

Attributes	
Strength	Increases melee attack power and the percentage of damage mitigated by block and parry.
Dexterity	Increases ranged attack power and the chance of blocking or parrying an attack.
Vitality	Increases maximum HP.
Intelligence	Increases attack magic potency.
Mind	Increases healing magic potency.
Piety	Increases maximum MP.
Properties	
Accuracy	Increases the accuracy of physical and magical attacks.
Critical Hit Rate	Increases the probability that an attack will deal critical damage.
Determination	Increases the amount of damage dealt by all attacks and the amount of HP recovered by spells.
Attack Power	Increases the amount of damage dealt by physical attacks.
Skill Speed	Reduces the recast time of weaponskills.
Spell Speed	Reduces the cast and recast times of spells.
Attack Magic Potency	Increases the amount of damage dealt by spells.
Healing Magic Potency	Increases the amount of HP recovered by spells.
Defense	Reduces the amount of damage received from physical attacks.
Parry	Increases the probability that an attack will be blocked or parried.
Magic Defense	Reduces the amount of damage received from magical attacks.
Slashing	Reduces the amount of damage received from slashing attacks. Applied after Defense.
Piercing	Reduces the amount of damage received from piercing attacks. Applied after Defense.
Blunt	Reduces the amount of damage received from blunt attacks. Applied after Defense.
Morale	Reduces the amount of damage received from other players' attacks.
Resistances	
Fire	Reduces the amount of damage received from fire-aspect attacks. Increases damage dealt to ice-aspect sources.
Ice	Reduces the amount of damage received from ice-aspect attacks. Increases damage dealt to wind-

	aspect sources.
Wind	Reduces the amount of damage received from wind-aspect attacks. Increases damage dealt to fire-aspect sources.
Earth	Reduces the amount of damage received from earth-aspect attacks. Increases damage dealt to lightning-aspect sources.
Lightning	Reduces the amount of damage received from lightning-aspect attacks. Increases damage dealt to water-aspect sources.
Water	Reduces the amount of damage received from water-aspect attacks. Increases damage dealt to earth-aspect sources.