 - Minimum MP threshold requirement improved from 45% to 50%
- Dull slow change
 - All ele increase stack removed. Now grants all ele +30 immediately when you are burning.
- Miniature headset armlet
 - Basic training skill atk increase nerfed from +69% to 44%
 - Clear cube skills' atk reduction and CD increase removed
- Long cherished wish
 - Sleep stacks removed, all sleep stack related effects moved to base effect when you are asleep.
 - Now has 5% skill atk for buffers.
- Small leafy purity
 - Dmg value increase per stack increased from 148 to 445
- Radiant gold-plated bracelet
 - Now has 5% skill atk for buffers.
- Power navigation pack
 - Skill atk increased from 7% to 9%
- Cruel king of dragon's rule - force
 - Now restores 1% HP and MP for every 100px moved (cd 3 sec)
- Harmonious timbre
 - Stack CD reduced from 2 sec to 0.1 sec

Rings

- Token of burning desire
 - All ele increase per stack increased from 8 to 9
- Sparkling melody
 - Skill atk increase is now granted automatically without consuming consumables
 - All ele +15, all ele res -10 changed to +20 and -5 respectively.
 - Now has 3% skill atk for buffers.
- Adaptable two tone ring
 - Now has 5% skill atk for buffers.
 - Base buff power increased from 1920 to 1958
- Moving fortress
 - Consumables conditions removed, effects applied as base effect
- Crimson crystal ring
 - No longer reduces your speed
 - Dmg value increase from attacking enemies increased from 741 to 2223

Sub equipment

- Digging reinforcement part
 - CD reduction increased from 5% to 10%
 - Now has 3% skill atk for buffers.
- Optical combat glasses
 - Skill atk increase at 1080% total grade increased from 5% to 7%
- Deathbringer coffin
 - Base all ele increase increased to 4, all ele increase per stack increased from 2 to 4
- Hologram call
 - First option replaced with skill atk +12% for lvl 1~30 active skills

Magic stones

- Dodeca hologram
 - When realized freedom is equipped: 1st option is replaced with overcoming will and grants skill CD recovery rate +20%.
 - Now has 5% skill atk for buffers
- Mini battery pack
 - Dmg value and MP cost increase when casting skills now only has 1 stack, grants full effect with 1 stack.
- Ele res gemstones (natural melting dew, vital green liquid, unknown civilization: star stone, unbeaten medal)
 - Now has 10% skill atk for buffers.
 - Base buff power increased from 1910 to 1948
- Balled dragon breath
 - Stack gain now no longer has CD
 - Base dmg value increased from 5066 to 5604
- Midnight sanctum
 - Cube consumption effect requirement reduced from 100 cubes to 30 cubes
- Grey cat stone
 - Effect duration increased from 10 sec to 20 sec, max stack reduced to 5. Each stack increases lvl 15~35 active skills' skill atk by 5% and CD recovery rate by 2% (total nerfed from 30% & 10% to 25% & 10%).
- Ground type: tactical wheel drone
 - Distance to enemy condition increased from 150px to 350px

Earrings

- Temporal point of view
 - Double enchantment effect is now base effect and no longer requires attacking enemies (same as the rest of the double enchantment pieces)
 - Now grants phy/mag dmg reduction +10%
 - Now restores 1500 MP per hit (CD 1 sec)
- Acrobatic rhombus
 - Skill atk increase reduced from 20% to 10%
 - Awakening skills' skill atk reduction reduced from 25% to 15%
 - Cube skills CD increase no longer affects awakening skills
- Long harbored desire
 - No longer increases poison dmg when attacking poisoned enemies.
 - Poison detonation dmg increase increased from 5% to 20%.
- Cursed bridle
 - Skill CD recovery rate per bleeding targets increased from 10% to 15% (max still 2 stacks, overall buff from 20% to 30%).
- Compact GPS
 - Now reduces phy/mag dmg taken by 15%
- Corrupt soul
 - Skill atk increase from 8% to 10%

Generic custom options

- Jump height +20, MSPD +30% while jumping → Jump height +20, **MSPD +4%**, MSPD +30% while jumping
- Single ele (fire, water, light, shadow) +15 → **+20**
- All ele +10 → **+18**
- Inventory weight limit +5kg → **max HP +300, max MP +473**, Inventory weight limit +5kg
- All ele +15, all ele res -10 → **+20 and -5 respectively, skill atk +3% for buffers**
- Crit chance +7%, all ailment tolerance -10% → Crit chance +7%, all ailment tolerance -10%, **skill atk +5% for buffers**
- Armor: dmg value +178, defense -500 every 5 hits on enemies → **dmg value +356**, defense -500 every 5 hits on enemies
- Acc: ailment duration -10% (ex: bleed), dmg value increase when attacking enemies with ailment +741 → **+2223**
- Acc: neutralization ailment duration +2 sec (ex: freeze), dmg value increase when reducing enemy's neutralization gauge +148 → **445**
- Sub: enemy type specific skill atk (ex: dragon) +7% → **+5%, now also grants 2% general skill atk**

Ent spirit

- Ent spirit general changes
 - All lvl X skill atk +20%, lvl X/Y skill CD +30% → All lvl X skill atk +20%, **lvl X/Y skill CD +15%**
- Ent spirit belt:
 - When using skills with CD up to 25 sec: bleed/shock dmg +20% base buff power **474 → 504**
- Ent spirit ring
 - Convert 10% dmg to ailment dmg → convert 10% dmg to ailment dmg, **corresponding ailment tolerance +10%**
 - when HP is over 50% dmg value increase 1778 → **2223**

Forest Witch

- Forest witch general changes
 - All lvl X skill atk +20% → All lvl X skill atk +20%, **skill atk +5% for buffers**
 - All lvl X skill CDR +20% → All lvl X skill CDR +20%, **CDR +5% for buffers, base buff power increased**
 - Lvl X skills CD recovery rate +3% for every 10% neutralization gauge dmg on enemy (max 30%) → Lvl X skills CD recovery rate +3% for every 10% neutralization gauge dmg on enemy (max 30%), **skill atk +5% when neutralization under 90%.**
 - Casting lvl X~Y skills reduce lvl Z skill's remaining CD by 10% → Casting vl X~Y skills increases lvl Z skill's **CD recovery rate by 10% (max 4 stacks)**
- Forest witch top
 - If over 40% HP, skill atk +3%. Skill atk +4% if your highest ailment effect is less than 20% → If over 40% HP, skill atk +3%. Skill atk +4% if your highest ailment effect is less than 20%. **CDR +5% for buffers, base buff power increased from 494 to 514.**
 - When there is a monster in the room, dmg value +264 every second → **370.**
- Forest witch bottom
 - Lvl 35 skill +1 → **lvl 30~40 skills atk +5%, CDR +5% for buffers**
 - Lvl 45 skill +1 → **lvl 45, 60, 70 skills atk +5%, CDR +5% for buffers**
- Forest witch cape
 - Lvl 40 skill +1 → **lvl 30~40 skills +5%, CDR +5% for buffers**
- Forest witch belt
 - Skill CDR +5% per enemy in 500px (max 5 stacks) → **2% per target (max 4 stacks), 8% if there is a boss. CDR +5% for buffers, base buff power increased from 484 to 499.**
 - Dmg value +889 per enemy in 500px (max 5 stacks) → **stack per target, max 4 stacks, skill atk +5% for buffers**
 - Bleed tolerance +40% → Bleed tolerance +40%, **skill atk +10% while solo. Base buff power increased from 494 to 514.**
 - 2 sec super armor when casting lvl 15 skill → 2 sec super armor when casting lvl 15 skill, **skill atk +5% for buffers**
- Forest witch shoes
 - ASPD +5% and CSPD +6% per enemy in 500px (max 5 stacks) → **2% and 3% per target (max 4 stacks), ASPD +8% and CSPD +8% if there is a boss. skill atk +5% for buffers, base buff power increased from 494 to 514.**

- Crit chance +3% per enemy in 500px (max 5 stacks) → **1.5% per target (max 4 stacks), ASPD +8% and CSPD +8% if there is a boss. skill atk +5% for buffers, base buff power increased from 494 to 514.**
- Defense +2000 per enemy in 500px (max 5 stacks) → **1000 per target (max 4 stacks), defense +4000 if there is a boss. skill atk +5% for buffers, base buff power increased from 494 to 514.**
- All ele res +4 per enemy in 500px (max 5 stacks) → **2 per target (max 4 stacks), all ele res +8 if there is a boss. Skill atk +5% for buffers, base buff power increased from 494 to 514.**
- All ailment tolerance +4% per enemy in 500px → **skill atk +6% when casting skills, attacking 10 times removes buff**
- Burn tolerance +40% → **burn tolerance +40%, when hit count is over 50 skill atk +8%, all speed +10%. Skill atk +8% and all speed +10% for buffers.**
- Forest witch bracelet
 - Single ele +9 per enemy in 500px (max 5 stacks) → **+5 per target (max 4 stacks), single ele +20 when there is a boss. Skill atk +7% for buffers**
 - Gain stacks when attacking. At 5 stacks, consume all stacks to increase poison dmg by 10% for 30 sec → **after attacking 5 times, poison atk +15% (cd 0.5 sec)**
 - Shock tolerance +40% → **shock tolerance +40%, convert 30% of incoming dmg by 40%**
- Forest witch necklace
 - Skill atk +15% in noblesse code → **skill atk +2%, skill atk +10% in noblesse code. Skill atk +2% for buffers**
 - Ailment duration on yourself and enemies +20% → **Ailment duration on yourself and enemies +20%, when attacking enemies randomly apply a dmg ailment on target for 10 sec (cd 2 sec). Skill atk +4% for buffers, base buff power increased from 494 to 514.**
 - Gain stacks when attacking. At 5 stacks, consume all stacks to increase bleed dmg by 10% for 30 sec → **after attacking 5 times, bleed atk +15% (cd 0.5 sec)**
 - When your total ele is above 850 MSPD +40% → **When your total ele is above 850 MSPD +40%, Skill atk +4% for buffers, base buff power increased from 494 to 514.**
 - Poison tolerance +40% → **poison tolerance +40%, all speed +10%. Skill atk +4% for buffers, base buff power increased from 494 to 514.**
- Forest witch ring

- Dmg value +593 for every 10% neutralization dmg on enemy. When enemy recovers, buff stays for 20 sec. → 741 per stack. When enemy recovers, buff stays for 60 sec.
- Gain stacks when attacking. At 5 stacks, consume all stacks to increase burn dmg by 10% for 30 sec → **after attacking 5 times, burn atk +15% (cd 0.5 sec)**
- When your total ele is above 850 all ailment tolerance +30% → When your total ele is above 850 MSPD +40%, **Skill atk +3% and all ailment tolerance +30% for buffers**
- When your highest ailment tolerance is over 50% ASPD +20%, CSPD +30% → When your highest ailment tolerance is over 50% ASPD +20%, CSPD +30%. **Skill atk +3% for buffers**
- Freeze tolerance +40% → freeze tolerance +40%, **when your highest ailment tolerance is over 50% skill CD recovery rate +30% (except awk)**
- Forest witch basket
 - Gain stacks when attacking. At 5 stacks, consume all stacks to increase shock dmg by 10% for 30 sec → **after attacking 5 times, shock atk +15% (cd 0.5 sec)**
 - Sleep tolerance +40% → sleep tolerance +40%. **Skill atk +5% and all ailment tolerance +20% for buffers**
- Forest witch spirit stone
 - Stun tolerance +40% → stun tolerance +40%. **When taking dmg gain 20% barrier for 20 sec (cd 10 sec).**
 - Max barrier from gear +20% → Max barrier from gear +20%. **Skill atk +5% for buffers.**
- Forest witch earring
 - Petrification tolerance +40% → Petrification tolerance +40%, **when your highest ailment tolerance is over 30% reduce incoming phy/mag dmg by 10%.**

Blue beryl

- Blue beryl general changes
 - When attacking gain 1 stack. Consume 5 stacks to increase lvl X~Y skills +3 → **when attacking 5 times lvl X~Y active skills +3 for 30 sec (does not stack, cd 0.5 sec)**
- Blue beryl armor
 - When attacking enemies dmg value +111 → **+185**
 - Ailment (bleed, shock, burn, poison) dmg +30%, incoming dmg +20% → **Ailment (bleed, shock, burn, poison) dmg +30%, incoming dmg +20%, corresponding ailment res +20%**
- Blue beryl bottom
 - When your highest ailment tolerance is over 30% single ele +35 → **over 10%**
 - Blind tolerance +40% → **Blind tolerance +40%, when your sleep tolerance is under -50% skill atk +5% and all speed +15%**
- Blue beryl protectors
 - Confusion tolerance +40% → **Confusion tolerance +40%, all ele +15**
 - Increase poison dmg depending on enemy neutralization count → **lvl 45, 60, 70 skill atk +5%, lvl 60 skill +1**
 - Increase shock dmg depending on enemy neutralization count → **lvl 45, 60, 70 skill atk +5%, lvl 70 skill +1**
- Blue beryl belt
 - Lvl 70 skill +1 → **recover 10% of MP consumed by a skill, skill MP cost +100%**
 - Lvl 60 skill +1 → **increase skill atk by 1% of increased MP cost (up to 10%)**
- Blue beryl boots
 - Bind tolerance +40% → **Bind tolerance +40%, when consuming 15 or more cubes with a skill use skill atk +15% for 20 sec (does not stack)**
- Blue beryl armlet
 - When you are affected by an ailment lvl 45 skill CD recovery rate +30% → **skill atk +4%, lvl 45 skill CD recovery rate +30%, poison yourself for 15 sec (CD 10 sec)**
 - When you are affected by an ailment lvl 35 skill CD recovery rate +30% → **skill atk +4%, lvl 35 skill CD recovery rate +30%, poison yourself for 15 sec (CD 10 sec)**
 - Slow tolerance +40% → **slow tolerance +40%, when your highest ailment tolerance is over 30% dmg value +3557 and incoming phy/magical dmg reduction +20%**

- Increase bleed dmg depending on enemy neutralization count → **skill atk +9% when your total AOE increase effect is over 30%**
- Increase burn dmg depending on enemy neutralization count → **all TP +1, skill AOE +10%**
- Blue beryl necklace
 - Skill atk +15% in DCD → **skill atk +2%, skill atk +10% in DCD.**
 - When you are affected by an ailment lvl 70 skill CD recovery rate +30% → **skill atk +2%, lvl 70 skill CD recovery rate +30%, burn yourself for 15 sec (CD 10 sec)**
 - When you are affected by an ailment lvl 40 skill CD recovery rate +30% → **skill atk +2%, lvl 40 skill CD recovery rate +30%, burn yourself for 15 sec (CD 10 sec)**
 - When you are affected by an ailment lvl 75 skill CD recovery rate +30% → **skill atk +2%, lvl 75 skill CD recovery rate +30%, burn yourself for 15 sec (CD 10 sec)**
 - Last hit of xstring reduces remaining CD of highest CD skill by 3% → **when attacking all ele +15 and enemy neutralization gauge -5 (disabled for buffers)**
 - Last hit of xstring reduces remaining CD of shortest CD skill by 3% → **when attacking dmg value +2223 and enemy neutralization gauge -5 (disabled for buffers)**
- Blue beryl ring
 - Neutralization gauge reduction +20% → **Neutralization gauge reduction +20%, dmg value +926 for each ailment on you (max 4 stacks)**
 - When you are affected by an ailment lvl 95 skill CD recovery rate +30% → **skill atk +2%, lvl 95 skill CD recovery rate +30%**
 - When you are affected by an ailment lvl 80 skill CD recovery rate +30% → **skill atk +2%, lvl 80 skill CD recovery rate +30%**

Deep diver

- Deep diver general changes
 - Neutralization gauge dmg +10%, neutralization ailment (ex: freeze) duration from you +1 sec. When reducing neutralization gauge dmg value +193 (max 10 stacks) → **dmg value +263 per stack**
- Deep diver suit
 - Lvl 100 skill atk +10% → Lvl 100 skill atk +20%, **cube skills atk +2%**
 - Lvl 85 skill atk +10% → Lvl 85 skill atk +20%, **cube skills atk +2%**
 - Lvl 95 skill +1 → lvl 95 skill +1, **lvl 75, 80, 95 skills atk +5%**
- Deep diver pants
 - Lvl 80 skill +1 → lvl 80 skill +1, **lvl 75, 80, 95 skills atk +5%**
 - Lvl 75 skill +1 → lvl 75 skill +1, **lvl 75, 80, 95 skills atk +5%**
- Deep diver airpack
 - Consume 5 cubes to increase all speed +20% and dmg value +2964 → consume 5 cubes to increase all speed +20% and **dmg value +4446**
 - When taking 10% or more HP as dmg gain 30% barrier → When taking 10% or more HP as dmg gain 30% barrier, **skill atk +6% when you have barrier**
- Deep diver belt
 - Skills with CD under 20 sec increases an ailment (burn, bleed, shock, poison) dmg by 10% → **15%**
- Deep diver shoes
 - When attacking consume 1 red/blue/white/black cube to increase single ele +25 → When attacking consume 1 red/blue/white/black cube to increase single ele +25 and **skill atk +4%**
 - When using consumables increase all speed +20% for 30 sec (cd 10 sec) → **skill atk +5% for 60 sec after moving 100px, when attacking consume 1 clear cube to increase all speed +20% for 60 sec (cd 30 sec, does not stack)**
- Deep diver watch
 - Crit chance +2% for every 3 combo → Crit chance +2% for every 3 combo, **clear cube skills atk +10% when crit chance is over 110%**
 - When entering dungeons randomly apply ASPD & MSPD +25%, CSPD +37.5%, dmg value +2223 OR ASPD & MSPD +15%, CSPD +22.5%, dmg value +3409 for 30 sec (cd 30 sec) → When entering dungeons randomly apply ASPD & MSPD +25%, CSPD +37.5%, **skill atk +6% OR ASPD & MSPD +15%, CSPD +22.5%, skill atk +10%** for 30 sec (cd 30 sec)
 - When entering dungeons randomly apply incoming dmg reduction +15% dmg value +2223 OR incoming dmg reduction +25% dmg value +3409 for

30 sec (cd 30 sec) → When entering dungeons randomly apply incoming dmg reduction +15% dmg value **+2964** OR incoming dmg reduction +25% dmg value **+4446** for 30 sec (cd 30 sec)

- Deep diver necklace
 - Skill atk +15% in meister's lab → **skill atk +2%, skill atk +10% in meister's lab.**
 - Dmg value +534 when not dashing for 2 sec, dashing reduces stack by 1 (cd 1 sec) → **Dmg value +534 when not dashing for 1 sec, dashing for 1 sec reduces stack by 1**
 - All ele +6 when not dashing for 2 sec, dashing reduces stack by 1 (cd 1 sec) → **all ele +6 when not dashing for 1 sec, dashing for 1 sec reduces stack by 1**
 - Curse ailment +40% → curse ailment +40%. **When equipping death ridden armor lose 10% HP per sec. When under immortality effect skill atk +2%, max duration +3 sec.**
 - When consuming 10 or more cubes with a skill dmg value +1186 → When consuming 10 or more cubes with a skill, **skill atk +5%**
- Deep diver fins
 - Counter attacks reduce remaining CD of a random lvl 1~30 skill by 10% → **Counter attacks reset CD of a random lvl 1~30 skill**

New custom options

New generic custom options

- Top
 - Apply 1 of the following effects randomly for 30 sec (CD 30 sec): dmg value +3409, incoming phy/mag dmg reduction +10% OR dmg value +2223, incoming phy/mag dmg reduction +15%
 - When hit count is over 50, skill atk +4% and all speed +5%. Burn tolerance +20%.
- Bottom
 - Neutralization reduction with weakness ailments and hold skills +200%. Dmg value +741 for every 10% neutralization gauge reduced (max 5 stacks), buff stays for 60 sec when enemy recovers from neutralization.
 - Poison dmg +15%, poison tolerance +10%
- Head/shoulders
 - When attempting to petrify an enemy, dmg value +4446 for 30 sec (does not stack). Petrification from you does not reduce dmg taken for the enemy.
 - Increase skill atk by 1% of increased MP consumption (up to 7%)
- Belt
 - Bleed dmg +15%. When applying bleed by gear effect on enemy (except conversion effect), detonate all bleed dmg at once.
 - Shock dmg +15%. When applying shock by gear effect on enemy (except conversion effect), detonate all shock dmg at once.
- Shoes
 - When under 40% HP, skill atk +6% and restore 550 HP/875 Mp when attacking (cd 1 sec). When over 40% HP, defense +15,000.
 - Burn dmg +15%, burn duration from you -20%.
- Necklace
 - Consumables buff effect +30% and duration +10%.
 - Burn dmg detonation on frozen enemies +25%.
- Bracelet
 - When over 40% HP, skill atk +2%. When your highest increased ailment dmg is under 20%, skill atk +3%.
 - Skill atk +6% when moving 100px (does not stack). When attacking, consume 1 clear cube to increase all speed +10% for 60 sec (CD 30 sec, does not stack).
- Ring
 - Skill atk +1% for every ailment on you (max 4 stacks)

By halfmango

- Blind tolerance +20%. MP healing effect from gear +15%. When your sleep tolerance is under -50%, skill atk +3% and all speed +10%.
- Sub equipment
 - When healing party members' HP: skill CD recovery rate +20% for 15 sec (**except awk**, does not stack, **does not apply for DPS classes**)
 - When consuming 10 or more clear cubes with a skill: skill CD recovery rate +15% for 20 sec (except awk. CD 15 sec, does not stack)
- Magic stone
 - Awakening skills atk +11%
 - When taking 10% or more HP dmg, gain 20% barrier for 20 sec (CD 15 sec). Skill atk +4% when you have barrier.
- Earrings
 - Skill atk +6% when your total AOE increase effect is over 30%.
 - Non clear cube skills atk +10%.