

## Regular Effects of Crafted Items

### Hit Power Type

- ◎ **Basic:** Slows Target by 3-5%, +1-5 to Dexterity, -1~3 to Light Radius
- ◎ **Specific:**
  - Helm: Half Freeze Duration
  - Boot: Heal Stamina Plus 10-20%
  - Glove: Knockback
  - Belt: +2-4% to Maximum Life
  - Shield: +5-10% Chance of Blocking
  - Armor: +10-20% Faster Hit Recovery
  - Amulet: +5-10% Faster Run/Walk
  - Ring: +10-20 to Life
  - Weapon: Poison Length Reduced by 15%

### Blood Type

- ◎ **Basic:** Life Leech +1-3%, +1-5 to Strength, -1~3 to Light Radius
- ◎ **Specific:**
  - Helm: Deadly Strike +5-10%
  - Boot: Damage +1-5
  - Glove: Crushing Blow +5-10%
  - Belt: Open Wounds +5-10%
  - Shield: Attacker Takes Damage of 10-20
  - Armor: +1-5 Life after Each Kill
  - Amulet: +5-10% Increased Attack Speed
  - Ring: Life Regeneration +2-4
  - Weapon: +25-50% Enhanced Damage

### Caster Type

- ◎ **Basic:** Mana Regeneration +5-10%, +1-5 to Energy, -1~3 to Light Radius
- ◎ **Specific:**
  - Helm: Mana Leech +1-3%
  - Boot: +2-4% to Maximum Mana
  - Glove: +1-5 Mana after Each Kill
  - Belt: +5-10% Faster Cast Rate
  - Shield: 5-10% Damage Taken Goes to Mana
  - Armor: Requirements -5~10%
  - Amulet: 15% Slower Stamina Drain
  - Ring: +10-20 to Mana
  - Weapon: -25% Target Defense

## Safety Type

- ◎ **Basic:** +10-20% Enhanced Defense, +1-5 to Vitality, -1~3 to Light Radius
- ◎ **Specific:**
  - Helm: Resist Lightning +5-10%
  - Boot: Resist Fire +5-10%
  - Glove: Resist Cold +5-10%
  - Belt: Resist Poison +5-10%
  - Shield: Resist Magic +5-10%
  - Armor: Damage Reduced by 2-4%
  - Amulet: Magic Damage Reduced by 1-3
  - Ring: Damage Reduced by 1-3
  - Weapon: Resist All +2-4%