

## **Amethyst**

	Weapons	Armors/Helms	Shields
Chipped	+50 to Attack Rating	+3 to Strength	+30 to Defense
Flawed	+75 to Attack Rating	+6 to Strength	+35 to Defense
Normal	+100 to Attack Rating	+9 to Strength	+40 to Defense
Flawless	+125 to Attack Rating	+12 to Strength	+45 to Defense
Perfect	+150 to Attack Rating	+15 to Strength	+50 to Defense

## **Emerald**

	Weapons	Armors/Helms	Shields
Chipped	+20 Poison Damage over 3 Sec	+3 to Dexterity	Resist Poison +8%
Flawed	+40 Poison Damage over 4 Sec	+6 to Dexterity	Resist Poison +16%
Normal	+60 Poison Damage over 5 Sec	+9 to Dexterity	Resist Poison +24%
Flawless	+80 Poison Damage over 6 Sec	+12 to Dexterity	Resist Poison +32%
Perfect	+100 Poison Damage over 7 Sec	+15 to Dexterity	Resist Poison +40%

## **Ruby**

	Weapons	Armors/Helms	Shields
Chipped	+3-5 Fire Damage	+9 to Life	Resist Fire +8%
Flawed	+6-9 Fire Damage	+18 to Life	Resist Fire +16%
Normal	+9-13 Fire Damage	+27 to Life	Resist Fire +24%
Flawless	+12-17 Fire Damage	+36 to Life	Resist Fire +32%
Perfect	+15-21 Fire Damage	+45 to Life	Resist Fire +40%

## **Sapphire**

	Weapons	Armors/Helms	Shields
Chipped	+2-3 Cold Damage	+9 to Mana	Resist Cold +8%
Flawed	+4-6 Cold Damage	+18 to Mana	Resist Cold +16%
Normal	+6-9 Cold Damage	+27 to Mana	Resist Cold +24%
Flawless	+8-12 Cold Damage	+36 to Mana	Resist Cold +32%
Perfect	+10-15 Cold Damage	+45 to Mana	Resist Cold +40%

## **Topaz**

	Weapons	Armors/Helms	Shields
Chipped	+1-8 Lightning Damage	+9 to Stamina	Resist Lightning +8%
Flawed	+1-16 Lightning Damage	+18 to Stamina	Resist Lightning +16%
Normal	+1-24 Lightning Damage	+27 to Stamina	Resist Lightning +24%
Flawless	+1-32 Lightning Damage	+36 to Stamina	Resist Lightning +32%
Perfect	+1-40 Lightning Damage	+45 to Stamina	Resist Lightning +40%

## **Diamond**

	Weapons	Armors/Helms	Shields
Chipped	Adds 1-2 Damage	Attacker Takes Damage of 7	All Resistances +6%
Flawed	Adds 2-4 Damage	Attacker Takes Damage of 14	All Resistances +10%
Normal	Adds 3-6 Damage	Attacker Takes Damage of 21	All Resistances +14%
Flawless	Adds 4-8 Damage	Attacker Takes Damage of 28	All Resistances +18%
Perfect	Adds 5-10 Damage	Attacker Takes Damage of 35	All Resistances +22%

## Skull

	Weapons	Armors/Helms	Shields
Chipped	2% Life Stolen per Hit 1% Mana Stolen per Hit	Replenish Life +1 Regenerate Mana 6%	+4 Life after Each Kill +2 Mana after Each Kill
Flawed	2% Life Stolen per Hit 2% Mana Stolen per Hit	Replenish Life +2 Regenerate Mana 7%	+5 Life after Each Kill +3 Mana after Each Kill
Normal	3% Life Stolen per Hit 2% Mana Stolen per Hit	Replenish Life +3 Regenerate Mana 8%	+6 Life after Each Kill +4 Mana after Each Kill
Flawless	3% Life Stolen per Hit 3% Mana Stolen per Hit	Replenish Life +4 Regenerate Mana 9%	+7 Life after Each Kill +5 Mana after Each Kill
Perfect	4% Life Stolen per Hit 3% Mana Stolen per Hit	Replenish Life +5 Regenerate Mana 10%	+8 Life after Each Kill +6 Mana after Each Kill