

# ÉQUIPEMENTS

## Objets Game Master

### Amulette

Nom	End	For	Dex	Int	Sag	Att	Bonus	Effets	Lieu
Amulet of Intelligence	0	0	0	15	28	0	+10 Int	-	-
Amulet of Ironwill	0	0	0	23	22	0	+ 1CA	-	-
Amulet of Light	0	0	0	26	27	0	Light Source	-	-
Athena's Necklace	0	0	0	35	26	0	+8 CA	-	-
Collar of Submission	0	0	0	0	0	0	+1 CA	-	-
Pendant of Luck	0	0	0	25	25	0	-	-	-
Wolftooth Necklace	0	0	0	0	0	0	+2 AC, +5 Str, +25 Att, +25 Dodge	-	-

### Bracelet

Nom	End	For	Dex	Int	Sag	Att	Bonus	Effets	Lieu
Bracers of the Barbarian	0	0	0	16		14	+2 AC, +50 Attack, -50 Dodge, +10 PB/SB		-

### Anneau

Nom	End	For	Dex	Int	Sag	Att	Bonus	Effets	Lieu
Chipped Azure Ring	0	0	100	75	0	0	+2 AC, +15 to all stats, Light Source	-	-
Diamond Ring of Engagement	0	0	0	0	0	0	+5 AC	-	-
Gold Ring of Engagement	0	0	0	0	0	0	+3 AC	-	-
Ring of Blinking	0	0	0	0	0	0	lance "Blink Invisibility" (Invisibilité à intervalles aléatoires)	-	-
Ring of Chance	0	0	20	20	0	0	-	-	-
Silver Ring of Engagement	0	0	0	0	0	0	+2 CA	-	-
Silvery Ring of Undead Bane	0	0	0	0	0	0	+1 AC, lance "Turn Undead" (dmg)	-	-

### Arc

Nom	End	For	Dex	Int	Sag	Att	Bonus	Effets	Lieu
Ashwood Reflex Bow +3	39	17	0	0	0	0	-	21-32 dmg	-
Elm Recurve Bow +3	97	29	0	0	0	0	-	60-84 dmg	-
Hickory Compound Bow +3	184	49	0	0	0	0	-	125-177 dmg	-
Oak Composite Bow +3	285	77	0	0	0	0	Fast Attack Rate	212-291 dmg	-

### Armes

Nom	End	For	Dex	Int	Sag	Att	Bonus	Effets	Lieu
Skaven Knife	0	0	0	0	0	0	-	1-1 dmg	-
Wooden Club +3	0	0	0	0	0	0	-	3-6 dmg	-
Skaven Club	0	0	0	0	0	0	-	1-1 dmg	-
Skeleton Scimitar	0	0	0	0	0	0	-	-	-
Skeleton Axe	0	0	0	0	0	0	-	-	-
Skull Dagger	0	20	0	0	20	0	+5 Str, +2 Int, +10 Attack	5-11 dmg	-
Crowned Staff of Cleverness +1	0	20	0	15	175	0	2-Handed, Fast Attack Rate, +50 Int, +15% Attack	35-54 dmg	-
Rusted Long Sword +3	0	24	0	0	0	0	-	9-16 dmg	-
Rusted Dagger +3	0	24	0	0	0	0	-	9-15 dmg	-

Crooked Staff of Vigor	0	25	0	20	100	0	2-Handed, +20 Str & End	38-54 dmg	-
Emerald-Topped Staff of Earthquakes	0	25	0	15	178	0	2-Handed, lance "Earthquake" (68 dmg)	45-68 dmg	-
Rusted Hand Axe +3	0	39	0	0	0	0	-	22-36 dmg	-
Steel-Reinforced Warhammer +3	0	40	0	41	0	0	-	21-45 dmg	-
Dagger of Vitality	0	42	0	30	25	0	+10 Endurance	16-23 dmg	-
Darkthorn	0	44	0	15	15	0	+10 Attack	14-26 dmg	-
Lightbringer	0	53	0	25	25	0	Emits Light	22-32 dmg	-
Polished Dagger +3	0	68	0	0	0	0	-	40-58 dmg	-
Sword of Justice	0	71	0	23	20	0	+5 Strength	35-48 dmg	-
Stinger	0	73	0	15	15	0	+10 Agility, lance "Stinger's Poison" (6-12 dmg)	27-47 dmg	-
Twisted Long Sword	0	75	0	0	0	0	+25 Parry	39-68 dmg	-
Rusted Sword of Sorrow	0	76	0	20	30	0	+20 Str, -10 Int, -10 Wis, +20 Attack	32-55 dmg	-
Quickstrike	0	80	0	0	0	0	+30% Attack, Fast Attack Rate	54-77 dmg	-
Axe of Destruction	0	82	0	30	25	0	+10 Str, 2X DamageVs Undead	46-64 dmg	-
Polished Broadsword +3	0	82	0	0	0	0	-	54-77 dmg	-
Vampire Axe	0	85	0	0	0	0	Lance "Vampire Bite" (absorbe 1-6 PV)	28-52 dmg	-
Fine Steel Mace +3	0	90	0	79	0	0	-	81-117 dmg	-
Ice Blade	0	95	0	0	30	0	Lance "Ice Cloud" (11-18 dmg)	51-71 dmg	-
Fine Steel Dagger +3	0	97	0	0	0	0	-	63-87 dmg	-
Polished Hand Axe +3	0	97	0	0	0	0	-	74-105 dmg	-
Tidal Blade	0	110	0	0	0	0	+30% Att, lance "Tidal's Cloud" (11-21 dmg)	76-108 dmg	-
Holy Cutlass	0	120	0	0	0	0	2X Damage Vs Undead	80-102 dmg	-
High-Metal Dagger +3	0	126	0	0	0	0	-	84-115 dmg	-
Jagged Gypsy Dagger	0	126	0	28	18	0	+5 Agi, +5 Wis, lance "Gypsy's Curse" (Diminue le nombre max. de PM et PV de la cible)	62-84 dmg	-
Druss's Briber of Souls	0	130	0	0	0	0	+1 AC, +10 Str, +25 Dodge	88-123 dmg	-
Crusher	0	140	0	30	0	0	2-Handed, +30% Attack, +4 AC	82-115 dmg	-
High-Metal Flail +3	0	140	0	116	0	0	-	142-204 dmg	-
Purity	0	150	0	30	0	0	+30% Attack, lance "Pure Drain" (absorbe 13-19 PV à la cible)	106-147 dmg	-
Crimson Bastard Sword	0	150	0	0	0	0	+30% Attack, lance "Crimson's Fire" (22-33 dmg)	136-186 dmg	-
Fine Steel Scimitar +3	0	155	0	0	0	0	-	114-161 dmg	-
Frostbane	0	155	0	60	60	0	2-Handed, Fast Attack Rate, lance "Frost Bane" (Damage (very fast cast rate) (about 90% of the damage hit the monster and about 10% the user))	-	-
Windslash	0	180	0	0	0	0	+30% Att, lance "Wind Slash" (25-34 dmg)	147-192 dmg	-
Fine Steel Battleaxe +3	0	184	0	0	0	0	2-Handed	177-239 dmg	-
Mjolnir	0	200	0	0	0	0	+30% Att, lance "Mjolnir's Lightning" (26-38 dmg)	144-194 dmg	-
Frost Wakizashi	0	240	0	0	0	0	+30% Att, lance "Wakizashi's Frost" (28-41 dmg)	180-233 dmg	-
Darksword	0	242	0	45	35	0	+50 Attack	132-169 dmg	-

Colossus	0	250	0	0	0	0	2-Handed, +30% Attack	312-430 dmg	-
Tempest	0	250	0	0	0	0	+30% Att, lance "Tempest Lightning" (33-46 dmg)	198-270 dmg	-
Wizard's Bane	0	329	0	73	73	0	+10 to all Resist, lance "Wizard's Bane" (supprime le mana de la cible au rythme de 10PM/sec)	194-260 dmg	-
Soul of Flare	0	350	0	0	0	0	2-Handed, +30% Att, lance "Soul's Flare" (51-79 dmg)	282-402 dmg	-

### Bottes

Nom	End	For	Dex	Int	Sag	Att	Bonus	Effets	Lieu
Boots of Speed	25	0	0	20	20	0	+1 CA	-	-
Azure Platemail Boots	100	0	0	50	50	0	+4,995 CA	+8 to all Stats	-
Jander's Padded Boots	110	0	55	0	0	0	+2,97 CA	-	-

### Boucliers

Nom	End	For	Dex	Int	Sag	Att	Bonus	Effets	Lieu
Skeleton Shield	0	0	0	0	0	0	0	-	-
Shield for All With Honor Guildmembers	20	0	0	0	0	0	+5 CA, +15 Parry, +16% Dodge, +5 to all Magic Resists	-	-
Coral Shield	180	0	0	65	0	90	+16,8 CA, +60 Resist. Feu, +5 Resist. Autres	-	-

### Capes

Nom	End	For	Dex	Int	Sag	Att	Bonus	Effets	Lieu
Bracers of the Barbarian	0	0	0	16	0	14	+2 AC, +50 Attack, -50 Dodge, +10 PB/SB	-	-
Bracers of the Barbarian	0	0	0	16	0	14	+2 AC, +50 Attack, -50 Dodge, +10 PB/SB	-	-
Bracers of the Barbarian	0	0	0	16	0	14	+2 AC, +50 Attack, -50 Dodge, +10 PB/SB	-	-

### Casque

Nom	End	For	Dex	Int	Sag	Att	Bonus	Effets	Lieu
Helmet of the Healer	30	0	0	30	0	0	+1 CA, 5 Sag	-	-
Azure Platemail Helm	100	0	0	50	0	50	+4,81 CA	+8 to all Stats	-
Elven Hat	0	0	0	0	0	0	-	-	-
Skeleton Helm	0	0	0	0	0	0	-	-	-

### Ceintures

Nom	End	For	Dex	Int	Sag	Att	Bonus	Effets	Lieu
Chastity Belt	0	0	0	0	0	0	+1 CA	-	-
Girdle of Protection	25	0	0	21	0	19	+2 AC	-	-
Girdle of Strength	45	0	0	30	0	25	+10 For	-	-
Azure Platemail Protector	100	0	0	50	0	50	+3,7 CA	+8 to all Stats	-

### Gants

Nom	End	For	Dex	Int	Sag	Att	Bonus	Effets	Lieu
Gloves of Thieving	15	0	0	0	0	30	+1 CA, +7 Dex, +5 Vol	-	-
Azure Platemail Gauntlets	100	0	0	50	0	50	+4,995CA	+8 to all Stats	-
Jander's Gloves of Thievery	110	0	30	25	0	33	+2,97 CA, +15 Dex, +10 Vol	-	-

### Jambière

Nom	End	For	Dex	Int	Sag	Att	Bonus	Effets	Lieu
Azure Platemail Leggings	100	0	0	50	0	50	+ 5,55 CA	+8 to all Stats	-

### Plastrons

Nom	End	For	Dex	Int	Sag	Att	Bonus	Effets	Lieu
Hardened Leather Armor	25	0	0	0	0	0	+1,45 CA, -4 Esquive	-	-
Armor of Cowardice	46	0	0	0	0	0	+2,9 CA	-	-
Azure Platemail Armour	100	0	0	50	0	50	+16,75 CA	+10 to all Stats	-
<b>Robes</b>									
Nom	End	For	Dex	Int	Sag	Att	Bonus	Effets	Lieu
Cloak of Damnation (rouge)	31	0	0	15	277	0	+21 CA, +75 Int, -25 Esquive, +10 Puissance feu	Lance "Damned Fire" (38-52 dmg)	-
Cloak of the Ages (rouge)	45	0	0	146	234	0	+35 CA, -25 Esquive, +35 Puissance Feu/Terre/Eau/Air	-	-
Mantle of Infinite Blessings (blanche)	30	0	0	218	35	0	+20 CA, +25 Wis, -25 Dodge, + 5 to all Magic Resist, +30 Light Power,	Lance "Blessing" (augmente le max. de PV, d'Att et d'Arc du possesseur)	-
Mantle of the Elements (rouge)	25	0	0	53	128	0	+15 CA, +20 Int, -25 Dodge, +20 to all Powers	-	-
Voyeur's Cloak (noire)	0	0	0	20	35	0	+2 CA, -25 Esquive	-	-

Grimoire des Gx  
<http://gxt4c.online.fr>  
 Merci a Kray d'avoir recueilli ses infos