

Regular Effects of Tempered Items

◎ Basic:

Level Requirement

- +10: weapons (fighter build), circlet (elite), armors, amulet, ring
- +15: weapons (caster build, elite), circlet (exceptional)
- +20: weapons (caster build, exceptional), circlet (base)
- +25: weapons (caster build, base)

◎ Specific:

Helm

- | | |
|---------------|--------------|
| • Base | Defense +5% |
| • Exceptional | Defense +15% |
| • Elite | Defense +25% |

Armor

- | | |
|---------------|--------------|
| • Base | Defense +5% |
| • Exceptional | Defense +15% |
| • Elite | Defense +25% |

Shield

- | | |
|---------------|--------------|
| • Base | Defense +5% |
| • Exceptional | Defense +15% |
| • Elite | Defense +25% |

Glove

- | | |
|---------------|--------------|
| • Base | Defense +5% |
| • Exceptional | Defense +15% |
| • Elite | Defense +25% |

Boot

- | | |
|---------------|--------------|
| • Base | Defense +5% |
| • Exceptional | Defense +15% |
| • Elite | Defense +25% |

Belt

- Base Defense +5%
- Exceptional Defense +15%
- Elite Defense +25%

Weapon

Fighter Build

- Base Damage +15%
- Exceptional Damage +20%
- Elite Damage +25%

Caster Build

- Base All Skills +1
- Exceptional All Skills +1
- Elite All Skills +1

Circlet

- Defense +4
- Mana +2

Ring

- Resist Magic +1%
- Life +2

Amulet

- Resist Magic +1%
- Mana +2