

Attribute renovations

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Adding the Quadra Master level

① Possible to enhance attributes up to level 4

Equipment level	Max. use (Weapon attribute)	Max. use (Armour attribute)
0-39	2x	1x
40-69	3x	2x
70-99	4x	3x

Character level equipment items are used in the same way as for levels 70-99.

② While adding the quadra attribute, the maximum amount of attribute enhancements increases to 3, including for armour attributes.

- If a piece of armour is given the same attribute 3x, the armour's attribute resistance value is 135.

Applying the same attribute	Attribute resistance value
1x	75
2x	110
3x	135

③ Amount of Eldrit Shards required for the new level

- Amount used for quadra rank weapon = 2x amount used for triple rank weapon
- Amount used for triple rank weapon = 2x amount used for double rank weapon

Improving attribute attack effects

1. Weapon effects will be improved depending on the attribute

① Flame

- The duration reduces while the damage increases per tick
- 2x probability of use for enemies that are currently affected by Flame.
- An upgrade value will be used on flame damage
- New functions are being added.
- Mana Burn: When enemies are suffering from a debuff, mana will be reduced depending on the set value. (Is influenced by attribute resistance.)

② Poison

- An upgrade value will be used on poison damage.
- The duration has increased.
- Movement speed, jump power are reduced.

③ Shock

- The duration of Petrification has increased.
- Enemies that have suffered Petrification receive the debuff 'Hardened Body'.
- Hardened Body: Attack and magic attack are reduced by a certain amount for a certain amount of time. (Is influenced by attribute resistance.)

④ Wind

- An upgrade value will be used on the damage bonus from ignoring defence.

⑤ Greed

- The MP gain value decreases.

⑥ Ice

- Only the attack speed is reduced. (Movement speed and jump power will not be reduced further.)

Details

- The probability to receive attribute material from unknown Eldrit Shards is changed and adjusted.
- The amount of ED required to apply or remove attributes is changed.
- Weapon attribute effects are changed.
- By adding the quadra level, the amount of effect levels raises from 3 to 4.
- 4 apply attributes fields appear in the attribute enhancement interface for applying attributes to 4 socket items.
- Attribute labels will be added which pertain to the new sockets.

① 4th level weapon attribute designations

- Quadra Flame Master
- Quadra Water Master
- Quadra Poison Master
- Quadra Wind Master
- Quadra Shock Master
- Quadra Frenzy Master

② 2nd level armour attribute designations

- Excellent Fire resistance
- Excellent Water resistance
- Excellent Poison resistance
- Excellent Wind resistance
- Excellent Light resistance
- Excellent Darkness resistance

③ 3rd level armour attribute designations

- Strong Fire resistance
- Strong Water resistance
- Strong Poison resistance
- Strong Wind resistance
- Strong Light resistance
- Strong Darkness resistance