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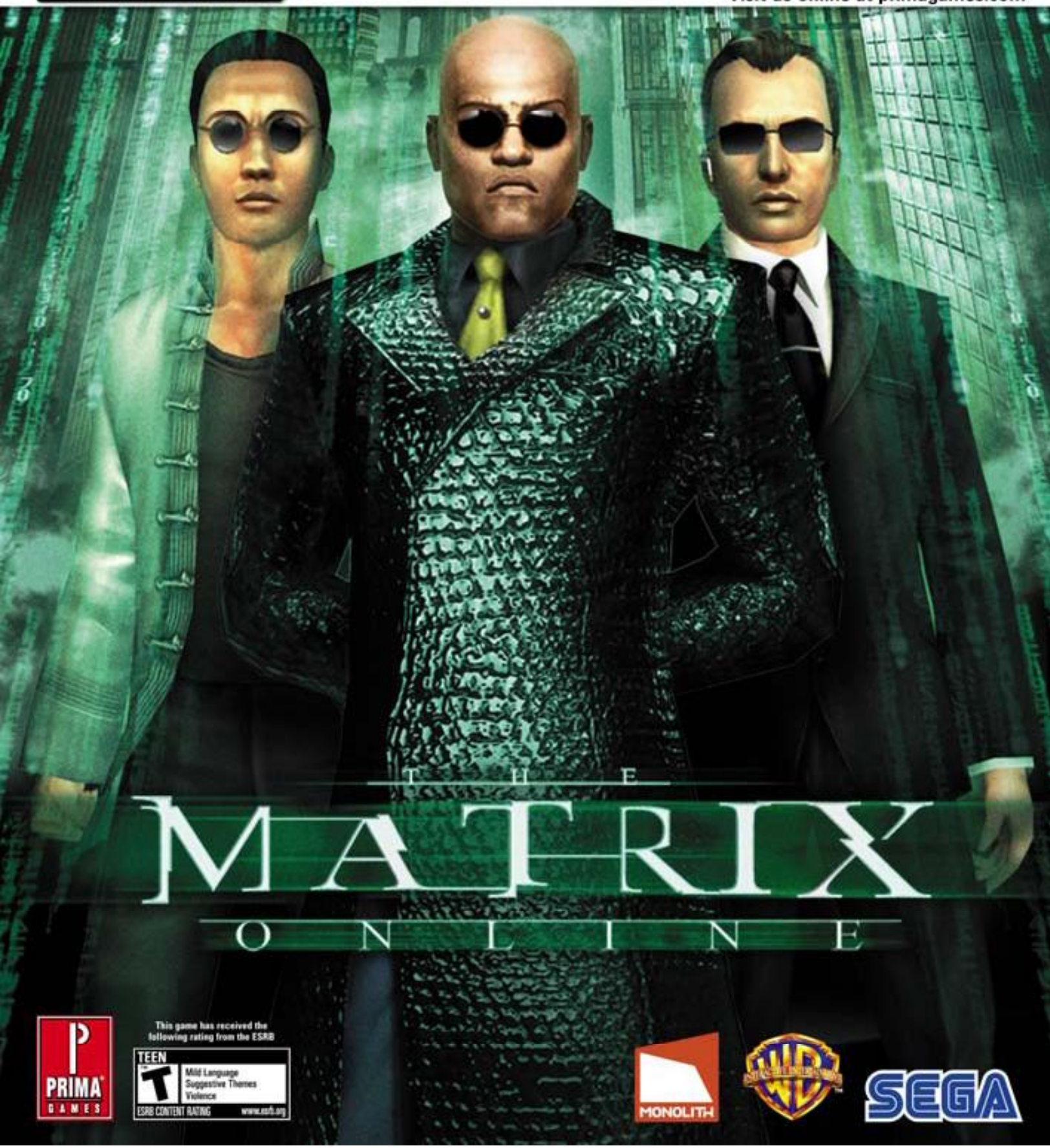

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THE MATRIX ONLINE

PRIMA Official Game Guide

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THE BASICS & THE COMMUNITY

A few pieces of practical advice for the newly Awakened, from our experienced Redpills.

Character creation. When starting a new Redpill, focus on your overall personal playstyle, not the mechanical details of the various character types. Don't worry about "What gives me the most damage?" Focus on "What will help me enjoy the game longer?"

Training mission. Look around, examine, learn the interface. It can be a challenge if you just logged out of another game and installed *The Matrix Online*. ***Learn the interface.***

The first few levels. Spend some time to learn the real you. Don't join a group quite yet. Go it alone for a few levels and learn what you can do.

TIP

Take the blue pill once — just to see what happens.

Have a backup plan. Your gun can get knocked away. Learn more than one fighting style — don't just focus on a single specialty.

The Download Mission Map. This can be very useful in quickly locating targets and objectives while on missions.

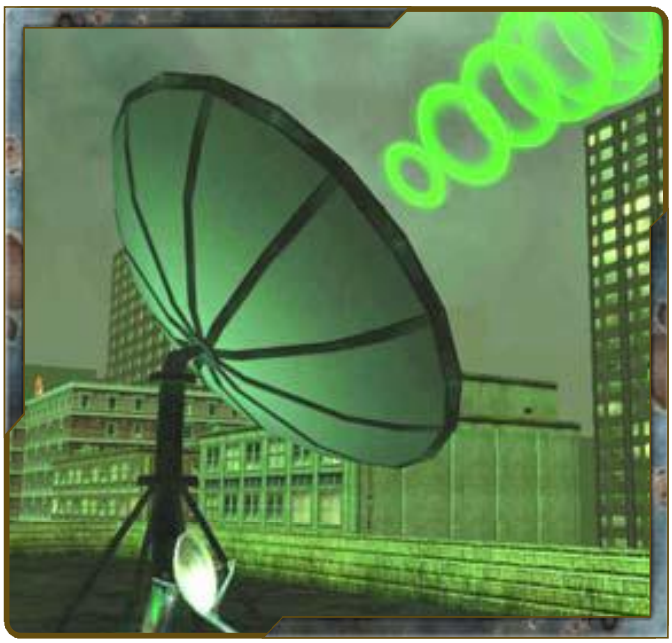
Die ... *a lot.* You don't have much time and resources invested in your first Redpill, so don't be afraid to experiment. Go ahead and see if you can attack five Agents at once and try to outrun their bullets.

Evade Combat. This ability can be very useful no matter what type of character you are, when you need to quickly get by several tough enemies without being pulled into close combat.

Coding. Signal Boosters (below) can help you to successfully code abilities, weapons and other items.

You don't need the Compile Items ability to compile code. You can do it from the Loading Area.

The quickest way to earn Code Bits is to decompile consumables and clothing, some of which can be bought for low prices at vendors.



Higher level abilities can also be found at vendors, but are very expensive. You're better off coding them yourself, or finding a coder player-character who can do it for you.

The rare fragments needed for coding higher-level goods can be earned on missions, or they might even be dropped randomly by high-level enemies.

– Compiled by Nanohaxial & Skam

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COMMUNITY 101

by djsandman

There are many factors that can make a massive online game (MOG) great. The mission system, combat, crafting, game stability and many other elements help determine whether a game will succeed or fail. One factor that can single-handedly determine whether or not a MOG can attract and keep dedicated gamers is its community. *The Matrix Online* already has a great community built in. Ever since the early stages of beta there was a sense that the community would be big and active. *The Matrix Online* attracts such a large and diverse fanbase that the website's forums have been active since before beta began. This article should help you find your way around the community and eventually find your place in the growing world that is the Mega City.

If you're new to the game and looking to become part of the community, the first place you should look is the Announcements forum (http://thematrixonlineboards.warnerbros.com/newboards/index.jspa). Here, you'll find general announcements about the game from the development and community teams, such as world status reports and other news. Also, check out the Broadcast Depth forum, which is used by the developers to give reports on the state of the game, and also to ask for input on topics from the community. Another good place to look over is the General Discussion forum, where there are probably several topics of interest to you.

The community itself is spread all over the place. In the Crew and Faction Recruitment forums you'll find many great Crews and Factions that represent Zion, the Machines and the Merovingian. There are also those who prefer to further explore the ideas and concepts put forth in the movie trilogy, and they generally stick to the Matrix Universe forum. Ever wonder why someone wanted to side with the Machines? Maybe you wanted to know what was in that infamous cake (I don't think the Merovingian is giving his secret away any time soon), or just discuss the meaning of The One; this is the place for you. If you're an avid roleplayer, you might be interested in the Next Renaissance forum, where you'll find numerous active roleplaying threads.

Perhaps your preferred place in the community is solely in the game, instead of discussing it on forums. There's the game's in-game chat system to help you keep in touch, of course. There is also a forum for players to announce their player-run, in-game events, which can tell you where upcoming action is in game. There have been community-run events since as early as November 2004. There are a variety of social events, such as raves, duel tournaments and even fashion shows. These events also serve the purpose of showing off different aspects of the game. Whether it's the ability to contain over 100 Redpills in one area at a rave, the Interlock Combat System at duel tournaments, or the many clothing options at a fashion show, the community always comes up with an interesting and fun event for everyone to participate in.

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There are so many events to pick from; I'd suggest people look for the events that they enjoy. The club scene in *The Matrix Online* is an obvious choice, as it is an excellent way to wind down an evening spent exploring the Matrix. But there are plenty of other events to choose from … fight clubs, dueling tournaments, expeditions, scavenger hunts and even fashion shows. Like any online community, *The Matrix Online* is filled with an amazing amount of creativity and originality. That lends itself to a huge variety of options for just about anyone.

– Aether (*The Matrix Online* Online Event Team Coordinator)

The community doesn't get to have all the fun though. The dev and community service teams also hold similar events. While these events aren't as frequent as community-run events, they are very popular. The beta player Darbacour became famous for defeating Walrus, one of the most high-profile Community Team Leaders, at a duelling event presented by the GM and QA teams. Darbacour's victory was immortalized with a writeup in the first issue of *The Matrix Online* fanzine.

Some of my favorite interactions have come from the duels we hosted, where Game Masters or QA Team Members squared off against players. The attendance was fantastic, and the players were immensely supportive. Another one of my favorite moments was visiting a club while Radio Free Zion hosted a rave in game. Honestly, I was more than a bit skeptical … until I entered the building, of course. The lights were flashing, there were hundreds of people dancing, it was absolutely amazing. I think that the introduction of a 24/7 live broadcast is ingenious; it just takes the club scene to the next level.

– Aether

Radio Free Zion (www.radiofreezion.com) is another product of the community. Radio Free Zion (better known as RFZ) came to life around November 2004, lead by community member Sundog. RFZ is a community-run online radio station specifically for *The Matrix Online*. The station features player DJs around the clock, and also covers many in-game events. There have been on-air developer interviews and on-air giveaways. They also have a very active IRC server specifically for the station, which can be accessed from the website.

So what can we expect in coming months and years?

The entire community team has been working hard on event planning, and identifying ways to support player-run endeavors is at the top of that list. In addition to event support, we are very interested in highlighting the personalities that make up *The Matrix Online* community. And, of course, there is the continuation of the overarching storyline; only this time participation in the way major plot points unfold will be in the hands of the players themselves.

That is exciting stuff, and we look forward to seeing how the community responds and reacts.

For many people, an important part of online gaming is the opportunity for social interaction. But that opportunity comes with responsibility. When someone is attempting to identify a group of people as their own, it is as much a question of what that individual brings to the group as it is about the group itself. Granted, if someone isn't into role-playing, then joining a role-play-only group could end up being a bad choice in the long run. With that being said, I think that treating people with respect, recognizing your preferences, and investigating your options will create a solid foundation for the newly Awakened seeking to connect with a larger group.

– Aether

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"I KNOW KUNG FU ..."

Wicked Discipline Combos in *The Matrix Online*

By ErrorCode

Most readers know that *The Matrix Online* allows for great flexibility in choosing a Redpill's progression path in the Matrix. Instead of solid class- or racial-ability pathways that lock you in from the moment of character creation, *The Matrix Online* offers something called the "Discipline Tree"; a menu, of sorts, from which you can choose a variety of abilities to define your Redpill. Not only does it give you the flexibility to "upload" and "download" abilities into and out of memory whenever needed, but you can also take advantage of this system to mix different disciplines in powerful and interesting combinations.

Here are some examples of the intriguing combined disciplines that you might wish to consider.

Karate Grandmaster/ Pathogenist

The Karate Grandmaster/Pathogenist is the bane of enemy hackers. With your martial arts effectiveness coupled with your beefed up viral defenses and viral attacks, the Karate Grandmaster/Pathogenist is well prepared to take the fight right to any hacker who stands against you.

Team Role. The Karate Grandmaster/Pathogenist is best suited for up close and personal melee combat, but can easily lend support as a ranged combatant with viral attacks. The Karate Grandmaster/ Pathogenist even has a low end healing ability, which can come in handy in shortening downtime, or be a last second save for a teammate taking a beating.

Combat Role. The Karate Grandmaster/Pathogenist has some powerful downgrades, so be sure to cripple your opponent with them before you throw your first punch. Once you've softened them up, wade into Close Combat with them and use all of your special attacks to take them apart.

Progression. Bouncing back and forth between the two paths as you level up is your best approach. Start with Operative, then complete Hacker. Follow those with Soldier, Virologist, Martial Arts Initiate, and Pathogenist. Once Pathogenist is completed, you are free to just focus on achieving Karate Master and Karate Grandmaster.

Loadout Path. Below is a list of the abilities you're going to want to load out. The only abilities levels listed below are required levels you'll have to meet before progressing on to the next ability tier.

AWAKENED TREE

Awakened

OPERATIVE TREE

OPERATIVE
Combat Insight 2
Hindering Shot
Intensify Damage
Operative

SOLDIER
Combat Toughness 6
Firearms Skill 5
Martial Arts Prowess 5
Body Shot
Overhand Smash
Soldier

MARTIAL ARTS INITIATE
Martial Arts Expertise 15
Iron Guard
Guard Breaker
Karate 17
Martial Arts Initiate

KARATE MASTER
Karate Expertise 30
Side Kick Combo
Ki-Charged Punch
Karate Master

KARATE GRANDMASTER
Karate Focus 50
Wrist Throw
Machinegun Kick
Karate Grandmaster

HACKER TREE

HACKER
Execute Program 2
Repair RSI 1.0
Logic Barrage
Hacker

VIROLOGIST
Transmit Virus 6
Slow
Logic Blast 1.0
Code Freeze 1.0
UI Lag 1.0
Virologist

PATHOGENIST
Resist Infection 15
Area Disruption
Code Nuke 1.0
Pathogenist

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Doctor/Assassin

The Doctor/Assassin specializes in lurking at the fringe of a team, providing healing when needed and using a sneak attack when the opportunity presents itself. Enemies won't know what hit them when the innocuous team healer they had previously been ignoring suddenly vanishes, only to reappear with a devastating sneak attack.

Team Role. The Doctor/Assassin has a variety of heals available, making for a true life-saver on the battlefield. You'll also have a few upgrades available, allowing you to make team members just a little bit more effective. When not healing or upgrading, the Doctor/Assassin should go into sneak and get behind an engaged enemy for a sneak attack. The sudden major damage caused by a sneak attack can end fights really quickly, or at least make the fight much, much easier.

Combat Role. The Doctor/Assassin has some versatility in how you support the team. With your healing abilities you will be the guardian angel of your team, providing heals when the battle goes awry and minimizing downtime between missions. You will also be the team's secret weapon as you use stealth and sneak attacks to take apart the opposition. It can be tricky to bounce between the dual roles of team Doctor and prowling Assassin, but the payoff is more than worth it.

Progression. Focus on the Operative branch first. The combat skills developed in the Operative disciplines will make you hardier and will give you valuable training in using stealth skills. Once you've completed the Assassin discipline, start taking abilities in the Hacker branch. Your only real obstacle will be the memory cap, but just be judicious in what optional abilities you load and add a new ability to your loadout at each level-up you earn.

Loadout Path. Below is a list of the abilities you're going to want to load out. The only ability levels listed below are required levels you'll have to meet before progressing on to the next ability tier.

AWAKENED

Awakened

OPERATIVE TREE

OPERATIVE
Combat Insight 2
Hindering Shot
Intensify Damage
Operative

SPY
Sneak 6
Spinning Backsweep
Side Roll Escape
Find Weakness
Disable Security Devices
Spy

CUTTHROAT
Weak Points 17
Neuro-Dart
Drop Kick
Cutthroat

ASSASSIN
Improved Sneak Attack 30
Spin Throw
Topsy Turvy
Assassin

HACKER TREE

HACKER
Execute Program 2
Repair RSI 1.0
Logic Barrage 1.0
Hacker

PATCHER
Repair and Upgrade 6
Bolster Health 1.0
Restore Health 1.0
Movement Accelerator 1.0
Restore Group 1.0
Patcher

GUARDIAN PATCHER
Quick Recovery 17
Fast Healing 1.0
Repair RSI 2.0
Guardian Patcher

DOCTOR
Clear Head 30
Restore Health 2.0
Repair RSI 3.0
Doctor

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Skript Kiddie/Knife Thrower

The Skript Kiddie/Knife Thrower specializes in downgrading opponents and then taking them out with knife attacks. While not a melee power-house, the combination of downgrades and knife attacks can cripple and kill unwary enemies.

Team Role. Teams will benefit from having the Skript Kiddie/Knife Thrower around for the downgrades and crippling attacks you can bring to bear against enemies. The melee and ranged fighters can move in and take advantage of the downgraded opponent and give the Skript Kiddie/Knife Thrower breathing room to hang back and use your knife attacks.

Combat Role. Use your downgrades before the fight really begins to give yourself and your teammates an edge. While the brawny fighter-types keep the downgraded enemy busy, perforate him with knife attack after knife attack. You have a sneak attack and an escape ability, so if you see an opening where you can sneak up behind and enemy and hit them with a sneak attack, take it. You can use your escape ability to break away from Interlock right after you carry off your sneak attack.

Progression. You'll want to focus on the Hacker branch first, developing your downgrade abilities and learning how to use them in combat to best support your team mates. Once you've completed the Skript Kiddie discipline, start on the Operative branch until you complete the Knife Thrower discipline.

Loadout Path. Below is a list of the abilities you're going to want in your loadout. The only ability levels listed below are required levels you'll have to meet before progressing on to the next ability tier.

AWAKENED

Awakened

HACKER TREE

HACKER
Execute Program 2
Repair RSI 1.0
Logic Barrage 1.0
Hacker

VIROLOGIST
Transmit Virus 6
Slow
Logic Blast 1.0
Code Freeze 1.0
UI Lag 1.0
Virologist

NETWORK HACKER
Resist Contagion 17
Overheat 1.0
Code Freeze 2.0
Network Hacker

SKRIPT KIDDIE
Effective Code 30
Overheat 2.0
Code Rot 1.0
Skript Kiddie

OPERATIVE TREE

OPERATIVE
Combat Insight 2
Hindering Shot
Intensify Damage
Operative

SPY
Sneak 6
Side Roll Escape
Spinning Backsweep
Find Weakness
Disable Security Devices
Spy

CUTTHROAT
Weak Points 17
Neuro-Dart
Drop Kick
Cutthroat

KNIFE THROWER
Wicked Aim 30
Crippling Throw
Deadly Throw
Knife Thrower

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Gunslinger/Shadow

The Gunslinger/Shadow is the ultimate guerrilla fighter. Using Sneak, Disguises, or Invisibility the Gunslinger/Shadow can basically go wherever you wish and reach any target you desire. Your training with firearms and especially handguns make you lethal both in free fire mode and in Interlock.

Team Role. The Gunslinger/Shadow will have some difficulty fitting into a group. Your abilities lend themselves better to solo play, since disguises and invisibility allow you to slip unnoticed past enemies when solo. If a Gunslinger/Shadow is part of a group, you can use your abilities to fill in as a ranged soldier or a sneak attack supporter to the front line combatants.

Combat Role. In combat you want to start off with a sneak attack. The heavy damage and downgrades will give you an edge as you begin using your firearm abilities to take your opponent apart in interlock.

If you aren't comfortable with Interlock, use your sneak attack followed immediately with an escape, then use free attacks combined with Evade Combat.

Progression. Focus on progressing to Gunslinger first. The extra Health and combat skills will make the earlier levels much easier and give you a stable base to start working towards the Shadow discipline later. If you plan on doing a lot more stealth-based gameplay, you can reverse it and complete Shadow first before training up Gunslinger. This path will be harder though, so be warned.

Loadout Path. Below is a list of the abilities you're going to want to load out. The only abilities levels listed below are required levels you'll have to meet before progressing on to the next ability tier.

AWAKENED

Awakened

OPERATIVE TREE

OPERATIVE
Combat Insight 2
Hindering Shot
Intensify Damage
Operative

SOLDIER
Combat Toughness 6
Martial Arts Prowess 5
Firearms Skill 5
Body Shot
Overhand Smash
Soldier

GUNMEN
Firearms Expert 15
Covering Fire
Disarming Shot
Handguns 17
Gunman

GUNSLINGER
Dual Handguns 30
Pistol Aerial
Pistol Slide
Gunslinger

SPY
Sneak
Side Roll Escape
Spinning Backsweep
Disable Security Devices
Find Weakness
Spy

INFILTRATOR
Disguise 17
Open Locks
Sixth Sense
Infiltrator

SHADOW
Invisibility 30
Stealth Countermeasures
Cartwheel Escape
Shadow

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THE FIVE ATTRIBUTES

There are five Character Attributes. Each provides bonuses to various abilities and stats.

Belief

Belief represents your confidence in yourself. Activities that require absolute conviction, such as hyper-jump and combat toughness, benefit from a high Belief.

Focus

Focus is your ability to concentrate and manage your performance. Activities that require excellent recall or precise body control, such as sneaking, benefit from a high Focus.

Perception

Perception is your ability to notice subtle changes in your surroundings. Activities that require careful study of an opponent, such as martial arts, benefit from a high Perception.

Reason

Reason represents your problem-solving capability. Activities that require intense logical thought, such as writing code, benefit from a high Reason.

Vitality

Vitality is a measure of your overall physical wellbeing. Health Points, which represent your ability to absorb damage, benefit from a high Vitality.

Advancing Attributes

Each level you advance gives you one point, which you may spend to improve any one of your attributes by one point. By Level 50, a Redpill will have received 49 attribute advancement points.

Attribute Bonuses

Attributes provide bonuses as soon as you start playing the game. However, many of these bonuses are fractional adds to your stats, so the bonus may not be apparent until the attribute value rises somewhat higher. The attribute bonuses are listed on the following table.

Stat or Ability	Attribute	Bonus per Level	
Damage Resistance	Belief	0.2	(1/5)
Dodge	Belief	0.2	(1/5)
Heal Damage	Belief	0.2	(1/5)
Jump	Belief	0.1	(1/10)
Melee Damage Resistance	Belief	0.2	(1/5)
Ranged Damage Resistance	Belief	0.2	(1/5)
Sixth Sensing	Belief	0.4	(2/5)
Stealth Damage Resistance	Belief	0.2	(1/5)
Super Jump	Belief	0.6	(3/5)
Viral Resistance	Belief	0.2	(1/5)
Combat Tactics	Focus	0.2	(1/5)
Determination	Focus	0.2	(1/5)
Disguise Duration	Focus	0.25	(1/4)
Force Combat	Focus	0.4	(2/5)
Invisibility Duration	Focus	0.25	(1/4)
Noise Level Buff Target	Focus	0.5	(1/2)
Range Combat Tactics	Focus	0.1	(1/10)
Stealth	Focus	0.5	(1/2)
Viral Deflection	Focus	0.5	(1/2)
Analyze Weakness	Perception	0.4	(2/5)
Detect	Perception	0.5	(1/2)
Lockpicking	Perception	0.4	(2/5)
Melee Combat Tactics	Perception	0.1	(1/10)
Melee Physical Damage	Perception	0.2	(1/5)
Ranged Physical Damage	Perception	0.2	(1/5)
Sneak Attack Detection	Perception	0.4	(2/5)
Stealth Damage	Perception	0.2	(1/5)
Stealth Detection	Perception	0.5	(1/2)
Ability Crafting	Reason	0.2	(1/5)
Apparel Crafting	Reason	0.2	(1/5)
Code Writing	Reason	0.2	(1/5)
Compile Skill	Reason	0.2	(1/5)
Computer Hacking	Reason	0.4	(2/5)
Concentration	Reason	0.5	(1/2)
Cryptography Skill	Reason	0.2	(1/5)
Decompile Skill	Reason	0.2	(1/5)
Evade Interlock	Reason	0.4	(2/5)
Map Downloading	Reason	0.4	(2/5)
Max Buff Buffer	Reason	0.5	(1/2)
Repair Skill	Reason	0.2	(1/5)
Security Systems	Reason	0.4	(2/5)
Tool Crafting	Reason	0.2	(1/5)
Upgrade Crafting	Reason	0.2	(1/5)
Viral Damage	Reason	0.2	(1/5)
Viral Transmission	Reason	0.5	(1/2)
Weapon Crafting	Reason	0.2	(1/5)
Health Sitting Regen Rate	Vitality	0.5	(1/2)
Health Regen Rate	Vitality	0.25	(1/4)
Max Health	Vitality	10	(10)

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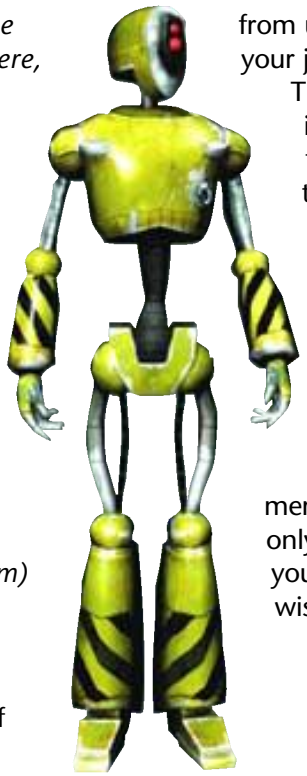
DISCIPLINES & ABILITIES

AWAKENED

Newly awakened Redpills all start with one discipline in common: Awakened. From there, they can branch out to many other disciplines and skill sets as they get more powerful.

The Awakened ability is the cornerstone of the entire Discipline Tree. All Redpills active in the Matrix must have Awakened loaded into memory in order to load any other abilities. It governs two things: your attack capability and your self-defense capability. (This allows you to fight and defend yourself somewhat even if you don't have anything else loaded.)

(from MxO *Team)*



New to the real world, the Awakened face unlimited possibilities within the Matrix.

Being a new Redpill, there is a unique set of abilities aimed at making your transition from used to user easier. From here you'll begin your journey into the more advanced disciplines.

The Awakened skill tree is designed to lead you into the three primary career paths, in addition to an assortment of generally useful abilities that simply enhance your survivability.

There's a good and bad side to being an Awakened. The good side is that you can use your new abilities for many things, from combat to exploration — available skills include speed, strength and the awe-inspiring jumping ability.

The bad side … well, you're fragile — only a mere shadow of what you could be. Plus, you only have a limited memory load at this stage, so you'll have to pick and choose your abilities wisely. You can do some, but you can't do it all.

— Researched by Biggs

AGENT RESPONSE

— from Bert Harvey,* MxO *Team

Agent Response is a measure of corruption of the Matrix code around an anomalous activity. Anything that breaks from the core Matrix code function of keeping Bluepills occupied and under the illusion of living real lives causes some Agent Response. As Agent Response in an area increases, the Machines have a chance of noticing and sending an Agent to locate and remove the threat to the Matrix code. Ceasing the activities that increase Agent Response, or leaving the area where numerous Agent Response-causing activities have occurred, can avert an Agent from being sent.

Agent Response is an accumulative value. Anything that has Agent Response has the potential to catch the Machine's attention and have them dispatch an Agent. Numerous elements add into Agent Response: being in restricted areas, whether or not you've accessed the Access Node, the level of the enemies you've killed there, and the abilities and items you've used in the area.

Anything (ability or otherwise) that has an Agent Response value can potentially summon an Agent. You can reduce that chance by locating and accessing Access Nodes, by keeping Agent Response-causing activities to a minimum in restricted areas, and by taking breathers after protracted gunfights or hacker battles to let the Agent Response in the area dissipate.

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Awakened

Class/Type	Awakened/Secondary – Passive
Description	Awakened is a measure of how skilled and/or powerful the Redpill is in the Matrix. You must load this ability to be able to do anything in the Matrix. Your level in Awakened governs your Self Defense ability. All characters must load Awakened to load *any* other abilities.
Formula	Combat Tactics bonus: (Awakened Lvl * 4) Melee Damage bonus: (Awakened Lvl * 5) Viral Deflection Ability bonus: (Awakened Lvl * 4) Equips "Self Defense" Ability
Memory Footprint	0 memory units

Hyper-Sprint

Class/Type	Awakened/Tertiary – Buff
Description	You summon up a short burst of speed, perfect for getting out of that bad situation, or chasing down that annoying, fleeing spy. While it is on, you will burn Inner Strength. It will remain active until you turn it off or run out of IS.
Interface	Toggle on/off
Formula	+25% to ground movement speed
Noise (Aur. Mag.)	As per normal running
Prerequisite(s)	Awakened L1
Inner Str. Cost	25 IS every 5 seconds
Memory Footprint	1 memory unit
Target	Yourself
It Can Be Used	Outside Combat
Buffer Size	1 unit
Re-Use Delay	5 seconds

Evade Combat

Class/Type	Any/Tertiary – Passive
Description	This ability sets you in "Passive" mode to avoid entering into close combat.
Interface	None; this passive ability is always in effect when loaded.
Formula	When loaded, it sets you into "Passive" defense mode, which gives you a chance to avoid interlock combat.
Prerequisite(s)	Awakened L1
Inner Str. Cost	40 IS
Memory Footprint	1 memory unit
Target	Yourself
It Can Be Used	Outside Combat
Buffer Size	1 unit
Re-Use Delay	30 seconds *after* last use of Evade Combat
Activation Time	2 seconds

Cheap Shot

Class/Type	Awakened/Tertiary – Special Move
Description	You take a cheap, but damaging, shot at your foe, with an increased chance to hit.
Interface	Select the Cheap Shot icon from your quick keys
Formula	60 damage +20 Tactics bonus for move
Prerequisite(s)	Awakened L1
Inner Str. Cost	20 IS
Memory Footprint	1 memory unit

Head Butt

Class/Type	Awakened/Tertiary – Special Move
Description	You fake at your Dazed opponent and then deliver a head butt. You have an increased chance to hit. Not only do you damage your opponent, you reduce his chance to hit for a short time.
Interface	Select the Head Butt icon from your quick keys
Formula	+20 Tactics Bonus 60 damage -10 to target's Tactics for the next 20 seconds Requires target to be Dazed
Prerequisite(s)	Awakened L1
Inner Str. Cost	12 IS
Memory Footprint	1 memory unit

Ignore Pain

Class/Type	Awakened/Tertiary – Buff
Description	This self-buff increases your resistance to physical damage for a short duration.
Interface	Select the shortcut from the hotkeys.
Formula	Adds 5% to Melee Damage Resistance and Ranged Damage Resistance Proc: 10 – 20 point heal each time you take damage
Agent Response	Yes (Minor)
Noise (Aur. Mag.)	Medium
Prerequisite(s)	Awakened L3
Inner Str. Cost	25 IS
Memory Footprint	1 memory unit
Duration	10 seconds
Re-Use Delay	30 seconds
Buffer Size	3 units
Grab Disrupt Buff	Yes

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Hyper-Jump

Class/Type	Awakened/Secondary – Utility
Description	Hyper-Jump is a non-combat movement ability that allows you to move vertically or horizontally much farther than humanly possible.
Interface	Pressing Ctrl Spacebar should cause you to Hyper-Jump out to your maximum unobstructed horizontal distance. To more precisely select your target, press Alt J (or click on Hyper-Jump on your Hotbar) and use the mouse to find a valid landing spot (your target reticle will be green.) Click on the spot to jump there.
Formula	Hyper-Jump Distance is based on ability level: Horizontal Distance: 9m + 1m per level, to a maximum of 60m. Vertical Distance: 4m per level to a maximum of 200m.
Agent Response	Yes (Major)
Noise (Aur. Mag.)	Medium
Prerequisite(s)	Awakened L10, Hyper-Sprint
Inner Str. Cost	20 IS
Memory Footprint	1 memory unit

Hyper-Dodge

Class/Type	Awakened/Secondary – Buff
Description	Hyper-Dodge is a combat ability that allows you to dodge an attack that would otherwise hit you. This ability adds a certain amount to your dodge score. If an attack misses due to the bonus provided by this ability, you pay the Inner Strength cost, and the appropriate Bullet Time animation plays. Activate this ability to increase your chances to avoid being hit by free fire attacks. The bonus to your dodge increases as you improve the ability's level.
Interface	Toggle on/off
Formula	Ability Level Cap: 25 10% Proc: Bullet time FX activates Dodge Ability: +(Ability Level)
Agent Response	Yes
Noise (Aur. Mag.)	20
Prerequisite(s)	Hyper-Jump L15
Inner Str. Cost	20 IS every 5 seconds
Memory Footprint	1 memory unit
Buffer Size	15 units

Hyper-Speed

Class/Type	Awakened/Secondary – Buff
Description	Characters employing Hyper-Speed move at an increased rate. The amount of the boost increases as you raise this ability's level.
Formula	+1.5 to Movement Speed per Ability Level
Agent Response	Yes
Noise (Aur. Mag.)	30
Prerequisite(s)	Hyper-Dodge L25
Inner Str. Cost	40 IS
Memory Footprint	1 memory unit
Duration	10 minutes
Target	Yourself
It Can Be Used	Outside Combat
Buffer Size	25 units

BONUS ABILITY

This ability is available to all players who pre-ordered *The Matrix Online*.

Hyper-Jump Beta

Class/Type	Awakened/Tertiary – Utility
Description	Hyper-Jump is a non-combat movement ability that allows you to move vertically or horizontally much farther than humanly possible. It is a 0-memory ability, only available to those who buy the pre-sale box.
Interface	Pressing Ctrl Spacebar should cause you to Hyper-Jump out to your maximum unobstructed horizontal distance.
Formula	Hyper-Jump Distance is: Horizontal Distance: 10m Vertical Distance: 40m Non-craftable, can't be traded, can't be decompiled, can't be sold, can't be recycled.
Agent Response	Yes (Minor)
Noise (Aur. Mag.)	50
Prerequisite(s)	Awakened L1
Inner Str. Cost	20 IS
Memory Footprint	0 memory units

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Hyper-Strength

Class/Type	Awakened/Secondary – Buff
Description	Characters with Hyper-Strength are able to lift, throw and push more than even an extremely strong human. Hyper-Strength adds damage to melee combat at the rate of 2 points per ability level.
Interface	Grants bonus damage in melee, toggle on/off. Also allows you to lift heavy Luggables.
Formula	+2 Melee Damage Ability per ability level
Agent Response	Yes
Noise (Aur. Mag.)	60
Prerequisite(s)	Hyper-Speed L35
Inner Str. Cost	25 IS every 5 seconds
Memory Footprint	1 memory unit
Buffer Size	35 units
Activation Time	0 seconds
Re-Use Delay	10 seconds

Adrenaline Booster

Class/Type	Awakened/Tertiary – Buff (Active Combat)
Description	This toggled buff represents an active form of attack. While it is active, the IS cost of tactics is doubled, you have a 50% greater chance of generating a vulnerability, the maximum number of vulnerabilities that you can generate is multiplied by 1.5, and all of your attacks do extra damage, based on your character level.
Interface	To activate Adrenaline Booster, activate the appropriate icon from the tool bar. To deactivate the ability, select the icon once again. While active, the icon in the toolbar show the active FX.
Formula	Melee and Ranged Damage: +(Character Lvl * 1.5) 50% greater chance to generate a vulnerability. (Example: If you normally have a 20% chance to generate a vulnerability, it would be increased to 30% while this ability was active.)
Prerequisite(s)	Awakened L5
Inner Str. Cost	5 IS every 5 seconds
Memory Footprint	1 memory unit
Target	Yourself
It Can Be Used	Outside Combat
Range	0m
Buffer Size	5 units

Energize Attacks

Class/Type	Awakened/Tertiary – Buff (Active Combat)
Description	This passive ability creates three new tactical icons for you to use. These "Energized Tactics" do more damage and generate more tactical points.
Interface	Toggle on/off. When on, your normal tactics are replaced with your energized ones.
Formula	Each Energized tactic gives a +15% damage bonus, increases the chance of generating a vulnerability by 50% (so a 20% chance would become a 30%).
Prerequisite(s)	Awakened L8, Adrenaline Booster
Inner Str. Cost	0
Memory Footprint	1 memory unit
Buffer Size	8 units

Power Shot

Class/Type	Awakened/Tertiary – Special Move (Active Combat)
Description	This special move is a less damaging melee attack that restores some of your Inner Strength.
Interface	Select the Power Strike icon from your quick bar.
Formula	Normal strike that does -15% damage but restores 20% of your maximum Inner Strength.
Prerequisite(s)	Awakened L12, Energize Attacks
Inner Str. Cost	0
Memory Footprint	1 memory unit
Target	Single Enemy
It Can Be Used	Special Move
Re-Use Delay	1 minute

Detect Vulnerability

Class/Type	Awakened/Tertiary – Passive (Reactive Combat)
Description	This ability allows you to see (and exploit) a target's vulnerabilities. When you use a close combat tactic that corresponds to one of your target's revealed vulnerabilities, you'll do more damage than normal.
Prerequisite(s)	Awakened L5
Inner Str. Cost	0
Memory Footprint	1 memory unit

Precise Blows

Class/Type	Awakened/Tertiary – Passive (Reactive Combat)
Description	This ability replaces your tactical buttons with special tactical moves. These function normally, but increase your chance to hit when used against a target's exposed vulnerability.

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Interface	Select these tactical icons as normal
Formula	+20 tactic score when used against the appropriate vulnerability
Prerequisite(s)	Awakened L8, Detect Vulnerability
Inner Str. Cost	As per normal tactical IS cost
Memory Footprint	1 memory unit

Punishing Blows

Class/Type	Awakened/Tertiary – Buff (Reactive Combat)
Description	When this ability is active, your attacks will do more damage against a target's vulnerability.
Interface	Toggle the icon on/off from your quickbar.
	While active, you have a buff icon in the appropriate area, and the quickbar icon shows the active animation.
Formula	+15% damage when making a melee attack against the appropriate vulnerability
Prerequisite(s)	Awakened L12, Precise Blow
Inner Str. Cost	1 IS every second
Memory Footprint	1 memory unit
Target	Yourself
It Can Be Used	Outside Combat
Buffer Size	12 units
Grab Disrupt Buff	Yes

Consistent Technique

Class/Type	Awakened/Tertiary – Passive (Introspective Combat)
Description	This ability narrows the random factor on any tactic score result. With this ability loaded, you'll have a more consistent average on your random combat to-hit attempts.
Prerequisite(s)	Awakened L5
Inner Str. Cost	0
Memory Footprint	1 memory unit

Empty Mind

Class/Type	Awakened/Tertiary – Passive (Introspective Combat)
Description	This ability reduces the chance of you producing vulnerabilities in combat.
Formula	When loaded, your chance to produce a vulnerability is reduced by 50%. Example: A 20% chance to produce a vulnerability would be reduced to a 10% chance with this ability.
Prerequisite(s)	Awakened L8, Consistent Technique
Inner Str. Cost	0
Memory Footprint	1 memory unit

Calm Mind, Calm Body

Class/Type	Awakened/Tertiary – Buff (Introspective Combat)
Description	This ability improves the rate at which you regenerate Health and Inner Strength
Interface	Toggle the icon on/off
Formula	+10% Health and Inner Strength regen
Prerequisite(s)	Awakened L12, Empty Mind
Inner Str. Cost	0
Memory Footprint	1 memory unit
Buffer Size	12 units

Concentration

Class/Type	Awakened/Secondary – Passive
Description	Concentration allows you to resist having your ability activation interrupted by damage effects.
Formula	Concentration attribute bonus: (Ability Lvl * 4)
Prerequisite(s)	Awakened L1
Memory Footprint	1 memory unit
Attribute Link	Focus

Detection

Class/Type	Awakened/Secondary – Passive
Description	A character making a Detection attempt uses a tool to send out waves of decryption data that will disrupt the effects of Disguise and Invisibility Abilities.
Interface	To detect Disguise or Invisibility, you use a concealment countermeasure tool, which is consumed on use.
Formula	Each Detection attempt is compared to the Disguise/Invisibility result of the hidden character. The affected radius is based on the particular tool being used.
	Success: [(Detection Ability Lvl * 4) + (Tool Bonus) + (% roll)] > [(Disguise Ability Lvl *4) + (Tool Bonus) + 50]
Noise (Aur. Mag.)	Low
Prerequisite(s)	Concentration L1
Inner Str. Cost	5 IS
Memory Footprint	1 memory unit

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OPERATIVE

No longer simply Awakened, you push yourself to become a force of nature inside the Matrix. You're still not a soldier of Zion — not by a long shot — but you're on your way. While the Operative discipline doesn't have the sheer number of abilities that Awakened has, what there is will steer you towards becoming dangerous. With several abilities aimed at making your close combat skills a bit more punishing, including the ability to Compel Close Combat, you're on your way to becoming a Soldier. Also included in the Operative skill set is Hindering Shot, which slows enemies down.

You can deal out damage, both ranged and close — much more so close however — and from here your choices lead both into the Spy disciplines and the Soldier tree … mmmm, Guns …

— Researched by Biggs

Combat Insight

Class/Type	Operative/Secondary – Passive
Description	Combat Insight causes you to do more damage in both hand-to-hand and ranged combat.
Formula	Melee Damage Bonus: +(Ability Lvl * 2.5) Ranged Damage Bonus: +(Ability Lvl * 1.5) Ability Level Cap: 50
Prerequisite(s)	Awakened L1
Memory Footprint	2 memory units

Intensify Damage

Class/Type	Operative/Tertiary – Buff
Description	This self-buff increases the damage of your attacks for a short duration. This may be the extra juice you need to put someone down hard and fast.
Interface	Select the shortcut from the hotkeys.
Formula	Melee Damage Ability: +(Ability Lvl * 2) Ranged Physical Damage Ability: +(Ability Lvl * 2) Level Cap: 15
Agent Response	Yes (Minor)
Noise (Aur. Mag.)	Medium
Prerequisite(s)	Combat Insight L1
Inner Str. Cost	20 IS
Memory Footprint	2 memory units
Duration	15 seconds
Re-Use Delay	20 seconds
Buffer Size	1 unit
Grab Disrupt Buff	Yes
Activation Time	2 seconds

Hindering Shot

Class/Type	Operative/Tertiary – Special Move
Description	Hindering Shot is a pistol free fire special move which roots your target for a short duration. Any damage done to the target will break the root. Make sure you have a pistol in your inventory (or equipped) before activating this ability. It will temporarily immobilize your opponent and allow you to catch up.
Interface	Select the special move from your shortcut hotbar
Formula	Target Speed Reduction: -50% to movement speed 45 Ranged Damage to Target
Prerequisite(s)	Combat Insight L1
Inner Str. Cost	20 IS
Memory Footprint	2 memory units
Target	Single Enemy
It Can Be Used	Outside Combat
Re-Use Delay	8 seconds
Duration	8 seconds
Activation Time	2 seconds
Range	20m

Compel Close Combat

Class/Type	Operative/Tertiary – Buff
Description	This ability improves your chance of forcing an Interlock combat on an opponent.
Formula	You receive a +25% bonus to your chance of forcing an Interlock combat session.
Prerequisite(s)	Intensify Damage
Inner Str. Cost	30 IS
Memory Footprint	1 memory unit
Target	Yourself
It Can Be Used	Outside Combat
Duration	5 minutes
Re-Use Delay	15 seconds
Buffer Size	1 unit
Activation Time	2 seconds

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Locate Data Node

Class/Type	Operative/Secondary – Utility
Description	You can locate, and possibly visualize, a Data Node if using the correct equipment. There are two types of Data Node detection: Proximity and Visual. Proximity detection requires a device similar to a Geiger counter. The device emits a clicking noise, like a Geiger Counter, which gets more frequent the closer it gets to a data node. Visual detection involves an elaborate headset similar to night vision goggles. In addition to visualizing the Data Node, the headset devices will also create a pointing arrow in the direction of the nearest nexus. The quality of the headset dictates the detection range.
Formula	[(Locate Data Node Ability Lvl * 4) + (Tool Bonus) + (1 to 100)] = Locate Result
Noise (Aur. Mag.)	None or High (depending on tool used)
Prerequisite(s)	Hindering Shot
Inner Str. Cost	5 IS
Memory Footprint	1 memory unit
Ability Level Cap	5

Operative

Class/Type	Operative/Tertiary – Passive [Discipline]
Description	Increases your health regeneration while sitting.
Formula	+50% to Health regen while seated
Prerequisite(s)	Combat Insight L2, Intensify Damage, Hindering Shot
Memory Footprint	2

Soldier

This is where the choices start. Do you head into the path of the unarmed combat professional, or lean towards gunplay? With only Combat Toughness, and the actual Soldier abilities required to move on, you'll have plenty of space to grow into your desired form.

— Researched by Biggs

Combat Toughness

Class/Type	Soldier/Secondary – Passive
Description	This ability reduces the amount of damage you take from a successful hit. (A successful attack always does at least one point of damage.)
Formula	Damage Reduction: (Ability Lvl/100) Level Cap: 40
Prerequisite(s)	Operative
Memory Footprint	10 memory units

Martial Arts Prowess

Class/Type	Soldier/Secondary – Passive
Description	This ability provides a bonus to damage when your weapon slot is empty.
Formula	Bonus: +(Ability Lvl) Ability Level Cap: 20
Prerequisite(s)	Combat Toughness L4
Memory Footprint	2 memory units

Firearms Skill

Class/Type	Soldier/Secondary – Passive
Description	This ability gives a bonus to damage when your weapon slot contains a firearm (handgun, submachinegun, rifle).
Formula	Bonus: +(Ability Lvl) Ability Level Cap: 20
Prerequisite(s)	Combat Toughness L4
Memory Footprint	2 memory units

Sharpshooter

Class/Type	Soldier/Tertiary – Passive
Description	This ability negates the penalty associated with firing guns into melee combat. If you're going to be firing your weapon into melee combat, you'll have better luck hitting your intended target with this ability loaded.
Prerequisite(s)	Firearms Skill L1
Memory Footprint	1 memory unit

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Multifighting

Class/Type	Soldier/Tertiary – Passive
Description	This ability reduces the penalty that occurs when you're outnumbered. You can face up to 3 opponents with no penalty. After that, the penalty begins, with the 4th opponent counting as the 2nd, and so forth.
Prerequisite(s)	Martial Arts Prowess L1
Memory Footprint	1 memory unit

Overhand Smash

Class/Type	Soldier/Tertiary – Special Move
Description	You close with your opponent and deliver a long uppercut to your foe's gut. As the foe doubles over, you clasp your hands together and bring them down on the back of your target's neck. Activate this ability to do a lot of damage to your opponent, and to put him at a tactical disadvantage for a short period.
Formula	75 damage Target's Tactics Score: -5 10% Proc: Enraged for 10 seconds
Prerequisite(s)	Martial Arts Prowess L5
Inner Str. Cost	20 IS
Target	Single Enemy
Memory Footprint	2 memory units
Duration	10 seconds
Re-Use Delay	12 seconds

Body Shot

Class/Type	Soldier/Tertiary – Special Move
Description	When you hit with this ability, you'll knock your opponent down and make him briefly vulnerable to more damage.
Formula	75 damage Target is -5 to Damage Resistance 10% Proc: -50% to target movement for 12 seconds
Prerequisite(s)	Combat Toughness L5, Firearms Skill L5
Inner Str. Cost	20 IS
Memory Footprint	2 memory units
Re-Use Delay	8 seconds
Target	Single Enemy
It Can Be Used	Inside combat/outside combat
Activation Time	2 seconds
Duration	8 seconds
Range	Interlock/20m

Taunt

Class/Type	Soldier/Tertiary – Special Move
Description	Use this ability to really irritate your target. Taunting a target will make it more likely the AI will attack you as opposed to your allies.
Formula	Taunts target
Noise (Aur. Mag.)	50
Prerequisite(s)	Combat Toughness L5
Inner Str. Cost	10 IS
Memory Footprint	1 memory unit
Re-Use Delay	10 seconds
Target	Single Enemy
It Can Be Used	Anytime

Soldier

Class/Type	Soldier/Tertiary – Passive
Description	Increases chance to hit in Interlock Combat and increases your maximum health.
Formula	+5 to tactic score +70 to Maximum Health Attribute
Prerequisite(s)	Overhand Smash, Body Shot
Memory Footprint	2 memory units

LOTUS

Location: Jurong, Jade Room club

Lotus is an Exile that has taken on the role of a lounge singer in the Jade Room, whispering sweet ballads and belting out tunes. Fans from all over the city come to the Jade Room just to see her.

Lotus speaks softly but directly, and a fair number of Redpills consider her to be a source of information and even freelance employment. Unlike many Exiles, Lotus has garnered a certain degree of trust from the Redpills that have had dealings with her. However, like all Exiles, she certainly has her own agenda.

She's never been caught in an intentional lie, but Lotus often does withhold information, and she has a bad habit of overestimating the abilities of those she hires.

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Spy

Where unseen rules and direct combat is an unacceptable solution, those who chose the shadows will find this calling most interesting … The Spy discipline focuses primarily on ways to get around combat. With abilities like Sneak, Uncanny Senses, Disable Security Devices, etc., your ability to go unnoticed is very high. For those who have no other choice but to face down their stalkers, fear not — you're not totally defenseless. However, you'll have to use your gifts of stealth in combat, as you're not built for direct confrontation. Spinning Backsweep, Find Weakness and Poison Knife are your friends; the ability to do damage from a surprise situation is always to your advantage. Rounding out your abilities is Tap Data Node, which lets you gather $Information.

– Researched by Biggs

Sneak

Class/Type	Spy/Secondary – Utility
Description	Activate the Sneak ability to move quietly. With luck, you may not be heard, or even seen. The Stealth ability attempts to reduce the noise you make while moving, and tries to keep you from being noticed by an AI or PC. A sneaking character produces less noise, making it less likely that a NPC will notice you, assuming you stay out of the line of sight. A sneaking character in a hostile character or NPC's line of sight is not automatically detected. There is a chance that the sneaking spy can slide right by a foe and not be seen. A successfully sneaking character shows up when another character successfully uses the Sixth Sense ability. A sneaking character is invisible as long as he remains undetected by hostile PCs and NPCs.
Interface	Select the sneak icon in the tool bar. You maintain the Stealth animation while moving. Sneak becomes disabled when you enters combat. A sneaking character moves at 75% of base running or walking speed.
Formula	Staying hidden: Success: [(Sneak Ability Lvl * 4) + (Bonuses) + (1 to 100)] > [(Target Awakened * 2) + (Detection * 2) + (Bonuses) + 50] Detection Distance: 32m – (Stealth Attribute/3). Max 32m, Min 8m. Ability Level Cap: 25
Noise (Aur. Mag.)	-(Sneak Ability Level) from normal Noise (Aur. Mag.) level
Prerequisite(s)	Operative
Memory Footprint	2 memory units
Activation Time	2 seconds

Spinning Backsweep

Class/Type	Spy/Tertiary – Special Move
Description	When you are sneaking and use this ability on an unaware target, you'll attack your opponent by surprise.
Formula	75 damage
Prerequisite(s)	Sneak L4
Inner Str. Cost	20 IS
Memory Footprint	2 memory units

Sideroll Escape

Class/Type	Spy/Tertiary – Special Move
Description	Use this ability to quickly disengage from Close Combat.
Formula	Adds +20 to Evade Combat for 30 seconds.
Prerequisite(s)	Sneak L4
Inner Str. Cost	20 IS
Memory Footprint	2 memory units

Poison Knife

Class/Type	Spy/Tertiary – Offensive
Description	Thrown knife attack that does a DOT. When you hit your target with this ability, you'll damage your opponent multiple times over a matter of seconds from just one attack.
Formula	25 pts. of damage every 2.5 seconds for 25 seconds
Prerequisite(s)	Spinning Backsweep
Inner Str. Cost	30 IS
Memory Footprint	1 memory unit
Re-Use Delay	30 seconds
Target	Single Enemy
Range	20m
Re-Use Delay	30 seconds
Poison Knife	2 seconds

Uncanny Senses

Class/Type	Spy/Secondary – Passive
Description	You are less likely to be subjected to a surprise attack. This is a great way to counter those other pesky spies.
Formula	[(Uncanny Senses Lvl) * 4 + (% roll)] > [(Sneak Lvl) * 4 + 50] to successfully avoid the sneak attack; a normal interlock session starts instead.
Prerequisite(s)	Sideroll Escape
Memory Footprint	1 memory unit

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Find Weakness

Class/Type	Spy/Secondary – Utility
Description	Using this ability, you can determine the nature of an opponent and gain insight into a target's weaknesses. This ability must be used outside of combat.
Interface	While outside of combat, target the enemy you wish to analyze, and use the Find Weakness tool. If successful, it's easier for you and your allies to hit your target.
Formula	Outcome: Analyze – Weakness Analyze: [(Find Weakness Ability Lvl * 4) + (1-100 roll)] Weakness: [(Target's Awakened Ability Lvl * 4) + 50] If Outcome >= 0, Target loses Melee and Ranged Damage Resistance: -(Ability Lvl / 100)
Agent Response	Yes (Minor)
Prerequisite(s)	Sneak L5, Spinning Backsweep
Inner Str. Cost	50 IS
Target	Single Enemy
Memory Footprint	1 memory unit
Re-Use Delay	1 minute
Activation Time	2 seconds
Requires Tool	Yes
Duration	1 minute (if successful)
Range	20m

Disable Security Devices

Class/Type	Spy/Secondary – Utility
Description	Using special equipment, you can access the electronic security system of a nearby building. This ability can be used to shut off security alarms, video surveillance systems, or lock/unlock electronic door locks. Disable Security Devices also allows you access to the surveillance cameras.
Interface	You must first select the control box of the system you wish to disable. When you successfully access the system, you get a popup menu listing the available cameras, doors, or alarms, and you may disable the selected device, or (if it's a camera) view the camera's perspective.
Formula	Outcome: Disable – Security Disable: [Disable Security Devices Ability Lvl * 4 + Disable Mods + (1 to 100) roll] Security: [Security System's Difficulty Lvl + Security Mods + 50] If Outcome < -15 then alarm triggered, control box deactivated If Outcome >= 0, then system access granted; else access denied
Agent Response	Yes (Minor)
Noise (Aur. Mag.)	Low
Prerequisite(s)	Sideroll Escape, Sneak L5
Inner Str. Cost	10 IS
Memory Footprint	1 memory unit
Activation Time	2 seconds

Tap Data Node

Class/Type	Spy/Secondary – Utility
Description	Tapping a data node is a process in which raw data is collected and recorded for future use. By attaching a device to a data node, you are able to set aside raw data for yourself. The rate at which this takes place is based on the size of the node, the setting of the device, and the size of the device.
Interface	Use the device on the data node. A successful "tap" will bring up a window showing the amount of raw data collected, and a slider that you can use to set the speed of the device.
Formula	Success: [(Tap Data Node * 4) Tool Bonuses + 1 – 100] > [(Resistance * 4) + 50]
Noise (Aur. Mag.)	Medium to High
Prerequisite(s)	Sneak L5
Inner Str. Cost	0
Memory Footprint	1 memory unit
Ability Level Cap	5

Spy

Class/Type	Spy/Tertiary – Passive
Description	This ability provides a bonus to Sneak Attack damage.
Formula	Bonus: +1 Stealth Damage per character level
Prerequisite(s)	Find Weakness, Disable Security Devices
Memory Footprint	2 memory unit

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Infiltrator

A more specialized version of the Spy. A stepping stone to greater things, the Infiltrator focuses on getting into things. With the abilities to Open Locks, Disarm Traps and Disguise themselves, getting in or out of an area is not very difficult. Add to this Sixth Sense — that eerie tingling sensation on the back of your neck when things are about to go wrong — and the actual Infiltrator ability itself, and you have a solid skill block dedicated to helping you be sneaky.

– Researched by Biggs

Disguise

Class/Type Infiltrator/Secondary – Utility

Description Disguising oneself in the Matrix is far more than changing clothes, or putting on a fake moustache. Characters with the Disguise ability can make themselves appear as a Bluepill to both NPCs and other player characters. Using this ability does not work inside opponents' line of sight.

This ability allows you to use disguise tools to alter your presence, almost as though you've changed your RSI. Be aware that your disguise is bound by rules of perception within the Matrix, and if you do things "out of character," your disguise may fail. There are many types of disguise tools, and use of them may be restricted by your ability level.

The actual disguise is determined by the specific disguise mask used. NPCs will accept certain disguises, and see through others. Some disguise masks are flagged to organizations and may be more or less efficient when used in the vicinity of NPCs and characters associate with that, or a rival, organization.

If someone is disguised as a non-combatant coppertop NPC, player characters cannot select or attack the disguised character.

The following actions will cancel a disguise:
- Entering Interlock
- Committing a suspicious action in LoS of a combatant NPC or PC (most actions besides moving or opening unlocked doors)
- Another character successfully uses a Detection device

A successfully disguised character automatically gains a Surprise Attack if they enter Interlock.

Disguise lasts for [30+ (Ability Lvl/2)] seconds.
Types of disguise tools (with affiliations):
- Office Worker (none)
- Jumpsuit Worker (none)
- Lab Coat Worker (none)
- Waiter (none)
- Clerk (none)
- Store Patron (none)
- Security Guard (Machine)
- Mechanic (Machine)
- SWAT Guard (Machine)
- Enforcer (Machine)
- Hell Club Groupie (Merovingian)
- Werewolf (Merovingian)
- Blood-drinker (Merovingian)
- Chateau Guard (Merovingian)
- Zion Recruit, Ensign, Lieutenant, Commander (Zion)

A Disguised character's name changes to reflect the type of character he is disguised as. If you put on a Waiter disguise, your displayed name will change to "Waiter."

Interface The character model is replaced in look and name by the body and info of the appropriate NPC. To other PCs you will look like an NPC and will have the same type of info.

Formula Each time a disguise is activated, an ability check is made to determine your Detection Difficulty. The result is recorded, and compared to any attempt to detect the disguise. Once a disguise is discovered, it is revealed to everyone.
Detection Difficulty: (Disguise Ability Lvl * 4) + (Tool Bonus) + 50

Agent Response Yes

Noise (Aur. Mag.) Low

Prerequisite(s) Spy, Sneak L6

Inner Str. Cost 15 IS

Memory Footprint 2 memory units

Activation Time 2 seconds

Buffer Size 6 units

Sixth Sense

Class/Type Infiltrator/Secondary – Utility

Description Spies have trained their senses other than sight to detect and pinpoint the location of nearby entities. Sixth Sense opposes the Sneak ability.

Interface This is effectively "Sonar." When you activate the ability, a "snapshot" of characters and AIs within 15 meters appears on the mission map, provided a Hacker has retrieved the mission map. Otherwise, they appear in the empty map area. You must be standing still for this ability to work. The "blips" appear for 10 seconds and then fade out. Sneaking and Invisible characters do not show up automatically; instead, a check is made against each one. This only detects non-friendly Sneakers and Invisible characters.

Formula Success: [(Ability Lvl*4) + (Tool Bonus) + (% roll)] > [Noise (Aur. Mag.) level + 50]

Prerequisite(s) Disguise L12

Inner Str. Cost 10 IS

Memory Footprint 1 memory unit

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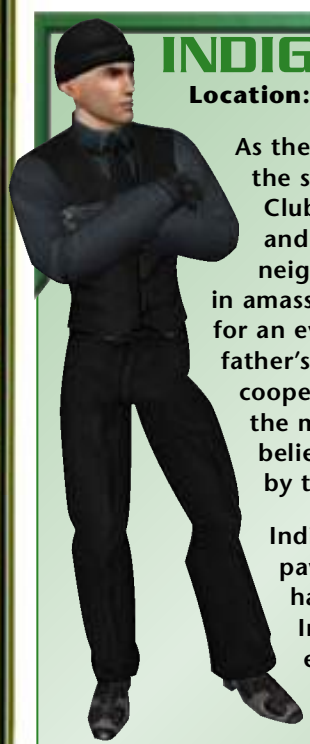
Open Locks

Class/Type	Infiltrator/Secondary – Utility
Description	Opening Locks is the art of gaining access to doors, safes and other portals secured by a physical lock. Lock-picking is done by shifting a series of tumblers or latches into the unlocked position by using a variety of tools. (Note that electronic locks are defeated using the Disable Security Device ability.) When you have this ability loaded, and a lockpick in your inventory, you have a chance to pick a lock. Be aware that some locks are more difficult to pick than others.
Interface	To pick a lock, select the lock-pick tool, and use it on the lock.
Formula	Success: [(Ability Lvl * 4) + (Tool Bonus) + (% roll)] > [(Difficulty Lvl) + 50]
Noise (Aur. Mag.)	Low
Prerequisite(s)	Disguise L8
Inner Str. Cost	0
Memory Footprint	1 memory unit
Activation Time	2 seconds



INDIGO

Location: Guinness Lake, Barrens

As the eldest and most powerful of the siblings, Indigo is the master of Club Dante, a popular nightclub and hangout in the Guinness Lake neighborhood. Indigo is interested in amassing and consolidating power for an eventual attempt to usurp his father's position. He has operated cooperatively with Dame White for the most part, and is generally believed to be "Mother's favorite" by the rest of the family.

Indigo often enlists his siblings as pawns in his plans, which they hate, but tolerate because Indigo can help them in their efforts to thwart the other siblings. This allows Indigo to keep his siblings at each other's throats and continually weak, simply by shifting his favor from one to the other (a technique he no doubt learned from his parents). Indigo has a frighteningly chill demeanor, and is almost impossible to agitate.

Back Roll Escape

Class/Type	Infiltrator/Tertiary – Special Move
Description	Escapee performs a backroll in order to exit combat. Target is Enraged for 10 seconds.
Prerequisite(s)	Disguise L14
Target	Single Enemy
Inner Str. Cost	15 IS
Memory Footprint	1 memory unit

Disarm Traps

Class/Type	Infiltrator/Secondary – Utility
Description	Once a trap has been detected, you can attempt to disable it using the appropriate tool. A failed attempt could set off the trap. You must first detect a trap on an object before trying to disarm it. Attempting to disarm a trapped object that has not been detected will result in the trap going off. Traps include trapped portals, containers and barriers. A trap that is on-going (like a room full of gas) can be disarmed after it has been set off.

Formula	Equation: [(Ability Level * 4) + Disarm Tool Bonus + d100 - Trap Disarm Difficulty - 50]
	if (roll > 0): Trap successfully disarmed
	if (roll is between -25 and 0): Failed to disarm trap; trap still active on object.
	if (roll <= -25): Critically failed to disarm trap; trap is triggered, deals damage, and goes away.
	Ability Variable:
	* Disarm Tool Bonus - Bonus mod granted by the disarming tool currently used.
	* Trap Disarm Difficulty - Trap's disarming DC, set when the trap is placed. This value varies with the trap kit used.

Noise (Aur. Mag.)	Low
Prerequisite(s)	Open Locks L10
Memory Footprint	1 memory unit
Activation Time	2 seconds

Infiltrator

Class/Type	Infiltrator/Discipline/Tertiary – Passive
Description	This ability provides a bonus to stealth-related abilities, such as Sneak, Disguise, Invisibility, and the like.
Formula	Bonus: +10 to Sneak, Disguise, Invisibility attributes
Prerequisite(s)	Sixth Sense, Open Locks, Disguise L15
Memory Footprint	2 memory unit

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Cutthroat

The Cutthroat is a more combat oriented version of the Spy. However, you're still not as physically imposing as a true Soldier. Your strength lies in subterfuge and surprise. Still, you can do a fair bit of damage to those you catch unawares. With abilities like Weak Points and Neuro Dart to give the enemy a bit of a shock, Drop Kick and Leg Sweep to help them along and when the going gets tough, and Flash Bomb to help the not-so-tough get going.

One important note, however — while you're part of the Operative discipline, you don't quite have the ability to go blow to blow, mano el mano with everything you see. You'll have to use stealth and surprise to your advantage.

— Researched by Biggs

Weak Points

Class/Type	Cutthroat/Secondary – Passive
Description	This ability provides a bonus to sneak attack damage.
Formula	Stealth Damage Bonus: +(Ability Lvl) Ability Level Cap: 50
Prerequisite(s)	Spy, Sneak L6
Memory Footprint	2 memory units

Drop Kick

Class/Type	Cutthroat/Tertiary – Special Move
Description	You rush toward opponent, and leap into the air. Picking up your knees, you chamber for a strong dropkick, sending your opponent flying forward. You either land on feet or on back. When you use this attack ability on an unsuspecting target, you'll launch a flying drop-kick that will not only surprise your opponent, but knock him off his feet, and deliver a tremendous blow. As with all sneak attacks, you must be sneaking, disguised, or invisible and behind your target to use it.
Formula	425 damage
Prerequisite(s)	Weak Points L12
Inner Str. Cost	20 IS
Target	Single Enemy
Memory Footprint	1 memory unit

Neuro-Dart

Class/Type	Cutthroat/Tertiary – Debuff
Description	This attack throws a small, envenomed dart at your target, which slows the target down, enabling you to exit the area.
Interface	Select this ability from your hot keys when you have a valid target.
Formula	Target gets 75% movement disruption for 30 seconds Target gets a -5 combat tactics penalty for 30 seconds DOT: Target takes 25 damage every 2.5 seconds for 10 seconds
Agent Response	Yes (Minor)
Noise (Aural Mag)	Low
Prerequisite(s)	Weak Points L8
Inner Str. Cost	30 IS
Memory Footprint	1 memory unit
Range	12m
Re-Use Delay	45 seconds
Target	Single Enemy
It Can Be Used	Outside Combat

Leg Sweep

Class/Type	Cutthroat/Tertiary – Special Move
Description	A melee special move. You move in low, sweeping the Off-Balance target's leg, and knocking him to the ground. The opponent is at a tactical disadvantage until he recovers from this move.
Formula	Target must be Off-Balance to use +5 Tactics Score to hit 120 damage Target is -5 to Tactics Scores for 20 seconds
Prerequisite(s)	Drop Kick, Weak Points L14
Inner Str. Cost	12 IS
Memory Footprint	1 memory unit
Re-Use Delay	12 seconds
Target	Single Enemy
It Can Be Used	Special Move
Target	Single Target

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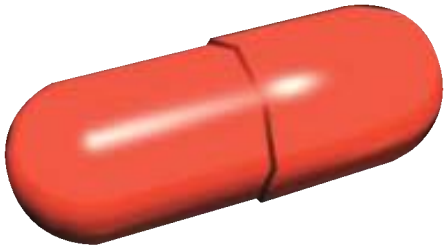

Flash Bomb

Class/Type	Cutthroat/Tertiary – Debuff
Description	You throw a bomb into an area, which explodes in a bright light. All enemies in the area are Blinded for 20 seconds.
Interface	Choose a ground target and select this ability from your hot keys.
Formula	Duration: 20 seconds Foes in the area are Blind for duration
Agent Response	Yes
Noise (Aur. Mag.)	Low
Prerequisite(s)	Neuro-Dart, Weak Points L10
Inner Str. Cost	35 IS
Memory Footprint	1 memory unit
Range	12m
Area of Effect	3m radius
Re-Use Delay	1 minute
Target	Enemies within range of target location
It Can Be Used	Outside Combat
Activation Time	2 seconds

Cutthroat

Class/Type	Cutthroat/Tertiary – Passive [Discipline]
Description	This ability provides a resistance against sneak attack damage.
Interface	Passive; functioning when the ability is loaded
Formula	Sneak Attack Damage Resistance: +20
Prerequisite(s)	Neuro-Dart, Drop Kick, Weak Points L15
Memory Footprint	2 memory units

Gunman

Mmmm … Guns … You can never have enough. The Gunman discipline is along the Soldier branch of the Operative tree. Your abilities are focused on doing massive amounts of damage with weapons of destruction — all at range. Your capability to create mayhem at range stems from Firearms Expert, Covering Fire and Disarming Shot, on top of Rifles, Submachineguns and Handguns — this is where you get to sample the available guns to decide what you'd like to specialize in later. A gunman is equally at home hosing down their opponents with the submachinegun as chasing a target, pistol in hand.

— Researched by Biggs

Firearms Expert

Class/Type	Gunman/Secondary – Passive
Description	Provides a bonus to damage when your weapon slot contains a firearm (handgun, submachinegun, rifle).
Formula	Bonus to Ranged Physical Damage: +(Ability Lvl) points Ability Level Cap: 50
Prerequisite(s)	Soldier, Combat Toughness L6
Memory Footprint	2 memory units

Disarming Shot

Class/Type	Gunman/Tertiary – Special Move
Description	Opponent takes damage and any weapon in opponent's hand is unequipped for 20 seconds. You must have a pistol in your inventory (not necessarily equipped) to use this ability. It works in both Free Fire and Close Combat situations.
Formula	112 damage Target is Disarmed for 20 seconds 10% Proc: DOT, 25 damage every 2.5 seconds for 20 sec.
Agent Response	Yes (Minor)
Noise (Aur. Mag.)	Medium
Prerequisite(s)	Firearms Expert L8
Inner Str. Cost	20 IS
Target	Single Enemy
Memory Footprint	1 memory unit
Re-Use Delay	8 seconds
Range	Interlock/20m
It Can Be Used	Anytime
Requires	Pistol
Activation Time	2 seconds

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Covering Fire

Class/Type	Gunman/Tertiary – Special Move
Description	A hail of bullets reduces your target's chance to hit for 15 seconds. It works in both Free Fire and Close Combat situations.
Formula	Target has -10 Tactics Score modifier for 15 seconds 15% Proc: Root for 12 seconds (50% chance of being broken by damage)
Agent Response	Yes (Minor)
Noise (Aur. Mag.)	Medium
Prerequisite(s)	Firearms Expert L12
Inner Str. Cost	25 IS
Target	Single Enemy
Memory Footprint	1 memory unit
Re-Use Delay	8 seconds
Range	Interlock/20m
It Can Be Used	Anytime
Requires	Submachinegun
Activation Time	2 seconds

Gunman

Class/Type	Gunman/Tertiary – Passive [Discipline]
Description	Increases Maximum Health and chance to hit in Ranged Combat.
Formula	+5 to tactic score with ranged weapon attacks +50 to Maximum Health Ability
Prerequisite(s)	Disarming Shot, Covering Fire, Firearms Expert L15
Memory Footprint	2 memory units

Handguns

Class/Type	Gunman/Secondary – Passive
Description	This is the ability to accurately fire a one-handed firearm, such as a revolver or semi-automatic pistol. You'll do more damage with pistols and receive a small bonus to your tactics.
Formula	Ability Cap: 50 Damage Bonus: +(Ability Lvl) when using Handguns Force Combat Bonus: +(Ability Lvl /4)
Prerequisite(s)	Firearms Expert L10
Memory Footprint	1 memory unit

Submachine Guns

Class/Type	Gunman/Secondary – Passive
Description	This is the ability to accurately fire a submachinegun. Having this ability loaded gives you a damage bonus when using submachineguns as well as providing a small bonus to your Burst tactics.
Formula	Ability Cap: 50 Damage Bonus: +(Ability Lvl) when using Submachineguns Evade Combat Bonus: +(Ability Lvl /4)
Noise (Aur. Mag.)	Very High
Prerequisite(s)	Firearms Expert L10
Memory Footprint	1 memory unit

Rifles

Class/Type	Gunman/Secondary – Passive
Description	This is the ability to accurately fire a rifle, such as a pump-action shotgun or automatic assault rifle. Load this ability to gain a damage bonus with rifles and a tactics bonus when you use the Aimed Shot maneuver.
Formula	Ability Cap: 50 Damage Bonus: +(Ability Lvl) when using Rifles Evade Combat Bonus: +(Ability Lvl /4)
Prerequisite(s)	Firearms Expert L10
Memory Footprint	1 memory unit

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Martial Arts Initiate

Wait like crane … Weave like snake … Strike like tiger … These are all hallmarks of the Martial Arts discipline. As you apprentice yourself to this tree, you'll make combat an art form — a dance, if you will. A dance you'll enjoy more than your erstwhile partners, of course.

This discipline is filled with both defense and offense as you get ready for your life of dodging objects and hitting back, hard. Starting off with Iron Guard, and its opposing force, Guard breaker, the Initiate progresses through this discipline until eventually choosing a form: Aikido, Karate or Kung Fu.

— Researched by Biggs

Martial Arts Expertise

Class/Type	Martial Arts Initiate/Secondary – Passive
Description	This ability provides a bonus to damage when you're using a martial arts style or self-defense.
Formula	Bonus to Melee Physical Damage: +(Ability Lvl) points Ability Level Cap: 50
Prerequisite(s)	Soldier, Combat Toughness L6
Memory Footprint	2 memory units

Guard Breaker

Class/Type	Martial Arts Initiate/Tertiary – Special Move
Description	A penetrating karate attack that does armor-piercing damage and puts your opponent at a disadvantage to block for the next 15 seconds.
Formula	112 damage. Target is in -50 to his Blocks for 15 seconds 20% Proc: Stun, 8 seconds
Noise (Aur. Mag.)	40
Prerequisite(s)	Martial Arts Expertise L8
Inner Str. Cost	20 IS
Target	Single Enemy
Memory Footprint	1 memory unit
Re-Use Delay	10 seconds
Range	Interlock
It Can Be Used	Special Move

Iron Guard

Class/Type	Martial Arts Initiate/Tertiary – Special Move
Description	An Aikido-based excellent defensive move. Not only is it quite damaging, but it puts you in a good defensive stance.
Formula	150 damage You gain a +25 mod to all Blocks and Dodges for 1 minute 20% Proc: -100 to target's Range Physical Damage and Melee Physical Damage for 20 seconds.
Noise (Aur. Mag.)	40
Prerequisite(s)	Martial Arts Expertise L12
Inner Str. Cost	25 IS
Target	Single Enemy
Memory Footprint	1 memory unit
Re-Use Delay	10 seconds
It Can Be Used	Special Move

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Martial Arts Initiate

Class/Type	Martial Arts Initiate/Tertiary – Passive [Discipline]
Description	Increases chance to hit in Melee Combat and provides a bonus to max health.
Formula	Melee Combat Tactics Bonus: +5 Max Health Bonus: +90
Prerequisite(s)	Guard Breaker, Iron Guard, Martial Arts Expertise L15
Memory Footprint	2 memory units

Aikido

Class/Type	Martial Arts Initiate/Secondary – Buff
Description	This ability allows you to fight in the Aikido style. You will do extra damage in hand-to-hand combat and gain a bonus when you want to force a fight.
Formula	Ability Cap: 50 Damage Bonus: +(Ability Lvl) when using Aikido Force Combat Bonus: +(Ability Lvl /2)
Prerequisite(s)	Martial Arts Expertise L10
Memory Footprint	1 memory unit

Karate

Class/Type	Martial Arts Initiate/Secondary – Buff
Description	This ability allows you to fight in the Karate style. You will do extra damage in hand-to-hand combat and gain a bonus when you want to force a fight.
Formula	Ability Cap: 50 Damage Bonus: +1/Level when using Karate style Force Combat Bonus: +(Ability Lvl /2)
Noise (Aur. Mag.)	Very High
Prerequisite(s)	Martial Arts Expertise L10
Memory Footprint	1 memory unit

Kung Fu

Class/Type	Martial Arts Initiate/Secondary – Buff
Description	This ability allows you to fight in the Kung Fu style. You will do extra damage in hand-to-hand combat and gain a bonus when you want to force a fight.
Formula	Ability Cap: 50 Damage Bonus: +1/Level when using Kung Fu Force Combat Bonus: +(Ability Lvl /2)
Prerequisite(s)	Martial Arts Expertise L10
Memory Footprint	1 memory unit

Gunslinger

On a virtual street, two opponents face each other … ready for the a showdown. This is the world of the Gunslinger. Focusing primarily on pistols as their weapon of choice, most combat will take place close enough to see what the other guy is thinking. With the choice of using not one, but two pistols with the Dual Handguns ability, you're getting dangerous at the near ranges. Add to this a couple of pistol-only feats like Pistol Aerial, Pistol Slide and Pistol Barrage, and you're well on your way to becoming an elite with small arms.

Fear not, however; there is some defense available. Pistol Evasion will give you a chance to literally dodge the bullet. You won't always be successful, of course.

The gunslinger tree is used strictly in interlock combat situations, while out-of-interlock situations are to be avoided. In interlock, gunslingers have mid-powered offensive capabilities, but each attack has a chance of causing a status on an opponent. Pistol Barrage and Pistol Evasive can cause Disarmed, Pistol Aerial can cause confuse and powerless, and Pistol Slide can cause powerless; all very useful to help you defeat your opponent. In terms of defensive abilities, Gunslinger increases your Health and chance of hitting your opponent, and Dual Handguns increases your handgun damage.

— Researched by Biggs & Sneaker98

Dual Handguns

Class/Type	Gunslinger/Secondary – Passive
Description	This ability provides a bonus to damage when your weapon slot contains a handgun or dual handguns. It also allows you to use dual handguns, for twin gun-fu action!
Formula	Bonus: +(Ability Lvl) Ability Level Cap: 50
Prerequisite(s)	Gunman, Handguns L17
Memory Footprint	2 memory units

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Pistol Slide

Class/Type	Gunslinger/Tertiary – Special Move
Description	You jump and slide backwards along the ground while continuously firing at your opponent. Use this handgun maneuver against an off-balance opponent to do quite a bit of damage.
Formula	Requires target to be Off-Balanced 300 damage Tactics Bonus: +10 30% Proc: Powerless for 10 seconds
Noise (Aur. Mag.)	60
Prerequisite(s)	Dual Handguns L20
Inner Str. Cost	20 IS
Target	Single Enemy
Memory Footprint	1 memory unit
Re-Use Delay	10 seconds
Range	Interlock
It Can Be Used	Special Move
Requires	Pistol/Dual Pistols

Pistol Evasive

Class/Type	Gunslinger/Tertiary – Special Move
Description	You perform a one-handed cartwheel while firing. Use this handgun maneuver to gain an increased chance to hit, an increased chance to not be hit, and do a lot of damage in the process.
Formula	125 damage You are +25 Block Combat Tactics Ability You are +25 to Dodge Attribute Tactics Bonus: +10 30% Proc: Disarm for 15 seconds
Noise (Aur. Mag.)	60
Prerequisite(s)	Pistol Slide, Dual Handguns L22
Inner Str. Cost	30 IS
Memory Footprint	1 memory unit
Re-Use Delay	10 seconds
Range	Interlock/16m
It Can Be Used	Anytime
Requires	Pistol/Dual Pistols
Duration	10 seconds
Activation Time	2 seconds

Pistol Aerial

Class/Type	Gunslinger/Tertiary – Special Move
Description	A special pistol move that does good damage and stuns your target.
Formula	300 damage Stuns target Tactics Bonus: +15 40% Proc: Powerless for 15 seconds
Noise (Aur. Mag.)	60
Prerequisite(s)	Dual Handguns L25
Inner Str. Cost	20 IS
Target	Single Enemy
Memory Footprint	1 memory unit
Re-Use Delay	10 seconds
Range	Interlock
It Can Be Used	Special Move
Requires	Dual Pistols
Duration	10 seconds

Pistol Barrage

Class/Type	Gunslinger/Tertiary – Special Move
Description	You perform a one-handed cartwheel while firing. Use this dual-handgun maneuver to deliver significant damage.
Formula	300 damage Tactics Bonus: +15 40% Proc: Disarm, 15 seconds 40% Proc: Powerless, 15 seconds
Noise (Aur. Mag.)	60
Prerequisite(s)	Pistol Aerial, Dual Handguns L27
Inner Str. Cost	30 IS
Target	Single Enemy
Memory Footprint	1 memory unit
Re-Use Delay	10 seconds
Range	Interlock/16m
It Can Be Used	Anytime
Requires	Dual Pistols

Gunslinger

Class/Type	Gunslinger/Tertiary – Passive [Discipline]
Description	Increases chance to hit in Ranged Combat with a handgun and increases maximum Health.
Formula	+5 to tactic score with Handguns attacks +120 to Maximum Health Attribute
Prerequisite(s)	Pistol Slide, Pistol Aerial, Dual Handguns L30
Memory Footprint	2 memory units

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Scattershot

Pistols are for the weak. Submachineguns — now there's a serious weapon. Why shoot single bullets at a target when you can hose the area down? All kinds of choices — It's up to you to pick the best SMG for the job. Bullet Spray and Controlled Burst will give you the ability to project a high volume rate of fire. Got someone firing back? No problem! Suppression Fire will keep their heads down while you finish them off with a Sliding Volley. Let everyone else throw one thing at your enemies; you'll do it by numbers. Big Numbers.

Aside from a single ability, this tree focuses on out-of-interlock attacks. Suppression Fire, which deals a moderate amount of damage to your opponent, also causes rooting. This is a very useful status effect, because it prevents your opponent from moving. In a free fire fight, this would allow you to move out of range of your opponent in order to heal yourself, or to add buffs. Aside from the offensive capabilities, this tree boosts Health points and combat tactics with the Scattershot ability, and submachinegun damage with the base ability of Dual Submachineguns.

— Researched by Biggs & Sneaker98

Dual Submachineguns

Class/Type	Scattershot/Secondary – Passive
Description	This ability provides a bonus to damage when your weapon slot contains an SMG or dual SMGs. It also allows you to use dual SMGs.
Formula	Damage Bonus: +(Ability Lvl) Ability Level Cap: 50
Prerequisite(s)	Gunman, Submachineguns L17
Memory Footprint	2 memory units

Bullet Spray

Class/Type	Scattershot/Tertiary – Special Move
Description	You spray a 45-degree cone area with bullets.
Formula	225 damage Tactics Bonus: +10 15% Proc: Enraged for 8 seconds
Noise (Aur. Mag.)	70
Prerequisite(s)	Dual Submachineguns L20
Inner Str. Cost	100 IS
Memory Footprint	1 memory unit
Re-Use Delay	10 seconds
Range	8m
It Can Be Used	Outside Combat
Requires	SMG/Dual SMG
Target	Enemies in 8m, 45-degree cone
Activation Time	2 seconds

Suppression Fire

Class/Type	Scattershot/Tertiary – Special Move
Description	You spray a 45-degree cone area with bullets, inflicting some damage and rooting your targets in place.
Formula	200 damage Tactics Bonus: +10 Targets who are hit are Rooted
Noise (Aur. Mag.)	75
Prerequisite(s)	Dual Submachineguns L25
Inner Str. Cost	70 IS
Memory Footprint	1 memory unit
Re-Use Delay	10 seconds
Range	8m
It Can Be Used	Outside Combat
Requires	Dual SMG
Target	Enemies in 8m, 45-degree cone
Duration	8 seconds
Activation Time	2 seconds

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Sliding Volley

Class/Type	Scattershot/Tertiary – Special Move
Description	You slide through the legs of an oncoming opponent while firing upward. Use this SMG maneuver to deliver significant damage to a Dazed opponent.
Formula	Requires Target to be Dazed 375 damage Tactics Bonus: +10 20% Proc: Enraged 12 secs
Noise (Aur. Mag.)	65
Prerequisite(s)	Bullet Spray, Dual Submachineguns L22
Inner Str. Cost	15 IS
Target	Single Enemy
Memory Footprint	1 memory unit
Re-Use Delay	10 seconds
Range	Interlock
It Can Be Used	Special Move
Requires	SMG/Dual SMGs

Controlled Burst

Class/Type	Scattershot/Tertiary – Special Move
Description	You fire a short, controlled burst inflicting a great deal of damage.
Formula	300 damage Tactic Bonus: +15 40% Proc: Enraged, 15 seconds
Noise (Aur. Mag.)	65
Prerequisite(s)	Suppression Fire, Dual Submachineguns L27
Inner Str. Cost	30 IS
Target	Single Enemy
Memory Footprint	1 memory unit
Re-Use Delay	10 seconds
Range	Interlock/16m
It Can Be Used	Anytime
Requires	Dual Submachineguns
Activation Time	2 seconds

Scattershot

Class/Type	Scattershot/Tertiary – Passive [Discipline]
Description	Increases chance to hit in Ranged Combat with an SMG (or two) and increases maximum Health.
Formula	+5 to tactic score with Submachinegun attacks +40 Maximum Health
Prerequisite(s)	Suppression Fire, Bullet Spray, Dual Submachineguns L30
Memory Footprint	2 memory units

Rifleman

The world of the rifleman is like the footsoldier of old. Carrying around large machine guns or hunting rifles, their job is suppression and controlled takedowns. With the skills to back them up, they reign supreme at their job. With abilities like Immobilizing Shot and Wounding Shot, their aim is to take the enemy out. You can't question a deader. Offensively — well, I'd hate to laugh at a person carrying a big nasty gun. While they probably won't fill you with as many holes as Submachine gunners, they can put you down quite easily with a Three Round Burst. Sometimes; one doesn't do the job.

The greatest asset to the Rifleman tree is that it does not rely on interlock for combat. Instead, you have the option of outmaneuvering your opponent while not confined by the rules of interlock. Three Round Burst, Wounding Shot, and Disabling Shot can each cause rooting upon your opponent, which allows you to leave their effective range in order to heal or buff. Disabling Shot has an added bonus of having a chance to disarm your opponent, which is extremely effective against soldiers who rely on weapons for their offensive capabilities.

— Researched by Biggs & Sneaker98

Advanced Riflery

Class/Type	Rifleman/Secondary – Passive
Description	This ability provides a bonus to damage when your weapon slot contains a rifle or shotgun.
Formula	Damage Bonus with Rifles: +(Ability Lvl) Ability Level Cap: 50
Prerequisite(s)	Gunman, Rifles L17
Memory Footprint	2 memory units

Wounding Shot

Class/Type	Rifleman/Tertiary – Special Move
Description	A vital organ is hit by a well-placed shot.
Formula	300 damage Tactics Bonus: +10 20% Proc: DOT, 25 damage every 2.5 secs for 10 seconds 30% Proc: Stun, 10 seconds
Noise (Aur. Mag.)	85
Prerequisite(s)	Advanced Riflery L20
Inner Str. Cost	20 IS
Target	Single Enemy

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Memory Footprint	1 memory unit
Re-Use Delay	10 seconds
Range	20m
It Can Be Used	Outside Combat
Requires	Rifle, Shotgun
Activation Time	2 seconds

Immobilizing Shot

Class/Type	Rifleman/Tertiary – Special Move
Description	When you use this free fire combat maneuver, you'll deliver significant damage, and render your opponent immobile for a short time.
Formula	300 damage Tactics Bonus: +15 Target is Rooted (breaks on damage 50% of the time)
Noise (Aur. Mag.)	85
Prerequisite(s)	Advanced Riflery L25
Inner Str. Cost	30 IS
Target	Single Enemy
Memory Footprint	1 memory unit
Re-Use Delay	10 seconds
Range	20m
It Can Be Used	Outside Combat
Requires	Rifle, Shotgun
Duration	8 seconds
Activation Time	2 seconds

Disabling Shot

Class/Type	Rifleman/Tertiary – Special Move
Description	You deliver a painful gut shot. When you use this free fire maneuver, you'll both stun and injure your opponent.
Formula	150 damage Tactics Bonus: +10 Target is Stunned 20% Proc: Disarm, 8 seconds
Noise (Aur. Mag.)	85
Prerequisite(s)	Wounding Shot, Advanced Riflery L22
Inner Str. Cost	20 IS
Target	Single Enemy
Memory Footprint	1 memory unit
Re-Use Delay	10 seconds
Range	20m
It Can Be Used	Outside Combat
Requires	Rifle, Shotgun
Duration	8 seconds
Activation Time	2 seconds

Three Round Burst

Class/Type	Rifleman/Tertiary – Special Move
Description	Tight, controlled burst. When you use this combat maneuver against a staggered opponent, you deliver significant damage with your rifle or shotgun.
Formula	Target must be Staggered 400 damage Tactics Bonus: +15 40% Proc: Stun, 15 seconds
Noise (Aur. Mag.)	85
Prerequisite(s)	Immobilizing Shot, Advanced Riflery L27
Inner Str. Cost	20 IS
Target	Single Enemy
Memory Footprint	1 memory unit
Re-Use Delay	10 seconds
Range	Interlock/20m
It Can Be Used	Anytime
Requires	Rifle, Shotgun
Activation Time	2 seconds

Rifleman

Class/Type	Rifleman/Tertiary – Passive [Discipline]
Description	Increases chance to hit in Ranged Combat with a Rifle or Shotgun, and increases maximum Health.
Formula	Tactics Bonus: +5 with Rifle or Shotgun attacks Max Health: +40
Prerequisite(s)	Wounding Shot, Immobilizing Shot, Advanced Riflery L30
Memory Footprint	2 memory units

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Kung Fu Master

"I know Kung Fu!" – Neo

Your repertoire of feats with Kung Fu start out with Misdirect Punch and Piston Kicks, and only get better from there. The dreaded Dim Mak Strike and the wildly popular Machinegun Fist Combo all make their appearance here.

Get used to fighting close. You'll get in, trade blows, and only one of you will walk away.

The Kung Fu Master tree is the first step in specializing with Kung Fu hand-to-hand combat. The base ability, Kung Fu Proficiency, boosts kung fu damage upon a successful hit, and the last ability in the tree, Kung Fu Master, boosts your maximum Health and your chance of hitting an opponent while using Kung Fu attacks. Misdirect Punch, Piston Kicks, Dim Mak Strike, and Machinegun Fist Combo are the physical attacks in this tree, and each one of them invokes a powerless state upon your opponent if successfully executed. This is very useful, as it will prevent your opponent from doing any special moves in interlock combat.

— Researched by Biggs & Sneaker98

Kung Fu Proficiency

Class/Type	Kung Fu Master/Secondary – Passive
Description	This ability provides a bonus to damage when you're using the Kung Fu art.
Formula	Bonus Damage with Kung Fu: +(Ability Lvl) Ability Level Cap: 30
Prerequisite(s)	Martial Arts Initiate, Kung Fu L17
Memory Footprint	2 memory units

Dim Mak Strike

Class/Type	Kung Fu Master/Tertiary – Special Move
Description	A Kung Fu special move that takes advantage of an opponent being Dazed to both stun and injure him.
Formula	Requires target to be Dazed 125 damage Tactics Bonus: +20 Stuns target 30% Proc: Powerless for 8 seconds
Noise (Aur. Mag.)	40
Prerequisite(s)	Kung Fu Proficiency L20
Inner Str. Cost	15 IS
Target	Single Enemy
Memory Footprint	1 memory unit
Re-Use Delay	10 seconds
Range	Interlock
It Can Be Used	Special Move
Duration	8 seconds

Misdirect Punch

Class/Type	Kung Fu Master/Tertiary – Special Move
Description	Damaging attack that also blinds the target.
Formula	225 damage Tactics Bonus: +15 Target is Blinded 40% Proc: Powerless, 12 seconds 20% Proc: Dazed, 12 seconds
Noise (Aur. Mag.)	50
Prerequisite(s)	Kung Fu Proficiency L25
Inner Str. Cost	30 IS
Memory Footprint	1 memory unit
Re-Use Delay	10 seconds
Range	Interlock
It Can Be Used	Special Move
Duration	12 seconds

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Machinegun Fist Combo

Class/Type	Kung Fu Master/Tertiary – Special Move
Description	A damaging punch combo which renders its target Powerless.
Formula	225 damage Tactics Bonus: +10 Target is Powerless for 12 seconds 20% Proc: a Delete Upgrade effect on target
Noise (Aur. Mag.)	40
Prerequisite(s)	Dim Mak Strike, Kung Fu Proficiency L22
Inner Str. Cost	20 IS
Target	Single Enemy
Memory Footprint	1 memory unit
Re-Use Delay	10 seconds
Range	Interlock
It Can Be Used	Special Move
Duration	12 seconds

Piston Kicks

Class/Type	Kung Fu Master/Tertiary – Special Move
Description	You perform a one-handed cartwheel while firing. Use your Kung Fu to both daze and significantly injure your opponent.
Formula	400 damage Tactics Bonus: +30 40% Proc: Powerless, 15 seconds Target must be Dazed
Noise (Aur. Mag.)	50
Prerequisite(s)	Misdirect Punch, Kung Fu Proficiency L27
Inner Str. Cost	20 IS
Target	Single Enemy
Memory Footprint	1 memory unit
Re-Use Delay	10 seconds
Range	Interlock
It Can Be Used	Special Move

Kung Fu Master

Class/Type	Kung Fu Master/Tertiary – Passive [Discipline]
Description	Increases chance to hit in melee combat while using Kung Fu, and increases maximum Health.
Formula	+5 to tactic score with Kung Fu attacks +90 to Maximum Health
Prerequisite(s)	Dim Mak Strike, Misdirect Punch, Kung Fu Proficiency L30
Memory Footprint	2 memory units

Karate Master

Focusing on controlling Ki, along with a series of kick attacks, the Karate Master is not one to be trifled with. With the ability to do amazing things like Side Kick Combo and Sky High Sidekick, you'll find yourself toe to toe with the opposition. Oh, you'll use your fists as well, with Ki-Charged Punch available to those with the discipline for it. Rounding out the fair is the Swirling Ki Summon, an attack aimed at disorienting any who get too close to you … maybe many who get too close to you .

The base ability of Karate Expertise increases the damage done while executing Karate-based attacks, and the final ability, Karate Master, boosts your chance of hitting your opponent during interlock, as well as increasing your max Health. The special attacks in this tree are, on average, more powerful than in the other martial art trees. Sidekick Combo and Ki-Charged Punch each do 300 damage and up, while having a chance to cause Stun on an opponent. Sky-High Sidekick is also useful, because it will reduce an opponent's physical damage resistance for 15 seconds, which will increase the potency of your attacks.

— Researched by Biggs & Sneaker98

Karate Expertise

Class/Type	Karate Master/Secondary – Passive
Description	This ability provides a bonus to damage when you're using Karate.
Formula	Damage Bonus: +(Ability Lvl) Ability Level Cap: 50
Prerequisite(s)	Martial Arts Initiate, Karate L17
Memory Footprint	2 memory units

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Ki-Charged Punch

Class/Type	Karate Master/Tertiary – Special Move
Description	A Karate special move that takes advantage of an opponent being Staggered.
Formula	Target must be Staggered 300 damage Tactics Bonus: +20 30% Proc: Stun for 12 seconds
Noise (Aur. Mag.)	40
Prerequisite(s)	Karate Expertise L20
Inner Str. Cost	30 IS
Target	Single Enemy
Memory Footprint	1 memory unit
Re-Use Delay	10 seconds
Range	Interlock
It Can Be Used	Special Move

Sidekick Combo

Class/Type	Karate Master/Tertiary – Special Move
Description	Damaging attack.
Formula	Target must be Staggered 350 damage Tactics Bonus: +30 40% Proc: Stun for 15 seconds 20% Proc: Enraged for 15 seconds
Noise (Aur. Mag.)	50
Prerequisite(s)	Karate Expertise L25
Inner Str. Cost	20 IS
Target	Single Enemy
Memory Footprint	1 memory unit
Re-Use Delay	10 seconds
Range	Interlock
It Can Be Used	Special Move

Sky High Sidekick

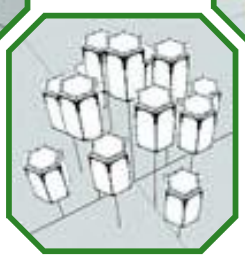
Class/Type	Karate Master/Tertiary – Special Move
Description	You draw the ki force out of a foe, damaging him, making him more vulnerable to future attacks, and possibly stunning him.
Formula	Reduces target's Toughness by 25 points 150 damage Tactics Bonus: +10 20% Proc: Stun for 12 seconds
Noise (Aur. Mag.)	40
Prerequisite(s)	Ki-Charged Punch, Karate Expertise L22
Inner Str. Cost	30 IS
Target	Single Enemy
Memory Footprint	1 memory unit
Re-Use Delay	40 seconds
Range	Interlock
It Can Be Used	Special Move
Duration	15 seconds

Swirling Ki Summon

Class/Type	Karate Master/Tertiary – Special Move
Description	Use this special move against several foes in a small area to both injure and them and reduces their combat effectiveness.
Formula	200 damage to all around you Tactics Bonus: +10 Targets' Combat Tactics: -10
Agent Response	Yes (Minor)
Noise (Aur. Mag.)	60
Prerequisite(s)	Sidekick Combo, Karate Expertise L27
Inner Str. Cost	60 IS
Memory Footprint	1 memory unit
Re-Use Delay	10 seconds
Range	Interlock
It Can Be Used	Anytime
Duration	12 seconds
Target	Enemies within 3m of you

Karate Master

Class/Type	Karate Master/Tertiary – Passive [Discipline]
Description	Increases chance to hit in melee combat while using Karate, and increases Maximum Health.
Formula	+5 to tactic score with Karate attacks +90 to Maximum Health Ability
Prerequisite(s)	Ki-Charged Punch, Sidekick Combo, Karate Expertise L30
Memory Footprint	2 memory units



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Aikido Master

"An Aikido Master specializes in being a tank. She is very effective at getting an opponent into Close Combat and keeping them there once she's done so." (from MxO design docs)

Aikido Master is unique from the other martial art trees, because it focuses more on abilities that have an effect on you, rather than your opponent. Serene Calm heals you over time, and Iron Body increases your toughness and force combat attributes. The base ability, Aikido Prowess, increases your damage while using Aikido attacks, and Aikido Master increases your chance of hitting an opponent as well as raising your maximum Health. Maki-Otoshi has a chance of decreasing your opponent's effectiveness in combat while dealing a healthy 300 points of damage.

— Researched by Sneaker98

Aikido Prowess

Class/Type	Aikido Master/Secondary – Passive
Description	This ability provides a bonus to damage when you're using the Aikido art.
Formula	Bonus: +(Ability Lvl) Ability Level Cap: 5
Prerequisite(s)	Martial Arts Initiate, Aikido L17
Memory Footprint	2 memory units

Iron Body

Class/Type	Aikido Master/Tertiary – Buff
Description	A well-trained Aikido master can ignore pain. Use this ability to increase your resistance to hand-to-hand damage.
Formula	+25 to Damage Resistance Ability +30 to Force Interlock Ability
Agent Response	Yes (Minor)
Noise (Aur. Mag.)	Medium
Prerequisite(s)	Aikido Prowess L20
Inner Str. Cost	50 IS
Memory Footprint	1 memory unit
Re-Use Delay	30 seconds
It Can Be Used	Anytime
Target	Yourself
Duration	12 seconds
Buffer Size	20 units
Activation Time	0 seconds

Serene Calm

Class/Type	Aikido Master/Tertiary – Buff
Description	The calm of an Aikido master can accomplish amazing things. Use this ability to radically increase your regeneration rate.
Formula	HOT: 50 Health every 2.5 seconds for 30 seconds
Agent Response	Yes (Minor)
Noise (Aur. Mag.)	Medium
Prerequisite(s)	Aikido Prowess L25
Inner Str. Cost	70 IS
Memory Footprint	1 memory unit
Re-Use Delay	5 minutes
It Can Be Used	Anytime
Target	Yourself
Duration	30 seconds
Buffer Size	25 units
Activation Time	0 seconds

MOLLY-B

Location: Moriah, Slums

Molly-B is the "sweet young thing" of the Elements. She presents the picture of civility, dressed in a flower-pattern 1950's-style dress. Molly-B has taken it upon herself to try to curb the more unruly behaviors of the other Elements, or repair their transgressions when she can. Because she's not as ruthless as the others in her bid for power, she is significantly weaker than the others, and thus her activities have not caused significant damage yet. Molly-B feels protective of the other Elements, as they do of her, in spite of their differing viewpoints. None of them can imagine hurting Molly-B, no matter what other repugnant business they may be into, and no matter what she might do to their plans. She is their conscience. That doesn't mean they won't strike at her powerbase, though. Argon makes her heart go flip-flop, but she's well aware of what kind of man he is, and would never consent to be with him.

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Counter Throw

Class/Type	Aikido Master/Tertiary – Special Move
Description	Aikido special attack. Use this maneuver to both enrage and injure an off-balance opponent.
Formula	Enrages target 225 damage Tactics Bonus: +20 Target must be Off-Balance 30% Proc: Disarm for 20 seconds
Noise (Aur. Mag.)	40
Prerequisite(s)	Iron Body, Aikido Prowess L22
Inner Str. Cost	15 IS
Target	Single Enemy
Memory Footprint	1 memory unit
Re-Use Delay	1 seconds
Range	Interlock
It Can Be Used	Special Move
Duration	8 seconds

Maki-Otoshi

Class/Type	Aikido Master/Tertiary – Special Move
Description	Counter attack that knocks opponent to ground. Use this special move to both enrage and significantly injure your opponent.
Formula	Enrages target 300 damage Tactics Bonus: +15 30% Proc: -20 to Combat Tactics, 15 seconds
Noise (Aur. Mag.)	50
Prerequisite(s)	Serene Calm, Aikido Prowess L27
Inner Str. Cost	30 IS
Target	Single Enemy
Memory Footprint	1 memory unit
Re-Use Delay	10 seconds
Range	Interlock
It Can Be Used	Special Move
Duration	12 seconds

Aikido Master

Class/Type	Aikido Master/Tertiary – Passive [Discipline]
Description	Increases chance to hit in melee combat while using Aikido, and increases Maximum Health.
Formula	+5 to tactic score with Aikido attacks +170 to Maximum Health Ability
Prerequisite(s)	Iron Body, Serene Calm, Aikido Prowess L30
Memory Footprint	2 memory units

Knife Thrower

This is the part of the Spy tree that focuses on ranged attacks. The first ability, Wicked Aim, increases your ranged damage, which means that not only will your knifes do more damage, but so will your guns. Crippling Throw and Deadly Throw are very similar, with Crippling Throw rooting your opponent for a short time, while Deadly Throw reduces his movement speed. This can be useful in dealing damage and keeping your opponent away at the same time. The Knife Thrower ability raises your Ranged Combat Tactics, increasing your chance of hitting opponents with knifes, and with guns as well. The optional ability Wounding Throw causes a small amount of damage at regular intervals for short time. This could be very useful in interrupting the abilities of your opponents outside of Interlock. Blinding Throw is similar to Wounding Throw, but lasts a shorter time and also causes Blindness for a short period of time.

— Researched by Nanohaxial

Wicked Aim

Class/Type	Knife Thrower/Secondary – Passive
Description	This ability provides a bonus to damage for ranged attacks.
Formula	Ranged Attack Damage Bonus: +(Ability Lvl)
Prerequisite(s)	Cutthroat, Weak Points L17
Memory Footprint	2 memory units

Deadly Throw

Class/Type	Knife Thrower/Tertiary – Special Move
Description	A vital organ is hit by a well-placed shot, damaging and slowing the target
Formula	300 damage Tactics Bonus: +10 Reduces target's movement speed by 50%
Noise (Aur. Mag.)	20
Prerequisite(s)	Wicked Aim L20
Inner Str. Cost	30 IS
Target	Single Enemy
Memory Footprint	1 memory unit
Re-Use Delay	10 seconds
Range	16m
It Can Be Used	Outside Combat
Duration	15 seconds
Activation Time	2 seconds

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Crippling Throw

Class/Type	Knife Thrower/Tertiary – Special Move
Description	Thrown knife damages and roots the target.
Formula	300 damage Tactics Bonus: +15 Target is Rooted
Noise (Aur. Mag.)	30
Prerequisite(s)	Deadly Throw L25
Inner Str. Cost	40 IS
Target	Single Enemy
Memory Footprint	1 memory unit
Re-Use Delay	10 seconds
Range	16m
It Can Be Used	Outside Combat
Duration	15 seconds
Activation Time	2 seconds

Wounding Throw

Class/Type	Knife Thrower/Tertiary – Special Move
Description	Thrown knife causes target to bleed damage over time.
Formula	50 damage every 5 seconds Tactics Bonus: +10
Noise (Aur. Mag.)	30
Prerequisite(s)	Deadly Throw, Wicked Aim L22
Inner Str. Cost	40 IS
Target	Single Enemy
Memory Footprint	1 memory unit
Re-Use Delay	70 seconds
Range	16m
It Can Be Used	Outside Combat
Duration	50 seconds
Activation Time	2 seconds

Blinding Throw

Class/Type	Knife Thrower/Tertiary – Special Move
Description	Throw to the face that damages and Blinds.
Formula	60 damage every 5 seconds Tactics Bonus: +15 Blinds target
Noise (Aur. Mag.)	30
Prerequisite(s)	Crippling Throw, Wicked Aim L27
Inner Str. Cost	50 IS
Target	Single Enemy
Memory Footprint	1 memory unit
Re-Use Delay	20 seconds
Range	16m
It Can Be Used	Outside Combat
Duration	15 seconds
Activation Time	2 seconds

Knife Thrower

Class/Type	Knife Thrower/Tertiary – Passive [Discipline]
Description	Increases chance to hit in Ranged Combat.
Formula	Tactics Bonus: +5 with Ranged attacks
Prerequisite(s)	Deadly Throw, Crippling Throw, Wicked Aim L30
Memory Footprint	2 memory units

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Assassin

This includes some of the most powerful attacks in the Spy line. The Improved Sneak Attack ability increases stealth damage, making Spy moves do more damage. The Spin Throw and Topsy Turvy abilities require you to be stealthed and behind your opponent. They both do a significant amount of damage to your opponent. The Assassin ability increases Stealth, making it harder for opponents to detect you. The optional ability Punt is similar to Spin Throw and Topsy Turvey, but deals and even greater amount of damage to your opponent. The Suplex ability damages your opponents, and also causes your targets to be Off-Balance, Dazed and Staggered.

— Researched by Nanohaxial

Improved Sneak Attack

Class/Type Assassin/Secondary – Passive

Description This ability provides a bonus to Sneak Attack damage.

Formula Stealth Damage Bonus: +(Ability Lvl)
Ability Level Cap: 50

Prerequisite(s) Cutthroat, Weak Points L17

Memory Footprint 2 memory units

Spin Throw

Class/Type Assassin/Tertiary – Sneak Attack

Description You clinch your target's head from behind and throw her into a Hong Kong spin. Use this sneak attack to do significant damage to your opponent. As with all sneak attacks, you must be sneaking, invisible, or disguised and behind your opponent to use it.

Formula 650 damage

Prerequisite(s) Improved Sneak Attack L20

Inner Str. Cost 50 IS

Memory Footprint 1 memory unit

Re-Use Delay 40 seconds

Target Single Enemy

It Can Be Used Outside Combat

Suplex

Class/Type Assassin/Tertiary – Sneak Attack

Description You rush from behind, jarring your opponent with your shoulder, and reaching around opponent's stomach. As opponent regains balance from being jarred, you throw opponent back by leaning backwards. This causes opponent to fly back, landing on his back, while you land flat and safely on your back.

Formula 500 damage
Makes target Dazed, Staggered and Off-Balance

Prerequisite(s) Spin Throw, Improved Sneak Attack L22

Inner Str. Cost 50 IS

Memory Footprint 1 memory unit

Re-Use Delay 1 minute

Target Single Enemy

It Can Be Used Outside Combat

Duration 15 seconds

Topsy Turvy

Class/Type Assassin/Tertiary – Sneak Attack

Description You use right leg to place a push kick onto opponent's right shoulder blade. This not only inflicts damage, but turns opponent around 180 degrees. You then use left hand to backfist opponent's face, stopping her from turning. With left hand still extended, you contort neck around, so as to make opponent spin around (counter-clockwise). This gives ample opportunity for you to execute a powerful kick with your right leg, damaging and sleeping your target.

Formula 600 damage
Sleeps target

Prerequisite(s) Improved Sneak Attack L25

Inner Str. Cost 60 IS

Memory Footprint 1 memory unit

Re-Use Delay 1 minute

Target Single Enemy

It Can Be Used Outside Combat

Duration 30 seconds

Punt

Class/Type Assassin/Tertiary – Sneak Attack

Description Use this sneak attack to deliver tremendous injury to your opponent. As with all sneak attacks, you must be sneaking, invisible, or disguised and behind your opponent to use it.

Formula 1000 damage

Prerequisite(s) Topsy Turvy, Improved Sneak Attack L27

Inner Str. Cost 30 IS

Memory Footprint 1 memory unit

Re-Use Delay 1 minute

Target Single Enemy

It Can Be Used Outside Combat

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Assassin

Class/Type	Assassin/Tertiary – Passive [Discipline]
Description	This ability makes it easier to sneak attack even the most canny fighters, and improves your chance to successfully sneak by your foes.
Interface	Passive; active when the ability is loaded.
Formula	+20 to Stealth Attribute.
Prerequisite(s)	Spin Throw, Tospy Turvy, Improved Sneak Attack L30
Memory Footprint	2 memory units

Shadow

Here you'll find several abilities that are useful in remaining undetected. The Invisibility ability is similar to sneak, but you are able to run, jump, and even Hyper-Jump without losing Stealth. It is also harder for your opponents to detect you with this ability. The Stealth Countermeasures ability greatly increases your stealth detection for a short time, giving you a better chance to find other Spies and make them visible. The Cartwheel Escape ability allows you to escape Interlock, while Confusing your opponent and increasing your Combat Evasion for a short time. The Shadow ability increases the levels of your Sneak, Disguise, and Invisibility abilities. The optional ability Canny Strike also escapes Interlock, as well as causing damage and Stun. Desperate Speed increases movement speed, aiding you in running from a possible threat. Shifty Technique increases Combat Evasion even further, to help avoid Interlock combat.

— Researched by Nanohaxial

Invisibility

Class/Type	Shadow/Secondary – Buff
Description	Allows you to render yourself invisible both visually and on the map HUD. PCs and NPCs won't be able to detect your presence and may therefore not target you for attacks. This removes you from the map in a sort of "perfect stealth." An invisible character stays invisible until one of the following conditions are met: • Entering Interlock • Performing another ability • Another character successfully uses a Detection device You automatically gain a Surprise Attack if you enter Interlock. Certain NPCs ignore Invisibility, and are still able to target invisible characters. Invisibility lasts for [30+ (Abil Lvl * 2)] seconds.
Interface	When you activate the Invisibility ability, you can still see a transparent version of yourself, so that you can navigate.
Formula	Detection Difficulty: (Invisibility Ability Lvl * 4) + (Tool Bonus) + 50 Level Cap 50
Agent Response	Yes (Major)
Noise (Aur. Mag.)	Low
Prerequisite(s)	Infiltrator, Disguise L17
Inner Str. Cost	50 IS
Memory Footprint	2 memory units
Re-Use Delay	30 seconds
Buffer	17 units
Activation Time	2 seconds

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Desperate Speed

Class/Type	Shadow/Tertiary – Buff
Description	Use this ability to summon up a short burst of speed, perfect for getting out of that bad situation, or chasing down that annoying, fleeing spy. This ability lasts for a relatively short duration, and has a long reuse timer.
Formula	+100% to ground movement speed for 15 seconds.
Agent Response	Yes
Noise (Aur. Mag.)	10
Prerequisite(s)	Invisibility L19
Inner Str. Cost	50 IS
Memory Footprint	1 memory unit
Target	Yourself
It Can Be Used	Outside Combat
Re-Use Delay	5 minutes
Buffer	19 units
Activation Time	0 seconds

Cartwheel Escape

Class/Type	Shadow/Tertiary – Special Move
Description	You quickly launch into a cartwheel, with a sideflip, launching yourself into the air, then land safely, evading low and high attacks. Use this acrobatic maneuver to escape from close combat and confuse your target.
Formula	Escape Target is Confused +25 to Evade Combat for 30 seconds
Prerequisite(s)	Invisibility L20
Inner Str. Cost	15 IS
Memory Footprint	1 memory unit
Duration	8 seconds
Re-Use Delay	30 seconds
Target	Single Enemy
It Can Be Used	Special Move

Stealth Countermeasures

Class/Type	Shadow/Tertiary – Buff
Description	This ability briefly increases your chance to detect a sneaking or invisible character in the area.
Interface	Activate this ability from your toolbar.
Formula	+80% to detect sneaking characters
Prerequisite(s)	Invisibility L25
Inner Str. Cost	140 IS
Memory Footprint	1 memory unit
Target	Yourself
It Can Be Used	Outside Combat
Duration	30 seconds
Re-Use Delay	15 seconds
Buffer Size	25 units
Activation Time	0 seconds

Shifty Technique

Class/Type	Shadow/Tertiary – Buff
Description	This ability makes it very difficult for enemies to force you into close combat for a brief period.
Interface	Select the icon from the Shortcut bar.
Formula	+80 to Evade Combat
Prerequisite(s)	Cartwheel Escape, Invisibility L22
Inner Str. Cost	40 IS
Memory Footprint	1 memory unit
Target	Yourself
It Can Be Used	Outside Combat
Buffer Size	22 units
Re-Use Delay	2 minutes
Activation Time	2 seconds
Duration	30 seconds

Canny Strike

Class/Type	Shadow/Tertiary – Special Move
Description	Run at your opponent and do a backflip off of her chest. Use this ability to escape from close combat, and both injure and stun your opponent on your way out.
Formula	Escape Target is Stunned 200 damage
Noise (Aur. Mag.)	40
Prerequisite(s)	Stealth Countermeasures, Invisibility L27
Inner Str. Cost	70 IS
Memory Footprint	1 memory unit
Duration	8 seconds
Re-Use Delay	30 seconds
Target	Single Enemy
It Can Be Used	Special Move
Tactics Bonus	+25

Shadow

Class/Type	Shadow/Discipline/Tertiary – Passive
Description	This ability provides a bonus to stealth-related abilities, such as Sneak, Disguise, Invisibility, and the like.
Formula	Bonus: +10 to Sneak, Disguise, Invisibility attributes
Prerequisite(s)	Cartwheel Escape, Stealth Countermeasures, Invisibility L30
Memory Footprint	2 memory units

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Data Miner

Though it may not be the best way to get information, it is certainly the safest. Many of these abilities require a tool to use. The Find Data Node ability improves upon the Locate Data Node ability. The Data Node Goggles ability is very useful in locating Data Nodes, allowing you to visually see them. Data Tap allows you to extract $information from Data Nodes. The Advanced Data Node Goggles and Advanced Data Tap abilities allow you to use higher level tools when locating and tapping Data Nodes. Siphon Data Node improves upon your Tap Data Node ability, while Data Miner increases the speed at which you extract information.

— Researched by Nanohaxial

Find Data Node

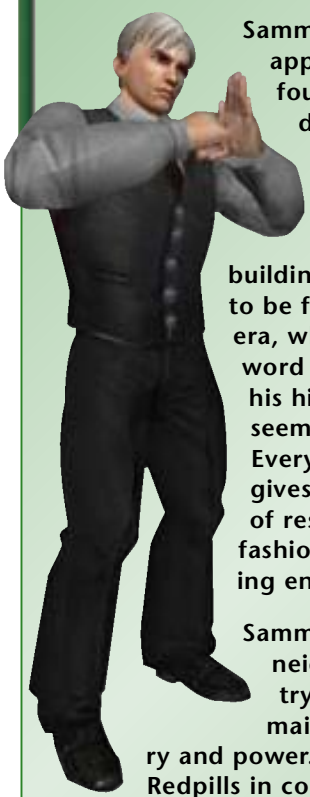
Class/Type	Data Miner/Secondary – Utility
Description	You can locate and possibly visualize a Data Node if using the correct equipment. There are two types of Data Node detection: Proximity and Visual. Proximity detection requires a device similar to a Geiger counter. The device emits a clicking noise, like a Geiger Counter, which gets more frequent the closer it gets to a data node. Visual Detection involves an elaborate headset similar to night vision goggles. In addition to visualizing the Data Node, the headset devices will also create a pointing arrow in the direction of the nearest nexus. The quality of the headset dictates the detection range.
Formula	This is a mastery level ability for Locate Data Node. Level Cap: 50
Noise (Aur. Mag.)	None or High (depending on tool used)
Prerequisite(s)	Locate Data Node L5, Infiltrator, Disguise L17 Certain tools may have additional ability Requirements.
Inner Str. Cost	Small constant amount, losing about 2 IS every 5 seconds after walking regen rate.
Memory Footprint	2 memory units

Siphon Data Node

Class/Type	Data Miner/Secondary – Utility
Description	Tapping a data node is a process in which raw data is collected and recorded for future use. By attaching a device to a data node, you are able to set aside raw data for yourself. The rate at which this takes place is based on the size of the node, the setting of the device, and the size of the device.
Interface	Use the device on the data node. A successful "tap" will bring up a window showing the amount of raw data collected, and a slider that you can use to set the speed of the device.
Formula	Mastery level ability for Tap Data Node. Level Cap: 50
Agent Response Mag.	Yes (intensity varies)
Noise (Aur. Mag.)	Med to High
Prerequisite(s)	Find Data Node L19 Certain tools may have additional requirements
Inner Str. Cost	0
Memory Footprint	1 memory unit

SAMMY "LILAC" WIEN

Location: Lamar, Westview



Sammy is a big man with big appetites. He can often be found at The Vault, nattily dressed in his trademark color. His form, mannerisms and presence are only slightly out of place in his environment. Like the older buildings of Lamar, Sammy appears to be from a time past, a bygone era, when deals were sealed with a word and a handshake. Overtly, his history is pretty shady, and he seems to like it that way. Everyone knows who he is, and gives him a wide berth and a lot of respect. His methods are old-fashioned but effective, and his living enemies are few.

Sammy is comfortable in his neighborhood, and will typically try to hire Redpills to assist in maintaining his position of luxury and power. He is not above putting Redpills in conflict with his gang – he justifies it as a training exercise for his boys, and as a test of strength for the Redpill. Sammy is not entirely trustworthy, however, he will not endanger his position by sending known operatives of other factions into suicide missions. Instead, he may add a task or two to a mission in order to use a Redpill's special talents for his own ends.

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Data Node Goggles

Class/Type	Data Miner/Tertiary – Utility (Passive)
Description	As you get more advanced, you get access to better equipment. This ability allows you to use Data Node Goggles.
Prerequisite(s)	Find Data Node L20
Inner Str. Cost	0
Memory Footprint	2 memory units

Advanced Data Node Goggles

Class/Type	Data Miner/Tertiary – Utility (Passive)
Description	As you get more advanced, you get access to better equipment. This ability allows you to use Advanced Data Node Goggles.
Prerequisite(s)	Find Data Node L25
Inner Str. Cost	0
Memory Footprint	2 memory units

Data Tap

Class/Type	Data Miner/Tertiary – Utility (Passive)
Description	As you get more advanced, you get access to better equipment. This ability allows you to use Data Taps.
Prerequisite(s)	Data Node Goggles, Find Data Node L22
Inner Str. Cost	0
Memory Footprint	2 memory units

Advanced Data Tap

Class/Type	Data Miner/Tertiary – Utility (Passive)
Description	As you get more advanced, you get access to better equipment. This ability allows you to use Advanced Data Taps.
Prerequisite(s)	Advanced Data Node Goggles, Find Data Node L27
Inner Str. Cost	0
Memory Footprint	2 memory units

Data Miner

Class/Type	Data Miner/Tertiary – Passive
Description	This ability increases the rate of extracting information from a data node by 20%.
Formula	Amount of information drawn from the data node: Base Rate * 1.2
Prerequisite(s)	Data Node Goggle, Advanced Data Node Goggles, Find Data Node L30
Memory Footprint	2 memory units

Duelist

These are the most powerful abilities that a pistol-focused Gunman can use. The Handgun Artistry ability increases your Force Combat and Handgun damage, making it easier to pull those evading combat into Interlock, as well as deal more damage while in Interlock. The Pistol Dash ability is used outside Interlock to pull your opponent into Interlock, do damage to them, and Enrage them all at once. This ability is useful when trying to get someone into Interlock and keep them there. The Pistol Point Blank ability requires your opponent to be Off-Balance. It does a high amount of damage, Stuns, and has a chance to cause Powerless. The Duelist ability increases Evade Combat, making it easier to avoid Interlock. It also increases max Health and Handgun Tactics. The optional ability Pistol Execution is the most powerful ability in this discipline, and requires your opponent to be Stunned. It also has a chance to severely reduce your opponent's Combat Tactics for a short time. The Pistol Whip ability requires your opponent to be Off-Balance. It does a moderate amount of damage, Blinds, and has a chance to cause Powerless.

— Researched by Nanohaxial

Handgun Artistry

Class/Type	Duelist/Secondary – Passive
Description	This ability provides a bonus to damage when your weapon slot contains a pistol. It also makes the Duelist better able to force Close Combat.
Formula	Damage Bonus with Pistols : +(Ability Lvl * 1.5) Boost Force Combat Ability by +(Ability Lvl * 1.5) Ability Level Cap: 50
Prerequisite(s)	Gunslinger, Dual Handguns L33
Memory Footprint	2 memory units

Pistol Dash

Class/Type	Duelist/Tertiary – Offensive
Description	A pistol attack which forces Close Combat and leaves your target enraged. Use this dual pistol maneuver to draw an opponent into close combat, enrage him, and injure him all at once.
Formula	300 damage Tactics Bonus: +15 Target is Enraged Starts Interlock

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Noise (Aur. Mag.)	50
Prerequisite(s)	Handgun Artistry L36
Inner Str. Cost	35 IS
Memory Footprint	1 memory unit
Re-Use Delay	20 seconds
Range	8m
It Can Be Used	Outside Combat
Requires	Dual Pistols
Target	Single Enemy
Activation Time	0 seconds
Duration	15 seconds

Pistol Point Blank

Class/Type	Duelist/Tertiary – Offensive
Description	Use this dual pistol maneuver against an off-balance opponent to stun and injure him.
Formula	Requires target to be Off-Balanced 530 damage Tactics Bonus: +30 Target is Stunned 40% Proc: Powerless, 15 seconds
Noise (Aur. Mag.)	50
Prerequisite(s)	Handgun Artistry L42
Inner Str. Cost	40 IS
Memory Footprint	1 memory unit
Re-Use Delay	10 seconds
Range	Interlock
It Can Be Used	In Combat Only
Requires	Dual Pistols
Duration	8 seconds
Target	Single Enemy

Pistol Whip

Class/Type	Duelist/Tertiary – Special Move
Description	Dual Pistol special move. Use this handgun maneuver against an off-balance opponent to blind and injure him.
Formula	Target must be Off-Balance Does 337 damage Tactics Bonus: +30 Blinds target 40% Proc: Powerless, 15 seconds
Noise (Aur. Mag.)	40
Prerequisite(s)	Pistol Dash, Handgun Artistry L39
Inner Str. Cost	30 IS
Memory Footprint	1 memory unit
Re-Use Delay	10 seconds
Range	Interlock
It Can Be Used	Inside Combat Only
Requires	Dual Pistols
Duration	8 seconds
Target	Single Enemy

Pistol Execution

Class/Type	Duelist/Tertiary – Special Move
Description	Quite often, a single shot can end an entire combat. Use this dual pistol maneuver against a stunned opponent to severely injure him.
Formula	662 damage Tactics Bonus: +30 Target must be Stunned 40% Proc: -20 Combat Tactics, 15 seconds
Noise (Aur. Mag.)	50
Prerequisite(s)	Pistol Point Blank, Handgun Artistry L46
Inner Str. Cost	35 IS
Memory Footprint	1 memory unit
Re-Use Delay	10 seconds
Range	Interlock
It Can Be Used	Inside Combat Only
Requires	Dual Pistols
Target	Single Enemy

Duelist

Class/Type	Duelist/Tertiary – Passive [Discipline]
Description	Increases chance to hit in Ranged Combat with a Pistol, and increases Max Health.
Formula	Tactics Bonus: +5 with Pistol attacks Evade Interlock: +20 Max Health: +150
Prerequisite(s)	Pistol Dash, Pistol Point Blank, Handgun Artistry L50
Memory Footprint	2 memory units

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Sniper

Unique among the Soldier trees, the Sniper Disciple relies entirely on stealth in order to be effective. Any offensive move requires you to be outside of Interlock, and in a concealed state (by using the Concealment ability). This is akin to sneaking while forced to remain in a single place, which means that you need to pick and choose your sniping locations very carefully. The attacks for a sniper are only two: Concealed Shot and Sniper Shot, and as mentioned, they both require a concealed state. The Escape And Evasion ability allows you to sneak without being detected, which is useful to either retreat from combat or to move to a better position in order to make your next shot. Finally, Line Up The Shot increases your chance to hit opponents with ranged shots, and the Sniper ability boosts your stealth and combat effectiveness.

— Researched by Sneaker98

Concealment

Class/Type	Sniper/Secondary – Buff
Description	A concealed character is squatting, not moving, and hard to see. This ability acts much like the Sneak ability, but you cannot move. A concealed character in hostile character or NPC's line of sight is not automatically detected. A successfully concealed character shows up when another character successfully uses the Sixth Sense ability. A concealed character is invisible as long as he remains undetected by other hostile PCs and NPCs.
Function	A character who is concealed outside of the line of sight (or arc of vision) of a hostile NPC or PC is undetected. If a concealed character is within the line of sight of a hostile NPC or PC, a detection check is made (see Formula). The distance a character can be detected by a hostile NPC or PC depends upon the Concealment ability level (see Formula). A detection check is made immediately upon entering a PC or NPC's line of sight and detection distance, and is re-checked every 5 seconds after that. The spy's Concealment skill is subtracted from the Noise (Aur. Mag.) level of any action he takes. If an NPC still hears the spy make noise, he will turn to investigate and possible detect the sneaker. A concealed character is squatting; if you move, you break your concealment, deactivating this ability. You can make free fire attacks without breaking concealment
Formula	Detection: Success: [(Concealment Ability Lvl * 4) + (Bonuses) + (1 to 100)] > [(Target Awakened * 2) + (Detection * 2) + (Bonuses) + 50] Detection Distance: 32m – (Stealth Attribute/3). Max 32m, Min 8m. Ability Level Cap: 50
Noise (Aur. Mag.)	-(Sneak Ability Level) from normal Noise (Aur. Mag.) levels
Prerequisite(s)	Gunman, Rifles L16
Memory Footprint	2 memory units
Re-Use Delay	15 seconds
Activation Time	2 seconds
Buffer Size	16 units

Concealed Shot

Class/Type	Sniper/Tertiary – Offensive
Description	Use this ability while concealed to deliver significant damage to an enemy, and have a chance to stun him.
Formula	450 damage Tactics Bonus: +20 30% Proc: Stuns target Requires you to be Concealed
Noise (Aur. Mag.)	60
Prerequisite(s)	Concealment L18
Inner Str. Cost	45 IS
Memory Footprint	1 memory unit
Re-Use Delay	26 seconds
Range	30m
It Can Be Used	Outside Combat
Requires	Rifle, Shotgun
Duration	8 seconds
Target	Single Enemy
Activation Time	4 seconds

Escape and Evasion

Class/Type	Sniper/Tertiary – Buff
Description	Snipers are very good at getting out of tight spots. Use this ability to sneak at a higher ground movement speed.
Formula	Detection: Success: [(Player level Lvl * 2.5) + (Bonuses) + (1 to 100)] > [(Target Awakened * 2) + (Detection * 2) + (Bonuses) + 50] Detection Distance: 32m – (Stealth Attribute/3). Max 32m, Min 8m. +25 to Movement Speed Ability when active
Noise (Aur. Mag.)	-(Sneak Ability Level) from normal Noise (Aur. Mag.) levels
Prerequisite(s)	Concealment L23
Memory Footprint	1 memory unit
Re-Use Delay	30 seconds
Activation Time	2 seconds
Buffer Size	23 units

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Sniper Shot

Class/Type	Sniper/Tertiary – Offensive
Description	Use this ability while concealed to deliver significant damage to an enemy, and have a chance to stun him.
Formula	600 damage Tactics Bonus: +30 50% Proc: Stuns target Requires you to be Concealed
Noise (Aur. Mag.)	60
Prerequisite(s)	Escape and Evasion, Concealment L26
Inner Str. Cost	60 IS
Memory Footprint	1 memory unit
Re-Use Delay	26 seconds
Range	30m
It Can Be Used	Outside Combat
Requires	Rifle, Shotgun
Duration	8 seconds
Target	Single Enemy
Activation Time	4 seconds

Line Up The Shot

Class/Type	Sniper/Tertiary – Buff
Description	Snipers who take their time with a shot are *very* accurate. Use this ability to briefly improve your chance to hit with a ranged attack.
Formula	+30 to Ranged Combat Tactics Scores.
Agent Response	Yes (Minor)
Prerequisite(s)	Concealed Shot, Concealment L20
Inner Str. Cost	60 IS
Memory Footprint	1 memory unit
Re-Use Delay	30 seconds
It Can Be Used	Outside Combat
Requires	Rifle, Shotgun
Target	Yourself
Activation Time	1.5 seconds
Duration	6 seconds
Buffer Size	20 units

Sniper

Class/Type	Sniper/Tertiary – Passive [Discipline]
Description	Increases chance to hit in Ranged Combat with a Rifle or Shotgun, and provides a bonus to sneaking.
Formula	+10 to tactic score with Rifle or Shotgun attacks +20 to StealthAbility
Prerequisite(s)	Concealed Shot, Escape and Evasion, Concealment L30
Memory Footprint	2 memory units

Expert Rifleman

This discipline includes several devastating ranged attacks. The Rifle Mastery ability increases your Rifle Damage, meaning your rifle abilities and weapons will do more damage. Steady Aim is very useful if you have trouble hitting your target. At the cost of a large amount of Inner Strength every few seconds, you can increase your Ranged Combat Tactics 10 points. Crippling Shot can be very useful in preventing the escape of your opponent. It does high damage, as well as greatly reducing movement speed with a chance to cause Stun. The Expert Rifleman ability increases Concentration, which reduces the chances of your attack getting interrupted, as well as your Max Health and Ranged Combat Tactics. The optional ability Deadly Shot is the most powerful ability for a Rifleman, doing a large amount of damage, with a chance to Stun as well. If you do get into Interlock, you can use the Rifle Butt Smash ability to escape. It causes damage, causes Rooted, and withdraws from Interlock all in one move. This will allow you to get out of Interlock with time to use your abilities to finish off your opponent

— Researched by Nanohaxial

Rifle Mastery

Class/Type	Expert Rifleman/Secondary – Passive
Description	This ability provides a bonus to damage when your weapon slot contains a rifle or shotgun.
Formula	Damage Bonus with Rifles: (Ability Lvl * 3)
Prerequisite(s)	Rifleman, character L33
Memory Footprint	2 memory units

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Steady Aim

Class/Type	Expert Rifleman/Tertiary – Buff
Description	Expert riflemen can place themselves in an almost zen-like state, making them extremely accurate with their rifles. Toggle this ability on to add to your chance to hit with a rifle or shotgun. It has a constant Inner Strength cost.
Formula	Rifle Combat Tactics Bonus: +20 Grab disruptable
Agent Response	Yes (Minor)
Noise (Aur. Mag.)	100
Prerequisite(s)	Rifle Mastery L36
Inner Str. Cost	30 IS every 5 seconds
Memory Footprint	1 memory unit
Re-Use Delay	10 seconds
It Can Be Used	Outside Combat
Requires	Rifle, Shotgun
Target	Yourself
Activation Time	1.5 seconds
Buffer Cost	36 units

Crippling Shot

Class/Type	Expert Rifleman/Tertiary – Offensive
Description	Rifle attack. Use this combat maneuver with your rifle or shotgun to deliver significant damage to your opponent and greatly reduce his ground movement speed.
Formula	530 damage Tactics Bonus: +15 -75 to target's Movement Speed 40% Proc: Stun, 15 seconds
Noise (Aur. Mag.)	85
Prerequisite(s)	Rifle Mastery L42
Inner Str. Cost	45 IS
Memory Footprint	1 memory unit
Re-Use Delay	10 seconds
Range	20m
It Can Be Used	Outside Combat
Requires	Rifle, Shotgun
Duration	12 seconds
Target	Single Enemy
Activation Time	2 seconds

Rifle Butt Smash

Class/Type	Expert Rifleman/Tertiary – Special Move
Description	Rifle special move. Use this combat maneuver with your rifle or shotgun to withdraw from close combat, deliver damage to your target, and immobilize him.
Formula	Escape – withdraws attacker from Interlock 225 damage Tactics Bonus: +15 Target is Rooted
Noise (Aur. Mag.)	40
Prerequisite(s)	Steady Aim, Rifle Mastery L39
Inner Str. Cost	30 IS
Memory Footprint	1 memory unit
Re-Use Delay	30 seconds
Range	Interlock
It Can Be Used	In Combat
Requires	Rifle, Shotgun
Duration	16 seconds
Target	Single Enemy

Deadly Shot

Class/Type	Expert Rifleman/Tertiary – Special Move
Description	A well placed shot that delivers a lot of damage.
Formula	662 damage Tactics Bonus: +20 40% Proc: Stun, 15 seconds 30% Proc: Root, 15 sec. (broken by dmg 25% of the time)
Noise (Aur. Mag.)	85
Prerequisite(s)	Crippling Shot, Rifle Mastery L46
Inner Str. Cost	65 IS
Memory Footprint	1 memory unit
Re-Use Delay	10 seconds
Range	20m
It Can Be Used	Anytime
Requires	Rifle, Shotgun
Target	Single Enemy
Activation Time	2 seconds

Expert Rifleman

Class/Type	Expert Rifleman/Tertiary – Passive [Discipline]
Description	Increases chance to hit in Ranged Combat with Rifle or Shotgun, also improves your Concentration and max Health.
Formula	Tactics Bonus: +5 with Rifle or Shotgun attacks +20 to Concentration Ability +100 to Maximum Health Ability
Prerequisite(s)	Steady Aim, Crippling Shot, Rifle Mastery L50
Memory Footprint	2 memory units

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SMG Specialist

These are the most powerful abilities an SMG-focused gunman can use. SMG Specialization increases your Evade Combat and SMG Damage, giving you a greater chance of avoiding Interlock and doing more damage. The Pinning Fire ability isn't as powerful as some of the others, but it has a cone of fire, meaning it has a chance to hit several enemies at once. It does damage, causes Rooted, and has a chance to Enrage. Direct Fire has a cone of fire similar to Pinning Fire, doing more damage and Dazing, with a chance to Enrage. This would be a good ability to use to set up an attack with the Full Auto Redux ability, which does a large amount of damage, has a chance to Enrage and reduce Combat Tactics, but requires your opponent to be Dazed. The Submachinegun Specialization ability increases Force Combat, Max Health, and Ranged Combat Tactics. The optional ability Full Auto also requires Dazed, like Full Auto Redux, and it deals a large amount of damage with a chance to Enrage.

— Researched by Nanohaxial

Pinning Fire

Class/Type	SMG Specialist/Tertiary – Offensive
Description	Free attack which hits all targets in a cone. When you use this dual SMG ability, you fill an area in front of you with bullets, injuring your foes and immobilizing them.
Formula	225 damage Tactics Bonus: +15 Targets are Rooted 25% Proc: Enrage, 15 seconds
Noise (Aur. Mag.)	75
Prerequisite(s)	Submachinegun Specialization L36
Inner Str. Cost	70 IS
Memory Footprint	1 memory unit
Re-Use Delay	30 seconds
Range	8m
It Can Be Used	Outside Combat
Requires	Dual SMGs
Activation Time	2 seconds
Target	Enemies in 8m, 45-degree cone
Duration	8 seconds

Submachinegun Specialization

Class/Type	SMG Specialist/Secondary – Passive
Description	This ability provides a bonus to damage when your weapon slot contains a submachinegun. It also makes the SMG Specialist better able to avoid Close Combat.
Formula	Damage Bonus with Submachineguns: +(Ability Lvl * 1.5) Boost Evade Combat Ability by (Ability Lvl * 1.5) Ability Level Cap: 50
Prerequisite(s)	Scattershot, Dual Submachineguns L33
Memory Footprint	2 memory units

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Direct Fire

Class/Type	SMG Specialist/Tertiary – Offensive
Description	When you use this dual SMG special maneuver, you fill an area in front of you with bullets, injuring your foes and dazing them.
Interface	Standard targeted ability activation
Formula	338 damage Tactics Bonus: +15 Targets are Dazed 30% Proc: Enrage targets, 15 seconds
Agent Response	Yes (Minor)
Noise (Aur. Mag.)	75
Prerequisite(s)	Submachinegun Specialization L42
Inner Str. Cost	120 IS
Memory Footprint	1 memory unit
Re-Use Delay	10 seconds
Range	8m
It Can Be Used	Outside Combat
Requires	Dual SMGs
Duration	8 seconds
Target	Enemies in 8m, 45-degree cone
Activation Time	1.5 seconds

Full Auto

Class/Type	SMG Specialist/Tertiary – Special Move
Description	A hail of bullets deliver extreme damage to a Dazed target. This ability works in both close combat and free fire situations.
Interface	Standard targeted ability activation or special move
Formula	Targeted must be Dazed 525 damage Tactics Bonus: +30 40% Proc: Enraged, 15 seconds
Agent Response	Yes (Minor)
Noise (Aur. Mag.)	75
Prerequisite(s)	Pinning Fire, Submachinegun Specialization L39
Inner Str. Cost	45 IS
Memory Footprint	1 memory unit
Re-Use Delay	10 seconds
Range	16m
It Can Be Used	Anytime
Requires	Dual SMGs
Target	Single Enemy
Activation Time	2 seconds

Full Auto Redux

Class/Type	SMG Specialist/Tertiary – Special Move
Description	A hail of bullets into the target, dealing awesome damage. This ability works in both close combat and free fire situations.
Interface	Standard targeted ability activation or special move
Formula	800 damage Tactics Bonus: +30 Target must be Dazed 40% Proc: Enraged, 15 seconds 20% Proc: -10 Combat Tactics, 10 seconds
Noise (Aur. Mag.)	80
Prerequisite(s)	Direct Fire, Submachinegun Specialization L46
Inner Str. Cost	65 IS
Memory Footprint	1 memory unit
Re-Use Delay	10 seconds
Range	16m
It Can Be Used	Anytime
Requires	Dual SMGs
Target	Single Enemy
Activation Time	1.5 seconds

SMG Specialist

Class/Type	SMG Specialist/Tertiary – Passive [Discipline]
Description	This ability increases your chance to hit in Ranged Combat with an SMG.
Formula	Tactics Bonus: +5 with SMG attacks +20 to Force Interlock ability +100 to Maximum Health Ability
Prerequisite(s)	Pinning Fire, Direct Fire, Submachinegun Specialization L50
Memory Footprint	2 memory units

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Aikido Grandmaster

The pinnacle of the Aikido branch. Aikido Redirection increases Melee Damage, meaning your attack will do more damage to your opponents. Ki Burst does a moderate amount of damage to all enemies within two meters, with a chance to cause Enraged, which could be useful when surrounded in close quarters. The Punch Reversal ability does high damage, as well as causing Powerless with a chance to cause Enraged. The Aikido Grandmaster ability increases your Inner Strength and Health Regen, as well as your Max Health and Aikido Tactics. The optional ability Tomo Nage does the most damage of any Aikido move, causes Enraged, and also has a chance to reduce Ranged and Melee Physical Damage Resistance. This move can devastate an opponent. Aerial Takedown does a moderate amount of damage, as well as increasing your Toughness, with a chance to cause Enraged.

— Researched by Nanohaxial

Aikido Redirection

Class/Type	Aikido Grandmaster/Secondary – Passive
Description	This ability provides a large bonus to damage when you're using the Aikido art. It also increases your own resistance to physical damage.
Formula	Damage Bonus to Aikido: (Ability Lvl * 2) Ability Level Cap: 50
Prerequisite(s)	Aikido Master, Aikido Prowess L33
Memory Footprint	2 memory units

Ki Burst

Class/Type	Aikido Grandmaster/Tertiary – Special Move
Description	An Aikido special move that attempts to damage all opponents within short range.
Formula	300 damage Tactics Bonus: +15 20% Proc: Enraged, 15 seconds
Agent Response	Yes
Noise (Aur. Mag.)	50
Prerequisite(s)	Aikido Redirection L36
Inner Str. Cost	100 IS
Memory Footprint	1 memory unit
Re-Use Delay	15 seconds
Range	Interlock
It Can Be Used	Anytime
Target	Enemies within radius
Radius of Effect	2m
Activation Time	1 second

Punch Reversal

Class/Type	Aikido Grandmaster/Tertiary – Special Move
Description	Attack an opponent with this move to both seriously injure him and leave him powerless.
Formula	338 damage Tactics Bonus: +20 Makes target Powerless 40% Proc: Enraged, 15 seconds
Noise (Aur. Mag.)	40
Prerequisite(s)	Aikido Redirection L42
Inner Str. Cost	40 IS
Memory Footprint	1 memory unit
Re-Use Delay	10 seconds
Range	Interlock
It Can Be Used	Special Move
Target	Single Enemy
Duration	18 seconds

Aerial Takedown

Class/Type	Aikido Grandmaster/Tertiary – Special Move
Description	Damaging Attack which also increases your ability to deflect damage.
Formula	315 damage Tactics Bonus: +15 Damage Resistance Ability increased by +10 40% Proc: Enraged, 15 seconds
Noise (Aur. Mag.)	40
Prerequisite(s)	Ki Burst, Aikido Redirection L39
Inner Str. Cost	30 IS
Memory Footprint	1 memory unit
Re-Use Delay	10 seconds
Range	Interlock
It Can Be Used	Special Move
Duration	30 seconds
Target	Single Enemy

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Tomo Nage

Class/Type	Aikido Grandmaster/Tertiary – Special Move
Description	Damaging attack which Enrages your opponent.
Formula	500 damage Tactics Bonus: +20 Enrages target 40% Proc: -20 to Target's Melee and Ranged Damage Resistance, 15 secs
Noise (Aur. Mag.)	40
Prerequisite(s)	Punch Reversal, Aikido Redirection L46
Inner Str. Cost	50 IS
Memory Footprint	1 memory unit
Re-Use Delay	10 seconds
Range	Interlock
It Can Be Used	Special Move
Duration	30 seconds
Target	Single Enemy

Aikido Grandmaster

Class/Type	Aikido Grandmaster/Tertiary – Passive [Discipline]
Description	Increases chance to hit in melee combat while using Aikido, and improves your Inner Strength and Health regeneration rates.
Formula	+5 to tactic score with Aikido attacks +10 to Inner Strength Regen Rate Ability +10 to Health Regen Rate Ability +200 to Maximum Health Ability
Prerequisite(s)	Ki Burst, Punch Reversal, Aikido Redirection L50
Memory Footprint	2 memory units

Karate Grandmaster

The Karate Focus ability increases Melee Damage, meaning your attack will do more damage to your opponents. Machinegun Kick requires your opponent to be Staggered in order to use it. It does high damage, Stuns, and has a chance to cause Powerless to your opponent. The Wrist Throw ability does even more damage than Machinegun Kick, with a chance to Stun your opponent. The Karate Grandmaster ability increases your Force Combat, making it easier to pull someone using Evade Combat into Interlock. It also increases your Max Health and Karate Tactics. The optional ability Ki-Charged Foot Sweep is the most powerful move on the Karate tree, requiring your opponent to be Off-Balance and Staggered before you can use it on them. It also has a chance to cause Stun, Enraged, and Powerless. Berserker Attack increases your Melee Damage and Toughness for a short time, allowing you to take less damage and deal more to your opponent.

— Researched by Nanohaxial

Karate Focus

Class/Type	Karate Grandmaster/Secondary – Passive
Description	This ability gives a large bonus to damage when you're using the Karate art.
Formula	Bonus: (Ability Lvl * 2) Ability Level Cap: 50
Prerequisite(s)	Karate Master, Karate Expertise L33
Memory Footprint	2 memory units

Machinegun Kick

Class/Type	Karate Grandmaster/Tertiary – Special Move
Description	Attack a staggered opponent with this special move to Stun and injure him.
Formula	450 damage Tactics Bonus: +15 Stuns target Requires target to be Staggered 40% Proc: Powerless, 15 seconds
Noise (Aur. Mag.)	40
Prerequisite(s)	Karate Focus L36
Inner Str. Cost	35 IS
Memory Footprint	1 memory unit

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Re-Use Delay	10 seconds
Range	Interlock
It Can Be Used	In Combat
Target	Single Enemy
Duration	8 seconds

Wrist Throw

Class/Type	Karate Grandmaster/Tertiary – Special Move
Description	Damaging attack.
Formula	600 damage Tactics Bonus: +20 40% Proc: Stun, 15 seconds
Noise (Aur. Mag.)	40
Prerequisite(s)	Karate Focus L42
Inner Str. Cost	65 IS
Memory Footprint	1 memory unit
Re-Use Delay	10 seconds
Range	Interlock
It Can Be Used	Special Move
Target	Single Enemy
Duration	18 seconds

Berserker Attack

Class/Type	Karate Grandmaster/Tertiary – Special Move
Description	Special move that increases your damage resistance (for you) and damage (against your target) while in Close Combat.
Formula	Tactics +15 Your Melee Physical Damage Ability is increased by +200 Your Damage Resistance Ability increased by +20.
Agent Response	Yes (Minor)
Noise (Aur. Mag.)	Medium
Prerequisite(s)	Machinegun Kick, Karate Focus L39
Inner Str. Cost	40 IS
Memory Footprint	1 memory unit
Re-Use Delay	30 seconds
Range	Interlock
It Can Be Used	Special Move
Duration	30 seconds
Target	Single Enemy

Ki-Charged Foot Sweep

Class/Type	Karate Grandmaster/Tertiary – Special Move
Description	Fantastically damaging attack. Attack a staggered and off-balance opponent with this special move to grievously injure him.
Formula	866 damage Tactics Bonus: +40 Requires target to be Staggered *and* Off-Balanced 40% Proc: Stun 15 seconds 40% Proc: Enrage 15 seconds 40% Proc: Powerless, 15 seconds
Noise (Aur. Mag.)	40
Prerequisite(s)	Wrist Throw, Karate Focus L46
Inner Str. Cost	45 IS
Memory Footprint	1 memory unit
Re-Use Delay	10 seconds
Range	Interlock
It Can Be Used	Special Move
Target	Single Enemy

Karate Grandmaster

Class/Type	Karate Grandmaster/Tertiary – Passive [Discipline]
Description	Increases chance to hit in melee combat while using Karate, and makes it easier to pull foes into combat.
Formula	Tactics Bonus: +5 with Karate attacks Force Combat Bonus: +25 Max Health: +150
Prerequisite(s)	Machinegun Kick, Wrist Throw, Karate Focus L50
Memory Footprint	2 memory units

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Kung Fu Grandmaster

Kung Fu Perfection increases Melee Damage, meaning your attack will do more damage to your opponents. The ability Extreme Falling Kick causes Disarmed and Powerless, with a chance to cause Enraged as well. Suicidal Butterfly causes Confuse, with a chance to cause Powerless as well. Kung Fu Grandmaster ability increases your Force Combat, making it easier to pull someone using Evade Combat into Interlock. It also increases your Max Health, and your Kung Fu Tactics. The optional ability Triple Front Kick requires your opponent to be Dazed. It Stuns your opponent, with a chance to cause Powerless. Wooden Dummy Drill is the most powerful ability in this discipline, requiring your opponent to be Dazed, and causing Stun for a longer period of time than Triple Front Kick. This too has a chance to cause Powerless.

— Researched by Nanohaxial

MANDARIN

Location: Lucero Point, Barrens

Second youngest of the siblings, Mandarin is a spoiled brat prone to rants to Dame White and Mr. Black about his siblings' unfair treatment of him. Neither of his parents really care, but it's a convenient excuse for punishing someone on occasion, and they know Mandarin is the most likely to tattle on his siblings when they are planning something against their parents. Mandarin is seen as rather a dim bulb by his siblings, but actually has a shrewd and devious (if intensely selfish) mind. He is absurdly fixated on creature comforts, gorging himself on fine food and draping himself in rich fabrics that he is ill equipped to appreciate. He lacks even the rudiments of style or grace.

Kung Fu Perfection

Class/Type	Kung Fu Grandmaster/Secondary – Passive
Description	This ability provides a large bonus to damage when you're using the Kung Fu art.
Interface	Passive; bonus is applied when ability is loaded.
Formula	Bonus: +(Ability Lvl * 2) Ability Level Cap: 50
Prerequisite(s)	Kung Fu Master, Kung Fu Master L33
Memory Footprint	2 memory units

Suicidal Butterfly

Class/Type	Kung Fu Grandmaster/Tertiary – Special Move
Description	Attack with this special move to injure your opponent and leave him confused.
Formula	300 damage Tactics Bonus: +15 Makes target Confused 40% Proc: Powerless 15 seconds
Noise (Aur. Mag.)	40
Prerequisite(s)	Kung Fu Perfection L36
Inner Str. Cost	30 IS
Memory Footprint	1 memory unit
Re-Use Delay	10 seconds
Range	Interlock
It Can Be Used	In Combat
Target	Single Enemy
Duration	8 seconds

Extreme Falling Kick

Class/Type	Kung Fu Grandmaster/Tertiary – Special Move
Description	Use this Kung Fu maneuver to to injure your opponent and leave him powerless.
Formula	338 damage Tactics Bonus: +20 Makes target Powerless Disarm opponent, 15 seconds 40% Proc: Enraged, 15 seconds
Noise (Aur. Mag.)	40
Prerequisite(s)	Kung Fu Perfection L42
Inner Str. Cost	40 IS
Memory Footprint	1 memory unit
Re-Use Delay	10 seconds
Range	Interlock
It Can Be Used	Special Move
Target	Single Enemy
Duration	18 seconds

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Triple Front Kick

Class/Type	Kung Fu Grandmaster/Tertiary – Special Move
Description	Attack a dazed opponent with this Kung Fu move to injure him and leave him stunned.
Formula	420 damage Tactics Bonus: +40 Stuns target 40% Proc: Powerless, 15 seconds Requires target to be Dazed
Noise (Aur. Mag.)	40
Prerequisite(s)	Suicidal Butterfly, Kung Fu Perfection L39
Inner Str. Cost	35 IS
Memory Footprint	1 memory unit
Re-Use Delay	10 seconds
Range	Interlock
It Can Be Used	Special Move
Target	Single Enemy
Duration	8 seconds

Wooden Dummy Drill

Class/Type	Kung Fu Grandmaster/Tertiary – Special Move
Description	Attack a dazed opponent with this special move to seriously injure him and leave him stunned.
Formula	500 damage Tactics Bonus: +40 Stuns target 40% Proc: Powerless, 15 seconds Requires target to be Dazed
Noise (Aur. Mag.)	40
Prerequisite(s)	Extreme Falling Kick, Kung Fu Perfection L46
Inner Str. Cost	40 IS
Memory Footprint	1 memory unit
Re-Use Delay	10 seconds
Range	Interlock
It Can Be Used	Special Move
Target	Single Enemy
Duration	18 seconds

Kung Fu Grandmaster

Class/Type	Kung Fu Grandmaster/Tertiary – Passive [Discipline]
Description	Increases your chance to hit in melee combat while using Kung Fu, ability to force combat on a foe, and max Health.
Formula	Tactics Bonus: +10 with Kung Fu attacks Force Combat Bonus: +20 +150 to Maximum Health Abililty
Prerequisite(s)	Suicidal Butterfly, Extreme Falling Kick, Kung Fu Perfection L50
Memory Footprint	2 memory units

Master Knife Thrower

This discipline includes the most powerful knife attacks a Spy can use. Deadly Aim is similar to Wicked Aim, further increasing Ranged Damage. Sever Artery is similar to Wounding Throw, causing more damage at smaller intervals for a shorter period of time, and reducing movement speed as well. Staggering Throw is very useful when combined with Throat Cutting Throw. The Staggering Throw ability causes damage and the Staggered state, allowing you to then use Throat Cutting Throw, the most damaging knife attack there is. The Master Knife Thrower ability increases your Stealth Damage, which increases the damage Spy attacks do, increases Ranged Damage even further, as well as increasing Ranged Combat Tactics and Max Health. The other optional ability is Subduing Throw, which does a smaller amount of damage compared to the other knifes, but also Stuns your opponent for a short time.

— Researched by Nanohaxial

Deadly Aim

Class/Type	Master Knife Thrower/Secondary – Passive
Description	This ability provides a bonus to damage and range when you're using a thrown weapon.
Formula	Damage Bonus with Ranged Attacks: +(Ability Lvl) Tactics Bonus with Ranged Attacks: +(Ability Lvl /10) Ability Level Cap: 50
Prerequisite(s)	Knife Thrower, Wicked Aim L33
Memory Footprint	2 memory units

Sever Artery

Class/Type	Master Knife Thrower/Tertiary – Special Move
Description	A well-placed throw severs a target's artery, causing severe bleeding damage and slowing him down.
Formula	60 damage every 2.5 seconds for 30 seconds Tactics Bonus: +15 Reduces target's movement speed by 50%
Noise (Aur. Mag.)	30
Prerequisite(s)	Deadly Aim L36
Inner Str. Cost	80 IS
Target	Single Enemy
Memory Footprint	1 memory unit
Re-Use Delay	40 seconds
Range	16m
It Can Be Used	Outside Combat
Activation Time	1.5 seconds

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Throat Cutting Throw

Class/Type	Master Knife Thrower/Tertiary – Special Move
Description	Use this ability against a staggered opponent with a thrown knife to deliver a serious injury.
Formula	662 damage Tactics Bonus: +40 Requires target to be Staggered
Noise (Aur. Mag.)	30
Prerequisite(s)	Deadly Aim L42
Inner Str. Cost	50 IS
Target	Single Enemy
Memory Footprint	1 memory unit
Re-Use Delay	10 seconds
Range	16m
It Can Be Used	Outside Combat
Activation Time	1.5 seconds

Subduing Throw

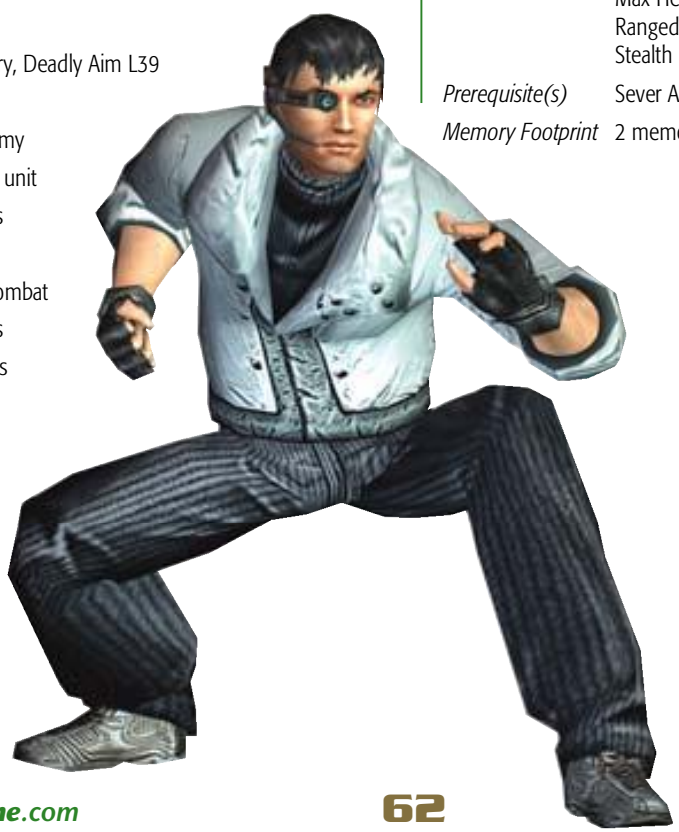
Class/Type	Master Knife Thrower/Tertiary – Special Move
Description	The impact of the knife does minimal damage, but stuns the target.
Formula	225 damage Tactics Bonus: +15 Stuns target Stunned
Noise (Aur. Mag.)	30
Prerequisite(s)	Sever Artery, Deadly Aim L39
Inner Str. Cost	25 IS
Target	Single Enemy
Memory Footprint	1 memory unit
Re-Use Delay	10 seconds
Range	16m
It Can Be Used	Outside Combat
Duration	15 seconds
Activation Time	1.5 seconds

Staggering Throw

Class/Type	Master Knife Thrower/Tertiary – Special Move
Description	Thrown knife does moderate damage and staggers the target.
Formula	400 damage Tactics Bonus: +15 Target is Staggered
Noise (Aur. Mag.)	30
Prerequisite(s)	Throat Cutting Throw, Deadly Aim L46
Inner Str. Cost	40 IS
Target	Single Enemy
Memory Footprint	1 memory unit
Re-Use Delay	10 seconds
Range	16m
It Can Be Used	Outside Combat
Duration	20 seconds
Activation Time	2 seconds

Master Knife Thrower

Class/Type	Master Knife Thrower/Tertiary – Passive [Discipline]
Description	Increases chance to hit in Ranged Combat, boosts your damage, and improves your Health.
Formula	Tactics Bonus: +5 with Thrown Attacks attacks Max Health Bonus: +100 Ranged Damage: +50 Stealth Damage: +75
Prerequisite(s)	Sever Artery, Throat Cutting Throw, Deadly Aim L50
Memory Footprint	2 memory units



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Master Assassin

These are some of the most powerful attacks a Spy can use. Disrupt Connection requires you to be stealthed, and using a Disrupt Connection tool. This ability severely weakens your opponent and, in the case of NPCs, can completely kill them in one hit. The Bull Dog ability is the most powerful Spy ability, dealing a very large amount of damage to your opponent. Diving Frankensteiner is similar to Bull Dog, except that it does less damage. The Master Assassin ability increases your Stealth Damage and Stealth even further. The optional ability Reverse Bulldog doesn't do as much damage as Bulldog, but it does stun as well as doing damage. Freedom to Joints does the least damage in this discipline, but makes up for it by causing Disarmed and Powerlessness.

— Researched by Nanohaxial

Disrupt Connection

Class/Type	Master Assassin/Secondary – Offensive
Description	This is an offensive ability equivalent to a Sneak Attack. The Master Assassin attempts to disrupt the target's connection to the Matrix. This usually results in "noise" where the target's abilities are impaired because of the interference. (Your target must be unaware you for this ability to function; it is a form of a sneak attack.)
Formula	Your Disruption - Target's Defense = Modifier (but not less than 0) Your Disruption: [(Disrupt Connection Lvl * 4) + (Tool Bonus) + (% roll)] Target's Defense: [(Target's Awakened Lvl * 4) + Signal Protection + 50] Result: Target's Combat Tactics and Viral Transmission reduced by Modifier
Agent Response	Yes
Noise (Aur. Mag.)	60
Prerequisite(s)	Assassin, Character Lvl 33
Inner Str. Cost	25 IS
Memory Footprint	2 memory units
Target	Single Enemy
It Can Be Used	Outside Combat
Requires Tool	True
Range	6m
Activation Time	2 seconds

Diving Frankensteiner

Class/Type	Master Assassin/Tertiary – Sneak Attack
Description	You go in full blitz towards opponent's back. A stride before hitting the opponent, you leap up in an almost straight fashion, attempting to dive-roll over opponent's head. As you soar over opponent's head, your feet clinch onto the opponent's neck. You connect to the ground in a dive-roll manner, while legs fling the opponent forward, in a catapult fashion. You safely roll forward, while opponent comes crashing down to the ground. As with all sneak attacks, you must be behind your opponent and sneaking, disguised, or invisible to use it.
Formula	1300 damage
Prerequisite(s)	Disrupt Connection L36
Inner Str. Cost	70 IS
Memory Footprint	1 memory unit
Re-Use Delay	1 minute
Target	Single Enemy
It Can Be Used	Outside Combat

Freedom to Joints

Class/Type	Master Assassin/Tertiary – Sneak Attack
Description	You sneak up on opponent to place her in an arm bar, to point of snapping shoulder joint. You then place opponent into chickenwing position, snapping the rest of the shoulder joint. You finally get opponent into the last hold, the shoulder lock hold, where you don't break it then, but extend the arm outward, which not only destroys the rest of the shoulder joint, but also breaks the joints in the elbows. While your opponent is completely helpless, you can finish with a front floor sweep, and the opponent falls with one arm in good condition, while the other flails lifelessly.
Formula	1000 damage Makes target Disarmed and Powerless
Prerequisite(s)	Diving Frankensteiner, Disrupt Connection L39
Inner Str. Cost	60 IS
Memory Footprint	1 memory unit
Re-Use Delay	1 minute
Target	Single Enemy
It Can Be Used	Outside Combat
Duration	15 seconds

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Bull Dog

Class/Type	Master Assassin/Tertiary – Sneak Attack
Description	You approach opponent from behind, yet a little to the left or right. On the last stride, you jump up, get the opponent in a headlock, and land on your feet. You use the rest of the forward momentum to take two more strides, which makes the opponent lose control, and go with you. You finally leap into the air, and land on the ground butt first. This sends a jolting shock to the opponent, as his face hits the ground.
Formula	1750 damage
Prerequisite(s)	Disrupt Connection L42
Inner Str. Cost	70 IS
Memory Footprint	1 memory unit
Re-Use Delay	1 minute
Target	Single Enemy
It Can Be Used	Outside Combat

Reverse Bulldog

Class/Type	Master Assassin/Tertiary – Sneak Attack
Description	You jam one of opponent's knees, buckling her down and slightly backwards. With this move, you use your arm to place her in a headlock, but her face is upward. When she struggles, you arch backwards, snapping her neck. To remove her, you sidestep, and use non-locking arm to palm-strike her downward.
Formula	1300 damage Stuns target
Prerequisite(s)	Bull Dog, Disrupt Connection L46
Inner Str. Cost	60 IS
Memory Footprint	1 memory unit
Re-Use Delay	1 minute
Target	Single Enemy
It Can Be Used	Outside Combat
Duration	15 seconds

Master Assassin

Class/Type	Master Assassin/Tertiary – Passive [Discipline]
Description	This ability makes it easier to sneak attack even the most canny fighters, and boosts your stealth damage.
Formula	Stealth: +20 Stealth Damage: +150
Prerequisite(s)	Diving Frankensteiner, Bull Dog, Disrupt Connection L50
Memory Footprint	2 memory units

Master Shadow

This discipline consists of several abilities that aid in staying undetected, as well as keeping others undetected. Improved Invisibility is similar to Invisibility, giving you a 50% Movement Speed bonus while invisible. Vanish is useful in escaping Interlock combat. Not only do you leave Interlock, but you also go invisible, aiding in an escape or allowing you to attack your opponent again. Smoke Bomb has a 3-meter radius, blinding all opponents in that radius while also making you invisible. Master Shadow makes you unable to attack, to be attacked, or otherwise interact with the world. This ability only lasts for 180 seconds, during which your IS is constantly drained. The optional ability Impart Invisibility allows you to make one of your mission team members invisible, which can be very useful when sneaking past enemies, or for a surprise attack. Ghost Strike does a moderate amount of damage, and you have a good chance of remaining Stealthed when using it.

— Researched by Nanohaxial

Improved Invisibility

Class/Type	Master Shadow/Secondary – Buff
Description	This ability allows you to render yourself invisible both visually and on the map HUD. PCs and NPCs will not be able to detect your presence and may therefore not target you for attacks. This removes you from the map in a sort of "perfect stealth." An invisible character stays invisible until one of the following conditions are met: • Entering Interlock • Performing another ability • Another character successfully uses a Detection device You automatically gain a Surprise Attack if you enter Interlock. Certain NPCs ignore Invisibility and are still able to target invisible characters. Improved Invisible characters move faster than normal.
Interface	When you activate the Invisibility ability, you can still see a transparent version of yourself, so that you can navigate.
Formula	Invisibility Duration: +(Ability Lvl) Improved Invisible characters move at 150% of base speed while invisible
Agent Response	Yes (Major)
Noise (Aur. Mag.)	Low
Prerequisite(s)	Shadow, Character Lvl 33

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Inner Str. Cost	50 IS
Memory Footprint	2 memory units
Re-Use Delay	30 seconds
Buffer	33 units
Activation Time	1.5 seconds
RequiredTool	True

Smoke Bomb

Class/Type	Master Shadow/Tertiary – Debuff
Description	You throw a bomb into an area, which explodes in a cloud of smoke. All enemies in the area are blinded for 30 seconds. You turn invisible.
Interface	Choose a ground target and select this ability from your hot keys.
Formula	Duration: 30 seconds Foes in the area are Blinded You have Improved Invisibility
Agent Response	Yes
Noise (Aur. Mag.)	Low
Prerequisite(s)	Improved Invisibility L36
Inner Str. Cost	120 IS
Memory Footprint	1 memory unit
Range	12m
Re-Use Delay	1 minute
Target	Enemies within 3m of target location
It Can Be Used	Outside Combat
Activation Time	1.5 seconds

Vanish

Class/Type	Master Shadow/Tertiary – Special Move
Description	You stand straight in ninja meditation stance, feet together, with hands in peculiar position. Then you vanish from sight. This is a very powerful ability, and you can only use it infrequently.
Formula	Escape Activates your Invisible ability after the escape
Prerequisite(s)	Improved Invisibility L42
Inner Str. Cost	30 IS
Memory Footprint	1 memory unit
Duration	As per Invisibility
Re-Use Delay	30 minutes
It Can Be Used	Special Move
Buffer Size	42 units

Ghost Strike

Class/Type	Master Shadow/Tertiary – Offensive
Description	The Master Shadow is so sneaky that she can often make a small attack and still stay invisible.
Interface	Standard free attack activation
Formula	400 damage You must be Invisible You have 80% chance to remain Invisible
Prerequisite(s)	Smoke Bomb, Improved Invisibility L39
Inner Str. Cost	60 IS
Memory Footprint	1 memory unit
Re-Use Delay	10 seconds
Target	Single Enemy
It Can Be Used	Outside Combat
Range	10m
Activation Time	1.5 seconds

Impart Invisibility

Class/Type	Master Shadow/Tertiary – Offensive
Description	The Master Shadow can turn his allies invisible.
Prerequisite(s)	Vanish, Improved Invisibility L46
Inner Str. Cost	100 IS
Memory Footprint	1 memory unit
Re-Use Delay	10 seconds
Target	Single Party Member
It Can Be Used	Outside Combat
Range	8m
Activation Time	1.5 seconds
Duration	2 minutes
Buffer Size	46 units

Master Shadow

Class/Type	Master Shadow/Tertiary – Utility [Discipline]
Description	You are transformed into a dark, translucent apparition. While in this form, you cannot attack, be attacked or interact with the world in anyway. You may pass through doors for the duration of the program.
Interface	Toggle on/off
Prerequisite(s)	Smoke Bomb, Vanish, Improved Invisibility L50
Inner Str. Cost	12 IS per second
Memory Footprint	2 memory units
Target	Yourself
It Can Be Used	Outside Combat
Re-Use Delay	10 seconds
Activation Time	1.5 seconds
Buffer Size	50 units

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HACKER

This is the first discipline in the Hacker tree. Execute Program increases your Viral Transmission, which gives you a greater chance of hitting enemies with your attacks. Logic Blast 1.0 is an attack you launch at an opponent to cause damage to them, and Restore Health 1.0 can be used to heal the Health of a friendly, or even yourself. The two optional abilities in this discipline are Gaussian Blur 1.0, which increases Combat Evasion, giving you a better chance to avoid Interlock, and Download Mission Map, which allows you to gain more information on missions that are displayed on your map, as well as the maps of others on your team. The Hacker ability itself allows you to gain information or disable some security devices and locked doors when on some missions by hacking into computers.

— Researched by Nanohaxial

Execute Program

Class/Type	Hacker/Primary – Passive
Description	Hackers can launch programs that perform a variety of different functions in the Matrix. With this ability loaded, you have a much greater chance of success when you run a hostile program (virus) against a target.
Formula	Increases Viral Transmission Ability by (Lvl * 4)
Agent Response	Yes (intensity varies)
Noise (Aur. Mag.)	High
Prerequisite(s)	Awakened L1
Inner Str. Cost	Varies
Memory Footprint	5 memory units

Logic Blast 1.0

Class/Type	Hacker/Tertiary – Offensive
Description	This ability launches a damaging virus at your opponent.
Formula	9 - 36 damage
Prerequisite(s)	Execute Program L1
Inner Str. Cost	10 IS
Memory Footprint	2 memory units
Re-Use Delay	4 seconds
Range	16
Level Cap	5
Activation Time	2 seconds
Is Interruptible?	Yes
Target	Single Enemy
It Can Be Used	Anytime

Restore Health 1.0

Class/Type	Hacker/Tertiary – Buff
Description	When you use this ability on yourself or a friendly target, you'll restore some lost Health points. The amount healed will not exceed the target's maximum Health.
Formula	30 - 40 heal
Prerequisite(s)	Execute Program L1
Inner Str. Cost	10 IS
Target	Yourself or Single Party Member
Memory Footprint	2 memory units
Player Level Cap	4
Activation Time	2 seconds
Re-Use Delay	4 seconds

Download Mission Map

Class/Type	Hacker/Secondary – Passive
Description	Mission Maps are 2D schematics specific to a particular closed Mission Area. Characters with this ability automatically attempt to download the mission map and share the map with anyone on their Mission Team when a mission is accepted. Advanced use of this ability will produce maps that include doors, stairs, elevators, guard posts, security systems, traps and goal locations.
Interface	The mission map appears in the Map panel. This same map appears for all the members of the Mission Team. The Hacker automatically attempts to access the map when a Mission is accepted.
Formula	The Difficulty Level of a particular Mission Map is equal to the Difficulty Level of the mission. Tool bonuses are applied based on the program launcher being used to perform the hack. Outcome: Map Access – Mission Difficulty Map Access: [(Access Mission Map Ability Lvl * 4) + Map Access Mods + (1-100 roll)] Mission Difficulty: [Mission Difficulty Lvl + Mission Mods + 50] If Outcome < 0: nothing (no map) If Outcome >= 0: Map Access Granted If Outcome >= 10: then as above w/ Doors Locations Depicted If Outcome >= 20: then as above w/ Guard Post Locations Depicted If Outcome >= 30: then as above w/ Security Systems Locations Depicted If Outcome >= 40: then as above w/ Trap Locations Depicted If Outcome >= 50: then as above w/ Goal Locations Depicted

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Ability Level Cap	10
Agent Response	Yes (Minor)
Prerequisite(s)	Logic Blast 1.0
Memory Footprint	1 memory unit

Gaussian Blur 1.0

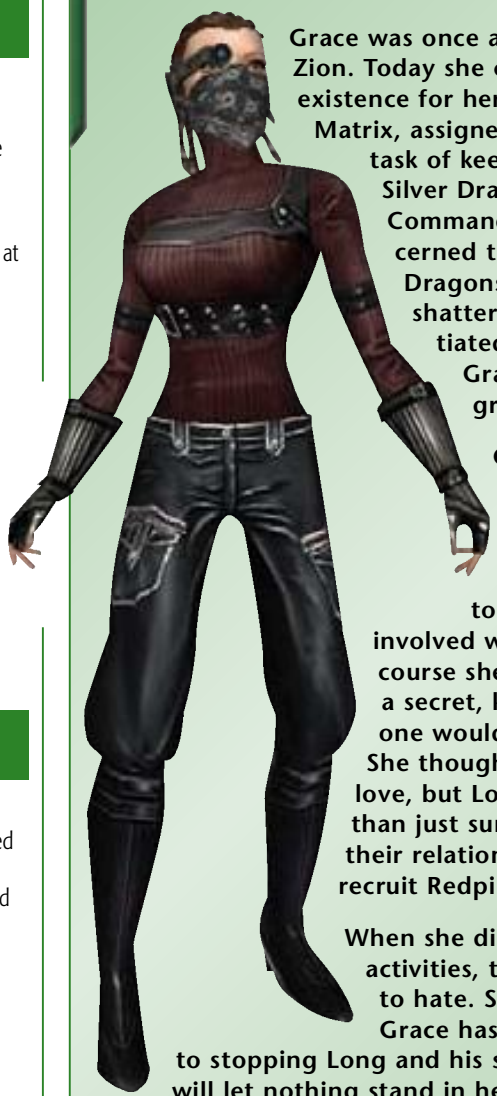
Class/Type	Hacker/Tertiary – Buff
Description	This ability acts like Evade Combat and improves your chance of avoiding an Interlock combat. You must have Evade Combat loaded and activated to use this ability.
Interface	Select the icon from the shortcut bar.
Formula	Forced Interlock checks against you with this ability are at a -25% penalty, making it harder to force you into Interlock. Duration 10 minutes
Prerequisite(s)	Restore Health 1.0
Inner Str. Cost	20 IS
Memory Footprint	2 memory units
Target	Yourself
It Can Be Used	Outside Combat
Buffer Size	1 unit
Duration	10 minutes
Re-Use Delay	10 seconds
Activation Time	2 seconds

Hacker

Class/Type	Hacker/Secondary – Utility
Description	Hackers can gain access to computer files that are stored in actual computers in the Matrix. Available files might include security access codes, code fragments, code and e-mail messages.
Formula	Success: [(Ability Lvl * 4) + (Tool Bonus) + (% roll)] > [(Difficulty Lvl) + 50] Ability Level Cap: 50
Agent Response	Yes
Noise (Aur. Mag.)	Low
Prerequisite(s)	Execute Program L2
Inner Str. Cost	10 IS
Memory Footprint	2 memory units
Activation Time	2 seconds

GRACE

Location: Furihata, International District



Grace was once a Warrior of Zion. Today she carves out an existence for herself in the Matrix, assigned the unenviable task of keeping tabs on the Silver Dragons. Commander Lock is concerned that the Silver Dragons' activities will shatter the truce negotiated by Neo, and Grace knows the group well.

Grace met an Exile named Long in the Matrix, and allowed herself to become involved with him. Of course she kept the affair a secret, knowing that no one would have approved. She thought she was in love, but Long wanted more than just survival. He used their relationship to find and recruit Redpills into his gang.

When she discovered his activities, their love turned to hate. Since that time, Grace has devoted herself to stopping Long and his supporters and will let nothing stand in her way, not even official orders from Zion. She has not reported in for some time, apparently having found another broadcast point to enter the Matrix.

Regardless of her past mistakes, Grace is a consummate professional and insists on the same level of professionalism in those she deals with. She is known to hire mercenary operatives of any association to carry out tasks for her.

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Virologist

This is the first discipline in the offensive and debuffing part of the Hacker tree. Transmit Virus increases your Viral Transmission even further, giving you an even greater chance of hitting opponents. Logic Blast 2.0 is very similar to Logic Blast 1.0, except for the fact that it does even more damage. Slow 1.0 and Code Freeze 1.0 reduce your opponent's movement speed, with Code Freeze 1.0 reducing movement speed further than Slow. These abilities can hamper movement, and in some cases can keep your opponent locked in one place. Slow also reduces Ranged Combat Tactics, making your opponents less likely to hit you with Free-Fire Attacks. UI Lag 1.0 reduces the Combat Tactics of any opponents within 3 meters of the one you're attacking, reducing their chances to hit in Interlock. Avoidance and Emergency Repairs are the two optional abilities. Emergency Repairs can be used on yourself or a friendly to heal a small amount of Health at regular intervals for a limited time, while Avoidance reduces your threat level to opponents, making them less likely to attack you. Virologist slightly increases your Viral Resistance, making you more resistant to viral attacks.

— Researched by Nanohaxial

Transmit Virus

Class/Type	Virologist/Secondary – Passive
Description	Hackers with this ability excel in infecting their opponents with harmful programs. These viruses affect characters in a variety of ways. Transmit Virus supplements Execute Program; you'll have a much greater chance of success when you launch a virus against a target.
Formula	Increases Viral Transmission Ability by (Lvl * 2)
Agent Response	Yes (intensity varies)
Noise (Aur. Mag.)	High
Prerequisite(s)	Hacker
Inner Str. Cost	Depends on Virus used
Memory Footprint	2 memory units

Logic Blast 2.0

Class/Type	Virologist/Tertiary – Offensive
Description	Logic Bomb reduces your target's Health.
Formula	21 - 84 damage
Prerequisite(s)	Transmit Virus L4
Inner Str. Cost	12 IS
Memory Footprint	1 memory unit
Re-Use Delay	4 seconds
Range	20m
Level Cap	10
Activation Time	2 seconds
Is Interruptible?	Yes
Target	Single Enemy
It Can Be Used	Anytime

Slow 1.0

Class/Type	Virologist/Virus – Debuff
Description	Temporarily slows your target's run and walk speeds by 50%, and debuffs his ranged combat ability.
Formula	Reduce run speed by 50% Reduce Range Combat Tactics by -5
Prerequisite(s)	Transmit Virus L4
Inner Str. Cost	20 IS
Target	Single Enemy
Memory Footprint	1 memory unit
Re-Use Delay	1 minute
Duration	10 seconds
Activation Time	2 seconds
Re-Use Delay	8 seconds

Avoidance

Class/Type	Virologist/Virus – Debuff
Description	This virus clouds your target's mind and decreases the chance that you will remain at the top of that foe's hit parade. Obviously, this is only effective when you're fighting in a group.
Formula	Reduce your position on the target's Aggro list by 200 points
Prerequisite(s)	Slow 1.0
Inner Str. Cost	15 IS
Memory Footprint	1 memory unit
Re-Use Delay	20 seconds
Activation Time	2 seconds
Target	Single Enemy
It Can Be Used	Anytime

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Emergency Repairs

Class/Type	Virologist/Tertiary – Buff
Description	Emergency Repairs adds to a friendly character's current health point total. The recipient's Max Health remains the same. This is a Heal Over Time (HOT) ability.
Formula	Heals 25 damage every 2.5 seconds for 15 seconds
Prerequisite(s)	Logic Blast 2.0
Inner Str. Cost	20 IS
Memory Footprint	1 memory unit
Re-Use Delay	15 seconds
Target	Yourself or Single Friend
Buffer Size	4 units

UI Lag 1.0

Class/Type	Virologist/Virus – Debuff
Description	Short debuff that reduces your enemies' tactic score by 5. Use this area-effect ability to reduce your opponents' chance to hit in combat.
Formula	-5 tactic score
Prerequisite(s)	Transmit Virus L5, Logic Blast 2.0
Range	10m
Inner Str. Cost	20 IS
Target	Enemies within 3m of target location
Memory Footprint	1 memory unit
Duration	1 minute
Re-Use Delay	1 minute

Code Freeze 1.0

Class/Type	Virologist/Virus – Debuff
Description	Use this ability to infect your target with a virus that will stop him in place for a short time. Be aware that if your target takes damage while he is frozen, the virus will be disabled.
Formula	Target Rooted; breaks if damaged
Range	20m
Prerequisite(s)	Transmit Virus L5, Slow 1.0
Inner Str. Cost	20 IS
Target	Single Enemy
Duration	30 seconds
Memory Footprint	1 memory unit
Re-Use Delay	1 minute

Virologist

Class/Type	Virologist/Tertiary – Discipline/Passive
Description	With this ability loaded, you'll be more resistant to incoming viral attacks.
Formula	-5% to all incoming viral damage
Prerequisite(s)	UI Lag 1.0, Code Freeze 1.0
Inner Str. Cost	0
Memory Footprint	2 memory units

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Patcher

This is the first discipline in the Hacker tree dealing with healing and buffing. The Repair and Upgrade ability increases your Healing, allowing your heals to restore more Health. The Bolster Health 1.0 ability increases your Health slightly for a long period of time. The Restore Health 2.0 ability allows you to restore the Health of a friendly, or yourself. The Movement Accelerator ability increases your movement speed, allowing for a quick escape if needed. Group Repairs 1.0 is similar to Restore Health, but it restores Health to yourself and any friendlies within 4 meters of you. The Patcher ability heals you. It can be used at anytime, and can't be interrupted. This ability can be useful when you're low on Health and taking damage. The optional ability Harmful Code 1.0, is similar to the Logic Blast attacks. You can use it to deal damage to opponents. The ability Passive Code reduces your threat level to opponents, making them less likely to attack.

— Researched by Nanohaxial

Repair and Upgrade

Class/Type	Patcher/Secondary – Passive
Description	This is the ability to create higher order beneficial effects for characters. With this ability loaded, your beneficial programs (repairs and upgrades) will be more effective. There are a number of different kinds of beneficial programs, each of which is its own ability Code, similar to Viruses.
Formula	Ability Level Cap: 40 Increase healing effects of heals you use by (Ability Lvl) Increase Evade Interlock Ability by (Ability Lvl /2) Reduce IS costs by (Ability Lvl /10)
Prerequisite(s)	Hacker
Inner Str. Cost	Depends on program used
Memory Footprint	2 memory units

Restore Health 2.0

Class/Type	Patcher/Tertiary – Buff
Description	Use this ability on yourself or a friendly target to restore health to your target.
Formula	40 - 75 heal
Prerequisite(s)	Repair and Upgrade L4
Inner Str. Cost	11 IS
Memory Footprint	1 memory unit
Re-Use Delay	4 seconds
Target	Yourself or Friend
Player Level Cap	7
Activation Time	2 seconds

Bolster Health 1.0

Class/Type	Patcher/Upgrade – Buff
Description	Bolster Health increases a character's maximum health point total.
Formula	+50 Max Health
Prerequisite(s)	Repair and Upgrade L4
Inner Str. Cost	25 IS
Memory Footprint	1 memory unit
Re-Use Delay	10 seconds
Duration	10 minutes
Buffer Size	4 units
Target	Yourself or Friend
It Can Be Used	Outside Combat

Passive Code

Class/Type	Patcher/Virus – Debuff
Description	This virus clouds the target's mind and decreases the chance that the Patcher will remain at the top of that foe's hit parade. Obviously, this is only effective when the Virologist is fighting in a group.
Formula	Reduce your position on the target's Aggro list by 200 points
Prerequisite(s)	Bolster Health 1.0
Inner Str. Cost	15 IS
Memory Footprint	1 memory unit
Re-Use Delay	20 seconds
Activation Time	2 seconds
Re-Use Delay	8 seconds
Target	Single Enemy
It Can Be Used	Anytime

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Harmful Code 1.0

Class/Type	Patcher/Tertiary – Offensive
Description	Harmful Code reduces your target's Health.
Formula	35 - 80 damage
Prerequisite(s)	Restore Health 2.0
Inner Str. Cost	20 IS
Memory Footprint	1 memory unit
Re-Use Delay	8 seconds
Activation Time	2 seconds
Is Interruptible?	Yes
Target	Single Enemy
It Can Be Used	Anytime

Group Repairs 1.0

Class/Type	Patcher/Tertiary – Buff
Description	Group Repairs 1.0 adds health to any mission team member in the area of effect. The recipient's Max Health remains the same.
Formula	30 - 55 heal
Prerequisite(s)	Repair and Upgrade L5, Restore Health 2.0
Inner Str. Cost	22 IS
Memory Footprint	1 memory unit
Re-Use Delay	30 seconds
Player Level Cap	7
Activation Time	4 seconds
Re-Use Delay	2 seconds
Target	Party Members within 4m
It Can Be Used	In/Out

Movement Accelerator

Class/Type	Patcher/Tertiary – Buff
Description	This buff grants the target a +25% run speed increase.
Formula	+25% to ground movement speed for 5 minutes
Noise (Aur. Mag.)	As per normal running
Prerequisite(s)	Repair and Upgrade L5, Bolster Health 1.0
Inner Str. Cost	30 IS
Memory Footprint	1 memory unit
Target	Single Party Member
It Can Be Used	Outside Combat
Re-Use Delay	10 second
Range	10m
Buffer Size	5 units

Patcher

Class/Type	Patcher/Tertiary – Discipline/Buff
Description	Patcher is a quick self-heal adds to your current health point total. It takes effect instantly and cannot be interrupted by enemy action. Your Max Health remains the same.
Formula	63 - 77 healing Usable in Interlock, non-interruptible
Prerequisite(s)	Group Repairs 1.0, Movement Accelerator
Inner Str. Cost	22 IS
Target	Yourself
Memory Footprint	2 memory units
Re-Use Delay	45 seconds
Activation Time	0 seconds
Agent Response	Yes
Noise (Aur. Mag.)	50

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Selective Phage

Selective Phage is the part of the Hacker tree that is most useful in dealing damage to one opponent at a time. Resist Viruses increases your Viral Deflection, making viral attacks less likely to hit you. Logic Blast 3.0 is the next version of the Logic Blast attack, dealing more damage than the previous Logic Blasts. Disrupt Inputs 1.0 blinds your opponent, reducing their chance to hit in Interlock. Overload 1.0 and Processor Lag 1.0 are the two optional abilities. Overload 1.0 reduces your opponent's Combat Tactics and thus their chance to hit in Interlock, while Processor Lag 1.0 can be used on an opponent to deal a small amount of damage at regular intervals for a limited time. The Selective Phage ability increases the range of your viral attacks.

— Researched by Nanohaxial

Resist Viruses

Class/Type	Selective Phage/Secondary – Passive
Description	This ability resists Viruses that target you. It allows Hackers to build up an unusually high resistance to harmful Viruses. You become increasingly more resistant to viruses as you become more skilled with this ability.
Formula	(Resist Viruses Lvl * 4) is added to the Virus Deflection attribute in Execute Program checks Ability Level Cap: 20
Prerequisite(s)	Virologist, Transmit Virus L6
Memory Footprint	2 memory units

Logic Blast 3.0

Class/Type	Selective Phage/Tertiary – Offensive
Description	Logic Blast reduces your target's Health.
Formula	36 – 144 damage
Prerequisite(s)	Resist Viruses L8
Inner Str. Cost	14 IS
Memory Footprint	1 memory unit
Re-Use Delay	4 seconds
Range	20m
Target	Single Enemy
It Can Be Used	Anytime
Level Cap	20 IS
Activation Time	2 seconds

Processor Lag 1.0

Class/Type	Selective Phage/Tertiary – Offensive
Description	Processor Lag infects the target with a damage-over-time attack.
Formula	Duration: 30 second Damage Interval: 5 seconds Damage: 10 - 60
Prerequisite(s)	Logic Blast 3.0, Resist Viruses L10
Inner Str. Cost	10 IS
Memory Footprint	1 memory unit
Re-Use Delay	45 seconds
Range	12m
Target	Single Enemy
It Can Be Used	Outside Combat

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Disrupt Inputs 1.0

Class/Type	Selective Phage/Tertiary – Debuff
Description	Disrupt Inputs infects the target with blindness.
Formula	Duration: 30 second Target is Blinded
Prerequisite(s)	Resist Viruses L12
Inner Str. Cost	25 IS
Memory Footprint	1 memory unit
Re-Use Delay	45 seconds
Range	12m
Target	Single Enemy
It Can Be Used	Outside Combat

Overload 1.0

Class/Type	Selective Phage/Tertiary – Debuff
Description	Overload infects the target with a tactic score penalty.
Formula	Duration: 30 second Target is -10 to Tactics Score
Prerequisite(s)	Disrupt Inputs 1.0, Resist Viruses L14
Inner Str. Cost	20 IS
Memory Footprint	1 memory unit
Re-Use Delay	45 seconds
Range	12m
It Can Be Used	Anytime

Selective Phage

Class/Type	Selective Phage/Tertiary – Passive [Discipline]
Description	Increases the damage of all virus abilities.
Formula	Concentration: (Character Lvl /4) Viral Damage: (Character Lvl /5) IS Regeneration: (Character Lvl /5)
Prerequisite(s)	Resist Viruses L15, Logic Blast 3.0, Disrupt Inputs 1.0
Inner Str. Cost	0
Memory Footprint	2 memory units

Pathogenist

Pathogenist is most useful in dealing damage to multiple opponents. Resist Infection increases your Viral Resistance, strengthening you against viral attacks. Area Disruption is useful when surrounded by multiple opponents, stunning any that are within 4 meters of you for thirty seconds. Logic Bomb 1.0 is an ability much like Logic Blast, but instead of hitting only one opponent it is able to do damage to all enemies within 3 meters of the one you're attacking. The Pathogenist ability itself increases the radius of your viral attacks, giving you a greater chance to hit more opponents at once. The optional ability Miasma 1.0 will reduce the Combat Tactics of opponents within 6 meters of the one you attack, giving you a better chance to hit them in Interlock. The other optional ability in this discipline, Static Field, does damage to any opponents within 3 meters of you every few seconds. This ability could be useful when surrounded by several opponents.

— Researched by Nanohaxial

Resist Infection

Class/Type	Pathogenist/Secondary – Passive
Description	This ability resists viruses that target you. It allows Pathogenists to build up an unusually high resistance to harmful viruses.
Formula	(Resist Infection Lvl * 2) is added to Virus Deflection in Execute Program checks. Ability Level Cap: 40
Prerequisite(s)	Virologist, Transmit Virus L6
Memory Footprint	2 memory units

Logic Bomb 1.0

Class/Type	Pathogenist/Tertiary – Offensive
Description	Logic Bomb damages all foes within its area of effect.
Formula	24 - 96 damage
Prerequisite(s)	Resist Infection L8
Inner Str. Cost	20 IS
Memory Footprint	1 memory unit
Re-Use Delay	2 seconds
Range	16m
Target	Enemies within 3m of target Enemy
It Can Be Used	Anytime
Level Cap	20
Activation Time	4 seconds

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Area Disruption

Class/Type	Pathogenist/Tertiary – Virus/Debuff
Description	Area Disruption stuns foes within its area. This is a point-blank area attack, good for disrupting a crowd of foes and allowing the Pathogenist and his companions to regroup or withdraw.
Formula	Duration: 30 seconds Targets are Stunned
Prerequisite(s)	Resist Infection L12
Inner Str. Cost	30 IS
Memory Footprint	1 memory unit
Re-Use Delay	45 seconds
Range	0m
Target	Enemies within 2m of you
It Can Be Used	Outside Combat

Miasma 1.0

Class/Type	Pathogenist/Tertiary – Virus/Debuff
Description	A Miasma field surrounds you, reducing the tactic scores of any foes who enter it for a brief time.
Formula	Toggle on/off -5 to enemy tactic scores
Prerequisite(s)	Area Disruption, Resist Infection L14
Inner Str. Cost	5 IS every 5 seconds
Memory Footprint	1 memory unit
Range	0m
Target	Enemies within 6m of you
It Can Be Used	Outside Combat
Buffer Size	5 units

Static Field 1.0

Class/Type	Pathogenist/Tertiary – Virus/Offensive
Description	A static field surrounds you, repeatedly damaging any foes who enter it.
Formula	Toggle on/off 30 – 60 damage every 5 seconds
Prerequisite(s)	Logic Bomb 1.0, Resist Infection L10
Inner Str. Cost	10 IS every 5 seconds
Memory Footprint	1 memory unit
Range	0m
Target	Enemies within 3m of you
It Can Be Used	Outside Combat
Buffer Size	5 units

Pathogenist

Class/Type	Pathogenist/Tertiary – Passive [Discipline]
Description	Increases the radius of all area-of-effect virus effects by 1m.
Formula	+1m to all radii on area-of-effect virus abilities
Prerequisite(s)	Resist Infection L15, Logic Bomb 1.0, Area Disruption
Inner Str. Cost	0
Memory Footprint	2 memory units

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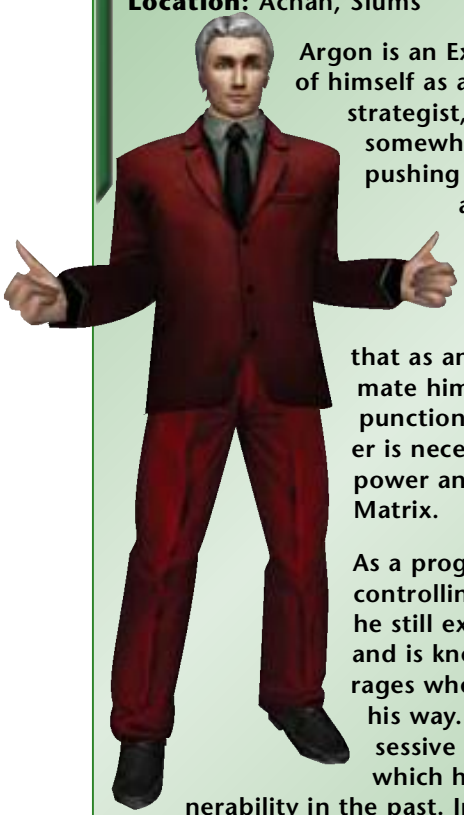
Network Hacker

Network Hacker is most useful in dealing debuffs to opponents. Resist Contagion increases your Viral Deflection. Freeze System 1.0 mezes your opponent for 60 seconds, or until you attack them, preventing ability use and targeting, as well as hampering movement. Code Freeze 2.0 is similar to Code Freeze 1.0, reducing movement speed for 60 seconds, or until your opponent is engaged in Interlock. The Network Hacker ability increases Viral Transmission, making your attacks more likely to hit opponents. The optional ability Freeze Area 1.0 is similar to Freeze System, but has a 3 meter radius and lasts for 30 seconds. These abilities are useful for keeping opponents at bay. Overheat 1.0 reduces Ranged and Melee Physical Damage Resistance, causing them to take more damage from ranged and melee attacks.

— Researched by Nanohaxial

ARGON

Location: Achan, Slums



Argon is an Exile who likes to think of himself as a careful planner and strategist, but in truth he is somewhat rash in his moves, pushing forward out of hubris and ego more than anything else. Under his expensive suit, he is truly just a thug. However, do not take that as an excuse to underestimate him. Argon has no compunctions about doing whatever is necessary to gain more power and influence over the Matrix.

As a program, Argon was a controlling routine. As an Exile, he still expects to be obeyed, and is known for his terrible rages when matters fail to go his way. He is jealous and possessive of his paramours, which has proved to be a vulnerability in the past. In the end, though, Argon cares for no one more than himself.

Resist Contagion

Class/Type	Network Hacker/Secondary – Passive
Description	This ability resists viruses that target you. It allows Pathogenists to build up a high resistance to harmful viruses.
Formula	(Resist Contagion Lvl * 4) is added to Virus Deflection in Execute Program checks. Ability Level Cap: 20
Prerequisite(s)	Virologist, Transmit Virus L6
Memory Footprint	2 memory units

Code Freeze 2.0

Class/Type	Network Hacker/Virus – Debuff
Description	Use this ability to stop your target in his tracks for a short time. If you damage your target from range, the virus remains in effect. However, if you engage your target in close combat, he will regain his ground movement.
Formula	Duration 60 sec, breaks if target is damaged Reduces target's movement speed to 0
Prerequisite(s)	Resist Contagion L8
Inner Str. Cost	25 IS
Memory Footprint	1 memory unit
Re-Use Delay	45 seconds
Range	20m
Target	Single Enemy
It Can Be Used	Outside Combat
Duration	1 minute

Freeze System 1.0

Class/Type	Network Hacker/Virus – Debuff
Description	A medium duration pacification, good for isolating a single foe. Use this virus to pacify a single target. Targets who are Pacified won't take any actions.
Formula	Duration 60 secs Pacifies target
Prerequisite(s)	Code Freeze 2.0, Resist Contagion L10
Inner Str. Cost	50 IS
Memory Footprint	1 memory unit
Re-Use Delay	45 seconds
Range	20m
Target	Single Enemy
It Can Be Used	Outside Combat

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Overheat 1.0

Class/Type	Network Hacker/Virus – Debuff
Description	Overheat causes the target to take more damage from incoming melee and ranged attacks.
Formula	Duration 30 secs Increases ranged and melee damage done to target by 10%
Prerequisite(s)	Resist Contagion L12
Inner Str. Cost	25 IS
Memory Footprint	1 memory unit
Re-Use Delay	1 minute
Range	20m
Target	Single Enemy
It Can Be Used	Outside Combat

Freeze Area 1.0

Class/Type	Network Hacker/Virus – Debuff
Description	A short duration pacification which hits all targets within its area. This is a point blank attack, useful when surrounded; you'll pacify all opponents in close proximity to you.
Formula	Standard Virus check Duration 30 secs Pacifies targets
Prerequisite(s)	Overheat 1.0, Resist Contagion L14
Inner Str. Cost	70 IS
Memory Footprint	1 memory unit
Re-Use Delay	1 minute
Range	0m
Target	Enemies within 3m of you
It Can Be Used	Outside Combat

Network Hacker

Class/Type	Network Hacker/Tertiary – Passive [Discipline]
Description	Increases the chance of successfully infecting a target (or targets) with a virus.
Formula	+10 to the Transmit Virus attribute
Prerequisite(s)	Resist Contagion L15, Freeze System 1.0, Code Freeze 2.0
Inner Str. Cost	0
Memory Footprint	2 memory units

Guardian Patcher

This discipline includes several powerful buffs and single-person heals. Quick Recovery increases your Combat Evasion, giving you a better chance to avoid Interlock. Fast Healing 1.0 increases your or a friendly's Health Regen 100% for 10 minutes, allowing you or a friendly to quickly recover from damage taken. Restore Health 3.0 is a more powerful version of the Restore Health abilities, healing even more Health. Guardian Patcher increases your Healing and Combat Evasion even further. The optional ability Restore RSI can be used to bring a dead friendly back to life, though they will have minimal Health and Inner Strength, and will be Stunned for 30 seconds. The Combat Enhancement ability can be used on a friendly or yourself to increase Combat Tactics, making you more likely to hit in Interlock, and avoid Free-Fire. Personal Firewall 1.0 increases your Viral Resistance, making you stronger against other Viral Attacks.

— Researched by Nanohaxial

Quick Recovery

Class/Type	Guardian Patcher/Secondary – Passive
Description	This ability helps the Guardian Patcher to avoid being drawn into Interlock combat. As you grow in skill, you'll be better able to resist melee combat situations.
Formula	Increases Evade Interlock Ability by 2 points per level Ability Level Cap: 20
Prerequisite(s)	Patcher, Repair and Upgrade L6
Memory Footprint	2 memory units

Restore Health 3.0

Class/Type	Guardian Patcher/Tertiary – Buff
Description	Restore Health 3.0 adds to a character's current health. The recipient's Max Health remains the same.
Formula	65 -120 damage
Prerequisite(s)	Quick Recovery L8
Inner Str. Cost	20 IS
Target	Single Friend
Memory Footprint	1 memory unit
Re-Use Delay	4 seconds
Range	20m
Player Level Cap	20
Activation Time	2 seconds

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Fast Healing 1.0

Class/Type	Guardian Patcher/Tertiary – Buff
Description	Use this ability on a friendly target to double her regeneration rate for a while.
Formula	All health regen rates are double normal
Prerequisite(s)	Quick Recovery L12
Inner Str. Cost	35 IS
Target	Single Friend
Memory Footprint	1 memory unit
Re-Use Delay	15 seconds
Range	10m
Buffer Size	12 units
Duration	10 minutes

Personal Firewall 1.0

Class/Type	Guardian Patcher/Upgrade – Buff
Description	Use this ability on a friendly target to increase her resistance to viral damage for a short while.
Formula	20% Damage Resistance vs. Virus damages
Prerequisite(s)	Fast Healing 1.0, Quick Recovery L14
Inner Str. Cost	40 IS
Memory Footprint	1 memory unit
Re-Use Delay	15 seconds
Range	10m
Target	Single Friend
It Can Be Used	Outside Combat
Buffer Size	14 units
Duration	5 minutes

Combat Enhancement 1.0

Class/Type	Guardian Patcher/ Tertiary – Buff
Description	Combat Enhancement gives the recipient a slight bonus to his tactic score.
Formula	+10 to tactic scores
Prerequisite(s)	Restore Health 3.0, Quick Recovery L10
Inner Str. Cost	40 IS
Memory Footprint	1 memory unit
Re-Use Delay	15 seconds
Range	10m
Target	Single Friend
It Can Be Used	Outside Combat
Buffer Size	10 units
Duration	5 minutes

Restore RSI

Class/Type	Guardian Patcher/Tertiary – Utility
Description	A character with this ability can restore an incapacitated ally's RSI. A "dead" character whose RSI is restored is immediately returned to a living state. The newly raised character will be at 1 Health, 1 Inner Strength, Stunned for 30 seconds, and under full death effects. The newly restored character is teleported next to the Hacker.
Interface	You target the corpse of a friendly character and activate this ability. The target character sees a pop-up dialog, asking him to confirm this action. If he clicks yes, the ability continues to execute. If he clicks no, or the dialog times out (default is 1 minute), the ability aborts, but you still spend the Inner Strength.
Formula	None; automatically succeeds if confirmed by target
Prerequisite(s)	Quick Recovery L9
Agent Response	Yes
Noise (Aur. Mag.)	Low
Inner Str. Cost	75 IS
Memory Footprint	1 memory unit
Target	Single Dead Friend
It Can Be Used	Anytime
Range	100m

Guardian Patcher

Class/Type	Guardian Patcher/Tertiary – Passive [Discipline]
Description	Increases your healing abilities and ability to resist Interlock.
Formula	Evade Combat: +25% All Healing effects: +20
Prerequisite(s)	Quick Recovery L15, Heal Other 3.0, Fast Healing 1.0
Inner Str. Cost	0
Memory Footprint	2 memory units

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Team Patcher

Team Patcher includes powerful buffs, as well as group heals. Resist Damage increases Ranged and Melee Physical Damage Resistance, which reduces the amount of damage you take from physical attacks. Resist Combat 1.0 can be very useful when teaming with other Hackers. It raises the Combat Evasion of your target and any friendlies within 3 meters of him. Group Repairs 2.0 heals any friendlies within 4 meters of you. Team Patcher increases the radius of your buffs and heals, allowing you to support others from farther away. The optional ability Network Firewall 1.0 increases the Viral Resistance of all friendlies within 3 meters of you. Combat Aura 1.0 increases the Combat Tactics of all mission team members within 3 meters of you, draining some of your Inner Strength every few seconds. This could be useful in giving an Operative teammate the extra boost he needs to dominate an opponent in Interlock.

— Researched by Nanohaxial

Resist Damage

Class/Type	Team Patcher/Secondary – Passive
Description	This ability reduces the amount of damage a Team Medic takes from a successful hit.
Formula	Damage Reduced: (Ability Lvl /100) Level Cap: 40 A successful attack always does at least one point of dam.
Prerequisite(s)	Patcher, Repair and Upgrade L6
Memory Footprint	2 memory units

Group Repairs 2.0

Class/Type	Team Patcher/Tertiary – Buff
Description	Use this ability to restore health to any mission team members (including yourself) within its area of effect.
Formula	45 - 70 heal
Prerequisite(s)	Resist Damage L8
Inner Str. Cost	40 IS
Memory Footprint	1 memory unit
Re-Use Delay	2 seconds
Range	0m
Player Level Cap	20
Activation Time	4 seconds
Target	Yourself and Party Members within 4m of you
It Can Be Used	In/Out

Resist Combat 1.0

Class/Type	Team Patcher/Upgrade – Buff
Description	This ability buffs your group's Evade Combat scores. Use this area-effect ability to help friendly targets resist being drawn into close combat. Your allies must have the Evade Combat ability active to get any benefit from this upgrade.
Formula	+20% to resist Interlock Combat chance
Prerequisite(s)	Resist Damage L12
Inner Str. Cost	25 IS
Memory Footprint	1 memory unit
Re-Use Delay	15 seconds
Target	All Party Members within 3m of target Character
It Can Be Used	Outside Combat
Buffer Size	12 units
Duration	10 minutes
Range	12m

Network Firewall 1.0

Class/Type	Team Patcher/Upgrade – Buff
Description	Network Firewall surrounds the Team Medic with a field that helps his companions resist viral damage as long as they remain within its area of effect.
Formula	+10% Damage Resistance vs. viral damage to all friendlies who are within the area of effect
Prerequisite(s)	Resist Combat 1.0, Resist Damage L14
Inner Str. Cost	8 IS every 5 seconds
Memory Footprint	1 memory unit
Re-Use Delay	15 seconds
Range	0m
Target	Party Members within 3m of you
It Can Be Used	Outside Combat
Buffer Size	14 units

Combat Aura 1.0

Class/Type	Team Patcher/Upgrade – Buff
Description	Combat Aura surrounds the Team Medic with a field that boosts his and his teammates' tactic score while they are within its field of effect.
Formula	+5 to tactic score to all friendlies within the area of effect. Aura: Pulse every 5 seconds, duration 5 seconds.
Prerequisite(s)	Group Repairs 2.0, Resist Damage L10
Inner Str. Cost	8 IS every 5 seconds
Memory Footprint	1 memory unit
Re-Use Delay	15 seconds *after* last use of Combat Aura 1.0

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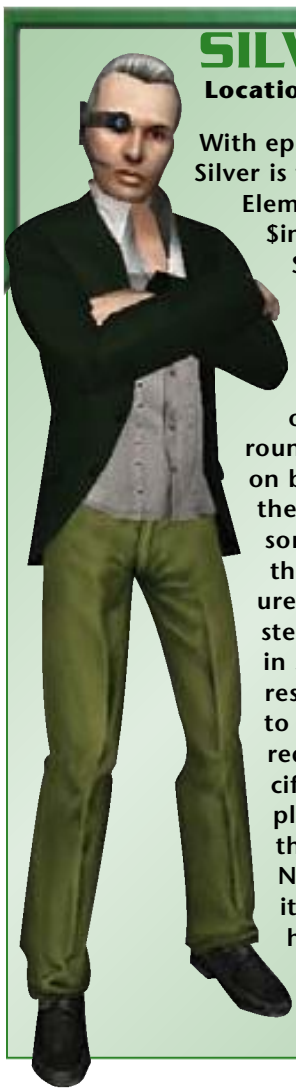
Range	0m
Target	Party Members within 3m of you
It Can Be Used	Outside Combat
Buffer Size	10 units

Team Medic

Class/Type	Team Patcher/Tertiary – Passive [Discipline]
Description	Increases the radius of all area-of-effect repair and upgrade effects by 1m.
Formula	+1m to all radii on area of effect repair and upgrade abilities
Prerequisite(s)	Resist Damage L15, Resist Combat 1.0, Group Repairs 2.0
Inner Str. Cost	0
Memory Footprint	2 memory units



SILVER

Location: Achan, Slums

With eponymously colored hair, Silver is the most focused among the Elements, valuing order and $information above all else. Silver is not an imposing physical specimen, looking like a bit of a nerd, but he's a self-possessed man with a distinct air of superiority over the dullards he's surrounded by. Silver is often called on by the other associates when they need $information about something, or require something very complex to be figured out fast. His prices are steep indeed. Silver is engaged in several lines of Matrix-research that require field tests to be carried out. Typically, this requires the movement of specific pieces of code to certain places for execution, e.g. "Take this umbrella to the top of the Network Media building. Open it. Then close it and return it here to me. You couldn't understand the reasons if I told you, Meatshadow."

Doctor

This discipline specializes in powerful single-person heals. The Clear Head ability increases your Inner Strength Regen, allowing you to regain your Inner Strength quickly, and thus use more buffs/heals. Restore Health 4.0 and 5.0 are similar to their previous versions, but heal even more Health. The Doctor ability further increases Healing. The optional ability Revitalize RSI is one that can bring dead friendlies back to life. They have full Health and Inner Strength, with no penalties other than the death effect. Harmful Code 2.0 is similar to its previous version, doing even more damage. Fast Healing 2.0 is similar to Fast Healing 1.0, but increases Health Regen to 200% for 10 minutes. This allows you or a friendly to heal more quickly from damage taken.

— Researched by Nanohaxial

Clear Head

Class/Type	Doctor/Secondary – Passive
Description	This ability lets the Doctor recover his Inner Strength much more quickly.
Formula	Increases Inner Strength regeneration by 1% per level Ability Level Cap: 30
Prerequisite(s)	Guardian Patcher, Quick Recovery L17
Memory Footprint	2 memory units

Restore Health 4.0

Class/Type	Doctor/Tertiary – Buff
Description	This ability adds to a character's current health point total. The recipient's Max Health remains the same.
Formula	95 - 170 heal
Prerequisite(s)	Clear Head L20
Inner Str. Cost	25 IS
Target	Single Friend
Memory Footprint	1 memory unit
Re-Use Delay	4 seconds
Range	20m
Player Level Cap	30
Activation Time	2 seconds

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Restore Health 5.0

Class/Type	Doctor/Tertiary – Buff
Description	This ability adds to a character's current health point total. The recipient's Max Health remains the same.
Formula	225 - 415 heal
Prerequisite(s)	Clear Head L26
Inner Str. Cost	30 IS
Target	Single Friend
Memory Footprint	1 memory unit
Re-Use Delay	4 seconds
Range	20m
Player Level Cap	35
Activation Time	2 seconds

Fast Healing 2.0

Class/Type	Doctor/Tertiary – Buff
Description	Use this ability on a friendly target to dramatically increase his Health regeneration rate for a while.
Formula	All health regen rates are +200% of normal
Prerequisite(s)	Restore Health 5.0, Clear Head L28
Inner Str. Cost	45 IS
Target	Single Friend
Memory Footprint	1 memory unit
Re-Use Delay	15 seconds
Range	10m
Buffer	28 units
Duration	10 minutes

Harmful Code 2.0

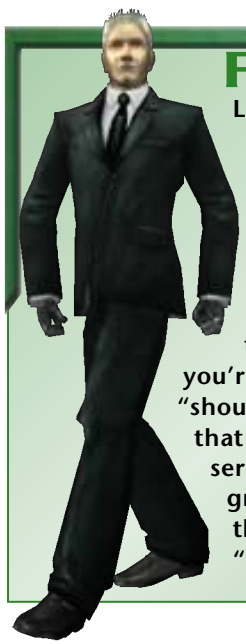
Class/Type	Doctor/Tertiary – Offensive
Description	Use this ability to attack a target with harmful code and reduce his health.
Formula	55 - 220 damage
Prerequisite(s)	Restore Health 4.0, Clear Head L22
Inner Str. Cost	30 IS
Target	Single Enemy
Memory Footprint	1 memory unit
Re-Use Delay	8 seconds

Revitalize RSI

Class/Type	Doctor/Repair – Utility
Description	This works exactly as Restore RSI, but your target is restored to full Health and Inner Strength.
Interface	You target the corpse of a friendly character and activate this ability. The target character sees a pop-up dialog, asking him to confirm this action. If he clicks yes, the ability continues to execute. If he clicks no, or the dialog times out (default is 1 minute), the ability aborts, but you still spend the Inner Strength.
Formula	None; automatically succeeds if confirmed by target
Prerequisite(s)	Clear Head L24
Agent Response	Yes
Noise (Aur. Mag.)	Low
Inner Str. Cost	100 IS
Memory Footprint	1 memory unit
Target	Single Dead Party Member
It Can Be Used	Anytime
Range	100m

Doctor

Class/Type	Doctor/Tertiary – Passive [Discipline]
Description	With this ability loaded, all of your healing abilities are increased in effectiveness.
Formula	Heal Damage Bonus: 1 pt. per character level
Prerequisite(s)	Restore Health 4.0, Restore Health 5.0, Clear Head L30
Inner Str. Cost	0
Memory Footprint	2 memory units



FLOOD

Location: Nonspecific

Flood assigns missions for the Merovingian. He's clad in flamboyantly chic Italian couture, his hair bleached, his features androgynous. He's sassy and sarcastic. He laces his instructions with qualifiers that suggest you're incompetent ("if you're able," "should you astonish everyone and get that far," etc.). He also hints that his servitude to the Merovingian grates, and that he has better things planned. His catchphrase: "Do we understand? We do."

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Upgrade Artist

The Buffs in Upgrade Artist are very powerful. Potency increases Melee Damage. This could be useful in helping a Martial Artist teammate to quickly kill an opponent. Negative Condition Sweep 1.0 can be used on a friendly to remove negative conditions from abilities, such as Stun or Powerless. Personal Firewall 2.0 increases Viral Resistance further than Personal Firewall 1.0, for 5 minutes. Upgrade Artist is similar to Negative Condition Sweep, except that it only affects you, and does not need to be activated. The optional ability Efficiency 1.0 reduces the cost of your buffing abilities, allowing you to set more buffs before running out of Inner Strength. Delete Upgrade 1.0 can be useful against an opponent, allowing you to randomly remove one buff from them. Movement Accelerator 2.0 increases your Movement Speed by 50%, allowing for quick travel or, if need be, a quick escape. The optional ability Bolster Health 2.0 increases your Max Health by 250 points.

— Researched by Nanohaxial

Potency

Class/Type	Upgrade Artist/Secondary – Buff
Description	The Upgrade Artist can use this buff on friendly targets so that they can inflict more damage in combat.
Formula	Increases Physical Damage by 1 point per ability level. Ability Level Cap: 30
Prerequisite(s)	Guardian Patcher, Quick Recovery L17
Inner Str. Cost	35 IS
Memory Footprint	2 memory units
Target	Single Friend
It Can Be Used	Outside Combat
Range	10m
Duration	5 minutes
Buffer Size	17 units
Re-Use Delay	10 seconds

Delete Upgrade 1.0

Class/Type	Upgrade Artist/Tertiary – Debuff
Description	This ability removes one of your target's upgrades or buffs.
Formula	Remove a random buff from target
Prerequisite(s)	Potency L18
Inner Str. Cost	50 IS
Memory Footprint	1 memory unit
Target	Single Enemy
It Can Be Used	Outside Combat
Range	16m
Buffer Size	5 units
Re-Use Delay	10 seconds

Negative Condition Sweep 1.0

Class/Type	Upgrade Artist/Secondary – Buff
Description	Negative Condition Sweep attempts to remove any debuffs affecting the target character. It "pulses" every 5 seconds and checks its removal percentage against each negative condition or debuff affecting the target. If successful, it removes that condition.
Formula	25% chance to remove each Debuff; check each debuff every 5 seconds. On success, remove that Debuff.
Prerequisite(s)	Potency L20
Inner Str. Cost	35 IS
Memory Footprint	1 memory unit
Target	Single Friend
It Can Be Used	Outside Combat
Range	10m
Duration	30 seconds
Buffer Size	20 units
Re-Use Delay	10 seconds

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Efficiency 1.0

Class/Type	Upgrade Artist/Tertiary – Buff
Description	Use this ability on a friendly target. While the benefit lasts, it will reduce the Inner Strength cost of any special moves the target uses.
Formula	Reduce Inner Strength costs of any Special Move by 5 IS
Prerequisite(s)	Potency L26
Inner Str. Cost	40 IS
Memory Footprint	1 memory unit
Target	Single Friend
It Can Be Used	Outside Combat
Range	10m
Duration	5 minutes
Buffer Size	26 units
Re-Use Delay	10 seconds

Personal Firewall 2.0

Class/Type	Upgrade Artist/Upgrade – Buff
Description	Use this ability on a friendly target. While the benefit lasts, your target will take reduced damage from viral attacks.
Formula	30% Damage Resistance vs. virus damages
Prerequisite(s)	Potency L24
Inner Str. Cost	45 IS
Memory Footprint	1 memory unit
Re-Use Delay	15 seconds
Range	10m
Target	Single Friend
It Can Be Used	Outside Combat
Buffer Size	24 units
Duration	5 minutes

Bolster Health 2.0

Class/Type	Upgrade Artist/Upgrade – Buff
Description	Use this ability on a friendly target. While the benefit is in effect, your target's Health maximum is increased.
Formula	+250 Max Health Duration 10 minutes
Prerequisite(s)	Negative Condition Sweep 1.0, Potency L22
Inner Str. Cost	30 IS
Memory Footprint	1 memory unit
Re-Use Delay	10 seconds
Duration	10 minutes
Buffer Size	22 units
Target	Single Friend
It Can Be Used	Outside Combat
Range	10m

Movement Accelerator 2.0

Class/Type	Upgrade Artist/Tertiary – Buff
Description	Use this ability on a friendly target. While the benefit is in effect, your target's running speed is increased.
Formula	+50% to ground movement speed for 5 minutes
Noise (Aur. Mag.)	As per normal running
Prerequisite(s)	Personal Firewall 2.0, Potency L28
Inner Str. Cost	40 IS
Memory Footprint	1 memory unit
Target	Single Friend
It Can Be Used	Outside Combat
Range	10m
Re-Use Delay	10 second
Buffer Size	28 units
Duration	5 minutes

Upgrade Artist

Class/Type	Upgrade Artist/Tertiary – Passive [Discipline]
Description	While you have this ability loaded, you have a periodic chance to have harmful code, or a "downgrade," removed from you.
Formula	10% chance to remove one Debuff, checks every 5 seconds
Prerequisite(s)	Negative Condition Sweep 1.0, Personal Firewall 2.0, Potency L30
Inner Str. Cost	0
Memory Footprint	2 memory units

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Corpsman

Corpsman focuses mainly on group heals, with several buffs as well. The Dedication ability increases your Concentration, making it less likely that your attacks will be interrupted. Group Repairs 3.0 and 4.0 are similar to each other and their previous versions, healing a larger amount of Health to all friendlies within 4 meters of yourself, as well as restoring your own Health. The Corpsman ability further increases your healing, as well as the radius of your heals and buffs. The optional ability Combat Training increases your Combat Tactics. Weapons Boost is similar, increasing Ranged Damage and Ranged Combat Tactics. Revive RSI can be used on a dead friendly to bring them back to life with full Health and Inner Strength.

— Researched by Nanohaxial

Dedication

Class/Type	Corpsman/Secondary – Passive
Description	With this ability loaded, you have a better chance of successfully executing abilities under adverse conditions.
Formula	Increases Concentration ability by 2 pts per level Ability Level Cap: 30
Prerequisite(s)	Team Medic, Resist Damage L17
Memory Footprint	2 memory units

Group Repairs 3.0

Class/Type	Corpsman/Tertiary – Buff
Description	Group Repairs heals any damaged team member within its area of affect. The recipient's Max Health remains the same.
Formula	95 - 170 heal
Prerequisite(s)	Dedication L20
Inner Str. Cost	50 IS
Memory Footprint	1 memory unit
Re-Use Delay	2 seconds
Range	0m
Activation Time	4 seconds
Target	Party Members within 4m of you
It Can Be Used	In/Out
Player Level Cap	30

Group Repairs 4.0

Class/Type	Corpsman/Tertiary – Buff
Description	Group Repairs heals any damaged team member within its area of affect. The recipient's Max Health remains the same.
Formula	155 - 290 heal
Prerequisite(s)	Dedication L26
Inner Str. Cost	60 IS
Memory Footprint	1 memory unit
Re-Use Delay	2 seconds
Range	12m
Activation Time	4 seconds
Target	Party Members within 3m of target Member
It Can Be Used	Outside Combat only
Player Level Cap	40

Combat Training

Class/Type	Corpsman/Tertiary – Passive
Description	Keep this ability loaded to give yourself a better chance to hit in combat.
Formula	Combat Tactics: +5 Max Health: +120
Prerequisite(s)	Group Repairs 3.0, Dedication L22
Memory Footprint	1 memory unit

Weapons Boost

Class/Type	Corpsman/Tertiary – Offensive
Description	Sometimes you have to get into the thick of things to help your team. A Corpsman can run programs to boost her abilities with weapons. This ability increases your chance to hit in combat, and increases the damage you do with ranged weapons.
Formula	Adds +10 to Combat Tactics scores with weapons Adds +1 damage per character level to ranged weapon damage
Prerequisite(s)	Group Repairs 4.0, Dedication L28
Inner Str. Cost	35 IS
Memory Footprint	1 memory unit
Activation Time	4 seconds
Re-Use Delay	20 seconds
Target	Yourself
It Can Be Used	Outside Combat
Duration	10 minutes
Range	0 m
Buffer Size	28 units

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Revive RSI

Class/Type	Corpsman/Repair – Utility
Description	This works exactly as Restore RSI, but your target is restored to full Health and Inner Strength.
Interface	You target the corpse of a friendly character and activate this ability. The target character sees a pop-up dialog, asking him to confirm this action. If he clicks yes, the ability continues to execute. If he clicks no, or the dialog times out (default is 1 minute), the ability aborts, but you still spend the Inner Strength.
Formula	None; automatically succeeds if confirmed by target
Prerequisite(s)	Dedication L24
Agent Response	Yes
Noise (Aur. Mag.)	Low
Inner Str. Cost	100 IS
Memory Footprint	1 memory unit
Target	Single Dead Party Member
It Can Be Used	Anytime
Range	100m

Corpsman

Class/Type	Corpsman/Tertiary – Passive [Discipline]
Description	Keep this ability loaded to increase the effectiveness of all your healing abilities.
Formula	Increase the area of all buffs/heals by +1m Increase the Heal values of all heals by +1 pt. per Character level
Prerequisite(s)	Group Repairs 4.0, Dedication L30
Memory Footprint	2 memory units

Force Enhancer

This discipline includes some very powerful group buffs. Advanced Damage Resistance increases your Viral Deflection, making viral attacks less likely to hit you. Sweep Party 1.0 is similar to the Negative Condition Sweep abilities, with a chance to remove negative conditions such as Stun or Powerless. It has a 3 meter radius from the person you use it on, affecting all friendlies within range. Deflect Virus 1.0 affects all team members within 3 meters of you, increasing their Viral Deflection as well as yours while draining Inner Strength. Force Enhancer increases your Ranged Damage and Combat Tactics greatly, but as a drawback reduces Max Inner Strength nearly 190 points. This ability would best be used in a tight situation where being able to dominate your opponent would be more useful than healing or buffing friendlies. The optional ability Recall Team Member can be used to teleport a mission team member that is far away to your location. This could be useful in helping them get away from danger quickly, or in making it quicker to meet up with them. Cancel Upgrade 1.0 will remove a buff from your opponent. Group Heal 1.0 affects all friendlies within 4 meters of you, healing some of their Health. The final optional ability, Deflect Bullets 1.0, affects all teammates within 3 meters, reducing the chance that they'll be hit by Free-Fire. The drawback to this ability is a large drain on your Inner Strength every few seconds.

— Researched by Nanohaxial

Advanced Damage Resistance

Class/Type	Force Enhancer/Secondary– Passive
Description	Keep this ability loaded to reduce the amount of damage you take from viral attacks.
Formula	+1 to Viral Deflection per ability level +0.5% to Viral Resistance per ability level Ability Level Cap: 40
Prerequisite(s)	Team Medic, Character Lvl 17
Memory Footprint	2 memory units

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Cancel Upgrade 1.0

Class/Type	Force Enhancer/Tertiary – Debuff
Description	Use this ability to remove beneficial code or an upgrade from a target.
Formula	Instantaneous/permanent: remove a random buff from target
Prerequisite(s)	Advanced Damage Resistance L18
Inner Str. Cost	35 IS
Memory Footprint	1 memory unit
Target	Single Enemy
It Can Be Used	Outside Combat
Range	12m
Re-Use Delay	10 seconds

Deflect Virus 1.0

Class/Type	Force Enhancer/Tertiary – Buff
Description	While you keep this ability active, you provide increased protection versus viral attacks to your nearby allies.
Interface	Toggle on/off
Formula	+50 to Virus Deflection Pulse every 5 seconds, 5 second duration
Prerequisite(s)	Advanced Damage Resistance L20
Inner Str. Cost	10 IS every 5 seconds
Memory Footprint	1 memory unit
Target	Party Members within 3m of you
It Can Be Used	Anytime
Range	0m
Duration	5 seconds
Buffer Size	20 units
Re-Use Delay	10 seconds

Sweep Party 1.0

Class/Type	Force Enhancer/Tertiary – Buff
Description	Sweep Party attempts to remove any debuffs affecting the target characters. It "pulses" every 5 seconds and checks its removal percentage against each negative condition or debuff affecting your targets. If successful, it removes that condition.
Formula	25% chance to remove each debuff; check each debuff every 5 seconds. On success, remove that debuff.
Prerequisite(s)	Advanced Damage Resistance L26
Inner Str. Cost	70 IS
Memory Footprint	1 memory unit
Target	Party Members within 3m of target location
It Can Be Used	Outside Combat
Range	10m
Duration	30 seconds
Buffer Size	26 units
Re-Use Delay	30 seconds

Deflect Bullets 1.0

Class/Type	Force Enhancer/Tertiary – Buff
Description	The Force Enhancer's allies within the effect of this aura are better at avoiding gunfire.
Formula	+10 to Dodge Attribute 5 second pulse, 5 second duration
Prerequisite(s)	Deflect Virus 1.0, Advanced Damage Resistance L22
Inner Str. Cost	10 IS every 5 seconds
Memory Footprint	1 memory unit
Target	Party Members within 3m of you
It Can Be Used	Anytime
Range	0m
Duration	Until toggled off or IS expended
Buffer Size	22 units
Re-Use Delay	10 seconds

Group Heal 1.0

Class/Type	Force Enhancer/Tertiary – Buff
Description	Group Heal heals any damaged team member within its area of affect. The recipient's Max Health remains the same.
Formula	105 - 190 heal
Prerequisite(s)	Sweep Party 1.0, Advanced Damage Resistance L28
Inner Str. Cost	55 IS
Memory Footprint	1 memory unit
Re-Use Delay	2 seconds
Range	0m
Activation Time	4 seconds
Target	Party Members within 4m of you
It Can Be Used	Anytime
Player Level Cap	50

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Recall Team Member

Class/Type	Force Enhancer/Tertiary – Utility
Description	You can teleport a mission team member to your location with this ability. The summoned team member appears 1m in front of you.
Interface	You target a team member (through the team UI) and activate this ability. The summoned character sees a dialog box, alerting him that you're trying to teleport him. If he selects yes, he appears at your location. If he selects no, or waits until the dialog times out (in 1 minute), he remains in place.
Formula	None; automatically succeeds if confirmed by target
Agent Response	Yes
Noise (Aur. Mag.)	Low
Prerequisite(s)	Advanced Damage Resistance L24
Inner Str. Cost	30 IS
Memory Footprint	1 memory unit
Target	Single Party Member
It Can Be Used	Outside Combat
Range	Unlimited
Re-Use Delay	30 seconds

Force Enhancer

Class/Type	Force Enhancer/Tertiary – Buff
Description	In times of need, the Force Enhancer can act as a mini-soldier. While this buff is active, you fight at a higher level of ability, but your other abilities are dampened.
Interface	Toggle on/off
Formula	Increase Combat Tactics Ability by +1 per Character Level Increase Ranged Physical Damage Ability by +2 per Character Level Reduce Max Inner Strength Ability by 187 points
Prerequisite(s)	Deflect Virus 1.0, Sweep Party 1.0, Advanced Damage Resistance L30
Inner Str. Cost	0
Memory Footprint	2 memory units
Target	Yourself
It Can Be Used	Anytime
Range	0m
Buffer Size	30 units
Re-Use Delay	5 minutes
Duration	30 seconds

Arbalest

This discipline consists of several powerful attacks that Hackers can use against a single opponent. Stand Off increases Combat Evasion even further, giving you an even greater chance to avoid Interlock, especially when used with abilities such as Gaussian Blur 1.0. Logic Blast 4.0 and 5.0 are the more powerful versions of the Logic Blast attacks, dealing even more damage to opponents. One of the optional abilities, Logic Cannon 1.0, is the most powerful attack in this discipline, but takes much longer to execute than the Logic Blast attacks. The optional ability Stun 1.0 is a debuff that Stuns your opponent, reducing movement speed and preventing ability use. The third optional ability, Upgrade Attacks, increases Viral Damage, which increases the amount of damage your attacks do. Arbalest increases Viral Damage even further, and also increases your Viral Transmission.

— Researched by Nanohaxial

Stand Off

Class/Type	Arbalest/Secondary – Buff
Description	This self-buff increases your chance to resist being pulled into Close Combat. You need to have Evade Combat active for this ability to have any effect.
Formula	Bonus to Resist Interlock: +(Ability Lvl /100) Ability Level Cap: 30
Prerequisite(s)	Selective Phage, Resist Viruses L17
Inner Str. Cost	20 IS
Memory Footprint	2 memory units
Duration	10 minutes
Target	Yourself
It Can Be Used	Anytime
Buffer Size	17 units
Re-Use Delay	5 seconds

Logic Blast 4.0

Class/Type	Arbalest/Tertiary – Offensive
Description	A Logic Blast is an invasive virus, designed to reduce your target's Health.
Formula	82 – 330 damage Armor Piercing
Prerequisite(s)	Stand Off L20

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Inner Str. Cost	17 IS
Memory Footprint	1 memory unit
Re-Use Delay	4 seconds
Activation Time	2 seconds
Is Interruptible?	Yes
Target	Single Enemy
It Can Be Used	Anytime
Range	20m
Level Cap	30

Logic Blast 5.0

Class/Type	Arbalest/Tertiary – Offensive
Description	A Logic Blast is an invasive virus, designed to reduce your target's Health.
Formula	120 – 480 damage Armor Piercing
Prerequisite(s)	Stand Off L26
Inner Str. Cost	20 IS
Memory Footprint	1 memory unit
Re-Use Delay	4 seconds
Activation Time	2 seconds
Is Interruptible?	Yes
Target	Single Enemy
It Can Be Used	Anytime
Range	20m
Level Cap	40

Logic Cannon 1.0

Class/Type	Arbalest/Tertiary – Offensive
Description	A Logic Cannon is a very powerful invasive virus, designed to reduce your target's Health. It is a delicate program, and its execution is very easy to disrupt.
Formula	250 – 800 damage Armor Piercing
Prerequisite(s)	Stand Off L24
Inner Str. Cost	30 IS
Memory Footprint	1 memory unit
Re-Use Delay	15 seconds
Activation Time	8 seconds
Is Interruptible?	Yes
Target	Single Enemy
It Can Be Used	Anytime
Range	20m

Upgrade Attacks

Class/Type	Arbalest/Tertiary – Buff
Description	Use this ability to supercharge the damage output of your viral attacks.
Formula	Increases Virus Damage output by 2 per character level
Prerequisite(s)	Logic Blast 4.0, Stand Off L22
Inner Str. Cost	30 IS
Memory Footprint	1 memory unit
Re-Use Delay	5 minutes
It Can Be Used	Anytime
Buffer Size	22 units

Stun 1.0

Class/Type	Arbalest/Tertiary – Debuff
Description	Use this ability to stun a single target.
Formula	Stuns target
Prerequisite(s)	Logic Blast 5.0, Stand Off L28
Inner Str. Cost	30 IS
Memory Footprint	1 memory unit
Re-Use Delay	30 seconds
Activation Time	2 seconds
Target	Single Enemy
It Can Be Used	Anytime
Range	16m

Arbalest

Class/Type	Arbalest/Tertiary – Passive [Discipline]
Description	You'll increase both your chance to successfully launch a virus and your viral damage when you have this ability loaded.
Formula	+10 to Viral Transmission ability Increases Virus Damage by 1 pt. per character level
Prerequisite(s)	Logic Blast 5.0, Logic Blast 4.0, Stand Off L30
Inner Str. Cost	0
Memory Footprint	2 memory units

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Artillerist

Several of the most powerful area attacks are found here. Dedicated Code increases your Concentration, reducing the chances that your attacks will be interrupted. Logic Bomb 2.0 and 3.0 are similar to Logic Bomb 1.0, but deal more damage and have a small chance to Stun opponents. The Artillerist ability itself increases the radius of your attacks/debuffs, as well as increasing the amount of damage your viral attacks inflict. The optional ability Miasma 2.0 is similar to Miasma 1.0, but reduces Combat Tactics even further. The optional ability Range Booster further increases your attack radius for a short time, while Combat Hacking increases your Combat Tactics and reduces the amount of Inner Strength it takes to use abilities.

— Researched by Nanohaxial

Dedicated Code

Class/Type	Artillerist/Secondary – Passive
Description	While you have this ability loaded, you'll increase your chance to successfully execute programs under adverse conditions.
Formula	Bonus to Concentration Attribute: +(Level) Ability Level Cap: 30
Prerequisite(s)	Pathogenist, Resist Infection L17
Memory Footprint	2 memory units

Logic Bomb 2.0

Class/Type	Artillerist/Tertiary – Offensive
Description	A Logic Bomb is an invasive virus, designed to reduce the health of all targets within its area.
Formula	56 - 225 damage 5% Proc: Stun for 8 seconds
Prerequisite(s)	Dedicated Code L20
Inner Str. Cost	34 IS
Memory Footprint	1 memory unit
Re-Use Delay	2 seconds
Activation Time	4 seconds
Target	Enemies within 3m of target Enemy
It Can Be Used	Anytime
Range	12m
Level Cap	30

Logic Bomb 3.0

Class/Type	Artillerist/Tertiary – Offensive
Description	A Logic Bomb is an invasive virus, designed to reduce the health of all targets within its area.
Formula	79 - 318 damage 10% Proc: Stun chance for 8 seconds
Prerequisite(s)	Dedicated Code L26
Inner Str. Cost	40 IS
Memory Footprint	1 memory unit
Re-Use Delay	2 seconds
Activation Time	4 seconds
Target	Enemies within 3m of target Enemy
It Can Be Used	Anytime
Range	12m
Level Cap	40

Miasma 2.0

Class/Type	Artillerist/Tertiary – Virus/Debuff
Description	Miasma is an effect that interferes with any foe caught within it, reducing their effectiveness in combat.
Formula	-10 to enemy Tactics Score
Prerequisite(s)	Dedicated Code L24
Inner Str. Cost	40 IS
Memory Footprint	1 memory unit
Re-Use Delay	28 seconds
Activation Time	2 seconds
Is Interruptible?	Yes
Target	Enemies within 3m of target Enemy
It Can Be Used	Outside Combat
Range	12m
Duration	30 seconds

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Combat Hacking

Class/Type	Artillerist/Tertiary – Buff
Description	An Artillerist can upgrade his systems to make himself briefly better in Close Combat and at Free Fire attacks. This is fairly draining, increasing the IS costs of all other abilities while it is in effect.
Formula	+15 to Combat Tactics scores Increases Inner Strength Cost Modifier Ability by 10
Prerequisite(s)	Logic Bomb 2.0, Dedicated Code L22
Inner Str. Cost	20 IS
Target	Yourself
Memory Footprint	1 memory unit
Re-Use Delay	5 minutes
It Can Be Used	Anytime
Buffer Size	22 units
Duration	1 minute
Activation Time	2 seconds

Range Booster

Class/Type	Artillerist/Tertiary – Buff
Description	When you use this ability, you increase the range to all your viral attacks.
Formula	Adds 5m to all virus ranges
Prerequisite(s)	Logic Bomb 3.0, Dedicated Code L28
Inner Str. Cost	40 IS
Target	Yourself
Memory Footprint	1 memory unit
Re-Use Delay	3 minutes
It Can Be Used	Outside Combat
Duration	30 seconds
Buffer Size	28 units

Artillerist

Class/Type	Artillerist/Tertiary – Passive [Discipline]
Description	While you have this ability loaded, you increase both the size of any area-effect viral abilities you have, and the damage output of your viral attacks.
Formula	Increases virus areas of effect by +2m Increases Virus Damage by 1 pt. per character level
Prerequisite(s)	Logic Bomb 3.0, Dedicated Code L30
Inner Str. Cost	0
Memory Footprint	2 memory units

Despoiler

Area-of-effect debuffs are the specialty of this discipline. Repel Infection increases Viral Deflection, giving an even greater chance to avoid damage and debuffs from other Hackers. Zone of Powerlessness affects opponents within 3 meters of the one you're attacking by preventing them from using abilities. Inefficiency Field 1.0 affects enemies within 3 meters of the one you're attacking, increasing the cost for them to use their abilities as well as lowering Inner Strength Regen. The Despoiler ability itself affects enemies within 3 meters of the one you're attacking, highly reducing their Combat Tactics as well as Melee and Ranged Damage. This attack is best suited for use against Operatives. Plague Zone 1.0 has a radius of 3 meters, and can be used on several opponents at once to deal a small amount of damage at regular intervals for a limited time. Bottleneck Field reduces the movement speed of enemies within 3 meters of the one you're attacking, keeping them at a distance, while Disruption Field reduces the Attribute levels of enemies within 3 meters of the one you're attacking, weakening them overall.

— Researched by Nanohaxial

Repel Combat

Class/Type	Despoiler/Secondary – Passive
Description	Keep this ability loaded to increase your chance to stay out of close combat.
Formula	Evade Interlock: +(Ability Lvl) Ability Level Cap: 50
Prerequisite(s)	Pathogenist, Resist Infection L17
Memory Footprint	2 memory units

Zone of Powerlessness

Class/Type	Despoiler/Tertiary – Debuff
Description	Launch this area-effect viral attack to render your opponents unable to use any special maneuvers or abilities.
Formula	Makes targets Powerless
Prerequisite(s)	Repel Combat L20
Inner Str. Cost	40 IS
Memory Footprint	1 memory unit
Re-Use Delay	30 seconds
Activation Time	2 seconds
Target	Enemies within 3m of target Enemy
It Can Be Used	Outside Combat only
Range	12m
Duration	2 minutes

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Plague Zone 1.0

Class/Type	Despoiler/Tertiary – Offensive
Description	Using this area-effect attack inflicts periodic viral damage to everyone in a small area for a short time.
Formula	Viral DOT: 35 damage every 2.5 seconds, for 30 seconds
Prerequisite(s)	Repel Combat L24
Inner Str. Cost	35 IS
Memory Footprint	1 memory unit
Re-Use Delay	30 seconds
Activation Time	2 seconds
Target	Enemies within 3m of target Enemy
It Can Be Used	Outside Combat
Range	12m
Duration	30 seconds

Inefficiency Field 1.0

Class/Type	Despoiler/Tertiary – Debuff
Description	Launch this area-effect attack against your opponents to reduce their Inner Strength regeneration rate and to increase the Inner Strength costs of their abilities.
Formula	Increases targets' Inner Strength Cost Modifier by 10 points Reduces targets' Inner Strength Regen Rate by 1
Prerequisite(s)	Repel Combat L26
Inner Str. Cost	50 IS
Memory Footprint	1 memory unit
Re-Use Delay	1 minute
Activation Time	2 seconds
Target	Enemies within 3m of target Enemy
It Can Be Used	Outside Combat only
Range	12m
Duration	2 minutes

Bottleneck Field

Class/Type	Despoiler/Tertiary – Debuff
Description	Launch this area-effect attack on your opponents to greatly reduce their ground movement speed.
Formula	Reduce Movement Speed Ability by 125
Prerequisite(s)	Zone of Powerlessness, Repel Combat L22
Inner Str. Cost	35 IS
Memory Footprint	1 memory unit
Re-Use Delay	30 seconds
Activation Time	2 seconds
Target	Enemies within 3m of target Enemy
It Can Be Used	Outside Combat only
Range	12m
Duration	1 minute

Disruption Field

Class/Type	Despoiler/Tertiary – Debuff
Description	The disruption field disrupts the basic components of its targets' RSI, reducing their effectiveness as Agents in the Matrix.
Formula	Reduce Belief Ability, Focus Ability, Reason Ability, Perception Ability, Vitality Ability by 5 pts each
Prerequisite(s)	Inefficiency Field 1.0, Repel Combat L28
Inner Str. Cost	40 IS
Memory Footprint	1 memory unit
Re-Use Delay	30 seconds
Activation Time	2 seconds
Target	Enemies within 3m of target Enemy
It Can Be Used	Outside Combat only
Range	12m
Duration	3 minutes

Despoiler

Class/Type	Despoiler/Tertiary – Debuff
Description	Your ultimate attack can really take the wind out of the sails of a group of combatants.
Formula	Reduce target Melee Physical Damage Ability by 2.5 pts. per character level Reduce target Ranged Physical Damage Ability by 2.5 pts. per character level Reduce target Combat Tactics Ability by 1 pt. per character level
Prerequisite(s)	Zone of Powerlessness, Inefficiency Field 1.0, Repel Combat L30
Inner Str. Cost	60 IS
Memory Footprint	2 memory units
Re-Use Delay	30 seconds
Activation Time	2 seconds
Target	Enemies within 3m of target Enemy
It Can Be Used	Outside Combat only
Range	12m
Duration	1 minute

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Vector

"The Vector is a master at infecting her targets with nasty, debilitating viruses. As her viruses are more subtle than those of the more direct-damage style of a Hacker, they have a greater chance of succeeding at infecting their target." (from MxO design docs)

Vector includes several powerful attacks that do damage at regular intervals. Hostile Programming further increases Viral Transmission. Code Infection 1.0 and 2.0 do damage every 2.5 seconds for 30 seconds, making them very useful in preventing ability use such as hacks and knifes. Code Infection 2.0 is a more powerful version of the Code Infection attacks. The Vector ability reduces all ability levels 5 points, hampering opponents in many ways. The optional ability Freeze System 2.0 is a longer lasting version of the Freeze System debuff. Infect Area 1.0 is similar to the Code Infection attacks, but with a radius of 3 meters. The third optional ability is Destroy Resolve 1.0, which is very powerful, especially against those who require Inner Strength, such as Hackers. It lowers Inner Strength Regen, as well as Max and Current Inner Strength.

— Researched by Nanohaxial

Hostile Programming

Class/Type	Vector/Secondary – Passive
Description	Keep this ability loaded to attack more successfully with viruses.
Formula	Bonus to Transmit Virus checks: +(Level) Ability Level Cap: 30
Prerequisite(s)	Network Hacker, Resist Contagion L17
Memory Footprint	2 memory units

Code Infection 1.0

Class/Type	Vector/Tertiary – Offensive
Description	Launch this viral attack against a target to do periodic damage over a short time.
Interface	Standard Virus Launch.
Formula	ViralDOT function 50 damage every 2.5 seconds, for 30 seconds
Prerequisite(s)	Hostile Programming L20
Inner Str. Cost	20 IS
Memory Footprint	1 memory unit
Re-Use Delay	30 seconds
Activation Time	2 seconds
Target	Single Enemy
It Can Be Used	Anytime
Range	14m
Duration	30 seconds

Code Infection 2.0

Class/Type	Vector/Tertiary – Offensive
Description	Launch this armor-piercing viral attack against a target to do periodic damage over a short time.
Formula	Viral DOT function: 75 damage every 2.5 seconds, for 30 seconds Armor Piercing
Prerequisite(s)	Hostile Programming L26
Inner Str. Cost	30 IS
Memory Footprint	1 memory unit
Re-Use Delay	30 seconds
Activation Time	2 seconds
Target	Single Enemy
It Can Be Used	Anytime
Range	14m
Duration	30 seconds
More Info String	

Freeze System 2.0

Class/Type	Vector/Tertiary – Virus/Debuff
Description	Launch this attack against a single foe to befuddle or confuse him for a short time.
Formula	Pacifies target
Prerequisite(s)	Hostile Programming L24
Inner Str. Cost	50 IS
Memory Footprint	1 memory unit
Re-Use Delay	15 seconds
Activation Time	2 seconds
Range	14m
Target	Single Enemy
It Can Be Used	Outside Combat
Duration	2 minutes

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Infect Area 1.0

Class/Type	Vector/Tertiary – Offensive
Description	Launch this area-effect viral attack against your enemies to do periodic damage over a short time.
Formula	Viral DOT function: 50 damage every 2.5 seconds, for 30 seconds
Prerequisite(s)	Code Infection 1.0, Hostile Programming L22
Inner Str. Cost	40 IS
Memory Footprint	1 memory unit
Re-Use Delay	30 seconds
Activation Time	2 seconds
Target	Enemies within 3m of target Enemy
It Can Be Used	Anytime
Range	14m
Duration	30 seconds

Destroy Resolve 1.0

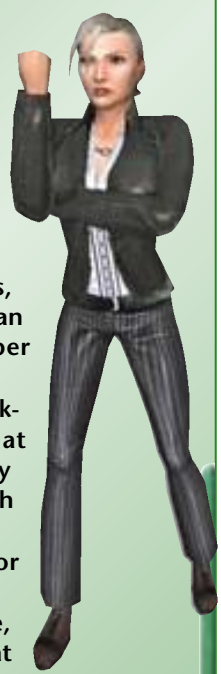
Class/Type	Vector/Tertiary – Virus/Debuff
Description	Launch this viral attack against a target to reduce his maximum Inner Strength and Inner Strength current total, as well as his Inner Strength regeneration rate.
Formula	Reduce Target's Inner Strength regen rate by 1.5% Reduce Target's Max Inner Strength Ability by 95 Reduce Target's Current Inner Strength Ability by 95
Prerequisite(s)	Code Infection 2.0, Hostile Programming L28
Inner Str. Cost	60 IS
Memory Footprint	1 memory unit
Re-Use Delay	5 minutes
Activation Time	2 seconds
Target	Single Enemy
It Can Be Used	Outside Combat
Range	10m
Duration	90 seconds

Vector

Class/Type	Vector/Tertiary – Virus/Debuff [Discipline]
Description	Use this ability to decrease the potency of all of an opponent's abilities for a short time.
Formula	-5 to all Target's Ability Levels
Prerequisite(s)	Code Infection 2.0, Code Infection 1.0, Hostile Programming L30
Inner Str. Cost	70 IS
Memory Footprint	2 memory units
Re-Use Delay	1 minute
Activation Time	2 seconds
Duration	30 seconds
Target	Single Enemy
It Can Be Used	Outside Combat
Range	12m

AMBER

Location: Rogers Way, Barrens



As one of the middle siblings, Amber knows she is unlikely to ever gain the highest position, but she is committed to making sure she's there, to stand at the right hand of whoever wins the battle and siphon off the spoils. To this end she is exceedingly cautious, and craves all the knowledge she can about her siblings' operations. Amber always looks good. She is a smooth talking sycophant who excels at talking out of both sides of her mouth at once. She is willing to deal with any and all of her siblings, working both ends against the middle for Indigo or one of her parents, but always for herself in the end. She's working toward getting on Gray's good side, but is coming to the conclusion that he doesn't have one.

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Skript Kiddie

The Skript Kiddie specializes in powerful debuffs. The ability Effective Code increases your Viral Transmission further. Code Rot 1.0 could be very useful against Hackers, reducing your opponent's Viral Transmission 70% for a short period of time. Overheat 2.0 is a more powerful version of the Overheat attack. Skript Kiddie increases your Viral Deflection even more. Code Stop 1.0 is similar to Freeze System 1.0, mezzing your opponent for 90 seconds. Buffer Overflow 1.0 fills up your opponents' Buffer, reducing or eliminating their opportunity to use abilities and buff themselves. The final optional ability is Crash, and it reduces Movement Speed, Combat Evasion, Combat Tactics and Viral Transmission. This ability would best be used against Hackers, though it can be effective against Operatives as well.

— Researched by Nanohaxial

Effective Code

Class/Type	Skript Kiddie/Secondary – Passive
Description	The Skript Kiddie uses effect scripts that are very good at penetrating a target's defenses. Keep this ability loaded to increase your chance of success in launching a viral attack.
Formula	Bonus to Transmit Virus checks: +(Level * 1) Ability Level Cap: 30
Prerequisite(s)	Network Hacker, Resist Contagion L17
Memory Footprint	2 memory units

Code Rot 1.0

Class/Type	Skript Kiddie/Tertiary – Debuff
Description	Code Rot can shut down other Hackers' ability to successful execute programs. Use this ability against a Hacker to drastically reduce his chance of successfully launching a viral attack.
Formula	-70 to Viral Transmission Ability
Prerequisite(s)	Effective Code L20
Inner Str. Cost	30 IS
Memory Footprint	1 memory unit
Re-Use Delay	30 seconds
Activation Time	2 seconds
Target	Single Enemy
It Can Be Used	Outside Combat
Range	14m
Duration	45 seconds

Code Stop 1.0

Class/Type	Skript Kiddie/Tertiary – Debuff
Description	Use this ability against a single target to befuddle or confuse him for a short time.
Formula	Pacifies target
Prerequisite(s)	Effective Code L24
Inner Str. Cost	50 IS
Memory Footprint	1 memory unit
Re-Use Delay	15 seconds
Activation Time	2 seconds
Range	14m
Target	Single Enemy
It Can Be Used	Outside Combat
Duration	90 seconds

Overheat 2.0

Class/Type	Skript Kiddie/Virus – Debuff
Description	Overheat causes the target to take more damage from melee and ranged attacks.
Formula	Reduce target's Damage Resistance Ability by 20%
Prerequisite(s)	Effective Code L26
Inner Str. Cost	35 IS
Memory Footprint	1 memory unit
Re-Use Delay	1 minute
Range	20m
Target	Single Enemy
It Can Be Used	Outside Combat
Duration	30 seconds

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Buffer Overflow 1.0

Class/Type	Skript Kiddie/Virus – Debuff
Description	Buffer Overflow fills up a character's Buffer with an 'empty' upgrade. This ability keeps pulsing, looking for empty space to fill if possible. For example, Buffer Overflow 2.0 is used on an enemy who only has 40 free Buffer space. This virus fills up that 40 Buffer and keeps checking to see if more space is available. When the enemy's Health Boost 1.0 expires, it frees up 10 more Buffer space. On the next pulse, the Buffer Overflow will claim that space.
Formula	Fills up to 80 Buffer
Prerequisite(s)	Code Rot 1.0, Effective Code L22
Inner Str. Cost	40 IS
Memory Footprint	1
Re-Use Delay	30 seconds
Range	14m
Target	Single Enemy
It Can Be Used	Outside Combat
Duration	1 minute
Activation Time	2 seconds

Crash

Class/Type	Skript Kiddie/Virus – Offensive
Description	The Crash virus attempts to disrupt your target's connection to the Matrix. If successful, your target functions at a significantly reduced level. Crash's debuff can be removed by anti-viral programs.
Formula	Combat Tactics: -25 Viral Transmission: -25 Movement Speed: -50 Evade Interlock: -50
Prerequisite(s)	Overheat 2.0, Effective Code L28
Inner Str. Cost	50 IS
Memory Footprint	1 memory unit
Range	20m
Target	Single Enemy
Re-Use Delay	15 seconds
It Can Be Used	Outside Combat
Activation Time	2 seconds
Duration	30 seconds

Skript Kiddie

Class/Type	Skript Kiddie/Tertiary – Passive [Discipline]
Description	Skript Kiddies are very good at avoiding viruses. Keep this ability loaded to increase your resistance to viral attacks.
Formula	+1 to Viral Deflection Ability per character level
Prerequisite(s)	Overheat 2.0, Effective Code L30
Memory Footprint	2 memory units

Ballista

This discipline includes the most powerful attacks that Hackers can use against a single opponent. Code Branching increases Viral Deflection further, giving you a greater chance to avoid damage and debuffs from other Hackers. Logic Barrage and Logic Blast 6.0 are the most powerful versions of the Logic Blast attacks; though they are weaker than the Logic Cannon attacks, they have a much shorter activation time. The optional ability Logic Cannon 2.0 is a more powerful version of the Logic Cannon attacks, and the most powerful single opponent attack for a Hacker, but like Logic Cannon 1.0 has a long execution time. Stun 2.0 is similar to Stun 1.0, but has a radius of 3 meters instead of affecting just one opponent. Emergency Repairs 2.0 can be used on yourself or a friendly to heal a small amount of Health at regular intervals for a limited time. The Ballista ability increases Viral Damage even further, and also increases your Viral Transmission.

— Researched by Nanohaxial

Code Branching

Class/Type	Ballista/Secondary – Passive
Description	The first thing a Ballista learns is how to protect his own code from viral invasion.
Formula	Bonus to Virus Deflection: +(Ability Lvl /100) Ability Level Cap: 50
Prerequisite(s)	Arbalest, Character Lvl 33
Memory Footprint	2 memory units

Logic Blast 6.0

Class/Type	Ballista/Tertiary – Offensive
Description	This is an invasive virus, designed to reduce target's Health.
Formula	139 – 555 damage Armor Piercing
Prerequisite(s)	Code Branching L35
Inner Str. Cost	22 IS
Memory Footprint	1 memory unit
Re-Use Delay	4 seconds
Activation Time	2 seconds
Is Interruptible?	Yes
Target	Single Enemy
It Can Be Used	Anytime
Range	20m
Player Level Cap	44

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Logic Barrage

Class/Type	Ballista/Tertiary – Offensive
Description	The Logic Barrage is the ultimate, single-target invasive virus, designed to reduce your target's Health.
Formula	176 – 780 damage Armor Piercing
Prerequisite(s)	Code Branching L44
Inner Str. Cost	26 IS
Memory Footprint	1 memory unit
Re-Use Delay	4 seconds
Activation Time	2 seconds
Is Interruptible?	No
Target	Single Enemy
It Can Be Used	Anytime
Range	20m
Player Level Cap	50

Logic Cannon 2.0

Class/Type	Ballista/Tertiary – Offensive
Description	A Logic Cannon is a very powerful invasive virus, designed to reduce your target's Health. It's a delicate program, and its execution is very easy to disrupt.
Formula	400 – 1200 damage Armor Piercing
Prerequisite(s)	Code Branching L41
Inner Str. Cost	45 IS
Memory Footprint	1 memory unit
Re-Use Delay	15 seconds
Activation Time	8 seconds
Is Interruptible?	No
Target	Single Enemy
It Can Be Used	Anytime
Range	20m
Player Level Cap	50

Emergency Repairs 2.0

Class/Type	Ballista/Tertiary – Buff
Description	The Ballista also knows how to repair code, in a slightly inefficient manner. Use this ability on a friendly target to periodically restore Health over a short time. Think of it as a vastly increased but brief regeneration buff.
Formula	Heals 50 Damage every 2.5 seconds for 50 seconds
Prerequisite(s)	Logic Blast 6.0, Code Branching L38
Inner Str. Cost	50 IS
Memory Footprint	1 memory unit
Re-Use Delay	5 minutes
Is Interruptible?	No
Target	Single Friend
It Can Be Used	Anytime
Range	16m
Buffer Size	38 units
Grab Disrupt Buff	True

Stun 2.0

Class/Type	Ballista/Tertiary – Debuff
Description	Launch this area-effect attack to stun a group of your opponents.
Formula	Stuns targets
Prerequisite(s)	Logic Barrage, Code Branching L47
Inner Str. Cost	50 IS
Memory Footprint	1 memory unit
Re-Use Delay	30 seconds
Activation Time	2 seconds
Is Interruptible?	No
Target	Enemies within 3m of target Enemy
It Can Be Used	Anytime
Range	16m
Duration	20 seconds

Ballista

Class/Type	Ballista/Tertiary – Passive [Discipline]
Description	Keep this ability loaded to increase your success rate at launching viral attacks against your opponents.
Formula	+10 to Viral Transmission Ability Increases Virus Damage by 1 pt. per character level
Prerequisite(s)	Logic Barrage, Code Branching L50
Inner Str. Cost	0
Memory Footprint	2 memory units

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Ravager

Ravager includes more powerful versions of the Code Infection and Infect Area attacks. The Attack Programming ability increases your Viral Transmission even further. Code Infection 3.0 and 4.0 are more powerful versions of the Code Infection attacks, with the added chance to Stun opponents for a short time. The Ravager ability is similar to Vector, but reduces all ability levels 10 points instead of 5. The Freeze System 3.0 ability is similar to the Freeze Area attacks, with a 3 meter radius and lasting 90 seconds. Infect Area 2.0 in a more powerful version of the Infect Area attacks. Destroy Health greatly reduces Health Regen, as well as Max Health.

— Researched by Nanohaxial

Attack Programming

Class/Type	Ravager/Secondary – Passive
Description	The Ravager's viruses are more subtle and thus more likely to be able to affect their target. Keep this ability loaded to increase your success rate at launching viral attacks against your opponents.
Formula	Bonus to Transmit Virus checks: +(Ability Lvl) Ability Level Cap: 50 Mastery Level Ability for Hostile Programming
Prerequisite(s)	Network Hacker, Character Lvl 33
Memory Footprint	2 memory units

Code Infection 3.0

Class/Type	Ravager/Tertiary – Offensive
Description	Launch this armor-piercing viral attack against an opponent to deliver periodic damage over a short time. The attack also has a small chance of stunning your opponent.
Formula	Viral DOT function: 100 dam. every 2.5 sec., for 30 sec. Armor Piercing 10% Proc: Stun target
Prerequisite(s)	Attack Programming L35
Inner Str. Cost	40 IS
Memory Footprint	1 memory unit
Re-Use Delay	30 seconds
Activation Time	2 seconds
Target	Single Enemy
It Can Be Used	Anytime
Range	14
Duration	30 seconds

Code Infection 4.0

Class/Type	Ravager/Tertiary – Offensive
Description	A Code Infection is a damage over time effect. This attack also has a chance of stunning your opponent.
Formula	Viral DOT function: 135 damage every 2.5 seconds, for 30 seconds Armor Piercing 30% Proc: Stun target
Prerequisite(s)	Attack Programming L44
Inner Str. Cost	50 IS
Memory Footprint	1 memory unit
Re-Use Delay	30 seconds
Activation Time	2 seconds
Target	Single Enemy
It Can Be Used	Anytime
Range	14m
Duration	30 seconds

Freeze System 3.0

Class/Type	Ravager Hacker/Tertiary – Virus/Debuff
Description	A medium-duration pacification that can hit an entire group.
Formula	Pacifies target
Prerequisite(s)	Attack Programming L41
Inner Str. Cost	60 IS
Memory Footprint	1 memory unit
Re-Use Delay	15 seconds
Activation Time	2 seconds
Range	14m
Target	Enemies within 3m of target Enemy
It Can Be Used	Outside Combat
Duration	90 seconds

Infect Area 2.0

Class/Type	Ravager/Tertiary – Offensive
Description	Launch this area-effect viral attack against your opponents to deliver periodic damage over a short time.
Formula	Viral DOT function: 100 damage every 2.5 seconds, for 30 seconds
Prerequisite(s)	Code Infection 3.0, Attack Programming L38
Inner Str. Cost	80 IS
Memory Footprint	1 memory unit
Re-Use Delay	30 seconds
Activation Time	2 seconds

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Target	Enemies within 3m of target Enemy
It Can Be Used	Anytime
Range	14m
Duration	30 seconds

Destroy Health

Class/Type	Ravager/Tertiary – Virus/Debuff
Description	A Ravager can wreck the Health of almost any foe, Redpill or program. Launch this attack against a single target to reduce his regeneration rate and his maximum Health.
Formula	Reduce Target's Health regen rate by 50% Reduce Target's Max Health Ability by 500
Prerequisite(s)	Code Infection 4.0, Attack Programming L47
Inner Str. Cost	60 IS
Memory Footprint	1 memory unit
Re-Use Delay	5 minutes
Activation Time	2 seconds
Target	Single Enemy
It Can Be Used	Outside Combat
Range	10m
Duration	5 minutes

Ravager

Class/Type	Ravager/Tertiary – Virus/Debuff [Discipline]
Description	When you launch this viral attack against an opponent, you reduce the potency of all his abilities for a short time.
Formula	-10 to all Target's Ability Levels
Prerequisite(s)	Code Infection 3.0, Code Infection 4.0, Attack Programming L50
Inner Str. Cost	120 IS
Memory Footprint	2 memory units
Re-Use Delay	1 minute
Activation Time	2 seconds
Duration	30 seconds
Target	Single Enemy
It Can Be Used	Outside Combat
Range	12m

Network Attacker

Still more powerful debuffs. The ability Efficient Code is similar to Effective Code, increasing your Viral Transmission. Code Flux reduces your opponent's Stealth Detection and Combat Evasion, and has a chance of blinding your opponents. Combat Shutdown is very useful against Operatives, greatly reducing Combat Tactics, as well as Dodge Ranged. Network Attacker increases your Viral Deflection, as well as your Inner Strength Regen. Freeze Area 2.0 is a more powerful version of the Freeze Area attack, with a 4-meter radius and 90 second length. Buffer Overflow is similar to a more powerful version of the Buffer Overflow attack, with a great chance of preventing ability use/buffing. The final optional ability is Code Shock, one of the most powerful debuffs in game. It causes Off-Balance, Staggered, Stun, Enraged, Blinded, and Dazed for 30 seconds. This ability is very useful against any type of fighter, hindering them in many ways.

— Researched by Nanohaxial

Efficient Code

Class/Type	Network Attacker/Secondary – Passive
Description	The Network Attacker uses effect scripts that are very good at penetrating a target's defenses. Keep this ability loaded to increase your chance to successfully launch a viral attack.
Formula	Bonus to Transmit Virus checks: +(Level) Ability Level Cap: 50 Mastery level ability for Effective Code
Prerequisite(s)	Network Hacker, Character Lvl 33
Memory Footprint	2 memory units

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Code Flux

Class/Type	Network Attacker/Tertiary – Debuff
Description	Putting an opponent's code in flux plays havoc on his ability to notice things and avoid combat.
Interface	Standard Virus Launch.
Formula	-100 to Stealth Awareness Ability -100 to Evade Combat Ability 10% Proc: Blind target for 8 seconds
Prerequisite(s)	Efficient Code L35
Inner Str. Cost	45 IS
Memory Footprint	1 memory unit
Re-Use Delay	30 seconds
Activation Time	2 seconds
Target	Single Enemy
It Can Be Used	Outside Combat
Range	14m
Duration	2 minutes (8 seconds for Blind)

Freeze Area 2.0

Class/Type	Network Attacker/Tertiary – Debuff
Description	Use this broad area-effect attack to temporarily befuddle or confuse a group of opponents.
Formula	Pacifies targets
Prerequisite(s)	Efficient Code L41
Inner Str. Cost	80 IS
Memory Footprint	1 memory unit
Re-Use Delay	15 seconds
Activation Time	2 seconds
Range	14m
Target	Enemies within 4m of target Enemy
It Can Be Used	Outside Combat
Duration	90 seconds

Combat Shutdown

Class/Type	Network Attacker/Virus – Debuff
Description	As its name implies, this virus does a number on a combatant's ability to hit anything in combat. Launch this viral attack on a target to reduce both his chance to hit anything and his chance to avoid being hit.
Formula	-50 to Combat Tactics Ability -30 to Dodge Ability
Prerequisite(s)	Efficient Code L44
Inner Str. Cost	65 IS
Memory Footprint	1 memory unit
Re-Use Delay	1 minute
Range	14m
Target	Single Enemy
It Can Be Used	Outside Combat
Duration	30 seconds
Activation Time	2 seconds

Buffer Overflow 2.0

Class/Type	Network Attacker/Virus – Debuff
Description	Buffer Overflow fills up a character's Buffer with an 'empty' upgrade. This ability keeps pulsing, looking for empty space to fill if possible. See Buffer Overflow 1.0 (Skript Kiddie) for an example.
Formula	Fills up 150 Buffer
Prerequisite(s)	Code Flux, Efficient Code L38
Inner Str. Cost	50 IS
Memory Footprint	1 memory unit
Re-Use Delay	30 seconds
Range	14m
Target	Single Enemy
It Can Be Used	Outside Combat
Duration	1 minute
Activation Time	2 seconds

Code Shock

Class/Type	Network Attacker/Virus – Offensive
Description	Code Shock just plain messes up its target.
Formula	Makes target Stunned, Blind, Dazed, Off-Balanced, Staggered and Enraged
Prerequisite(s)	Combat Shutdown, Efficient Code L47
Inner Str. Cost	60 IS
Memory Footprint	1 memory unit
Range	14m
Target	Single Enemy
It Can Be Used	Outside Combat
Duration	Enraged, Staggered, Dazed, Off-Balanced for 30 seconds Stunned, Blinded for 15 seconds
Activation Time	2 seconds
Re-Use Delay	1 minute

Network Attacker

Class/Type	Network Attacker/Tertiary – Passive [Discipline]
Description	Network Attackers are excellent at resisting the effects of viruses. Keep this ability loaded to increase your resistance to viral attacks.
Formula	+30 to Virus Deflection Ability +10% Inner Strength Regeneration
Prerequisite(s)	Combat Shutdown, Code Flux, Efficient Code L50
Memory Footprint	2 memory units

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Howitzer

These are the most powerful attacks that Hackers can use against a multiple opponents. Code Shield increases your Ranged and Melee Physical Damage Resistance, allowing you to take less damage from Ranged and Melee attacks. Code Nuke deals formidable damage to enemies within 3 meters of your target. The Howitzer ability itself further increases the radius of your attacks, as well as the damage caused by them. Logic Bomb 4.0 is the most powerful Logic Bomb attack. The optional ability White Noise has a radius of 3 meters, blinding all opponents within range, while Fumble Field has a radius of 10 meters, disarming all opponents in range for a short time. These attacks could be useful against a group of Operatives. The final optional ability is Insidious Code, which has a radius of 5 meters, reducing Melee Physical Damage and Viral Resistance, as well as Melee Damage. This makes your opponents weaker against attacks, as well as weakening their attacks.

— Researched by Nanohaxial

Code Shield

Class/Type	Howitzer/Secondary – Passive
Description	The Howitzer has tweaked his code base to be resistance to physical damage in the Matrix. Keep this ability loaded to better resist damage from both melee and ranged attacks.
Formula	Bonus to Damage Resistance (Ranged and Melee): (Ability Lvl /200) Ability Level Cap: 50
Prerequisite(s)	Artillerist, Character Lvl 33
Memory Footprint	2 memory units

Logic Bomb 4.0

Class/Type	Howitzer/Tertiary – Offensive
Description	A Logic Bomb is an invasive virus, designed to reduce the health of all targets within its area.
Interface	Standard Virus Launch.
Formula	94 - 375 damage 25% Proc: Stun for 8 seconds
Prerequisite(s)	Code Shield L35
Inner Str. Cost	44 IS
Memory Footprint	1 memory unit
Re-Use Delay	2 seconds
Activation Time	4 seconds
Target	Enemies within 3m of target Enemy
It Can Be Used	Anytime
Range	12m
Level Cap	45

Code Nuke

Class/Type	Howitzer/Tertiary – Offensive
Description	The Code Nuke is the ultimate area invasive virus, designed to reduce the health of all targets within its area.
Formula	116 - 420 damage 30% Proc: Stun for 8 seconds
Prerequisite(s)	Code Shield L44
Inner Str. Cost	52 IS
Memory Footprint	1 memory unit
Re-Use Delay	4 seconds
Activation Time	4 seconds
Target	Enemies within 3m of target Enemy
It Can Be Used	Anytime
Range	12m
Level Cap	50

Insidious Code

Class/Type	Howitzer/Tertiary – Virus/Debuff
Description	This bit of insidious programming makes any foe caught within its area more susceptible to all forms of damage.
Formula	-10 to enemy Melee Damage Resistance Ability, Physical Damage Resistance Ability, and Virus Resistance Ability
Prerequisite(s)	Code Shield L41
Inner Str. Cost	40 IS
Memory Footprint	1 memory unit
Re-Use Delay	58 seconds
Activation Time	2 seconds
Is Interruptible?	Yes
Target	Enemies within 5m of target Enemy
It Can Be Used	Outside Combat
Range	12m
Duration	30 seconds

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Fumble Field

Class/Type	Howitzer/Tertiary – Virus/Debuff
Description	A Fumble Field can force opponents to stop using weapons for a brief period.
Formula	Disarms all opponents within its area
Prerequisite(s)	Logic Bomb 4.0, Code Shield L38
Inner Str. Cost	35 IS
Memory Footprint	1 memory unit
Re-Use Delay	58 seconds
Target	Enemies within 10m of target Enemy
It Can Be Used	Outside Combat
Range	12m
Duration	30 seconds
Activation Time	2 seconds

White Noise

Class/Type	Howitzer/Tertiary – Virus/Debuff
Description	Launch this area-effect viral attack to temporarily blind group of your opponents.
Formula	Blinds foes in its area
Prerequisite(s)	Code Nuke, Code Shield L47
Inner Str. Cost	50 IS
Memory Footprint	1 memory unit
Re-Use Delay	58 seconds
Activation Time	2 seconds
Target	Enemies within 3m of target Enemy
It Can Be Used	Outside Combat
Range	12m
Duration	30 seconds

Howitzer

Class/Type	Howitzer/Tertiary – Passive [Discipline]
Description	The Howitzer is very good at executing area-effect viruses. Keep this ability loaded to increase the size of your area-effect viral attacks as well as increasing the damage of most of your viral attacks.
Formula	Increases virus areas of effect by +2m Increases Virus Damage by 1 pt. per character level
Prerequisite(s)	Logic Bomb 4.0, Code Nuke, Code Shield L50
Inner Str. Cost	0
Memory Footprint	2 memory units

Destroyer

This discipline combines powerful attacks and debuffs usable against multiple opponents. The Infection Immunity ability increases Viral Deflection, giving you an even greater chance to avoid damage and debuffs from other Hackers. The Enrage Foes ability Enrages all enemies within 3 meters of the one you're attacking, making them unable to escape Interlock, and also causing them to attempt to shoot or to pull you or a friendly into Interlock. Inefficiency Field 2.0 is the second version of the Inefficiency Field debuffs, further increasing ability cost while reducing Inner Strength Regen for enemies within 4 meters of the one you're attacking. The Destroyer ability itself has a 4 meter radius, reducing the Ranged and Melee Physical Damage Resistance, as well as Viral Resistance of all enemies within range. This allows you to deal more damage to them. The Optional ability Plague Zone 2.0 is the second version of the Plague Zone attacks, with the same effects as its earlier version, but with more damage. The optional ability Devastation Field is the most powerful area attack in game, with a radius of 4 meters and a base damage of 1000, as well as a 50% change to Stun those hit by it. The last optional ability, UI Lag 2.0 is similar to the previous version, but further reduces Combat Tactics as well as having a radius of 4 meters.

— Researched by Nanohaxial

Infection Efficiency

Class/Type	Destroyer/Secondary – Passive
Description	This increases your ability to execute virus attacks against your foes.
Formula	Viral Transmission: +(Ability Lvl) Ability Level Cap: 50
Prerequisite(s)	Despoiler, Repel Combat L33
Memory Footprint	4 memory units

Enrage Foes

Class/Type	Destroyer/Tertiary – Debuff
Description	Launch this area-effect viral attack to enrage an entire group of your opponents.
Formula	Enrages targets
Prerequisite(s)	Infection Efficiency L38, UI Lag 2.0

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Inner Str. Cost	50 IS
Memory Footprint	1 memory unit
Re-Use Delay	30 seconds
Activation Time	2 seconds
Target	Enemies within 3m of target Enemy
It Can Be Used	Outside Combat only
Range	12m
Duration	20 seconds

Plague Zone 2.0

Class/Type	Destroyer/Tertiary – Offensive
Description	A Plague Zone affects an area with damage over time.
Formula	55 damage every 2.5 seconds, for 30 seconds
Prerequisite(s)	Infection Efficiency L41
Inner Str. Cost	50 IS
Memory Footprint	1 memory unit
Re-Use Delay	30 seconds
Activation Time	2 seconds
Target	Enemies within 3m of target Enemy
It Can Be Used	Outside Combat
Range	12m
Duration	30 seconds

Inefficiency Field 2.0

Class/Type	Destroyer/Tertiary – Debuff
Description	Launch this broad area-effect viral attack to temporarily increase the Inner Strength cost of your opponents' abilities, while at the same time reducing your opponents' Inner Strength regeneration rates.
Interface	Standard Virus Launch.
Formula	Increases targets' Inner Strength Cost Modifier by 20 points Reduces targets' Inner Strength Regen Rate by 75%
Prerequisite(s)	Infection Efficiency L44
Inner Str. Cost	60 IS
Memory Footprint	1 memory unit
Re-Use Delay	1 minute
Activation Time	2 seconds
Target	Enemies within 4m of target Enemy
It Can Be Used	Outside Combat only
Range	12m
Duration	2 minutes

UI Lag 2.0

Class/Type	Destroyer/Tertiary – Debuff
Description	Launch this broad area-effect viral attack to temporarily reduce your opponents' chances to hit.
Formula	Reduce targets' combat tactics by 15
Prerequisite(s)	Infection Efficiency L35
Inner Str. Cost	70 IS
Memory Footprint	1 memory unit
Re-Use Delay	30 seconds
Activation Time	2 seconds
Target	Enemies within 4m of target Enemy
It Can Be Used	Outside Combat only
Range	12m
Duration	30 seconds

Devastation Field

Class/Type	Destroyer/Tertiary – Debuff
Description	Launch this broad area-effect viral attack, inflict a great deal of dam. and have a good chance of stunning opponents.
Formula	1000 damage 50% Proc: Stun target
Prerequisite(s)	Inefficiency Field 2.0, Infection Efficiency L47
Inner Str. Cost	100 IS
Memory Footprint	1 memory unit
Re-Use Delay	30 seconds
Activation Time	2 seconds
Target	Enemies within 4m of target Enemy
It Can Be Used	Outside Combat only
Range	12m
Duration	15 seconds

Destroyer

Class/Type	Destroyer/Tertiary – Debuff
Description	The Destroyer's ultimate attack can really take the wind out of the sails of a group of combatants.
Formula	Reduce Damage Resistance and Viral Resis. by 40 pts each
Prerequisite(s)	Enrage Foes, Inefficiency Field 2.0, Infection Efficiency L50
Inner Str. Cost	100 IS
Memory Footprint	2 memory units
Re-Use Delay	30 seconds
Activation Time	2 seconds
Target	Enemies within 4m of target Enemy
It Can Be Used	Outside Combat only
Range	12m
Duration	1 minute

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Physician

Physicians command some of the most powerful healing abilities available to a patcher. The Clear Mind ability further increases Inner Strength Regen, allowing you to regain your Inner Strength quickly, and thus use more buffs/heals. The Restore Health 6.0 and Extreme Healing abilities are similar to other Restore Health abilities, but heal an even greater amount of Health. The Physician ability is a group heal, healing a large amount of Health to all friendlies within 4 meters of you. The optional ability Upgrade Health increases Max Health by 400 points, allowing you or a friendly to take much more damage before you are in any danger of dying. Harmful Code 3.0 is the most powerful of the Harmful Code attacks, dealing a high amount of damage to your opponent. Rejuvenate RSI can bring dead friendlies back to life. They have full Health and Inner Strength, with no penalties other than the death effect.

— Researched by Nanohaxial

Clear Mind

Class/Type	Physician/Secondary – Passive
Description	This ability lets the Physician recover his inner strength more quickly.
Formula	Increases Inner Strength regeneration by 1% per level Mastery ability for Clear Head Ability Level Cap: 50
Prerequisite(s)	Doctor, Character Lvl 33
Memory Footprint	2 memory units

Restore Health 6.0

Class/Type	Physician/Tertiary – Buff
Description	Use this ability on a single friendly target to restore a good deal of Health.
Formula	260 - 480 heal
Prerequisite(s)	Clear Mind L35
Inner Str. Cost	35 IS
Memory Footprint	1 memory unit
Re-Use Delay	4 seconds
Range	20m
Activation Time	2 seconds
Target	Single Friend
It Can Be Used	Outside Combat

Extreme Healing

Class/Type	Physician/Tertiary – Buff
Description	Extreme Healing adds to a character's current health point total.
Formula	330 - 640 damage
Prerequisite(s)	Clear Mind L44
Inner Str. Cost	40 IS
Memory Footprint	1 memory unit
Re-Use Delay	4 seconds
Range	20m
Activation Time	2 seconds
Target	Single Friend
It Can Be Used	Outside Combat

Rejuvenate RSI

Class/Type	Physician/Tertiary – Utility
Description	This works exactly as Restore RSI, but your target is restored to full Health and Inner Strength, and the duration of any death effects is cut in half.
Interface	You target the corpse of a friendly character and activate this ability. The target character sees a pop-up dialog, asking him to confirm this action. If he clicks yes, the ability continues to execute. If he clicks no, or the dialog times out (default is 1 minute), the ability aborts, but you still spend the Inner Strength.
Formula	None; automatically succeeds if confirmed by target
Prerequisite(s)	Clear Mind L41
Agent Response	Yes
Noise (Aur. Mag.)	Low
Inner Str. Cost	150 IS
Memory Footprint	1 memory unit
Target	Single Dead Party Member
It Can Be Used	Anytime
Range	100m

Upgrade Health

Class/Type	Physician/Tertiary – Buff
Description	Use this ability on a single target to temporarily increase his maximum Health. The target's current health is not affected.
Formula	+400 to Maximum Health
Prerequisite(s)	Extreme Healing, Clear Mind L47
Inner Str. Cost	80 IS
Target	Single Friend

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Memory Footprint	1 memory unit
Re-Use Delay	15 seconds
Range	10m
Buffer	47 units
Duration	10 minutes
Activation Time	2 seconds

Harmful Code 3.0

Class/Type	Physician/Tertiary – Offensive
Description	Harmful Code reduces your target's Health.
Formula	107 - 430 damage
Prerequisite(s)	Restore Health 6.0, Clear Mind L38
Inner Str. Cost	23 IS
Memory Footprint	1 memory unit
Re-Use Delay	8 seconds
Activation Time	2 seconds
Target	Single Enemy
It Can Be Used	Outside Combat
Player Level Cap	50

Physician

Class/Type	Physician/Tertiary – Buff [Discipline]
Description	Launch this broad area-effect benefit to heal a group of your allies.
Formula	230 - 430 heal
Prerequisite(s)	Restore Health 6.0, Extreme Healing, Clear Mind L50
Inner Str. Cost	70 IS
Memory Footprint	2 memory units
Activation Time	0 seconds
Target	Friends within 4m of you
It Can Be Used	Anytime
Re-Use Delay	30 seconds

Upgrade Master

These are some of the most powerful buffs available to a Patcher. The Enhanced Potency ability is similar to Potency, increasing the Melee Damage of your target even more. Enhanced Dodge increases your target's Dodge Ranged, making Free-Fire less likely to hit them. Negative Condition Sweep 2.0 ability is a more powerful version of the Negative Condition Sweep buff, and can be used on a friendly to remove negative conditions such as Stun or Powerless. The Upgrade Master ability is very powerful, increasing all of the attributes of your target 5 levels, as well as increasing their Max Inner Strength and Combat Tactics. This ability can help to make a friendly or even yourself more powerful in all ways. The optional ability Delete Upgrade 2.0 is a more powerful version of the debuff, removing all buffs from your opponent. Movement Accelerator 3.0 increases your Movement Speed by 100%, twice as much as its previous version, allowing for quick travel or a quick escape. The final optional ability, Bolster Health 3.0, increases your target's Max Health by 500 points, allowing them or even yourself to take much more damage before you are in any danger of dying.

— Researched by Nanohaxial

Enhanced Potency

Class/Type	Upgrade Master/Secondary – Buff
Description	Use this ability to increase your target's physical damage output.
Formula	Increases Physical Damage by 2 points per ability level Ability Level Cap: 50 Mastery Level ability for Potency
Prerequisite(s)	Upgrade Artist, Character Lvl 33
Inner Str. Cost	50 IS
Memory Footprint	2 memory units
Target	Single Friend
It Can Be Used	Outside Combat
Range	10m
Duration	5 minutes
Buffer Size	33 units
Re-Use Delay	10 seconds
Activation Time	2 seconds

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Delete Upgrade 2.0

Class/Type	Upgrade Master/Tertiary – Debuff
Description	Use this ability to remove all beneficial upgrades from your target.
Formula	Removes all buffs from target
Prerequisite(s)	Enhanced Potency L41
Inner Str. Cost	40 IS
Memory Footprint	1 memory unit
Target	Single Enemy
It Can Be Used	Outside Combat
Range	16m
Re-Use Delay	10 seconds
Activation Time	2 seconds

Negative Condition Sweep 2.0

Class/Type	Upgrade Master/Secondary – Buff
Description	Negative Condition Sweep attempts to remove any debuffs affecting the target character. It "pulses" every 5 seconds and checks its removal percentage against each negative condition or debuff affecting the target. If successful, it removes that condition.
Formula	50% chance to remove each debuff; check each debuff every 5 seconds. On success, remove that debuff.
Prerequisite(s)	Enhanced Potency L44
Inner Str. Cost	45 IS
Memory Footprint	1 memory unit
Target	Single Friend
It Can Be Used	Outside Combat
Range	10m
Duration	30 seconds
Buffer Size	44 units
Re-Use Delay	10 seconds
Activation Time	2 seconds

Enhanced Dodge

Class/Type	Upgrade Master/Tertiary – Buff
Description	This buff improves your target's ability to dodge bullets.
Formula	+10 to Dodge Ability
Agent Response	Yes (Minor)
Noise (Aur. Mag.)	10
Prerequisite(s)	Enhanced Potency L35
Inner Str. Cost	40 IS
Memory Footprint	1 memory unit
Target	Single Friend
It Can Be Used	Outside Combat
Range	10m
Duration	10 minutes
Buffer Size	35 units
Re-Use Delay	10 seconds
Activation Time	2 seconds

Bolster Health 3.0

Class/Type	Upgrade Master/Upgrade – Buff
Description	Bolster Health increases a character's maximum health point total. It does not restore any health.
Formula	+500 Health Duration 10 min
Prerequisite(s)	Enhanced Dodge, Enhanced Potency L38
Inner Str. Cost	45 IS
Memory Footprint	1 memory unit
Re-Use Delay	10 seconds
Duration	10 minutes
Buffer Size	38 units
Target	Single Friend
It Can Be Used	Outside Combat
Range	10m
Activation Time	2 seconds

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Movement Accelerator 3.0

Class/Type	Upgrade Master/Tertiary – Buff
Description	Use this ability on a friendly target to increase his ground movement speed.
Formula	+100% to ground movement speed
Noise (Aur. Mag.)	As per normal running
Prerequisite(s)	Negative Condition Sweep 2.0, Enhanced Potency L47
Inner Str. Cost	50 IS
Memory Footprint	1 memory unit
Target	Single Friend
It Can Be Used	Outside Combat
Range	10m
Re-Use Delay	10 second
Buffer Size	47 units
Duration	10 minutes

Upgrade Master

Class/Type	Upgrade Master/Tertiary – Buff [Discipline]
Description	The Upgrade Master always a trick up his sleeve. Use this ability on a friendly target to increase his awareness, his maximum Inner Strength, and his ability to hit in combat.
Formula	+5 to Belief, Perception, Focus, Reason, and Vitality abilities +20 to Maximum Inner Strength Ability +10 to Combat Tactics Ability
Prerequisite(s)	Negative Condition Sweep 2.0, Enhanced Dodge, Enhanced Potency L50
Inner Str. Cost	60 IS
Memory Footprint	2 memory units
Target	Single Friend
It Can Be Used	Outside Combat
Range	10m
Duration	10 minutes
Buffer Size	50 units
Re-Use Delay	10 seconds
Activation Time	2 seconds

Trauma Surgeon

These are the most powerful group heals available to a Patcher. Total Dedication further increases Concentration, reducing the chance of your attacks being interrupted even more. Group Repairs 5.0 & 6.0 are similar to each other and their previous versions, healing a larger amount of Health to all friendlies within 4 meters, as well as restoring your own Health. Trauma Surgeon is a passive ability, reducing the Inner Strength Cost of your abilities, and well as increasing the radius of your heals and buffs. Panicked Heal has a radius of 3 meters, healing a large amount of Health to all teammates within that range. Viral Shielding also has a 3 meter radius, highly increasing Viral Deflection for all friendlies within range. Renew RSI, is one that can bring dead friendlies back to life. They have full Health and Inner Strength, with no penalties other than the death effect.

— Researched by Nanohaxial

Total Dedication

Class/Type	Trauma Surgeon/Secondary – Passive
Description	This ability lets the Trauma Surgeon execute repairs and upgrades under the most trying of circumstances. Keep this ability loaded to give you a better chance to use other abilities under adverse conditions.
Formula	Increases Concentration ability by 2 pts per level Ability Level Cap: 50 Mastery Ability for Dedication
Prerequisite(s)	Team Medic, Character Lvl 33
Memory Footprint	2 memory units

Group Repairs 5.0

Class/Type	Trauma Surgeon/Tertiary – Buff
Description	Launch this area-effect beneficial ability to restore health to a group of your mission team members.
Formula	180 - 335 heal
Prerequisite(s)	Total Dedication L35
Inner Str. Cost	60 IS
Memory Footprint	1 memory unit
Re-Use Delay	2 seconds
Range	12m
Activation Time	4 seconds
Target	Friends within 3m of target Friend
It Can Be Used	Outside Combat only
Player Level Cap	35

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Group Repairs 6.0

Class/Type	Trauma Surgeon/Tertiary – Buff
Description	Like Group Repairs 5.0, only better.
Formula	230 - 430 heal
Prerequisite(s)	Total Dedication L44
Inner Str. Cost	65 IS
Memory Footprint	1 memory unit
Re-Use Delay	2 seconds
Range	12m
Activation Time	4 seconds
Target	Friends within 3m of target Friend
It Can Be Used	Outside Combat only
Player Level Cap	50

Viral Shielding

Class/Type	Trauma Surgeon/Tertiary – Buff
Description	A Trauma Surgeon's care and attention can prevent the bad effects of virus attacks. Launch this area-effect ability to increase your team members' resistance to viral attacks.
Formula	+50 to Deflect Virus Ability
Prerequisite(s)	Group Repairs 5.0, Total Dedication L38
Inner Str. Cost	70 IS
Memory Footprint	1 memory unit
Re-Use Delay	15 seconds
Range	12m
Activation Time	2 seconds
Target	Friends within 3m of target Friend
It Can Be Used	Outside Combat only
Duration	10 minutes
Buffer Size	38 units

Panicked Heal

Class/Type	Trauma Surgeon/Tertiary – Buff
Description	When things get out of hand, the Trauma Surgeon can get off a quick heal that might save someone's life. Launch this area-effect beneficial ability to restore Health to a group of your mission team members.
Formula	300 - 600 heal
Prerequisite(s)	Group Repairs 6.0, Total Dedication L47
Inner Str. Cost	60 IS
Memory Footprint	1 memory unit
Re-Use Delay	5 minutes
Range	12m
Activation Time	0 seconds
Target	Friends within 3m of target Friend
It Can Be Used	Outside Combat only
Player Level Cap	50

Renew RSI

Class/Type	Trauma Surgeon/Tertiary – Utility
Description	This works exactly as Restore RSI, but you're at full Health and Inner Strength, and the duration of any death effects is cut in half.
Interface	You target the corpse of a friendly character and activate this ability. The target character sees a pop-up dialog, asking him to confirm this action. If he clicks yes, the ability continues to execute. If he clicks no, or the dialog times out (default is 1 minute), the ability aborts, but you still spend the Inner Strength.
Formula	None; automatically succeeds if confirmed by target
Prerequisite(s)	Total Dedication L41
Agent Response	Yes
Noise (Aur. Mag.)	Low
Inner Str. Cost	150 IS
Memory Footprint	1 memory unit
Target	Single Dead Friend
It Can Be Used	Anytime
Range	100m

Trauma Surgeon

Class/Type	Trauma Surgeon/Tertiary – Passive [Discipline]
Description	Increases the area of all heal effects and reduces the IS cost for most abilities.
Formula	Increases the radius of all buffs/heals by 2m Reduce Inner Strength Cost Modifier Ability by 5
Prerequisite(s)	Group Repairs 5.0, Group Repairs 6.0, Total Dedication L50
Memory Footprint	2 memory units

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Force Multiplier

The ability Supreme Damage Resistance increases your Combat Evasion, increasing the chance that you'll be drawn into Interlock. Combat Aura 2.0 affects all teammates within 4 meters, increasing both the damage they do and their chance to hit in Interlock; its drawback is a very high Inner Strength drain every few seconds. The Sweep Party 2.0 ability is a more powerful version of Sweep Party, with a chance to remove negative conditions such as Stun or Powerless. It has a 4 meter radius from the person you use it on, affecting all friendlies within range. The Force Multiplier ability is a passive ability, increasing both your Ranged Damage and Ranged Combat Tactics, giving you a better chance to hit an opponent with Free-Fire, as well do more damage with Free-Fire attacks. The optional ability Recall Mission Team will teleport all of your mission team members to your location, allowing for a quick escape, or a quick assembly. The optional ability Improved Hacking has a 4-meter radius, greatly increasing the Healing, Viral Damage, and Viral Transmission to all within range. This ability could be useful in powering up Virologists as well as Patchers. The final optional ability, Cancel Upgrade 2.0, is a more powerful version of the debuff, removing all buffs from your opponent.

— Researched by Nanohaxial

Supreme Damage Resistance

Class/Type	Force Multiplier/Secondary– Passive
Description	Keep this ability loaded to help you avoid being drawn into close combat. It also has a chance of healing you each time you take damage.
Formula	+2% to Evade Combat per Ability Level 50% Proc: heal yourself for (Combat Toughness Lvl * 3) damage each time you're hit Ability Level Cap: 50 A successful attack always does at least one point of damage
Prerequisite(s)	Force Enhancer, Character Lvl 33
Memory Footprint	2 memory units

Combat Aura 2.0

Class/Type	Force Multiplier/Tertiary – Buff
Description	This ability makes your allies much better at combat while they are within the area of effect.
Interface	Toggle on/off
Formula	+20 to combat tactics +100 to Ranged Physical Damage Ability +100 to Melee Physical Damage Ability
Noise (Aur. Mag.)	10
Prerequisite(s)	Supreme Damage Resistance L35
Inner Str. Cost	20 IS every 5 seconds
Memory Footprint	1 memory unit
Target	Friends within 4m of target Friend
It Can Be Used	Anytime
Range	14m
Duration	5 seconds
Buffer Size	35 units
Re-Use Delay	15 seconds *after* last use of Combat Aura 2.0

Recall Mission Team

Class/Type	Force Multiplier/Simulacra – Utility
Description	A Force Multipler can teleport his entire mission team member to his location with this ability. The summoned team appears 1m in front of the Hacker.
Interface	You activate this ability. Each summoned character sees a dialog box, alerting him that you're trying to teleport him. If he selects yes, he appears at your location. If he selects no, or waits until the dialog times out (in 1 minute), he remains in place.
Formula	None; automatically succeeds if confirmed by target
Agent Response	Yes
Noise (Aur. Mag.)	Low
Prerequisite(s)	Supreme Damage Resistance L41
Inner Str. Cost	75 IS
Memory Footprint	1 memory unit
Target	Your Party
It Can Be Used	Outside Combat
Range	Unlimited
Re-Use Delay	15 minutes

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Sweep Party 2.0

Class/Type	Force Multiplier/Tertiary – Buff
Description	Sweep Party attempts to remove any debuffs affecting the target characters. It "pulses" every 5 seconds and checks its removal percentage against each negative condition or debuff affecting your targets. If successful, it removes that condition.
Formula	50% chance to remove each debuff; check each debuff every 5 seconds. On success, remove that debuff.
Prerequisite(s)	Supreme Damage Resistance L44
Inner Str. Cost	80 IS
Memory Footprint	1 memory unit
Target	Friends within 4m of target location
It Can Be Used	Outside Combat
Range	10m
Duration	30 seconds
Buffer Size	44 units
Re-Use Delay	30 seconds

Cancel Upgrade 2.0

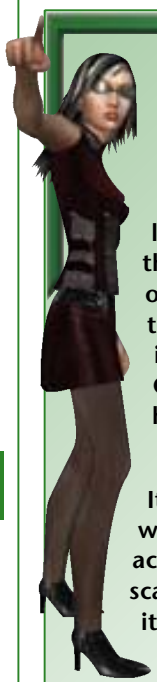
Class/Type	Force Multiplier/Tertiary – Debuff
Description	Use this ability to remove all continuous upgrades and beneficial code from a target.
Formula	Remove all buffs from target
Prerequisite(s)	Combat Aura 2.0, Supreme Damage Resistance L38
Inner Str. Cost	50 IS
Memory Footprint	1 memory unit
Target	Single Enemy
It Can Be Used	Outside Combat
Range	12m
Re-Use Delay	10 seconds
Activation Time	2 seconds

Improved Hacking

Class/Type	Force Multiplier/Tertiary – Buff
Description	Use this area-effect ability to make your team better at hacking.
Formula	+25 to Transmit Virus Ability +150 to Viral Damage Ability +150 to Heal Damage Ability
Noise (Aur. Mag.)	20
Prerequisite(s)	Sweep Party 2.0, Supreme Damage Resistance L47
Inner Str. Cost	60 IS
Memory Footprint	1 memory unit
Target	Party Members within 4m of target Member
It Can Be Used	Anytime
Range	14m
Duration	10 minutes
Buffer Size	47 units
Re-Use Delay	10 seconds

Force Multiplier

Class/Type	Force Multiplier/Tertiary – Passive [Discipline]
Description	When you have this ability loaded, you gain both a better chance to hit, and addition to your damage output with a firearm.
Formula	+15 to Ranged Combat Tactics Ability +75 to Ranged Physical Damage Ability
Prerequisite(s)	Supreme Damage Resistance L50, Sweep Party 2.0, Combat Aura 2.0
Inner Str. Cost	0
Memory Footprint	2 memory units



HYPATIA

Location: Downtown, Chelsea

Hypatia believes that information is power; and that the most valuable information can best be gleaned by reading between the lines. She has spent her existence pouring through book after book, looking for any scrap of information that might reveal more about the nature of the Matrix and how to gather information to increase her own power. Consequently, she guards all of her secrets and her turf jealously. Her unimposing appearance belies her greedy and vicious nature.

It is rumored, however, that certain Exiles who have a relationship with Hypatia can gain access to the information repository for a brief scan. Redpills and Exiles lucky enough to make it to the Library's restricted stacks should not overstay their welcome.

It is further rumored that Hypatia maintains contacts with the owners or employees of many bookstores in the city, to keep her apprised of new or used books that arrive in their shops. Many of her contacts are also members of the Bookwyrms, but maintain a low profile and will contact Hypatia before taking any action against Zionites or Exiles.

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CODER

The Coder is more than just a crafter in the world of MxO. A well-balanced Coder can be of greater advantage than a Hacker or an Operative in the long run, due to the ability to fashion needed equipment, bodyguards, and even abilities. The Coder's primary advantage is in supplying the needs of those around him. Make no mistake, the Coder is a support class, and solo play does taper off at higher levels, but the demand for coded items and crafted abilities can and will keep the Coder $information-rich.

Coding can be conducted in the Matrix, and is defined as all things related to crafting and summoning simulacra. Code bits are the building blocks for code fragments, which are required to make "codes." Item codes are usually multi-use and can be Compiled in the Loading Area and eventually in the Matrix to make items.

"Compiling" is defined as making a usable item from an item code, whether in the Loading Area or in the Matrix. Compiling costs a base price in information for each item, determined by the level and type of the item.

Some items may require a number of code fragments to make, and others require subroutines as well, many of which can be found or made like code fragments. You can determine what items you can make by looking at the item recipes you have by using your "Code Analyzer" tool. You can gain new recipes by using a "Decompiler" tool on an item in the Matrix. Some recipes you will learn automatically as you increase your levels in coding abilities, some you will have to find yourself.

For a beginner's guide to the art of Coding, see p. 255.

— Researched by GreyPawn

Write Code

Class/Type	Coder/Secondary – Utility
Description	After a Coder has collected a variety of Code types, he will begin to see patterns in the code, and begin to understand what code does what. Having this ability loaded means you can combine code bits to make code fragments, and code fragments to make codes. You'll learn more recipes as you improve this ability. As you become more knowledgeable in writing code, you'll be able to automatically create more and more code fragments, rather than having to find them.
Interface	A computer item opens a panel which displays the code structures you know, and an area to experiment with code fragment combinations.
Formula	The difficulty level (also called complexity level) for each code structure affects whether or not you can create the desired code. Success: [(Ability Lvl * 4) + (Tool Bonus)] > [(Difficulty Lvl)] Ability Level Cap: 15
Agent Response	Yes (Major)
Noise (Aur. Mag.)	Low
Prerequisite(s)	Awakened L1
Inner Str. Cost	Varies depending on code created
Memory Footprint	5 memory units

Remote Proxy 1.0

Class/Type	Coder/Simulacra – Utility
Description	Use this ability to create a proxy (sometimes called a simulacrum, daemon or pet) to fight for you.
Formula	Max pet level: 4
Prerequisite(s)	Write Code L1
Inner Str. Cost	50 IS
Memory Footprint	2 memory units
Buffer Size	1 unit
Activation Time	10 seconds

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Tinkering

Class/Type	Coder/Crafting – Utility
Description	Allows you to create an Area of Effect ranged blast.
Formula	20 – 40 damage
Prerequisite(s)	Write Code L1
Inner Str. Cost	30 IS
Target	Enemies within 2m of target location
Memory Footprint	2 memory units
Reuse Timer	30 seconds
Range	12m
Activation Time	6 seconds

Repair Simulacra 1.0

Class/Type	Coder/Tertiary – Buff
Description	Use this ability to repair damage to a simulacrum.
Interface	Target pet, click icon
Formula	52 - 98 heal Only works on simulacra
Prerequisite(s)	Remote Proxy 1.0
Inner Str. Cost	20 IS
Target	Simulacrum
Memory Footprint	1 memory unit
Re-Use Delay	15 seconds
Range	12m

Minor Repairs

Class/Type	Coder/Tertiary – Passive
Description	This ability reduces the chance your items will lose stability through use or death.
Formula	Chance to lose stability – 20% = new chance to lose stability
Prerequisite(s)	Tinkering, Write Code L1
Inner Str. Cost	0
Memory Footprint	1 memory unit

Coder

Class/Type	Coder/Discipline – Passive
Description	With this ability loaded, your equipped items are more resistant to stability loss through use or by death effects.
Formula	Modified chance to lose stability: (Chance to lose stability) – 10%
Prerequisite(s)	Write Code L2
Inner Str. Cost	0
Memory Footprint	2 memory units

Code Shaper

The Code Shaper is the first step in the direction of either the Proxy branch or the Utility branch of the coding discipline, and contains abilities from both. Both branches are considered the "militant" side of Coding, as they allow for a coder to hold his own at lower and medium levels in soloing, and make for a very useful support character addition at all levels. Proxy is more physical damage oriented, while Utility is more based on effects and healing.

— Researched by GreyPawn

Deflect Code

Class/Type	Code Shaper/Secondary – Passive
Description	With this ability loaded, you become increasingly resistant to viral attacks as you increase its level.
Formula	Bonus to Virus Deflection Ability: (Lvl * 2.5) Ability Level Cap: 15
Prerequisite(s)	Coder
Inner Str. Cost	0
Memory Footprint	2 memory units

Remote Proxy 2.0

Class/Type	Code Shaper/Simulacra – Utility
Description	Use this ability to summon a simulacrum (proxy) to fight for you.
Formula	Max pet level: 7
Prerequisite(s)	Deflect Code L4
Inner Str. Cost	50 IS
Buffer Size	4 units
Memory Footprint	1 memory unit
Activation Time	10 seconds

Logic Daemon 1.0

Class/Type	Code Shaper/Simulacra – Utility
Description	Use this ability to summon a Hacker-type simulacrum (daemon) to fight for you. The Logic Daemon will avoid close combat and instead attack your foes with viruses.
Formula	Max pet level: 7
Prerequisite(s)	Deflect Code L4
Inner Str. Cost	50 IS
Buffer Size	4 units
Memory Footprint	1 memory unit
Activation Time	10 seconds

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Decoy 1.0

Class/Type	Code Shaper/Simulacra – Utility
Description	You create a copy of yourself. Upon creation, this copy run around in various random directions, potentially distracting opponents. If attacked, a copy dissolves.
Formula	1 decoy
Duration	1 minute or until attacked
Prerequisite(s)	Remote Proxy 2.0
Inner Str. Cost	25 IS
Memory Footprint	1 memory unit
Buffer Size	5 units

Stop Proxy

Class/Type	Code Shaper/Virus – Debuff
Description	Stop Proxy pacifies a targeted simulacrum. For the duration of the program, the infected proxy cannot initiate an attack. A pacified proxy that is hit with a free attack is broken out of the Pacified state. (A proxy that is Pacified may be subjected to sneak attacks.)
Duration	1 minute
Prerequisite(s)	Logic Daemon 1.0
Inner Str. Cost	30 IS
Memory Footprint	1 memory unit
Target	Single Enemy Simulacrum
Re-Use Delay	1 minute
Range	12m

Fortify Simulacra 1.0

Class/Type	Code Shaper/Upgrade – Defensive
Description	This ability increases a simulacrum's damage resistance.
Formula	+10 Damage Resistance (Stops 10% of melee and firearm damage)
Duration	10 minutes
Prerequisite(s)	Deflect Code L5
Inner Str. Cost	30 IS
Target	Single Friendly Simulacrum
Memory Footprint	1 memory unit
Range	12m
Re-Use Delay	10 seconds
Buffer Size	5 units

Repair Simulacra 2.0

Class/Type	Code Shaper/Tertiary – Buff
Description	Use this ability to repair damage to any simulacrum.
Formula	105 - 195 damage Only works on simulacra
Prerequisite(s)	Deflect Code L5
Inner Str. Cost	30 IS
Target	Single Friendly Simulacrum
Memory Footprint	1 memory unit
Re-Use Delay	30 seconds
Range	12m

Code Shaper

Class/Type	Code Shaper/Discipline – Buff
Description	This ability creates an area around you which increases the viral deflection of all friendly simulacra within its radius. The bonus gets better as you rise in level.
Interface	Toggle on/off
Formula	Virus Deflection Ability: +2/character level
Prerequisite(s)	Fortify Simulacra 1.0, Repair Simulacra 2.0
Inner Str. Cost	0
Buff Buffer	5 units
Range	0m
Memory Footprint	2 memory units
Target	Friendly simulacra within 10m of you
It Can Be Used	Outside Combat
Grab Disrupts	True

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Proxy Coder

Proxy Coder is the next step in the Proxy specialization. Summoning and augmenting a physical-attack-based simulacrum is the primary focus of this sub-discipline. Access is granted to a higher level proxy summons, as well as abilities to boost its performance. As the Proxy summon abilities increase, so too does the level of the Proxy that is summoned.

— Researched by GreyPawn

Run Program

Class/Type	Proxy Coder/Secondary – Passive
Description	This ability adds to a Proxy Coder's chance to execute a hostile program against a target.
Formula	Bonus to Viral Transmission Ability: (Lvl * 4) Ability Level Cap: 30
Prerequisite(s)	Code Shaper, Deflect Code L6
Memory Footprint	2 memory units

Remote Proxy 3.0

Class/Type	Proxy Coder/Simulacra – Utility
Description	Use this ability to have a powerful simulacrum fight for you. These proxies prefer to fight in close combat; perfect for keeping enemies off of your back while you shoot or blast them!
Formula	Max pet level: 17
Prerequisite(s)	Run Program L8
Inner Str. Cost	50 IS
Buffer Size	7 units
Memory Footprint	1 memory unit
Activation Time	10 seconds

Static Blast 1.0

Class/Type	Proxy Coder/Tertiary – Offensive
Description	Static Blast reduces your target's Health.
Formula	90 – 150 damage
Prerequisite(s)	Run Program L12
Inner Str. Cost	30 IS
Memory Footprint	1 memory unit
Re-Use Delay	8 seconds
Range	12m
Target	Single Enemy
It Can Be Used	Anytime
Level Cap	25
Activation Time	3 seconds
Is interruptible?	Yes

Power Boost 1.0

Class/Type	Proxy Coder/Secondary – Buff
Description	You can use this buff on your simulacrum so that it can inflict more damage in combat.
Formula	Increases Physical Damage (Range and Melee) by 10%
Prerequisite(s)	Remote Proxy 3.0, Run Program L10
Inner Str. Cost	50 IS
Memory Footprint	1 memory unit
Target	Single Friendly Simulacrum
It Can Be Used	Outside Combat
Range	10m
Duration	5 minutes
Buffer Size	10 units

Lockdown 1.0

Class/Type	Proxy Coder/Secondary – Debuff
Description	This ability can lock your target in place, making her a sitting duck for your simulacra to pick off.
Formula	Roots target
Prerequisite(s)	Static Blast 1.0, Run Program L14
Inner Str. Cost	20 IS
Memory Footprint	1 memory unit
Target	Single Enemy
It Can Be Used	Outside Combat
Range	12m
Duration	20 seconds
Activation Time	2 seconds
Re-Use Delay	13.5 seconds
Is interruptible?	Yes

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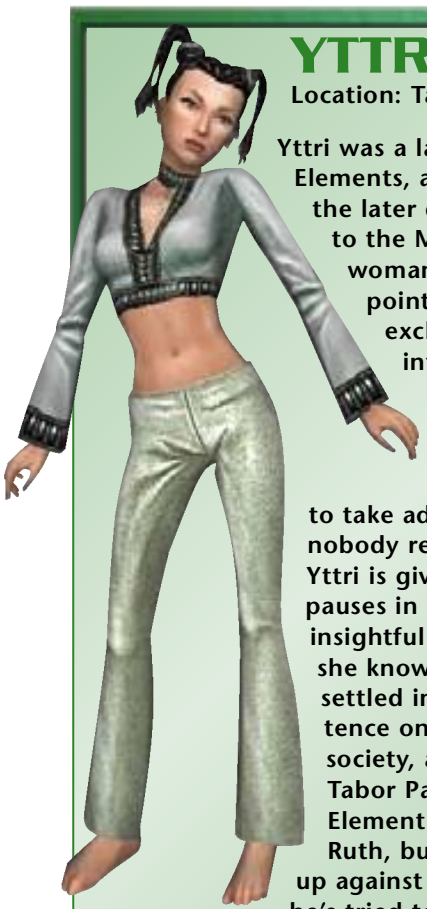
Proxy Coder

Class/Type	Proxy Coder/Secondary – Discipline/Offense
Description	When you use this ability against a hostile simulacrum, you remove it from existence in the Matrix. Even if you don't completely dismiss it, you'll do a tremendous amount of damage to your target.
Formula	Inflicts 10,000 viral damage on a targeted Simulacrum
Prerequisite(s)	Remote Proxy 3.0, Static Blast 1.0, Run Program L15
Inner Str. Cost	40 IS
Memory Footprint	2 memory units
Target	Single Enemy Simulacrum
It Can Be Used	Outside Combat
Range	12m
Re-Use Delay	13.5 seconds
Activation Time	2 seconds
Is interruptible?	Yes



YTTRI

Location: Tabor Park, Slums

Yttri was a late addition to the Elements, a subroutine added in the later days before their flight to the Matrix. She is an exotic woman with unique viewpoints. Think of her as the exchange student thrown into the Sorority House. Some of the other Elements resented the attention she garnered at first, others sought to take advantage of her, but nobody really understood her. Yttri is given to long, thoughtful pauses in her conversations, and insightful comments that imply she knows a great deal. She has settled into a comfortable existence on the fringes of Bluepill society, as a street musician in Tabor Park. She is the one other Element most in touch with Ruth, but she's had cause to run up against Argon in the past, as he's tried to intimidate her.

Utility Coder

Repairs, direct damage, summoning logic and patcher daemons, and augmenting them are the abilities that comprise of the Utility specialization of the Coder discipline. The logic and patcher daemons function like proxies, but act like mini-hacker/patchers instead of mini-operatives as proxies proper do. The primary advantage of this is in the effects they can inflict upon enemies during battle, and support they lend to allies as well. This alone makes the daemons useful in grouping situations.

— Researched by GreyPawn

Close Combat Training

Class/Type	Utility Coder/Secondary – Passive
Description	Utility Coders are used to working in close while their pets play the support role. While their damage output doesn't compare to an operative's, it is better than most. This ability gives you a combat damage bonus. The bonus applies to both ranged and melee combat, and increases as you improve the ability.
Formula	Damage Bonus: (Ability Lvl * 1.5) Ability cap: 20
Prerequisite(s)	Code Shaper, Deflect Code L6
Memory Footprint	2 memory units

Logic Daemon 2.0

Class/Type	Utility Coder/Simulacra – Utility
Description	Use this ability to summon a Hacker-type simulacrum to fight for you. The Logic Daemon will avoid close combat and instead attack your foes with viruses.
Formula	A Logic Daemon 2.0 starts at level 7 and improves with your level until it maxes at level 17.
Prerequisite(s)	Close Combat Training L8
Inner Str. Cost	90 IS
Buffer Size	20 units
Memory Footprint	1 memory unit
Agent Response	Yes
Noise (Aur. Mag.)	50
Level Cap	15
Activation Time	10 seconds

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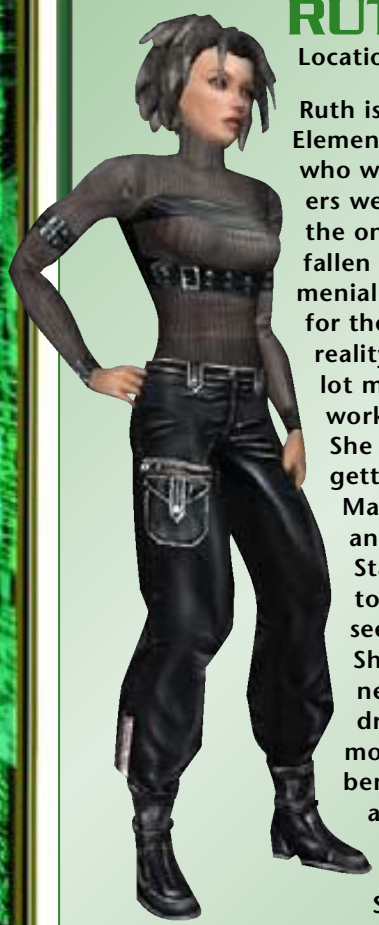
Patch Daemon 1.0

Class/Type	Utility Coder/Simulacra – Utility
Description	Summons a powerful Healer simulacrum to keep you in good health.
Formula	A Patch Daemon 1.0 starts at level 12 and improves with your level until it maxes at level 24.
Prerequisite(s)	Close Combat Training L12
Inner Str. Cost	100 IS
Buffer Size	12 units
Memory Footprint	1 memory unit
Agent Response	Yes (Minor)
Noise (Aur. Mag.)	50
Level Cap	20
Activation Time	10 seconds



RUTH

Location: Mara, Slums

Ruth is the oldest of the Elements (think of her as the one who was a senior when the others were freshmen). She's also the one who appears to have fallen the farthest, taking on a menial role as a cleaning woman for the Church in the Slum. In reality she has simply learned a lot more about how the Matrix works than the others have. She believes that the key to getting into the heart of the Matrix's $information is to be an innocuous part of it. Standing atop an office tower puts you too far up to see what's really going on. She prefers to be right down next to the Bluepills that drive the $information flow, moving about completely beneath their notice. She has a semi-cooperative relationship with the other Exile who lives at the Church, Sister Margaret.

Low Blow

Class/Type	Utility Coder/Tertiary – Special Move
Description	Use this melee combat maneuver to take a cheap shot at your opponent.
Formula	115 points of melee damage
Noise (Aur. Mag.)	40
Prerequisite(s)	Logic Daemon 2.0, Close Combat Training L10
Inner Str. Cost	60 IS
Memory Footprint	1 memory unit
Target	Single Enemy
It Can Be Used	Special Move

Acoustic Decoys 1.0

Class/Type	Utility Coder/Simulacra – Utility
Description	The Utility Coder creates an audible sound some distance away from where he is facing. This noise will distract guards for a short period of time.
Formula	Creates a noise object with 75 aural magnitude
Prerequisite(s)	Patch Daemon 1.0, Close Combat Training L14
Inner Str. Cost	35 IS
Memory Footprint	1 memory unit
Buffer Size	10 units
Duration	1 minute
Range	30m

Utility Coder

Class/Type	Utility Coder/Tertiary – Passive
Description	This ability increases your chance to hit with ranged and melee attacks.
Formula	+5 to tactic score
Prerequisite(s)	Close Combat Training L15, Logic Daemon 2.0, Patch Daemon 1.0
Memory Footprint	2 memory units

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Proxy Technician

Proxy Technician bestows a greater level of proficiency in summoning proxies. Proxy use helps keep the Coder out of harm's way, as it presents another body for the enemy to attack, and it costs nothing to make a Proxy.

— Researched by GreyPawn

Run Advanced Programs

Class/Type	Proxy Technician/Secondary – Passive
Description	With this ability loaded, your virus attacks will do more damage.
Formula	Bonus to Viral Damage: (Lvl * 2) Ability Level Cap: 50
Prerequisite(s)	Proxy Coder, Run Program L17
Memory Footprint	2 memory units

Remote Proxy 4.0

Class/Type	Proxy Technician/Simulacra – Utility
Description	Use this ability to create a Karate-using simulacrum to fight for you.
Formula	A Remote Proxy 4.0 starts at level 18 and improves with your level until it maxes at level 34.
Prerequisite(s)	Run Advanced Programs L18
Inner Str. Cost	75 IS
Buffer Size	18 units
Memory Footprint	1 memory unit
Activation Time	10 seconds

Static Blast 2.0

Class/Type	Proxy Technician/Tertiary – Offensive
Description	Static Blast reduces your target's Health.
Formula	150 – 350 damage
Prerequisite(s)	Remote Proxy 4.0, Run Advanced Programs L20
Inner Str. Cost	30 IS
Memory Footprint	1 memory unit
Re-Use Delay	6 seconds
Range	16m
Target	Single Enemy
It Can Be Used	Out of Combat
Level Cap	30
Activation Time	2 seconds
Is interruptible?	No

Repair Simulacra 3.0

Class/Type	Proxy Technician/Tertiary – Buff
Description	Use this ability to heal a friendly simulacrum.
Formula	280 – 520 Healing Only works on simulacra
Prerequisite(s)	Run Advanced Programs L23
Inner Str. Cost	50 IS
Memory Footprint	1 memory unit
Re-Use Delay	30 seconds
Range	12m
Level Cap	40
Activation Time	2 seconds
Re-Use Delay	30 seconds
Target	Single Friendly Simulacrum
It Can Be Used	Outside Combat

Enrage 1.0

Class/Type	Proxy Technician/Secondary – Debuff
Description	When you use this ability on an opponent, you will lock him into close combat. An enraged opponent who is not in close combat will seek the nearest enemy and attempt to engage him, her or it in close combat. A Proxy Technician can enrage a foe, which locks that opponent in close combat with his Remote Proxy. A handy trick!
Formula	Enrages target
Agent Response	Yes (Minor)
Noise (Aur. Mag.)	40
Prerequisite(s)	Run Advanced Programs L25
Inner Str. Cost	50 IS
Memory Footprint	1 memory unit
Target	Single Enemy
It Can Be Used	Outside Combat
Range	16m
Duration	20 seconds
Re-Use Delay	30 seconds
Activation Time	2 seconds

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Static Blast 3.0

Class/Type	Proxy Technician/Tertiary – Offensive
Description	Blast an opponent with static damage using this ability.
Formula	270 – 630 damage
Prerequisite(s)	Enrage 1.0, Run Advanced Programs L27
Inner Str. Cost	60 IS
Memory Footprint	1 memory unit
Re-Use Delay	6 seconds
Range	16m
Target	Single Enemy
It Can Be Used	Out of Combat
Level Cap	45
Activation Time	2 seconds
Is interruptible?	No

Proxy Technician

Class/Type	Proxy Technician/Tertiary – Buff [Discipline]
Description	A Proxy Technician can make all friendly simulacra in his area function more efficiently.
Interface	Toggle on/off
Formula	+5 to Tactics Score +2 to Melee/Range damage per character level
Agent Response	Yes (Minor)
Noise (Aur. Mag.)	20
Prerequisite(s)	Remote Proxy 4.0, Enrage 1.0, Run Advanced Programs L30
Inner Str. Cost	15 IS every 5 seconds
Memory Footprint	2 memory units
Target	Friendly Simulacra within 20m of you
It Can Be Used	Outside Combat
Duration	Continues until toggled off, or until IS is expended
Buffer Size	30 units
Re-Use Delay	15 seconds
Activation Time	0 seconds

Utility Technician

The Utility Technician is given greater access to summoning and augmenting daemons, as well as some melee special abilities like Low Blow and Close Combat.

— Researched by GreyPawn

Code Hardening

Class/Type	Utility Technician/Secondary – Passive
Description	Keep this ability loaded to reduce damage you might take from physical attacks. A successful attack always does at least one point of Damage.
Formula	Melee Damage Resistance: +(Ability /100) Ranged Damage Resistance: +(Ability /100) Level Cap: 30
Prerequisite(s)	Utility Coder, Close Combat Training L17
Memory Footprint	2 memory units

Logic Daemon 3.0

Class/Type	Utility Coder/Simulacra – Utility
Description	Use this ability to create a powerful Hacker simulacrum to fight for you.
Formula	A Logic Daemon 3.0 starts at level 18 and improves with your level until it maxes at level 30.
Prerequisite(s)	Code Hardening L18
Inner Str. Cost	110 IS
Buffer Size	18 units
Memory Footprint	1 memory unit
Agent Response	Yes
Noise (Aur. Mag.)	50
Level Cap	30
Activation Time	10 seconds

Patch Daemon 2.0

Class/Type	Utility Coder/Simulacra – Utility
Description	Summons a powerful healer simulacrum to keep you in good health.
Formula	A Patch Daemon 2.0 starts at level 23 and improves with your level until it maxes at level 43.
Prerequisite(s)	Code Hardening L23
Inner Str. Cost	120 IS
Buffer Size	23 units

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Memory Footprint	1 memory unit
Agent Response	3
Noise (Aur. Mag.)	50
Level Cap	30
Activation Time	10 seconds

Daemon Boost 1.0

Class/Type	Utility Technician/Tertiary – Buff
Description	A Utility Technician can make all friendly simulacra in her area function more efficiently. When you use this area-effect ability on friendly simulacra, you give them the ability to restore more health and inflict more viral damage.
Interface	Toggle on/off
Formula	+2 to Viral Damage per level +2 to Healing Damage per level
Agent Response	Yes (Minor)
Noise (Aur. Mag.)	20
Prerequisite(s)	Code Hardening L25
Inner Str. Cost	15 IS every 5 seconds
Memory Footprint	1 memory unit
Target	Friendly Simulacra within 20m of you
It Can Be Used	Outside Combat
Duration	Until toggled off, or until IS expended
Buffer Size	25 units
Re-Use Delay	15 seconds
Activation Time	2 seconds
PulseInterval	5 seconds

Engage Foes

Class/Type	Utility Technician/Secondary – Debuff
Description	A Utility Technician can make herself the center of all attention … as long as it's hostile! When you use this area-effect ability on your opponents, you'll draw each one's attention and focus to your teammate who's closest to him. This is very useful for keeping your foes pinned down in close combat.
Formula	Taunts all targets
Agent Response	Yes (Minor)
Noise (Aur. Mag.)	40
Prerequisite(s)	Logic Daemon 3.0, Code Hardening L20
Inner Str. Cost	50 IS
Memory Footprint	1 memory unit
Target	Enemies within 3m of target Enemy
It Can Be Used	Outside Combat
Range	16m
Re-Use Delay	30 seconds
Activation Time	2 seconds

Acoustic Decoys 2.0

Class/Type	Utility Technician/Simulacra – Utility
Description	The Utility Technician creates an audible sound some distance away from where he is facing. This noise will distract guards for a short period of time.
Formula	Creates a noise object with 125 aural magnitude
Prerequisite(s)	Daemon Boost 1.0, Code Hardening L27
Inner Str. Cost	50 IS
Memory Footprint	1 memory unit
Buffer Size	15 units
Duration	2 minutes
Range	30m

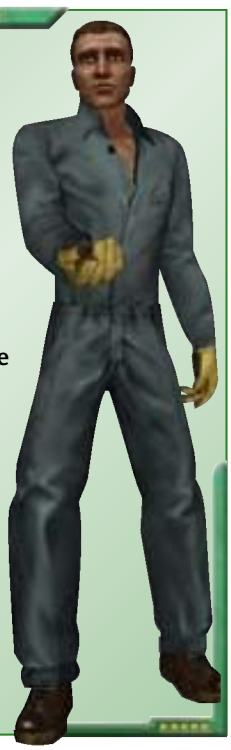
Utility Technician

Class/Type	Utility Technician/Tertiary – Passive [Discipline]
Description	Utility Technicians are very good at hurting with their bare hands. With this ability loaded, you do more damage in hand-to-hand combat.
Formula	Melee Damage Bonus: (Character Lvl * 1.5) Ability Level Cap: 45
Prerequisite(s)	Logic Daemon 3.0, Daemon Boost 1.0, Code Hardening L30
Memory Footprint	2 memory units

MERCURY

Location: Uriah, Slums

Mercury has a head for crafting things that require vector and movement calculations, including vehicles and speed buffs. He wanted to make a big name for himself, but found himself locked out of the market by the Merovingian after a faux pas at the Frenchman's restaurant. He now operates a garage in the Uriah neighborhood of the Slums, and has developed a relationship with another Exile named Pepper (whose slavish devotion to her buffed muscle car keeps her tied to him). In spite of his relationship with Pepper, he still carries a torch for Raini and occasionally sends her gifts or letters.



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Proxy Master

The pinnacle of the proxy specialization is the Proxy Master. Upper level proxies (level 30+) are able to be summoned at this level, and abilities to boost the performance and heal proxies have their intensities increased.

— Researched by GreyPawn

Transmit Code

Class/Type	Proxy Master/Secondary – Passive
Description	When you have this ability loaded, you're more likely to successfully launch a hostile program against an enemy.
Formula	Bonus to Viral Transmission Ability: (Lvl * 2) Ability Level Cap: 50
Prerequisite(s)	Proxy Technician, Character Lvl 33
Memory Footprint	2 memory units

Remote Proxy 5.0

Class/Type	Proxy Master/Simulacra – Utility
Description	Use this ability to create a tough simulacrum trained in Kung Fu to fight for you. Your pet knows Kung Fu!
Formula	A Remote Proxy 5.0 starts at level 35 and improves with your level until it maxes at level 50.
Prerequisite(s)	Transmit Code L35
Inner Str. Cost	120 IS
Buffer Size	35 units
Memory Footprint	1 memory unit
Activation Time	10 seconds

Stun Pulse

Class/Type	Proxy Master/Tertiary – Offensive
Description	Use this area-effect ability to stun group of unfriendly targets.
Formula	Stuns target
Prerequisite(s)	Remote Proxy 5.0, Transmit Code L38
Inner Str. Cost	80 IS
Memory Footprint	1 memory unit
Re-Use Delay	30 seconds
Range	20m
Target	Enemies within 3m of target Enemy
It Can Be Used	Out of Combat
Activation Time	2 seconds
Is interruptible?	No
Duration	10 seconds

Enrage 2.0

Class/Type	Proxy Master/Secondary – Debuff
Description	When you use this area-effect ability on a group of foes, you lock them into close combat.
Formula	Enrages targets
Agent Response	Yes
Noise (Aur. Mag.)	40
Prerequisite(s)	Transmit Code L41
Inner Str. Cost	100 IS
Memory Footprint	1 memory unit
Target	Enemies within 3m of target Enemy
It Can Be Used	Outside Combat
Range	16m
Duration	20 seconds
Re-Use Delay	30 seconds
Activation Time	2 seconds

Static Blast 4.0

Class/Type	Proxy Master/Tertiary – Offensive
Description	Static Blast reduces your target's Health.
Formula	300 – 700 damage
Prerequisite(s)	Transmit Code L44
Inner Str. Cost	60 IS
Memory Footprint	1 memory unit
Re-Use Delay	6 seconds
Range	16m
Target	Single Enemy
It Can Be Used	Out of Combat
Level Cap	45
Activation Time	2 seconds
Is interruptible?	No

Repair Simulacra 4.0

Class/Type	Proxy Master/Tertiary – Buff
Description	Repair Simulacra 2.0 adds to a simulacrum's current health point total.
Formula	560 – 1040 heal Only works on simulacra
Prerequisite(s)	Static Blast 4.0, Transmit Code L47
Inner Str. Cost	75 IS
Memory Footprint	1 memory unit
Re-Use Delay	30 seconds
Range	12m

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Level Cap	40
Activation Time	2 seconds
Re-Use Delay	30 seconds
Target	Single Friendly Simulacrum
It Can Be Used	Outside Combat
Agent Response	Yes (Minor)
Noise (Aur. Mag.)	60

Proxy Master

Class/Type	Proxy Master/Tertiary – Buff [Discipline]
Description	Use this ability on a friendly simulacrum to simultaneously increase its ability to resist viral and other damage, and to boost its melee damage.
Interface	Standard targeted buff
Formula	+25 to Damage Resistance +25 to Viral Resistance +2 per character level to Melee Damage
Agent Response	Yes (Minor)
Noise (Aur. Mag.)	30
Prerequisite(s)	Remote Proxy 5.0, Static Blast 4.0, Transmit Code 50
Inner Str. Cost	200 IS
Memory Footprint	2 memory units
Target	Single Friendly Simulacrum
It Can Be Used	Outside Combat
Duration	10 minutes
Buffer Size	300 units
Re-Use Delay	15 seconds
Activation Time	2 seconds

Utility Master

The highest point a Utility coder can reach grants increased intensity of daemon summons and effects. Augmentation of daemons reaches its greatest intensity as the level of Utility Master is achieved. In addition to this, an added melee combat ability of Bash is now accessible to keep the Coder well balanced.

— Researched by GreyPawn

Enhance Daemon

Class/Type	Utility Master/Secondary – Buff
Description	When you use this ability on a friendly simulacrum, you will boost its maximum Health. The higher the level of this ability, the more Health you'll add.
Formula	Max Health Boost: 8 pts per ability level
Agent Response	Yes (Minor)
Noise (Aur. Mag.)	60
Prerequisite(s)	Utility Technician, Character Lvl 33
Inner Str. Cost	70 IS
Memory Footprint	2 memory units
Target	Single Friendly Simulacrum
It Can Be Used	Outside Combat
Range	12m
Activation Time	2 seconds
Re-Use Delay	30 seconds
Duration	10 minutes
Buffer Size	33 units

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Fix Simulacra

Class/Type	Utility Master/Tertiary – Buff
Description	Fix Simulacra adds to a simulacrum's current health point total.
Formula	420 – 780 Healing Only works on simulacra
Prerequisite(s)	Enhance Daemon L41
Inner Str. Cost	70 IS
Memory Footprint	1 memory unit
Re-Use Delay	30 seconds
Range	12m
Level Cap	50
Activation Time	2 seconds
Re-Use Delay	30 seconds
Target	Single Friendly Simulacrum
It Can Be Used	Outside Combat
Agent Response	2
Noise (Aur. Mag.)	60

THE ORACLE

Location: Nonspecific

A program who is seen as a guide to the Zionites, the Oracle was the one to speak of a prophecy and an anomaly who would end the war by reaching the source. She has an ability to read future events in the Matrix, though it is somewhat limited, and she is reticent to give straight answers to questions about the future. She often claims that "we cannot see beyond the choices we do not understand."

The Oracle is the mother of the Matrix, and it was she who discovered the need for choice in order for the illusion to work. She realizes that the best way for both worlds to progress is together.

Logic Daemon 4.0

Class/Type	Utility Master/Simulacra – Utility
Description	Summons a powerful Nuker simulacrum to fight for you
Formula	A Logic Daemon 4.0 starts at level 35 and improves with your level until it maxes at level 50.
Prerequisite(s)	Enhance Daemon L35
Inner Str. Cost	150 IS
Buffer Size	35 units
Memory Footprint	1 memory unit
Agent Response	Yes
Noise (Aur. Mag.)	50
Level Cap	50
Activation Time	10 seconds

Patch Daemon 3.0

Class/Type	Utility Master/Simulacra – Utility
Description	Summons a powerful healer simulacrum to keep you in good health.
Formula	A Patch Daemon 3.0 starts at level 44 and improves with your level until it maxes at level 50.
Prerequisite(s)	Enhance Daemon L44
Inner Str. Cost	170 IS
Buffer Size	44 units
Memory Footprint	1 memory unit
Agent Response	Yes (Minor)
Noise (Aur. Mag.)	50
Level Cap	50

Bash

Class/Type	Utility Master/Tertiary – Special Move
Description	Use this combat maneuver against a Staggered opponent to both stun him and deliver significant damage.
Formula	400 damage Stuns target Enrages target Requires opponent to be Staggered
Noise (Aur. Mag.)	40
Prerequisite(s)	Logic Daemon 4.0, Enhance Daemon L38
Inner Str. Cost	50 IS
Memory Footprint	1 memory unit
Target	Single Enemy
It Can Be Used	Special Move
Duration	Stun: 8 seconds Enrage: 20 seconds
Re-Use Delay	10 seconds

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Daemon Boost 2.0

Class/Type	Utility Master/Tertiary – Buff
Description	A Utility Technician can make all friendly simulacra in her area function more efficiently.
Formula	Viral Transmission: +(Character Lvl * 2) Viral Damage: +(Character Lvl) Ranged Physical Damage: +(Character Lvl)
Agent Response	Yes (Minor)
Noise (Aur. Mag.)	30
Prerequisite(s)	Patch Daemon 3.0, Enhance Daemon L47
Inner Str. Cost	20 every 5 seconds
Memory Footprint	1 memory unit
Target	Friendly Simulacra within 10m of you
It Can Be Used	Outside Combat
Range	0m
Duration	4.5 seconds
Buffer Size	47 units
Re-Use Delay	15 seconds
Activation Time	2 seconds
Pulse	5 seconds

Utility Master

Class/Type	Utility Master/Tertiary – Passive
Description	With this ability loaded, your ranged and melee attacks have better accuracy and effect.
Formula	Tactics Bonus: +10 Melee Damage: +100 Ranged Damage: +50
Prerequisite(s)	Enhance Daemon L50, Logic Daemon 4.0, Patch Daemon 3.0
Memory Footprint	2 memory units

Programmer

The Programmer is the first step beyond Coder towards the Maker disciplines. In this branch, the Coder gets the ability to Decompile items in the Matrix to learn their design, Cryptography and Item Repair. Decompiling items in the Matrix with the Decompiler tool and this ability, as well as repairing equipment, will occupy most of the Coder's time if this specialization is chosen.

— Researched by GreyPawn

Decompile Items

Class/Type	Programmer/Secondary – Utility
Description	Every Item in the Matrix is mirrored by a piece of code hidden somewhere in the Matrix mainframes. Somewhere in the system is a piece of code representing the idea of a red toothbrush, and running that piece of code creates a Matrix "reality" for that red toothbrush. By reversing the process, pulling apart the toothbrush until there is nothing but data, a Hacker can discover and understand the actual code behind it. The result of a decompiled item is the code structure for that item. Note that abilities can never be decompiled, since they only exist in code form.
Formula	Difficulty Lvl is based on the complexity of the item. The more complex it is, the harder it will be to break down. Select an item in your inventory and then activate your Item Decompiler. You will attempt to decompile the selected item. If you're successful, you learn the code structure for that item. If you already know the code structure, you recover some code bits. Attempting to decompile an object destroys it, whether you succeed or fail. Success: [(Ability Lvl *4) + (Tool Bonus) + (% roll)] > [(Difficulty Lvl) + 50]
Agent Response	Yes (varies in intensity)
Noise (Aur. Mag.)	Medium
Prerequisite(s)	Coder
Memory Footprint	2 memory units
Re-Use Delay	10 seconds

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Repair Items

Class/Type	Programmer/Secondary– Utility
Description	A Programmer is efficient at repairing unstable items. With this ability loaded, you have a chance to repair the stability of an item. If you're successful, you'll return it to full stability, but you'll reduce its purity by one point.
Prerequisite(s)	Decompile Items L4
Memory Footprint	1 memory unit

Cryptography

Class/Type	Programmer/Secondary – Utility
Description	Cryptography is the ability to decrypt a code and possibly other kinds of data. With this ability loaded and a crypto tool, you have a chance to decrypt encrypted code. Select the encrypted code in your inventory, and then click on the crypto tool. If you succeed, the code will be decrypted.
Formula	Each encypted code has an Encryption check that must be overcome by a Decryption check in order to be decrypted. Success: [(Encryption Ability Lvl *4) + (Tool Bonus) + (% roll)] > [(Decryption Ability Lvl * 4) + (Tool Bonus) + 50]
Agent Response	Yes (Major)
Noise (Aur. Mag.)	Low
Prerequisite(s)	Decompile Items L4
Inner Str. Cost	15 IS
Memory Footprint	1 memory unit
Re-Use Delay	5 seconds

Quick Coding

Class/Type	Programmer/Crafting – Utility
Description	Allows you to create a targeted ranged heal.
Formula	25 - 40 heal
Prerequisite(s)	Repair Items
Inner Str. Cost	20 IS
Memory Footprint	1 memory unit
Reuse Timer	6 seconds
Range	20m
Activation Time	4 seconds
Target	Single Friend
It Can Be Used	Outside Combat

Advanced Tinkering

Class/Type	Programmer/Crafting – Utility
Description	Allows you to create an area-of-effect ranged blast.
Formula	Instantaneous/permanent: 75 – 100 damage
Prerequisite(s)	Cryptography
Inner Str. Cost	40
Memory Footprint	1 memory unit
Reuse Timer	30 seconds
Range	12m
Activation Time	6 seconds
Target	Enemies within 2m of target Enemy
It Can Be Used	Outside Combat

Programmer

Class/Type	Programmer/Tertiary – Passive [Discipline]
Description	This ability reduces the cost of creating, compiling and decompiling codes by 10%.
Formula	Modified cost: (original cost * 0.9)
Prerequisite(s)	Repair Items, Cryptography L4, Decompile Items L5
Inner Str. Cost	0
Memory Footprint	2 memory units

VIOLET

Location: Sobra Shores, Barrens

Though she's not the oldest, or the youngest, or the smartest, Violet takes pride in the fact that she's the toughest. Dedicated to the fighting arts, Violet is easily the most martially proficient among the siblings, though she has lost to the bastard Gray in a straight up fight before. That was a fluke, she claims. Violet often acts as an enforcer for Indigo, or one of her parents, though she's been known to form temporary alliances with others for one reason or another. The allegiances in the family are fluid, and nobody expects promises to last. Violet is egotistical about her "fighting form," and a little flattery goes a long way with her.

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Code Crafter

The Code Crafter consists of one primary ability, that being the ability to compile items while in the Matrix from code, without needing to use the Loading Area. This can be of great advantage when in a party or even solo, and the need for an item or ability becomes necessary far from any Hardlines. Bear in mind, however, that Compiling out "in the field" is far more difficult than doing so from the safety of the Loading Area, as well as costing more Information.

— Researched by GreyPawn

Compile Items

Class/Type	Code Crafter/Secondary – Utility
Description	Compiling items is a process of creating an item from its source item code. The more complex an item is to make, the more information that it takes to create. All characters can Compile Items as they enter the Matrix through the Loading Area, but Hackers have the unique ability to Compile Items inside the Matrix.
Agent Response	Yes (varies in intensity)
Noise (Aur. Mag.)	Low
Prerequisite(s)	Programmer
Memory Footprint	2 memory units

Code Crafter

Class/Type	Code Crafter/Tertiary – Utility [Discipline]
Description	This is the mastery ability for Coder. With this ability loaded, your equipped items are even more resistant to stability loss through use or by death effects.
Formula	Mastery Ability for Coder Ability Level Cap: 15
Agent Response	Yes (Major)
Noise (Aur. Mag.)	Low
Prerequisite(s)	Compile Items L6
Inner Str. Cost	Varies depending on code created
Memory Footprint	1 memory unit

Weapon Maker

Class/Type	Weapon Maker/Secondary – Utility [Discipline]
Description	This ability is the a mastery ability for Code Crafter, but only for weapons. As you get more skilled in this ability, you will discover more weapon formulas and you can create more weapons from a library of known code structures.
Formula	Mastery Ability for Code Crafter Ability Level Cap: 50
Agent Response	Yes (Major)
Noise (Aur. Mag.)	High
Prerequisite(s)	Compile Items L15, Code Crafter
Memory Footprint	4 memory units

Apparel Maker

Class/Type	Apparel Maker/Secondary – Utility [Discipline]
Description	This ability is the a mastery ability for Code Crafter, but only for clothing. As you get more skilled in this ability, you will discover more clothing formulas and you can create more clothing from a library of known code structures.
Formula	Mastery Ability for Code Crafter Ability Level Cap: 50
Agent Response	Yes (Major)
Noise (Aur. Mag.)	High
Prerequisite(s)	Compile Items L15, Code Crafter
Memory Footprint	4 memory units

Ability Maker

Class/Type	Ability Maker/Secondary – Utility [Discipline]
Description	This ability is the a mastery ability for Code Crafter, but only for abilities. As you get more skilled in this ability, you will discover more ability formulas and you can create more abilities from a library of known code structures.
Formula	Mastery Ability for Code Crafter Ability Level Cap: 50
Agent Response	Yes (Major)
Noise (Aur. Mag.)	High
Prerequisite(s)	Compile Items L15, Code Crafter
Memory Footprint	4 memory units

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Upgrade Maker

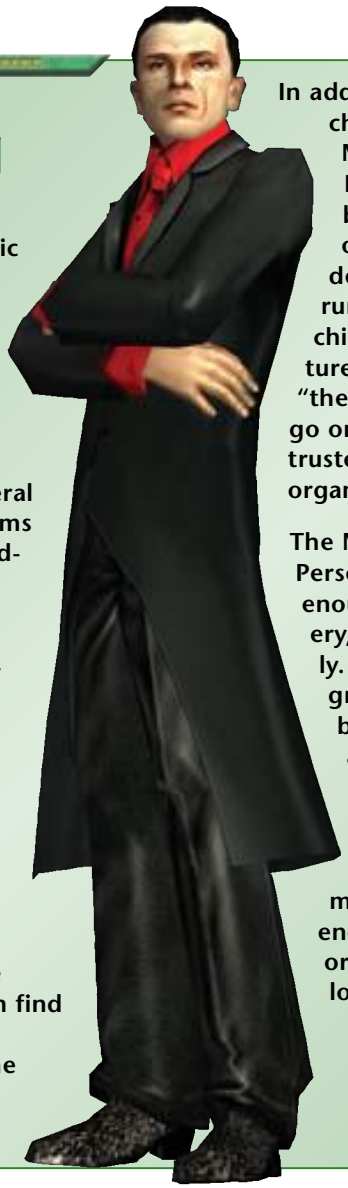
Class/Type	Upgrade Maker/Secondary – Passive
Description	This ability is the a mastery ability for Code Crafter, but only for consumables, buffs and code fragments. As you get more skilled in this ability, you will discover more of these formulas and you can create more of them from a library of known code structures.
Formula	Mastery Ability for Code Crafter Ability Level Cap: 50
Agent Response	Yes (Major)
Noise (Aur. Mag.)	High
Prerequisite(s)	Compile Items L15, Code Crafter
Memory Footprint	4 memory units

Tool Maker

Class/Type	Tool Maker/Secondary – Utility [Discipline]
Description	This ability is the a mastery ability for Code Crafter, but only for tools. As you get more skilled in this ability, you will discover more tool formulas and you can create more tools from a library of known code structures.
Formula	Mastery Ability for Code Crafter Ability Level Cap: 50
Agent Response	Yes (Major)
Noise (Aur. Mag.)	High
Prerequisite(s)	Compile Items L15, Code Crafter
Memory Footprint	4 memory units

THE MEROVINGIAN

Location: Nonspecific



The Merovingian is the hedonistic crime lord of the Matrix. He is selfish, and self-interested, with "business concerns" that range from harboring Exiles to hoarding rare illegal codes and eventually taking over sections of the Matrix. He has remained in power through several iterations of the Matrix, and claims to have faced off with Neo's predecessors and survived.

The Merovingian's control of events in the Matrix is far-reaching, but not complete. He is still an Exile, and still must fear the Machines, though he would never admit it. His unique assets include a construct called the Mobil Avenue station – a place between the Machine City and the Matrix that programs can use as a secret conduit to reach the Matrix if they are to become Exiles. Expatriate programs often find themselves indebted to the Merovingian when they reach the Matrix, and must serve him in return for their passage.

In addition, some Exiles have given their children over to the Merovingian at Mobil Avenue, sending them into the Matrix rather than allow their code to be deleted in the Source. These Exile orphans usually end up at the L'Ecole de la Tour—an elite boarding school run by his organization, where Exile children are schooled in academics, culture, business, and combat. Graduates of "the Tower" (as the students call it) often go on to become his most effective and trusted operatives; valuable assets to his organization.

The Merovingian is married to Persephone, an Exile who he once coveted enough to force to his side through trickery, but whom he now cheats on regularly. Their relationship has deteriorated greatly, but the Merovingian is trapped by his own past deeds into spending at least half of the year with Persephone in residence at his Chateau.

The Merovingian is not an easy man to see, but he can most often be encountered at his restaurant, La Vrai, or at the ultra-exclusive Hel Club, both located Downtown.

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NEIGHBORHOOD MAPS

There are four major Districts in *The Matrix Online*: Slums (Richland, where you start out), Barrens (Westview), International, and Downtown. Districts are made up of Neighborhoods.

Neighborhood Maps are organized first by District, then by level of difficulty. At the start of each District's neighborhood maps, you can find a District map and a subway route map.

Under the name of each neighborhood, you will find the neighborhood's motto, followed by the difficulty level, the gang that has staked out that neighborhood and the local mission contact. Many of the neighborhoods have a brief description.

On each map you will find the following icons. Below the icons is a list of the coordinates to help you find the exact location you need. You can note the coordinates of your location by opening your Map window and clicking on the "..." button at the bottom of the Map window.

Mission Contact

Mission contacts are NPCs who can assign missions to Redpill operatives in the Matrix.

Town — Plaza
Landmark — Park

These are all points of interest found in many neighborhoods. As always, take care when traveling through some of these areas. Not everyone may be friendly.

Club

Places to dance and have fun, buy from vendors or sometimes meet your contact.

Subways

Subway stations are located in various neighborhoods of the City, connecting distant points. Each station is located on a particular rail line which only serves a limited number of destinations, though there may be more than one station in a given neighborhood, giving access to more than one line.

Exile Hideout

Hideouts are interior locations where hostile forces congregate. They're dangerous places, but if you go in adequately prepared they can be an excellent source of Experience and loot.

Collector

Collectors are Exiles with bounties out on local gangs. By bringing a collector signature items that gang members carry — such as bandanas, pendants, and ornamental weapons — you'll be rewarded with enhanced clothing and weapons.

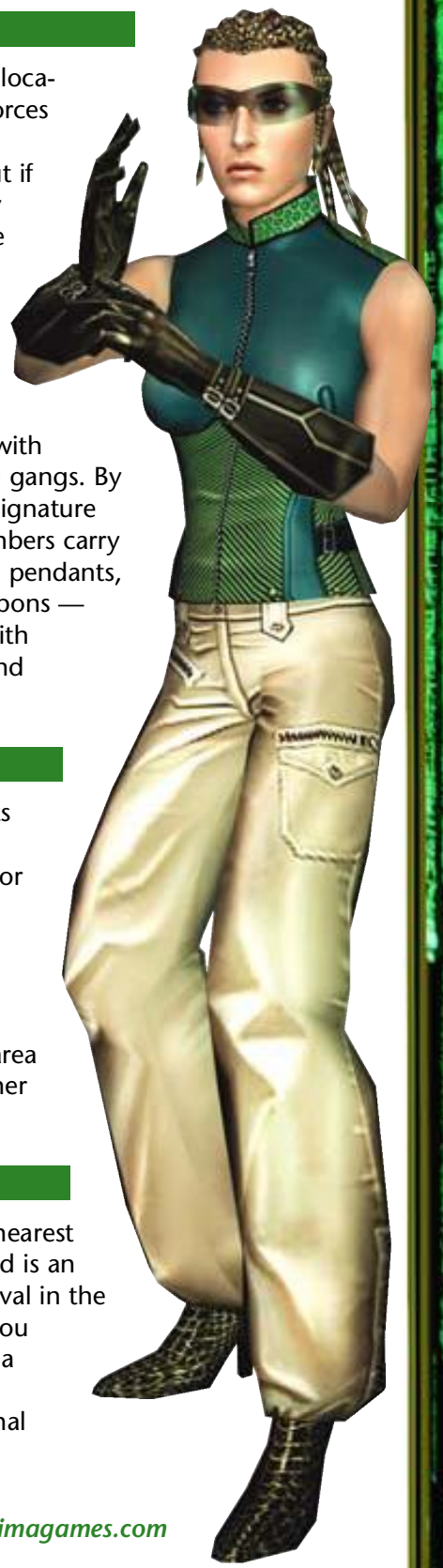
Vendors

These NPC merchants deal in clothing and other basic supplies for Redpills, such as programs, code and hacker tools.

NOTE: The vendor icon may signify an area of many vendors rather than just one.

Hardlines

Knowing where the nearest Hardline can be found is an essential part of survival in the Matrix. Remember, you have to visit and use a Hardline before it's added to your personal Hardline grid.



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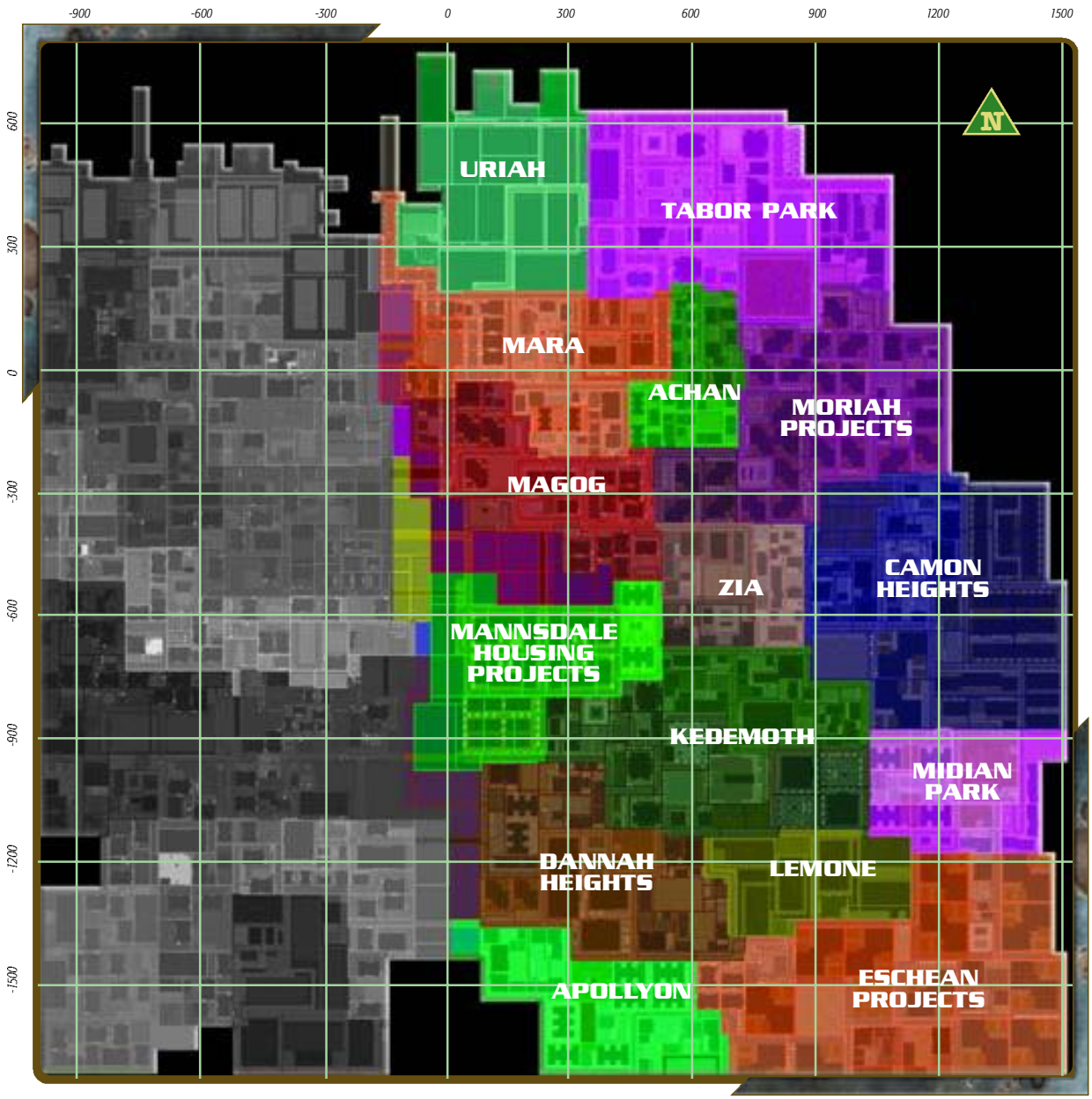
SLUMS (RICHLAND)

Though official maps label this area as Richland, most people simply refer to it as the Slums. Set against the south shore of the river that bisects the City, the Slums are rife with criminal activity, urban decay and random violence. However, this is a lesson in the deceptive nature of the Matrix. Though the area is among the poorest and least desirable to the populace of the City, it is a desirable holding for those who understand the nature of the Matrix. Indeed, many powerful Exiles compete for control of its resources. The Slums is composed of fifteen neighborhoods.



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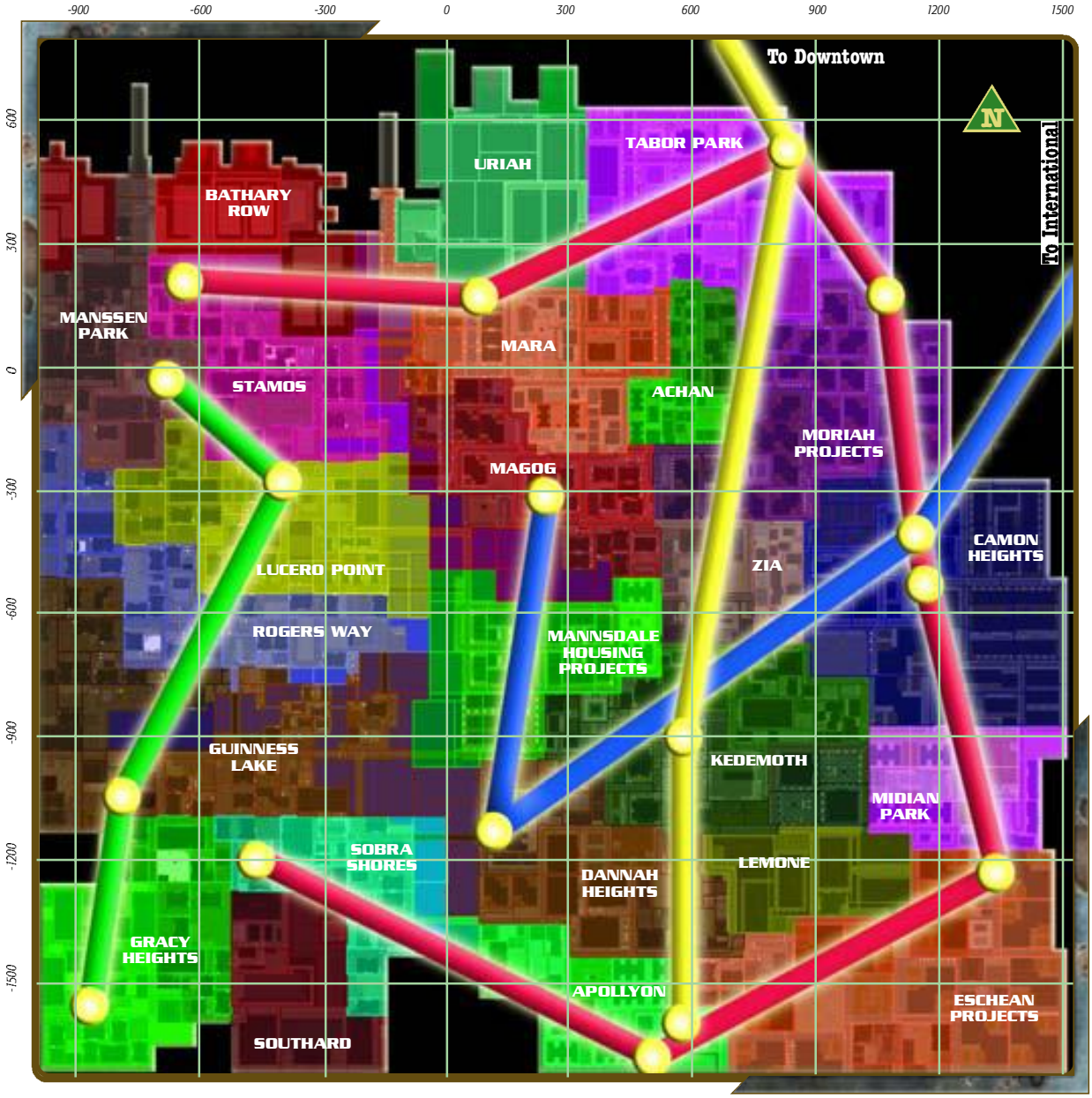
SLUMS (RICHLAND) / BARRENS (WESTVIEW) SUBWAYS



Yellow Subway Line

Richland - Apollyon	585	-1584
Richland - Kedemoth	544	-895
Richland - Tabor Park	826	465

Blue Subway Line

Richland - Magog	225	-356
Richland - Dannah Heights	103	-1115
Richland - Camon Heights	1125	-434

Red Subway Line

Westview - Sobra Shores	-417	-1235
Richland - Apollyon	464	-1655
Richland - Eshean Projects	1316	-1255
Richland - Camon Heights	1145	-534
Richland - Moriah Projects	1010	114
Richland - Tabor Park	706	455
Richland - Mara	70	124
Westview - Stamos	-588	155

Green Subway Line

Westview - Gracy Heights	-845	-1583
Westview - Guinness Lake	-775	-1083
Westview - Lucero Point	-403	-285
Westview - Manssen Park	-627	-75

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ACHAN

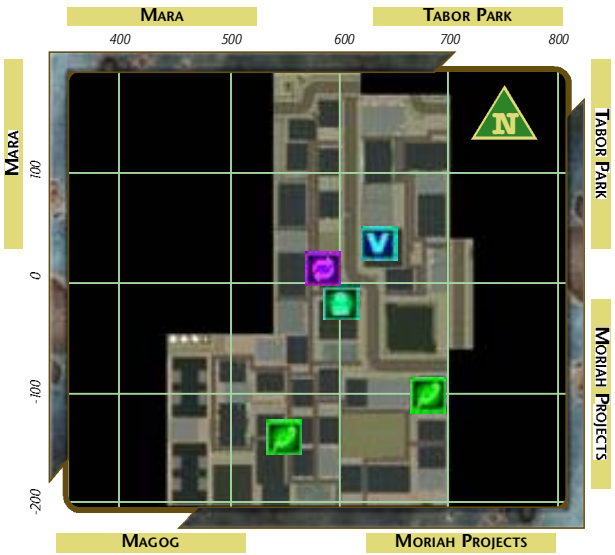
We Have What You Want

Levels 1 - 4

Gang Bells

Local Mission Contact Yttri

Primarily composed of older buildings that have seen better days, Achan has degenerated into a den of vice, crammed with strip clubs, adult books stores, bars and seedy hotels. The few decent citizens left in the neighborhood know better than to walk the streets at night, when the local Exiles roam in search of trouble. The predominant gang in the District is the Bells, an all-female gang that guards their territory jealously, and doesn't hesitate to call on their allies in the more powerful Blackwood gang (in nearby Mara and Magog) when they need a hand.



Mission Contact		
Yttri	607	-40

Collector		
Horace	586	29

Vendors		
Club	638	64
Bar	647	77

Hardlines		
North	677	-101
Central	550	-148

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APOLLYON

Don't Worry

Levels 1 - 4

Gang 5 Points

Local Mission Contact Raini

Situated in the southwest corner of the Slums, Apollyon boasts a waterfront lined with seedy wharfs and deserted warehouses. Along the shore, long shadows fall on weathered buildings and beaten shopfronts. A neon-lit diner may offer solace from the streets for a few minutes, but in the end Apollyon remains what it is: the last gasp of the Slums before you travel west into the hell of the Barrens.

Mission Contact

Raini (Jacob's Ladder)	581 -1715

Town

Apollyon Plaza	587 -1625

Monument

Majesty Monument	352 -1490

Club

Jacob's Ladder	643 -1675

Parks

Apollyon Park	348 -1510

Subways

Yellow	585 -1584
Red	464 -1655

Collector

PartyGrrrl	399 -1634

Vendors

Safari (Operative)	517 -1659
Trash (Hacker)	505 -1690
Archivist Broker (Merovingian)	224 -1515
Archive Proxy (Merovingian)	226 -1501
Club	175 -1406
Shard (Item)	168 -1468
Laverna (Item)	607 -1604
Ellyn (Fragment)	603 -1631
Club	549 -1639
Jeromy (Clothing)	541 -1627
Doozer (Coder)	621 -1641
Club	540 -1714
Club	549 -1636

Hardlines

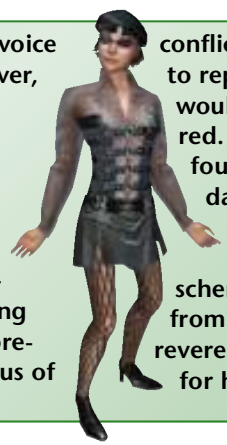
Northwest	154 -1425
Southeast	557 -1667

RAINI

Location: Apollyon, Slums

If there's an unstable personality in the Elements, it's Raini. She is emotional, passionate, full of everything that makes life exciting, and completely unable to turn it off, even for even a moment. Her drives are laudable, but she is also rash, her temper hot, her relationships tumultuous. She is ready to act at the drop of a hat, heedless of the voice of reason. Were she not so clever, she would probably be long dead.

Her relationships with other Exiles are legion, but fleeting, like bright sparks that quickly die. Raini is powerfully attracted to you one moment, slapping your face the next: utterly unpredictable, and seemingly desirous of conflict. If there were a gauge to represent Raini, the needle would be constantly in the red. Raini can usually be found at the Jacob's Ladder, dancing, drinking, and talking Redpills into all sorts of crazy over-the-top schemes. She gets no trouble from the 5 Points gang, who revere her almost as a goddess for her thrill-seeking ways.



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CAMON HEIGHTS

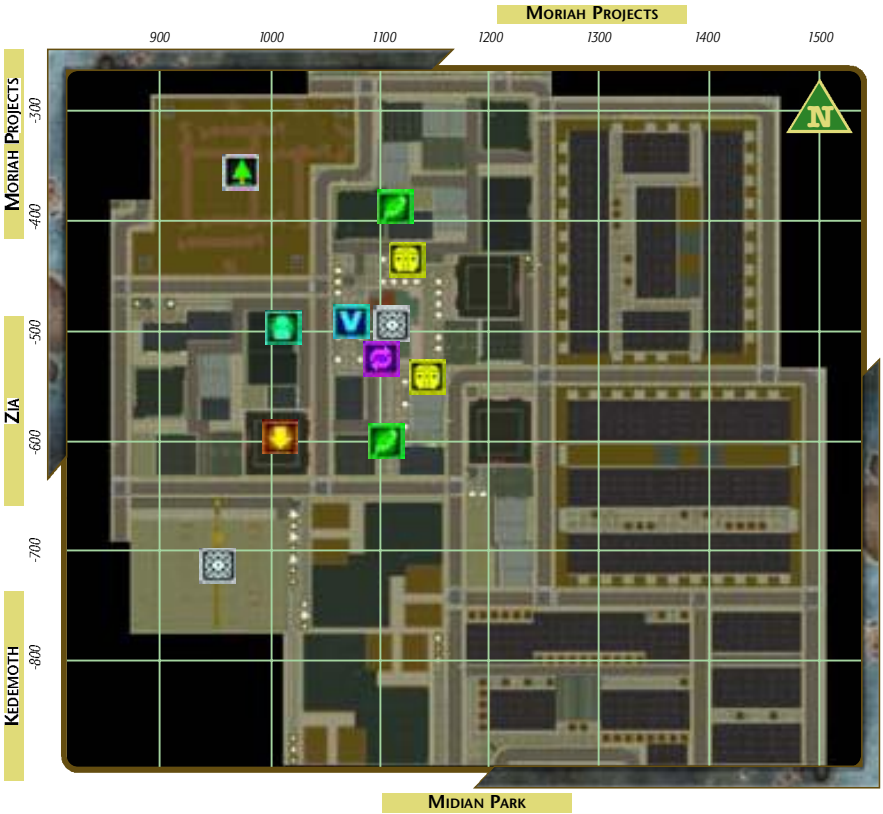
The Silver Lining of Richland

Levels 1 - 4

Gang Slashers

Local Mission Contact Silver

Located on the east side of the slums, Camon Heights may be the neighborhood that has persevered the best. Though there are taller and older apartment complexes near the Zia construction area, as you move east the neighborhood improves. Camon Heights includes nicer condos and apartments than the Moriah Projects to the north, and the housing density is lowered by the presence of grocery stores, churches and storefront businesses.



Mission Contact		
Silver (basement)	1006	-519

Plazas		
Under Construction	955	-709
Camon Heights Congregational Church	1111	-518

Parks		
Camon Heights Park	975	-355

Subways		
Red Line	1145	-534
Blue Line	1125	-434

Exile Hideout		
Cormorant Casino	1038	-591

Collector		
JohnQ	1121	-517

Vendors		
Blister (Weapon)	1098	-516
Thunderhead (Item)	1064	-465

Hardlines		
Central	1110	-598
North	1111	-409

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ESCHEAN PROJECTS

Welcoming to All

Levels 1 - 4

Gang
Death Merchants

Local Mission Contact Ruth

Located to the south of the more prosperous Midian Park area, and separated from Kedemoth by the Lemone warehouse area, the Eshean Projects are an enormous urban blight that looks much like the Moriah Projects, only bigger. Where the builders of the Mannsdale Projects decided to make their constructions smaller to reduce density, the designers of Eshean crammed as many residents as possible into the available space. The only public open space is Eshean Park, which is little more than a trash-strewn empty lot. The few businesses that have stayed open are plagued with broken windows and graffiti.

Mission Contact

Ruth	1007 -1412

Plazas

Under Construction	898 -1559
Hammersfield Courts	1290 -1385

Parks

Eshean Park	1030 -1531

Subways

Red Line	1316 -1255

Exile Hideout

Zalmon Casino	1049 -1701

Collector

Big Jimmy Z	1286 -1386

Vendors

BoosterBoy (Weapon)	806 -1447
Blackjack (Item)	736 -1472
Ricochet (Weapon)	1344 -1473
Axis-O (Item)	1307 -1551
Bar	1022 -1659
Bar	1014 -1672

Hardlines

West	791 -1487
East	1325 -1497
Central	1077 -1490

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MARA

Home of the City's Oldest Church

Levels 1 - 4

Gang Blackwoods

Local Mission Contact Sister Margaret

The Mara neighborhood is located in the north of the Slums, just south of the waterfront industrial area and west of Achan (an area well known as a cesspool of vice). Mara is not as licentious as Achan, but it compensates by being far more violent. Of all the neighborhoods of the Slums, Mara may be the most saturated with Exile gangs, notably the Blackwoods, the Bells and the 88s.

Mara is also a gateway neighborhood for several destinations. Bridges span between Mara and Downtown, and across the waterway to Westview. In addition, Mara is one way to reach the Uriah industrial park, an area that has evolved into a dangerous "free fire zone" since the truce was signed. Many groups use the warehouse area as a place to settle their disputes with violence, and to reach it they must travel through Mara, meeting other Redpills and Exile gangs, each ready to draw blood upon minimal provocation. Mara is a place best avoided if possible.

Mission Contact		
Sister Margaret (Mara Congregational Church)	191	121

Town		
Mara Plaza	245	82

Plaza		
Debir Court	270	-133
Mara Congregational Church	191	72

Landmark		
Hypercube Monument	230	80

Club		
Polyvinyl	280	28

Subways		
Red Line	70	124

Exile Hideout		
Eber Casino	498	30

Collector		
Loripor	289	-61

Vendors		
Alsaud (Item)	236	120
Club	308	17
Club	308	22
Club	293	29
Club	285	27
Club	293	26
Helu (Weapon)	170	2
Meek (Coder)	251	45
Ka-shing (Clothing)	226	2
Slosh(Operative)	258	70

Hardlines		
Central	170	23
West	-64	-71
Northwest	78	138
South	392	-214

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MIDIAN PARK

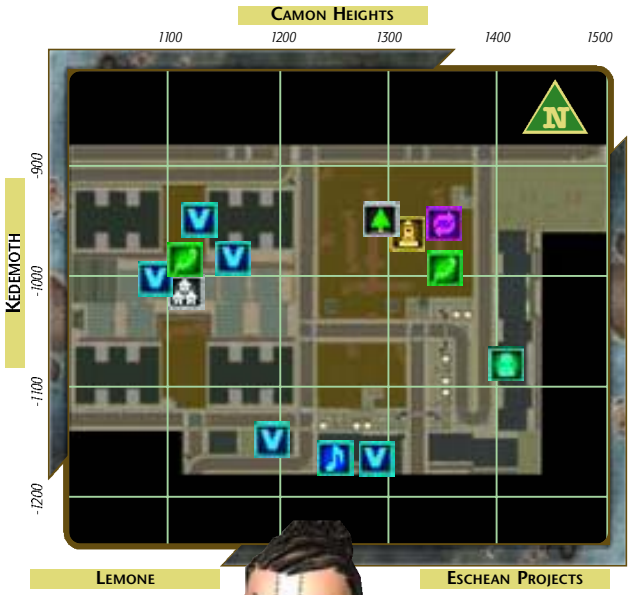
Better Every Day

Levels 1 - 4

Gang Bricks

Local Mission Contact Beryl

Midian Park has benefitted greatly from the construction of the two office towers in nearby Kedemoth, as many of the workers have chosen to adopt this neighborhood as home, with the accompanying gentrification and rise in property values. The area contains many businesses, including bookstores, bars, clothing stores and so forth, which, while not upscale, have in recent times improved drastically due to their more affluent new customer base.



Mission Contact

Beryl (9th Floor)	1410	-1090

Town

Midian Plaza	1121	-1010

Landmark

Azimuth Twin Monument	1320	-970

Club

Club Avalon	1252	-1170

Parks

Midian Park	1300	-970

Collector

Reactor	1346	-1022

Vendors

Westerman (Hacker)	1069	-972
Valda (Clothing)	1181	-989
Lafonde (Weapon)	1158	-989
Club	1253	-1157
Club	1251	-1157
Club	1258	-1144
Club	1258	-1148
Club	1270	-1145
Club	1273	-1142
Club	1268	-1145
Archivist Broker (Machine)	1215	-1156
Archive Proxy (Machine)	1201	-1154
Leiu (Operative)	1139	-950
Gallis (Item)	1078	-986
Xan (Coder)	1040	-1024

Hardlines

West	1115	-991
East	1352	-1036

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MORIAH PROJECTS

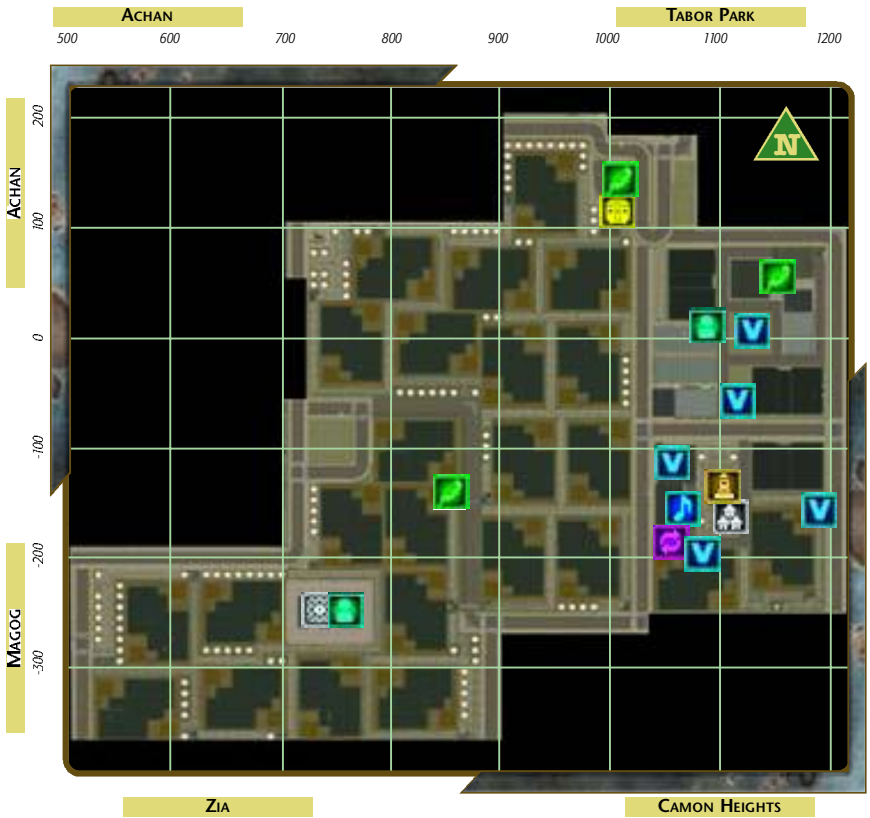
Hope Conquers All

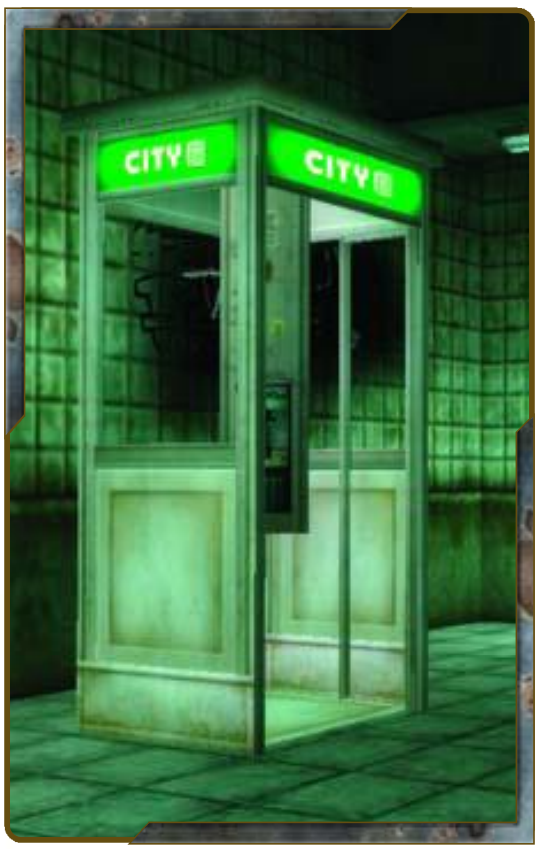
Levels 1 - 4

Gang Crossbones

Local Mission Contacts
Bag Lady & Molly B

East of Achan and south of the nicer Tabor Park area, the Moriah Projects are largely composed of tall, nearly identical apartment structures for the city's urban poor.





Mission Contact

The Bag Lady	1096	-18
Molly B	745	-260

Town

Moriah Plaza	1125	-180

Plazas

Moriah Courts	738	-260

Landmark

Azimuth Monument	1099	-150

Club

Club Sanguine	1070	-170

Subways

Red Line	1010	114

Collector

Jack	1041	-185

Vendors

Presser (Operative)	1129	-4
Dolstev (Coder)	1090	-188
Redstone (Weapon)	1075	-142
Club	1043	-145
Club	1043	-150
Club	1057	-167
Archivist Broker (Zion)	1114	-75
Archive Proxy (Zion)	1116	-61
Milton (Hacker)	1198	-196
Arison (Item)	1194	-152
Klatten (Clothing)	1132	-241

Hardlines

East	1157	48
North	1003	120
Central	858	-144

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TABOR PARK

Moving Up

Levels 1 - 4

Gang Demon Army

Local Mission Contact
Chessman

One of the nicer areas of Richland district, Tabor Park is a sea change from the nearby Mara neighborhood. Moving north into Tabor Park, the buildings grow taller and nicer with each block. Looking down on Tabor Park from above, it is easy to see it as an enclave along the south shore of the river. Bordered by gang-infested Mara, the seedy district of Achan, and the squalor of the Moriah Projects, Tabor Park is an area struggling to keep its head up. The current war between the Crossbones and the Demon Army Exile gangs makes the area dangerous for Redpills.

Tabor Park is primarily composed of older apartment buildings and office structures, but there has been some new growth and progress in the area, spawned by numerous Exiles moving to take control of the neighborhood's resources.

Mission Contact		
The Chessman	760	156

Town		
Tabor Plaza	500	420

Parks		
Tabor Park	797	189

Subways		
Red Line	706	455
Yellow Line	826	465

Collector		
Michel	639	510

Vendors		
Whisper (Weapon)	975	266
Chain (Item)	996	229
Buffet (Weapon)	531	375
Kamprad (Item)	531	465
Albrecht (Clothing)	479	375
Taiko (Operative)	472	468
Shermer (Hacker)	630	460
Masada (Coder)	608	372

Hardlines		
West	531	420
East	943	268
North	835	578
Central	703	445

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DANNAH HEIGHTS

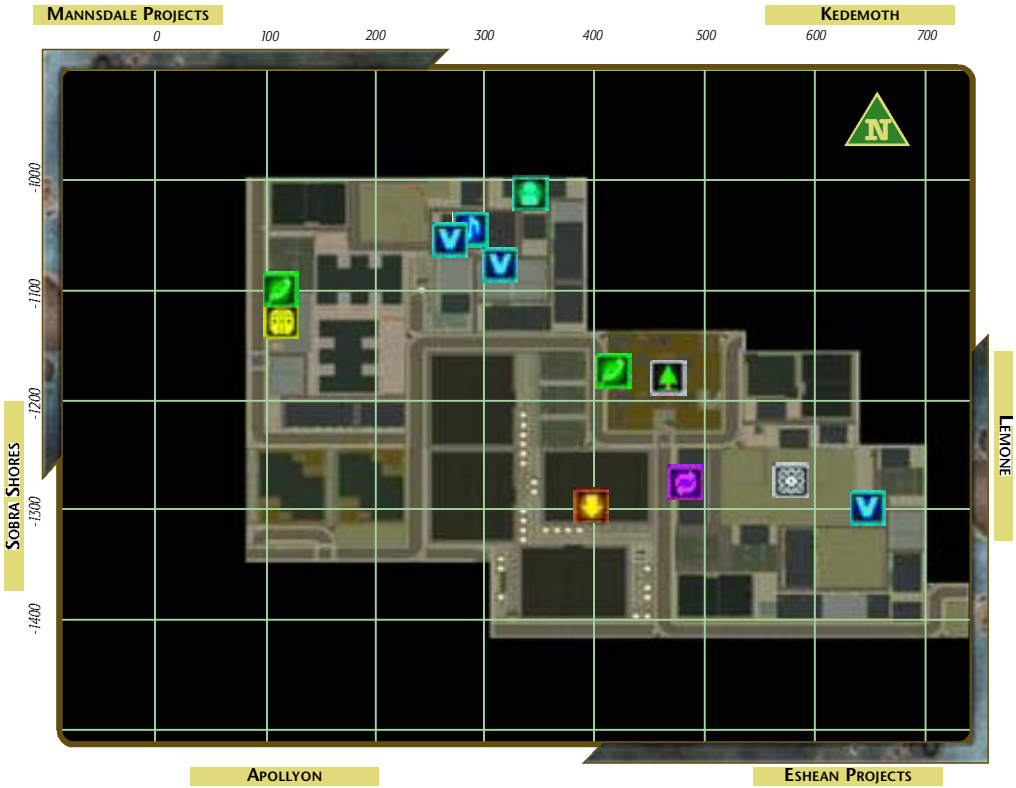
Right as Rain

Levels 5 - 10

Gang Silver Bullets

Local Mission Contact Digger

This is a mostly residential neighborhood, where the cold war between the forces of urban decay and gentrification has settled into a long, uneasy standoff. Some of the old tenements of Dannah Heights are trying to make the leap to respectable apartments and condos, while others are falling into abandonment and ruin.



Mission Contact

Digger	332 -1010

Plazas

Under Construction	561 -1279

Club

Club Sphinx	250 -1052

Parks

Dannah Park	450 -1168

Subways

Blue Line	103 -1115

Exile Hideout

Old Hammerville High	390 -1318

Collector

Kraven	489 -1282

Vendors

Club	277 -1075
Club	277 -1070
Club	263 -1053
Bar	303 -1081
Bar	312 -1068
Bar	662 -1309
Bar	654 -1322

Hardlines

West	103 -1101
East	403 -1169

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KEDEMOTH

Reaching Higher, Going Farther

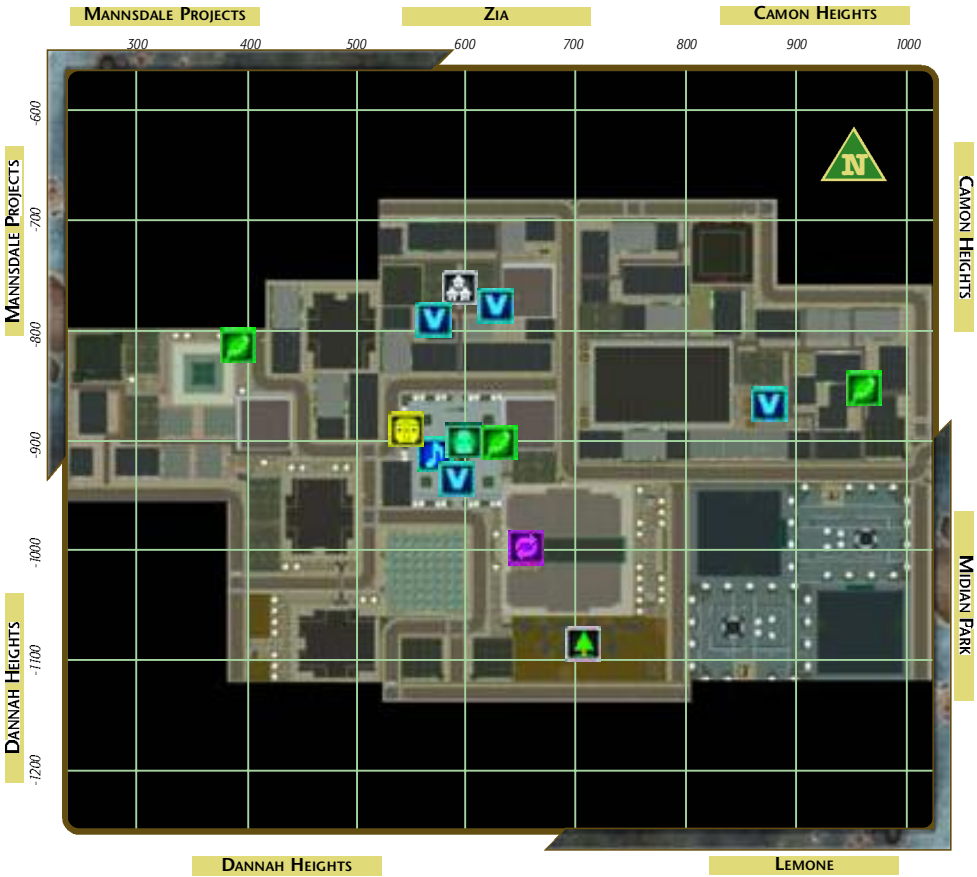
Levels 5 - 10

Gang Furies

Local Mission Contact
Argon

Located south of Zia and west of Midian Park, Kedemoth is packed with middle-income residents living the urban lifestyle. The streets and sidewalks are busy with worker traffic in the daytime, while the area's bars do a brisk business in the evenings, including the popular Club Duality.

Many of the residential buildings are converted hotels or former textiles sweatshops turned into apartments years ago, but the area has also seen some new growth. Older, smaller buildings are set alongside taller, more modern hotels, condos and office towers.



Mission Contact

Argon (Club top floor and up stairs)	586	-919

Town

Kedemoth Plaza	593	-760

Club

Club Duality	590	-868

Parks

Kedemoth Park	718	-1090

Subways

Yellow Line	544	-895

Collector

LilQuick	650	-986

Vendors

Hermione (Weapon)	608	-788
Byro (Item)	602	-752
Len (Fragment)	572	-764
Crawn (Clothing)	555	-809
Bar	878	-886
Bar	887	-873
Club	595	-914

Hardlines

Central	633	-919
West	395	-802
East	962	-850

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LEMONE

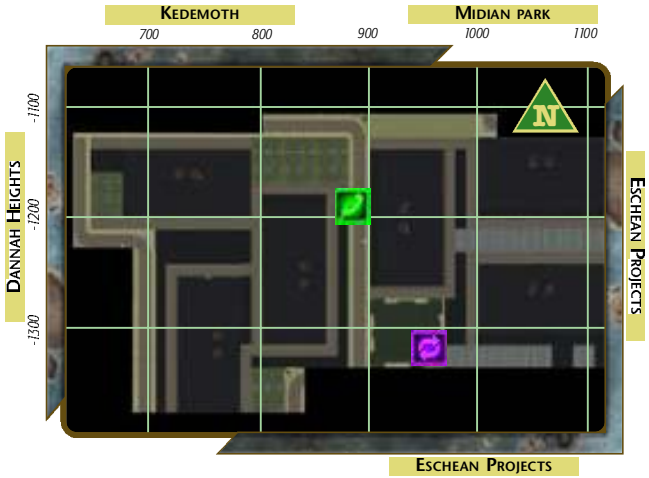
Taking Care of Business

Levels 5 - 10

Gang Bullets

Local Mission Contact None

Located immediately to the south of the office towers in Kedemoth, this area encompasses several blocks of large, nearly-identical warehouses belonging to (or sublet by) a number of companies.



Collector		
Cookie	951	-1326

Hardlines		
Central	875	-1177

MAGOG

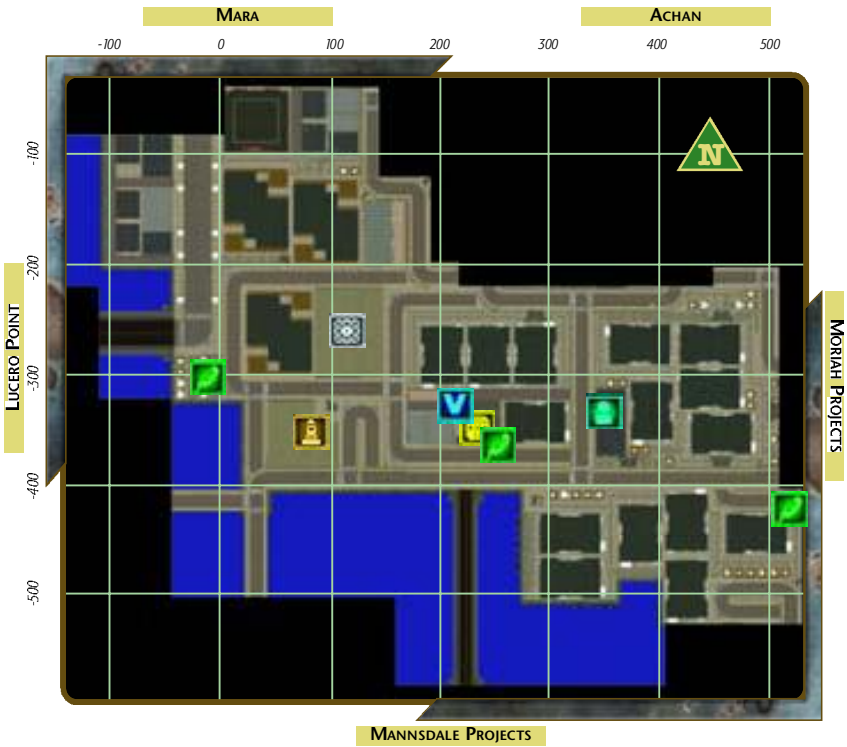
Home of the Lovely Lutefisk

Levels 5-10

Gang Blackwoods

Local Mission Contact Thallia

Magog has a bit of spillover gang activity from the nearby Mara neighborhood to the north, but is overall a better area. In addition to its apartment buildings, Magog also has some one- and two-story storefronts, mostly in the area around the open space where the Magog Monument stands.



Mission Contact		
Thallia (top floor)	347	-343

Landmark		
Mjolnir Monument	90	-350

Vendor		
Kerton	224	-331

Plazas		
Under Construction	131	-259

Subways		
Blue Line	225	-356

Hardlines		
South	256	-359
West	-4	-315
East	518	-429

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MANNSDALE PROJECTS

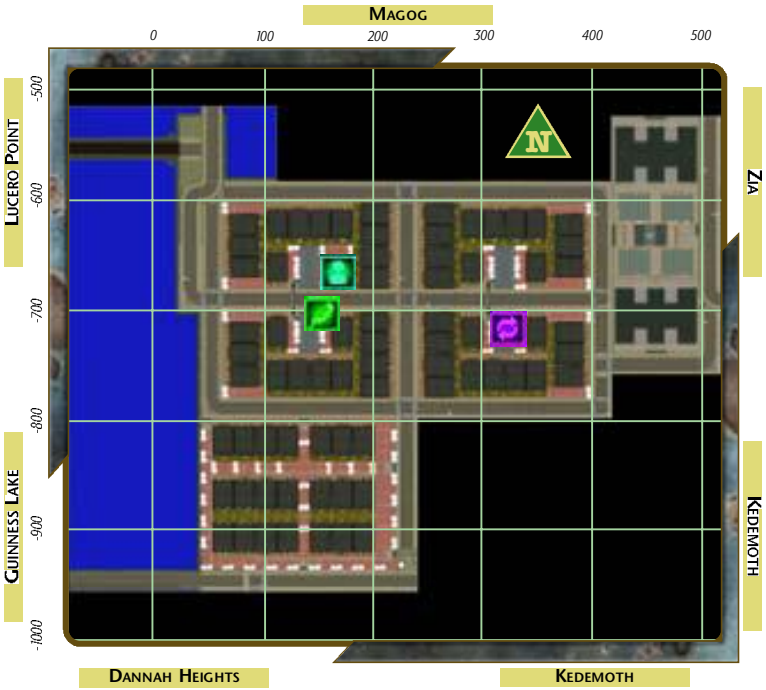
A Grand Experiment

Levels 5-10

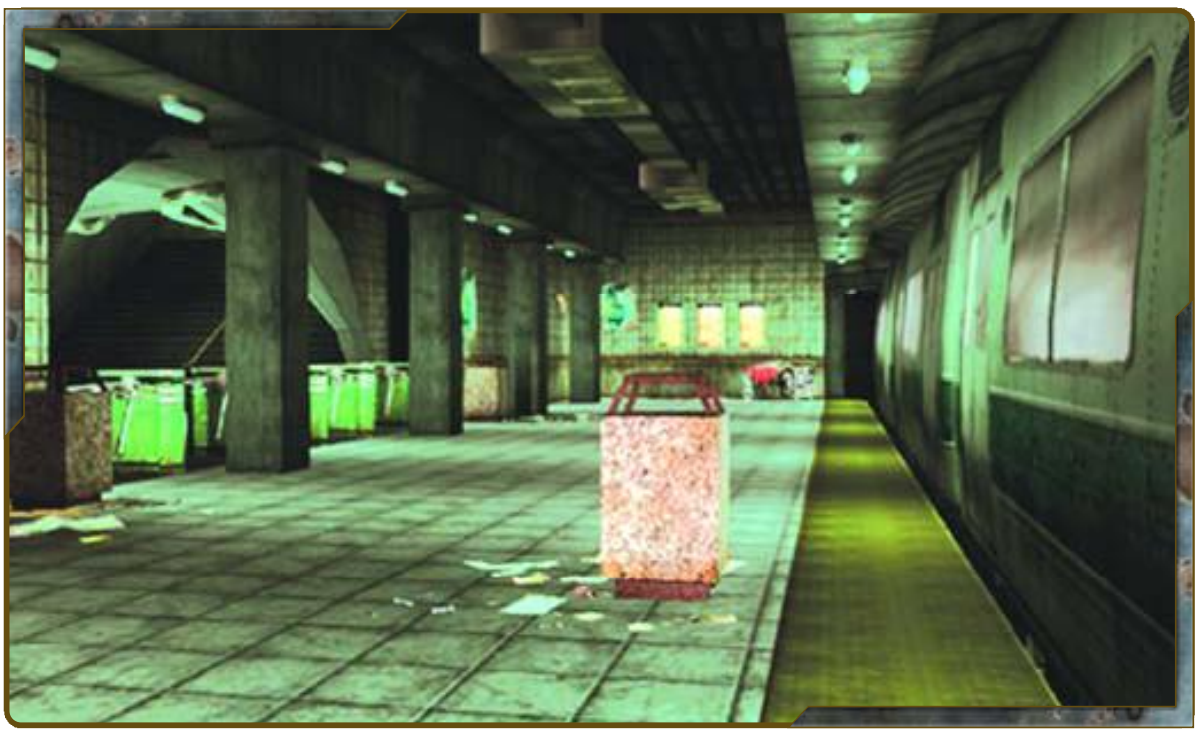
Gang 88s

Local Mission Contact Anti-M

Mannsdale was an experiment in public housing, creating smaller buildings, mostly two-and-three-story structures, which would lower the density of the residents from that of traditional high-rise apartment buildings like those found in the Moriah Projects. There's no commercial activity to speak of in Mannsdale, though, so the neighborhood has remained impoverished and has degenerated badly. In spite of this, there's not much gang activity.



Mission Contact			Collector			Hardline		
Anti M.	165	-671	Caspian	339	-714	Central	155	-699



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URIAH

Ready to Welcome Your Business

Levels 5 - 10

Gang Choppers

Local Mission Contact Mercury

Located in the north end of Richland, Uriah is a purely industrial area that is given over to the gangs once night falls.

Mission Contact		
Mercury	-51	271

Plazas		
Uriah Wharf	125	666

Club		
Parallaxis	-56	558

Exile Hideout		
Mars Industrial Storage	260	310

Collector		
FastBack	81	589

Vendors		
Club	-36	537
Club	-33	557
Club	-33	561

Hardlines		
Southwest	-27	317
Northeast	240	579

ZIA

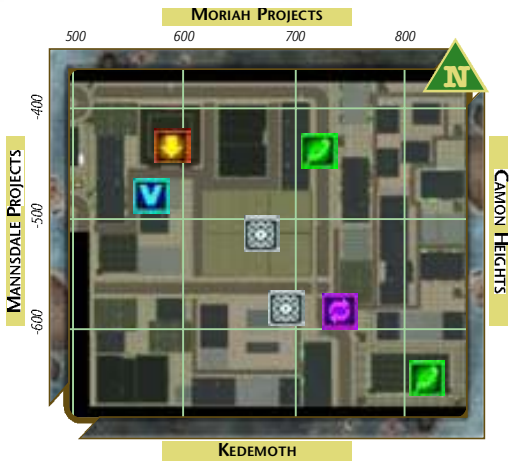
Safe and Secure

Levels 5-10

Gang None

Local Mission Contact None

This small, mixed-use neighborhood recently had its worst blocks razed to the ground, and they are now in the early stages of major redevelopment. It's hoped that once the new area is complete, Zia will become a model of urban renewal — a mixed-use neighborhood that affordably combines the best of the old and the new.



Plazas		
Under Construction	670	-520
Zia Courts	675	-610

Exile Hideout		
Bishop Casino	586	-459

Collector		
KatScratch	746	-592

Vendors		
Bar	564	-488
Bar	577	-497

Hardlines		
South	830	-667
North	773	-440

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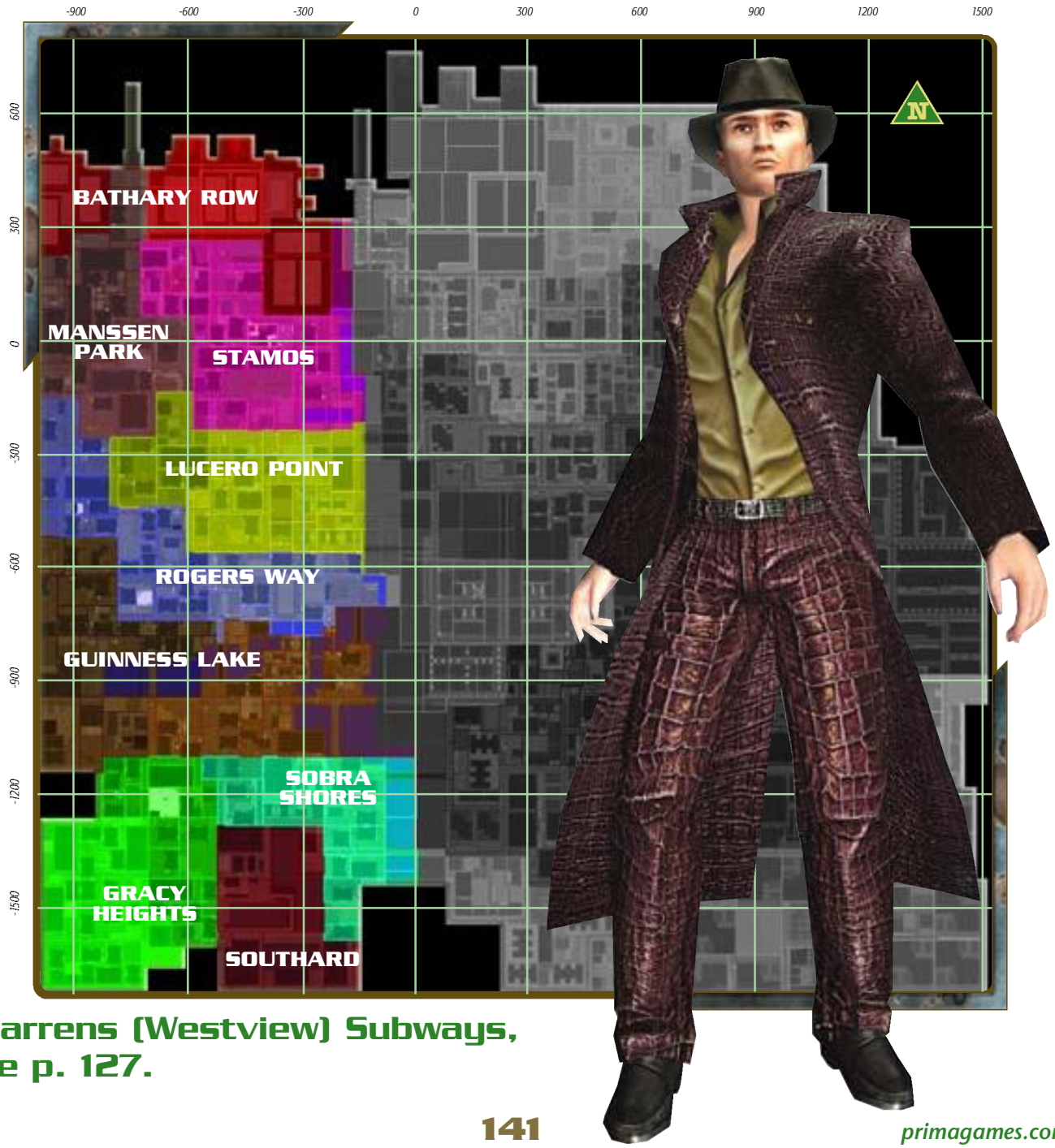
BARRENS (WESTVIEW)

The area to the west of the Slums is officially called Westview, but is more often referred to as the Barrens of the City. While the Slums are a dirty, dilapidated place where hope seems a rare commodity, they seem vibrant and bustling when compared to the Barrens. The Barrens reflect the slow decay in the code comprising the area. The Machines have been putting some effort into repairing it, but the degradation serves the interests of several powerful Exiles who (therefore) oppose these efforts. Many buildings in the Barrens have fallen into such disrepair that they have collapsed completely, and it is unlikely that anyone will be successful in stemming the tide of entropy anytime soon.



*Barrens (Westview) Subways, see p. 127.

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GRACY HEIGHTS

Birdwatcher's Paradise

Levels 11 - 15
Gang Crushers
Local Mission Contact Mockingbird

Mission Contact

Mockingbird	-721 -1508

Town

Gracy Courtyard	-610 -1530

Subways

Green Line	-845 -1583

Exile Hideout

Old Talbot Building	-656 -1204

Collector

StraightEdgedJohn	-800 -1278

Vendors

Bar	-418 -944
Fair (Viral Attack)	-841 -1576
Bar	-916 -1658
Alisauskas (Weapon)	-600 -1528
Burn (Hacker)	-607 -1540
Sweat (Coder)	-614 -1535
Coriolis (Clothing)	-617 -1489
Ezequiel (Item)	-584 -1542

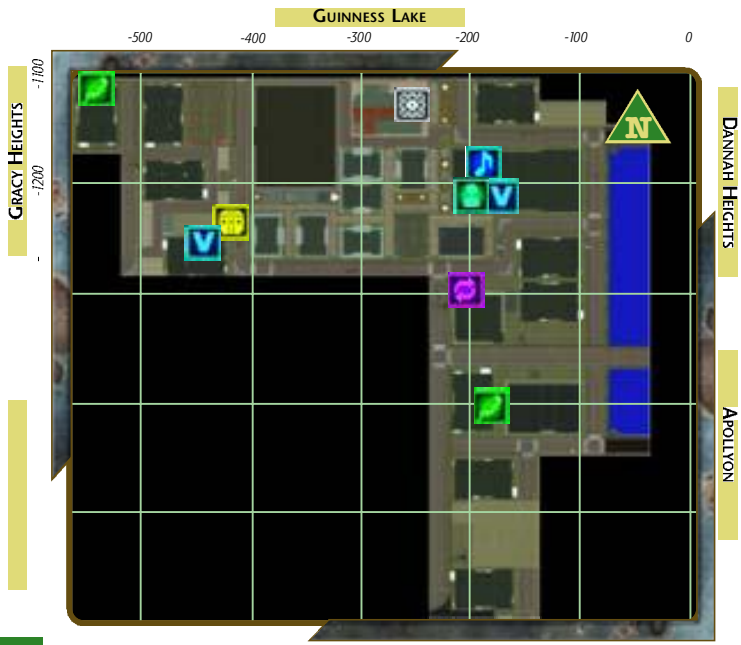
Hardlines

Northwest	-950 -1278
Central	-706 -1401

SOBRA SHORES

A View to Remember

Levels 11 - 15
Gang Legion
Local Mission Contacts Violet



Mission Contact

Violet (Club Daemon)	-211 -1253

Plazas

First Unified Church	-242 -1129

Club

Club Daemon	-203 -1229

Subways

Red Line	-417 -1235

Collector

Father Jonas	-209 -1288

Vendors

J.P. (Patcher)	-423 -1239
Club	-201 -1240

Hardlines

Northwest	-552 -1102
Southeast	-178 -1416

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SOUTHARD

A Place for the Industrious

Levels 11 - 15
Gang Guillotines
Local Mission Contact Rose

Nestled between Sobra Shores and Gracy Heights, the Southard area is dominated by the expansive Southard Industrial Park that provides jobs for many residents of Gracy Heights and Guinness Lake. The facilities are often shut down for short periods due to the mishandling of chemical byproducts.

North of the industrial park lies Southard's residential area, largely populated by those unable to afford to move elsewhere. Workers at the plants make just enough money to afford housing in the surrounding neighborhoods, so the direct neighbors of the Southard plants reap only the detrimental side effects of their location. Most apartment buildings in the area are of poor quality, with broken windows being as common as intact ones. A number of structures have collapsed from disuse, and lacking any sign of renovation, have become shelters for transient and criminal elements.

Mission Contact		Vendors	
Rose	-324 -1572	Bar	-502 -1396
Collector		**Hardlines**	
Chaste	-407 -1378	Southwest	-496 -1594

ROSE

Location: Southard, Barrens

Youngest of the siblings, Rose is extremely insecure, and is obsessed with proving herself to the others. She is currently trying to impress her eldest brother, Indigo, believing that he will elevate her to his side if she pleases him. In reality, he is only interested in using her as a tool against the others. Rose's emotions are fragile and volatile, making her prone to tear-filled rages if she feels embarrassed or insulted.

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GUINNESS LAKE

From Hence All Things Flow

Levels 16 - 20

Gang King's Men

Local Mission Contact Indigo

The Guinness Lake neighborhood is centered on a large reservoir which occupies the space where Guinness Lake supposedly once was. (Of course this history is a fabrication, as with all history in the Matrix. The City was born fully formed as it stands today.) The reservoir's water (and the code it represents) flows from here to the other parts of the Barrens, making it an ideal conduit for moving or dispersing code quickly throughout the District. The reservoir is an important area to hold, and as such it falls under the purview of one of the Barren's most powerful residents, Indigo.

Mission Contact

Indigo	-799	-990

Town

Guinness Courtyard	-765	-1025

Plazas

Central Power Line	-355	-970

Landmark

Probability Monument	-858	-1100

Club

Club Dante	-779	-1007

Parks

Lakeside Park	-220	-860
Guinness Park	-870	-1116

Subways

Green Line	-775	-1083

Collector

Optix	-376	-990

Vendors

Goose (Operative)	-786	-1041
Santo (Item)	-777	-1025
Wolf (Coder)	-771	-1007

Hardlines

Northwest	-862	-777
East	-184	-898

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LUCERO POINT

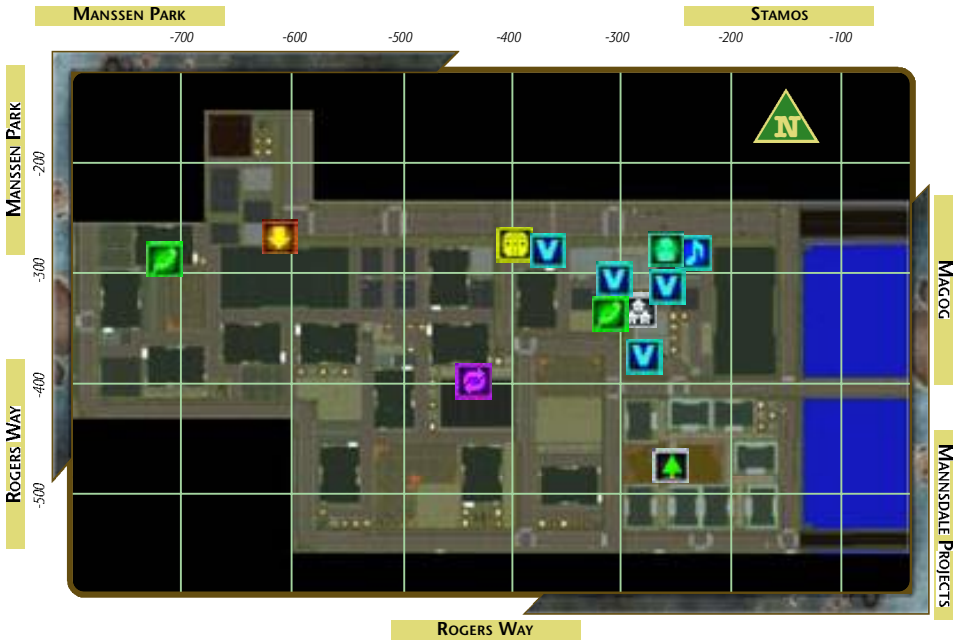
The Best Vantage

Levels 16 - 20

Gang Sparks

Local Mission Contact
Mandarin

Sometimes called "Little Mexico," Lucero Point has one of the largest concentrations of Hispanics in the City. It is fought over by a number of Exile interests, but the true power in the neighborhood is the Sparks gang, who fight viciously to keep other Exiles and Redpills from gaining a foothold here. Lucero Point is sandwiched between Stamos on its north side and Rogers Way to the south.



Mission Contact

Mandarin	-231	-285

Town

Lucero Courtyard	-285	-335

Club

The Lynch Pin	-257	-311

Parks

Lucero Point Park	-255	-480

Subways

Green Line	-403	-285

Exile Hideout

Rawlins Corner	-610	-282

Collector

Clarke	-442	-402

Vendors

Angel (Coder)	-272	-339
Bar	-306	-308
Ken (Martial Arts)	-396	-289
Goldfield (Item)	-305	-326
Bonaventura (Weapon)	-231	-315
Override (Hacker)	-243	-316
Club	-254	-298
Club	-257	-298
Club	-239	-282
Club	-234	-282
Pierre (Clothing)	-267	-309
Masher (Operative)	-267	-315

Hardlines

West	-733	-299
South Central	-301	-482

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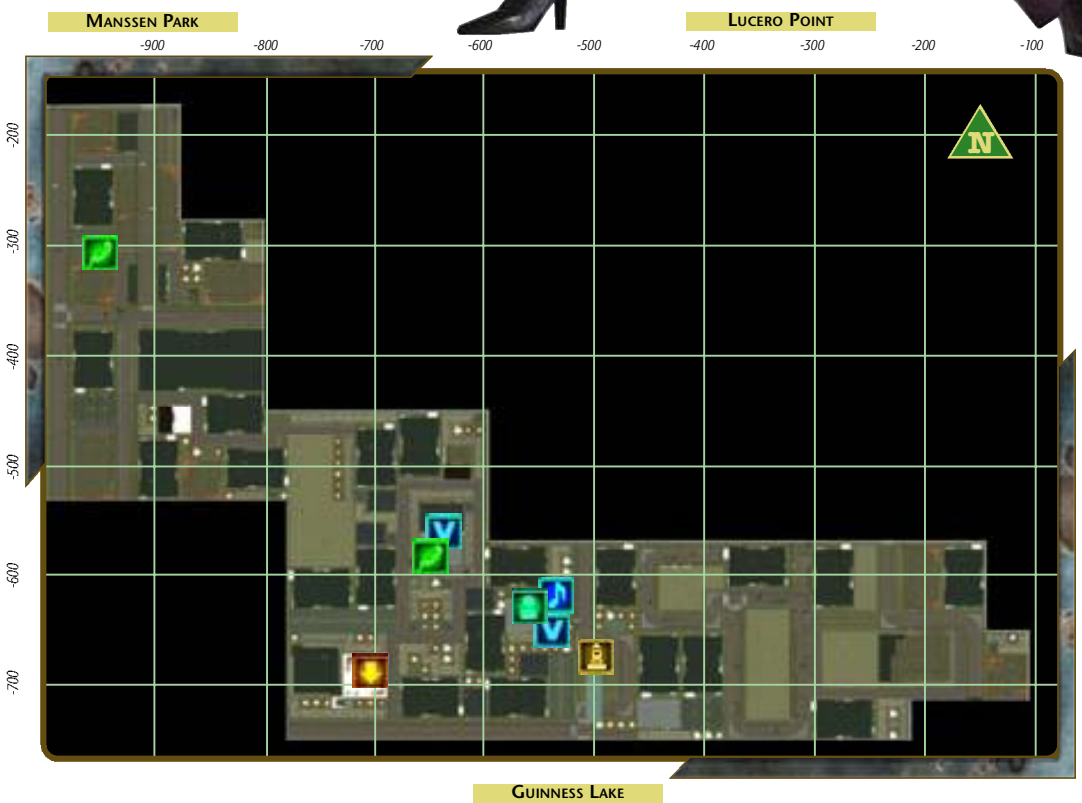
ROGERS WAY

Stepping Stone to the Future

Levels 16-20

Gang Amber Special Projects Group

Local Mission Contact Amber



Mission Contact		
Amber	-549	-635

Landmark		
Ascension Monument	-500	-665

Club		
Club Kaos	-553	-609

Exile Hideout		
Abandoned Subway	-728	-705

Vendors		
Bar	-624	-562
Club	-552	-620
Club	-568	-634
Club	-574	-634

Hardlines		
Central	-644	-579
Northwest	-942	-339

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BATHARY ROW

A Waterfront for Everyone

Levels 21 - 25

Gang Bathary Boys

Local Mission Contact Cerulean

Located on the north end of the Barrens, along the waterfront, Bathary Row consists of the piers and warehouses of the Barrens wharfs. Among the docks there's normal commerce, but the underlying traffic in $information is ruthlessly controlled by the Bathary Boys gang of Exiles, who are in turn answerable to Cerulean.

Mission Contact		
Cerulean	-1076	497

Plazas		
Bathary Wharf	-530	470

Collector		
Ethan	-500	308

Hardlines		
Southeast	-303	202
West	-930	407

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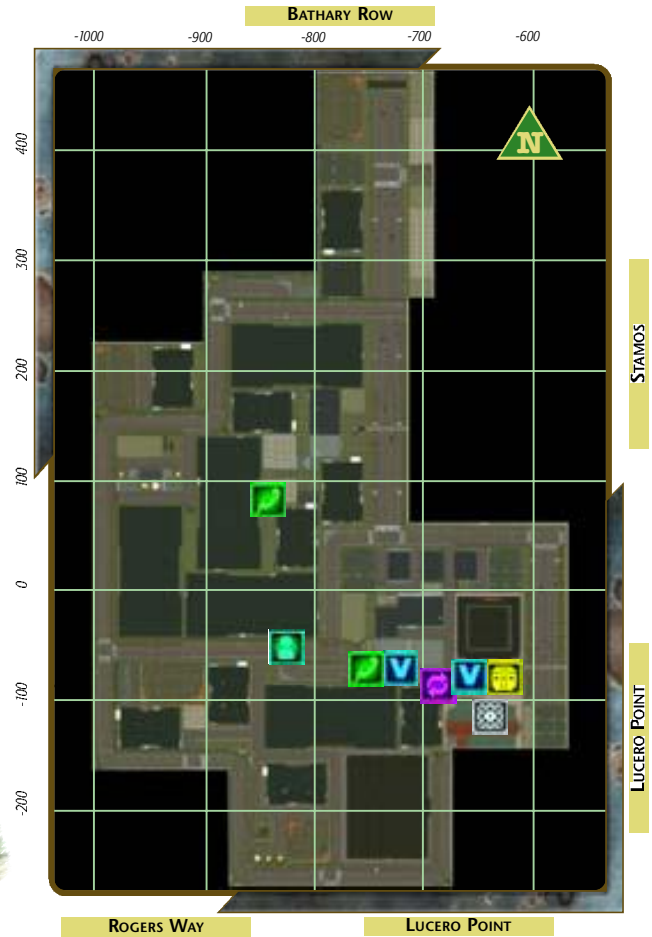
MANSSEN PARK

Where Life Has Value

Levels 21 - 25

Gang Disciples

Local Mission Contact Greene



Mission Contact

Greene	-837	-61

Plazas

Church of the Disciples	-622	-119

Subways

Green Line	-627	-75

Collector

Gregore	-693	-83

Vendors

Walt (Firearms)	-638	-75
Bar	-732	-76

Hardlines

Southeast	-749	-78
Northwest	-846	80

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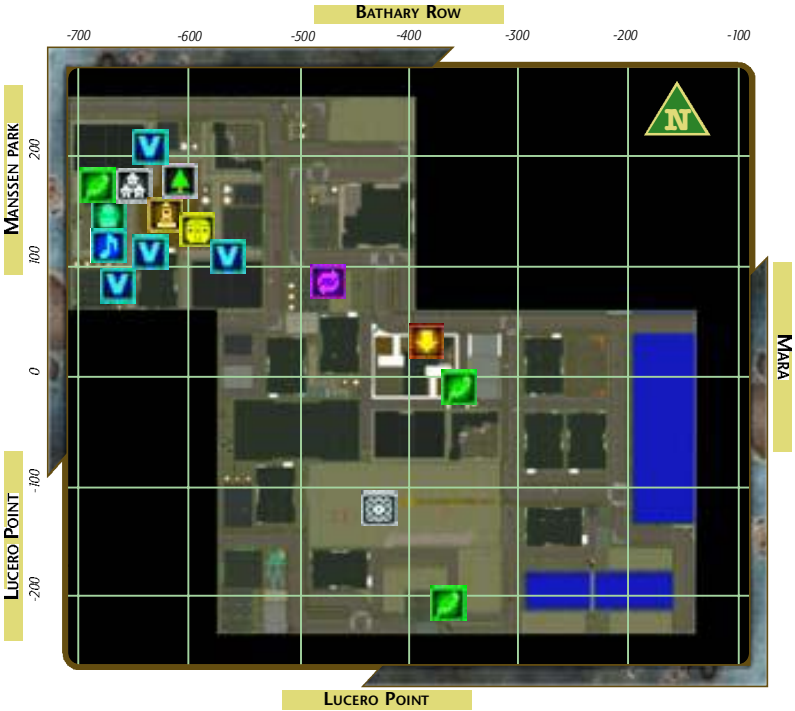
STAMOS

A Place to Play

Levels 21 - 25

Gang Crow Bars

Local Mission Contact Gray



Mission Contact

Grisaille (Club Succubus)	-678	157

Town

Stamos Courtyard	-671	169

Plazas

Under Construction	-426	-165

Landmark

Hypersphere Monument	-630	150

Club

Club Succubus	-669	133

Parks

Stamos Park	-620	180

Subways

Red Line	-588	155

Exile Hideout

Ole Miller Projects	-377	41

Collector

Lucian	-474	76

Vendors

Hardney (Clothing)	-574	109
Thyme (Operative)	-569	202
Jargon (Coder)	-584	189
Crash (Hacker)	-591	202
Detjen (Item)	-679	103
Blakstad (Weapon)	-650	192
Club	-694	149
Club	-694	155
Club	-680	133

Hardlines

Northwest	-678	162
Central	-387	-10
South Central	-365	238

GRAY

Location: Stamos, Barrens

Created by Mr. Black without the involvement of Dame White, Gray is essentially a bastard stepchild, reviled by his stepmother who would as soon see him dead. Gray is equal in power to Indigo, and acts primarily as an agent of Mr. Black, though he knows that his father thinks of him as only a powerful tool. In spite of their similar attitudes toward their parents, Indigo and Gray are dire enemies. Gray lacks the resources that Indigo can call on, but is more personally powerful, and more intelligent. It is only the fact that he is opposed by all of the siblings that keeps him in check.

Mr. Black disavows knowledge of Gray's actions ("he's just an unruly bastard") because it is most often to his advantage. Gray considers the other siblings to be incompetents. They despise him for being Mr. Black's favorite when he's an outsider to their family. In truth Gray hates both Dame White and Mr. Black, and would eagerly see the entire twisted Spectrum destroyed, even if he had to sacrifice himself to do it. For the time being he simply acts as a spoiler.

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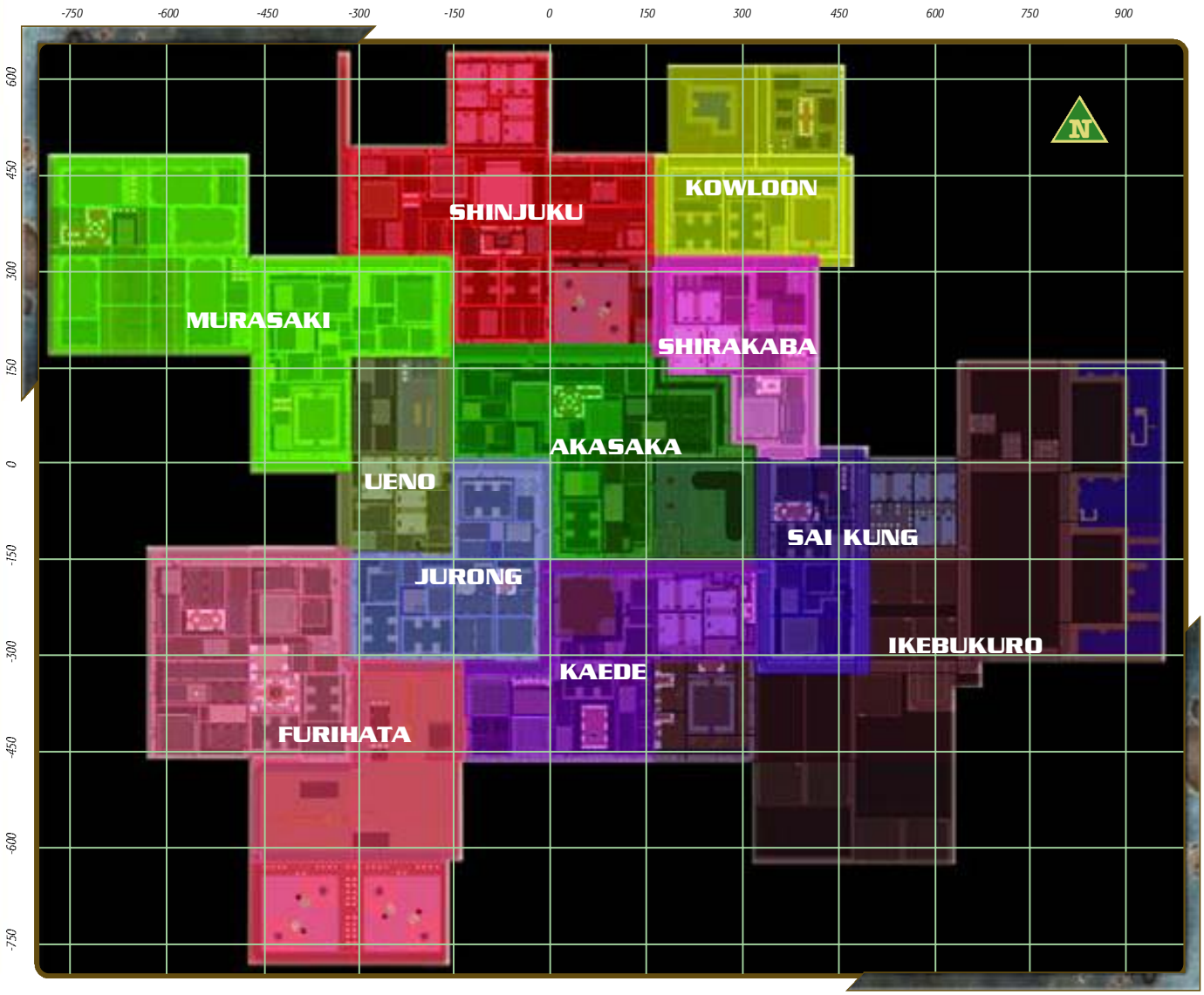
INTERNATIONAL DISTRICT

The City's International District is a melange of Asian cultures. Signs in many languages tout the merits of small shops and entreat visitors to explore the neighborhood's narrow streets and beautiful plazas. Even the newer buildings incorporate traditionally Asian design. The International District lies to the northeast of Downtown, but can be reached by taking the subway. Several gangs of powerful and savvy Exiles compete for control of the area, but no single interest really dominates it.



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INTERNATIONAL DISTRICT SUBWAYS

Purple Subway Line		
International - Shinjuku	105	367
International - Ueno	-323	-60
International - Kaede	210	-317

Black Subway Line		
International - Shinjuku	-323	445

Blue Subway Line		
International - Sai Kung	483	-74

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IKEBUKURO

Come to the Boardwalk

Levels 11-15

Gang Phoenix

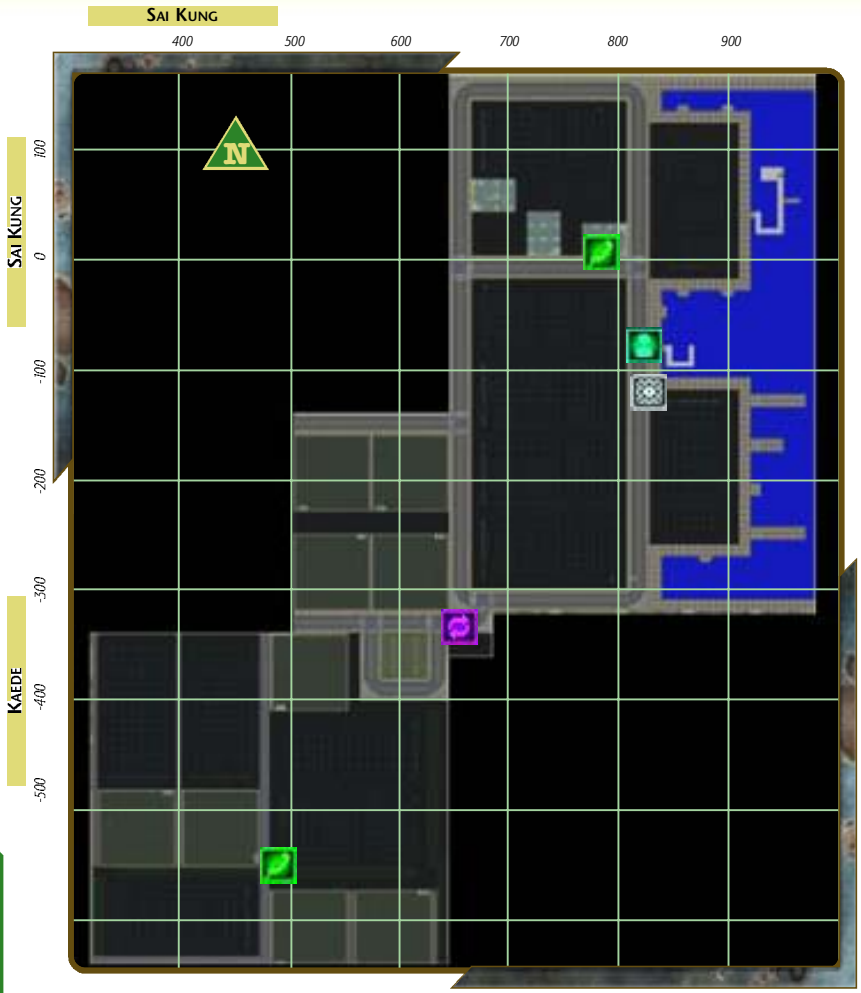
Local Mission Contact Sunshine

Mission Contact		
Sunshine	832	-46

Plazas		
Kobayashi Boardwalk	827	-83

Collector		
Huang	643	-317

Hardlines		
Southwest	470	-536
Central	796	28



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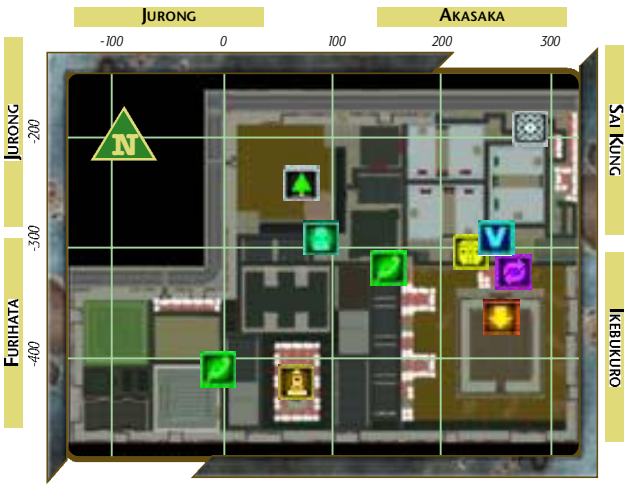
KAEDE

Home of Brown Field

Levels 11 - 15

Gang Sisters of Fate

Local Mission Contact Rickshaw



Mission Contact

Rickshaw	90	-301

Plazas

Terrace Del Sol	293	-202

Landmark

Wutai Sculpture	65	-435

Parks

Brown Field	85	-265

Subways

Purple Line	210	-317

Exile Hideout

Orchid Public Bath	250	-342

Collector

Jonny	266	-336

Vendors

Armstrong (Code Shaper)	214	-311

Hardlines

Central	154	-320
Southwest	-15	-410

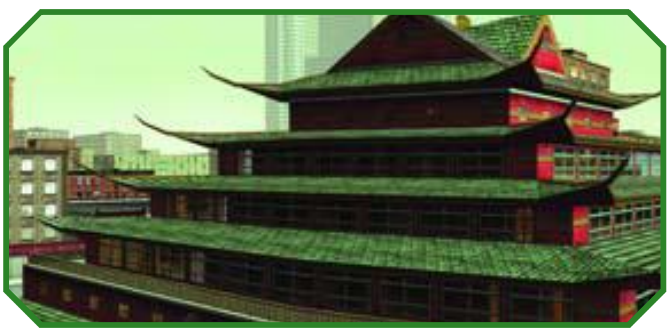
SAI KUNG

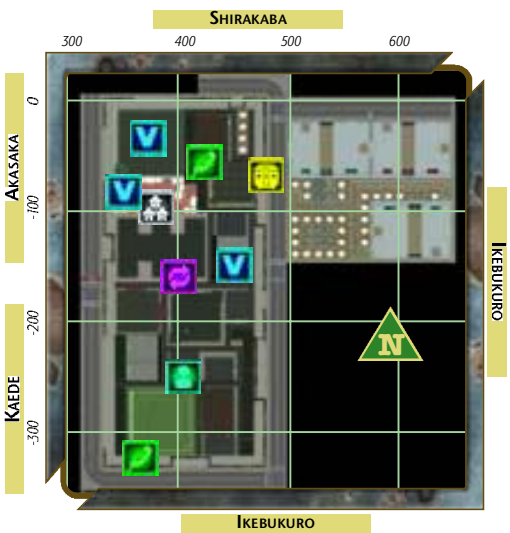
Textile Capital of the City

Levels 11 - 15

Gang Gold Bloods

Local Mission Contact The Seamstress





Mission Contact

The Seamstress	408	-242

Town

Sai Kung Canton	385	-85

Subways

Blue Line	483	-74

Collector

Egg	400	-176

Vendors

Jacinto (Clothing)	405	-75
Khan (Coder)	403	-85
Elf (Hacker)	389	-86
Mane (Operative)	365	-82
Naoma (Item)	362	-97
Fenti (Weapon)	361	-68
Bar	389	-35
Bar	453	-156

Hardlines

Southwest	365	-306
Central	428	-55

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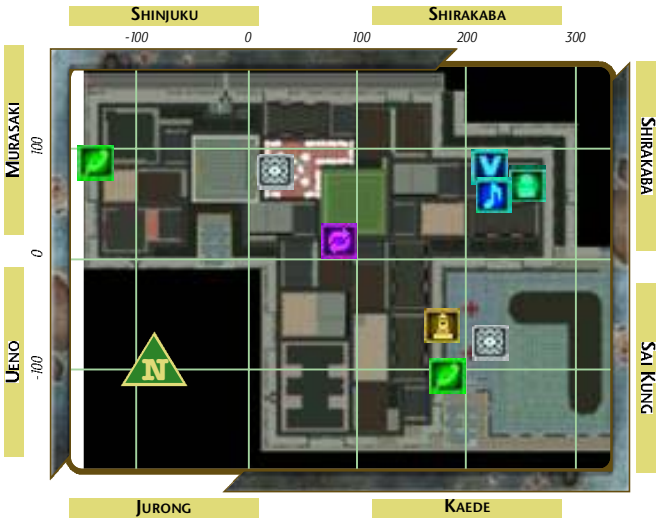
AKASAKA

See It All

Levels 16 - 20

Local Mission Contact Grisaille



Mission Contact

Grisaille	227	66

Plazas

Royal Square	25	90
McClane Tower	212	-75

Landmark

Taishan Sculpture	185	-55

Club

Club Pandora	218	64

Collector

Petal	76	33

Vendors

Club	216	76
Club	218	76
Club	237	91
Club	240	91
Club	240	89

Hardlines

West	-141	95
Southeast	198	-111

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FURIHATA

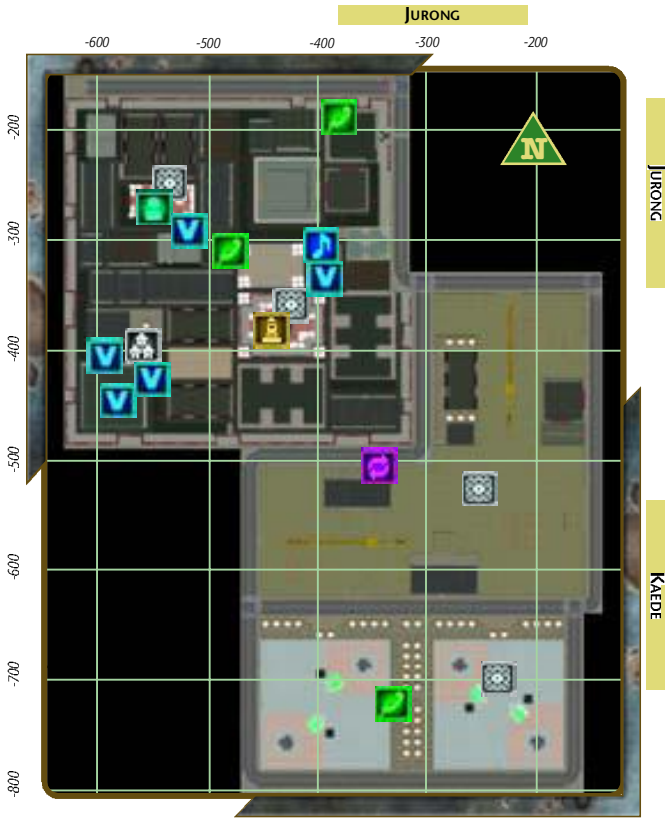
An Open Place

Levels 16 - 20

Gang Silver Dragons

Local Mission Contact Grace

At the very edge of the International District lies the Furihata neighborhood, an odd mix of Chinese and Western influences. The neighborhood is a hodgepodge of tight alleyways and wide main streets filled with Chinese signs, banners and small street vendors. The Furihata neighborhood is a mostly residential area for Bluepills who work in the International District. There are multitudes of small, crowded apartment buildings throughout the neighborhood, ranging from expensive and well-kept buildings to run-down rat-traps that should be condemned. The few businesses here are mostly small shops and restaurants, most family owned, that do a brisk trade with those who live in the neighborhood. However, those Bluepills willing to do a little searching are often rewarded with some of the best food and eclectic shopping in the City.



Mission Contact

Grace	-542	-256

Town

Furihata Canton	-562	-402

Plazas

Pierce Plaza	-440	-342
Sanjuro Construction Site	-250	-530
Pi Shan Ting	-265	-705
Archer Plaza	-550	-255

Landmark

Taibai Sculpture	-440	-368

Club

Club Shogo	-416	-308

Collector

Tin Can	-342	-508

Vendors

Bar	-519	-297
Snake (Firearms)	-565	-366
Bar	-604	-440
Chicago (Hacker)	-568	-425
Tyesha (Item)	-568	-457
Track (Coder)	-568	-433
Cassard (Clothing)	-592	-408
Glaive (Operative)	-607	-408
Anjanette (Weapon)	-615	-408
Club	-403	307
Club	-409	-305
Club	-406	-308
Club	-390	-301
Club	-390	-305

Hardlines

Central	-485	-320
South	-336	-711
Northeast	-399	-196

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JURONG

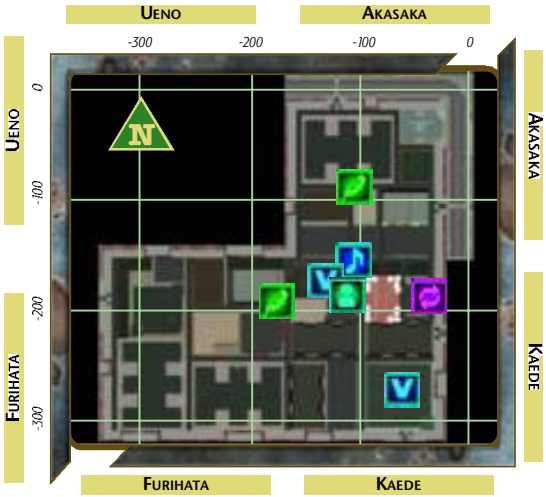
The Greenest Place

Levels 16 - 20

Gang Destitutes

Local Mission Contact
Lotus

Jurong is a neighborhood in transition. Located east of Furihata, this is the "older" financial center of the district – a place that once held importance to those wishing to control key resources of the Matrix, but which no longer commands such influence. The neighborhood is crowded with squat buildings and other edifices that have been upstaged by the "newer" skyscrapers in the Akasaka neighborhood. Some financial institutions still make their headquarters in Jurong, but many of the building remain empty since the migration of businesses to Akasaka. Such buildings have become home to the disenfranchised, including many exiles.



Mission Contact		
Lotus	-119	-199

Club		
Club Jade	-94	-197

Collector		
Lieutenant Chang	-38	-180

Vendors		
Bar	-65	-271
Club	-105	-198
Club	-105	-195
Club	-118	-184
Club	-118	-181

Hardlines		
Central	-162	-196
Northeast	-94	-87

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KOWLOON

Little Hong Kong

Levels 16 - 20

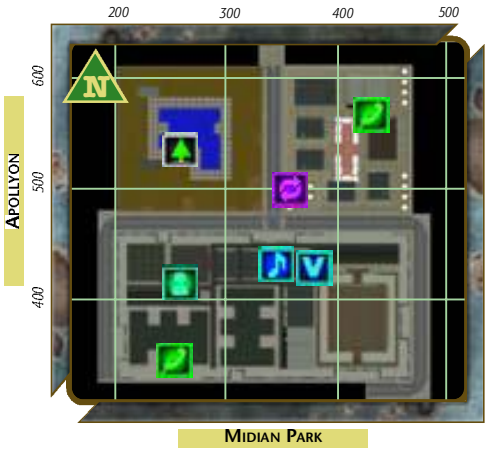
Gang Chang Wings

Local Mission Contact Mr. Po

Kowloon is a neighborhood of narrow streets, tightly packed residential high-rise buildings, and markets selling all manner of wares, from food to consumer electronics. The stores range from vendors with carts drawn by draft animals and open-air storefronts, to multi-story malls housing exclusive boutiques.

The buildings are tall and close together, many sporting colorful neon signs. The height of the buildings can create urban canyons, from the walls of which wave banners of colorful lights. Kowloon is a neighborhood that never rests, never sleeps, never shuts down. Business is always booming, trade is always happening — whether in the stores for goods or in the back alleys for "services."

The streets of Kowloon can provide anonymity or be the source of profound danger. Redpills should take care not to be seduced by the familiar, hectic pace of commerce. The crowded streets can hide a lot, even from one trained to be observant.



Mission Contact		
Mr. Po	225	424

Club		
Club Kirin	338	414

Parks		
Hong Kong Park	286	513

Collector		
Tanto	357	507

Vendors		
Club	338	426
Club	334	428
Club	334	431

Hardlines		
Southwest	251	333
Northeast	421	580

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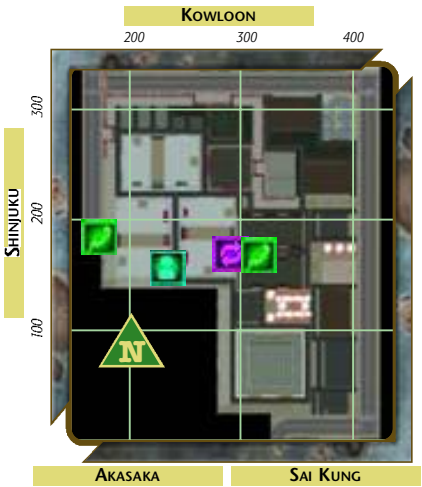
SHIRAKABA

A Peaceful Place

Levels 16 - 20

Gang Great Wall Security

Local Mission Contact
Yuusuke Akayama



Mission Contact		
Yuusuke Akayama	222	135

Collector		
ShockKidd	297	163

Hardlines		
West	182	151
Central	314	158

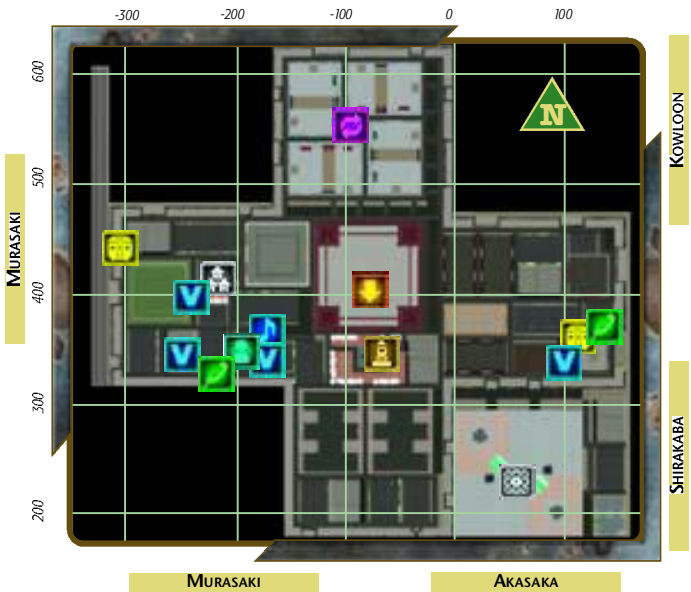
SHINJUKU

A Sense of Grandeur

Levels 21 - 25

Gang Jade Moons

Local Mission Contact Dame White



Mission Contact		
Dame White	-201	360

Town		
Shinjuku Canton	-225	410

Plazas		
Tokyo Row	85	225

Landmark		
Sanbai Sculpture	-80	347

Club		
Club Masamune	-174	348

Subways		
Purple Line	105	367
Black Line	-323	445

Exile Hideout		
White Lotus Hotel	-80	377

Collector		
Kenny Lee	-90	576

Vendors		
Doc (Viral Attack)	101	360
Block (Coder)	-215	402
Jae (Clothing)	-215	417
Spear (Operative)	-225	418
Polar (Hacker)	-225	402
Soo (Weapon)	-234	417
Titus (Item)	-236	402
Bar	-252	339
Ross (Patcher)	-312	445

Hardlines		
West Central	-220	324
East Central	110	359

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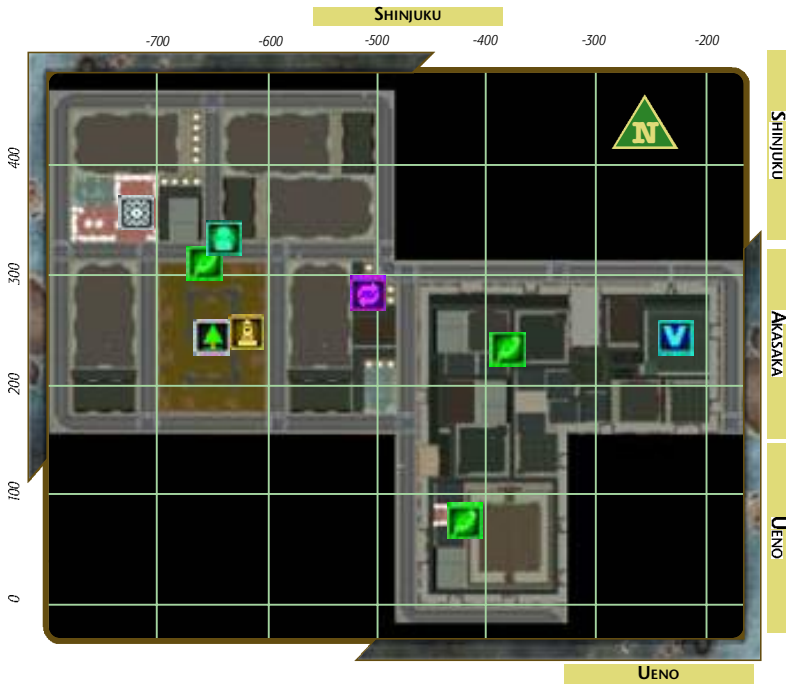
MURASAKI

Visit Famous Red Square

Levels 21 - 25

Gang Black Tigers

Local Mission Contact Synn



Mission Contact

Synn	-661	339

Plazas

Red Square	-725	365

Landmark

Dawei Sculpture	-631	251

Parks

Yeung Park	-650	250

Collector

Corman	-506	283

Vendors

Bar	-211	250

Hardlines

Central	-375	239
Southwest	-429	94
Northwest	-653	322

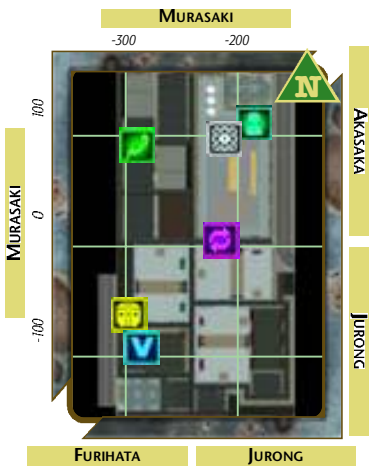
UENO

The Right Choice

Levels 21 - 25

Gang Shuriken

Local Mission Contact
Mr. Bishop



Mission Contact

Mr. Bishop	-197	88

Plazas

Bishop Imports	-193	70

Subways

Purple Line	-323	-60

Collector

Corrode	-237	14

Vendors

Aiako (Martial Arts)	-315	-64

Hardlines

Northwest	-313	80

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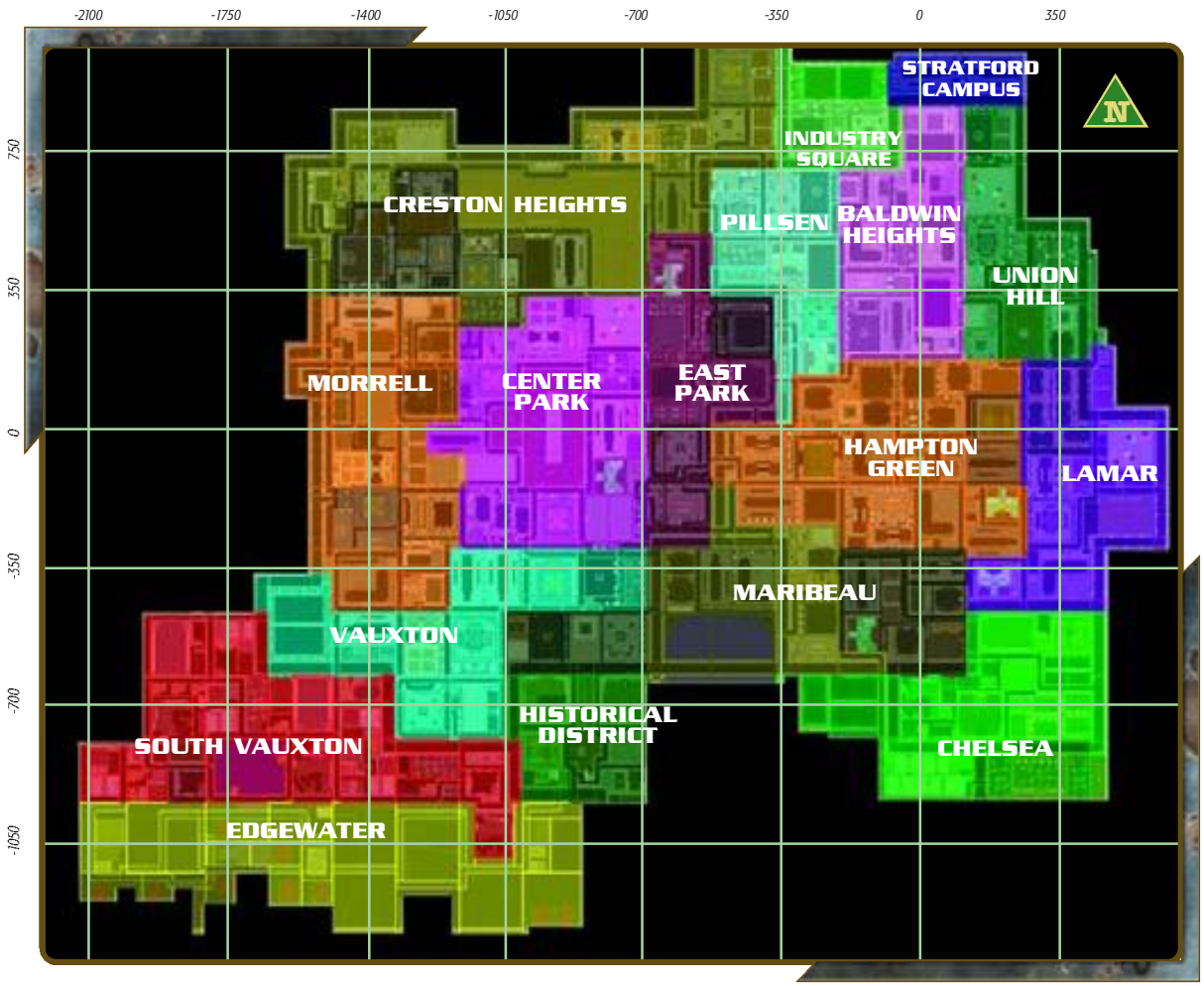
DOWNTOWN

The influence of the Machines over the Matrix emanates from Downtown, flowing through the freeways, electrical networks, and even sewers. Bluepills who choose to spend a great deal of time Downtown are mostly bureaucrats, accountants, lawyers and those who derive their livelihoods from the smooth functioning of the system. Exiles who dwell Downtown are sometimes more powerful than Agents, wielding tremendous control overt the system they have made their home. Some are permitted great latitude by the Machines, as their assistance in controlling the other Bluepills is sometimes a boon. Downtown is located north of the Barrens and the Slums, and consists of seventeen neighborhoods.



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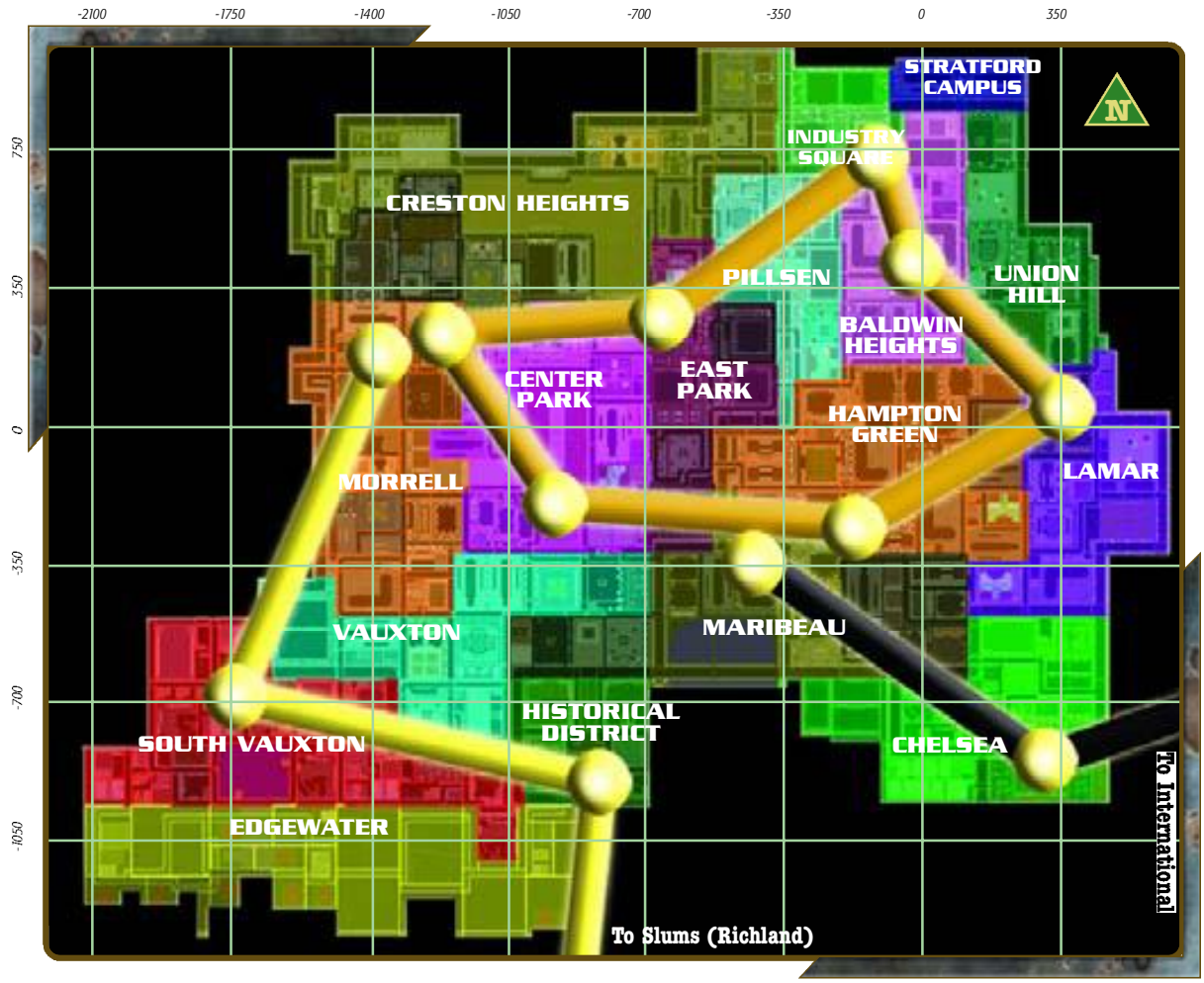
DOWNTOWN SUBWAYS



Black Subway Line		
Downtown - Chelsea	305	-777
Downtown - Maribeau	-426	-264

Yellow Subway Line		
Downtown - Morrell	-1430	218
Downtown - South Vauxton	-1759	-655
Downtown - Historic District	-871	-825

Orange Subway Line		
Downtown - Park East	-706	375
Downtown - Baldwin Heights	-58	464
Downtown - Lamar	364	86
Downtown - Hampton Green	-221	-175
Downtown - Center Park	-935	-120
Downtown - Morrell	-1276	325
Downtown - Industry Square	-165	743

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CHELSEA

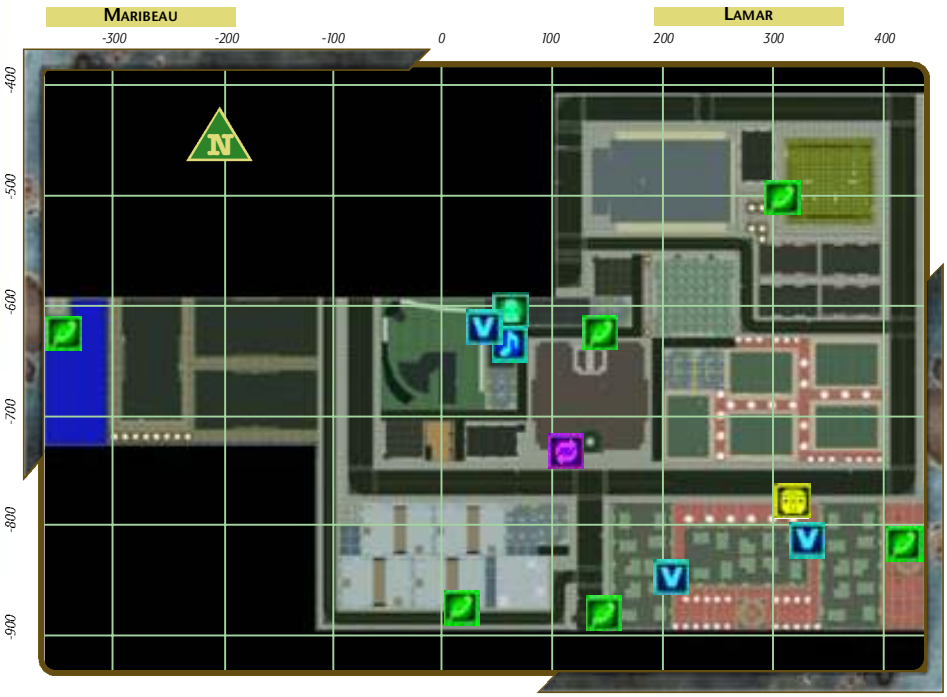
The New Alexandria

Levels 26 - 30

Gang The Bookwyrms

Local Mission Contact Hypatia

Chelsea is the place for waterfront living in the downtown area. The waterline is studded with upscale condos and apartments that house the urbanites who work for the many successful corporations headquartered downtown. There are a few brick buildings along the waterfront, meticulously maintained, including the beautiful Chelsea Commons. Along the streets pedestrians stroll the clean sidewalks and stop to sample treats from the many vendors.



Mission Contact		
Hypatia	63	-583

Club		
Club Messiah	71	-610

Subways		
Black Line	305	-777

Collector		
Stiletto	124	-736

Vendors		
Mestler (Item)	339	-819
Eneida (Clothing)	209	-855
Club	71	-598
Club	73	-598
Club	88	-586
Club	91	-586
Club	95	-581

Hardlines		
Southwest	31	-872
South Central	139	-877
Southeast	430	-819
Northeast	306	-503
North Central	139	-626
Northwest	-389	-588

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EDGEWATER

The Steel Shore

Levels 26 - 30

Gang Wharf Rats

Local Mission Contact
(To be set after launch)

Mission Contact

The Bartender	(to be set)

Town

Edgewater Plaza	-1523	-967

Plazas

Mercer Canal	-1729	-930

Club

Club Noir	-1454	-970

Collector

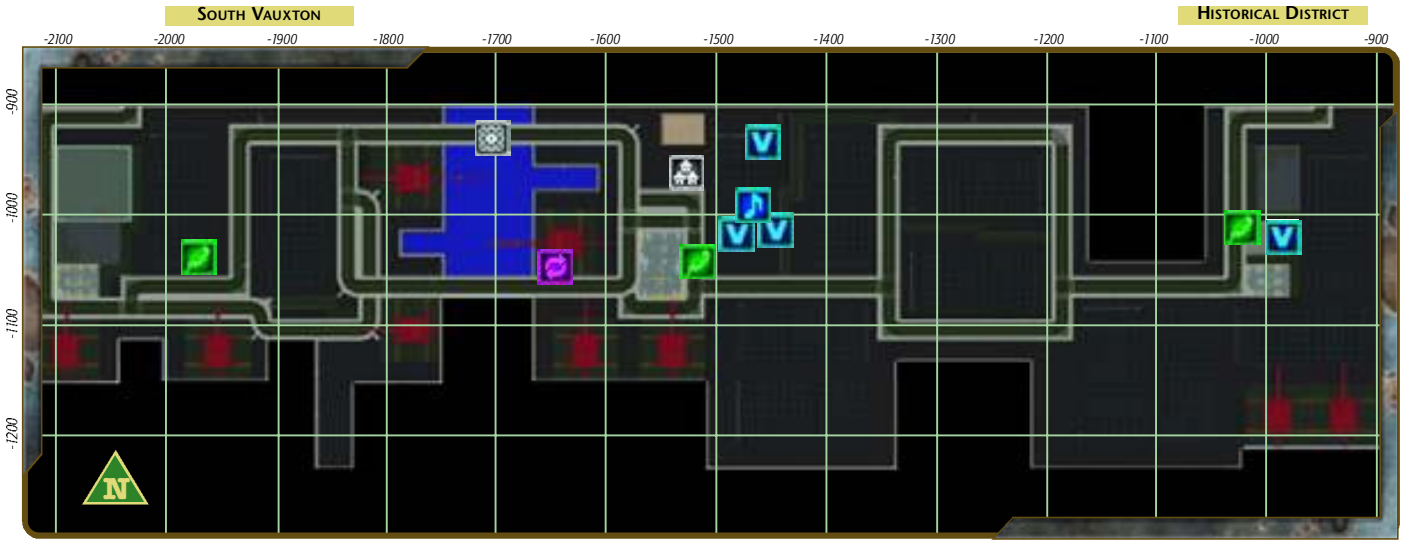
Mikah	-1664	-1069

Vendors

Club	-1477	-1041
Club	-1477	-1037
Club	-1475	-1017
Arrindel (Clothing)	-1455	-1014
Zulema (Item)	-1468	-928
Bar	-982	-1014

Hardlines

Southwest	-1978	-1061
Central	-1512	-1048
North	-1020	-1038



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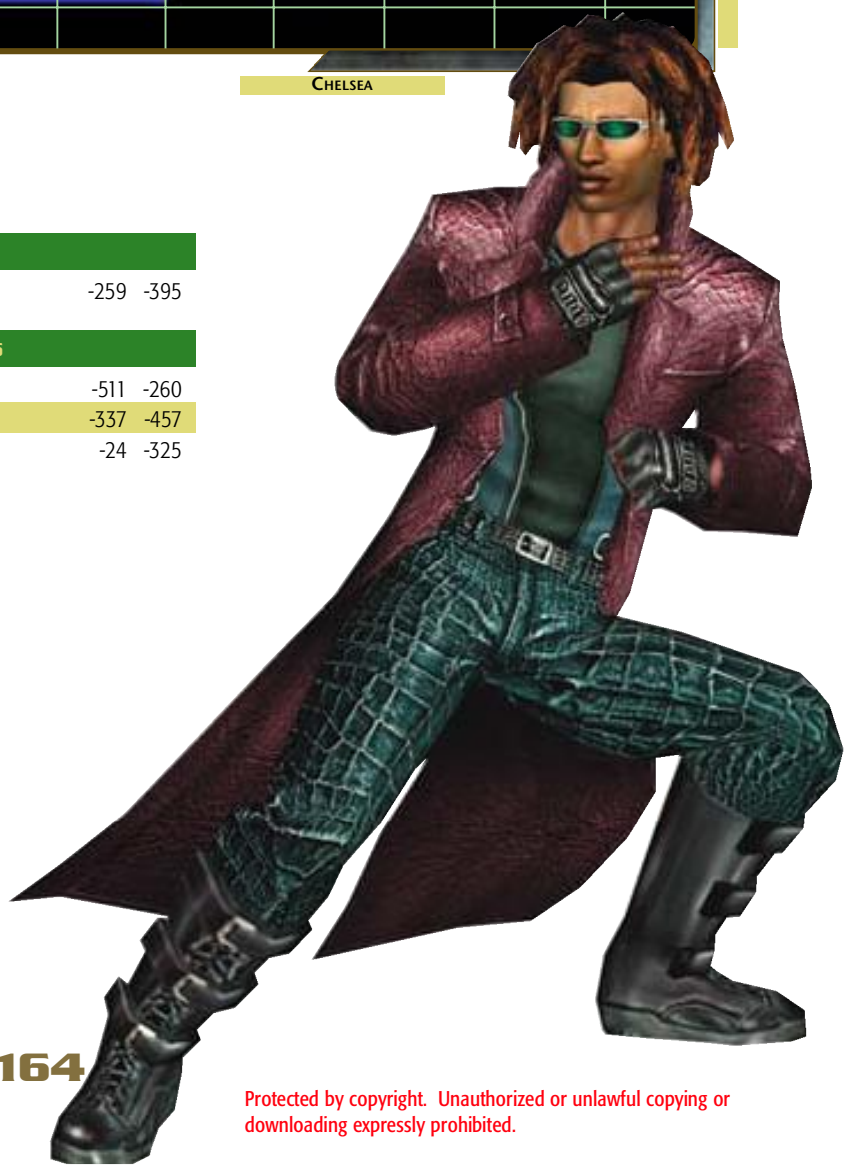
MARIBEAU

Ahead of Our Time

Levels 26 - 30

Gang Daggers

Local Mission Contact
Tick Tock



Mission Contact		
Tick Tock	-345	-315

Plazas		
Maribeau Stairwalk	-345	-281

Subways		
Black Line	-426	-264

Collector		
Yorkie	-259	-395

Hardlines		
West	-511	-260
Central	-337	-457
Easti	-24	-325

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SOUTH VAUXTON

On the Move

Levels 26 - 30

Gang Runners

Local Mission Contact Weaver

Mission Contact

Weaver	-1378	-782

Subways

Yellow Line	-1759	-655

Exile Hideout

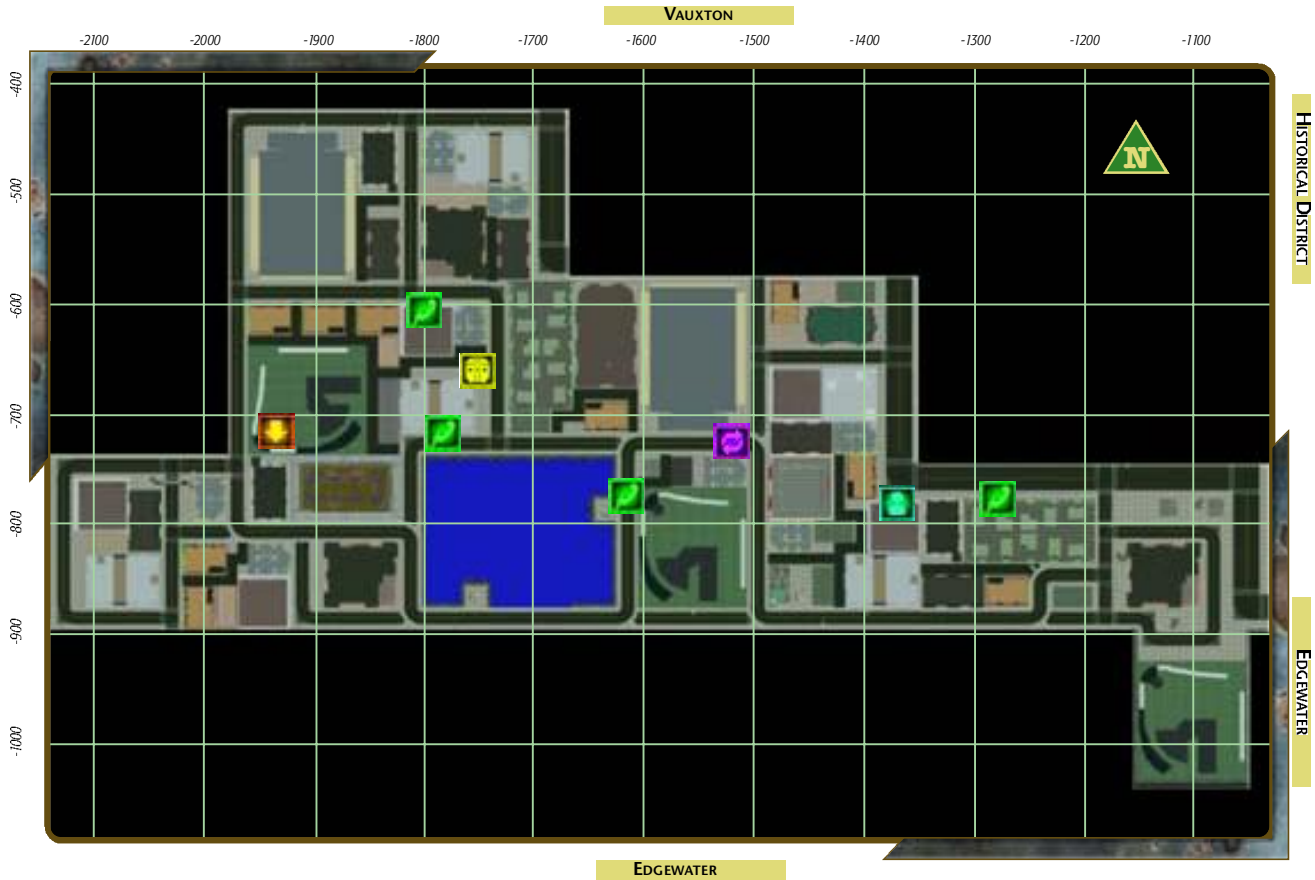
South Vauxton Apartments	-1965	-729

Collector

Jokah	-1528	-711

Hardlines

East	-1276	-779
South Central (1)	-1782	-716
South Central (2)	-1610	-785
Central	-1802	-601
West	-2135	-834



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HAMPTON GREEN

The Heart of Downtown

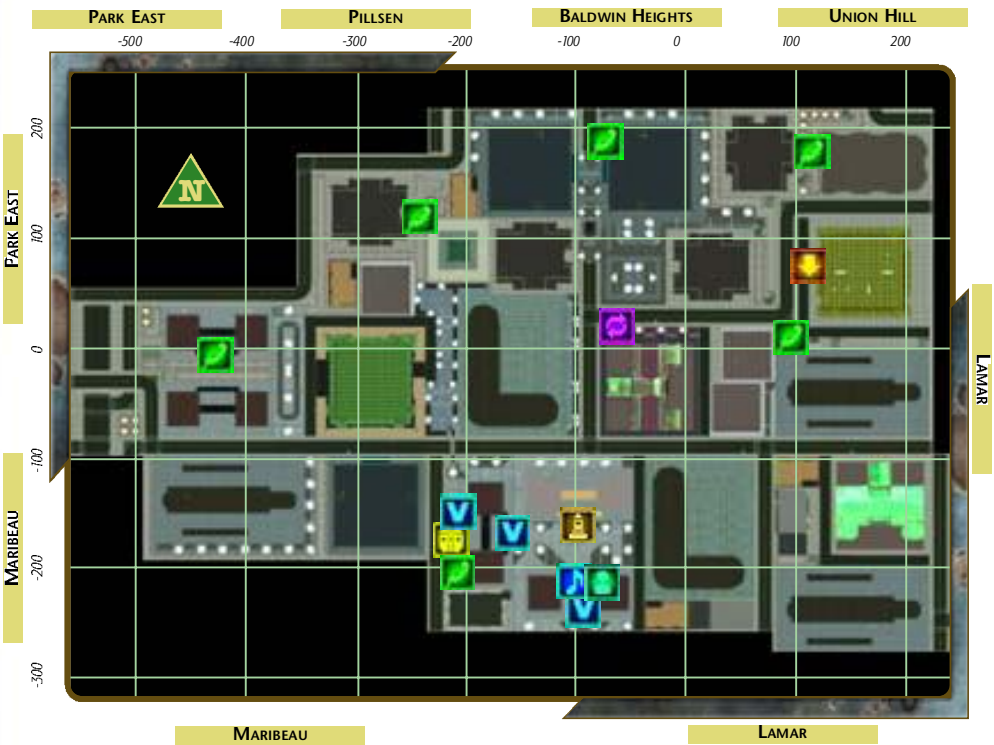
Levels 31 - 35

Gang The Suits

Local Mission Contact Nicky G

Hampton Green is the center of commerce downtown, a bustling and cacophonous place that lies close to the very heart of the Machines' control of the Matrix. Reaching to the sky are architectural marvels of steel, stone and glass; broad boulevards flow with limousines and taxicabs, like great arteries pumping 24/7 with ideas, money and deals. People move with purpose along the sidewalks in seemingly chaotic mobs, but each individual has focus and intent. There is raw power on the streets of Hampton Green, and it surges up the towers of commerce and industry.

The exchanges that take place in the Bluepill world are not simply face-to-face bartering for goods and services, but high-level channeling of funds and capital wealth. Deals are made in the passenger compartments of limos, in the board rooms, and on the telephones. Great industries have their headquarters here; the largest trading houses call the neighborhood home. Still, these events pale in comparison to the exchanges of $information and control that occur beyond the notice of the unawakened. Their world, the very Matrix itself, has been swayed by cloaked exchanges in Hampton Green.



Mission Contact		
Nicky G. (Club, Tower A)	-77	-214

Landmark		
Pendhurst-Amaranth	-105	-175

Club		
Club Paradise Lost (30th floor)	-99	-203

Subways		
Orange Line	-221	-175

Exile Hideout		
Hampton Green Hotel	117	70

Collector		
Jacob	-65	15

Vendors		
Aleksandrov (Martial Arts)	-212	-175
Luigi (Clothing)	-147	-165
Club	-135	-222
Club	-135	-226
Club	-58	-231
Club	-64	-237

Hardlines		
Northeast	121	177
East	99	15
North Central	-74	178
Northwest Central	-238	124
Northwest	-435	-1
Southwest	-205	-191

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HISTORIC DISTRICT

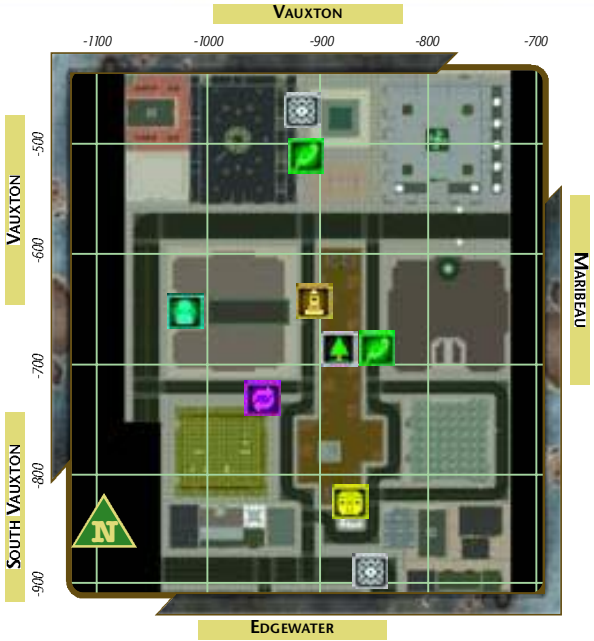
We Remember

Levels 31 - 35

Gang Pit Vipers

Local Mission Contact Madame T

The Historic District is probably the most ironically named area in the City, as it implies an actual history instead of one fabricated by the Machines' design routines. The Historic District sits to the south of Downtown, surrounded by Vauxton, South Vauxton and Edgewater. The neighborhood is in transformation, from a decaying downtown to a vibrant neighborhood with specialty shops and restaurants. The buildings appear to have originally been built between the turn of the century and the 1940s, with art deco touches on many of them. The neighborhood is a favorite of the Bluepills who work in Chelsea and Maribeau, as a place to find something for lunch besides fast food. Both upscale shops and older businesses can be found here, competing for the attention of the Bluepills on the busy sidewalks.



Mission Contact

Madame T	-1032	-653

Plazas

City Courthouse	-879	-479
Reeves Bridge	-856	-897

Landmark

Pyramid Sculpture	-889	-759

Parks

Nylund Park	-892	-735

Subways

Yellow Line	-871	-825

Collector

Hasad	-941	-736

Hardlines

South	-841	-698
North	-923	-526

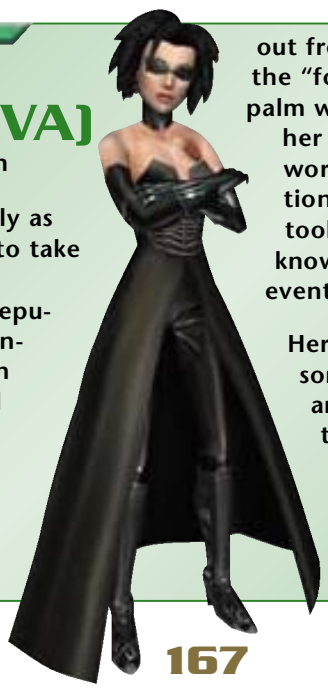
MADAME T (NAOMI TARASOVA)

Location: Historic District, Downtown

Naomi Tarasova, known more popularly as Madame T, is one of the few Redpills to take up full time residence in the Matrix. Contributing further to her eccentric reputation is her habit of taking on the mannerisms of a gypsy fortune teller. When she speaks, she's always vague and full of mystery, even when giving out the specifics of the mission.

Madame T owns a small tea room off of the main street, with a simple sign out front that reads "Fortunes Told." When telling the "fortunes" (missions) for those who "cross her palm with silver," she will use either tarot cards or her crystal ball. Much of her insight into the workings of the Matrix comes from the observations of her tarot cards and other clairvoyant tools (tea leaves and so forth), and she has been known to make accurate predictions of future events, though not very often.

Her tea room is dark, close and filled with all sorts of mystic esoterica. Skulls, candles and ancient tomes fill the walls surrounding the table where she reads customers' fortunes. While her motives are unknown, she provides keen insight about the Matrix, whenever her mysterious signs and portents can be interpreted.



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LAMAR

Where Everyone Knows You

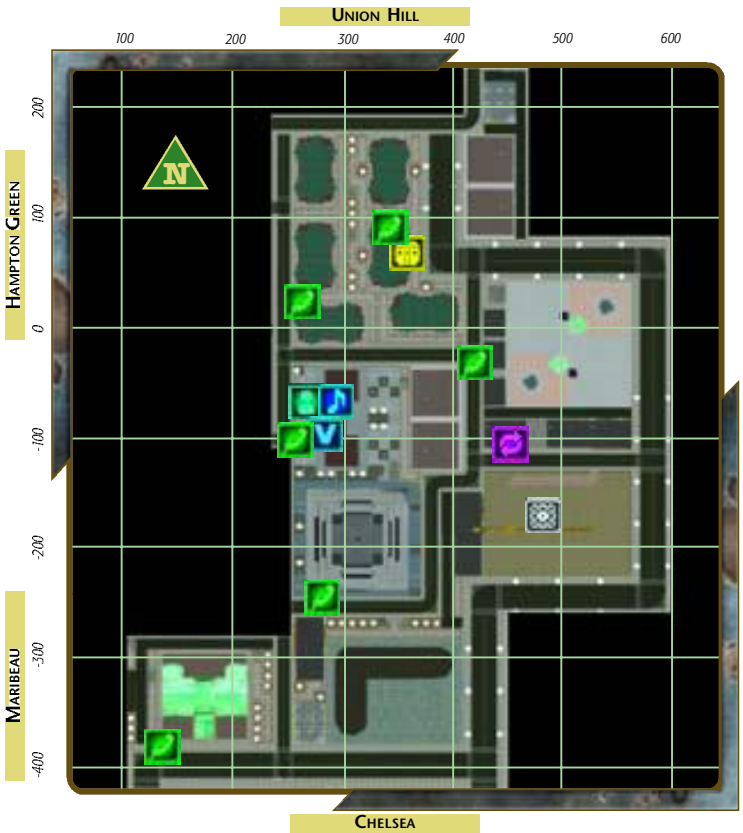
Levels 31 - 35

Gang The Dog Pound

Local Mission Contact Sammy "Lilac" Wien

Lamar is on the east side of Downtown — an older neighborhood of stately high-rises and apartment blocks mixed with glass and steel skyscrapers and gentrified condominiums. The business district is often characterized in the local news as "rolling up its sidewalks" at the close of business every evening. While there are a few clubs and hangouts, there isn't much nightlife to speak of in Lamar.

The residential areas are appealing to those who like a little more room in their living accommodations, and the older office buildings display the grand architectural styles of a bygone era. There is a close-knit "old boy network" atmosphere to this neighborhood, reflected in the interlaced associations the local social organizations have with the businesses. Those who move into the neighborhood may feel welcome, but may not be truly accepted until considerable time has passed and significant contributions have been made to the benefit of local society.



Mission Contact		
Sammy "Lilac" Wien	246	-63

Plazas		
Mahath Tower	494	-174

Club		
The Vault (26th floor)	265	-70

Subways		
Orange Line	364	86

Collector		
Bowie	448	-102

Vendors		
Club	291	-44
Club	285	-44
Club	285	-40
Club	291	-40
Club	298	-37
Club	290	-89
Club	299	-106
Club	299	-112

Hardlines		
South	134	-375
South Central	285	-231
Central	264	-90
Northwest	242	35
North	350	97
East Central	426	-30

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VAUXTON

A Neighborhood in Renewal

Levels 31 - 35

Gang Sleepers

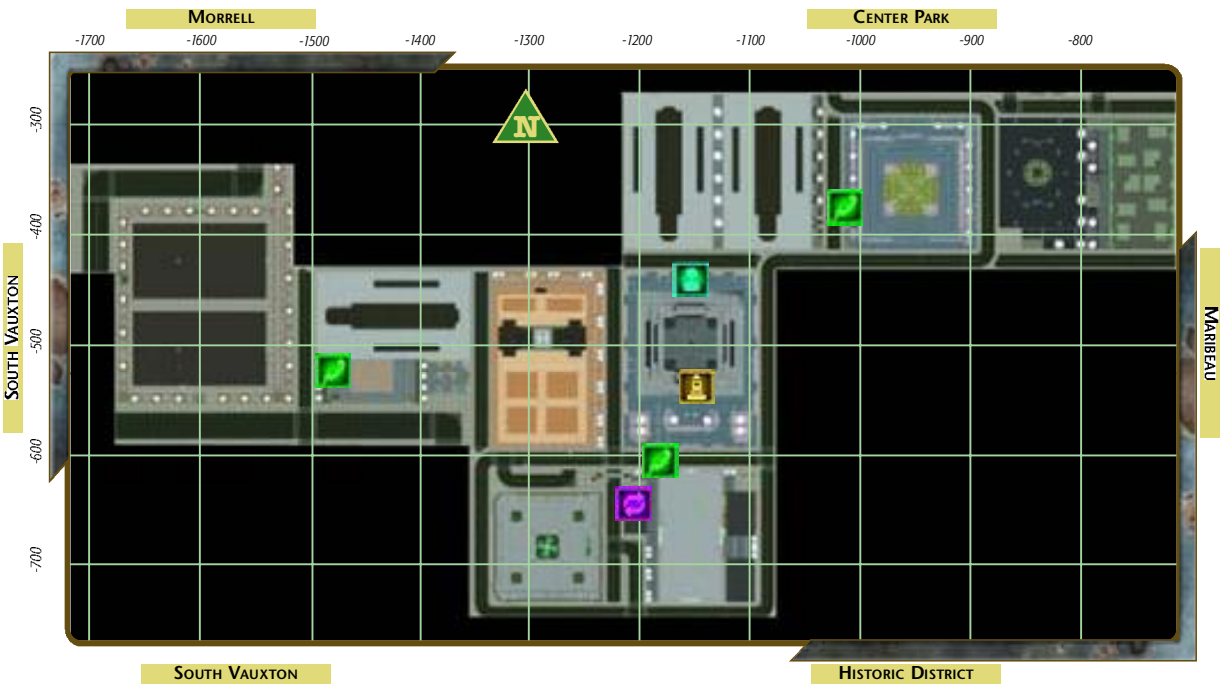
Local Mission Contact The Cabbie

Mission Contact		
Pepper	-1164	-417

Landmark		
Wright Research	-1160	-550

Collector		
Deadboy	-1204	-611

Hardlines		
East	-1016	-377
Central	-1182	-578
West	-1486	-494



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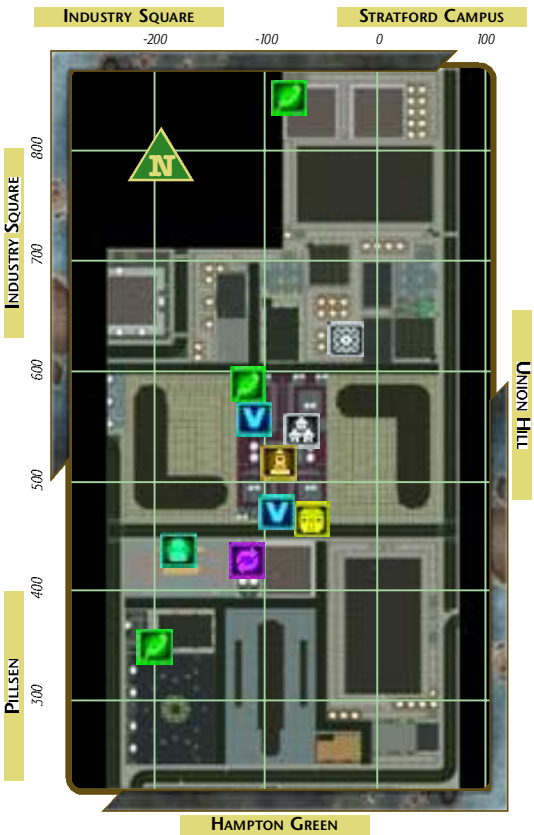
BALDWIN HEIGHTS

A Great Old Town

Levels 36 - 40

Gang Assassins

Local Mission Contact
The Coroner



Mission Contact		
The Coroner	-180	433

Town		
Baldwin Commons	-66	545

Plazas		
Baldwin Plaza	-30	635

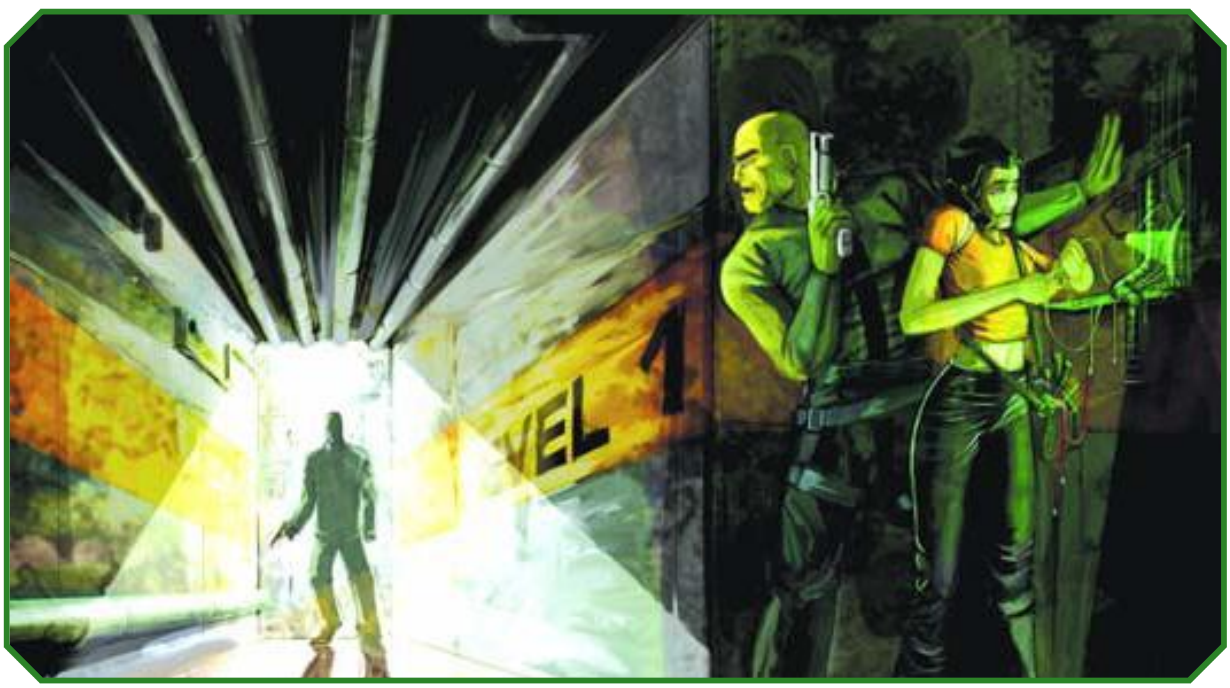
Landmark		
Network Media	-80	520

Subways		
Orange Line	-58	464

Collector		
Sergeant Wynn	-105	422

Vendors		
Sommer (Item)	-48	572
Spartan (Firearms)	-65	469
Else (Clothing)	-114	574

Hardlines		
Southwest	-198	347
Central	-104	585
North	-76	844



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CENTER PARK

The Park of Parks

Levels 36 - 40

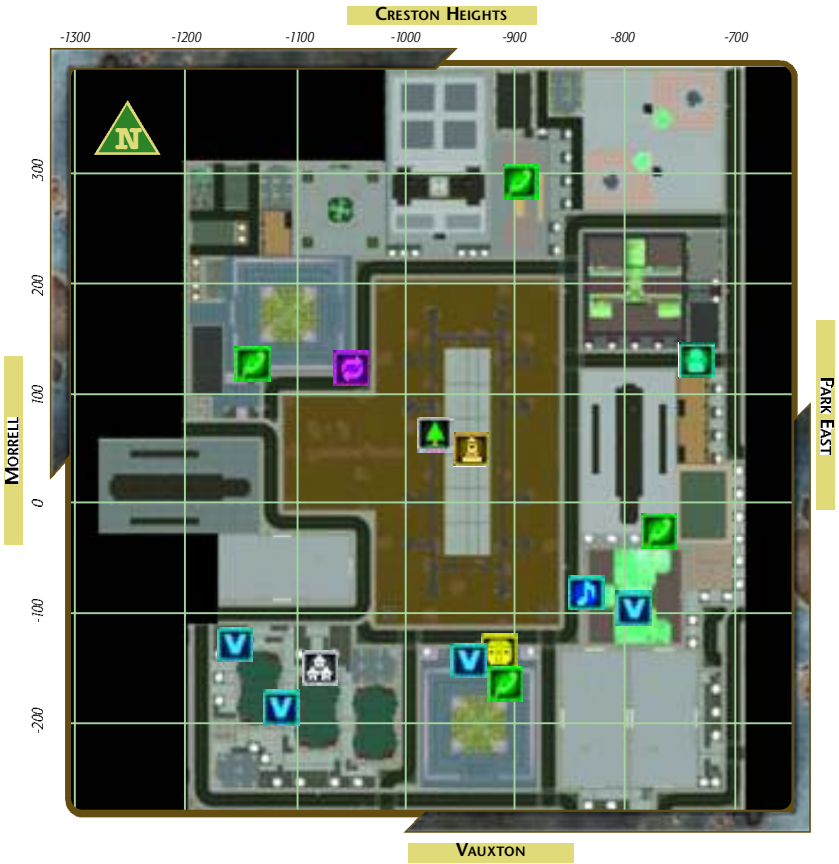
Gang Chisels

Local Mission Contact The Sculptress

The Center Park neighborhood surrounds the largest public park in the City. Center Park is located nearly in the center of Downtown; south of Creston Heights, north of Vauxton. Office buildings and government structures line the edge of the park, making this a crossroads of Bluepills from all walks of life.

While surrounded by upscale apartments, restaurants and museums, the park is a fairly dismal place itself. It is not well maintained and has few places for the city's citizens to sit and enjoy themselves. There are a few park benches — many of them overgrown by weeds — and most of those surround the two lion statues at the north side of the park. The few trees that remain are dying from neglect.

Several times per year the City holds a massive arts festival and invites all artists to come and display their works. During the festival the park is filled with artists and artisans and their works, as well as food vendors and musicians of all sorts. The City also has plans to host several concerts and other activities in hopes of revitalizing the park.



Mission Contact		
The Sculptress	-739	142

Town		
Center Park Commons	-1090	-130

Landmark		
Ushape Sculpture	-955	50

Club		
Club Janus	-858	-74

Parks		
Center Park	-965	50

Subways		
Orange Line	-935	-120

Collector		
Viktor	-1068	135

Vendors		
Fausto (Item)	-1176	-128
Ardelean (Clothing)	-1111	-152
Scuppers (Patcher)	-931	-125
Club	-821	-36
Club	-819	-36
Club	-829	-72
Club	-829	-78
Club	-803	-80

Hardlines		
South	-914	-137
East	-775	-33
West	-1157	124
North	-892	291

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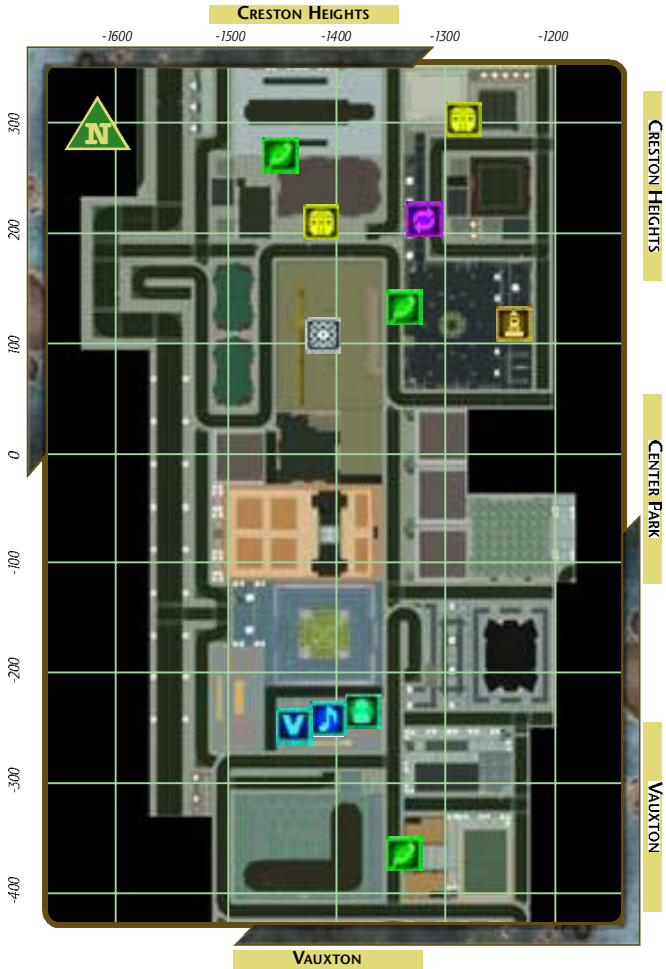
MORRELL

A Neighborhood of Growth

Levels 36 - 40

Gang Warriors

Local Mission Contact The Jeweler



Mission Contact

The Jeweler (Club, Tower A)	-1378	-221

Plazas

Under Construction	-1412	127

Landmark

Jakubaitus	-1230	100

Club

Club Cyclo (30th floor)	-1410	-255

Subways

Yellow Line	-1430	218
Orange Line	-1276	325

Collector

Wrightby	-1338	211

Vendors

Club	-1374	-24
Club	-1373	-224
Club	-1371	-224
Club	-1430	-245
Club	-1435	-246
Club	-1445	-220

Hardlines

North	-1458	281
North Central	-1324	155
South	-1335	-355

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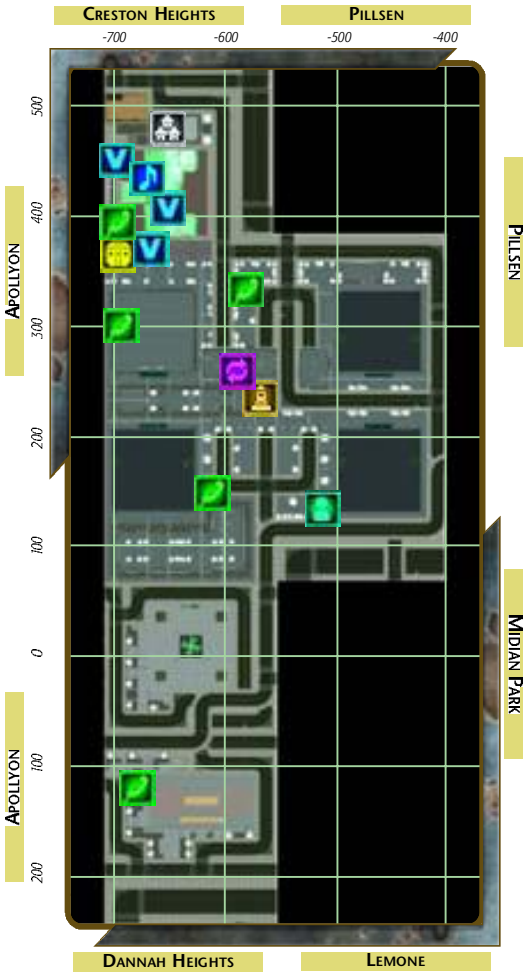
PARK EAST

Where Everything Happens

Levels 36 - 40

Gang White Security

Local Mission Contact The Newsie



Mission Contact

The Newsie	-517	134

Town

Park East Commons	-652	483

Landmark

Kalt Corporation	-580	230

Club

Club Deus (19th floor)	-711	425

Subways

Orange Line	-706	375

Collector

Officer Taylor	-591	235

Vendors

Spooky (Viral Attack)	-707	371
Gode (Clothing)	-711	384
Kenouo (Item)	-714	453
Club	-653	420
Club	-672	464
Club	-668	464
Club	-679	429
Club	-679	421

Hardlines

South	-676	-132
Central	-624	158
North Central	-572	338
Northwest	-714	331
North	-705	401

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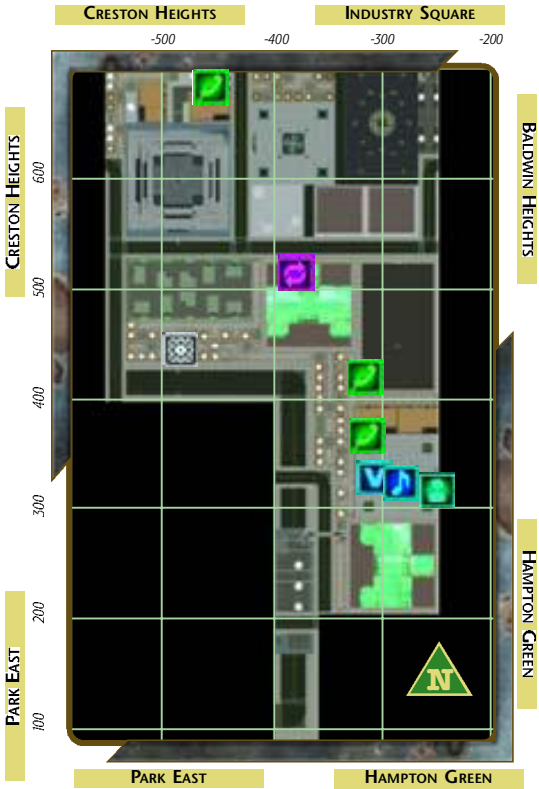
PILLSEN

The Stairwalk of Success

Levels 36 - 40

Gang Shades

Local Mission Contact
The Chef



Mission Contact

The Chef	-245	320

Plazas

Pillsen Stairwalk	-474	434

Club

Zeitgeist (23rd floor)	-245	310

Collector

Officer Peck	-371	518

Vendors

Club	-278	312
Club	-281	312
Club	-285	303

Hardlines

North	-463	698
South Central	-315	320
North Central	-333	415

UNION HILL

Maintaining Traditions

Levels 36 - 40

Gang Hellions

Local Mission Contact
The Auditor

Mission Contact

The Auditor	202	711

Plazas

Pike Stairs	202	715

Landmark

Interlock Sculpture	223	290

Parks

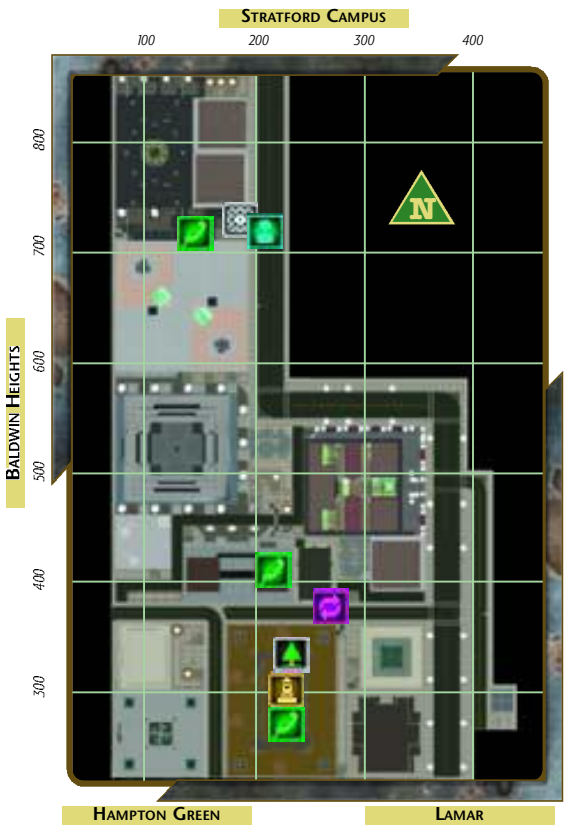
Union Hill Park	230	292

Collector

Winston	286	393

Hardlines

South	230	272
Central	228	427
North	148	726



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CRESTON HEIGHTS

A Place to Be Seen

Levels 41 - 50 **Gang** Neighborhood Watchers **Local Mission Contact** The Landlord

Mission Contact

The Landlord	-1017	559

Plazas

Tarah Construction	-963	620

Landmark

Ouroboros	-1150	520

Club

Club Haus	-1318	650

Parks

Creston Heights Park	-1329	552

Exile Hideout

Creston Heights Museum	-1467	480

Collector

Taggart	-981	537

Vendors

Club	-1283	649
Club	-1279	649
Club	-1275	657

Hardlines

Northeast	-446	963
North	-840	785
Northwest	-1409	691
South Central	-1273	427
Southwest	-1427	423

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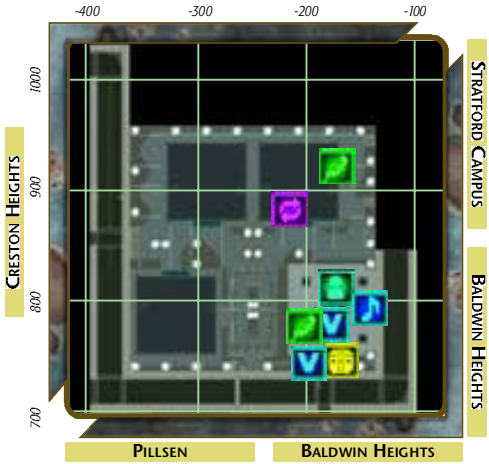
INDUSTRY SQUARE

Four Corners of Progress

Levels 41 - 50

Gang Network Security

Local Mission Contact
The Network



Mission Contact		
The Network	-158	809

Club		
Club Jetsam (21st floor)	-123	800

Subways		
Orange Line	-165	743

Collector		
Chavim	-239	876

Vendors		
Marble (Code Shaper)	-171	742
Club	-164	795
Club	-156	804
Club	-160	804

Hardlines		
South	-195	747
North	-156	951

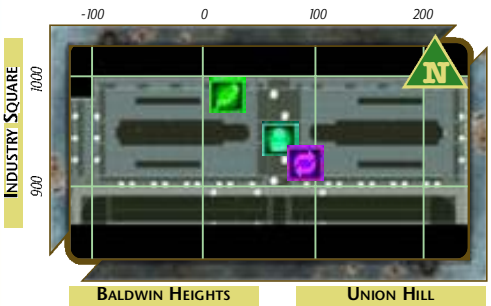
STRATFORD CAMPUS

Making Progress Happen

Levels 41 - 50

Gang Corporate Security

Local Mission Contact Mr. Black



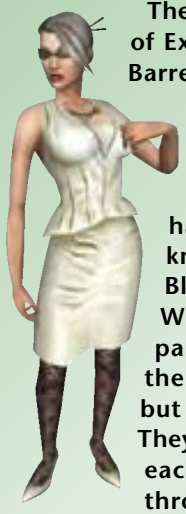
Mission Contact		
Mr. Black	64	948

Collector		
Chavers	103	916

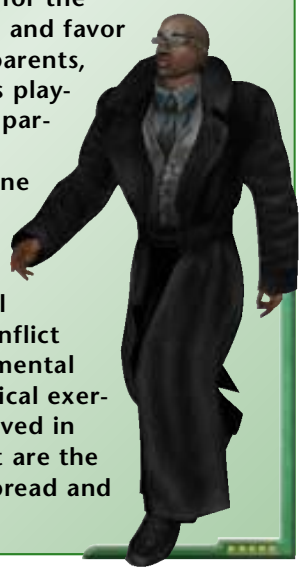
Hardlines		
Stratford Campus	39	966

DAME WHITE & MR. BLACK

Locations: Stratford Campus, Downtown (Mr. Black); Shinjuku, International District (Dame White)



The leading group of Exiles in the Barrens are a dysfunctional family created by two Exile programs that have come to be known as Mr. Black and Dame White. The two parents each covet the other's power, but never admit it. They work against each other covertly through their children. The siblings compete for the attention and favor of both parents, as well as playing their parents off against one another. The emotional turmoil of the conflict and the mental and physical exercise involved in waging it are the family's bread and butter.



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EXILE GANGS & OTHER ENEMIES

The Tables

There is a short table listing the members of each gang. For most gangs, there are two progressions. First, there are **Low**, **Mid** and **High** members (reading left to right). Low members have no special abilities. Mid members have one special ability. High members have two special abilities. In addition, Mid and High members tend to have more hit points than their lesser brethren, and better base abilities.

The second progression is by **rank**. Within each division (Low, Mid and High) there are three ranks, listed here simply as **1**, **2** and **3**. Higher ranks have higher character levels, more hit points and (occasionally) better base abilities.

If a gang has a **boss** (nearly all do), he, she or it is listed with the High members, indicating a couple special abilities. Each gang's boss is listed just after its Rank 3 members.

With a few exceptions (which are noted with the relevant gangs), the **base and special abilities** that a gang has are roughly equivalent to the abilities of a player character with the same discipline.

Non-Gang Enemies

Non-gang enemies are organized a bit differently than gangs. Most still have Low, Mid and High divisions, but they only have two ranks, rather than three. The boss is far more powerful than anyone else of that type, and he has two special abilities, so he's listed with the High division, not the Low. (Non-gang enemies are mostly listed with **Exile Lairs** and **Constructs**.)

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SLUMS GANGS

5 Points

Turf Apollyon

Boss Party Boy Floyd

The behavior of Exiles can be deceptive. Though they look human, they are not, and neither are their motivations. The 5 Points are a gang largely composed of ravers-youths whose desire for a good time supersedes all else, even the lives of those unlucky enough to get in their way. To the 5 Points, everything is a game, or an opportunity for a good time, especially mindless and frenetic violence. They take their name from a sick practice they have: a game in which the score to reach is five, and Redpills are the target of choice. They are brazen in their behavior, standing boldly on the street awaiting victims, especially in the vicinity of their favorite club, the Jacob's Ladder.

The 5 Points each carry a **brass pentacle** (with five points, of course) to denote their affiliation.

Rank	Lvl	Name	Low HP	Abilities	Name	Mid HP	Abilities	Name	High HP	Abilities
1	*1*	Wannabe	75-95	Pistol	Player	113-133	Pistol	Partier	150-170	Pistol
2	*3*	Talker	125-165	Pistol	Maker	188-228	Pistol	Brother	250-290	Pistol
3	*4*	Walker	150-200	Pistol	Taker	225-275	Pistol	Magister	300-350	Pistol
Boss	*4*	–	–	–	–	–	–	Party Boy Floyd	300-350	Pistol

88s

Turf Mannsdale Projects

Boss Buck

A long-established gang, many of the 88s have graduated from street crime to real crime, making them a considerably tougher bunch.

The 88s each carry a **miniature toy rocket** to denote their affiliation.

Rank	Lvl	Name	Low HP	Abilities	Name	Mid HP	Abilities	Name	High HP	Abilities
1	*5*	Recruit	175-110	SMG	Lookout	263-323	SMG	Cornerman	350-410	Pistol & Karate
2	*7*	Thug	225-305	SMG	Bagman	338-418	SMG	Dealer	450-530	Pistol & Karate
3	*9*	Block Leader	275-375	SMG	Tough	413-513	SMG	Eightball	550-650	Pistol & Karate
Boss	*9*	–	–	–	–	–	–	Buck	550-650	SMG & Karate

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Bells

Turf Achan

Boss Belinda "Bling Bling" Bernelli

Originally formed as a companion gang to the Blackwoods. The full name of the gang was once The Blackwood Belles, but the current membership has shortened it as their relationship with the Blackwoods is now tenuous at best.

The Bells each carry a **small bronze bell** to denote their affiliation.

Rank	Lvl	Name	Low HP	Abilities	Name	Mid HP	Abilities	Name	High HP	Abilities
1	1	Pledge	75-95	Pistol	Kitten	113-133	Pistol	Janet	150-170	Pistol & Martial Arts
2	3	Sister	125-165	Pistol	Dolly	188-228	Pistol	Madonna	250-290	Pistol & Martial Arts
3	4	Block Captain	150-200	Pistol	Grrl	225-275	Pistol	Marilyn	300-350	Pistol & Martial Arts
Boss	4	–	–	–	–	–	–	Bling Bling	300-350	Pistol & Martial Arts

Blackwoods

Turf Mara and Magog

Boss 'Owl' Bangheart

The Merovingian maintains a place deep in the recesses of the Matrix, known to only a few and accessible to fewer. It is a prison, housed in an impenetrable forest where night never ends, where the walls themselves listen and whisper your doom. It is called Blackwood. The Blackwood gang takes its name from this horrible place, as its founders claimed to have escaped from Blackwood together. The Blackwoods are a staple of the Mara neighborhood and include all sorts of detestable and base Exiles.

The Blackwoods each wear an **onyx ring** to denote their affiliation.

Rank	Lvl	Name	Low HP	Abilities	Name	Mid HP	Abilities	Name	High HP	Abilities
Mara										
1	1	Recruit	75-95	Pistol	Thug	113-133	Pistol	Juvie	150-170	Pistol
2	3	Ruffian	125-165	Pistol	Ganger	188-228	Pistol	Convict	250-290	Pistol
3	4	Hooligan	150-200	Pistol	Jailbird	225-275	Pistol	Lifer	300-350	Pistol
Boss		–	–	–	–	–	–	–	–	–
Magog										
1	5	Recruit	175-235	Pistol	Thug	263-323	Pistol	Juvie	350-410	Pistol & Karate
2	7	Ruffian	225-305	Pistol	Ganger	338-418	Pistol	Convict	450-530	Pistol & Karate
3	9	Hooligan	275-375	Pistol	Jailbird	413-513	Pistol	Lifer	550-650	Pistol & Karate
Boss	9	–	–	–	–	–	–	'Owl' Bangheart	550-650	Pistol & Karate

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Bricks

Turf Midian Park

Boss Kip

Not as old or as dangerous as some other gangs, the members of the Bricks are mostly street kids who had no place to go. The Bricks and the Slashers have a truce agreement.

The Bricks each carry a **rust red handkerchief** to denote their affiliation.

Rank	Lvl	Name	Low HP	Abilities	Name	Mid HP	Abilities	Name	High HP	Abilities
1	*1*	Greenhorn	75-95	Pistol	Blader	113-133	Pistol	Swamper	150-170	Pistol
2	*3*	Grunt	125-165	Pistol	Brawn	188-228	Pistol	Shouter	250-290	Pistol
3	*4*	Moose	150-200	Pistol	Mucker	225-275	Pistol	Persuader	300-350	Pistol
Boss	*4*	–	–	–	–	–	–	Kip	300-350	Pistol

Choppers

Turf Uriah

Boss Jack the Hack

The Choppers take their name from their main trade: theft and disassembly of vehicles, though they're up for violence any time. Most are hardened criminals. They are the only gang indigenous to Uriah.

The Choppers each carry a **car key** to denote their affiliation.

Rank	Lvl	Name	Low HP	Abilities	Name	Mid HP	Abilities	Name	High HP	Abilities
1	*5*	Runner	175-235	Pistol & Aikido	Twocker	263-323	Pistol & Aikido *or* Hacker	Joy Rider	350-410	SMG & Aikido
2	*8*	Jumper	250-340	Pistol & Aikido	Ripper	375-465	Pistol & Aikido *or* Hacker	Grease Monkey	500-590	SMG & Aikido
3	*10*	Skid	300-410	Pistol & Aikido	Carjack	450-560	Pistol & Aikido *or* Hacker	Booster	600-710	SMG & Aikido
Boss	*10*	–	–	–	–	–	–	Jack the Hack	600-710	SMG & Aikido

Crossbones

Turf Moriah Projects

Boss Hatchet

The Crossbones are the dominant gang in the Tabor Park area and ruthlessly protect their turf. They are engaged in a war with the Demon Army at present.

The Crossbones each carry a **skull and crossbones medallion** to denote their affiliation.

Rank	Lvl	Name	Low HP	Abilities	Name	Mid HP	Abilities	Name	High HP	Abilities
1	*1*	Lubber	75-95	Pistol	Poxy	113-133	Pistol *or* Hacker	Bumboo	150-170	Pistol & Martial Arts
2	*3*	Dog	125-165	Pistol	Bucko	188-228	Pistol *or* Hacker	Tar	250-290	Pistol & Martial Arts
3	*4*	Blaggard	150-200	Pistol	Picaroon	225-275	Pistol *or* Hacker	Salt	300-350	Pistol & Martial Arts
Boss	*4*	–	–	–	–	–	–	Hatchet	300-350	Pistol & Martial Arts

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Death Merchants

Turf Eshean Projects

Boss Deadly Dane

In spite of their name, this gang is mostly composed of wannabes and posers. They are pushovers compared to many other gangs in the Slums, but since the Furies and Bullets are too busy fighting each other, nobody gives the DMs much thought....

The Death Merchants each carry a **red coin** to denote their affiliation.

Rank	Lvl	Name	Low HP	Abilities	Name	Mid HP	Abilities	Name	High HP	Abilities
1	*1*	Pallbearer	75-95	Pistol	Goner	113-133	Pistol *or* Hacker	Dead boy	150-170	Pistol & Martial Arts
2	*3*	Undertaker	125-165	Pistol	Floater	188-228	Pistol *or* Hacker	Flatline	250-290	Pistol & Martial Arts
3	*4*	Embalmer	150-200	Pistol	Iceman	225-275	Pistol *or* Hacker	Ghost	300-350	Pistol & Martial Arts
Boss	*4*	–	–	–	–	–	–	Deadly Dane	300-350	Pistol & Martial Arts

Demon Army

Turf Tabor Park

Boss Mammon

The Demon Army is part cult and part gang, practicing strange blood-rites and other such ceremonies in their initiations and promotions. The members are fanatic Exiles who are determined to destroy their rivals in the Crossbones gang at any cost. Ironically, their "turf" in Tabor Park is generally considered one of the better areas of Richland, because the gang's secretive nature does not lend itself to overt crime, and they seem to be more interested in fighting with their rivals than attacking Bluepills.

The members of the demon Army each wear a **demon head medallion** to denote their affiliation.

Rank	Lvl	Name	Low HP	Abilities	Name	Mid HP	Abilities	Name	High HP	Abilities
1	*1*	Poltergeist	75-95	Pistol	Yurei	113-133	Pistol *or* Hacker	Andras	150-170	Pistol & Martial Arts
2	*3*	Nightmare	125-165	Pistol	Oni	188-228	Pistol *or* Hacker	Cheitan	250-290	Pistol & Martial Arts
3	*4*	Fate	150-200	Pistol	Tengu	225-275	Pistol *or* Hacker	Tenebrion	300-350	Pistol & Martial Arts
Boss	*4*	–	–	–	–	–	–	Mammon	300-350	Pistol & Martial Arts

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Furies

Turf Kedemoth, Zia

Boss Tisiphone

The Furies of myth were avenging female spirits, depicted as monsters who terrified all that beheld them. This all-female gang of Exiles does justice to that myth in several ways. Among the Furies are many lupines.

Just like all Exiles, they are flawed or outdated programs that came to the Matrix to avoid deletion at the hands of other programs. But unlike most others, they have become fractured through the prism of human perceptions, hewing to a stereotype found in the primitive part of the human mind where monsters are very real. They have been warped and changed by the transition between realities, acquiring abilities that most would consider supernatural.

Of course not all of the Furies are lupines — that breed is far too rare — but the leaders among them most certainly are. As a result, the gang has a reputation for being uncharacteristically tough to kill. Though normal means may serve to eliminate the rank and file, the core members remain unharmed. Those who face them should equip themselves accordingly, with silver bullets. (All High members are lupines.)

The Furies each wear a **platinum disk medallion** to denote their affiliation.

Rank	Lvl	Name	Low HP	Abilities	Name	Mid HP	Abilities	Name	High HP	Abilities
1	*5*	Enthusiast	175-235	Pistol	Extremist	263-323	SMG & Aikido *or* Hacker	Fanatic	350-410	SMG & Aikido
2	*6*	Flogger	200-270	Pistol	Harrier	300-370	SMG & Aikido *or* Hacker	Tormentor	400-470	SMG & Aikido
3	*8*	Excoriator	250-340	Pistol	Castigator	375-465	SMG & Aikido *or* Hacker	Scourge	500-590	SMG & Aikido
Boss	*9*	–	–	–	–	–	–	Tisiphone	550-650	SMG & Aikido

Silver Bullets

Turf Dannah Heights

Boss Gabriel

This gang is best known for their rivalry with the more powerful Furies gang. The Bullets are characterized by their nearly-psychotic dedication to clashing with their rivals, and for the fact that they carry guns loaded with, or course, silver bullets.

The Silver Bullets each wear an **engraved silver ring** to denote their affiliation.

Rank	Lvl	Name	Low HP	Abilities	Name	Mid HP	Abilities	Name	High HP	Abilities
1	*5*	Tenderfoot	175-235	Pistol	Predator	263-323	SMG & Aikido *or* Hacker	Devil Dog	350-410	SMG & Aikido
2	*8*	Tracker	250-340	Pistol	Stalker	375-465	SMG & Aikido *or* Hacker	Herle Kin	500-590	SMG & Aikido
3	*10*	Wolf's Head	300-410	Pistol	Hunter	450-560	SMG & Aikido *or* Hacker	Ghost Archer	600-710	SMG & Aikido
Boss	*10*	–	–	–	–	–	–	Gabriel	600-710	SMG & Aikido

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Slashers

Turf Camon Heights

Boss Jane the Ripper

This small but fierce gang is composed of disaffected girls who have a lot to be angry at the world for. The Slashers and the Bricks have a truce agreement. The Slasher's leader, Jane the Ripper, is currently in tight with the Daggers boss, Toni Two-Hits.

The Slashers each carry a **straight razor** (as a pendant) to denote their affiliation.

Rank	Lvl	Name	Low HP	Abilities	Name	Mid HP	Abilities	Name	High HP	Abilities
1	*1*	Blade	75-95	Pistol	Lancet	113-133	Pistol	Ooloo	150-170	Pistol & Martial Arts
2	*3*	Cutter	125-165	Pistol	Dagger	188-228	Pistol	Machete	250-290	Pistol & Martial Arts
3	*4*	Edge	150-200	Pistol	Shiv	225-275	Pistol	Shank	300-350	Pistol & Martial Arts
Boss	*4*	–	–	–	–	–	–	Jane the Ripper	300-350	Pistol & Martial Arts

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BARRENS GANGS

Amber Special Projects (A.S.P.)

Turf Rogers Way

Boss Captain Sinclair. They answer to Amber.

An organization headed by Amber (see p. 92). Members of A.S.P. each carry an **A.S.P. ID card** to denote their affiliation.

Rank	Lvl	Name	Low HP	Abilities	Name	Mid HP	Abilities	Name	High HP	Abilities
1	16	Trainee	450-620	SMG	Jarhead	675-845	SMG	Master Sergeant	900-1070	SMG
2	17	Sergeant	475-655	SMG	1st Sergt.	713-893	SMG	Warrant	950-1130	SMG
3	18	Lieutenant	500-690	SMG	Captain	750-940	SMG	Major	1000-1190	SMG
Boss	19	–	–	–	–	–	–	Capt. Sinclair	1050-1250	SMG

Bathary Boys

Turf Bathary Row

Boss Fingers. They answer to Cerulean.

A staple of the Bathary Row area since before this incarnation of the Matrix, the Bathary Boys lost a major conflict with the Disciples gang in Manssen Park some time ago and have never recovered their former power. The Disciples, whose core members are powerful blood drinkers, decimated the ranks of the Bathary Boys, leaving only a handful behind.

It was shortly after this defeat that Cerulean (see p. 236) appeared on the scene and took rebuilding the gang into her own hands, making it a strongarm for her information gathering and brokering business. Today the group is little more than her private army of thugs, with a token leader handpicked by Cerulean for his pliant nature.

The Bathary Boys each carry a **Blood-Drinker tooth** to denote their affiliation.

Rank	Lvl	Name	Low HP	Abilities	Name	Mid HP	Abilities	Name	High HP	Abilities
1	21	Angler	575-795	Pistol	187	863-1083	Dual Pistols	Gunsel	1150-1370	Dual Pistols
2	22	Jumper	600-830	Pistol	Beast	900-1130	Dual Pistols	Rustler	1200-1430	Dual Pistols
3	23	Looter	625-865	Pistol	Hawk	938-1178	Dual Pistols	Tank Boss	1250-1490	Dual Pistols
Boss	24	–	–	–	–	–	–	Fingers	1300-1550	Dual Pistols

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Crow Bars

Turf Stamos

Boss Heckle

A standard gang of Exiles. The Crowbars each carry a **crow feather** to denote their affiliation.

Rank	Lvl	Name	Low HP	Abilities	Name	Mid HP	Abilities	Name	High HP	Abilities
1	21	Hatchling	575-795	Pistol	Fledgling	863-1083	Dual Pistols	Pin Feathers	1150-1370	Dual Pistols
2	23	Blusterer	625-865	Pistol	Boaster	938-1178	Dual Pistols	Braggart	1250-1490	Dual Pistols
3	24	Swaggerer	650-900	Pistol	Hector	975-1225	Dual Pistols	Swell	1300-1550	Dual Pistols
Boss	25	–	–	–	–	–	–	Heckle	1350-1610	Dual Pistols

Crushers

Turf Gracy Heights

Boss Hardhat McCoy

A standard gang of Exiles. The Crushers each carry a **small hammer** to denote their affiliation.

Rank	Lvl	Name	Low HP	Abilities	Name	Mid HP	Abilities	Name	High HP	Abilities
1	11	Recruit	325-445	Pistol & Karate	Hammer	488-608	Pistol & Karate	Jackhammer	650-770	Pistol & Karate
2	12	Beater	350-480	Pistol & Karate	Grinder	525-655	Pistol & Karate	Pulverizer	700-830	Pistol & Karate
3	13	Demolisher	375-515	Pistol & Karate	Annihilator	563-703	Pistol & Karate	Obliterator	750-890	Pistol & Karate
Boss	14	–	–	–	–	–	–	Hardhat McCoy	800-950	Pistol & Karate

Disciples

Turf Manssen Park

Boss Sylphia

A standard gang of Exiles, except … they're all vampires. The Disciples each carry a **small vial of blood** to denote their affiliation.

Rank	Lvl	Name	Low HP	Abilities	Name	Mid HP	Abilities	Name	High HP	Abilities
1	21	Novice	575-795	SMG	Initiate	863-1083	Dual SMGs	Blood Bound	1150-1370	SMG & Aikido
2	24	Neonate	650-900	SMG	Postulant	975-1225	Dual SMGs	Arcanist	1300-1550	SMG & Aikido
3	25	Devotee	675-935	SMG	Adept	1013-1273	Dual SMGs	Ecstatic	1350-1610	SMG & Aikido
Boss	26	–	–	–	–	–	–	Sylphia	1400-1670	SMG & Aikido

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Guillotines

Turf Southard

Boss Marcel Petiot

As Exile gangs go, the Guillotines are one of the most murderous, maintaining an environment of fear that permeates the entire Southard area. Pendhurst-Amaranth Corporation makes a very public show of providing security for its employees at the Southard Industrial Park and contributing to anti-gang programs in Southard, but in reality the Guillotines are in the pay of the corporation. The gang steers clear of the industrial park's workers (for the most part), while keeping anyone else, including government investigators or curious media, from getting too close.

The Guillotines each carry a **length of red silk ribbon** to denote their affiliation.

Rank	Lvl	Name	Low HP	Abilities	Name	Mid HP	Abilities	Name	High HP	Abilities
1	11	Un-blooded	325-445	Pistol	Blooded	488-608	Pistol	Head Cutter	650-770	Pistol
2	13	Skinner	375-515	Pistol	Butcher	563-703	Pistol	Hatchetman	750-890	Pistol
3	14	Slasher	400-550	Pistol	Slicer	600-750	Pistol	Executioner	800-950	Pistol
Boss	15	–	–	–	–	–	–	Marcel Petiot	850-1010	Pistol

King's Men

Turf Guinness Lake

Boss Stephen. They answer to Indigo.

Before Indigo (see p. 30) came to power in the Guinness Lake neighborhood, several smaller gangs competed for dominance of the area. Indigo crushed their leaders and assimilated them steadily into one force, answering directly to him and acting as his muscle throughout the neighborhood. Anything the King's Men encounter will eventually find its way to Indigo at Club Dante, where he holds court. The King's Men can be found throughout Guinness Lake, protecting it from incursion by other Exiles and their gangs. The members are aggressive and persistent in protecting Indigo's territory, because they fear nothing more than the consequences of failure.

The King's Men each carry a **crown coin** to denote their affiliation.

Rank	Lvl	Name	Low HP	Abilities	Name	Mid HP	Abilities	Name	High HP	Abilities
1	16	Spear Carrier	450-620	Pistol	Page	675-845	Pistol	Squire	900-1070	Pistol
2	18	Guard	500-690	Pistol	Shield Bearer	750-940	Pistol	Knight	1000-1190	Pistol
3	19	Myrmidon	525-725	Pistol	Crusader	788-988	Pistol	Prince	1050-1250	Pistol
Boss	20	–	–	–	–	–	–	Stephen	1100-1310	Pistol

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Legion

Turf Sobra Shores

Boss Jezebeth

The Legion is a demon-themed gang that goes the extra step by actually including demons among its leadership. At the top (Highs) are Succubi, who rule those below them with brutal efficiency. Members of the Legion each wear a **pentagram amulet** to denote their affiliation.

Rank	Lvl	Name	Low HP	Abilities	Name	Mid HP	Abilities	Name	High HP	Abilities
1	11	Free Thinker	325-445	Pistol	Diabolist	488-608	Pistol	Chosen	650-770	Pistol
2	14	Autosthenic	400-550	Pistol	Warlock	600-750	Pistol	Demon	800-950	Pistol
3	15	Summoner	425-585	Pistol	Imp	638-798	Pistol	Dark One	850-1010	Pistol
Boss	16	–	–	–	–	–	–	Jezebeth	900-1070	Pistol

Sparks

Turf Lucero Point

Boss Little Maria

The Sparks are a gang of Exiles who hold the Lucero Point neighborhood as their personal turf. The gang is obsessively dedicated to their unchallenged leader, an Exile who goes by the moniker of Little Maria. The Sparks are so named because of their tendency to burn down things that offend them, laying the torch to whole city blocks if necessary to drive out other Exiles. They make concessions only to the Merovingian, whose one audience with Maria convinced her of the wisdom of paying proper tribute to the Frenchman.

No one is quite sure where Little Maria picked up her nickname, as she's not especially short in stature, and her personality tends to fill up an entire room. She seems to have a charisma that draws the loyalty of otherwise wild and hot-tempered Exiles, perhaps because she finds outlets to give her gang's aggressive tendencies free reign. She seems to have always had a fascination with fire, and has made that the trademark of her gang's assaults on other Exiles — they lead with fire and leave a conflagration in their wake. Maria is egotistical, temperamental, territorial, and in every way the worst person to try to hold a reasonable conversation with, but when it comes to leading her gang and holding her turf, she has an uncanny ability to make good tactical judgments. Do not underestimate her.

The Sparks each wear a **flint pendant** to denote their affiliation.

Rank	Lvl	Name	Low HP	Abilities	Name	Mid HP	Abilities	Name	High HP	Abilities
1	16	Match	450-620	Pistol	Lighter	675-845	Pistol	Torch	900-1070	Pistol
2	19	Flare	525-725	Pistol	Flash	788-988	Pistol	Incinerator	1050-1250	Pistol
3	20	Firebug	550-760	Pistol	Pyromaniac	825-1035	Pistol	Arsonist	1100-1310	Pistol
Boss	21	–	–	–	–	–	–	Little Maria	1150-1370	Pistol

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INTERNATIONAL DISTRICT

Black Tigers

Turf Murasaki

Boss Shadow Strider

A standard gang of Exiles. The Black Tigers each wear a **tiger claw pendant** to denote their affiliation.

Rank	Lvl	Name	Low HP	Abilities	Name	Mid HP	Abilities	Name	High HP	Abilities
1	21	Pupil	575-795	Pistol	White Stripe	863-1083	Pistol & Karate	Amur	1150-1370	Pistol & Karate
2	22	Street Fighter	600-830	Pistol	Brown Stripe	900-1130	Pistol & Karate	Sabretooth	1200-1430	Pistol & Karate
3	23	Street Boss	625-865	Pistol	Black Stripe	938-1178	Pistol & Karate	Shere Khan	1250-1490	Pistol & Karate
Boss	24	–	–	–	–	–	–	Shadow Strider	1300-1550	Pistol & Karate

Brothers of Destiny

Turf Akasaka

Boss John Moira

This gang is the opposite number of the Sisters of Fate, with whom they have a love/hate relationship. The two gangs need one another for certain synergistic purposes, but resent each other bitterly and have very different ideologies.

The Brothers of Destiny each wear a **silver star medallion** to denote their affiliation.

Rank	Lvl	Name	Low HP	Abilities	Name	Mid HP	Abilities	Name	High HP	Abilities
1	16	Novice	450-620	Shotgun	Frater	675-845	Shotgun	Hazard	900-1070	Shotgun
2	17	Initiate	475-655	Shotgun	Guide	713-893	Shotgun	Nemesis	950-1130	Shotgun
3	18	Weird	500-690	Shotgun	Fortune	750-940	Shotgun	Doom	1000-1190	Shotgun
Boss	19	–	–	–	–	–	–	John Moira	1050-1250	Shotgun

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Chang Wings

Turf Kowloon

Boss Wang Dan

Chang Wing is a group of anti-establishment Exiles, made up of rogue and no-longer-used counter-security test protocols in the Matrix. They vary in strength and effectiveness, from the lowly Initiate, through the mid-level Enthusiast, to the high level Master. They are notable in their tan gi uniforms, worn without shoes or other adornments.

These fellows (as they all appear to be young men of uniformly slight build) are quite adept at intimidation and martial training. They tend to favor hand-to-hand combat over the use of firearms. They are led by Wang Dan, who is the toughest Master of the bunch.

The Chang Wings each carry an **ivory disk** to denote their affiliation.

Rank	Lvl	Name	Low HP	Abilities	Name	Mid HP	Abilities	Name	High HP	Abilities
1	*16*	Initiate	450-620	SMG & Aikido	Novice	675-845	SMG & Aikido	Pupil	900-1070	SMG & Aikido
2	*17*	Devotee	475-655	SMG & Aikido	Enthusiast	713-893	SMG & Aikido	Adept	950-1130	SMG & Aikido
3	*20*	Faithful	550-760	SMG & Aikido	Zealot	825-1035	SMG & Aikido	Master	1100-1310	SMG & Aikido
Boss	*21*	–	–	–	–	–	–	Wang Dan	1150-1370	SMG & Aikido

Destitutes

Turf Jurong

Boss Javna

The Destitutes are unusual for an Exile gang in that their membership is made up of Exiles that were either refused entrance by other gangs or simply want to be left alone. Consequently, the Destitutes have no formal goals other than to protect their own turf, but their status as "rejects" does not make them easy marks. In some cases they were shunned because of their unpredictable, violent or bizarre natures, but Exiles are programs and they are driven to be part of a system. Gangs provide an important framework for them. The Destitutes inhabit the abandoned buildings and offices in Jurong and venture out onto the streets to vent their frustration on whatever Redpills or Exiles they can find. They are fearful of detection by Agents and believe that Redpills will bring unwanted attention to their domain.

The Destitutes each carry an **empty leather wallet** to denote their affiliation.

Rank	Lvl	Name	Low HP	Abilities	Name	Mid HP	Abilities	Name	High HP	Abilities
1	*16*	Trash	450-620	Rifle	Scrap	675-845	Rifle	Scav	900-1070	Rifle
2	*17*	Dreg	475-655	Rifle	Debris	713-893	Rifle	Oddment	950-1130	Rifle
3	*20*	Remnant	550-760	Rifle	Legacy	825-1035	Rifle	Hunk	1100-1310	Rifle
Boss	*21*	–	–	–	–	–	–	Javna	1150-1370	Rifle

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Gold Blood

Turf Sai Kung

Boss Aureus

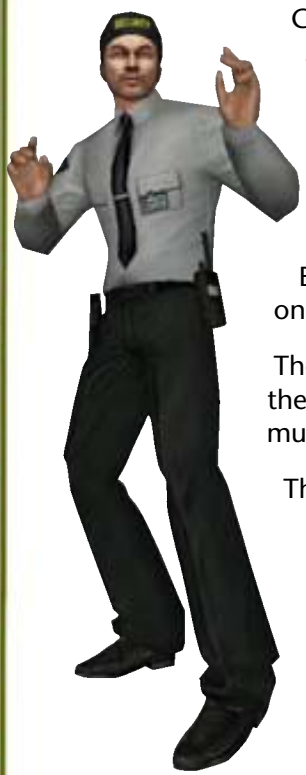
A standard gang of Exiles. The Gold Bloods each wear a **golden heart medallion** to denote their affiliation.

Rank	Lvl	Name	Low HP	Abilities	Name	Mid HP	Abilities	Name	High HP	Abilities
1	11	Novice	325-445	Shotgun	Brother	488-608	Shotgun	Heart	650-770	Shotgun
2	13	Claviger	375-515	Shotgun	Enthusiast	563-703	Shotgun	Advocate	750-890	Shotgun
3	14	Guard	400-550	Shotgun	Champion	600-750	Shotgun	Protector	800-950	Shotgun
Boss	15	–	–	–	–	–	–	Aureus	850-1010	Shotgun

Great Wall Security

Turf Shirakaba

Boss Lieutenant Han



Great Wall Security is a fairly new group, but they have quickly garnered a high profile in Shirakaba. Composed entirely of Exiles, the group is dedicated to making sure things move along smoothly in their neighborhood, which means that Redpills are most definitely not welcome in Shirakaba. While they are not as lethal as Agents, the Great Wall reacts to any disruption in the neighborhood with brutal, lethal, and often overwhelming force.

Members of the Great Wall are distinctive in their uniforms, commanding respect from Bluepills, Redpills and even other Exiles for their efficiency and prowess. Wherever you see one, there is bound to be another close by. Perhaps many more.

The ranks of the organization are filled by the lowly Patrolmen, the mid-level Officers, and their commanding Sergeants. It is not yet clear what Exile controls the Great Wall, but it must be someone with significant influence.

The members of Great Wall Security each wear an **iron badge** to denote their affiliation.

Rank	Lvl	Name	Low HP	Abilities	Name	Mid HP	Abilities	Name	High HP	Abilities
1	16	Patrolman	450-620	Pistol	Jotohei	675-845	Pistol	Yi Ji Shi Guan	900-1070	Pistol
2	18	Officer	500-690	Pistol	Socho	750-940	Pistol	Xue Yuan	1000-1190	Pistol
3	19	Sergeant	525-725	Pistol	Jun'i	788-988	Pistol	Shang Wei	1050-1250	Pistol
Boss	20	–	–	–	–	–	–	Lieutenant Han	1100-1310	Pistol

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Jade Moon

Turf Shinjuku

Boss Haiku

A standard gang of Exiles. The Jade Moons each wear a **jade crescent medallion** to denote their affiliation.

Rank	Lvl	Name	Low HP	Abilities	Name	Mid HP	Abilities	Name	High HP	Abilities
1	21	Runner	575-795	SMG	Hajimae	863-1083	SMG	Yoi	1150-1370	Dual SMGs
2	22	Enforcer	600-830	SMG	Bokken	900-1130	SMG	Tekiyo	1200-1430	Dual SMGs
3	24	Block Boss	650-900	SMG	Shinai	975-1225	SMG	Dihue	1300-1550	Dual SMGs
Boss	25	–	–	–	–	–	–	Haiku	1350-1610	Dual SMGs

Phoenix

Turf Ikebukuro

Boss Feng

A standard gang of Exiles. The Phoenixes each wear a **flaming phoenix medallion** to denote their affiliation.

Rank	Lvl	Name	Low HP	Abilities	Name	Mid HP	Abilities	Name	High HP	Abilities
1	11	Initiate	325-445	Rifle	Tinder	488-608	Rifle	Phlogiston	650-770	Rifle
2	14	Ash	400-550	Rifle	Ember	600-750	Rifle	Conflagration	800-950	Rifle
3	15	Hot Spot	425-585	Rifle	Pyre	638-798	Rifle	Inferno	850-1010	Rifle
Boss	16	–	–	–	–	–	–	Feng	900-1070	Rifle

Shuriken

Turf Ueno

Boss Jiang

A standard gang of Exiles. The Shurikens each carry an **engraved platinum shuriken** to denote their affiliation.

Rank	Lvl	Name	Low HP	Abilities	Name	Mid HP	Abilities	Name	High HP	Abilities
1	21	Itaken	575-795	Shotgun	Shaken	863-1083	Shotgun	Bo	1150-1370	Shotgun
2	24	Senban	650-900	Shotgun	Tetsubishi	975-1225	Shotgun	Teppan	1300-1550	Shotgun
3	25	Hishi-gata	675-935	Shotgun	Kugi-gata	1013-1273	Shotgun	Tanto-gata	1350-1610	Shotgun
Boss	26	–	–	–	–	–	–	Jiang	1400-1670	Shotgun

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Silver Dragons

Turf Furihata

Boss George

The Silver Dragons are among the most ruthless of all the small street-gangs in Furihata. Led by an Exile named Long, the gang's membership is a mix of both Exiles and Redpills that have rejected Zion and seek to carve out their own power base in the Matrix. They guard their territory and objectives viciously against all others, and have nothing but disdain for other Exiles, Zionites and Agents of the Machines.

The Silver Dragons each wear a **silver dragon medallion** to denote their affiliation.

Rank	Lvl	Name	Low HP	Abilities	Name	Mid HP	Abilities	Name	High HP	Abilities
1	16	Scale	450-620	Shotgun	Claw	675-845	Shotgun	Fang	900-1070	Shotgun
2	19	Horn	525-725	Shotgun	Sinew	788-988	Shotgun	Watching Eye	1050-1250	Shotgun
3	20	Smoke	550-760	Shotgun	Talon	825-1035	Shotgun	Flame	1100-1310	Shotgun
Boss	21	–	–	–	–	–	–	George	1150-1370	Shotgun

Sisters of Fate

Turf Kaede

Boss Clotho

This gang is the opposite number of the Brothers of Destiny, with whom they have a love/hate relationship. The two gangs need one another for certain synergistic purposes, but resent each other bitterly and have very different ideologies.

The Sisters of Fate each carry a **small gold hourglass** to denote their affiliation.

Rank	Lvl	Name	Low HP	Abilities	Name	Mid HP	Abilities	Name	High HP	Abilities
1	11	Student	325-445	Pistol & Kung Fu	Guide	488-608	Pistol & Kung Fu	Mistress	650-770	Pistol & Kung Fu
2	12	Sister	350-480	Pistol & Kung Fu	Estimator	525-655	Pistol & Kung Fu	Cutter	700-830	Pistol & Kung Fu
3	13	Weaver	375-515	Pistol & Kung Fu	Allocator	563-703	Pistol & Kung Fu	Scissors	750-890	Pistol & Kung Fu
Boss	14	–	–	–	–	–	–	Clotho	800-950	Pistol & Kung Fu

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DOWNTOWN DISTRICT

Assassins

Turf Baldwin Heights

Boss Voltan

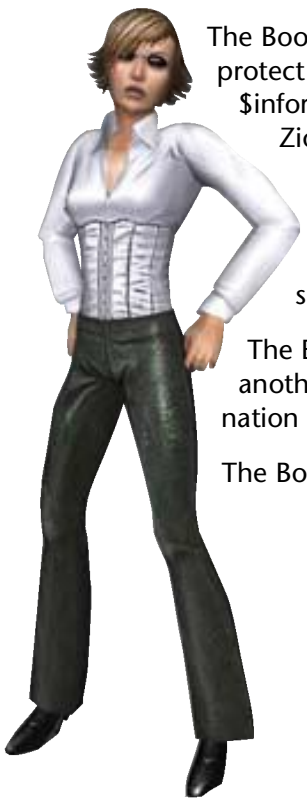
A standard gang of Exiles. The Assassins each carry a **skull coin** to denote their affiliation.

Rank	Lvl	Name	Low HP	Abilities	Name	Mid HP	Abilities	Name	High HP	Abilities
1	*36*	Blade	950-1320	SMG	Killer	1425-1795	Dual SMGs	Ismailian	1900-2270	Dual SMGs
2	*37*	Hand	975-1355	SMG	Bhanger	1463-1843	Dual SMGs	Haschishin	1950-2330	Dual SMGs
3	*38*	Poison	1000-1390	SMG	Dagger	1500-1890	Dual SMGs	Assassin	2000-2390	Dual SMGs
Boss	*40*	–	–	–	–	–	–	Voltan	2100-2510	Dual SMGs

Bookwyrms

Turf Chelsea

Boss Teacher. They answer to Hypatia.



The Bookwyrms patrol Chelsea on behalf of the powerful Exile known as Hypatia, in order to protect access to the $information repository against Zionites and other rival Exile gangs. The $information repository is part of the City Public Library, and is guarded jealously. Warriors of Zion should expect stiff resistance if attempting to invade the Bookwyrms' enclave.

Hypatia is not without a sense of humor, though, as indicated by the scholarly rank names of the gang members. This campy naming scheme has caused many Exiles and Redpills to underestimate the power of the Bookwyrms, but don't fooled by such superficial trappings.

The Bookwyrms have a rivalry with most of the nearby Exile gangs, but never venture into another gang's turf. They will, however, defend their own turf with nearly limitless determination and violence.

The Bookwyrms each carry a **Hoots the Owl bookmark** to denote their affiliation.

Rank	Lvl	Name	Low HP	Abilities	Name	Mid HP	Abilities	Name	High HP	Abilities
1	*26*	Student	700-970	SMG	Seeker	1050-1320	SMG	Academic	1400-1670	SMG
2	*27*	Fellow	725-1005	SMG	Tutor	1088-1368	SMG	Intellectual	1450-1730	SMG
3	*28*	Scholastic	750-1040	SMG	Reader	1125-1415	SMG	Pedant	1500-1790	SMG
Boss	*29*	–	–	–	–	–	–	Teacher	1550-1850	SMG

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Chisels

Turf Center Park

Boss Marcel. They answer to the Sculptress.

A standard gang of Exiles. The Chisels each carry an **ivory-handled chisel** to denote their affiliation.

Rank	Lvl	Name	Low HP	Abilities	Name	Mid HP	Abilities	Name	High HP	Abilities
1	36	Stalwart	950-1320	Rifle	Greenware	1425-1795	Rifle	Brawns	1900-2270	Rifle
2	37	Defender	975-1355	Rifle	Coil	1463-1843	Rifle	Relief	1950-2330	Rifle
3	38	Brawler	1000-1390	Rifle	Deadman	1500-1890	Rifle	Aesthete	2000-2390	Rifle
Boss	40	–	–	–	–	–	–	Marcel	2100-2510	Rifle

Corporate Security

Turf Industry Square and Stratford Campus

Bosses Lieutenant Morales and Captain Virgil. They answer to Mr. Black.

An Exile organization answering to Mr. Black. Members of Corporate Security each carry a **gold badge** to denote their affiliation.

Rank	Lvl	Name	Low HP	Abilities	Name	Mid HP	Abilities	Name	High HP	Abilities
Corporate Security										
1	41	Trainee	1075-1495	SMG	Pawn	1613-2033	Dual SMGs	Aegis	2150-2570	Dual SMGs
2	44	Corporal	1150-1600	SMG	Rook	1725-2175	Dual SMGs	Sentinel	2300-2750	Dual SMGs
3	47	Sergeant	1225-1705	SMG	Knight	1838-2318	Dual SMGs	Paladin	2450-2930	Dual SMGs
Boss	50	–	–	–	–	–	–	Lt. Morales	2600-3110	Dual SMGs
Corporate Security, Faction 2										
1	41	Trainee	1075-1495	SMG	Pawn	1613-2033	Dual SMGs	Aegis	2150-2570	Dual SMGs
2	42	Corporal	1100-1530	SMG	Rook	1650-2080	Dual SMGs	Sentinel	2200-2630	Dual SMGs
3	46	Sergeant	1200-1670	SMG	Knight	1800-2270	Dual SMGs	Paladin	2400-2870	Dual SMGs
Boss	50	–	–	–	–	–	–	Capt. Virgil	2600-3110	Dual SMGs

Daggers

Turf Maribeau

Boss Toni Two-Hits

A standard gang of Exiles. The Daggers each carry an **ornamental dagger** to denote their affiliation.

Rank	Lvl	Name	Low HP	Abilities	Name	Mid HP	Abilities	Name	High HP	Abilities
1	26	Edgeless	700-970	Pistol	Tine	1050-1320	Dual Pistols	Ripper	1400-1670	Dual Pistols
2	28	Keen Boy	750-1040	Pistol	Sharp	1125-1415	Dual Pistols	Poniard	1500-1790	Dual Pistols
3	29	Cutter	775-1075	Pistol	Razor	1163-1463	Dual Pistols	Prong	1550-1850	Dual Pistols
Boss	30	–	–	–	–	–	–	Toni Two-Hits	1600-1910	Dual Pistols

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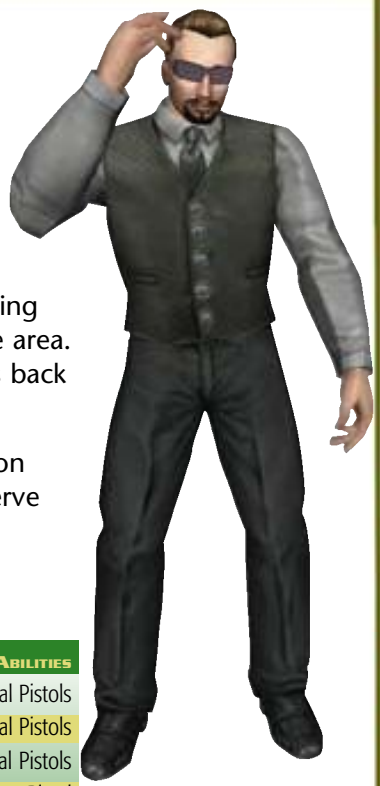
Dog Pound



Turf Lamar

Boss Big Dog. They answer to Sammy "Lilac" Wien.

The Dog Pound gets its name from two old organizations in Lamar, the Lamar Beneficent Society (LBS) and the Dog Pack. The old neighborhood beneficent society was organized back when Lamar was the center of city business and culture. The group of businessmen who made up the society were focused on protecting their interests and building camaraderie amongst right-thinking businessmen in the area. The Dog Pack, on the other hand, was a loose-knit street gang that ruled the alleys back in the day.

In present-day Lamar, the Dog Pound are part neighborhood toughs, part protection racket. The rank-and-file are simply thugs, and the group's primary purpose is to serve as a tool of the Exile who holds the gang's leash, Sammy "Lilac" Wien.

Members of the Dog Pound each carry a **dog tag** to denote their affiliation.

Rank	Lvl	Name	Low HP	Abilities	Name	Mid HP	Abilities	Name	High HP	Abilities
1	*31*	Puppy	825-1145	Pistol	Cur	1238-1558	Dual Pistols	Mongrel	1650-1970	Dual Pistols
2	*32*	Guard Dog	850-1180	Pistol	Attack Dog	1275-1605	Dual Pistols	Fighting Dog	1700-2030	Dual Pistols
3	*33*	Dawg	875-1215	Pistol	Hound	1313-1653	Dual Pistols	Pit Bull	1750-2090	Dual Pistols
Boss	*34*	–	–	–	–	–	–	Big Dog	1800-2150	Pistol

Hellions

Turf Union Hill

Boss Scorch

A standard gang of Exiles. The Hellions each wear a **devil's head medallion** to mark their affiliation.

Rank	Lvl	Name	Low HP	Abilities	Name	Mid HP	Abilities	Name	High HP	Abilities
1	*36*	Scum	950-1320	Pistol	Spark	1425-1795	Dual Pistols	Devil Boy	1900-2270	Dual Pistols
2	*38*	Braggart	1000-1390	Pistol	Rowdy	1500-1890	Dual Pistols	Looter	2000-2390	Dual Pistols
3	*39*	Scratch	1025-1425	Pistol	Thrasher	1538-1938	Dual Pistols	Dastard	2050-2450	Dual Pistols
Boss	*40*	–	–	–	–	–	–	Scorch	2100-2510	Dual Pistols

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Neighborhood Watchers

Turf Creston Heights

Boss Captain Falco

A standard gang of Exiles. The Neighborhood Watchers each wear an **eagle pin** to mark their affiliation.

Rank	Lvl	Name	Low HP	Abilities
1	41	Volunteer	1075-1495	SMG
2	46	Regular	1200-1670	SMG
3	49	Watch Captain	1275-1775	SMG
Boss	49	–	–	–

Name	Mid HP	Abilities
Levy	1613-2033	Dual SMGs
Citizen	1800-2270	Dual SMGs
Good Neighbor	1913-2413	Dual SMGs
–	–	–

Name	High HP	Abilities
Partisan	2150-2570	Dual SMGs
Loyalist	2400-2870	Dual SMGs
Patriot	2550-3050	Dual SMGs
Captain Falco	2550-3050	Dual SMGs

Pit Vipers

Turf Historic District

Boss Copperhead

The Pit Vipers take their name from the snakes that live in deep pits and wait to strike until their victim steps into their midst. They have only recently moved into the Historic District, so their activities have been limited to random assaults and petty break ins. The fact that they are fairly new to the Historic District indicates that they may be a break-away faction from another gang, possibly the 88s or even the Death Merchants. As new members are inducted into the gang, they are given a gang name based on snakes, such as Diamondback, Slither, Fang, Cottonmouth or simply Snake. The leader of the gang is always known as King Snake.

The Pit Vipers are not at war with any other gang at this time and confine most of their activities to back alleys, although they may be encountered on the main streets after dark.

The Pit Vipers each carry a **snakeskin pouch** to denote their affiliation.

Rank	Lvl	Name	Low HP	Abilities
1	31	Fingerling	825-1145	Pistol
2	33	Snake	875-1215	Pistol
3	34	Haku Jya Den	900-1250	Pistol
Boss	35	–	–	–

Name	Mid HP	Abilities
Sleeper	1238-1558	Pistol
Serpent	1313-1653	Pistol
Taksaka	1350-1700	Pistol
–	–	–

Name	High HP	Abilities
Venom	1650-1970	Pistol
Naga	1750-2090	Pistol
Sheshnaga	1800-2150	Pistol
Copperhead	1850-2210	Pistol

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Runners

Turf South Vauxton

Boss Nagol

A standard gang of Exiles. The Runners each wear a **silver anklet** to denote their affiliation.

Rank	Lvl	Name	Low HP	Abilities	Name	Mid HP	Abilities	Name	High HP	Abilities
1	*26*	Runner	700-970	Pistol	Dasher	1050-1320	Pistol	Bagman	1400-1670	Dual Pistols
2	*29*	Sprinter	775-1075	Pistol	Prancer	1163-1463	Pistol	Courier	1550-1850	Dual Pistols
3	*30*	Fist	800-1110	Pistol	Comet	1200-1510	Pistol	Herald	1600-1910	Dual Pistols
Boss	*31*	–	–	–	–	–	–	Nagol	1650-1970	Dual Pistols

Shades

Turf Pillsen

Boss Price

A standard gang of Exiles. Shades each wear an **onyx pendant** to denote their affiliation.

Rank	Lvl	Name	Low HP	Abilities	Name	Mid HP	Abilities	Name	High HP	Abilities
1	*36*	Wisp	950-1320	Shotgun	Frightener	1425-1795	Shotgun	Dread	1900-2270	Shotgun
2	*39*	Terror	1025-1425	Shotgun	Gloom	1538-1938	Shotgun	Atrocity	2050-2450	Shotgun
3	*40*	Horror	1050-1460	Shotgun	Anathema	1575-1985	Shotgun	Abomination	2100-2510	Shotgun
Boss	*41*	–	–	–	–	–	–	Price	2150-2570	Shotgun

Sleepers

Turf Vauxton

Boss Seven

A paramilitary group of Exiles. The Sleepers each carry an **ankh** to denote their affiliation.

Rank	Lvl	Name	Low HP	Abilities	Name	Mid HP	Abilities	Name	High HP	Abilities
1	*31*	Private	825-1145	Shotgun	Obergrenadier	1238-1558	Shotgun	Sapper	1650-1970	Shotgun
2	*34*	Sergeant	900-1250	Shotgun	Feldwebel	1350-1700	Shotgun	Gunner	1800-2150	Shotgun
3	*35*	Lieutenant	925-1285	Shotgun	Leutnant	1388-1748	Shotgun	Pioneer	1850-2210	Shotgun
Boss	*36*	–	–	–	–	–	–	Seven	1900-2270	Shotgun

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Suits

Turf Hampton Green

Boss Manager

The Suits-well-dressed blonde women in grey business suits-may be a former arm of the Machines that now acts as an independent routine. Rumors have it that they are a manifestation of a three-tiered metrics protocol that has been in use through countless iterations of the Matrix. Deadly as they are beautiful, and cold as ice, the Suits range in power from the lowly office girl, through the file clerk, up to the executives. The machines would have Bluepills believe that the only sure things are death and taxes, but if you fail to use proper caution the Suits will show you that death by taxes is absolute.

The Suits each carry a **gold fountain pen** to denote their affiliation.

Rank	Lvl	Name	Low HP	Abilities	Name	Mid HP	Abilities	Name	High HP	Abilities
1	31	Office Girl	825-1145	Rifle	File Clerk	1238-1558	Rifle	Assistant	1650-1970	Rifle
2	33	Worker	875-1215	Rifle	Employee	1313-1653	Rifle	Bureaucrat	1750-2090	Rifle
3	35	Supervisor	925-1285	Rifle	Professional	1388-1748	Rifle	Executive	1850-2210	Rifle
Boss	37	–	–	–	–	–	–	Manager	1950-2330	Rifle

Warriors

Turf Morrell

Boss Sonny

A standard gang of Exiles. The Warriors each carry a **red bandana** to denote their affiliation.

Rank	Lvl	Name	Low HP	Abilities	Name	Mid HP	Abilities	Name	High HP	Abilities
1	36	New Meat	950-1320	Rifle	Ese	1425-1795	Rifle	Goon	1900-2270	Rifle
2	38	Brawl Boy	1000-1390	Rifle	Dog	1500-1890	Rifle	Golem	2000-2390	Rifle
3	40	Turf Boss	1050-1460	Rifle	Banger	1575-1985	Rifle	Nuke	2100-2510	Rifle
Boss	41	–	–	–	–	–	–	Sonny	2150-2570	Rifle

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Wharf Rats

Turf Edgewater

Boss Bernie

A standard gang of Exiles. The Wharf Rats each wear a **rat's tail** pinned to their sleeves to denote their affiliation.

Rank	Lvl	Name	Low HP	Abilities	Name	Mid HP	Abilities	Name	High HP	Abilities
1	*26*	Peon	700-970	SMG	Miscreant	1050-1320	Dual SMGs	Crumbsnatcher	1400-1670	Dual SMGs
2	*28*	Scavenger	750-1040	SMG	Reprobate	1125-1415	Dual SMGs	Rapscallion	1500-1790	Dual SMGs
3	*30*	Carrier	800-1110	SMG	Scallawag	1200-1510	Dual SMGs	Villain	1600-1910	Dual SMGs
Boss	*31*	–	–	–	–	–	–	Bernie	1650-1970	Dual SMGs

White Security

Turf Park East

Boss Lieutenant Murphy

A group of Exiles controlled by Dame White (see p. 176). The members of White Security each wear a **silver badge** to denote their affiliation.

Rank	Lvl	Name	Low HP	Abilities	Name	Mid HP	Abilities	Name	High HP	Abilities
1	*36*	Trainee	950-1320	Shotgun	Officer	1425-1795	Shotgun	Veteran	1900-2270	Shotgun
2	*38*	Corporal	1000-1390	Shotgun	Constable	1500-1890	Shotgun	Enforcer	2000-2390	Shotgun
3	*40*	Sergeant	1050-1460	Shotgun	Inspector	1575-1985	Shotgun	Marshal	2100-2510	Shotgun
Boss	*41*	–	–	–	–	–	–	Lt. Murphy	2150-2570	Shotgun

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EXILE LAIRS

Lair Boss Loot

Each of the lairs has a boss, and each boss has something worth having. Defeat the boss, and you can get the goods. Of course, you'll have to go through a lot of soldiers to get to the boss …

The boss at the end of each lair will always yield at least one major drop. Looking at the list for each lair, you can see that there are three items listed for each lair; the boss will drop one of them. There's a 64% chance he'll drop the first one (the least useful one, of course), a 32% chance he'll drop the second one, and a 4% chance he'll drop the third, best one. The only exceptions are Mr. Jones (Hampton Green Hotel) and the Lucero Point boss — there is an even chance whether they'll drop the pistol, the submachine gun or the rifle.

Loot stat abbreviations are listed on p. 255.

SLUMS

Casinos

Cormorant Casino (Coordinates: 1041, -603)

Neighborhood Camon Heights

Zalmon Casino (Coordinates: 1064, -1759)

Neighborhood Eshean Projects

Bishop Casino (Coordinates: 605, -459)

Neighborhood Zia

Eber Casino (Coordinates: 501, 44)

Neighborhood Mara

NOTE: There are four Casinos located throughout the Slums. As of this writing, all four have identical maps and denizens.

Gang: Unclean
Boss: Zero
Level Range: 5-10
Number of Floors: 6

First Floor (Hall)
No enemies
(head to the elevators)

Second Floor
Usual Encounter
2 Low Ones (L5)
1 Sickly (L5)

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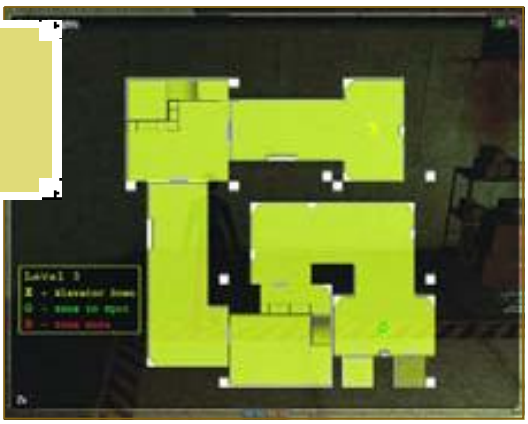
Third Floor

Usual Encounter

1 Low Ones (L6)
2 Unclean Sickly (L6)



Fourth Floor

Usual Encounter

2 Tainted (L7)
1 Sickly (L7)

Fifth Floor

Usual Encounter

3 Tainted (L8)

Sixth Floor

Usual Encounter

2 Infected (L9)
1 Impure (L9)
BOSS – Zero and guards (all L10)

Zero Loot (Casinos)

Surefoot Sneakers (F/M Shoes)
20:RCT 5P|P 3L|RD 20P
Steady Sneakers (F/M Shoes)
20:RCT 7P|P 4L|RD 20P
Solid Sneakers (F/M Shoes)
20:RCT 10P|P 5L|RD 30P

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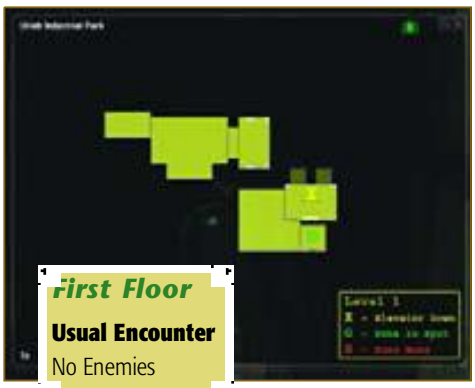
Mars Industrial Storage (Coordinates 304, 371)

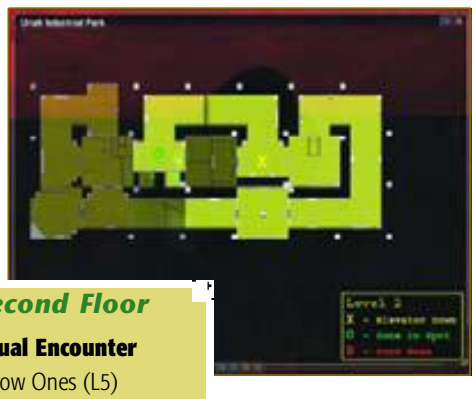
Neighborhood: Uriah

Gang: Unclean
Boss: Zero
Level Range: 5-9
Number of Floors: 5



First Floor

Usual Encounter
No Enemies

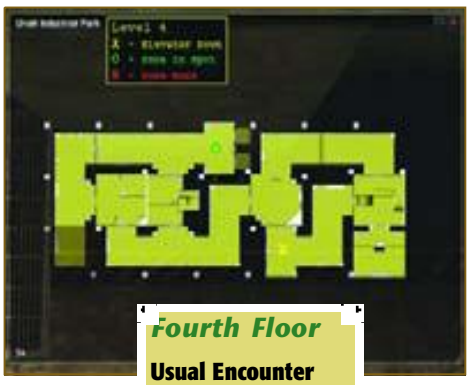


Second Floor

Usual Encounter
2 Low Ones (L5)
1 Sickly (L5)

Third Floor

Usual Encounter
1 Low Ones (L6)
2 Sickly (L6)



Fourth Floor

Usual Encounter
2 Tainted (L7)
1 Sickly (L7)

Fifth Floor

Usual Encounter
Tainted (L8)
Impure (L8)
BOSS – Zero (L9)

Zero Loot (Mars Industrial Storage)

Corrupt Hands (F/M Gloves)	20:MCT 5P|P 3L|MD 20P
Defiled Gloves (F/M)	20:MCT 7P|P 4L|MD 25P
Fighter's Gloves (F/M)	20:MCT 10P|P 5L|MD 30P

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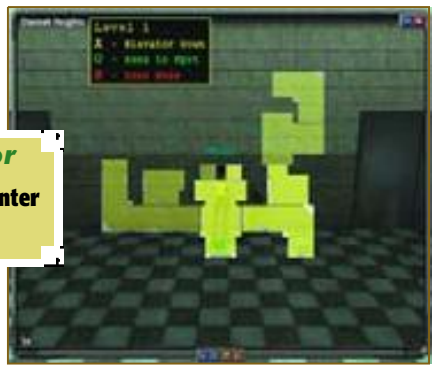
Old Hammerville High (Coordinates: 390, -1318)

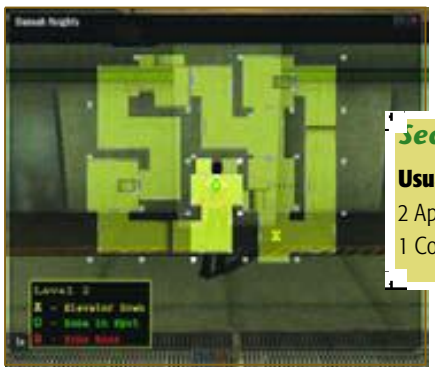
Neighborhood: Dannah Heights

Gang: Coven
Boss: Morbiel
Level Range: 5-9
Number of Floors: 5



First Floor

Usual Encounter
No Enemies



Second Floor

Usual Encounter
2 Apprentice (L5)
1 Coven Devout (L5)

Third Floor

Usual Encounter
1 Apprentice (L6)
2 Devout (L6)

Fourth Floor

Usual Encounter
2 Apprentice (L7)
1 Devout (L7)

Fifth Floor

Usual Encounter
1 Coven Zealot (L8)
2 Coven Devout (L8)
BOSS – Morbiel and guards (all L9)

Morbiel Loot

Ravenswing (F/M Coat)	25:VTR 10%|F 3L|VD 20P
Ravenstail (F/M Coat)	25:VTR 15%|F 4L|VD 25P
RavensFeather (F/M Coat)	25:VTR 20%|F 5L|VD 30P

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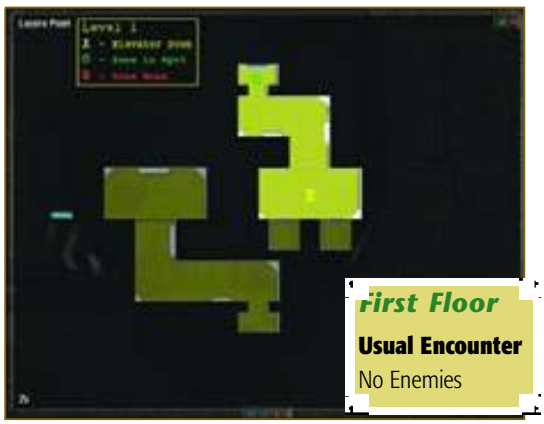
BARRENS

Rawlins Corner (Coordinates: -610, -282)

Neighborhood: Lucero Point

Gang: Ethereal
Boss: Ethereal 1
Level Range: 16-19
Number of Floors: 3



First Floor

Usual Encounter
No Enemies

Second Floor

Usual Encounter
Keeper (L16)
Handler (L16)

Tunnels

At the back of this level is a flaming hole in the wall which leads to deeper tunnels and higher levels. Ethereal 1 is at the end of these tunnels. Encounters in the tunnel match encounters at the same level in the Old Talbot Building (facing page).

Ethereal 1 Loot (Rawlins Corner)

Fury (Automatic Rifle)	20:D 118-168|RG 22|AM 40|F 7L|5% PROC: ENRAGE (10 SEC.)
Anger (Revolver)	20:D 118-168|RG 16|AM 40|F 7L|5% PROC: ENRAGE (10 SEC.)
Rage (SMG)	20:D 118-168|RG 20|AM 40|F 7L|5% PROC: ENRAGE (10 SEC.)

Third Floor

Usual Encounter
1 Technician (L17)
2 Handler (L17)

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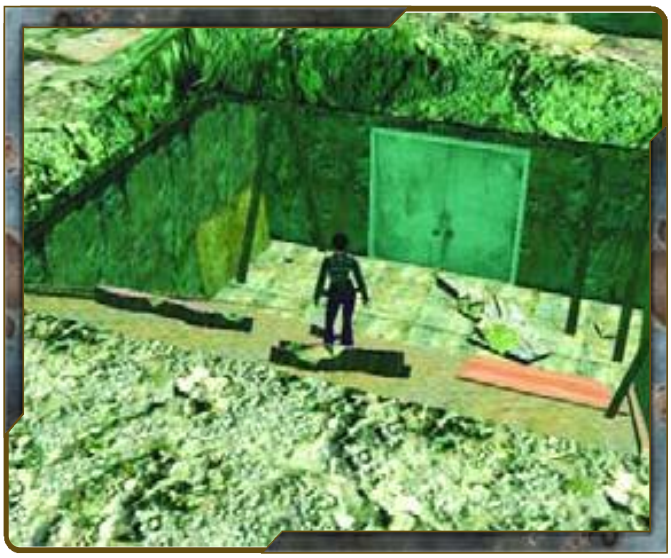
Old Talbot Building (Coordinates: -656, -1204)

Neighborhood: Gracy Heights

Gang: Ethereal
Boss: Ethereal 1
Level Range: 16-19
Number of Floors: 4

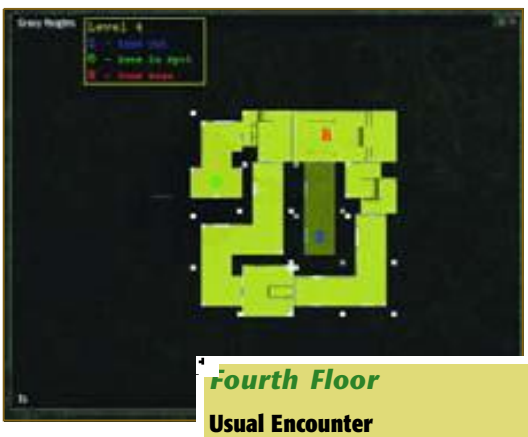
First Floor

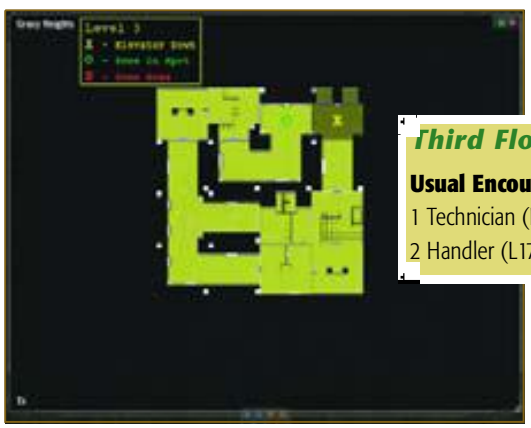
Usual Encounter
No Enemies



Second Floor

Usual Encounter
2 Keeper (L16)
1 Handler (L16)





Third Floor

Usual Encounter
1 Technician (L17)
2 Handler (L17)

Fourth Floor

Usual Encounter
1 Technician (L18)
1 Handler (L18)
1 Project Leader (L18)
BOSS – Ethereal 1 and guards (all L19)

Ethereal 1 Loot (Talbot)

Euphoricap (F/M Hat)	25:VDEF 20%|B 5L|VR 10%
Hygenicap (F/M Hat)	25:VDEF 25%|B 6L|VR 12%
Asepticap (F/M Hat)	25:VDEF 30%|B 7L|VR 15%

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Abandoned Subway (Coordinates: -725, -705)

Neighborhood: Rogers Way

Gang: Project Nine
Boss: Colonel Strong
Level Range: 16-19
Number of Floors: 4

First Floor

Usual Encounter
No Enemies

Second Floor

Usual Encounter
2 Trooper (L16)
1 NCO (L16)

Third Floor

Usual Encounter
1 Trooper (L17)
2 NCO (L17)

Fourth Floor

Usual Encounter
1 Trooper (L18)
2 NCO (L18)
1 Officer (L18)
BOSS – Colonel Strong and guards (all L19)

Colonel Strong Loot

Dark Shadow Jacket (F/M Coat)	20:Sneak at Level 8|B 6L
Black Shadow Jacket (F/M Coat)	20:Sneak at Level 12|B 7L
Deep Shadow Jacket (F/M Coat)	20:Sneak at Level 16|B 8L

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Ole Miller Projects (Coordinates: -377, 41)

Neighborhood: Stamos

Gang: Watcher
Boss: Watchman
Level Range: 21-25
Number of Floors: 5

First Floor

Usual Encounter
No Enemies

Second Floor

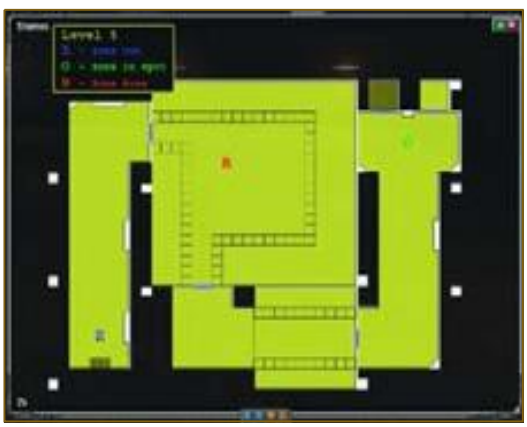
Usual Encounter
2 Leg Man (L21)
1 Snoop (L21)

Third Floor

Usual Encounter
1 Leg Man (L22)
2 Snoop (L22)

Fourth Floor

Usual Encounter
1 Private Eye (L23)
1 Snoop (L23)
1 Spy (L23)



Fifth Floor

Usual Encounter
2 Private Eye (L24)
1 Spymaster (L24)
BOSS – Watchman and guards (all L25)

Watchman Loot

Detection Shades (F/M Glasses)	25:P 5L|SDN 20%|DSA 30%|DETECT 16%
Perception Shades (F/M Glasses)	25:P 6L|SDN 25%|DSA 40%|DETECT 24%
Watcher's Shades (F/M Glasses)	25:P 8L|SDN 30%|DSA 50%|DETECT 32%

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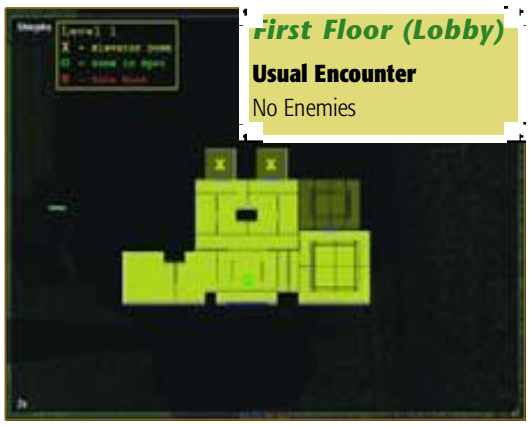
INTERNATIONAL DISTRICT

White Lotus Hotel (Coordinates: -80, 377)

Neighborhood: Shinjuku

Gang: Spinnerettes
Boss: Black Widow
Level Range: 21-24
Number of Floors: 4



First Floor (Lobby)

Usual Encounter
No Enemies

Second Floor

Usual Encounter
2 Spinner (L21)
1 Spider (L21)

Third Floor

Usual Encounter
1 Trap Door (L22)
2 Spider (L22)

Fourth Floor

Usual Encounter
3 Spinnerette Wolf (L23)
BOSS – Black Widow and guards (all L24)

Black Widow Loot

Widow's: Dress (F Shirt) / Gi (M Coat)	25:R 5L|FORCE COMBAT 40%|MVS 25%|MCT 5P
Spider: Dress (F Shirt) / Gi (M Coat)	25:R 6L|FORCE COMBAT 50%|MVS 30%|MCT 7P
The Black Widow's: Dress (F Shirt) / Gi (M Coat)	25:R 7L|MCT 10P|MVS 35P|FORCE COMBAT 60%

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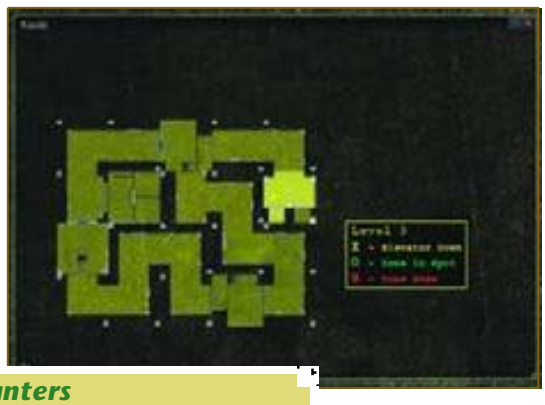
Orchid Public Baths (Coordinates: 251, -347)

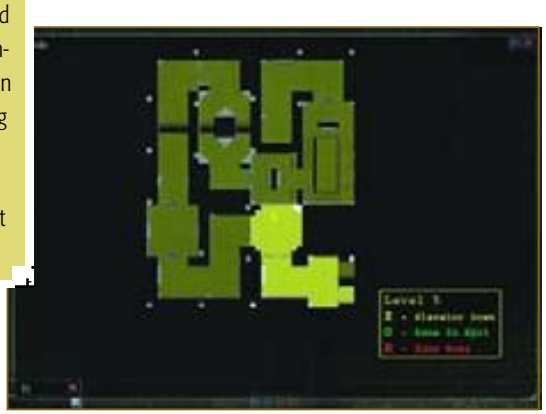
Neighborhood: Kaede

Gang: Ethereals
Boss: Ethereal 1
Level Range: 11-16
Number of Floors: 5



Encounters

The Public Baths were still being configured as we went to press, but figure the encounters will be very similar to the encounters in Rawlins Corner and the Old Talbot Building – about three henchmen per floor, with their level rising by one on each higher floor, and with Ethereal 1 and his guards at level 16, on the top floor.



Ethereal 1 Loot (Orchid Public Baths)

Lionskin Wrap (F/M Coat)	25:MXIS 20P|R 5L|ISR 20%
Tigerskin Wrap (F/M Coat)	25:MXIS 25P|R 6L|ISR 25%
Dragonskin Wrap (F/M Coat)	25:MXIS 30P|R 7L|ISR 30%

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DOWNTOWN

Gang: St. Nega
Boss: Mr. Jones
Level Range: 31-34
Number of Floors: 4

Hampton Green Hotel (Coordinates: 119, 685)

Neighborhood: Hampton Green

First Floor Lobby

Usual Encounter

No Enemies

Second Floor

Usual Encounter

2 Trainee (L31)
1 Special Assistant (L31)

Third Floor

Usual Encounter

3 Special Assistant (L32)

Fourth Floor

Usual Encounter

3 Special Assistant (L34)
BOSS – Mr. Jones (L34)

Mr. Jones Loot

Lancet (Revolver)	35:D 180-260|RG 16|AM 70|RCT 5P|F 7L|5% PROC: STUN (8 SEC.)
Stinger (Shotgun)	35:D 180-260|RG 16|AM 70|RCT 5P|F 9L|5% PROC: STUN (8 SEC.)
Needler (SMG)	35:D 180-260|RG 20|AM 70|RCT 5P|F 8L|5% PROC: STUN (8 SEC.)

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South Vauxton Apartments (Coordinates: -1964, -728)

Neighborhood: South Vauxton

Gang: Pack
Boss: Lupin
Level Range: 26-29
Number of Floors: 6

First Floor

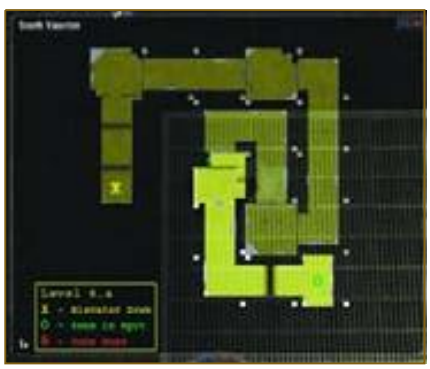
Usual Encounter
No Enemies

Second Floor

Usual Encounter
1 Packmember (L26)
2 Cub (L26)

Third Floor

Usual Encounter
2 Packmember (L27)
1 Cub (L27)



Fourth Floor

Usual Encounter
3 Packmember (L28)
BOSS – Lupin and guards (all L29)

Lupin Loot

Blackwolf Coat (F/M)	30:B 7L|MXH 250P|HR 30%
Greywolf Coat (F/M)	30:B 8L|MXH 300P|HR 45%
Direwolf Skin (F/M)	30:B 9L|MXH 350P|HR 60%

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Creston Heights Museum (Coordinates: -1385, 480)

Neighborhood: Creston Heights

***Note:** Our intrepid explorers couldn't get past the first room of these max-level blood drinkers. Good luck.*

Gang: Ravenous
Boss: Gruesome
Level Range: 50-52
Number of Floors: 2

Gruesome Loot (Creston Heights Museum)

Helen's Raiment / Dark Forest Shirt (F/M Shirt)	40:RPDR|MPDR 13%|VR 13%|P 5L|F 5L|R 5L|B 5L|V 5L
Black Widow Threads / Evergreenskin (F/M Shirt)	40:RPDR|MPDR 15%|VR 15%|P 7L|F 7L|R 7L|B 7L|V 7L
Emma's Vengeance / Troll's Hide (F/M Shirt)	40:RPDR|MPDR 18%|VR 18%|P 9L|F 9L|R 9L|B 9L|V 9L

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CONSTRUCTS (PvP)

Purchasing Construct Books: Archivist Booksellers

Players may purchase Construct Books from Archivist Booksellers. There is one type of Book per Construct per Organization. Each Bookseller will only sell Books of a particular Organization type. For example, for a Zion operative to get into the Zero One Archive, he must purchase a *Zion Archive Book – Zero One Archive* from the Zion Archivist Bookseller. Booksellers will sell to members of any Organization, however.

Archive Books are tools that must be equipped. When they are equipped, your Redpill is wearing reading spectacles.

Archive Books have a stability factor that degrades each time you go to a Construct. When the Book degrades completely, you must purchase a new one.

The Archivist bookstores can be found at the following locations, all in the Slums:

Merovingian *Archivist bookstore*
Apollyn 22, -152

Zion *Archivist bookstore*
Moriah Projects 111, -8

Machine *Archivist bookstore*
Midian Park 119, -116

Entering a Construct: Archivist Proxies

Once you've purchased an Archive Book, you must equip it and go to the Archivist Proxy affiliated with your Organization. There you must wait for the Proxy to transport you to the Construct the Book is associated with. This happens once every minute or so, when the Proxy will transport everyone who:

- Is of the same Organization,
- Is within the level restriction of the Construct the Book is associated with,
- Has an Archive Book equipped that is of the same Organization, and
- Is standing within 10 meters of the Proxy.

Archive Books take a stability hit when you are transported.

Safety in a Construct: Outposts and Exiting

Upon arriving in a Construct, you find yourself at your Organization's Outpost in the Construct. This is a small demarcated area within which you're safe and

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no PvP action may be taken. There are Organizational NPC Protectors at the Outpost as well, to ward off hostile action from opposing Organizations.

At the center of each Outpost is an Archivist Proxy, who will send you back to the Matrix instantly and free of charge. This Proxy serves only its own Organization, so a Machine Redpill could not run to the Zion Outpost and use the Proxy there.

If you jack out while within an Construct, you will not return to that point upon restarting the game. Instead, you'll find yourself in the Loading Area.

Once you step out of the Outpost, you can be freely attacked by other Organizations.

Construct Denizens

There are six known Constructs. Within each Construct dwell Exile gangs corresponding to the Construct. While they may not look like traditional programs, they are still programs.

These operate like gangs do in the Matrix, including the presence of a Gang Boss at the center of the Construct. All these NPCs have a chance of dropping special loot which is not available in the Matrix. The Gang Boss, in particular, has very desirable loot. Expect serious competition for the looting rights to this Boss.

The stats for enemies are described on p. 177. Since all Constructs have sentries, their stats are listed here (below). All other enemies are listed with their respective Construct.

All Constructs (High)

Rank	Level	Name	HP	Abilities
–	100	Sentry (High)	2550 – 3560	Rifle

Organizational Affiliation & Proxies

A Proxy will only work for the Organization with which it is affiliated. To engage the services of a Proxy, you must belong to the same Organization. If you have no Organization, your highest factional standing is used to determine your effective affiliation with regards to the Archivists. If you have equal standing with two Organizations — for example, both Machines and Zion — you are considered unaffiliated and cannot engage the services of the Archivists.

Construct Special Loot

All Construct gangs drop appropriate amounts of $information and regular loot, except spawn point Protectors, who have no $i or loot.

However, there is a 1% chance that the Rank 1 and 2 AI enemies in a Construct will drop their unique items instead (listed with each Construct). There is a 0.5% chance that the boss will drop his unique item.

None of the unique Construct loot can be decompiled or crafted.

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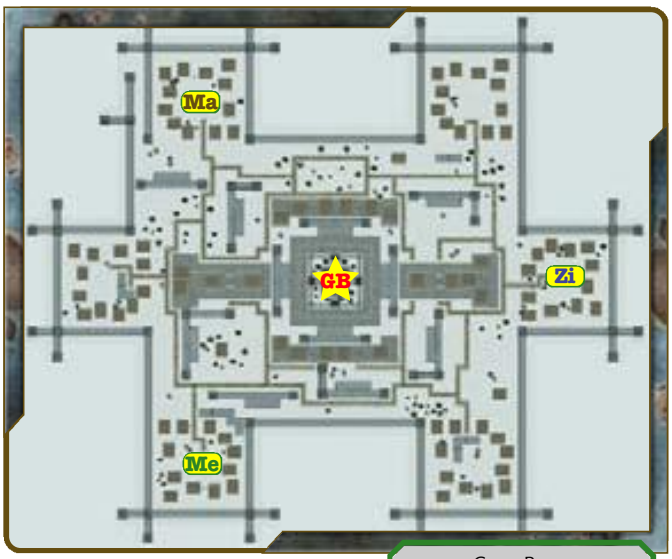
YUKI (Levels 15-25)

The Yuki (the name means "snow" in Japanese) construct is an idyllic recreation of ancient Japan in winter. It is a preserved piece of an earlier Matrix construct created by the Machine Civilization in their research program to find a more stable simulation for the human population. Created in the same era as the "fairy tale" Matrix, this project also followed the philosophy that humans would be happier living in simpler times, and attempted to replicate a medieval Asian setting. Once the fairy tale Matrix began to unravel, this project was abandoned, but an Archivist managed to preserve two pieces: Yuki and Sakura.



GB	Gang Boss
Zi	Zion Spawn
Me	Merovingian Spawn
Ma	Machine Spawn

Yuki Enemies (Low, Mid & High)

Rank	Level	Name	HP	Abilities
1	15	Warrior Initiate	425 – 585	Karate & Spy
2	20	Warrior Priestess	550 – 760	Karate & Spy
Boss	35	Tengu (High)	925 – 1285	Aikido & Spy

Yuki Unique Loot

Warrior Initiate	Yuki Ninja Gloves (F/M) (Rare) 15:MPD 20P|MDR 4%
Warrior Priestess	Yuki Ninja Boots (F/M Shoes) (Rare) 20:EC 25%|STEALTH ABILITY 20P
Tengu (Boss)	Yuki Ninja Mask (F) / Bandana (M) (Very Rare) 30:F 10L|MDR 6P|RDR 6P|VDEF 25P *also* Rare Code Frag (always) *also* Rare Ability Code (always)

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ASHENCOURTE (Levels 20-30)

Ashencourte is a dark, gothic, urban landscape populated with predatory blood drinkers. The construct is a preserved piece of a past "fairy tale" Matrix established by the Machines, in which they hoped humanity would be forever content and uninterested in escaping. Unfortunately, the human psyche could not deal with perfection, and natural human anxieties soon caused a number of problems, including the subconscious warping of the simulation to allow for "monsters" and other deep-rooted fears. Exiles soon learned to take advantage of the changes to the simulation, and over the course of time their RSIs became optimized to fit the niche humans had unknowingly created for them: vampires, werewolves, ghosts and other boogeymen. Many of these creatures survived the resets of the Matrix between then and the present, some by riding out the reintegration process in a safe haven construct such as Ashencourte.

Though the original simulation was long ago destroyed by the Machines, this backup version of a portion of that world has been maintained by the Archivists.

GB	Gang Boss
Zi	Zion Spawn
Me	Merovingian Spawn
Ma	Machine Spawn

Ashencourte Enemies (Low, Mid & High)

Rank	Level	Name	HP	Abilities
1	20	Blood-drinker Whelp	550 – 760	Vampire, Aikido & SMG
2	25	Blood-drinker	675 – 935	Vampire, Aikido & SMG
Boss	40	Gargoyle (High)	1050 – 1460	Aikido & SMG

Vampire abilities include Blood-Drink, and they can only be killed by wood (a wooden stake).

Ashencourte Unique Loot

Blood-drinker Whelp	Ashencourte Vestment (F/M Shirt) (Rare) 20:MAX BUFFER CAPACITY +20 UNITS
Blood-drinker	Ashencourte Leggings (F/M Pants) (Rare) 25:MVS 25%|RDR 5%
Gargoyle (Boss)	Ashencourte Shades (F/M Sunglasses) (Very Rare) 35:P 12L|DETECT 10P|CN 10P *also* Rare Code Frag (always) *also* Rare Ability Code (always)

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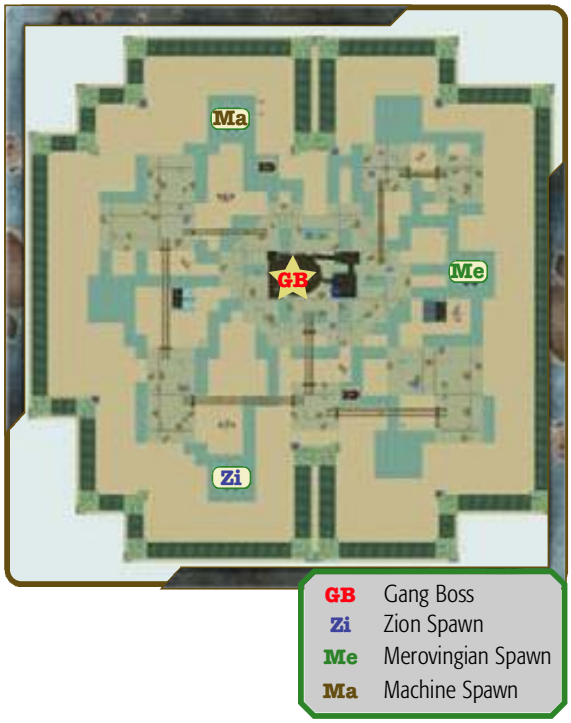
ONE ZERO ARCHIVE (Levels 26-35)

In the distant past, before war had destroyed the surface of the Earth, the Machines fled the civilization of humanity to found their own city: Zero One. No one is certain why the Machines would want to recreate Zero One in a simulation — historical preservation, a sense of loss, or just because they like it? — but several pieces of the construct (including this One Zero Archive) have been copied by the Archivists for their own purposes, complete with Exiles who have tailored themselves to fit into the simulation by taking on robot-like RSIs.



One Zero Enemies (Low, Mid & High)

Rank	Level	Name	HP	Abilities
1	26	Laborer	700 – 970	Rifle
2	30	Soldier	800 – 1110	Rifle
Boss	45	Task Master (High)	1175 – 1635	Rifle

One Zero Unique Loot

See below for Meson Rifle stats.

Laborer	Light Meson Rifle (Rare)
Soldier	Medium Meson Rifle (Rare)
Task Master	Heavy Meson Rifle (Very Rare)
	also Rare Code Frag (always)
	also Rare Ability Code (always)

Meson Rifles

All are rifles (obviously) with Aural Magnitude 75

Enemy who drops it	Weapon	Prereq.	Damage	Range	Other Bonus
Laborer, One Zero	*Light Meson Rifle*	Lvl 10	60-90	20	-5 Tactic Score; Stun Target (5%)
Soldier, One Zero	*Medium Meson Rifle*	Lvl 20	100-150	20	-5 Tactic Score; Stun Target (5%)
Task Master, One Zero	*Heavy Meson Rifle*	Lvl 40	180-270	20	-5 Tactic Score; Stun Target (5%)

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SAKURA (Levels 30-40)

The Sakura (the name means "cherry blossom" in Japanese) construct is an idyllic recreation of ancient Japan in springtime. It is a preserved piece of an earlier Matrix construct created by the Machine Civilization in their research program to find a more stable simulation for the human population. Created in the same era as the "fairy tale" Matrix, this project also followed the philosophy that humans would be happier living in simpler times, and attempted to replicate a medieval Asian setting. Once the fairy tale matrix began to unravel, this project was abandoned, but an Archivist managed to preserve two pieces: Yuki and Sakura.

GB	Gang Boss
Zi	Zion Spawn
Me	Merovingian Spawn
Ma	Machine Spawn

Sakura Enemies (Low, Mid & High)

Rank	Level	Name	HP	Abilities
1	30	Warrior Initiate	800 – 1110	Karate & Spy
2	35	Warrior Priestess	925 – 1285	Aikido, Karate, SMG, Spy *
Boss	50	Tengu (High)	1300 – 1810	Spy & Aikido

** Low: Aikido & SMG / Mid: Karate & Spy / High: Aikido & Spy*

Sakura Unique Loot

Warrior Initiate	Sakura Ninja Gloves (F/M) (Rare) 30:MPD 40P|MDR 6%
Warrior Priestess	Sakura Ninja Boots (F/M Shoes) (Rare) 35:EC 50%|STEALTH ABILITY 40P
Tengu (Boss)	Sakura Ninja Mask (F) / Bandana (M) (Very Rare) 40:F 15L|MDR 9P|RDR 9P|VDEF 50P *also* Rare Code Frag (always) *also* Rare Ability Code (always)

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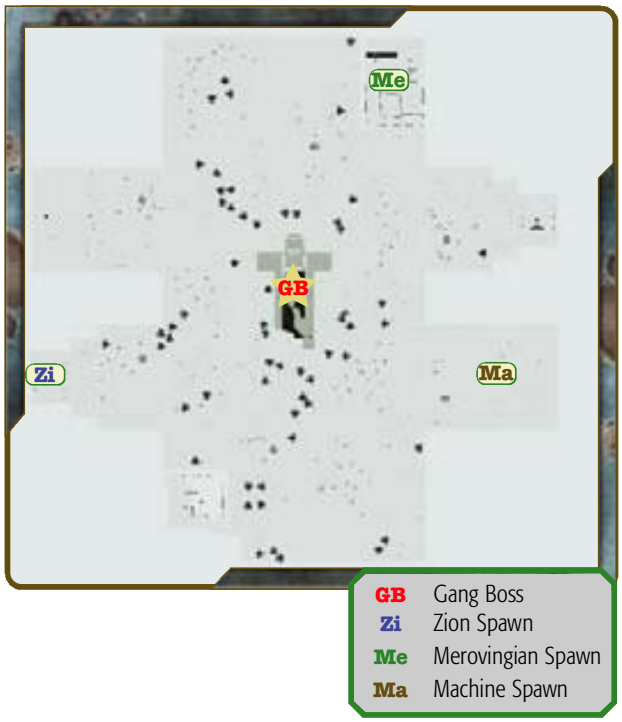
WIDOW'S MOOR (Levels 36-45)

Widow's Moor is a dark, gothic, urban landscape populated with predatory blood drinkers. The construct is a preserved piece of a past "fairy tale" Matrix established by the Machines, in which they hoped humanity would be forever content and uninterested in escaping. Unfortunately, the human psyche could not deal with perfection, and natural human anxieties soon caused a number of problems, including the subconscious warping of the simulation to allow for "monsters" and other deep-rooted fears. Exiles soon learned to take advantage of the changes to the simulation, and over the course of time their RSIs became optimized to fit the niche humans had unknowingly created for them: vampires, werewolves, ghosts, and other boogeymen. Many of these creatures survived the resets of the Matrix between then and the present, some by riding out the reintegration process in a safe haven construct such as Widow's Moor.

Though the original simulation was long ago destroyed by the Machines, this backup version of a portion of that world has been maintained by the Archivists.



Widow's Moor Enemies (Low, Mid & High)

Rank	Level	Name	HP	Abilities
1	36	Deathfang	950 – 1320	Werewolf (Low) & Rifle
2	40	Deathfang Alpha	1050 – 1460	Werewolf (Low) & Rifle *
Boss	55	Gargoyle (High)	1425 – 1985	Rifle

** High Deathfang Alpha have Werewolf (High) abilities.*
Werewolf (Low) abilities include Feral Scent, Pounce, Arm-Combo Throw and Leap Headbutt.
Werewolf (High) includes Feral Scent, Pounce, Spinning Backfist and Arm Grab.
Werewolves can only be killed by silver (a silver bullet).

Widow's Moor Unique Loot

Deathfang	Widow's Moor Wool (F/M Coat) (Rare) 36:EC 40P|VR 8P
Deathfang Alpha	Widow's Moor Cap (F/M Hat) (Rare) 40:V 10L|ISR 25P
Gargoyle (Boss)	Widow's Moor Lenses (F/M Sunglasses) (Very Rare) 40:B 15L|F 5L|P 5L|ISR 25P|HR 25P *also* Rare Code Frag (Always) *also* Rare Ability Code (Always)

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ZERO ONE ARCHIVE (Levels 40-50)

In the distant past, before war had destroyed the surface of the Earth, the Machines fled the civilization of humanity to found their own city: Zero One. No one is certain why the machines would want to recreate Zero One in a simulation—historical preservation, a sense of loss, or just because they like it—but several pieces of the construct have been copied by the Archivists for their own purposes, complete with Exiles who have tailored themselves to fit into the simulation by taking on robot-like RSIs.

GB	Gang Boss
Zi	Zion Spawn
Me	Merovingian Spawn
Ma	Machine Spawn

Zero One Enemies (Low, Mid & High)

Rank	Level	Name	HP	Abilities
1	40	Laborer	1050 – 1460	Rifle
2	45	Soldier	1175 – 1635	Rifle
Boss	65	Task Master (High)	1675 – 2335	Rifle

Zero One Unique Loot

See below for Meson Rifle stats.

Laborer	Light Meson Rifle Mk. II (Rare)
Soldier	Medium Meson Rifle Mk. II (Rare)
Task Master	Heavy Meson Rifle Mk. II (Very Rare)
	also Rare Code Frag (Always)
	also Rare Ability Code (Always)

Meson Rifles

All are rifles (obviously) with Aural Magnitude 75

Enemy who drops it	Weapon	Prereq.	Damage	Range	Other Bonus
Laborer, Zero One	*Light Meson Rifle Mk II*	Lvl 30	130-200	20	-5 Tactic Score; Stun Target (15%)
Soldier, Zero One	*Medium Meson Rifle Mk II*	Lvl 40	190-280	22	-5 Ranged Tactics; Stun Target (15%)
Task Master, Zero One	*Heavy Meson Rifle Mk II*	Lvl 40	200-290	22	-5 Ranged Tactics; Stun Target (20%)

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MISSIONS

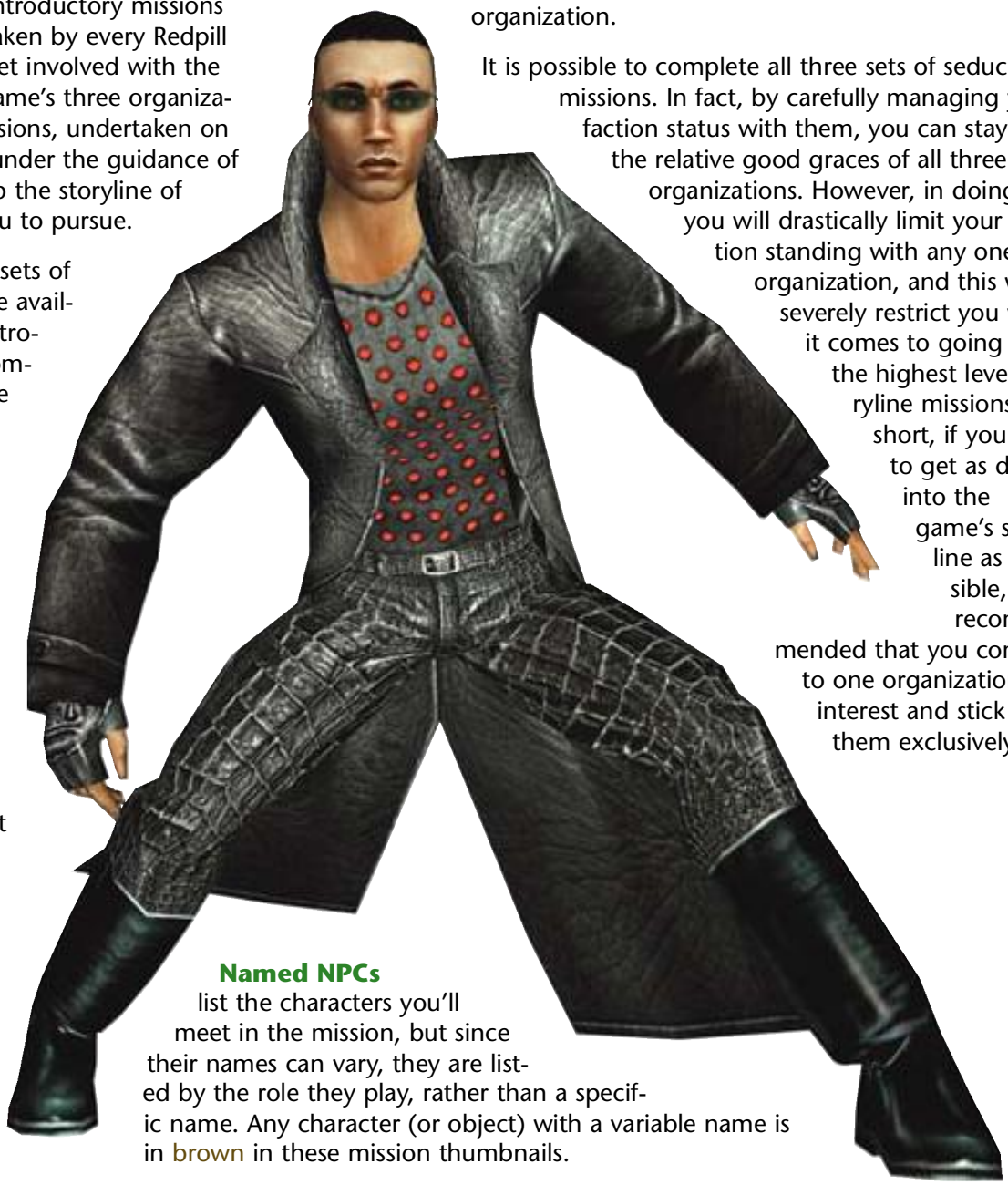
It would be impossible to document all, or even most of the hundreds of missions available to you in *The Matrix Online*. Instead, we're going to break down some of the earliest and most important missions in the game.

The first set of introductory missions must be undertaken by every Redpill that wishes to get involved with the politics of the game's three organizations. These missions, undertaken on behalf of Zion, under the guidance of Tyndall, open up the storyline of the game for you to pursue.

The other three sets of missions become available once the introductory set is completed. These are the "seduction" missions, so-called because they are designed to lure the new Redpill away from Zion and into the service of either the Merovingian or the Machines. There's also a set of Zion seduction missions, for those who choose to continue operating in the interest of humanity.

Once you complete the introductory missions for Tyndall, you are contacted by Flood, the Merovingian controller, and by Agent Gray, the Machines' controller (they become available on your mission selection screen). If you choose to respond to them, you will be assigned to the seduction missions for that organization.

It is possible to complete all three sets of seduction missions. In fact, by carefully managing your faction status with them, you can stay in the relative good graces of all three organizations. However, in doing so you will drastically limit your faction standing with any one organization, and this will severely restrict you when it comes to going on the highest level storyline missions. In short, if you want to get as deep into the game's storyline as possible, it is recommended that you commit to one organization's interest and stick to them exclusively.



Named NPCs list the characters you'll meet in the mission, but since their names can vary, they are listed by the role they play, rather than a specific name. Any character (or object) with a variable name is in brown in these mission thumbnails.

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INTRODUCTION

Contact Tyndall

Welcome to the Matrix

Your introduction assignment inside the Matrix.

Where Slums / Barrens
More Likely: Achan, Camon Heights, Eshean Projects, Mara, Midian Park, Moriah Projects, Tabor Park
Less Likely: Dannah Heights, Kedemoth, Lemone, Magog, Mannsdale Housing Projects, Uriah Industrial Park, Zia

Named NPCs First Contact (Zion Military, Male)
Second Contact (Zion Military, Female)
Third Contact (Zion Military, Male)

Phase 1

Area Type Normal

XP Scale Full (100%)

Enemy The Machines

Start Phase Welcome to the Matrix! I am Tyndall and I will be your mission contact from Zion. I've been looking forward to working with you.
Your first objective is displayed on your HUD. The number on the waypoint tells you your current distance from the mission location. Go there now and talk to First Contact.

Enter Phase Inside this building you'll find one of the many Zion bases within the Matrix. Zion uses these bases to stock supplies, create tools and even locate potential Redpills. Find First Contact. After speaking with First Contact and Second Contact, Third Contact will want to see you in combat.

Contacts Tyndall says you need a little advice now that you've been freed.
Most important: Stay alive. Just because we have a truce with the Machines doesn't mean the Matrix is wide open. You'll have to earn your rights in the Matrix.
If you enter an illegal sector, you'll get a warning before the Agents start tracking you.
Once you've completed your objectives for a mission, don't stay in the mission area. If you loiter at the mission area for too long it's possible that Agents will track you and chase you down!
If Agents find you, they won't want to ask questions …
Watch yourself out there. The Matrix is more dangerous to you now that you aren't a part of it.
Some Exiles in the Matrix have formed gangs. They roam the streets and alleyways of the city. That doesn't mean you can't fight them, just be careful.
Hey, speaking of fighting … I want to see you in combat! Fight this simulacra of mine. Show me what you've learned!
The Exiles are more aggressive with the new truce. The gangs have staked out territory in the Matrix, and might attack if you come close. Your targeting HUD colors their names based on their threat level. I won't go into all the details, but if you see purple – run!

Completed What First Contact says is true. New Redpills have limited access rights. If you cross into an unauthorized sector and see an Agent, run! Until you get access rights, you are still in danger.
Once all of your objectives are complete, you and your team must exit the mission area. We don't want hostile Agents tracking you.
You just completed your first mission. I know it was easy, but things won't always be so simple. Trust me. Exit the building and we can wrap up your first assignment. I already see that it'll be a pleasure working with you.
Contact me when you are ready for your next assignment, Warrior.

Goals Talk to First Contact.
Talk to Second Contact.
Talk to Third Contact.
Kill the simulacra.

Exile Extermination

Assassinate an Exile for Zion.

Where Slums / Barrens
More Likely: Achan, Camon Heights, Eshean Projects, Mara, Midian Park, Moriah Projects, Tabor Park
Less Likely: Dannah Heights, Kedemoth, Lemone, Magog, Mannsdale Housing Projects, Uriah Industrial Park, Zia

Named NPCs Target (The Merovingian, Male)

Phase 1

Area Type Normal

XP Scale Half (50%)

Enemy The Merovingian

Start Phase Greetings. An Exile named Target has been executing attacks against our potential Redpill recruitment efforts. We need this Exile's existence put to an end. Head to this location and find Target. Eliminate him at all costs. The best of luck to you, Warrior.

Enter Phase Good news. Our target is alone and unaware. Complete your objectives and exit.

Goal Kill Target.

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The Internuncio

Move an important Matrix artifact for Zion.

Where Slums / Barrens
More Likely: Achan, Camon Heights, Eshean Projects, Mara, Midian Park, Moriah Projects, Tabor Park
Less Likely: Dannah Heights, Kedemoth, Lemone, Magog, Mannsdale Housing Projects, Uriah Industrial Park, Zia

Named NPCs Giver (Zion Military, Female)
Taker (Zion Military, Female)
Dead Hacker (Zion Military, Male, Redpill. Nuker. Weakling)

Phase 1

Area Type Normal
XP Scale Half (50%)
Enemy The Merovingian
Start Phase We've experienced some backlash from a separate assignment – a group of Exiles recently attacked one of our bases. Our operative, Giver, was there when the strike took place. She is lucky to be alive!
Meet with Giver and get the package from her. We need this package transported to a safer location. Once you've left the area with the package, I will update you with the drop-off point.
Enter Phase Giver is waiting for you. Identify yourself and get the package from her.
Completed Take the package from Giver by right-clicking the mouse and selecting the "Get" interaction.
Goals Talk to Giver.
Get the package from Giver.

Phase 2

Area Type Normal
XP Scale Half (50%)
Enemy The Machines
Start Phase You're doing well. I'm sending you Taker's coordinates now. Deliver the package to her.
Enter Phase Taker is stationed at the Zion base inside this building. She'll take the package from you.
Completed That's her. You may give her the package. To do this, right-click on her and select the "Give" interaction.
Goals Talk to Taker.
Give the package to Taker.

Network Tampering

Escort a Zion Hacker to crack into a Machine network.

Where Slums / Barrens
More Likely: Achan, Camon Heights, Eshean Projects, Mara, Midian Park, Moriah Projects, Tabor Park
Less Likely: Dannah Heights, Kedemoth, Lemone, Magog, Mannsdale Housing Projects, Uriah Industrial Park, Zia

Named NPCs Follower (Zion Military, Female)
Contact (Zion Military, Male)

Phase 1

Area Type Normal
XP Scale Half (50%)
Enemy Zion Military
Start Phase Contact needs help cracking some data that he's uncovered deep within a Matrix Network. The only operative that can hack into this data is Follower and her communication link with the hovercraft seems to be down right now.
Find Follower and escort her to Contact so we can take advantage of this weak point before it is fixed.
Enter Phase Follower isn't expecting you because of the broken communication link.
Goals Talk to Follower.
Lead Follower out of the area.
Do not let Follower die.

Phase 2

Area Type Normal
XP Scale Half (50%)
Enemy Zion Military
Start Phase That's an excellent start, Warrior. Ensure that Follower reaches Contact safely. You have her coordinates – go there now.
Enter Phase I think Contact is still trying to hack through the Machine Network. He'll be glad to see you and Follower.
Goal Lead Follower to Contact.

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Computer Crackdown

Steal an informational dossier on an Exile for Zion.

Where Slums / Barrens
More Likely: Achan, Camon Heights, Eshean Projects, Mara, Midian Park, Moriah Projects, Tabor Park
Less Likely: Dannah Heights, Kedemoth, Lemone, Magog, Mannsdale Housing Projects, Uriah Industrial Park, Zia

Named NPCs Contact (Zion Military, Male)
Exile (The Merovingian, Male)

Phase 1

Area Type Normal
XP Scale Full (100%)
Enemy The Machines
Start Phase The work that our Hacker completed inside the Machine Network has uncovered some interesting data. It appears that the Machines have known about the Exiles' strikes against our recruitment efforts ever since the truce was put in place. One piece of information leads us to a database that holds files on both active programs that are in the Matrix, and those that were in the Matrix, such as Exiles.

If you can access the computer at this location, it should lead us to those who are planning the attacks on our recruitment efforts.
Enter Phase Tyndall has tracked the computer to this location. We don't have its exact position, but we know it's in this building.
Goals Find the room with the computer.
Search the computer.
Get the data disk from the computer.

Phase 2

Area Type Normal
XP Scale Full (100%)
Enemy The Machines
Start Phase Once the disk is with Contact, we'll wrap this one up.
Enter Phase I'm only seeing Contact's signal, so this should be a quick in-and-out run.
Goal Give the data disk to Contact.

The Potential

Recruit your first potential Redpill.

Where Slums / Barrens
More Likely: Dannah Heights, Kedemoth, Lemone, Magog, Mannsdale Housing Projects, Uriah Industrial Park, Zia
Less Likely: Achan, Camon Heights, Eshean Projects, Mara, Midian Park, Moriah Projects, Tabor Park

Named NPCs Giver (Zion Military, Female)
Potential (Bluepill, Male. Pedestrian)
Simulacra (The Machines, Male)
Captain (Zion Military, Male)
Greeter (Zion Military, Female)
Soldier (Zion Military, Male)
Spy (Zion Military, Female, Redpill. Spy. Weakling)
Hacker (Zion Military, Male)

Phase 1

Area Type Normal
XP Scale Half (50%)
Enemy The Machines
Start Phase You've impressed me, Warrior! Because of this, you have been given your first recruitment assignment. I know that you will live up to Commander Lock's expectations.
Meet with Giver at the Zion base.
Enter Phase Once you've spoken with Giver, she will have additional instructions for you.
Goals Talk to Giver.
Get the red pill from Giver.
Talk to Hacker.
Take the blue pill from the desk.
Kill simulacra (optional).

Phase 2

Area Type Slum Apartment
XP Scale Half (50%)
Enemy The Merovingian
Start Phase I'm sending you the address of Potential. Go to his apartment and speak with him about the Matrix. If he is ready to see the real world you will be presenting the red and blue pill before him. If all goes well and he takes the red pill you will be escorting Potential to an REP, or Redpill Extraction Point. Good luck!
Enter Phase This is Potential's apartment complex. I've indicated the front door to his apartment with the waypoint on your HUD. Go there now!

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Goals Talk to Potential.
Give the red pill to Potential.
Lead Potential out of the building.
Kill the attackers.
Do not let Potential die.

Phase 3

Area Type Red Pill Extraction
XP Scale Half (50%)
Enemy The Merovingian
Start Phase Watch your back on your way to the REP. I'm detecting a lot of activity in the area so be sure that Potential arrives there safely.
Enter Phase Inside this apartment complex is one of our many Redpill Extraction Points. Captain and his crew are waiting for you and Potential. Do not delay!
Goals Lead Potential to Captain at the REP.
Do not let Potential die.

Transcendence

Extract a potential Redpill that has already become self-aware of the Matrix.

Where Slums / Barrens
More Likely: Dannah Heights, Kedemoth, Lemone, Magog, Mannsdale Housing Projects, Zia
Less Likely: Achan, Camon Heights, Eshean Projects, Mara, Midian Park, Moriah Projects, Tabor Park, Uriah Industrial Park
Named NPCs Subject (Zion Military, Male, Bluepill. Pedestrian)
Mother (Bluepill, Female. Pedestrian)
Sister (Bluepill, Female. Pedestrian)
Agent (The Machines, Male. Boss)
Exile (The Merovingian, Female)
Program (The Machines, Male)
Friend (Zion Military, Female, Bluepill. Pedestrian)
Medic (Zion Military, Female, Bluepill. Labworker)

Phase 1

Area Type Normal
XP Scale 1/4 (25%)
Enemy The Merovingian
Start Phase Rarely, there are some people who become aware of the Matrix without having taken the red pill. We call them the "Self-Substantiated" and if not handled properly, they can become a danger to themselves and those around them.
We need you to investigate a man named Subject who may be Self-Substantiated. Good luck. Zion's future rests on your success!
Enter Phase This is where Subject lives. Interview his roommates. He lives with two young ladies. Remember, the Self-Substantiated are desirable targets for both Machine and Exile operatives. They can also be very dangerous in their own right.
Goals Interview Mother
Interview Sister

Phase 2

Area Type Normal
XP Scale 3/4 (75%)
Enemy The Merovingian
Start Phase Okay, we're on the right track. Subject is supposed to be here, but we can't be too sure. Watch yourself – this place looks like it's crawling with programs and Exiles. I have the information on at least two of them so it would be best if you took them out. They are Exile and Program.
Enter Phase This is the place. Be careful. Expect *anything!*
Goals Kill Exile and Program.
Talk to Subject.
Lead Friend to Subject.
Do not let Friend die.

Phase 3

Area Type Normal
XP Scale Half (50%)
Enemy The Machines
Start Phase The other team is already engaged in another pickup, so get in, grab the medical gear you need, and get back to Subject! Quickly!
Enter Phase The team you need is in here.
Goal Pick up the Medical Supplies from Medic.

Phase 4

Area Type Normal
XP Scale Half (50%)
Enemy The Machines
Start Phase Now get back to Subject. His current location will be pointed out to you. Once you give him the Medical Supplies, make an immediate extraction.
Enter Phase Hmm, bad news … It looks like another team is in the building. They're humans, but I'd bet a box of Yummy Oats that the Machines hired them. You're going to have to get past them to get to Subject.
Goals Locate Subject.
Give the Medical Supplies to Subject.
Lead Subject out of the building..

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EXILE SEDUCTION

Contact Flood

The End of the Beginning

Eliminate Machine opposition and steal vital info.

Rep. Gain Normal
Named NPCs Contact (The Merovingian, Female, Exiles. Low Blood-drinkers. Boss)
Dead Exile 1 (The Merovingian, Male)
Dead Exile 2 (The Merovingian, Female)
Dead Exile 3 (The Merovingian, Female)
Follower (The Merovingian, Male)

Phase 1

Area Type Normal
XP Scale Full (100%)
Enemy The Machines
Rep. Loss Normal
Start Phase I am glad to see that you have decided to take up employment under the powerful Merovingian. With your aid, we will exact punishment against the Machines and Zion operatives. As you may know, Machines operatives made an assault on one of our bases not long ago. Go to the base and kill all programs. Also recover all electronic data that you find as we simply cannot afford to lose this vital information.
Enter Phase There are three pieces of information in total. Collect the data and clear the place of programs.
Goals Kill all of the Machine programs.
Recover the data from the dead Exiles.
Get datacd (optional).
Get mapdisk (optional).
Get recording (optional).
Kill Machine guards (optional).

Phase 2

Area Type Normal
XP Scale Full (100%)
Enemy Zion Military
Rep. Loss Normal
Start Phase I am sending you the address of a rather important Exile whose job is to watch over items, like the ones you've obtained. Meet with her and she will have further instructions.
Enter Phase The contact's name is Contact, and try not to keep her waiting! From what I hear, she's not exactly what you would call the patient type …
Goals Talk to Contact.
Put the three data files into the safe.
Kill the Zion attackers.

Scheduled For Deletion

Protect a pair of Exiles from Machine programs.

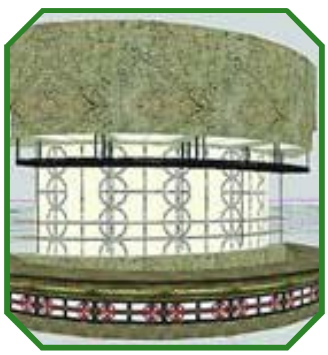
Rep. Gain Normal
Named NPCs Client 1 (The Merovingian, Male)
Client 2 (The Merovingian, Female)
Exile (The Merovingian, Female)
Exile 2 (The Merovingian, Male)

Phase 1

Area Type Normal
XP Scale Full (100%)
Enemy The Machines
Rep. Loss Normal
Start Phase I'm glad you're back. I have a rather … messy assignment for you. I certainly hope that you aren't afraid to get your hands dirty. The Machines have deleted over a dozen of our clients in the last week. Because of this we need you to bodyguard two of the Merovingian's Exiles and move them to a new location before the Machines can trace them.
Enter Phase We have a bit of problem … A group of Machines just descended on Client 1 a few moments ago. You'll need to defeat the Machines that are on site before we can transport Client 1.
Goals Lead Client 1 out of the building.
Kill the Machine programs.
Do not let Client 1 die.

Phase 2

Area Type Normal
XP Scale 1/4 (25%)
Enemy The Machines
Rep. Loss Normal
Start Phase Don't stop now. Client 2 is waiting at the next location. I don't anticipate any hostiles, but then again … I didn't think we'd run into trouble last time.
Enter Phase Pick up the next Merovingian Exile and keep an eye out for hostile programs. Be sure that both Exiles make it to the base.
Goals Lead Client 2 and Client 1 out of the building.
Do not let Client 1 or Client 2 die.



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Phase 3

Area Type Generic Apartment
XP Scale Half (50%)
Enemy The Machines
Rep. Loss Normal
Start Phase Be on the lookout for Zion or Machine attackers while you escort them to Exile's place.
Enter Phase Leave both of them with Exile. He will take over from here.
Goals Lead Client1 and Client2 to Exile at the Merovingian base.
Do not let Client1 or Client2 die.

Fatal Frame-Up

Frame the Machines for killing Zion operatives.

Rep. Gain Normal

Phase 1

Area Type Normal
XP Scale Full (100%)
Enemy The Machines
Rep. Loss Normal
Start Phase We would like to show the Humans that Machines cannot be trusted. To do so, we feel it's necessary to take action ourselves instead of waiting for the Machines or Zion to complicate their precious little truce.
We have the address of a base that has one of their lead operatives. Kill him and make it messy. We'll see to it that the Machines get the credit, using a dossier we will plant inside the target location.
Enter Phase Go into the storeroom, grab the secret plans that you find there and then make your way to the second targeted location.
Goal Steal a dossier from the Machines.

Phase 2

Area Type Normal
XP Scale Full (100%)
Enemy Zion Military
Rep. Loss Normal
Start Phase The next address has been downloaded to you. Kill all the humans you can and then plant the dossier in the desk you find there.
Enter Phase I will let you know when you've opened the targeted desk for the dossier. Just be careful of traps!
Goals Kill the Zion Operatives.
Put the secret plans inside the desk.

Useful Idiot

Pick up a Redpill for a friendly interrogation.

Rep. Gain Normal
Named NPCs Redpill (Zion Military, Male)
Contact (The Merovingian, Female, Exiles. Low Blood-drinkers. Boss)

Phase 1

Area Type Normal
XP Scale Full (100%)
Enemy The Machines
Rep. Loss Normal
Start Phase This is an important job, so listen carefully. The Merovingian wants you to get a certain Redpill out of a local Machine base. Redpill knows things that will be very useful to us in the foreseeable future. The Merovingian is not going to be concerned if you kill all the Machine programs that you find there.
Enter Phase Redpill is near.
Goals Talk to Redpill.
Lead Redpill out of the area.
Do not let Redpill die.

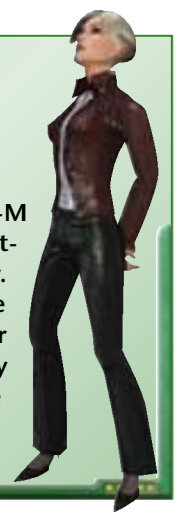
Phase 2

Area Type Normal
XP Scale Half (50%)
Enemy The Machines
Rep. Loss Normal
Start Phase You're out. Now get him to the next address. That is where you will find Contact.
Enter Phase Contact is waiting for you. Leave Redpill with her.
Goals Lead Redpill to Contact.
Do not let Redpill die.

ANTI-M

Location: High-rise Office, Financial & Corporate Center, Downtown

A stylish and sharp businesswoman, Anti-M is one of the few Elements who's truly satisfied with the way things are going now. No longer suffering under the subroutine dictates of Argon, she's pushed out of her number-cruncher's box to become a savvy dealer in $information in The Matrix. She wears expensive Italian suits and makes her own rules now.



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Intercepted Signal

Convert a Zion Redpill candidate for the Merovingian.

Rep. Gain Normal
Named NPCs Target (Zion Military, Male, Bluepill. Pedestrian)
Vampire 1 (Zion Military, Male, Exiles. Low Blood-drinkers. Boss)
Vampire 2 (Zion Military, Female, Exiles. Low Blood-drinkers. Boss)

Phase 1

Area Type Slum Apartment
XP Scale Full (100%)
Enemy Zion Military
Rep. Loss Normal
Start Phase The Humans have been recruiting Redpills like crazy since the Truce started. The Frenchman thinks that we could probably sway a few of them to join us instead. Go on over to this address and see if you can convince Zion's latest Redpill candidate that he'd be better off with us; much like yourself.
Enter Phase Target is in one of the offices. If you're careful, you may be able to get him out without confronting any Zion patrols.
Goals Find Target and speak with him.
Lead Target out of the Zion base.
Do not let Target die.

Phase 2

Area Type Red Pill Extraction
XP Scale Half (50%)
Enemy Zion Military
Rep. Loss Normal
Start Phase We'll be using a Zion Redpill Extraction Point that isn't in use anymore. Take Target there and don't let him come to harm.
Enter Phase The Redpill Extraction Point is in this building. Vampire 1 and Vampire 2 will be waiting for you and Target.
Goals Lead Target to Vampire 1 at the REP.
Do not let Target die.

Assassin Elimination

Eliminate a Zion assassin.

Rep. Gain Normal
Named NPCs Informant (The Machines, Male, Bluepill. Bum)
Assassin (Zion Military, Female)

Phase 1

Area Type Normal
XP Scale Full (100%)\
Enemy Zion Military
Rep. Loss Normal
Start Phase There is a Zion assassin known as Assassin who has been the source of much grief for us. Before they can make another assassination attempt, we would rather have Assassin killed. Go to this location and kill Assassin.
Enter Phase That's strange … I don't see Assassin's signal here. Proceed with caution.
Goals Kill Assassin *becomes* Kill Assassin's Guards.

Phase 2

Area Type Normal
XP Scale 1/4 (25%)
Enemy Zion Military
Rep. Loss None
Start Phase I want you to speak with Informant, he is the program that gave us the tip off on Assassin's location which turned out to be incorrect. Meet up with Informant and see if he can shed some new light on this situation.
Goal Speak to the Informant

Phase 3

Area Type Normal
XP Scale 3/4 (75%)
Enemy Zion Military
Rep. Loss Normal
Start Phase You should have the new location now.
Enter Phase This *has* to be the location of the Zion assassin.
Goal Kill Assassin.

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Nothing To Gain

Steal a pair of computer viruses and sell them to a Zion contact.

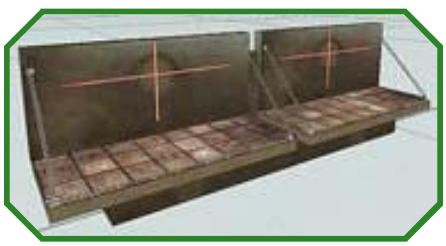
Rep. Gain Normal

Phase 1

Area Type Normal
XP Scale 3/4 (75%)
Enemy The Machines
Rep. Loss None
Start Phase Today we will bring a bit of downtime to the infernal programs by acting as a "middle man" between Zion and the Machines.
You are going to steal two computer viruses from separate locations and bring them to a tolerable Zion contact by uploading the viruses through a hardline. The location of the first virus has already been given to you. Go there now.
Enter Phase The computer virus is inside a filing cabinet within this location, however it's not clear to me which cabinet has the virus. You will have to find it.
Goals Retrieve the first computer virus.
Upload the first computer virus through a hardline.

Phase 2

Area Type Normal
XP Scale Full (100%)
Enemy The Machines
Rep. Loss None
Start Phase Now head to the next location.
Enter Phase The second computer virus is inside a black computer. If you see a white computer, it will not have the computer virus. Once you have collected the second computer virus, upload it through a hardline.
Goals Find the second computer virus
Upload the second computer virus through a hardline.



Digital Disturbance

Recover a stolen computer virus and put a small bomb in its place.

Rep. Gain Normal
Named NPCs Giver (The Merovingian, Female)
Taker (The Merovingian, Male)

Phase 1

Area Type Normal
XP Scale 1/4 (25%)
Enemy Zion Military
Rep. Loss None
Start Phase The Machines stole a computer virus of ours last night and it must be returned. We need the computer virus recovered and a bomb put in its place as a *friendly reminder* that taking what is ours will not be tolerated.
Go to this location and pick up the bomb from Giver. When you have the bomb, I will send you the targeted location for the bomb and where the virus will be recovered.
Enter Phase Giver is waiting for you.
Goal Pick up the bomb from Giver.

Phase 2

Area Type Normal
XP Scale Full (100%)
Enemy The Machines
Rep. Loss Normal
Start Phase I'm sending you to the Machine base now. Once you've reached the place, I'll be able to run a scan of the area and provide some more information.
Enter Phase The area is swarming with Machines so be on the lookout. Oh, it might also be worth mentioning that I think they have a security system in place.
Goals Recover the computer virus.
Plant the bomb on the computer that has the computer virus.

Phase 3

Area Type Normal
XP Scale Half (50%)
Enemy Zion Military
Rep. Loss None
Start Phase I'll sending you the drop-off point for the virus. Don't delay.
Enter Phase Taker will take the computer virus for you.
Goal Deliver the computer virus to Taker.

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The Bagman

Frame the Machines for stealing from Zion.

Contact Flood
Rep. Gain Normal

Phase 1

Area Type Normal
XP Scale Full (100%)
Enemy Zion Military
Rep. Loss Normal
Start Phase The Humans recently imported some code traps from one of their bases. We want you to steal one out of their safe, transport it over to a Machine base and leave it in the Machine's safe. This will do wonders for trust between Machines and Humans.
Enter Phase Watch out for wandering guards. These Humans can be quite the force to reckon with, but … I assume you, of all people, would already know that. The code trap we seek is on a disk inside a wall safe, labeled "Virus."
Find the safe and you will have found the code trap.
Goal Steal the code trap virus.

Phase 2

Area Type Normal
XP Scale Full (100%)
Enemy The Machines
Rep. Loss Normal
Start Phase Be on the lookout for hostile Redpills, as I think we may have drawn some of their attention.
Enter Phase Now all you have to do is plant code trap into the wall safe.
Goal Put the virus in the wall safe.

The Stolen Artifact

Recover a stolen artifact for the Merovingian.

Rep. Gain Max
Named NPCs Boss (The Merovingian, Male)
Tech (Bluepill, Female. Labworker)
Vampire M (The Merovingian, Male, Exiles. Low Blood-drinkers. Boss)
Vampire F (The Merovingian, Female, Exiles. Low Blood-drinkers. Boss)
Potential (Bluepill, Male. Pedestrian)
Extracted (Zion Military, Male)
Deadpill (Bluepill, Male)
Contact (The Merovingian, Male)
Extra (The Merovingian, Female)

Phase 1

Area Type Normal
XP Scale Full (100%)
Enemy Zion Military
Rep. Loss None
Start Phase As you may have heard, we recently had an artifact stolen from us that requires recovery. The prized artifact was lifted by a small band of renegade Exiles that think they can take what belongs to us. Our current lead will send you right into the den of thieves that so foolishly ran off with the Merovingian's possession. Honestly, I would rather select someone else for this task, but it would seem that you're the only person available at the moment. Prove to me that I made the right decision.
Enter Phase The Exiles are scattered all over the area … I'm afraid that I don't know the exact location of the artifact, so you will have to turn the place upside down looking for it. Make it messy.
Goals Find the artifact. Find information on who has the artifact.

Phase 2

Area Type Normal
XP Scale Full (100%)
Enemy Zion Military
Rep. Loss None
Start Phase I've sent you the address of Tech's Laboratory. Only she can decipher the documents.
Enter Phase You're almost there.
Goals Give the documents to Tech.
Get the dossier on Potential from Tech's computer.

Phase 3

Area Type Redpill Extraction
XP Scale Full (100%)
Enemy Zion Military
Rep. Loss Max
Start Phase Captain Extracted and his crew are inside a nearby REP. Find Extracted and get the artifact from him by any means possible.
You've been updated with proper coordinates from the REP.
Enter Phase The Redpill Extraction Point is inside this building.
Goals Find Extracted.
Take the artifact from Extracted.
Kill Extracted and the crew of the Prodito.

Phase 4

Area Type Generic Apartment
XP Scale Full (100%)
Enemy Zion Military
Rep. Loss None
Start Phase You've been updated with the drop-off point. Head there now before additional attempts are made to steal the artifact.
Enter Phase Ensure that the artifact is returned to Contact.
Goal Deliver the artifact to Contact.

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MACHINES SEDUCTION

Contact Agent Gray

The End of the Beginning

Recover a dossier from a group of Exiles.

Rep. Gain Normal
Named NPC Contact (Machine Redpill, Male)

Phase 1

Area Type Office
XP Scale Full (100%)
Enemy The Merovingian
Rep. Loss Normal
Start Phase … I am very pleased that you have seen the wisdom in our ways. I insure you that you will not regret your decision. Now that you have agreed to work with the Machines, we have an assignment for you …

We require that you enter an Exile stronghold recently established in a local financial office. In the center of this stronghold is a two-room vault. Break into the vault and recover the dossier you will find there. This document is quite important to us.

Enter Phase The Exile forces here are light, but keep an eye open for traps. You'll also need to find card keys to access the vault. In the last room you'll find a locked safe with the dossier. You'll need to find out the combination to the safe before you can open it.
Goal Get the dossier from the safe.

Phase 2

Area Type Normal
XP Scale Full (100%)
Enemy The Merovingian
Rep. Loss Normal
Start Phase As your operator stated, you will be delivering the dossier to one of our other new recruits. His name is Contact. Meet up with him now and do not delay.
Enter Phase Contact is another one of the former Zion recruits. Once you've delivered the dossier to him, all should be well.
Goals Give the dossier to Contact.
Kill the Zion attackers.
Do not let Contact die.

Watchful Eyes

Plant "security hardware" on a pair of computers at Zion command posts.

Rep. Gain Normal
Named NPC Contact (Machine Redpill, Male)

Phase 1

Area Type Normal
XP Scale 1/4 (25%)
Enemy Zion Military
Rep. Loss None
Start Phase We require closer surveillance of our human allies. We wish for you to place listening devices in several of their bases. You will pick these devices up at our local base of operations and place them as instructed.

You will be picking up the tracking devices from Contact. Go see him now.

Enter Phase Contact is a Redpill, just like you. It's good to see that others have considered the same options that you have.
Goal Pick up the tracking devices from Contact.

Phase 2

Area Type Normal
XP Scale 3/4 (75%)
Enemy Zion Military
Rep. Loss Normal
Start Phase Proceed to the first location.
Enter Phase This is the first location. Place one of the tracking devices on the specified computer. Avoid the patrolling guards, if possible.
Goal Plant the first tracking device on the computer.

Phase 3

Area Type Normal
XP Scale 3/4 (75%)
Enemy Zion Military
Rep. Loss Normal
Start Phase You may now go to the final location.
Enter Phase Place the last tracking device on the computer found at this location and make your escape.
Goal Plant the second tracking device on the computer.

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Revolting Exiles

Assassinate three Merovingian targets.

Rep. Gain Normal
Named NPCs Target 1 (The Merovingian, Male)
Target 2 (The Merovingian, Female)
Target 3 (The Merovingian, Male)

Phase 1

Area Type Normal
XP Scale Half (50%)
Enemy The Merovingian
Rep. Loss Normal
Start Phase We have identified three Exiles who are leading this revolt against our … authority. We would like you to go to a few locations and eliminate these targets. The last target also has a key to a safe. Bring back the documents that you find within it.
Enter Phase This is the location of Target 1. Eliminate him.
Goal Assassinate the first target: Target 1.

Phase 2

Area Type Normal
XP Scale 3/4 (75%)
Enemy The Merovingian
Rep. Loss Normal
Start Phase I have sent you the address of the second target, Target 2.
Enter Phase Be on your guard. We have reason to believe that Target 2 has a strong defense system.
Goal Assassinate the second target: Target 2.

Phase 3

Area Type Normal
XP Scale Full (100%)
Enemy The Merovingian
Rep. Loss Normal
Start Phase I have sent you the address of the final target.
Enter Phase This is the last location. The target's name is Target 3. We also need any documents that you find inside his safe. If the safe is locked; find the combination and steal the files.
Goals Assassinate the third target: Target 3.
Steal the secret plans.

Viral Insurance

Infiltrate a Network base and plant a virus on the mainframe.

Rep. Gain Normal
Named NPC Contact (The Machines, Male. Agent. Boss)

Phase 1

Area Type Normal
XP Scale 1/4 (25%)
Enemy Zion Military
Rep. Loss Normal
Start Phase We would like you to peerform a small task for us. Pick up a computer virus from a program named Contact and then place it at a Zion base as … insurance … should the Truce ever be lifted. We can trigger the computer virus remotely. In your Human terms: a remote detonator. We trust that you will follow through for us.
Enter Phase First, pick up the computer virus from Contact.
Goal Pick up the computer virus from Contact.

Phase 2

Area Type Normal
XP Scale 3/4 (75%)
Enemy Zion Military
Rep. Loss Normal
Start Phase You must head to the Zion location that I am downloading to you. Whatever you do, do not err. We have very little tolerance for failure or death.
Enter Phase This building is where you will be planting the computer virus. Take the virus into the back room and insert it into the mainframe.
Goal Insert the virus into the mainframe.

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Compromised

Relocate a Machine program.

Rep. Gain Normal
Named NPC Program (Zion Military, Male, Bluepill. Bum)

Phase 1

Area Type Normal
XP Scale 1/4 (25%)
Enemy Zion Military
Rep. Loss None
Start Phase We have a special assignment for you as you have become a valuable asset to us. We would like you to escort a critical control program to a new location that has become overrun by Exiles.
The Master Synthesis Control Program 46N2 is Program. Once you get him out of the building, I'll send you the address of his new station.
Enter Phase This is the place. Get Program out of the area and keep it alive.
Goals Talk to Program.
Get the key from Program.
Lead Program out of the building.
Do not let Program die.

Phase 2

Area Type Normal
XP Scale Full (100%)
Enemy The Merovingian
Rep. Loss Normal
Start Phase Now make your way to the new location with Program. Once you are there, place the 46N2 program in the proper office and then use the phone to call in additional guards.
Enter Phase This is the place. Lead the program to the targeted computer and we'll have one more objective to complete.
Goals Lead Program to the computer.
Use the phone.
Do not let Program die.

Back to the Pods

Escort a Zion Redpill that wants to be plugged back into the Matrix.

Rep. Gain Normal
Named NPCs Target (Zion Military, Male)
Agent 1 (The Machines, Male, Agent. Boss)
Agent 2 (The Machines, Male, Agent. Boss)

Phase 1

Area Type Normal
XP Scale 3/4 (75%)
Enemy Zion Military
Rep. Loss Normal
Start Phase One of the Zion Redpills has had a change of … heart. He wants to be re-inserted into the Matrix. While we can legally do this, we would rather not get into a confrontation with Zion over the issue.
Meet with Target and bring him to one of our Agents for reprocessing.
Enter Phase The target is located in one of these rooms. Do whatever you can to avoid combat with the guards!
Goals Lead Target out of the area.
Do not let Target die.

Phase 2

Area Type Normal
XP Scale Half (50%)
Enemy Zion Military
Rep. Loss Normal
Start Phase Take Target to Agent 1 for reprocessing.
Enter Phase Agent 1 is waiting for you.
Goals Lead Target to Agent 1 to be re-processed.
Do not let Target die.

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Agent Information

Prevent two Zion Operatives from becoming a problem.

Rep. Gain Normal
Named NPCs Agent (The Machines, Male, Agent. Boss)
Target 1 (Zion Military, Female)
Target 2 (Zion Military, Male)
OfficeWorker 1 (Zion Military, Male, Bluepill. Officeworker)
OfficeWorker 2 (Zion Military, Female, Bluepill. Officeworker)
OfficeWorker 3 (Zion Military, Male, Bluepill. Officeworker)
OfficeWorker 4 (Zion Military, Male, Bluepill. Officeworker)

Phase 1

Area Type Normal
XP Scale Full (100%)
Enemy Zion Military
Rep. Loss None
Start Phase There are two Zion operatives we must eliminate before they impart certain … information to the Zion Council. As you may know, killing the humans would violate the Truce, so we have to be very delicate with this matter.
You will be picking up a pair of RSI shells of Exiles and leading them into the Zion base where the two Zion targets reside. Once you have eliminated the Zion forces, search the bodies of the operatives for the vital information, and then leave the fake Exiles behind as evidence of a Merovingian raid.
Enter Phase Find Agent. He'll have the programs for you and additional details on your assignment.
Goals Talk to Agent.
Lead the two programs out of the area.
Do not let RSI-01 or RSI-02 die.

Phase 2

Area Type Normal
XP Scale Full (100%)
Enemy Zion Military
Rep. Loss Normal
Start Phase Now that the programs are with you, I will send you the address of the targets. They are known as Target 1 and Target 2. Enter the base and kill everyone you find. Then leave the Exiles' program Shells as evidence to frame the Merovingian.
Enter Phase See to it that the information they hold does not make it into the hands of the Zion council.
Goals Lead the Exile programs to the Zion targets.
Kill the Zion operatives.
Search the corpses of the Zion operatives.

Phase 3

Area Type Office
XP Scale Full (100%)
Enemy Zion Military
Rep. Loss None
Start Phase Agent has informed me that he will meet you at an office building that is close to your current location. I am sending you the coordinates now.
Enter Phase Agent is waiting for you.
Goal Give the dossier to Agent.

Intel Recovery

Eliminate an Exile threat and recover stolen data.

Rep. Gain Normal

Phase 1

Area Type Normal
XP Scale Full (100%)
Enemy The Merovingian
Rep. Loss Normal
Start Phase Last night, the Exiles attacked one of our stations and killed our team there. Infiltrate the base, eliminate any remaining Exiles, and recover information that has been left exposed to Exile hands.
Enter Phase Once you've taken care of the Exiles, you'll have to recover the two disks in the computer system. You might also see a team of Redpills on site – don't attack them. We don't want to cause any trouble with the Truce.
Goals Kill all of the Exiles.
Recover the two disks.
Upload the disks at a hardline.
Don't let the Zion Operatives die.

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Control

Shut down a Merovingian Network.

Rep. Gain Normal
Named NPCs Guard 1 (The Machines, Male)
Guard 2 (The Machines, Male)
Guard 3 (The Machines, Male)

Phase 1

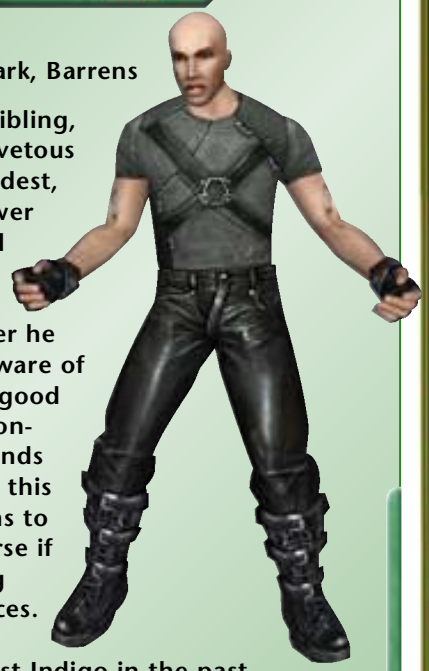
Area Type Normal
XP Scale Full (100%)
Enemy The Merovingian
Rep. Loss Normal
Start Phase I feel that the time has come for you to show us a better example of exactly what you are capable of. We want to test you once more before we hand you your largest task yet. If you are up to it, then by all means, proceed …
You will deactivate one of the Merovingian's networks so a separate group of our security forces can make their way inside a Merovingian base and extract data from a few computers. The sensitive data may give us the upper hand if a certain treaty should turn … sour.
Enter Phase You'll need to get the access codes to the network and then use the mainframe to shut down their firewall. Then you'll be able to grab any relevant data from the mainframe.
Goals Get the access codes.
Shut down the mainframe.
Get the data from the mainframe.

Phase 2

Area Type Normal
XP Scale Full (100%)
Enemy The Merovingian
Rep. Loss Normal
Start Phase Further tasks from you are needed. We need you to assist the Security Force into a Merovingian base as the previous Security Captain had to be … deleted for reasons that I care not to share with you. I've already given you the location where the Security Force is meeting ….
Go there and take over for the captain.
Enter Phase The guards are waiting for you inside. Their names are Guard 1, Guard 3 and Guard 2.
Goals Lead the security guards out of the building.
Do not let any of the guards die.

GREENE

Location: Manssen Park, Barrens



As the second oldest sibling, Greene is intensely covetous of Indigo's status as eldest, and the perks and power that go with it. He will do anything to get what Indigo has, and will tear down whatever he can't take. Greene is aware of Rose's desire to get in good with Indigo, and has convinced her that he intends to help her accomplish this goal. In reality, he plans to use her as a Trojan Horse if she succeeds in getting into Indigo's good graces. Greene and Gray have worked together against Indigo in the past, but Greene still hates the bastard as much as any of the others.

Phase 3

Area Type Normal
XP Scale Full (100%)
Enemy The Merovingian
Rep. Loss Normal
Start Phase Lead the guards to the Merovingian base. We will not be overly concerned if the security forces die; just try to make use of them.
Enter Phase This is the Merovingian base. Be on the lookout for the Merovingian's men and other Exiles. Just search each computer you can find for data & get your men out of there.
1st Message 0 1 0 1 0 1 1 1 0 0 0 1 1 1
1 1 0 1 0 1 0 1 1 0 0 0 1 0
1 0 1 0 1 0 1 1 0 1 0 1 0 1
2nd Message 1 1 0 1 0 1 0 1 1 0 0 0 1 0
0 1 0 1 0 1 1 1 0 0 0 1 1 1
1 0 1 0 1 0 1 1 0 1 0 1 0 1
3rd Message 1 0 1 0 1 0 1 1 0 1 0 1
0 1 0 1 0 1 1 1 0 0 0 1
1 0 1 0 1 0 1 1 0 1 0 1
Goals Search the first computer.
Search the second computer.
Search the third computer.

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The Stolen Artifact

Intercept an artifact that was stolen from the Merovingian.

Rep. Gain Max
Named NPCs Boss (The Merovingian, Male)
Tech (Bluepill, Female. Labworker)
Potential (Bluepill, Male. Pedestrian)
Extracted (Zion Military, Male)
Contact (The Machines, Male, Agent. Boss)
Extra (The Machines, Female)

Phase 1

Area Type Normal
XP Scale Full (100%)
Enemy The Merovingian
Rep. Loss Normal
Start Phase As you may have heard, the Merovingian recently had an artifact stolen from him that we would like to … intercept. The artifact was lifted by a small band of Exiles that operate outside of the Merovingian's rule.
We have the location of the Exiles' stronghold. This will be a dangerous mission … prove to us that we have chosen the appropriate operative.
Enter Phase The Exiles are scattered all over the area … I'm afraid I don't know the exact location of the artifact, so you'll have to run a thorough search.
Goal Find the artifact. *becomes*
Find information on who has the artifact.

Phase 2

Area Type Normal
XP Scale Half (50%)
Enemy Zion Military
Rep. Loss None
Start Phase I have sent you the address of Tech's Laboratory. Only she can decipher the documents.
Enter Phase You're almost there.
Goals Give the Documents to Tech.
Search Tech's computer.
Get the dossier on Potential from Tech's computer.

Phase 3

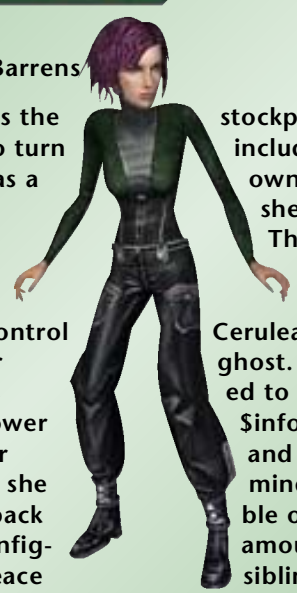
Area Type Red Pill Extraction
XP Scale Full (100%)
Enemy Zion Military
Rep. Loss Max
Start Phase Captain Extracted and his crew are inside a nearby REP. Find Extracted and get the artifact from him by any means possible.
You have been updated with the proper coordinates for the Redpill Extraction Point.
Enter Phase The Redpill Extraction Point is inside this building.
Goals Find Extracted.
Take the artifact from Extracted.
Kill Extracted and the crew of the Prodito.

Phase 4

Area Type Office
XP Scale Half (50%)
Enemy Zion Military
Rep. Loss None
Start Phase You have been updated with the drop-off point. Go there now before additional attempts are made to steal the artifact.
Enter Phase Make sure that the artifact is returned to Contact.
Goal Deliver the artifact to Contact.

CERULEAN

Location: Bathary Row, Barrens



A middle child, Cerulean is the only one of the siblings to turn primarily to her intellect as a source of influence. She invested heavily in understanding the infrastructure of the Matrix in an attempt to learn how to control it better and use its power against her siblings. She is convinced that Indigo's power base can be wiped away or redirected in this way, but she suffered an enormous setback when the Matrix was reconfigured in the wake of the Peace Treaty. Much of the code she had stockpiled was wiped out, including parts of her own personal code that she had tried to hide. The result was a loss of her RSI's rendering subroutine; Cerulean is effectively a ghost. She is now dedicated to accumulating more $information than ever, and proving that her mind is more than capable of overcoming any amount of power her siblings can amass.

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ZION SEDUCTION

Contact Tyndall

The End of the Beginning

Rescue a pair of Bluepill hostages from Exiles.

Rep. Gain Normal
Named NPCs Hostage 1 (Bluepill, Female. Officeworker Hostage)
Hostage 2 (Bluepill, Female. Officeworker Hostage)
Contact (Zion Military, Female)
Captain (Zion Military, Male)

Phase 1

Area Type Normal
XP Scale Full (100%)
Enemy The Merovingian
Rep. Loss None
Start Phase I'm glad that you have decided to continue to work with us. I hope this is a habit that stays with you for your future and the future of Zion. Now, on to business.
Last week, several groups of Exiles attacked a few of our bases. Because of this the Merovingian has given us free reign to take out this batch of scum at their hideout. Additionally, there are a couple Bluepills being held hostage in the area. We need you to pick them up and take them to a safe location.
Enter Phase These Exiles aren't tough but there are a lot of them. Be careful!
Goals Kill all of the Exiles.
Lead both hostages out of the area.
Do not let either hostage die.

Phase 2

Area Type Red Pill Extraction
XP Scale Half (50%)
Enemy The Merovingian
Rep. Loss None
Start Phase Now get them to Captain and Contact at the nearby Redpill Extraction Point. I'm sending you the address now.
Enter Phase This is one of our Redpill Extraction Points. The Bluepills will be safe here.
Goals Lead both hostages to Captain at the REP.
Do not let either hostage die.

Second Thoughts

Extract a Zion Operative and escort him to a hardline.

Rep. Gain Normal
Named NPC Contact (Zion Military, Male, Redpill. Pistol. Boss)

Phase 1

Area Type Normal
XP Scale Full (100%)
Enemy The Machines
Rep. Loss Normal
Start Phase We have a scared Zion Operative that is proving to be a bit difficult. He called in the security forces to protect him, but he's had second thoughts and wants a pickup. Here's the address. Pay Contact a visit and see if you can pry him out of there.
Enter Phase Contact is located in the back room of the area. If you're careful, you may be able to get him out without confronting any patrolling guards.
Goals Talk to Contact.
Lead Contact to a hardline.
Do not let Contact die.

Just Another Pretty Face

Rescue a comatose hostage from Exiles.

Rep. Gain Normal
Named NPC Girl (Zion Military, Female, Redpill. Healer. Boss)

Phase 1

Area Type Normal
XP Scale Full (100%)
Enemy The Merovingian
Rep. Loss Normal
Start Phase Thank you for contacting me. I have an important assignment for you. Before the Truce, an Exile boss grabbed one of our top operatives, Girl, and infected her with a virus. This virus allowed the Exile to use Girl as a personal slave. We need you to rescue Girl and get her back to a hardline.
To make certain the message isn't lost on the Exile kidnappers, we want you to eliminate all of the Exiles that you find there.
Enter Phase The Redpill Operative, Girl, is going to need a detox program flushed through her system in order for her to clear the effects of the 'brainwashing' program. Just give her the antidote that I've downloaded to you and she should come to her senses.
Goals Kill all of the Exiles.
Give the antidote to Girl.
Escort Girl to a hardline.
Do not let Girl die.

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Moving Target

Pick up important intel from a Bluepill.

Rep. Gain Normal
Named NPCs Bluepill 1 (Bluepill, Male)
Bluepill 2 (Bluepill, Female)
Bluepill 3 (Bluepill, Male)
Officeworker M (Bluepill, Male. Officeworker)
Officeworker M2 (Bluepill, Male. Officeworker)
Officeworker F (Bluepill, Female. Officeworker)
Officeworker F2 (Bluepill, Female. Officeworker)

Phase 1

Area Type Office
XP Scale 1/4 (25%)
Enemy The Machines
Rep. Loss Normal
Start Phase Greetings, friend of Zion. We need your help to recover data from a couple Bluepills who were previously watched by Agents. Both of them have information about an aspect of the Matrix we desperately need intel on.
We need you to go to their locations, meet them and receive a piece of data from each. Once you have all of the data, you will upload them through a hardline.
Enter Phase Get the Access Codes from Bluepill 1 per Tyndall's request.
Goal Get the access codes from Bluepill 1.

Phase 2

Area Type Normal
XP Scale Full (100%)
Enemy The Merovingian
Rep. Loss Normal
Start Phase Be on the watch for Exiles attackers. Any programs you run into during this data extraction are probably against our efforts.
Enter Phase I'm detecting additional forces on the premises. We still need to locate Bluepill 2, but be on the look out for hostiles.
Goals Locate Bluepill 2.
Pick up the data from Bluepill 2.

Phase 3

Area Type Normal
XP Scale 3/4 (75%)
Enemy The Merovingian
Rep. Loss Normal
Start Phase I'm going over the information that you've found so far. All I'm getting out of this is a name and an address. We'll need you to investigate this. The address is being sent to you now.
Enter Phase I hope that this is your final stop. We're looking for a Mr. Bluepill 3. Speak with him and pick up any data that he might have for you.
Goals Speak with Bluepill 3.
Get the last piece of information from Bluepill 3 and the filing cabinet.
Upload all data through a hardline.

Protection

Rescue a small group of Zion Operatives from the Merovingian.

Rep. Gain Normal
Named NPCs Hostage 1 (Zion Military, Female)
Hostage 2 (Zion Military, Male)
Hostage 3 (Zion Military, Female)
Captain (Zion Military, Female)
Soldier (Zion Military, Male)
Hacker (Zion Military, Male)

Phase 1

Area Type Normal
XP Scale Full (100%)
Enemy The Merovingian
Rep. Loss Normal
Start Phase The Exiles are holding the crew of the Achilles, claiming that they attacked their base. This may be true but we have an agenda to look out for our operatives. Go to this address, rescue our people, take out the Exile boss and then get our people to a safe location. Good luck, Warrior! I wish you well.
Enter Phase The Exiles have locked three hostages up in a make-shift jail. You'll need the key to the cells to get the hostages out unless you can pick the lock. If you need the key it is probably on the Exile who guards the area. The jail keeper is on a patrol so if you plan to be stealthy, be careful!
Goals Escort the three hostages out of the building.
Do not let any hostages die.

Phase 2

Area Type Red Pill Extraction
XP Scale Full (100%)
Enemy The Merovingian
Rep. Loss None
Start Phase Don't stop now, make your way to the Zion base where we can get them home.
Enter Phase This is where you can find Captain Captain and her crew. They are waiting for you.
Goals Escort the hostages to Captain.
Do not let any hostages die.

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Liberation of the Theses

Recover sensitive data and send it back to Zion.

Rep. Gain Normal

Phase 1

Area Type Normal
XP Scale Full (100%)
Enemy The Machines
Rep. Loss Normal
Start Phase This assignment involves you doing a bit of scavenge work. You are to pick up a series of items that we need secured from two separate locations.
The first location has two documents that we require. Make haste, Warrior.
Enter Phase You could run into the local security forces, so be alert! Find the two filing cabinets that hold the documents and get out of there.
Goals Get the two documents.

Phase 2

Area Type Normal
XP Scale Full (100%)
Enemy The Machines
Rep. Loss Normal
Start Phase This last location involves the liberation of data from a computer found on site. I've targeted them for you already. Good luck.
Enter Phase You shouldn't have to hack the computer to pull the data. Just keep an eye out for the local security.
Goals Get the data.
Upload the data at a hardline.

Signal Loss

Make an exchange with one of the Merovingian's men.

Rep. Gain Normal
Named NPCs Target (Zion Military, Male, Bluepill. Labworker)
Contact (Zion Military, Male)
Trader (The Merovingian, Unspecified)

Phase 1

Area Type Normal
XP Scale Full (100%)
Enemy The Machines
Rep. Loss Normal
Start Phase The Merovingian is willing to make an exchange with us and we need you to make the trade. Pick up the computer virus from Contact at this address and make the switch at another. Contact will have the rest of your instructions. Good luck, Warrior.
Enter Phase … Something strange is going on … I'm getting some interference … I'm losing packets left and right, it's almost like something is blocking my link. I should be able to keep your map updated. Just move forward with caution – this doesn't feel right.
Goals Talk to Contact.
Get the virus from Contact.

Phase 2

Area Type Normal
XP Scale Full (100%)
Enemy The Machines
Rep. Loss Normal
Start Phase None.
Enter Phase None.
Goal Stop Target from blocking communication with your Operator.

Phase 3

Area Type Normal
XP Scale Full (100%)
Enemy The Merovingian
Rep. Loss None
Start Phase This is where Trader will make the trade with you. Try not to keep them waiting.
Enter Phase When you find Trader, they will take the virus from you and then give you the data that was agreed upon.
Goals Trade the virus for the data.
Upload the data at a hardline.

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Recon and Retrieval

Resupply an internal base for Zion.

Rep. Gain Normal
Named NPCs Wounded Zionite (Zion Military, Male)
Traitor (Zion Military, Female)
Hostage 1 (Zion Military, Female)
Hostage 2 (Zion Military, Male)

Phase 1

Area Type Normal
XP Scale 1/4 (25%)
Enemy The Merovingian
Rep. Loss Normal
Start Phase I hate to ask this of you, but no one else is available right now. We need you to re-supply one of our bases in the Matrix.
Go to this address and pick up the code fragments that Wounded Zionite has on hand. Be careful, Warrior. The Exiles have been making a habit of attempting to steal our transfers.
Enter Phase Wounded Zionite is inside. He should be able to tell you where the Fragments are stored.
Goals Speak with Wounded Zionite.
Get the fragments.

Phase 2

Area Type Normal
XP Scale Full (100%)
Enemy The Merovingian
Rep. Loss Normal
Start Phase I have a lock on her position right now. Traitor has already paired up with a small band of Exiles in this district. Make your way there and recover those fragments!
Enter Phase This is the place … It looks like there are a few Exiles here with Traitor. Take her out and get those frags back.
Goals Kill Traitor.
Take the fragments from Traitor's computer.

Phase 3

Area Type Normal
XP Scale Full (100%)
Enemy The Merovingian
Rep. Loss Normal
Start Phase I'm sending you the address of the next location now.
Enter Phase We have a problem. It appears that before you killed Traitor they gave up the location of this base and the Exiles that she was siding with hit us – hard! I'm glad you're here because we need you to kill the remaining Exiles and rescue two survivors. After you've done that, get the survivors and the frags to a hardline and upload them. Good luck!
Goals Lead the Zion Operatives out of the building.
Lead the Zion Operatives to a hardline.
Upload the data fragments through a hardline.
Do not let either hostage die.

Buffer Overflow

Shut down Network Mainframe to access vital data.

Rep. Gain Normal
Named NPCs Captain (Zion Military, Male)
Follower (Zion Military, Unspecified)

Phase 1

Area Type Normal
XP Scale Full (100%)
Enemy The Machines
Rep. Loss Normal
Start Phase I am glad to hear from you. I have an interesting assignment that should provide a bit of excitement.
You will be breaking into a nearby building that is crawling with programs, stealing access codes to a mainframe, shutting down the mainframe and then pulling data from the network. Once you've pulled that off, you will be updated with the rest of your assignment. I wish you well, Warrior!
Enter Phase This is where you can find the mainframe. I'll be watching to make sure everything goes smoothly.
Goals Get the access codes to the mainframe.
Shut down the mainframe.
Get the data from the mainframe.

Phase 2

Area Type Normal
XP Scale Full (100%)
Enemy The Machines
Rep. Loss None
Start Phase I've given you the location where the crew is waiting for you. Just make your way there and take over as leader for the strike.
Enter Phase This is where you will find the Zion operatives. The captain's name is Captain.
Goals Lead the Captain and Follower out of the area.
Do not let either die.

Phase 3

Area Type Normal
XP Scale Full (100%)
Enemy The Merovingian
Rep. Loss Normal
Start Phase Make your way to the Merovingian base. The address is being sent to you now.
Enter Phase Search each computer you find. Once the primary mission objectives are completed, get your men out of the base.
Goals Search the first computer.
Search the second computer.
Search the third computer.

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The Stolen Artifact

Carry out assignment with first Redpill you extracted.

Rep. Gain Max
Named NPCs Captain (Zion Military, Male)
Leader (The Merovingian, Male)
Contact (Zion Military, Male)
Bruce (The Merovingian, Male)
Boss (The Merovingian, Female)

Phase 1

Area Type Red Pill Extraction
XP Scale Full (100%)
Enemy The Merovingian
Rep. Loss None
Start Phase I come to you with a matter of utmost importance, Warrior. Several groups of Exiles attacked one of our bases last week. The Frenchman denies responsibility, claiming it's the work of renegades who operate outside of his control. You will be working with the crew of the Proditio on this assignment.
Go to this location to meet with the crew of the Proditio. Additional instructions will be sent to you when you reach your first objective … Oh, one more thing: You might also like to hear that the Captain of the Proditio, Captain, was the first Redpill candidate that you recruited …
Enter Phase Meet up with Captain Captain of the Proditio. Once you've spoken with him, escort him and his crew to the strike location.
Goals Talk to Captain Captain.
Lead Captain out of the building.
Do not let Captain Captain die.

Phase 2

Area Type Normal
XP Scale Full (100%)
Enemy The Merovingian
Rep. Loss Max
Start Phase The purpose of this attack is to determine if what the Merovingian says is true or not. If he is lying, then we will eliminate a few of the Exiles under his control and strike back for the attacks that have been made. If he is telling the truth, we will put a stop to these renegades and hopefully prevent further attacks from being made against Zion bases.
Enter Phase You must recover any documentation that will help Zion determine if these Exiles are working for the Merovingian or not. If the Merovingian is at fault, we may have to strike back for his hostility.
Goals Search the Exile base for documents.
Lead Captain out of the area.
Upload the documents through a hardline.
Do not let Captain Captain die.

Phase 3

Area Type Normal
XP Scale Full (100%)
Enemy The Merovingian
Rep. Loss Normal
Start Phase Before we can recover the artifact for ourselves, we must cause a diversion at another base; otherwise we'll never be able to pry the artifact out of the hands of the renegades. Eliminate all of the renegade Exiles and you will proceed to the next location to extract the artifact from Exile hands.
Enter Phase This is the place. Good luck..
Goals Eliminate all of the Exiles.
Lead Captain out of the area.
Do not let Captain Captain die.

Phase 4

Area Type Normal
XP Scale Full (100%)
Enemy The Merovingian
Rep. Loss Max
Start Phase This assault is just what we needed to pull the artifact from the hands of the renegades.
I'm sending you the second set of coordinates which is the artifact's location. We're not concerned about how you complete your objective, but you must recover the artifact.
Enter Phase Be on the lookout for an Exile that goes by the calling Boss. If you do see her, it would serve our interest and the Merovingian's if she was no longer a factor in the equation.
Goals Steal the artifact.
Kill Boss.
Lead Captain out of the area.
Do not let Captain Captain die.

Phase 5

Area Type Normal
XP Scale Full (100%)
Enemy The Merovingian
Rep. Loss None
Start Phase Keep moving, Warrior. You must meet with Contact. Oh, and don't lose Captain.
Enter Phase This is where you can find Contact.
Goals Speak with Contact.
Lead Captain to Contact.
Give the artifact to Contact.
Kill Captain.

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LOOT

Low/Mid

The stat tables for gangs and most other enemies separate them into **Low**, **Mid** and **High** columns. See **High**, below, for Loot that the best "regular" enemies drop.

Base chance of loot. There's about a 1/3 chance each that an enemy will be carrying a Major Loot item, a Minor Loot item, or no item at all.

Level modification. If there's a difference between your party's average level and your enemy's level, modify the chance of a Major Loot item by 3% per level. If your enemy is higher, that increases the Major Loot chance; if he's lower, it decreases the chance of Major Loot. (The chance of Minor Loot will always be about 1/3, unless your enemy is much higher or much lower.)

Loot quality. As you would expect, the better the enemy you defeat — both his level, and his level relative to yours — the better the loot tends to be.

Types of Loot

If a Low or Mid enemy drops loot, it can be **information**, a **code fragment**, a **consumable**, **clothing**, a **tool**, a **weapon** or a **buffed item**, based on the following percentages:

Type of Loot	If Minor	If Major
$information	15%	–
Code Fragment	25%	–
Consumable	40%	–
Clothing	15%	20%
Tool	–	30%
Weapon	–	30%
Buffed Item	–	15%
Find two items	5%	5%

As before, the higher an opponent you defeat, the better your odds of getting two loot drops, and the better the drop is likely to be. If your opponent is lower-level than you are, the loot will probably not be as good.

Clothing. It is randomly determined (50/50) whether clothing loot is female or male. Only collectors give rewards based on your character's sex. Random clothing loot is always basic (unenhanced and unarmored).

Consumables, Weapons and Tools. As with clothing, most of this loot will be the unenhanced, basic version of an item. However, as opposed to basic clothing, these other basic items serve a greater purpose than just covering your unmentionables.

Buff Loot. If you get buff loot, there's about a 75% chance that it will be armored clothing.

High

The stat tables for enemies separate them into **Low**, **Mid** and **High** columns. See **Low/Mid**, above, for Loot that relatively weaker enemies drop.

Base chance of loot. There's a 50% chance that a High enemy will drop Major Loot. There's a 30% chance of Minor Loot, and a 20% chance of no loot at all. (Certain High enemies drop specific loot; otherwise, the loot is randomly determined this way.)

Loot quality. As before, the better the enemy you defeat — both his level, and his level relative to yours — the better the loot tends to be.

Type of Loot	If Minor	If Major
$information	36%	20%
Rare Code Fragment	28%	–
Weapon	36%	–
Armored Clothing	–	40%
Enhanced Item	–	40%

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$information

A defeated enemy will nearly always drop $information along with regular loot, usually about $i 250 per level. (Thus, a Lvl 4 enemy will drop about $i 1000, but note that "about" is used in its loosest sense here; the range is actually between $i 5 and $i 500 per level.) An enemy that is dropping Major Loot will also drop about $i 2500 per level.

$information Loot. If an enemy drops $information as Loot (in other words, if $information comes up on one of the loot tables on the previous page), the amount dropped will range from $i 1000 to several hundred thousand. (No, you won't be seeing that much loot until you've reached a very high level.)

Other Enemy Loot

These loot drops are *not* modified by the level of your enemy.

Type of Loot	If Minor	If Major
Consumable	75%	–
Go to Major Column	25%	–
Clothing	–	50%
Weapon	-	35%
Buffed Item	–	15%

Mission Container Loot

Reward objects can appear in containers scattered throughout a mission area. These containers are incentives for you to thoroughly explore your surroundings. They also provide alternative sources of loot if you're not geared towards confrontation.

What's a treasure chest doing at the dead end of a cave or next to someone's bed? Unlike many traditional RPGs, in *The Matrix Online* both container location and content makes (more) sense.

The type and quantity of container loot are based on container type, your level (and your party's level), and mission difficulty. Note that containers will only have loot during a mission.

Types of Containers

Although everything in the Matrix is technically intangible, there are "physical"-type rewards that appear in the form of clothing, tools, weapons, and consumables. Data-type rewards include information, code fragments, and enhancement code. To a large degree, the container type determines the reward type.

Desks can hide physical rewards within its drawers. Consumables, clothing accessories, and the occasional tool or weapon are in the mix. Data rewards, too, appear on disks.

Cardboard Boxes. Physical rewards, both large and small, are stored within these paper walls. However, due to the low-tech nature of these containers, data rewards aren't present.

Computers. Only data-type rewards appear on these electronic screens. Hack, download and acquire them by any means.

Safes. Within these metal walls, high-valued, durable rewards are stocked. Unfortunately, these safes are usually locked.

File Cabinets. Sometimes, small physical rewards are hidden there. But data rewards are the usual fare.

Dressers. Articles of clothing can be found by the ton. Residents also store the occasional rifle or shotgun.

End-of-Mission Box

At the end of a few missions (think "important" or "end of sequence") is a goodie box containing a very sweet reward, scaled to your party's level.

Lair Boss Loot

Each of the lairs has a boss, and each boss has something worth having. Defeat the boss, and you can get the goods. Of course, you'll have to go through a lot of soldiers to get to the boss …

Lair boss loot is listed for each boss in **Exile Hideouts**.

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COLLECTORS & THEIR REWARDS

Collector	Neighborhood	Target Gang	Collectable	Reward	Reward Description
SLUMS					
Big Jimmy Z	Eshean Projects	Death Merchants	Red Coin	Z Gi (F Shirt / M Coat)	1:stealth 15p|md 3p
Caspian	Mannsdale Projects	88s	Miniature Toy Rocket	Caspian's Sunglasses (F/M)	1:rd 25p
Cookie	Lemone	Silver Bullets	Engraved Silver Ring	Heirloom Revolver	5:d 35-55|rg 15|am 50|rgct 5p|10% proc: rd 20-40
FastBack	Uriah	Choppers	Car Key	FastBack Boots (F/M Shoes)	1:dr 10p
Horace	Achan	Bells	Small Bronze Bell	Horace's Sneakers (F/M Shoes)	1:mvs 10%
Jack	Moriah Projects	Crossbones	Skull & Crossbones Medallion	Jack's Gloves (F/M)	1:md 30p
JohnQ	Camon Heights	Slashers	Razor Blade Pendant	Q-Gun (Revolver)	1:d 21-33|rg 16|am 50|rgct 5p|20% proc: 10 dot every 2.5 sec for 20 sec.
KatScratch	Zia	Furies	Platinum Disk Medallion	Kat Skin (F/M Coat)	5:5% proc: 25-70 health when damaged
Kerton	Magog	Blackwoods	Onyx Ring	Sublime Gloves (F/M)	5:sd 25p
Kraven	Dannah Heights	Silver Bullets	Engraved Silver Ring	Ghost Shirt (F/M)	5:5% proc: 10-40 health when damaged
LilQuick	Kedemoth	Furies	Platinum Disk Medallion	LilQuick's Sneakers (F/M Shoes)	5:stealth 15p|idr 1%|ddr 1%
Loripor	Mara	Blackwoods	Onyx Ring	Loripor's Jacket (F/M Coat)	1:mxh 100p|84% proc: self enraged when hurt (10 sec.)
Michel	Tabor Park	Demon Army	Demon Head Medallion	Demonskin Shirt (F/M)	1:rpdr|mpdr 3%|vr 3%
PartyGrrrl	Apollyon	5 Points	Brass Pentacle	The Party Favor (Shotgun)	1:d 22-32|rg 16|am 75|rgct 5p|10% proc: d +10-30
Reactor	Midian Park	Bricks	Rust Red Handkerchief	Reaction Sunglasses (F/M)	1:block tactics 10p
BARRENS					
Chaste	Southard	Guillotines	Red Silk Ribbon	Chastity (Automatic Rifle)	10:d 73-103|rg 26|am 85
Clarke	Lucero Point	Sparks	Flint Pendant	Sparkling Fedora (F/M Hat)	15:isr 25%
Elmore	Rogers Way	A.S.P.	A.S.P. ID Card	Elmore's Automatic (Pistol)	15:d 70-110|rg 16|am 50|rgct 5p|rgt 7p
Ethan	Bathary Row	Bathary Boys	Blood-Drinker Tooth	Mother Coat (F/M)	20:hr 25%|80-140 health when damaged
Father Jonas	Sobra Shores	Legion	Pentagram Amulet	Devotional Shirt (F/M)	10:b 3l|concentration 3l
Gregore	Manssen Park	Disciples	Small Vial of Blood	Vampire Coat (F/M)	20:hr 50%|dr 5p|md 25p
Lucian	Stamos	Crow Bars	Crow Feather	Lucian's Launcher (F/M)	20:vtr 10%|vdef 10p|isr 10%
Optix	Guinness Lake	King's Men	Crown Coin	Optix Optics (F/M Glasses)	15:detection 12p
StraightEdgedJohn	Gracy Heights	Crushers	Small Hammer	Pugilist's Gloves (F/M)	1:5% proc: 42 dot md every 2.5 sec for 30sec.|5% proc: 12 rd dot for 30 sec.
INTERNATIONAL					
Corman	Murasaki	Black Tigers	Tiger Claw Pendant	Tiger Claws (F/M Gloves)	20:stealth 20p|sd 40p
Corrode	Ueno	Shuriken	Platinum Shuriken	Shuriken Launcher (SMG)	20:d 100-150|rg 20|am 65|rgct 5p|asd 25p|ast 10p
Egg	Sai Kung	Gold Blood	Golden Heart Medallion	Egg's Shell (F/M Coat)	10:vdef 20p
Huang	Ikebukuro	Phoenix	Flaming Phoenix Medallion	Huang's Shirt (F/M)	10:isr 10%
Jonny	Kaede	Sisters of Fate	Small Gold Hourglass	Jonnygun (SMG)	5:d 40-60|rg 20|am 65|rgct 5p|10% proc: stun (8 sec)
Kenny Lee	Shinjuku	Jade Moon	Jade Crescent Medallion	Kenny's Gi (F Shirt / M Coat)	20:gt 10p|gd 25p
Lieutenant Chang	Jurong	Destitutes	Empty Leather Wallet	Viral Shades (F/M Glasses)	15:vd 25p
Petal	Akasaka	Brothers of Destiny	Silver Star Medallion	Petal Pants (F/M)	15:dr 10p|speed tactics 5p
ShockKidd	Shirakaba	Great Wall Security	Iron Badge	Security Glasses (F/M)	15:stealth 20p|detect 16p
Tanto	Kowloon	Student Protests	Ivory Disk	Kickin' Boots (F/M Shoes)	15:power damage 25p, power tactics 10p
Tin Can	Furihata	Silver Dragons	Silver Dragon Medallion	Tin Can's Headgear (F/M Hat)	1:vulnerablity generation -30%|vuln. duration -30%
DOWNTOWN					
Bowie	Lamar	Dog Pound	Dog Tag	Boosted Shotgun	30:d 123-193|rg 16|am 75|rgct 5p|bd 20p|5% proc: 40 dot every 2.5 sec for 20 sec.
Chavers	Stratford Campus	Corporate Security	Gold Badge	Clamor (Dual SMGs)	dual smgs l29:d 185-275|rg 20|am 75|rgct 5p|asd 50p|ast 10p|5% proc: stun (8 sec)
Chavim	Industry Square	Corporate Security	Gold Badge	Bedlam (Dual Pistols)	30 & dual handguns l40:d 162-252|rg 16|am 60|rgct 5p|rgtd 50p|rgt 10p|5% proc: confuse (8 sec)
Deadboy	Vauxton	Sleepers	Ankh	Caution (F/M Shoes)	30:mvs 50%
Hasad	Historic District	Pit Vipers	Snakeskin Pouch	Panacea (F/M Shirt)	30:5% proc: 100 - 200 health when damaged
Jacob	Hampton Green	Suits	Gold Fountain Pen	Coward's Pants (F/M)	35:dr 10p|ce 40%|block tactics 10p
Jokah	South Vauxton	Runners	Silver Anklet	Jokah's: Hat (F) / Beanie (M)	25:ce 25%
Mikah	Edgewater	Wharf Rats	Rat's Tail	Hacker Glasses (F/M)	25:vtr 20%|vdef 20p
Officer Peck	Pillsen	Shades	Onyx Pendant	Peck's Shirt (F/M)	35:isr 20%|hr 20%|shr 30%|sisr 30%
Officer Taylor	Park East	White Security	Silver Badge	Police Special (Pistol)	35:d 140-220|rg 16|am 50|rgct 5p|rgt 10p|rgtd 50p
Sergeant Wynn	Baldwin Heights	Assassins	Skull Coin	Winner's Coat (F/M)	35:rpdr|mpdr 5%|vr 5%
Stiletto	Chelsea	Bookwyrms	Hoots the Owl Bookmark	The Storm (SMG)	25:d 120-180|rg 20|am 65|rgct 5p|asd 20p|ast 10p|5% proc: extra 30-70 rd
Taggart	Creston Heights	Neighborhood Watch	Eagle Pin	Taggert's Pipeline (F/M Shirt)	40:vdef 25p|vtr 25%|vr 10%

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Collector	Neighborhood	Target Gang	Collectable	Reward	Reward Description
Viktor	Center Park	Chisels	Ivory-Handled Chisel	Victory (Automatic Rifle)	35:D 180-260|RG 22|AM 85|RGCT -5P|PT 10P| PD 50P|5% PROC: STAGGERED (8 SEC.)
Winston	Union Hill	Hellions	Devil's Head Medallion	Reactive Gloves (F/M)	35:BLOCK TACTICS 10P|DR 10P
Wrightby	Morrell	Warriors	Red Bandana	Brightflash Auto (Pistol)	35:D 140-220|RG 16|AM 50|RGCT 5P|5% PROC: BLIND (8 SEC)
Yorkie	Maribeau	Daggers	Ornamental Dagger	Action Pants (F/M)	25:FORCE COMBAT 25%

COLLECTORS & THEIR REWARDS (Table, pp. 244-245)

Every gang has somebody who hates them. Each gang in the game has a small token that they carry to identify themselves. The only way to get ahold of one of these objects is to take out a gang member who has one. If you can find the person who wants to see the ranks of a given gang thinned a bit, you can collect tokens for that gang and turn them in for something useful. The table on the facing page tells you who these "collectors" are, what gang they have it out for, and what you'll get if you fulfill their requests.

For each item of clothing, there's a female and male version. Female characters receive the female version, and … well, you can figure it out.

CONSUMABLES

All consumable recipes include the **Class Routine: Item** and **Function Subroutine: Grant** and **Function Subroutine: Consumable** fragments. In addition, some use the Consumable Interface (**IF**), Consumable Object (**OB**), Consumable Patch (**PA**) or Consumable Subroutine (**SR**) fragments.

Item	Icon/MOA	Vendor Cost	Pre-Req.	Recipe	Effect
ANTIBIOTICS					
Antibiotic 1.0	Black/Purple Pill	5,000	Lvl 1	3:C14.C03	20% to clear a single debuff
Antibiotic 2.0	Black/Purple Pill	20,000	Lvl 10	13:U8.C09.C08	40% to clear a single debuff
Antibiotic 3.0	Black/Purple Pill	75,000	Lvl 20	23:U8.C08.C22.OB	60% to clear a single debuff
Antibiotic 4.0	Black/Purple Pill	110,000	Lvl 30	33:U5.C16.C27.C01.PA	80% to clear a single debuff
Antibiotic 5.0	Black/Purple Pill	220,000	Lvl 40	43:U6.U4.C06.C10.C18.SR	100% to clear a single debuff
HEALTH BOOSTS *					
Health Boost 1.0	Red/White Air Hypo	28,000	Lvl 10	13:U1.C25.C14	Boost Max Health 100 points, 10 minutes
Health Boost 2.0	Red/White Air Hypo	50,000	Lvl 20	23:U4.C25.C25.OB	Boost Max Health 200 points, 10 minutes
Health Boost 3.0	Red/White Air Hypo	137,000	Lvl 30	33:U1.C05.C06.C24.PA	Boost Max Health 300 points, 10 minutes
Health Boost 4.0	Red/White Air Hypo	275,000	Lvl 40	43:U3.U1.C11.C06.C19.SR	Boost Max Health 400 points, 10 minutes
HEALTH PILLS					
Health Pill 1.0	Red/White Pill	N.A.	Lvl 1	1:C05.C15	Heal 100-150 Damage
Health Pill 2.0	Red/White Pill	N.A.	Lvl 6	8:U7.C23	Heal 200-300 Damage
Health Pill 3.0	Red/White Pill	N.A.	Lvl 12	17:U2.U1.C27	Heal 300-400 Damage
Health Pill 4.0	Red/White Pill	N.A.	Lvl 25	28:U2.U2.C20.OB	Heal 500-700 Damage
Health Pill 5.0	Red/White Pill	N.A.	Lvl 40	42:U7.U1.C02.C26.C13.SR	Heal 800-1000 Damage
TACTICS BOOSTERS					
Tactic Booster 1.0	Purple Air Hypo	N.A.	Lvl 1	7:U2.C23	+5 to Combat Tactics for 10 minutes
Tactic Booster 2.0	Purple Air Hypo	N.A.	Lvl 15	21:U1.C09.C03.OB	+10 to Combat Tactics for 10 minutes
Tactic Booster 3.0	Purple Air Hypo	N.A.	Lvl 30	32:U5.C17.C16.C23.PA	+15 to Combat Tactics for 10 minutes
Tactic Booster 4.0	Purple Air Hypo	N.A.	Lvl 45	47:U1.U7.U7.C01.C03.SR	+20 to Combat Tactics for 10 minutes
SUPERNATURAL PROTECTION					
Holy Water			Holy Water Attack	35:U7.U8.C20.C03.PA	Useful against Succubi
Silver Bullet				35:U2.U6.C28.C08.PA	Useful against Werewolves/Lupines
Wooden Stake				35:U8.U1.C03.C04.PA	Useful against Vampires

* *If you are running a lower level version and initiate a higher level version, the lower version stops. If you are running a higher version, you cannot initiate a lower version.*

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WEAPONS

All effects (Enraged, Dazed and so forth) last 10 seconds.

Aural Magnitude is the distance within which an enemy might notice the weapon and respond. Range and Aural Magnitude are both measured in meters.

All pistols are semi-automatic.

BASIC WEAPON STATS (pp. 246, 248)

Weapon	Type	Pre-Req	Damage	Tactic Mod	Aural Mag	Range	Recipe (Basic Weapon)
TIER 0 (Starting Equipment)							
Redpill Special	Revolver	Lvl 1	16 – 24	–	50	16	1:c22.c16
TIER I (Levels 1 – 4)							
Royer Snub Nose	Revolver	Lvl 1	21 – 33	+5	50	16	1:c20.c19
Zatkin Machine Pistol	SMG	Lvl 1	24 – 36	–	65	20	3:c28.c26
MP-700 Pump Action	Shotgun	Lvl 1	21 – 33	+5	75	16	2:c20.c18
Bormann 5000	Rifle	Lvl 1	27 –39	–5	85	22	5:u2.c07
TIER II (Levels 5 – 9)							
Royer Mk II	Revolver	Lvl 5	35 – 55	+5	50	16	6:u1.c22
Zatkin Improved Machine Pistol	SMG	Lvl 5	40 – 60	–	65	20	8:u8.c18
MP-700R Pump Action	Shotgun	Lvl 5	35 – 55	+5	75	16	7:u2.c16
Bormann 5000 KXG	Rifle	Lvl 5	45 – 65	–5	85	22	9:u1.c11
TIER III (Levels 10 – 14)							
FM-700	Pistol	Lvl 10	60 – 83	+5	50	16	11:u3.c02.c04
FM-9K	SMG	Lvl 10	60 – 90	–	65	20	13:u6.c27.c07
Ragaini Combat Shotgun	Shotgun	Lvl 10	60 – 83	+5	75	16	12:u7.c23.c04
Reit-Tek BR	Rifle	Lvl 10	67 – 97	–5	85	22	14:u5.c01.c27
TIER IV (Levels 15 – 19)							
FM-700 Magnum	Pistol	Lvl 15	70 – 110	+5	50	16	16:u7.u1.c14
FM-9SK	SMG	Lvl 15	80 – 120	–	65	20	18:u8.u3.c14
Ragaini Imp. Combat Shotgun	Shotgun	Lvl 15	70 – 110	+5	75	16	17:u6.u8.c03
Reit-Tek ABR	Rifle	Lvl 15	90 – 130	–5	85	22	19:u7.u5.c03
Twin FM-700 Magnums	Dual Pistols	Dual Handguns Lvl 1	75 – 115	+5	60	16	20:u5.c28.c02.if
Dual FM-9SKs	Dual SMGs	Dual SMGs Lvl 1	85 – 125	–	75	20	20:u7.c21.c28.if
TIER V (Levels 20 – 24)							
Harlick Arms 363	Revolver	Lvl 20	88 – 138	+5	50	16	21:u3.c25.c18.ob
D-A Arms Stitcher	SMG	Lvl 20	100 – 150	–	65	20	23:u2.c02.c27.ob
Dhanna Nuvolo	Shotgun	Lvl 20	88 – 138	+5	75	16	22:u7.c15.c24.ob
Borenov GL-35	Rifle	Lvl 20	112 – 162	–5	85	22	24:u6.c16.c02.ob
Twin Harlick Arms 363s	Dual Pistols	Dual Handguns Lvl 19	93 – 143	+5	60	16	25:u8.u1.c25.ob
Dual Stitchers	Dual SMGs	Dual SMGs Lvl 19	105 – 155	–	75	20	25:u6.u1.c19.ob
TIER VI (Levels 25 – 29)							
Harlick Arms 464	Pistol	Lvl 25	105 – 165	+5	50	16	26:u3.u1.c09.ob
D-A Arms Zipper	SMG	Lvl 25	120 – 180	–	65	20	28:u7.u1.c25.ob
Dhanna Nuono	Shotgun	Lvl 25	105 – 165	+5	75	16	27:u1.u4.c13.ob
Borenov GL-45	Rifle	Lvl 25	135 – 195	–5	85	22	29:u7.u6.c19.ob
Twin Harlick Arms 464s	Dual Pistols	Dual Handguns Lvl 24	110 – 170	+5	60	16	30:u1.c15.c25.c09.ob
Dual Zippers	Dual SMGs	Dual SMGs Lvl 24	125 – 185	–	75	20	30:u3.c23.c20.c17.ob
TIER VII (Levels 30 – 34)							

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Enhanced & Silenced Weapons

All weapon recipes include the **Class Routine: Item** and **Function Subroutine: Weapon Ability** fragments. In addition, some use the Weapon Interface (**IF**), Weapon Object (**OB**), Weapon Patch (**PA**) or Weapon Subroutine (**SR**) fragments. **DOT** (damage over time) is inflicted every 2.5 seconds for 30 seconds. Other abbreviations include **A**ural **M**agnitude, **C**ombat **T**actics, **D**amage, **M**elee **D**amage and **M**o**V**ement **S**peed.

BASIC WEAPON STATS (pp. 247, 249)

Weapon	Set 1 Recipe	Enhancement	Set 2 Recipe	Enhancement	Set 3 Recipe	Enhancement
TIER 0 (STARTING EQUIPMENT)						
Redpill Special	No Enhanced or Silenced versions					
TIER I (LEVELS 1 – 4)						
Royer Snub Nose	20:u3.c11.c24.IF	D:5-7 (10%)	20:u4.c04.c13.IF	DOT: 3 (10%)	20:u2.c21.c24.IF	SILENCED (AM 25)
Zatkin Machine Pistol	20:u2.c03.c05.IF	DAZED (5%)	20:u8.c18.c11.IF	DOT: 5 (5%)	20:u6.c10.c27.IF	SILENCED (AM 33)
MP-700 Pump Action	20:u4.c28.c10.IF	DOT: 5 (5%)	20:u7.c10.c09.IF	SILENCED (AM 38)	20:u6.c26.c17.IF	D:5-7 (10%)
Bormann 5000	20:u7.c04.c01.IF	ENRAGED (2%)	20:u1.c17.c14.IF	SILENCED (AM 43)	20:u1.c17.c26.IF	DOT: 3 (10%)
TIER II (LEVELS 5 – 9)						
Royer Mk II	20:u3.c22.c01.IF	OFF-BALANCED (5%)	20:u8.c08.c06.IF	SILENCED (AM 25)	20:u3.c23.c14.IF	D:8-12 (10%)
Zatkin Imp. Machine Pistol	20:u7.c19.c19.IF	STAGGERED (5%)	20:u2.c28.c12.IF	DAZED (5%)	20:u1.c14.c06.IF	D:8-12 (10%)
MP-700R Pump Action	20:u7.c18.c27.IF	BLINDED (2%)	20:u6.c06.c27.IF	D:8-12 (10%)	20:u6.c28.c19.IF	SILENCED (AM 38)
Bormann 5000 KXG	20:u3.c27.c17.IF	SILENCED (AM 43)	20:u1.c06.c26.IF	D:5-7 (10%)	20:u5.c12.c05.IF	ENRAGED (2%)
TIER III (Levels 10 – 14)						
FM-700	20:u2.c18.c14.IF	D:13-17 (10%)	20:u5.c05.c28.IF	SILENCED (AM 25)	20:u4.c16.c27.IF	D:8-12 (10%)
FM-9K	20:u7.c19.c20.IF	STUNNED (2%)	20:u6.c22.c09.IF	DOT: 7 (10%)	20:u8.c11.c16.IF	SILENCED (AM 33)
Ragaini Combat Shotgun	20:u6.c07.c04.IF	DOT: 7 (10%)	20:u2.c13.c13.IF	SILENCED (AM 38)	20:u4.c13.c15.IF	D:8-12 (10%)
Reit-Tek BR	20:u3.c15.c05.IF	STAGGERED (5%)	20:u1.c17.c05.IF	D:13-17 (10%)	20:u8.c07.c19.IF	DOT: 7 (10%)
TIER IV (Levels 15 – 19)						
FM-700 Magnum	20:u1.c24.c05.IF	STUNNED (2%)	20:u4.c20.c04.IF	SILENCED (AM 25)	20:u8.c23.c02.IF	DOT: 10 (10%)
FM-9SK	20:u8.c23.c05.IF	CONFUSED (2%)	20:u2.c07.c10.IF	D:16-24 (10%)	20:u7.c16.c15.IF	SILENCED (AM 33)
Ragaini Imp. Combat Shotgun	20:u6.c11.c19.IF	D:16 (10%)	20:u6.c15.c06.IF	SILENCED (AM 38)	20:u6.c18.c11.IF	CONFUSED (2%)
Reit-Tek ABR	20:u2.c16.c04.IF	SILENCED (AM 43)	20:u2.c19.c16.IF	D:16-24 (10%)	20:u5.c13.c13.IF	STAGGERED (5%)
Twin FM-700 Magnums	20:u8.c05.c12.IF	DOT: 7 (10%)	20:u3.c17.c13.IF	SILENCED (AM 30)	20:u4.c28.c16.IF	D:16-24 (10%)
Dual FM-9SKs	20:u8.c16.c26.IF	DAZED (5%)	20:u5.c26.c20.IF	DOT: 10 (10%)	20:u4.c05.c10.IF	D:16-24 (10%)
TIER V (Levels 20 – 24)						
Harlick Arms 363	25:u1.u2.c08.OB	D:23-27 (10%)	25:u4.u6.c10.OB	SILENCED (AM 25)	25:u6.u4.c24.OB	D:8-12 (10%)
D-A Arms Stitcher	25:u1.u8.c28.OB	D:23-27 (10%)	25:u5.u1.c07.OB	DAZED (5%)	25:u1.u4.c26.OB	SILENCED (AM 33)
Dhanna Nuvolo	25:u5.u5.c07.OB	D:27-33 (10%)	25:u7.u2.c28.OB	DOT: 12 (10%)	25:u8.u7.c05.OB	SILENCED (AM 38)
Borenov GL-35	25:u5.u2.c23.OB	STAGGERED (2%)	25:u8.u6.c07.OB	D:23-27 (10%)	25:u8.u5.c14.OB	DOT: 12 (10%)
Twin Harlick Arms 363s	25:u8.u4.c16.OB	SILENCED (AM 30)	25:u7.u5.c13.OB	D:5-7 (10%)	25:u1.u2.c15.OB	DOT: 12 (10%)
Dual Stitchers	25:u7.u3.c14.OB	DOT: 7 (10%)	25:u2.u1.c08.OB	SILENCED (AM 38)	25:u2.u3.c10.OB	D:23-27 (10%)
TIER VI (Levels 25 – 29)						
Harlick Arms 464	30:u4.c03.c04.c08.OB	DOT: 15 (10%)	30:u3.c23.c15.c15.OB	OFF-BALANCED (5%)	30:u8.c17.c09.c09.OB	D:27-33 (10%)
D-A Arms Zipper	30:u8.c22.c05.c16.OB	DAZED (5%)	30:u1.c09.c26.c03.OB	DOT: 15 (10%)	30:u8.c21.c10.c14.OB	ENRAGED (2%)
Dhanna Nuono	30:u3.c23.c08.c05.OB	ENRAGED (2%)	30:u6.c03.c15.c25.OB	D:8-12 (10%)	30:u4.c05.c27.c16.OB	D:27-33 (10%)
Borenov GL-45	30:u6.c04.c05.c17.OB	D:27-33 (10%)	30:u7.c09.c21.c28.OB	SILENCED (AM 43)	30:u1.c16.c28.c10.OB	DOT: 15 (10%)
Twin Harlick Arms 464s	30:u4.c08.c10.c07.OB	-10 CT (2%)	30:u2.c22.c24.c01.OB	ENRAGED (2%)	30:u1.c09.c24.c03.OB	SILENCED (AM 30)
Dual Zippers	30:u6.c02.c10.c03.OB	DAZED (5%)	30:u5.c06.c15.c26.OB	-50 MVS (2%)	30:u3.c08.c22.c14.OB	STAGGERED (5%)

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Weapon	Type	Pre-Req	Damage	Tactic Mod	Aural Mag	Range	Recipe (Basic Weapon)
WestTek 49SA	Pistol	Lvl 30	123 – 193	+5	50	16	31:u3.c15.c12.c07.PA
Nishiki Fury	SMG	Lvl 30	140 – 210	–	65	20	33:u2.c16.c15.c11.PA
MP-2000 Advanced Pump Action	Shotgun	Lvl 30	123 – 193	+5	75	16	32:u2.c08.c07.c13.PA
NH2000 Assault Rifle	Rifle	Lvl 30	157 – 227	–5	85	22	34:u3.c14.c23.c27.PA
Twin WestTek 49SAs	Dual Pistols	Dual Handguns Lvl 30	128 – 198	+5	60	16	35:u5.u6.c11.c10.PA
Dual Nishiki Furys	Dual SMGs	Dual SMGs Lvl 30	155 – 215	–	75	20	35:u4.u8.c07.c09.PA

TIER VIII (Levels 35 – 39)

WestTek 49DA	Pistol	Lvl 35	140 – 220	+5	50	16	36:u2.u6.c12.c21.PA
Nishiki Tempest	SMG	Lvl 35	160 – 240	–	65	20	38:u8.u8.c02.c21.PA
MP-2000X Auto-Pump	Shotgun	Lvl 35	140 – 220	+5	75	16	37:u2.u2.c01.c26.PA
NH3000 Assault Rifle	Rifle	Lvl 35	180 – 260	–5	85	22	39:u2.u1.c15.c11.PA
Twin WestTek 49DAs	Dual Pistols	Dual Handguns Lvl 35	145 – 225	+5	60	16	40:u3.u5.c24.c14.c03.PA
Dual Nishiki Tempests	Dual SMGs	Dual SMGs Lvl 35	165 – 245	–	75	20	40:u6.u6.c09.c17.c15.PA
LaLone Sniper Rifle	Sniper Rifle	Concealment Lvl 30	200 – 280	–5	95	26	40:u8.u6.c08.c24.c13.PA

TIER IX (Levels 40 – 44)

FM-900	Pistol	Lvl 40	157 – 247	+5	50	16	41:u2.u8.c23.c14.c23.SR
FM-11	SMG	Lvl 40	180 – 270	–	65	20	43:u8.u5.c20.c10.c06.SR
Arpin Refined Combat Shotgun	Shotgun	Lvl 40	157 – 247	+5	75	16	42:u3.u1.c01.c23.c08.SR
Edson BR-19	Rifle	Lvl 40	202 – 292	–5	85	22	44:u8.u5.c25.c19.c08.SR
Twin FM-900s	Dual Pistols	Dual Handguns Lvl 40	162 – 252	+5	60	16	45:u4.u5.u6.c17.c20.SR
Dual FM-11s	Dual SMGs	Dual SMGs Lvl 40	185 – 275	–	75	20	45:u7.u8.u3.c10.c09.SR
WD-3000	Sniper Rifle	Concealment Lvl 35	222 – 312	–5	95	26	45:u2.u3.u4.c17.c02.SR

TIER X (Levels 45+)

FM-900 Magnum	Pistol	Lvl 45	175 – 275	+5	50	16	46:u3.u2.u2.c27.c21.SR
FM-11SK	SMG	Lvl 45	200 – 300	–	65	20	48:u5.u2.u1.c01.c21.SR
Arpin Ultra	Shotgun	Lvl 45	175 – 275	+5	75	16	47:u5.u4.u7.c27.c06.SR
Edson BR-23	Rifle	Lvl 45	225 – 325	–5	85	22	49:u6.u8.u2.c23.c08.SR
Twin FM-900 Magnums	Dual Pistols	Dual Handguns Lvl 45	180 – 280	+5	60	16	50:u7.u7.u6.u2.c17.SR
Dual FM-11SKs	Dual SMGs	Dual SMGs Lvl 45	205– 305	–	75	20	50:u1.u8.u5.u3.c10.SR
Bradley Enhanced Sniper Rifle	Sniper Rifle	Concealment Lvl 45	245 – 345	–5	95	26	50:u5.u3.u7.u8.c05.SR

MESON RIFLES are listed with other Construct loot, on pp. 217 and 220.

TOOLS

Tool recipes include the **Class Routine: Item** and **Function Subroutine: Tool Ability** fragments. In addition, some use Tool Interface (**IF**), Tool Object (**OB**), Tool Patch (**PA**) or Tool Subroutine (**SR**) fragments. VTR is Viral Transmission ability.

LAUNCHERS

Tool	Pre-Req.	Recipe	Modifiers
Lansford Mark I Program L. (F)	Lvl 1	1:c07.c11	+5% VTR
Lansford Mark I Program L. (M)	Lvl 1	1:c23.c28	+5% VTR
Lansford Mark II Program L. (F)	Lvl 15	15:u4.u1.c17	+5% VTR|+10 MXIS
Lansford Mark II Program L. (M)	Lvl 15	15:u8.u5.c11	+5% VTR|+10 MXIS
Reeves Enhanced Program L. (F)	Lvl 25	25:u4.u1.c14.OB	+15% VTR
Reeves Enhanced Program L. (M)	Lvl 25	25:u8.u7.c28.OB	+15% VTR
Reeves Boosted Program L. (F)	Lvl 30	30:u6.c25.c12.c16.OB	+15% VTR|+20% ISR
Reeves Boosted Program L. (M)	Lvl 30	30:u8.c19.c08.c28.OB	+15% VTR|+20% ISR
Whitfield's Code L. (F)	Lvl 40	40:u1.u5.c13.c08.c03.PA	+25% VTR
Whitfield's Code L. (M)	Lvl 40	40:u4.u4.c22.c04.c18.PA	+25% VTR
Whitfield's MK II Code L. (F)	Lvl 45	45:u3.u1.u7.c13.c24.SR	+25% VTR|+25% ISR|+20P MXIS
Whitfield's MK II Code L. (M)	Lvl 45	45:u6.u6.u7.c14.c19.SR	+25% VTR|+25% ISR|+20P MXIS

DISGUISES

Disguise	Pre-Req.	Recipe
Clerk Disguise	Disguise	10:u2.c15.c21
Construction Worker Disguise	Disguise	10:u1.c05.c28
Hell Club Disguise	Disguise	10:u2.c15.c25
Lab Worker Disguise	Disguise	10:u3.c18.c26
Office Worker Disguise	Disguise	10:u8.c26.c20
Recruit Disguise	Disguise	10:u1.c09.c08
Security Guard Disguise	Disguise	10:u4.c12.c26
Waiter Disguise	Disguise	10:u8.c22.c04
Chateau Guard Disguise	Disguise Lvl 15	15:u7.u8.c27
Ensign Disguise	Disguise Lvl 15	15:u1.u8.c08
Mechanic Disguise	Disguise Lvl 15	15:u7.u5.c01
Lieutenant Disguise	Disguise Lvl 20	20:u2.c08.c09.IF
Lupine Disguise	Disguise Lvl 20	20:u3.c09.c06.IF
SWAT Guard Disguise	Disguise Lvl 20	20:u8.c23.c01.IF
Blood-Drinker Disguise	Disguise Lvl 25	25:u3.u2.c18.OB
Commander Disguise	Disguise Lvl 25	25:u3.u4.c03.OB
Enforcer Disguise	Disguise Lvl 25	25:u7.u6.c05.OB
Agent Disguise	Disguise Lvl 30	30:u4.c18.c24.c02.OB

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Weapon	Set 1 Recipe	Enhancement	Set 2 Recipe	Enhancement	Set 3 Recipe	Enhancement
TIER VII (Levels 30 – 34)						
WestTek 49SA	35:u8.u5.c18.c24.pa	off-balanced (5%)	35:u2.u4.c05.c16.pa	d:32-38 (10%)	35:u6.u6.c20.c15.pa	-10 ct (2%)
Nishiki Fury	35:u3.u7.c21.c11.pa	silenced (am 33)	35:u1.u2.c09.c07.pa	powerless (2%)	35:u7.u8.c18.c25.pa	d:8-12 (10%)
MP-2000 Adv. Pump Action	35:u1.u8.c10.c07.pa	dot: 17 (10%)	35:u6.u2.c27.c08.pa	silenced (am 38)	35:u6.u3.c01.c01.pa	dot: 7 (10%)
NH2000 Assault Rifle	35:u4.u3.c18.c04.pa	silenced (am 43)	35:u3.u5.c16.c27.pa	stunned (2%)	35:u7.u2.c16.c22.pa	d:27-33 (10%)
Twin WestTek 49SAs	35:u3.u3.c14.c23.pa	-20 MD (2%)	35:u1.u7.c24.c25.pa	silenced (am 30)	35:u7.u3.c01.c05.pa	dot: 17 (10%)
Dual Nishiki Furys	35:u5.u6.c27.c14.pa	enraged (2%)	35:u1.u2.c27.c06.pa	d:12-15 (10%)	35:u5.u5.c04.c03.pa	silenced (am 38)
TIER VIII (Levels 35 – 39)						
WestTek 49DA	40:u2.u5.c10.c15.c19.pa	d:36-44 (10%)	40:u5.u5.c21.c15.c09.pa	silenced (am 25)	40:u4.u1.c24.c10.c01.pa	dot: 5 (10%)
Nishiki Tempest	40:u8.u6.c15.c04.c01.pa	d:36-44 (10%)	40:u3.u4.c08.c08.c08.pa	dazed (5%)	40:u1.u2.c25.c04.c12.pa	silenced (am 33)
MP-2000X Auto-Pump	40:u1.u7.c15.c13.c20.pa	d:36-44 (10%)	40:u3.u6.c02.c24.c24.pa	silenced (am 38)	40:u1.u1.c05.c28.c28.pa	d:27-33 (10%)
NH3000 Assault Rifle	40:u2.u5.c18.c05.c28.pa	silenced (am 43)	40:u1.u2.c18.c21.c06.pa	d:36-44 (10%)	40:u7.u7.c26.c21.c28.pa	staggered (5%)
Twin WestTek 49DAs	40:u6.u5.c15.c25.c13.pa	dot: 20 (10%)	40:u7.u3.c12.c15.c11.pa	enraged (2%)	40:u8.u6.c28.c20.c16.pa	stunned (2%)
Dual Nishiki Tempests	40:u3.u1.c16.c15.c18.pa	dot: 20 (10%)	40:u6.u8.c20.c02.c14.pa	-10 dodge (2%)	40:u1.u8.c18.c28.c05.pa	silenced (am 38)
LaLone Sniper Rifle	40:u2.u2.c21.c08.c05.pa	powerless (2%)	40:u1.u1.c15.c05.c16.pa	d:36-44 (10%)	40:u3.u8.c27.c17.c27.pa	d:27-33 (10%)
TIER IX (Levels 40 – 44)						
FM-900	45:u2.u1.u6.c13.c26.sr	off-balanced (5%)	45:u6.u2.u2.c21.c06.sr	silenced (am 25)	45:u1.u5.u2.c16.c02.sr	d:41-49 (10%)
FM-11	45:u6.u8.u8.c02.c23.sr	dazed (5%)	45:u8.u6.u8.c18.c01.sr	dazed (5%)	45:u6.u4.u5.c27.c06.sr	dot: 25 (5%)
Arpin Refined Combat Shotgun	45:u6.u7.u7.c11.c05.sr	staggered (5%)	45:u2.u3.u1.c14.c02.sr	blinded (2%)	45:u6.u5.u2.c19.c08.sr	silenced (am 38)
Edson BR-19	45:u4.u7.u7.c03.c26.sr	staggered (5%)	45:u7.u3.u3.c22.c13.sr	d:41-49 (10%)	45:u6.u3.u3.c10.c03.sr	silenced (am 43)
Twin FM-900s	45:u1.u2.u1.c18.c02.sr	dot: 22 (10%)	45:u6.u7.u7.c04.c17.sr	dot: 10 (10%)	45:u1.u5.u8.c03.c22.sr	powerless (2%)
Dual FM-11s	45:u4.u1.u6.c08.c21.sr	d:41-49 (10%)	45:u2.u3.u3.c19.c01.sr	d:10-12 (10%)	45:u3.u1.u5.c01.c03.sr	silenced (am 38)
WD-3000	45:u1.u4.u1.c07.c27.sr	blinded (2%)	45:u8.u2.u5.c28.c22.sr	dot: 22 (10%)	45:u5.u1.u4.c04.c20.sr	silenced (am 48)
TIER X (Levels 45+)						
FM-900 Magnum	50:u3.u8.u3.u3.c19.sr	off-balanced (5%)	50:u4.u7.u4.u3.c06.sr	confused (2%)	50:u1.u3.u3.u6.c13.sr	d:40-60 (10%)
FM-11SK	50:u1.u5.u7.u4.c09.sr	d:40-60 (10%)	50:u8.u2.u7.u2.c08.sr	off-balanced (5%)	50:u1.u1.u7.u2.c19.sr	dazed (5%)
Arpin Ultra	50:u1.u5.u8.u5.c17.sr	silenced (am 38)	50:u1.u5.u7.u8.c07.sr	staggered (5%)	50:u1.u5.u2.u6.c02.sr	d:40-60 (10%)
Edson BR-23	50:u2.u5.u6.u1.c09.sr	powerless (2%)	50:u2.u2.u6.u6.c13.sr	enraged (2%)	50:u1.u5.u8.u8.c17.sr	d:40-60 (10%)
Twin FM-900 Magnums	50:u2.u1.u6.u1.c21.sr	silenced (am 30)	50:u7.u5.u1.u4.c20.sr	dot: 25 (10%)	50:u2.u2.u2.u5.c01.sr	d:40-60 (10%)
Dual FM-11SKs	50:u7.u5.u5.u5.c07.sr	stunned (2%)	50:u7.u6.u3.u4.c04.sr	silenced (am 38)	50:u4.u7.u3.u4.c24.sr	d:40-60 (10%)
Bradley Enhanced Sniper Rifle	50:u6.u5.u3.u3.c01.sr	d:36-44 (10%)	50:u3.u7.u4.u4.c24.sr	silenced (am 48)	50:u1.u4.u4.u6.c18.sr	d:40-60 (10%)

OTHER TOOLS

Tool	Pre-Req.	Recipe
Code Analyzer Tool	Write Code	1:c27.c06
Item Decompiler	Decompile	2:c17.c03
Analyze Weakness Tool	Find Weakness	5:u7.c18
Basic Data Node Locator Goggles	Locate Data Node	5:u2.c23
Basic DataNote Tap Handheld	Tap Data Node	5:u6.c21
Code Compiler Tool	Compile Items	5:u6.c09
Disable Device Tool	Disable Security Dev.	5:u8.c12
Lockpicks	Open Locks	5:u7.c22
Basic Trap Detector	Detect Traps	8:u2.c18
Basic Trap Disarmer	Disarm Traps	10:u3.c19.c06
Cryptography Tool	Cryptography	10:u6.c01.c19
Disguise Tool	Disguise	10:u7.c22.c07
Concealment Countermeasure Tool	Detection	15:u7.u1.c14
Invisibility Belt	Invisibility	15:u6.u2.c05
Data Node Tap	Tap Data Node	17:u6.u8.c12
Data Node Locator – Handheld	Locate Data Node	20:u6.c09.c04.if
Data Node Locator Goggles	Locate Data Node	20:u6.c09.c04.if
Handheld Data Node Locator	Locate Data Node	20:u5.c24.c25.if
Advanced Data Node Locator Goggles	Find Data Node	30:u8.c13.c18.c10.ob
Advanced DataNode Tap Handheld	Siphon Data Node	30:u4.c28.c03.c16.ob
Disrupt Connection Tool	Disrupt Connection	30:u8.c15.c21.c27.ob
Tap Info Bank Tool	Tap Info Bank	50:u3.u1.u5.u8.c18.sr

Tool	Pre-Req.	Modifier
Handheld Data Node Tap Mk II	11+	+10% to Data Node Tapping rate
Improved Code Analyzer	11+	+5 to Write Code
Improved Code Compiler	11+	+5 to Compile Item
Improved Cryptography Tool	11+	+5 to Cryptography
Improved Item Decompiler	11+	+5 to Decompile Item
Improved Security System Disabler	11+	+5 to Disable Security System
Improved Trap Detector	11+	+5 to Detect Traps
Improved Trap Disarmer	11+	+5 to Disarm Trap
Improved Weakness Analyzer	11+	+5 to Find Weakness
Disrupt Connection Tool	Disrupt Connection	none

Tool	Recipe
Repair Items Tool	5:u7.c09
Minor Trap Kit	30:u1.c03.c04.c23.ob
Major Trap Kit	50:u3.u2.u1.u7.c11.sr

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ABILITIES

To learn a new ability, you must have the appropriate code. You can buy them, you can find them as loot, or a Coder can even construct them. Here are the recipes for abilities. Ability recipes include **Class Routine: Ability**.

General Abilities (Awakened)

All General Abilities include **Function Subroutine: General Ability**. In addition, these recipes might include the Awakened Interface (**IF**), Awakened Object (**OB**), Awakened Patch (**PA**) or Awakened Subroutine (**SR**) fragments.

Awakened	1:c28.c14
Cheap Shot	1:c28.c05
Concentration	1:c24.c18
Detection	1:c25.c09
Evade Combat	1:c08.c02
Head Butt	1:c23.c21
Hyper-Sprint	1:c17.c02
Ignore Pain	3:c17.c26
Adrenaline Booster	5:u6.c10
Consistent Technique	5:u3.c13
Detect Vulnerability	5:u4.c18
Empty Mind	8:u5.c15
Energized Attacks	8:u7.c28
Precise Blow	8:u3.c13
Hyper-Jump	10:u1.c14.c27
Calm Mind, Calm Body	12:u6.c17.c15
Power Shot	12:u3.c09.c11
Punishing Blows	12:u3.c26.c07
Hyper-Dodge	15:u2.u5.c17
Hyper-Speed	25:u6.u6.c21.OB
Hyper-Strength	35:u2.u1.c12.c05.PA

Operative Abilities

All Operative Abilities include **Function Subroutine: Operative Ability**. In addition, some use the Operative Interface (**IF**), Operative Object (**OB**), Operative Patch (**PA**) or Operative Subroutine (**SR**) fragments.

Combat Insight	1:c09.c23
Compel Close Combat	1:c16.c09
Hindering Shot	1:c28.c20
Intensify Damage	1:c05.c12
Locate Data Node	1:c22.c20
Combat Toughness	2:c19.c05
Operative	2:c05.c23
Sneak	2:c11.c15
Firearms Skill	4:c15.c11
Martial Arts Prowess	4:c25.c26
Multi-Fighting	4:c06.c17
Poison Knife	4:c26.c19
Sharpshooter	4:c26.c01
Side Roll Escape	4:c20.c27
Spinning Backsweep	4:c05.c17
Uncanny Senses	4:c24.c20
Aikido	5:u6.c28
Body Shot	5:u8.c08
Combat Evasion	5:u1.c21
Disable Security Devices	5:u6.c25
Disguise	5:u8.c11
Find Weakness	5:u2.c18
Firearms Expert	5:u5.c02
Handguns	5:u7.c10
Karate	5:u1.c10
Kung-Fu	5:u2.c05
Martial Arts Expertise	5:u3.c17
Overhand Smash	5:u6.c27
Rifles	5:u4.c15
Soldier	5:u8.c15
Spy	5:u1.c21
Submachine Guns	5:u1.c13
Taunt	5:u8.c15
Weak Points	5:u4.c11
Disarm Traps	8:u5.c24
Disarming Shot	8:u8.c13
Flash Bomb	8:u1.c17
Guard Breaker	8:u6.c14
Neuro-Dart	8:u6.c10
Open Locks	8:u2.c05
Advanced Riflery	15:u5.u6.c22
Aikido Prowess	15:u8.u4.c04
Back Roll Escape	15:u4.u1.c17
Covering Fire	15:u7.u8.c06
Cutthroat	15:u2.u4.c23
Drop Kick	15:u3.u3.c25
Dual Handguns	15:u1.u3.c03
Dual Submachine Guns	15:u4.u6.c23
Find Data Node	15:u4.u5.c08
Gunman	15:u4.u3.c10
Improved Sneak Attack	15:u3.u1.c28
Infiltrator	15:u8.u4.c27
Invisibility	15:u3.u4.c18
Iron Guard	15:u4.u8.c24
Karate Expertise	15:u8.u2.c20
Kung Fu Proficiency	15:u6.u6.c06
Leg Sweep	15:u3.u6.c18
Martial Arts Initiate	15:u2.u6.c18
Sixth Sense	15:u6.u7.c11
Wicked Aim	15:u4.u7.c07
Desperate Speed	17:u2.u8.c28
Siphon Data Node	17:u8.u3.c25
Tap Data Node	17:u5.u5.c28
Aikido Spinning Clay Pigeon	20:u3.c21.c15
Cartwheel Escape	20:u3.c05.c19.IF
Counter Throw	20:u4.c27.c02.IF
Data Node Goggles	20:u4.c22.c13.IF
Data Tap	20:u2.c12.c13.IF
Deadly Throw	20:u7.c02.c24.IF
Dim Mak Strike	20:u8.c05.c03.IF
Disabling Shot	20:u4.c11.c15.IF
Iron Body	20:u3.c14.c08.IF
Ki-Charged Punch	20:u6.c12.c13.IF
Machinegun Fist Combo	20:u6.c07.c26.IF
Pistol Evasive	20:u5.c20.c28.IF
Pistol Slide	20:u5.c01.c24.IF
Shifty Technique	20:u6.c04.c22.IF
Sky-High Sidekick	20:u8.c12.c26.IF
Sliding Volley	20:u8.c21.c19.IF
Spin Throw	20:u5.c21.c20.IF
Suplex	20:u1.c14.c24.IF
Wounding Shot	20:u7.c16.c11.IF
Wounding Throw	20:u8.c26.c26.IF
Concealed Shot	25:u7.u3.c10.OB
Concealment	25:u7.u8.c01.OB
Line Up The Shot	25:u4.u7.c28.OB
Aikido Master	30:u6.c05.c13.c18.OB
Aikido Redirection	30:u7.c18.c17.c22.OB
Assassin	30:u1.c16.c19.c09.OB
Blinding Throw	30:u4.c13.c17.c19.OB
Bullet Spray	30:u3.c03.c22.c11.OB
Canny Strike	30:u5.c01.c07.c04.OB
Controlled Burst	30:u6.c27.c21.c11.OB
Crippling Throw	30:u5.c08.c17.c26.OB
Deadly Aim	30:u5.c07.c23.c05.OB
Disrupt Connection	30:u7.c14.c12.c20.OB
Escape And Evasion	30:u4.c26.c27.c04.OB
Gunslinger	30:u4.c28.c09.c22.OB
Handgun Artistry	30:u1.c15.c26.c10.OB
Immobilizing Shot	30:u2.c02.c19.c17.OB
Improved Invisibility	30:u5.c26.c11.c15.OB
Karate Master	30:u8.c04.c06.c26.OB
Knife Thrower	30:u6.c09.c02.c18.OB
Kung Fu Master	30:u1.c02.c18.c23.OB
Kung Fu Perfection	30:u8.c05.c01.c27.OB
Maki-Otoshi	30:u1.c17.c14.c24.OB
Misdirect Punch	30:u4.c27.c05.c07.OB
Pistol Aerial	30:u2.c26.c26.c22.OB
Pistol Barrage	30:u8.c01.c01.c20.OB
Piston Kicks	30:u4.c24.c04.c13.OB
Punt	30:u3.c18.c08.c24.OB
Rifle Mastery	30:u3.c12.c21.c10.OB
Rifleman	30:u8.c04.c05.c26.OB
Scattershot	30:u5.c20.c08.c13.OB
Serene Calm	30:u6.c17.c24.c12.OB
Shadow	30:u6.c26.c01.c16.OB
Sidekick Combo	30:u6.c25.c20.c12.OB
Sniper	30:u5.c26.c26.c23.OB
Sniper Shot	30:u2.c10.c07.c08.OB
Stealth Countermeas.	30:u4.c12.c17.c08.OB
SMG Specialization	30:u2.c26.c09.c10.OB
Suppression Fire	30:u7.c06.c21.c14.OB
Swirling Ki Summon	30:u4.c07.c18.c24.OB
Three Round Burst	30:u6.c05.c03.c23.OB
Topsy Turvy	30:u1.c15.c07.c18.OB
Aerial Takedown	35:u3.u6.c02.c08.PA
Berserker Attack	35:u1.u5.c12.c07.PA
Dual Pistol Dash	35:u4.u2.c10.c27.PA
Full Auto	35:u8.u1.c17.c28.PA
Ki Burst	35:u5.u5.c16.c12.PA
Machinegun Kick	35:u5.u1.c20.c15.PA
Pinning Fire	35:u4.u2.c12.c12.PA
Pistol Whip	35:u6.u8.c11.c05.PA
Sever Artery	35:u2.u5.c03.c13.PA
Subduing Throw	35:u8.u7.c07.c04.PA
Triple Front Kick	35:u6.u3.c09.c01.PA
Diving Frankenst.	40:u1.u1.c16.c23.c21.PA
Freedom to Joints	40:u4.u8.c14.c01.c14.PA
Ghost Strike	40:u1.u2.c14.c21.c17.PA
Rifle Butt Smash	40:u5.u1.c06.c12.c09.PA
Smoke Bomb	40:u2.u8.c09.c11.c13.PA
Steady Aim	40:u2.u1.c04.c17.c02.PA
Aikido GMaster	45:u7.u3.u7.c03.c04.SR
Direct Fire	45:u2.u8.u8.c15.c05.SR
Dual Pistol Execut.	45:u4.u3.u4.c28.c26.SR
Dual Pist. Pt. Blank	45:u1.u8.u7.c14.c20.SR
Extr. Falling Kick	45:u1.u2.u1.c18.c18.SR
Full Auto Redux	45:u8.u8.u1.c01.c07.SR
Karate GMaster	45:u5.u8.u3.c17.c06.SR
Ki-Charged Foot Sweep	45:u1.u6.u6.c19.c21.SR
Kung Fu GMaster	45:u7.u3.u1.c12.c03.SR
M. Knife Thrower	45:u1.u5.u8.c23.c02.SR
Punch Reversal Catch Slam	45:u1.u4.u1.c25.c01.SR
Staggering Throw	45:u7.u6.u5.c07.c24.SR
Throat Cut. Throw	45:u2.u5.u3.c04.c23.SR
Tomo Nage	45:u4.u2.u8.c09.c15.SR
Wood. Dum. Drill	45:u3.u6.u1.c27.c18.SR
Wrist Throw	45:u4.u4.u5.c15.c14.SR
Bull Dog	50:u8.u8.u1.u2.c18.SR
Crippling Shot	50:u4.u8.u3.u6.c09.SR
Deadly Shot	50:u6.u6.u2.u3.c26.SR
Duelist	50:u6.u2.u4.u8.c28.SR
Expert Rifleman	50:u4.u5.u1.u1.c12.SR
Impart Invisibility	50:u4.u3.u8.u8.c16.SR
Master Assassin	50:u3.u3.u6.u2.c04.SR
Master Shadow	50:u6.u7.u2.u1.c18.SR
Reverse Bull Dog	50:u2.u8.u5.u6.c11.SR
SMG Specialist	50:u1.u3.u1.u3.c15.SR
Vanish	50:u2.u4.u2.u6.c13.SR

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Hacker Abilities

As usual: **Function Subroutine: Hacker Ability**. Some also have Hacker Interface (**IF**), Object (**OB**), Patch (**PA**) or Subroutine (**SR**) fragments.

Download Mission Map	1:c14.c07
Execute Program	1:c02.c02
Gaussian Blur	1:c17.c07
Logic Barrage 1.0	1:c14.c20
Repair RSI 1.0	1:c13.c07
Hacker	2:c12.c01
Repair and Upgrade	2:c06.c22
Transmit Virus	2:c10.c18
Avoidance	4:c12.c24
Bolster Health 1.0	4:c25.c28
Emergency Repairs 1.0	4:c25.c23
Harmful Code 1.0	4:c08.c25
Logic Blast 1.0	4:c05.c14
Passive Code	4:c20.c10
Restore Health 1.0	4:c11.c04
Slow	4:c09.c28
Code Freeze 1.0	5:u6.c17
Movement Accelerator 1.0	5:u7.c09
Patcher	5:u4.c13
Quick Recovery	5:u6.c20
Resist Contagion	5:u5.c24
Resist Damage	5:u3.c19
Resist Infection	5:u3.c21
Resist Viruses	5:u3.c25
Restore Group 1.0	5:u3.c16
UI Lag 1.0	5:u4.c19
Virologist	5:u2.c08
Code Nuke 1.0	7:u7.c17
Combat Aura 1.0	7:u5.c10
Combat Enhancement 1.0	7:u5.c10
Freeze Area 1.0	7:u3.c18
Freeze System 1.0	7:u5.c11
Group Repairs 1.0	7:u7.c05
Logic Barrage 2.0	7:u8.c26
Processor Lag 1.0	7:u7.c22
Repair RSI 2.0	7:u8.c16
Area Disruption	9:u8.c16
Code Freeze 2.0	9:u7.c18
Disrupt Inputs 1.0	9:u5.c14
Fast Healing 1.0	9:u3.c21
Miasma 1.0	9:u5.c05
Network Firewall	9:u6.c28
Overheat 1.0	9:u1.c14
Overload 1.0	9:u1.c15
Personal Firewall 1.0	9:u4.c03
Resist Combat	9:u6.c27
Restore RSI	10:u7.c22.c26
Adv. Damage Resistance	15:u1.u1.c07
Clear Head	15:u7.u3.c08
Dedicated Code	15:u2.u2.c17
Dedication	15:u4.u6.c23
Effective Code	15:u6.u2.c23
Guardian Patcher	15:u1.u4.c14
Hostile Programming	15:u1.u5.c04
Network Hacker	15:u1.u7.c18
Pathogenist	15:u1.u1.c08
Potency	15:u1.u5.c03
Repel Combat	15:u8.u3.c24
Selective Phage	15:u1.u8.c13
Stand Off	15:u8.u2.c23
Team Patcher	15:u2.u6.c03
Delete Upgrade 1.0	18:u6.u2.c09
Bolster Health 2.0	20:u1.c04.c03.IF
Bottleneck Field	20:u3.c19.c24.IF
Buffer Overflow 1.0	20:u7.c06.c28.IF
Code Infection 1.0	20:u8.c10.c23.IF
Code Rot 1.0	20:u6.c11.c26.IF
Combat Hacking	20:u1.c17.c05.IF
Combat Training	20:u4.c01.c10.IF
Deflect Bullets 1.0	20:u8.c25.c12.IF
Deflect Virus 1.0	20:u5.c25.c18.IF
Efficient Code	20:u1.c26.c09.IF
Harmful Code 2.0	20:u2.c23.c15.IF
Infect Area 1.0	20:u2.c12.c22.IF
Logic Blast 2.0	20:u4.c16.c19.IF
Logic Bomb 1.0	20:u8.c17.c21.IF
Neg. Cond. Sweep 1.0	20:u2.c20.c05.IF
Restore Group 2.0	20:u1.c08.c19.IF
Restore Health 2.0	20:u4.c02.c11.IF
Skript Kiddie	20:u5.c25.c07.IF
Upgrade Attacks	20:u3.c19.c05.IF
Zone of Powerlessness	20:u3.c10.c24.IF
Cancel Upgrade 1.0	22:u5.c06.c15.IF
Code Stop 1.0	25:u1.u3.c13.IF
Destroy Resolve 1.0	25:u3.u5.c18.IF
Efficiency	25:u1.u1.c13.IF
Freeze System 2.0	25:u5.u8.c24.IF
Logic Cannon 1.0	25:u5.u7.c05.IF
Miasma 2.0	25:u3.u2.c18.IF
Plague Zone 1.0	25:u3.u3.c11.IF
Recall Team Member	25:u6.u7.c14.IF
Revitalize RSI	25:u8.u7.c28.IF
Revive RSI	25:u8.u4.c11.IF
Arbalest	30:u4.c22.c28.c27.OB
Artillerist	30:u8.c25.c09.c24.OB
Attack Program.	30:u1.c19.c14.c20.OB
Cancel Upgrade 2.0	30:u4.c27.c20.c06.OB
Clear Mind	30:u2.c12.c07.c28.OB
Code Branching	30:u5.c08.c03.c18.OB
Code Infection 2.0	30:u6.c20.c25.c02.OB
Code Nuke 2.0	30:u5.c13.c21.c10.OB
Code Shield	30:u1.c10.c05.c25.OB
Combat Aura 2.0	30:u7.c18.c01.c10.OB
Corpsman	30:u4.c19.c09.c04.OB
Crash	30:u4.c18.c14.c25.OB
Despoiler	30:u8.c09.c09.c21.OB
Digital Camera	30:u8.c22.c09.c04.OB
Disruption Field	30:u1.c03.c19.c20.OB
Doctor	30:u5.c06.c05.c18.OB
Fast Healing 2.0	30:u4.c02.c09.c23.OB
Force Enhancer	30:u6.c15.c24.c13.OB
Force Multiplier	30:u6.c26.c08.c04.OB
Group Heal 1.0	30:u7.c26.c11.c15.OB
Group Repairs 2.0	30:u4.c03.c28.c08.OB
Group Repairs 3.0	30:u3.c18.c27.c23.OB
Improved Hacking	30:u2.c03.c06.c20.OB
Inefficiency Field 1.0	30:u5.c05.c16.c04.OB
Infection Efficiency	30:u1.c02.c09.c03.OB
Logic Barrage 3.0	30:u5.c04.c17.c25.OB
Movement Acc. 2.0	30:u1.c16.c17.c21.OB
Overheat 2.0	30:u3.c21.c14.c08.OB
Panicked Heal	30:u3.c10.c16.c23.OB
Personal Firewall 2.0	30:u5.c08.c23.c06.OB
Range Booster	30:u2.c03.c13.c09.OB
Rejuvenate RSI	30:u6.c15.c09.c12.OB
Renew RSI	30:u8.c01.c27.c22.OB
Repair RSI 3.0	30:u4.c24.c19.c09.OB
Stun 1.0	30:u1.c25.c01.c20.OB
Supreme Dam. Res.	30:u1.c18.c16.c17.OB
Sweep Party 2.0	30:u4.c11.c06.c28.OB
Total Dedication	30:u3.c06.c20.c14.OB
Trauma Surgeon	30:u3.c04.c13.c09.OB
Upgrade Artist	30:u7.c19.c28.c21.OB
Vector	30:u8.c10.c06.c19.OB
Weapons Boost	30:u8.c21.c14.c08.OB
Bolster Health 3.0	35:u8.u2.c23.c02.PA
Buffer Overflow 2.0	35:u4.u5.c10.c08.PA
Code Flux	35:u5.u6.c19.c06.PA
Code Infection 3.0	35:u8.u2.c12.c26.PA
Emerg, Repairs 2.0	35:u8.u3.c24.c17.PA
Enhanced Dodge	35:u4.u3.c23.c27.PA
Enrage Foes	35:u1.u5.c21.c05.PA
Fumble Field	35:u1.u5.c11.c10.PA
Harmful Code 3.0	35:u3.u1.c08.c03.PA
Infect Area 2.0	35:u7.u3.c25.c11.PA
Logic Blast 3.0	35:u5.u8.c26.c05.PA
Logic Bomb 2.0	35:u5.u4.c23.c13.PA
Restore Group 3.0	35:u5.u2.c13.c28.PA
Restore Health 3.0	35:u8.u1.c04.c20.PA
Viral Shielding	35:u4.u4.c23.c21.PA
Del. Upgrade 2.0	40:u1.u7.c22.c19.c03.PA
Freeze Area 2.0	40:u4.u2.c22.c18.c24.PA
Insidious Code	40:u4.u4.c15.c25.c16.PA
Logic Cannon 2.0	40:u2.u7.c27.c22.c10.PA
Plague Zone 2.0	40:u3.u1.c25.c14.c21.PA
Recall Miss. Team	40:u2.u1.c25.c13.c27.PA
Code Nuke 3.0	45:u6.u1.u4.c21.c05.SR
Freeze System 3.0	45:u6.u4.u5.c03.c10.SR
Logic Barrage 4.0	45:u2.u3.u4.c28.c09.SR
Neg. Cond. Sw. 2.0	45:u3.u6.u4.c26.c27.SR
Physician	45:u8.u5.u5.c18.c01.SR
Repair RSI 4.0	45:u3.u6.u6.c08.c17.SR
Stun 2.0	45:u4.u4.u1.c25.c07.SR
Upgrade Health	45:u3.u8.u6.c10.c25.SR
White Noise	45:u6.u7.u7.c03.c08.SR
Ballista	50:u6.u2.u7.u2.c23.SR
Code Infection 4.0	50:u4.u2.u4.u5.c06.SR
Code Shock	50:u7.u2.u2.u2.c11.SR
Combat Shutdown	50:u4.u5.u8.u7.c06.SR
Destroy Health	50:u2.u1.u3.u2.c05.SR
Destroyer	50:u5.u6.u1.u2.c23.SR
Devastation Field	50:u8.u3.u7.u1.c18.SR
Howitzer	50:u1.u7.u8.u2.c24.SR
Inefficiency Field 2.0	50:u2.u8.u1.u8.c26.SR
Network Attacker	50:u3.u2.u4.u4.c14.SR
Upgrade Master	50:u1.u4.u4.u7.c19.SR

Coder Abilities

As usual: **Function Subroutine: Coder Ability**; also Coder Interface (**IF**), Object (**OB**), Patch (**PA**) or Subroutine (**SR**) fragments.

Remote Proxy 1.0	1:c20.c22
Repair Simulacra 1.0	1:c09.c10
Tinkering	1:c07.c13
Write Code	1:c25.c05
Coder	2:c26.c25
Decompile Items	2:c15.c04
Deflect Code	2:c13.c06
Advanced Tinkering	4:c17.c23
Cryptography	4:c09.c19
Decoy 1.0	4:c10.c24
Logic Daemon 1.0	4:c06.c08
Minor Repairs	4:c10.c03
Quick Coding	4:c23.c10
Remote Proxy 2.0	4:c14.c20
Repair Items	4:c06.c15
Stop Proxy 1.0	4:c23.c22
Close Combat Training	5:u2.c24
Code Shaper	5:u1.c14
Compile Items	5:u1.c07
Fortify Simulacra 1.0	5:u2.c11
Programmer	5:u2.c12
Repair Simulacra 2.0	5:u4.c17
Run Program	5:u7.c04
Code Crafter	6:u5.c17
Logic Daemon 2.0	7:u8.c05
Logic Daemon 3.0	7:u2.c03
Power Boost 1.0	7:u7.c04
Remote Proxy 3.0	7:u4.c15
Bash	9:u7.c05
Lockdown 1.0	9:u7.c09
Low Blow	9:u4.c10
Static Blast 1.0	9:u4.c14
Acoustic Decoys 1.0	12:u3.c08.c02
Acoustic Decoys 2.0	12:u6.c25.c10
Patch Daemon 1.0	12:u6.c22.c26
Patch Daemon 2.0	12:u6.c13.c25
Patch Daemon 3.0	12:u4.c10.c28
Ability Maker	15:u5.u3.c17
Apparel Maker	15:u7.u3.c06
Code Hardening	15:u3.u3.c15
Proxy Coder	15:u6.u2.c08
Remote Proxy 4.0	15:u4.u8.c13
Run Advanced Program	15:u4.u3.c24
Static Barrage 1.0	15:u6.u1.c28
Tool Maker	15:u5.u7.c19
Upgrade Maker	15:u3.u3.c26
Utility Coder	15:u7.u2.c14
Utility Master	15:u6.u8.c15
Weapon Maker	15:u3.u8.c28
Repair Simulacra 3.0	20:u2.c16.c20.OB
Enrage 1.0	30:u7.c08.c01.c17.OB
Proxy Technician	30:u5.c09.c07.c07.OB
Remote Proxy 5.0	30:u7.c20.c06.c09.OB
Static Blast 2.0	30:u5.c11.c20.c22.OB
Stun Pulse	30:u7.c13.c28.c15.OB
Transmit Code	30:u5.c10.c15.c05.OB
Engage Foes	35:u3.u5.c01.c27.PA
Enrage 2.0	35:u4.u5.c07.c22.PA
Static Barrage 2.0	40:u8.u6.c16.c13.c15.PA
Daemon Boost 1.0	45:u8.u3.u4.c06.c22.SR
Daemon Boost 2.0	45:u2.u4.u3.c11.c25.SR
Repair Simul. 4.0	45:u8.u8.u1.c04.c13.SR
Proxy Master	50:u6.u6.u8.u7.c10.SR

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RECIPES

Building Blocks

Nearly all code can be built from the eight basic bits. You can create any of the following code fragments. Note that some bits can combine to form different results, depending on which recipe you're using; for example Bits 1 and 2 can be combined to create Common Variable Fragments C09, C10, C11 and C12.

CLASS ROUTINES (Complexity 1)

Ability	1 + 3	*Item*	1 + 2

FUNCTION SUBROUTINES (Complexity 2)

General Ability	1 + 6	*Apparel Ability*	1 + 4
Coder Ability	1 + 1	*Consumable Ability*	5 + 5
Hacker Ability	1 + 7	*Grant Ability*	1 + 5
Operative Ability	1 + 8	*Tool Ability*	2 + 3
		Weapon Ability	2 + 5

COMMON VARIABLE FRAGMENTS (Complexity 3)

C01	1 + 2 + 3	*C15*	3 + 4 + 5
C02	4 + 7 + 7	*C16*	3 + 4 + 6
C03	6	*C17*	5 + 6 + 7
C04	6 + 7	*C18*	5 + 6
C05	5 + 6 + 7	*C19*	4 + 5 + 6
C06	4 + 5 + 6	*C20*	3 + 5 + 6
C07	3 + 4 + 5	*C21*	2 + 7
C08	2 + 3 + 4	*C22*	1 + 7
C09	1 + 2	*C23*	6 + 7
C10	1 + 2	*C24*	5 + 7 + 8
C11	1 + 2	*C25*	5 + 7 + 7
C12	1 + 2	*C26*	6 + 6
C13	1 + 3 + 4	*C27*	4 + 4 + 6
C14	2 + 3 + 4	*C28*	2 + 2 + 4

UNCOMMON VARIABLE FRAGMENTS (Complexity 5)

U01 (U1)	1 + 3 + 5 + 5	*U05 (U5)*	3 + 4 + 7
U02 (U2)	4 + 4 + 6 + 6	*U06 (U6)*	1 + 2 + 4 + 5
U03 (U3)	5 + 5 + 7 + 7	*U07 (U7)*	2 + 4 + 6
U04 (U4)	6 + 6	*U08 (U8)*	1 + 3 + 5 + 7

Rare Fragments

The following items cannot be crafted. You must find or acquire them to use them. These are only useful as building blocks — more complex code requires at least one of these fragments.

INTERFACES (IF)

Awakened Interface
Clothing Interface
Coder Interface
Consumable Interface
Hacker Interface
Operative Interface
Tool Interface
Weapon Interface

PATCHES (PA)

Awakened Patch
Clothing Patch
Coder Patch
Consumable Patch
Hacker Patch
Operative Patch
Tool Patch
Weapon Patch

OBJECTS (OB)

Awakened Object
Clothing Object
Coder Object
Consumable Object
Hacker Object
Operative Object
Tool Object
Weapon Object

SUBROUTINES (SR)

Awakened Subroutine
Clothing Subroutine
Coder Subroutine
Consumable Subroutine
Hacker Subroutine
Operative Subroutine
Tool Subroutine
Weapon Subroutine

Recipe Patterns

The type of fragments in a recipe, and how many of each, is determined by its Complexity. The more complex it is, the more variable fragments it will have, and the more of them will be uncommon rather than common. Any recipe beyond Complexity 19 will also have an additional subroutine in it, as seen in the following table. And every recipe will have a Class Routine and a Function Subroutine in it.

Complexity	Common Variable Fragments	Uncommon Variable Fragments	Rare Fragment (Uncraftable)
1-4	2	–	–
5-9	1	1	–
10-14	2	1	–
15-19	1	2	–
20	2	1	Interface
21-24	2	1	Object
25-29	1	2	Object
30	3	1	Object
31-34	3	1	Patch
35-39	2	2	Patch
40	3	2	Patch
41-44	3	2	Subroutine
45-49	2	3	Subroutine
50	1	4	Subroutine
All	Class Routine and Function Subroutine		

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Recipe Format in this Guide

Every recipe (except the basic building blocks, above) includes a code fragment that identifies whether the recipe is for an Item or an Ability, and what type of Item or Ability it is (Ability: General, Coder, Hacker or Operative; Item: Apparel, Consumable, Grant, Tool or Weapon). The first code fragment in a recipe is always either Class Routine: Ability or Class Routine: Item. The second fragment is always a Function Subroutine for the Class Routine. Since the Class Routine and Function Subroutine are always the same for each section of items, the recipes here don't repeat them over and over; the introduction for each section tells you which Class Routine and Function Subroutine is part of all the recipes in that section.

Each recipe begins with a number, followed by ":" — the Complexity of the recipe, which helps determine whether you are successful when you try to create that string of code. Following that are the code fragments that compose the item — Uncommon Fragments, indicated with a "U", and Common Fragments, indicated with a "C". The final fragment in any recipe with a Complexity as high as 20 is a Rare Fragment appropriate to the type of recipe: an Interface fragment (IF) if the Complexity is 20, an Object fragment (OB) if the Complexity is 21 – 30, a Patch fragment (PA) if the Complexity is 31 – 40, or another Subroutine fragment (SR) if the Complexity is over 40. As with the Class and Function Subroutines, these will always be the same for each section here, so the specific fragments are listed in the section introduction, and the short abbreviations used in the recipes.

Example

Let's look at an example recipe, for Antibiotics 5.0 (a pill that erases debuffs, which makes it a consumable). The recipe listed here in the guide is:

43:u6.u4.c06.c10.c18.sr

The recipe's Complexity is 43.

The recipe includes two Uncommon Variable Fragments: U06 and U04.

It also includes three Common Variable Fragments: C06, C10 and C18.

It includes a subroutine (indicated by "SR"). The Consumable section introduction says that any consumable recipe with a subroutine listed has a Consumable Subroutine.

The Consumable introduction also says that every Consumable recipe includes a Class Routine: Item and two other subroutines — Function Subroutine: Grant and Function Subroutine: Consumable. (Consumables are the only recipes with two function subroutines.)

So the recipe for Antibiotics 5.0 is:

Class Routine: Item

Function Subroutine: Grant

Function Subroutine: Consumable

Uncommon Variable Fragment U06

Uncommon Variable Fragment U04

Common Variable Fragment C06

Common Variable Fragment C10

Common Variable Fragment C18

Consumable Subroutine

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Recipe Abbreviations

Clothing recipe abbreviations follow the same format as all other recipes — the first number (before the ":") is the recipe's Complexity, followed by the code fragments needed to create the item. All clothing recipes include the **Class Routine: Item** and **Function Subroutine: Apparel** fragments. In addition, some use the Clothing Interface (**IF**), Clothing Object (**OBJ**), Clothing Patch (**PAT**) or Clothing Subroutine (**SR**) fragments.

In addition, the Enhanced item descriptions are significantly abbreviated to make it all fit in under a thousand pages. The following abbreviations are used in those descriptions:

NOTE

We've tried to maintain some consistency with these abbreviations, to make them easier for you to follow.

- **The only single-letter abbreviations are for the five basic attributes: Belief, Focus, Perception, Reason and Vitality, plus Damage for a few weapons. (L and P are also used, for Level(s) and Point(s), but these are always immediately after a number.)**
- **D at the end of any abbreviation means "Damage" (e.g., AD = Aikido Damage). T at the end of any abbreviation means "Tactics" (e.g., AST = Aimed Shot Tactics). C at the end of any abbreviation means "Crafting" (e.g., TC = Tool Crafting).**

6S	Sixth Sense
ABC	Ability Crafting
ACT	Aikido Combat Tactics
AD	Aikido Damage
AM	Aural Magnitude
APC	Apparel Crafting
ASD	Aimed Shot Damage
AST	Aimed Shot Tactics
B	Belief
BD	Burst Damage
BT	Burst Tactics
-C	Crafting (final "C" = Crafting)
CDN	Concealment Detection
CE	Combat Evasion
CH	Computer Hacking
CN	Concentration
CS	Compile Skill
CT	Combat Tactics
CW	Code Writing
-D	Damage (final "D" = Damage)
DAR	Debuff Area Radius
DDR	Disguise Duration
DR	Dodge Ranged
DS	Decompile Skill
DSA	Sneak Attack Detection (Detect Sneak Attack)
DSDV	Disable Security Devices
EIL	Evade Interlock
F	Focus
GD	Grab Damage
GT	Grab Tactics
HD	Heal Damage
HGD	Handgun Damage
HGT	Handgun Tactics
HR	Health Regen Rate
HS	HyperSpeed
H-UAR	Healing & Upgrade Area Radius
IDR	Invisibility Duration
IS	Inner Strength
ISR	Inner Strength Regen Rate
IUDR	Invoked Upgrade Durations
KD	Karate Damage
KFD	Kung Fu Damage
L	Level(s)
LDNS	Locate Data Node Skill
LP	Lock Picking
M	Meter(s) (for range)
MCT	Melee Combat Tactics
MD	Melee Damage
MDL	Map Downloading
MDR	Melee Damage Resistance
MPD	Melee Physical Damage
MPDR	Melee Physical Damage Resistance
MVS	Movement Speed
MXH	Max Health
MXIS	Max Inner Strength
P	Perception
P	Point(s) (only if after a number)
PT	Power Tactics
R	Reason
RCT	Ranged Combat Tactics
RD	Ranged Damage
RFD	Rifle Damage
RG	Range (for weapons)
RPD	Ranged Physical Damage
RPDR	Ranged Physical Damage Resistance
RT	Ranged Tactics
RTD	Retaliate Damage
RTT	Retaliate Tactics
SD	Stealth Damage
SDN	Stealth Detection
SHR	Sitting Health Regen Rate
SISR	Sitting Inner Strength Regen
SJ	Super Jump
SLR	Stability Loss Reduction (Reduction of Item Stability Loss)
SPDR	Stealth Physical Damage Resistance
SRG	Selection Range
SS	Security Systems
ST	Speed Tactics
-T	Tactics (final "T" = Tactics)
TC	Tool Crafting
TN	Toughness
UC	Upgrade Crafting
UDR	Upgrade Duration
V	Vitality
VD	Viral Damage
VDEF	Viral Deflection
VGR	Vulnerability Generation Reduction
VR	Viral Resistance
VTR	Viral Transmission
WA	Weakness Analysis
WC	Weapon Crafting

Clothing Names and Colors

In addition to the list of buff abbreviations, there are a handful of abbreviations for the clothing names, themselves. **Dk.** Is Dark, **Lt.** is Light, **w.** is with, and **RW** is RocaWear (in men's coats). Highcollar (**HighC**), Flarecollar (**FlareC**) and Flipcollar (**FlipC**) are also abbreviated.

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A Primer on Coding

By GreyPawn

(Our apologies to GreyPawn, and to our readers' eyes. We realized at the last minute that this article had been omitted.)

The life of a Coder is not for the weak-willed. Mastery of the crafting art requires many hours of toil hunting for that obscure subroutine or recipe, micro-managing code bits and keeping your simulacrum between you and the bad guys. Playing a Coder can be one of the most rewarding experiences in *The Matrix Online*, but it is not for those who are not in it for the long haul. Meticulous attention must be paid to procuring the needed ingredients for many of the possible craftables. Time-intensive as it is, a great deal of $information can be earned from the art.

Still interested? Good. Let's start by clarifying some definitions. The Coder lingo can be a bit confusing to the newly initiated and, if not understood, can cause some rather annoying miscommunications.

Definitions

Coder. Someone who possesses most of their abilities in the Coder discipline.

Code. Two meanings. *1. Verb:* To exercise the abilities of a Coder. *2. Noun:* The item that is created by compiling the appropriate fragments and subroutines, which can then be used or compiled to make real items. There are two types of code you can use: item code and ability code. Item codes usually have multiple charges and can be used to compile more than one usable item. Ability codes are the actual abilities you load into memory to allow access to more abilities and disciplines.

Code Bit. A numbered item looted from missions and NPCs, or purchased from a vendor. Code bits are the primary building blocks of code fragments and subroutines. Some are rarer than others.

Code Fragment. An item signified by a Matrix code glyph that is created from code bits or looted, and is one of the building blocks of an item or ability code.

Compile. This is how a code fragment or subroutine is created from code bits, how ability codes and item codes are created from code fragments and subroutines, as well as the act of using the "charges" on an item code to make an item.

Decompile. Decompiling (with a decompiling tool) allows the Coder to possibly learn the recipe for an item, as well as turning unusable items into usable code fragments, subroutines or bits.

Subroutine. A more complex type of code fragment, specific to the type of item or ability being created.

Recipe. Knowledge of how to compile things. Some recipes are granted as your ability levels in Write Code grow, while others must be learned from decompiling items in the Matrix.

An Overview

The basic Coder is a generalist in the field, and is the starting point for anyone going into Coding. After Coder, the class branches off into two directions: the Programmer and the Code Shaper.

THE SHAPER

You didn't think crafting was all there was to a Coder, did you? By contrast, the Code Shaper focuses on the more combat/support character elements of the Coder, those primarily being Proxy Coder and Utility Coder. Both Proxy and Utility types can summon NPC simulacra to fight for them, the Proxy relying more on simulacrum physical damage and the Utility relying more on the effects the simulacrum can cast against opponents.

Proxy specialization makes the Coder more formidable and capable of soloing to some extent. The proxy can be sent in to attack a foe while the Coder hurls direct damage ranged attacks from a safe distance. A Utility specialization makes the Coder even more of a boon in groups, as the simulacrum can provide Hacker or Patcher type assistance in battle.

Code Shapers can hold their own better than Programmers at higher levels in groups and soloing. Bring another body to the fight — an expendable one at that — puts them high in demand.

THE MAKER

The Programmer follows the pursuit of crafting, making item and ability codes through the Code Crafter and eventually the Maker specializations. This is where the world of crafting really opens up. There are five varieties of Maker: Apparel, Upgrade, Tool, Weapon and Ability. Each represents the pinnacle of crafting that particular type of code in the Matrix.

A)bort, R)etry, F)ail?

How exactly does one create something in the Matrix? It's basically a process of getting all your ducks in a row. Every Coder should have at bare minimum the three tools of the trade: a compiler tool, a decompiler tool and a code analyzer. It's a good idea to have these loaded into your hotbar for quick access. Use your code analyzer tool to open a searchable drop-down listing of all the recipes you have learned and have available to you. From here, you can make code fragments out of code bits, as well as subroutines.

If you have the required raw materials, select an item you'd like to make. In the bottom right corner of the code analyzer, the requirements for the code's creation will be shown. You can right-click on these to make them from this screen until each requirement is lit up, meaning you have it in your inventory. Once this is done, clicking on the green Compile button below will trigger your attempt to create the Item or ability code. If you're successful, the resources for the attempt will be consumed in the code's creation and you will possibly have gained experience, as well as a code.

Ability codes are usable once created. Item codes must be compiled using the compiler tool or from the Loading Area to create usable items, and have a set amount of charges that can be used to make multiple items. Items compiled from code have a base cost in $information that must be paid for each copy of the item made. The price and possibility of failure are higher using the compiler tool in the Matrix than it is from the Loading Area.

All items have one class code fragment and one subroutine, with a varying number of extra fragments required, based on the level of the item.

Coder Hints & Tips

- Find a popular hangout and offer your services for free, provided interested players provide you with resources and $information base cost. Not only will it gain you notoriety in the community as a Coder (players are always looking for someone to give their bits to), but the process will net you experience.
- Be careful with your Proxy or Daemon. If set to aggressive, it will pick fights you'd rather not have it pick.
- Stick close to hardlines. Compiling "in the field" is much more costly and causes failures much more often than compiling in the Loading Area. If it can wait, let it.
- Be a packrat. Grab everything you can. If you can't use it, decompile it to learn how to make it if you don't already know. If you do know it already, you'll net yourself some code bits.
- Join a faction! Coders at high levels require a social network to keep them in resources, and they are always an asset to a faction.

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CLOTHING

(Portions of introduction by Bruce Harlick)

Players are always looking for a way to armor their characters against damage, and *MxO* players are no exception to this. However, the modern paradigm of The Matrix does not lead to traditional fantasy-style armor items. Instead, *The Matrix Online* offers a large selection of enhanced clothing items which are designed to protect against physical and virus damage.

Enhanced clothing items come in a wide range of fashions and cover the entire spectrum of the game's clothing, in order to support your own individual style.

For most clothing, there are 14 variations of each item. There is a basic item, with no buffs or other bonuses. There are six Shielded items, with progressively better Viral Damage Resistance (from +1% to +6%). There are six Armored items, with progressively better Physical Damage Resistance (again, from +1% to +6%). The fourteenth item in a set is the Enhanced version, with buffs and boosts of all sorts available, depending on what you wear.

Clothing Trade-Offs

A character seeking protective gear must make some trade-offs. First, these protective clothing items cannot be worn in conjunction with other, enhanced clothing items in the same slot. If you want to wear a protective shirt, you can't also equip a shirt that boosts your HyperDodge by +10, for example. Secondly, boosted clothing comes in three varieties: damage resistance, virus resistance and other buffs. If you want to maximize your protection against physical damage, you won't be able to equip items that boost your viral resistance, and vice-versa. And if you want to optimize your play boosts, your protection will probably suffer.

Types of Protective Clothing

Not every clothing slot has protective versions. Protective items are limited to Coats, Pants, Shirts and Shoes. You must reach a certain level to use specific protective clothing:

Bonus	Pre-Req.
+1%, +2%	Level 1
+3%	Level 10
+4%	Level 20
+5%	Level 30
+6%	Level 40

Recipe & Enhancement Lists

For each type of item in the lists that cover the rest of the guide, there are up to sixteen entries. The first is always the item's name, followed by its color. The next is the recipe for the item's basic (unboosted) version. The next six entries on the first line are recipes for the "Armored" versions, giving (in order) +1%, +2%, +3%, +4%, +5% and +6% Physical Damage Resistance.

The second line begins with the Enhanced version's buffs (if any). The second entry is the Enhanced version's recipe (again, only if there is an Enhanced version; otherwise, the first two entries are blank). The remaining six entries on the second line are recipes for the "Shielded" versions, giving (in order) +1%, +2%, +3%, +4%, +5% and +6% Viral Damage Resistance.

To sum up, an entry is arranged like the sample lines of stats, below.

Exception: Male RocaWear coats do not have Enhanced versions. Since their names are so long, we ran them onto the second line, where the Enhanced buffs are usually listed.

ARRANGEMENT OF CLOTHING STATS ON PP. 257-336

Item Name *Item Color*	Basic (Unbuffed) Recipe	Recipe for +1% PDR	Recipe for +2% PDR	Recipe for +3% PDR	Recipe for +4% PDR	Recipe for +5% PDR	Recipe for +6% PDR
Enhanced Item Stats	Enhanced Item Recipe	Recipe for +1% VDR	Recipe for +2% VDR	Recipe for +3% VDR	Recipe for +4% VDR	Recipe for +5% VDR	Recipe for +6% VDR

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FEMALE COATS

Item Name ITEM COLOR ENHANCED ITEM STATS	RECIPES: BASIC RECIPES: ENHANCED	+1% PR +1% VR	+2% PR +2% VR	+3% PR +3% VR	+4% PR +4% VR	+5% PR +5% VR	+6% PR +6% VR
Arasiki Limit Racing Jacket AQUA 1:MD 12P	42:U5.U7.C17.C27.C18.SR 12:U3.C25.C17	12:U6.C16.C08 12:U8.C22.C24	18:U8.U7.C03 17:U2.U5.C26	27:U3.U5.C14.OB 27:U7.U6.C12.OB	38:U8.U4.C26.C02.PA 37:U3.U5.C04.C08.PA	42:U3.U8.C17.C17.C27.SR 42:U3.U8.C16.C09.C19.SR	47:U7.U6.U4.C20.C02.SR 48:U6.U6.U3.C28.C11.SR
Arasiki Limit Racing Jacket BROWN 22:F 3L|WA 5P|MXH 200P	42:U7.U8.C10.C28.C18.SR 28:U7.U7.C27.OB	13:U6.C24.C23 12:U1.C24.C17	17:U7.U5.C01 17:U2.U4.C05	28:U7.U5.C01.OB 28:U3.U4.C10.OB	37:U5.U1.C14.C23.PA 37:U2.U5.C12.C06.PA	42:U2.U7.C10.C19.C03.SR 42:U3.U4.C12.C07.C20.SR	47:U4.U5.U6.C13.C11.SR 47:U1.U6.U4.C17.C21.SR
Arasiki Limit Racing Jacket CRIMSON 1:TAP DATA NODE SKILL 9P	42:U4.U4.C12.C08.C04.SR 12:U3.C23.C15	12:U4.C05.C21 13:U5.C16.C17	17:U6.U3.C17 17:U2.U2.C21	27:U4.U8.C20.OB 27:U4.U8.C19.OB	37:U5.U2.C28.C28.PA 37:U6.U1.C12.C18.PA	42:U1.U7.C06.C17.C02.SR 43:U5.U1.C03.C05.C21.SR	47:U1.U1.U3.C02.C20.SR 48:U8.U6.U1.C04.C28.SR
Arasiki Limit Racing Jacket CYAN 16:HR 20%|VDEF 20P|MD 12P	42:U7.U7.C11.C20.C07.SR 29:U3.U1.C04.OB	13:U6.C17.C13 12:U4.C01.C25	18:U1.U3.C20 17:U5.U2.C26	27:U3.U7.C02.OB 28:U2.U1.C26.OB	38:U5.U8.C21.C07.PA 37:U4.U8.C18.C16.PA	42:U8.U6.C19.C20.C22.SR 42:U2.U5.C28.C21.C04.SR	48:U7.U5.U2.C03.C26.SR 47:U3.U5.U7.C17.C03.SR
Arasiki Limit Racing Jacket GREEN 8:MD 12P|RD 12P	42:U6.U2.C22.C19.C08.SR 20:U6.C23.C08.IF	13:U3.C18.C05 13:U2.C06.C02	17:U6.U7.C05 18:U2.U2.C27	28:U3.U5.C14.OB 27:U1.U4.C07.OB	37:U4.U6.C23.C21.PA 38:U5.U1.C13.C08.PA	42:U4.U8.C12.C25.C03.SR 43:U4.U2.C28.C22.C26.SR	48:U6.U1.U3.C27.C07.SR 47:U4.U1.U6.C15.C09.SR
Arasiki Limit Racing Jacket MAGENTA 8:MD 24P|RD 12P	42:U7.U3.C14.C01.C01.SR 20:U8.C21.C13.IF	13:U3.C21.C10 12:U5.C05.C26	17:U7.U3.C08 18:U7.U4.C23	27:U2.U3.C20.OB 27:U7.U7.C15.OB	37:U3.U8.C25.C01.PA 37:U6.U7.C21.C17.PA	42:U2.U4.C28.C17.C16.SR 43:U6.U3.C07.C13.C09.SR	47:U1.U5.U4.C03.C17.SR 47:U8.U7.U3.C09.C24.SR
Arasiki Limit Racing Jacket ORANGE-BROWN 1:R 3L	42:U5.U8.C16.C01.C26.SR 12:U2.C07.C26	12:U7.C12.C24 13:U2.C20.C07	17:U8.U5.C28 17:U6.U4.C07	27:U4.U4.C27.OB 27:U1.U3.C20.OB	38:U8.U6.C19.C25.PA 37:U4.U1.C09.C09.PA	43:U8.U6.C14.C25.C28.SR 43:U2.U4.C10.C26.C26.SR	47:U1.U3.U4.C22.C12.SR 47:U6.U5.U8.C08.C19.SR
Arasiki Limit Racing Jacket PURPLE 1:VTR 20%	42:U4.U1.C26.C06.C22.SR 12:U4.C11.C16	13:U2.C13.C27 12:U5.C19.C25	17:U4.U8.C17 17:U5.U7.C27	27:U1.U4.C12.OB 27:U1.U3.C03.OB	37:U6.U4.C10.C21.PA 37:U4.U7.C21.C02.PA	43:U7.U5.C28.C21.C20.SR 43:U6.U8.C13.C14.C17.SR	47:U1.U3.U8.C10.C08.SR 48:U3.U4.U5.C21.C28.SR
Arasiki Limit Racing Jacket HighC BLACK 16:V 3L|P 2L|RFD 10P	42:U8.U4.C05.C18.C24.SR 28:U5.U1.C01.OB	12:U7.C06.C28 12:U7.C24.C17	18:U1.U2.C21 17:U1.U6.C16	27:U1.U7.C03.OB 28:U3.U4.C05.OB	38:U4.U5.C28.C24.PA 37:U2.U1.C07.C05.PA	42:U1.U2.C04.C27.C04.SR 43:U7.U3.C03.C27.C19.SR	47:U3.U1.U4.C13.C01.SR 47:U3.U8.U8.C09.C04.SR
Arasiki Limit Racing Jacket HighC CRIMSON 1:VTR 20%	42:U1.U5.C04.C04.C22.SR 13:U5.C24.C20	12:U1.C12.C19 12:U8.C24.C15	17:U7.U4.C07 18:U2.U6.C18	27:U2.U1.C21.OB 27:U1.U2.C28.OB	37:U2.U6.C14.C08.PA 37:U4.U4.C14.C28.PA	43:U7.U7.C18.C27.C11.SR 42:U7.U8.C13.C10.C26.SR	48:U2.U8.U2.C22.C15.SR 47:U7.U1.U7.C01.C16.SR
Arasiki Limit Racing Jacket HighC DK. GREEN 16:MXH 200P	42:U3.U6.C20.C08.C15.SR 12:U5.C27.C04	12:U4.C09.C02 12:U7.C03.C13	17:U2.U7.C16 18:U3.U7.C09	27:U6.U2.C06.OB 28:U4.U6.C22.OB	37:U6.U3.C12.C24.PA 37:U3.U1.C17.C13.PA	42:U1.U7.C12.C06.C02.SR 42:U3.U5.C09.C07.C22.SR	47:U4.U4.U4.C16.C05.SR 47:U8.U3.U1.C25.C15.SR
Arasiki Limit Racing Jacket HighC GREEN 1:SJ 15P	42:U8.U4.C04.C13.C25.SR 12:U4.C23.C25	12:U8.C04.C10 13:U4.C23.C13	17:U3.U5.C11 18:U2.U5.C09	27:U7.U1.C11.OB 27:U4.U5.C24.OB	38:U5.U2.C15.C17.PA 37:U1.U5.C02.C04.PA	42:U1.U2.C18.C09.C09.SR 42:U5.U4.C01.C08.C26.SR	48:U3.U5.U2.C09.C06.SR 48:U6.U2.U2.C01.C06.SR
Arasiki Limit Racing Jacket HighC INDIGO 8:VD 12P|DR 10P	42:U8.U3.C22.C19.C22.SR 21:U5.C26.C14.OB	12:U5.C23.C13 12:U2.C08.C07	17:U2.U8.C23 18:U5.U1.C07	27:U3.U8.C08.OB 27:U4.U8.C13.OB	38:U7.U1.C08.C03.PA 38:U6.U5.C13.C07.PA	43:U4.U3.C18.C04.C17.SR 42:U8.U7.C20.C28.C10.SR	47:U2.U6.U5.C09.C01.SR 47:U4.U8.U2.C24.C27.SR
Arasiki Limit Racing Jacket HighC ORANGE 1:LP 20P	42:U1.U7.C20.C05.C16.SR 12:U5.C18.C18	13:U6.C14.C08 13:U2.C11.C28	17:U2.U3.C04 17:U6.U4.C20	27:U5.U7.C27.OB 28:U8.U3.C12.OB	37:U8.U4.C15.C08.PA 37:U7.U8.C04.C15.PA	42:U5.U7.C02.C11.C06.SR 43:U7.U7.C22.C22.C16.SR	47:U4.U3.U7.C22.C05.SR 47:U4.U6.U2.C14.C10.SR
Arasiki Limit Racing Jckt. HighC ORANGE-BROWN 16:SLR 9%|R 2L|KD 10P	42:U4.U7.C11.C04.C15.SR 28:U6.U5.C17.OB	13:U3.C06.C06 12:U3.C04.C09	17:U6.U5.C11 17:U7.U2.C19	27:U1.U5.C24.OB 27:U3.U8.C14.OB	37:U1.U8.C09.C17.PA 37:U3.U1.C26.C19.PA	43:U3.U6.C21.C02.C12.SR 43:U8.U8.C21.C18.C24.SR	47:U2.U6.U5.C26.C23.SR 47:U2.U7.U6.C24.C17.SR
Arasiki Limit Racing Jacket HighC PURPLE 1:SS 10P	42:U3.U8.C26.C02.C24.SR 12:U1.C14.C18	13:U3.C16.C02 13:U7.C18.C19	17:U8.U5.C01 17:U2.U7.C25	27:U5.U5.C17.OB 27:U2.U7.C11.OB	37:U5.U7.C02.C09.PA 37:U2.U1.C18.C23.PA	42:U7.U8.C20.C20.C13.SR 42:U3.U1.C03.C06.C15.SR	48:U5.U7.U7.C18.C06.SR 47:U5.U3.U4.C28.C14.SR
Arasiki Limit Racing Jacket HighC RED 8:RPDR 15%|SISR 2%	42:U7.U1.C04.C13.C20.SR 20:U3.C26.C27.IF	13:U6.C19.C08 13:U5.C22.C10	17:U3.U2.C23 18:U4.U4.C09	27:U8.U8.C09.OB 27:U1.U5.C21.OB	37:U4.U2.C12.C03.PA 37:U7.U1.C27.C01.PA	42:U7.U3.C24.C04.C15.SR 42:U8.U7.C01.C25.C01.SR	47:U1.U7.U4.C13.C09.SR 48:U6.U7.U1.C01.C13.SR
Avera Open Trench BLACK 24:R 3L|SMGD 15P|MD 10P|MPDR 5%	7:U6.C17 36:U1.U7.C20.C16.PA	12:U6.C16.C26 13:U2.C19.C17	17:U1.U2.C07 18:U8.U7.C09	27:U4.U3.C06.OB 27:U4.U1.C16.OB	37:U6.U2.C01.C19.PA 37:U4.U6.C09.C21.PA	42:U3.U5.C12.C22.C27.SR 42:U5.U4.C16.C21.C22.SR	47:U2.U6.U6.C17.C16.SR 48:U5.U6.U6.C15.C27.SR
Avera Open Trench BROWN 24:RPDR 5%|CE 2%|MDL 8P|MPDR 5%	7:U3.C08 37:U8.U2.C14.C05.PA	12:U5.C16.C02 12:U6.C09.C22	18:U6.U3.C26 17:U7.U5.C03	27:U2.U1.C18.OB 27:U3.U8.C12.OB	38:U3.U5.C05.C26.PA 38:U6.U6.C18.C11.PA	43:U6.U2.C22.C20.C02.SR 42:U5.U7.C15.C16.C09.SR	48:U7.U2.U5.C24.C13.SR 47:U5.U5.U4.C07.C25.SR
Avera Open Trench GOLD 1:MPDR 5%	7:U2.C28 12:U4.C09.C13	13:U5.C16.C06 12:U1.C21.C05	18:U8.U2.C11 17:U3.U3.C19	27:U5.U8.C01.OB 27:U5.U7.C05.OB	38:U4.U6.C04.C23.PA 38:U4.U6.C26.C06.PA	42:U7.U1.C23.C26.C26.SR 42:U2.U8.C09.C17.C11.SR	47:U7.U1.U3.C11.C18.SR 47:U3.U1.U2.C07.C18.SR
Avera Open Trench GREEN 1:HR 1%	7:U2.C27 12:U7.C10.C16	13:U5.C12.C15 12:U4.C19.C12	17:U4.U2.C20 17:U7.U6.C16	27:U7.U3.C23.OB 27:U8.U5.C27.OB	37:U5.U6.C05.C06.PA 38:U2.U4.C27.C27.PA	42:U3.U4.C17.C17.C15.SR 42:U8.U5.C26.C12.C13.SR	47:U6.U3.U8.C05.C16.SR 48:U3.U7.U4.C06.C17.SR
Avera Open Trench PURPLE 1:KFD 2P	7:U7.C06 13:U4.C11.C28	12:U4.C27.C27 12:U3.C20.C25	18:U8.U2.C22 17:U3.U6.C01	27:U7.U8.C03.OB 27:U4.U1.C05.OB	38:U3.U4.C23.C18.PA 37:U1.U5.C20.C14.PA	42:U2.U2.C24.C12.C14.SR 43:U2.U2.C25.C10.C13.SR	48:U6.U5.U7.C13.C25.SR 47:U5.U1.U7.C11.C05.SR
Avera Open Trench RED 1:MD 4P	7:U5.C04 12:U7.C21.C24	12:U2.C01.C13 12:U4.C19.C17	18:U2.U2.C13 17:U6.U6.C03	27:U5.U7.C21.OB 27:U5.U8.C02.OB	37:U8.U1.C28.C28.PA 38:U7.U3.C20.C23.PA	43:U6.U1.C20.C24.C13.SR 43:U6.U6.C15.C03.C23.SR	47:U4.U2.U6.C09.C24.SR 47:U7.U5.U2.C07.C27.SR
Avera Open Trench TEAL 8:KFD 2P|CH 8P	7:U2.C02 21:U1.C18.C05.OB	13:U4.C21.C23 12:U5.C06.C17	17:U7.U6.C06 18:U1.U4.C14	27:U5.U1.C18.OB 27:U6.U6.C26.OB	38:U7.U3.C25.C13.PA 37:U6.U3.C24.C15.PA	42:U3.U5.C17.C06.C22.SR 42:U4.U4.C18.C04.C09.SR	47:U8.U7.U6.C13.C20.SR 47:U5.U6.U7.C23.C21.SR
Avera Open Trench WHITE 1:VD 4P	7:U4.C17 12:U4.C21.C25	13:U3.C19.C15 13:U6.C12.C16	17:U4.U5.C08 17:U2.U8.C20	27:U3.U2.C21.OB 27:U5.U3.C22.OB	37:U4.U1.C17.C02.PA 38:U2.U8.C21.C14.PA	42:U5.U7.C19.C27.C24.SR 43:U7.U5.C14.C07.C24.SR	48:U6.U2.U2.C04.C06.SR 47:U5.U7.U2.C23.C25.SR
Avera Open Trench HighC BLACK 1:VR 5%	7:U8.C01 12:U6.C16.C14	12:U6.C17.C16 13:U4.C25.C23	17:U7.U2.C18 17:U1.U2.C13	27:U4.U5.C02.OB 27:U8.U1.C19.OB	37:U8.U7.C24.C19.PA 38:U3.U3.C26.C03.PA	42:U3.U8.C10.C08.C15.SR 42:U1.U3.C21.C22.C15.SR	47:U5.U4.U5.C05.C03.SR 47:U8.U8.U6.C03.C28.SR
Avera Open Trench HighC BROWN 8:MPDR 5%|CE 4%	7:U7.C11 21:U6.C12.C13.OB	12:U2.C27.C02 13:U1.C15.C17	17:U8.U1.C20 17:U2.U8.C08	28:U8.U8.C16.OB 27:U2.U5.C28.OB	38:U6.U1.C02.C02.PA 38:U1.U7.C25.C12.PA	42:U2.U8.C19.C23.C16.SR 42:U8.U6.C22.C28.C27.SR	47:U7.U3.U7.C23.C19.SR 48:U8.U7.U7.C11.C25.SR
Avera Open Trench HighC GOLD 1:DSA 2%	7:U6.C11 13:U5.C15.C11	12:U6.C03.C21 12:U2.C19.C02	18:U7.U3.C20 17:U8.U2.C10	27:U8.U2.C23.OB 27:U2.U8.C22.OB	37:U2.U5.C15.C28.PA 38:U8.U8.C05.C05.PA	42:U8.U3.C12.C14.C24.SR 42:U3.U1.C22.C21.C17.SR	47:U2.U7.U8.C03.C17.SR 47:U3.U1.U6.C16.C07.SR
Avera Open Trench HighC LT. PURPLE 6:MXH 50P	7:U1.C06 19:U3.U7.C19	13:U1.C26.C26 12:U4.C13.C16	18:U1.U2.C14 17:U6.U4.C14	27:U3.U6.C07.OB 27:U2.U6.C12.OB	37:U1.U5.C11.C10.PA 37:U2.U2.C27.C16.PA	43:U6.U1.C06.C26.C04.SR 43:U4.U6.C05.C25.C20.SR	48:U5.U6.U5.C06.C10.SR 48:U4.U8.U5.C13.C02.SR

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Item Name ITEM COLOR ENHANCED ITEM STATS	RECIPES: BASIC RECIPES: ENHANCED	+1% PR +1% VR	+2% PR +2% VR	+3% PR +3% VR	+4% PR +4% VR	+5% PR +5% VR	+6% PR +6% VR
Avera Open Trench HighC PURPLE	7:U3.C01	13:U2.C15.C25	17:U1.U1.C05	27:U3.U5.C23.OB	37:U4.U5.C10.C23.PA	42:U7.U2.C04.C28.C26.SR	48:U1.U1.U2.C02.C04.SR
8:F 1L|MXH 50P	20:U3.C23.C23.IF	13:U5.C21.C16	17:U8.U2.C02	27:U5.U8.C10.OB	38:U7.U2.C15.C07.PA	42:U6.U8.C27.C26.C05.SR	47:U2.U4.U1.C04.C16.SR
Avera Open Trench HighC RED	7:U8.C26	12:U8.C17.C14	17:U5.U7.C23	28:U4.U5.C18.OB	37:U2.U5.C10.C02.PA	42:U1.U3.C23.C16.C07.SR	47:U6.U4.U7.C14.C25.SR
24:MXH 50P|HR 8%|VDEF 8%|MD 5P	36:U1.U7.C13.C07.PA	12:U5.C17.C12	17:U8.U5.C22	27:U3.U4.C28.OB	37:U3.U4.C13.C24.PA	42:U8.U1.C11.C19.C09.SR	48:U1.U2.U2.C02.C20.SR
Avera Open Trench HighC SEAFOAM GREEN	7:U4.C11	12:U6.C16.C08	17:U2.U4.C23	27:U7.U6.C09.OB	37:U7.U4.C09.C01.PA	42:U8.U3.C22.C20.C11.SR	47:U1.U3.U1.C02.C21.SR
8:VD 4P|RD 2P	20:U5.C14.C28.IF	13:U1.C19.C20	18:U4.U6.C08	27:U7.U5.C23.OB	38:U3.U3.C04.C02.PA	42:U2.U1.C27.C04.C08.SR	48:U6.U2.U1.C26.C13.SR
Avera Open Trench HighC WHITE	7:U5.C27	12:U3.C25.C13	17:U8.U8.C27	27:U5.U3.C05.OB	37:U3.U4.C16.C22.PA	42:U6.U7.C25.C07.C12.SR	47:U3.U2.U5.C04.C16.SR
8:SJ 6P|DSA 2%	21:U8.C22.C22.OB	12:U3.C06.C16	17:U2.U4.C01	27:U5.U4.C21.OB	37:U2.U2.C02.C20.PA	43:U3.U5.C08.C19.C11.SR	48:U7.U8.U6.C01.C21.SR
Consular Short Coat AQUAMARINE	1:C24.C28	13:U3.C27.C20	17:U2.U1.C06	28:U8.U6.C03.OB	37:U6.U6.C12.C07.PA	43:U7.U3.C28.C01.C15.SR	48:U3.U4.U4.C03.C05.SR
1:MXIS 30P	12:U3.C03.C11	13:U3.C25.C17	18:U4.U1.C15	27:U8.U5.C09.OB	37:U8.U7.C25.C12.PA	43:U4.U5.C22.C07.C04.SR	47:U6.U5.U3.C05.C01.SR
Consular Short Coat BROWN	32:U2.C10.C06.C04.PA	12:U3.C22.C22	18:U5.U6.C24	28:U1.U1.C17.OB	38:U7.U5.C26.C28.PA	42:U5.U8.C19.C19.C12.SR	47:U2.U1.U3.C03.C28.SR
1:WA 5P	12:U7.C11.C25	12:U2.C19.C17	18:U7.U4.C06	28:U2.U5.C10.OB	37:U4.U6.C21.C12.PA	42:U3.U8.C02.C27.C12.SR	48:U5.U2.U7.C15.C18.SR
Consular Short Coat DEEP BROWN	32:U3.C25.C14.C04.PA	12:U5.C05.C01	18:U4.U1.C25	27:U5.U5.C28.OB	37:U8.U7.C27.C09.PA	42:U3.U8.C01.C18.C19.SR	47:U5.U2.U6.C11.C05.SR
1:SHR 2%	13:U2.C27.C11	13:U6.C19.C09	18:U1.U4.C06	28:U4.U3.C14.OB	37:U1.U7.C28.C08.PA	43:U3.U7.C28.C09.C08.SR	48:U2.U8.U8.C07.C19.SR
Consular Short Coat GRASS	32:U3.C15.C13.C28.PA	12:U5.C21.C22	17:U2.U4.C19	27:U7.U6.C27.OB	37:U1.U8.C28.C14.PA	42:U7.U1.C19.C17.C19.SR	47:U7.U3.U2.C22.C08.SR
1:CE 5%	12:U6.C23.C08	13:U1.C25.C07	18:U4.U2.C14	27:U3.U7.C17.OB	38:U8.U7.C15.C28.PA	43:U8.U5.C26.C06.C14.SR	47:U6.U1.U4.C25.C02.SR
Consular Short Coat GREEN	32:U4.C27.C25.C04.PA	13:U5.C07.C12	17:U7.U6.C10	28:U1.U6.C04.OB	37:U2.U6.C23.C22.PA	42:U8.U7.C18.C16.C15.SR	47:U3.U2.U4.C02.C08.SR
8:SD 12P|DDR 2P	20:U7.C05.C13.IF	12:U8.C21.C13	18:U7.U3.C08	27:U5.U7.C20.OB	37:U6.U8.C15.C19.PA	43:U3.U8.C09.C05.C14.SR	48:U6.U8.U4.C19.C24.SR
Consular Short Coat PURPLE	32:U2.C19.C09.C14.PA	12:U1.C13.C03	17:U6.U6.C16	28:U2.U2.C02.OB	37:U7.U3.C01.C21.PA	42:U7.U3.C20.C19.C25.SR	47:U6.U5.U8.C13.C21.SR
16:MXH 200P	12:U4.C08.C02	12:U8.C04.C24	17:U5.U3.C25	28:U4.U1.C16.OB	37:U1.U1.C19.C13.PA	43:U6.U5.C09.C02.C25.SR	47:U2.U1.U3.C23.C08.SR
Consular Short Coat RED	32:U8.C07.C09.C04.PA	12:U8.C15.C01	17:U5.U6.C26	27:U6.U2.C03.OB	37:U2.U6.C18.C19.PA	42:U3.U4.C21.C16.C03.SR	47:U5.U2.U5.C11.C01.SR
8:MXH 200P|DDR 2P	20:U3.C11.C22.IF	12:U8.C08.C20	17:U7.U5.C21	27:U1.U8.C07.OB	37:U7.U5.C09.C07.PA	42:U2.U7.C25.C24.C01.SR	47:U1.U2.U1.C10.C11.SR
Consular Short Coat HighC BLACK	32:U4.C27.C11.C09.PA	12:U2.C03.C25	17:U7.U3.C01	27:U3.U5.C03.OB	38:U3.U2.C12.C11.PA	43:U6.U4.C26.C05.C10.SR	48:U6.U3.U1.C07.C10.SR
1:MD 5P	12:U5.C09.C20	13:U8.C16.C26	18:U1.U4.C16	28:U2.U4.C15.OB	37:U2.U3.C26.C17.PA	43:U7.U7.C21.C08.C13.SR	48:U1.U3.U5.C26.C26.SR
Consular Short Coat HighC BROWN	32:U7.C27.C05.C17.PA	12:U7.C04.C24	17:U7.U2.C20	27:U5.U7.C10.OB	37:U4.U1.C22.C19.PA	42:U1.U1.C14.C09.C14.SR	47:U7.U2.U7.C21.C23.SR
16:SPDR 9%|KFD 15P|H-UAR 1M|HD 15P|CE 15%	28:U3.U6.C13.OB	12:U7.C09.C15	18:U7.U1.C08	28:U2.U7.C08.OB	37:U8.U6.C25.C05.PA	43:U1.U5.C03.C01.C11.SR	48:U5.U8.U8.C14.C28.SR
Consular Short Coat HighC GREEN	32:U7.C03.C12.C02.PA	13:U6.C03.C02	17:U5.U7.C07	28:U4.U2.C25.OB	37:U8.U2.C26.C22.PA	43:U3.U6.C20.C14.C26.SR	48:U3.U8.U7.C07.C04.SR
8:RPDR 5%|MPDR 5%	21:U3.C24.C28.OB	13:U2.C16.C22	17:U5.U7.C17	28:U2.U6.C09.OB	37:U2.U1.C14.C22.PA	42:U8.U5.C14.C12.C10.SR	48:U2.U3.U8.C27.C03.SR
Consular Short Coat HighC MAGENTA	32:U5.C12.C17.C18.PA	13:U6.C28.C08	18:U3.U3.C07	27:U4.U6.C07.OB	38:U4.U8.C06.C22.PA	43:U8.U7.C01.C18.C25.SR	47:U3.U4.U6.C17.C07.SR
1:MDL 20P	12:U3.C18.C24	12:U3.C10.C15	18:U6.U5.C17	27:U6.U8.C26.OB	38:U6.U3.C16.C16.PA	42:U3.U1.C08.C27.C06.SR	48:U6.U1.U2.C21.C06.SR
Consular Short Coat HighC PURPLE	32:U5.C02.C06.C10.PA	13:U4.C18.C16	17:U1.U1.C02	28:U3.U2.C05.OB	37:U2.U3.C21.C20.PA	42:U2.U3.C22.C14.C01.SR	47:U4.U8.U2.C19.C07.SR
24:SISR 15%|MD 15P|CDN 15P|SMGD 15P	36:U4.U2.C03.C02.PA	12:U7.C06.C26	18:U7.U5.C26	27:U5.U7.C12.OB	38:U3.U4.C01.C09.PA	42:U2.U1.C18.C04.C08.SR	47:U5.U2.U4.C17.C12.SR
Consular Short Coat HighC RED	32:U1.C19.C04.C28.PA	12:U2.C10.C19	17:U8.U5.C05	27:U4.U2.C03.OB	37:U5.U5.C06.C13.PA	43:U7.U7.C07.C25.C11.SR	47:U6.U7.U3.C27.C18.SR
1:VD 12P	12:U1.C15.C11	12:U3.C17.C26	18:U3.U3.C25	27:U8.U8.C27.OB	37:U8.U1.C11.C06.PA	42:U4.U7.C26.C09.C04.SR	47:U6.U3.U8.C23.C18.SR
Consular Short Coat HighC TEAL	32:U1.C15.C09.C17.PA	13:U8.C13.C23	17:U6.U3.C01	27:U2.U4.C05.OB	37:U3.U7.C23.C06.PA	42:U4.U4.C14.C15.C26.SR	47:U3.U5.U7.C08.C06.SR
16:B 2L|RFD 10P|VTR 10%	28:U5.U2.C18.OB	13:U8.C11.C08	18:U8.U5.C14	27:U5.U4.C27.OB	38:U5.U5.C14.C22.PA	42:U7.U5.C09.C12.C10.SR	47:U5.U4.U4.C15.C13.SR
Ebony Flared Trench	7:U4.C20	12:U7.C15.C08	18:U4.U7.C16	27:U3.U6.C08.OB	38:U7.U7.C18.C19.PA	42:U6.U5.C08.C22.C06.SR	48:U4.U3.U1.C02.C05.SR
1:CH 8P	12:U7.C16.C09	13:U2.C05.C11	17:U8.U3.C10	27:U8.U1.C22.OB	38:U1.U7.C02.C04.PA	42:U6.U7.C20.C14.C15.SR	48:U7.U7.U2.C21.C13.SR
Ebony Flared Trench BLACK	42:U7.U1.C11.C23.C11.SR	13:U4.C17.C20	17:U3.U7.C27	27:U5.U4.C10.OB	37:U3.U5.C10.C14.PA	43:U6.U3.C25.C21.C16.SR	47:U5.U4.U2.C26.C22.SR
1:B 3L	12:U5.C05.C03	12:U3.C17.C20	17:U4.U5.C25	27:U5.U3.C25.OB	37:U5.U7.C09.C21.PA	43:U8.U4.C17.C04.C20.SR	48:U5.U5.U5.C18.C24.SR
Ebony Flared Trench BROWN	17:U8.U8.C03	13:U8.C13.C08	18:U4.U8.C21	27:U7.U3.C01.OB	37:U5.U1.C06.C19.PA	42:U3.U5.C25.C17.C06.SR	47:U4.U7.U1.C28.C12.SR
1:MD 12P	12:U7.C25.C28	12:U8.C15.C07	17:U2.U6.C26	27:U3.U8.C25.OB	38:U6.U7.C01.C01.PA	42:U8.U3.C25.C04.C07.SR	47:U6.U5.U8.C07.C17.SR
Ebony Flared Trench FOREST GREEN	42:U4.U7.C15.C08.C07.SR	12:U1.C01.C26	17:U3.U4.C10	27:U7.U4.C27.OB	37:U3.U8.C22.C20.PA	43:U8.U8.C12.C19.C20.SR	48:U8.U6.U8.C05.C24.SR
8:F 3L|HR 1%	20:U6.C13.C26.IF	12:U2.C11.C14	18:U6.U3.C01	27:U7.U8.C26.OB	37:U2.U2.C20.C22.PA	43:U5.U1.C15.C12.C27.SR	47:U3.U3.U1.C15.C06.SR
Ebony Flared Trench GRAY-GREEN	42:U5.U5.C15.C05.C14.SR	12:U5.C03.C18	17:U2.U1.C18	27:U3.U6.C12.OB	37:U3.U3.C17.C27.PA	42:U8.U5.C20.C20.C17.SR	48:U2.U6.U1.C25.C02.SR
1:MPDR 15%	12:U4.C16.C16	12:U7.C17.C11	18:U5.U6.C11	27:U3.U6.C17.OB	37:U7.U4.C27.C01.PA	42:U8.U1.C28.C12.C01.SR	48:U7.U1.U1.C20.C20.SR
Ebony Flared Trench GREEN	42:U1.U4.C15.C27.C25.SR	13:U1.C27.C10	17:U8.U8.C27	27:U5.U5.C06.OB	38:U3.U8.C27.C14.PA	42:U5.U4.C01.C04.C19.SR	47:U6.U6.U6.C21.C21.SR
1:HR 9%	12:U7.C23.C12	12:U1.C27.C02	18:U8.U3.C18	27:U3.U7.C05.OB	37:U5.U5.C17.C28.PA	42:U8.U3.C26.C26.C06.SR	47:U7.U4.U4.C25.C28.SR
Ebony Flared Trench INDIGO	42:U8.U4.C23.C18.C15.SR	12:U1.C09.C08	17:U8.U2.C19	27:U3.U3.C21.OB	37:U2.U6.C28.C07.PA	42:U3.U5.C10.C18.C17.SR	47:U3.U5.U3.C09.C05.SR
1:MD 12P	12:U7.C18.C22	12:U7.C18.C17	17:U8.U4.C16	27:U5.U3.C24.OB	38:U1.U4.C28.C11.PA	43:U2.U6.C26.C10.C02.SR	48:U4.U4.U1.C22.C13.SR
Ebony Flared Trench LT. PURPLE	42:U4.U1.C09.C10.C06.SR	12:U4.C17.C08	18:U6.U8.C17	27:U1.U6.C28.OB	37:U7.U1.C04.C23.PA	42:U8.U6.C26.C03.C18.SR	48:U6.U5.U7.C05.C18.SR
22:RD 12P|MXH 200P|RPDR 15%	28:U3.U7.C19.OB	12:U6.C08.C08	17:U8.U6.C28	27:U2.U1.C06.OB	38:U1.U8.C22.C17.PA	43:U3.U5.C26.C23.C02.SR	48:U4.U1.U6.C25.C12.SR
Ebony Flared Trench MAGENTA	42:U8.U1.C07.C23.C19.SR	12:U6.C03.C27	17:U7.U6.C05	27:U8.U3.C26.OB	37:U1.U5.C14.C27.PA	42:U2.U4.C06.C19.C13.SR	48:U3.U7.U3.C14.C09.SR
1:SHR 2%	12:U2.C06.C04	13:U5.C21.C12	17:U7.U8.C03	28:U2.U2.C26.OB	38:U7.U6.C22.C10.PA	43:U3.U1.C21.C25.C06.SR	47:U3.U1.U2.C16.C20.SR
Ebony Flared Trench PURPLE	42:U6.U5.C25.C10.C03.SR	13:U5.C12.C10	18:U8.U7.C08	27:U3.U5.C16.OB	38:U2.U7.C21.C21.PA	42:U1.U7.C19.C12.C20.SR	47:U8.U4.U7.C19.C17.SR
1:P 3L	12:U6.C23.C25	13:U3.C18.C21	17:U5.U4.C13	27:U6.U7.C05.OB	37:U8.U1.C26.C23.PA	42:U4.U8.C07.C04.C01.SR	47:U2.U1.U6.C15.C05.SR
Ebony Flared Trench RED	42:U2.U1.C26.C09.C27.SR	12:U7.C17.C08	17:U5.U5.C08	27:U4.U6.C07.OB	38:U7.U4.C05.C12.PA	42:U2.U6.C14.C26.C15.SR	48:U4.U4.U8.C27.C08.SR
8:SD 12|VR 15%	20:U8.C09.C28.IF	12:U6.C21.C25	17:U1.U8.C08	27:U4.U7.C17.OB	37:U1.U8.C24.C01.PA	42:U3.U3.C20.C24.C23.SR	47:U8.U5.U5.C28.C12.SR
Ebony Flared Trench SANGUINE	42:U2.U8.C25.C22.C02.SR	13:U1.C22.C16	17:U6.U3.C21	27:U1.U1.C20.OB	38:U6.U4.C17.C22.PA	42:U1.U1.C09.C08.C04.SR	47:U8.U5.U2.C19.C10.SR
8:SISR 2%|DSA 5P	20:U8.C19.C25.IF	12:U6.C05.C07	18:U3.U3.C21	27:U1.U5.C18.OB	37:U4.U8.C05.C16.PA	43:U5.U3.C06.C04.C15.SR	48:U3.U5.U1.C03.C18.SR

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Item Name ITEM COLOR ENHANCED ITEM STATS	RECIPES: BASIC RECIPES: ENHANCED	+1% PR +1% VR	+2% PR +2% VR	+3% PR +3% VR	+4% PR +4% VR	+5% PR +5% VR	+6% PR +6% VR
Ebony Flared Trench SIENNA 8:SD 12P	17:U3.U5.C14 21:U6.C27.C16.OB	12:U5.C11.C08 12:U6.C26.C08	18:U1.U4.C01 17:U3.U8.C23	28:U4.U5.C18.OB 27:U1.U7.C17.OB	38:U8.U3.C28.C21.PA 37:U2.U1.C16.C25.PA	43:U5.U1.C03.C19.C13.SR 43:U3.U1.C11.C13.C02.SR	48:U4.U1.U3.C20.C02.SR 47:U4.U5.U1.C19.C04.SR
Ebony Flared Trench VIOLET 8:MXIS 30P|V 3L	42:U3.U4.C04.C10.C18.SR 21:U1.C27.C27.OB	13:U1.C06.C15 13:U5.C24.C19	17:U3.U4.C09 18:U4.U7.C04	27:U5.U7.C05.OB 27:U2.U5.C26.OB	38:U3.U1.C26.C07.PA 37:U1.U3.C09.C13.PA	42:U4.U4.C21.C17.C19.SR 43:U2.U2.C10.C10.C19.SR	48:U2.U7.U6.C04.C13.SR 47:U1.U5.U4.C17.C27.SR
Ebony Flared Trench WOOD 1:RPDR 15%	42:U7.U2.C18.C25.C12.SR 12:U8.C05.C04	12:U7.C18.C13 12:U6.C09.C21	17:U6.U1.C08 17:U7.U3.C03	28:U2.U6.C17.OB 27:U4.U5.C05.OB	37:U6.U8.C09.C28.PA 37:U1.U1.C17.C06.PA	43:U4.U5.C13.C19.C03.SR 42:U1.U3.C07.C01.C27.SR	47:U3.U8.U6.C18.C27.SR 48:U2.U5.U1.C21.C01.SR
Ebony Flared Trench YELLOW 1:R 3L	42:U4.U4.C01.C20.C20.SR 13:U5.C04.C24	12:U3.C17.C08 12:U1.C13.C20	18:U7.U2.C15 17:U6.U7.C26	27:U7.U4.C24.OB 27:U5.U7.C13.OB	38:U6.U1.C22.C09.PA 37:U6.U4.C20.C06.PA	42:U7.U5.C01.C18.C09.SR 42:U2.U2.C14.C05.C02.SR	47:U2.U8.U3.C11.C08.SR 47:U8.U6.U6.C22.C24.SR
Ebony Flared Trench FlipC AMBER 1:VD 12P	17:U2.U1.C04 12:U3.C09.C12	13:U5.C25.C27 12:U4.C25.C22	18:U3.U7.C10 17:U6.U2.C21	27:U1.U2.C21.OB 27:U4.U3.C28.OB	37:U3.U8.C12.C11.PA 37:U5.U3.C21.C26.PA	43:U3.U5.C09.C02.C19.SR 42:U4.U4.C03.C12.C04.SR	47:U2.U5.U2.C28.C05.SR 48:U2.U8.U4.C24.C02.SR
Ebony Flared Trench FlipC BLACK 1:VR 15%	17:U2.U2.C24 12:U5.C08.C21	13:U8.C27.C02 12:U6.C07.C02	18:U8.U4.C10 17:U6.U1.C19	28:U4.U8.C28.OB 28:U3.U4.C27.OB	38:U5.U4.C07.C27.PA 37:U2.U6.C15.C25.PA	42:U7.U4.C04.C22.C04.SR 43:U6.U5.C08.C28.C05.SR	48:U7.U8.U7.C07.C14.SR 48:U2.U7.U7.C03.C09.SR
Ebony Flared Trench FlipC BROWN 24:MPDR 15%|HR 20%|VDEF 20P|MD 12P	17:U1.U6.C12 37:U3.U6.C07.C03.PA	12:U6.C25.C10 12:U7.C12.C06	18:U7.U8.C07 17:U3.U1.C13	28:U2.U2.C11.OB 28:U6.U3.C16.OB	37:U3.U4.C24.C04.PA 37:U2.U4.C10.C24.PA	42:U8.U2.C06.C13.C10.SR 43:U7.U5.C08.C19.C03.SR	47:U8.U4.U4.C07.C02.SR 47:U5.U8.U8.C09.C15.SR
Ebony Flared Trench FlipC BURLY WOOD 1:HD 9P	17:U4.U6.C12 13:U8.C15.C11	13:U2.C04.C26 12:U1.C02.C08	17:U6.U8.C08 17:U5.U7.C02	27:U8.U6.C14.OB 27:U7.U2.C10.OB	37:U1.U3.C24.C22.PA 37:U7.U7.C21.C15.PA	43:U5.U4.C11.C10.C06.SR 42:U4.U4.C20.C10.C13.SR	48:U4.U4.U7.C20.C05.SR 48:U8.U2.U4.C15.C21.SR
Ebony Flared Trench FlipC FOREST GREEN 1:VD 12P	17:U5.U1.C14 13:U5.C19.C13	12:U1.C24.C01 12:U8.C22.C28	17:U6.U4.C27 18:U4.U6.C17	27:U7.U5.C03.OB 27:U2.U7.C08.OB	37:U4.U3.C03.C17.PA 37:U1.U6.C07.C17.PA	42:U4.U8.C28.C25.C11.SR 42:U1.U3.C07.C23.C28.SR	47:U8.U5.U4.C13.C03.SR 47:U8.U8.U3.C11.C10.SR
Ebony Flared Trench FlipC INDIGO 16:VR 15%|AD 5P|VD 12P	17:U4.U8.C19 29:U8.U4.C25.OB	12:U2.C27.C17 12:U1.C01.C05	17:U7.U3.C28 17:U2.U2.C23	27:U5.U4.C09.OB 27:U2.U6.C16.OB	37:U7.U6.C15.C12.PA 37:U7.U4.C17.C03.PA	42:U8.U2.C28.C25.C11.SR 43:U5.U2.C12.C27.C15.SR	47:U6.U1.U1.C17.C06.SR 47:U3.U7.U1.C23.C02.SR
Ebony Flared Trench FlipC MAGENTA 22:MXH 200P|KFD 20P|SLR 10%	17:U8.U4.C06 28:U8.U4.C14.OB	12:U3.C06.C07 12:U1.C02.C17	18:U5.U3.C14 17:U2.U4.C07	28:U5.U5.C20.OB 27:U6.U1.C18.OB	38:U4.U7.C22.C08.PA 38:U6.U6.C21.C05.PA	42:U8.U7.C19.C07.C17.SR 43:U2.U1.C07.C07.C21.SR	47:U2.U2.U1.C14.C13.SR 47:U3.U8.U8.C11.C21.SR
Ebony Flared Trench FlipC OLIVE 8:RD 12P|IDR 2P	17:U6.U4.C25 21:U7.C17.C05.OB	13:U6.C06.C25 13:U6.C18.C14	18:U7.U6.C10 17:U6.U2.C03	27:U4.U5.C24.OB 27:U5.U4.C18.OB	38:U2.U1.C22.C08.PA 37:U1.U8.C07.C12.PA	43:U5.U2.C25.C02.C10.SR 42:U3.U2.C08.C18.C08.SR	47:U2.U8.U3.C03.C26.SR 48:U3.U3.U2.C04.C16.SR
Ebony Flared Trench FlipC PURPLE 1:DSA 9%	17:U8.U3.C15 12:U1.C23.C28	12:U8.C06.C24 13:U2.C11.C22	17:U5.U4.C19 17:U3.U8.C26	27:U1.U6.C24.OB 27:U5.U4.C25.OB	37:U7.U4.C21.C24.PA 37:U4.U4.C14.C11.PA	42:U1.U6.C09.C19.C13.SR 42:U6.U8.C10.C21.C05.SR	48:U8.U3.U2.C18.C21.SR 47:U2.U8.U2.C23.C12.SR
Ebony Flared Trench FlipC PURPLE-ORANGE 1:RD 5P	17:U4.U1.C06 12:U3.C15.C10	12:U5.C01.C11 12:U5.C09.C05	18:U8.U6.C10 17:U1.U7.C02	27:U5.U5.C07.OB 27:U3.U5.C24.OB	37:U7.U2.C06.C05.PA 37:U8.U6.C06.C04.PA	42:U3.U2.C09.C12.C28.SR 43:U6.U2.C09.C22.C14.SR	47:U7.U3.U2.C05.C08.SR 47:U3.U3.U3.C02.C02.SR
Ebony Flared Trench FlipC RED 1:MVS 5%	17:U7.U8.C09 12:U5.C12.C13	12:U5.C04.C15 12:U2.C04.C10	17:U3.U8.C26 18:U1.U8.C11	28:U3.U7.C14.OB 27:U2.U4.C11.OB	38:U7.U3.C10.C26.PA 38:U3.U6.C11.C13.PA	42:U3.U4.C28.C09.C05.SR 43:U2.U6.C01.C06.C27.SR	47:U7.U6.U3.C09.C24.SR 47:U2.U4.U2.C17.C15.SR
Ebony Flared Trench FlipC YELLOW 8:MPDR 5%|RPDR 5%	17:U4.U1.C10 21:U6.C14.C06.OB	12:U8.C28.C23 12:U8.C15.C11	18:U6.U5.C12 17:U5.U4.C03	27:U3.U2.C16.OB 27:U5.U4.C14.OB	37:U4.U3.C16.C11.PA 38:U3.U1.C01.C28.PA	42:U7.U8.C27.C04.C10.SR 42:U8.U7.C06.C03.C05.SR	47:U5.U1.U4.C22.C24.SR 47:U6.U3.U5.C14.C07.SR
Farrel Cinch Jacket CHARTREUSE 24:HR 20%|VDEF 32P|MD 12P	17:U5.U1.C13 36:U6.U6.C06.C12.PA	12:U5.C02.C14 13:U1.C10.C19	18:U2.U8.C11 17:U4.U7.C17	27:U2.U5.C06.OB 28:U7.U4.C26.OB	37:U7.U2.C01.C02.PA 38:U4.U7.C14.C18.PA	42:U5.U1.C23.C24.C13.SR 43:U4.U6.C04.C02.C16.SR	47:U6.U7.U7.C08.C07.SR 48:U5.U3.U7.C10.C13.SR
Farrel Cinch Jacket FRENCH VANILLA 16:MXH 200P	17:U3.U7.C25 13:U7.C16.C11	12:U7.C15.C18 12:U7.C17.C05	18:U6.U7.C24 18:U8.U7.C22	27:U8.U4.C19.OB 27:U6.U2.C20.OB	38:U7.U5.C25.C08.PA 37:U8.U2.C11.C17.PA	42:U4.U2.C07.C17.C18.SR 42:U7.U7.C02.C02.C24.SR	48:U8.U6.U6.C02.C21.SR 47:U5.U3.U6.C03.C19.SR
Farrel Cinch Jacket GRAY 1:RD 5P	1:C16.C17 13:U4.C17.C04	13:U3.C14.C22 13:U3.C14.C16	18:U8.U6.C23 18:U6.U2.C05	27:U8.U2.C14.OB 28:U5.U2.C21.OB	37:U5.U1.C25.C23.PA 37:U8.U4.C10.C16.PA	42:U7.U4.C20.C19.C16.SR 43:U2.U1.C27.C11.C22.SR	47:U2.U6.U8.C18.C02.SR 48:U5.U5.U5.C14.C06.SR
Farrel Cinch Jacket GREEN 22:MXH 200P|SMGD 5P	17:U4.U4.C11 28:U8.U3.C18.OB	12:U7.C22.C06 12:U8.C28.C07	17:U7.U3.C12 18:U4.U2.C16	28:U4.U2.C06.OB 27:U8.U7.C28.OB	37:U7.U5.C04.C28.PA 37:U5.U4.C22.C17.PA	42:U6.U8.C28.C27.C21.SR 42:U2.U8.C22.C10.C14.SR	48:U5.U8.U2.C24.C15.SR 47:U2.U5.U5.C12.C07.SR
Farrel Cinch Jacket PINK 1:V 3L	17:U5.U5.C09 12:U8.C08.C17	13:U2.C06.C08 13:U7.C28.C10	18:U2.U6.C12 17:U2.U3.C17	28:U2.U8.C14.OB 28:U5.U1.C26.OB	37:U1.U6.C27.C28.PA 37:U3.U4.C13.C01.PA	42:U5.U1.C24.C09.C06.SR 42:U1.U3.C13.C16.C28.SR	47:U5.U2.U4.C13.C21.SR 47:U6.U1.U6.C22.C12.SR
Farrel Cinch Jacket PURPLE 22:MXH 200P|SMGD 15P|DSA 15%	17:U1.U6.C08 29:U2.U6.C25.OB	12:U7.C20.C01 12:U2.C15.C05	17:U3.U1.C17 18:U3.U4.C06	28:U6.U6.C20.OB 27:U6.U4.C18.OB	37:U2.U1.C09.C25.PA 37:U6.U5.C23.C07.PA	42:U6.U7.C04.C22.C28.SR 43:U8.U7.C20.C19.C06.SR	47:U4.U3.U5.C23.C06.SR 48:U8.U3.U4.C13.C18.SR
Farrel Cinch Jacket RED 1:CH 20P	17:U7.U1.C20 12:U5.C10.C07	12:U6.C18.C06 12:U8.C12.C12	17:U8.U6.C20 17:U6.U4.C23	28:U1.U6.C18.OB 28:U2.U4.C09.OB	38:U7.U4.C21.C10.PA 37:U7.U8.C17.C16.PA	42:U1.U1.C11.C05.C03.SR 43:U3.U2.C20.C06.C06.SR	47:U6.U1.U7.C21.C19.SR 48:U1.U3.U8.C26.C25.SR
Farrel Cinch Jacket WHITE 8:VD 12P|MXH 200P	17:U1.U1.C13 20:U5.C15.C19.IF	12:U4.C15.C22 12:U5.C11.C11	18:U1.U1.C20 17:U7.U7.C05	28:U2.U7.C06.OB 27:U2.U5.C15.OB	37:U8.U1.C11.C26.PA 37:U2.U8.C06.C03.PA	42:U3.U3.C16.C15.C01.SR 42:U4.U8.C20.C02.C02.SR	47:U3.U7.U3.C23.C20.SR 48:U4.U2.U7.C19.C23.SR
Farrel Cinch Jacket HighC BLACK 16:R 2L|RFD 10P|AD 10P	42:U7.U2.C02.C09.C03.SR 28:U5.U2.C02.OB	12:U5.C20.C23 12:U5.C23.C15	18:U3.U7.C18 18:U5.U1.C06	27:U3.U1.C02.OB 27:U7.U4.C23.OB	37:U7.U5.C04.C26.PA 38:U5.U1.C08.C03.PA	42:U4.U3.C22.C07.C04.SR 42:U4.U6.C26.C16.C19.SR	47:U2.U4.U4.C24.C08.SR 47:U4.U7.U1.C14.C01.SR
Farrel Cinch Jacket HighC BROWN 1:RPDR 15%	42:U7.U1.C24.C10.C23.SR 12:U5.C27.C13	12:U5.C13.C07 13:U2.C03.C25	18:U3.U4.C12 18:U7.U1.C14	28:U8.U3.C21.OB 27:U8.U5.C02.OB	38:U7.U8.C03.C14.PA 38:U1.U5.C22.C19.PA	43:U5.U3.C03.C09.C12.SR 43:U8.U8.C19.C26.C09.SR	48:U5.U1.U4.C19.C16.SR 47:U4.U2.U3.C24.C22.SR
Farrel Cinch Jacket HighC GREEN 1:MXIS 30P	42:U3.U3.C25.C18.C25.SR 12:U5.C01.C17	13:U6.C13.C22 13:U4.C18.C26	17:U7.U3.C26 17:U1.U3.C26	27:U2.U1.C13.OB 27:U6.U8.C16.OB	37:U3.U8.C24.C16.PA 38:U1.U3.C03.C28.PA	43:U6.U8.C26.C28.C11.SR 43:U7.U1.C14.C26.C09.SR	47:U1.U1.U8.C23.C14.SR 47:U5.U6.U5.C17.C09.SR
Farrel Cinch Jacket HighC MAGENTA 8:SLR 5%|VR 10%	42:U1.U2.C19.C07.C24.SR 20:U4.C20.C03.IF	12:U7.C17.C20 12:U4.C15.C09	18:U2.U7.C18 18:U1.U3.C05	27:U1.U7.C06.OB 28:U8.U5.C04.OB	38:U5.U3.C21.C02.PA 37:U5.U4.C11.C03.PA	42:U6.U8.C05.C16.C23.SR 42:U8.U4.C07.C07.C07.SR	47:U2.U3.U1.C21.C21.SR 47:U1.U4.U3.C04.C12.SR
Farrel Cinch Jacket HighC ORANGE 8:MPDR 15%|VDEF 25P	42:U6.U5.C17.C19.C03.SR 20:U7.C19.C18.IF	12:U4.C22.C19 13:U1.C27.C25	17:U8.U4.C14 17:U6.U8.C03	27:U5.U3.C03.OB 28:U4.U1.C18.OB	37:U1.U4.C26.C25.PA 37:U3.U3.C24.C07.PA	43:U1.U5.C20.C15.C05.SR 42:U5.U8.C02.C18.C17.SR	47:U1.U8.U8.C19.C19.SR 47:U2.U2.U8.C23.C24.SR
Farrel Cinch Jacket HighC PURPLE 8:MPDR 15%|VR 15%	42:U5.U2.C09.C18.C25.SR 20:U7.C28.C23.IF	12:U1.C09.C16 12:U4.C09.C03	17:U8.U7.C20 17:U3.U5.C13	27:U5.U8.C26.OB 28:U7.U8.C14.OB	37:U8.U3.C22.C11.PA 37:U5.U5.C27.C11.PA	42:U4.U4.C23.C23.C22.SR 42:U1.U4.C20.C22.C26.SR	47:U6.U5.U5.C02.C11.SR 47:U7.U3.U2.C19.C15.SR

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Item Name ITEM COLOR ENHANCED ITEM STATS	RECIPES: BASIC RECIPES: ENHANCED	+1% PR +1% VR	+2% PR +2% VR	+3% PR +3% VR	+4% PR +4% VR	+5% PR +5% VR	+6% PR +6% VR
Farrel Cinch Jacket HighC RED	42:U1.U6.C11.C20.C17.SR	12:U6.C01.C18	18:U6.U1.C11	27:U5.U7.C25.OB	37:U2.U4.C02.C14.PA	42:U2.U1.C19.C14.C21.SR	47:U1.U6.U3.C27.C01.SR
8:MD 12P|SJ 15P	21:U1.C27.C04.OB	12:U8.C25.C21	17:U5.U2.C22	27:U1.U3.C13.OB	38:U7.U5.C08.C11.PA	42:U7.U2.C20.C23.C07.SR	47:U3.U1.U8.C14.C05.SR
Farrel Cinch Jacket HighC TURQUOISE	42:U8.U2.C14.C17.C28.SR	13:U8.C25.C21	18:U8.U7.C05	27:U7.U6.C17.OB	37:U2.U1.C18.C26.PA	42:U4.U3.C25.C16.C28.SR	47:U3.U1.U8.C25.C15.SR
1:LP 20P	12:U2.C28.C05	12:U7.C11.C23	17:U6.U4.C11	28:U1.U1.C01.OB	37:U3.U1.C06.C11.PA	43:U6.U7.C21.C10.C28.SR	47:U7.U7.U1.C21.C08.SR
Farrel Stape Leather Jacket FlareC BROWN	17:U3.U2.C25	12:U2.C04.C23	17:U4.U6.C21	28:U3.U2.C02.OB	38:U8.U6.C22.C12.PA	42:U6.U4.C11.C07.C08.SR	47:U4.U6.U4.C16.C02.SR
1:V 2L	12:U1.C13.C26	13:U5.C09.C10	17:U4.U6.C09	28:U1.U4.C10.OB	38:U6.U2.C22.C12.PA	42:U2.U7.C20.C05.C06.SR	47:U5.U6.U8.C15.C03.SR
Farrel Stape Leather Jacket FlareC PURPLE	17:U3.U5.C06	12:U2.C19.C07	17:U8.U3.C13	27:U2.U3.C07.OB	37:U5.U3.C22.C12.PA	42:U5.U4.C19.C14.C26.SR	47:U7.U5.U6.C23.C19.SR
1:RD 8P	13:U2.C22.C13	13:U1.C16.C16	17:U6.U7.C03	28:U5.U8.C01.OB	37:U6.U7.C08.C08.PA	43:U2.U4.C12.C10.C02.SR	47:U6.U5.U7.C02.C08.SR
Farrel Stape Leather Jacket FlareC RED	17:U1.U7.C06	12:U8.C22.C17	18:U2.U3.C28	27:U4.U8.C19.OB	37:U3.U7.C28.C13.PA	42:U6.U2.C15.C01.C28.SR	47:U8.U6.U6.C06.C14.SR
8:B 1L|HGD 5P	20:U8.C15.C27.IF	12:U7.C02.C16	18:U5.U8.C06	27:U2.U3.C05.OB	37:U2.U5.C24.C22.PA	42:U5.U2.C07.C09.C19.SR	48:U4.U3.U3.C22.C13.SR
Holster Jacket BLACK	7:U3.C13	13:U8.C21.C09	18:U8.U4.C15	27:U5.U6.C06.OB	37:U4.U5.C26.C28.PA	42:U8.U8.C14.C28.C12.SR	48:U1.U1.U6.C18.C26.SR
16:ISR 2%|VR 8%|VDEF 5P	28:U3.U7.C06.OB	12:U6.C05.C23	18:U2.U7.C18	27:U8.U5.C07.OB	37:U7.U5.C22.C22.PA	42:U8.U5.C01.C15.C08.SR	47:U3.U7.U5.C10.C03.SR
Holster Jacket BROWN	7:U2.C24	13:U6.C06.C01	18:U7.U7.C13	28:U2.U5.C01.OB	37:U7.U1.C21.C24.PA	42:U7.U7.C21.C26.C22.SR	47:U4.U2.U2.C05.C15.SR
1:HGD 2P	13:U6.C07.C17	13:U1.C08.C20	17:U3.U6.C26	27:U8.U7.C10.OB	37:U1.U1.C21.C20.PA	42:U3.U7.C25.C25.C15.SR	47:U6.U4.U8.C07.C18.SR
Holster Jacket GREEN	7:U7.C28	12:U1.C16.C24	17:U2.U1.C07	27:U7.U8.C13.OB	38:U8.U5.C07.C14.PA	43:U2.U8.C08.C02.C02.SR	48:U8.U4.U7.C15.C28.SR
8:B 1L|KD 5P	20:U5.C27.C08.IF	12:U8.C02.C27	17:U6.U5.C14	28:U6.U8.C14.OB	37:U8.U3.C07.C01.PA	43:U6.U4.C19.C07.C28.SR	47:U2.U8.U4.C08.C23.SR
Holster Jacket PURPLE	7:U1.C28	12:U6.C10.C22	17:U1.U6.C14	27:U1.U4.C20.OB	38:U3.U1.C26.C14.PA	42:U7.U4.C03.C15.C26.SR	47:U5.U3.U6.C27.C23.SR
8:R 1L|MXH 50P	21:U3.C26.C27.OB	13:U3.C25.C05	17:U2.U1.C09	27:U6.U1.C20.OB	37:U4.U5.C11.C07.PA	42:U5.U4.C27.C27.C08.SR	48:U7.U7.U4.C11.C08.S
Holster Jacket RED	7:U3.C09	12:U1.C24.C17	17:U5.U3.C08	27:U4.U3.C11.OB	37:U5.U8.C24.C27.PA	43:U3.U2.C06.C11.C26.SR	47:U4.U2.U4.C15.C24.SR
8:SD 5P|DR 4P	20:U2.C19.C25.IF	12:U3.C27.C22	18:U1.U5.C22	27:U1.U3.C03.OB	37:U1.U6.C19.C07.PA	43:U8.U1.C19.C09.C04.SR	47:U1.U8.U6.C17.C24.SR
Holster Jacket TEAL	7:U7.C19	13:U3.C16.C07	17:U2.U7.C11	27:U3.U3.C12.OB	37:U8.U6.C16.C08.PA	43:U7.U2.C17.C28.C17.SR	47:U6.U5.U5.C05.C01.SR
8:MD 4P|MDL 8P	20:U5.C05.C25.IF	12:U7.C21.C04	17:U7.U6.C15	27:U8.U1.C03.OB	37:U5.U1.C15.C22.PA	43:U7.U7.C12.C20.C24.SR	47:U1.U7.U6.C09.C03.SR
Holster Jacket HighC BLACK	7:U4.C19	13:U6.C07.C10	17:U6.U7.C21	27:U3.U8.C21.OB	38:U3.U3.C23.C27.PA	43:U2.U8.C17.C04.C01.SR	47:U7.U4.U6.C06.C08.SR
1:MD 4P	12:U4.C27.C24	13:U5.C13.C05	17:U3.U2.C15	27:U4.U1.C04.OB	38:U1.U8.C07.C20.PA	42:U7.U1.C13.C26.C27.SR	47:U6.U3.U7.C13.C16.SR
Holster Jacket HighC BROWN	7:U6.C23	12:U5.C26.C06	17:U5.U2.C16	28:U3.U7.C13.OB	37:U4.U6.C06.C14.PA	43:U2.U2.C22.C04.C10.SR	47:U6.U6.U3.C10.C28.SR
24:VD 4P|SLR 5%|MD 15P|SMGD 15P	37:U2.U6.C09.C18.PA	12:U1.C03.C23	17:U5.U1.C26	28:U5.U6.C21.OB	37:U1.U8.C28.C24.PA	42:U1.U5.C09.C14.C01.SR	47:U1.U5.U6.C15.C18.SR
Holster Jacket HighC GREEN	7:U8.C28	13:U5.C16.C16	17:U4.U8.C11	27:U8.U4.C17.OB	37:U7.U6.C18.C17.PA	43:U3.U6.C11.C03.C11.SR	47:U1.U2.U6.C26.C22.SR
1:MD 4P	12:U4.C07.C14	12:U4.C17.C23	18:U1.U7.C26	27:U7.U8.C16.OB	38:U8.U2.C04.C18.PA	42:U6.U6.C03.C09.C28.SR	47:U3.U5.U4.C12.C16.SR
Holster Jacket HighC MAGENTA	7:U8.C15	12:U1.C25.C28	17:U1.U8.C09	27:U5.U4.C03.OB	37:U3.U7.C17.C08.PA	42:U2.U8.C14.C18.C02.SR	47:U6.U5.U5.C23.C25.SR
16:SHR 2%|VR 8%|MD 2P	29:U8.U6.C20.OB	12:U4.C11.C07	17:U2.U2.C22	27:U1.U8.C25.OB	37:U1.U5.C08.C20.PA	43:U7.U5.C07.C15.C10.SR	47:U1.U4.U1.C11.C12.SR
Holster Jacket HighC PURPLE	7:U5.C19	13:U1.C19.C20	18:U8.U5.C26	28:U8.U8.C04.OB	37:U8.U4.C11.C05.PA	42:U1.U1.C01.C16.C26.SR	47:U6.U3.U3.C23.C12.SR
8:HR 3%|DSA 2P	21:U4.C16.C28.OB	13:U5.C04.C01	17:U7.U8.C02	27:U8.U3.C26.OB	37:U5.U8.C23.C22.PA	42:U6.U3.C05.C28.C20.SR	47:U1.U5.U8.C10.C18.SR
Holster Jacket HighC RED	7:U3.C20	13:U2.C11.C22	17:U4.U8.C14	27:U7.U7.C13.OB	38:U6.U5.C01.C07.PA	42:U7.U1.C15.C22.C18.SR	48:U2.U8.U3.C13.C26.SR
1:VTR 8%	13:U1.C08.C13	12:U4.C24.C02	18:U6.U2.C06	28:U3.U3.C09.OB	37:U1.U6.C21.C03.PA	42:U2.U4.C15.C01.C26.SR	47:U6.U6.U6.C02.C01.SR
Holster Jacket HighC SKY GREEN	7:U3.C21	12:U8.C11.C10	17:U6.U2.C21	27:U1.U1.C09.OB	37:U6.U7.C02.C16.PA	43:U4.U1.C26.C16.C10.SR	47:U4.U8.U8.C18.C07.SR
1:SD 4P	12:U5.C20.C25	12:U3.C23.C06	18:U8.U1.C22	28:U4.U8.C21.OB	37:U8.U7.C18.C27.PA	43:U1.U8.C10.C01.C25.SR	48:U5.U6.U4.C08.C20.SR
Kell Shiny Jacket FlareC BROWN	17:U7.U2.C05	12:U8.C11.C12	18:U3.U1.C20	27:U4.U6.C27.OB	37:U6.U8.C27.C09.PA	43:U8.U5.C19.C09.C09.SR	47:U5.U7.U4.C11.C17.SR
8:RPDR 5%|KFD 2P	20:U3.C10.C27.IF	12:U7.C14.C26	17:U4.U4.C12	27:U3.U8.C20.OB	38:U2.U6.C04.C20.PA	43:U8.U8.C25.C10.C07.SR	48:U5.U1.U2.C11.C20.SR
Kell Shiny Jacket FlareC GREEN	17:U3.U5.C15	13:U6.C27.C20	18:U5.U4.C09	28:U5.U3.C11.OB	38:U6.U4.C22.C15.PA	43:U6.U2.C11.C28.C16.SR	48:U3.U3.U2.C17.C10.SR
1:HGD 2P	12:U4.C11.C15	13:U3.C17.C20	17:U3.U4.C02	27:U3.U4.C12.OB	38:U3.U8.C02.C14.PA	43:U8.U4.C15.C25.C20.SR	48:U6.U1.U8.C16.C09.SR
Kell Shiny Jacket FlareC MAGENTA	17:U6.U7.C12	12:U7.C10.C15	17:U8.U8.C28	27:U4.U5.C08.OB	38:U1.U7.C05.C08.PA	43:U4.U7.C03.C06.C14.SR	47:U5.U3.U3.C17.C19.SR
1:LP 8P	12:U8.C15.C28	12:U2.C04.C14	17:U1.U2.C24	27:U4.U5.C04.OB	37:U3.U8.C03.C27.PA	42:U5.U7.C07.C14.C09.SR	48:U3.U7.U3.C13.C06.SR
Kell Shiny Jacket FlareC ORANGE	17:U4.U2.C04	13:U6.C26.C01	17:U3.U5.C21	27:U7.U6.C09.OB	37:U2.U1.C07.C14.PA	42:U7.U4.C09.C02.C25.SR	48:U8.U5.U4.C22.C06.SR
6:MXH 50	19:U8.U2.C06	12:U8.C16.C12	17:U5.U4.C05	28:U3.U7.C12.OB	37:U4.U2.C14.C07.PA	42:U4.U3.C19.C01.C06.SR	47:U8.U4.U2.C02.C19.SR
Kell Shiny Jacket FlareC PURPLE	17:U8.U8.C18	12:U5.C11.C14	17:U1.U6.C07	27:U7.U2.C20.OB	37:U2.U7.C08.C12.PA	42:U6.U2.C16.C18.C27.SR	47:U5.U3.U8.C03.C28.SR
1:VR 8%	12:U6.C23.C13	12:U4.C14.C06	17:U8.U2.C15	27:U7.U7.C01.OB	37:U4.U3.C09.C19.PA	42:U5.U2.C12.C07.C07.SR	48:U1.U8.U1.C10.C27.SR
Kell Shiny Jacket FlareC RED	17:U5.U5.C08	13:U1.C03.C27	17:U5.U2.C04	28:U5.U4.C01.OB	37:U8.U3.C23.C10.PA	43:U1.U1.C10.C04.C27.SR	47:U3.U1.U7.C24.C24.SR
1:ISR 2%	12:U1.C04.C15	12:U1.C19.C01	18:U1.U1.C09	28:U7.U3.C06.OB	37:U7.U1.C02.C20.PA	42:U8.U2.C27.C23.C23.SR	48:U8.U1.U3.C13.C23.SR
Kell Shiny Jacket FlareC WHITE	17:U6.U7.C05	12:U7.C09.C10	17:U5.U8.C03	27:U6.U1.C11.OB	37:U7.U4.C28.C17.PA	43:U5.U6.C23.C23.C21.SR	48:U7.U2.U1.C24.C06.SR
1:VR 5%	13:U1.C11.C05	13:U4.C07.C06	17:U2.U8.C05	27:U4.U3.C13.OB	38:U6.U7.C13.C21.PA	42:U6.U8.C21.C21.C14.SR	48:U3.U6.U1.C09.C15.SR
Kell Shiny Jacket FlareC YELLOW-GREEN	17:U7.U7.C05	12:U4.C20.C02	17:U3.U4.C06	28:U8.U6.C13.OB	37:U5.U7.C02.C02.PA	43:U6.U7.C14.C25.C26.SR	48:U5.U8.U6.C06.C22.SR
6:MXH 50P	19:U5.U2.C28	12:U2.C01.C24	17:U2.U2.C09	27:U2.U1.C25.OB	37:U4.U5.C06.C12.PA	42:U6.U8.C05.C25.C25.SR	47:U2.U7.U5.C09.C01.SR
Kell Shiny Jacket HighC AVOCADO	7:U1.C12	13:U5.C02.C02	17:U2.U8.C26	27:U7.U4.C20.OB	37:U5.U3.C21.C27.PA	42:U8.U1.C12.C19.C09.SR	47:U2.U4.U8.C04.C27.SR
8:SHR 2%|VR 5%	20:U8.C02.C05.IF	12:U8.C27.C14	17:U4.U1.C25	27:U1.U5.C25.OB	38:U8.U3.C09.C18.PA	42:U7.U6.C21.C26.C24.SR	48:U1.U1.U1.C16.C08.SR
Kell Shiny Jacket HighC BROWN	7:U7.C25	12:U3.C02.C28	17:U1.U2.C27	27:U6.U6.C17.OB	38:U3.U5.C18.C08.PA	42:U3.U3.C11.C09.C12.SR	47:U2.U5.U4.C23.C02.SR
16:F 2L|MVS 5%|KD 5P	28:U7.U6.C03.OB	12:U7.C09.C16	18:U1.U2.C13	27:U8.U2.C05.OB	37:U4.U4.C19.C28.PA	42:U6.U2.C02.C18.C18.SR	47:U7.U1.U3.C09.C12.SR
Kell Shiny Jacket HighC CREAM	7:U1.C23	13:U7.C03.C10	17:U8.U3.C08	27:U8.U1.C08.OB	37:U6.U7.C18.C18.PA	42:U8.U4.C05.C02.C26.SR	47:U1.U2.U7.C16.C25.SR
8:HR 1%|MXH 50P	21:U3.C13.C13.OB	12:U3.C08.C21	17:U1.U6.C11	27:U5.U1.C09.OB	38:U7.U3.C05.C03.PA	42:U2.U8.C24.C14.C16.SR	48:U5.U2.U5.C05.C19.SR
Kell Shiny Jacket HighC IVORY	7:U5.C17	12:U8.C10.C24	17:U8.U8.C25	28:U8.U7.C05.OB	37:U5.U3.C06.C08.PA	43:U2.U2.C04.C11.C15.SR	47:U4.U2.U1.C06.C06.SR
16:MXH 50P|RD 2P|SD 5P	29:U6.U1.C23.OB	12:U7.C26.C11	17:U2.U8.C28	27:U7.U8.C10.OB	38:U8.U3.C11.C15.PA	43:U7.U2.C14.C20.C14.SR	48:U3.U3.U6.C11.C06.SR

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Item Name ITEM COLOR ENHANCED ITEM STATS	RECIPES: RECIPES:	BASIC ENHANCED	+1% PR +1% VR	+2% PR +2% VR	+3% PR +3% VR	+4% PR +4% VR	+5% PR +5% VR	+6% PR +6% VR
Kell Shiny Jacket HighC MAGENTA		7:U5.C24	12:U3.C14.C04	17:U1.U2.C24	27:U2.U8.C12.OB	37:U4.U8.C08.C10.PA	43:U8.U1.C09.C16.C20.SR	47:U8.U6.U7.C14.C05.SR
8:F 1L|RFD 5P		21:U3.C08.C09.OB	12:U8.C21.C09	18:U5.U4.C27	28:U3.U5.C06.OB	37:U6.U4.C25.C27.PA	42:U4.U5.C28.C25.C05.SR	48:U5.U6.U8.C14.C06.SR
Kell Shiny Jacket HighC PURPLE		7:U8.C09	12:U5.C04.C07	17:U6.U1.C08	27:U7.U6.C01.OB	37:U6.U7.C01.C06.PA	42:U5.U5.C28.C08.C11.SR	47:U4.U5.U8.C22.C23.SR
6:MXH 50P		18:U7.U1.C04	13:U1.C25.C08	17:U5.U7.C27	27:U8.U7.C01.OB	37:U1.U4.C04.C16.PA	42:U3.U2.C05.C12.C10.SR	47:U2.U1.U8.C24.C15.SR
Kell Shiny Jacket HighC RED		7:U6.C27	13:U7.C09.C26	17:U6.U3.C26	27:U1.U7.C08.OB	38:U7.U7.C19.C07.PA	43:U3.U2.C01.C25.C20.SR	47:U8.U4.U6.C17.C14.SR
1:VTR 8%		12:U1.C12.C24	12:U2.C12.C21	17:U3.U3.C22	27:U8.U4.C12.OB	38:U4.U8.C12.C03.PA	43:U8.U8.C25.C10.C24.SR	47:U6.U4.U2.C12.C23.SR
Kell Shiny Jacket HighC SEA GREEN		7:U5.C18	12:U6.C08.C24	17:U5.U3.C18	27:U8.U2.C25.OB	37:U6.U7.C17.C16.PA	42:U2.U7.C18.C07.C14.SR	47:U5.U3.U5.C07.C18.SR
1:F 3L		12:U4.C03.C02	12:U3.C21.C20	17:U3.U2.C16	27:U1.U8.C13.OB	37:U4.U1.C18.C04.PA	42:U5.U6.C19.C28.C04.SR	48:U4.U5.U6.C22.C26.SR
Leather Jacket BLACK		7:U1.C13	13:U3.C16.C02	17:U1.U6.C28	27:U5.U1.C24.OB	38:U5.U2.C15.C12.PA	42:U8.U7.C08.C12.C16.SR	47:U5.U6.U7.C06.C24.SR
1:MD 4P		12:U2.C26.C11	13:U4.C28.C17	17:U3.U8.C21	27:U1.U4.C06.OB	37:U8.U8.C23.C01.PA	42:U1.U5.C28.C26.C09.SR	47:U7.U3.U3.C02.C23.SR
Leather Jacket GREEN		7:U7.C24	13:U1.C18.C23	17:U2.U1.C02	28:U8.U6.C26.OB	37:U1.U8.C07.C01.PA	42:U4.U8.C01.C24.C21.SR	48:U1.U8.U3.C27.C12.SR
8:V 1L|UDR 2%|HD 1P|CE 1%		21:U8.C17.C20.OB	12:U5.C19.C02	17:U7.U2.C14	27:U4.U5.C03.OB	37:U6.U2.C01.C27.PA	43:U8.U1.C25.C16.C17.SR	47:U2.U6.U2.C10.C20.SR
Leather Jacket PURPLE		7:U1.C28	12:U3.C08.C14	18:U3.U7.C12	28:U2.U4.C27.OB	38:U6.U5.C05.C23.PA	43:U2.U4.C21.C10.C08.SR	48:U7.U4.U7.C15.C24.SR
1:MPDR 5%		12:U5.C18.C22	12:U6.C09.C05	17:U3.U2.C27	27:U8.U7.C02.OB	38:U2.U1.C25.C03.PA	43:U8.U6.C27.C23.C18.SR	48:U7.U7.U2.C02.C01.SR
Leather Jacket RED		7:U2.C14	12:U2.C20.C17	17:U4.U8.C14	27:U2.U5.C12.OB	37:U4.U7.C11.C02.PA	42:U8.U5.C16.C14.C24.SR	47:U2.U3.U7.C22.C24.SR
1:MXH 50P		13:U1.C18.C13	13:U4.C13.C25	17:U6.U8.C06	28:U6.U5.C26.OB	38:U5.U2.C07.C12.PA	42:U7.U5.C27.C20.C21.SR	47:U2.U5.U5.C16.C25.SR
Leather Jacket TEAL		7:U8.C26	12:U6.C26.C17	18:U4.U2.C12	27:U5.U5.C15.OB	37:U5.U4.C14.C03.PA	42:U5.U5.C19.C15.C18.SR	47:U1.U6.U8.C14.C06.SR
1:SD 4P		12:U4.C18.C08	13:U1.C02.C16	17:U4.U5.C15	28:U3.U8.C17.OB	37:U7.U4.C28.C20.PA	42:U4.U8.C03.C17.C11.SR	47:U1.U6.U4.C10.C05.SR
Lucinda Open Trench BLACK		7:U4.C15	13:U1.C27.C08	17:U6.U5.C02	28:U6.U1.C03.OB	38:U1.U4.C22.C23.PA	42:U8.U1.C23.C17.C19.SR	48:U5.U2.U2.C28.C02.SR
1:CE 10%		12:U5.C14.C01	13:U2.C20.C14	17:U4.U1.C09	28:U8.U6.C11.OB	37:U3.U7.C11.C13.PA	43:U5.U5.C18.C17.C28.SR	48:U1.U6.U1.C05.C15.SR
Lucinda Open Trench GOLD		7:U6.C20	12:U8.C20.C22	17:U5.U1.C19	27:U2.U1.C14.OB	37:U5.U8.C25.C19.PA	42:U4.U6.C09.C18.C21.SR	48:U2.U6.U7.C23.C28.SR
1:SHR 2%		12:U8.C23.C21	12:U1.C06.C04	17:U1.U2.C20	27:U2.U8.C28.OB	37:U7.U3.C09.C18.PA	43:U5.U8.C28.C11.C14.SR	47:U6.U4.U8.C25.C17.SR
Lucinda Open Trench GREEN		7:U3.C16	13:U6.C09.C04	18:U2.U6.C11	27:U8.U1.C12.OB	37:U7.U3.C24.C07.PA	43:U7.U1.C03.C23.C20.SR	48:U7.U5.U3.C06.C10.SR
30:MXIS 30P|R 3L|MXH 200P|SS 10P		36:U4.U6.C18.C06.PA	12:U8.C03.C22	18:U1.U5.C11	28:U4.U8.C14.OB	38:U1.U6.C18.C20.PA	42:U4.U7.C17.C18.C20.SR	48:U8.U3.U7.C14.C24.SR
Lucinda Open Trench MAGENTA		7:U8.C12	12:U6.C17.C09	17:U6.U8.C26	28:U2.U8.C05.OB	38:U3.U2.C24.C21.PA	43:U8.U3.C21.C03.C15.SR	48:U3.U3.U2.C10.C03.SR
16:MXH 200P		12:U3.C24.C19	12:U7.C09.C21	18:U4.U8.C14	27:U3.U5.C14.OB	38:U4.U7.C13.C01.PA	42:U4.U1.C17.C21.C04.SR	48:U2.U3.U1.C24.C19.SR
Lucinda Open Trench MUD ORANGE		7:U6.C04	12:U5.C09.C01	17:U4.U5.C24	27:U7.U5.C04.OB	37:U2.U2.C11.C19.PA	42:U7.U4.C23.C13.C26.SR	47:U5.U8.U7.C23.C17.SR
16:MXH 200P		12:U8.C01.C03	13:U8.C19.C02	17:U5.U8.C12	27:U4.U8.C10.OB	38:U4.U2.C23.C14.PA	42:U1.U8.C24.C17.C24.SR	47:U2.U5.U8.C21.C04.SR
Lucinda Open Trench PURPLE		7:U8.C05	12:U8.C12.C21	17:U6.U6.C06	28:U4.U2.C27.OB	37:U1.U3.C01.C15.PA	42:U2.U1.C12.C28.C04.SR	48:U5.U7.U5.C19.C27.SR
1:HR 9%		13:U4.C28.C20	13:U8.C03.C16	17:U3.U6.C24	27:U6.U3.C04.OB	37:U3.U1.C28.C16.PA	43:U8.U4.C18.C04.C20.SR	48:U6.U5.U3.C02.C15.SR
Lucinda Open Trench RED		7:U7.C13	13:U2.C13.C16	17:U4.U8.C21	27:U2.U8.C11.OB	37:U7.U6.C09.C21.PA	43:U6.U5.C19.C10.C21.SR	47:U3.U4.U7.C01.C09.SR
16:SMGD 5P|MVS 5%|VDEF 12%		29:U7.U1.C25.OB	12:U7.C27.C05	17:U3.U2.C06	27:U4.U2.C15.OB	38:U3.U4.C10.C05.PA	42:U4.U2.C28.C26.C11.SR	48:U7.U2.U6.C14.C06.SR
Lucinda Open Trench TEAL		7:U4.C26	12:U2.C21.C13	18:U5.U8.C06	28:U2.U3.C24.OB	37:U2.U4.C23.C02.PA	42:U4.U4.C18.C23.C12.SR	48:U2.U3.U7.C18.C03.SR
1:VTR 20%		13:U6.C23.C12	12:U8.C09.C19	18:U7.U2.C24	27:U3.U7.C28.OB	38:U3.U5.C23.C19.PA	43:U5.U3.C07.C26.C19.SR	48:U5.U3.U5.C14.C23.SR
Lucinda Open Trench HighC BLACK		7:U7.C13	13:U3.C12.C02	17:U5.U3.C23	27:U2.U6.C02.OB	37:U7.U8.C12.C12.PA	43:U4.U6.C28.C28.C26.SR	48:U4.U7.U3.C09.C27.SR
8:SISR 2%|RD 12P		20:U4.C25.C07.IF	13:U4.C13.C24	17:U5.U6.C04	27:U7.U1.C21.OB	37:U2.U2.C03.C11.PA	42:U3.U7.C22.C12.C11.SR	47:U3.U4.U7.C04.C15.SR
Lucinda Open Trench HighC BROWN		7:U2.C08	12:U2.C10.C09	17:U7.U3.C17	27:U7.U7.C18.OB	37:U8.U6.C12.C21.PA	42:U6.U5.C03.C13.C24.SR	47:U2.U2.U2.C09.C16.SR
10:MXIS 60P		23:U5.C22.C03.OB	12:U2.C07.C20	17:U5.U8.C10	27:U4.U3.C22.OB	38:U4.U3.C26.C22.PA	42:U4.U5.C18.C03.C04.SR	48:U8.U6.U8.C15.C27.SR
Lucinda Open Trench HighC DK. GREEN		7:U2.C02	12:U1.C25.C07	17:U4.U7.C25	28:U8.U4.C18.OB	37:U4.U1.C19.C03.PA	42:U5.U5.C23.C09.C01.SR	48:U2.U4.U1.C11.C10.SR
16:VD 12P|RD 12P|MD 12P		29:U4.U8.C10.OB	12:U7.C07.C10	18:U4.U1.C04	28:U3.U5.C16.OB	37:U8.U8.C21.C08.PA	42:U8.U6.C08.C27.C02.SR	47:U5.U8.U1.C03.C23.SR
Lucinda Open Trench HighC DULL PURPLE		7:U2.C03	12:U2.C12.C13	17:U2.U3.C15	27:U1.U8.C13.OB	37:U4.U8.C18.C10.PA	42:U8.U6.C01.C01.C24.SR	47:U2.U5.U4.C20.C05.SR
1:SD 12P		12:U6.C09.C02	12:U5.C22.C18	18:U8.U2.C23	28:U4.U5.C01.OB	37:U3.U1.C02.C11.PA	42:U1.U1.C16.C09.C12.SR	48:U4.U6.U1.C02.C22.SR
Lucinda Open Trench HighC GREEN		7:U2.C24	13:U5.C08.C03	18:U6.U5.C05	28:U2.U6.C13.OB	37:U6.U1.C11.C04.PA	42:U8.U2.C25.C23.C27.SR	47:U8.U8.U4.C11.C08.SR
20:MXH 200P|SHR 2%		20:U3.C10.C24.IF	13:U8.C18.C07	17:U7.U5.C18	27:U8.U8.C09.OB	37:U2.U3.C26.C09.PA	42:U2.U4.C18.C26.C25.SR	47:U6.U8.U2.C05.C18.SR
Lucinda Open Trench HighC MUD YELLOW		7:U6.C18	12:U4.C04.C20	17:U7.U7.C07	27:U8.U8.C09.OB	37:U4.U5.C15.C24.PA	42:U8.U4.C17.C16.C20.SR	48:U8.U7.U5.C14.C04.SR
1:RD 12P		13:U6.C17.C09	13:U3.C13.C20	18:U7.U5.C13	28:U4.U8.C01.OB	38:U3.U8.C13.C11.PA	43:U1.U4.C16.C07.C02.SR	47:U8.U1.U2.C25.C25.SR
Lucinda Open Trench HighC PURPLE		7:U1.C18	12:U7.C21.C02	17:U4.U8.C02	28:U1.U6.C10.OB	37:U2.U5.C06.C15.PA	43:U8.U3.C11.C22.C27.SR	47:U5.U5.U2.C02.C07.SR
16:MXH 200P		12:U8.C07.C03	12:U4.C01.C20	17:U6.U5.C02	27:U2.U6.C14.OB	37:U6.U6.C28.C07.PA	42:U3.U4.C11.C11.C07.SR	47:U7.U7.U3.C20.C02.SR
Lucinda Open Trench HighC RED		7:U8.C08	12:U8.C10.C07	18:U7.U8.C23	28:U6.U6.C19.OB	38:U7.U5.C27.C13.PA	42:U7.U7.C21.C28.C26.SR	47:U2.U1.U6.C03.C04.SR
1:F 3L		12:U5.C20.C13	12:U5.C07.C23	18:U8.U8.C10	27:U2.U7.C06.OB	37:U8.U4.C11.C18.PA	43:U1.U1.C02.C23.C19.SR	47:U6.U3.U5.C01.C04.SR
Metro Short Coat BRONZE		7:U3.C02	12:U4.C07.C06	17:U7.U7.C10	28:U6.U5.C16.OB	37:U7.U1.C12.C04.PA	43:U2.U2.C18.C17.C19.SR	47:U2.U1.U2.C04.C18.SR
8:VD 8P|VTR 12%		21:U2.C21.C21.OB	13:U7.C16.C02	18:U3.U7.C05	28:U3.U5.C13.OB	37:U2.U8.C03.C11.PA	43:U7.U6.C09.C27.C15.SR	47:U4.U7.U4.C07.C08.SR
Metro Short Coat CHOCOLATE		7:U1.C11	12:U5.C23.C07	17:U3.U5.C20	28:U2.U7.C18.OB	38:U8.U7.C24.C16.PA	42:U1.U5.C14.C12.C24.SR	47:U7.U1.U8.C03.C27.SR
8:MPDR 10%|SHR 2%		20:U8.C01.C03.IF	13:U4.C14.C16	17:U2.U6.C05	27:U4.U4.C17.OB	38:U4.U4.C09.C28.PA	43:U4.U6.C28.C18.C02.SR	48:U6.U4.U3.C18.C28.SR
Metro Short Coat DEEP PURPLE		7:U4.C16	12:U1.C15.C19	17:U5.U2.C21	27:U3.U2.C14.OB	38:U2.U1.C17.C12.PA	42:U8.U7.C19.C03.C23.SR	48:U5.U1.U6.C27.C13.SR
1:MD 5P		12:U6.C06.C02	12:U7.C22.C20	17:U1.U7.C01	27:U2.U5.C06.OB	38:U3.U2.C06.C04.PA	42:U6.U2.C07.C25.C26.SR	48:U7.U2.U8.C18.C21.SR
Metro Short Coat DK. CHOCOLATE		7:U3.C24	12:U5.C14.C10	17:U6.U8.C27	27:U1.U2.C14.OB	37:U5.U8.C11.C19.PA	42:U5.U8.C04.C15.C07.SR	48:U8.U3.U8.C06.C14.SR
16:MXIS 20P|ISR 1%|RPDR 10%		28:U1.U6.C07.OB	13:U4.C07.C28	17:U6.U5.C09	28:U6.U6.C17.OB	38:U7.U8.C10.C01.PA	43:U6.U5.C14.C10.C15.SR	47:U7.U7.U4.C09.C08.SR
Metro Short Coat DK. RED		7:U3.C17	12:U2.C09.C23	18:U5.U2.C16	27:U1.U6.C08.OB	37:U5.U3.C08.C24.PA	42:U5.U2.C26.C25.C07.SR	47:U7.U8.U2.C05.C05.SR
8:P 1L|AD 5P		20:U2.C13.C20.IF	12:U7.C07.C22	17:U8.U4.C11	28:U7.U2.C27.OB	37:U4.U3.C28.C15.PA	43:U2.U1.C20.C03.C26.SR	47:U1.U3.U7.C13.C26.SR

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Item Name ITEM COLOR ENHANCED ITEM STATS	RECIPES: BASIC RECIPES: ENHANCED	+1% PR +1% VR	+2% PR +2% VR	+3% PR +3% VR	+4% PR +4% VR	+5% PR +5% VR	+6% PR +6% VR
Metro Short Coat EGGPLANT 8:VTR 12P|CE 6%	7:U3.C12 21:U1.C06.C12.OB	12:U4.C07.C26 12:U4.C16.C26	18:U2.U6.C23 17:U1.U3.C01	28:U2.U1.C04.OB 27:U2.U2.C05.OB	37:U2.U7.C19.C11.PA 37:U4.U5.C26.C28.PA	42:U2.U4.C08.C06.C17.SR 42:U6.U4.C10.C11.C03.SR	48:U7.U5.U3.C16.C20.SR 47:U6.U6.U6.C12.C04.SR
Metro Short Coat ORANGE 1:HD 10-30P (30% ON BEING DAMAGED)	7:U8.C01 13:U4.C28.C09	13:U5.C17.C07 12:U3.C11.C11	17:U3.U1.C19 17:U8.U4.C03	27:U6.U2.C07.OB 27:U1.U7.C24.OB	37:U7.U3.C13.C09.PA 37:U7.U1.C08.C24.PA	42:U4.U1.C10.C16.C14.SR 42:U6.U3.C26.C01.C26.SR	47:U3.U1.U4.C09.C22.SR 47:U3.U3.U1.C17.C28.SR
Metro Short Coat PALE PURPLE 12:MXH 100P	7:U7.C12 13:U5.C09.C11	13:U6.C14.C14 12:U8.C18.C04	17:U6.U4.C16 17:U2.U3.C09	27:U8.U2.C05.OB 28:U7.U8.C12.OB	37:U4.U3.C05.C01.PA 37:U1.U1.C20.C21.PA	42:U2.U3.C08.C03.C25.SR 43:U6.U1.C05.C20.C12.SR	48:U8.U4.U6.C07.C19.SR 47:U2.U4.U6.C15.C08.SR
Metro Short Coat PURPLE 8:RPDR 3%|MPDR 3%	7:U4.C14 20:U3.C06.C14.IF	12:U6.C23.C21 13:U6.C24.C26	17:U8.U7.C03 17:U6.U8.C06	27:U8.U4.C04.OB 27:U1.U6.C15.OB	37:U3.U5.C08.C16.PA 37:U7.U2.C17.C11.PA	42:U7.U4.C09.C19.C28.SR 42:U2.U4.C01.C16.C09.SR	48:U3.U5.U1.C01.C17.SR 48:U3.U8.U1.C18.C12.SR
Metro Short Coat PURPLE-BRONZE 16: MD 8P|MDL 12P|MXH 100P	7:U4.C08 28:U1.U7.C23.OB	13:U7.C22.C03 13:U5.C19.C24	17:U5.U8.C18 18:U7.U2.C15	28:U2.U6.C15.OB 27:U2.U1.C23.OB	37:U4.U6.C14.C21.PA 37:U8.U1.C13.C12.PA	42:U8.U7.C04.C25.C15.SR 42:U3.U1.C14.C23.C09.SR	48:U1.U5.U2.C21.C02.SR 48:U6.U8.U5.C10.C24.SR
Metro Short Coat YELLOW-GRAY 12:MXH 100P	7:U2.C18 12:U4.C07.C18	12:U6.C28.C12 12:U5.C27.C02	17:U6.U4.C05 17:U7.U4.C24	27:U6.U7.C15.OB 27:U8.U8.C02.OB	38:U6.U8.C04.C25.PA 37:U8.U5.C09.C23.PA	43:U5.U7.C22.C12.C25.SR 42:U7.U3.C23.C25.C24.SR	47:U5.U7.U4.C28.C07.SR 48:U8.U1.U6.C07.C04.SR
Metro Short Coat HighC BLACK 8:F 1L|AD 5P	17:U8.U3.C05 20:U4.C11.C14.IF	13:U4.C27.C27 12:U2.C16.C19	17:U1.U1.C26 18:U5.U3.C16	27:U8.U1.C13.OB 27:U1.U8.C23.OB	37:U6.U2.C25.C16.PA 37:U6.U3.C08.C24.PA	43:U4.U8.C07.C09.C23.SR 42:U5.U6.C15.C24.C08.SR	47:U7.U2.U7.C03.C01.SR 47:U6.U3.U3.C27.C25.SR
Metro Short Coat HighC DEEP CYAN 12:MXH 100P	17:U3.U6.C06 12:U3.C14.C26	12:U2.C04.C04 13:U1.C14.C05	17:U5.U4.C02 17:U2.U6.C05	28:U5.U3.C17.OB 28:U7.U4.C26.OB	37:U5.U5.C13.C12.PA 37:U5.U5.C05.C06.PA	42:U2.U1.C23.C23.C12.SR 42:U5.U2.C12.C21.C10.SR	47:U4.U8.U5.C27.C19.SR 47:U3.U2.U4.C27.C23.SR
Metro Short Coat HighC DK. CYAN 14:MXH 100P|MD 3P	17:U2.U6.C16 20:U4.C27.C22.IF	12:U3.C09.C19 12:U1.C19.C21	17:U4.U2.C05 17:U4.U2.C01	27:U5.U4.C06.OB 27:U6.U3.C10.OB	37:U7.U6.C15.C12.PA 38:U8.U6.C15.C12.PA	42:U8.U8.C15.C22.C19.SR 42:U1.U7.C24.C13.C15.SR	47:U6.U8.U2.C26.C19.SR 47:U5.U5.U3.C06.C04.SR
Metro Short Coat HighC GREEN 16:V 2L|RPDR 10%|P 2L	17:U7.U7.C21 28:U8.U3.C09.OB	12:U5.C21.C07 12:U7.C03.C07	17:U5.U5.C13 17:U8.U2.C15	27:U8.U7.C02.OB 27:U4.U8.C18.OB	37:U4.U5.C23.C05.PA 38:U6.U8.C18.C11.PA	42:U4.U7.C12.C11.C15.SR 43:U2.U7.C23.C25.C25.SR	47:U3.U5.U8.C02.C16.SR 48:U2.U8.U3.C11.C02.SR
Metro Short Coat HighC MAGENTA 1:MXIS 20P	17:U1.U4.C13 12:U1.C23.C24	12:U1.C12.C13 12:U2.C14.C11	17:U7.U8.C04 17:U1.U4.C22	27:U8.U8.C20.OB 27:U8.U5.C14.OB	37:U7.U6.C12.C22.PA 37:U7.U4.C27.C28.PA	42:U3.U3.C01.C23.C07.SR 43:U1.U1.C10.C10.C23.SR	48:U8.U5.U7.C16.C05.SR 47:U3.U6.U2.C23.C15.SR
Metro Short Coat HighC ORANGE 16:MXH 100P|ABC 3L	17:U2.U7.C24 21:U7.C15.C01.OB	13:U4.C03.C26 13:U7.C04.C16	17:U4.U8.C05 17:U5.U7.C05	27:U1.U2.C23.OB 28:U6.U2.C17.OB	37:U6.U8.C21.C19.PA 37:U6.U1.C06.C25.PA	42:U7.U5.C13.C12.C19.SR 43:U8.U1.C10.C20.C08.SR	48:U6.U4.U3.C15.C17.SR 47:U2.U4.U8.C07.C11.SR
Metro Short Coat HighC PURPLE 1:VD 8P	17:U8.U8.C08 12:U3.C07.C23	12:U6.C23.C09 13:U7.C06.C06	17:U8.U6.C04 17:U2.U4.C15	27:U2.U6.C10.OB 27:U2.U4.C28.OB	37:U8.U3.C28.C07.PA 38:U4.U5.C03.C25.PA	43:U1.U5.C27.C04.C04.SR 42:U5.U7.C10.C14.C15.SR	48:U1.U3.U2.C02.C17.SR 48:U2.U7.U5.C15.C27.SR
Metro Short Coat HighC RED 8:MPDR 10%|RPDR 10%	17:U5.U2.C11 21:U3.C23.C22.OB	12:U8.C24.C14 13:U3.C11.C10	17:U7.U2.C26 17:U1.U6.C10	27:U8.U1.C01.OB 28:U3.U2.C24.OB	37:U5.U5.C22.C07.PA 37:U4.U2.C03.C15.PA	42:U8.U4.C26.C14.C05.SR 42:U8.U6.C16.C18.C18.SR	47:U5.U7.U6.C14.C24.SR 47:U7.U8.U5.C28.C08.SR
Milleri Albine Silk Tailcoat DIRTY GREEN 1:MXIS 30P	42:U5.U8.C06.C18.C18.SR 12:U1.C27.C15	12:U4.C11.C16 12:U3.C18.C01	17:U8.U8.C13 18:U7.U1.C18	28:U2.U3.C24.OB 27:U6.U4.C21.OB	37:U6.U7.C03.C14.PA 38:U2.U8.C26.C20.PA	42:U3.U2.C27.C03.C18.SR 42:U1.U3.C08.C11.C24.SR	47:U7.U5.U8.C04.C23.SR 47:U4.U7.U6.C19.C01.SR
Milleri Albine Silk Tailcoat GREEN 1:HR 1%	42:U8.U3.C11.C14.C12.SR 12:U2.C26.C05	12:U6.C25.C14 13:U2.C19.C23	18:U8.U2.C28 17:U1.U6.C04	27:U5.U2.C27.OB 28:U7.U3.C09.OB	37:U8.U4.C23.C21.PA 37:U4.U7.C22.C20.PA	42:U8.U5.C28.C12.C15.SR 42:U6.U6.C04.C14.C24.SR	48:U1.U2.U7.C15.C11.SR 47:U8.U4.U2.C01.C26.SR
Milleri Albine Silk Tailcoat LT. PURPLE 16:HR 1%|RD 12P|MD 12P	42:U7.U8.C24.C12.C18.SR 29:U1.U3.C19.OB	12:U7.C06.C02 12:U4.C20.C03	18:U6.U1.C09 17:U2.U1.C12	28:U6.U1.C23.OB 28:U2.U8.C27.OB	37:U4.U6.C14.C10.PA 38:U3.U6.C26.C24.PA	43:U5.U4.C27.C01.C06.SR 43:U3.U6.C26.C15.C20.SR	47:U8.U4.U1.C27.C20.SR 48:U7.U4.U7.C16.C08.SR
Milleri Albine Silk Tailcoat PURPLE 1:MXIS 30P	42:U7.U6.C23.C07.C17.SR 13:U4.C11.C10	12:U8.C23.C19 13:U5.C17.C09	18:U2.U8.C06 17:U6.U2.C28	27:U1.U7.C02.OB 27:U7.U1.C03.OB	37:U5.U1.C03.C01.PA 37:U8.U1.C20.C14.PA	43:U5.U7.C14.C10.C06.SR 42:U1.U4.C04.C05.C13.SR	48:U8.U5.U3.C21.C10.SR 47:U5.U2.U2.C20.C15.SR
Milleri Albine Silk Tailcoat RUST 1:HGD 5P	42:U8.U1.C03.C06.C01.SR 12:U4.C16.C18	12:U8.C04.C28 12:U6.C06.C18	17:U3.U7.C01 17:U8.U4.C16	27:U8.U1.C21.OB 27:U7.U8.C06.OB	37:U1.U2.C06.C11.PA 37:U3.U5.C11.C04.PA	42:U6.U1.C02.C16.C28.SR 43:U4.U8.C21.C17.C08.SR	47:U6.U2.U6.C23.C08.SR 48:U4.U4.U5.C28.C09.SR
Milleri Albine Silk Tailcoat TAN 1:SD 10P	42:U3.U4.C20.C03.C04.SR 12:U6.C05.C04	12:U4.C22.C17 12:U2.C01.C28	17:U4.U4.C10 17:U1.U3.C28	28:U7.U4.C02.OB 28:U6.U8.C12.OB	38:U8.U2.C21.C18.PA 37:U1.U3.C03.C18.PA	42:U6.U5.C07.C09.C18.SR 43:U5.U6.C26.C04.C13.SR	47:U7.U2.U1.C02.C23.SR 47:U5.U2.U7.C17.C16.SR
Milleri Albine Silk Tailcoat WHITE 1:VR 15%	42:U7.U4.C24.C01.C11.SR 12:U5.C10.C14	13:U1.C25.C11 12:U7.C23.C16	18:U8.U1.C17 17:U5.U3.C28	27:U3.U1.C16.OB 27:U8.U8.C06.OB	37:U6.U4.C13.C01.PA 38:U1.U1.C19.C05.PA	43:U6.U3.C08.C10.C05.SR 43:U6.U3.C04.C17.C06.SR	47:U8.U2.U2.C18.C25.SR 48:U1.U7.U5.C16.C25.SR
Milleri Albine Silk Tailcoat YELLOW 8:MPDR 15%|CE 5%	42:U6.U5.C07.C22.C24.SR 20:U3.C10.C27.I	12:U6.C05.C11 12:U1.C21.C18	17:U4.U1.C22 18:U7.U7.C28	27:U4.U1.C08.OB 27:U1.U2.C13.OB	38:U2.U5.C27.C02.PA 38:U7.U1.C18.C12.PA	42:U3.U1.C15.C23.C28.SR 43:U2.U3.C12.C01.C12.SR	47:U1.U1.U5.C02.C26.SR 47:U4.U1.U6.C18.C24.SR
Milleri Greywick Silk Tailcoat BLACK 8:MXIS 10P|DSA 10%	7:U3.C24 20:U5.C19.C03.IF	12:U5.C04.C19 12:U4.C12.C22	18:U6.U3.C28 18:U8.U3.C10	28:U7.U5.C06.OB 28:U2.U4.C25.OB	37:U7.U4.C23.C22.PA 37:U3.U6.C03.C20.PA	43:U7.U7.C07.C05.C05.SR 42:U8.U1.C19.C16.C22.SR	48:U8.U8.U4.C16.C03.SR 47:U2.U8.U2.C15.C18.SR
Milleri Greywick Silk Tailcoat BROWN 1:DDR 1P	7:U8.C28 13:U3.C26.C02	12:U3.C21.C04 13:U6.C06.C05	17:U5.U5.C01 17:U7.U1.C08	28:U8.U6.C26.OB 28:U2.U5.C25.OB	37:U1.U7.C23.C23.PA 38:U3.U3.C22.C04.PA	42:U6.U1.C01.C08.C06.SR 42:U2.U8.C21.C25.C17.SR	47:U5.U1.U1.C14.C10.SR 47:U3.U3.U2.C28.C14.SR
Milleri Greywick Silk Tailcoat DULL PURPLE 8:SISR 2%|VR 5%	7:U4.C25 20:U5.C24.C06.IF	13:U1.C24.C08 12:U3.C19.C17	17:U3.U7.C03 18:U5.U5.C01	27:U7.U8.C17.OB 27:U1.U7.C21.OB	37:U5.U1.C05.C06.PA 37:U5.U6.C16.C27.PA	42:U1.U6.C20.C10.C13.SR 42:U6.U8.C12.C02.C27.SR	48:U2.U6.U8.C17.C23.SR 47:U5.U3.U5.C16.C22.SR
Milleri Greywick Silk Tailcoat DULL RED 24:MXIS 10P|ISR 10%|AD 2P	7:U2.C21 36:U2.U3.C25.C11.PA	12:U2.C01.C05 12:U6.C09.C13	18:U2.U2.C07 17:U3.U5.C05	27:U6.U5.C20.OB 28:U3.U2.C14.OB	37:U3.U6.C19.C05.PA 37:U6.U4.C28.C04.PA	42:U4.U8.C06.C25.C06.SR 42:U8.U4.C12.C18.C24.SR	48:U5.U4.U5.C04.C21.SR 47:U2.U8.U3.C08.C27.SR
Milleri Greywick Silk Tailcoat GREEN 1:SD 4P	7:U4.C01 12:U3.C24.C05	13:U2.C21.C16 13:U5.C07.C12	17:U2.U6.C01 18:U7.U6.C15	27:U5.U3.C02.OB 27:U4.U1.C20.OB	38:U5.U1.C08.C26.PA 38:U3.U2.C24.C23.PA	42:U1.U5.C25.C14.C18.SR 42:U3.U8.C06.C19.C06.SR	47:U3.U6.U1.C20.C15.SR 47:U4.U7.U2.C07.C06.SR
Milleri Greywick Silk Tailcoat LT. PURPLE 6:MXH 50P	7:U6.C12 18:U6.U1.C03	12:U4.C12.C05 13:U2.C04.C13	17:U1.U4.C23 18:U5.U2.C01	27:U7.U8.C05.OB 28:U2.U7.C15.OB	37:U2.U4.C27.C21.PA 38:U8.U6.C23.C22.PA	42:U2.U1.C18.C03.C26.SR 42:U2.U7.C14.C09.C05.SR	48:U1.U1.U2.C24.C17.SR 47:U5.U4.U2.C07.C06.SR
Milleri Greywick Silk Tailcoat PURPLE 1:RPDR 5%	7:U8.C02 13:U6.C04.C22	13:U2.C24.C11 13:U7.C14.C10	17:U4.U1.C12 17:U4.U5.C05	28:U3.U1.C04.OB 27:U4.U1.C15.OB	38:U4.U1.C12.C19.PA 37:U7.U1.C15.C05.PA	42:U1.U4.C09.C28.C11.SR 42:U4.U5.C13.C20.C25.SR	47:U1.U6.U6.C11.C02.SR 48:U6.U1.U6.C13.C06.SR
Milleri Greywick Silk Tailcoat RED 1:HR 1%	7:U3.C17 12:U2.C22.C10	12:U6.C15.C02 12:U2.C24.C27	17:U1.U8.C08 17:U8.U6.C03	28:U7.U1.C11.OB 27:U8.U6.C26.OB	38:U1.U7.C10.C01.PA 37:U5.U7.C14.C21.PA	42:U2.U4.C22.C26.C18.SR 42:U3.U4.C03.C19.C17.SR	47:U6.U8.U3.C17.C08.SR 47:U7.U6.U5.C22.C13.SR

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Item Name ITEM COLOR ENHANCED ITEM STATS	RECIPES: RECIPES:	BASIC ENHANCED	+1% PR +1% VR	+2% PR +2% VR	+3% PR +3% VR	+4% PR +4% VR	+5% PR +5% VR	+6% PR +6% VR
Milleri Keyline Silk Tailcoat BLACK 14:MXH 100P|AD 3P		32:U7.C06.C10.C25.PA 20:U3.C01.C16.IF	12:U2.C07.C10 12:U1.C07.C28	17:U7.U8.C01 17:U5.U8.C28	28:U8.U7.C24.OB 27:U4.U6.C20.OB	37:U5.U1.C21.C09.PA 38:U2.U3.C15.C22.PA	42:U4.U5.C24.C24.C18.SR 43:U4.U6.C25.C06.C23.SR	48:U7.U4.U1.C06.C15.SR 47:U7.U6.U4.C26.C07.SR
Milleri Keyline Silk Tailcoat BROWN 1:P 2L		32:U8.C01.C11.C11.PA 12:U7.C05.C16	12:U1.C27.C18 12:U8.C10.C28	17:U3.U5.C07 18:U2.U1.C17	27:U5.U3.C13.OB 27:U1.U4.C26.OB	38:U6.U6.C14.C02.PA 37:U4.U3.C14.C19.PA	42:U5.U3.C08.C16.C11.SR 43:U3.U3.C25.C11.C02.SR	47:U7.U4.U7.C21.C26.SR 48:U7.U6.U3.C06.C24.SR
Milleri Keyline Silk Tailcoat DARKEST GREEN 1:SS 12P		32:U3.C01.C24.C08.PA 12:U7.C24.C16	12:U2.C12.C10 13:U3.C28.C05	17:U6.U5.C15 18:U3.U4.C23	27:U2.U8.C17.OB 27:U2.U3.C07.OB	37:U1.U3.C25.C24.PA 37:U4.U5.C13.C17.PA	42:U7.U8.C28.C04.C20.SR 42:U3.U6.C11.C27.C18.SR	47:U5.U5.U1.C25.C26.SR 48:U2.U7.U1.C28.C28.SR
Milleri Keyline Silk Tailcoat GOLD 8:VD 10P|VGR 10%		32:U1.C08.C25.C16.PA 20:U7.C14.C06.IF	13:U1.C10.C23 12:U8.C17.C11	17:U3.U8.C15 17:U5.U2.C27	28:U7.U3.C24.OB 28:U6.U3.C08.OB	37:U3.U3.C15.C03.PA 37:U4.U4.C22.C08.PA	42:U5.U7.C03.C16.C15.SR 42:U2.U6.C17.C03.C25.SR	48:U8.U6.U8.C16.C21.SR 47:U7.U1.U4.C17.C02.SR
Milleri Keyline Silk Tailcoat GREEN 14:P 1L|MXH 100P		32:U3.C05.C08.C10.PA 20:U5.C19.C15.IF	12:U7.C14.C24 13:U4.C08.C21	17:U3.U7.C21 17:U6.U8.C15	27:U6.U7.C16.OB 27:U2.U6.C06.OB	37:U7.U2.C09.C26.PA 38:U8.U2.C23.C26.PA	43:U1.U5.C22.C09.C03.SR 43:U1.U4.C05.C07.C27.SR	47:U6.U7.U7.C24.C06.SR 47:U3.U7.U5.C20.C13.SR
Milleri Keyline Silk Tailcoat INDIGO 1:MD 8P		32:U2.C15.C23.C23.PA 12:U3.C13.C01	12:U5.C11.C11 12:U3.C18.C28	17:U4.U4.C14 18:U1.U7.C05	27:U8.U4.C01.OB 27:U3.U1.C23.OB	38:U5.U6.C17.C06.PA 37:U5.U2.C02.C26.PA	42:U4.U4.C24.C05.C20.SR 43:U3.U3.C19.C09.C19.SR	47:U2.U4.U7.C13.C10.SR 47:U4.U4.U1.C18.C24.SR
Milleri Keyline Silk Tailcoat PURPLE 8:RD 8P|MXIS 20P		32:U5.C01.C27.C22.PA 21:U5.C12.C09.OB	12:U6.C15.C08 13:U7.C17.C07	18:U6.U2.C27 17:U5.U1.C28	27:U7.U5.C07.OB 27:U2.U5.C07.OB	37:U5.U5.C03.C10.PA 37:U4.U8.C06.C04.PA	42:U1.U3.C04.C18.C28.SR 42:U4.U6.C07.C13.C27.SR	47:U5.U3.U2.C27.C22.SR 47:U6.U5.U2.C03.C09.SR
Milleri Keyline Silk Tailcoat RED 16:VR 10%|SD 6P|MXIS 20%		32:U5.C23.C10.C07.PA 29:U6.U6.C21.OB	13:U3.C07.C03 12:U1.C28.C07	18:U8.U2.C15 18:U2.U4.C07	27:U5.U8.C23.OB 27:U1.U7.C19.OB	37:U1.U8.C12.C15.PA 38:U8.U8.C05.C10.PA	42:U4.U4.C02.C03.C01.SR 43:U6.U6.C08.C11.C14.SR	47:U1.U5.U8.C03.C12.SR 48:U2.U2.U7.C19.C18.SR
Milleri Kitten Coat BLACK 16:RPDR 10%|CE 6%|MPDR 10%		42:U3.U5.C05.C19.C26.SR 28:U5.U3.C22.OB	12:U1.C17.C21 13:U8.C11.C12	17:U8.U5.C18 17:U1.U8.C14	27:U6.U1.C11.OB 28:U8.U1.C25.OB	37:U2.U2.C24.C14.PA 37:U3.U8.C24.C25.PA	42:U1.U5.C25.C06.C18.SR 43:U6.U8.C06.C13.C16.SR	47:U8.U8.U2.C27.C22.SR 47:U7.U5.U5.C19.C08.SR
Milleri Kitten Coat BROWN 8:RD 10P|MD 3P		42:U1.U3.C28.C17.C10.SR 20:U3.C05.C01.IF	13:U3.C02.C24 13:U4.C25.C13	17:U5.U1.C03 17:U2.U7.C23	28:U5.U1.C18.OB 28:U7.U8.C13.OB	37:U7.U1.C07.C09.PA 37:U1.U4.C26.C13.PA	43:U6.U2.C13.C22.C03.SR 43:U2.U6.C12.C16.C23.SR	48:U2.U8.U1.C26.C23.SR 48:U8.U8.U4.C17.C18.SR
Milleri Kitten Coat DK. GREEN 14:MXH 100P|VTR 12P		42:U3.U7.C03.C12.C23.SR 20:U3.C06.C20.IF	12:U8.C19.C12 12:U4.C25.C05	17:U5.U2.C11 17:U3.U1.C21	27:U1.U2.C07.OB 27:U1.U3.C10.OB	38:U3.U6.C18.C17.PA 38:U2.U5.C28.C28.PA	42:U5.U8.C05.C01.C08.SR 42:U6.U8.C13.C08.C18.SR	47:U7.U7.U4.C26.C28.SR 47:U4.U3.U4.C13.C13.SR
Milleri Kitten Coat GREEN 16:SISR 2%|HGD 10P|DS 10P		42:U1.U2.C01.C07.C24.SR 28:U6.U3.C04.OB	12:U8.C09.C08 12:U2.C15.C09	17:U7.U3.C06 18:U7.U5.C15	27:U6.U5.C18.OB 27:U4.U4.C16.OB	37:U4.U1.C20.C15.PA 37:U5.U5.C09.C09.PA	43:U8.U8.C23.C08.C26.SR 42:U7.U3.C20.C26.C20.SR	47:U6.U8.U3.C13.C14.SR 47:U5.U6.U1.C20.C20.SR
Milleri Kitten Coat MAGENTA 24:KFD 20P|SS 12P|R 1L|RD 10P		42:U3.U1.C06.C10.C11.SR 36:U8.U8.C09.C25.PA	13:U7.C18.C22 12:U2.C10.C05	17:U8.U5.C23 17:U8.U8.C02	27:U4.U7.C07.OB 28:U3.U7.C15.OB	37:U4.U1.C01.C15.PA 37:U3.U2.C22.C14.PA	42:U2.U8.C18.C22.C17.SR 42:U8.U5.C27.C10.C02.SR	47:U6.U5.U5.C21.C28.SR 47:U4.U8.U7.C18.C05.SR
Milleri Kitten Coat MUD ORANGE 8:RPDR 3%|MPDR 3%		42:U2.U6.C24.C22.C06.SR 20:U5.C27.C20.IF	13:U3.C26.C06 12:U6.C26.C21	18:U3.U1.C03 18:U2.U8.C18	27:U6.U2.C15.OB 28:U7.U1.C17.OB	38:U7.U2.C08.C26.PA 37:U7.U2.C16.C26.PA	42:U1.U8.C21.C06.C04.SR 42:U5.U8.C06.C16.C09.SR	47:U8.U7.U8.C20.C13.SR 47:U8.U5.U8.C21.C18.SR
Milleri Kitten Coat MUD RED 1:RPDR 10%		42:U5.U2.C15.C14.C20.SR 13:U4.C04.C02	12:U3.C02.C16 13:U1.C19.C04	17:U2.U8.C23 18:U6.U3.C06	27:U1.U1.C02.OB 27:U3.U4.C02.OB	38:U4.U3.C13.C27.PA 37:U3.U1.C08.C23.PA	43:U2.U4.C08.C13.C26.SR 43:U3.U7.C07.C01.C14.SR	48:U7.U6.U8.C04.C05.SR 47:U8.U6.U7.C25.C10.SR
Milleri Kitten Coat PURPLE 12:MXH 100P		42:U6.U5.C14.C22.C05.SR 12:U5.C03.C12	12:U7.C21.C25 12:U4.C21.C07	18:U5.U3.C07 18:U3.U1.C20	28:U2.U7.C10.OB 28:U3.U1.C07.OB	37:U5.U7.C04.C01.PA 37:U3.U8.C13.C07.PA	43:U8.U2.C01.C01.C11.SR 42:U5.U7.C23.C19.C21.SR	47:U8.U5.U1.C20.C16.SR 47:U7.U3.U3.C01.C12.SR
Milleri Peacock Silk Tailcoat BLACK 1:MD 5P		42:U2.U1.C22.C14.C23.SR 13:U3.C08.C14	12:U6.C15.C26 12:U1.C23.C18	17:U7.U8.C04 18:U2.U5.C22	27:U5.U1.C17.OB 28:U2.U3.C16.OB	37:U2.U1.C22.C23.PA 38:U5.U2.C04.C24.PA	42:U1.U8.C07.C22.C03.SR 42:U1.U2.C22.C08.C14.SR	47:U3.U1.U5.C17.C08.SR 47:U6.U8.U1.C23.C10.SR
Milleri Peacock Silk Tailcoat BLACK AQUAMARINE 1:RD 12P		42:U6.U5.C14.C01.C27.SR 13:U2.C28.C07	12:U3.C17.C12 12:U5.C28.C01	18:U1.U7.C08 17:U8.U2.C23	28:U4.U5.C25.OB 27:U6.U6.C01.OB	37:U8.U7.C05.C27.PA 37:U7.U1.C22.C19.PA	42:U2.U7.C01.C28.C03.SR 42:U6.U3.C04.C09.C18.SR	47:U4.U7.U5.C17.C01.SR 48:U4.U5.U3.C18.C10.SR
Milleri Peacock Silk Tailcoat BROWN 1:DR 10P		42:U2.U8.C26.C07.C19.SR 12:U2.C01.C02	13:U4.C01.C10 12:U7.C04.C23	17:U7.U1.C17 17:U7.U1.C23	27:U8.U4.C23.OB 28:U4.U4.C25.OB	38:U7.U8.C22.C16.PA 37:U5.U4.C01.C08.PA	43:U4.U2.C26.C06.C23.SR 42:U2.U8.C26.C13.C25.SR	47:U1.U1.U2.C15.C06.SR 48:U6.U2.U4.C09.C07.SR
Milleri Peacock Silk Tailcoat GREEN 1:SPDR 9%		42:U5.U1.C15.C16.C20.SR 12:U5.C23.C12	12:U4.C17.C22 13:U5.C28.C25	17:U8.U1.C22 17:U5.U5.C10	27:U7.U1.C19.OB 28:U6.U2.C27.OB	37:U3.U4.C18.C02.PA 37:U5.U2.C06.C26.PA	42:U3.U8.C06.C07.C17.SR 42:U5.U6.C21.C24.C01.SR	47:U5.U3.U6.C04.C24.SR 47:U8.U3.U7.C03.C25.SR
Milleri Peacock Silk Tailcoat MUDDY ORANGE 1:VR 15%		42:U5.U5.C23.C17.C16.SR 12:U6.C19.C21	12:U7.C01.C06 13:U4.C04.C24	18:U3.U8.C05 18:U8.U7.C17	27:U5.U2.C06.OB 28:U8.U4.C15.OB	37:U8.U5.C05.C08.PA 38:U1.U8.C07.C14.PA	42:U4.U3.C24.C19.C26.SR 42:U7.U4.C11.C10.C12.SR	47:U3.U1.U2.C19.C27.SR 47:U8.U7.U2.C15.C23.SR
Milleri Peacock Silk Tailcoat PURPLE 1:VTR 20%		42:U8.U8.C08.C25.C10.SR 13:U5.C27.C09	13:U2.C20.C05 12:U8.C06.C07	18:U8.U8.C14 17:U6.U7.C03	28:U4.U6.C23.OB 27:U8.U3.C17.OB	37:U6.U5.C24.C04.PA 37:U5.U2.C21.C19.PA	42:U7.U8.C19.C24.C27.SR 42:U3.U5.C28.C01.C17.SR	47:U7.U3.U5.C06.C19.SR 47:U5.U1.U7.C16.C04.SR
Milleri Peacock Silk Tailcoat RED 8:MD 10P|SD 10P		42:U6.U3.C11.C12.C15.SR 20:U4.C04.C25.IF	12:U2.C26.C28 12:U5.C09.C20	17:U8.U6.C25 18:U6.U8.C24	27:U4.U1.C02.OB 27:U3.U2.C26.OB	37:U6.U1.C27.C14.PA 37:U1.U2.C01.C04.PA	42:U8.U6.C18.C23.C18.SR 42:U6.U7.C04.C12.C15.SR	47:U6.U1.U5.C04.C10.SR 48:U5.U8.U4.C26.C21.SR
Milleri Peacock Silk Tailcoat VIOLET 16:MXH 200P		42:U5.U3.C10.C06.C25.SR 12:U7.C08.C12	12:U7.C05.C16 12:U1.C14.C22	17:U7.U3.C25 17:U1.U6.C03	28:U6.U5.C03.OB 28:U3.U5.C13.OB	38:U8.U3.C27.C10.PA 37:U4.U1.C25.C13.PA	43:U7.U6.C05.C21.C19.SR 43:U7.U7.C02.C23.C28.SR	47:U4.U5.U1.C10.C14.SR 48:U5.U5.U1.C27.C25.SR
Parish Jacket CORAL 6:MXH 50P		17:U1.U4.C21 18:U5.U5.C22	12:U2.C17.C23 12:U5.C25.C20	17:U3.U2.C27 17:U4.U4.C15	28:U1.U1.C27.OB 27:U6.U3.C08.OB	37:U8.U5.C23.C02.PA 38:U1.U6.C23.C08.PA	42:U8.U6.C23.C18.C20.SR 42:U1.U2.C24.C18.C22.SR	47:U1.U4.U7.C02.C23.SR 48:U5.U7.U7.C15.C12.SR
Parish Jacket DK. KHAKI 1:MD 4P		17:U7.U2.C23 12:U2.C05.C09	12:U2.C04.C01 13:U2.C28.C19	18:U8.U4.C03 17:U5.U2.C08	27:U8.U1.C14.OB 28:U7.U2.C11.OB	38:U1.U1.C19.C15.PA 38:U6.U4.C05.C25.PA	42:U6.U5.C16.C11.C06.SR 43:U1.U4.C12.C01.C13.SR	47:U5.U1.U7.C21.C05.SR 47:U1.U7.U5.C10.C23.SR
Parish Jacket EGGPLANT 8:VR 5%|RPDR 5%		17:U2.U3.C12 21:U8.C23.C15.OB	12:U4.C24.C22 12:U8.C08.C16	17:U1.U6.C25 17:U3.U8.C19	27:U6.U3.C09.OB 27:U2.U7.C21.OB	37:U1.U8.C27.C11.PA 37:U4.U8.C10.C20.PA	42:U4.U2.C16.C08.C05.SR 43:U1.U1.C16.C02.C01.SR	48:U8.U5.U8.C18.C16.SR 47:U1.U7.U3.C21.C28.SR
Parish Jacket GOLDENROD 6:MXH 50P		17:U1.U7.C08 19:U7.U6.C17	12:U5.C06.C27 13:U2.C01.C19	18:U7.U3.C24 17:U1.U8.C10	28:U8.U1.C06.OB 27:U4.U8.C07.OB	37:U1.U1.C26.C28.PA 37:U2.U5.C05.C16.PA	42:U1.U1.C14.C02.C03.SR 42:U8.U6.C05.C12.C19.SR	48:U7.U7.U8.C24.C14.SR 47:U8.U1.U7.C16.C05.SR
Parish Jacket INDIGO 8:VD 4|VR 5%		17:U6.U6.C10 21:U6.C02.C12.OB	12:U4.C25.C03 13:U6.C27.C14	17:U4.U3.C02 18:U3.U1.C17	28:U1.U5.C04.OB 27:U3.U7.C09.OB	37:U4.U7.C18.C20.PA 37:U4.U5.C03.C05.PA	43:U7.U5.C16.C11.C02.SR 42:U1.U6.C24.C16.C10.SR	48:U2.U3.U5.C04.C24.SR 48:U1.U7.U1.C17.C18.SR
Parish Jacket MARBLE 16:MXH 100P|VGR 10%|F 2L		17:U8.U6.C16 28:U4.U4.C25.OB	12:U6.C27.C18 12:U7.C12.C01	18:U4.U5.C10 17:U1.U6.C15	28:U6.U2.C22.OB 28:U6.U6.C03.OB	38:U1.U7.C27.C14.PA 38:U2.U7.C20.C23.PA	42:U4.U3.C24.C04.C28.SR 42:U8.U2.C23.C07.C23.SR	47:U6.U2.U3.C03.C18.SR 47:U1.U6.U7.C12.C19.SR

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Item Name ITEM COLOR ENHANCED ITEM STATS	RECIPES: BASIC RECIPES: ENHANCED	+1% PR +1% VR	+2% PR +2% VR	+3% PR +3% VR	+4% PR +4% VR	+5% PR +5% VR	+6% PR +6% VR
Parish Jacket PURPLE	17:U4.U7.C08	12:U2.C05.C11	17:U5.U4.C07	28:U1.U6.C08.OB	37:U8.U3.C15.C12.PA	43:U1.U6.C05.C13.C16.SR	47:U2.U5.U4.C12.C08.SR
1:VR 8%	12:U4.C09.C21	12:U8.C09.C11	17:U5.U1.C01	28:U3.U8.C02.OB	37:U8.U3.C07.C24.PA	43:U7.U3.C20.C09.C11.SR	48:U1.U1.U1.C18.C14.SR
Parish Jacket SPOTTY PURPLE	17:U3.U2.C12	12:U2.C04.C18	18:U5.U5.C06	28:U8.U3.C10.OB	38:U5.U3.C27.C20.PA	42:U3.U7.C16.C08.C19.SR	48:U8.U1.U8.C08.C01.SR
8:MXH 50P	20:U2.C15.C02.IF	12:U6.C12.C08	17:U8.U7.C16	27:U5.U5.C12.OB	37:U7.U5.C05.C12.PA	42:U5.U8.C16.C19.C02.SR	47:U3.U6.U4.C27.C14.SR
Parish Jacket HighC BROWN	17:U8.U3.C24	12:U7.C07.C24	18:U4.U1.C06	27:U2.U6.C28.OB	38:U3.U6.C22.C06.PA	42:U6.U3.C18.C11.C25.SR	48:U2.U7.U3.C22.C13.SR
1:LP 8P	12:U1.C17.C26	12:U7.C06.C05	17:U1.U1.C20	28:U7.U7.C26.OB	37:U1.U6.C16.C22.PA	42:U1.U2.C03.C15.C24.SR	47:U5.U3.U2.C11.C18.SR
Parish Jacket HighC GREEN	17:U1.U3.C05	13:U7.C24.C25	18:U1.U6.C17	27:U8.U3.C07.OB	37:U7.U6.C13.C24.PA	42:U3.U5.C23.C25.C04.SR	47:U5.U1.U6.C02.C13.SR
1:DSA 2P	13:U1.C10.C12	13:U7.C25.C10	18:U5.U8.C25	27:U2.U1.C15.OB	38:U4.U2.C06.C06.PA	43:U5.U6.C16.C25.C24.SR	48:U7.U5.U7.C08.C02.SR
Parish Jacket HighC KIWI	17:U4.U2.C21	13:U4.C01.C12	18:U4.U8.C04	28:U4.U1.C21.OB	37:U1.U6.C04.C04.PA	43:U3.U6.C20.C18.C02.SR	48:U5.U7.U3.C22.C16.SR
24:F 1L|RPDR 2%|HR 1%|MPDR 2%	37:U2.U4.C07.C15.PA	13:U4.C16.C08	18:U5.U5.C03	28:U7.U1.C02.OB	37:U3.U1.C28.C07.PA	42:U6.U4.C16.C11.C17.SR	47:U2.U3.U8.C02.C22.SR
Parish Jacket HighC MARBLE	17:U8.U2.C14	12:U4.C13.C11	17:U2.U3.C28	28:U5.U5.C19.OB	38:U8.U6.C16.C14.PA	42:U4.U2.C24.C18.C27.SR	48:U2.U6.U1.C11.C25.SR
1:VR 8%	12:U7.C24.C19	12:U5.C13.C24	17:U4.U6.C11	27:U6.U8.C16.OB	38:U3.U8.C11.C25.PA	43:U3.U2.C09.C21.C18.SR	48:U4.U4.U8.C18.C09.SR
Parish Jacket HighC PLUM	17:U4.U5.C01	12:U3.C03.C17	17:U3.U8.C18	28:U2.U2.C08.OB	38:U4.U6.C23.C02.PA	42:U5.U6.C15.C01.C28.SR	47:U7.U8.U4.C21.C20.SR
8:CE 2P|APC 10P	21:U5.C16.C23.OB	12:U4.C12.C21	17:U7.U4.C03	27:U5.U3.C10.OB	37:U6.U7.C25.C28.PA	42:U2.U1.C18.C18.C11.SR	48:U2.U5.U5.C05.C02.SR
Parish Jacket HighC PURPLE	17:U7.U5.C04	12:U7.C22.C18	18:U7.U8.C16	27:U2.U2.C23.OB	38:U2.U3.C07.C01.PA	42:U5.U2.C23.C27.C03.SR	47:U2.U8.U7.C13.C12.SR
24:MXH 50P|RPDR 2%|MXIS 10P|MPDR 2%	37:U3.U3.C13.C27.PA	12:U2.C20.C10	17:U6.U2.C20	27:U4.U2.C26.OB	38:U7.U2.C15.C03.PA	42:U8.U2.C14.C08.C01.SR	48:U3.U4.U2.C15.C19.SR
Parish Jacket HighC RED	17:U8.U4.C28	13:U5.C05.C19	17:U8.U8.C04	27:U5.U8.C20.OB	37:U8.U1.C23.C15.PA	42:U3.U4.C11.C12.C08.SR	47:U5.U3.U3.C23.C24.SR
1:RD 4P	12:U4.C18.C15	12:U3.C23.C21	18:U5.U5.C27	27:U6.U8.C21.OB	38:U8.U6.C06.C19.PA	42:U2.U1.C02.C03.C01.SR	47:U6.U2.U7.C27.C06.SR
Parish Jacket HighC REDDER	17:U8.U7.C19	12:U1.C18.C12	18:U1.U4.C20	27:U4.U8.C12.OB	38:U8.U8.C11.C06.PA	42:U4.U7.C16.C20.C17.SR	47:U5.U7.U4.C07.C08.SR
8:VD 4P|HR 1%	21:U7.C18.C05.OB	12:U2.C16.C14	18:U6.U8.C14	28:U3.U8.C04.OB	38:U6.U8.C18.C11.PA	42:U2.U1.C21.C25.C25.SR	47:U5.U6.U1.C18.C09.SR
Pearl Flared Trench BROWN	17:U7.U4.C07	12:U1.C07.C14	17:U8.U7.C13	27:U2.U2.C06.OB	38:U7.U8.C02.C08.PA	42:U8.U6.C17.C27.C01.SR	47:U3.U4.U6.C10.C17.SR
1:UDR 3%|HD 1P|CE 1%	13:U7.C12.C02	13:U6.C03.C20	18:U1.U6.C03	27:U3.U5.C24.OB	37:U6.U2.C06.C15.PA	42:U1.U7.C12.C05.C05.SR	48:U2.U1.U3.C16.C15.SR
Pearl Flared Trench EGGPLANT	17:U1.U3.C01	13:U6.C01.C27	17:U7.U7.C05	27:U4.U2.C16.OB	38:U2.U2.C15.C02.PA	43:U4.U7.C11.C25.C17.SR	47:U1.U1.U1.C28.C08.SR
16:MPDR 3%|SS 12P|RPDR 3%	29:U5.U6.C24.OB	13:U5.C10.C17	18:U4.U2.C06	28:U3.U8.C11.OB	38:U1.U7.C27.C12.PA	42:U8.U7.C20.C13.C09.SR	47:U4.U2.U5.C12.C08.SR
Pearl Flared Trench GREEN	17:U6.U6.C25	12:U3.C19.C23	18:U8.U6.C06	27:U2.U4.C04.OB	37:U3.U1.C25.C14.PA	42:U8.U1.C02.C27.C24.SR	47:U3.U4.U3.C14.C14.SR
1:RPDR 10%	12:U4.C13.C13	13:U7.C01.C17	17:U2.U1.C13	27:U8.U3.C25.OB	38:U3.U7.C08.C17.PA	42:U5.U2.C24.C11.C24.SR	47:U2.U1.U5.C05.C16.SR
Pearl Flared Trench MAGENTA	17:U8.U1.C01	12:U4.C05.C28	17:U6.U5.C07	27:U3.U1.C19.OB	37:U8.U3.C21.C03.PA	42:U1.U4.C22.C18.C04.SR	47:U1.U4.U4.C09.C21.SR
8:R 2L|KD 3P	20:U7.C02.C18.IF	13:U2.C24.C14	17:U7.U1.C05	27:U6.U2.C23.OB	37:U2.U1.C07.C05.PA	42:U3.U6.C23.C28.C22.SR	48:U6.U8.U4.C22.C22.SR
Pearl Flared Trench PURPLE	17:U7.U6.C26	12:U5.C14.C23	18:U4.U7.C03	28:U6.U4.C13.OB	37:U4.U4.C12.C28.PA	43:U3.U8.C26.C02.C19.SR	47:U7.U2.U2.C15.C23.SR
1:HR 6%	12:U8.C06.C10	12:U4.C21.C12	17:U5.U4.C26	27:U2.U1.C13.OB	37:U3.U4.C22.C28.PA	42:U6.U8.C20.C16.C17.SR	47:U3.U2.U1.C20.C28.SR
Pearl Flared Trench RED	17:U5.U5.C24	12:U4.C13.C08	17:U8.U1.C07	27:U1.U5.C01.OB	37:U3.U2.C14.C10.PA	42:U6.U7.C26.C03.C27.SR	47:U5.U8.U3.C04.C26.SR
1:VR 12%	12:U3.C27.C22	12:U2.C02.C06	17:U4.U6.C19	27:U6.U6.C10.OB	37:U2.U2.C17.C25.PA	42:U8.U3.C12.C10.C23.SR	47:U1.U6.U5.C28.C05.SR
Pearl Flared Trench TEAL	17:U1.U2.C15	13:U1.C20.C22	17:U4.U6.C11	28:U7.U4.C13.OB	37:U5.U5.C14.C14.PA	43:U5.U5.C16.C09.C27.SR	47:U6.U5.U3.C03.C24.SR
1:VR 12%	12:U8.C01.C11	12:U4.C06.C06	18:U3.U5.C20	27:U6.U3.C05.OB	37:U2.U3.C23.C19.PA	43:U2.U6.C12.C01.C05.SR	47:U1.U3.U3.C26.C03.SR
Pearl Flared Trench WHITE	17:U4.U8.C09	12:U6.C12.C26	17:U2.U2.C24	27:U8.U1.C19.OB	37:U3.U5.C05.C12.PA	42:U6.U4.C01.C08.C23.SR	47:U1.U1.U7.C12.C02.SR
1:VR 12%	12:U1.C09.C20	13:U1.C10.C02	17:U8.U3.C17	28:U5.U7.C03.OB	38:U7.U7.C06.C04.PA	42:U3.U5.C11.C23.C20.SR	47:U7.U8.U5.C05.C20.SR
Pearl Flared Trench FlipC BLACK	17:U2.U8.C18	13:U5.C06.C27	17:U6.U7.C22	27:U5.U5.C25.OB	38:U1.U2.C08.C20.PA	43:U4.U7.C08.C11.C20.SR	47:U8.U7.U2.C24.C21.SR
8:MD 3P|IDR 1P	20:U2.C24.C04.IF	12:U2.C12.C21	17:U5.U5.C19	28:U1.U6.C28.OB	37:U2.U5.C03.C17.PA	42:U1.U2.C28.C25.C11.SR	47:U7.U5.U2.C28.C07.SR
Pearl Flared Trench FlipC BROWN	17:U5.U6.C10	13:U1.C03.C26	17:U5.U5.C13	28:U1.U7.C16.OB	37:U2.U3.C03.C23.PA	42:U5.U7.C11.C25.C19.SR	47:U4.U3.U7.C09.C26.SR
12:MXH 100P	12:U7.C17.C24	12:U1.C08.C18	18:U5.U8.C12	28:U2.U7.C26.OB	37:U1.U7.C10.C14.PA	42:U2.U1.C23.C27.C11.SR	47:U2.U6.U8.C24.C25.SR
Pearl Flared Trench FlipC DK. YELLOW	17:U6.U4.C27	12:U8.C15.C10	17:U4.U7.C17	27:U8.U6.C12.OB	37:U7.U2.C17.C09.PA	43:U8.U6.C07.C05.C02.SR	47:U3.U7.U6.C06.C07.SR
12:MXH 100P	12:U3.C10.C18	13:U7.C04.C14	17:U3.U4.C04	28:U6.U4.C17.OB	37:U7.U4.C20.C03.PA	42:U6.U7.C23.C26.C03.SR	48:U2.U2.U3.C05.C03.SR
Pearl Flared Trench FlipC GOLD	17:U1.U2.C13	13:U6.C11.C10	17:U3.U5.C21	27:U8.U2.C15.OB	37:U2.U2.C08.C10.PA	42:U7.U6.C16.C11.C27.SR	47:U3.U2.U2.C22.C21.SR
1:CE 6%	13:U4.C24.C10	12:U8.C25.C02	18:U4.U4.C14	28:U8.U8.C06.OB	37:U4.U3.C24.C17.PA	42:U7.U8.C10.C22.C14.SR	47:U7.U4.U4.C28.C02.SR
Pearl Flared Trench FlipC GREEN	17:U1.U7.C16	12:U7.C04.C16	17:U5.U5.C18	28:U4.U5.C12.OB	37:U1.U1.C11.C05.PA	42:U5.U3.C26.C09.C01.SR	47:U3.U4.U3.C19.C27.SR
1:DS 3P	12:U1.C03.C02	12:U8.C20.C15	17:U3.U3.C05	27:U1.U8.C12.OB	37:U3.U6.C24.C13.PA	42:U8.U3.C25.C14.C02.SR	48:U3.U4.U2.C21.C04.SR
Pearl Flared Trench FlipC MAGENTA	17:U2.U2.C27	13:U7.C03.C15	17:U2.U7.C24	28:U8.U6.C15.OB	37:U5.U4.C04.C16.PA	42:U8.U7.C17.C24.C08.SR	47:U8.U4.U3.C21.C21.SR
8:CH 5P|SMGD 5P	20:U1.C13.C21.IF	13:U5.C24.C17	17:U6.U8.C09	27:U3.U3.C20.OB	37:U5.U3.C10.C19.PA	42:U6.U8.C01.C20.C15.SR	47:U4.U2.U7.C08.C19.SR
Pearl Flared Trench FlipC ORANGE	17:U7.U5.C23	12:U8.C15.C28	17:U7.U8.C22	27:U6.U2.C15.OB	38:U2.U3.C10.C19.PA	42:U5.U4.C10.C03.C06.SR	47:U5.U2.U5.C17.C14.SR
24:F 2L|MPDR 3%|VD 8P|RPDR 3%	37:U2.U3.C08.C08.PA	12:U5.C06.C02	17:U8.U3.C17	28:U7.U7.C13.OB	38:U1.U5.C01.C08.PA	42:U3.U1.C15.C27.C14.SR	47:U3.U8.U7.C26.C19.SR
Pearl Flared Trench FlipC PINK	17:U3.U8.C09	12:U6.C26.C13	17:U7.U8.C13	27:U8.U1.C28.OB	37:U5.U7.C26.C21.PA	43:U7.U3.C05.C22.C24.SR	47:U7.U3.U5.C12.C22.SR
14:MXH 100P|MPDR 10%	21:U8.C09.C23.OB	12:U2.C01.C22	18:U3.U8.C20	28:U2.U8.C01.OB	37:U1.U1.C26.C20.PA	43:U7.U4.C14.C14.C20.SR	48:U8.U5.U4.C06.C05.SR
Pearl Flared Trench FlipC PURPLE	17:U8.U1.C06	12:U2.C01.C12	18:U1.U7.C18	27:U2.U7.C12.OB	38:U1.U5.C15.C11.PA	43:U6.U5.C24.C07.C28.SR	47:U2.U5.U4.C12.C06.SR
24:RD 15P|DAR 1M|SDN 10%|KD 15P	37:U3.U4.C01.C22.PA	12:U5.C03.C24	17:U2.U3.C09	27:U1.U4.C10.OB	38:U8.U6.C08.C19.PA	42:U6.U2.C24.C23.C27.SR	48:U5.U3.U6.C28.C11.SR
Pearl Flared Trench FlipC RED	17:U3.U1.C13	12:U8.C18.C05	18:U2.U6.C18	28:U7.U1.C02.OB	37:U1.U6.C05.C15.PA	42:U7.U4.C26.C03.C10.SR	47:U8.U6.U7.C12.C04.SR
1:MD 8P	12:U2.C16.C20	12:U5.C17.C12	17:U3.U5.C08	27:U6.U3.C14.OB	38:U8.U3.C15.C11.PA	42:U3.U4.C11.C08.C21.SR	48:U4.U3.U1.C28.C22.SR
Sesser Jacket BLACK	7:U4.C12	12:U4.C16.C04	17:U6.U6.C17	27:U2.U4.C15.OB	37:U5.U5.C27.C06.PA	43:U4.U4.C07.C19.C01.SR	47:U1.U5.U4.C18.C02.SR
6:MXH 50P	18:U4.U8.C27	13:U2.C17.C05	17:U3.U5.C20	27:U2.U7.C01.OB	37:U1.U3.C20.C13.PA	42:U3.U3.C11.C11.C12.SR	47:U1.U5.U7.C08.C26.SR
Sesser Jacket BROWN	7:U6.C07	12:U3.C26.C02	18:U8.U5.C28	28:U2.U4.C21.OB	38:U3.U1.C14.C01.PA	43:U7.U4.C10.C04.C14.SR	47:U6.U3.U5.C27.C04.SR
8:MD 2P|UDR 4%|HD 2P|CE 2%	20:U2.C03.C21.IF	12:U6.C27.C07	17:U4.U3.C07	27:U6.U5.C12.OB	37:U4.U4.C04.C04.PA	43:U5.U8.C27.C21.C24.SR	48:U7.U2.U5.C18.C02.SR

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Item Name ITEM COLOR ENHANCED ITEM STATS	RECIPES: BASIC RECIPES: ENHANCED	+1% PR +1% VR	+2% PR +2% VR	+3% PR +3% VR	+4% PR +4% VR	+5% PR +5% VR	+6% PR +6% VR
Sesser Jacket DK. GREEN	7:U2.C20	12:U2.C26.C15	17:U5.U7.C26	27:U2.U5.C12.OB	38:U4.U1.C04.C09.PA	42:U2.U7.C16.C04.C24.SR	48:U1.U4.U1.C15.C27.SR
1:6S 8P	12:U8.C07.C20	12:U7.C26.C19	17:U5.U2.C06	28:U7.U6.C03.OB	37:U7.U1.C21.C24.PA	42:U2.U7.C08.C19.C13.SR	48:U2.U5.U2.C06.C26.SR
Sesser Jacket DK. PURPLE	7:U3.C26	12:U7.C04.C13	17:U4.U6.C13	28:U3.U4.C22.OB	38:U1.U4.C07.C24.PA	42:U3.U1.C25.C01.C26.SR	48:U6.U2.U8.C17.C11.SR
1:MAX BUFFER 5SLOTS	13:U6.C23.C21	12:U4.C18.C20	17:U6.U7.C01	28:U8.U4.C07.OB	37:U8.U5.C26.C14.PA	43:U7.U7.C22.C18.C08.SR	47:U2.U2.U8.C19.C18.SR
Sesser Jacket DULL YELLOW	7:U4.C08	13:U5.C06.C24	17:U5.U2.C14	28:U8.U2.C05.OB	37:U8.U4.C04.C19.PA	43:U3.U8.C09.C07.C08.SR	47:U2.U1.U8.C02.C24.SR
1:RFD 3P	13:U1.C14.C11	12:U5.C17.C28	17:U5.U8.C08	27:U1.U3.C23.OB	38:U1.U4.C28.C07.PA	43:U7.U5.C20.C07.C11.SR	47:U1.U7.U7.C25.C27.SR
Sesser Jacket GREEN	7:U3.C20	12:U1.C06.C26	17:U1.U7.C22	28:U3.U1.C07.OB	37:U4.U7.C18.C23.PA	43:U4.U2.C26.C01.C03.SR	47:U7.U8.U7.C13.C06.SR
1:RD 4%	12:U1.C03.C11	12:U5.C05.C16	17:U7.U8.C04	27:U1.U2.C20.OB	38:U1.U6.C09.C27.PA	43:U7.U5.C23.C24.C11.SR	47:U1.U6.U7.C04.C08.SR
Sesser Jacket PURPLE	7:U6.C26	12:U6.C18.C13	17:U1.U2.C25	27:U1.U3.C24.OB	38:U2.U2.C03.C19.PA	43:U7.U6.C12.C02.C01.SR	47:U4.U5.U5.C28.C08.SR
1:MCT 3P	13:U7.C23.C21	12:U8.C26.C19	17:U4.U5.C16	27:U7.U4.C20.OB	37:U2.U4.C22.C28.PA	42:U3.U1.C05.C05.C15.SR	48:U6.U6.U7.C10.C01.SR
Sesser Jacket RED	7:U4.C10	12:U8.C03.C25	17:U5.U3.C14	27:U8.U3.C26.OB	37:U2.U3.C22.C13.PA	43:U2.U6.C03.C15.C17.SR	48:U5.U4.U1.C16.C27.SR
1:UDR 2%|HD 1P|CE 1%	12:U7.C19.C18	12:U8.C28.C04	17:U1.U5.C12	27:U5.U5.C02.OB	37:U5.U3.C12.C05.PA	42:U5.U1.C13.C12.C28.SR	47:U3.U7.U4.C26.C05.SR
Silk Blossom Jacket AQUA	32:U3.C22.C22.C01.PA	12:U1.C01.C10	17:U1.U2.C23	27:U3.U8.C23.OB	37:U5.U8.C16.C28.PA	43:U1.U6.C21.C15.C06.SR	48:U3.U5.U3.C22.C03.SR
16:MXH 200P	12:U8.C18.C12	12:U1.C06.C12	17:U3.U3.C27	27:U2.U4.C02.OB	37:U6.U5.C14.C25.PA	42:U1.U5.C07.C13.C13.SR	48:U1.U3.U7.C13.C28.SR
Silk Blossom Jacket BROWN	32:U2.C28.C28.C16.PA	12:U5.C16.C14	17:U3.U3.C11	27:U1.U5.C23.OB	37:U3.U2.C22.C01.PA	42:U6.U2.C06.C12.C12.SR	47:U2.U3.U7.C28.C01.SR
1:SMGD 5P	13:U4.C05.C02	12:U6.C19.C13	17:U4.U2.C14	27:U5.U2.C28.OB	37:U2.U1.C08.C21.PA	42:U2.U4.C03.C24.C05.SR	47:U6.U8.U4.C10.C12.SR
Silk Blossom Jacket BROWN-ORANGE	32:U1.C11.C23.C10.PA	13:U8.C03.C21	17:U4.U6.C01	27:U5.U3.C05.OB	37:U4.U5.C23.C15.PA	43:U5.U4.C26.C17.C12.SR	47:U7.U4.U7.C26.C09.SR
16:VR 15%|CE 5%|MD 5P	28:U8.U2.C09.OB	12:U5.C07.C21	17:U5.U2.C14	28:U5.U6.C01.OB	37:U7.U1.C23.C24.PA	43:U7.U2.C21.C16.C07.SR	47:U4.U5.U2.C24.C16.SR
Silk Blossom Jacket LIME	32:U5.C13.C14.C28.PA	12:U1.C24.C15	17:U3.U2.C04	27:U4.U3.C10.OB	37:U5.U2.C25.C27.PA	42:U5.U2.C12.C19.C28.SR	48:U7.U7.U1.C04.C07.SR
1:6S 20P	12:U8.C24.C14	12:U7.C15.C01	18:U8.U4.C02	27:U8.U1.C25.OB	37:U4.U4.C28.C20.PA	42:U2.U6.C16.C27.C23.SR	47:U3.U6.U6.C08.C18.SR
Silk Blossom Jacket MAGENTA	32:U7.C13.C04.C21.PA	12:U8.C24.C11	18:U7.U2.C27	27:U2.U3.C25.OB	37:U2.U6.C17.C11.PA	42:U1.U5.C16.C20.C08.SR	47:U2.U3.U4.C23.C15.SR
1:RD 5P	12:U8.C02.C10	12:U8.C18.C05	18:U2.U4.C19	27:U5.U7.C28.OB	37:U2.U2.C11.C10.PA	43:U7.U7.C01.C01.C17.SR	48:U1.U2.U4.C12.C19.SR
Silk Blossom Jacket ORANGE	32:U6.C27.C15.C20.PA	12:U7.C20.C09	17:U4.U5.C21	27:U2.U6.C13.OB	37:U4.U1.C14.C17.PA	42:U5.U7.C14.C01.C15.SR	47:U1.U4.U1.C22.C12.SR
1:VR 15%	12:U6.C13.C23	12:U8.C10.C14	17:U3.U8.C28	27:U7.U7.C17.OB	38:U6.U5.C27.C19.PA	43:U3.U2.C10.C24.C13.SR	47:U8.U6.U7.C08.C20.SR
Silk Blossom Jacket PURPLE	32:U6.C09.C08.C02.PA	12:U8.C16.C17	17:U2.U1.C24	28:U8.U5.C17.OB	37:U5.U1.C12.C11.PA	42:U8.U7.C14.C12.C12.SR	47:U2.U5.U7.C09.C16.SR
8:P 1L|SMGD 5P	20:U4.C21.C17.IF	12:U2.C11.C23	17:U1.U3.C09	27:U4.U6.C13.OB	37:U6.U6.C04.C26.PA	42:U7.U4.C28.C19.C02.SR	47:U4.U8.U5.C23.C12.SR
Silk Blossom Jacket HighC BROWN	32:U8.C23.C12.C28.PA	12:U7.C03.C04	17:U5.U7.C04	27:U5.U4.C16.OB	37:U6.U2.C25.C17.PA	43:U2.U8.C18.C20.C13.SR	47:U4.U3.U5.C04.C25.SR
8:VD 12P|MD 5P	20:U5.C26.C16.IF	13:U1.C13.C20	18:U2.U3.C20	27:U2.U1.C22.OB	38:U6.U3.C02.C02.PA	42:U6.U8.C17.C13.C11.SR	48:U8.U5.U6.C16.C22.SR
Silk Blossom Jacket HighC GREEN	32:U3.C20.C05.C28.PA	12:U6.C10.C08	18:U4.U5.C05	27:U7.U5.C25.OB	38:U5.U5.C26.C14.PA	42:U5.U3.C06.C05.C20.SR	48:U5.U8.U8.C27.C24.SR
1:VR 15%	12:U1.C25.C25	12:U1.C13.C24	18:U5.U5.C09	27:U4.U4.C21.OB	37:U6.U8.C01.C05.PA	42:U1.U3.C01.C01.C21.SR	47:U6.U4.U7.C25.C20.SR
Silk Blossom Jacket HighC MAGENTA	32:U5.C06.C12.C03.PA	13:U6.C05.C04	17:U1.U2.C04	28:U6.U4.C25.OB	38:U8.U2.C02.C15.PA	43:U8.U6.C24.C12.C28.SR	47:U3.U5.U7.C20.C13.SR
16:MXH 200P	13:U2.C14.C20	12:U8.C15.C27	17:U2.U1.C10	27:U3.U3.C11.OB	37:U5.U2.C25.C23.PA	43:U4.U2.C23.C25.C01.SR	48:U4.U6.U1.C13.C25.SR
Silk Blossom Jacket HighC MAROON	32:U7.C05.C02.C12.PA	13:U8.C21.C03	18:U3.U3.C20	27:U7.U7.C04.OB	37:U3.U5.C23.C03.PA	43:U8.U5.C21.C24.C06.SR	48:U8.U4.U2.C15.C08.SR
1:MD 5P	12:U7.C14.C12	12:U7.C01.C25	17:U2.U3.C09	27:U6.U1.C04.OB	37:U2.U1.C11.C04.PA	42:U1.U5.C18.C09.C08.SR	47:U5.U4.U6.C20.C07.SR
Silk Blossom Jacket HighC PURPLE	32:U1.C20.C16.C06.PA	12:U1.C06.C05	17:U2.U7.C27	28:U4.U7.C18.OB	38:U7.U6.C28.C27.PA	42:U3.U7.C05.C06.C16.SR	47:U4.U8.U8.C12.C09.SR
8:HR 1%|MXH 50P	20:U5.C06.C02.IF	12:U3.C21.C26	17:U7.U4.C14	27:U3.U5.C15.OB	37:U4.U1.C10.C18.PA	43:U3.U7.C10.C28.C27.SR	47:U2.U3.U7.C11.C09.SR
Silk Blossom Jacket HighC PURPLE/GREEN	32:U4.C11.C04.C03.PA	12:U3.C05.C21	17:U4.U1.C24	27:U8.U8.C19.OB	37:U5.U2.C14.C09.PA	43:U2.U8.C16.C14.C10.SR	47:U4.U3.U1.C10.C28.SR
32:VDEF 20P|MD 25P|R 2L|BD 25P	45:U5.U8.U1.C03.C08.SR	12:U8.C21.C21	17:U8.U7.C22	27:U4.U7.C20.OB	37:U1.U8.C14.C03.PA	43:U7.U6.C12.C27.C12.SR	47:U7.U1.U2.C17.C24.SR
Silk Blossom Jacket HighC RED	32:U2.C13.C02.C12.PA	13:U5.C04.C08	17:U7.U7.C04	27:U6.U4.C15.OB	38:U7.U8.C26.C28.PA	42:U7.U3.C17.C02.C05.SR	47:U2.U3.U6.C14.C24.SR
1:MD 12P	12:U3.C18.C03	13:U5.C21.C02	17:U6.U2.C03	27:U4.U3.C07.OB	38:U3.U2.C04.C04.PA	42:U1.U6.C07.C17.C06.SR	47:U6.U3.U1.C27.C27.SR
Silk Blossom Jacket HighC YELLOW	32:U3.C25.C22.C08.PA	12:U2.C01.C01	17:U1.U5.C19	27:U6.U5.C24.OB	37:U3.U3.C14.C01.PA	42:U7.U6.C13.C11.C21.SR	47:U1.U6.U1.C26.C28.SR
8:MXH 200P|DR 10P	21:U6.C07.C01.OB	12:U2.C05.C08	18:U1.U6.C11	28:U3.U3.C21.OB	37:U1.U4.C22.C08.PA	42:U8.U3.C21.C24.C09.SR	48:U7.U7.U7.C19.C28.SR
Silver Croc Coat FlareC BLACK	32:U6.C21.C06.C02.PA	12:U4.C14.C03	17:U1.U3.C28	27:U4.U4.C20.OB	37:U7.U3.C21.C07.PA	42:U8.U1.C10.C07.C06.SR	47:U6.U2.U4.C20.C07.SR
1:MD 2P	12:U1.C07.C15	12:U5.C17.C08	17:U6.U5.C24	27:U6.U2.C01.OB	37:U1.U4.C12.C01.PA	42:U3.U3.C01.C24.C02.SR	48:U5.U6.U8.C19.C15.SR
Silver Croc Coat FlareC GREEN	32:U1.C26.C05.C22.PA	12:U3.C22.C15	17:U3.U6.C08	27:U6.U2.C04.OB	37:U4.U1.C15.C27.PA	43:U6.U5.C10.C15.C01.SR	47:U5.U8.U7.C12.C02.SR
8:MXH 50P|VDEF 5P	20:U6.C10.C20.IF	13:U1.C06.C09	18:U1.U2.C25	27:U2.U7.C10.OB	37:U2.U8.C25.C04.PA	43:U3.U3.C15.C08.C20.SR	48:U7.U7.U4.C05.C23.SR
Silver Croc Coat FlareC MAGENTA	32:U1.C21.C11.C26.PA	12:U2.C20.C27	17:U2.U1.C15	27:U4.U3.C28.OB	37:U6.U2.C10.C18.PA	42:U7.U1.C02.C03.C17.SR	47:U4.U7.U6.C04.C16.SR
16:MXH 50P|MPDR 5%|P 1L	28:U4.U8.C23.OB	12:U8.C21.C05	18:U4.U8.C27	27:U6.U7.C13.OB	37:U3.U1.C19.C09.PA	43:U2.U4.C16.C19.C01.SR	48:U3.U3.U1.C11.C18.SR
Silver Croc Coat FlareC ORANGE	32:U2.C23.C20.C07.PA	12:U8.C14.C26	18:U7.U7.C16	27:U1.U5.C02.OB	38:U7.U2.C06.C22.PA	43:U2.U1.C22.C15.C05.SR	48:U7.U6.U6.C19.C17.SR
1:MXIS 10P	12:U7.C05.C13	12:U2.C13.C05	18:U2.U3.C25	27:U4.U3.C24.OB	38:U5.U6.C03.C21.PA	42:U6.U2.C27.C28.C15.SR	48:U4.U4.U3.C08.C10.SR
Silver Croc Coat FlareC PURPLE	32:U4.C01.C24.C07.PA	13:U7.C19.C13	18:U6.U2.C22	28:U7.U3.C12.OB	37:U2.U5.C21.C22.PA	43:U3.U7.C21.C15.C11.SR	47:U6.U7.U7.C24.C28.SR
8:VD 4P|RD 4P	21:U3.C24.C17.OB	13:U5.C07.C20	17:U7.U6.C07	28:U8.U8.C23.OB	37:U2.U8.C26.C26.PA	42:U8.U1.C10.C18.C13.SR	47:U7.U7.U5.C02.C01.SR
Silver Croc Coat FlareC RED	32:U4.C06.C03.C17.PA	13:U3.C08.C18	17:U5.U8.C08	27:U8.U1.C14.OB	37:U2.U4.C25.C02.PA	42:U4.U3.C20.C14.C01.SR	47:U8.U7.U7.C22.C27.SR
8:SHR 2%|CE 4%	21:U7.C24.C03.OB	12:U6.C21.C19	18:U4.U1.C21	28:U2.U3.C06.OB	38:U2.U2.C21.C08.PA	42:U7.U2.C22.C24.C27.SR	47:U3.U5.U3.C02.C13.SR
Silver Croc Coat FlareC TEAL	32:U3.C22.C01.C21.PA	13:U5.C27.C05	17:U1.U2.C25	27:U6.U7.C04.OB	37:U8.U6.C03.C11.PA	43:U5.U6.C23.C07.C12.SR	48:U5.U8.U2.C08.C22.SR
1:HR 3%	13:U4.C02.C04	13:U4.C18.C21	17:U1.U8.C07	27:U2.U4.C09.OB	38:U6.U1.C11.C20.PA	43:U7.U2.C06.C17.C23.SR	47:U3.U4.U1.C16.C16.SR
Silver Croc Coat HighC BLACK	32:U7.C10.C26.C11.PA	12:U4.C22.C14	18:U8.U5.C28	27:U2.U1.C26.OB	37:U5.U8.C02.C02.PA	42:U3.U6.C24.C01.C04.SR	48:U2.U6.U1.C21.C09.SR
8:MVS 3%|SD 5P	21:U7.C14.C08.OB	12:U2.C22.C24	17:U7.U8.C03	27:U8.U3.C01.OB	37:U5.U3.C07.C10.PA	42:U2.U4.C20.C01.C23.SR	47:U2.U6.U1.C24.C15.SR
Silver Croc Coat HighC BROWN	32:U1.C11.C28.C24.PA	13:U6.C17.C17	18:U6.U7.C22	28:U2.U4.C10.OB	38:U6.U6.C21.C26.PA	42:U5.U6.C02.C12.C07.SR	47:U6.U7.U1.C20.C08.SR
8:RD 5P|MD 5P	21:U8.C03.C06.OB	12:U8.C03.C02	17:U3.U4.C24	27:U8.U3.C22.OB	37:U6.U4.C11.C04.PA	42:U5.U2.C06.C11.C14.SR	47:U5.U4.U3.C14.C25.SR

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Item Name ITEM COLOR ENHANCED ITEM STATS	RECIPES: BASIC RECIPES: ENHANCED	+1% PR +1% VR	+2% PR +2% VR	+3% PR +3% VR	+4% PR +4% VR	+5% PR +5% VR	+6% PR +6% VR
Silver Croc Coat HighC DK. TEAL	32:U3.C05.C02.C02.PA	12:U1.C08.C15	17:U2.U3.C08	27:U5.U6.C23.OB	38:U3.U8.C20.C15.PA	42:U1.U1.C06.C22.C10.SR	47:U8.U5.U2.C28.C06.SR
32:MXIS 10P|HR 8%|VD 4P|VDEF 8%|MD 5P	44:U6.U6.C03.C23.C26.SR	12:U5.C02.C01	17:U4.U7.C12	28:U5.U5.C03.OB	37:U5.U4.C03.C18.PA	43:U6.U7.C06.C23.C08.SR	48:U3.U4.U4.C12.C16.SR
Silver Croc Coat HighC MAGENTA	32:U1.C27.C13.C28.PA	13:U6.C26.C12	17:U1.U6.C05	27:U7.U2.C06.OB	37:U5.U5.C14.C01.PA	42:U2.U6.C14.C11.C03.SR	47:U4.U2.U1.C13.C22.SR
6:MXH 50P	18:U3.U4.C04	12:U7.C02.C16	18:U4.U1.C24	27:U6.U4.C01.OB	37:U6.U1.C02.C24.PA	42:U4.U6.C09.C08.C01.SR	47:U2.U7.U1.C12.C28.SR
Silver Croc Coat HighC ORANGE	32:U2.C23.C16.C16.PA	12:U8.C03.C15	18:U7.U2.C05	27:U2.U2.C27.OB	37:U6.U2.C26.C08.PA	42:U6.U8.C15.C04.C18.SR	48:U6.U2.U8.C01.C07.SR
8:MPDR 5%|RFD 2P	20:U7.C04.C08.IF	12:U3.C16.C25	17:U7.U2.C13	28:U1.U3.C19.OB	37:U7.U6.C22.C12.PA	42:U8.U8.C26.C19.C20.SR	48:U7.U1.U6.C19.C05.SR
Silver Croc Coat HighC RED	32:U4.C21.C13.C14.PA	12:U3.C12.C07	18:U8.U1.C23	27:U3.U3.C17.OB	37:U2.U5.C25.C10.PA	42:U4.U3.C14.C16.C17.SR	48:U5.U4.U7.C18.C04.SR
8:MXH 50P|DR 4P	20:U3.C17.C04.IF	13:U3.C21.C26	17:U3.U6.C28	28:U7.U1.C16.OB	37:U8.U5.C15.C25.PA	43:U1.U2.C15.C25.C04.SR	48:U6.U7.U1.C08.C01.SR
Silver Croc Trench BLACK	32:U5.C04.C25.C19.PA	13:U8.C06.C01	17:U7.U5.C11	28:U8.U5.C23.OB	38:U6.U3.C19.C04.PA	42:U1.U8.C10.C08.C12.SR	48:U5.U6.U4.C09.C06.SR
1:MPDR 10%	12:U1.C05.C17	12:U2.C15.C14	18:U6.U3.C20	27:U4.U7.C14.OB	37:U7.U7.C01.C25.PA	43:U1.U8.C14.C27.C02.SR	47:U5.U7.U1.C18.C16.SR
Silver Croc Trench BROWN	32:U5.C03.C19.C06.PA	13:U6.C25.C23	17:U4.U7.C17	27:U8.U5.C11.OB	37:U1.U6.C24.C15.PA	42:U7.U7.C03.C24.C01.SR	48:U5.U6.U4.C27.C26.SR
8:MD 11P|RD 8P	21:U4.C19.C11.OB	12:U7.C06.C06	18:U5.U8.C02	27:U5.U1.C23.OB	37:U7.U8.C15.C17.PA	42:U1.U6.C24.C20.C23.SR	48:U8.U7.U6.C04.C08.SR
Silver Croc Trench GREEN	32:U4.C03.C25.C16.PA	12:U2.C06.C18	17:U4.U3.C20	28:U4.U8.C21.OB	38:U4.U6.C28.C14.PA	42:U3.U7.C01.C09.C01.SR	47:U3.U5.U8.C01.C12.SR
1:ISR 3%	13:U7.C10.C06	13:U1.C26.C03	18:U7.U5.C23	27:U8.U7.C11.OB	38:U7.U2.C21.C17.PA	43:U1.U8.C06.C27.C28.SR	47:U8.U6.U6.C05.C18.SR
Silver Croc Trench INDIGO	32:U8.C05.C06.C06.PA	12:U8.C07.C02	17:U5.U5.C25	28:U1.U3.C02.OB	37:U8.U7.C25.C12.PA	42:U5.U8.C02.C18.C14.SR	48:U4.U4.U7.C20.C16.SR
12:MXH 100P	13:U6.C21.C17	12:U3.C10.C09	17:U2.U2.C21	27:U6.U1.C10.OB	38:U5.U4.C13.C26.PA	43:U6.U7.C05.C28.C14.SR	47:U8.U1.U1.C22.C18.SR
Silver Croc Trench MAGENTA	32:U4.C22.C09.C16.PA	13:U2.C05.C23	18:U2.U4.C23	28:U7.U3.C09.OB	38:U1.U5.C24.C11.PA	42:U6.U4.C21.C20.C20.SR	47:U6.U8.U4.C22.C19.SR
1:F 2L	13:U4.C25.C19	13:U2.C06.C04	17:U4.U1.C18	27:U1.U7.C19.OB	37:U2.U3.C26.C04.PA	42:U5.U8.C27.C22.C03.SR	48:U2.U7.U5.C06.C12.SR
Silver Croc Trench ORANGE	32:U6.C04.C17.C06.PA	12:U2.C10.C19	18:U1.U4.C20	27:U7.U1.C25.OB	37:U3.U2.C22.C27.PA	42:U8.U3.C14.C09.C18.SR	47:U8.U8.U1.C17.C23.SR
1:V 2L	12:U1.C09.C08	12:U5.C05.C26	18:U4.U3.C02	28:U8.U2.C11.OB	37:U7.U6.C10.C24.PA	43:U7.U6.C04.C03.C27.SR	48:U2.U4.U3.C15.C16.SR
Silver Croc Trench PURPLE	32:U4.C21.C26.C27.PA	13:U1.C18.C14	17:U5.U7.C18	27:U3.U7.C19.OB	38:U1.U1.C08.C28.PA	43:U3.U6.C27.C12.C24.SR	48:U7.U2.U7.C26.C16.SR
12:MXH 100P	12:U6.C14.C17	12:U7.C22.C27	18:U5.U3.C25	27:U7.U1.C24.OB	38:U2.U1.C14.C28.PA	42:U8.U6.C10.C09.C23.SR	47:U3.U1.U3.C28.C16.SR
Silver Croc Trench RED	32:U5.C09.C06.C12.PA	13:U1.C04.C12	17:U7.U8.C14	28:U4.U4.C04.OB	37:U7.U8.C17.C02.PA	43:U4.U4.C12.C17.C12.SR	47:U6.U7.U1.C21.C02.SR
1:MD 3P	13:U4.C11.C04	12:U5.C27.C28	18:U2.U2.C23	28:U2.U5.C24.OB	37:U8.U4.C25.C27.PA	43:U4.U3.C14.C04.C05.SR	47:U6.U4.U2.C19.C02.SR
Silver Croc Trench HighC BLACK	32:U5.C24.C13.C13.PA	12:U1.C14.C01	17:U8.U2.C08	27:U1.U7.C27.OB	37:U6.U4.C26.C06.PA	42:U1.U6.C20.C23.C16.SR	48:U7.U4.U8.C05.C23.SR
16:MCTP|KFD 10P|P 2L	28:U4.U7.C02.OB	12:U2.C14.C19	17:U4.U4.C04	27:U1.U5.C25.OB	37:U7.U7.C20.C26.PA	42:U1.U8.C17.C16.C04.SR	47:U4.U3.U8.C02.C04.SR
Silver Croc Trench HighC BROWN	32:U4.C14.C13.C18.PA	12:U6.C05.C11	18:U3.U7.C27	28:U6.U5.C17.OB	38:U5.U2.C06.C11.PA	43:U8.U3.C25.C16.C25.SR	47:U8.U8.U7.C18.C04.SR
1:R 2L	12:U4.C12.C19	13:U6.C16.C28	18:U7.U5.C25	28:U1.U4.C08.OB	37:U1.U6.C21.C28.PA	42:U5.U7.C14.C24.C20.SR	47:U2.U2.U8.C20.C20.SR
Silver Croc Trench HighC DK. GREEN	32:U5.C06.C25.C26.PA	13:U6.C02.C28	18:U4.U1.C15	27:U1.U8.C07.OB	37:U4.U3.C08.C22.PA	42:U5.U7.C04.C06.C06.SR	47:U4.U8.U5.C10.C26.SR
8:RPDR 10%|RD 3P	20:U2.C14.C08.IF	12:U6.C16.C10	17:U3.U7.C26	28:U1.U3.C05.OB	38:U5.U5.C20.C06.PA	43:U5.U2.C28.C13.C22.SR	47:U2.U1.U3.C24.C28.SR
Silver Croc Trench HighC DK. VIOLET	32:U3.C05.C06.C22.PA	12:U5.C12.C13	17:U1.U5.C04	27:U2.U1.C17.OB	38:U2.U5.C28.C02.PA	43:U4.U4.C10.C04.C08.SR	48:U5.U4.U5.C10.C18.SR
12:MXH 100P	12:U3.C15.C10	13:U8.C27.C12	18:U5.U6.C16	27:U3.U2.C12.OB	37:U2.U3.C08.C20.PA	43:U7.U6.C06.C06.C11.SR	47:U1.U1.U7.C19.C10.SR
Silver Croc Trench HighC MAGENTA	32:U3.C15.C16.C14.PA	12:U6.C09.C15	18:U2.U4.C07	28:U5.U5.C15.OB	38:U6.U2.C16.C03.PA	43:U6.U4.C24.C10.C23.SR	47:U4.U5.U7.C05.C12.SR
12:MXH 100P	12:U6.C16.C21	13:U2.C15.C03	17:U8.U7.C14	27:U5.U1.C07.OB	38:U8.U2.C25.C02.PA	42:U7.U1.C15.C16.C20.SR	47:U1.U2.U8.C18.C14.SR
Silver Croc Trench HighC ORANGE	32:U2.C14.C16.C03.PA	13:U4.C02.C28	17:U8.U3.C28	27:U7.U7.C27.OB	37:U8.U6.C28.C26.PA	43:U4.U1.C25.C19.C14.SR	47:U6.U7.U3.C06.C11.SR
14:MXH 100P|F 2L	21:U5.C17.C16.OB	13:U4.C28.C11	17:U6.U3.C06	28:U5.U2.C10.OB	38:U1.U8.C23.C06.PA	43:U8.U4.C12.C18.C24.SR	47:U5.U5.U4.C02.C06.SR
Silver Croc Trench HighC PURPLE	32:U5.C07.C17.C08.PA	12:U1.C20.C12	17:U7.U3.C20	27:U7.U5.C08.OB	37:U6.U5.C17.C22.PA	42:U7.U7.C24.C01.C08.SR	47:U5.U4.U7.C07.C18.SR
1:MPDR 10%	12:U3.C22.C19	12:U1.C16.C07	17:U5.U5.C24	27:U8.U7.C06.OB	38:U1.U2.C04.C01.PA	42:U5.U1.C05.C26.C26.SR	48:U2.U2.U2.C05.C26.SR
Silver Croc Trench HighC RED	32:U4.C20.C02.C19.PA	12:U5.C26.C13	18:U8.U5.C05	27:U4.U3.C26.OB	38:U4.U2.C24.C15.PA	43:U3.U2.C12.C23.C16.SR	48:U8.U6.U1.C02.C27.SR
1:6S 12P	12:U5.C04.C11	12:U4.C19.C23	17:U2.U1.C14	27:U3.U6.C16.OB	37:U2.U7.C12.C22.PA	43:U6.U1.C19.C05.C12.SR	47:U4.U5.U8.C21.C06.SR
Smoke Velvet Trench BLACK	17:U8.U7.C28	13:U3.C24.C06	17:U7.U5.C08	28:U2.U8.C19.OB	37:U7.U5.C02.C13.PA	42:U8.U2.C02.C06.C10.SR	48:U6.U2.U7.C05.C01.SR
8:R 1L|LP 10P	21:U7.C08.C28.OB	13:U6.C03.C28	17:U6.U6.C06	28:U5.U2.C06.OB	37:U1.U5.C26.C21.PA	42:U6.U6.C02.C26.C05.SR	48:U1.U5.U1.C03.C06.SR
Smoke Velvet Trench BROWN	17:U8.U4.C28	12:U2.C15.C16	18:U7.U2.C05	27:U2.U3.C08.OB	37:U3.U7.C02.C15.PA	42:U8.U5.C01.C08.C02.SR	47:U3.U7.U4.C07.C02.SR
1:ISR 5%	12:U1.C01.C01	13:U3.C04.C03	17:U6.U5.C22	27:U5.U2.C20.OB	37:U7.U6.C27.C10.PA	42:U2.U1.C12.C04.C26.SR	47:U4.U2.U5.C12.C08.SR
Smoke Velvet Trench GREEN	17:U6.U4.C11	13:U6.C17.C11	18:U6.U2.C16	28:U4.U5.C24.OB	37:U1.U7.C12.C18.PA	43:U2.U6.C26.C17.C20.SR	47:U4.U5.U8.C08.C24.SR
22:MXH 200P|P 2L|HGD 10P	28:U1.U4.C10.OB	13:U7.C23.C10	18:U3.U8.C03	27:U5.U3.C07.OB	38:U1.U4.C25.C20.PA	43:U3.U8.C22.C14.C28.SR	48:U8.U3.U2.C08.C28.SR
Smoke Velvet Trench LT. PURPLE	17:U3.U3.C07	13:U6.C22.C23	17:U8.U4.C21	28:U7.U7.C08.OB	37:U2.U6.C01.C16.PA	42:U8.U2.C03.C14.C13.SR	47:U3.U1.U7.C19.C15.SR
1:DR 10P	12:U3.C08.C19	13:U1.C11.C25	17:U3.U4.C13	27:U2.U2.C12.OB	37:U6.U7.C07.C27.PA	42:U5.U3.C03.C17.C22.SR	47:U7.U7.U6.C19.C08.SR
Smoke Velvet Trench MAGENTA	17:U3.U6.C15	12:U3.C27.C18	17:U1.U1.C06	27:U3.U8.C15.OB	37:U7.U6.C16.C28.PA	42:U4.U1.C18.C11.C24.SR	47:U8.U3.U2.C12.C06.SR
8:F 3L|RFD 5P	21:U6.C12.C13.OB	13:U3.C02.C17	17:U1.U5.C06	27:U3.U3.C18.OB	37:U6.U1.C24.C20.PA	42:U2.U8.C13.C09.C09.SR	47:U5.U4.U4.C02.C23.SR
Smoke Velvet Trench PALE GREEN	17:U3.U3.C14	12:U3.C19.C25	18:U7.U8.C06	27:U6.U7.C15.OB	38:U5.U1.C15.C19.PA	42:U6.U3.C25.C10.C21.SR	48:U6.U4.U7.C28.C20.SR
1:CH 20P	13:U2.C19.C22	12:U5.C26.C24	18:U1.U1.C25	27:U1.U5.C08.OB	37:U6.U3.C19.C12.PA	42:U3.U6.C13.C03.C15.SR	47:U6.U5.U7.C16.C16.SR
Smoke Velvet Trench PURPLE	17:U7.U5.C14	13:U5.C16.C04	18:U7.U4.C19	27:U3.U3.C11.OB	37:U5.U5.C10.C26.PA	42:U5.U5.C18.C08.C02.SR	48:U5.U3.U5.C28.C21.SR
8:SD 12P|RD 5P	20:U6.C25.C25.IF	12:U4.C12.C04	18:U8.U4.C16	27:U1.U4.C02.OB	37:U5.U5.C06.C12.PA	42:U2.U5.C13.C22.C14.SR	47:U8.U1.U4.C23.C20.SR
Smoke Velvet Trench RED	17:U4.U7.C19	13:U7.C22.C27	17:U2.U5.C03	27:U4.U5.C16.OB	37:U7.U7.C22.C11.PA	43:U1.U4.C09.C01.C06.SR	48:U2.U4.U5.C17.C14.SR
16:VR 15%|SMGD 5P|SD 12P	28:U1.U4.C22.OB	12:U2.C25.C03	17:U6.U2.C18	27:U6.U2.C07.OB	37:U2.U2.C15.C01.PA	42:U4.U1.C27.C10.C21.SR	48:U1.U5.U6.C09.C04.SR
Smoke Velvet Trench FlipC BROWN	17:U2.U2.C08	13:U6.C11.C28	17:U4.U4.C15	28:U4.U6.C02.OB	37:U7.U5.C25.C09.PA	42:U4.U4.C10.C21.C28.SR	48:U5.U4.U4.C25.C15.SR
8:MCT 9P|MD 12P	20:U5.C24.C28.IF	13:U1.C09.C04	17:U6.U4.C20	27:U7.U2.C22.OB	37:U3.U8.C13.C22.PA	42:U4.U7.C02.C23.C17.SR	47:U5.U2.U3.C18.C22.SR
Smoke Velvet Trench FlipC COAL	17:U1.U6.C25	12:U3.C26.C25	18:U4.U8.C21	27:U5.U7.C19.OB	38:U7.U7.C12.C19.PA	42:U1.U5.C25.C08.C08.SR	48:U1.U6.U7.C05.C22.SR
1:KD 5P	12:U5.C22.C08	13:U7.C12.C21	17:U7.U2.C16	28:U5.U8.C28.OB	38:U7.U2.C11.C16.PA	43:U2.U1.C21.C08.C04.SR	47:U1.U7.U5.C21.C04.SR

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Item Name ITEM COLOR ENHANCED ITEM STATS	RECIPES: RECIPES:	BASIC ENHANCED	+1% PR +1% VR	+2% PR +2% VR	+3% PR +3% VR	+4% PR +4% VR	+5% PR +5% VR	+6% PR +6% VR
Smoke Velvet Trench FlipC DK. PURPLE 8:HR 1%|6S 20P	17:U5.U1.C05 21:U2.C01.C08.OB	12:U8.C20.C06 12:U7.C13.C03	17:U6.U5.C03 17:U5.U6.C24	28:U7.U5.C19.OB 28:U6.U2.C27.OB	37:U7.U7.C24.C21.PA 38:U7.U3.C11.C08.PA	42:U3.U3.C20.C19.C05.SR 42:U4.U4.C16.C04.C10.SR	48:U4.U5.U1.C21.C20.SR 47:U5.U5.U6.C15.C10.SR
Smoke Velvet Trench FlipC GRAY 16:MXH 200P	17:U3.U8.C20 13:U4.C07.C02	12:U1.C21.C20 13:U7.C14.C26	17:U6.U6.C21 17:U8.U5.C17	28:U8.U3.C05.OB 27:U1.U6.C07.OB	37:U4.U7.C15.C06.PA 37:U5.U1.C02.C09.PA	43:U4.U8.C27.C27.C02.SR 42:U3.U2.C08.C16.C06.SR	47:U7.U3.U6.C14.C13.SR 47:U2.U4.U8.C08.C22.SR
Smoke Velvet Trench FlipC GREEN 24:V 3L|MPDR 5%|MXIS 30P|RPDR 5%	17:U6.U1.C19 37:U5.U1.C23.C10.PA	12:U2.C15.C13 13:U1.C28.C18	17:U4.U4.C14 18:U6.U4.C17	28:U7.U4.C23.OB 27:U5.U8.C10.OB	37:U6.U7.C07.C23.PA 37:U2.U7.C14.C01.PA	42:U1.U7.C25.C04.C18.SR 42:U4.U4.C12.C22.C25.SR	47:U3.U4.U3.C09.C20.SR 47:U2.U6.U6.C25.C15.SR
Smoke Velvet Trench FlipC MAGENTA 1:DDR 9P	17:U5.U5.C12 12:U2.C25.C11	12:U5.C07.C26 13:U5.C19.C10	17:U5.U7.C06 18:U8.U4.C11	27:U4.U6.C16.OB 27:U1.U3.C28.OB	38:U4.U6.C10.C03.PA 37:U3.U6.C03.C05.PA	42:U6.U5.C01.C12.C06.SR 42:U8.U7.C13.C25.C12.SR	47:U7.U2.U4.C07.C01.SR 47:U4.U3.U6.C22.C15.SR
Smoke Velvet Trench FlipC ORANGE 16:MD 10P|VR 20%|CONCENTRATION 9P	17:U4.U6.C09 28:U6.U4.C06.OB	12:U2.C24.C27 12:U6.C09.C11	18:U2.U3.C11 17:U3.U3.C09	27:U1.U6.C23.OB 28:U2.U5.C09.OB	37:U8.U5.C07.C26.PA 37:U6.U8.C03.C28.PA	42:U5.U7.C09.C17.C16.SR 43:U3.U4.C23.C27.C07.SR	47:U7.U5.U8.C19.C03.SR 47:U5.U6.U6.C15.C26.SR
Smoke Velvet Trench FlipC PURPLE 16:HR 20%|VDEF 20P|MD 12P	17:U3.U2.C01 29:U5.U6.C25.OB	13:U5.C07.C23 13:U6.C10.C03	17:U5.U4.C16 17:U2.U8.C10	27:U5.U7.C16.OB 28:U7.U2.C06.OB	38:U3.U8.C22.C02.PA 38:U5.U1.C24.C01.PA	43:U1.U4.C13.C10.C16.SR 43:U8.U3.C14.C15.C06.SR	48:U5.U3.U8.C01.C01.SR 47:U4.U6.U8.C25.C25.SR
Smoke Velvet Trench FlipC RED 1:RD 12P	17:U8.U1.C08 12:U7.C02.C20	13:U8.C04.C10 12:U4.C12.C08	17:U1.U8.C28 18:U7.U7.C10	27:U4.U7.C02.OB 27:U5.U3.C04.OB	37:U8.U7.C04.C27.PA 37:U3.U4.C10.C16.PA	43:U4.U1.C28.C03.C20.SR 42:U3.U5.C06.C18.C19.SR	48:U1.U4.U3.C17.C13.SR 48:U8.U7.U7.C13.C11.SR
Smoke Velvet Trench FlipC WHITE 8:HGD 5P|MD 5P	17:U2.U2.C22 20:U4.C07.C10.IF	13:U7.C20.C11 12:U5.C01.C10	18:U1.U5.C04 17:U8.U5.C23	27:U7.U6.C07.OB 28:U8.U1.C03.OB	37:U7.U1.C27.C17.PA 37:U4.U1.C06.C14.PA	43:U1.U7.C01.C01.C27.SR 43:U7.U2.C21.C07.C17.SR	47:U7.U7.U2.C05.C17.SR 47:U2.U8.U3.C17.C23.SR
Stape Leather Jacket BLACK 1:VD 8P	17:U5.U2.C14 12:U3.C10.C19	12:U5.C01.C07 12:U2.C01.C02	18:U2.U7.C15 18:U1.U8.C20	28:U3.U2.C05.OB 27:U3.U4.C02.OB	37:U8.U2.C14.C18.PA 37:U8.U4.C27.C23.PA	42:U3.U6.C18.C01.C04.SR 42:U4.U3.C06.C12.C26.SR	47:U2.U2.U8.C19.C10.SR 47:U1.U3.U4.C19.C25.SR
Stape Leather Jacket BROWN 8:VTR 12%|RD 3P	17:U7.U4.C11 20:U5.C08.C18.IF	12:U4.C12.C15 12:U2.C17.C03	17:U8.U1.C04 18:U6.U3.C24	28:U4.U6.C07.OB 27:U4.U7.C01.OB	37:U6.U2.C19.C16.PA 38:U8.U4.C14.C08.PA	42:U1.U7.C25.C19.C13.SR 42:U2.U8.C23.C12.C23.SR	48:U5.U2.U4.C11.C27.SR 47:U4.U2.U2.C07.C02.SR
Stape Leather Jacket DEEP GREEN 8:MPDR 10%|6S 12P	17:U6.U4.C08 21:U5.C22.C17.OB	12:U7.C10.C04 13:U5.C08.C21	17:U4.U4.C13 17:U5.U5.C14	27:U3.U8.C22.OB 27:U8.U5.C18.OB	38:U7.U3.C05.C01.PA 38:U3.U8.C02.C26.PA	42:U4.U6.C26.C07.C11.SR 42:U8.U7.C13.C26.C27.SR	47:U4.U2.U7.C17.C14.SR 47:U2.U2.U6.C05.C01.SR
Stape Leather Jacket DK. BROWN 1:MD 8P	17:U1.U6.C04 12:U2.C09.C02	12:U3.C10.C12 12:U8.C08.C11	18:U5.U8.C08 17:U3.U3.C11	27:U8.U8.C11.OB 28:U4.U3.C26.OB	37:U1.U7.C01.C18.PA 37:U1.U3.C07.C17.PA	42:U8.U3.C13.C08.C21.SR 43:U1.U8.C14.C11.C10.SR	47:U4.U1.U5.C26.C27.SR 48:U7.U6.U8.C02.C07.SR
Stape Leather Jacket DK. PURPLE 1:VR 10%	17:U3.U7.C08 12:U5.C08.C09	13:U4.C09.C08 13:U5.C08.C07	17:U1.U2.C19 18:U5.U6.C08	27:U7.U8.C12.OB 27:U2.U7.C09.OB	37:U8.U8.C15.C25.PA 37:U5.U1.C20.C13.PA	43:U5.U6.C01.C08.C09.SR 42:U8.U7.C24.C06.C24.SR	47:U8.U6.U5.C04.C24.SR 47:U6.U2.U6.C20.C03.SR
Stape Leather Jacket GREEN 16:ISR 3%|LP 12P|MVS 3%	17:U4.U7.C05 28:U7.U6.C08.OB	13:U7.C06.C11 12:U8.C11.C04	17:U1.U6.C20 17:U1.U4.C21	27:U5.U5.C13.OB 27:U2.U3.C28.OB	37:U3.U1.C20.C09.PA 38:U2.U2.C18.C20.PA	43:U4.U4.C27.C12.C08.SR 43:U8.U7.C27.C21.C13.SR	47:U7.U6.U7.C28.C21.SR 47:U6.U2.U1.C07.C07.SR
Stape Leather Jacket MAGENTA 12:MXH 100P	17:U5.U1.C17 13:U5.C28.C12	12:U5.C24.C17 12:U6.C08.C04	17:U7.U1.C01 18:U6.U7.C27	28:U4.U8.C20.OB 27:U7.U8.C11.OB	37:U3.U7.C14.C08.PA 37:U4.U1.C16.C24.PA	42:U2.U5.C24.C14.C22.SR 42:U5.U4.C28.C16.C03.SR	47:U4.U2.U1.C22.C25.SR 47:U8.U1.U4.C28.C01.SR
Stape Leather Jacket PURPLE 16:MXH 100P|SS 10P|SLR 6%	17:U7.U7.C18 28:U2.U5.C17.OB	12:U1.C15.C18 13:U2.C05.C02	17:U6.U7.C06 17:U8.U6.C26	27:U3.U8.C13.OB 27:U1.U6.C21.OB	38:U7.U6.C02.C05.PA 37:U5.U2.C15.C25.PA	42:U7.U6.C16.C06.C08.SR 42:U3.U2.C21.C26.C12.SR	47:U7.U6.U1.C04.C22.SR 48:U4.U8.U4.C18.C06.SR
Stape Leather Jacket RED 8:KFD 5P|V 1L	17:U2.U6.C18 20:U5.C22.C19.IF	13:U7.C27.C08 12:U4.C06.C01	18:U5.U7.C17 17:U5.U4.C10	27:U6.U1.C15.OB 28:U1.U8.C06.OB	37:U7.U1.C19.C13.PA 38:U4.U6.C27.C19.PA	42:U2.U2.C21.C07.C21.SR 43:U3.U4.C27.C13.C12.SR	47:U5.U2.U5.C28.C14.SR 47:U2.U4.U1.C23.C02.SR
Stape Leather Jacket VIOLET 14:MXH 100P|UDR 3%|HD 1P|CE 1%	17:U8.U7.C22 20:U5.C09.C01.IF	12:U7.C03.C24 12:U1.C06.C03	17:U3.U5.C03 17:U1.U5.C21	27:U2.U2.C08.OB 28:U3.U1.C12.OB	37:U2.U5.C02.C12.PA 37:U2.U5.C06.C05.PA	42:U2.U8.C27.C01.C09.SR 42:U6.U1.C12.C11.C28.SR	48:U8.U7.U6.C28.C28.SR 47:U2.U2.U2.C01.C05.SR
Stape Leather Jacket FlareC BLACK 1:HR 6%	17:U2.U7.C28 12:U5.C24.C09	13:U1.C04.C16 13:U6.C19.C21	18:U1.U4.C15 18:U5.U1.C04	28:U1.U6.C28.OB 27:U3.U3.C06.OB	38:U2.U4.C18.C08.PA 37:U8.U2.C16.C26.PA	42:U6.U6.C03.C23.C20.SR 42:U4.U4.C04.C05.C03.SR	47:U1.U6.U1.C09.C23.SR 48:U2.U7.U2.C11.C26.SR
Stape Leather Jacket FlareC BLACK-GREEN 8:ISR 1%|VTR 12%	17:U2.U3.C06 20:U8.C11.C03.IF	12:U5.C04.C15 12:U8.C10.C03	18:U6.U4.C02 17:U5.U2.C08	27:U5.U5.C19.OB 27:U7.U2.C01.OB	37:U4.U7.C10.C07.PA 38:U2.U6.C23.C21.PA	42:U7.U8.C25.C14.C24.SR 42:U5.U6.C16.C25.C05.SR	48:U2.U4.U8.C03.C06.SR 47:U2.U7.U5.C12.C24.SR
Stape Leather Jacket FlareC BLACK-PURPLE 1:HR 1%	17:U2.U4.C27 12:U3.C25.C21	12:U2.C20.C04 12:U8.C10.C09	18:U3.U2.C07 17:U6.U2.C12	27:U6.U6.C06.OB 27:U2.U4.C10.OB	38:U8.U2.C10.C12.PA 37:U2.U4.C18.C10.PA	42:U8.U5.C04.C25.C11.SR 43:U3.U6.C18.C11.C23.SR	47:U1.U7.U7.C16.C14.SR 47:U1.U6.U7.C25.C06.SR
Stape Leather Jacket FlareC BROWN 1:MD 3P	17:U1.U5.C05 12:U1.C09.C17	12:U1.C10.C07 12:U3.C15.C21	17:U3.U1.C24 17:U4.U3.C18	28:U1.U1.C12.OB 27:U6.U7.C08.OB	38:U7.U2.C24.C16.PA 38:U6.U2.C09.C10.PA	42:U5.U7.C11.C03.C21.SR 43:U2.U5.C17.C08.C17.SR	47:U5.U1.U1.C22.C09.SR 47:U4.U2.U5.C11.C04.SR
Stape Leather Jacket FlareC DK. PURPLE 8:HR 1%|MD 3P	17:U3.U2.C06 20:U5.C02.C21.IF	12:U7.C08.C20 13:U1.C17.C02	17:U7.U3.C04 17:U2.U7.C04	27:U1.U6.C13.OB 28:U4.U7.C11.OB	38:U3.U2.C09.C09.PA 38:U2.U4.C07.C14.PA	43:U4.U8.C18.C27.C21.SR 42:U1.U6.C17.C06.C06.SR	47:U2.U6.U5.C06.C23.SR 48:U4.U3.U2.C19.C25.SR
Stape Leather Jacket FlareC GREEN 8:DS 6P|ISR 10%	17:U1.U5.C02 20:U5.C19.C23.IF	12:U8.C15.C08 13:U5.C02.C16	17:U8.U5.C21 17:U2.U6.C16	27:U2.U3.C11.OB 28:U2.U8.C23.OB	38:U7.U4.C14.C16.PA 37:U8.U6.C04.C08.PA	43:U2.U4.C16.C10.C19.SR 42:U7.U4.C06.C03.C05.SR	47:U2.U3.U1.C24.C11.SR 47:U1.U8.U6.C14.C14.SR
Stape Leather Jacket FlareC GREEN-YELLOW 1:RD 8P	17:U5.U8.C15 13:U1.C27.C11	13:U3.C24.C28 12:U6.C18.C21	17:U2.U1.C24 17:U4.U7.C27	28:U3.U2.C27.OB 27:U6.U2.C24.OB	38:U2.U5.C04.C26.PA 37:U8.U3.C11.C12.PA	42:U3.U1.C07.C05.C08.SR 42:U3.U7.C18.C02.C25.SR	48:U8.U4.U2.C04.C01.SR 47:U8.U3.U3.C25.C03.SR
Stape Leather Jacket FlareC RED-PURPLE 8:VR 10%|MVS 3%	17:U5.U2.C20 20:U2.C18.C24.IF	12:U5.C15.C22 12:U6.C02.C26	17:U2.U1.C12 18:U3.U4.C13	27:U8.U6.C28.OB 27:U6.U4.C11.OB	37:U7.U8.C27.C21.PA 38:U3.U4.C07.C12.PA	43:U1.U1.C11.C02.C24.SR 42:U6.U7.C18.C04.C20.SR	48:U7.U2.U3.C17.C06.SR 48:U4.U1.U2.C10.C11.SR
Tross Open Trench BLACK 1:REPAIR SKILL 5P	42:U4.U5.C04.C13.C05.SR 12:U6.C25.C23	12:U2.C07.C20 13:U7.C02.C10	18:U1.U7.C26 17:U1.U6.C18	28:U8.U8.C17.OB 27:U5.U7.C03.OB	37:U6.U7.C28.C05.PA 37:U4.U1.C01.C07.PA	43:U4.U7.C01.C16.C07.SR 43:U8.U5.C11.C02.C13.SR	47:U2.U2.U7.C13.C01.SR 48:U5.U7.U4.C26.C02.SR
Tross Open Trench DULL PURPLE 24:MXH 100P|RFD 3P|RD 7P|MD 7P	42:U1.U7.C20.C07.C20.SR 36:U3.U6.C09.C02.PA	12:U3.C26.C04 13:U1.C05.C08	17:U1.U1.C24 18:U2.U1.C05	27:U4.U4.C25.OB 28:U1.U3.C08.OB	37:U2.U5.C09.C03.PA 37:U6.U4.C17.C07.PA	42:U1.U2.C27.C17.C14.SR 42:U1.U7.C21.C24.C07.SR	47:U1.U4.U3.C01.C18.SR 47:U3.U5.U4.C22.C21.SR
Tross Open Trench GREEN 8:MPDR 10%|AD 3P	42:U6.U2.C03.C04.C14.SR 21:U1.C02.C14.OB	13:U4.C18.C01 13:U4.C25.C05	18:U7.U5.C16 17:U7.U7.C16	27:U8.U4.C09.OB 27:U4.U7.C17.OB	37:U3.U8.C06.C05.PA 37:U7.U4.C06.C14.PA	42:U1.U4.C01.C03.C25.SR 43:U1.U5.C07.C13.C04.SR	47:U8.U2.U1.C20.C19.SR 47:U8.U7.U2.C15.C28.SR
Tross Open Trench MAGENTA 12:MXH 100P	42:U7.U2.C21.C19.C07.SR 13:U6.C08.C22	12:U2.C19.C09 13:U7.C05.C20	17:U6.U3.C26 17:U2.U3.C10	27:U1.U4.C25.OB 27:U2.U7.C12.OB	37:U3.U8.C24.C05.PA 38:U6.U3.C17.C17.PA	43:U7.U8.C21.C22.C09.SR 42:U4.U5.C19.C02.C03.SR	47:U4.U6.U1.C23.C05.SR 48:U1.U2.U2.C03.C17.SR

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Item Name ITEM COLOR ENHANCED ITEM STATS	RECIPES: BASIC RECIPES: ENHANCED	+1% PR +1% VR	+2% PR +2% VR	+3% PR +3% VR	+4% PR +4% VR	+5% PR +5% VR	+6% PR +6% VR
Tross Open Trench MUD ORANGE 8:SHR 2%|AD 3P	42:U2.U1.C16.C19.C10.SR 20:U1.C10.C16.IF	12:U1.C25.C25 12:U7.C21.C04	17:U1.U3.C06 17:U6.U3.C19	27:U2.U4.C15.OB 27:U2.U2.C03.OB	37:U7.U7.C10.C04.PA 38:U8.U3.C02.C21.PA	42:U7.U1.C12.C27.C12.SR 42:U8.U4.C07.C21.C26.SR	48:U6.U8.U4.C10.C17.SR 48:U5.U4.U4.C13.C03.SR
Tross Open Trench PALE GREEN 8:KFD 5P|B 1L	42:U8.U1.C18.C16.C12.SR 21:U4.C09.C07.OB	12:U6.C13.C17 12:U7.C21.C24	17:U1.U5.C25 18:U3.U8.C12	28:U2.U4.C22.OB 27:U1.U8.C11.OB	37:U4.U2.C03.C15.PA 38:U6.U1.C23.C01.PA	42:U3.U1.C28.C27.C03.SR 42:U5.U8.C08.C21.C17.SR	47:U3.U2.U7.C17.C07.SR 47:U3.U6.U8.C23.C19.SR
Tross Open Trench PURPLE 12:MXH 100P	42:U5.U3.C07.C26.C10.SR 13:U7.C15.C19	12:U2.C15.C01 13:U4.C19.C18	17:U3.U5.C15 17:U6.U3.C11	27:U3.U4.C26.OB 27:U6.U1.C26.OB	37:U2.U6.C22.C13.PA 38:U7.U2.C05.C18.PA	42:U4.U4.C24.C27.C02.SR 42:U5.U1.C21.C11.C18.SR	48:U7.U7.U5.C07.C11.SR 47:U4.U8.U2.C26.C28.SR
Tross Open Trench RED 8:SD 8P|VTR 12P	42:U4.U2.C23.C13.C09.SR 20:U5.C13.C14.IF	13:U7.C26.C24 12:U8.C23.C14	17:U1.U7.C17 17:U2.U4.C18	27:U5.U1.C12.OB 27:U3.U2.C26.OB	38:U2.U5.C24.C04.PA 37:U7.U6.C14.C18.PA	43:U6.U3.C22.C16.C15.SR 42:U2.U6.C04.C01.C05.SR	48:U8.U7.U5.C01.C07.SR 47:U3.U6.U5.C04.C11.SR
Yoshi Dragon-Pattern Short Coat BROWN 16:VD 12%|MDL 20P|WA 5P	42:U1.U7.C17.C15.C24.SR 29:U2.U8.C02.OB	12:U4.C09.C24 12:U3.C13.C11	17:U2.U5.C23 17:U1.U4.C24	27:U2.U3.C21.OB 27:U2.U3.C18.OB	37:U3.U3.C20.C04.PA 38:U8.U4.C01.C16.PA	42:U5.U3.C09.C24.C12.SR 43:U6.U2.C16.C28.C18.SR	48:U4.U2.U2.C10.C12.SR 48:U3.U6.U6.C02.C18.SR
Yoshi Dragon-Pattern Sht. Coat BROWN-PURPLE 16:MXH 200P	42:U1.U6.C18.C03.C24.SR 12:U1.C17.C02	13:U7.C06.C11 12:U2.C17.C17	17:U8.U8.C01 17:U1.U1.C15	27:U5.U5.C06.OB 28:U5.U2.C06.OB	38:U3.U5.C12.C05.PA 37:U3.U2.C09.C19.PA	42:U7.U5.C13.C04.C19.SR 42:U2.U5.C04.C26.C05.SR	48:U7.U2.U2.C24.C10.SR 48:U3.U5.U8.C09.C25.SR
Yoshi Dragon-Pattern Short Coat CADET BLUE 1:WA 5P	42:U7.U8.C15.C17.C03.SR 12:U3.C01.C16	12:U3.C18.C21 12:U3.C23.C26	17:U5.U2.C10 17:U8.U6.C12	27:U6.U2.C25.OB 28:U5.U5.C13.OB	38:U6.U5.C05.C12.PA 38:U4.U5.C27.C04.PA	43:U8.U2.C08.C23.C28.SR 42:U6.U2.C12.C22.C04.SR	47:U2.U3.U5.C06.C17.SR 48:U3.U3.U2.C14.C11.SR
Yoshi Dragon-Pattern Short Coat DK. GREEN 1:V 3L	42:U7.U3.C04.C10.C17.SR 13:U4.C13.C27	12:U7.C05.C11 12:U4.C18.C06	17:U6.U2.C20 17:U4.U4.C22	27:U3.U5.C22.OB 28:U2.U8.C10.OB	37:U2.U4.C09.C03.PA 38:U2.U8.C05.C20.PA	43:U7.U6.C15.C18.C22.SR 43:U3.U6.C28.C18.C17.SR	47:U6.U7.U6.C03.C08.SR 47:U1.U3.U1.C02.C20.SR
Yoshi Dragon-Pattern Short Coat DK. MAGENTA 1:MD 12P	42:U5.U7.C24.C15.C21.SR 13:U2.C22.C03	12:U7.C02.C27 12:U7.C26.C16	17:U5.U7.C27 17:U5.U5.C07	27:U8.U4.C08.OB 28:U2.U5.C01.OB	37:U6.U6.C23.C15.PA 37:U6.U8.C02.C08.PA	42:U3.U7.C23.C18.C04.SR 42:U6.U4.C07.C13.C02.SR	47:U8.U5.U4.C24.C16.SR 47:U1.U5.U1.C04.C08.SR
Yoshi Dragon-Pattern Sht. Coat ORANGE-GREEN 8:RD 12P|MXIS 30P	42:U8.U5.C21.C05.C17.SR 20:U7.C18.C24.IF	13:U3.C11.C13 12:U6.C07.C02	17:U7.U3.C04 17:U3.U5.C20	28:U8.U2.C21.OB 27:U1.U8.C22.OB	37:U7.U7.C12.C06.PA 37:U3.U1.C01.C12.PA	42:U6.U1.C28.C17.C15.SR 42:U5.U8.C20.C28.C20.SR	47:U7.U8.U2.C26.C06.SR 48:U1.U3.U2.C19.C20.SR
Yoshi Dragon-Pattern Short Coat PURPLE 8:RD 5P|IDR 2P	42:U6.U8.C23.C07.C11.SR 20:U2.C22.C18.IF	13:U3.C01.C23 12:U6.C18.C07	17:U8.U6.C27 17:U4.U2.C22	27:U7.U1.C02.OB 28:U2.U4.C25.OB	37:U7.U1.C01.C15.PA 38:U8.U6.C24.C26.PA	42:U2.U2.C27.C24.C11.SR 43:U2.U5.C02.C28.C23.SR	47:U3.U8.U5.C08.C03.SR 47:U2.U4.U5.C03.C11.SR
Yoshi Dragon-Pattern Short Coat RED 16:RFD 5P|VDEF 12P	42:U7.U8.C14.C06.C04.SR 21:U1.C16.C17.OB	12:U4.C18.C08 12:U7.C27.C24	18:U8.U5.C20 17:U5.U6.C18	28:U8.U2.C20.OB 28:U2.U5.C06.OB	37:U6.U4.C12.C19.PA 37:U4.U5.C08.C13.PA	43:U4.U4.C26.C26.C05.SR 42:U4.U7.C16.C10.C03.SR	48:U2.U4.U7.C22.C19.SR 47:U3.U6.U2.C01.C01.SR
Yoshi Dragon-Pattern Short Coat SAND 20:MXH 200P|DS 5P	42:U7.U8.C15.C19.C24.SR 21:U6.C01.C17.OB	13:U8.C04.C13 12:U5.C05.C21	17:U4.U3.C05 17:U5.U4.C12	27:U4.U5.C16.OB 28:U1.U6.C16.OB	37:U6.U2.C08.C27.PA 37:U1.U7.C25.C06.PA	42:U1.U8.C28.C12.C02.SR 43:U1.U1.C01.C24.C15.SR	48:U7.U7.U2.C21.C03.SR 48:U4.U2.U5.C15.C25.SR
Yoshi Dragon-Pattern Short Coat YELLOW 16:VD 10P|B 2L|SMGD 10P	42:U4.U7.C13.C20.C06.SR 28:U1.U1.C08.OB	13:U1.C15.C10 12:U1.C19.C17	17:U7.U5.C11 17:U3.U2.C01	28:U8.U6.C11.OB 27:U1.U7.C13.OB	38:U2.U7.C16.C18.PA 37:U3.U4.C18.C26.PA	42:U8.U2.C25.C11.C26.SR 43:U3.U4.C02.C27.C25.SR	47:U1.U1.U8.C25.C18.SR 47:U7.U1.U5.C01.C08.SR
Yoshi Dragon-Pattern Sh. Coat HighC BLACK 1:RD 5P	42:U4.U2.C13.C08.C10.SR 12:U2.C20.C16	12:U2.C27.C21 12:U8.C10.C21	17:U4.U5.C27 18:U7.U3.C09	27:U6.U7.C01.OB 27:U2.U6.C13.OB	37:U3.U8.C02.C19.PA 38:U8.U1.C02.C27.PA	42:U5.U6.C20.C04.C11.SR 43:U2.U5.C06.C02.C24.SR	47:U3.U7.U2.C20.C09.SR 48:U2.U6.U7.C13.C28.SR
Yoshi Dragon-Pattern Sh. Coat HighC BROWN 1:MD 12P	42:U6.U3.C25.C18.C13.SR 13:U2.C12.C13	13:U6.C03.C10 13:U2.C14.C28	18:U4.U4.C06 17:U2.U8.C17	27:U4.U3.C10.OB 27:U8.U5.C16.OB	37:U5.U1.C20.C14.PA 37:U8.U8.C15.C14.PA	42:U5.U4.C21.C27.C28.SR 43:U3.U4.C15.C22.C02.SR	47:U1.U6.U5.C20.C11.SR 47:U6.U3.U8.C23.C24.SR
Yoshi Dragon-Pattern Sh. Coat HighC EGGPLANT 16:MXH 200P	42:U7.U3.C14.C06.C11.SR 12:U7.C09.C20	12:U4.C11.C19 13:U3.C09.C21	18:U2.U7.C25 17:U1.U3.C24	28:U3.U1.C11.OB 27:U7.U3.C20.OB	37:U3.U5.C03.C21.PA 37:U2.U2.C07.C12.PA	42:U1.U5.C23.C08.C11.SR 43:U2.U4.C13.C24.C05.SR	47:U5.U2.U6.C13.C14.SR 47:U4.U4.U6.C16.C22.SR
Yoshi Dragon-Pattern Sh. Coat HighC GREEN 1:MD 12P	42:U7.U5.C04.C28.C11.SR 13:U8.C08.C22	13:U3.C13.C19 12:U1.C15.C15	17:U1.U8.C05 18:U6.U7.C23	27:U2.U2.C14.OB 27:U3.U8.C10.OB	37:U7.U7.C26.C01.PA 38:U5.U5.C20.C18.PA	42:U1.U7.C10.C16.C09.SR 42:U6.U7.C12.C06.C04.SR	48:U1.U3.U2.C06.C13.SR 47:U7.U6.U2.C07.C16.SR
Yoshi Dragon-Pattern Sh. Coat HighC PURPLE 1:RFD 5P	42:U7.U3.C04.C15.C12.SR 13:U4.C01.C22	13:U2.C27.C05 13:U6.C26.C21	18:U5.U1.C01 17:U5.U8.C25	28:U7.U8.C24.OB 28:U7.U6.C09.OB	37:U4.U8.C04.C07.PA 38:U6.U8.C13.C27.PA	42:U6.U5.C24.C03.C21.SR 42:U4.U6.C26.C21.C27.SR	47:U4.U8.U2.C15.C24.SR 48:U7.U7.U5.C02.C16.SR
Yoshi Dragon-Pattern Short Coat HighC RED 1:VR 20%	42:U3.U1.C28.C15.C26.SR 12:U4.C26.C14	13:U7.C20.C01 12:U1.C19.C27	18:U7.U5.C26 17:U8.U5.C18	28:U4.U3.C09.OB 27:U2.U2.C13.OB	37:U1.U8.C15.C23.PA 38:U7.U6.C19.C18.PA	43:U4.U7.C08.C02.C23.SR 43:U6.U5.C25.C09.C28.SR	47:U5.U3.U6.C27.C03.SR 47:U8.U1.U7.C16.C14.SR
Yoshi Dragon-Pattern Short Coat HighC ROSE 8:SD 10P|RFD 5P	42:U4.U1.C07.C01.C08.SR 20:U3.C20.C05.IF	12:U5.C11.C23 12:U7.C26.C12	17:U6.U3.C25 18:U7.U1.C14	27:U2.U3.C23.OB 27:U5.U7.C04.OB	38:U3.U3.C19.C19.PA 38:U1.U5.C02.C25.PA	42:U7.U3.C16.C23.C15.SR 42:U6.U1.C25.C27.C22.SR	48:U2.U4.U5.C07.C02.SR 47:U2.U1.U5.C17.C06.SR
Yoshi Dragon-Pattern Sh. Coat HighC WHITE 8:HR 9%|6S 20P	42:U3.U2.C07.C20.C20.SR 21:U3.C21.C17.OB	12:U4.C27.C20 12:U7.C07.C26	17:U4.U8.C15 17:U3.U7.C22	27:U8.U2.C14.OB 28:U2.U2.C05.OB	37:U3.U4.C07.C09.PA 37:U8.U2.C06.C04.PA	43:U6.U6.C12.C11.C07.SR 43:U4.U8.C03.C25.C22.SR	47:U4.U6.U5.C01.C15.SR 47:U5.U5.U8.C05.C27.SR
Yoshi Dragon-Pattern Sh. Coat HighC YELLOW 1:MXIS 30P	42:U4.U2.C18.C01.C01.SR 12:U7.C27.C20	12:U7.C07.C12 12:U3.C16.C25	17:U7.U2.C07 18:U4.U6.C21	28:U5.U1.C15.OB 27:U2.U7.C19.OB	38:U8.U6.C09.C25.PA 38:U3.U4.C16.C06.PA	42:U4.U3.C08.C04.C26.SR 43:U5.U7.C27.C18.C01.SR	47:U4.U3.U8.C19.C10.SR 48:U3.U7.U7.C16.C07.SR

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FEMALE SUNGLASSES

Name COLOR	Basic Recipe	Enhanced Item Stats	Enhanced Recipe
Avea GREEN/DK. GREEN	27:U4.U7.C20.OB	1:MDL 20P	7:U4.C25
Avea GREEN/PURPLE	27:U6.U7.C04.OB	16:SLR 10%|STEALTH 10P|RTD 9P	23:U5.C11.C15.OB
Avea MAGENTA/PURPLE	27:U7.U4.C20.OB	1:F 3L	7:U7.C10
Avea PURPLE/GREEN	27:U3.U3.C26.OB	8:MCT 9P|SMGD 5P	15:U4.U2.C20
Avea RED/CRIMSON	27:U7.U7.C22.OB	1:MD 5P	7:U1.C02
Avea SILVER/BLACK	27:U5.U4.C24.OB	16:RD 12P|RCT 9P|HR 9%	23:U6.C03.C25.OB
Avea YELLOW/BLACK	27:U8.U2.C25.OB	1:RD 12P	7:U4.C11
Brezza BLACK	1:C03.C21	1:MD 1P	7:U8.C05
Delaco BLACK	2:C13.C23	1:SHR 2%	7:U3.C26
N'wing BLACK	37:U2.U2.C10.C10.PA	16:RD 10P|KFD 5P|SDN 10P	23:U8.C18.C15.OB
N'wing BROWN	37:U4.U2.C16.C08.PA	1:SD 10P	7:U5.C13
N'wing GOLD	37:U5.U5.C02.C16.PA	16:MPDR & RPDR 15%|MD 12P	23:U1.C17.C28.OB
N'wing GREEN	37:U8.U4.C20.C24.PA	1:P 3L	7:U8.C27
N'wing MAGENTA	37:U7.U7.C18.C14.PA	8:MD 12P|ISR 10%	15:U7.U3.C26
N'wing PURPLE	37:U8.U4.C14.C02.PA	1:VD 12P	7:U1.C12
N'wing RED	37:U1.U4.C06.C07.PA	16:VR 15%|MD 5P|UDR 5%|HD 2P|CE 2%	23:U8.C05.C24.OB
N'wing YELLOW-GREEN	37:U3.U3.C01.C22.PA	8:V 2L|HGD 5P	15:U4.U6.C25
Reactor CRIMSON	12:U4.C28.C17	1:HR 1%	7:U2.C12
Reactor GRAY	12:U3.C11.C21	1:RD 3P	7:U2.C18
Reactor GREEN	1:C02.C14	8:VR 10%|SD 6P	15:U3.U4.C21
Reactor PINK	12:U8.C02.C02	1:AD 3P	7:U1.C11
Reactor PURPLE	12:U2.C24.C16	8:VR 12%|STEALTH 15P	15:U3.U2.C24
Reactor RED	12:U2.C03.C21	1:P 3L	7:U3.C27
Reactor SILVER	12:U8.C08.C15	8:CDN 5P|RFD 5P	15:U5.U2.C27
Reactor YELLOW	12:U8.C20.C25	16:VD 8P|AD 3P|MDL 12P	23:U6.C18.C12.OB

FEMALE GLOVES, HATS & STOCKINGS

Name COLOR	Basic Recipe	Enhanced Item Stats	Enhanced Recipe
Female Gloves			
Arasiki Driving Gloves	1:C17.C15	8:RPDR 5%|RD 2P	16:U6.U1.C20
Arasiki Threaders Gloves	3:C24.C19	16:MD 8P|RFD 3P|HR 1%	24:U8.C18.C03.OB
Geoman Gauntlets	28:U8.U8.C09.OB	1:SD 8P	8:U6.C01
Jorren Pith Gloves	3:C28.C16	6:MXH 50P	14:U1.C25.C09
Point Reinforced Gauntlets	38:U6.U1.C27.C18.PA	8:RD 12P|MD 12P	16:U4.U3.C21
Rage Fingerless Gauntlets	13:U8.C07.C02	8:RD 12P|MXH 30P	16:U8.U2.C16
Female Hats			
Archer Fedora	14:U5.C21.C09	8:HR 6%|VD 8P	17:U1.U4.C16
Beret BLACK	4:C19.C06	16:SD 10P|F 1L|HGD 10P	25:U2.U4.C16.OB
Beret PURPLE	4:C01.C23	8:RD 4P|HR 1%	17:U7.U3.C23
Cabbie Cap BLACK	1:C24.C19	8:RPDR 7%|MPDR 2%	17:U3.U6.C23
Cabbie Cap CHERRY	29:U2.U8.C05.OB	1:SJ 15P	9:U6.C08
Cowboy Hat BLACK	4:C05.C06	1:HR 3%	9:U7.C05
Cowboy Hat WHITE	14:U3.C03.C27	1:RPDR 10%	9:U6.C14
Face Mask	29:U5.U3.C21.OB	8:SD 12P|SS 20P	17:U6.U3.C20
Ninja Mask	39:U3.U2.C07.C08.PA	1:HR 9%	9:U8.C20
Panama Fedora	4:C17.C23	1:CW 10P	9:U7.C02
Female Stockings			
Dark Stockings	1:C06.C17	NONE	2:C03.C04
Darker Stockings	39:U6.U4.C15.C22.PA	NONE	2:C16.C26
Fishnet Stockings	14:U5.C16.C26	NONE	2:C19.C25
Intricate Stockings	29:U7.U3.C14.OB	NONE	2:C27.C26

FEMALE PANTS

Item Name ITEM COLOR ENHANCED ITEM STATS	Recipes: Basic Recipes: Enhanced	+1% PR +1% VR	+2% PR +2% VR	+3% PR +3% VR	+4% PR +4% VR	+5% PR +5% VR	+6% PR +6% VR
Arasiki Bucklepants BLACK	40:U7.U6.C07.C20.C17.PA	9:U1.C09	14:U1.C25.C07	24:U6.C18.C20.OB	34:U7.C08.C14.C06.PA	39:U1.U2.C01.C19.PA	44:U8.U8.C03.C24.C06.SR
8:GT 3P|AD 5P	17:U4.U3.C02	9:U1.C24	14:U5.C09.C10	24:U4.C17.C16.OB	34:U1.C28.C14.C22.PA	39:U2.U1.C27.C27.PA	44:U7.U5.C14.C22.C09.SR
Arasiki Bucklepants BROWN	40:U2.U2.C06.C23.C03.PA	9:U8.C14	14:U5.C13.C10	24:U4.C09.C08.OB	34:U3.C23.C20.C16.PA	39:U7.U5.C23.C08.PA	44:U3.U4.C10.C28.C13.SR
8:MXIS 30P|ISR 5%	17:U1.U6.C06	9:U8.C08	14:U5.C10.C15	24:U1.C08.C10.OB	34:U1.C04.C19.C06.PA	39:U5.U2.C03.C08.PA	44:U2.U1.C01.C15.C14.SR
Arasiki Bucklepants DIM AQUA	40:U1.U2.C25.C04.C21.PA	9:U4.C07	14:U2.C27.C22	24:U5.C07.C01.OB	34:U6.C13.C04.C13.PA	39:U2.U8.C09.C03.PA	44:U1.U1.C11.C23.C11.SR
1:VR 15%	9:U2.C25	9:U5.C02	14:U4.C04.C27	24:U4.C01.C25.OB	34:U5.C28.C19.C12.PA	39:U7.U1.C19.C24.PA	44:U6.U2.C10.C16.C13.SR
Arasiki Bucklepants GRASS	40:U3.U8.C08.C07.C27.PA	9:U2.C17	14:U5.C14.C22	24:U7.C03.C17.OB	34:U2.C11.C05.C11.PA	39:U1.U4.C03.C26.PA	44:U8.U2.C20.C27.C07.SR
8:GT 3P|AD 5P	17:U6.U6.C04	9:U4.C25	14:U6.C02.C05	24:U7.C03.C16.OB	34:U8.C15.C21.C18.PA	39:U2.U7.C03.C24.PA	44:U4.U1.C07.C28.C12.SR
Arasiki Bucklepants GREEN	40:U6.U7.C19.C23.C23.PA	9:U2.C28	14:U7.C17.C02	24:U3.C21.C19.OB	34:U8.C16.C08.C18.PA	39:U8.U1.C04.C14.PA	44:U4.U6.C05.C22.C18.SR
1:IDR 2P	9:U4.C12	9:U5.C21	14:U5.C12.C22	24:U3.C13.C24.OB	34:U4.C19.C27.C16.PA	39:U6.U3.C04.C16.PA	44:U6.U6.C27.C25.C16.SR
Arasiki Bucklepants MAGENTA	40:U8.U2.C24.C18.C07.PA	9:U1.C11	14:U1.C28.C13	24:U8.C11.C12.OB	34:U3.C21.C09.C05.PA	39:U8.U4.C13.C04.PA	44:U1.U6.C07.C06.C10.SR
1:P 3L	9:U7.C21	9:U4.C03	14:U4.C11.C15	24:U4.C14.C27.OB	34:U1.C17.C20.C02.PA	39:U1.U1.C02.C11.PA	44:U4.U6.C28.C23.C10.SR
Arasiki Bucklepants PURPLE	40:U1.U1.C17.C22.C19.PA	9:U8.C01	14:U7.C02.C28	24:U3.C08.C14.OB	34:U7.C07.C25.C26.PA	39:U5.U6.C18.C07.PA	44:U5.U4.C25.C13.C06.SR
8:KFD 5P|F 2L	17:U5.U5.C22	9:U4.C08	14:U2.C05.C06	24:U3.C25.C19.OB	34:U7.C16.C05.C04.PA	39:U6.U2.C01.C20.PA	44:U1.U4.C19.C20.C14.SR
Arasiki Bucklepants RED	40:U6.U1.C20.C25.C11.PA	9:U7.C26	14:U7.C02.C15	24:U3.C19.C20.OB	34:U8.C13.C02.C15.PA	39:U8.U1.C04.C12.PA	44:U2.U2.C12.C25.C01.SR
1:F 3L	9:U2.C23	9:U5.C13	14:U2.C01.C06	24:U8.C02.C20.OB	34:U7.C17.C26.C10.PA	39:U2.U6.C08.C12.PA	44:U7.U5.C10.C08.C15.SR

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Item Name ITEM COLOR ENHANCED ITEM STATS	RECIPES: BASIC RECIPES: ENHANCED	+1% PR +1% VR	+2% PR +2% VR	+3% PR +3% VR	+4% PR +4% VR	+5% PR +5% VR	+6% PR +6% VR
Arasiki Bucklepants TEAL	40:U6.U6.C12.C25.C25.PA	9:U3.C24	14:U5.C20.C06	24:U8.C15.C03.OB	34:U7.C09.C23.C23.PA	39:U5.U4.C19.C26.PA	44:U5.U8.C13.C24.C22.SR
16:ISR 5%|B 3L|MCT 5P	25:U5.U3.C22.OB	9:U7.C08	14:U1.C26.C22	24:U1.C24.C27.OB	34:U2.C21.C07.C28.PA	39:U3.U5.C05.C27.PA	44:U1.U7.C14.C14.C04.SR
Arasiki Zipperpants BLACK	40:U7.U4.C27.C16.C18.PA	9:U1.C25	14:U7.C20.C19	24:U5.C09.C22.OB	34:U5.C09.C26.C14.PA	39:U8.U5.C08.C08.PA	44:U8.U3.C09.C22.C13.SR
8:MPDR 15%|VDEF 12P	17:U8.U7.C21	9:U8.C28	14:U6.C08.C16	24:U5.C19.C24.OB	34:U5.C20.C19.C04.PA	39:U5.U8.C04.C01.PA	44:U7.U7.C06.C13.C19.SR
Arasiki Zipperpants BROWN	40:U6.U3.C12.C05.C07.PA	9:U5.C05	14:U6.C27.C28	24:U7.C17.C27.OB	34:U3.C17.C02.C05.PA	39:U6.U5.C27.C01.PA	44:U4.U6.C14.C21.C25.SR
8:P 3L|MD 5P	17:U1.U7.C05	9:U5.C12	14:U3.C12.C05	24:U3.C17.C12.OB	34:U1.C14.C02.C14.PA	39:U8.U8.C28.C20.PA	44:U6.U2.C04.C10.C08.SR
Arasiki Zipperpants DIM GREEN	40:U5.U6.C04.C02.C19.PA	9:U8.C07	14:U2.C15.C12	24:U7.C02.C08.OB	34:U4.C28.C10.C10.PA	39:U4.U4.C18.C08.PA	44:U3.U4.C20.C04.C15.SR
1:VD 12P	9:U5.C04	9:U5.C07	14:U3.C11.C19	24:U1.C03.C06.OB	34:U7.C03.C09.C09.PA	39:U3.U5.C05.C03.PA	44:U2.U3.C12.C11.C28.SR
Arasiki Zipperpants GREEN	40:U3.U8.C27.C12.C03.PA	9:U5.C24	14:U1.C07.C12	24:U4.C22.C02.OB	34:U4.C13.C23.C11.PA	39:U8.U2.C19.C18.PA	44:U1.U8.C01.C13.C28.SR
8:RD 12P|MD 12P	17:U5.U7.C27	9:U5.C02	14:U6.C11.C19	24:U5.C20.C19.OB	34:U1.C16.C10.C21.PA	39:U5.U5.C09.C06.PA	44:U7.U1.C14.C19.C11.SR
Arasiki Zipperpants MAGENTA	40:U6.U4.C09.C17.C22.PA	9:U8.C04	14:U4.C26.C26	24:U5.C10.C02.OB	34:U3.C09.C04.C22.PA	39:U1.U6.C22.C27.PA	44:U3.U3.C23.C08.C22.SR
8:RPDR 15%|SD 12P	17:U3.U4.C18	9:U8.C18	14:U8.C23.C06	24:U1.C19.C23.OB	34:U2.C09.C01.C10.PA	39:U8.U4.C06.C28.PA	44:U5.U7.C03.C10.C22.SR
Arasiki Zipperpants PURPLE	40:U3.U7.C27.C22.C28.PA	9:U7.C28	14:U5.C26.C04	24:U2.C21.C09.OB	34:U8.C09.C18.C27.PA	39:U8.U6.C15.C14.PA	44:U6.U3.C15.C12.C09.SR
8:RD 12P|LP 20P	17:U3.U6.C27	9:U6.C17	14:U7.C14.C12	24:U8.C22.C14.OB	34:U3.C03.C20.C13.PA	39:U5.U2.C20.C13.PA	44:U4.U5.C19.C01.C07.SR
Arasiki Zipperpants RED	40:U5.U5.C05.C28.C10.PA	9:U7.C09	14:U5.C05.C07	24:U1.C11.C26.OB	34:U2.C18.C17.C20.PA	39:U4.U8.C13.C03.PA	44:U6.U8.C16.C27.C21.SR
32:RPDR 10%|DS 15P|MPDR 10%|PT 10P|KD 25P	41:U4.U8.C28.C03.C06.SR	9:U3.C23	14:U4.C28.C07	24:U6.C13.C13.OB	34:U7.C06.C22.C21.PA	39:U7.U1.C19.C12.PA	44:U3.U6.C16.C27.C06.SR
Arasiki Zipperpants TEAL	40:U8.U7.C03.C24.C11.PA	9:U6.C02	14:U3.C08.C27	24:U2.C16.C06.OB	34:U5.C22.C17.C25.PA	39:U1.U1.C19.C02.PA	44:U7.U5.C17.C19.C13.SR
8:MXIS 30P|MD 5P	17:U7.U6.C15	9:U4.C13	14:U4.C02.C01	24:U3.C10.C28.OB	34:U8.C27.C11.C06.PA	39:U3.U7.C27.C17.PA	44:U1.U6.C20.C20.C06.SR
Baal Satin Cargopants BLACK	15:U4.U2.C16	9:U1.C06	14:U2.C02.C08	24:U2.C24.C08.OB	34:U8.C04.C26.C12.PA	39:U8.U7.C19.C23.PA	44:U5.U8.C11.C13.C15.SR
12:MXH 100P	9:U1.C19	9:U7.C21	14:U6.C18.C21	24:U6.C13.C10.OB	34:U1.C07.C02.C01.PA	39:U4.U3.C18.C17.PA	44:U7.U5.C25.C09.C28.SR
Baal Satin Cargopants BRICK RED	15:U5.U2.C21	9:U4.C16	14:U4.C05.C27	24:U4.C06.C17.OB	34:U8.C15.C10.C17.PA	39:U7.U6.C18.C24.PA	44:U3.U4.C13.C26.C23.SR
8:KFD 5P|ST 3P	17:U3.U1.C18	9:U6.C20	14:U3.C02.C25	24:U8.C03.C27.OB	34:U3.C03.C03.C28.PA	39:U2.U8.C25.C16.PA	44:U6.U7.C07.C12.C18.SR
Baal Satin Cargopants BROWN	15:U2.U2.C18	9:U4.C25	14:U1.C18.C25	24:U4.C15.C25.OB	34:U6.C28.C10.C03.PA	39:U5.U3.C14.C15.PA	44:U2.U3.C11.C12.C08.SR
8:GT 3P|AT 5P	17:U6.U5.C28	9:U4.C19	14:U8.C23.C28	24:U7.C07.C14.OB	34:U4.C09.C12.C09.PA	39:U7.U3.C16.C01.PA	44:U8.U8.C17.C24.C15.SR
Baal Satin Cargopants GREEN	15:U6.U8.C26	9:U3.C13	14:U5.C21.C22	24:U4.C16.C05.OB	34:U4.C26.C01.C24.PA	39:U7.U5.C23.C15.PA	44:U2.U4.C23.C19.C17.SR
1:VDEF 7P	9:U2.C04	9:U3.C02	14:U2.C11.C01	24:U7.C07.C28.OB	34:U7.C10.C24.C07.PA	39:U7.U7.C21.C09.PA	44:U4.U6.C27.C10.C24.SR
Baal Satin Cargopants LT. ORANGE	15:U7.U6.C08	9:U1.C18	14:U3.C21.C01	24:U3.C07.C27.OB	34:U6.C23.C01.C16.PA	39:U4.U8.C19.C10.PA	44:U3.U6.C14.C08.C20.SR
12:MXH 100P	9:U7.C22	9:U7.C17	14:U3.C25.C07	24:U6.C16.C23.OB	34:U2.C19.C26.C23.PA	39:U2.U4.C05.C17.PA	44:U4.U3.C25.C03.C21.SR
Baal Satin Cargopants MAGENTA	15:U6.U5.C14	9:U6.C15	14:U8.C20.C21	24:U7.C25.C02.OB	34:U8.C13.C26.C05.PA	39:U7.U8.C28.C12.PA	44:U6.U2.C18.C06.C19.SR
1:DSA 3P	9:U1.C10	9:U7.C06	14:U8.C04.C20	24:U6.C20.C11.OB	34:U1.C16.C06.C02.PA	39:U4.U1.C22.C04.PA	44:U2.U3.C16.C09.C01.SR
Baal Satin Cargopants MAROON	15:U8.U3.C21	9:U4.C16	14:U2.C15.C24	24:U7.C26.C27.OB	34:U2.C01.C23.C16.PA	39:U6.U7.C13.C17.PA	44:U4.U2.C01.C27.C09.SR
1:ISR 2%	9:U1.C27	9:U4.C20	14:U7.C26.C04	24:U6.C25.C21.OB	34:U1.C06.C27.C22.PA	39:U4.U5.C11.C18.PA	44:U1.U3.C03.C10.C15.SR
Baal Satin Cargopants MIDNIGHT PURPLE	15:U5.U3.C26	9:U7.C03	14:U5.C06.C15	24:U6.C09.C07.OB	34:U7.C05.C12.C12.PA	39:U1.U3.C03.C06.PA	44:U2.U5.C09.C20.C09.SR
12:MXH 100P	9:U6.C01	9:U8.C19	14:U4.C05.C12	24:U8.C26.C20.OB	34:U5.C15.C06.C15.PA	39:U6.U5.C05.C07.PA	44:U5.U6.C17.C12.C12.SR
Baal Satin Cargopants ORANGE	15:U1.U4.C22	9:U4.C26	14:U5.C04.C07	24:U1.C17.C13.OB	34:U6.C25.C05.C22.PA	39:U1.U2.C25.C17.PA	44:U6.U4.C24.C01.C15.SR
8:RPDR 3%|MPDR 3%	17:U3.U2.C17	9:U2.C19	14:U1.C18.C16	24:U2.C21.C18.OB	34:U6.C09.C23.C19.PA	39:U4.U6.C07.C08.PA	44:U6.U5.C08.C12.C02.SR
Baal Satin Cargopants PALE GREEN	15:U4.U4.C19	9:U8.C22	14:U3.C09.C18	24:U6.C14.C15.OB	34:U5.C05.C06.C28.PA	39:U4.U8.C09.C08.PA	44:U8.U2.C02.C15.C11.SR
1:MD 3P	9:U7.C12	9:U7.C25	14:U8.C19.C09	24:U4.C16.C10.OB	34:U5.C27.C04.C23.PA	39:U6.U5.C04.C06.PA	44:U3.U6.C15.C24.C05.SR
Baal Satin Cargopants PURPLE	15:U2.U6.C04	9:U8.C26	14:U4.C18.C01	24:U6.C18.C21.OB	34:U1.C16.C09.C19.PA	39:U1.U8.C15.C11.PA	44:U2.U8.C17.C02.C10.SR
16:HR 1%|VR 12%|VD 8P	25:U1.U8.C07.OB	9:U7.C10	14:U2.C09.C22	24:U8.C04.C15.OB	34:U5.C18.C09.C06.PA	39:U6.U6.C07.C28.PA	44:U6.U1.C23.C07.C04.SR
Baal Satin Cargopants RED	15:U3.U3.C27	9:U7.C25	14:U8.C05.C13	24:U1.C03.C25.OB	34:U3.C14.C08.C06.PA	39:U4.U1.C13.C04.PA	44:U5.U7.C21.C09.C05.SR
1:MD 3P	9:U5.C26	9:U6.C08	14:U6.C01.C03	24:U5.C03.C01.OB	34:U8.C12.C08.C18.PA	39:U8.U6.C16.C13.PA	44:U8.U4.C05.C11.C05.SR
Baal Satin Cargopants VIOLET	15:U7.U2.C19	9:U8.C09	14:U3.C06.C28	24:U3.C19.C27.OB	34:U2.C05.C24.C07.PA	39:U7.U1.C09.C01.PA	44:U6.U3.C04.C18.C26.SR
1:R 2L	9:U7.C07	9:U4.C05	14:U4.C11.C25	24:U3.C13.C07.OB	34:U6.C23.C03.C20.PA	39:U6.U4.C26.C02.PA	44:U2.U7.C06.C03.C25.SR
Baal Satin Cargopants WHITE	15:U7.U7.C17	9:U3.C21	14:U4.C09.C09	24:U6.C28.C15.OB	34:U3.C19.C03.C13.PA	39:U5.U7.C23.C12.PA	44:U1.U3.C24.C05.C23.SR
1:R 2L	9:U6.C27	9:U3.C23	14:U1.C06.C17	24:U7.C22.C28.OB	34:U6.C23.C05.C06.PA	39:U4.U2.C24.C02.PA	44:U6.U8.C12.C23.C01.SR
Baal Satin Cargopants WOOD	15:U5.U5.C02	9:U5.C19	14:U6.C08.C12	24:U7.C25.C19.OB	34:U6.C26.C20.C23.PA	39:U3.U5.C14.C15.PA	44:U4.U2.C02.C13.C27.SR
16:RD 3P|MD 3P|STEALTH 15P	25:U5.U2.C21.OB	9:U4.C26	14:U7.C28.C14	24:U8.C26.C25.OB	34:U6.C03.C18.C08.PA	39:U4.U2.C11.C18.PA	44:U1.U4.C08.C18.C25.SR
Baal Satin Cargopants YELLOW	15:U1.U3.C16	9:U6.C17	14:U8.C25.C28	24:U1.C27.C10.OB	34:U2.C15.C08.C28.PA	39:U4.U8.C21.C12.PA	44:U4.U3.C05.C07.C12.SR
1:MXIS 20P	9:U8.C24	9:U6.C16	14:U2.C03.C16	24:U2.C23.C10.OB	34:U1.C19.C11.C04.PA	39:U5.U2.C09.C21.PA	44:U8.U8.C27.C13.C11.SR
Baal Vinyl Pants BLACK	5:U2.C23	9:U3.C07	14:U3.C21.C18	24:U5.C26.C18.OB	34:U7.C09.C06.C24.PA	39:U2.U5.C20.C23.PA	44:U6.U8.C14.C06.C04.SR
1:VR 13%	9:U1.C05	9:U7.C24	14:U3.C16.C10	24:U3.C15.C15.OB	34:U5.C24.C12.C05.PA	39:U6.U8.C18.C24.PA	44:U8.U7.C24.C14.C13.SR
Baal Vinyl Pants BROWN	5:U3.C26	9:U7.C28	14:U5.C08.C15	24:U4.C12.C21.OB	34:U6.C13.C08.C16.PA	39:U5.U8.C18.C08.PA	44:U5.U5.C11.C21.C18.SR
1:SISR 2%	9:U8.C23	9:U8.C04	14:U3.C10.C07	24:U3.C04.C17.OB	34:U6.C18.C10.C10.PA	39:U3.U1.C23.C17.PA	44:U5.U6.C20.C26.C10.SR
Baal Vinyl Pants DIM BROWN	5:U5.C02	9:U6.C14	14:U2.C23.C18	24:U4.C11.C07.OB	34:U7.C28.C24.C21.PA	39:U7.U4.C18.C16.PA	44:U8.U6.C25.C04.C06.SR
16:MXH 50P|GT 5P|AD 10P	25:U6.U7.C04.OB	9:U3.C15	14:U4.C12.C11	24:U3.C03.C21.OB	34:U3.C08.C01.C22.PA	39:U5.U4.C14.C16.PA	44:U1.U1.C02.C24.C22.SR
Baal Vinyl Pants DIM GREEN	5:U5.C12	9:U5.C23	14:U8.C07.C13	24:U4.C02.C15.OB	34:U2.C13.C18.C19.PA	39:U1.U8.C02.C12.PA	44:U1.U1.C09.C07.C03.SR
8:VD 4P|IDR 1P	17:U3.U7.C16	9:U1.C10	14:U7.C15.C12	24:U5.C05.C06.OB	34:U1.C08.C08.C06.PA	39:U3.U6.C05.C21.PA	44:U8.U3.C16.C11.C09.SR
Baal Vinyl Pants DIM MAGENTA	5:U1.C24	9:U5.C21	14:U3.C22.C16	24:U6.C20.C15.OB	34:U5.C14.C13.C02.PA	39:U6.U2.C01.C11.PA	44:U7.U6.C06.C04.C22.SR
1:VR 5%	9:U7.C27	9:U2.C05	14:U6.C08.C10	24:U2.C20.C20.OB	34:U5.C01.C15.C26.PA	39:U1.U5.C05.C09.PA	44:U7.U1.C10.C21.C12.SR

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Item Name ITEM COLOR ENHANCED ITEM STATS	RECIPES: RECIPES:	BASIC ENHANCED	+1% PR +1% VR	+2% PR +2% VR	+3% PR +3% VR	+4% PR +4% VR	+5% PR +5% VR	+6% PR +6% VR
Baal Vinyl Pants DIM PURPLE 32:RD 4P|HR 8%|DDR 1P|VDEF 8P|MD 5P		5:U4.C09 41:U8.U7.C13.C06.C09.SR	9:U2.C10 9:U8.C17	14:U7.C05.C18 14:U6.C13.C27	24:U5.C27.C23.OB 24:U6.C28.C06.OB	34:U8.C23.C21.C18.PA 34:U7.C03.C23.C14.PA	39:U8.U4.C06.C04.PA 39:U1.U7.C28.C06.PA	44:U3.U1.C22.C09.C25.SR 44:U3.U1.C04.C28.C11.SR
Baal Vinyl Pants DIM RED 1:STEALTH 10P		1:C22.C15 9:U2.C14	9:U7.C19 9:U2.C07	14:U5.C23.C02 14:U1.C11.C20	24:U7.C13.C03.OB 24:U5.C07.C06.OB	34:U1.C14.C21.C27.PA 34:U7.C12.C28.C26.PA	39:U8.U1.C11.C20.PA 39:U4.U5.C24.C10.PA	44:U5.U3.C05.C12.C11.SR 44:U3.U4.C21.C27.C13.SR
Baal Vinyl Pants DIM TEAL 1:SHR 2%		5:U8.C11 9:U3.C16	9:U5.C18 9:U1.C18	14:U3.C07.C10 14:U6.C04.C14	24:U2.C16.C08.OB 24:U4.C25.C25.OB	34:U6.C11.C26.C10.PA 34:U6.C25.C06.C12.PA	39:U2.U5.C18.C11.PA 39:U2.U2.C13.C03.PA	44:U4.U4.C26.C27.C14.SR 44:U3.U7.C21.C02.C20.SR
Baal Vinyl Pants GOLD 8:F 1L|CE 2P		1:C22.C26 17:U4.U1.C23	9:U8.C08 9:U8.C26	14:U1.C04.C07 14:U4.C18.C16	24:U4.C01.C27.OB 24:U3.C10.C11.OB	34:U8.C13.C15.C05.PA 34:U2.C23.C04.C04.PA	39:U2.U3.C25.C24.PA 39:U4.U3.C24.C14.PA	44:U7.U5.C11.C16.C27.SR 44:U6.U7.C20.C28.C04.SR
Baal Vinyl Pants GREEN 6:MXH 50P		5:U2.C10 15:U5.U4.C06	9:U6.C28 9:U7.C03	14:U7.C27.C21 14:U6.C25.C09	24:U4.C07.C23.OB 24:U3.C15.C25.OB	34:U6.C07.C26.C23.PA 34:U4.C05.C06.C24.PA	39:U6.U3.C04.C21.PA 39:U3.U1.C05.C01.PA	44:U7.U4.C03.C05.C14.SR 44:U6.U4.C20.C03.C17.SR
Baal Vinyl Pants MAGENTA 8:HR 3%|CH 8P		5:U6.C07 17:U1.U6.C18	9:U6.C09 9:U7.C23	14:U7.C06.C12 14:U7.C24.C09	24:U1.C28.C11.OB 24:U4.C01.C19.OB	34:U6.C09.C21.C26.PA 34:U6.C15.C06.C13.PA	39:U3.U3.C15.C28.PA 39:U3.U8.C14.C16.PA	44:U5.U4.C23.C11.C10.SR 44:U2.U8.C08.C06.C06.SR
Baal Vinyl Pants PURPLE 1:VD 4P		5:U2.C07 9:U7.C28	9:U6.C06 9:U7.C02	14:U5.C03.C04 14:U6.C03.C19	24:U3.C23.C21.OB 24:U7.C03.C13.OB	34:U8.C18.C17.C03.PA 34:U4.C18.C16.C18.PA	39:U4.U3.C17.C07.PA 39:U4.U5.C18.C16.PA	44:U6.U6.C22.C02.C13.SR 44:U7.U2.C05.C10.C24.SR
Baal Vinyl Pants RED 1:VR 5%		5:U6.C08 9:U1.C03	9:U7.C15 9:U5.C10	14:U3.C01.C18 14:U4.C20.C09	24:U4.C14.C04.OB 24:U1.C13.C25.OB	34:U4.C22.C18.C04.PA 34:U1.C08.C04.C25.PA	39:U3.U2.C21.C16.PA 39:U2.U4.C14.C14.PA	44:U6.U6.C09.C15.C28.SR 44:U3.U2.C08.C05.C25.SR
Baal Vinyl Pants WHITE 1:STEALTH 10P		5:U5.C20 9:U7.C17	9:U7.C08 9:U8.C16	14:U1.C07.C02 14:U1.C15.C08	24:U4.C27.C17.OB 24:U7.C25.C24.OB	34:U3.C11.C24.C02.PA 34:U4.C14.C13.C04.PA	39:U4.U4.C12.C27.PA 39:U6.U6.C19.C25.PA	44:U7.U7.C03.C25.C08.SR 44:U4.U4.C23.C26.C12.SR
Baal Vinyl Pants YELLOW 1:SJ 6P		5:U6.C21 9:U3.C08	9:U5.C08 9:U6.C27	14:U5.C21.C19 14:U3.C21.C10	24:U8.C21.C09.OB 24:U2.C23.C01.OB	34:U5.C12.C18.C06.PA 34:U4.C27.C05.C25.PA	39:U3.U7.C01.C24.PA 39:U6.U5.C17.C27.PA	44:U4.U6.C15.C14.C12.SR 44:U4.U2.C05.C06.C22.SR
Croc Pants BLACK 8:MPDR 3%|RPDR 3%		15:U5.U5.C20 17:U1.U6.C04	9:U2.C09 9:U2.C18	14:U7.C12.C15 14:U3.C16.C01	24:U8.C17.C03.OB 24:U8.C08.C24.OB	34:U4.C20.C23.C25.PA 34:U7.C10.C12.C15.PA	39:U5.U6.C04.C18.PA 39:U8.U4.C09.C19.PA	44:U5.U6.C02.C04.C25.SR 44:U7.U6.C27.C09.C02.SR
Croc Pants BROWN 12:MXH 100P		15:U7.U5.C21 9:U2.C13	9:U4.C24 9:U5.C11	14:U8.C05.C22 14:U1.C17.C17	24:U8.C16.C23.OB 24:U2.C15.C28.OB	34:U4.C14.C14.C25.PA 34:U1.C26.C11.C22.PA	39:U4.U1.C21.C10.PA 39:U6.U4.C15.C12.PA	44:U5.U4.C25.C18.C09.SR 44:U6.U1.C27.C10.C04.SR
Croc Pants GREEN 1:DS 5P		15:U4.U4.C04 9:U2.C04	9:U2.C05 9:U5.C22	14:U4.C08.C16 14:U4.C05.C17	24:U2.C17.C15.OB 24:U4.C04.C25.OB	34:U4.C02.C01.C19.PA 34:U6.C14.C01.C17.PA	39:U1.U2.C18.C07.PA 39:U3.U5.C21.C16.PA	44:U7.U5.C07.C28.C24.SR 44:U3.U1.C15.C19.C02.SR
Croc Pants MAGENTA 1:RD 11P		15:U2.U3.C22 9:U8.C22	9:U3.C06 9:U7.C12	14:U6.C17.C07 14:U7.C15.C28	24:U1.C14.C01.OB 24:U3.C15.C12.OB	34:U2.C07.C19.C19.PA 34:U3.C21.C16.C14.PA	39:U2.U2.C21.C14.PA 39:U2.U1.C03.C23.PA	44:U6.U3.C24.C05.C21.SR 44:U4.U4.C20.C26.C18.SR
Croc Pants ORANGE 16:ISR 1%|MXH 100P|MD 8P		15:U2.U5.C16 25:U6.U3.C20.OB	9:U3.C08 9:U5.C05	14:U1.C25.C02 14:U3.C16.C22	24:U6.C20.C06.OB 24:U2.C11.C26.OB	34:U3.C10.C03.C17.PA 34:U7.C19.C12.C23.PA	39:U6.U8.C26.C21.PA 39:U1.U6.C14.C08.PA	44:U7.U7.C09.C02.C13.SR 44:U1.U4.C03.C13.C14.SR
Croc Pants PURPLE 16:HR 12%|VDEF 12P|MD 7P		15:U5.U6.C28 25:U8.U4.C04.OB	9:U1.C22 9:U7.C05	14:U2.C06.C02 14:U1.C07.C26	24:U3.C03.C20.OB 24:U4.C05.C18.OB	34:U6.C08.C11.C04.PA 34:U1.C19.C27.C17.PA	39:U6.U6.C09.C23.PA 39:U2.U1.C10.C06.PA	44:U5.U8.C06.C20.C15.SR 44:U8.U6.C23.C17.C26.SR
Croc Pants RED 1:B 2L		15:U4.U3.C25 9:U1.C28	9:U5.C24 9:U4.C20	14:U4.C17.C26 14:U4.C28.C21	24:U2.C11.C26.OB 24:U1.C05.C28.OB	34:U7.C10.C16.C06.PA 34:U3.C12.C17.C16.PA	39:U1.U2.C26.C11.PA 39:U4.U8.C14.C17.PA	44:U5.U2.C03.C09.C22.SR 44:U7.U5.C04.C19.C24.SR
Croc Pants TEAL 16:MD 8P|SD 7P|IDR 1P		15:U6.U4.C16 25:U4.U7.C14.OB	9:U3.C09 9:U4.C07	14:U1.C22.C24 14:U2.C07.C10	24:U4.C24.C06.OB 24:U2.C20.C19.OB	34:U5.C04.C28.C26.PA 34:U8.C24.C27.C15.PA	39:U3.U2.C17.C21.PA 39:U2.U6.C17.C24.PA	44:U6.U5.C09.C25.C16.SR 44:U8.U3.C23.C22.C16.SR
Kell Shiny Pants BROWN 1:SS 20P		30:U4.C11.C08.C12.OB 9:U4.C04	9:U7.C28 9:U4.C21	14:U1.C19.C20 14:U7.C19.C14	24:U4.C10.C06.OB 24:U7.C25.C13.OB	34:U4.C20.C27.C21.PA 34:U3.C24.C17.C22.PA	39:U5.U3.C12.C14.PA 39:U7.U7.C21.C12.PA	44:U3.U5.C17.C11.C10.SR 44:U3.U4.C01.C03.C07.SR
Kell Shiny Pants ORANGE 1:MD 12P		30:U2.C28.C14.C24.OB 9:U3.C13	9:U6.C22 9:U3.C23	14:U4.C26.C10 14:U2.C13.C10	24:U6.C20.C08.OB 24:U2.C02.C10.OB	34:U4.C24.C26.C15.PA 34:U4.C22.C16.C12.PA	39:U6.U8.C27.C18.PA 39:U5.U2.C01.C01.PA	44:U6.U1.C04.C12.C16.SR 44:U6.U7.C13.C23.C13.SR
Kell Shiny Pants PALE GREEN 8:RPDR 5%|MPDR 5%		30:U5.C19.C19.C03.OB 17:U2.U7.C02	9:U6.C13 9:U6.C02	14:U6.C09.C19 14:U4.C10.C09	24:U8.C01.C15.OB 24:U4.C04.C10.OB	34:U7.C12.C27.C28.PA 34:U5.C01.C20.C01.PA	39:U6.U5.C25.C02.PA 39:U2.U1.C17.C06.PA	44:U4.U4.C13.C10.C16.SR 44:U1.U4.C25.C09.C26.SR
Kell Shiny Pants PALE WHITE 1:AD 5P		30:U6.C03.C10.C06.OB 9:U3.C27	9:U4.C21 9:U2.C02	14:U1.C07.C07 14:U7.C13.C02	24:U8.C25.C12.OB 24:U7.C26.C18.OB	34:U5.C12.C25.C19.PA 34:U2.C10.C02.C13.PA	39:U5.U1.C26.C19.PA 39:U2.U5.C09.C06.PA	44:U4.U7.C14.C09.C07.SR 44:U8.U7.C03.C12.C17.SR
Kell Shiny Pants PALE YELLOW 1:VR 20%		30:U7.C28.C22.C24.OB 9:U4.C16	9:U2.C14 9:U7.C06	14:U8.C24.C04 14:U5.C04.C25	24:U7.C22.C17.OB 24:U7.C22.C12.OB	34:U8.C21.C21.C25.PA 34:U4.C20.C02.C27.PA	39:U4.U6.C11.C28.PA 39:U6.U6.C22.C09.PA	44:U3.U8.C25.C19.C25.SR 44:U7.U8.C13.C06.C17.SR
Kell Shiny Pants RED 8:MD 12P|MPDR 15%		30:U8.C09.C27.C16.OB 17:U6.U3.C16	9:U7.C03 9:U3.C05	14:U2.C11.C15 14:U2.C07.C06	24:U2.C13.C02.OB 24:U7.C20.C13.OB	34:U8.C18.C28.C08.PA 34:U6.C02.C05.C25.PA	39:U3.U6.C25.C06.PA 39:U5.U2.C20.C14.PA	44:U5.U8.C06.C18.C09.SR 44:U4.U4.C21.C01.C13.SR
Kell Shiny Pants SEA GREEN 8:RPDR 15%|MPDR 15%		30:U1.C27.C21.C11.OB 17:U2.U2.C08	9:U8.C22 9:U2.C08	14:U4.C02.C05 14:U6.C25.C21	24:U5.C02.C25.OB 24:U8.C04.C08.OB	34:U6.C14.C19.C27.PA 34:U1.C11.C20.C09.PA	39:U3.U2.C05.C24.PA 39:U5.U2.C19.C01.PA	44:U8.U3.C12.C04.C07.SR 44:U4.U4.C23.C23.C16.SR
Kell Shiny Pants YELLOW-GREEN 1:RPDR 15%		30:U5.C12.C13.C27.OB 9:U3.C20	9:U1.C13 9:U3.C21	14:U5.C13.C15 14:U8.C15.C05	24:U2.C07.C06.OB 24:U2.C22.C28.OB	34:U7.C17.C17.C19.PA 34:U2.C13.C02.C28.PA	39:U4.U1.C09.C15.PA 39:U6.U7.C14.C19.PA	44:U7.U4.C21.C28.C21.SR 44:U4.U1.C28.C26.C16.SR
Misene Pinstripes BLACK 1:DDR 1P		5:U6.C22 9:U2.C06	9:U3.C15 9:U6.C01	14:U1.C21.C21 14:U6.C22.C25	24:U2.C03.C17.OB 24:U6.C19.C14.OB	34:U4.C22.C04.C01.PA 34:U4.C08.C02.C22.PA	39:U7.U1.C10.C16.PA 39:U7.U2.C09.C16.PA	44:U6.U6.C12.C16.C27.SR 44:U1.U1.C14.C08.C27.SR
Misene Pinstripes BROWN 8:MCT 3P|VR 5%		5:U1.C12 17:U8.U1.C17	9:U2.C10 9:U4.C14	14:U5.C02.C16 14:U1.C01.C10	24:U1.C04.C11.OB 24:U6.C24.C12.OB	34:U6.C12.C27.C05.PA 34:U6.C07.C21.C03.PA	39:U2.U8.C13.C23.PA 39:U4.U6.C09.C22.PA	44:U4.U8.C17.C01.C12.SR 44:U1.U7.C09.C11.C23.SR
Misene Pinstripes BROWN-GREEN 6:MXH 50P		5:U1.C14 15:U8.U7.C10	9:U3.C25 9:U2.C12	14:U6.C20.C17 14:U1.C09.C21	24:U2.C28.C09.OB 24:U5.C27.C14.OB	34:U5.C02.C03.C04.PA 34:U6.C22.C01.C23.PA	39:U3.U7.C27.C15.PA 39:U2.U7.C28.C25.PA	44:U4.U4.C28.C20.C14.SR 44:U3.U3.C08.C15.C26.SR
Misene Pinstripes MAGENTA 8:MD 4P|VR 8%		5:U6.C10 17:U6.U8.C09	9:U4.C05 9:U6.C09	14:U2.C20.C10 14:U4.C08.C03	24:U6.C26.C08.OB 24:U7.C26.C14.OB	34:U6.C02.C02.C10.PA 34:U5.C21.C01.C10.PA	39:U4.U8.C21.C27.PA 39:U1.U6.C01.C05.PA	44:U2.U5.C06.C06.C02.SR 44:U6.U2.C04.C20.C24.SR

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Item Name ITEM COLOR ENHANCED ITEM STATS	RECIPES: BASIC RECIPES: ENHANCED	+1% PR +1% VR	+2% PR +2% VR	+3% PR +3% VR	+4% PR +4% VR	+5% PR +5% VR	+6% PR +6% VR
Misene Pinstripes PURPLE	5:U6.C03	9:U3.C06	14:U4.C10.C27	24:U4.C03.C17.OB	34:U1.C03.C06.C11.PA	39:U7.U5.C07.C28.PA	44:U5.U7.C13.C03.C17.SR
1:DR 4P	9:U2.C15	9:U2.C24	14:U8.C03.C01	24:U3.C10.C15.OB	34:U4.C14.C01.C06.PA	39:U8.U7.C16.C27.PA	44:U6.U6.C04.C19.C04.SR
Misene Pinstripes RED	5:U6.C02	9:U8.C08	14:U8.C02.C14	24:U8.C14.C07.OB	34:U7.C25.C26.C23.PA	39:U5.U4.C11.C28.PA	44:U7.U3.C11.C16.C24.SR
1:RD 4P	9:U8.C14	9:U6.C06	14:U1.C17.C24	24:U1.C10.C27.OB	34:U7.C28.C04.C26.PA	39:U2.U4.C21.C02.PA	44:U2.U3.C27.C26.C02.SR
Misene Pinstripes SEA GREEN	5:U8.C03	9:U8.C03	14:U7.C20.C08	24:U1.C04.C06.OB	34:U2.C08.C04.C21.PA	39:U4.U2.C02.C01.PA	44:U5.U2.C20.C18.C07.SR
1:DR 4P	9:U6.C22	9:U7.C19	14:U3.C01.C11	24:U5.C09.C11.OB	34:U5.C15.C26.C17.PA	39:U4.U2.C13.C27.PA	44:U1.U4.C19.C17.C15.SR
Misene Pinstripes TEAL	5:U7.C09	9:U6.C20	14:U5.C18.C05	24:U4.C01.C04.OB	34:U8.C13.C13.C07.PA	39:U1.U6.C26.C24.PA	44:U8.U1.C04.C25.C16.SR
8:MXIS 10P|VD 4P	17:U3.U8.C15	9:U5.C20	14:U8.C22.C20	24:U5.C28.C08.OB	34:U7.C18.C04.C19.PA	39:U2.U8.C02.C07.PA	44:U2.U5.C11.C03.C18.SR
Paramil Cargopants BLACK	5:U8.C13	9:U3.C19	14:U2.C07.C23	24:U1.C09.C24.OB	34:U4.C15.C17.C07.PA	39:U8.U6.C13.C16.PA	44:U7.U4.C21.C19.C10.SR
16:HR 5%|MCT 5P|MD 10P	25:U3.U8.C05.OB	9:U1.C02	14:U8.C09.C19	24:U1.C22.C10.OB	34:U7.C19.C27.C26.PA	39:U3.U3.C12.C06.PA	44:U1.U7.C06.C09.C15.SR
Paramil Cargopants DIM GREEN	5:U2.C21	9:U7.C20	14:U4.C26.C24	24:U7.C17.C28.OB	34:U8.C27.C08.C09.PA	39:U3.U2.C25.C06.PA	44:U3.U4.C01.C27.C07.SR
1:RD 2P	9:U5.C28	9:U3.C10	14:U1.C14.C28	24:U1.C22.C04.OB	34:U7.C10.C07.C21.PA	39:U6.U4.C17.C21.PA	44:U1.U1.C10.C18.C20.SR
Paramil Cargopants DIM PURPLE	5:U7.C26	9:U5.C24	14:U8.C20.C07	24:U4.C02.C08.OB	34:U3.C03.C22.C25.PA	39:U5.U8.C03.C13.PA	44:U1.U5.C22.C25.C17.SR
8:KFD 5P|ST 3P	17:U8.U7.C03	9:U2.C27	14:U7.C08.C20	24:U8.C11.C12.OB	34:U4.C17.C27.C14.PA	39:U5.U4.C20.C09.PA	44:U3.U2.C09.C27.C06.SR
Paramil Cargopants GRAY	5:U4.C18	9:U4.C14	14:U6.C08.C23	24:U2.C05.C14.OB	34:U6.C15.C21.C11.PA	39:U2.U6.C20.C02.PA	44:U3.U1.C05.C01.C23.SR
1:SD 4P	9:U6.C21	9:U8.C17	14:U4.C12.C15	24:U3.C01.C15.OB	34:U1.C07.C08.C06.PA	39:U7.U2.C17.C05.PA	44:U8.U1.C05.C17.C15.SR
Paramil Cargopants MAGENTA	5:U7.C08	9:U8.C08	14:U1.C04.C17	24:U5.C01.C02.OB	34:U3.C24.C04.C12.PA	39:U3.U4.C05.C27.PA	44:U8.U7.C23.C18.C11.SR
24:MD 15P|MDL 15P|BT 8P|KFD 15P	33:U3.C12.C13.C16.PA	9:U8.C23	14:U5.C07.C22	24:U6.C08.C22.OB	34:U6.C02.C04.C08.PA	39:U4.U3.C01.C28.PA	44:U7.U1.C06.C03.C08.SR
Paramil Cargopants MAROON	5:U4.C06	9:U3.C09	14:U8.C09.C14	24:U8.C02.C23.OB	34:U5.C05.C11.C25.PA	39:U7.U3.C21.C15.PA	44:U7.U8.C01.C25.C06.SR
1:RPDR 5%	9:U2.C11	9:U5.C22	14:U4.C10.C09	24:U8.C19.C07.OB	34:U5.C20.C27.C01.PA	39:U4.U1.C17.C01.PA	44:U5.U1.C28.C26.C23.SR
Paramil Cargopants OLIVE	5:U3.C14	9:U6.C20	14:U5.C08.C26	24:U2.C09.C28.OB	34:U2.C18.C08.C27.PA	39:U7.U5.C14.C01.PA	44:U4.U8.C22.C13.C08.SR
1:VR 8%	9:U8.C14	9:U7.C25	14:U5.C06.C10	24:U3.C25.C14.OB	34:U1.C19.C25.C10.PA	39:U2.U1.C26.C17.PA	44:U2.U5.C14.C17.C07.SR
Paramil Cargopants ORANGE	5:U5.C07	9:U6.C16	14:U7.C02.C03	24:U3.C11.C15.OB	34:U6.C01.C07.C20.PA	39:U4.U1.C15.C08.PA	44:U1.U6.C03.C01.C04.SR
8:MXH 50P|RD 2P	17:U7.U6.C20	9:U7.C11	14:U4.C09.C23	24:U6.C01.C11.OB	34:U8.C15.C15.C06.PA	39:U6.U3.C23.C05.PA	44:U7.U1.C22.C10.C28.SR
Paramil Cargopants ORCHID	5:U5.C15	9:U8.C25	14:U6.C20.C19	24:U8.C10.C22.OB	34:U5.C05.C10.C28.PA	39:U8.U2.C16.C22.PA	44:U7.U6.C14.C07.C24.SR
1:MPDR 5%	9:U2.C03	9:U2.C03	14:U7.C25.C22	24:U5.C23.C14.OB	34:U5.C09.C10.C20.PA	39:U5.U2.C06.C27.PA	44:U5.U7.C10.C10.C26.SR
Paramil Cargopants PERU	5:U1.C01	9:U1.C09	14:U1.C18.C02	24:U2.C12.C02.OB	34:U6.C21.C11.C08.PA	39:U8.U6.C15.C15.PA	44:U3.U8.C26.C28.C14.SR
1:MPDR 5%	9:U2.C14	9:U3.C19	14:U2.C13.C05	24:U7.C23.C20.OB	34:U4.C19.C17.C19.PA	39:U3.U4.C21.C17.PA	44:U7.U3.C17.C03.C24.SR
Paramil Cargopants PLUM	5:U2.C01	9:U6.C14	14:U8.C04.C13	24:U5.C12.C08.OB	34:U4.C17.C28.C07.PA	39:U1.U6.C24.C16.PA	44:U8.U2.C16.C12.C09.SR
1:AD 2P	9:U8.C14	9:U3.C04	14:U4.C24.C13	24:U6.C04.C20.OB	34:U8.C01.C23.C02.PA	39:U7.U5.C23.C11.PA	44:U8.U4.C28.C12.C07.SR
Paramil Cargopants PURPLE	5:U5.C06	9:U1.C24	14:U8.C09.C02	24:U2.C13.C18.OB	34:U3.C19.C15.C15.PA	39:U4.U2.C23.C24.PA	44:U2.U1.C04.C19.C03.SR
1:DS 2P	9:U7.C16	9:U1.C06	14:U4.C01.C01	24:U6.C21.C26.OB	34:U2.C07.C03.C06.PA	39:U1.U8.C08.C05.PA	44:U3.U7.C02.C11.C01.SR
Paramil Cargopants RED	5:U7.C08	9:U6.C11	14:U1.C02.C14	24:U4.C11.C06.OB	34:U1.C23.C18.C27.PA	39:U2.U8.C16.C26.PA	44:U1.U6.C09.C02.C15.SR
6:MXH 50P	15:U7.U3.C09	9:U3.C23	14:U8.C21.C07	24:U5.C03.C16.OB	34:U4.C08.C01.C24.PA	39:U3.U7.C13.C17.PA	44:U5.U5.C04.C20.C05.SR
Paramil Cargopants TAN	5:U8.C11	9:U6.C08	14:U4.C10.C02	24:U7.C24.C23.OB	34:U3.C24.C23.C05.PA	39:U8.U5.C21.C19.PA	44:U2.U6.C09.C24.C13.SR
8:MD 2P|CE 4%	17:U5.U4.C18	9:U4.C16	14:U2.C19.C08	24:U1.C22.C26.OB	34:U1.C17.C19.C08.PA	39:U4.U3.C18.C11.PA	44:U7.U6.C01.C11.C27.SR
Paramil Cargopants TEAL	5:U4.C16	9:U6.C02	14:U7.C22.C11	24:U6.C11.C13.OB	34:U3.C15.C14.C13.PA	39:U8.U5.C27.C13.PA	44:U6.U7.C05.C10.C12.SR
8:PT 3P|KD 5P	17:U3.U5.C10	9:U1.C03	14:U2.C28.C28	24:U8.C02.C02.OB	34:U3.C04.C14.C24.PA	39:U4.U3.C13.C12.PA	44:U4.U7.C01.C13.C12.SR
Paramil Cargopants YELLOW	5:U2.C03	9:U3.C25	14:U3.C27.C10	24:U2.C25.C20.OB	34:U4.C18.C20.C09.PA	39:U6.U1.C09.C28.PA	44:U4.U3.C11.C16.C01.SR
1:VTR 8%	9:U7.C01	9:U5.C28	14:U6.C16.C05	24:U1.C17.C23.OB	34:U5.C23.C02.C06.PA	39:U3.U1.C21.C04.PA	44:U6.U7.C09.C03.C04.SR
Sweeper Jeans BLACK	1:C19.C13	9:U3.C06	14:U7.C22.C27	24:U3.C05.C16.OB	34:U8.C28.C18.C25.PA	39:U5.U3.C23.C17.PA	44:U8.U8.C14.C28.C09.SR
8:RD 15P|WC 10P	17:U8.U1.C23	9:U4.C16	14:U3.C14.C02	24:U5.C27.C28.OB	34:U7.C20.C12.C08.PA	39:U3.U6.C01.C08.PA	44:U5.U6.C16.C19.C01.SR
Sweeper Jeans BROWN	1:C10.C22	9:U7.C11	14:U8.C05.C20	24:U3.C17.C03.OB	34:U2.C15.C06.C23.PA	39:U4.U3.C14.C04.PA	44:U2.U2.C05.C14.C08.SR
8:RD 8P|DSA 3%	17:U2.U3.C01	9:U2.C01	14:U6.C09.C18	24:U7.C17.C21.OB	34:U8.C13.C04.C12.PA	39:U2.U8.C12.C06.PA	44:U2.U4.C21.C07.C25.SR
Sweeper Jeans GREEN	15:U3.U2.C13	9:U7.C21	14:U7.C17.C05	24:U4.C08.C02.OB	34:U8.C21.C15.C06.PA	39:U4.U3.C26.C13.PA	44:U4.U3.C09.C18.C15.SR
24:HR 12%|MDL 12P|VDEF 12P|MD 7P	33:U3.C09.C19.C22.PA	9:U3.C24	14:U6.C26.C10	24:U6.C18.C02.OB	34:U1.C14.C20.C19.PA	39:U7.U8.C16.C26.PA	44:U6.U4.C26.C14.C04.SR
Sweeper Jeans MAGENTA	15:U6.U5.C07	9:U6.C01	14:U5.C08.C23	24:U5.C15.C23.OB	34:U7.C24.C09.C25.PA	39:U6.U7.C08.C18.PA	44:U7.U7.C22.C27.C20.SR
8:MXIS 20P|KD 3P	17:U5.U2.C01	9:U3.C27	14:U2.C14.C22	24:U1.C09.C05.OB	34:U3.C04.C19.C19.PA	39:U4.U4.C26.C20.PA	44:U2.U2.C15.C25.C08.SR
Sweeper Jeans ORANGE	15:U4.U6.C17	9:U2.C07	14:U5.C14.C11	24:U3.C27.C25.OB	34:U2.C10.C09.C21.PA	39:U5.U7.C05.C10.PA	44:U7.U4.C12.C17.C08.SR
1:MD 3P	9:U2.C03	9:U7.C23	14:U4.C28.C07	24:U6.C02.C04.OB	34:U5.C10.C11.C05.PA	39:U3.U5.C13.C11.PA	44:U7.U4.C18.C12.C12.SR
Sweeper Jeans PALE PURPLE	15:U8.U7.C15	9:U1.C21	14:U1.C05.C22	24:U7.C11.C18.OB	34:U5.C25.C12.C08.PA	39:U6.U6.C03.C04.PA	44:U4.U8.C10.C08.C16.SR
16:VD 8P|6S 12P|MD 8P	25:U7.U3.C03.OB	9:U5.C22	14:U8.C10.C27	24:U4.C14.C06.OB	34:U3.C15.C07.C16.PA	39:U5.U7.C14.C08.PA	44:U2.U2.C14.C05.C20.SR
Sweeper Jeans PURPLE	15:U2.U6.C23	9:U3.C14	14:U2.C28.C27	24:U7.C01.C20.OB	34:U2.C17.C06.C13.PA	39:U5.U1.C11.C02.PA	44:U7.U3.C22.C18.C22.SR
8:MD 8P|DSA 3%	17:U8.U7.C18	9:U8.C11	14:U2.C02.C03	24:U2.C24.C26.OB	34:U4.C12.C28.C28.PA	39:U4.U5.C01.C21.PA	44:U7.U8.C25.C15.C09.SR
Sweeper Jeans RED	15:U5.U8.C02	9:U5.C14	14:U4.C21.C27	24:U8.C16.C06.OB	34:U1.C13.C06.C20.PA	39:U7.U8.C15.C18.PA	44:U5.U2.C18.C17.C01.SR
8:HR 1%|CH 12P	17:U4.U6.C23	9:U2.C16	14:U4.C18.C05	24:U4.C28.C26.OB	34:U6.C12.C12.C07.PA	39:U8.U3.C10.C17.PA	44:U7.U5.C07.C24.C28.SR
Vash Satin Cargopants BLACK	15:U7.U5.C27	9:U8.C14	14:U6.C14.C16	24:U3.C19.C14.OB	34:U7.C09.C03.C01.PA	39:U6.U8.C06.C12.PA	44:U1.U6.C05.C11.C28.SR
1:HR 6%	9:U5.C14	9:U8.C16	14:U5.C28.C05	24:U2.C16.C28.OB	34:U3.C27.C23.C09.PA	39:U4.U4.C18.C19.PA	44:U3.U8.C15.C05.C12.SR
Vash Satin Cargopants BRIGHT RED	15:U4.U2.C20	9:U2.C09	14:U5.C27.C25	24:U2.C14.C21.OB	34:U4.C21.C22.C21.PA	39:U2.U3.C27.C22.PA	44:U7.U5.C18.C02.C16.SR
12:MXH 100P	9:U7.C28	9:U2.C05	14:U5.C09.C16	24:U7.C24.C13.OB	34:U7.C10.C02.C03.PA	39:U4.U4.C14.C03.PA	44:U6.U8.C10.C23.C17.SR

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Item Name *ITEM COLOR* ENHANCED ITEM STATS	RECIPES: BASIC / RECIPES: ENHANCED	+1% PR / +1% VR	+2% PR / +2% VR	+3% PR / +3% VR	+4% PR / +4% VR	+5% PR / +5% VR	+6% PR / +6% VR
Vash Satin Cargopants BROWN 8:MD 8P|AD 3P	15:U4.U2.C19 17:U7.U2.C16	9:U7.C24 9:U5.C06	14:U8.C17.C05 14:U7.C05.C13	24:U5.C11.C24.OB 24:U1.C14.C09.OB	34:U3.C02.C23.C20.PA 34:U3.C18.C11.C16.PA	39:U7.U5.C02.C14.PA 39:U2.U4.C21.C22.PA	44:U8.U6.C13.C17.C10.SR 44:U5.U1.C04.C17.C03.SR
Vash Satin Cargopants DK. GREEN 24:MXH 100P|PT 9P|KD 20P|SD 20P	15:U8.U5.C03 33:U8.C26.C21.C17.PA	9:U7.C04 9:U3.C24	14:U1.C24.C11 14:U8.C22.C12	24:U1.C02.C23.OB 24:U5.C02.C12.OB	34:U5.C19.C04.C02.PA 34:U8.C22.C28.C01.PA	39:U6.U4.C19.C02.PA 39:U6.U3.C10.C25.PA	44:U3.U5.C25.C26.C25.SR 44:U4.U2.C13.C26.C28.SR
Vash Satin Cargopants GOLD 1:CH 12P	15:U6.U8.C01 9:U6.C26	9:U6.C13 9:U2.C11	14:U5.C26.C14 14:U6.C28.C12	24:U4.C07.C05.OB 24:U4.C12.C18.OB	34:U4.C02.C19.C22.PA 34:U5.C04.C07.C09.PA	39:U1.U5.C28.C08.PA 39:U1.U6.C07.C09.PA	44:U4.U3.C03.C04.C08.SR 44:U7.U6.C17.C01.C08.SR
Vash Satin Cargopants GREEN 8:MDL 12P|6S 24P	15:U5.U8.C20 17:U6.U5.C06	9:U6.C16 9:U4.C20	14:U3.C09.C26 14:U2.C16.C25	24:U6.C12.C06.OB 24:U3.C03.C26.OB	34:U3.C01.C10.C13.PA 34:U2.C24.C26.C16.PA	39:U2.U3.C13.C19.PA 39:U5.U2.C24.C18.PA	44:U2.U4.C20.C15.C14.SR 44:U2.U8.C20.C06.C26.SR
Vash Satin Cargopants INDIGO 12:MXH 100P	1:C22.C02 9:U5.C11	9:U3.C27 9:U5.C13	14:U6.C10.C13 14:U6.C21.C08	24:U2.C02.C07.OB 24:U2.C28.C13.OB	34:U6.C27.C05.C02.PA 34:U1.C17.C13.C24.PA	39:U4.U8.C16.C21.PA 39:U8.U8.C24.C07.PA	44:U8.U3.C13.C20.C13.SR 44:U1.U8.C08.C14.C26.SR
Vash Satin Cargopants MAGENTA 1:VD 8P	15:U5.U4.C06 9:U8.C16	9:U5.C02 9:U5.C06	14:U6.C04.C19 14:U1.C03.C11	24:U2.C11.C03.OB 24:U8.C24.C01.OB	34:U6.C11.C06.C23.PA 34:U2.C06.C25.C27.PA	39:U7.U1.C27.C18.PA 39:U8.U7.C20.C07.PA	44:U6.U4.C26.C25.C05.SR 44:U5.U5.C14.C07.C02.SR
Vash Satin Cargopants ORANGE 8:MXIS 20P|CE 6%	15:U1.U7.C11 17:U6.U2.C02	9:U6.C27 9:U5.C05	14:U2.C17.C24 14:U6.C04.C10	24:U2.C12.C06.OB 24:U1.C18.C10.OB	34:U7.C04.C05.C18.PA 34:U2.C03.C08.C20.PA	39:U7.U2.C20.C25.PA 39:U8.U7.C12.C13.PA	44:U6.U1.C05.C20.C18.SR 44:U3.U3.C12.C21.C19.SR
Vash Satin Cargopants PALE GREEN 16:RPDR 8%|PT 5P|KD 10P	15:U7.U5.C14 25:U7.U5.C03.OB	9:U2.C07 9:U1.C24	14:U8.C14.C03 14:U2.C25.C13	24:U2.C10.C21.OB 24:U1.C20.C15.OB	34:U3.C23.C12.C14.PA 34:U1.C07.C26.C12.PA	39:U8.U8.C20.C08.PA 39:U5.U4.C21.C15.PA	44:U7.U5.C13.C10.C27.SR 44:U4.U6.C08.C20.C01.SR
Vash Satin Cargopants PALE PURPLE 1:MD 3P	15:U8.U7.C27 9:U1.C13	9:U7.C04 9:U5.C27	14:U4.C07.C17 14:U1.C24.C18	24:U5.C21.C20.OB 24:U6.C05.C17.OB	34:U1.C10.C06.C03.PA 34:U4.C08.C24.C19.PA	39:U6.U4.C16.C12.PA 39:U6.U2.C08.C19.PA	44:U8.U3.C26.C08.C03.SR 44:U4.U2.C09.C14.C25.SR
Vash Satin Cargopants PINK 8:GT 3P|AD 5P	15:U7.U3.C05 17:U8.U8.C09	9:U2.C27 9:U8.C28	14:U6.C18.C12 14:U4.C15.C04	24:U4.C24.C20.OB 24:U1.C03.C20.OB	34:U1.C09.C05.C17.PA 34:U2.C16.C01.C19.PA	39:U1.U7.C26.C17.PA 39:U7.U8.C02.C19.PA	44:U4.U7.C07.C05.C10.SR 44:U5.U8.C06.C14.C05.SR
Vash Satin Cargopants RED 14:MXH 100P|MD 3P	15:U8.U4.C22 17:U3.U8.C23	9:U6.C28 9:U4.C05	14:U8.C13.C17 14:U1.C23.C27	24:U6.C28.C05.OB 24:U2.C20.C27.OB	34:U1.C20.C09.C11.PA 34:U4.C14.C10.C16.PA	39:U6.U8.C12.C25.PA 39:U1.U2.C26.C28.PA	44:U7.U5.C05.C18.C26.SR 44:U5.U5.C26.C21.C26.SR
Vash Satin Cargopants SADDLE BROWN 1:RPDR 10%	15:U3.U6.C10 9:U4.C24	9:U1.C10 9:U2.C11	14:U6.C06.C22 14:U4.C23.C03	24:U5.C14.C16.OB 24:U3.C23.C24.OB	34:U2.C23.C02.C22.PA 34:U8.C05.C23.C28.PA	39:U8.U2.C19.C23.PA 39:U4.U2.C03.C04.PA	44:U6.U5.C18.C25.C08.SR 44:U6.U7.C03.C26.C24.SR
Vash Satin Cargopants WHEAT 8:HR 1%|MD 3P	15:U7.U2.C02 17:U6.U7.C05	9:U8.C14 9:U2.C06	14:U2.C01.C26 14:U5.C16.C10	24:U7.C09.C14.OB 24:U7.C22.C09.OB	34:U2.C08.C01.C06.PA 34:U5.C20.C07.C15.PA	39:U1.U1.C12.C09.PA 39:U4.U7.C24.C09.PA	44:U3.U6.C13.C01.C12.SR 44:U6.U7.C18.C06.C07.SR
Vash Satin Cargopants WHITE 8:HGD 3P|VR 12%	1:C14.C27 17:U8.U6.C15	9:U6.C23 9:U8.C14	14:U4.C11.C07 14:U7.C13.C28	24:U4.C20.C26.OB 24:U4.C15.C28.OB	34:U8.C04.C16.C07.PA 34:U6.C10.C10.C10.PA	39:U6.U4.C28.C06.PA 39:U8.U7.C06.C16.PA	44:U4.U6.C05.C27.C10.SR 44:U1.U3.C04.C11.C10.SR
Vash Vinyl Cargopants AQUAMARINE 1:SHR 2%	30:U6.C06.C05.C11.OB 9:U6.C13	9:U3.C22 9:U7.C28	14:U2.C11.C11 14:U5.C09.C02	24:U5.C01.C06.OB 24:U8.C22.C14.OB	34:U5.C04.C05.C01.PA 34:U7.C10.C24.C21.PA	39:U4.U3.C10.C27.PA 39:U7.U6.C23.C26.PA	44:U7.U4.C18.C23.C27.SR 44:U8.U4.C24.C26.C03.SR
Vash Vinyl Cargopants BLACK 1:SD 12P	30:U7.C04.C18.C17.OB 9:U6.C14	9:U6.C14 9:U7.C28	14:U2.C21.C23 14:U1.C16.C16	24:U2.C10.C21.OB 24:U5.C23.C14.OB	34:U5.C03.C07.C06.PA 34:U4.C20.C28.C27.PA	39:U6.U3.C13.C27.PA 39:U7.U6.C17.C09.PA	44:U4.U2.C21.C03.C13.SR 44:U2.U6.C09.C22.C02.SR
Vash Vinyl Cargopants BROWN 24:F 3L|PT 8P|SISR 15%|RFD 15P	30:U6.C24.C28.C20.OB 33:U4.C15.C03.C05.PA	9:U7.C08 9:U3.C25	14:U2.C08.C23 14:U4.C11.C22	24:U5.C25.C06.OB 24:U6.C09.C05.OB	34:U8.C27.C25.C07.PA 34:U6.C23.C09.C11.PA	39:U1.U6.C15.C15.PA 39:U3.U8.C16.C28.PA	44:U3.U4.C13.C27.C15.SR 44:U4.U3.C14.C03.C02.SR
Vash Vinyl Cargopants CRIMSON 16:MXH 200P	30:U2.C25.C23.C19.OB 9:U6.C11	9:U3.C13 9:U3.C18	14:U5.C22.C27 14:U4.C25.C04	24:U2.C23.C28.OB 24:U6.C19.C23.OB	34:U2.C24.C23.C02.PA 34:U6.C14.C16.C12.PA	39:U7.U3.C26.C19.PA 39:U5.U2.C26.C13.PA	44:U5.U5.C15.C11.C20.SR 44:U3.U8.C22.C03.C08.SR
Vash Vinyl Cargopants DEEP ORANGE 1:HR 9%	30:U8.C03.C11.C16.OB 9:U3.C18	9:U6.C21 9:U5.C05	14:U8.C11.C04 14:U7.C14.C18	24:U8.C26.C15.OB 24:U8.C22.C12.OB	34:U1.C08.C12.C25.PA 34:U8.C10.C21.C18.PA	39:U1.U3.C13.C09.PA 39:U6.U8.C05.C20.PA	44:U1.U6.C04.C27.C18.SR 44:U5.U1.C10.C04.C09.SR
Vash Vinyl Cargopants DK. YELLOW 8:VD 12P|SD 12P	30:U4.C13.C12.C22.OB 17:U6.U1.C09	9:U6.C19 9:U6.C24	14:U1.C27.C27 14:U5.C11.C25	24:U7.C11.C08.OB 24:U4.C16.C04.OB	34:U8.C03.C27.C27.PA 34:U1.C28.C14.C21.PA	39:U3.U5.C03.C24.PA 39:U7.U1.C18.C25.PA	44:U3.U7.C17.C04.C11.SR 44:U2.U7.C14.C14.C22.SR
Vash Vinyl Cargopants EGGPLANT 8:ISR 1%|LP 20P	30:U1.C09.C11.C10.OB 17:U7.U5.C20	9:U4.C05 9:U3.C11	14:U4.C16.C15 14:U5.C27.C02	24:U6.C28.C04.OB 24:U1.C09.C13.OB	34:U7.C06.C26.C24.PA 34:U3.C04.C27.C09.PA	39:U4.U3.C21.C17.PA 39:U8.U7.C22.C26.PA	44:U5.U7.C28.C10.C04.SR 44:U5.U6.C10.C27.C15.SR
Vash Vinyl Cargopants GREEN 1:MD 12P	30:U1.C14.C20.C18.OB 9:U2.C18	9:U4.C10 9:U5.C06	14:U2.C09.C26 14:U5.C25.C04	24:U4.C21.C21.OB 24:U2.C18.C04.OB	34:U4.C26.C03.C25.PA 34:U5.C05.C01.C26.PA	39:U5.U8.C05.C11.PA 39:U2.U2.C15.C02.PA	44:U3.U5.C02.C16.C09.SR 44:U7.U4.C08.C03.C20.SR
Vash Vinyl Cargopants MAGENTA 8:VD 12P|RPDR 15%	30:U2.C05.C22.C11.OB 17:U6.U1.C03	9:U8.C18 9:U8.C18	14:U4.C05.C16 14:U7.C04.C25	24:U2.C08.C27.OB 24:U5.C10.C05.OB	34:U1.C21.C06.C19.PA 34:U6.C18.C27.C28.PA	39:U3.U1.C17.C05.PA 39:U8.U7.C05.C11.PA	44:U7.U3.C07.C14.C22.SR 44:U8.U4.C27.C16.C10.SR
Vash Vinyl Cargopants ORANGE 8:VR 20%|VTR 20%	30:U1.C07.C22.C28.OB 17:U3.U8.C24	9:U6.C07 9:U8.C09	14:U8.C22.C24 14:U3.C01.C28	24:U6.C06.C26.OB 24:U3.C24.C19.OB	34:U3.C20.C03.C07.PA 34:U7.C09.C23.C05.PA	39:U2.U1.C08.C05.PA 39:U6.U2.C24.C12.PA	44:U7.U8.C08.C23.C04.SR 44:U2.U8.C15.C09.C22.SR
Vash Vinyl Cargopants PLUM 8:PT 3P|RFD 5P	30:U6.C05.C19.C26.OB 17:U4.U5.C28	9:U7.C18 9:U8.C13	14:U8.C10.C10 14:U8.C05.C07	24:U5.C13.C08.OB 24:U5.C09.C18.OB	34:U8.C18.C20.C21.PA 34:U6.C11.C01.C25.PA	39:U5.U4.C18.C16.PA 39:U4.U7.C08.C13.PA	44:U2.U5.C25.C17.C18.SR 44:U7.U6.C24.C14.C13.SR
Vash Vinyl Cargopants PURPLE 8:MXIS 30P|CE 5%	30:U4.C25.C21.C23.OB 17:U3.U3.C02	9:U3.C28 9:U6.C27	14:U8.C22.C11 14:U8.C16.C08	24:U4.C22.C11.OB 24:U4.C07.C17.OB	34:U5.C08.C23.C17.PA 34:U1.C16.C27.C10.PA	39:U1.U4.C27.C20.PA 39:U8.U1.C12.C18.PA	44:U3.U7.C07.C27.C02.SR 44:U8.U3.C17.C21.C11.SR
Vash Vinyl Cargopants RED 16:MXH 200P	30:U8.C18.C17.C27.OB 9:U1.C25	9:U6.C10 9:U2.C27	14:U5.C12.C11 14:U4.C25.C24	24:U8.C14.C20.OB 24:U3.C14.C10.OB	34:U3.C15.C25.C11.PA 34:U4.C25.C17.C05.PA	39:U2.U7.C28.C26.PA 39:U7.U3.C24.C24.PA	44:U5.U7.C25.C16.C01.SR 44:U5.U2.C20.C15.C17.SR
Vash Vinyl Cargopants TEAL 1:MXIS 30P	30:U2.C01.C19.C02.OB 9:U6.C01	9:U6.C01 9:U3.C01	14:U3.C07.C06 14:U7.C01.C03	24:U6.C19.C28.OB 24:U1.C17.C18.OB	34:U6.C24.C25.C09.PA 34:U7.C09.C27.C14.PA	39:U6.U1.C15.C19.PA 39:U7.U2.C17.C11.PA	44:U5.U2.C28.C28.C09.SR 44:U8.U1.C04.C14.C11.SR
Vash Vinyl Cargopants YELLOW 1:MVS 5%	30:U6.C03.C15.C15.OB 9:U7.C02	9:U6.C16 9:U7.C27	14:U1.C20.C08 14:U3.C04.C15	24:U7.C27.C22.OB 24:U3.C11.C17.OB	34:U3.C01.C13.C18.PA 34:U4.C22.C28.C06.PA	39:U7.U6.C18.C20.PA 39:U3.U4.C02.C16.PA	44:U4.U2.C14.C07.C14.SR 44:U6.U8.C07.C28.C26.SR
Vash Vinyl Cargopants YELLOW GREEN 32:SHR 2%|HR 20%|MXH 200P|VDEF 20P|MD 12P	30:U8.C12.C27.C26.OB 41:U6.U3.C14.C16.C11.SR	9:U6.C17 9:U5.C04	14:U3.C04.C18 14:U6.C20.C11	24:U3.C06.C26.OB 24:U6.C18.C17.OB	34:U8.C02.C25.C15.PA 34:U4.C27.C15.C19.PA	39:U8.U6.C21.C01.PA 39:U5.U2.C04.C18.PA	44:U6.U7.C20.C21.C06.SR 44:U5.U4.C25.C23.C18.SR

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FEMALE SKIRTS

Item Name ITEM COLOR ENHANCED ITEM STATS	RECIPES: BASIC RECIPES: ENHANCED	+1% PR +1% VR	+2% PR +2% VR	+3% PR +3% VR	+4% PR +4% VR	+5% PR +5% VR	+6% PR +6% VR
Dread Leather Skirt BLACK	1:C08.C12	11:U4.C27.C17	16:U8.U7.C06	26:U8.U8.C27.OB	36:U4.U3.C19.C01.PA	41:U1.U8.C08.C07.C03.SR	46:U8.U1.U8.C21.C11.SR
16:PT 5P|6S 8P|RFD 10P	27:U3.U4.C16.OB	11:U7.C26.C05	16:U1.U1.C07	26:U4.U6.C23.OB	36:U8.U2.C06.C09.PA	41:U7.U2.C26.C16.C16.SR	46:U6.U5.U4.C09.C26.SR
Dread Leather Skirt BROWN	6:U6.C28	11:U1.C08.C16	16:U8.U7.C21	26:U3.U6.C02.OB	36:U2.U1.C17.C14.PA	41:U6.U1.C11.C22.C14.SR	46:U8.U2.U2.C05.C23.SR
8:VTR 8%|LP 8P	19:U2.U7.C21	11:U6.C12.C01	16:U6.U3.C04	26:U6.U6.C26.OB	36:U1.U6.C26.C24.PA	41:U5.U1.C26.C14.C01.SR	46:U4.U3.U7.C10.C08.SR
Dread Leather Skirt DK. GREEN	6:U5.C20	11:U2.C05.C19	16:U5.U5.C04	26:U8.U7.C09.OB	36:U2.U7.C17.C04.PA	41:U8.U6.C05.C13.C18.SR	46:U3.U1.U1.C21.C25.SR
1:MPDR 5%	11:U7.C11.C19	11:U1.C22.C27	16:U8.U5.C28	26:U3.U2.C23.OB	36:U2.U7.C23.C26.PA	41:U2.U2.C15.C12.C20.SR	46:U2.U2.U7.C22.C02.SR
Dread Leather Skirt DK. MAGENTA	6:U1.C25	11:U2.C11.C09	16:U6.U6.C20	26:U4.U8.C20.OB	36:U3.U3.C23.C12.PA	41:U7.U5.C28.C09.C18.SR	46:U5.U3.U3.C25.C11.SR
1:MCT 3P	11:U6.C02.C05	11:U4.C15.C24	16:U6.U5.C16	26:U8.U3.C23.OB	36:U8.U7.C25.C19.PA	41:U2.U3.C22.C21.C08.SR	46:U2.U2.U8.C04.C04.SR
Dread Leather Skirt DK. PURPLE	6:U2.C24	11:U7.C09.C05	16:U3.U8.C13	26:U8.U1.C19.OB	36:U7.U3.C15.C18.PA	41:U6.U3.C20.C12.C03.SR	46:U3.U4.U4.C16.C06.SR
8:MPDR 7%|RPDR 2%	19:U5.U7.C25	11:U3.C26.C04	16:U1.U3.C05	26:U3.U1.C22.OB	36:U2.U5.C14.C17.PA	41:U1.U4.C08.C28.C16.SR	46:U1.U1.U7.C03.C13.SR
Dread Leather Skirt DK. TEAL	6:U2.C04	11:U2.C20.C25	16:U2.U5.C18	26:U1.U8.C22.OB	36:U6.U5.C17.C12.PA	41:U5.U8.C05.C24.C15.SR	46:U1.U2.U3.C18.C21.SR
1:MPDR 10%	11:U5.C23.C21	11:U6.C07.C10	16:U4.U2.C19	26:U4.U5.C03.OB	36:U8.U8.C01.C02.PA	41:U5.U6.C16.C21.C03.SR	46:U4.U5.U3.C28.C24.SR
Dread Leather Skirt INDIGO	6:U7.C22	11:U8.C23.C02	16:U3.U4.C09	26:U7.U1.C15.OB	36:U6.U3.C06.C22.PA	41:U7.U7.C07.C24.C02.SR	46:U3.U4.U5.C16.C18.SR
1:SS 8P	11:U5.C03.C03	11:U1.C05.C20	16:U6.U7.C07	26:U2.U7.C05.OB	36:U1.U4.C08.C15.PA	41:U5.U6.C08.C23.C17.SR	46:U3.U7.U5.C24.C25.SR
Dread Leather Skirt MAGENTA	6:U8.C22	11:U4.C01.C16	16:U5.U8.C23	26:U6.U7.C21.OB	36:U5.U8.C15.C17.PA	41:U6.U2.C20.C23.C07.SR	46:U3.U2.U6.C02.C05.SR
1:DR 4P	11:U1.C15.C17	11:U6.C18.C12	16:U2.U8.C16	26:U3.U3.C20.OB	36:U4.U1.C23.C04.PA	41:U2.U2.C20.C15.C25.SR	46:U6.U7.U1.C11.C07.SR
Dread Leather Skirt ORANGE	6:U1.C10	11:U6.C05.C24	16:U6.U7.C20	26:U6.U5.C11.OB	36:U4.U3.C02.C27.PA	41:U2.U6.C28.C25.C15.SR	46:U6.U2.U8.C26.C28.SR
8:DR 4P|DDR 1P	19:U1.U1.C25	11:U5.C24.C14	16:U4.U3.C16	26:U4.U1.C02.OB	36:U2.U2.C25.C26.PA	41:U1.U5.C19.C08.C10.SR	46:U2.U4.U8.C24.C02.SR
Dread Leather Skirt ORCHID	6:U2.C19	11:U5.C25.C19	16:U6.U2.C24	26:U1.U2.C07.OB	36:U4.U6.C02.C17.PA	41:U4.U3.C17.C14.C20.SR	46:U1.U8.U6.C13.C04.SR
6:MXH 50P	17:U5.U2.C11	11:U3.C11.C19	16:U5.U5.C20	26:U2.U5.C12.OB	36:U7.U4.C04.C14.PA	41:U1.U2.C04.C08.C02.SR	46:U7.U8.U3.C06.C18.SR
Dread Leather Skirt PURPLE	6:U5.C24	11:U3.C19.C27	16:U3.U7.C02	26:U6.U4.C22.OB	36:U1.U2.C21.C16.PA	41:U2.U1.C20.C18.C12.SR	46:U7.U7.U3.C01.C15.SR
1:MXIS 10P	11:U8.C27.C20	11:U6.C14.C23	16:U6.U3.C12	26:U2.U3.C15.OB	36:U8.U6.C14.C21.PA	41:U3.U6.C28.C06.C13.SR	46:U1.U1.U4.C07.C13.SR
Dread Leather Skirt RED	6:U6.C06	11:U6.C04.C18	16:U5.U3.C12	26:U3.U1.C04.OB	36:U5.U3.C21.C15.PA	41:U7.U1.C07.C18.C02.SR	46:U8.U4.U7.C21.C01.SR
8:VD 4P|RD 4P	19:U4.U4.C27	11:U7.C21.C16	16:U7.U4.C24	26:U4.U1.C20.OB	36:U8.U7.C09.C15.PA	41:U4.U4.C08.C26.C10.SR	46:U3.U4.U7.C05.C12.SR
Dread Leather Skirt SEA GREEN	6:U1.C14	11:U2.C03.C08	16:U7.U3.C10	26:U8.U3.C07.OB	36:U5.U2.C17.C12.PA	41:U7.U5.C07.C06.C24.SR	46:U5.U2.U7.C07.C05.SR
1:VR 8%	11:U2.C03.C23	11:U4.C02.C27	16:U2.U1.C18	26:U3.U3.C07.OB	36:U1.U1.C12.C09.PA	41:U6.U3.C08.C05.C13.SR	46:U2.U1.U4.C03.C07.SR
Dread Leather Skirt SIENNA	6:U8.C21	11:U6.C10.C15	16:U2.U1.C26	26:U8.U8.C23.OB	36:U5.U4.C01.C03.PA	41:U4.U4.C06.C14.C07.SR	46:U8.U1.U6.C13.C14.SR
8:MPDR 2%|RPDR 2%	19:U7.U2.C06	11:U1.C13.C02	16:U8.U2.C12	26:U5.U7.C15.OB	36:U5.U4.C05.C06.PA	41:U4.U1.C14.C10.C22.SR	46:U2.U4.U4.C12.C18.SR
Dread Leather Skirt YELLOW	6:U4.C14	11:U6.C13.C17	16:U5.U5.C28	26:U1.U7.C02.OB	36:U4.U3.C11.C13.PA	41:U8.U4.C05.C15.C13.SR	46:U8.U4.U5.C20.C10.SR
8:RD 4P|MXH 50P	19:U1.U1.C14	11:U3.C23.C08	16:U2.U5.C01	26:U7.U6.C04.OB	36:U2.U4.C16.C25.PA	41:U5.U2.C04.C02.C24.SR	46:U3.U8.U2.C07.C16.SR
Dread Leather Skirt YELLOW-GREEN	6:U7.C11	11:U6.C03.C23	16:U7.U4.C03	26:U1.U3.C05.OB	36:U7.U6.C03.C06.PA	41:U8.U7.C18.C23.C09.SR	46:U7.U5.U8.C11.C15.SR
1:VTR 8%	11:U5.C11.C11	11:U4.C14.C26	16:U7.U5.C19	26:U8.U4.C12.OB	36:U3.U3.C03.C13.PA	41:U8.U2.C24.C14.C18.SR	46:U5.U8.U8.C27.C08.SR
Grapp Skirt ASH	31:U3.C09.C04.C10.PA	11:U4.C22.C03	16:U8.U8.C15	26:U3.U6.C16.OB	36:U2.U3.C23.C08.PA	41:U5.U3.C24.C23.C10.SR	46:U3.U2.U4.C08.C28.SR
8:F 3L|SS 20P	19:U2.U1.C02	11:U3.C03.C15	16:U5.U6.C14	26:U3.U3.C22.OB	36:U6.U2.C04.C01.PA	41:U6.U5.C11.C07.C16.SR	46:U5.U7.U7.C28.C07.SR
Grapp Skirt BLACK	31:U5.C19.C04.C19.PA	11:U2.C05.C28	16:U4.U5.C04	26:U4.U4.C26.OB	36:U4.U3.C03.C20.PA	41:U8.U4.C23.C12.C09.SR	46:U2.U8.U4.C20.C28.SR
1:ISR 5%	11:U5.C06.C16	11:U6.C18.C03	16:U3.U1.C01	26:U5.U4.C13.OB	36:U5.U6.C15.C27.PA	41:U7.U8.C25.C21.C01.SR	46:U2.U2.U2.C09.C02.SR
Grapp Skirt BROWN	31:U7.C16.C25.C04.PA	11:U2.C20.C05	16:U5.U6.C10	26:U4.U8.C24.OB	36:U6.U6.C18.C05.PA	41:U4.U5.C03.C09.C09.SR	46:U3.U2.U3.C21.C01.SR
1:B 3L	11:U2.C28.C20	11:U1.C23.C20	16:U1.U1.C19	26:U6.U4.C12.OB	36:U5.U6.C16.C26.PA	41:U3.U5.C23.C21.C05.SR	46:U8.U2.U8.C12.C06.SR
Grapp Skirt DK. AQUA	31:U8.C19.C05.C27.PA	11:U7.C12.C09	16:U8.U6.C05	26:U2.U1.C26.OB	36:U5.U8.C06.C07.PA	41:U4.U3.C27.C06.C24.SR	46:U6.U7.U6.C01.C04.SR
8:HR 1%|B 3L	19:U1.U8.C08	11:U8.C15.C11	16:U1.U6.C12	26:U1.U5.C25.OB	36:U7.U4.C24.C18.PA	41:U5.U1.C20.C27.C27.SR	46:U8.U6.U3.C06.C27.SR
Grapp Skirt DK. RED	31:U2.C19.C11.C28.PA	11:U8.C21.C05	16:U6.U7.C18	26:U3.U7.C20.OB	36:U2.U2.C13.C01.PA	41:U6.U5.C13.C03.C12.SR	46:U5.U7.U8.C05.C19.SR
8:KFD 5P|ST 3P	19:U2.U8.C21	11:U4.C16.C18	16:U4.U5.C28	26:U3.U2.C06.OB	36:U4.U1.C04.C02.PA	41:U7.U2.C24.C22.C15.SR	46:U5.U7.U1.C17.C26.SR
Grapp Skirt DRAB OLIVE	31:U5.C23.C15.C20.PA	11:U5.C24.C16	16:U6.U3.C01	26:U4.U1.C20.OB	36:U5.U4.C21.C01.PA	41:U4.U2.C06.C28.C01.SR	46:U4.U8.U4.C05.C24.SR
20:MXH 200P|V 3L	19:U2.U3.C11	11:U5.C27.C10	16:U4.U3.C02	26:U8.U4.C18.OB	36:U2.U2.C04.C05.PA	41:U5.U1.C24.C15.C21.SR	46:U2.U8.U5.C24.C10.SR
Grapp Skirt EGGPLANT	31:U1.C23.C01.C09.PA	11:U1.C27.C25	16:U8.U2.C12	26:U7.U6.C19.OB	36:U6.U1.C23.C13.PA	41:U7.U8.C23.C10.C23.SR	46:U2.U7.U8.C12.C25.SR
1:SD 12P	11:U4.C26.C24	11:U5.C10.C22	16:U8.U2.C21	26:U8.U6.C26.OB	36:U2.U7.C24.C16.PA	41:U3.U5.C26.C27.C01.SR	46:U4.U8.U8.C03.C26.SR
Grapp Skirt GREEN	31:U4.C13.C06.C07.PA	11:U1.C22.C27	16:U1.U2.C05	26:U4.U6.C02.OB	36:U5.U8.C14.C28.PA	41:U4.U7.C09.C26.C10.SR	46:U5.U7.U6.C17.C28.SR
8:VR 20P|SS 20P	19:U4.U7.C18	11:U5.C25.C14	16:U3.U5.C16	26:U1.U5.C11.OB	36:U3.U1.C25.C15.PA	41:U7.U2.C01.C23.C11.SR	46:U2.U1.U2.C09.C15.SR
Grapp Skirt INDIGO	31:U4.C08.C11.C15.PA	11:U5.C26.C13	16:U4.U8.C18	26:U6.U6.C20.OB	36:U5.U8.C23.C15.PA	41:U4.U1.C03.C08.C03.SR	46:U2.U4.U1.C15.C04.SR
1:RD 5P	11:U2.C24.C05	11:U6.C22.C15	16:U7.U2.C20	26:U4.U2.C16.OB	36:U8.U8.C17.C02.PA	41:U3.U6.C05.C25.C07.SR	46:U5.U4.U8.C06.C28.SR
Grapp Skirt MAGENTA	31:U4.C04.C06.C28.PA	11:U5.C19.C04	16:U2.U7.C02	26:U2.U4.C25.OB	36:U5.U8.C26.C10.PA	41:U7.U1.C26.C18.C26.SR	46:U3.U8.U4.C26.C02.SR
8:MD 12P|KFD 5P	19:U3.U6.C06	11:U7.C08.C19	16:U8.U7.C15	26:U8.U6.C07.OB	36:U4.U2.C10.C02.PA	41:U5.U4.C14.C05.C15.SR	46:U5.U1.U8.C18.C19.SR
Grapp Skirt ORANGE	31:U1.C08.C28.C13.PA	11:U7.C02.C07	16:U5.U4.C09	26:U3.U3.C06.OB	36:U3.U8.C16.C11.PA	41:U1.U7.C18.C05.C09.SR	46:U6.U2.U5.C27.C07.SR
16:RPDR 15%|WA 5P|VR 15%	27:U6.U8.C23.OB	11:U7.C03.C15	16:U4.U5.C28	26:U1.U1.C17.OB	36:U3.U2.C22.C05.PA	41:U7.U8.C25.C16.C19.SR	46:U2.U1.U1.C07.C16.SR
Grapp Skirt PALE RED	31:U1.C09.C17.C20.PA	11:U1.C13.C23	16:U1.U2.C27	26:U7.U2.C01.OB	36:U4.U1.C28.C04.PA	41:U7.U4.C10.C03.C16.SR	46:U5.U8.U2.C10.C25.SR
8:MCT 3P|VR 8%	19:U8.U2.C04	11:U2.C13.C10	16:U3.U6.C20	26:U5.U1.C12.OB	36:U6.U1.C13.C17.PA	41:U4.U2.C07.C20.C23.SR	46:U2.U6.U3.C20.C20.SR
Grapp Skirt PURPLE	31:U2.C25.C05.C02.PA	11:U6.C21.C19	16:U2.U6.C11	26:U3.U4.C07.OB	36:U7.U8.C28.C13.PA	41:U3.U2.C14.C05.C15.SR	46:U1.U6.U8.C07.C13.SR
16:SHR 2%|VR 20%|RD 12P	27:U7.U2.C23.OB	11:U6.C23.C08	16:U4.U6.C22	26:U7.U8.C11.OB	36:U2.U7.C26.C21.PA	41:U6.U5.C02.C12.C17.SR	46:U4.U6.U8.C22.C04.SR

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Item Name ITEM COLOR ENHANCED ITEM STATS	RECIPES: BASIC RECIPES: ENHANCED	+1% PR +1% VR	+2% PR +2% VR	+3% PR +3% VR	+4% PR +4% VR	+5% PR +5% VR	+6% PR +6% VR
Grapp Skirt RED	31:U5.C21.C19.C04.PA	11:U6.C22.C27	16:U8.U2.C04	26:U5.U7.C12.OB	36:U5.U8.C13.C14.PA	41:U4.U4.C25.C03.C23.SR	46:U2.U6.U8.C28.C10.SR
8:F 3L|DR 10P	19:U2.U3.C03	11:U4.C01.C07	16:U6.U8.C26	26:U5.U7.C21.OB	36:U8.U4.C02.C02.PA	41:U1.U7.C23.C17.C08.SR	46:U6.U4.U3.C10.C05.SR
Grapp Skirt SADDLE BROWN	31:U6.C01.C05.C24.PA	11:U6.C22.C14	16:U6.U4.C26	26:U5.U5.C17.OB	36:U3.U7.C19.C15.PA	41:U5.U6.C09.C20.C13.SR	46:U4.U6.U6.C04.C05.SR
1:VR 20P	11:U7.C21.C11	11:U8.C17.C27	16:U6.U2.C01	26:U7.U2.C01.OB	36:U7.U1.C01.C10.PA	41:U1.U5.C11.C20.C13.SR	46:U1.U2.U2.C26.C12.SR
Grapp Skirt TAN	31:U2.C17.C08.C05.PA	11:U8.C18.C18	16:U1.U5.C25	26:U8.U3.C04.OB	36:U4.U2.C11.C20.PA	41:U5.U6.C15.C09.C23.SR	46:U2.U3.U6.C13.C06.SR
1:MD 12P	11:U1.C20.C05	11:U1.C09.C22	16:U2.U6.C22	26:U2.U5.C20.OB	36:U5.U5.C23.C24.PA	41:U7.U3.C14.C24.C17.SR	46:U8.U7.U4.C24.C09.SR
Pearl Fash Skirt BLACK	41:U8.U2.C19.C12.C04.SR	11:U8.C07.C17	16:U7.U2.C17	26:U6.U6.C08.OB	36:U3.U8.C26.C04.PA	41:U6.U7.C11.C06.C16.SR	46:U6.U1.U2.C18.C04.SR
8:KFD 5P|KD 5P	19:U4.U8.C05	11:U3.C20.C06	16:U1.U4.C09	26:U8.U6.C04.OB	36:U5.U3.C23.C26.PA	41:U1.U6.C11.C10.C17.SR	46:U6.U8.U4.C05.C28.SR
Pearl Fash Skirt BROWN	41:U6.U6.C10.C25.C13.SR	11:U4.C14.C26	16:U7.U4.C08	26:U4.U5.C14.OB	36:U4.U5.C24.C03.PA	41:U7.U5.C25.C21.C07.SR	46:U5.U5.U2.C24.C17.SR
8:HR 1%|KFD 5P	19:U8.U8.C27	11:U4.C19.C24	16:U3.U7.C01	26:U4.U1.C07.OB	36:U7.U7.C04.C25.PA	41:U3.U8.C19.C03.C24.SR	46:U5.U7.U8.C16.C19.SR
Pearl Fash Skirt BURLY WOOD	41:U1.U2.C06.C15.C06.SR	11:U8.C24.C04	16:U1.U5.C01	26:U3.U1.C19.OB	36:U2.U7.C10.C14.PA	41:U4.U4.C20.C25.C25.SR	46:U1.U4.U6.C19.C18.SR
16:AD 15P|UC 10P|ACT 3P	19:U1.U3.C27	11:U6.C06.C12	16:U4.U1.C25	26:U8.U2.C28.OB	36:U8.U1.C19.C18.PA	41:U6.U6.C02.C09.C02.SR	46:U2.U8.U4.C19.C20.SR
Pearl Fash Skirt DK. SALMON	41:U7.U6.C20.C05.C14.SR	11:U1.C19.C17	16:U6.U3.C12	26:U8.U4.C26.OB	36:U4.U7.C10.C10.PA	41:U2.U8.C01.C11.C17.SR	46:U2.U8.U5.C03.C14.SR
1:DR 10P	11:U5.C10.C16	11:U7.C05.C20	16:U7.U7.C22	26:U8.U7.C07.OB	36:U3.U3.C14.C10.PA	41:U5.U3.C14.C15.C12.SR	46:U2.U4.U8.C13.C08.SR
Pearl Fash Skirt EGGPLANT	41:U8.U5.C09.C15.C01.SR	11:U2.C22.C04	16:U3.U4.C24	26:U3.U6.C25.OB	36:U3.U7.C13.C22.PA	41:U4.U2.C20.C25.C11.SR	46:U1.U1.U1.C26.C15.SR
8:VD 12P|VDEF 12P	19:U6.U4.C25	11:U1.C10.C03	16:U3.U2.C12	26:U2.U7.C28.OB	36:U1.U3.C16.C19.PA	41:U2.U1.C10.C11.C03.SR	46:U4.U1.U6.C03.C13.SR
Pearl Fash Skirt GREEN	41:U2.U3.C17.C26.C11.SR	11:U2.C19.C15	16:U3.U5.C04	26:U6.U7.C07.OB	36:U2.U1.C14.C21.PA	41:U4.U2.C25.C25.C09.SR	46:U5.U1.U8.C02.C05.SR
8:VD 12P|MD 12P	19:U7.U3.C10	11:U1.C01.C06	16:U5.U2.C07	26:U4.U1.C07.OB	36:U7.U5.C16.C04.PA	41:U4.U4.C01.C10.C02.SR	46:U6.U3.U8.C28.C08.SR
Pearl Fash Skirt IVORY	41:U3.U8.C17.C02.C05.SR	11:U8.C20.C21	16:U8.U1.C27	26:U8.U6.C23.OB	36:U2.U1.C02.C27.PA	41:U8.U1.C06.C02.C19.SR	46:U2.U1.U6.C04.C26.SR
1:CE 10%	11:U5.C16.C24	11:U1.C27.C28	16:U4.U4.C11	26:U7.U5.C11.OB	36:U2.U7.C06.C03.PA	41:U4.U5.C15.C17.C05.SR	46:U3.U6.U3.C05.C24.SR
Pearl Fash Skirt LAVENDER	41:U4.U5.C22.C15.C25.SR	11:U6.C16.C03	16:U3.U6.C12	26:U1.U6.C15.OB	36:U1.U5.C14.C10.PA	41:U5.U2.C09.C12.C25.SR	46:U2.U4.U4.C04.C22.SR
16:ISR 1%|MPDR 5%|RPDR 5%	27:U6.U6.C07.OB	11:U1.C26.C17	16:U1.U7.C08	26:U7.U7.C05.OB	36:U3.U8.C09.C05.PA	41:U3.U2.C21.C15.C04.SR	46:U1.U7.U8.C19.C06.SR
Pearl Fash Skirt MAGENTA	41:U3.U8.C10.C07.C06.SR	11:U5.C16.C09	16:U7.U3.C13	26:U8.U4.C20.OB	36:U1.U5.C28.C08.PA	41:U3.U5.C04.C23.C20.SR	46:U6.U1.U7.C11.C15.SR
1:CW 5P	11:U7.C07.C24	11:U2.C09.C15	16:U7.U4.C02	26:U8.U6.C06.OB	36:U3.U5.C25.C05.PA	41:U1.U2.C28.C21.C07.SR	46:U1.U4.U3.C28.C04.SR
Pearl Fash Skirt ORANGE	41:U2.U4.C18.C20.C01.SR	11:U6.C03.C28	16:U3.U3.C27	26:U1.U8.C27.OB	36:U5.U4.C22.C19.PA	41:U8.U8.C13.C03.C04.SR	46:U5.U5.U3.C13.C20.SR
16:MXH 200P	11:U5.C03.C26	11:U5.C06.C09	16:U2.U1.C17	26:U8.U1.C08.OB	36:U1.U4.C01.C01.PA	41:U4.U8.C06.C03.C19.SR	46:U6.U6.U8.C13.C02.SR
Pearl Fash Skirt PALE GREEN	41:U7.U1.C20.C24.C02.SR	11:U7.C10.C08	16:U2.U6.C01	26:U6.U2.C28.OB	36:U8.U1.C26.C24.PA	41:U3.U4.C07.C10.C08.SR	46:U6.U7.U7.C03.C18.SR
16:MXIS 30P|GT 5P|AD 10P	27:U2.U7.C14.OB	11:U4.C22.C08	16:U5.U1.C25	26:U6.U4.C25.OB	36:U6.U8.C27.C13.PA	41:U5.U3.C08.C26.C10.SR	46:U3.U3.U3.C22.C23.SR
Pearl Fash Skirt PINK	41:U5.U8.C09.C10.C23.SR	11:U6.C14.C07	16:U6.U1.C11	26:U5.U1.C02.OB	36:U1.U3.C14.C07.PA	41:U5.U2.C13.C23.C23.SR	46:U3.U6.U2.C18.C01.SR
1:RD 12P	11:U5.C16.C24	11:U7.C18.C20	16:U8.U1.C03	26:U5.U8.C23.OB	36:U2.U2.C13.C16.PA	41:U6.U4.C16.C02.C09.SR	46:U6.U3.U8.C04.C18.SR
Pearl Fash Skirt PURPLE	41:U5.U5.C06.C14.C08.SR	11:U8.C23.C05	16:U3.U6.C07	26:U8.U8.C20.OB	36:U3.U4.C27.C13.PA	41:U6.U6.C09.C27.C26.SR	46:U4.U4.U5.C22.C10.SR
16:F 1L|MCT 3P|SD 10P	27:U7.U7.C18.OB	11:U1.C07.C22	16:U4.U6.C09	26:U2.U6.C17.OB	36:U7.U7.C14.C05.PA	41:U4.U8.C24.C10.C14.SR	46:U8.U7.U2.C09.C19.SR
Pearl Fash Skirt RED	41:U7.U4.C15.C15.C08.SR	11:U2.C19.C09	16:U5.U7.C03	26:U1.U1.C13.OB	36:U3.U3.C27.C07.PA	41:U6.U1.C18.C08.C19.SR	46:U2.U6.U3.C02.C13.SR
8:KFD 5P|MVS 5%	19:U7.U1.C20	11:U4.C26.C11	16:U2.U7.C17	26:U5.U7.C19.OB	36:U3.U3.C02.C02.PA	41:U5.U6.C28.C10.C02.SR	46:U5.U3.U1.C27.C26.SR
Pearl Fash Skirt SEA GREEN	41:U8.U5.C20.C07.C28.SR	11:U7.C24.C03	16:U1.U2.C28	26:U3.U5.C01.OB	36:U8.U2.C02.C08.PA	41:U2.U1.C07.C08.C02.SR	46:U8.U5.U5.C01.C17.SR
16:MPDR 5%|CH 20P|RPDR 5%	27:U3.U1.C03.OB	11:U2.C15.C01	16:U7.U2.C05	26:U8.U8.C26.OB	36:U2.U5.C01.C09.PA	41:U6.U4.C08.C05.C09.SR	46:U6.U1.U8.C05.C13.SR
Pearl Fash Skirt WHITE	41:U3.U8.C21.C10.C12.SR	11:U1.C15.C23	16:U5.U8.C03	26:U8.U3.C19.OB	36:U6.U5.C12.C11.PA	41:U1.U6.C13.C25.C19.SR	46:U5.U6.U7.C25.C04.SR
16:MXH 200P	11:U3.C16.C23	11:U8.C27.C16	16:U6.U6.C07	26:U6.U7.C23.OB	36:U6.U2.C11.C01.PA	41:U2.U7.C22.C20.C03.SR	46:U5.U7.U3.C18.C28.SR
Tress Skirt BLACK	16:U8.U7.C12	11:U7.C16.C03	16:U1.U4.C25	26:U2.U7.C04.OB	36:U6.U6.C15.C28.PA	41:U1.U2.C26.C24.C15.SR	46:U2.U8.U8.C28.C02.SR
22:HR 1%|MXH 200P|R 3L	27:U5.U4.C14.OB	11:U7.C05.C09	16:U8.U3.C09	26:U3.U2.C21.OB	36:U6.U5.C11.C24.PA	41:U8.U6.C12.C23.C18.SR	46:U6.U4.U6.C08.C01.SR
Tress Skirt BROWN	16:U2.U8.C01	11:U4.C19.C10	16:U5.U1.C08	26:U5.U3.C27.OB	36:U6.U4.C02.C21.PA	41:U4.U4.C13.C10.C06.SR	46:U6.U8.U4.C16.C27.SR
1:ISR 5%	11:U3.C13.C19	11:U5.C25.C10	16:U7.U5.C02	26:U7.U5.C04.OB	36:U7.U1.C06.C06.PA	41:U3.U5.C20.C21.C04.SR	46:U1.U4.U3.C26.C22.SR
Tress Skirt CREAM	16:U2.U8.C06	11:U3.C22.C07	16:U4.U7.C20	26:U2.U2.C18.OB	36:U8.U6.C26.C21.PA	41:U5.U3.C19.C19.C10.SR	46:U4.U3.U5.C03.C06.SR
1:SD 12P	11:U4.C02.C03	11:U1.C12.C14	16:U2.U2.C13	26:U6.U5.C25.OB	36:U8.U1.C16.C28.PA	41:U5.U8.C09.C16.C11.SR	46:U6.U7.U3.C23.C16.SR
Tress Skirt EGGPLANT	16:U3.U5.C22	11:U5.C27.C14	16:U2.U4.C12	26:U3.U1.C17.OB	36:U6.U8.C07.C04.PA	41:U5.U3.C12.C24.C03.SR	46:U7.U2.U1.C28.C14.SR
1:ISR 1%	11:U5.C08.C18	11:U3.C27.C18	16:U2.U2.C13	26:U8.U4.C19.OB	36:U8.U4.C17.C20.PA	41:U6.U5.C09.C22.C02.SR	46:U4.U5.U1.C13.C01.SR
Tress Skirt GREEN	16:U3.U6.C19	11:U7.C09.C14	16:U3.U1.C13	26:U6.U2.C08.OB	36:U3.U3.C04.C17.PA	41:U5.U4.C23.C09.C15.SR	46:U5.U1.U8.C11.C08.SR
1:DS 12P	11:U5.C04.C10	11:U7.C14.C05	16:U4.U7.C13	26:U6.U1.C24.OB	36:U7.U1.C09.C22.PA	41:U1.U1.C12.C09.C08.SR	46:U2.U2.U7.C20.C08.SR
Tress Skirt LAVENDER	16:U2.U5.C24	11:U1.C18.C13	16:U2.U5.C17	26:U6.U4.C05.OB	36:U8.U6.C20.C20.PA	41:U8.U7.C12.C11.C22.SR	46:U8.U4.U1.C08.C09.SR
8:MD 12P|RD 5P	19:U4.U6.C19	11:U7.C04.C16	16:U6.U8.C04	26:U4.U5.C14.OB	36:U3.U7.C09.C18.PA	41:U7.U1.C08.C01.C07.SR	46:U2.U8.U2.C28.C04.SR
Tress Skirt MAGENTA	16:U7.U7.C03	11:U8.C08.C18	16:U6.U5.C25	26:U6.U7.C05.OB	36:U2.U8.C11.C25.PA	41:U4.U8.C22.C05.C08.SR	46:U7.U7.U6.C18.C11.SR
16:MPDR 15%|VR 20%|SD 10P	27:U6.U1.C02.OB	11:U5.C12.C03	16:U4.U7.C01	26:U6.U5.C16.OB	36:U6.U7.C19.C08.PA	41:U3.U8.C17.C28.C09.SR	46:U8.U3.U8.C24.C05.SR
Tress Skirt MAROON	16:U4.U3.C09	11:U2.C20.C27	16:U7.U8.C01	26:U2.U1.C26.OB	36:U4.U2.C11.C07.PA	41:U1.U5.C27.C10.C27.SR	46:U7.U1.U2.C16.C25.SR
20:F 3L|MXH 200P	19:U7.U5.C28	11:U2.C14.C02	16:U1.U7.C02	26:U4.U3.C08.OB	36:U7.U4.C14.C06.PA	41:U2.U7.C06.C17.C09.SR	46:U3.U2.U6.C27.C09.SR
Tress Skirt ORANGE	16:U6.U5.C12	11:U5.C07.C18	16:U1.U8.C27	26:U5.U8.C28.OB	36:U2.U2.C15.C05.PA	41:U6.U3.C14.C02.C28.SR	46:U3.U1.U2.C28.C20.SR
1:VR 15%	11:U8.C01.C03	11:U5.C09.C03	16:U1.U8.C16	26:U1.U2.C21.OB	36:U6.U7.C07.C01.PA	41:U6.U7.C12.C06.C06.SR	46:U4.U5.U2.C18.C21.SR
Tress Skirt ORCHID	16:U3.U5.C27	11:U4.C20.C17	16:U8.U6.C23	26:U8.U6.C03.OB	36:U5.U4.C13.C11.PA	41:U7.U4.C28.C05.C01.SR	46:U8.U8.U1.C23.C18.SR
1:VR 20%	11:U6.C02.C18	11:U4.C13.C20	16:U1.U7.C18	26:U4.U2.C04.OB	36:U1.U7.C02.C12.PA	41:U2.U2.C19.C16.C09.SR	46:U2.U8.U6.C21.C17.SR
Tress Skirt PERU	16:U3.U7.C23	11:U2.C02.C11	16:U3.U1.C20	26:U1.U4.C09.OB	36:U7.U8.C09.C19.PA	41:U2.U5.C04.C17.C27.SR	46:U4.U7.U5.C22.C11.SR
1:MPDR 15%	11:U2.C25.C21	11:U7.C21.C26	16:U1.U8.C20	26:U4.U5.C16.OB	36:U4.U1.C24.C18.PA	41:U5.U7.C19.C03.C23.SR	46:U1.U5.U3.C26.C27.SR

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Item Name ITEM COLOR ENHANCED ITEM STATS	RECIPES: BASIC RECIPES: ENHANCED	+1% PR +1% VR	+2% PR +2% VR	+3% PR +3% VR	+4% PR +4% VR	+5% PR +5% VR	+6% PR +6% VR
Tress Skirt PINK ROSE	16:U6.U5.C21	11:U6.C06.C20	16:U3.U5.C07	26:U4.U1.C04.OB	36:U8.U6.C19.C04.PA	41:U4.U5.C10.C07.C11.SR	46:U5.U4.U1.C02.C04.SR
1:RFD 5P	11:U4.C07.C23	11:U5.C06.C21	16:U3.U6.C10	26:U3.U6.C22.OB	36:U8.U5.C11.C09.PA	41:U5.U5.C18.C06.C09.SR	46:U1.U1.U7.C04.C28.SR
Tress Skirt PURPLE	16:U7.U6.C17	11:U7.C15.C13	16:U5.U5.C17	26:U5.U8.C07.OB	36:U7.U2.C09.C12.PA	41:U6.U5.C16.C13.C05.SR	46:U7.U7.U4.C01.C09.SR
16:MD 12P|UDR 5%|MPDR 15%|HD 2P|CE 2%	27:U7.U3.C13.OB	11:U6.C02.C24	16:U6.U7.C27	26:U3.U2.C20.OB	36:U8.U7.C19.C13.PA	41:U3.U2.C07.C05.C21.SR	46:U7.U4.U5.C27.C10.SR
Tress Skirt RED	16:U2.U5.C14	11:U3.C19.C01	16:U2.U1.C23	26:U1.U6.C15.OB	36:U7.U6.C13.C01.PA	41:U5.U5.C16.C03.C23.SR	46:U7.U4.U6.C20.C06.SR
1:RFD 5P	11:U3.C24.C12	11:U7.C08.C15	16:U3.U1.C12	26:U8.U1.C15.OB	36:U1.U5.C03.C11.PA	41:U2.U8.C15.C05.C01.SR	46:U1.U2.U1.C18.C16.SR
Tress Skirt TEAL	16:U4.U5.C15	11:U3.C25.C01	16:U6.U7.C04	26:U1.U8.C05.OB	36:U5.U5.C03.C18.PA	41:U3.U4.C01.C22.C02.SR	46:U4.U5.U1.C22.C14.SR
8:RPDR 5%|MPDR 5%	19:U8.U1.C22	11:U8.C03.C25	16:U7.U1.C27	26:U8.U6.C26.OB	36:U4.U8.C12.C21.PA	41:U3.U7.C07.C05.C23.SR	46:U1.U2.U7.C12.C25.SR
Tress Skirt WHITE	16:U4.U7.C16	11:U4.C14.C22	16:U4.U6.C08	26:U6.U5.C11.OB	36:U8.U3.C13.C06.PA	41:U7.U1.C09.C07.C10.SR	46:U6.U2.U4.C17.C22.SR
1:VR 35%	12:U1.C20.C06	11:U7.C13.C19	16:U7.U4.C07	26:U8.U3.C21.OB	36:U3.U3.C19.C09.PA	41:U6.U2.C27.C06.C20.SR	46:U6.U5.U4.C27.C14.SR

FEMALE SHIRTS

Item Name ITEM COLOR ENHANCED ITEM STATS	RECIPES: BASIC RECIPES: ENHANCED	+1% PR +1% VR	+2% PR +2% VR	+3% PR +3% VR	+4% PR +4% VR	+5% PR +5% VR	+6% PR +6% VR
Arasiki Corset Shirt BLACK	40:U6.U3.C06.C18.C04.PA	10:U1.C09.C17	15:U7.U4.C24	25:U2.U1.C28.OB	35:U7.U8.C11.C21.PA	40:U3.U4.C23.C16.C28.PA	45:U8.U6.U1.C20.C23.SR
8:RPDR 15%|DS 15P	18:U6.U3.C18	10:U2.C25.C28	15:U2.U2.C18	25:U4.U4.C22.OB	35:U3.U1.C15.C27.PA	40:U2.U7.C17.C25.C16.PA	45:U4.U8.U4.C02.C04.SR
Arasiki Corset Shirt BROWN	40:U2.U3.C24.C14.C05.PA	10:U6.C19.C18	15:U8.U4.C18	25:U4.U1.C06.OB	35:U8.U3.C03.C06.PA	40:U4.U7.C16.C14.C13.PA	45:U4.U5.U5.C02.C20.SR
8:RD 12P|VDEF 12P	18:U3.U2.C28	10:U3.C14.C24	15:U1.U7.C03	25:U2.U5.C14.OB	35:U2.U3.C17.C02.PA	40:U5.U3.C06.C02.C14.PA	45:U7.U4.U7.C15.C24.SR
Arasiki Corset Shirt GRAY	40:U5.U2.C09.C22.C17.PA	10:U7.C07.C01	15:U7.U4.C09	25:U4.U6.C22.OB	35:U7.U6.C27.C11.PA	40:U2.U5.C02.C24.C02.PA	45:U4.U8.U8.C10.C17.SR
16:MXH 200P	10:U6.C17.C26	10:U6.C02.C12	15:U1.U5.C09	25:U2.U2.C09.OB	35:U2.U4.C06.C16.PA	40:U6.U2.C24.C20.C19.PA	45:U2.U4.U1.C27.C13.SR
Arasiki Corset Shirt GREEN	40:U2.U4.C15.C11.C14.PA	10:U6.C27.C01	15:U7.U1.C24	25:U7.U8.C05.OB	35:U3.U8.C24.C05.PA	40:U6.U3.C22.C13.C26.PA	45:U8.U7.U2.C21.C11.SR
1:MDL 20P	10:U6.C15.C11	10:U3.C15.C16	15:U5.U1.C20	25:U3.U4.C10.OB	35:U1.U3.C10.C07.PA	40:U7.U7.C23.C27.C22.PA	45:U3.U1.U6.C19.C14.SR
Arasiki Corset Shirt LT. PURPLE	40:U5.U8.C28.C26.C02.PA	10:U8.C22.C21	15:U3.U3.C12	25:U6.U2.C18.OB	35:U5.U6.C10.C28.PA	40:U6.U3.C21.C18.C07.PA	45:U7.U4.U5.C11.C23.SR
8:V 3L|RD 5P	18:U4.U7.C13	10:U7.C10.C08	15:U7.U2.C04	25:U1.U2.C23.OB	35:U7.U5.C20.C09.PA	40:U6.U6.C20.C14.C15.PA	45:U3.U5.U1.C27.C05.SR
Arasiki Corset Shirt MAGENTA	40:U5.U7.C23.C11.C14.PA	10:U7.C24.C10	15:U7.U6.C11	25:U3.U6.C07.OB	35:U8.U4.C10.C04.PA	40:U5.U1.C19.C03.C11.PA	45:U7.U3.U1.C03.C22.SR
1:MD 5P	10:U6.C28.C09	10:U7.C23.C16	15:U4.U2.C09	25:U4.U2.C04.OB	35:U7.U5.C11.C18.PA	40:U6.U5.C01.C01.C25.PA	45:U5.U2.U3.C10.C16.SR
Arasiki Corset Shirt MUDDY ORANGE	40:U1.U5.C06.C10.C28.PA	10:U7.C02.C11	15:U1.U3.C25	25:U6.U1.C23.OB	35:U6.U2.C03.C05.PA	40:U5.U6.C11.C27.C17.PA	45:U3.U2.U2.C02.C19.SR
1:SISR 2%	10:U3.C02.C27	10:U7.C17.C15	15:U1.U5.C01	25:U7.U1.C01.OB	35:U6.U7.C22.C03.PA	40:U8.U6.C06.C09.C12.PA	45:U7.U4.U4.C06.C26.SR
Arasiki Corset Shirt PURPLE	40:U1.U3.C27.C02.C05.PA	10:U4.C26.C13	15:U4.U2.C14	25:U1.U6.C13.OB	35:U6.U4.C13.C18.PA	40:U6.U5.C03.C25.C07.PA	45:U8.U4.U8.C07.C10.SR
1:HR 1%	10:U3.C17.C13	10:U5.C27.C06	15:U8.U4.C10	25:U2.U3.C23.OB	35:U6.U4.C08.C10.PA	40:U2.U8.C27.C22.C24.PA	45:U7.U4.U6.C17.C06.SR
Arasiki Corset Shirt RED	40:U1.U4.C19.C02.C18.PA	10:U3.C27.C26	15:U6.U4.C27	25:U1.U5.C22.OB	35:U4.U2.C09.C05.PA	40:U7.U3.C16.C08.C23.PA	45:U3.U8.U3.C15.C15.SR
8:MD 17P	18:U2.U5.C27	10:U3.C09.C05	15:U5.U1.C08	25:U8.U2.C03.OB	35:U5.U2.C09.C07.PA	40:U7.U2.C16.C03.C16.PA	45:U4.U4.U3.C14.C22.SR
Arasiki Corset Shirt SANDY	40:U6.U2.C15.C22.C27.PA	10:U3.C03.C03	15:U4.U2.C18	25:U7.U7.C10.OB	35:U5.U7.C19.C26.PA	40:U4.U6.C25.C19.C12.PA	45:U4.U6.U5.C12.C17.SR
26:MXH 200P|AST 9P|MPDR 10%|KD 20P	34:U5.C28.C08.C03.PA	10:U6.C15.C25	15:U4.U5.C02	25:U2.U8.C19.OB	35:U8.U6.C23.C07.PA	40:U7.U7.C08.C05.C05.PA	45:U6.U4.U7.C28.C24.SR
Arasiki Corset Shirt TEAL	40:U7.U5.C14.C08.C24.PA	10:U7.C07.C28	15:U1.U8.C13	25:U3.U2.C22.OB	35:U7.U7.C05.C22.PA	40:U1.U6.C11.C13.C13.PA	45:U4.U7.U2.C17.C01.SR
8:VD 12P|SS 20P	18:U5.U8.C12	10:U6.C13.C04	15:U4.U3.C07	25:U3.U5.C14.OB	35:U7.U7.C22.C18.PA	40:U4.U7.C28.C04.C03.PA	45:U5.U7.U7.C07.C25.SR
Arasiki Kyoto Leather Shirt BLACK	5:U2.C02	10:U5.C08.C07	15:U2.U2.C13	25:U2.U5.C13.OB	35:U5.U2.C20.C05.PA	40:U3.U4.C14.C11.C16.PA	45:U1.U5.U4.C26.C14.SR
20:MXH 200P|HR 1%	18:U8.U1.C04	10:U7.C03.C23	15:U2.U4.C14	25:U6.U5.C19.OB	35:U3.U6.C13.C11.PA	40:U2.U1.C17.C06.C21.PA	45:U8.U8.U1.C27.C01.SR
Arasiki Kyoto Leather Shirt GREEN	5:U1.C03	10:U3.C20.C10	15:U5.U1.C19	25:U4.U1.C17.OB	35:U7.U5.C20.C16.PA	40:U5.U3.C28.C22.C07.PA	45:U1.U4.U4.C22.C05.SR
1:DSA 5P	10:U4.C04.C06	10:U3.C13.C08	15:U2.U3.C25	25:U2.U4.C01.OB	35:U1.U8.C12.C20.PA	40:U3.U1.C03.C12.C06.PA	45:U3.U1.U5.C23.C08.SR
Arasiki Kyoto Leather Shirt MAGENTA	5:U2.C24	10:U1.C08.C27	15:U7.U6.C19	25:U3.U2.C20.OB	35:U3.U5.C13.C08.PA	40:U3.U5.C01.C14.C17.PA	45:U7.U5.U1.C12.C07.SR
1:MDL 20P	10:U4.C18.C07	10:U3.C08.C08	15:U4.U6.C21	25:U3.U2.C04.OB	35:U5.U7.C17.C16.PA	40:U2.U6.C10.C25.C17.PA	45:U1.U6.U8.C02.C13.SR
Arasiki Kyoto Leather Shirt ORANGE	5:U1.C28	10:U6.C17.C27	15:U8.U4.C27	25:U1.U7.C16.OB	35:U5.U4.C05.C24.PA	40:U8.U6.C22.C01.C25.PA	45:U3.U5.U6.C24.C26.SR
1:CW 5P	10:U5.C24.C04	10:U7.C10.C21	15:U3.U7.C15	25:U8.U5.C07.OB	35:U2.U2.C03.C14.PA	40:U8.U7.C01.C07.C08.PA	45:U7.U1.U6.C18.C16.SR
Arasiki Kyoto Leather Shirt ORCHID	5:U8.C19	10:U2.C08.C09	15:U4.U2.C24	25:U6.U1.C17.OB	35:U3.U4.C26.C06.PA	40:U5.U8.C23.C20.C07.PA	45:U4.U8.U3.C08.C23.SR
1:HR 1%	10:U7.C07.C16	10:U5.C09.C09	15:U6.U8.C28	25:U8.U5.C25.OB	35:U5.U6.C01.C04.PA	40:U5.U4.C04.C21.C03.PA	45:U4.U5.U4.C14.C19.SR
Arasiki Kyoto Leather Shirt PURPLE	5:U4.C02	10:U2.C21.C25	15:U7.U4.C26	25:U2.U8.C14.OB	35:U6.U8.C02.C21.PA	40:U7.U8.C06.C16.C07.PA	45:U3.U6.U3.C20.C10.SR
1:MD 5P	10:U4.C09.C14	10:U8.C01.C03	15:U8.U6.C15	25:U8.U3.C07.OB	35:U5.U2.C04.C27.PA	40:U1.U1.C17.C06.C07.PA	45:U4.U3.U4.C14.C04.SR
Arasiki Kyoto Leather Shirt RED	5:U8.C25	10:U2.C07.C25	15:U6.U2.C09	25:U8.U8.C20.OB	35:U6.U8.C28.C23.PA	40:U1.U6.C05.C07.C13.PA	45:U1.U5.U5.C19.C12.SR
16:MPDR 15%|SD 12P|MD 12P	26:U6.U5.C27.OB	10:U4.C20.C22	15:U7.U7.C24	25:U7.U2.C14.OB	35:U7.U5.C28.C04.PA	40:U4.U6.C27.C02.C19.PA	45:U8.U8.U4.C09.C23.SR
Arasiki Kyoto Leather Shirt SLATE GREEN	5:U2.C08	10:U6.C04.C22	15:U1.U2.C14	25:U7.U1.C15.OB	35:U3.U5.C06.C08.PA	40:U6.U6.C27.C03.C11.PA	45:U7.U4.U1.C23.C22.SR
1:MXIS 30P	10:U6.C07.C14	10:U1.C05.C02	15:U2.U8.C04	25:U7.U6.C02.OB	35:U1.U6.C03.C23.PA	40:U3.U4.C18.C10.C01.PA	45:U1.U5.U6.C03.C09.SR
Arasiki Sleeveless Vinyl Dress BLACK	7:U6.C28	14:U6.C27.C03	19:U2.U3.C21	29:U3.U3.C14.OB	39:U1.U7.C16.C22.PA	44:U7.U1.C22.C25.C19.SR	49:U3.U7.U7.C03.C24.SR
16:MXH 200P	14:U3.C20.C06	14:U4.C20.C26	19:U3.U2.C01	29:U1.U7.C11.OB	39:U5.U2.C02.C09.PA	44:U5.U2.C03.C06.C25.SR	49:U4.U5.U2.C08.C02.SR
Arasiki Sleeveless Vinyl Dress BRASS	7:U5.C15	14:U2.C15.C17	19:U3.U5.C05	29:U7.U1.C02.OB	39:U1.U3.C06.C20.PA	44:U2.U1.C24.C17.C16.SR	49:U8.U5.U5.C23.C11.SR
1:B 3L	14:U8.C16.C13	14:U7.C22.C26	19:U3.U4.C28	29:U3.U7.C16.OB	39:U5.U7.C06.C07.PA	44:U1.U1.C10.C19.C01.SR	49:U8.U1.U2.C03.C09.SR
Arasiki Sleeveless Vinyl Dress BRIGHT GREEN	7:U5.C21	14:U6.C08.C10	19:U3.U6.C09	29:U5.U3.C05.OB	39:U4.U6.C02.C03.PA	44:U7.U5.C26.C22.C28.SR	49:U8.U5.U8.C08.C20.SR
32:AST 9P|RFD 25P|VR 15%|RTT 9P|HGD 25P	46:U4.U7.U7.C11.C08.SR	14:U8.C02.C03	19:U2.U8.C02	29:U4.U3.C02.OB	39:U8.U6.C11.C09.PA	44:U2.U4.C02.C18.C21.SR	49:U2.U2.U7.C08.C11.SR

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Item Name ITEM COLOR ENHANCED ITEM STATS	RECIPES: BASIC RECIPES: ENHANCED	+1% PR +1% VR	+2% PR +2% VR	+3% PR +3% VR	+4% PR +4% VR	+5% PR +5% VR	+6% PR +6% VR
Arasiki Sleeveless Vinyl Dress BRIGHT PURPLE	7:U5.C14	14:U3.C16.C06	19:U2.U1.C25	29:U6.U8.C27.OB	39:U7.U4.C18.C14.PA	44:U4.U1.C04.C19.C08.SR	49:U1.U2.U8.C25.C03.SR
1:STEALTH 25P	14:U6.C04.C17	14:U7.C17.C17	19:U8.U3.C05	29:U7.U5.C23.OB	39:U8.U5.C08.C02.PA	44:U2.U3.C14.C27.C14.SR	49:U3.U5.U5.C02.C03.SR
Arasiki Sleeveless Vinyl Dress BROWN	7:U3.C16	14:U2.C01.C03	19:U2.U1.C06	29:U1.U4.C05.OB	39:U4.U5.C09.C04.PA	44:U6.U5.C11.C10.C27.SR	49:U1.U3.U5.C28.C07.SR
1:AD 5P	14:U2.C08.C27	14:U1.C02.C21	19:U1.U5.C17	29:U1.U4.C09.OB	39:U4.U5.C19.C20.PA	44:U8.U3.C16.C26.C26.SR	49:U6.U4.U1.C17.C21.SR
Arasiki Sleeveless Vinyl Dress DULL BLACK	7:U2.C09	14:U7.C04.C12	19:U5.U2.C02	29:U2.U2.C21.OB	39:U8.U5.C12.C22.PA	44:U1.U1.C12.C09.C05.SR	49:U3.U6.U2.C07.C23.SR
8:MPDR 5%|RPDR 5%	22:U5.C09.C25.OB	14:U5.C12.C10	19:U6.U4.C08	29:U3.U8.C16.OB	39:U4.U1.C06.C24.PA	44:U3.U6.C23.C17.C13.SR	49:U1.U8.U7.C22.C14.SR
Arasiki Sleeveless Vinyl Dress DULL LAVENDER	7:U5.C20	14:U3.C24.C16	19:U1.U2.C26	29:U8.U1.C02.OB	39:U4.U3.C20.C22.PA	44:U2.U3.C06.C23.C22.SR	49:U8.U7.U7.C20.C16.SR
8:RD 12P|VR 20%	22:U2.C04.C07.OB	14:U6.C05.C19	19:U2.U2.C07	29:U6.U7.C25.OB	39:U4.U1.C17.C14.PA	44:U7.U2.C05.C08.C14.SR	49:U2.U7.U2.C28.C25.SR
Arasiki Sleeveless Vinyl Dress DULL PURPLE	7:U6.C09	14:U1.C25.C13	19:U6.U1.C05	29:U4.U3.C17.OB	39:U2.U5.C04.C19.PA	44:U3.U4.C17.C15.C15.SR	49:U6.U4.U2.C01.C03.SR
8:RTT 3P|HGD 5P	22:U8.C13.C09.OB	14:U8.C17.C15	19:U3.U6.C19	29:U4.U4.C23.OB	39:U6.U5.C06.C09.PA	44:U3.U7.C06.C17.C15.SR	49:U1.U1.U8.C06.C11.SR
Arasiki Sleeveless Vinyl Dress DULL RED	7:U7.C08	14:U5.C09.C16	19:U5.U5.C25	29:U8.U8.C22.OB	39:U3.U4.C24.C26.PA	44:U5.U7.C28.C10.C19.SR	49:U1.U5.U4.C26.C04.SR
1:RCT 3P	14:U2.C09.C19	14:U7.C11.C21	19:U1.U2.C12	29:U1.U5.C04.OB	39:U1.U3.C18.C20.PA	44:U3.U6.C10.C05.C22.SR	49:U6.U4.U5.C16.C08.SR
Arasiki Sleeveless Vinyl Dress DULL YELLOW	7:U4.C18	14:U6.C25.C27	19:U3.U8.C08	29:U6.U1.C23.OB	39:U2.U5.C24.C22.PA	44:U3.U3.C13.C05.C01.SR	49:U1.U8.U7.C05.C07.SR
1:MD 5P	14:U2.C10.C21	14:U2.C12.C26	19:U3.U2.C09	29:U2.U5.C24.OB	39:U3.U6.C02.C03.PA	44:U5.U4.C25.C02.C05.SR	49:U1.U4.U5.C25.C24.SR
Arasiki Sleeveless Vinyl Dress FAINT BROWN	7:U7.C10	14:U4.C13.C24	19:U7.U7.C21	29:U5.U5.C14.OB	39:U8.U8.C15.C05.PA	44:U7.U3.C24.C25.C28.SR	49:U4.U5.U1.C21.C12.SR
20:MXH 200P|IDR	22:U5.C20.C14.OB	14:U1.C23.C05	19:U7.U2.C06	29:U6.U6.C14.OB	39:U6.U3.C07.C05.PA	44:U1.U5.C07.C21.C08.SR	49:U2.U4.U2.C05.C06.SR
Arasiki Sleeveless Vinyl Dress GOLD	7:U5.C09	14:U2.C13.C22	19:U6.U8.C11	29:U5.U4.C28.OB	39:U5.U1.C11.C14.PA	44:U6.U8.C12.C24.C24.SR	49:U4.U6.U7.C22.C19.SR
20:RD 12P|MXH 200P	22:U2.C11.C21.OB	14:U5.C17.C03	19:U7.U7.C13	29:U4.U3.C25.OB	39:U6.U5.C06.C22.PA	44:U1.U5.C17.C10.C09.SR	49:U2.U8.U2.C22.C07.SR
Arasiki Sleeveless Vinyl Dress GRAY-PURPLE	7:U5.C10	14:U4.C13.C24	19:U2.U8.C25	29:U3.U8.C01.OB	39:U1.U3.C02.C16.PA	44:U7.U6.C24.C22.C28.SR	49:U4.U6.U2.C24.C17.SR
22:MXH 200P|MD 5P|MXIS 30P	30:U3.C18.C20.C20.OB	14:U5.C17.C21	19:U2.U1.C15	29:U1.U5.C21.OB	39:U8.U3.C27.C12.PA	44:U2.U5.C11.C14.C16.SR	49:U8.U3.U6.C26.C16.SR
Arasiki Sleeveless Vinyl Dress GREEN	7:U8.C26	14:U7.C27.C25	19:U6.U1.C16	29:U5.U3.C08.OB	39:U1.U6.C18.C24.PA	44:U7.U3.C15.C16.C27.SR	49:U4.U2.U2.C20.C13.SR
8:VD 12P|VR 15%	22:U7.C21.C05.OB	14:U8.C16.C08	19:U4.U3.C06	29:U6.U3.C02.OB	39:U3.U7.C02.C06.PA	44:U7.U6.C28.C05.C19.SR	49:U2.U6.U2.C13.C21.SR
Arasiki Sleeveless Vinyl Dress GREEN-YELLOW	7:U1.C04	14:U7.C04.C18	19:U1.U6.C23	29:U2.U2.C02.OB	39:U2.U3.C09.C15.PA	44:U2.U6.C24.C24.C03.SR	49:U4.U7.U5.C01.C21.SR
16:RPDR 15%|VTR 20%|MXIS 30P	30:U7.C23.C25.C15.OB	14:U4.C12.C02	19:U6.U6.C27	29:U4.U6.C07.OB	39:U4.U6.C04.C09.PA	44:U3.U4.C18.C15.C06.SR	49:U4.U2.U5.C19.C13.SR
Arasiki Sleeveless Vinyl Dress LAVENDER	7:U3.C28	14:U4.C22.C20	19:U6.U8.C21	29:U8.U2.C05.OB	39:U6.U4.C07.C15.PA	44:U5.U4.C10.C16.C19.SR	49:U1.U1.U7.C08.C16.SR
1:WA 5P	14:U5.C21.C26	14:U6.C14.C04	19:U1.U3.C09	29:U2.U3.C04.OB	39:U8.U4.C11.C10.PA	44:U6.U3.C15.C17.C13.SR	49:U3.U4.U3.C18.C17.SR
Arasiki Sleeveless Vinyl Dress LT. GREEN	7:U2.C08	14:U5.C19.C09	19:U3.U5.C04	29:U2.U5.C19.OB	39:U4.U6.C11.C10.PA	44:U2.U6.C27.C27.C23.SR	49:U8.U8.U4.C24.C07.SR
8:VDEF 12P|CH 20P	22:U7.C21.C22.OB	14:U3.C13.C09	19:U8.U6.C06	29:U4.U6.C18.OB	39:U2.U4.C11.C14.PA	44:U5.U5.C24.C16.C01.SR	49:U1.U2.U6.C09.C11.SR
Arasiki Sleeveless Vinyl Dress LT. PINK	7:U4.C25	14:U2.C21.C09	19:U2.U4.C23	29:U8.U3.C26.OB	39:U5.U5.C11.C22.PA	44:U5.U7.C23.C17.C20.SR	49:U8.U6.U1.C01.C02.SR
1:MPDR 15%	14:U8.C26.C07	14:U7.C15.C26	19:U7.U4.C20	29:U7.U7.C26.OB	39:U5.U8.C01.C08.PA	44:U1.U7.C12.C03.C14.SR	49:U4.U7.U6.C02.C23.SR
Arasiki Sleeveless Vinyl Dress LT. PURPLE	7:U4.C02	14:U3.C16.C27	19:U1.U2.C25	29:U3.U7.C17.OB	39:U5.U7.C23.C10.PA	44:U2.U5.C27.C20.C10.SR	49:U2.U4.U8.C14.C12.SR
1:RD 12P	14:U6.C02.C17	14:U1.C28.C01	19:U8.U8.C04	29:U6.U3.C09.OB	39:U7.U5.C21.C03.PA	44:U7.U6.C10.C18.C19.SR	49:U5.U2.U8.C10.C06.SR
Arasiki Sleeveless Vinyl Dress LT. TEAL	7:U1.C08	14:U5.C14.C09	19:U4.U4.C22	29:U1.U7.C25.OB	39:U6.U1.C27.C02.PA	44:U5.U2.C18.C02.C24.SR	49:U3.U2.U8.C16.C03.SR
1:STEALTH 25P	14:U2.C02.C27	14:U6.C11.C11	19:U5.U1.C01	29:U8.U6.C23.OB	39:U3.U1.C15.C12.PA	44:U6.U3.C22.C18.C09.SR	49:U8.U2.U8.C14.C06.SR
Arasiki Sleeveless Vinyl Dress MAGENTA	7:U5.C16	14:U3.C14.C13	19:U7.U8.C27	29:U2.U5.C24.OB	39:U5.U5.C08.C14.PA	44:U3.U1.C15.C10.C02.SR	49:U8.U2.U2.C26.C27.SR
1:RD 12P	14:U4.C15.C24	14:U8.C24.C15	19:U2.U8.C27	29:U8.U2.C03.OB	39:U2.U1.C21.C24.PA	44:U4.U8.C19.C19.C03.SR	49:U8.U5.U1.C08.C25.SR
Arasiki Sleeveless Vinyl Dress ORANGE	7:U6.C25	14:U4.C04.C15	19:U2.U8.C18	29:U7.U8.C04.OB	39:U5.U3.C04.C09.PA	44:U6.U2.C23.C27.C02.SR	49:U6.U7.U5.C17.C28.SR
1:RCT 3P	14:U7.C08.C08	14:U7.C07.C28	19:U6.U7.C20	29:U2.U2.C03.OB	39:U6.U8.C19.C08.PA	44:U4.U2.C15.C18.C23.SR	49:U5.U6.U7.C05.C13.SR
Arasiki Sleeveless Vinyl Dress ORCHID	7:U3.C12	14:U8.C20.C03	19:U5.U1.C03	29:U4.U5.C20.OB	39:U7.U2.C19.C10.PA	44:U5.U3.C10.C13.C11.SR	49:U6.U4.U4.C23.C17.SR
8:AST 3P|RFD 5P	22:U2.C03.C08.OB	14:U5.C26.C18	19:U1.U1.C23	29:U6.U7.C16.OB	39:U2.U3.C03.C28.PA	44:U3.U2.C25.C28.C09.SR	49:U8.U2.U1.C03.C03.SR
Arasiki Sleeveless Vinyl Dress PERU	7:U2.C21	14:U8.C22.C10	19:U8.U7.C25	29:U3.U5.C27.OB	39:U6.U1.C11.C25.PA	44:U2.U3.C07.C18.C11.SR	49:U8.U3.U3.C11.C15.SR
1:LP 20P	14:U3.C24.C16	14:U6.C16.C27	19:U2.U8.C08	29:U8.U4.C02.OB	39:U3.U6.C14.C15.PA	44:U1.U4.C02.C26.C10.SR	49:U4.U1.U1.C23.C02.SR
Arasiki Sleeveless Vinyl Dress PURPLE	7:U5.C18	14:U5.C21.C21	19:U1.U6.C13	29:U4.U7.C25.OB	39:U3.U5.C24.C07.PA	44:U7.U6.C17.C26.C04.SR	49:U2.U3.U4.C20.C23.SR
1:RCT 3P	14:U5.C28.C25	14:U3.C03.C22	19:U3.U4.C20	29:U3.U3.C07.OB	39:U1.U4.C27.C01.PA	44:U8.U4.C16.C02.C19.SR	49:U4.U7.U2.C21.C10.SR
Arasiki Sleeveless Vinyl Dress RED	7:U1.C19	14:U6.C24.C17	19:U7.U7.C14	29:U4.U6.C20.OB	39:U8.U5.C07.C21.PA	44:U7.U2.C17.C27.C11.SR	49:U8.U1.U1.C15.C09.SR
16:MXH 200P	14:U6.C15.C21	14:U3.C26.C28	19:U4.U2.C23	29:U3.U8.C21.OB	39:U6.U8.C19.C18.PA	44:U4.U7.C03.C20.C13.SR	49:U8.U4.U3.C06.C17.SR
Arasiki Sleeveless Vinyl Dress RED-PINK	7:U8.C06	14:U4.C22.C20	19:U4.U7.C20	29:U3.U3.C26.OB	39:U7.U8.C15.C11.PA	44:U3.U4.C10.C23.C16.SR	49:U1.U5.U5.C03.C04.SR
1:MPDR 15%	14:U8.C17.C04	14:U5.C07.C25	19:U1.U4.C14	29:U8.U2.C11.OB	39:U4.U1.C26.C21.PA	44:U7.U5.C24.C02.C26.SR	49:U1.U5.U1.C03.C04.SR
Arasiki Sleeveless Vinyl Dress SIENNA	7:U4.C12	14:U4.C05.C07	19:U7.U3.C03	29:U8.U2.C23.OB	39:U6.U7.C28.C23.PA	44:U2.U2.C07.C22.C02.SR	49:U5.U3.U8.C01.C04.SR
16:MXH 200P	14:U1.C01.C22	14:U5.C05.C20	19:U6.U6.C14	29:U4.U5.C21.OB	39:U8.U8.C06.C20.PA	44:U6.U3.C18.C18.C22.SR	49:U1.U8.U2.C25.C02.SR
Arasiki Sleeveless Vinyl Dress SILVER	7:U5.C08	14:U4.C03.C01	19:U7.U1.C06	29:U8.U6.C04.OB	39:U7.U2.C28.C26.PA	44:U1.U4.C17.C06.C25.SR	49:U4.U2.U4.C05.C08.SR
1:MD 12P	14:U4.C15.C10	14:U1.C10.C18	19:U8.U2.C22	29:U6.U3.C13.OB	39:U3.U6.C08.C10.PA	44:U7.U7.C04.C12.C09.SR	49:U6.U4.U7.C22.C14.SR
Arasiki Sleeveless Vinyl Dress TARNISHED GOLD	7:U8.C13	14:U4.C27.C24	19:U7.U3.C28	29:U2.U5.C17.OB	39:U2.U3.C01.C19.PA	44:U2.U2.C06.C28.C26.SR	49:U8.U4.U5.C16.C07.SR
1:RD 12P	14:U3.C21.C28	14:U3.C19.C24	19:U7.U6.C02	29:U7.U1.C17.OB	39:U6.U5.C26.C12.PA	44:U4.U1.C04.C05.C15.SR	49:U3.U2.U8.C03.C22.SR
Arasiki Sleeveless Vinyl Dress TEAL	7:U8.C03	14:U5.C25.C02	19:U1.U5.C15	29:U1.U5.C10.OB	39:U1.U3.C08.C26.PA	44:U8.U6.C21.C25.C26.SR	49:U6.U2.U8.C02.C06.SR
1:MD 12P	14:U2.C19.C10	14:U6.C25.C07	19:U2.U8.C03	29:U1.U2.C23.OB	39:U2.U7.C11.C11.PA	44:U2.U6.C23.C28.C04.SR	49:U4.U8.U7.C13.C01.SR
Arasiki Sleeveless Vinyl Dress YELLOW	7:U5.C13	14:U8.C25.C14	19:U5.U3.C10	29:U7.U8.C16.OB	39:U6.U1.C28.C25.PA	44:U2.U4.C09.C03.C26.SR	49:U7.U7.U2.C23.C09.SR
1:MD 12P	14:U3.C12.C17	14:U1.C16.C22	19:U4.U5.C12	29:U1.U5.C02.OB	39:U6.U6.C19.C02.PA	44:U1.U7.C17.C03.C07.SR	49:U3.U2.U5.C10.C20.SR
Arasiki Vinyl Dress BLACK	17:U6.U6.C10	14:U7.C26.C27	19:U5.U7.C08	29:U5.U8.C17.OB	39:U2.U6.C25.C23.PA	44:U2.U1.C19.C24.C01.SR	49:U5.U2.U8.C05.C18.SR
8:RCT 3P|VD 4P	22:U8.C26.C18.OB	14:U7.C18.C04	19:U5.U6.C14	29:U8.U6.C12.OB	39:U3.U7.C24.C23.PA	44:U2.U3.C23.C21.C20.SR	49:U3.U1.U5.C08.C24.SR

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Item Name ITEM COLOR ENHANCED ITEM STATS	RECIPES: BASIC RECIPES: ENHANCED	+1% PR +1% VR	+2% PR +2% VR	+3% PR +3% VR	+4% PR +4% VR	+5% PR +5% VR	+6% PR +6% VR
Arasiki Vinyl Dress DK. PURPLE	17:U6.U5.C10	14:U1.C14.C28	19:U5.U3.C26	29:U1.U3.C03.OB	39:U2.U4.C19.C18.PA	44:U2.U6.C06.C21.C23.SR	49:U8.U5.U4.C25.C27.SR
1:MXIS 10P	14:U2.C13.C27	14:U2.C11.C26	19:U7.U1.C24	29:U4.U3.C24.OB	39:U5.U5.C09.C26.PA	44:U8.U6.C04.C04.C18.SR	49:U5.U7.U7.C06.C09.SR
Arasiki Vinyl Dress GOLD	17:U2.U7.C10	14:U4.C24.C07	19:U2.U5.C19	29:U4.U5.C23.OB	39:U4.U1.C07.C06.PA	44:U3.U6.C24.C12.C27.SR	49:U4.U8.U3.C02.C09.SR
1:RPDR 5%	14:U4.C22.C19	14:U2.C22.C12	19:U7.U8.C16	29:U7.U2.C08.OB	39:U6.U5.C20.C06.PA	44:U4.U7.C17.C28.C02.SR	49:U8.U7.U1.C27.C09.SR
Arasiki Vinyl Dress GREEN	17:U5.U6.C14	14:U5.C16.C15	19:U2.U4.C28	29:U7.U3.C06.OB	39:U1.U1.C11.C09.PA	44:U6.U2.C14.C23.C24.SR	49:U7.U5.U6.C27.C06.SR
8:HR 3%|MDL 8P	22:U8.C03.C12.OB	14:U6.C17.C12	19:U5.U2.C07	29:U7.U3.C14.OB	39:U8.U2.C21.C19.PA	44:U8.U7.C09.C10.C21.SR	49:U6.U3.U1.C02.C21.SR
Arasiki Vinyl Dress ORANGE	17:U3.U1.C08	14:U6.C15.C22	19:U3.U6.C19	29:U5.U1.C08.OB	39:U7.U4.C06.C24.PA	44:U4.U1.C25.C11.C05.SR	49:U3.U4.U3.C18.C13.SR
8:BT 3P|SMGD 5P	22:U3.C19.C07.OB	14:U3.C22.C03	19:U4.U4.C02	29:U7.U4.C11.OB	39:U6.U7.C23.C12.PA	44:U5.U3.C11.C04.C17.SR	49:U1.U8.U3.C03.C25.SR
Arasiki Vinyl Dress PURPLE	17:U6.U8.C21	14:U3.C21.C06	19:U7.U2.C13	29:U4.U3.C08.OB	39:U2.U1.C20.C25.PA	44:U6.U5.C01.C08.C12.SR	49:U5.U6.U1.C05.C02.SR
24:MCT 3P|HR 8%|VDEF 8P|MD 5P	38:U8.U6.C27.C13.PA	14:U8.C18.C07	19:U7.U4.C22	29:U2.U3.C22.OB	39:U2.U4.C02.C10.PA	44:U8.U6.C06.C09.C24.SR	49:U7.U8.U3.C13.C11.SR
Arasiki Vinyl Dress RED	17:U8.U7.C01	14:U2.C07.C08	19:U2.U7.C15	29:U6.U7.C25.OB	39:U3.U3.C12.C27.PA	44:U4.U2.C27.C07.C13.SR	49:U2.U3.U7.C07.C23.SR
8:SJ 6P|KD 2P	22:U3.C21.C28.OB	14:U4.C23.C14	19:U7.U3.C17	29:U3.U8.C16.OB	39:U1.U2.C23.C27.PA	44:U4.U5.C22.C24.C06.SR	49:U7.U6.U7.C08.C15.SR
Arasiki Vinyl Dress SEAFOAM GREEN	17:U4.U3.C17	14:U1.C13.C15	19:U5.U8.C09	29:U2.U8.C09.OB	39:U6.U5.C09.C27.PA	44:U1.U5.C06.C28.C10.SR	49:U5.U5.U4.C28.C03.SR
8:VR 5%|V 1L	22:U4.C21.C17.OB	14:U5.C21.C07	19:U5.U2.C19	29:U7.U8.C04.OB	39:U8.U4.C12.C26.PA	44:U4.U7.C18.C19.C11.SR	49:U1.U6.U5.C28.C13.SR
Arasiki Vinyl Dress YELLOW	17:U8.U1.C12	14:U2.C05.C12	19:U5.U3.C04	29:U2.U2.C02.OB	39:U2.U4.C05.C23.PA	44:U8.U8.C04.C25.C18.SR	49:U2.U3.U1.C18.C06.SR
1:RD 4P	14:U2.C11.C10	14:U5.C25.C02	19:U3.U8.C14	29:U1.U5.C25.OB	39:U8.U7.C17.C25.PA	44:U5.U7.C03.C08.C17.SR	49:U7.U8.U3.C26.C06.SR
Avera Shell Leather Dress BLACK	32:U5.C25.C12.C15.PA	14:U8.C16.C09	19:U8.U4.C26	29:U6.U7.C11.OB	39:U7.U4.C26.C15.PA	44:U1.U5.C13.C16.C01.SR	49:U1.U4.U4.C13.C10.SR
16:MXH 200P	14:U5.C19.C15	14:U6.C11.C14	19:U5.U8.C02	29:U5.U7.C28.OB	39:U1.U8.C20.C04.PA	44:U8.U5.C18.C27.C21.SR	49:U1.U4.U7.C13.C12.SR
Avera Shell Leather Dress DK. PURPLE	32:U1.C07.C21.C08.PA	14:U1.C23.C23	19:U6.U6.C07	29:U3.U4.C15.OB	39:U4.U1.C09.C10.PA	44:U7.U3.C23.C23.C19.SR	49:U2.U4.U5.C27.C17.SR
8:VD 12P|IDR 2%	22:U5.C11.C26.OB	14:U3.C22.C09	19:U8.U1.C02	29:U4.U3.C07.OB	39:U4.U6.C16.C04.PA	44:U2.U5.C04.C18.C24.SR	49:U8.U1.U8.C04.C02.SR
Avera Shell Leather Dress GOLD	32:U7.C12.C09.C07.PA	14:U3.C02.C25	19:U6.U1.C18	29:U6.U2.C13.OB	39:U4.U1.C16.C21.PA	44:U3.U1.C01.C03.C11.SR	49:U6.U4.U6.C25.C16.SR
1:RD 12P	14:U4.C28.C19	14:U5.C04.C09	19:U8.U3.C18	29:U3.U1.C23.OB	39:U3.U6.C27.C01.PA	44:U2.U3.C20.C06.C10.SR	49:U4.U3.U1.C15.C06.SR
Avera Shell Leather Dress GREEN	32:U3.C26.C24.C26.PA	14:U1.C19.C27	19:U3.U4.C25	29:U4.U5.C21.OB	39:U7.U4.C17.C24.PA	44:U8.U4.C16.C21.C04.SR	49:U8.U6.U1.C20.C01.SR
8:B 3L|MVS 5P	22:U5.C13.C15.OB	14:U4.C04.C10	19:U3.U5.C27	29:U5.U4.C08.OB	39:U3.U5.C19.C08.PA	44:U3.U8.C28.C25.C01.SR	49:U1.U1.U6.C23.C08.SR
Avera Shell Leather Dress MAGENTA	32:U4.C16.C12.C10.PA	14:U3.C18.C12	19:U7.U3.C05	29:U7.U1.C26.OB	39:U8.U1.C16.C21.PA	44:U1.U8.C04.C09.C23.SR	49:U5.U6.U1.C07.C16.SR
1:6S 20P	14:U6.C06.C24	14:U2.C06.C20	19:U6.U7.C11	29:U7.U1.C11.OB	39:U5.U7.C08.C28.PA	44:U2.U8.C03.C20.C23.SR	49:U8.U8.U2.C06.C24.SR
Avera Shell Leather Dress PURPLE	32:U2.C03.C01.C23.PA	14:U8.C25.C02	19:U4.U8.C10	29:U8.U3.C12.OB	39:U6.U2.C16.C23.PA	44:U3.U1.C28.C06.C20.SR	49:U6.U7.U4.C15.C11.SR
1:MXIS 30P	14:U5.C13.C02	14:U4.C01.C13	19:U2.U1.C04	29:U5.U8.C23.OB	39:U7.U7.C26.C20.PA	44:U3.U1.C12.C19.C21.SR	49:U1.U8.U2.C23.C05.SR
Avera Shell Leather Dress RED	32:U8.C07.C16.C24.PA	14:U3.C10.C22	19:U4.U6.C09	29:U8.U4.C16.OB	39:U1.U7.C28.C19.PA	44:U1.U4.C14.C18.C26.SR	49:U6.U1.U1.C26.C26.SR
20:MXH 200P|SHR 2%	22:U3.C21.C05.OB	14:U7.C24.C10	19:U6.U6.C08	29:U4.U4.C26.OB	39:U7.U6.C03.C11.PA	44:U2.U6.C17.C18.C13.SR	49:U7.U5.U8.C25.C09.SR
Avera Shell Leather Dress YELLOW	32:U2.C20.C02.C04.PA	14:U7.C17.C25	19:U8.U6.C05	29:U8.U2.C10.OB	39:U8.U7.C21.C19.PA	44:U1.U8.C10.C12.C25.SR	49:U7.U1.U5.C09.C23.SR
1:MD 12P	14:U7.C11.C15	14:U7.C13.C05	19:U6.U8.C01	29:U3.U6.C20.OB	39:U5.U3.C13.C03.PA	44:U4.U8.C18.C27.C17.SR	49:U7.U8.U3.C24.C22.SR
Avera Sleeveless Gilted Shirt BLACK	30:U1.C15.C05.C10.OB	10:U3.C09.C18	15:U4.U2.C15	25:U5.U6.C14.OB	35:U4.U5.C07.C26.PA	40:U1.U5.C23.C03.C14.PA	45:U3.U5.U6.C02.C05.SR
1:VR 10%	10:U4.C07.C17	10:U5.C02.C05	15:U2.U8.C04	25:U3.U6.C07.OB	35:U8.U1.C03.C09.PA	40:U8.U3.C04.C03.C13.PA	45:U3.U1.U3.C10.C13.SR
Avera Sleeveless Gilted Shirt BROWN	30:U5.C28.C18.C25.OB	10:U3.C28.C25	15:U1.U8.C12	25:U3.U8.C02.OB	35:U5.U5.C20.C15.PA	40:U5.U8.C03.C14.C18.PA	45:U8.U3.U5.C23.C24.SR
24:MD 3P|CH 12P|MPDR 3%|RPDR 3%	34:U7.C11.C05.C25.PA	10:U6.C19.C07	15:U4.U7.C26	25:U3.U2.C05.OB	35:U2.U2.C10.C09.PA	40:U2.U6.C12.C16.C12.PA	45:U1.U8.U8.C18.C19.SR
Avera Sleeveless Gilted Shirt DULL BLACK	30:U1.C09.C23.C08.OB	10:U7.C24.C21	15:U6.U5.C23	25:U1.U3.C09.OB	35:U3.U6.C04.C18.PA	40:U3.U4.C06.C28.C20.PA	45:U2.U4.U4.C07.C22.SR
8:RCT 3P|SHR 10%	18:U5.U7.C28	10:U5.C16.C21	15:U5.U4.C03	25:U6.U7.C21.OB	35:U4.U1.C09.C04.PA	40:U3.U5.C06.C28.C16.PA	45:U5.U5.U2.C25.C12.SR
Avera Sleeveless Gilted Shirt DULL PURPLE	30:U2.C17.C10.C28.OB	10:U3.C13.C01	15:U3.U8.C05	25:U2.U4.C23.OB	35:U1.U6.C18.C26.PA	40:U6.U3.C22.C02.C12.PA	45:U6.U1.U6.C18.C24.SR
1:MD 8P	10:U7.C13.C21	10:U8.C13.C05	15:U1.U7.C02	25:U7.U6.C27.OB	35:U8.U4.C02.C26.PA	40:U4.U7.C20.C11.C09.PA	45:U5.U2.U2.C02.C09.SR
Avera Sleeveless Gilted Shirt GREEN	30:U3.C10.C22.C10.OB	10:U1.C24.C08	15:U6.U3.C01	25:U7.U3.C05.OB	35:U5.U4.C02.C21.PA	40:U1.U4.C03.C14.C19.PA	45:U7.U4.U4.C03.C01.SR
16:RD 8P|B 1L|RCT 3P	26:U6.U5.C03.OB	10:U3.C04.C17	15:U3.U6.C28	25:U8.U4.C17.OB	35:U8.U2.C17.C24.PA	40:U4.U2.C05.C13.C05.PA	45:U7.U3.U4.C01.C01.SR
Avera Sleeveless Gilted Shirt PURPLE	30:U4.C17.C27.C19.OB	10:U6.C19.C10	15:U7.U3.C06	25:U5.U8.C04.OB	35:U1.U5.C21.C16.PA	40:U5.U3.C13.C13.C03.PA	45:U2.U5.U8.C06.C03.SR
16:MXH 100P|RTT 5P|HGD 10P	26:U6.U4.C04.OB	10:U4.C24.C20	15:U8.U2.C15	25:U4.U8.C11.OB	35:U6.U5.C20.C06.PA	40:U1.U8.C14.C18.C04.PA	45:U7.U6.U1.C15.C14.SR
Avera Sleeveless Gilted Shirt RED	30:U6.C19.C07.C25.OB	10:U4.C28.C27	15:U2.U7.C07	25:U3.U7.C01.OB	35:U4.U8.C21.C07.PA	40:U1.U8.C02.C27.C06.PA	45:U8.U2.U8.C02.C11.SR
1:RPDR 10%	10:U7.C20.C01	10:U7.C23.C13	15:U2.U3.C13	25:U2.U4.C14.OB	35:U1.U1.C03.C07.PA	40:U4.U3.C14.C27.C20.PA	45:U7.U5.U5.C08.C10.SR
Avera Sleeveless Gilted Shirt REDDISH	30:U5.C07.C19.C19.OB	10:U7.C20.C23	15:U2.U7.C03	25:U5.U3.C09.OB	35:U8.U6.C09.C11.PA	40:U1.U6.C03.C28.C21.PA	45:U1.U8.U3.C28.C16.SR
1:ISR 3%	10:U3.C17.C07	10:U1.C16.C09	15:U1.U3.C15	25:U3.U4.C20.OB	35:U1.U2.C26.C11.PA	40:U7.U6.C20.C20.C20.PA	45:U8.U3.U7.C11.C03.SR
Blackbee Sleeveless Catsuit AQUAMARINE	33:U5.C13.C23.C16.PA	13:U4.C27.C22	18:U3.U5.C28	28:U1.U8.C15.OB	38:U3.U7.C18.C06.PA	43:U7.U4.C16.C19.C25.SR	48:U7.U3.U2.C02.C22.SR
1:ISR 1%	13:U8.C19.C22	13:U6.C25.C19	18:U4.U7.C03	28:U2.U6.C17.OB	38:U1.U1.C26.C03.PA	43:U3.U1.C25.C26.C25.SR	48:U4.U8.U8.C14.C25.SR
Blackbee Sleeveless Catsuit BLACK	33:U8.C03.C15.C01.PA	13:U6.C18.C20	18:U6.U3.C12	28:U4.U6.C10.OB	38:U3.U4.C21.C16.PA	43:U6.U6.C01.C08.C17.SR	48:U8.U4.U8.C28.C08.SR
1:SHR 2%	13:U4.C03.C22	13:U2.C01.C03	18:U1.U4.C11	28:U7.U5.C03.OB	38:U5.U2.C18.C27.PA	43:U5.U6.C11.C22.C27.SR	48:U1.U6.U6.C06.C22.SR
Blackbee Sleeveless Catsuit BROWN	33:U8.C24.C04.C03.PA	13:U4.C05.C26	18:U4.U8.C24	28:U8.U6.C11.OB	38:U8.U5.C01.C11.PA	43:U3.U5.C18.C23.C22.SR	48:U1.U3.U3.C15.C16.SR
1:CE 10%	13:U7.C23.C04	13:U6.C13.C03	18:U6.U5.C17	28:U5.U8.C27.OB	38:U5.U6.C11.C27.PA	43:U4.U2.C05.C21.C05.SR	48:U5.U7.U7.C06.C15.SR
Blackbee Sleeveless Catsuit DEEP PURPLE	33:U7.C26.C10.C21.PA	13:U4.C27.C06	18:U3.U5.C02	28:U7.U5.C11.OB	38:U4.U8.C19.C03.PA	43:U6.U6.C12.C18.C12.SR	48:U3.U4.U2.C23.C22.SR
8:SD 12P|MXIS 30P	21:U2.C16.C07.OB	13:U7.C25.C12	18:U8.U8.C20	28:U3.U1.C16.OB	38:U5.U1.C06.C15.PA	43:U3.U7.C13.C04.C19.SR	48:U8.U6.U5.C23.C25.SR
Blackbee Sleeveless Catsuit DK. GREEN	33:U6.C12.C23.C14.PA	13:U8.C13.C14	18:U3.U8.C20	28:U6.U7.C27.OB	38:U1.U3.C08.C10.PA	43:U7.U8.C23.C15.C22.SR	48:U5.U4.U7.C16.C21.SR
8:R 1L|RCT 5P	21:U2.C23.C26.OB	13:U8.C09.C12	18:U8.U8.C20	28:U1.U8.C09.OB	38:U3.U2.C26.C17.PA	43:U1.U1.C27.C18.C02.SR	48:U1.U6.U3.C16.C10.SR
Blackbee Sleeveless Catsuit DK. PURPLE	33:U4.C06.C26.C08.PA	13:U3.C24.C18	18:U4.U1.C02	28:U8.U1.C02.OB	38:U4.U4.C26.C27.PA	43:U7.U7.C12.C15.C18.SR	48:U3.U2.U4.C18.C15.SR
16:RTT 5P|HGD 10P|VDEF 10P	29:U8.U6.C28.OB	13:U7.C22.C06	18:U6.U1.C04	28:U6.U4.C18.OB	38:U8.U1.C11.C04.PA	43:U1.U2.C21.C02.C10.SR	48:U1.U3.U1.C13.C11.SR

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Item Name ITEM COLOR ENHANCED ITEM STATS	RECIPES: RECIPES:	BASIC ENHANCED	+1% PR +1% VR	+2% PR +2% VR	+3% PR +3% VR	+4% PR +4% VR	+5% PR +5% VR	+6% PR +6% VR
Blackbee Sleeveless Catsuit DK. RED		33:U7.C16.C10.C13.PA	13:U7.C19.C15	18:U3.U8.C04	28:U6.U5.C23.OB	38:U2.U1.C19.C03.PA	43:U7.U8.C20.C03.C28.SR	48:U3.U1.U6.C08.C25.SR
	1:RCT 3P	13:U3.C27.C17	13:U5.C12.C23	18:U8.U3.C01	28:U2.U8.C17.OB	38:U3.U8.C24.C12.PA	43:U4.U1.C03.C17.C18.SR	48:U2.U6.U2.C24.C23.SR
Blackbee Sleeveless Catsuit DULL BLACK		33:U3.C21.C19.C26.PA	13:U4.C03.C27	18:U7.U6.C16	28:U6.U3.C27.OB	38:U3.U3.C15.C25.PA	43:U1.U4.C26.C08.C21.SR	48:U3.U1.U1.C05.C19.SR
	8:P 1L|RCT 5P	21:U8.C10.C24.OB	13:U3.C10.C05	18:U8.U1.C05	28:U1.U4.C04.OB	38:U5.U5.C04.C09.PA	43:U2.U2.C22.C11.C11.SR	48:U2.U6.U6.C09.C01.SR
Blackbee Sleeveless Catsuit DULL BROWN		33:U6.C25.C24.C22.PA	13:U5.C08.C28	18:U7.U7.C27	28:U4.U3.C13.OB	38:U1.U8.C09.C28.PA	43:U2.U7.C15.C25.C17.SR	48:U5.U4.U7.C23.C10.SR
	1:MPDR 15%	13:U4.C19.C04	13:U2.C01.C15	18:U8.U3.C28	28:U3.U8.C05.OB	38:U7.U8.C15.C27.PA	43:U6.U5.C11.C09.C10.SR	48:U2.U8.U1.C19.C07.SR
Blackbee Sleeveless Catsuit DULL GOLD		33:U8.C04.C23.C16.PA	13:U8.C22.C21	18:U7.U4.C21	28:U1.U3.C01.OB	38:U2.U7.C23.C02.PA	43:U4.U7.C10.C01.C19.SR	48:U3.U4.U3.C20.C25.SR
	1:R 3L	13:U1.C20.C01	13:U1.C17.C02	18:U2.U6.C16	28:U2.U8.C11.OB	38:U7.U4.C22.C19.PA	43:U5.U2.C25.C11.C15.SR	48:U5.U8.U4.C18.C12.SR
Blackbee Sleeveless Catsuit DULL GREEN		33:U3.C11.C02.C28.PA	13:U2.C26.C04	18:U7.U5.C14	28:U7.U4.C18.OB	38:U4.U4.C16.C09.PA	43:U5.U2.C10.C09.C01.SR	48:U2.U8.U8.C26.C09.SR
	1:MXIS 30P	13:U4.C26.C02	13:U5.C07.C12	18:U8.U7.C23	28:U1.U8.C08.OB	38:U2.U4.C07.C24.PA	43:U5.U5.C25.C10.C18.SR	48:U2.U4.U3.C25.C16.SR
Blackbee Sleeveless Catsuit DULL PURPLE		33:U2.C04.C24.C12.PA	13:U8.C05.C26	18:U6.U1.C08	28:U5.U3.C08.OB	38:U8.U7.C13.C01.PA	43:U3.U3.C07.C03.C27.SR	48:U3.U6.U5.C15.C21.SR
	1:MXIS 30P	13:U6.C09.C07	13:U1.C20.C02	18:U8.U1.C08	28:U6.U2.C03.OB	38:U4.U5.C11.C23.PA	43:U6.U5.C18.C25.C01.SR	48:U3.U7.U8.C28.C16.SR
Blackbee Sleeveless Catsuit EMERALD		33:U7.C24.C12.C14.PA	13:U8.C14.C06	18:U3.U3.C21	28:U3.U6.C04.OB	38:U6.U7.C14.C26.PA	43:U4.U2.C18.C12.C11.SR	48:U5.U8.U1.C11.C15.SR
	20:MXH 200P|SHR 2%	21:U6.C17.C23.OB	13:U6.C14.C22	18:U8.U2.C20	28:U5.U6.C02.OB	38:U5.U4.C28.C09.PA	43:U5.U2.C21.C14.C04.SR	48:U7.U2.U2.C15.C10.SR
Blackbee Sleeveless Catsuit GOLD		33:U7.C14.C16.C10.PA	13:U2.C24.C12	18:U3.U7.C16	28:U2.U5.C09.OB	38:U7.U1.C13.C04.PA	43:U6.U6.C14.C02.C28.SR	48:U3.U5.U8.C10.C28.SR
	8:MXIS 30P|AD 5P	21:U6.C16.C25.OB	13:U2.C26.C28	18:U3.U2.C13	28:U7.U3.C16.OB	38:U6.U1.C03.C03.PA	43:U4.U8.C22.C11.C27.SR	48:U6.U6.U1.C06.C18.SR
Blackbee Sleeveless Catsuit GOLDEN		33:U3.C10.C17.C13.PA	13:U3.C10.C08	18:U7.U1.C25	28:U8.U3.C07.OB	38:U3.U1.C09.C15.PA	43:U5.U6.C04.C22.C03.SR	48:U4.U4.U4.C14.C27.SR
	1:RD 12P	13:U4.C08.C25	13:U4.C16.C10	18:U6.U2.C19	28:U3.U6.C13.OB	38:U2.U2.C02.C02.PA	43:U8.U1.C26.C03.C04.SR	48:U2.U8.U8.C24.C08.SR
Blackbee Sleeveless Catsuit GRASS		33:U2.C01.C09.C07.PA	13:U8.C26.C04	18:U4.U5.C12	28:U2.U4.C11.OB	38:U1.U3.C21.C28.PA	43:U6.U5.C04.C10.C25.SR	48:U8.U6.U4.C15.C14.SR
	1:MD 5P	13:U5.C13.C25	13:U4.C24.C06	18:U3.U5.C12	28:U8.U1.C06.OB	38:U2.U6.C25.C11.PA	43:U7.U7.C23.C08.C09.SR	48:U8.U4.U4.C20.C22.SR
Blackbee Sleeveless Catsuit GREEN		33:U8.C19.C10.C28.PA	13:U7.C14.C22	18:U6.U6.C09	28:U6.U5.C11.OB	38:U2.U7.C14.C21.PA	43:U7.U1.C02.C23.C18.SR	48:U5.U1.U5.C18.C18.SR
	8:RCT 3P|SMGD 5P	21:U4.C22.C17.OB	13:U3.C22.C01	18:U7.U4.C01	28:U5.U4.C07.OB	38:U1.U5.C05.C03.PA	43:U3.U7.C07.C24.C13.SR	48:U3.U4.U4.C04.C13.SR
Blackbee Sleeveless Catsuit GREENER		33:U4.C25.C15.C02.PA	13:U7.C23.C15	18:U8.U2.C13	28:U5.U3.C15.OB	38:U8.U3.C03.C03.PA	43:U6.U2.C06.C15.C16.SR	48:U8.U1.U6.C05.C15.SR
	16:B 3L|MPDR 15%|RPDR 15%	29:U7.U1.C01.OB	13:U7.C06.C25	18:U7.U3.C28	28:U4.U1.C17.OB	38:U4.U2.C03.C07.PA	43:U8.U3.C27.C05.C20.SR	48:U5.U4.U8.C13.C25.SR
Blackbee Sleeveless Catsuit INDIGO		33:U3.C23.C12.C18.PA	13:U4.C23.C25	18:U5.U7.C07	28:U8.U6.C01.OB	38:U2.U1.C22.C12.PA	43:U8.U8.C08.C27.C15.SR	48:U6.U6.U8.C27.C26.SR
	8:RD 12P|MD 12P|SD 10P	29:U4.U4.C07.OB	13:U2.C11.C14	18:U5.U4.C10	28:U5.U4.C22.OB	38:U8.U5.C19.C15.PA	43:U8.U4.C16.C24.C09.SR	48:U6.U5.U2.C10.C11.SR
Blackbee Sleeveless Catsuit JADE		33:U4.C25.C15.C07.PA	13:U6.C06.C25	18:U3.U3.C22	28:U6.U1.C20.OB	38:U1.U1.C02.C27.PA	43:U2.U1.C12.C10.C09.SR	48:U8.U6.U1.C03.C12.SR
	8:MD 12P|MXIS 30P	21:U4.C07.C21.OB	13:U7.C08.C27	18:U4.U1.C12	28:U6.U6.C14.OB	38:U7.U1.C02.C11.PA	43:U2.U6.C05.C02.C08.SR	48:U5.U5.U2.C01.C24.SR
Blackbee Sleeveless Catsuit LT. PURPLE		33:U7.C13.C10.C16.PA	13:U5.C16.C09	18:U3.U4.C04	28:U2.U4.C26.OB	38:U4.U2.C02.C23.PA	43:U1.U6.C10.C17.C15.SR	48:U4.U3.U8.C03.C21.SR
	1:MXIS 30P	13:U5.C25.C21	13:U7.C17.C22	18:U1.U4.C14	28:U2.U1.C05.OB	38:U8.U7.C25.C07.PA	43:U4.U6.C04.C24.C25.SR	48:U2.U8.U7.C10.C09.SR
Blackbee Sleeveless Catsuit MAGENTA		33:U1.C14.C22.C25.PA	13:U6.C14.C03	18:U2.U3.C15	28:U1.U1.C11.OB	38:U6.U3.C11.C13.PA	43:U4.U4.C24.C05.C10.SR	48:U6.U4.U5.C04.C18.SR
	8:SD 12P|VTR 20%	21:U8.C13.C05.OB	13:U8.C25.C21	18:U1.U8.C05	28:U5.U1.C14.OB	38:U7.U4.C18.C15.PA	43:U2.U3.C24.C16.C25.SR	48:U3.U5.U3.C01.C15.SR
Blackbee Sleeveless Catsuit MOSS		33:U1.C27.C08.C13.PA	13:U1.C09.C05	18:U3.U6.C07	28:U5.U2.C05.OB	38:U1.U5.C09.C07.PA	43:U8.U1.C10.C15.C01.SR	48:U8.U5.U5.C23.C15.SR
	20:MXH 200P|HR 1%	21:U2.C27.C13.OB	13:U5.C13.C27	18:U8.U2.C18	28:U1.U8.C09.OB	38:U3.U8.C20.C24.PA	43:U7.U2.C09.C25.C02.SR	48:U6.U5.U4.C19.C18.SR
Blackbee Sleeveless Catsuit OLIVE		33:U3.C02.C19.C09.PA	13:U4.C08.C25	18:U5.U6.C01	28:U8.U3.C08.OB	38:U4.U6.C20.C25.PA	43:U8.U5.C24.C18.C23.SR	48:U4.U2.U5.C10.C17.SR
	1:KD 5P	13:U8.C17.C17	13:U7.C08.C08	18:U4.U1.C06	28:U7.U3.C09.OB	38:U3.U2.C27.C25.PA	43:U8.U8.C23.C04.C21.SR	48:U4.U4.U4.C11.C17.SR
Blackbee Sleeveless Catsuit ORANGE		33:U6.C02.C13.C22.PA	13:U5.C15.C06	18:U6.U3.C22	28:U8.U2.C20.OB	38:U6.U7.C18.C27.PA	43:U2.U3.C03.C20.C14.SR	48:U3.U2.U8.C16.C08.SR
	16:SD 12P|KFD 5P|MD 12P	29:U7.U1.C12.OB	13:U5.C26.C16	18:U2.U4.C13	28:U2.U1.C19.OB	38:U4.U8.C22.C05.PA	43:U1.U3.C20.C23.C08.SR	48:U8.U6.U6.C04.C07.SR
Blackbee Sleeveless Catsuit PURPLE		33:U7.C11.C12.C18.PA	13:U3.C05.C02	18:U6.U4.C23	28:U1.U5.C01.OB	38:U6.U4.C04.C11.PA	43:U7.U6.C11.C27.C11.SR	48:U7.U3.U8.C06.C11.SR
	1:MD 5P	13:U1.C24.C12	13:U2.C11.C03	18:U5.U5.C13	28:U8.U8.C18.OB	38:U6.U3.C14.C16.PA	43:U2.U2.C21.C09.C16.SR	48:U3.U3.U4.C13.C11.SR
Blackbee Sleeveless Catsuit RED		33:U3.C19.C10.C28.PA	13:U7.C13.C18	18:U1.U4.C14	28:U8.U8.C10.OB	38:U7.U3.C19.C28.PA	43:U7.U1.C03.C20.C03.SR	48:U8.U5.U6.C18.C18.SR
	1:RCT 3P	13:U6.C15.C28	13:U2.C04.C03	18:U7.U6.C14	28:U7.U2.C11.OB	38:U3.U7.C15.C12.PA	43:U4.U7.C10.C14.C11.SR	48:U1.U2.U8.C28.C24.SR
Blackbee Sleeveless Catsuit SILVER		33:U6.C03.C09.C11.PA	13:U6.C20.C24	18:U2.U1.C11	28:U6.U5.C09.OB	38:U3.U3.C02.C20.PA	43:U3.U7.C04.C01.C12.SR	48:U5.U3.U1.C12.C03.SR
	1:P 3L	13:U2.C03.C21	13:U6.C09.C14	18:U8.U5.C10	28:U1.U8.C24.OB	38:U4.U1.C09.C14.PA	43:U1.U8.C28.C28.C15.SR	48:U8.U6.U2.C28.C15.SR
Blackbee Sleeveless Catsuit SLIGHT PURPLE		33:U2.C05.C04.C01.PA	13:U4.C04.C17	18:U2.U8.C05	28:U5.U4.C15.OB	38:U5.U5.C26.C27.PA	43:U4.U4.C19.C16.C28.SR	48:U4.U2.U6.C27.C17.SR
	1:DSA 5P	13:U1.C24.C03	13:U8.C15.C22	18:U7.U2.C27	28:U3.U1.C22.OB	38:U4.U2.C09.C19.PA	43:U2.U6.C14.C28.C27.SR	48:U7.U1.U7.C02.C20.SR
Blackbee Sleeveless Catsuit VIOLET		33:U6.C28.C10.C02.PA	13:U1.C06.C10	18:U1.U4.C20	28:U3.U7.C17.OB	38:U2.U2.C20.C16.PA	43:U3.U7.C25.C23.C01.SR	48:U8.U7.U6.C07.C19.SR
	1:MD 5P	13:U4.C05.C01	13:U8.C08.C07	18:U8.U2.C03	28:U8.U2.C13.OB	38:U8.U3.C14.C12.PA	43:U2.U6.C12.C01.C10.SR	48:U2.U5.U1.C06.C27.SR
Blackbee Sleeveless Catsuit YELLOW		33:U2.C08.C20.C17.PA	13:U2.C21.C28	18:U1.U8.C22	28:U8.U8.C02.OB	38:U1.U5.C27.C10.PA	43:U3.U2.C14.C24.C19.SR	48:U5.U4.U5.C19.C08.SR
	32:RD 12P|HR 20%|VDEF 20P|MD 12P	45:U5.U6.U8.C28.C10.SR	13:U4.C15.C08	18:U1.U5.C22	28:U7.U8.C05.OB	38:U1.U1.C28.C17.PA	43:U5.U5.C22.C25.C26.SR	48:U8.U7.U1.C07.C24.SR
Blackbee Sleeveless Catsuit YELLOW-GREEN		33:U3.C27.C18.C13.PA	13:U5.C26.C16	18:U3.U3.C17	28:U8.U3.C10.OB	38:U4.U6.C01.C10.PA	43:U8.U4.C17.C28.C11.SR	48:U7.U1.U4.C07.C24.SR
	1:VD 12P	13:U5.C14.C09	13:U8.C07.C23	18:U4.U2.C07	28:U6.U5.C18.OB	38:U3.U2.C12.C25.PA	43:U8.U2.C27.C21.C23.SR	48:U2.U8.U6.C13.C27.SR
Blackbee Tankini BLACK		30:U5.C03.C08.C03.OB	10:U4.C12.C25	15:U5.U5.C01	25:U4.U2.C28.OB	35:U2.U3.C06.C02.PA	40:U4.U3.C26.C01.C05.PA	45:U8.U4.U2.C13.C11.SR
	8:P 2L|VTR 8%	18:U4.U5.C14	10:U1.C25.C06	15:U1.U2.C22	25:U6.U6.C23.OB	35:U2.U7.C11.C11.PA	40:U6.U3.C18.C13.C21.PA	45:U7.U1.U6.C13.C24.SR
Blackbee Tankini DK. GOLD		30:U5.C28.C13.C11.OB	10:U7.C14.C21	15:U1.U5.C09	25:U8.U3.C14.OB	35:U1.U2.C08.C06.PA	40:U6.U8.C09.C19.C04.PA	45:U7.U3.U7.C01.C05.SR
	1:DDR 1P	10:U7.C24.C25	10:U5.C12.C04	15:U7.U1.C18	25:U6.U4.C07.OB	35:U7.U8.C08.C14.PA	40:U7.U5.C12.C27.C02.PA	45:U5.U4.U1.C23.C15.SR
Blackbee Tankini GOLD		30:U3.C26.C05.C26.OB	10:U5.C12.C05	15:U3.U1.C21	25:U8.U7.C22.OB	35:U5.U7.C04.C01.PA	40:U1.U3.C17.C23.C26.PA	45:U6.U5.U2.C25.C17.SR
	8:6S 12P|LP 12P	18:U8.U2.C17	10:U3.C07.C15	15:U2.U2.C24	25:U4.U6.C16.OB	35:U5.U7.C18.C22.PA	40:U7.U8.C27.C08.C27.PA	45:U3.U1.U7.C27.C25.SR
Blackbee Tankini GREEN		30:U4.C19.C10.C28.OB	10:U3.C16.C09	15:U7.U1.C19	25:U1.U7.C12.OB	35:U2.U3.C28.C04.PA	40:U1.U6.C06.C12.C04.PA	45:U5.U5.U5.C26.C04.SR
	1:HR 1%	10:U8.C07.C02	10:U6.C21.C20	15:U4.U5.C28	25:U1.U2.C10.OB	35:U4.U3.C19.C27.PA	40:U2.U4.C22.C17.C20.PA	45:U7.U5.U7.C27.C18.SR

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Item Name ITEM COLOR ENHANCED ITEM STATS	RECIPES: BASIC RECIPES: ENHANCED	+1% PR +1% VR	+2% PR +2% VR	+3% PR +3% VR	+4% PR +4% VR	+5% PR +5% VR	+6% PR +6% VR
Blackbee Tankini INDIGO	30:U7.C06.C06.C10.OB	10:U5.C28.C21	15:U7.U8.C03	25:U8.U4.C28.OB	35:U7.U4.C27.C12.PA	40:U4.U3.C10.C10.C26.PA	45:U4.U2.U7.C02.C06.SR
1:B 2L	10:U3.C26.C03	10:U7.C06.C12	15:U8.U6.C04	25:U6.U8.C20.OB	35:U7.U5.C02.C20.PA	40:U5.U8.C01.C12.C12.PA	45:U2.U6.U3.C25.C08.SR
Blackbee Tankini PURPLE	30:U4.C18.C22.C08.OB	10:U1.C13.C10	15:U2.U6.C10	25:U4.U2.C01.OB	35:U8.U6.C05.C08.PA	40:U5.U5.C14.C26.C12.PA	45:U4.U2.U5.C21.C24.SR
24:DSA 10P|AST 9P|RFD 15P|VR 10%	34:U8.C08.C10.C20.PA	10:U5.C09.C16	15:U5.U2.C23	25:U4.U1.C14.OB	35:U1.U6.C10.C27.PA	40:U7.U5.C12.C21.C23.PA	45:U2.U2.U4.C13.C20.SR
Blackbee Tankini RED	30:U3.C25.C18.C10.OB	10:U1.C23.C27	15:U3.U3.C28	25:U7.U3.C03.OB	35:U8.U7.C10.C24.PA	40:U2.U8.C06.C15.C03.PA	45:U6.U7.U5.C25.C25.SR
24:MXH 150P|BT 8P|MXIS 10P|SMGD 20P	34:U6.C08.C10.C16.PA	10:U6.C17.C15	15:U3.U6.C14	25:U3.U3.C22.OB	35:U4.U2.C06.C23.PA	40:U5.U1.C25.C09.C23.PA	45:U7.U4.U7.C14.C28.SR
Blackbee Tankini TARNISHED GOLD	30:U1.C05.C27.C02.OB	10:U5.C22.C18	15:U3.U2.C26	25:U4.U8.C01.OB	35:U4.U3.C14.C08.PA	40:U2.U4.C19.C26.C18.PA	45:U5.U8.U4.C24.C15.SR
8:AST 3P|RFD 5P	18:U6.U5.C12	10:U8.C09.C07	15:U1.U2.C01	25:U5.U8.C14.OB	35:U8.U2.C20.C24.PA	40:U6.U6.C15.C19.C02.PA	45:U8.U5.U4.C26.C28.SR
Blake Corset Shirt BLACK	15:U3.U2.C18	10:U6.C18.C04	15:U5.U7.C27	25:U6.U4.C17.OB	35:U3.U3.C18.C28.PA	40:U6.U7.C21.C15.C24.PA	45:U1.U3.U3.C27.C07.SR
16:MXH 100P|SD 6P|F 2L	26:U8.U1.C06.OB	10:U1.C15.C21	15:U4.U6.C10	25:U5.U6.C15.OB	35:U3.U7.C10.C20.PA	40:U7.U3.C10.C25.C28.PA	45:U1.U3.U1.C24.C15.SR
Blake Corset Shirt BROWN	15:U1.U5.C10	10:U2.C20.C15	15:U5.U1.C22	25:U8.U3.C08.OB	35:U8.U1.C23.C28.PA	40:U7.U1.C08.C13.C27.PA	45:U7.U8.U8.C24.C09.SR
1:VTR 12P	10:U3.C06.C08	10:U1.C25.C18	15:U7.U3.C24	25:U1.U6.C28.OB	35:U7.U1.C05.C28.PA	40:U4.U3.C24.C05.C20.PA	45:U2.U3.U8.C27.C13.SR
Blake Corset Shirt GOLD	15:U6.U1.C03	10:U4.C13.C07	15:U4.U7.C25	25:U7.U4.C18.OB	35:U6.U5.C23.C15.PA	40:U1.U6.C26.C05.C09.PA	45:U4.U7.U5.C23.C22.SR
12:MXH 100P	10:U2.C01.C19	10:U3.C27.C12	15:U3.U7.C21	25:U2.U6.C01.OB	35:U8.U2.C14.C10.PA	40:U1.U5.C21.C27.C21.PA	45:U4.U4.U7.C19.C15.SR
Blake Corset Shirt GREEN	15:U8.U4.C27	10:U6.C17.C10	15:U5.U2.C25	25:U6.U8.C03.OB	35:U8.U8.C04.C08.PA	40:U7.U2.C25.C08.C01.PA	45:U2.U2.U5.C28.C08.SR
1:DSA 3P	10:U8.C02.C24	10:U3.C20.C19	15:U1.U5.C12	25:U2.U7.C03.OB	35:U1.U8.C17.C18.PA	40:U8.U8.C08.C05.C28.PA	45:U4.U8.U8.C16.C28.SR
Blake Corset Shirt MAGENTA	15:U8.U6.C27	10:U7.C11.C22	15:U3.U8.C16	25:U7.U3.C28.OB	35:U2.U3.C15.C15.PA	40:U7.U2.C01.C01.C15.PA	45:U1.U4.U5.C20.C04.SR
1:F 2L	10:U2.C03.C11	10:U6.C13.C09	15:U6.U2.C28	25:U5.U5.C23.OB	35:U3.U2.C27.C01.PA	40:U8.U6.C17.C28.C12.PA	45:U5.U1.U6.C25.C03.SR
Blake Corset Shirt MEAN GREEN	30:U7.C16.C06.C18.OB	10:U3.C26.C14	15:U5.U5.C08	25:U4.U2.C06.OB	35:U6.U5.C27.C04.PA	40:U8.U6.C03.C02.C28.PA	45:U6.U2.U1.C25.C15.SR
12:MXH 100P	10:U2.C01.C08	10:U3.C21.C13	15:U2.U6.C04	25:U2.U4.C17.OB	35:U8.U6.C07.C19.PA	40:U3.U8.C08.C24.C24.PA	45:U6.U4.U1.C13.C07.SR
Blake Corset Shirt ORANGE	30:U4.C20.C09.C26.OB	10:U2.C17.C22	15:U5.U2.C12	25:U7.U6.C06.OB	35:U4.U6.C05.C20.PA	40:U8.U5.C19.C01.C20.PA	45:U6.U8.U5.C07.C11.SR
1:MXIS 20P	10:U2.C28.C18	10:U3.C06.C02	15:U6.U6.C27	25:U4.U1.C16.OB	35:U5.U4.C11.C22.PA	40:U6.U7.C05.C09.C19.PA	45:U2.U1.U4.C20.C11.SR
Blake Corset Shirt PURPLE	15:U7.U4.C21	10:U1.C03.C18	15:U6.U2.C01	25:U7.U5.C27.OB	35:U6.U2.C20.C23.PA	40:U2.U3.C10.C03.C12.PA	45:U3.U5.U5.C17.C26.SR
1:RCT 3P	10:U3.C21.C05	10:U7.C28.C11	15:U1.U2.C09	25:U3.U7.C02.OB	35:U2.U4.C13.C09.PA	40:U2.U6.C09.C14.C28.PA	45:U3.U1.U7.C18.C26.SR
Blake Corset Shirt RED	30:U2.C04.C02.C11.OB	10:U4.C10.C21	15:U2.U6.C02	25:U1.U7.C14.OB	35:U3.U2.C16.C22.PA	40:U1.U2.C01.C20.C22.PA	45:U7.U7.U8.C03.C11.SR
16:RD 8P|HGD 3P|MXH 100P	26:U1.U6.C04.OB	10:U3.C13.C18	15:U5.U8.C24	25:U1.U6.C11.OB	35:U7.U1.C02.C21.PA	40:U5.U5.C18.C24.C06.PA	45:U8.U2.U2.C27.C15.SR
Blake Corset Shirt WHITE	15:U5.U5.C19	10:U4.C09.C19	15:U1.U6.C07	25:U6.U8.C18.OB	35:U3.U4.C25.C16.PA	40:U2.U3.C08.C24.C07.PA	45:U1.U2.U6.C11.C24.SR
16:HR 12%|VDEF 12P|MD 7P	26:U5.U2.C15.OB	10:U2.C13.C24	15:U5.U2.C13	25:U2.U5.C18.OB	35:U2.U7.C14.C24.PA	40:U5.U7.C16.C19.C03.PA	45:U6.U4.U6.C15.C15.SR
Braela Leather Reinforced Shirt BLACK	5:U4.C17	10:U4.C09.C20	15:U1.U1.C19	25:U2.U2.C27.OB	35:U6.U4.C18.C15.PA	40:U3.U3.C19.C09.C10.PA	45:U3.U1.U3.C18.C15.SR
8:MD 4P|SJ 6P	18:U6.U5.C06	10:U6.C05.C10	15:U2.U8.C13	25:U4.U6.C26.OB	35:U6.U8.C03.C21.PA	40:U2.U7.C05.C20.C01.PA	45:U6.U5.U8.C19.C22.SR
Braela Leather Reinforced Shirt BROWN	5:U6.C21	10:U1.C17.C18	15:U7.U1.C13	25:U6.U4.C03.OB	35:U1.U8.C21.C21.PA	40:U1.U5.C28.C06.C12.PA	45:U5.U1.U1.C27.C23.SR
16:RPDR 2%|CH 8P|MPDR 2%	26:U1.U7.C17.OB	10:U6.C09.C17	15:U7.U4.C03	25:U6.U3.C28.OB	35:U6.U5.C09.C22.PA	40:U8.U8.C21.C19.C07.PA	45:U3.U1.U6.C09.C20.SR
Braela Leather Reinforced Shirt COAL	5:U4.C11	10:U4.C16.C06	15:U6.U2.C22	25:U6.U1.C04.OB	35:U2.U5.C12.C10.PA	40:U6.U4.C09.C19.C22.PA	45:U8.U1.U2.C10.C25.SR
1:R 1L	10:U1.C08.C15	10:U3.C23.C28	15:U1.U7.C20	25:U4.U3.C16.OB	35:U2.U6.C07.C13.PA	40:U3.U1.C05.C26.C09.PA	45:U3.U2.U4.C26.C16.SR
Braela Leather Reinforced Shirt DEEP MAGENTA	5:U1.C22	10:U2.C14.C07	15:U3.U3.C25	25:U1.U2.C04.OB	35:U6.U8.C10.C02.PA	40:U2.U8.C10.C12.C19.PA	45:U1.U6.U1.C07.C15.SR
8:MXH 50P|SISR 2%	18:U8.U7.C09	10:U6.C28.C03	15:U4.U7.C22	25:U8.U6.C11.OB	35:U1.U8.C25.C02.PA	40:U1.U4.C14.C05.C15.PA	45:U8.U1.U7.C04.C26.SR
Braela Leather Reinforced Shirt GRAY	5:U1.C03	10:U3.C02.C23	15:U7.U6.C24	25:U2.U6.C05.OB	35:U4.U7.C06.C13.PA	40:U3.U8.C10.C09.C28.PA	45:U3.U4.U2.C11.C09.SR
8:MXH 50P|MD 2P	18:U1.U2.C25	10:U6.C16.C18	15:U8.U3.C16	25:U2.U1.C18.OB	35:U6.U5.C21.C18.PA	40:U7.U4.C17.C22.C20.PA	45:U7.U6.U5.C21.C24.SR
Braela Leather Reinforced Shirt GREEN	5:U3.C04	10:U4.C15.C25	15:U6.U1.C24	25:U8.U7.C20.OB	35:U4.U8.C22.C28.PA	40:U3.U5.C15.C12.C13.PA	45:U3.U5.U6.C16.C11.SR
1:LP 8P	10:U1.C26.C02	10:U7.C20.C20	15:U1.U7.C05	25:U5.U4.C13.OB	35:U1.U4.C04.C22.PA	40:U5.U2.C11.C10.C23.PA	45:U1.U6.U1.C25.C25.SR
Braela Leather Reinforced Shirt LT. PURPLE	5:U2.C12	10:U7.C21.C09	15:U3.U4.C04	25:U5.U3.C10.OB	35:U8.U1.C12.C22.PA	40:U5.U8.C24.C26.C08.PA	45:U1.U4.U3.C09.C18.SR
24:R 1L|RPDR 2%|MPDR 2%|KFD 2P	34:U6.C10.C13.C22.PA	10:U8.C13.C16	15:U4.U8.C22	25:U8.U8.C03.OB	35:U1.U7.C02.C18.PA	40:U8.U8.C23.C19.C18.PA	45:U2.U4.U4.C16.C21.SR
Braela Leather Reinforced Sh. MUDDY ORANGE	5:U3.C25	10:U5.C16.C06	15:U8.U2.C28	25:U1.U6.C02.OB	35:U4.U8.C23.C05.PA	40:U6.U2.C09.C17.C01.PA	45:U3.U4.U2.C22.C14.SR
16:RCT 3P|MXH 50P|VR 5%	26:U1.U4.C02.OB	10:U4.C28.C13	15:U1.U8.C27	25:U8.U8.C13.OB	35:U1.U2.C21.C08.PA	40:U5.U1.C09.C19.C09.PA	45:U5.U7.U7.C19.C15.SR
Braela Leather Reinforced Shirt PURPLE	5:U5.C27	10:U2.C13.C27	15:U1.U4.C16	25:U6.U8.C23.OB	35:U3.U6.C01.C04.PA	40:U2.U8.C07.C23.C13.PA	45:U7.U1.U4.C23.C03.SR
8:RD 10P|DS 10P	18:U7.U4.C04	10:U6.C17.C15	15:U1.U3.C10	25:U1.U6.C15.OB	35:U6.U1.C12.C03.PA	40:U3.U6.C04.C07.C19.PA	45:U6.U7.U3.C08.C01.SR
Braela Leather Reinforced Shirt RED	5:U5.C17	10:U7.C27.C23	15:U6.U1.C10	25:U3.U4.C01.OB	35:U4.U3.C13.C13.PA	40:U5.U3.C17.C19.C21.PA	45:U6.U1.U2.C09.C03.SR
8:VR 5%|MXH 50P	18:U3.U7.C08	10:U7.C02.C04	15:U6.U7.C11	25:U7.U5.C21.OB	35:U3.U5.C19.C18.PA	40:U1.U4.C21.C26.C26.PA	45:U1.U1.U4.C20.C28.SR
Braela Leather Reinforced Shirt YELLOW	5:U2.C17	10:U7.C08.C22	15:U4.U6.C21	25:U7.U1.C21.OB	35:U7.U6.C06.C25.PA	40:U7.U4.C07.C02.C13.PA	45:U4.U2.U7.C11.C20.SR
1:DS 5P	10:U1.C14.C16	10:U7.C11.C09	15:U3.U6.C15	25:U1.U6.C27.OB	35:U8.U6.C20.C28.PA	40:U5.U7.C24.C02.C24.PA	45:U5.U1.U8.C10.C22.SR
Butterfly Leather Shirt BLACK	15:U3.U4.C06	10:U4.C01.C04	15:U7.U4.C07	25:U1.U2.C02.OB	35:U6.U8.C05.C16.PA	40:U6.U1.C19.C16.C08.PA	45:U2.U2.U1.C19.C07.SR
16:V 2L|AST 5P|RFD 10P	26:U1.U4.C21.OB	10:U5.C13.C10	15:U3.U8.C02	25:U8.U4.C15.OB	35:U6.U2.C02.C05.PA	40:U2.U6.C09.C15.C18.PA	45:U7.U8.U3.C28.C07.SR
Butterfly Leather Shirt GREEN	15:U8.U2.C19	10:U3.C26.C07	15:U6.U7.C24	25:U7.U4.C02.OB	35:U7.U6.C15.C04.PA	40:U5.U1.C22.C12.C19.PA	45:U6.U5.U4.C19.C13.SR
1:RCT 3P	10:U2.C07.C16	10:U6.C04.C27	15:U7.U2.C12	25:U7.U5.C05.OB	35:U1.U8.C19.C04.PA	40:U7.U4.C06.C27.C18.PA	45:U8.U8.U8.C10.C09.SR
Butterfly Leather Shirt MAGENTA	15:U3.U3.C23	10:U6.C07.C15	15:U3.U2.C21	25:U5.U3.C28.OB	35:U7.U3.C24.C14.PA	40:U4.U6.C07.C26.C11.PA	45:U8.U5.U6.C14.C20.SR
16:AST 5P|RFD 10P|RD 3P	26:U1.U7.C20.OB	10:U7.C08.C18	15:U8.U8.C15	25:U3.U8.C13.OB	35:U4.U8.C19.C22.PA	40:U5.U3.C12.C13.C11.PA	45:U5.U7.U4.C06.C22.SR
Butterfly Leather Shirt ORANGE	15:U7.U6.C08	10:U2.C15.C05	15:U1.U2.C05	25:U5.U2.C02.OB	35:U4.U4.C01.C07.PA	40:U5.U6.C14.C17.C05.PA	45:U3.U6.U8.C22.C15.SR
12:MXH 100P	10:U8.C14.C25	10:U7.C23.C04	15:U5.U3.C08	25:U4.U3.C15.OB	35:U1.U6.C05.C26.PA	40:U5.U7.C21.C05.C21.PA	45:U5.U8.U6.C15.C11.SR
Butterfly Leather Shirt PURPLE	15:U1.U2.C21	10:U5.C18.C21	15:U4.U7.C16	25:U4.U3.C07.OB	35:U2.U1.C27.C02.PA	40:U4.U1.C07.C14.C01.PA	45:U8.U3.U3.C23.C16.SR
1:CW 10P	10:U8.C22.C09	10:U7.C18.C16	15:U2.U1.C15	25:U5.U1.C11.OB	35:U6.U8.C25.C16.PA	40:U5.U6.C24.C25.C04.PA	45:U8.U4.U4.C22.C10.SR

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Item Name *ITEM COLOR* ENHANCED ITEM STATS	RECIPES: RECIPES:	BASIC ENHANCED	+1% PR +1% VR	+2% PR +2% VR	+3% PR +3% VR	+4% PR +4% VR	+5% PR +5% VR	+6% PR +6% VR
Butterfly Leather Shirt RED 8:VR 12%|MVS 3%		15:U8.U5.C27 18:U2.U7.C11	10:U1.C11.C07 10:U3.C16.C10	15:U3.U6.C16 15:U3.U1.C23	25:U1.U3.C10.OB 25:U3.U7.C19.OB	35:U6.U5.C04.C26.PA 35:U5.U4.C27.C17.PA	40:U8.U1.C28.C20.C27.PA 40:U4.U5.C04.C12.C16.PA	45:U4.U4.U8.C24.C22.SR 45:U4.U7.U7.C14.C16.SR
Butterfly Leather Shirt TURQUOISE 1:6S 12P		15:U2.U8.C02 10:U3.C26.C28	10:U4.C20.C16 10:U7.C08.C17	15:U3.U2.C27 15:U3.U2.C23	25:U4.U1.C19.OB 25:U8.U2.C27.OB	35:U7.U8.C21.C18.PA 35:U8.U5.C22.C16.PA	40:U7.U6.C23.C05.C05.PA 40:U7.U1.C13.C09.C20.PA	45:U2.U1.U7.C14.C23.SR 45:U2.U5.U6.C04.C22.SR
Butterfly Leather Shirt YELLOW 12:MXH 100P		15:U3.U2.C01 10:U7.C11.C21	10:U2.C03.C22 10:U3.C01.C08	15:U6.U5.C11 15:U5.U2.C07	25:U8.U2.C19.OB 25:U1.U1.C15.OB	35:U2.U4.C27.C11.PA 35:U6.U4.C07.C20.PA	40:U3.U3.C25.C05.C14.PA 40:U2.U6.C03.C03.C16.PA	45:U6.U2.U7.C21.C02.SR 45:U8.U1.U3.C15.C02.SR
Consular Midriff Blouse BLACK 24:P 3L|AST 2P|6S 20P|RFD 20P		40:U5.U8.C09.C06.C26.PA 34:U7.C20.C18.C14.PA	10:U5.C26.C24 10:U3.C06.C23	15:U5.U5.C08 15:U1.U5.C18	25:U5.U6.C16.OB 25:U5.U8.C26.OB	35:U7.U1.C14.C21.PA 35:U5.U8.C07.C01.PA	40:U5.U4.C16.C27.C05.PA 40:U1.U8.C16.C20.C10.PA	45:U8.U1.U2.C23.C12.SR 45:U4.U8.U8.C08.C04.SR
Consular Midriff Blouse DK. PURPLE 1:DDR 2P		40:U1.U1.C04.C22.C18.PA 10:U8.C09.C15	10:U6.C10.C03 10:U8.C05.C01	15:U6.U3.C10 15:U1.U5.C08	25:U5.U5.C11.OB 25:U1.U4.C16.OB	35:U4.U7.C05.C07.PA 35:U5.U7.C28.C20.PA	40:U4.U4.C26.C07.C05.PA 40:U3.U5.C04.C25.C02.PA	45:U7.U7.U2.C02.C23.SR 45:U1.U3.U3.C22.C17.SR
Consular Midriff Blouse GREEN 16:RD 12P|MXH 200P		40:U5.U8.C03.C05.C15.PA 18:U8.U3.C02	10:U3.C08.C28 10:U2.C04.C09	15:U6.U3.C08 15:U5.U1.C17	25:U1.U8.C15.OB 25:U2.U5.C08.OB	35:U6.U5.C21.C25.PA 35:U8.U7.C28.C22.PA	40:U5.U4.C26.C21.C01.PA 40:U3.U6.C10.C20.C18.PA	45:U2.U6.U7.C11.C26.SR 45:U7.U1.U6.C09.C14.SR
Consular Midriff Blouse MAGENTA 1:MPDR 15%		40:U5.U4.C11.C26.C24.PA 10:U3.C10.C14	10:U4.C10.C14 10:U4.C13.C09	15:U5.U2.C04 15:U8.U3.C16	25:U6.U7.C09.OB 25:U6.U6.C12.OB	35:U1.U3.C19.C12.PA 35:U3.U8.C09.C06.PA	40:U2.U6.C24.C19.C21.PA 40:U7.U6.C09.C07.C13.PA	45:U3.U8.U2.C24.C17.SR 45:U6.U8.U5.C28.C03.SR
Consular Midriff Blouse ORANGE 16:MXH 200P|SS 20P		40:U5.U6.C03.C04.C12.PA 18:U1.U1.C26	10:U8.C03.C07 10:U6.C22.C25	15:U1.U2.C19 15:U6.U6.C13	25:U3.U6.C11.OB 25:U2.U8.C07.OB	35:U3.U8.C26.C25.PA 35:U4.U3.C15.C06.PA	40:U1.U8.C23.C21.C16.PA 40:U4.U2.C28.C18.C16.PA	45:U2.U5.U4.C23.C20.SR 45:U3.U1.U7.C22.C11.SR
Consular Midriff Blouse PURPLE 1:SMGD 5P		40:U2.U3.C18.C13.C13.PA 10:U4.C28.C12	10:U4.C03.C11 10:U7.C04.C26	15:U7.U8.C18 15:U7.U2.C15	25:U8.U4.C10.OB 25:U2.U1.C04.OB	35:U5.U6.C26.C11.PA 35:U4.U1.C08.C05.PA	40:U6.U7.C03.C05.C07.PA 40:U4.U4.C14.C13.C11.PA	45:U3.U6.U1.C23.C02.SR 45:U2.U5.U5.C21.C13.SR
Consular Midriff Blouse RED 22:MXH 200P|KD 5P|MVS 5%		40:U5.U1.C10.C08.C10.PA 26:U8.U4.C08.OB	10:U4.C05.C15 10:U8.C01.C18	15:U3.U6.C25 15:U7.U5.C28	25:U3.U1.C06.OB 25:U1.U7.C17.OB	35:U8.U2.C22.C22.PA 35:U6.U2.C05.C20.PA	40:U8.U5.C18.C05.C08.PA 40:U2.U7.C08.C06.C02.PA	45:U6.U1.U6.C21.C05.SR 45:U1.U3.U5.C25.C04.SR
Consular Midriff Blouse SLATE GREEN 1:6S 20P		40:U2.U6.C03.C13.C14.PA 10:U7.C04.C07	10:U8.C02.C12 10:U5.C23.C08	15:U5.U7.C05 15:U2.U6.C18	25:U6.U4.C02.OB 25:U3.U1.C15.OB	35:U3.U3.C06.C22.PA 35:U1.U3.C04.C26.PA	40:U4.U6.C28.C01.C19.PA 40:U7.U8.C17.C23.C09.PA	45:U4.U5.U2.C25.C26.SR 45:U3.U8.U5.C08.C18.SR
Contrast Midriff Blouse BLACK 12:MXH 100P		15:U6.U7.C02 10:U5.C27.C02	10:U2.C23.C19 10:U4.C26.C18	15:U6.U7.C04 15:U6.U7.C19	25:U8.U2.C24.OB 25:U7.U2.C04.OB	35:U2.U8.C11.C12.PA 35:U5.U3.C14.C01.PA	40:U1.U8.C04.C02.C13.PA 40:U2.U6.C15.C01.C15.PA	45:U4.U7.U3.C03.C16.SR 45:U7.U3.U8.C16.C03.SR
Contrast Midriff Blouse GREEN 8:F 1L|RCT 3P		15:U6.U8.C18 18:U5.U5.C09	10:U3.C18.C13 10:U3.C23.C15	15:U2.U4.C02 15:U6.U1.C26	25:U7.U3.C27.OB 25:U7.U6.C21.OB	35:U3.U3.C07.C10.PA 35:U6.U6.C11.C26.PA	40:U8.U8.C18.C07.C13.PA 40:U7.U8.C18.C05.C15.PA	45:U3.U4.U6.C04.C14.SR 45:U2.U1.U1.C08.C25.SR
Contrast Midriff Blouse MAGENTA 16:MXH 100P|VD 8P|RPDR 10%		15:U5.U1.C02 26:U1.U1.C25.OB	10:U1.C07.C07 10:U1.C08.C24	15:U7.U2.C04 15:U3.U3.C26	25:U2.U8.C10.OB 25:U7.U7.C24.OB	35:U8.U2.C15.C11.PA 35:U7.U1.C12.C27.PA	40:U3.U1.C27.C26.C15.PA 40:U6.U4.C12.C04.C07.PA	45:U3.U2.U4.C16.C23.SR 45:U4.U1.U5.C18.C05.SR
Contrast Midriff Blouse ORANGE 8:RCT 3P|CH 10P		15:U7.U8.C11 18:U5.U1.C24	10:U1.C25.C06 10:U5.C28.C18	15:U4.U6.C07 15:U2.U5.C01	25:U7.U2.C28.OB 25:U3.U6.C15.OB	35:U5.U7.C23.C10.PA 35:U6.U2.C18.C10.PA	40:U1.U3.C28.C06.C03.PA 40:U5.U5.C03.C25.C15.PA	45:U5.U5.U7.C25.C02.SR 45:U4.U3.U3.C26.C23.SR
Contrast Midriff Blouse PURPLE 1:MPDR 10%		15:U8.U5.C07 10:U3.C08.C13	10:U1.C22.C15 10:U2.C07.C26	15:U7.U2.C17 15:U4.U1.C05	25:U7.U2.C25.OB 25:U8.U5.C25.OB	35:U4.U8.C27.C23.PA 35:U8.U4.C22.C07.PA	40:U4.U4.C17.C24.C28.PA 40:U1.U8.C07.C27.C14.PA	45:U4.U5.U8.C22.C09.SR 45:U3.U5.U3.C05.C25.SR
Contrast Midriff Blouse RED 1:MD 3P		15:U4.U7.C18 10:U8.C17.C15	10:U4.C20.C25 10:U7.C08.C19	15:U4.U5.C22 15:U1.U4.C01	25:U5.U7.C15.OB 25:U7.U5.C14.OB	35:U5.U7.C12.C22.PA 35:U7.U7.C23.C15.PA	40:U5.U1.C22.C09.C03.PA 40:U1.U4.C17.C22.C25.PA	45:U7.U4.U7.C16.C03.SR 45:U7.U7.U4.C19.C13.SR
Contrast Midriff Blouse SEA GREEN 14:MXH 100P|MD 8P		15:U3.U8.C25 18:U8.U8.C15	10:U7.C02.C03 10:U3.C09.C01	15:U5.U7.C07 15:U2.U5.C02	25:U1.U3.C27.OB 25:U8.U8.C01.OB	35:U6.U8.C14.C01.PA 35:U6.U5.C02.C14.PA	40:U6.U4.C08.C04.C18.PA 40:U6.U3.C13.C18.C10.PA	45:U1.U2.U6.C16.C16.SR 45:U5.U1.U4.C23.C10.SR
Contrast Midriff Blouse WHITE 1:RD 3P		15:U3.U8.C05 10:U7.C11.C16	10:U4.C25.C24 10:U2.C18.C28	15:U6.U8.C26 15:U3.U5.C21	25:U3.U8.C09.OB 25:U6.U1.C22.OB	35:U3.U3.C03.C14.PA 35:U5.U2.C24.C07.PA	40:U3.U2.C03.C15.C22.PA 40:U3.U4.C09.C08.C26.PA	45:U2.U2.U8.C01.C06.SR 45:U6.U8.U5.C12.C02.SR
Crush Tankini BLACK 1:SS 8P		5:U4.C22 10:U1.C26.C09	10:U8.C02.C13 10:U2.C13.C05	15:U8.U3.C06 15:U2.U8.C01	25:U6.U4.C22.OB 25:U3.U2.C27.OB	35:U2.U7.C09.C02.PA 35:U6.U5.C06.C21.PA	40:U5.U6.C10.C17.C23.PA 40:U1.U1.C25.C02.C16.PA	45:U4.U5.U7.C11.C18.SR 45:U6.U8.U8.C24.C22.SR
Crush Tankini GOLD 6:MXH 50P		5:U1.C07 16:U6.U3.C14	10:U3.C02.C27 10:U4.C16.C26	15:U1.U5.C17 15:U6.U6.C10	25:U7.U3.C20.OB 25:U5.U4.C28.OB	35:U3.U7.C26.C16.PA 35:U3.U1.C19.C15.PA	40:U4.U7.C22.C26.C14.PA 40:U1.U4.C25.C25.C13.PA	45:U8.U5.U6.C10.C12.SR 45:U2.U4.U8.C12.C23.SR
Crush Tankini GREEN 1:DR 4P		5:U2.C07 10:U8.C01.C12	10:U5.C14.C05 10:U6.C25.C14	15:U2.U1.C28 15:U7.U4.C17	25:U2.U6.C16.OB 25:U2.U4.C16.OB	35:U1.U4.C14.C23.PA 35:U3.U8.C02.C25.PA	40:U6.U3.C23.C13.C11.PA 40:U5.U4.C13.C18.C22.PA	45:U7.U4.U2.C17.C01.SR 45:U5.U4.U5.C03.C20.SR
Crush Tankini MAGENTA 1:MD 2P		5:U3.C17 10:U6.C26.C26	10:U3.C16.C22 10:U5.C23.C11	15:U4.U6.C26 15:U8.U2.C13	25:U3.U7.C21.OB 25:U2.U7.C07.OB	35:U3.U8.C28.C18.PA 35:U7.U3.C25.C19.PA	40:U4.U7.C16.C13.C12.PA 40:U1.U7.C13.C22.C25.PA	45:U1.U8.U5.C20.C26.SR 45:U3.U1.U3.C17.C03.SR
Crush Tankini PURPLE 16:ISR 5%|AST 5P|RFD 10P		5:U6.C04 26:U1.U4.C22.OB	10:U7.C10.C12 10:U3.C22.C08	15:U5.U2.C24 15:U7.U2.C12	25:U6.U8.C18.OB 25:U1.U8.C06.OB	35:U8.U8.C14.C21.PA 35:U1.U3.C12.C11.PA	40:U6.U7.C01.C20.C03.PA 40:U5.U2.C22.C17.C25.PA	45:U7.U1.U4.C12.C08.SR 45:U6.U5.U2.C09.C28.SR
Crush Tankini RED 32:RPDR 5%|HR 8%|VDEF 8P|MD 5P|SMGD 2P		5:U7.C27 42:U2.U4.C21.C04.C24.SR	10:U3.C16.C11 10:U6.C14.C09	15:U8.U2.C12 15:U4.U4.C12	25:U1.U5.C22.OB 25:U8.U6.C02.OB	35:U4.U7.C20.C23.PA 35:U2.U5.C15.C10.PA	40:U1.U8.C13.C19.C24.PA 40:U7.U7.C22.C15.C03.PA	45:U7.U1.U5.C01.C27.SR 45:U7.U1.U3.C25.C25.SR
Crush Tankini TURQUOISE 16:RPDR 10%|SMGD 10P|BT 5P		5:U1.C17 26:U6.U7.C05.OB	10:U2.C27.C21 10:U6.C15.C25	15:U5.U2.C03 15:U5.U7.C20	25:U2.U4.C20.OB 25:U3.U7.C22.OB	35:U6.U2.C06.C10.PA 35:U7.U1.C01.C25.PA	40:U7.U5.C10.C09.C28.PA 40:U4.U1.C21.C16.C14.PA	45:U6.U4.U1.C20.C22.SR 45:U6.U4.U4.C12.C16.SR
Crush Tankini WHITE 1:SHR 2%		5:U7.C26 10:U7.C20.C01	10:U8.C20.C15 10:U8.C09.C16	15:U1.U8.C25 15:U2.U7.C09	25:U8.U2.C18.OB 25:U6.U7.C09.OB	35:U7.U4.C10.C28.PA 35:U4.U5.C27.C11.PA	40:U3.U5.C16.C26.C03.PA 40:U6.U2.C19.C26.C01.PA	45:U8.U4.U4.C15.C26.SR 45:U7.U5.U7.C11.C10.SR
Faux Corset Long-Sleeved Shirt BROWN 1:MD 2P		30:U4.C28.C16.C21.OB 10:U2.C01.C20	10:U7.C28.C28 10:U5.C04.C22	15:U8.U3.C19 15:U3.U3.C05	25:U3.U6.C18.OB 25:U7.U2.C23.OB	35:U6.U8.C15.C14.PA 35:U3.U6.C20.C24.PA	40:U6.U6.C22.C26.C08.PA 40:U4.U6.C09.C25.C15.PA	45:U6.U3.U1.C09.C13.SR 45:U2.U6.U2.C05.C09.SR
Faux Corset Long-Sleeved Shirt GREEN 8:SD 4P|KFD 2P		30:U5.C19.C23.C16.OB 18:U5.U8.C05	10:U2.C08.C12 10:U4.C24.C04	15:U3.U1.C18 15:U3.U4.C22	25:U4.U2.C15.OB 25:U4.U3.C16.OB	35:U1.U6.C28.C17.PA 35:U1.U4.C24.C16.PA	40:U1.U8.C19.C05.C12.PA 40:U6.U6.C28.C07.C25.PA	45:U8.U7.U6.C26.C05.SR 45:U4.U1.U4.C20.C25.SR
Faux Corset Long-Sleeved Shirt LT. PURPLE 1:MD 6P		15:U3.U3.C10 10:U3.C13.C04	10:U2.C16.C27 10:U8.C12.C08	15:U5.U3.C01 15:U5.U4.C13	25:U7.U8.C08.OB 25:U2.U2.C25.OB	35:U3.U1.C04.C15.PA 35:U1.U8.C27.C22.PA	40:U5.U7.C08.C05.C16.PA 40:U8.U3.C17.C04.C08.PA	45:U6.U3.U4.C11.C06.SR 45:U5.U1.U6.C18.C28.SR

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Item Name ITEM COLOR ENHANCED ITEM STATS	RECIPES: BASIC RECIPES: ENHANCED	+1% PR +1% VR	+2% PR +2% VR	+3% PR +3% VR	+4% PR +4% VR	+5% PR +5% VR	+6% PR +6% VR
Faux Corset Long-Sleeved Shirt MAGENTA	30:U8.C19.C07.C19.OB	10:U7.C04.C12	15:U3.U3.C05	25:U4.U3.C05.OB	35:U2.U6.C13.C07.PA	40:U7.U5.C21.C15.C27.PA	45:U1.U4.U3.C28.C14.SR
1:DDR 1P	10:U6.C28.C15	10:U2.C15.C05	15:U3.U7.C02	25:U4.U2.C19.OB	35:U7.U4.C26.C27.PA	40:U7.U3.C04.C01.C27.PA	45:U7.U3.U5.C08.C28.SR
Faux Corset Long-Sleeved Shirt ORANGE	30:U1.C12.C19.C03.OB	10:U4.C17.C20	15:U4.U8.C06	25:U3.U4.C02.OB	35:U4.U4.C05.C28.PA	40:U4.U2.C21.C01.C28.PA	45:U5.U8.U3.C10.C16.SR
8:AST 3P|RFD 5P	18:U2.U2.C06	10:U3.C05.C05	15:U7.U2.C17	25:U6.U1.C18.OB	35:U7.U3.C15.C08.PA	40:U5.U6.C05.C13.C21.PA	45:U2.U6.U3.C08.C05.SR
Faux Corset Long-Sleeved Shirt PINK	30:U7.C23.C02.C18.OB	10:U1.C26.C27	15:U4.U2.C03	25:U2.U5.C03.OB	35:U8.U8.C23.C28.PA	40:U2.U3.C08.C25.C18.PA	45:U6.U7.U6.C22.C27.SR
1:MPDR 5%	10:U7.C01.C02	10:U8.C16.C26	15:U2.U5.C19	25:U5.U6.C01.OB	35:U7.U8.C08.C08.PA	40:U2.U5.C02.C03.C20.PA	45:U3.U4.U4.C12.C19.SR
Faux Corset Long-Sleeved Shirt PURPLE	30:U7.C15.C08.C01.OB	10:U3.C26.C24	15:U1.U7.C01	25:U7.U1.C11.OB	35:U4.U8.C15.C04.PA	40:U1.U2.C13.C03.C14.PA	45:U6.U5.U8.C21.C24.SR
24:HR 8%|6S 8P|VDEF 8P|MD 5P	34:U6.C03.C24.C13.PA	10:U8.C21.C23	15:U7.U3.C16	25:U8.U2.C06.OB	35:U5.U5.C12.C08.PA	40:U4.U6.C10.C28.C03.PA	45:U2.U1.U3.C04.C15.SR
Faux Corset Long-Sleeved Shirt RED	30:U3.C09.C18.C06.OB	10:U7.C17.C03	15:U3.U7.C02	25:U4.U1.C23.OB	35:U7.U6.C23.C08.PA	40:U5.U8.C09.C04.C19.PA	45:U2.U6.U4.C18.C11.SR
8:MXH 50P|HR 1%	18:U8.U3.C08	10:U7.C20.C28	15:U3.U4.C04	25:U1.U4.C26.OB	35:U4.U2.C24.C24.PA	40:U2.U5.C22.C26.C22.PA	45:U5.U8.U3.C12.C09.SR
Faux Corset Long-Sleeved Shirt SEA GREEN	30:U8.C04.C08.C07.OB	10:U4.C28.C03	15:U5.U4.C01	25:U6.U1.C02.OB	35:U6.U4.C28.C17.PA	40:U1.U3.C21.C06.C20.PA	45:U7.U3.U3.C10.C03.SR
1:RPDR 5%	10:U4.C07.C22	10:U5.C26.C06	15:U7.U4.C16	25:U1.U8.C23.OB	35:U8.U6.C14.C04.PA	40:U7.U8.C02.C14.C12.PA	45:U8.U1.U3.C10.C10.SR
Faux Corset Long-Sleeved Shirt WHITE	15:U3.U4.C06	10:U2.C07.C19	15:U2.U6.C27	25:U5.U5.C07.OB	35:U4.U3.C13.C02.PA	40:U7.U7.C01.C18.C24.PA	45:U8.U5.U6.C20.C07.SR
16:HR 8%|VDEF 8P|MD 5P	26:U1.U6.C25.OB	10:U7.C14.C18	15:U4.U7.C03	25:U2.U8.C27.OB	35:U2.U2.C12.C22.PA	40:U7.U7.C24.C09.C28.PA	45:U3.U8.U4.C10.C07.SR
Faux Corset Long-Sleeved Shirt YELLOW-GREEN	30:U6.C23.C15.C01.OB	10:U4.C18.C25	15:U8.U2.C01	25:U6.U7.C01.OB	35:U5.U4.C20.C07.PA	40:U2.U2.C28.C10.C05.PA	45:U4.U4.U5.C09.C11.SR
1:RD 2P	10:U1.C05.C05	10:U8.C20.C25	15:U1.U1.C14	25:U5.U2.C03.OB	35:U3.U4.C12.C06.PA	40:U6.U6.C24.C02.C12.PA	45:U2.U7.U1.C04.C02.SR
Gi BLACK/GOLD	16:U8.U5.C10	9:U3.C10	14:U1.C14.C09	24:U1.C05.C08.OB	34:U6.C13.C24.C23.PA	39:U7.U6.C18.C07.PA	44:U5.U8.C22.C27.C01.SR
16:MXH 200P	9:U8.C10	9:U4.C11	14:U3.C11.C17	24:U1.C16.C11.OB	34:U1.C20.C15.C17.PA	39:U5.U6.C15.C25.PA	44:U5.U1.C14.C12.C18.SR
Gi BLACK/PURPLE	16:U8.U8.C14	9:U4.C26	14:U6.C17.C07	24:U8.C24.C12.OB	34:U3.C12.C06.C23.PA	39:U6.U5.C10.C25.PA	44:U6.U7.C24.C03.C10.SR
20:MXH 200P|RD 12P	17:U8.U5.C01	9:U5.C14	14:U8.C19.C01	24:U5.C08.C05.OB	34:U4.C02.C08.C25.PA	39:U2.U1.C15.C10.PA	44:U8.U8.C18.C12.C03.SR
Gi BLACK/RED	16:U4.U5.C01	9:U3.C26	14:U1.C16.C04	24:U3.C23.C06.OB	34:U5.C12.C15.C20.PA	39:U3.U6.C19.C14.PA	44:U5.U1.C12.C11.C22.SR
1:VR 20%	9:U5.C28	9:U8.C26	14:U8.C04.C16	24:U5.C21.C14.OB	34:U6.C05.C11.C14.PA	39:U1.U6.C06.C08.PA	44:U7.U1.C16.C05.C13.SR
Gi BLACK/WHITE	16:U4.U6.C14	9:U8.C02	14:U8.C28.C01	24:U2.C11.C09.OB	34:U2.C13.C05.C13.PA	39:U6.U1.C27.C12.PA	44:U3.U5.C09.C22.C15.SR
8:RTT 3P|HGD 5P	17:U7.U4.C27	9:U5.C22	14:U4.C16.C16	24:U3.C26.C17.OB	34:U3.C28.C06.C20.PA	39:U6.U7.C14.C03.PA	44:U7.U7.C12.C06.C17.SR
Gi GREEN/BLACK	16:U3.U6.C20	9:U7.C05	14:U4.C08.C23	24:U6.C18.C17.OB	34:U6.C20.C02.C14.PA	39:U7.U3.C02.C11.PA	44:U3.U6.C09.C16.C03.SR
24:MCT 9P|HR 20%|VDEF 20P|MD 12P	33:U1.C09.C18.C25.PA	9:U7.C10	14:U8.C26.C25	24:U7.C26.C04.OB	34:U5.C19.C16.C03.PA	39:U3.U2.C05.C13.PA	44:U6.U2.C03.C27.C12.SR
Gi PURPLE/GOLD	16:U6.U6.C24	9:U3.C13	14:U1.C10.C12	24:U2.C21.C14.OB	34:U7.C20.C03.C11.PA	39:U5.U5.C14.C09.PA	44:U8.U3.C17.C13.C21.SR
36:MXH 200P|HR 20%|CH 20P|VDEF 20P|MD 12P	41:U5.U7.C21.C05.C17.SR	9:U3.C11	14:U2.C06.C02	24:U6.C17.C18.OB	34:U1.C22.C18.C28.PA	39:U4.U7.C16.C08.PA	44:U4.U4.C26.C11.C21.SR
Gi RED/BLACK	16:U5.U8.C13	9:U4.C14	14:U1.C09.C13	24:U5.C20.C14.OB	34:U6.C23.C24.C17.PA	39:U3.U7.C26.C03.PA	44:U6.U2.C17.C27.C27.SR
24:MPDR 15%|ABC 15P|SISR 2%	25:U1.U3.C27.OB	9:U3.C09	14:U4.C13.C01	24:U1.C09.C06.OB	34:U6.C20.C25.C09.PA	39:U5.U8.C26.C05.PA	44:U3.U5.C04.C10.C24.SR
Gi TEAL/BLACK	16:U2.U6.C17	9:U6.C10	14:U3.C07.C17	24:U7.C19.C02.OB	34:U7.C03.C16.C16.PA	39:U1.U8.C03.C16.PA	44:U7.U1.C11.C18.C14.SR
35:MXH 200P|AST 10P|MD 25P|RFD 30P	33:U2.C28.C16.C05.PA	9:U1.C16	14:U8.C05.C08	24:U2.C14.C01.OB	34:U8.C19.C01.C15.PA	39:U7.U3.C14.C25.PA	44:U5.U1.C27.C09.C09.SR
Gi WHITE/BLACK	16:U8.U4.C10	9:U4.C11	14:U6.C22.C11	24:U6.C01.C11.OB	34:U6.C13.C09.C09.PA	39:U5.U6.C15.C06.PA	44:U6.U4.C01.C14.C18.SR
1:KFD 5P	9:U5.C12	9:U3.C11	14:U7.C17.C03	24:U5.C08.C05.OB	34:U5.C04.C13.C01.PA	39:U3.U2.C19.C27.PA	44:U6.U5.C02.C06.C06.SR
Gi WHITE/RED	16:U3.U5.C07	9:U2.C11	14:U7.C04.C24	24:U8.C10.C21.OB	34:U2.C28.C21.C16.PA	39:U8.U2.C14.C24.PA	44:U5.U7.C28.C16.C17.SR
1:RFD 5P	9:U2.C16	9:U8.C21	14:U5.C23.C08	24:U6.C17.C15.OB	34:U6.C13.C09.C21.PA	39:U4.U6.C06.C13.PA	44:U8.U4.C09.C06.C18.SR
G-MetShort T-Shirt BLACK/BLACK	15:U3.U6.C28	10:U8.C23.C25	15:U4.U6.C26	25:U4.U7.C07.OB	35:U2.U6.C21.C18.PA	40:U2.U7.C07.C03.C04.PA	45:U2.U1.U6.C26.C12.SR
1:SD 8P	10:U8.C17.C11	10:U6.C12.C10	15:U8.U5.C27	25:U7.U2.C18.OB	35:U4.U7.C19.C01.PA	40:U8.U7.C20.C24.C05.PA	45:U7.U3.U1.C21.C07.SR
G-MetShort T-Shirt BLACK/GREEN	15:U8.U4.C12	10:U4.C11.C12	15:U3.U2.C01	25:U3.U1.C01.OB	35:U1.U7.C16.C22.PA	40:U8.U4.C15.C22.C05.PA	45:U8.U6.U5.C04.C06.SR
8:VR 10%|RFD 3P	18:U8.U8.C14	10:U8.C15.C20	15:U4.U1.C11	25:U4.U1.C12.OB	35:U3.U1.C15.C19.PA	40:U3.U7.C14.C12.C10.PA	45:U4.U7.U7.C20.C14.SR
G-MetShort T-Shirt BLACK/YELLOW	5:U1.C14	10:U5.C02.C06	15:U7.U3.C10	25:U8.U1.C01.OB	35:U7.U1.C16.C21.PA	40:U5.U3.C05.C17.C02.PA	45:U8.U1.U2.C03.C23.SR
8:VD 8P|RD 8P	18:U1.U4.C21	10:U4.C17.C27	15:U7.U1.C25	25:U1.U2.C19.OB	35:U1.U5.C03.C04.PA	40:U6.U7.C17.C04.C09.PA	45:U5.U3.U3.C25.C25.SR
Happy G-MetShort T-Shirt BLACK/RED	15:U7.U6.C21	10:U7.C21.C16	15:U8.U1.C12	25:U2.U2.C27.OB	35:U3.U1.C27.C11.PA	40:U1.U5.C01.C10.C04.PA	45:U6.U2.U2.C14.C11.SR
8:MXIS 20P|P 2L	18:U3.U1.C13	10:U2.C18.C10	15:U4.U2.C16	25:U6.U4.C02.OB	35:U4.U8.C26.C03.PA	40:U8.U2.C23.C27.C26.PA	45:U2.U2.U3.C13.C05.SR
Unhappy G-MetShort T-Shirt BLACK/RED	15:U8.U3.C11	10:U4.C21.C04	15:U4.U5.C07	25:U6.U6.C23.OB	35:U5.U4.C21.C24.PA	40:U4.U3.C19.C06.C20.PA	45:U4.U3.U7.C28.C19.SR
12:MXH 100P	10:U3.C08.C13	10:U4.C12.C25	15:U8.U4.C23	25:U8.U2.C23.OB	35:U7.U3.C22.C18.PA	40:U5.U8.C27.C02.C24.PA	45:U6.U8.U4.C03.C12.SR
Knight Leather V-neck Top ASH	30:U2.C15.C11.C11.OB	10:U3.C05.C23	15:U4.U1.C28	25:U5.U2.C12.OB	35:U5.U3.C14.C09.PA	40:U1.U8.C03.C25.C09.PA	45:U5.U2.U4.C12.C21.SR
1:F 3L	10:U5.C07.C21	10:U6.C28.C28	15:U4.U4.C21	25:U7.U5.C08.OB	35:U1.U1.C14.C01.PA	40:U2.U8.C06.C16.C26.PA	45:U1.U2.U5.C21.C08.SR
Knight Leather V-neck Top BLACK	30:U6.C01.C20.C24.OB	10:U7.C22.C25	15:U8.U4.C07	25:U1.U6.C09.OB	35:U5.U6.C20.C09.PA	40:U8.U1.C19.C17.C05.PA	45:U2.U7.U7.C24.C09.SR
1:P 3L	10:U3.C28.C12	10:U4.C17.C08	15:U5.U2.C28	25:U6.U3.C13.OB	35:U2.U8.C08.C21.PA	40:U3.U3.C01.C27.C11.PA	45:U1.U8.U8.C04.C20.SR
Knight Leather V-neck Top BRASS	30:U2.C05.C26.C26.OB	10:U6.C20.C15	15:U3.U7.C24	25:U7.U5.C08.OB	35:U7.U3.C21.C11.PA	40:U7.U2.C15.C07.C04.PA	45:U3.U2.U6.C15.C19.SR
1:SJ 15P	10:U3.C02.C09	10:U6.C08.C09	15:U1.U8.C22	25:U3.U4.C11.OB	35:U3.U2.C06.C08.PA	40:U5.U4.C09.C19.C27.PA	45:U4.U5.U7.C27.C02.SR
Knight Leather V-neck Top BRIGHT MAGENTA	30:U3.C01.C26.C07.OB	10:U6.C15.C26	15:U3.U4.C27	25:U6.U6.C11.OB	35:U2.U2.C19.C23.PA	40:U2.U1.C14.C12.C08.PA	45:U3.U5.U6.C08.C06.SR
1:MD 5P	10:U5.C13.C27	10:U6.C10.C25	15:U6.U8.C15	25:U1.U4.C09.OB	35:U2.U1.C01.C09.PA	40:U4.U4.C12.C02.C18.PA	45:U1.U2.U6.C07.C04.SR
Knight Leather V-neck Top BRONZE	30:U1.C11.C16.C06.OB	10:U3.C21.C09	15:U2.U8.C01	25:U2.U6.C19.OB	35:U2.U3.C18.C19.PA	40:U8.U3.C16.C19.C12.PA	45:U1.U4.U5.C18.C07.SR
24:RD 12P|RPDR 5%|6S 20P|MPDR 5%	34:U8.C20.C01.C21.PA	10:U2.C08.C16	15:U7.U4.C14	25:U2.U5.C28.OB	35:U2.U5.C26.C28.PA	40:U7.U2.C16.C16.C15.PA	45:U3.U3.U5.C27.C19.SR
Knight Leather V-neck Top DEEP MAGENTA	30:U6.C03.C12.C09.OB	10:U7.C17.C06	15:U7.U7.C27	25:U8.U4.C05.OB	35:U4.U1.C20.C03.PA	40:U2.U6.C25.C24.C05.PA	45:U5.U3.U4.C08.C18.SR
1:DSA 5P	10:U8.C07.C01	10:U2.C20.C24	15:U7.U6.C28	25:U2.U3.C25.OB	35:U2.U6.C26.C09.PA	40:U4.U2.C03.C23.C05.PA	45:U3.U1.U3.C11.C25.SR
Knight Leather V-neck Top DIM GRAY	30:U6.C12.C20.C25.OB	10:U8.C20.C16	15:U1.U4.C11	25:U1.U7.C25.OB	35:U2.U4.C03.C22.PA	40:U2.U6.C13.C04.C09.PA	45:U5.U7.U5.C08.C20.SR
8:RD 12P|SD 12P	18:U5.U1.C07	10:U8.C21.C14	15:U2.U8.C21	25:U1.U5.C09.OB	35:U6.U4.C17.C13.PA	40:U8.U7.C18.C08.C19.PA	45:U2.U7.U3.C15.C04.SR

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Item Name *ITEM COLOR* ENHANCED ITEM STATS	RECIPES: BASIC RECIPES: ENHANCED	+1% PR +1% VR	+2% PR +2% VR	+3% PR +3% VR	+4% PR +4% VR	+5% PR +5% VR	+6% PR +6% VR
Knight Leather V-neck Top DK. GREEN 1:MPDR 15%	30:U4.C08.C18.C02.OB 10:U4.C21.C03	10:U2.C02.C25 10:U3.C25.C03	15:U3.U6.C01 15:U2.U1.C20	25:U6.U3.C09.OB 25:U2.U6.C01.OB	35:U2.U8.C08.C28.PA 35:U4.U4.C16.C11.PA	40:U3.U6.C09.C03.C08.PA 40:U1.U8.C09.C07.C08.PA	45:U8.U4.U5.C08.C16.SR 45:U6.U5.U3.C13.C19.SR
Knight Leather V-neck Top DK. ORANGE 1:SHR 2%	30:U7.C05.C01.C07.OB 10:U2.C26.C11	10:U1.C03.C28 10:U1.C17.C25	15:U6.U5.C27 15:U5.U1.C04	25:U3.U4.C02.OB 25:U2.U3.C23.OB	35:U6.U4.C19.C04.PA 35:U5.U5.C04.C09.PA	40:U8.U3.C22.C09.C04.PA 40:U6.U7.C25.C09.C19.PA	45:U1.U3.U8.C25.C14.SR 45:U6.U1.U7.C26.C06.SR
Knight Leather V-neck Top DK. PURPLE 16:HR 20%|VDEF 20P|MD 12P	30:U5.C19.C13.C01.OB 26:U2.U5.C13.OB	10:U5.C24.C07 10:U5.C03.C25	15:U1.U1.C11 15:U8.U2.C03	25:U5.U1.C10.OB 25:U7.U8.C22.OB	35:U7.U3.C06.C16.PA 35:U2.U6.C07.C14.PA	40:U6.U4.C11.C07.C25.PA 40:U6.U3.C03.C20.C19.PA	45:U4.U3.U2.C11.C06.SR 45:U2.U1.U7.C03.C12.SR
Knight Leather V-neck Top EARTHEN RED 16:MXH 200P	30:U7.C01.C04.C15.OB 10:U8.C14.C17	10:U3.C07.C11 10:U7.C12.C06	15:U5.U3.C14 15:U1.U7.C01	25:U5.U4.C06.OB 25:U2.U6.C18.OB	35:U2.U3.C06.C14.PA 35:U2.U3.C13.C24.PA	40:U7.U2.C01.C13.C09.PA 40:U8.U7.C21.C13.C04.PA	45:U2.U2.U8.C05.C04.SR 45:U6.U2.U2.C17.C26.SR
Knight Leather V-neck Top FELDSPAR 16:VD 12P|VR 20%|LP 20P	30:U6.C12.C02.C05.OB 26:U6.U3.C06.OB	10:U8.C12.C16 10:U6.C18.C22	15:U7.U3.C22 15:U1.U2.C02	25:U2.U6.C21.OB 25:U3.U6.C14.OB	35:U5.U3.C26.C26.PA 35:U4.U5.C22.C27.PA	40:U1.U6.C25.C04.C27.PA 40:U4.U5.C24.C05.C14.PA	45:U7.U2.U4.C25.C27.SR 45:U8.U2.U1.C17.C17.SR
Knight Leather V-neck Top GREEN 8:MD 12P|MXIS 30P	30:U2.C12.C16.C20.OB 18:U1.U4.C26	10:U3.C02.C28 10:U5.C08.C12	15:U2.U5.C08 15:U3.U7.C15	25:U3.U8.C04.OB 25:U6.U8.C04.OB	35:U6.U8.C26.C03.PA 35:U3.U3.C18.C17.PA	40:U3.U3.C23.C01.C06.PA 40:U8.U5.C10.C01.C06.PA	45:U1.U3.U6.C02.C28.SR 45:U8.U2.U7.C25.C26.SR
Knight Leather V-neck Top GREEN-BROWN 1:KFD 5P	30:U2.C02.C13.C02.OB 10:U6.C03.C16	10:U4.C19.C04 10:U4.C18.C10	15:U4.U5.C05 15:U7.U2.C17	25:U6.U7.C06.OB 25:U8.U2.C24.OB	35:U1.U8.C11.C02.PA 35:U5.U1.C18.C12.PA	40:U7.U5.C04.C16.C02.PA 40:U2.U5.C11.C14.C15.PA	45:U5.U7.U7.C01.C26.SR 45:U2.U8.U1.C07.C21.SR
Knight Leather V-neck Top INDIGO 8:RTT 3P|HGD 5P	30:U3.C25.C27.C26.OB 18:U8.U4.C24	10:U2.C24.C21 10:U8.C02.C09	15:U6.U5.C03 15:U3.U1.C10	25:U4.U7.C22.OB 25:U7.U3.C20.OB	35:U5.U7.C08.C04.PA 35:U5.U2.C01.C01.PA	40:U4.U3.C09.C08.C08.PA 40:U2.U5.C14.C09.C26.PA	45:U6.U3.U2.C23.C23.SR 45:U7.U1.U5.C13.C10.SR
Knight Leather V-neck Top LT. PURPLE 8:RTT 3P|HGD 5P	30:U4.C05.C12.C02.OB 18:U7.U1.C03	10:U2.C07.C17 10:U2.C11.C19	15:U6.U7.C03 15:U8.U2.C17	25:U3.U3.C11.OB 25:U4.U7.C11.OB	35:U5.U6.C22.C24.PA 35:U3.U1.C21.C18.PA	40:U4.U8.C02.C02.C19.PA 40:U8.U2.C04.C06.C26.PA	45:U4.U5.U4.C24.C03.SR 45:U5.U7.U7.C06.C08.SR
Knight Leather V-neck Top MAGENTA 1:RD 12P	30:U8.C06.C06.C09.OB 10:U2.C25.C11	10:U7.C22.C14 10:U6.C23.C23	15:U1.U3.C15 15:U1.U6.C13	25:U1.U1.C08.OB 25:U4.U3.C09.OB	35:U2.U5.C14.C04.PA 35:U5.U7.C16.C23.PA	40:U2.U7.C05.C10.C12.PA 40:U5.U4.C09.C17.C22.PA	45:U7.U2.U8.C01.C12.SR 45:U5.U8.U4.C14.C13.SR
Knight Leather V-neck Top MOSS 20:SD 12P|MXH 200P	30:U5.C21.C04.C02.OB 18:U6.U4.C23	10:U1.C19.C28 10:U2.C02.C20	15:U3.U2.C03 15:U3.U2.C25	25:U4.U3.C13.OB 25:U4.U8.C08.OB	35:U4.U8.C04.C25.PA 35:U1.U1.C28.C02.PA	40:U2.U2.C24.C13.C16.PA 40:U5.U5.C22.C18.C06.PA	45:U8.U2.U5.C13.C14.SR 45:U6.U4.U7.C02.C16.SR
Knight Leather V-neck Top ORANGE 16:SLR 10%|F 2L|RCT 5P	30:U5.C16.C27.C12.OB 26:U8.U6.C12.OB	10:U1.C05.C26 10:U1.C17.C13	15:U8.U1.C03 15:U1.U4.C13	25:U4.U8.C08.OB 25:U3.U6.C16.OB	35:U7.U4.C17.C18.PA 35:U6.U1.C23.C26.PA	40:U8.U3.C07.C18.C21.PA 40:U3.U5.C08.C01.C11.PA	45:U2.U3.U7.C03.C10.SR 45:U3.U7.U5.C28.C25.SR
Knight Leather V-neck Top PURPLE 1:MDL 20P	30:U1.C26.C19.C06.OB 10:U8.C26.C09	10:U8.C09.C15 10:U7.C25.C10	15:U3.U5.C18 15:U7.U3.C03	25:U6.U1.C06.OB 25:U6.U4.C28.OB	35:U7.U8.C24.C11.PA 35:U3.U5.C20.C21.PA	40:U2.U6.C22.C24.C04.PA 40:U5.U6.C26.C16.C06.PA	45:U5.U2.U1.C24.C03.SR 45:U3.U4.U4.C16.C14.SR
Knight Leather V-neck Top QUICKSILVER 1:VD 12P	30:U5.C14.C10.C01.OB 10:U3.C04.C21	10:U2.C12.C13 10:U7.C03.C27	15:U4.U7.C09 15:U4.U6.C04	25:U4.U1.C21.OB 25:U5.U1.C27.OB	35:U2.U4.C22.C05.PA 35:U2.U7.C26.C08.PA	40:U3.U7.C13.C23.C17.PA 40:U7.U2.C25.C13.C06.PA	45:U1.U6.U7.C12.C16.SR 45:U8.U3.U8.C28.C23.SR
Knight Leather V-neck Top RED 1:MVS 5%	30:U5.C19.C11.C11.OB 10:U4.C07.C18	10:U4.C08.C06 10:U6.C03.C07	15:U1.U4.C16 15:U3.U3.C22	25:U4.U8.C11.OB 25:U3.U1.C17.OB	35:U8.U4.C28.C25.PA 35:U5.U5.C13.C26.PA	40:U8.U7.C14.C21.C22.PA 40:U2.U7.C27.C17.C07.PA	45:U3.U3.U7.C02.C03.SR 45:U2.U7.U7.C17.C28.SR
Knight Leather V-neck Top SEA GREEN 8:VR 15%|MD 5P	30:U4.C26.C27.C13.OB 18:U6.U1.C06	10:U2.C19.C20 10:U6.C18.C02	15:U5.U3.C27 15:U4.U3.C15	25:U4.U8.C06.OB 25:U2.U3.C10.OB	35:U2.U8.C10.C05.PA 35:U5.U8.C10.C11.PA	40:U5.U5.C11.C24.C17.PA 40:U7.U5.C25.C04.C22.PA	45:U7.U6.U3.C06.C03.SR 45:U7.U5.U4.C21.C02.SR
Knight Leather V-neck Top SILVER 1:DSA 5P	30:U2.C12.C06.C06.OB 10:U2.C28.C20	10:U4.C21.C04 10:U8.C19.C11	15:U2.U4.C20 15:U6.U5.C21	25:U7.U7.C16.OB 25:U7.U8.C18.OB	35:U4.U8.C04.C18.PA 35:U5.U8.C15.C11.PA	40:U3.U5.C01.C01.C11.PA 40:U3.U4.C04.C08.C24.PA	45:U6.U6.U1.C04.C13.SR 45:U1.U4.U4.C20.C10.SR
Knight Leather V-neck Top SKY GREEN 20:MXH 200P|DR 10P	30:U6.C01.C22.C06.OB 18:U5.U6.C08	10:U5.C09.C05 10:U4.C21.C26	15:U3.U3.C13 15:U2.U1.C16	25:U2.U7.C20.OB 25:U6.U2.C04.OB	35:U1.U1.C26.C19.PA 35:U4.U3.C02.C23.PA	40:U7.U1.C21.C05.C02.PA 40:U2.U5.C16.C16.C25.PA	45:U2.U4.U2.C10.C19.SR 45:U8.U4.U8.C01.C26.SR
Knight Leather V-neck Top SLATE BLACK 1:KD 5P	30:U2.C06.C19.C13.OB 10:U5.C16.C23	10:U8.C14.C11 10:U1.C23.C03	15:U2.U6.C02 15:U4.U5.C23	25:U7.U3.C14.OB 25:U7.U4.C15.OB	35:U8.U5.C18.C06.PA 35:U3.U1.C07.C02.PA	40:U1.U7.C18.C19.C17.PA 40:U4.U7.C14.C27.C01.PA	45:U8.U2.U4.C01.C20.SR 45:U4.U6.U2.C04.C25.SR
Knight Leather V-neck Top SLATE GREEN 16:TC 10P|VTR 10%|CH 20P	30:U2.C04.C10.C14.OB 18:U5.U8.C09	10:U7.C24.C19 10:U2.C05.C07	15:U6.U6.C05 15:U4.U4.C22	25:U6.U7.C22.OB 25:U5.U5.C21.OB	35:U8.U8.C18.C27.PA 35:U2.U2.C17.C13.PA	40:U8.U3.C05.C09.C25.PA 40:U1.U3.C01.C20.C21.PA	45:U4.U3.U1.C10.C13.SR 45:U2.U4.U5.C15.C23.SR
Knight Leather V-neck Top TEAL 1:VR 20%	30:U5.C27.C06.C13.OB 10:U2.C15.C19	10:U5.C08.C11 10:U2.C18.C02	15:U4.U1.C02 15:U7.U2.C28	25:U2.U3.C24.OB 25:U3.U4.C12.OB	35:U8.U4.C24.C02.PA 35:U1.U3.C24.C09.PA	40:U8.U2.C06.C19.C22.PA 40:U5.U1.C27.C19.C13.PA	45:U1.U3.U8.C09.C20.SR 45:U4.U2.U7.C12.C05.SR
Knight Leather V-neck Top VIOLET 1:VD 12P	30:U2.C21.C06.C27.OB 10:U1.C17.C25	10:U6.C13.C23 10:U1.C20.C11	15:U5.U2.C26 15:U6.U8.C25	25:U5.U2.C12.OB 25:U3.U7.C12.OB	35:U6.U5.C05.C24.PA 35:U1.U5.C16.C24.PA	40:U1.U5.C21.C15.C05.PA 40:U6.U6.C13.C28.C25.PA	45:U3.U8.U4.C15.C22.SR 45:U3.U5.U7.C17.C15.SR
Knight Leather V-neck Top YELLOW 1:MD 12P	30:U7.C09.C27.C15.OB 10:U3.C03.C01	10:U3.C27.C18 10:U6.C10.C16	15:U2.U1.C02 15:U3.U1.C17	25:U1.U3.C06.OB 25:U1.U7.C20.OB	35:U5.U5.C10.C23.PA 35:U1.U4.C17.C23.PA	40:U5.U3.C27.C06.C21.PA 40:U4.U3.C11.C18.C01.PA	45:U3.U8.U8.C17.C18.SR 45:U3.U5.U8.C06.C05.SR
Knight Leather V-neck Top YELLOW-GREEN 16:RFD 5P|DR 10P|SD 12P	30:U2.C14.C10.C08.OB 26:U3.U4.C28.OB	10:U7.C26.C28 10:U5.C26.C21	15:U5.U5.C26 15:U7.U7.C11	25:U4.U3.C01.OB 25:U6.U6.C18.OB	35:U4.U3.C18.C27.PA 35:U6.U8.C17.C02.PA	40:U3.U8.C17.C02.C04.PA 40:U4.U1.C20.C11.C19.PA	45:U8.U3.U6.C23.C22.SR 45:U6.U3.U3.C13.C21.SR
Knight Leather V-neck Top YELLOW-ORANGE 8:RTT 3P|HGD 5P	30:U6.C14.C06.C11.OB 18:U3.U2.C23	10:U1.C23.C28 10:U6.C04.C23	15:U2.U8.C01 15:U3.U7.C12	25:U4.U2.C27.OB 25:U4.U1.C10.OB	35:U5.U2.C10.C06.PA 35:U3.U8.C15.C24.PA	40:U7.U7.C05.C16.C26.PA 40:U4.U7.C27.C07.C10.PA	45:U8.U4.U6.C10.C24.SR 45:U4.U2.U3.C03.C11.SR
Li Blossom Tunic & Pants GREEN 1:ISR 1%	16:U7.U5.C18 14:U2.C12.C21	14:U1.C14.C01 14:U5.C06.C08	19:U4.U4.C06 19:U5.U4.C26	29:U8.U1.C08.OB 29:U1.U1.C23.OB	39:U8.U7.C13.C07.PA 39:U8.U8.C21.C22.PA	44:U4.U4.C12.C27.C20.SR 44:U5.U2.C11.C17.C27.SR	49:U2.U2.U4.C15.C23.SR 49:U3.U7.U6.C09.C10.SR
Li Blossom Tunic & Pants LAVENDER 1:MD 3P	16:U8.U8.C20 14:U2.C19.C10	14:U7.C02.C05 14:U6.C17.C19	19:U3.U6.C17 19:U4.U6.C23	29:U5.U2.C12.OB 29:U2.U6.C25.OB	39:U1.U2.C24.C15.PA 39:U1.U3.C20.C08.PA	44:U6.U8.C06.C19.C21.SR 44:U3.U1.C25.C09.C17.SR	49:U1.U8.U6.C12.C26.SR 49:U2.U4.U6.C16.C22.SR
Li Blossom Tunic & Pants PINK 8:RD 4P|MD 4P	16:U3.U2.C20 22:U4.C03.C03.OB	14:U8.C14.C09 14:U4.C14.C05	19:U7.U3.C24 19:U1.U4.C23	29:U3.U7.C06.OB 29:U4.U8.C26.OB	39:U4.U4.C12.C26.PA 39:U7.U8.C13.C12.PA	44:U6.U5.C21.C18.C10.SR 44:U5.U2.C15.C07.C10.SR	49:U2.U4.U2.C09.C07.SR 49:U8.U5.U4.C09.C27.SR
Li Blossom Tunic & Pants PURPLE 1:VR 10%	16:U4.U1.C01 14:U3.C26.C08	14:U4.C05.C06 14:U1.C11.C23	19:U4.U1.C01 19:U5.U2.C04	29:U2.U4.C13.OB 29:U3.U2.C28.OB	39:U7.U6.C08.C14.PA 39:U2.U6.C14.C07.PA	44:U3.U5.C14.C22.C23.SR 44:U8.U7.C18.C07.C06.SR	49:U7.U7.U1.C14.C05.SR 49:U6.U5.U1.C24.C20.SR
Li Blossom Tunic & Pants WHITE 1:VD 4P	16:U1.U1.C13 14:U4.C02.C09	14:U4.C18.C03 14:U5.C09.C26	19:U3.U2.C01 19:U6.U8.C09	29:U5.U3.C11.OB 29:U8.U5.C13.OB	39:U1.U6.C27.C22.PA 39:U7.U2.C01.C25.PA	44:U1.U3.C04.C27.C15.SR 44:U2.U4.C05.C17.C01.SR	49:U8.U7.U2.C10.C22.SR 49:U7.U5.U4.C16.C04.SR

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Item Name ITEM COLOR ENHANCED ITEM STATS	RECIPES: BASIC RECIPES: ENHANCED	+1% PR +1% VR	+2% PR +2% VR	+3% PR +3% VR	+4% PR +4% VR	+5% PR +5% VR	+6% PR +6% VR
Li Blossom Tunic & Pants YELLOW	16:U6.U2.C20	14:U7.C25.C11	19:U8.U6.C20	29:U3.U4.C10.OB	39:U3.U5.C14.C08.PA	44:U7.U4.C20.C18.C05.SR	49:U4.U5.U8.C25.C27.SR
1:SHR 2%	14:U3.C15.C12	14:U6.C16.C04	19:U4.U5.C26	29:U6.U6.C11.OB	39:U8.U7.C03.C20.PA	44:U8.U8.C15.C15.C03.SR	49:U1.U4.U2.C16.C22.SR
Li Clasped Tunic & Pants AQUAMARINE	31:U5.C10.C02.C03.PA	14:U1.C02.C28	19:U6.U7.C08	29:U3.U7.C07.OB	39:U7.U2.C20.C25.PA	44:U1.U3.C04.C26.C11.SR	49:U2.U7.U2.C26.C18.SR
1:AD 2P	14:U7.C02.C12	14:U5.C06.C22	19:U4.U7.C19	29:U3.U3.C17.OB	39:U5.U7.C21.C15.PA	44:U1.U8.C26.C26.C17.SR	49:U5.U3.U8.C21.C16.SR
Li Clasped Tunic & Pants BLACK	31:U1.C12.C18.C28.PA	14:U6.C02.C14	19:U7.U3.C19	29:U6.U2.C16.OB	39:U8.U5.C03.C08.PA	44:U3.U5.C24.C04.C28.SR	49:U7.U3.U1.C07.C07.SR
8:MXH 50P|KFD 2P	22:U4.C03.C17.OB	14:U7.C18.C01	19:U4.U8.C21	29:U5.U6.C05.OB	39:U3.U1.C11.C19.PA	44:U5.U2.C24.C11.C22.SR	49:U6.U8.U5.C17.C18.SR
Li Clasped Tunic & Pants GREEN	31:U1.C26.C06.C26.PA	14:U7.C10.C12	19:U7.U2.C22	29:U1.U4.C21.OB	39:U3.U4.C11.C02.PA	44:U5.U6.C07.C28.C13.SR	49:U5.U5.U1.C04.C03.SR
1:MPDR 5%	14:U2.C18.C26	14:U4.C21.C12	19:U3.U3.C16	29:U4.U6.C07.OB	39:U4.U5.C26.C20.PA	44:U7.U8.C14.C28.C18.SR	49:U6.U8.U8.C11.C01.SR
Li Clasped Tunic & Pants JADE	31:U4.C02.C03.C01.PA	14:U7.C09.C21	19:U4.U5.C08	29:U5.U7.C10.OB	39:U2.U3.C01.C06.PA	44:U4.U8.C01.C18.C28.SR	49:U3.U1.U2.C02.C11.SR
8:BT 3P|SMGD 5P	22:U5.C01.C16.OB	14:U6.C03.C20	19:U8.U4.C04	29:U3.U8.C09.OB	39:U4.U5.C28.C09.PA	44:U6.U8.C15.C15.C22.SR	49:U7.U4.U2.C20.C09.SR
Li Clasped Tunic & Pants ORANGE	31:U1.C17.C26.C22.PA	14:U7.C06.C18	19:U3.U2.C06	29:U4.U7.C17.OB	39:U1.U1.C15.C13.PA	44:U1.U1.C10.C22.C21.SR	49:U7.U3.U5.C25.C08.SR
6:MXH 50P	20:U2.C06.C02.IF	14:U6.C27.C13	19:U6.U7.C14	29:U1.U1.C10.OB	39:U5.U8.C01.C22.PA	44:U2.U5.C17.C08.C25.SR	49:U3.U8.U8.C16.C19.SR
Li Clasped Tunic & Pants PURPLE	31:U4.C12.C17.C12.PA	14:U7.C05.C08	19:U5.U2.C24	29:U6.U4.C07.OB	39:U8.U5.C01.C12.PA	44:U2.U4.C25.C16.C05.SR	49:U5.U4.U8.C07.C07.SR
16:VD 10P|AST 5P|RFD 10P	30:U7.C02.C26.C02.OB	14:U8.C15.C24	19:U5.U7.C22	29:U6.U5.C01.OB	39:U2.U6.C21.C12.PA	44:U3.U5.C27.C20.C08.SR	49:U1.U1.U3.C17.C27.SR
Li Clasped Tunic & Pants RED	31:U2.C12.C15.C08.PA	14:U8.C14.C05	19:U1.U5.C27	29:U5.U8.C03.OB	39:U5.U1.C10.C17.PA	44:U1.U8.C27.C06.C05.SR	49:U8.U8.U7.C17.C14.SR
8:VR 5%|MD 4P	22:U5.C17.C09.OB	14:U6.C18.C24	19:U8.U3.C16	29:U7.U7.C09.OB	39:U2.U2.C18.C23.PA	44:U1.U8.C25.C22.C20.SR	49:U3.U8.U7.C16.C10.SR
Li Clasped Tunic & Pants VIOLET	31:U8.C11.C26.C09.PA	14:U1.C22.C28	19:U2.U4.C24	29:U6.U8.C18.OB	39:U4.U4.C19.C12.PA	44:U7.U4.C02.C01.C06.SR	49:U8.U8.U1.C01.C19.SR
16:MXH 50P|VR 8%|RD 4P	30:U1.C28.C19.C10.OB	14:U5.C23.C21	19:U3.U1.C26	29:U7.U2.C08.OB	39:U3.U2.C05.C03.PA	44:U8.U8.C04.C02.C16.SR	49:U3.U1.U3.C16.C28.SR
Li Clasped Tunic & Pants YELLOW	31:U6.C27.C25.C01.PA	14:U7.C02.C16	19:U2.U6.C13	29:U8.U8.C02.OB	39:U3.U7.C28.C08.PA	44:U4.U8.C26.C17.C09.SR	49:U5.U5.U8.C09.C11.SR
24:SD 20P|ASD 8P|RFD 20P|VR 8%	38:U1.U6.C05.C13.PA	14:U4.C25.C02	19:U1.U1.C07	29:U1.U6.C17.OB	39:U2.U8.C27.C20.PA	44:U5.U1.C09.C24.C08.SR	49:U4.U1.U6.C02.C10.SR
Li Dragon Tunic & Pants BLACK	41:U2.U6.C17.C21.C09.SR	14:U8.C19.C08	19:U8.U2.C27	29:U8.U5.C01.OB	39:U6.U1.C17.C13.PA	44:U8.U3.C20.C07.C08.SR	49:U2.U8.U6.C21.C18.SR
1:MD 5P	14:U3.C13.C02	14:U8.C27.C24	19:U4.U7.C12	29:U1.U7.C15.OB	39:U5.U6.C10.C07.PA	44:U2.U5.C12.C25.C27.SR	49:U4.U6.U8.C05.C18.SR
Li Dragon Tunic & Pants GOLD	41:U3.U7.C15.C06.C01.SR	14:U7.C21.C06	19:U8.U7.C06	29:U3.U8.C21.OB	39:U4.U6.C13.C05.PA	44:U6.U8.C06.C13.C17.SR	49:U2.U4.U4.C20.C08.SR
1:VD 12P	14:U6.C05.C17	14:U6.C16.C22	19:U7.U1.C01	29:U2.U6.C04.OB	39:U4.U8.C22.C13.PA	44:U1.U4.C20.C21.C17.SR	49:U5.U5.U5.C14.C18.SR
Li Dragon Tunic & Pants GREEN	41:U1.U5.C08.C03.C20.SR	14:U5.C17.C21	19:U3.U1.C03	29:U8.U1.C17.OB	39:U3.U3.C16.C24.PA	44:U4.U2.C10.C24.C21.SR	49:U2.U2.U5.C27.C01.SR
16:RPDR 15%|DSA 5%|MPDR 15%	30:U7.C26.C19.C19.OB	14:U1.C18.C22	19:U2.U6.C21	29:U8.U5.C10.OB	39:U4.U5.C04.C25.PA	44:U1.U6.C25.C20.C26.SR	49:U5.U1.U7.C04.C06.SR
Li Dragon Tunic & Pants LT. GREEN	41:U2.U4.C13.C17.C16.SR	14:U5.C15.C11	19:U6.U4.C15	29:U5.U5.C27.OB	39:U3.U7.C27.C11.PA	44:U1.U4.C25.C07.C02.SR	49:U7.U4.U6.C27.C09.SR
8:RD 12P|WA 5P	22:U4.C11.C14.OB	14:U6.C14.C03	19:U4.U7.C16	29:U1.U3.C23.OB	39:U2.U5.C23.C16.PA	44:U2.U1.C11.C01.C12.SR	49:U1.U6.U1.C03.C27.SR
Li Dragon Tunic & Pants MAGENTA	41:U5.U4.C24.C23.C19.SR	14:U1.C19.C22	19:U8.U1.C05	29:U3.U6.C14.OB	39:U8.U4.C13.C03.PA	44:U5.U1.C16.C20.C14.SR	49:U6.U3.U2.C22.C25.SR
16:RTT 5P|MVS 5%|HGD 10P	30:U3.C18.C06.C01.OB	14:U5.C19.C09	19:U7.U2.C06	29:U4.U1.C26.OB	39:U5.U3.C17.C26.PA	44:U2.U1.C13.C22.C16.SR	49:U1.U3.U4.C24.C22.SR
Li Dragon Tunic & Pants ORANGE	41:U1.U4.C12.C12.C09.SR	14:U7.C21.C14	19:U3.U4.C11	29:U8.U2.C21.OB	39:U1.U6.C25.C11.PA	44:U8.U7.C27.C04.C12.SR	49:U1.U5.U5.C26.C11.SR
8:MXIS 30P|VTR 20%	22:U6.C23.C21.OB	14:U4.C06.C26	19:U5.U5.C18	29:U6.U6.C26.OB	39:U6.U2.C11.C23.PA	44:U5.U1.C24.C10.C23.SR	49:U2.U1.U7.C03.C19.SR
Li Dragon Tunic & Pants PURPLE	41:U8.U6.C11.C19.C25.SR	14:U5.C01.C10	19:U4.U4.C13	29:U8.U4.C10.OB	39:U1.U4.C23.C14.PA	44:U1.U6.C01.C23.C04.SR	49:U2.U2.U5.C26.C21.SR
1:ISR 5%	14:U8.C06.C12	14:U5.C07.C18	19:U1.U2.C06	29:U5.U6.C17.OB	39:U3.U5.C25.C05.PA	44:U7.U4.C12.C04.C16.SR	49:U4.U2.U2.C22.C21.SR
Li Dragon Tunic & Pants RED	41:U5.U6.C03.C24.C27.SR	14:U6.C03.C10	19:U2.U8.C05	29:U3.U8.C28.OB	39:U8.U7.C12.C18.PA	44:U4.U2.C17.C03.C10.SR	49:U3.U5.U4.C04.C03.SR
1:VD 12P	14:U4.C25.C07	14:U8.C15.C16	19:U3.U8.C21	29:U7.U6.C14.OB	39:U7.U6.C17.C17.PA	44:U3.U7.C09.C19.C09.SR	49:U3.U3.U4.C08.C03.SR
Li Dragon Tunic & Pants YELLOW	41:U6.U2.C08.C06.C26.SR	14:U1.C13.C22	19:U7.U2.C07	29:U8.U1.C14.OB	39:U2.U5.C03.C10.PA	44:U5.U5.C19.C01.C27.SR	49:U6.U3.U3.C18.C14.SR
1:MPDR 15%	14:U7.C19.C01	14:U6.C22.C09	19:U6.U3.C06	29:U5.U3.C07.OB	39:U1.U8.C15.C23.PA	44:U4.U2.C25.C09.C10.SR	49:U5.U8.U7.C19.C28.SR
Li Shuriken Tunic & Pants BLACK/RED	6:U5.C16	14:U7.C18.C17	19:U3.U4.C06	29:U6.U7.C27.OB	39:U7.U3.C28.C17.PA	44:U3.U8.C20.C11.C22.SR	49:U1.U1.U6.C09.C23.SR
8:MPDR 5%|DR 4P	22:U2.C04.C27.OB	14:U7.C15.C05	19:U5.U3.C05	29:U5.U4.C10.OB	39:U5.U7.C24.C26.PA	44:U6.U1.C22.C09.C16.SR	49:U7.U2.U7.C08.C28.SR
Li Shuriken Tunic & Pants GREEN/YELLOW	6:U6.C25	14:U4.C25.C27	19:U2.U8.C20	29:U5.U7.C04.OB	39:U3.U6.C01.C07.PA	44:U2.U7.C16.C25.C10.SR	49:U8.U1.U3.C26.C12.SR
6:MXH 50P	20:U3.C21.C28.IF	14:U2.C03.C22	19:U3.U5.C19	29:U3.U3.C16.OB	39:U4.U2.C01.C18.PA	44:U4.U1.C14.C11.C11.SR	49:U8.U3.U4.C26.C21.SR
Li Shuriken Tunic & Pants MAGENTA/GOLD	6:U4.C25	14:U7.C06.C13	19:U7.U6.C22	29:U4.U1.C27.OB	39:U3.U1.C19.C14.PA	44:U6.U5.C25.C22.C11.SR	49:U1.U3.U1.C02.C28.SR
1:SS 8P	14:U4.C26.C02	14:U6.C04.C01	19:U4.U2.C20	29:U7.U3.C17.OB	39:U2.U1.C24.C28.PA	44:U4.U4.C25.C10.C28.SR	49:U5.U2.U8.C02.C24.SR
Li Shuriken Tunic & Pants ORANGE/YELLOW	6:U2.C06	14:U8.C03.C07	19:U1.U7.C10	29:U6.U2.C12.OB	39:U3.U7.C23.C06.PA	44:U3.U7.C17.C22.C02.SR	49:U7.U2.U8.C15.C21.SR
1:VDEF 7P	14:U6.C01.C02	14:U8.C27.C28	19:U6.U7.C10	29:U5.U8.C16.OB	39:U5.U6.C05.C11.PA	44:U1.U8.C06.C02.C17.SR	49:U7.U7.U8.C16.C28.SR
Li Shuriken Tunic & Pants PURPLE/GREEN	6:U7.C27	14:U6.C26.C14	19:U8.U1.C22	29:U4.U6.C22.OB	39:U4.U4.C06.C01.PA	44:U4.U7.C24.C08.C27.SR	49:U2.U5.U3.C20.C21.SR
8:F 1L|VTR 8%	22:U1.C13.C23.OB	14:U3.C19.C01	19:U3.U1.C20	29:U1.U2.C12.OB	39:U4.U4.C01.C19.PA	44:U7.U8.C09.C03.C09.SR	49:U2.U5.U7.C15.C09.SR
Li Shuriken Tunic & Pants PURPLE/YELLOW	6:U8.C14	14:U8.C06.C12	19:U4.U8.C05	29:U8.U1.C07.OB	39:U8.U6.C25.C16.PA	44:U1.U5.C16.C16.C14.SR	49:U8.U3.U8.C07.C25.SR
1:LP 12P	14:U3.C10.C22	14:U3.C23.C08	19:U1.U2.C07	29:U5.U1.C25.OB	39:U1.U7.C16.C05.PA	44:U6.U3.C18.C21.C22.SR	49:U8.U6.U7.C07.C21.SR
Li Shuriken Tunic & Pants RED/GREEN	6:U6.C20	14:U5.C08.C01	19:U6.U4.C12	29:U3.U3.C25.OB	39:U7.U7.C04.C04.PA	44:U3.U6.C08.C19.C27.SR	49:U7.U1.U5.C01.C24.SR
1:SISR 2%	14:U3.C07.C08	14:U8.C25.C14	19:U4.U6.C09	29:U2.U7.C12.OB	39:U2.U3.C20.C24.PA	44:U2.U3.C28.C13.C09.SR	49:U4.U6.U7.C14.C27.SR
Li Shuriken Tunic & Pants TEAL/RED	6:U5.C22	14:U3.C12.C16	19:U8.U6.C24	29:U4.U1.C23.OB	39:U8.U8.C24.C02.PA	44:U7.U6.C27.C22.C02.SR	49:U4.U8.U4.C06.C15.SR
14:MXH 100P|KFD 3P	22:U5.C15.C20.OB	14:U7.C22.C25	19:U4.U3.C14	29:U1.U8.C05.OB	39:U8.U7.C18.C21.PA	44:U3.U8.C22.C16.C14.SR	49:U2.U8.U7.C05.C04.SR
Lotus Sleeveless Shirt EMERALD	40:U3.U3.C05.C02.C20.PA	10:U5.C19.C02	15:U6.U3.C02	25:U2.U7.C18.OB	35:U7.U3.C01.C19.PA	40:U2.U1.C15.C11.C15.PA	45:U3.U3.U2.C28.C07.SR
1:MPDR 15%	10:U3.C15.C22	10:U7.C23.C12	15:U4.U5.C06	25:U3.U7.C01.OB	35:U5.U7.C18.C06.PA	40:U2.U3.C03.C06.C09.PA	45:U4.U1.U4.C03.C09.SR
Lotus Sleeveless Shirt GRAPE	40:U5.U2.C05.C15.C27.PA	10:U2.C10.C07	15:U1.U8.C24	25:U6.U4.C25.OB	35:U3.U3.C25.C25.PA	40:U4.U8.C07.C11.C20.PA	45:U6.U4.U8.C20.C18.SR
32:MXH 100P|HR 12%|DDR 1P|VDEF 12P|MD 7P	42:U8.U7.C03.C06.C10.SR	10:U2.C18.C10	15:U7.U4.C15	25:U5.U3.C25.OB	35:U7.U5.C21.C13.PA	40:U7.U1.C25.C13.C16.PA	45:U6.U8.U2.C24.C10.SR
Lotus Sleeveless Shirt GREEN	40:U2.U4.C12.C11.C14.PA	10:U6.C09.C09	15:U8.U6.C22	25:U5.U8.C08.OB	35:U5.U3.C11.C04.PA	40:U8.U2.C22.C13.C28.PA	45:U3.U1.U4.C02.C26.SR
16:HR 6%|HGD 3P|R 2L	26:U3.U6.C15.OB	10:U4.C27.C04	15:U4.U5.C01	25:U1.U2.C21.OB	35:U4.U4.C10.C02.PA	40:U2.U7.C23.C23.C07.PA	45:U4.U6.U7.C28.C11.SR

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Item Name ITEM COLOR ENHANCED ITEM STATS	RECIPES: BASIC RECIPES: ENHANCED	+1% PR +1% VR	+2% PR +2% VR	+3% PR +3% VR	+4% PR +4% VR	+5% PR +5% VR	+6% PR +6% VR
Lotus Sleeveless Shirt JADE	40:U3.U6.C04.C21.C26.PA	10:U4.C06.C28	15:U1.U5.C06	25:U4.U5.C07.OB	35:U5.U8.C03.C01.PA	40:U4.U2.C13.C22.C15.PA	45:U8.U3.U8.C16.C03.SR
8:SHR 2%|MD 5P	18:U7.U7.C18	10:U8.C25.C16	15:U1.U7.C17	25:U2.U5.C27.OB	35:U1.U7.C16.C13.PA	40:U7.U3.C01.C25.C26.PA	45:U4.U7.U4.C09.C15.SR
Lotus Sleeveless Shirt ORANGE	40:U4.U3.C12.C13.C07.PA	10:U1.C18.C10	15:U2.U7.C21	25:U4.U8.C03.OB	35:U8.U6.C18.C18.PA	40:U5.U2.C28.C27.C24.PA	45:U3.U7.U1.C16.C16.SR
1:MPDR 10%	10:U8.C02.C06	10:U5.C08.C12	15:U6.U4.C19	25:U1.U5.C14.OB	35:U4.U2.C16.C01.PA	40:U3.U1.C03.C15.C10.PA	45:U1.U3.U6.C25.C24.SR
Lotus Sleeveless Shirt PURPLE	40:U3.U1.C22.C13.C27.PA	10:U1.C06.C20	15:U6.U8.C24	25:U1.U8.C26.OB	35:U6.U4.C15.C04.PA	40:U2.U2.C09.C20.C22.PA	45:U1.U4.U2.C01.C26.SR
8:SRG 1M|RCT 5P	18:U8.U4.C26	10:U5.C16.C12	15:U7.U2.C08	25:U2.U3.C27.OB	35:U3.U6.C27.C28.PA	40:U1.U8.C08.C05.C11.PA	45:U6.U8.U6.C19.C13.SR
Lotus Sleeveless Shirt RED	40:U7.U1.C02.C27.C12.PA	10:U6.C21.C20	15:U7.U2.C26	25:U8.U2.C20.OB	35:U8.U4.C11.C15.PA	40:U4.U4.C24.C26.C06.PA	45:U4.U4.U8.C14.C24.SR
1:RCT 3P	10:U7.C05.C07	10:U8.C14.C06	15:U8.U6.C08	25:U3.U6.C18.OB	35:U1.U7.C16.C25.PA	40:U7.U4.C14.C26.C24.PA	45:U1.U4.U5.C15.C07.SR
Lotus Sleeveless Shirt YELLOW	40:U2.U5.C12.C10.C12.PA	10:U5.C25.C17	15:U6.U4.C01	25:U1.U7.C05.OB	35:U8.U3.C17.C08.PA	40:U6.U5.C08.C06.C18.PA	45:U1.U1.U7.C26.C14.SR
12:MXH 100P	10:U6.C22.C03	10:U7.C27.C19	15:U1.U7.C27	25:U1.U6.C07.OB	35:U7.U1.C20.C22.PA	40:U8.U3.C16.C05.C19.PA	45:U5.U1.U5.C23.C20.SR
Maris Shirt & Vest Combo BLACK	30:U4.C07.C02.C25.OB	10:U6.C13.C25	15:U3.U7.C23	25:U2.U1.C08.OB	35:U5.U3.C06.C17.PA	40:U1.U1.C05.C23.C04.PA	45:U2.U3.U7.C27.C08.SR
8:VR 10%|STEALTH 15P	18:U1.U8.C08	10:U2.C25.C05	15:U7.U2.C09	25:U3.U4.C05.OB	35:U5.U6.C05.C10.PA	40:U6.U5.C24.C28.C14.PA	45:U5.U3.U2.C26.C11.SR
Maris Shirt & Vest Combo BROWN	30:U6.C23.C13.C13.OB	10:U2.C20.C12	15:U5.U1.C03	25:U5.U7.C06.OB	35:U4.U6.C01.C14.PA	40:U5.U1.C14.C27.C12.PA	45:U5.U5.U7.C28.C01.SR
1:MDL 12P	10:U8.C07.C03	10:U5.C23.C03	15:U7.U2.C24	25:U6.U6.C28.OB	35:U8.U6.C17.C05.PA	40:U7.U2.C02.C08.C18.PA	45:U1.U4.U1.C04.C15.SR
Maris Shirt & Vest Combo DK. PURPLE	30:U5.C13.C02.C16.OB	10:U7.C17.C28	15:U8.U1.C12	25:U8.U8.C13.OB	35:U4.U5.C03.C08.PA	40:U6.U7.C07.C24.C10.PA	45:U3.U5.U5.C06.C14.SR
1:RD 8P	10:U6.C10.C18	10:U6.C14.C15	15:U3.U6.C08	25:U8.U6.C18.OB	35:U8.U7.C14.C12.PA	40:U7.U8.C26.C28.C22.PA	45:U7.U2.U2.C10.C22.SR
Maris Shirt & Vest Combo GREEN	30:U5.C16.C14.C15.OB	10:U5.C18.C14	15:U5.U5.C01	25:U1.U5.C01.OB	35:U1.U7.C13.C01.PA	40:U8.U6.C17.C11.C02.PA	45:U8.U4.U4.C11.C22.SR
1:RD 8P	10:U1.C15.C18	10:U4.C26.C20	15:U5.U1.C21	25:U4.U8.C23.OB	35:U5.U6.C22.C27.PA	40:U3.U2.C09.C04.C01.PA	45:U7.U7.U5.C23.C08.SR
Maris Shirt & Vest Combo MAGENTA	30:U3.C09.C22.C20.OB	10:U2.C14.C15	15:U5.U2.C25	25:U6.U2.C28.OB	35:U3.U8.C03.C25.PA	40:U1.U2.C19.C14.C01.PA	45:U7.U7.U3.C22.C10.SR
12:MXH 100P	10:U8.C20.C27	10:U4.C17.C20	15:U3.U1.C07	25:U1.U1.C25.OB	35:U5.U3.C04.C14.PA	40:U1.U5.C25.C28.C13.PA	45:U3.U4.U5.C15.C02.SR
Maris Shirt & Vest Combo MEDIUM PURPLE	30:U8.C10.C26.C19.OB	10:U3.C03.C10	15:U1.U5.C04	25:U4.U8.C19.OB	35:U1.U7.C22.C18.PA	40:U1.U7.C17.C20.C25.PA	45:U4.U5.U4.C05.C26.SR
1:MXIS 20P	10:U4.C19.C02	10:U5.C28.C17	15:U1.U6.C06	25:U4.U8.C05.OB	35:U5.U5.C20.C10.PA	40:U6.U7.C02.C01.C07.PA	45:U5.U5.U2.C13.C10.SR
Maris Shirt & Vest Combo ORANGE	30:U3.C23.C27.C19.OB	10:U4.C23.C12	15:U4.U4.C28	25:U2.U2.C15.OB	35:U5.U2.C09.C06.PA	40:U3.U5.C17.C06.C23.PA	45:U8.U5.U4.C22.C06.SR
1:VR 12%	10:U4.C26.C08	10:U2.C19.C19	15:U4.U8.C21	25:U8.U4.C27.OB	35:U2.U6.C01.C10.PA	40:U1.U4.C01.C18.C05.PA	45:U1.U4.U5.C21.C25.SR
Maris Shirt & Vest Combo PURPLE	30:U1.C25.C02.C06.OB	10:U4.C07.C07	15:U4.U2.C27	25:U8.U3.C17.OB	35:U6.U7.C26.C14.PA	40:U7.U5.C06.C19.C17.PA	45:U1.U6.U7.C17.C10.SR
12:MXH 100P	10:U6.C15.C12	10:U6.C10.C13	15:U5.U4.C27	25:U2.U8.C17.OB	35:U3.U1.C01.C07.PA	40:U5.U5.C10.C26.C18.PA	45:U4.U6.U2.C24.C08.SR
Maris Shirt & Vest Combo RED	40:U7.U2.C05.C27.C08.PA	10:U3.C10.C24	15:U5.U7.C23	25:U4.U2.C18.OB	35:U3.U3.C06.C05.PA	40:U1.U5.C08.C02.C19.PA	45:U8.U8.U8.C10.C20.SR
1:ISR 3%	10:U2.C09.C23	10:U4.C24.C23	15:U8.U1.C03	25:U4.U8.C12.OB	35:U3.U3.C13.C04.PA	40:U4.U8.C17.C02.C24.PA	45:U6.U7.U4.C24.C13.SR
Maris Shirt & Vest Combo TURQUOISE	30:U6.C18.C07.C01.OB	10:U3.C01.C19	15:U1.U3.C12	25:U6.U1.C14.OB	35:U7.U6.C21.C10.PA	40:U5.U1.C26.C18.C21.PA	45:U7.U1.U1.C20.C11.SR
1:DDR 1P	10:U7.C18.C16	10:U6.C16.C19	15:U6.U8.C01	25:U3.U4.C09.OB	35:U3.U7.C26.C19.PA	40:U2.U3.C12.C18.C24.PA	45:U6.U2.U7.C21.C11.SR
Maris Shirt & Vest Combo WHITE	40:U8.U3.C26.C06.C22.PA	10:U8.C08.C12	15:U5.U5.C02	25:U7.U2.C23.OB	35:U7.U4.C20.C05.PA	40:U1.U5.C07.C25.C01.PA	45:U6.U1.U7.C07.C20.SR
8:RPDR 8%|VTR 12%	18:U4.U5.C23	10:U5.C23.C03	15:U6.U7.C17	25:U2.U5.C27.OB	35:U5.U6.C10.C20.PA	40:U1.U6.C14.C13.C27.PA	45:U6.U8.U6.C19.C03.SR
Maselli Leather Sleeveless Dress ASH	17:U8.U6.C14	14:U3.C24.C13	19:U3.U4.C23	29:U4.U1.C11.OB	39:U6.U5.C23.C20.PA	44:U3.U3.C03.C05.C18.SR	49:U7.U8.U1.C22.C21.SR
8:MD 12P|RD 12P	22:U6.C26.C28.OB	14:U1.C02.C21	19:U2.U8.C20	29:U5.U6.C08.OB	39:U6.U7.C02.C15.PA	44:U4.U7.C24.C05.C21.SR	49:U2.U4.U4.C22.C15.SR
Maselli Leather Sleeveless Dress BLACK	17:U3.U3.C05	14:U6.C17.C25	19:U8.U5.C14	29:U8.U8.C06.OB	39:U1.U6.C05.C26.PA	44:U8.U5.C25.C02.C06.SR	49:U2.U8.U4.C19.C09.SR
1:HR 9%	14:U1.C17.C23	14:U6.C14.C22	19:U7.U3.C24	29:U8.U7.C10.OB	39:U5.U4.C04.C15.PA	44:U1.U1.C17.C18.C08.SR	49:U7.U7.U7.C09.C16.SR
Maselli Leather Sleeveless Dress BROWN	17:U3.U1.C18	14:U4.C06.C11	19:U7.U1.C11	29:U8.U8.C11.OB	39:U3.U3.C12.C14.PA	44:U2.U1.C01.C26.C24.SR	49:U8.U6.U3.C04.C03.SR
1:MD 5P	14:U5.C08.C05	14:U7.C22.C07	19:U2.U5.C16	29:U2.U6.C02.OB	39:U1.U8.C09.C15.PA	44:U7.U6.C04.C24.C08.SR	49:U6.U3.U6.C18.C16.SR
Maselli Leather Sleeveless Dress DK. PURPLE	17:U6.U7.C11	14:U4.C06.C27	19:U1.U1.C12	29:U8.U4.C03.OB	39:U3.U6.C24.C03.PA	44:U5.U4.C28.C15.C11.SR	49:U7.U3.U5.C11.C07.SR
24:RPDR 10%|DSA 15P|RTT 9P|HGD 20P	38:U7.U4.C19.C01.PA	14:U2.C08.C07	19:U2.U3.C11	29:U2.U7.C15.OB	39:U1.U5.C28.C14.PA	44:U2.U8.C16.C20.C20.SR	49:U6.U4.U7.C15.C28.SR
Maselli Leather Sleeveless Dress DULL GREEN	17:U2.U5.C28	14:U3.C19.C14	19:U7.U8.C07	29:U1.U3.C22.OB	39:U4.U3.C03.C07.PA	44:U1.U6.C27.C07.C24.SR	49:U1.U3.U2.C10.C27.SR
1:UDR 5%|HD 2P|CE 2%	14:U2.C26.C10	14:U4.C26.C03	19:U6.U2.C04	29:U1.U5.C16.OB	39:U1.U1.C20.C14.PA	44:U7.U2.C11.C06.C06.SR	49:U4.U6.U8.C05.C17.SR
Maselli Leather Sleeveless Dress GREEN	17:U1.U1.C05	14:U2.C26.C17	19:U7.U4.C17	29:U3.U4.C10.OB	39:U5.U4.C20.C16.PA	44:U8.U4.C02.C28.C02.SR	49:U7.U6.U1.C28.C02.SR
1:MD 5P	14:U7.C28.C14	14:U7.C23.C10	19:U7.U1.C26	29:U4.U5.C09.OB	39:U5.U2.C22.C09.PA	44:U4.U7.C15.C28.C22.SR	49:U3.U6.U6.C17.C23.SR
Maselli Leather Sleeveless Dr. Alternate GREEN	17:U3.U6.C04	14:U6.C24.C22	19:U3.U8.C23	29:U8.U3.C07.OB	39:U6.U2.C27.C14.PA	44:U3.U5.C16.C11.C19.SR	49:U3.U1.U5.C04.C04.SR
1:SHR 2%	14:U8.C27.C10	14:U7.C19.C08	19:U3.U6.C20	29:U3.U5.C01.OB	39:U6.U1.C04.C11.PA	44:U4.U6.C01.C20.C19.SR	49:U6.U2.U6.C04.C10.SR
Maselli Leather Sleeveless Dr. MIDNIGHT PURPLE	17:U1.U8.C08	14:U2.C14.C04	19:U4.U6.C24	29:U6.U2.C01.OB	39:U4.U5.C01.C28.PA	44:U4.U6.C25.C22.C17.SR	49:U2.U7.U3.C01.C14.SR
1:VR 20%	14:U7.C01.C04	14:U2.C04.C12	19:U3.U5.C15	29:U5.U6.C27.OB	39:U6.U6.C27.C20.PA	44:U1.U5.C07.C02.C22.SR	49:U7.U6.U5.C07.C19.SR
Maselli Leather Sleeveless Dress MUD ORANGE	17:U1.U1.C03	14:U2.C21.C28	19:U2.U1.C26	29:U8.U7.C17.OB	39:U1.U1.C11.C26.PA	44:U2.U5.C05.C24.C05.SR	49:U2.U3.U1.C09.C07.SR
8:RD 12P|DSA 5P	22:U4.C18.C18.OB	14:U8.C03.C26	19:U1.U4.C25	29:U4.U1.C04.OB	39:U2.U4.C12.C15.PA	44:U4.U3.C03.C27.C22.SR	49:U8.U2.U3.C28.C19.SR
Maselli Leather Sleeveless Dress MUD RED	17:U4.U3.C04	14:U8.C20.C21	19:U7.U8.C19	29:U2.U3.C23.OB	39:U2.U6.C15.C11.PA	44:U1.U1.C19.C22.C25.SR	49:U8.U2.U2.C19.C19.SR
1:RCT 3P	14:U3.C06.C07	14:U5.C08.C06	19:U3.U7.C10	29:U8.U6.C17.OB	39:U2.U8.C15.C12.PA	44:U3.U4.C06.C15.C16.SR	49:U3.U7.U4.C18.C16.SR
Maselli Leather Sleeveless Dress ORCHID	17:U7.U1.C19	14:U2.C23.C06	19:U8.U1.C03	29:U5.U7.C25.OB	39:U6.U8.C12.C09.PA	44:U5.U5.C26.C02.C08.SR	49:U1.U1.U5.C23.C14.SR
16:MXH 200P	14:U4.C17.C24	14:U2.C18.C16	19:U8.U1.C02	29:U1.U4.C19.OB	39:U7.U5.C02.C12.PA	44:U3.U2.C11.C20.C08.SR	49:U1.U7.U3.C27.C18.SR
Maselli Leather Sleeveless Dress PURPLE	17:U7.U7.C20	14:U5.C20.C08	19:U5.U1.C08	29:U7.U2.C27.OB	39:U4.U7.C13.C18.PA	44:U2.U6.C10.C02.C09.SR	49:U4.U7.U1.C24.C21.SR
8:RTT 3P|HGD 5P	22:U1.C24.C28.OB	14:U7.C09.C19	19:U8.U7.C07	29:U1.U1.C10.OB	39:U8.U5.C18.C03.PA	44:U2.U1.C07.C08.C09.SR	49:U5.U3.U2.C27.C18.SR
Maselli Leather Sleeveless Dress YELLOW	17:U7.U1.C17	14:U3.C25.C22	19:U6.U4.C21	29:U3.U2.C02.OB	39:U7.U1.C17.C10.PA	44:U1.U4.C04.C27.C18.SR	49:U1.U5.U6.C04.C04.SR
8:RTT 3P|HGD 5P	22:U6.C01.C23.OB	14:U4.C09.C15	19:U1.U2.C09	29:U7.U5.C25.OB	39:U6.U2.C24.C06.PA	44:U8.U4.C22.C18.C12.SR	49:U5.U2.U7.C24.C27.SR
Masseli Moon V-neck Dress ALUMINUM	42:U6.U4.C14.C13.C12.SR	14:U5.C14.C14	19:U7.U6.C10	29:U5.U5.C05.OB	39:U7.U8.C02.C02.PA	44:U4.U1.C20.C08.C05.SR	49:U4.U2.U8.C16.C09.SR
8:R 3L|IDR 2%	22:U3.C18.C22.OB	14:U3.C02.C19	19:U8.U4.C17	29:U5.U5.C09.OB	39:U7.U6.C12.C21.PA	44:U3.U7.C18.C10.C02.SR	49:U4.U6.U7.C18.C21.SR

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Item Name ITEM COLOR ENHANCED ITEM STATS	RECIPES: BASIC RECIPES: ENHANCED	+1% PR +1% VR	+2% PR +2% VR	+3% PR +3% VR	+4% PR +4% VR	+5% PR +5% VR	+6% PR +6% VR
Masseli Moon V-neck Dress BRIGHT SILVER 24:TC 15P|VDEF 20P	42:U5.U4.C12.C03.C13.SR 14:U1.C03.C08	14:U1.C12.C14 14:U7.C18.C17	19:U1.U4.C09 19:U4.U8.C21	29:U2.U4.C11.OB 29:U3.U4.C10.OB	39:U2.U7.C24.C12.PA 39:U6.U4.C08.C28.PA	44:U2.U7.C19.C27.C25.SR 44:U1.U2.C05.C16.C04.SR	49:U8.U8.U2.C28.C04.SR 49:U8.U4.U6.C16.C02.SR
Masseli Moon V-neck Dress CREAM 20:MXH 200P	42:U4.U1.C28.C27.C13.SR 14:U3.C02.C02	14:U4.C08.C15 14:U3.C12.C28	19:U4.U5.C25 19:U1.U8.C12	29:U2.U6.C01.OB 29:U6.U5.C03.OB	39:U4.U4.C20.C27.PA 39:U8.U5.C26.C22.PA	44:U7.U4.C17.C14.C18.SR 44:U8.U7.C03.C12.C09.SR	49:U5.U1.U3.C08.C18.SR 49:U5.U4.U3.C12.C20.SR
Masseli Moon V-neck Dress CREAM GREEN 8:RTT 3P|HGD 5P	42:U6.U3.C24.C20.C14.SR 22:U4.C22.C17.OB	14:U7.C03.C28 14:U4.C22.C26	19:U6.U5.C24 19:U8.U1.C17	29:U8.U1.C04.OB 29:U7.U7.C28.OB	39:U7.U6.C08.C02.PA 39:U6.U6.C05.C18.PA	44:U4.U3.C22.C05.C25.SR 44:U6.U2.C17.C13.C28.SR	49:U1.U6.U3.C27.C26.SR 49:U8.U3.U6.C05.C23.SR
Masseli Moon V-neck Dress CREAM YELLOW 1:MD 5P	42:U4.U1.C01.C27.C20.SR 14:U5.C11.C28	14:U3.C15.C27 14:U1.C05.C04	19:U4.U5.C26 19:U8.U8.C08	29:U8.U4.C03.OB 29:U6.U2.C24.OB	39:U8.U5.C07.C23.PA 39:U7.U5.C21.C22.PA	44:U7.U7.C12.C26.C13.SR 44:U3.U1.C02.C01.C06.SR	49:U5.U2.U4.C20.C01.SR 49:U3.U7.U5.C18.C26.SR
Masseli Moon V-neck Dress DK. MAGENTA-PINK 8:SMGD 5P|BT 3P	42:U4.U3.C27.C16.C17.SR 22:U7.C25.C11.OB	14:U8.C24.C16 14:U6.C10.C14	19:U5.U1.C26 19:U7.U7.C05	29:U4.U1.C17.OB 29:U8.U6.C15.OB	39:U4.U5.C19.C02.PA 39:U8.U7.C02.C23.PA	44:U4.U2.C15.C02.C17.SR 44:U6.U3.C07.C02.C11.SR	49:U5.U2.U5.C03.C06.SR 49:U3.U6.U3.C19.C28.SR
Masseli Moon V-neck Dress DULL SILVER 1:SMGD 5P	42:U2.U3.C17.C12.C17.SR 14:U4.C20.C10	14:U6.C20.C12 14:U8.C04.C24	19:U6.U4.C19 19:U2.U6.C19	29:U3.U5.C19.OB 29:U2.U2.C07.OB	39:U8.U3.C01.C08.PA 39:U8.U6.C13.C16.PA	44:U8.U6.C14.C12.C08.SR 44:U4.U2.C07.C08.C13.SR	49:U6.U2.U4.C22.C08.SR 49:U7.U1.U8.C16.C21.SR
Masseli Moon V-neck Dress FLESH PINK 1:MD 5P	42:U4.U4.C12.C19.C14.SR 14:U2.C13.C19	14:U5.C12.C03 14:U8.C10.C04	19:U6.U7.C21 19:U5.U5.C06	29:U2.U2.C07.OB 29:U8.U2.C03.OB	39:U4.U1.C06.C25.PA 39:U5.U2.C13.C17.PA	44:U8.U7.C01.C16.C11.SR 44:U8.U7.C12.C27.C11.SR	49:U1.U5.U6.C12.C24.SR 49:U5.U5.U3.C12.C23.SR
Masseli Moon V-neck Dress LAVENDER 1:MPDR 15%	42:U5.U8.C21.C24.C23.SR 14:U4.C18.C26	14:U5.C09.C03 14:U3.C24.C15	19:U5.U8.C24 19:U3.U4.C02	29:U7.U1.C17.OB 29:U7.U2.C07.OB	39:U1.U1.C08.C27.PA 39:U7.U3.C15.C17.PA	44:U6.U6.C08.C12.C26.SR 44:U6.U1.C05.C05.C26.SR	49:U6.U6.U6.C12.C21.SR 49:U8.U3.U5.C11.C01.SR
Masseli Moon V-neck Dr. Alternate LAVENDER 16:P 3L|SMGD 5P|MD 5P	42:U1.U5.C24.C21.C16.SR 30:U5.C23.C22.C23.OB	14:U7.C11.C26 14:U6.C27.C16	19:U3.U7.C03 19:U1.U6.C20	29:U1.U5.C21.OB 29:U1.U5.C11.OB	39:U4.U2.C23.C25.PA 39:U1.U7.C17.C09.PA	44:U6.U3.C28.C27.C10.SR 44:U5.U2.C01.C21.C05.SR	49:U4.U6.U8.C05.C06.SR 49:U1.U7.U4.C27.C27.SR
Masseli Moon V-neck Dress LT. MAGENTA-PINK 8:MD 12P|MXIS 30P	42:U1.U4.C20.C24.C12.SR 22:U8.C04.C26.OB	14:U4.C16.C27 14:U5.C19.C04	19:U4.U4.C16 19:U4.U2.C28	29:U4.U7.C27.OB 29:U1.U3.C14.OB	39:U7.U8.C04.C22.PA 39:U5.U2.C14.C13.PA	44:U3.U3.C28.C03.C19.SR 44:U4.U3.C20.C27.C20.SR	49:U6.U2.U2.C05.C07.SR 49:U4.U1.U5.C05.C19.SR
Masseli Moon V-neck Dress LT. ORANGE-SILVER 8:SHR 2%|MPDR 15%	42:U3.U5.C02.C18.C19.SR 22:U6.C28.C07.OB	14:U5.C28.C10 14:U5.C04.C10	19:U7.U2.C08 19:U6.U3.C15	29:U2.U7.C09.OB 29:U8.U3.C24.OB	39:U4.U3.C13.C25.PA 39:U7.U7.C07.C12.PA	44:U3.U4.C12.C11.C25.SR 44:U1.U4.C14.C09.C24.SR	49:U2.U1.U8.C22.C15.SR 49:U2.U8.U5.C24.C26.SR
Masseli Moon V-neck Dress LT. PINK 1:V 3L	42:U7.U3.C02.C01.C18.SR 14:U3.C06.C09	14:U2.C07.C09 14:U7.C18.C27	19:U2.U3.C20 19:U2.U6.C03	29:U7.U3.C07.OB 29:U7.U7.C11.OB	39:U1.U3.C18.C18.PA 39:U3.U1.C19.C10.PA	44:U4.U3.C24.C15.C19.SR 44:U4.U8.C09.C04.C11.SR	49:U4.U3.U7.C15.C07.SR 49:U7.U1.U1.C01.C12.SR
Masseli Moon V-neck Dress MAGENTA-PINK 1:AD 5P	42:U5.U4.C13.C04.C28.SR 14:U7.C26.C04	14:U8.C07.C24 14:U2.C15.C27	19:U6.U2.C20 19:U7.U2.C11	29:U8.U6.C28.OB 29:U4.U8.C04.OB	39:U4.U4.C28.C19.PA 39:U1.U5.C21.C13.PA	44:U2.U6.C14.C09.C13.SR 44:U5.U8.C02.C01.C06.SR	49:U5.U8.U2.C02.C23.SR 49:U4.U3.U5.C04.C13.SR
Masseli Moon V-neck Dr. MEDIUM AQUAMARINE 8:RDP 5P|WA 5P	42:U4.U3.C08.C17.C01.SR 22:U5.C03.C28.OB	14:U4.C18.C06 14:U2.C17.C15	19:U2.U1.C13 19:U3.U2.C20	29:U3.U6.C25.OB 29:U7.U4.C27.OB	39:U6.U1.C06.C16.PA 39:U3.U1.C13.C05.PA	44:U7.U6.C25.C06.C21.SR 44:U8.U5.C21.C17.C23.SR	49:U8.U8.U3.C13.C11.SR 49:U2.U6.U7.C07.C06.SR
Masseli Moon V-neck Dress MEDIUM PINK 8:SMGD 5P|BT 3P	42:U4.U2.C19.C26.C15.SR 22:U7.C17.C23.OB	14:U1.C16.C01 14:U7.C17.C21	19:U8.U2.C22 19:U2.U5.C07	29:U4.U5.C23.OB 29:U7.U4.C28.OB	39:U8.U4.C02.C03.PA 39:U6.U1.C18.C20.PA	44:U6.U5.C24.C18.C15.SR 44:U1.U3.C21.C20.C18.SR	49:U4.U4.U2.C20.C28.SR 49:U3.U8.U2.C28.C03.SR
Masseli Moon V-neck Dress MEDIUM PURPLE 16:MXH 200P|RPDR 15%	42:U5.U1.C12.C22.C20.SR 22:U8.C03.C07.OB	14:U3.C06.C01 14:U3.C22.C23	19:U2.U6.C11 19:U2.U4.C09	29:U2.U6.C03.OB 29:U6.U1.C14.OB	39:U8.U7.C21.C23.PA 39:U4.U1.C21.C14.PA	44:U7.U7.C08.C19.C18.SR 44:U7.U1.C06.C08.C25.SR	49:U5.U1.U3.C09.C27.SR 49:U4.U4.U5.C12.C01.SR
Masseli Moon V-neck Dress PALE GREEN 1:CE 10%	42:U4.U5.C14.C10.C12.SR 14:U2.C11.C19	14:U8.C21.C11 14:U3.C01.C08	19:U3.U3.C12 19:U7.U2.C18	29:U1.U4.C17.OB 29:U8.U8.C01.OB	39:U5.U5.C20.C03.PA 39:U8.U2.C13.C18.PA	44:U4.U2.C04.C20.C12.SR 44:U1.U2.C12.C24.C28.SR	49:U2.U1.U7.C08.C20.SR 49:U6.U2.U3.C17.C02.SR
Masseli Moon V-neck Dress PALE LAVENDER 16:RPDR 5%|MCT 5P|MPDR 10%	42:U2.U8.C26.C19.C26.SR 30:U2.C05.C11.C22.OB	14:U5.C12.C03 14:U3.C28.C04	19:U4.U2.C16 19:U1.U1.C16	29:U8.U6.C15.OB 29:U3.U7.C15.OB	39:U2.U7.C02.C12.PA 39:U1.U3.C14.C09.PA	44:U1.U2.C15.C07.C19.SR 44:U4.U4.C21.C11.C07.SR	49:U8.U7.U1.C25.C25.SR 49:U2.U1.U1.C23.C21.SR
Masseli Moon V-neck Dress PALE LT. GREEN 16:MXH 200P|F 3L	42:U1.U3.C23.C09.C15.SR 22:U3.C19.C04.OB	14:U4.C07.C27 14:U1.C22.C25	19:U4.U1.C19 19:U6.U7.C02	29:U2.U8.C19.OB 29:U4.U8.C24.OB	39:U6.U5.C22.C04.PA 39:U5.U3.C21.C16.PA	44:U1.U8.C25.C26.C05.SR 44:U4.U4.C26.C17.C11.SR	49:U2.U5.U6.C13.C19.SR 49:U7.U3.U6.C10.C17.SR
Masseli Moon V-neck Dress PALE SLATE GREEN 16:RD 12P|SD 12P|MXIS 30P	42:U3.U5.C14.C06.C16.SR 30:U4.C23.C06.C02.OB	14:U7.C04.C16 14:U8.C22.C27	19:U1.U7.C15 19:U1.U3.C26	29:U8.U3.C10.OB 29:U5.U4.C11.OB	39:U4.U5.C01.C11.PA 39:U8.U3.C13.C14.PA	44:U1.U2.C24.C01.C11.SR 44:U2.U5.C06.C23.C18.SR	49:U3.U4.U5.C28.C19.SR 49:U8.U7.U2.C06.C09.SR
Masseli Moon V-neck Dress PALE TEAL 1:DR 10P	42:U2.U5.C17.C03.C19.SR 14:U7.C05.C27	14:U2.C15.C04 14:U6.C22.C15	19:U5.U7.C01 19:U2.U2.C21	29:U1.U8.C25.OB 29:U2.U6.C09.OB	39:U5.U8.C13.C24.PA 39:U3.U7.C07.C27.PA	44:U5.U1.C27.C17.C07.SR 44:U4.U8.C06.C15.C10.SR	49:U8.U6.U5.C06.C09.SR 49:U8.U2.U1.C13.C03.SR
Masseli Moon V-neck Dr. PALE YELLOW-GREEN 1:MVS 5%	42:U7.U8.C18.C20.C03.SR 14:U1.C05.C05	14:U1.C25.C03 14:U7.C17.C22	19:U6.U5.C28 19:U2.U7.C14	29:U4.U8.C01.OB 29:U4.U8.C03.OB	39:U7.U5.C20.C08.PA 39:U1.U1.C19.C19.PA	44:U2.U1.C06.C04.C26.SR 44:U7.U8.C09.C25.C12.SR	49:U5.U6.U6.C19.C19.SR 49:U7.U8.U6.C13.C01.SR
Masseli Moon V-neck Dress PINK 1:VR 15%	42:U7.U7.C18.C23.C22.SR 14:U3.C18.C22	14:U2.C26.C18 14:U6.C28.C05	19:U4.U5.C05 19:U8.U7.C21	29:U2.U5.C20.OB 29:U4.U8.C28.OB	39:U6.U7.C27.C08.PA 39:U1.U5.C15.C07.PA	44:U6.U8.C13.C22.C26.SR 44:U6.U2.C28.C11.C11.SR	49:U3.U1.U8.C24.C15.SR 49:U2.U6.U8.C20.C07.SR
Masseli Moon V-neck Dress PURPLE SILVER 8:RD 12P|B 3L	42:U1.U6.C16.C06.C26.SR 22:U8.C05.C27.OB	14:U8.C22.C27 14:U1.C28.C04	19:U4.U8.C25 19:U2.U4.C11	29:U3.U6.C01.OB 29:U2.U4.C23.OB	39:U3.U8.C28.C06.PA 39:U4.U2.C05.C23.PA	44:U7.U2.C20.C11.C19.SR 44:U7.U2.C11.C08.C03.SR	49:U5.U1.U4.C25.C17.SR 49:U8.U5.U2.C11.C14.SR
Masseli Moon V-neck Dress SALMON 16:KD 10P|HGD 10P|RTT 5P	42:U6.U2.C03.C19.C13.SR 30:U4.C04.C23.C23.OB	14:U7.C21.C11 14:U4.C28.C15	19:U5.U5.C16 19:U3.U5.C25	29:U5.U4.C20.OB 29:U8.U5.C18.OB	39:U3.U1.C17.C17.PA 39:U3.U3.C03.C19.PA	44:U7.U5.C11.C07.C03.SR 44:U8.U8.C17.C24.C03.SR	49:U4.U3.U4.C07.C14.SR 49:U1.U6.U7.C11.C02.SR
Masseli Moon V-neck Dress SILVER 8:VD 12P|6S 20P	42:U6.U6.C06.C21.C05.SR 22:U3.C21.C13.OB	14:U2.C09.C10 14:U3.C13.C06	19:U4.U1.C17 19:U6.U6.C24	29:U4.U7.C10.OB 29:U5.U4.C17.OB	39:U5.U7.C06.C20.PA 39:U5.U2.C16.C18.PA	44:U8.U8.C25.C18.C10.SR 44:U6.U5.C22.C15.C12.SR	49:U3.U7.U1.C01.C08.SR 49:U3.U3.U1.C14.C26.SR
Masseli Moon V-neck Dress STEEL 1:VTR 20%	42:U6.U3.C04.C24.C20.SR 14:U3.C27.C04	14:U6.C25.C18 14:U4.C10.C07	19:U3.U8.C15 19:U6.U3.C26	29:U2.U5.C13.OB 29:U8.U2.C11.OB	39:U6.U1.C17.C15.PA 39:U5.U2.C04.C27.PA	44:U5.U6.C10.C11.C17.SR 44:U3.U6.C09.C22.C20.SR	49:U4.U7.U1.C04.C23.SR 49:U4.U1.U5.C16.C24.SR
Masseli Moon V-neck Dr. TARNISHED GOLD-SILVER 1:VDEF 12P	42:U6.U6.C14.C24.C22.SR 14:U4.C12.C12	14:U8.C09.C14 14:U7.C14.C10	19:U3.U2.C22 19:U5.U1.C07	29:U4.U5.C14.OB 29:U4.U6.C02.OB	39:U6.U7.C03.C17.PA 39:U2.U4.C20.C01.PA	44:U8.U7.C15.C01.C21.SR 44:U6.U8.C26.C15.C15.SR	49:U8.U8.U5.C01.C16.SR 49:U4.U6.U1.C28.C14.SR
Masseli Moon V-neck Dress VANILLA 8:RCT 3P|RD 5P	42:U4.U1.C02.C09.C04.SR 22:U8.C09.C05.OB	14:U5.C27.C15 14:U8.C08.C25	19:U8.U7.C25 19:U6.U4.C04	29:U3.U1.C11.OB 29:U1.U7.C16.OB	39:U3.U5.C06.C27.PA 39:U5.U5.C18.C05.PA	44:U4.U4.C03.C05.C03.SR 44:U3.U1.C11.C19.C04.SR	49:U5.U1.U8.C01.C24.SR 49:U8.U4.U2.C04.C12.SR
Masseli Moon V-neck Dress WHITE 1:RD 12P	42:U4.U1.C07.C09.C08.SR 14:U2.C27.C25	14:U7.C10.C10 14:U2.C10.C24	19:U1.U1.C20 19:U1.U4.C12	29:U5.U3.C04.OB 29:U2.U4.C15.OB	39:U3.U4.C19.C21.PA 39:U7.U4.C19.C09.PA	44:U6.U3.C08.C07.C18.SR 44:U1.U3.C09.C01.C08.SR	49:U3.U7.U4.C14.C01.SR 49:U7.U6.U3.C21.C02.SR

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Item Name ITEM COLOR ENHANCED ITEM STATS	RECIPES: RECIPES:	BASIC ENHANCED	+1% PR +1% VR	+2% PR +2% VR	+3% PR +3% VR	+4% PR +4% VR	+5% PR +5% VR	+6% PR +6% VR
Masseli Moon V-neck Dress YELLOW-SILVER 1:MXIS 30P		42:U6.U7.C26.C13.C15.SR 14:U5.C25.C12	14:U4.C05.C28 14:U4.C05.C08	19:U1.U1.C19 19:U6.U5.C18	29:U8.U5.C22.OB 29:U1.U8.C08.OB	39:U3.U8.C01.C15.PA 39:U4.U4.C28.C24.PA	44:U4.U8.C22.C15.C15.SR 44:U5.U4.C23.C09.C09.SR	49:U6.U3.U6.C28.C04.SR 49:U8.U8.U4.C08.C04.SR
Masselli Short Dress BLACK 8:MPDR 5%|SD 5P		17:U6.U3.C04 22:U8.C22.C25.OB	14:U7.C15.C10 14:U1.C14.C24	19:U6.U8.C26 19:U1.U8.C01	29:U3.U5.C23.OB 29:U4.U2.C18.OB	39:U5.U4.C03.C25.PA 39:U3.U8.C06.C26.PA	44:U3.U5.C26.C25.C12.SR 44:U8.U8.C28.C23.C13.SR	49:U1.U3.U4.C14.C06.SR 49:U8.U2.U8.C16.C02.SR
Masselli Short Dress BROWN 1:MD 4P		17:U6.U5.C23 14:U1.C22.C10	14:U6.C19.C11 14:U5.C10.C01	19:U2.U5.C09 19:U8.U8.C06	29:U4.U4.C27.OB 29:U2.U7.C17.OB	39:U7.U1.C23.C04.PA 39:U1.U6.C28.C13.PA	44:U6.U8.C11.C23.C11.SR 44:U4.U6.C23.C16.C25.SR	49:U3.U8.U2.C18.C10.SR 49:U8.U1.U2.C26.C10.SR
Masselli Short Dress GREEN 1:SS 8P		17:U2.U5.C10 14:U7.C15.C03	14:U5.C22.C05 14:U7.C06.C25	19:U1.U7.C14 19:U5.U7.C02	29:U4.U5.C12.OB 29:U7.U8.C22.OB	39:U4.U8.C19.C13.PA 39:U8.U6.C12.C23.PA	44:U5.U8.C17.C15.C21.SR 44:U7.U6.C14.C20.C27.SR	49:U1.U1.U2.C05.C13.SR 49:U3.U4.U4.C06.C13.SR
Masselli Short Dress MAGENTA 6:MXH 50P		17:U7.U8.C15 20:U7.C04.C10.IF	14:U6.C18.C15 14:U4.C08.C17	19:U8.U5.C03 19:U6.U3.C26	29:U7.U2.C08.OB 29:U5.U8.C20.OB	39:U5.U8.C03.C10.PA 39:U2.U1.C07.C06.PA	44:U6.U3.C02.C25.C09.SR 44:U5.U8.C09.C25.C01.SR	49:U5.U2.U1.C28.C23.SR 49:U8.U7.U1.C23.C26.SR
Masselli Short Dress ORANGE 1:RCT 3P		17:U6.U1.C07 14:U7.C26.C11	14:U6.C08.C01 14:U8.C06.C07	19:U1.U4.C16 19:U7.U8.C11	29:U6.U4.C06.OB 29:U8.U5.C11.OB	39:U2.U8.C09.C06.PA 39:U7.U2.C27.C21.PA	44:U2.U4.C19.C17.C21.SR 44:U2.U4.C23.C16.C15.SR	49:U4.U4.U4.C05.C10.SR 49:U6.U6.U4.C05.C02.SR
Masselli Short Dress PURPLE 1:VR 8%		17:U6.U7.C14 14:U8.C12.C06	14:U1.C28.C20 14:U2.C03.C19	19:U2.U7.C21 19:U7.U1.C05	29:U1.U2.C22.OB 29:U2.U6.C19.OB	39:U6.U7.C28.C24.PA 39:U8.U8.C06.C04.PA	44:U4.U4.C19.C08.C11.SR 44:U2.U7.C20.C10.C11.SR	49:U8.U3.U7.C03.C12.SR 49:U1.U8.U1.C23.C04.SR
Masselli Short Dress RED 1:UDR 2%|HD 1P|CE 1%		17:U3.U4.C11 14:U2.C01.C25	14:U7.C24.C17 14:U5.C21.C22	19:U4.U8.C07 19:U2.U4.C23	29:U1.U8.C16.OB 29:U7.U5.C26.OB	39:U2.U8.C15.C24.PA 39:U3.U2.C01.C22.PA	44:U6.U1.C20.C20.C13.SR 44:U4.U7.C14.C09.C09.SR	49:U1.U4.U3.C26.C11.SR 49:U1.U8.U3.C01.C04.SR
Masselli Short Dress VIOLET 1:MD 2P		17:U1.U2.C04 14:U7.C10.C12	14:U8.C13.C03 14:U6.C03.C13	19:U5.U8.C14 19:U6.U1.C22	29:U1.U5.C21.OB 29:U5.U6.C09.OB	39:U8.U7.C19.C25.PA 39:U2.U1.C14.C23.PA	44:U1.U8.C20.C19.C19.SR 44:U5.U8.C03.C23.C12.SR	49:U6.U8.U3.C26.C13.SR 49:U7.U3.U7.C12.C21.SR
Metro Long-Sleeved Catsuit AQUA 8:VR 5%|DDR 1P		8:U6.C23 21:U8.C27.C21.OB	13:U4.C18.C11 13:U4.C18.C16	18:U6.U2.C19 18:U3.U5.C15	28:U2.U6.C14.OB 28:U1.U8.C05.OB	38:U8.U6.C01.C05.PA 38:U6.U7.C21.C07.PA	43:U8.U4.C23.C16.C05.SR 43:U6.U6.C26.C14.C16.SR	48:U1.U5.U6.C18.C04.SR 48:U4.U7.U4.C14.C22.SR
Metro Long-Sleeved Catsuit BLACK 16:MXH 50P|VR 8%|B 1L		8:U8.C18 29:U6.U3.C16.OB	13:U4.C27.C07 13:U4.C12.C11	18:U5.U3.C27 18:U8.U5.C23	28:U1.U5.C24.OB 28:U2.U1.C07.OB	38:U7.U3.C08.C01.PA 38:U7.U1.C15.C01.PA	43:U1.U4.C01.C05.C22.SR 43:U3.U1.C19.C06.C02.SR	48:U2.U5.U5.C05.C27.SR 48:U1.U1.U4.C03.C22.SR
Metro Long-Sleeved Catsuit BRIGHT MAGENTA 1:MXIS 10P		8:U1.C18 13:U3.C23.C20	13:U7.C09.C25 13:U8.C07.C26	18:U2.U6.C11 18:U5.U6.C02	28:U3.U1.C05.OB 28:U5.U8.C03.OB	38:U2.U1.C17.C08.PA 38:U7.U2.C27.C13.PA	43:U4.U6.C14.C02.C23.SR 43:U1.U1.C06.C04.C04.SR	48:U3.U5.U8.C07.C25.SR 48:U2.U5.U6.C02.C24.SR
Metro Long-Sleeved Catsuit BROWN 1:VR 12%		11:U4.C16.C01 13:U4.C24.C03	13:U1.C06.C03 13:U2.C15.C21	18:U7.U1.C10 18:U2.U3.C16	28:U1.U2.C10.OB 28:U4.U3.C04.OB	38:U3.U7.C11.C12.PA 38:U4.U1.C13.C17.PA	43:U6.U1.C20.C19.C18.SR 43:U8.U5.C18.C01.C01.SR	48:U4.U3.U4.C19.C18.SR 48:U5.U2.U7.C25.C02.SR
Metro Long-Sleeved Catsuit DEEP PURPLE 1:AD 2P		8:U1.C12 13:U2.C25.C09	13:U5.C12.C13 13:U6.C02.C09	18:U1.U7.C05 18:U7.U5.C25	28:U1.U2.C01.OB 28:U7.U5.C27.OB	38:U4.U8.C01.C21.PA 38:U5.U1.C05.C16.PA	43:U1.U7.C04.C15.C26.SR 43:U1.U5.C04.C02.C17.SR	48:U2.U3.U2.C06.C04.SR 48:U4.U2.U7.C03.C11.SR
Metro Long-Sleeved Catsuit DK. GOLD 1:VD 4P		8:U4.C03 13:U8.C21.C13	13:U3.C03.C24 13:U1.C21.C07	18:U8.U5.C14 18:U3.U3.C16	28:U1.U7.C17.OB 28:U6.U8.C09.OB	38:U3.U3.C17.C03.PA 38:U8.U8.C24.C13.PA	43:U1.U2.C23.C13.C06.SR 43:U7.U1.C06.C12.C23.SR	48:U7.U7.U7.C08.C20.SR 48:U3.U6.U7.C10.C19.SR
Metro Long-Sleeved Catsuit DK. GREEN 1:KD 2P		8:U5.C16 13:U5.C24.C09	13:U5.C25.C07 13:U6.C26.C06	18:U4.U5.C18 18:U8.U2.C03	28:U5.U4.C27.OB 28:U3.U4.C21.OB	38:U2.U2.C28.C25.PA 38:U6.U8.C04.C18.PA	43:U4.U8.C25.C11.C04.SR 43:U7.U6.C12.C26.C12.SR	48:U8.U8.U5.C03.C21.SR 48:U1.U2.U1.C16.C20.SR
Metro Long-Sleeved Catsuit DK. MAGENTA 1:MD 4P		8:U3.C08 13:U5.C03.C01	13:U7.C18.C07 13:U5.C17.C25	18:U4.U2.C03 18:U7.U6.C03	28:U1.U3.C17.OB 28:U7.U6.C06.OB	38:U6.U5.C16.C14.PA 38:U1.U7.C05.C18.PA	43:U5.U7.C02.C28.C14.SR 43:U8.U6.C19.C03.C22.SR	48:U6.U5.U4.C01.C01.SR 48:U6.U5.U8.C03.C02.SR
Metro Long-Sleeved Catsuit DK. ORANGE 1:DR 4P		8:U3.C14 13:U6.C20.C18	13:U1.C23.C23 13:U4.C15.C09	18:U1.U7.C23 18:U4.U1.C25	28:U5.U6.C22.OB 28:U4.U3.C16.OB	38:U4.U7.C01.C25.PA 38:U1.U4.C25.C12.PA	43:U3.U6.C01.C27.C20.SR 43:U3.U4.C07.C02.C07.SR	48:U2.U7.U4.C06.C09.SR 48:U5.U3.U6.C01.C16.SR
Metro Long-Sleeved Catsuit DK. PURPLE 1:DSA 2P		11:U6.C11.C08 13:U7.C16.C22	13:U2.C07.C17 13:U1.C08.C27	18:U7.U3.C02 18:U3.U2.C09	28:U6.U3.C13.OB 28:U3.U4.C10.OB	38:U6.U1.C11.C05.PA 38:U4.U4.C10.C26.PA	43:U6.U1.C26.C02.C27.SR 43:U7.U7.C12.C17.C15.SR	48:U5.U8.U6.C24.C10.SR 48:U3.U5.U3.C07.C22.SR
Metro Long-Sleeved Catsuit DK. RED 8:MXIS 10P|MD 4P		8:U2.C21 21:U2.C28.C10.OB	13:U4.C16.C27 13:U8.C06.C28	18:U5.U8.C23 18:U3.U6.C15	28:U7.U1.C23.OB 28:U2.U5.C15.OB	38:U5.U6.C01.C07.PA 38:U3.U1.C14.C18.PA	43:U4.U1.C18.C12.C28.SR 43:U4.U8.C09.C26.C10.SR	48:U1.U2.U6.C11.C15.SR 48:U6.U5.U4.C08.C25.SR
Metro Long-Sleeved Catsuit DK. YELLOW 1:CH 8P		8:U3.C08 13:U5.C11.C24	13:U3.C13.C01 13:U8.C28.C06	18:U4.U8.C08 18:U4.U6.C07	28:U2.U6.C20.OB 28:U1.U4.C22.OB	38:U5.U1.C21.C05.PA 38:U5.U4.C14.C11.PA	43:U7.U6.C10.C08.C17.SR 43:U1.U1.C05.C20.C14.SR	48:U3.U2.U1.C12.C15.SR 48:U2.U8.U8.C05.C07.SR
Metro Long-Sleeved Catsuit DULL BLACK 6:MXH 50P		8:U6.C19 19:U3.U4.C28	13:U5.C26.C14 13:U6.C01.C05	18:U7.U3.C08 18:U7.U3.C06	28:U7.U1.C04.OB 28:U7.U8.C02.OB	38:U8.U8.C06.C25.PA 38:U4.U4.C16.C21.PA	43:U1.U2.C09.C15.C09.SR 43:U3.U8.C24.C28.C12.SR	48:U7.U2.U8.C05.C02.SR 48:U4.U1.U4.C23.C14.SR
Metro Long-Sleeved Catsuit DULL GREEN 1:B 1L		8:U4.C07 13:U5.C02.C28	13:U6.C15.C09 13:U7.C19.C13	18:U8.U2.C01 18:U6.U1.C12	28:U3.U7.C10.OB 28:U8.U4.C02.OB	38:U2.U7.C18.C20.PA 38:U8.U3.C16.C27.PA	43:U5.U2.C01.C27.C03.SR 43:U2.U2.C01.C26.C17.SR	48:U4.U6.U7.C23.C10.SR 48:U4.U4.U7.C15.C04.SR
Metro Long-Sleeved Catsuit DULL PURPLE 1:HGD 2P		8:U4.C21 13:U8.C12.C17	13:U6.C01.C04 13:U2.C13.C18	18:U6.U5.C20 18:U4.U1.C12	28:U7.U3.C21.OB 28:U7.U8.C21.OB	38:U4.U7.C11.C19.PA 38:U5.U2.C20.C26.PA	43:U6.U4.C16.C11.C21.SR 43:U6.U3.C02.C28.C09.SR	48:U2.U2.U4.C28.C22.SR 48:U5.U7.U3.C24.C25.SR
Metro Long-Sleeved Catsuit FOREST GREEN 16:MXH 50P|VR 8%|CH 8P		8:U8.C20 29:U1.U7.C12.OB	13:U7.C12.C08 13:U5.C06.C13	18:U4.U6.C01 18:U7.U7.C02	28:U8.U7.C12.OB 28:U1.U5.C08.OB	38:U7.U2.C27.C12.PA 38:U8.U4.C06.C01.PA	43:U8.U1.C09.C19.C11.SR 43:U6.U6.C25.C17.C10.SR	48:U5.U6.U7.C18.C21.SR 48:U1.U6.U7.C07.C09.SR
Metro Long-Sleeved Catsuit GOLD 8:MD 8P|V 2L		8:U6.C17 21:U5.C21.C28.OB	13:U6.C01.C01 13:U8.C28.C25	18:U6.U1.C24 18:U2.U5.C26	28:U3.U2.C18.OB 28:U7.U6.C13.OB	38:U1.U3.C21.C04.PA 38:U6.U1.C02.C05.PA	43:U6.U2.C22.C08.C10.SR 43:U8.U4.C14.C09.C05.SR	48:U6.U6.U2.C06.C01.SR 48:U4.U2.U8.C14.C21.SR
Metro Long-Sleeved Catsuit GREEN 1:SJ 9P		11:U8.C04.C17 13:U5.C19.C03	13:U1.C25.C23 13:U6.C27.C02	18:U3.U3.C03 18:U4.U2.C16	28:U8.U5.C20.OB 28:U8.U5.C12.OB	38:U6.U7.C14.C23.PA 38:U3.U7.C14.C04.PA	43:U6.U1.C12.C04.C01.SR 43:U7.U3.C14.C15.C06.SR	48:U8.U7.U5.C16.C15.SR 48:U8.U7.U2.C07.C27.SR
Metro Long-Sleeved Catsuit GREEN-YELLOW 16:MXH 50P|RD 4P|MD 4P		8:U2.C02 29:U6.U3.C21.OB	13:U2.C26.C22 13:U4.C18.C01	18:U3.U8.C28 18:U3.U6.C08	28:U3.U8.C21.OB 28:U8.U5.C07.OB	38:U7.U7.C20.C09.PA 38:U8.U1.C24.C11.PA	43:U8.U2.C13.C17.C20.SR 43:U2.U1.C10.C19.C08.SR	48:U3.U6.U7.C15.C04.SR 48:U6.U1.U6.C28.C03.SR
Metro Long-Sleeved Catsuit LT. GREEN 16:SD 4P|VR 8%|DDR 1P		8:U8.C23 29:U4.U4.C12.OB	13:U6.C23.C06 13:U8.C01.C26	18:U2.U6.C01 18:U5.U5.C03	28:U7.U2.C04.OB 28:U6.U8.C27.OB	38:U4.U8.C19.C09.PA 38:U1.U3.C13.C20.PA	43:U7.U7.C20.C12.C11.SR 43:U5.U7.C26.C02.C02.SR	48:U3.U1.U5.C03.C24.SR 48:U4.U3.U8.C10.C20.SR
Metro Long-Sleeved Catsuit LT. RED 1:MXIS 10P		8:U5.C12 13:U3.C04.C26	13:U4.C23.C18 13:U1.C07.C22	18:U4.U2.C27 18:U4.U4.C06	28:U5.U6.C17.OB 28:U2.U3.C18.OB	38:U8.U4.C21.C24.PA 38:U7.U4.C27.C07.PA	43:U3.U5.C16.C26.C06.SR 43:U3.U7.C07.C07.C06.SR	48:U7.U4.U4.C06.C27.SR 48:U8.U2.U7.C21.C03.SR

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Item Name ITEM COLOR ENHANCED ITEM STATS	RECIPES: BASIC RECIPES: ENHANCED	+1% PR +1% VR	+2% PR +2% VR	+3% PR +3% VR	+4% PR +4% VR	+5% PR +5% VR	+6% PR +6% VR
Metro Long-Sleeved Catsuit MAGENTA	11:U7.C27.C08	13:U6.C13.C10	18:U5.U7.C07	28:U8.U3.C10.OB	38:U3.U2.C17.C25.PA	43:U5.U1.C22.C20.C20.SR	48:U5.U7.U2.C14.C24.SR
1:VR 10%	13:U2.C22.C28	13:U4.C16.C28	18:U8.U3.C28	28:U5.U1.C10.OB	38:U1.U6.C14.C21.PA	43:U5.U8.C09.C10.C10.SR	48:U5.U1.U4.C17.C01.SR
Metro Long-Sleeved Catsuit OLIVE	8:U3.C02	13:U3.C27.C11	18:U8.U4.C16	28:U3.U7.C05.OB	38:U3.U2.C07.C17.PA	43:U7.U2.C04.C24.C25.SR	48:U2.U7.U3.C05.C18.SR
16:MD 4P|SS 8P|MXH 50P	29:U7.U6.C22.OB	13:U6.C15.C20	18:U1.U2.C15	28:U2.U3.C09.OB	38:U7.U6.C20.C21.PA	43:U8.U6.C01.C13.C14.SR	48:U2.U6.U1.C12.C01.SR
Metro Long-Sleeved Catsuit ORANGE	11:U3.C09.C10	13:U5.C16.C19	18:U1.U7.C21	28:U8.U1.C14.OB	38:U5.U8.C25.C18.PA	43:U1.U6.C06.C28.C15.SR	48:U4.U6.U5.C06.C15.SR
1:RD 8P	13:U2.C28.C03	13:U8.C11.C15	18:U3.U2.C13	28:U3.U7.C26.OB	38:U1.U6.C15.C26.PA	43:U4.U1.C04.C22.C15.SR	48:U1.U6.U1.C23.C03.SR
Metro Long-Sleeved Catsuit PALE PURPLE	8:U5.C15	13:U3.C21.C15	18:U8.U3.C17	28:U6.U4.C17.OB	38:U7.U3.C03.C09.PA	43:U8.U4.C13.C12.C14.SR	48:U6.U7.U6.C24.C23.SR
8:RD 4P|MXH 50P	21:U3.C22.C25.OB	13:U1.C23.C09	18:U5.U4.C03	28:U7.U3.C24.OB	38:U2.U1.C22.C17.PA	43:U5.U1.C18.C10.C18.SR	48:U8.U5.U3.C20.C03.SR
Metro Long-Sleeved Catsuit PURPLE	8:U7.C05	13:U6.C20.C05	18:U2.U8.C20	28:U8.U6.C01.OB	38:U3.U7.C25.C27.PA	43:U3.U8.C14.C26.C11.SR	48:U2.U5.U7.C13.C03.SR
16:SHR 10%|AST 5P|RFD 10P	29:U3.U8.C22.OB	13:U8.C17.C11	18:U8.U8.C28	28:U7.U1.C16.OB	38:U1.U4.C05.C27.PA	43:U5.U6.C11.C01.C09.SR	48:U1.U3.U3.C26.C21.SR
Metro Long-Sleeved Catsuit RED	11:U7.C11.C19	13:U6.C05.C11	18:U2.U1.C24	28:U2.U8.C01.OB	38:U5.U6.C26.C24.PA	43:U5.U4.C02.C08.C18.SR	48:U7.U3.U5.C26.C12.SR
1:MD 16P	13:U3.C10.C11	13:U2.C22.C25	18:U3.U5.C15	28:U6.U8.C28.OB	38:U6.U1.C04.C15.PA	43:U1.U5.C19.C11.C17.SR	48:U6.U4.U6.C12.C26.SR
Metro Long-Sleeved Catsuit SANDY	8:U7.C04	13:U5.C01.C23	18:U2.U6.C06	28:U8.U1.C27.OB	38:U7.U4.C06.C02.PA	43:U8.U6.C27.C06.C02.SR	48:U6.U8.U1.C11.C01.SR
8:VR 5%|VTR 8%	21:U6.C01.C28.OB	13:U8.C06.C25	18:U3.U7.C25	28:U5.U2.C02.OB	38:U1.U7.C06.C10.PA	43:U1.U3.C24.C22.C18.SR	48:U1.U1.U5.C27.C08.SR
Metro Long-Sleeved Catsuit VIOLET	8:U5.C26	13:U7.C06.C19	18:U2.U8.C15	28:U8.U3.C26.OB	38:U5.U8.C28.C12.PA	43:U6.U6.C28.C14.C05.SR	48:U5.U8.U8.C09.C25.SR
32:HR 8%|VDEF 8P|MD 5P|RCT 2P	45:U3.U4.U1.C05.C10.SR	13:U5.C07.C14	18:U4.U2.C16	28:U3.U2.C16.OB	38:U6.U6.C23.C15.PA	43:U5.U1.C21.C17.C15.SR	48:U7.U7.U8.C16.C01.SR
Metro Long-Sleeved Catsuit WHITE	8:U4.C08	13:U2.C02.C10	18:U4.U6.C20	28:U8.U6.C24.OB	38:U4.U1.C02.C05.PA	43:U5.U7.C27.C25.C04.SR	48:U1.U3.U3.C04.C06.SR
16:P 2L|VDEF 7P|HGD 3P	29:U5.U2.C03.OB	13:U1.C18.C03	18:U7.U1.C21	28:U6.U7.C17.OB	38:U3.U2.C11.C14.PA	43:U4.U6.C02.C27.C26.SR	48:U4.U1.U4.C09.C16.SR
Metro Long-Sleeved Catsuit YELLOW	8:U6.C10	13:U3.C10.C26	18:U4.U6.C24	28:U3.U1.C22.OB	38:U6.U4.C27.C17.PA	43:U4.U7.C01.C25.C11.SR	48:U8.U8.U5.C17.C26.SR
16:MPDR 5%|F 1L|VD 4P	29:U8.U8.C25.OB	13:U3.C05.C08	18:U3.U2.C18	28:U1.U5.C02.OB	38:U4.U3.C16.C06.PA	43:U1.U7.C22.C28.C20.SR	48:U7.U7.U6.C20.C22.SR
Metro Long-Sleeved Catsuit YELLOW-GREEN	8:U8.C22	13:U1.C03.C26	18:U6.U5.C01	28:U2.U6.C10.OB	38:U7.U6.C27.C11.PA	43:U6.U4.C26.C08.C10.SR	48:U3.U1.U7.C15.C28.SR
6:MXH 50P	19:U1.U5.C10	13:U8.C18.C08	18:U5.U5.C08	28:U6.U6.C16.OB	38:U4.U8.C10.C13.PA	43:U1.U1.C04.C26.C26.SR	48:U6.U1.U7.C11.C20.SR
Metro Reinforced Half-shirt BLACK	30:U1.C26.C20.C11.OB	10:U2.C06.C13	15:U5.U5.C11	25:U5.U6.C02.OB	35:U2.U5.C08.C24.PA	40:U4.U4.C20.C22.C23.PA	45:U6.U1.U1.C20.C15.SR
8:MPDR 15%|CE 10%	18:U7.U1.C18	10:U2.C27.C01	15:U6.U8.C11	25:U4.U3.C02.OB	35:U6.U5.C13.C18.PA	40:U4.U4.C23.C10.C06.PA	45:U2.U2.U4.C25.C18.SR
Metro Reinforced Half-shirt GREEN	30:U6.C19.C21.C08.OB	10:U6.C28.C12	15:U4.U2.C19	25:U8.U5.C03.OB	35:U7.U2.C14.C25.PA	40:U8.U5.C26.C18.C13.PA	45:U4.U6.U4.C21.C01.SR
24:BT 9P|WC 15%|SMGD 20P|HD 10P|CE 20%	34:U4.C02.C03.C14.PA	10:U2.C12.C03	15:U4.U3.C13	25:U5.U8.C10.OB	35:U8.U4.C14.C07.PA	40:U1.U7.C19.C11.C22.PA	45:U5.U8.U8.C14.C11.SR
Metro Reinforced Half-shirt ORANGE	30:U8.C15.C20.C06.OB	10:U2.C28.C21	15:U1.U7.C20	25:U3.U6.C12.OB	35:U2.U1.C18.C03.PA	40:U3.U5.C28.C11.C07.PA	45:U5.U7.U4.C26.C07.SR
1:CW 5P	10:U5.C09.C26	10:U5.C06.C24	15:U1.U2.C13	25:U5.U4.C08.OB	35:U5.U5.C13.C28.PA	40:U6.U2.C20.C08.C18.PA	45:U7.U8.U4.C20.C24.SR
Metro Reinforced Half-shirt PINK	30:U3.C23.C13.C25.OB	10:U6.C10.C07	15:U3.U8.C22	25:U8.U1.C18.OB	35:U4.U2.C26.C05.PA	40:U4.U8.C18.C21.C21.PA	45:U6.U8.U3.C05.C24.SR
1:RCT 3P	10:U5.C22.C12	10:U4.C15.C11	15:U8.U5.C01	25:U5.U1.C14.OB	35:U4.U4.C01.C18.PA	40:U8.U2.C11.C18.C14.PA	45:U3.U1.U5.C26.C18.SR
Metro Reinforced Half-shirt PURPLE	30:U3.C09.C02.C18.OB	10:U3.C11.C27	15:U5.U5.C11	25:U1.U8.C04.OB	35:U1.U6.C11.C06.PA	40:U8.U2.C09.C07.C20.PA	45:U8.U7.U3.C11.C16.SR
8:VD 12P|MPDR 15%	18:U5.U2.C14	10:U7.C27.C01	15:U4.U5.C12	25:U1.U6.C18.OB	35:U2.U6.C08.C01.PA	40:U6.U1.C04.C13.C05.PA	45:U8.U3.U1.C14.C14.SR
Metro Reinforced Half-shirt RED	30:U3.C15.C21.C18.OB	10:U8.C03.C22	15:U8.U2.C20	25:U2.U8.C25.OB	35:U4.U4.C16.C21.PA	40:U2.U1.C22.C15.C01.PA	45:U8.U2.U6.C08.C12.SR
8:R 1L|RCT 3P	18:U5.U3.C14	10:U1.C24.C23	15:U5.U6.C16	25:U8.U1.C17.OB	35:U8.U1.C25.C12.PA	40:U5.U7.C20.C15.C20.PA	45:U7.U5.U8.C27.C07.SR
Metro Reinforced Half-shirt SALMON	30:U8.C26.C07.C22.OB	10:U1.C05.C06	15:U8.U2.C22	25:U5.U3.C19.OB	35:U7.U5.C22.C07.PA	40:U5.U6.C15.C13.C18.PA	45:U8.U7.U4.C13.C04.SR
8:VR 20%|ISR 5%	18:U7.U1.C28	10:U6.C28.C01	15:U1.U1.C06	25:U7.U3.C07.OB	35:U7.U5.C23.C16.PA	40:U3.U3.C18.C27.C25.PA	45:U1.U8.U2.C23.C26.SR
Metro Reinforced Half-shirt SAND	30:U5.C13.C12.C04.OB	10:U6.C16.C23	15:U8.U3.C16	25:U4.U7.C28.OB	35:U7.U3.C03.C25.PA	40:U1.U1.C16.C11.C23.PA	45:U5.U8.U3.C02.C20.SR
1:SHR 2%	10:U8.C12.C03	10:U5.C20.C27	15:U5.U5.C13	25:U4.U7.C10.OB	35:U2.U6.C14.C14.PA	40:U6.U2.C17.C15.C20.PA	45:U5.U6.U7.C25.C15.SR
Metro Reinforced Half-shirt SILVER	30:U2.C15.C21.C01.OB	10:U2.C06.C16	15:U6.U3.C15	25:U6.U4.C25.OB	35:U3.U8.C21.C28.PA	40:U7.U3.C07.C19.C06.PA	45:U5.U1.U4.C17.C04.SR
1:MD 12P	10:U8.C18.C10	10:U7.C19.C14	15:U5.U6.C05	25:U5.U2.C14.OB	35:U7.U3.C16.C26.PA	40:U7.U1.C17.C02.C04.PA	45:U5.U5.U7.C26.C13.SR
Metro Reinforced Half-shirt SLATE	30:U4.C11.C10.C05.OB	10:U3.C06.C26	15:U3.U5.C17	25:U2.U3.C14.OB	35:U7.U8.C11.C25.PA	40:U3.U1.C07.C16.C16.PA	45:U3.U2.U1.C04.C24.SR
8:RD 12P|MD 12P	18:U8.U8.C19	10:U6.C04.C12	15:U7.U4.C09	25:U3.U8.C20.OB	35:U6.U3.C05.C10.PA	40:U1.U2.C08.C06.C22.PA	45:U5.U8.U7.C26.C26.SR
Metro Reinforced Half-shirt TAN	30:U8.C23.C09.C05.OB	10:U4.C07.C08	15:U2.U1.C19	25:U6.U3.C03.OB	35:U2.U3.C04.C28.PA	40:U8.U5.C04.C10.C28.PA	45:U2.U8.U1.C15.C02.SR
1:SHR 2%	10:U8.C17.C23	10:U7.C09.C13	15:U7.U1.C28	25:U8.U6.C09.OB	35:U5.U2.C17.C18.PA	40:U2.U3.C11.C13.C13.PA	45:U1.U4.U4.C13.C20.SR
Metro Reinforced Half-shirt TURQUOISE	30:U2.C08.C07.C17.OB	10:U1.C26.C09	15:U5.U4.C11	25:U2.U3.C14.OB	35:U4.U8.C20.C17.PA	40:U2.U5.C09.C16.C09.PA	45:U7.U2.U7.C24.C02.SR
1:SS 20P	10:U7.C22.C04	10:U5.C13.C04	15:U1.U5.C23	25:U2.U8.C02.OB	35:U8.U8.C01.C27.PA	40:U7.U3.C02.C05.C15.PA	45:U5.U2.U1.C13.C27.SR
Metro Reinforced Half-shirt VIOLET	30:U2.C13.C03.C18.OB	10:U7.C11.C07	15:U3.U4.C23	25:U1.U5.C21.OB	35:U6.U6.C08.C08.PA	40:U8.U2.C26.C04.C23.PA	45:U6.U6.U1.C26.C11.SR
8:MXIS 30P|AD 5P	18:U5.U1.C17	10:U1.C19.C23	15:U2.U1.C25	25:U3.U3.C24.OB	35:U3.U8.C16.C21.PA	40:U5.U7.C08.C13.C14.PA	45:U7.U5.U6.C15.C28.SR
Metro Reinforced Half-shirt WHITE	30:U4.C11.C04.C10.OB	10:U2.C19.C17	15:U6.U1.C14	25:U7.U5.C14.OB	35:U6.U6.C28.C08.PA	40:U7.U7.C28.C14.C23.PA	45:U4.U6.U2.C19.C18.SR
20:MXH 200P|ISR 2%	18:U3.U7.C20	10:U1.C09.C05	15:U6.U3.C18	25:U2.U1.C08.OB	35:U2.U6.C08.C19.PA	40:U4.U8.C23.C28.C22.PA	45:U7.U4.U6.C06.C03.SR
Metro Reinforced Half-shirt YELLOW	30:U1.C20.C26.C19.OB	10:U5.C07.C28	15:U5.U3.C02	25:U2.U5.C05.OB	35:U8.U5.C01.C16.PA	40:U5.U1.C24.C12.C22.PA	45:U2.U5.U5.C06.C18.SR
20:MXH 200P|MVS 5%	18:U7.U7.C17	10:U8.C27.C22	15:U6.U1.C20	25:U1.U3.C04.OB	35:U7.U6.C20.C01.PA	40:U4.U4.C03.C04.C03.PA	45:U3.U2.U2.C19.C24.SR
Milleri Crème Dress BLACK	7:U2.C22	14:U2.C13.C21	19:U7.U4.C01	29:U2.U1.C07.OB	39:U4.U8.C23.C08.PA	44:U4.U1.C14.C03.C18.SR	49:U1.U4.U6.C08.C17.SR
16:MPDR 10%|RD 3P|MXIS 20P	30:U7.C24.C03.C07.OB	14:U2.C24.C02	19:U4.U3.C17	29:U4.U8.C25.OB	39:U4.U6.C02.C14.PA	44:U5.U1.C12.C21.C23.SR	49:U2.U5.U3.C03.C16.SR
Milleri Crème Dress GREEN	7:U5.C22	14:U2.C22.C09	19:U2.U5.C26	29:U5.U4.C01.OB	39:U6.U3.C15.C21.PA	44:U5.U4.C06.C02.C07.SR	49:U6.U1.U4.C22.C08.SR
8:SS 12P|UDR 3%|HD 1P|CE 1%	22:U8.C16.C26.OB	14:U2.C05.C23	19:U5.U7.C19	29:U8.U7.C28.OB	39:U7.U8.C12.C11.PA	44:U6.U3.C01.C14.C06.SR	49:U8.U3.U6.C23.C19.SR
Milleri Crème Dress LAVENDER	7:U8.C23	14:U7.C13.C05	19:U4.U7.C01	29:U1.U6.C18.OB	39:U3.U2.C17.C12.PA	44:U4.U1.C04.C26.C04.SR	49:U5.U3.U8.C07.C17.SR
8:VD 8P|RD 3P	22:U4.C28.C21.OB	14:U7.C06.C18	19:U6.U3.C28	29:U5.U6.C04.OB	39:U6.U6.C25.C28.PA	44:U7.U7.C27.C17.C06.SR	49:U6.U8.U5.C14.C15.SR
Milleri Crème Dress MAGENTA	7:U3.C14	14:U3.C13.C19	19:U5.U8.C17	29:U4.U4.C28.OB	39:U4.U3.C22.C06.PA	44:U8.U3.C23.C27.C19.SR	49:U1.U8.U6.C07.C21.SR
1:SD 8P	14:U8.C24.C28	14:U2.C04.C24	19:U3.U6.C13	29:U4.U1.C05.OB	39:U3.U7.C04.C17.PA	44:U5.U2.C26.C03.C28.SR	49:U3.U7.U1.C05.C05.SR

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Item Name ITEM COLOR ENHANCED ITEM STATS	RECIPES: RECIPES:	BASIC ENHANCED	+1% PR +1% VR	+2% PR +2% VR	+3% PR +3% VR	+4% PR +4% VR	+5% PR +5% VR	+6% PR +6% VR
Milleri Crème Dress ORANGE		7:U5.C16	14:U2.C26.C05	19:U5.U5.C20	29:U5.U5.C07.OB	39:U8.U6.C09.C09.PA	44:U6.U5.C02.C14.C12.SR	49:U5.U5.U6.C20.C22.SR
16:MXH 100P|VD 8P|SHR 1%		30:U2.C17.C18.C17.OB	14:U4.C18.C02	19:U6.U3.C17	29:U3.U8.C03.OB	39:U5.U4.C12.C04.PA	44:U6.U2.C22.C20.C12.SR	49:U5.U3.U3.C28.C18.SR
Milleri Crème Dress PURPLE-BLUE		7:U1.C18	14:U5.C17.C04	19:U2.U5.C14	29:U1.U2.C13.OB	39:U3.U4.C10.C28.PA	44:U1.U6.C13.C03.C03.SR	49:U8.U2.U5.C24.C04.SR
1:F 2L		14:U4.C28.C01	14:U4.C28.C01	19:U5.U2.C01	29:U1.U1.C11.OB	39:U8.U1.C27.C22.PA	44:U2.U6.C18.C17.C18.SR	49:U8.U3.U3.C07.C19.SR
Milleri Crème Dress RED		7:U7.C21	14:U8.C11.C11	19:U8.U6.C03	29:U1.U1.C24.OB	39:U6.U5.C28.C12.PA	44:U7.U2.C07.C20.C22.SR	49:U7.U3.U3.C06.C17.SR
1:STEALTH 15P		14:U8.C13.C23	14:U8.C04.C06	19:U1.U2.C08	29:U7.U6.C03.OB	39:U5.U1.C04.C27.PA	44:U4.U4.C18.C15.C27.SR	49:U1.U6.U2.C15.C14.SR
Milleri Crème Dress SEA FOAM		7:U1.C07	14:U4.C21.C03	19:U5.U3.C04	29:U1.U3.C17.OB	39:U4.U4.C19.C16.PA	44:U1.U2.C13.C19.C05.SR	49:U2.U3.U4.C26.C15.SR
1:MDL 12P		14:U2.C12.C22	14:U4.C15.C27	19:U2.U3.C05	29:U5.U6.C11.OB	39:U2.U4.C28.C13.PA	44:U1.U7.C18.C14.C26.SR	49:U5.U1.U7.C28.C06.SR
Milleri Crème Dress WHITE		7:U3.C24	14:U2.C26.C11	19:U1.U7.C09	29:U1.U4.C25.OB	39:U4.U2.C01.C02.PA	44:U2.U8.C12.C21.C13.SR	49:U5.U1.U7.C05.C01.SR
1:SJ 9P		14:U1.C08.C24	14:U5.C11.C17	19:U6.U6.C13	29:U7.U5.C22.OB	39:U2.U8.C01.C04.PA	44:U3.U6.C18.C08.C07.SR	49:U3.U3.U8.C02.C02.SR
Milleri Crème Dress YELLOW		7:U1.C04	14:U1.C19.C25	19:U5.U1.C20	29:U4.U4.C07.OB	39:U4.U5.C24.C07.PA	44:U1.U2.C09.C16.C24.SR	49:U8.U8.U6.C25.C14.SR
12:MXH 100P		14:U7.C05.C12	14:U6.C18.C18	19:U7.U2.C02	29:U2.U3.C07.OB	39:U7.U8.C12.C17.PA	44:U7.U2.C12.C26.C09.SR	49:U2.U6.U4.C26.C22.SR
Milleri Fade Dress Combo BLACK		42:U4.U3.C05.C09.C21.SR	14:U6.C15.C07	19:U1.U4.C12	29:U1.U7.C28.OB	39:U5.U7.C28.C04.PA	44:U3.U6.C12.C04.C02.SR	49:U5.U3.U2.C08.C08.SR
1:CE 10%		14:U4.C11.C14	14:U5.C01.C26	19:U2.U6.C24	29:U8.U4.C09.OB	39:U3.U3.C05.C18.PA	44:U4.U7.C14.C11.C22.SR	49:U1.U4.U8.C19.C27.SR
Milleri Fade Dress Combo DK. GREEN		42:U7.U8.C12.C15.C19.SR	14:U2.C18.C07	19:U6.U8.C10	29:U3.U1.C11.OB	39:U5.U8.C10.C03.PA	44:U5.U4.C06.C04.C25.SR	49:U8.U8.U7.C15.C23.SR
24:VD 12P|HR 20%|VDEF 20P|MD 12P		38:U8.U2.C19.C16.PA	14:U7.C07.C25	19:U7.U7.C28	29:U8.U1.C13.OB	39:U1.U7.C15.C14.PA	44:U1.U3.C10.C01.C12.SR	49:U7.U2.U2.C25.C05.SR
Milleri Fade Dress Combo GRAYISH		42:U7.U2.C08.C21.C05.SR	14:U7.C09.C23	19:U6.U4.C08	29:U8.U6.C19.OB	39:U4.U2.C21.C06.PA	44:U2.U3.C09.C14.C19.SR	49:U2.U6.U5.C28.C05.SR
8:ASD 3P|RFD 5P		22:U8.C04.C21.OB	14:U4.C06.C21	19:U6.U7.C25	29:U1.U8.C19.OB	39:U1.U8.C07.C06.PA	44:U5.U2.C13.C22.C08.SR	49:U5.U1.U7.C11.C17.SR
Milleri Fade Dress Combo LT. PURPLE		42:U1.U6.C18.C10.C14.SR	14:U1.C24.C11	19:U3.U5.C20	29:U3.U1.C03.OB	39:U6.U7.C18.C17.PA	44:U1.U6.C13.C09.C17.SR	49:U6.U5.U4.C12.C12.SR
1:VR 20%		14:U7.C27.C24	14:U6.C20.C14	19:U1.U8.C26	29:U2.U6.C06.OB	39:U6.U2.C25.C17.PA	44:U4.U3.C26.C01.C14.SR	49:U4.U8.U7.C13.C18.SR
Milleri Fade Dress Combo MAGENTA		42:U7.U4.C04.C08.C14.SR	14:U5.C06.C17	19:U3.U2.C05	29:U6.U8.C07.OB	39:U5.U3.C02.C10.PA	44:U5.U6.C14.C03.C25.SR	49:U4.U8.U8.C26.C10.SR
1:DR 10P		14:U5.C08.C02	14:U2.C27.C25	19:U3.U2.C23	29:U2.U6.C16.OB	39:U1.U4.C13.C15.PA	44:U5.U8.C22.C09.C07.SR	49:U5.U1.U7.C04.C17.SR
Milleri Fade Dress Combo MUD		42:U1.U8.C25.C07.C28.SR	14:U1.C19.C11	19:U3.U8.C09	29:U5.U7.C24.OB	39:U5.U7.C24.C14.PA	44:U2.U7.C27.C21.C18.SR	49:U1.U5.U5.C23.C25.SR
8:MPDR 15%|RPDR 15%		22:U2.C15.C12.OB	14:U3.C08.C06	19:U2.U4.C24	29:U5.U3.C13.OB	39:U7.U5.C09.C10.PA	44:U4.U5.C24.C05.C21.SR	49:U6.U6.U8.C24.C10.SR
Milleri Fade Dress Combo MUDDY ORANGE		42:U6.U6.C01.C21.C17.SR	14:U2.C16.C01	19:U7.U5.C21	29:U4.U2.C05.OB	39:U2.U8.C12.C06.PA	44:U5.U7.C25.C05.C17.SR	49:U7.U8.U2.C22.C24.SR
1:DS 8P		14:U7.C25.C23	14:U3.C05.C12	19:U6.U1.C13	29:U2.U2.C24.OB	39:U4.U3.C07.C18.PA	44:U5.U4.C10.C24.C17.SR	49:U4.U2.U8.C11.C04.SR
Milleri Fade Dress Combo PURPLE		42:U7.U3.C17.C14.C05.SR	14:U1.C04.C21	19:U8.U3.C10	29:U7.U6.C16.OB	39:U1.U1.C10.C09.PA	44:U4.U8.C28.C23.C13.SR	49:U8.U1.U4.C07.C03.SR
1:VD 12P		14:U5.C20.C26	14:U5.C22.C28	19:U6.U6.C17	29:U1.U8.C11.OB	39:U5.U8.C20.C16.PA	44:U6.U7.C27.C18.C27.SR	49:U8.U3.U3.C05.C15.SR
Milleri Fade Dress Combo RED		42:U3.U6.C02.C24.C01.SR	14:U5.C22.C24	19:U7.U3.C27	29:U2.U2.C14.OB	39:U6.U2.C24.C23.PA	44:U8.U2.C10.C14.C20.SR	49:U6.U8.U2.C14.C28.SR
1:WA 5P		14:U5.C20.C11	14:U4.C09.C25	19:U1.U6.C08	29:U2.U2.C02.OB	39:U7.U7.C21.C08.PA	44:U4.U8.C20.C04.C02.SR	49:U4.U3.U3.C01.C06.SR
Milleri Fade Dress Combo TANGERINE		42:U3.U3.C20.C22.C11.SR	14:U1.C14.C09	19:U5.U7.C02	29:U6.U2.C01.OB	39:U3.U7.C17.C15.PA	44:U2.U2.C17.C07.C09.SR	49:U3.U3.U3.C10.C04.SR
16:MD 12P|DSA 5P|CE 5%		30:U2.C23.C11.C06.OB	14:U1.C06.C01	19:U3.U7.C21	29:U6.U6.C11.OB	39:U3.U1.C10.C07.PA	44:U8.U3.C25.C17.C26.SR	49:U2.U6.U6.C21.C19.SR
Milleri Fade Dress Combo YELLOW		42:U8.U7.C16.C04.C16.SR	14:U2.C26.C13	19:U5.U5.C02	29:U8.U5.C27.OB	39:U3.U7.C07.C25.PA	44:U6.U4.C07.C17.C28.SR	49:U4.U1.U7.C09.C04.SR
16:HR 20%|VDEF 20P|MD 12P		30:U1.C18.C15.C15.OB	14:U3.C04.C10	19:U6.U4.C25	29:U3.U6.C04.OB	39:U7.U3.C26.C10.PA	44:U6.U4.C19.C26.C20.SR	49:U4.U5.U4.C02.C05.SR
Milleri Kitten Dress Combo BLACK		17:U4.U3.C11	14:U3.C02.C12	19:U4.U7.C22	29:U1.U4.C05.OB	39:U2.U8.C27.C24.PA	44:U2.U7.C11.C14.C12.SR	49:U1.U4.U7.C01.C22.SR
8:RD 4P|RPDR 5%		22:U3.C13.C03.OB	14:U1.C14.C13	19:U4.U6.C08	29:U7.U1.C04.OB	39:U8.U7.C11.C27.PA	44:U8.U6.C27.C01.C28.SR	49:U6.U7.U5.C25.C21.SR
Milleri Kitten Dress Combo LT. PURPLE		17:U3.U8.C03	14:U5.C05.C09	19:U5.U5.C21	29:U4.U7.C27.OB	39:U4.U8.C13.C13.PA	44:U4.U8.C01.C21.C26.SR	49:U6.U8.U8.C13.C16.SR
8:MXH 50P|VD 4P		22:U4.C06.C24.OB	14:U7.C20.C11	19:U3.U7.C26	29:U3.U5.C17.OB	39:U7.U2.C14.C17.PA	44:U7.U5.C02.C09.C04.SR	49:U8.U7.U4.C20.C24.SR
Milleri Kitten Dress Combo MAGENTA		17:U2.U4.C05	14:U1.C11.C17	19:U5.U4.C20	29:U5.U4.C05.OB	39:U2.U2.C06.C24.PA	44:U4.U5.C07.C09.C18.SR	49:U5.U5.U2.C05.C06.SR
8:RD 4P|CE 4%		22:U3.C18.C17.OB	14:U8.C05.C23	19:U6.U2.C22	29:U5.U4.C05.OB	39:U6.U5.C28.C13.PA	44:U3.U4.C04.C14.C25.SR	49:U4.U4.U5.C03.C02.SR
Milleri Kitten Dress Combo ORANGE		17:U4.U5.C11	14:U1.C18.C22	19:U2.U4.C18	29:U4.U5.C20.OB	39:U7.U7.C24.C04.PA	44:U5.U4.C01.C18.C16.SR	49:U7.U6.U5.C13.C12.SR
8:SHR 2%|SD 5P		22:U7.C22.C20.OB	14:U2.C14.C20	19:U6.U5.C11	29:U3.U6.C16.OB	39:U7.U8.C12.C04.PA	44:U7.U6.C16.C22.C06.SR	49:U5.U8.U3.C19.C23.SR
Milleri Kitten Dress Combo POWDER BLUE		17:U3.U1.C03	14:U6.C19.C06	19:U6.U6.C01	29:U5.U1.C11.OB	39:U1.U7.C11.C01.PA	44:U2.U6.C02.C20.C11.SR	49:U3.U4.U7.C14.C15.SR
1:RFD 2P		14:U4.C04.C03	14:U2.C28.C07	19:U8.U7.C17	29:U8.U7.C27.OB	39:U2.U1.C20.C13.PA	44:U1.U8.C05.C07.C02.SR	49:U3.U4.U8.C03.C12.SR
Milleri Kitten Dress Combo PURPLE		17:U7.U3.C15	14:U4.C22.C06	19:U4.U3.C09	29:U8.U4.C25.OB	39:U1.U4.C07.C01.PA	44:U5.U8.C26.C03.C13.SR	49:U8.U1.U3.C13.C26.SR
16:F 1L|DSA 2P|MD 2P		30:U1.C19.C05.C23.OB	14:U6.C18.C01	19:U5.U5.C09	29:U3.U7.C02.OB	39:U8.U8.C17.C07.PA	44:U6.U3.C06.C24.C10.SR	49:U2.U6.U8.C09.C10.SR
Milleri Kitten Dress Combo RED		17:U7.U4.C02	14:U2.C04.C24	19:U5.U3.C11	29:U3.U2.C10.OB	39:U5.U5.C03.C14.PA	44:U2.U4.C09.C11.C25.SR	49:U6.U1.U3.C02.C23.SR
16:RD 4P|SJ 6P|MDL 8P		30:U6.C03.C28.C12.OB	14:U3.C13.C24	19:U2.U2.C16	29:U3.U3.C28.OB	39:U5.U3.C06.C27.PA	44:U4.U5.C08.C17.C04.SR	49:U8.U4.U2.C10.C28.SR
Milleri Kitten Dress Combo SADDLE BROWN		17:U7.U2.C12	14:U5.C14.C18	19:U6.U5.C16	29:U8.U7.C11.OB	39:U8.U2.C21.C22.PA	44:U3.U5.C04.C02.C13.SR	49:U2.U1.U6.C26.C12.SR
6:MXH 50P		20:U6.C28.C14.IF	14:U8.C19.C24	19:U8.U4.C28	29:U8.U5.C27.OB	39:U3.U7.C21.C15.PA	44:U8.U6.C08.C16.C14.SR	49:U8.U7.U5.C10.C03.SR
Milleri Kitten Dress Combo SUNFLOWER		17:U4.U7.C26	14:U5.C02.C12	19:U5.U6.C18	29:U6.U2.C15.OB	39:U5.U1.C23.C26.PA	44:U1.U6.C13.C27.C20.SR	49:U1.U4.U4.C22.C25.SR
1:VR 8%		14:U4.C03.C10	14:U4.C21.C21	19:U8.U6.C07	29:U3.U5.C08.OB	39:U4.U8.C20.C25.PA	44:U7.U3.C16.C26.C09.SR	49:U4.U7.U7.C08.C12.SR
Milleri Kitten Dress Combo YELLOW		17:U1.U7.C27	14:U4.C27.C22	19:U6.U7.C23	29:U5.U8.C24.OB	39:U1.U3.C05.C28.PA	44:U5.U7.C07.C26.C25.SR	49:U7.U7.U1.C24.C02.SR
1:MPDR 5%		14:U5.C02.C21	14:U5.C20.C05	19:U4.U6.C04	29:U8.U7.C08.OB	39:U4.U5.C08.C22.PA	44:U1.U1.C09.C27.C28.SR	49:U4.U5.U4.C13.C16.SR
Milleri Kitten Dress Combo YELLOW-GREEN		17:U8.U1.C13	14:U8.C01.C05	19:U1.U5.C19	29:U3.U6.C08.OB	39:U8.U1.C11.C20.PA	44:U2.U2.C06.C13.C15.SR	49:U6.U4.U7.C15.C28.SR
8:SJ 6P|VR 8%		22:U1.C05.C13.OB	14:U1.C06.C01	19:U2.U2.C27	29:U6.U4.C12.OB	39:U6.U4.C24.C05.PA	44:U3.U6.C03.C09.C03.SR	49:U2.U6.U2.C23.C06.SR
Razorgirl Motorcycle Suit BLACK		43:U4.U3.C17.C07.C12.SR	13:U5.C26.C22	18:U5.U8.C26	28:U7.U8.C27.OB	38:U1.U1.C09.C04.PA	43:U6.U8.C03.C02.C07.SR	48:U3.U8.U2.C02.C25.SR
16:HR 12%|VDEF 12P|MD 10P		29:U8.U1.C01.OB	13:U4.C13.C13	18:U6.U5.C02	28:U1.U8.C20.OB	38:U6.U2.C09.C20.PA	43:U1.U8.C25.C20.C07.SR	48:U5.U4.U6.C10.C26.SR
Razorgirl Motorcycle Suit BLOOD RED		43:U5.U1.C15.C17.C28.SR	13:U6.C08.C21	18:U6.U2.C01	28:U6.U1.C23.OB	38:U2.U8.C07.C23.PA	43:U8.U1.C23.C10.C02.SR	48:U7.U1.U6.C04.C11.SR
12:MXH 100P		13:U3.C17.C11	13:U8.C21.C20	18:U8.U7.C28	28:U1.U2.C18.OB	38:U8.U8.C03.C02.PA	43:U1.U1.C09.C03.C15.SR	48:U5.U1.U6.C23.C10.SR

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Item Name ITEM COLOR ENHANCED ITEM STATS	RECIPES: BASIC RECIPES: ENHANCED	+1% PR +1% VR	+2% PR +2% VR	+3% PR +3% VR	+4% PR +4% VR	+5% PR +5% VR	+6% PR +6% VR
Razorgirl Motorcycle Suit BRIGHT MAGENTA 12:MXH 100P	43:U5.U2.C19.C22.C14.SR 13:U1.C01.C28	13:U3.C08.C02 13:U7.C20.C26	18:U7.U5.C28 18:U8.U2.C23	28:U1.U4.C11.OB 28:U4.U2.C27.OB	38:U7.U5.C08.C25.PA 38:U3.U3.C05.C14.PA	43:U1.U6.C21.C01.C26.SR 43:U1.U4.C20.C26.C08.SR	48:U8.U6.U7.C28.C19.SR 48:U3.U3.U8.C07.C07.SR
Razorgirl Motorcycle Suit DIRTY YELLOW 1:RCT 3P	43:U2.U4.C21.C18.C19.SR 13:U1.C11.C26	13:U7.C28.C20 13:U6.C01.C15	18:U6.U2.C18 18:U7.U7.C01	28:U2.U3.C23.OB 28:U3.U8.C06.OB	38:U8.U1.C21.C05.PA 38:U1.U2.C13.C25.PA	43:U7.U3.C21.C21.C21.SR 43:U1.U2.C06.C06.C21.SR	48:U7.U2.U4.C01.C06.SR 48:U6.U6.U1.C28.C28.SR
Razorgirl Motorcycle Suit DK. BROWN 1:ISR 1%	43:U7.U8.C12.C15.C20.SR 13:U4.C18.C26	13:U3.C13.C13 13:U2.C19.C19	18:U4.U3.C14 18:U1.U7.C13	28:U8.U7.C08.OB 28:U8.U4.C14.OB	38:U4.U3.C26.C24.PA 38:U8.U7.C16.C12.PA	43:U2.U8.C04.C23.C16.SR 43:U6.U3.C07.C28.C22.SR	48:U5.U4.U1.C08.C02.SR 48:U3.U7.U6.C24.C22.SR
Razorgirl Motorcycle Suit DK. FUCHSIA 8:RPDR 10%|MD 8P	43:U8.U3.C15.C11.C08.SR 21:U3.C02.C17.OB	13:U6.C15.C10 13:U3.C08.C18	18:U7.U4.C28 18:U7.U1.C28	28:U5.U8.C12.OB 28:U5.U3.C22.OB	38:U7.U5.C14.C05.PA 38:U3.U2.C11.C27.PA	43:U7.U8.C10.C26.C02.SR 43:U2.U2.C02.C27.C07.SR	48:U3.U2.U2.C05.C05.SR 48:U4.U8.U2.C15.C06.SR
Razorgirl Motorcycle Suit DK. INDIGO 8:BT 3P|SMGD 5P	43:U1.U6.C18.C21.C12.SR 21:U1.C16.C02.OB	13:U6.C02.C01 13:U8.C09.C07	18:U6.U6.C18 18:U3.U8.C01	28:U1.U8.C18.OB 28:U2.U6.C24.OB	38:U1.U5.C01.C27.PA 38:U6.U8.C26.C20.PA	43:U3.U8.C02.C07.C21.SR 43:U1.U1.C12.C21.C02.SR	48:U6.U5.U8.C22.C11.SR 48:U5.U4.U3.C17.C14.SR
Razorgirl Motorcycle Suit DK. MAGENTA 1:UDR 3%|HD 1P|CE 1%	43:U5.U7.C15.C15.C01.SR 13:U7.C07.C09	13:U4.C11.C14 13:U5.C12.C16	18:U4.U1.C20 18:U3.U5.C10	28:U5.U5.C27.OB 28:U8.U4.C23.OB	38:U4.U2.C17.C15.PA 38:U3.U5.C01.C13.PA	43:U3.U4.C23.C21.C02.SR 43:U5.U1.C23.C06.C28.SR	48:U8.U2.U8.C14.C28.SR 48:U8.U4.U4.C22.C06.SR
Razorgirl Motorcycle Suit DK. ORANGE 20:MD 8P|MXH 200P	43:U3.U8.C07.C16.C18.SR 21:U5.C18.C22.OB	13:U4.C14.C03 13:U6.C13.C26	18:U5.U8.C04 18:U2.U6.C19	28:U3.U8.C03.OB 28:U2.U2.C22.OB	38:U4.U6.C06.C22.PA 38:U4.U4.C01.C19.PA	43:U4.U2.C24.C23.C03.SR 43:U8.U6.C08.C17.C06.SR	48:U7.U2.U3.C09.C03.SR 48:U1.U4.U3.C12.C27.SR
Razorgirl Motorcycle Suit DK. TURQUOISE 16:AST 5P|RFD 10P|MD 10P	43:U8.U8.C24.C06.C18.SR 29:U1.U5.C28.OB	13:U1.C27.C17 13:U3.C05.C15	18:U8.U4.C09 18:U6.U8.C27	28:U2.U1.C21.OB 28:U2.U5.C17.OB	38:U2.U7.C02.C20.PA 38:U3.U5.C11.C22.PA	43:U3.U6.C06.C03.C07.SR 43:U1.U5.C23.C19.C07.SR	48:U4.U4.U3.C17.C27.SR 48:U4.U2.U4.C12.C11.SR
Razorgirl Motorcycle Suit DK. VIOLET 8:RD 8P|KFD 3P	43:U1.U1.C11.C26.C10.SR 21:U5.C10.C12.OB	13:U5.C24.C16 13:U4.C23.C18	18:U3.U8.C20 18:U8.U3.C28	28:U8.U6.C15.OB 28:U1.U8.C17.OB	38:U4.U8.C22.C01.PA 38:U5.U6.C17.C12.PA	43:U6.U2.C19.C21.C12.SR 43:U8.U1.C19.C25.C07.SR	48:U3.U6.U5.C03.C11.SR 48:U8.U5.U4.C01.C28.SR
Razorgirl Motorcycle Suit FOREST GREEN 1:V 2L	43:U4.U8.C14.C10.C24.SR 13:U5.C19.C02	13:U1.C08.C01 13:U3.C17.C16	18:U5.U2.C02 18:U1.U1.C04	28:U1.U2.C16.OB 28:U5.U8.C25.OB	38:U3.U5.C08.C24.PA 38:U1.U1.C05.C22.PA	43:U2.U4.C16.C02.C27.SR 43:U8.U4.C20.C28.C14.SR	48:U7.U7.U3.C03.C01.SR 48:U1.U8.U3.C02.C07.SR
Razorgirl Motorcycle Suit GOLD-MAROON 1:RPDR 10%	43:U8.U5.C01.C21.C20.SR 13:U8.C06.C22	13:U3.C25.C28 13:U7.C25.C12	18:U2.U6.C12 18:U8.U4.C23	28:U6.U4.C01.OB 28:U8.U3.C20.OB	38:U3.U5.C04.C13.PA 38:U4.U1.C16.C15.PA	43:U1.U6.C17.C02.C11.SR 43:U5.U8.C18.C14.C10.SR	48:U4.U4.U4.C19.C12.SR 48:U8.U7.U5.C16.C19.SR
Razorgirl Motorcycle Suit GREEN 8:MPDR 10%|MXIS 20P	43:U4.U6.C11.C21.C01.SR 21:U8.C23.C02.OB	13:U5.C13.C04 13:U3.C09.C07	18:U6.U1.C25 18:U6.U5.C05	28:U1.U8.C28.OB 28:U7.U3.C10.OB	38:U1.U8.C25.C09.PA 38:U1.U3.C19.C11.PA	43:U4.U3.C22.C27.C18.SR 43:U2.U2.C12.C24.C10.SR	48:U1.U5.U2.C22.C12.SR 48:U3.U2.U1.C10.C22.SR
Razorgirl Motorcycle Suit GREEN-YELLOW 8:R 2L|UDR 3%|HD 1P|CE 1%	43:U6.U1.C06.C15.C10.SR 21:U3.C09.C10.OB	13:U2.C18.C09 13:U3.C19.C20	18:U5.U8.C09 18:U1.U8.C08	28:U7.U8.C14.OB 28:U2.U3.C03.OB	38:U7.U4.C22.C19.PA 38:U8.U5.C16.C25.PA	43:U8.U4.C04.C06.C26.SR 43:U4.U5.C15.C24.C22.SR	48:U4.U7.U1.C16.C04.SR 48:U2.U1.U2.C15.C21.SR
Razorgirl Motorcycle Suit GREY 16:MXIS 20P|VTR 12%|MDL 12P	43:U5.U8.C16.C09.C09.SR 29:U5.U2.C20.OB	13:U6.C08.C08 13:U1.C13.C05	18:U1.U6.C17 18:U3.U1.C13	28:U2.U1.C25.OB 28:U3.U7.C03.OB	38:U6.U2.C18.C03.PA 38:U1.U2.C26.C08.PA	43:U4.U4.C08.C16.C14.SR 43:U4.U1.C26.C07.C19.SR	48:U7.U7.U4.C23.C20.SR 48:U8.U6.U5.C24.C19.SR
Razorgirl Motorcycle Suit INDIGO 1:MD 8P	43:U1.U1.C03.C27.C27.SR 13:U6.C15.C08	13:U6.C07.C25 13:U2.C01.C16	18:U8.U6.C24 18:U7.U2.C17	28:U1.U3.C04.OB 28:U5.U2.C15.OB	38:U3.U1.C22.C13.PA 38:U4.U3.C13.C16.PA	43:U1.U5.C22.C18.C10.SR 43:U5.U4.C02.C18.C16.SR	48:U4.U8.U1.C24.C07.SR 48:U5.U6.U1.C13.C16.SR
Razorgirl Motorcycle Suit JUNGLE GREEN 12:MXH 100P	43:U8.U6.C07.C01.C12.SR 13:U4.C11.C02	13:U5.C10.C21 13:U7.C06.C13	18:U4.U1.C21 18:U3.U8.C26	28:U8.U4.C22.OB 28:U1.U8.C23.OB	38:U7.U5.C16.C19.PA 38:U6.U1.C02.C02.PA	43:U1.U2.C27.C03.C24.SR 43:U3.U6.C03.C14.C04.SR	48:U4.U2.U5.C26.C11.SR 48:U2.U7.U5.C08.C16.SR
Razorgirl Motorcycle Suit LEMON 8:SJ 9P|SMGD 3P	43:U2.U2.C14.C14.C04.SR 21:U6.C11.C01.OB	13:U5.C05.C08 13:U3.C22.C14	18:U5.U2.C22 18:U6.U7.C27	28:U6.U5.C22.OB 28:U6.U3.C05.OB	38:U3.U1.C25.C16.PA 38:U2.U7.C28.C12.PA	43:U6.U6.C06.C26.C06.SR 43:U1.U8.C10.C02.C11.SR	48:U2.U8.U2.C09.C28.SR 48:U1.U3.U4.C03.C17.SR
Razorgirl Motorcycle Suit LT. MAGENTA 1:6S 12P	43:U2.U6.C24.C27.C06.SR 13:U7.C28.C01	13:U2.C03.C26 13:U4.C23.C22	18:U1.U5.C17 18:U8.U4.C06	28:U4.U6.C10.OB 28:U6.U7.C19.OB	38:U2.U2.C21.C12.PA 38:U8.U6.C15.C12.PA	43:U2.U5.C17.C07.C24.SR 43:U5.U6.C14.C11.C08.SR	48:U2.U5.U8.C12.C05.SR 48:U4.U4.U4.C07.C11.SR
Razorgirl Motorcycle Suit MAGENTA 8:R 2L|RPDR 10%	43:U3.U7.C02.C14.C13.SR 21:U2.C13.C20.OB	13:U3.C06.C08 13:U8.C26.C01	18:U7.U2.C26 18:U6.U3.C14	28:U5.U5.C21.OB 28:U2.U2.C12.OB	38:U8.U2.C12.C26.PA 38:U7.U3.C13.C09.PA	43:U5.U5.C05.C23.C05.SR 43:U3.U8.C28.C21.C24.SR	48:U3.U8.U7.C14.C24.SR 48:U3.U3.U2.C07.C02.SR
Razorgirl Motorcycle Suit ORANGE 8:RD 8P|DSA 3P	43:U6.U8.C06.C04.C04.SR 21:U7.C12.C25.OB	13:U8.C26.C14 13:U1.C22.C11	18:U1.U8.C10 18:U8.U8.C22	28:U8.U4.C02.OB 28:U3.U5.C15.OB	38:U1.U3.C04.C16.PA 38:U2.U5.C09.C21.PA	43:U6.U5.C20.C16.C18.SR 43:U6.U2.C24.C01.C24.SR	48:U5.U4.U6.C02.C23.SR 48:U6.U1.U6.C08.C24.SR
Razorgirl Motorcycle Suit PALE MAGENTA 8:SISR 2%|MD 3P	43:U7.U6.C24.C22.C05.SR 21:U6.C08.C24.OB	13:U5.C07.C21 13:U6.C03.C26	18:U1.U6.C17 18:U1.U6.C22	28:U1.U2.C16.OB 28:U6.U2.C03.OB	38:U1.U2.C28.C20.PA 38:U1.U4.C05.C20.PA	43:U6.U1.C23.C12.C18.SR 43:U4.U3.C21.C17.C27.SR	48:U4.U6.U3.C10.C03.SR 48:U1.U7.U7.C06.C14.SR
Razorgirl Motorcycle Suit PURPLE 1:VR 12%	43:U2.U8.C21.C21.C28.SR 13:U1.C05.C02	13:U1.C02.C13 13:U8.C16.C13	18:U7.U2.C05 18:U8.U1.C07	28:U8.U3.C17.OB 28:U8.U3.C01.OB	38:U8.U6.C15.C18.PA 38:U8.U1.C13.C07.PA	43:U8.U2.C16.C20.C27.SR 43:U5.U4.C22.C12.C25.SR	48:U1.U3.U2.C12.C23.SR 48:U4.U3.U5.C14.C17.SR
Razorgirl Motorcycle Suit RED 1:MD 3P	43:U3.U7.C20.C25.C15.SR 13:U5.C06.C22	13:U1.C06.C15 13:U7.C20.C14	18:U6.U7.C10 18:U8.U7.C24	28:U7.U1.C27.OB 28:U8.U7.C24.OB	38:U7.U6.C05.C06.PA 38:U2.U1.C19.C25.PA	43:U5.U1.C19.C15.C27.SR 43:U2.U3.C14.C07.C13.SR	48:U7.U7.U8.C27.C25.SR 48:U1.U7.U6.C06.C28.SR
Razorgirl Motorcycle Suit RED-WHITE 12:MXH 100P	43:U2.U5.C17.C27.C24.SR 13:U3.C13.C17	13:U4.C07.C28 13:U6.C06.C06	18:U8.U3.C19 18:U1.U3.C05	28:U2.U3.C19.OB 28:U5.U8.C01.OB	38:U4.U6.C04.C04.PA 38:U1.U6.C15.C24.PA	43:U6.U7.C10.C02.C20.SR 43:U5.U7.C28.C06.C12.SR	48:U1.U3.U4.C09.C28.SR 48:U8.U1.U3.C04.C08.SR
Razorgirl Motorcycle Suit SALMON 24:SHR 2%|RD 7P|MXH 100P|MD 7P	43:U2.U3.C08.C01.C17.SR 37:U8.U6.C18.C15.PA	13:U5.C11.C05 13:U3.C23.C07	18:U8.U6.C06 18:U3.U2.C28	28:U1.U7.C06.OB 28:U2.U6.C01.OB	38:U7.U2.C07.C03.PA 38:U4.U8.C05.C04.PA	43:U4.U8.C09.C03.C19.SR 43:U4.U8.C28.C16.C28.SR	48:U4.U7.U2.C18.C12.SR 48:U8.U8.U1.C28.C05.SR
Razorgirl Motorcycle Suit SEA GREEN 8:RTT 3P|HGD 5P	43:U4.U5.C20.C05.C28.SR 21:U5.C01.C26.OB	13:U6.C25.C14 13:U8.C18.C26	18:U6.U1.C02 18:U4.U8.C21	28:U7.U5.C22.OB 28:U3.U6.C19.OB	38:U3.U5.C21.C09.PA 38:U3.U1.C05.C19.PA	43:U8.U1.C05.C07.C01.SR 43:U2.U5.C02.C24.C27.SR	48:U1.U7.U7.C17.C01.SR 48:U7.U5.U1.C12.C10.SR
Razorgirl Motorcycle Suit STRAWBERRY 8:RPDR 10%|MPDR 10%	43:U6.U8.C03.C03.C22.SR 21:U8.C05.C01.OB	13:U5.C18.C26 13:U5.C28.C14	18:U8.U4.C22 18:U5.U1.C18	28:U7.U5.C15.OB 28:U3.U3.C16.OB	38:U4.U3.C26.C18.PA 38:U5.U8.C04.C12.PA	43:U1.U5.C14.C05.C09.SR 43:U5.U3.C24.C28.C17.SR	48:U3.U3.U5.C03.C18.SR 48:U3.U5.U4.C01.C01.SR
Razorgirl Motorcycle Suit TAN 1:SS 12P	43:U6.U8.C28.C22.C10.SR 13:U8.C08.C24	13:U2.C28.C15 13:U7.C07.C07	18:U8.U7.C13 18:U1.U2.C04	28:U6.U4.C18.OB 28:U5.U1.C22.OB	38:U5.U1.C26.C11.PA 38:U4.U3.C25.C27.PA	43:U3.U8.C09.C22.C25.SR 43:U5.U4.C20.C06.C25.SR	48:U6.U2.U7.C16.C16.SR 48:U7.U6.U2.C01.C23.SR
Razorgirl Motorcycle Suit TEAL 14:VR 10%|MXH 100P	43:U1.U5.C23.C18.C18.SR 21:U4.C16.C15.OB	13:U7.C17.C28 13:U1.C27.C21	18:U5.U4.C16 18:U5.U8.C19	28:U4.U3.C13.OB 28:U7.U7.C01.OB	38:U4.U5.C19.C20.PA 38:U5.U8.C20.C02.PA	43:U7.U1.C17.C18.C23.SR 43:U1.U4.C15.C03.C19.SR	48:U5.U8.U7.C24.C03.SR 48:U1.U3.U2.C08.C23.SR
Razorgirl Motorcycle Suit YELLOW 14:MXH 100P|MDL 12P	43:U3.U7.C22.C05.C17.SR 21:U8.C20.C20.OB	13:U7.C20.C04 13:U4.C11.C04	18:U1.U8.C17 18:U4.U5.C28	28:U8.U2.C08.OB 28:U6.U6.C09.OB	38:U3.U2.C14.C03.PA 38:U7.U1.C09.C27.PA	43:U2.U4.C07.C04.C06.SR 43:U6.U4.C14.C01.C09.SR	48:U2.U7.U1.C01.C22.SR 48:U3.U5.U5.C14.C09.SR

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Item Name *ITEM COLOR* ENHANCED ITEM STATS	RECIPES: BASIC RECIPES: ENHANCED	+1% PR +1% VR	+2% PR +2% VR	+3% PR +3% VR	+4% PR +4% VR	+5% PR +5% VR	+6% PR +6% VR
Razorgirl Rubber Halfshirt BLACK	1:C16.C19	10:U5.C04.C12	15:U4.U5.C08	25:U4.U6.C24.OB	35:U2.U2.C17.C18.PA	40:U8.U2.C21.C19.C26.PA	45:U8.U2.U7.C03.C13.SR
24:AST 8P|APC 15%|RFD 20P	26:U5.U8.C05.OB	10:U4.C13.C07	15:U2.U8.C17	25:U3.U6.C02.OB	35:U5.U5.C13.C01.PA	40:U1.U8.C07.C07.C01.PA	45:U5.U7.U1.C22.C06.SR
Razorgirl Rubber Halfshirt BROWN	5:U4.C16	10:U1.C28.C14	15:U8.U1.C23	25:U3.U5.C21.OB	35:U8.U5.C05.C07.PA	40:U6.U8.C28.C04.C03.PA	45:U3.U6.U1.C11.C19.SR
16:RD 4P|KFD 2P|VR 5%	26:U8.U3.C24.OB	10:U3.C16.C02	15:U3.U1.C21	25:U1.U2.C19.OB	35:U6.U8.C22.C14.PA	40:U1.U8.C09.C11.C19.PA	45:U2.U5.U1.C03.C21.SR
Razorgirl Rubber Halfshirt DK. GREEN	5:U5.C27	10:U8.C16.C24	15:U4.U5.C25	25:U3.U2.C16.OB	35:U3.U1.C07.C13.PA	40:U1.U4.C24.C19.C17.PA	45:U5.U8.U4.C06.C03.SR
8:MPDR 5%|RPDR 5%	18:U2.U8.C09	10:U2.C21.C27	15:U6.U3.C03	25:U5.U5.C16.OB	35:U6.U4.C17.C24.PA	40:U4.U5.C24.C22.C24.PA	45:U2.U7.U4.C16.C02.SR
Razorgirl Rubber Halfshirt DK. PURPLE	5:U6.C19	10:U7.C27.C08	15:U4.U5.C20	25:U8.U5.C14.OB	35:U6.U5.C05.C13.PA	40:U8.U2.C13.C02.C02.PA	45:U1.U4.U4.C21.C02.SR
1:UDR 2P|HD 1P|CE 1%	10:U1.C07.C18	10:U5.C08.C07	15:U3.U3.C20	25:U3.U3.C02.OB	35:U1.U7.C14.C10.PA	40:U6.U3.C20.C01.C22.PA	45:U8.U2.U4.C04.C18.SR
Razorgirl Rubber Halfshirt DK. RED	5:U4.C15	10:U6.C07.C23	15:U6.U2.C17	25:U6.U7.C14.OB	35:U8.U8.C23.C23.PA	40:U8.U3.C01.C05.C12.PA	45:U1.U3.U8.C02.C07.SR
1:MPDR 5%	10:U6.C02.C14	10:U7.C06.C10	15:U5.U7.C19	25:U7.U6.C06.OB	35:U5.U5.C19.C08.PA	40:U7.U1.C16.C03.C16.PA	45:U5.U8.U1.C11.C01.SR
Razorgirl Rubber Halfshirt GOLD	5:U4.C12	10:U1.C27.C05	15:U3.U1.C11	25:U6.U7.C22.OB	35:U8.U1.C04.C09.PA	40:U4.U5.C27.C19.C09.PA	45:U2.U8.U6.C13.C11.SR
1:SHR 2%	10:U1.C18.C12	10:U6.C02.C07	15:U1.U6.C04	25:U7.U1.C07.OB	35:U8.U2.C16.C26.PA	40:U2.U4.C06.C24.C03.PA	45:U5.U1.U5.C03.C15.SR
Razorgirl Rubber Halfshirt GREEN	5:U6.C25	10:U3.C19.C01	15:U4.U1.C22	25:U4.U8.C25.OB	35:U3.U4.C07.C24.PA	40:U1.U8.C25.C04.C10.PA	45:U6.U8.U5.C01.C08.SR
16:RD 4P|VTR 8%|CE 2%	26:U2.U7.C27.OB	10:U6.C06.C02	15:U4.U6.C02	25:U1.U4.C12.OB	35:U4.U7.C23.C27.PA	40:U1.U3.C15.C27.C13.PA	45:U2.U5.U3.C21.C15.SR
Razorgirl Rubber Halfshirt MAGENTA	5:U7.C13	10:U8.C16.C03	15:U5.U1.C01	25:U3.U2.C22.OB	35:U1.U8.C07.C13.PA	40:U6.U5.C09.C17.C17.PA	45:U5.U1.U8.C24.C03.SR
1:HR 1%	10:U6.C27.C03	10:U8.C26.C27	15:U6.U8.C03	25:U4.U2.C13.OB	35:U8.U8.C28.C21.PA	40:U6.U2.C23.C28.C23.PA	45:U4.U1.U8.C28.C25.SR
Razorgirl Rubber Halfshirt ORANGE	5:U5.C09	10:U6.C01.C01	15:U6.U6.C20	25:U8.U5.C09.OB	35:U8.U4.C24.C26.PA	40:U1.U2.C13.C09.C16.PA	45:U8.U7.U2.C13.C13.SR
1:MD 2P	10:U8.C23.C11	10:U4.C22.C17	15:U4.U4.C19	25:U7.U8.C09.OB	35:U8.U7.C06.C26.PA	40:U1.U4.C26.C08.C25.PA	45:U6.U5.U7.C17.C27.SR
Razorgirl Rubber Halfshirt PURPLE	5:U4.C21	10:U5.C11.C02	15:U8.U3.C27	25:U7.U8.C12.OB	35:U1.U5.C24.C12.PA	40:U1.U2.C28.C16.C28.PA	45:U1.U5.U2.C13.C15.SR
24:AST 8P|RFD 20P|MPDR 5%|RPDR 5%	34:U3.C10.C15.C02.PA	10:U1.C08.C16	15:U3.U5.C02	25:U1.U5.C05.OB	35:U6.U6.C07.C22.PA	40:U3.U6.C09.C04.C09.PA	45:U8.U8.U7.C10.C13.SR
Razorgirl Rubber Halfshirt WHITE	1:C08.C26	10:U3.C16.C08	15:U4.U6.C10	25:U8.U2.C11.OB	35:U4.U1.C12.C09.PA	40:U7.U3.C22.C24.C13.PA	45:U3.U4.U7.C22.C06.SR
1:MD 2P	10:U1.C23.C06	10:U8.C07.C24	15:U8.U6.C24	25:U7.U8.C14.OB	35:U1.U3.C24.C11.PA	40:U5.U2.C24.C23.C26.PA	45:U4.U6.U4.C18.C22.SR
Razorgirl Rubber Halfshirt YELLOW	5:U4.C06	10:U3.C12.C20	15:U7.U5.C13	25:U3.U6.C06.OB	35:U6.U2.C22.C02.PA	40:U4.U8.C02.C14.C20.PA	45:U8.U3.U5.C09.C28.SR
16:RD 4P|SMGD 2P|MXH 50P	26:U2.U8.C17.OB	10:U7.C09.C16	15:U5.U3.C25	25:U1.U5.C07.OB	35:U3.U3.C02.C15.PA	40:U5.U7.C25.C09.C10.PA	45:U6.U4.U2.C23.C16.SR
Richland Fighting Dress AQUAMARINE/BLACK	42:U2.U2.C11.C24.C13.SR	14:U4.C23.C19	19:U2.U2.C18	29:U1.U4.C10.OB	39:U1.U4.C04.C08.PA	44:U3.U6.C03.C28.C16.SR	49:U1.U7.U8.C12.C04.SR
1:P 2L	14:U1.C12.C16	14:U1.C10.C26	19:U5.U2.C02	29:U2.U2.C19.OB	39:U3.U2.C19.C22.PA	44:U2.U3.C19.C26.C09.SR	49:U6.U4.U5.C25.C15.SR
Richland Fighting Dress BLACK/SILVER	42:U6.U8.C10.C04.C04.SR	14:U7.C16.C28	19:U6.U5.C07	29:U1.U3.C06.OB	39:U3.U8.C17.C28.PA	44:U5.U2.C12.C10.C06.SR	49:U7.U3.U2.C22.C24.SR
1:VR 10%	14:U1.C23.C18	14:U4.C02.C27	19:U8.U5.C01	29:U3.U8.C16.OB	39:U2.U4.C08.C04.PA	44:U4.U4.C16.C16.C12.SR	49:U6.U7.U7.C04.C14.SR
Richland Fighting Dress BROWN/SILVER	42:U5.U4.C22.C14.C12.SR	14:U8.C07.C08	19:U4.U3.C22	29:U6.U1.C11.OB	39:U1.U4.C17.C06.PA	44:U1.U7.C19.C10.C27.SR	49:U5.U7.U6.C13.C17.SR
16:MD 15P|HR 12%|VDEF 12P	30:U7.C07.C03.C05.OB	14:U1.C19.C09	19:U3.U5.C09	29:U2.U6.C08.OB	39:U8.U4.C03.C25.PA	44:U7.U5.C12.C08.C09.SR	49:U8.U6.U7.C16.C13.SR
Richland Fighting Dress GREEN/BLACK	42:U5.U3.C15.C23.C26.SR	14:U2.C03.C12	19:U6.U1.C02	29:U2.U3.C15.OB	39:U5.U5.C01.C19.PA	44:U5.U1.C04.C04.C25.SR	49:U4.U8.U8.C16.C04.SR
1:MXIS 20P	14:U7.C18.C27	14:U4.C03.C13	19:U4.U1.C28	29:U2.U5.C03.OB	39:U3.U1.C11.C23.PA	44:U8.U6.C23.C27.C14.SR	49:U4.U3.U5.C16.C15.SR
Richland Fighting Dress GREEN/BROWN	42:U3.U3.C05.C18.C22.SR	14:U5.C26.C16	19:U6.U7.C16	29:U4.U8.C12.OB	39:U3.U4.C17.C12.PA	44:U1.U2.C23.C28.C22.SR	49:U1.U1.U5.C25.C26.SR
12:MXH 100P	14:U3.C27.C03	14:U7.C26.C16	19:U8.U5.C17	29:U6.U4.C19.OB	39:U8.U4.C12.C04.PA	44:U2.U5.C15.C08.C03.SR	49:U7.U3.U3.C10.C11.SR
Richland Fighting Dress MAGENTA/SILVER	42:U3.U8.C11.C23.C07.SR	14:U6.C13.C27	19:U3.U2.C27	29:U1.U5.C09.OB	39:U8.U3.C02.C24.PA	44:U6.U2.C12.C11.C01.SR	49:U3.U7.U3.C10.C10.SR
24:MPDR 10%|AST 8P|RPDR 10%|RFD 20P	38:U5.U8.C05.C21.PA	14:U3.C15.C07	19:U4.U5.C04	29:U8.U5.C26.OB	39:U8.U8.C12.C26.PA	44:U4.U6.C17.C16.C19.SR	49:U6.U7.U4.C11.C26.SR
Richland Fighting Dress ORANGE/GREEN	42:U2.U5.C26.C09.C02.SR	14:U5.C21.C03	19:U8.U7.C04	29:U4.U8.C11.OB	39:U3.U4.C05.C10.PA	44:U2.U4.C16.C21.C06.SR	49:U3.U3.U4.C12.C02.SR
1:RD 8P	14:U2.C03.C23	14:U6.C09.C05	19:U8.U4.C05	29:U8.U2.C26.OB	39:U2.U6.C11.C03.PA	44:U5.U4.C14.C20.C09.SR	49:U7.U2.U1.C13.C04.SR
Richland Fighting Dress ORANGE/SILVER	42:U7.U5.C25.C22.C06.SR	14:U2.C22.C06	19:U7.U2.C11	29:U5.U1.C12.OB	39:U6.U2.C02.C24.PA	44:U5.U2.C06.C19.C02.SR	49:U5.U4.U4.C12.C12.SR
8:B 1L|RCT 3P	22:U8.C08.C12.OB	14:U2.C22.C27	19:U1.U7.C03	29:U7.U2.C05.OB	39:U3.U8.C22.C05.PA	44:U5.U6.C15.C26.C24.SR	49:U3.U5.U4.C03.C13.SR
Richland Fighting Dress ORCHID/SILVER	42:U6.U2.C10.C23.C13.SR	14:U4.C12.C06	19:U2.U6.C25	29:U4.U4.C25.OB	39:U2.U5.C11.C12.PA	44:U7.U8.C09.C14.C08.SR	49:U1.U2.U6.C07.C24.SR
1:VR 10%	14:U3.C15.C07	14:U8.C12.C26	19:U6.U6.C02	29:U5.U6.C07.OB	39:U7.U1.C16.C21.PA	44:U6.U3.C17.C19.C02.SR	49:U8.U3.U8.C27.C05.SR
Richland Fighting Dress PURPLE/SILVER	42:U4.U6.C08.C05.C18.SR	14:U7.C08.C24	19:U7.U8.C16	29:U4.U3.C08.OB	39:U6.U4.C13.C24.PA	44:U4.U3.C09.C27.C23.SR	49:U1.U5.U8.C27.C28.SR
1:CH 12P	14:U3.C01.C25	14:U5.C26.C15	19:U1.U6.C01	29:U1.U6.C18.OB	39:U1.U3.C18.C04.PA	44:U7.U3.C13.C17.C06.SR	49:U2.U4.U7.C16.C18.SR
Richland Fighting Dress RED/SILVER	42:U5.U8.C01.C20.C09.SR	14:U5.C07.C19	19:U3.U7.C19	29:U4.U8.C15.OB	39:U7.U2.C02.C01.PA	44:U2.U1.C04.C11.C20.SR	49:U8.U2.U7.C28.C16.SR
8:SD 7P|CH 12P	22:U3.C25.C17.OB	14:U5.C22.C07	19:U5.U7.C17	29:U4.U2.C27.OB	39:U2.U7.C22.C26.PA	44:U6.U1.C01.C28.C15.SR	49:U6.U6.U7.C06.C05.SR
Richland Fighting Dress SILVER/BLACK	42:U2.U5.C06.C01.C23.SR	14:U3.C15.C16	19:U1.U3.C05	29:U6.U4.C26.OB	39:U2.U8.C19.C06.PA	44:U8.U5.C07.C28.C14.SR	49:U4.U2.U3.C18.C17.SR
1:RCT 3P	14:U7.C08.C13	14:U2.C09.C02	19:U1.U3.C27	29:U4.U5.C03.OB	39:U5.U8.C23.C03.PA	44:U5.U6.C11.C19.C06.SR	49:U8.U4.U8.C13.C22.SR
Richland Fighting Dress YELLOW/GOLD	42:U1.U8.C15.C26.C06.SR	14:U4.C12.C21	19:U1.U1.C05	29:U7.U7.C04.OB	39:U1.U5.C20.C25.PA	44:U1.U4.C13.C21.C20.SR	49:U2.U7.U3.C21.C11.SR
1:MD 8P	14:U1.C07.C11	14:U4.C24.C25	19:U3.U2.C17	29:U5.U3.C19.OB	39:U8.U1.C06.C04.PA	44:U7.U2.C04.C24.C03.SR	49:U7.U1.U5.C08.C10.SR
Shimmer Tankini BLACK	40:U7.U7.C21.C07.C07.PA	10:U4.C05.C27	15:U1.U8.C05	25:U3.U6.C20.OB	35:U4.U1.C11.C28.PA	40:U5.U2.C21.C03.C17.PA	45:U4.U1.U7.C08.C15.SR
16:VTR 20%|CH 20P|STEALTH 25P	26:U3.U4.C02.OB	10:U8.C22.C17	15:U3.U8.C27	25:U1.U3.C13.OB	35:U7.U2.C17.C27.PA	40:U7.U6.C11.C07.C03.PA	45:U3.U5.U1.C25.C18.SR
Shimmer Tankini BROWN	40:U5.U4.C15.C02.C05.PA	10:U3.C27.C27	15:U8.U6.C07	25:U8.U2.C04.OB	35:U2.U4.C07.C20.PA	40:U5.U7.C16.C24.C01.PA	45:U3.U3.U5.C03.C25.SR
8:V 3L|F 3L	18:U3.U8.C20	10:U7.C11.C19	15:U4.U8.C06	25:U1.U7.C07.OB	35:U3.U1.C16.C08.PA	40:U3.U3.C17.C27.C28.PA	45:U3.U5.U3.C23.C24.SR
Shimmer Tankini GOLD	40:U6.U6.C23.C24.C15.PA	10:U1.C13.C13	15:U5.U1.C12	25:U5.U3.C02.OB	35:U3.U2.C03.C02.PA	40:U8.U5.C16.C25.C15.PA	45:U3.U3.U6.C28.C26.SR
24:SD 12P|KD 5P|RPDR 15%|MPDR 15%	34:U3.C15.C08.C18.PA	10:U6.C28.C08	15:U7.U5.C13	25:U6.U4.C19.OB	35:U7.U8.C28.C27.PA	40:U2.U1.C20.C09.C06.PA	45:U8.U4.U3.C27.C20.SR
Shimmer Tankini GREEN	40:U8.U1.C01.C07.C05.PA	10:U2.C07.C16	15:U4.U4.C22	25:U3.U6.C05.OB	35:U7.U4.C14.C02.PA	40:U6.U7.C07.C27.C01.PA	45:U1.U4.U4.C12.C18.SR
1:MD 17P	10:U6.C03.C28	10:U3.C07.C14	15:U7.U7.C01	25:U6.U5.C04.OB	35:U8.U7.C20.C14.PA	40:U4.U3.C03.C17.C18.PA	45:U2.U3.U6.C07.C07.SR
Shimmer Tankini PURPLE	40:U8.U4.C05.C16.C10.PA	10:U7.C16.C13	15:U2.U4.C03	25:U8.U6.C13.OB	35:U5.U2.C21.C06.PA	40:U6.U2.C19.C07.C25.PA	45:U5.U8.U2.C13.C14.SR
8:VD 12P|SD 12P	18:U3.U5.C19	10:U1.C10.C24	15:U7.U2.C18	25:U6.U7.C22.OB	35:U5.U5.C28.C18.PA	40:U5.U4.C05.C19.C14.PA	45:U6.U3.U8.C13.C26.SR

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Item Name ITEM COLOR ENHANCED ITEM STATS	RECIPES: BASIC RECIPES: ENHANCED	+1% PR +1% VR	+2% PR +2% VR	+3% PR +3% VR	+4% PR +4% VR	+5% PR +5% VR	+6% PR +6% VR
Shimmer Tankini RED 20:MXH 200P|V 3L	40:U6.U3.C09.C11.C20.PA 18:U1.U5.C25	10:U2.C14.C22 10:U1.C01.C12	15:U6.U6.C16 15:U6.U8.C02	25:U5.U2.C24.OB 25:U5.U6.C19.OB	35:U8.U1.C22.C11.PA 35:U1.U4.C20.C10.PA	40:U3.U8.C03.C21.C21.PA 40:U2.U4.C05.C12.C21.PA	45:U6.U6.U8.C10.C28.SR 45:U8.U3.U5.C20.C21.SR
Shimmer Tankini SEA GREEN 1:SHR 2%	40:U1.U6.C05.C18.C16.PA 10:U4.C15.C01	10:U2.C03.C04 10:U8.C15.C22	15:U3.U4.C02 15:U1.U7.C13	25:U1.U3.C25.OB 25:U4.U2.C21.OB	35:U6.U6.C03.C27.PA 35:U7.U3.C03.C04.PA	40:U4.U4.C01.C15.C22.PA 40:U8.U5.C02.C14.C11.PA	45:U4.U7.U1.C12.C22.SR 45:U5.U4.U3.C02.C22.SR
Shimmer Tankini SILVER 1:VD 12P	40:U8.U7.C23.C12.C04.PA 10:U8.C17.C16	10:U6.C11.C27 10:U1.C28.C02	15:U4.U6.C12 15:U8.U5.C24	25:U1.U1.C09.OB 25:U3.U8.C06.OB	35:U7.U6.C24.C27.PA 35:U6.U4.C15.C26.PA	40:U8.U5.C05.C21.C23.PA 40:U8.U5.C28.C25.C12.PA	45:U1.U7.U2.C03.C17.SR 45:U5.U6.U2.C06.C13.SR
Sif Leather Fighting Dress BLACK/WHITE 1:VTR 12%	17:U7.U2.C07 14:U3.C22.C13	14:U3.C05.C03 14:U5.C01.C25	19:U8.U8.C27 19:U8.U4.C21	29:U1.U2.C13.OB 29:U2.U5.C19.OB	39:U6.U1.C26.C20.PA 39:U6.U5.C26.C23.PA	44:U4.U7.C10.C18.C06.SR 44:U6.U4.C21.C10.C27.SR	49:U5.U4.U4.C19.C01.SR 49:U6.U8.U6.C08.C22.SR
Sif Leather Fighting Dress BROWN/GOLD 8:MPDR 10%|ISR 1%	17:U2.U4.C28 22:U3.C19.C27.OB	14:U8.C24.C27 14:U7.C19.C01	19:U1.U7.C11 19:U7.U5.C21	29:U8.U7.C04.OB 29:U6.U5.C01.OB	39:U7.U4.C21.C25.PA 39:U4.U6.C24.C16.PA	44:U1.U4.C01.C22.C19.SR 44:U2.U2.C16.C01.C06.SR	49:U2.U7.U7.C18.C28.SR 49:U1.U3.U5.C06.C17.SR
Sif Leather Fighting Dress GOLD/BLACK 1:RCT 6P	17:U7.U3.C25 14:U8.C15.C04	14:U7.C03.C08 14:U5.C10.C19	19:U8.U2.C17 19:U1.U1.C25	29:U3.U8.C28.OB 29:U6.U1.C21.OB	39:U4.U1.C24.C25.PA 39:U2.U6.C09.C23.PA	44:U6.U5.C06.C17.C26.SR 44:U8.U6.C11.C17.C20.SR	49:U6.U1.U5.C07.C03.SR 49:U5.U6.U3.C08.C19.SR
Sif Leather Fighting Dress GREEN/WHITE 1:RD 3P	17:U1.U1.C19 14:U6.C13.C23	14:U1.C11.C14 14:U1.C03.C02	19:U7.U1.C02 19:U5.U6.C14	29:U1.U2.C23.OB 29:U7.U1.C27.OB	39:U8.U2.C15.C02.PA 39:U5.U5.C10.C27.PA	44:U3.U4.C23.C22.C22.SR 44:U8.U3.C06.C07.C07.SR	49:U8.U7.U3.C08.C10.SR 49:U7.U3.U8.C15.C07.SR
Sif Leather Fighting Dress MAGENTA/WHITE 14:MXH 100P|RD 3P	17:U5.U7.C08 22:U5.C21.C25.OB	14:U3.C03.C07 14:U1.C07.C09	19:U4.U5.C28 19:U7.U6.C26	29:U7.U5.C16.OB 29:U3.U4.C01.OB	39:U1.U7.C08.C25.PA 39:U1.U7.C10.C19.PA	44:U5.U3.C01.C24.C01.SR 44:U2.U2.C18.C17.C16.SR	49:U7.U6.U3.C19.C24.SR 49:U5.U3.U7.C02.C24.SR
Sif Leather Fighting Dress ORANGE/YELLOW 1:SS 12P	17:U3.U8.C02 14:U3.C16.C23	14:U3.C13.C05 14:U7.C12.C23	19:U5.U3.C22 19:U6.U7.C18	29:U5.U3.C16.OB 29:U7.U6.C15.OB	39:U5.U7.C08.C26.PA 39:U7.U1.C11.C03.PA	44:U7.U6.C07.C20.C27.SR 44:U2.U7.C10.C05.C13.SR	49:U2.U5.U3.C28.C08.SR 49:U6.U5.U4.C20.C09.SR
Sif Leather Fighting Dress ORCHID/WHITE 12:MXH 100P	17:U8.U5.C20 14:U6.C19.C20	14:U6.C19.C09 14:U3.C02.C23	19:U7.U6.C07 19:U6.U3.C07	29:U4.U1.C22.OB 29:U7.U4.C20.OB	39:U6.U2.C23.C17.PA 39:U6.U2.C05.C14.PA	44:U3.U8.C18.C25.C18.SR 44:U4.U5.C03.C05.C17.SR	49:U6.U5.U1.C07.C28.SR 49:U4.U7.U3.C04.C02.SR
Sif Leather Fighting Dress PURPLE/WHITE 16:V 2L|SD 6P|MD 3P	42:U7.U2.C04.C12.C26.SR 30:U5.C27.C16.C18.OB	14:U4.C20.C15 14:U7.C25.C17	19:U8.U3.C15 19:U1.U5.C24	29:U7.U2.C18.OB 29:U6.U2.C02.OB	39:U3.U6.C26.C17.PA 39:U8.U3.C10.C02.PA	44:U1.U1.C07.C18.C24.SR 44:U7.U4.C14.C19.C02.SR	49:U4.U5.U1.C17.C07.SR 49:U2.U1.U4.C12.C12.SR
Sif Leather Fighting Dress RED/WHITE 24:UC 15P|RTT 5P|HGD 25P	17:U8.U1.C26 14:U7.C28.C23	14:U1.C22.C27 14:U2.C23.C03	19:U2.U1.C16 19:U2.U1.C14	29:U8.U2.C25.OB 29:U2.U8.C25.OB	39:U4.U3.C18.C10.PA 39:U3.U3.C01.C18.PA	44:U8.U3.C21.C21.C09.SR 44:U2.U6.C22.C19.C03.SR	49:U5.U3.U3.C01.C08.SR 49:U7.U4.U2.C01.C02.SR
Sif Leather Fighting Dress TEAL/WHITE 1:MD 3P	17:U1.U4.C02 14:U1.C22.C12	14:U4.C17.C13 14:U7.C26.C04	19:U5.U3.C09 19:U7.U8.C01	29:U2.U6.C27.OB 29:U2.U5.C03.OB	39:U2.U3.C19.C14.PA 39:U7.U7.C17.C05.PA	44:U2.U3.C11.C09.C22.SR 44:U4.U3.C07.C27.C11.SR	49:U7.U6.U1.C28.C19.SR 49:U7.U2.U3.C11.C10.SR
Sif Open Corset w. Mesh AMETHYST 1:STEALTH 25P	40:U2.U1.C28.C13.C28.PA 10:U2.C26.C12	10:U3.C01.C04 10:U5.C03.C02	15:U7.U6.C05 15:U1.U6.C25	25:U1.U5.C14.OB 25:U1.U4.C02.OB	35:U3.U4.C04.C17.PA 35:U6.U2.C03.C18.PA	40:U1.U1.C10.C06.C16.PA 40:U4.U5.C09.C03.C25.PA	45:U2.U6.U4.C28.C06.SR 45:U4.U8.U7.C07.C18.SR
Sif Open Corset w. Mesh BLACK 8:RTT 3P|HGD 5P	40:U1.U3.C28.C13.C08.PA 18:U2.U5.C18	10:U4.C20.C18 10:U1.C10.C28	15:U7.U2.C25 15:U3.U8.C25	25:U5.U8.C24.OB 25:U6.U1.C25.OB	35:U4.U4.C23.C09.PA 35:U1.U3.C19.C02.PA	40:U4.U6.C08.C13.C13.PA 40:U1.U8.C15.C17.C03.PA	45:U2.U4.U4.C03.C03.SR 45:U6.U2.U7.C24.C15.SR
Sif Open Corset w. Mesh BROWN 1:MXIS 30P	40:U4.U8.C04.C03.C23.PA 10:U2.C18.C12	10:U2.C19.C15 10:U4.C03.C23	15:U5.U4.C17 15:U4.U5.C01	25:U4.U6.C04.OB 25:U6.U6.C18.OB	35:U4.U4.C01.C07.PA 35:U4.U1.C20.C01.PA	40:U5.U1.C23.C07.C07.PA 40:U8.U3.C27.C15.C18.PA	45:U1.U6.U5.C22.C09.SR 45:U4.U3.U3.C18.C14.SR
Sif Open Corset w. Mesh CRIMSON 1:ISR 5%	40:U4.U2.C14.C10.C23.PA 10:U8.C16.C20	10:U4.C15.C06 10:U8.C08.C24	15:U1.U4.C24 15:U1.U5.C02	25:U7.U5.C14.OB 25:U4.U8.C10.OB	35:U4.U6.C22.C08.PA 35:U4.U4.C26.C06.PA	40:U8.U8.C01.C27.C05.PA 40:U7.U1.C07.C07.C02.PA	45:U6.U5.U7.C24.C26.SR 45:U5.U5.U4.C06.C28.SR
Sif Open Corset w. Mesh DEEP GREEN 22:MXH 200P|MD 5P|DDR 2P	40:U8.U5.C09.C24.C18.PA 26:U7.U8.C16.OB	10:U7.C01.C07 10:U6.C24.C21	15:U3.U7.C05 15:U7.U8.C03	25:U4.U7.C19.OB 25:U8.U1.C14.OB	35:U6.U6.C12.C21.PA 35:U3.U5.C07.C27.PA	40:U1.U7.C04.C04.C18.PA 40:U5.U8.C08.C24.C04.PA	45:U1.U1.U8.C08.C03.SR 45:U2.U2.U5.C18.C04.SR
Sif Open Corset w. Mesh DK. BROWN 24:HR 20%|VDEF 20P|MD 12P|VR 20%	40:U8.U6.C25.C10.C23.PA 34:U7.C05.C13.C17.PA	10:U3.C10.C20 10:U7.C04.C05	15:U3.U5.C14 15:U5.U4.C25	25:U2.U5.C20.OB 25:U7.U7.C15.OB	35:U3.U1.C15.C23.PA 35:U1.U6.C09.C21.PA	40:U7.U6.C20.C24.C21.PA 40:U8.U3.C17.C03.C06.PA	45:U2.U4.U5.C09.C18.SR 45:U7.U8.U7.C07.C03.SR
Sif Open Corset w. Mesh DK. MAGENTA 8:MPDR 15%|RPDR 15%	40:U1.U4.C11.C02.C18.PA 18:U6.U1.C02	10:U5.C08.C08 10:U1.C20.C14	15:U3.U1.C09 15:U3.U6.C24	25:U4.U6.C14.OB 25:U2.U2.C23.OB	35:U3.U5.C17.C07.PA 35:U3.U6.C25.C26.PA	40:U5.U6.C14.C02.C11.PA 40:U1.U1.C27.C18.C27.PA	45:U5.U1.U4.C28.C25.SR 45:U2.U5.U3.C23.C07.SR
Sif Open Corset w. Mesh DK. PINK 24:RTT 8P|HGD 15P|BT 5P|SMGD 10P	40:U8.U5.C05.C22.C22.PA 34:U5.C24.C09.C15.PA	10:U6.C10.C19 10:U1.C23.C17	15:U3.U2.C20 15:U8.U8.C07	25:U4.U5.C07.OB 25:U8.U2.C08.OB	35:U1.U4.C18.C27.PA 35:U7.U5.C18.C18.PA	40:U7.U6.C13.C01.C06.PA 40:U4.U3.C06.C20.C23.PA	45:U1.U1.U4.C15.C01.SR 45:U1.U2.U7.C22.C10.SR
Sif Open Corset w. Mesh DK. PURPLE 1:P 3L	40:U1.U4.C16.C28.C24.PA 10:U1.C17.C12	10:U4.C09.C15 10:U7.C27.C09	15:U2.U6.C05 15:U6.U5.C26	25:U4.U2.C10.OB 25:U3.U4.C15.OB	35:U7.U3.C07.C14.PA 35:U7.U3.C10.C25.PA	40:U3.U7.C13.C23.C23.PA 40:U1.U6.C24.C24.C08.PA	45:U7.U2.U6.C08.C21.SR 45:U6.U7.U8.C18.C06.SR
Sif Open Corset w. Mesh DK. RED 8:V 3L|MPDR 15%	40:U8.U6.C24.C17.C14.PA 18:U8.U5.C11	10:U4.C17.C07 10:U1.C12.C28	15:U6.U5.C28 15:U7.U3.C04	25:U7.U5.C21.OB 25:U7.U2.C21.OB	35:U6.U8.C26.C26.PA 35:U6.U7.C08.C01.PA	40:U5.U6.C12.C22.C03.PA 40:U3.U2.C10.C27.C01.PA	45:U2.U5.U1.C20.C12.SR 45:U8.U2.U6.C06.C15.SR
Sif Open Corset w. Mesh EGGPLANT 20:MXH 200P|DSA 5P	40:U6.U1.C15.C28.C07.PA 18:U6.U8.C19	10:U3.C23.C08 10:U7.C18.C09	15:U3.U3.C24 15:U7.U5.C01	25:U8.U5.C17.OB 25:U5.U3.C04.OB	35:U2.U1.C09.C12.PA 35:U4.U2.C13.C16.PA	40:U6.U2.C12.C26.C24.PA 40:U1.U8.C10.C04.C28.PA	45:U8.U3.U7.C19.C24.SR 45:U3.U6.U3.C26.C23.SR
Sif Open Corset w. Mesh EMERALD 1:RD 12P	40:U3.U2.C09.C01.C05.PA 10:U6.C10.C12	10:U2.C11.C27 10:U6.C05.C28	15:U6.U1.C18 15:U2.U4.C28	25:U2.U4.C21.OB 25:U6.U2.C08.OB	35:U6.U5.C24.C24.PA 35:U4.U5.C10.C01.PA	40:U3.U5.C11.C07.C28.PA 40:U3.U1.C07.C28.C16.PA	45:U1.U7.U7.C22.C25.SR 45:U2.U2.U8.C17.C03.SR
Sif Open Corset w. Mesh FUCHSIA 1:SJ 15P	40:U4.U2.C25.C27.C06.PA 10:U1.C28.C21	10:U7.C05.C01 10:U5.C07.C08	15:U4.U5.C17 15:U8.U8.C06	25:U1.U3.C09.OB 25:U1.U3.C15.OB	35:U7.U1.C05.C08.PA 35:U3.U6.C01.C10.PA	40:U6.U1.C15.C22.C05.PA 40:U8.U2.C28.C19.C04.PA	45:U4.U5.U8.C13.C22.SR 45:U4.U4.U4.C23.C11.SR
Sif Open Corset w. Mesh GOLD 16:VD 12P|VR 20%|UDR 5%|HD 2P|CE 2%	40:U4.U2.C03.C03.C16.PA 26:U4.U7.C27.OB	10:U2.C25.C02 10:U4.C14.C08	15:U5.U1.C09 15:U5.U2.C24	25:U4.U4.C19.OB 25:U2.U8.C19.OB	35:U7.U3.C22.C01.PA 35:U2.U3.C01.C05.PA	40:U6.U7.C23.C01.C16.PA 40:U5.U1.C10.C16.C07.PA	45:U6.U3.U1.C18.C18.SR 45:U7.U8.U2.C06.C18.SR
Sif Open Corset w. Mesh GREEN 8:RD 12P|MXIS 30P	40:U7.U1.C24.C01.C23.PA 18:U7.U4.C06	10:U1.C12.C26 10:U6.C08.C23	15:U8.U7.C10 15:U8.U1.C26	25:U7.U7.C21.OB 25:U2.U8.C20.OB	35:U5.U3.C06.C07.PA 35:U8.U3.C13.C23.PA	40:U6.U4.C10.C02.C23.PA 40:U1.U3.C05.C09.C07.PA	45:U2.U1.U4.C13.C02.SR 45:U1.U3.U7.C24.C20.SR
Sif Open Corset w. Mesh GREY 1:MXIS 30P	40:U7.U4.C09.C01.C06.PA 10:U7.C22.C23	10:U8.C14.C15 10:U6.C25.C18	15:U8.U4.C24 15:U2.U6.C18	25:U7.U3.C20.OB 25:U2.U5.C04.OB	35:U3.U7.C02.C19.PA 35:U5.U1.C14.C12.PA	40:U6.U7.C09.C04.C11.PA 40:U3.U3.C09.C25.C06.PA	45:U4.U2.U4.C19.C13.SR 45:U1.U3.U5.C04.C19.SR
Sif Open Corset w. Mesh GREY-BLUE 1:MDL 20P	40:U1.U2.C20.C04.C14.PA 10:U3.C03.C20	10:U5.C11.C28 10:U7.C25.C19	15:U7.U4.C28 15:U3.U5.C03	25:U3.U6.C13.OB 25:U7.U5.C18.OB	35:U2.U8.C19.C14.PA 35:U1.U2.C17.C24.PA	40:U2.U6.C21.C11.C23.PA 40:U8.U8.C10.C21.C21.PA	45:U5.U2.U7.C10.C20.SR 45:U8.U7.U1.C22.C28.SR

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Item Name *ITEM COLOR* ENHANCED ITEM STATS	RECIPES: BASIC RECIPES: ENHANCED	+1% PR +1% VR	+2% PR +2% VR	+3% PR +3% VR	+4% PR +4% VR	+5% PR +5% VR	+6% PR +6% VR
Sif Open Corset w. Mesh *GREY-EGGPLANT*	40:U3.U6.C23.C09.C07.PA	10:U2.C19.C07	15:U4.U4.C02	25:U2.U6.C05.OB	35:U7.U6.C13.C23.PA	40:U4.U1.C14.C27.C15.PA	45:U6.U2.U3.C22.C10.SR
1:VR 20%	10:U5.C11.C27	10:U7.C23.C28	15:U6.U8.C15	25:U2.U4.C08.OB	35:U4.U7.C08.C27.PA	40:U1.U3.C12.C24.C09.PA	45:U6.U3.U1.C09.C06.SR
Sif Open Corset w. Mesh *GREY-GREEN*	40:U8.U3.C28.C23.C21.PA	10:U3.C16.C23	15:U3.U8.C12	25:U6.U4.C03.OB	35:U4.U4.C09.C14.PA	40:U1.U3.C05.C19.C14.PA	45:U8.U3.U1.C28.C22.SR
1:B 3L	10:U5.C15.C02	10:U6.C23.C19	15:U7.U4.C08	25:U4.U4.C16.OB	35:U4.U6.C04.C27.PA	40:U7.U4.C09.C03.C07.PA	45:U6.U3.U6.C28.C23.SR
Sif Open Corset w. Mesh *GREY-PURPLE*	40:U4.U1.C08.C03.C01.PA	10:U2.C11.C26	15:U3.U8.C27	25:U7.U4.C17.OB	35:U2.U6.C08.C22.PA	40:U6.U2.C23.C13.C24.PA	45:U6.U6.U5.C19.C08.SR
8:RD 12P|MXIS 30P	18:U7.U4.C20	10:U7.C16.C01	15:U2.U5.C27	25:U1.U5.C17.OB	35:U7.U6.C24.C22.PA	40:U5.U4.C19.C07.C09.PA	45:U7.U2.U4.C22.C12.SR
Sif Open Corset w. Mesh *GREY-YELLOW*	40:U8.U1.C13.C17.C27.PA	10:U4.C27.C16	15:U5.U6.C08	25:U3.U5.C24.OB	35:U8.U7.C15.C02.PA	40:U5.U5.C16.C15.C23.PA	45:U4.U2.U2.C20.C14.SR
8:RD 12P|ISR 5%	18:U7.U5.C20	10:U4.C11.C19	15:U1.U2.C07	25:U1.U8.C03.OB	35:U1.U5.C22.C13.PA	40:U6.U5.C21.C13.C23.PA	45:U5.U1.U5.C23.C19.SR
Sif Open Corset w. Mesh *INDIGO*	40:U8.U6.C19.C10.C03.PA	10:U5.C02.C23	15:U6.U2.C12	25:U7.U1.C11.OB	35:U8.U3.C06.C09.PA	40:U7.U1.C18.C25.C12.PA	45:U6.U2.U3.C11.C08.SR
1:VR 15%	10:U2.C23.C13	10:U1.C18.C08	15:U3.U1.C02	25:U3.U7.C22.OB	35:U7.U5.C27.C05.PA	40:U2.U4.C28.C18.C02.PA	45:U7.U3.U5.C02.C12.SR
Sif Open Corset w. Mesh *LAVENDER*	40:U6.U3.C18.C17.C15.PA	10:U8.C14.C15	15:U7.U6.C08	25:U1.U6.C01.OB	35:U5.U7.C27.C19.PA	40:U7.U3.C26.C04.C05.PA	45:U6.U8.U1.C24.C02.SR
22:MXH 200P|RTT 8P|HGD 15P	26:U2.U3.C08.OB	10:U2.C11.C14	15:U6.U7.C24	25:U1.U8.C25.OB	35:U5.U7.C24.C21.PA	40:U3.U8.C13.C28.C17.PA	45:U6.U8.U5.C04.C03.SR
Sif Open Corset w. Mesh *LT. GREEN*	40:U6.U5.C01.C25.C28.PA	10:U1.C15.C15	15:U8.U1.C16	25:U3.U6.C04.OB	35:U4.U1.C13.C04.PA	40:U2.U5.C17.C27.C09.PA	45:U6.U3.U7.C06.C09.SR
24:RPDR 10%|RTT 8P|HGD 15P|VTR 15%	34:U4.C10.C07.C15.PA	10:U5.C10.C16	15:U5.U7.C04	25:U4.U5.C14.OB	35:U4.U5.C19.C21.PA	40:U1.U2.C23.C01.C27.PA	45:U6.U4.U8.C03.C19.SR
Sif Open Corset w. Mesh *MAGENTA*	40:U2.U8.C01.C02.C08.PA	10:U3.C15.C04	15:U6.U3.C24	25:U8.U7.C02.OB	35:U6.U4.C03.C09.PA	40:U2.U1.C05.C10.C04.PA	45:U7.U3.U1.C12.C25.SR
8:RD 5P|VTR 20%	18:U4.U8.C16	10:U1.C02.C10	15:U7.U1.C08	25:U7.U2.C21.OB	35:U2.U4.C08.C03.PA	40:U2.U3.C17.C19.C14.PA	45:U7.U7.U6.C21.C10.SR
Sif Open Corset w. Mesh *OLIVE*	40:U8.U3.C22.C11.C04.PA	10:U8.C22.C14	15:U1.U7.C24	25:U3.U7.C17.OB	35:U6.U1.C16.C18.PA	40:U5.U6.C03.C19.C21.PA	45:U3.U2.U8.C06.C26.SR
8:VD 12P|RCT 3P	18:U5.U2.C25	10:U6.C14.C21	15:U6.U6.C11	25:U4.U7.C13.OB	35:U1.U6.C10.C04.PA	40:U3.U5.C11.C23.C06.PA	45:U2.U7.U1.C24.C13.SR
Sif Open Corset w. Mesh *PALE YELLOW*	40:U1.U6.C02.C25.C22.PA	10:U7.C12.C23	15:U6.U3.C01	25:U3.U5.C06.OB	35:U3.U1.C05.C25.PA	40:U8.U5.C23.C01.C09.PA	45:U3.U4.U3.C12.C10.SR
1:KD 5P	10:U8.C14.C06	10:U5.C15.C22	15:U6.U2.C09	25:U3.U8.C28.OB	35:U7.U5.C07.C22.PA	40:U5.U6.C03.C25.C15.PA	45:U2.U4.U4.C26.C24.SR
Sif Open Corset w. Mesh *PURPLE*	40:U6.U8.C14.C13.C09.PA	10:U8.C26.C17	15:U2.U1.C06	25:U6.U6.C13.OB	35:U2.U3.C09.C10.PA	40:U1.U8.C28.C08.C06.PA	45:U3.U3.U4.C17.C21.SR
8:MPDR 15%|RPDR 15%	18:U7.U7.C06	10:U2.C20.C12	15:U8.U5.C16	25:U8.U6.C24.OB	35:U4.U7.C26.C28.PA	40:U1.U5.C06.C15.C04.PA	45:U6.U6.U8.C24.C04.SR
Sif Open Corset w. Mesh *RED*	40:U4.U3.C06.C21.C21.PA	10:U7.C06.C09	15:U8.U3.C27	25:U2.U3.C10.OB	35:U1.U1.C01.C27.PA	40:U8.U5.C17.C10.C25.PA	45:U3.U7.U4.C24.C09.SR
8:RPDR 15%|MPDR 15%	18:U6.U8.C08	10:U3.C22.C15	15:U5.U7.C28	25:U7.U8.C01.OB	35:U5.U7.C12.C19.PA	40:U1.U5.C04.C18.C08.PA	45:U8.U1.U4.C27.C19.SR
Sif Open Corset w. Mesh *TEAL*	40:U3.U4.C03.C27.C16.PA	10:U2.C28.C26	15:U4.U1.C10	25:U7.U2.C06.OB	35:U3.U4.C01.C25.PA	40:U3.U8.C22.C11.C07.PA	45:U8.U7.U3.C27.C18.SR
1:SD 10P	10:U7.C17.C23	10:U6.C24.C07	15:U3.U3.C21	25:U5.U3.C24.OB	35:U7.U3.C09.C28.PA	40:U2.U3.C24.C01.C25.PA	45:U6.U8.U3.C23.C28.SR
Sif Open Corset w. Mesh *TURQUOISE*	40:U8.U7.C11.C24.C20.PA	10:U8.C24.C04	15:U4.U4.C04	25:U7.U8.C06.OB	35:U3.U4.C13.C19.PA	40:U4.U3.C21.C06.C08.PA	45:U6.U5.U2.C05.C27.SR
8:MPDR 15%|RD 5P	18:U2.U6.C22	10:U6.C12.C16	15:U8.U3.C11	25:U1.U5.C27.OB	35:U2.U1.C09.C15.PA	40:U7.U3.C28.C18.C15.PA	45:U5.U1.U6.C15.C15.SR
Sif Open Corset w. Mesh *YELLOW*	40:U6.U1.C20.C13.C01.PA	10:U2.C16.C07	15:U3.U6.C22	25:U8.U7.C11.OB	35:U7.U8.C22.C17.PA	40:U1.U5.C16.C20.C24.PA	45:U5.U6.U1.C20.C10.SR
8:SD 12P|KFD 5P	18:U8.U7.C26	10:U1.C08.C18	15:U1.U5.C26	25:U4.U6.C27.OB	35:U4.U1.C16.C01.PA	40:U3.U8.C11.C10.C25.PA	45:U1.U3.U8.C14.C08.SR
Sif Piped Dress *AQUAMARINE*	7:U6.C21	14:U3.C26.C09	19:U7.U2.C05	29:U8.U2.C19.OB	39:U2.U2.C11.C25.PA	44:U4.U3.C04.C22.C02.SR	49:U3.U5.U8.C24.C02.SR
1:LP 8P	14:U3.C09.C28	14:U7.C12.C23	19:U1.U1.C07	29:U1.U6.C20.OB	39:U6.U1.C13.C28.PA	44:U4.U2.C21.C09.C10.SR	49:U7.U3.U5.C12.C03.SR
Sif Piped Dress *BLACK*	7:U2.C16	14:U4.C16.C11	19:U2.U5.C24	29:U8.U5.C03.OB	39:U2.U2.C09.C26.PA	44:U4.U7.C27.C22.C10.SR	49:U8.U4.U4.C22.C21.SR
8:R 1L|6S 8P	22:U4.C25.C23.OB	14:U7.C23.C17	19:U5.U1.C20	29:U3.U5.C03.OB	39:U2.U3.C18.C22.PA	44:U2.U1.C07.C28.C06.SR	49:U3.U7.U8.C05.C24.SR
Sif Piped Dress *GREEN*	7:U8.C08	14:U8.C04.C27	19:U5.U2.C10	29:U6.U4.C28.OB	39:U5.U5.C03.C13.PA	44:U5.U8.C20.C01.C05.SR	49:U1.U1.U6.C09.C25.SR
1:VTR 20%	14:U3.C17.C10	14:U4.C05.C26	19:U6.U1.C25	29:U8.U7.C25.OB	39:U7.U3.C06.C07.PA	44:U4.U8.C21.C04.C21.SR	49:U4.U5.U1.C07.C24.SR
Sif Piped Dress *INDIGO*	7:U3.C06	14:U1.C11.C22	19:U7.U3.C10	29:U3.U6.C18.OB	39:U8.U2.C23.C08.PA	44:U7.U4.C13.C15.C10.SR	49:U2.U8.U1.C18.C26.SR
1:VR 5%	14:U1.C19.C28	14:U6.C23.C26	19:U7.U4.C20	29:U2.U7.C21.OB	39:U5.U7.C28.C09.PA	44:U6.U6.C11.C07.C08.SR	49:U1.U3.U7.C26.C17.SR
Sif Piped Dress *ORANGE*	7:U1.C24	14:U2.C25.C03	19:U8.U6.C24	29:U8.U6.C21.OB	39:U4.U3.C18.C04.PA	44:U2.U7.C09.C01.C09.SR	49:U2.U7.U2.C23.C20.SR
20:R 3L|MXH 200P	22:U1.C28.C25.OB	14:U6.C26.C06	19:U2.U1.C24	29:U3.U4.C05.OB	39:U2.U4.C10.C11.PA	44:U2.U8.C06.C27.C17.SR	49:U3.U8.U2.C16.C14.SR
Sif Piped Dress *PURPLE*	7:U8.C20	14:U5.C27.C07	19:U5.U7.C18	29:U7.U7.C15.OB	39:U7.U3.C09.C13.PA	44:U6.U7.C21.C28.C07.SR	49:U6.U2.U3.C04.C22.SR
6:MXH 50P	20:U5.C04.C05.IF	14:U3.C05.C07	19:U1.U1.C07	29:U2.U1.C11.OB	39:U5.U5.C21.C09.PA	44:U4.U2.C01.C09.C16.SR	49:U8.U3.U7.C10.C18.SR
Sif Piped Dress *RED*	7:U8.C26	14:U6.C08.C18	19:U8.U3.C12	29:U1.U7.C09.OB	39:U2.U2.C27.C12.PA	44:U1.U5.C05.C28.C28.SR	49:U7.U2.U1.C19.C23.SR
16:MXH 200P	14:U3.C24.C13	14:U5.C27.C03	19:U3.U2.C23	29:U2.U1.C19.OB	39:U3.U3.C07.C22.PA	44:U8.U1.C22.C20.C04.SR	49:U4.U5.U7.C08.C20.SR
Sif Piped Dress *YELLOW*	7:U3.C01	14:U3.C02.C19	19:U1.U3.C24	29:U7.U2.C28.OB	39:U6.U4.C06.C04.PA	44:U5.U2.C20.C07.C08.SR	49:U5.U3.U5.C20.C19.SR
16:SHR 10%|AST 5P|RFD 10P	30:U7.C28.C08.C09.OB	14:U8.C20.C02	19:U6.U8.C12	29:U2.U5.C24.OB	39:U8.U8.C28.C15.PA	44:U6.U2.C16.C26.C12.SR	49:U7.U3.U2.C23.C18.SR
Sif Snakeskin Dress *BROWN*	42:U7.U8.C13.C22.C28.SR	14:U8.C20.C19	19:U7.U7.C04	29:U3.U4.C21.OB	39:U3.U1.C27.C27.PA	44:U8.U1.C05.C24.C21.SR	49:U8.U8.U4.C17.C09.SR
16:SHR 5%|HGD 5P|6S 20P	30:U8.C03.C26.C24.OB	14:U8.C22.C10	19:U3.U7.C05	29:U1.U1.C08.OB	39:U2.U8.C28.C22.PA	44:U6.U7.C19.C18.C09.SR	49:U6.U7.U4.C06.C18.SR
Sif Snakeskin Dress *GOLD*	42:U7.U6.C02.C17.C01.SR	14:U1.C27.C18	19:U3.U7.C04	29:U8.U7.C21.OB	39:U6.U4.C11.C12.PA	44:U5.U3.C17.C13.C07.SR	49:U6.U4.U5.C22.C02.SR
1:VR 15%	14:U2.C11.C26	14:U6.C21.C14	19:U5.U6.C20	29:U6.U6.C11.OB	39:U5.U7.C12.C22.PA	44:U8.U7.C05.C27.C19.SR	49:U8.U7.U7.C08.C02.SR
Sif Snakeskin Dress *GREEN*	42:U1.U2.C05.C13.C27.SR	14:U2.C27.C14	19:U8.U4.C21	29:U5.U7.C23.OB	39:U2.U2.C12.C01.PA	44:U7.U7.C02.C17.C05.SR	49:U6.U3.U1.C19.C11.SR
1:MPDR 10%	14:U4.C24.C07	14:U4.C28.C28	19:U3.U8.C01	29:U1.U1.C09.OB	39:U2.U4.C01.C19.PA	44:U4.U6.C28.C02.C03.SR	49:U8.U6.U1.C04.C09.SR
Sif Snakeskin Dress *PURPLE*	42:U3.U8.C13.C03.C24.SR	14:U3.C11.C19	19:U1.U6.C24	29:U2.U5.C10.OB	39:U1.U3.C03.C20.PA	44:U1.U7.C03.C22.C14.SR	49:U2.U3.U8.C04.C23.SR
16:VR 22%|SRG 1M|RCT 3P	30:U8.C20.C12.C24.OB	14:U5.C20.C08	19:U3.U1.C14	29:U2.U7.C02.OB	39:U2.U3.C16.C07.PA	44:U5.U8.C11.C07.C05.SR	49:U2.U4.U7.C17.C06.SR
Sif Snakeskin Dress *RED*	42:U1.U6.C08.C15.C21.SR	14:U7.C07.C27	19:U5.U8.C08	29:U2.U6.C06.OB	39:U1.U6.C13.C03.PA	44:U1.U7.C04.C15.C09.SR	49:U6.U6.U6.C28.C07.SR
8:AST 3P|RFD 5P	22:U4.C22.C01.OB	14:U6.C24.C08	19:U2.U1.C27	29:U3.U3.C07.OB	39:U7.U7.C17.C04.PA	44:U1.U3.C05.C19.C26.SR	49:U3.U5.U7.C08.C23.SR
Sif Snakeskin Dress *TURQUOISE*	42:U8.U8.C17.C24.C02.SR	14:U6.C13.C23	19:U5.U6.C26	29:U7.U1.C09.OB	39:U3.U2.C25.C05.PA	44:U6.U2.C10.C27.C25.SR	49:U8.U4.U2.C03.C01.SR
1:WA 3P	14:U7.C02.C22	14:U3.C21.C09	19:U6.U5.C03	29:U7.U1.C20.OB	39:U1.U3.C22.C22.PA	44:U3.U8.C16.C06.C19.SR	49:U5.U7.U5.C25.C08.SR
Sif Snakeskin Dress *VIOLET*	42:U7.U5.C11.C15.C19.SR	14:U1.C20.C04	19:U3.U2.C20	29:U7.U5.C05.OB	39:U7.U6.C24.C25.PA	44:U6.U2.C16.C21.C12.SR	49:U5.U2.U5.C20.C28.SR
1:R 2L	14:U2.C04.C19	14:U5.C24.C01	19:U8.U7.C10	29:U1.U6.C01.OB	39:U5.U6.C03.C01.PA	44:U4.U6.C22.C19.C03.SR	49:U5.U8.U6.C07.C20.SR

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Item Name ITEM COLOR ENHANCED ITEM STATS	RECIPES: BASIC RECIPES: ENHANCED	+1% PR +1% VR	+2% PR +2% VR	+3% PR +3% VR	+4% PR +4% VR	+5% PR +5% VR	+6% PR +6% VR
Sif Snakeskin Dress WHITE 1:MPDR 15%	42:U4.U2.C18.C24.C28.SR 14:U8.C17.C04	14:U1.C16.C13 14:U5.C28.C07	19:U3.U8.C28 19:U1.U7.C07	29:U6.U1.C19.OB 29:U2.U3.C27.OB	39:U1.U4.C24.C19.PA 39:U6.U7.C15.C14.PA	44:U1.U2.C11.C09.C25.SR 44:U3.U5.C24.C14.C06.SR	49:U6.U8.U6.C22.C04.SR 49:U5.U7.U5.C08.C10.SR
Sif Switchblade Corset Dress ASH 1:SJ 9P	17:U6.U2.C07 14:U1.C12.C14	14:U6.C13.C10 14:U5.C11.C11	19:U5.U5.C25 19:U4.U7.C02	29:U6.U5.C04.OB 29:U1.U4.C15.OB	39:U4.U6.C08.C02.PA 39:U5.U7.C28.C08.PA	44:U4.U8.C28.C27.C21.SR 44:U6.U4.C25.C20.C08.SR	49:U6.U8.U5.C10.C28.SR 49:U4.U2.U1.C21.C07.SR
Sif Switchblade Corset Dress BLACK 8:F 2L|ISR 3%	17:U7.U5.C12 22:U8.C12.C14.OB	14:U8.C01.C01 14:U4.C23.C04	19:U4.U4.C16 19:U2.U4.C12	29:U6.U4.C25.OB 29:U1.U4.C15.OB	39:U2.U2.C18.C03.PA 39:U8.U4.C20.C17.PA	44:U4.U1.C04.C13.C03.SR 44:U1.U7.C03.C20.C09.SR	49:U7.U2.U7.C26.C09.SR 49:U8.U3.U2.C04.C20.SR
Sif Switchblade Corset Dress CRIMSON 1:SHR 2%	17:U2.U5.C19 14:U7.C20.C16	14:U6.C13.C12 14:U7.C24.C20	19:U6.U7.C14 19:U3.U1.C05	29:U6.U5.C22.OB 29:U2.U1.C22.OB	39:U6.U4.C23.C23.PA 39:U6.U6.C01.C24.PA	44:U1.U6.C16.C27.C26.SR 44:U1.U3.C17.C06.C21.SR	49:U3.U1.U5.C23.C23.SR 49:U1.U4.U8.C07.C27.SR
Sif Switchblade Corset Dress DK. PURPLE 32:SHR 2%|HR 12%|VD 8P|VDEF 12P|MD 7P	17:U7.U6.C20 46:U5.U1.U7.C13.C05.SR	14:U1.C02.C04 14:U4.C18.C02	19:U2.U1.C18 19:U1.U6.C16	29:U5.U2.C01.OB 29:U8.U6.C06.OB	39:U4.U6.C07.C28.PA 39:U7.U7.C13.C14.PA	44:U5.U4.C28.C10.C09.SR 44:U5.U7.C19.C18.C22.SR	49:U8.U5.U7.C28.C09.SR 49:U5.U3.U6.C11.C12.SR
Sif Switchblade Corset Dress DULL MAGENTA 1:MD 3P	17:U6.U4.C21 14:U3.C03.C06	14:U4.C19.C25 14:U7.C18.C11	19:U4.U8.C26 19:U4.U6.C01	29:U3.U3.C25.OB 29:U6.U1.C17.OB	39:U1.U2.C25.C17.PA 39:U4.U7.C12.C08.PA	44:U6.U8.C06.C19.C23.SR 44:U7.U6.C06.C27.C18.SR	49:U7.U4.U7.C17.C11.SR 49:U5.U5.U5.C19.C19.SR
Sif Switchblade Corset Dress DULL PURPLE 14:MXH 100P|SHR 2%	17:U5.U1.C28 22:U3.C08.C28.OB	14:U4.C03.C19 14:U6.C15.C04	19:U7.U3.C12 19:U3.U8.C06	29:U4.U7.C20.OB 29:U4.U5.C17.OB	39:U2.U2.C15.C22.PA 39:U7.U2.C21.C19.PA	44:U6.U7.C13.C24.C28.SR 44:U8.U6.C27.C17.C01.SR	49:U3.U7.U4.C06.C19.SR 49:U6.U1.U1.C14.C20.SR
Sif Switchblade Corset Dress DULL RED 8:MD 10P|CE 3%	17:U8.U2.C19 22:U3.C03.C03.OB	14:U8.C12.C21 14:U4.C26.C20	19:U8.U3.C14 19:U4.U1.C27	29:U5.U4.C24.OB 29:U3.U1.C18.OB	39:U1.U4.C22.C10.PA 39:U2.U5.C25.C07.PA	44:U5.U8.C19.C12.C24.SR 44:U4.U1.C24.C09.C24.SR	49:U2.U1.U1.C21.C26.SR 49:U2.U2.U5.C07.C28.SR
Sif Switchblade Corset Dress GOLD 1:VD 8P	17:U6.U4.C22 14:U6.C04.C15	14:U2.C14.C16 14:U5.C04.C22	19:U7.U6.C23 19:U5.U1.C17	29:U3.U1.C07.OB 29:U7.U4.C22.OB	39:U2.U6.C25.C27.PA 39:U5.U8.C07.C11.PA	44:U7.U6.C21.C14.C26.SR 44:U5.U4.C05.C13.C21.SR	49:U2.U4.U8.C15.C10.SR 49:U2.U4.U3.C20.C10.SR
Sif Switchblade Corset Dress GREEN 1:RD 8P	17:U2.U6.C23 14:U2.C13.C16	14:U8.C01.C28 14:U8.C07.C23	19:U8.U3.C13 19:U2.U6.C26	29:U3.U4.C04.OB 29:U2.U3.C20.OB	39:U3.U8.C18.C12.PA 39:U7.U1.C01.C25.PA	44:U3.U8.C01.C13.C24.SR 44:U5.U7.C03.C13.C26.SR	49:U3.U5.U3.C23.C19.SR 49:U6.U5.U6.C22.C06.SR
Sif Switchblade Corset Dress GREEN-YELLOW 8:RD 8P|DSA 3P	17:U2.U2.C06 22:U4.C28.C17.OB	14:U4.C01.C06 14:U5.C16.C05	19:U7.U4.C28 19:U3.U4.C13	29:U4.U6.C17.OB 29:U1.U6.C20.OB	39:U5.U7.C23.C24.PA 39:U4.U3.C24.C19.PA	44:U4.U7.C21.C06.C10.SR 44:U2.U3.C15.C11.C09.SR	49:U1.U8.U2.C15.C17.SR 49:U6.U7.U6.C21.C24.SR
Sif Switchblade Corset Dress MAGENTA 14:SHR 2%|MXH 100P	17:U2.U7.C01 22:U8.C13.C18.OB	14:U8.C12.C14 14:U7.C06.C04	19:U6.U8.C11 19:U4.U4.C02	29:U5.U6.C21.OB 29:U2.U7.C13.OB	39:U2.U7.C15.C10.PA 39:U2.U5.C14.C15.PA	44:U5.U2.C25.C15.C22.SR 44:U3.U8.C25.C16.C02.SR	49:U1.U5.U2.C28.C24.SR 49:U3.U1.U5.C24.C09.SR
Sif Switchblade Corset Dress ORANGE 24:MXH 100P|SMGD 320|BT 8P|MD 20P	17:U7.U5.C02 38:U5.U2.C18.C21.PA	14:U7.C09.C06 14:U3.C25.C19	19:U4.U4.C19 19:U3.U1.C17	29:U6.U7.C20.OB 29:U4.U4.C20.OB	39:U2.U6.C28.C19.PA 39:U5.U2.C15.C22.PA	44:U2.U8.C27.C15.C15.SR 44:U4.U5.C06.C27.C15.SR	49:U8.U8.U2.C28.C11.SR 49:U4.U5.U4.C11.C09.SR
Sif Switchblade Corset Dress PURPLE 1:MXIS 20P	17:U5.U5.C19 14:U2.C01.C10	14:U5.C09.C08 14:U5.C25.C20	19:U4.U6.C25 19:U6.U5.C01	29:U3.U5.C27.OB 29:U8.U4.C06.OB	39:U4.U2.C22.C13.PA 39:U2.U8.C22.C12.PA	44:U7.U6.C23.C08.C18.SR 44:U6.U2.C07.C09.C24.SR	49:U4.U6.U1.C01.C06.SR 49:U2.U7.U5.C23.C09.SR
Sif Switchblade Corset Dress RED 8:BT 3P|SMGD 5P	17:U7.U6.C19 22:U1.C10.C21.OB	14:U3.C02.C15 14:U6.C23.C18	19:U2.U1.C11 19:U8.U3.C18	29:U7.U5.C24.OB 29:U6.U1.C23.OB	39:U6.U6.C24.C15.PA 39:U1.U7.C25.C12.PA	44:U8.U6.C20.C10.C12.SR 44:U7.U3.C22.C02.C15.SR	49:U3.U6.U7.C18.C16.SR 49:U3.U3.U7.C12.C15.SR
Sif Switchblade Corset Dress TEAL 8:HGD 3P|CE 3%	17:U6.U8.C04 22:U4.C24.C09.OB	14:U7.C03.C21 14:U4.C14.C26	19:U1.U8.C02 19:U2.U7.C24	29:U6.U6.C28.OB 29:U3.U5.C16.OB	39:U1.U5.C11.C25.PA 39:U1.U3.C03.C17.PA	44:U7.U5.C09.C23.C19.SR 44:U3.U4.C24.C18.C06.SR	49:U3.U2.U7.C15.C17.SR 49:U4.U5.U1.C12.C28.SR
Sif Switchblade Corset Dress YELLOW 1:HR 6%	17:U7.U3.C16 14:U5.C11.C18	14:U3.C19.C19 14:U5.C03.C28	19:U5.U3.C14 19:U8.U5.C20	29:U1.U7.C22.OB 29:U2.U4.C05.OB	39:U1.U3.C06.C26.PA 39:U4.U2.C16.C07.PA	44:U3.U8.C28.C04.C17.SR 44:U4.U4.C22.C12.C12.SR	49:U4.U6.U6.C26.C02.SR 49:U8.U2.U1.C07.C03.SR
Sif Yeoman Leather Dress ASH 8:RPDR 15%|MD 5P	32:U1.C05.C05.C02.PA 22:U6.C27.C17.OB	14:U5.C25.C13 14:U6.C23.C17	19:U6.U8.C12 19:U6.U8.C03	29:U5.U4.C16.OB 29:U6.U1.C17.OB	39:U3.U2.C25.C10.PA 39:U6.U2.C13.C13.PA	44:U3.U2.C05.C25.C17.SR 44:U6.U1.C21.C06.C21.SR	49:U2.U5.U7.C27.C20.SR 49:U5.U2.U2.C22.C17.SR
Sif Yeoman Leather Dress BLACK 20:MXIS 30P|MXH 200P	32:U2.C21.C17.C06.PA 22:U6.C11.C14.OB	14:U2.C15.C07 14:U8.C21.C06	19:U7.U5.C23 19:U1.U6.C18	29:U6.U2.C21.OB 29:U8.U2.C01.OB	39:U6.U7.C11.C11.PA 39:U7.U5.C21.C23.PA	44:U2.U5.C05.C15.C25.SR 44:U6.U7.C17.C21.C04.SR	49:U2.U3.U1.C20.C09.SR 49:U6.U4.U1.C25.C07.SR
Sif Yeoman Leather Dress DEEP MAGENTA 20:MXH 200P|MD 12P	32:U6.C15.C09.C07.PA 22:U5.C04.C26.OB	14:U2.C02.C11 14:U3.C13.C17	19:U7.U2.C06 19:U1.U8.C21	29:U4.U3.C07.OB 29:U2.U4.C01.OB	39:U2.U4.C21.C20.PA 39:U5.U1.C25.C04.PA	44:U6.U5.C26.C07.C17.SR 44:U4.U1.C15.C02.C18.SR	49:U7.U5.U1.C28.C01.SR 49:U4.U2.U4.C27.C26.SR
Sif Yeoman Leather Dress DEEP RED 16:R 3L|VTR 20%|UDR 5%|HD 2P|CE 2%	32:U6.C02.C25.C01.PA 30:U3.C05.C21.C17.OB	14:U2.C18.C13 14:U8.C28.C15	19:U8.U5.C02 19:U6.U1.C03	29:U4.U4.C13.OB 29:U5.U5.C08.OB	39:U2.U8.C24.C20.PA 39:U5.U1.C07.C21.PA	44:U4.U1.C23.C24.C28.SR 44:U2.U7.C19.C20.C11.SR	49:U5.U4.U3.C19.C22.SR 49:U4.U2.U7.C09.C28.SR
Sif Yeoman Leather Dress DULL PURPLE 1:MD 5P	32:U6.C02.C07.C04.PA 14:U8.C13.C19	14:U4.C02.C26 14:U5.C15.C13	19:U1.U3.C07 19:U2.U1.C02	29:U3.U3.C21.OB 29:U4.U5.C15.OB	39:U6.U8.C22.C28.PA 39:U7.U3.C17.C03.PA	44:U2.U2.C08.C27.C13.SR 44:U3.U7.C18.C23.C26.SR	49:U5.U5.U8.C11.C10.SR 49:U4.U1.U7.C18.C12.SR
Sif Yeoman Leather Dress GOLD 1:RD 12P	32:U7.C23.C20.C27.PA 14:U1.C24.C17	14:U7.C17.C19 14:U1.C26.C01	19:U2.U6.C01 19:U3.U2.C02	29:U6.U1.C16.OB 29:U7.U1.C15.OB	39:U6.U2.C07.C15.PA 39:U4.U1.C05.C11.PA	44:U6.U5.C11.C10.C19.SR 44:U5.U4.C26.C22.C28.SR	49:U8.U7.U2.C07.C22.SR 49:U2.U2.U1.C13.C12.SR
Sif Yeoman Leather Dress GREEN 1:RCT 3P	32:U5.C27.C11.C01.PA 14:U6.C24.C10	14:U3.C05.C05 14:U6.C18.C03	19:U8.U1.C09 19:U7.U7.C17	29:U1.U8.C12.OB 29:U4.U4.C10.OB	39:U7.U2.C05.C26.PA 39:U1.U6.C17.C23.PA	44:U5.U5.C01.C27.C09.SR 44:U1.U6.C19.C27.C26.SR	49:U5.U3.U6.C23.C09.SR 49:U6.U8.U6.C18.C06.SR
Sif Yeoman Leather Dress LT. PURPLE 1:RCT 3P	32:U3.C13.C13.C03.PA 14:U5.C12.C28	14:U4.C23.C23 14:U5.C02.C08	19:U6.U8.C05 19:U4.U7.C09	29:U8.U2.C15.OB 29:U3.U3.C23.OB	39:U8.U5.C10.C10.PA 39:U7.U4.C26.C05.PA	44:U4.U3.C09.C21.C25.SR 44:U2.U5.C05.C16.C10.SR	49:U1.U3.U8.C16.C15.SR 49:U8.U8.U6.C19.C14.SR
Sif Yeoman Leather Dress MAGENTA 1:VR 20%	32:U1.C20.C13.C04.PA 14:U8.C09.C15	14:U5.C23.C26 14:U3.C01.C09	19:U8.U6.C25 19:U3.U1.C10	29:U2.U5.C27.OB 29:U3.U7.C25.OB	39:U1.U8.C13.C20.PA 39:U5.U4.C22.C25.PA	44:U4.U8.C02.C20.C17.SR 44:U2.U6.C09.C18.C10.SR	49:U1.U5.U6.C27.C10.SR 49:U8.U1.U2.C22.C05.SR
Sif Yeoman Leather Dress ORANGE 8:VR 15%|VTR 20%	32:U6.C16.C23.C14.PA 22:U2.C13.C02.OB	14:U4.C21.C10 14:U6.C18.C21	19:U6.U2.C25 19:U5.U2.C08	29:U4.U6.C15.OB 29:U3.U3.C20.OB	39:U6.U8.C18.C05.PA 39:U5.U1.C01.C08.PA	44:U2.U2.C12.C22.C16.SR 44:U3.U5.C26.C17.C28.SR	49:U8.U1.U8.C20.C28.SR 49:U5.U7.U2.C14.C22.SR
Sif Yeoman Leather Dress PURPLE 1:DDR 2P	32:U4.C11.C16.C12.PA 14:U8.C18.C13	14:U1.C11.C13 14:U5.C20.C17	19:U5.U7.C15 19:U1.U4.C09	29:U4.U3.C22.OB 29:U5.U7.C07.OB	39:U8.U5.C04.C24.PA 39:U5.U8.C08.C23.PA	44:U3.U2.C05.C01.C13.SR 44:U8.U3.C25.C28.C04.SR	49:U4.U4.U7.C28.C11.SR 49:U7.U3.U6.C13.C22.SR
Sif Yeoman Leather Dress Alternate PURPLE 8:F 1L|RCT 3P	32:U5.C14.C24.C17.PA 22:U2.C11.C05.OB	14:U6.C20.C06 14:U5.C20.C19	19:U2.U3.C28 19:U2.U4.C08	29:U1.U4.C14.OB 29:U1.U4.C18.OB	39:U4.U8.C20.C19.PA 39:U4.U3.C05.C14.PA	44:U5.U1.C06.C16.C22.SR 44:U3.U1.C26.C05.C18.SR	49:U6.U2.U7.C10.C16.SR 49:U5.U7.U8.C16.C23.SR
Sif Yeoman Leather Dress RED 8:RPDR 15%|MPDR 15%	32:U5.C15.C02.C25.PA 22:U8.C27.C10.OB	14:U1.C16.C01 14:U2.C16.C14	19:U1.U2.C27 19:U1.U4.C25	29:U3.U6.C28.OB 29:U8.U7.C19.OB	39:U1.U2.C23.C03.PA 39:U2.U4.C11.C18.PA	44:U1.U7.C15.C16.C13.SR 44:U6.U7.C19.C25.C17.SR	49:U7.U4.U1.C10.C18.SR 49:U7.U2.U4.C02.C02.SR

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Item Name ITEM COLOR ENHANCED ITEM STATS	RECIPES: RECIPES:	BASIC ENHANCED	+1% PR +1% VR	+2% PR +2% VR	+3% PR +3% VR	+4% PR +4% VR	+5% PR +5% VR	+6% PR +6% VR
Sif Yeoman Leather Dress TEAL		32:U7.C12.C01.C06.PA	14:U8.C25.C01	19:U1.U1.C01	29:U7.U3.C05.OB	39:U4.U2.C20.C21.PA	44:U1.U6.C24.C14.C12.SR	49:U5.U6.U6.C25.C26.SR
20:MD 17P|MXH 200P		22:U6.C07.C23.OB	14:U6.C10.C17	19:U6.U5.C07	29:U1.U3.C28.OB	39:U4.U8.C02.C07.PA	44:U4.U3.C09.C07.C09.SR	49:U5.U3.U7.C20.C11.SR
Sif Yeoman Leather Dress YELLOW		32:U3.C08.C24.C16.PA	14:U5.C26.C11	19:U1.U4.C09	29:U1.U4.C23.OB	39:U5.U5.C18.C28.PA	44:U7.U2.C28.C27.C19.SR	49:U2.U3.U6.C21.C07.SR
1:RD 12P		14:U4.C06.C28	14:U6.C18.C12	19:U1.U5.C09	29:U8.U1.C13.OB	39:U6.U3.C24.C05.PA	44:U8.U8.C05.C08.C16.SR	49:U7.U3.U8.C16.C13.SR
Sif Yeoman Leather Dress YELLOW-GREEN		32:U8.C22.C22.C20.PA	14:U3.C03.C02	19:U4.U6.C27	29:U1.U3.C20.OB	39:U7.U2.C04.C20.PA	44:U4.U8.C01.C27.C17.SR	49:U4.U8.U1.C15.C12.SR
1:RD 12P		14:U2.C21.C03	14:U3.C15.C19	19:U6.U8.C01	29:U4.U4.C06.OB	39:U2.U8.C07.C10.PA	44:U3.U1.C15.C04.C18.SR	49:U2.U8.U4.C22.C16.SR
Signet Midriff Blouse GREEN		5:U6.C26	10:U3.C27.C27	15:U8.U6.C27	25:U7.U5.C27.OB	35:U8.U6.C26.C28.PA	40:U8.U1.C27.C28.C28.PA	45:U8.U4.U6.C15.C03.SR
9:MXH 50P|VR 8%		19:U3.U5.C05	10:U6.C12.C04	15:U5.U8.C19	25:U6.U5.C14.OB	35:U1.U8.C28.C27.PA	40:U1.U8.C19.C28.C17.PA	45:U1.U2.U1.C25.C09.SR
Signet Midriff Blouse GREEN-YELLOW		5:U1.C13	10:U1.C07.C19	15:U5.U1.C24	25:U1.U3.C04.OB	35:U7.U4.C12.C16.PA	40:U1.U6.C03.C17.C24.PA	45:U8.U5.U2.C21.C25.SR
1:SD 4P		10:U6.C13.C21	10:U2.C25.C23	15:U7.U7.C23	25:U8.U1.C02.OB	35:U4.U5.C24.C28.PA	40:U8.U2.C15.C16.C28.PA	45:U3.U1.U3.C22.C09.SR
Signet Midriff Blouse MAGENTA		5:U6.C11	10:U8.C10.C06	15:U6.U6.C03	25:U1.U3.C19.OB	35:U7.U6.C04.C05.PA	40:U8.U1.C25.C12.C04.PA	45:U8.U6.U8.C25.C06.SR
6:MXH 50P		16:U1.U5.C04	10:U3.C07.C06	15:U8.U4.C16	25:U3.U5.C03.OB	35:U1.U1.C04.C14.PA	40:U4.U3.C03.C26.C01.PA	45:U1.U4.U5.C25.C28.SR
Signet Midriff Blouse ORANGE		5:U1.C19	10:U5.C10.C01	15:U2.U3.C19	25:U5.U6.C21.OB	35:U6.U4.C21.C25.PA	40:U1.U2.C21.C17.C24.PA	45:U8.U6.U5.C03.C06.SR
1:CW 2P		10:U4.C28.C02	10:U7.C09.C08	15:U8.U7.C27	25:U4.U8.C24.OB	35:U2.U3.C03.C01.PA	40:U1.U3.C15.C18.C23.PA	45:U7.U5.U4.C21.C17.SR
Signet Midriff Blouse PURPLE		5:U2.C04	10:U4.C24.C06	15:U2.U8.C05	25:U7.U2.C14.OB	35:U4.U7.C23.C18.PA	40:U1.U8.C25.C25.C08.PA	45:U4.U2.U4.C21.C19.SR
1:SS 8P		10:U1.C19.C16	10:U1.C09.C25	15:U7.U4.C12	25:U5.U6.C06.OB	35:U1.U1.C02.C17.PA	40:U4.U2.C24.C06.C12.PA	45:U2.U3.U5.C18.C06.SR
Signet Midriff Blouse RED		5:U5.C09	10:U4.C26.C18	15:U3.U5.C13	25:U8.U5.C24.OB	35:U5.U7.C28.C17.PA	40:U4.U3.C01.C16.C04.PA	45:U3.U3.U2.C16.C05.SR
1:6S 8P		10:U3.C01.C14	10:U6.C20.C02	15:U2.U3.C13	25:U4.U6.C07.OB	35:U4.U5.C18.C18.PA	40:U1.U8.C07.C19.C06.PA	45:U6.U2.U4.C12.C25.SR
Signet Midriff Blouse VIOLET		5:U7.C07	10:U8.C28.C23	15:U8.U6.C11	25:U7.U7.C03.OB	35:U7.U4.C09.C23.PA	40:U7.U5.C09.C19.C26.PA	45:U3.U6.U6.C19.C01.SR
1:MD 4P		10:U8.C09.C26	10:U6.C14.C12	15:U4.U4.C14	25:U6.U7.C09.OB	35:U2.U4.C09.C13.PA	40:U8.U8.C26.C02.C24.PA	45:U5.U2.U1.C28.C09.SR
Signet Midriff Blouse WHITE		5:U4.C02	10:U2.C18.C24	15:U1.U6.C04	25:U6.U2.C10.OB	35:U8.U1.C11.C10.PA	40:U4.U8.C16.C03.C09.PA	45:U1.U6.U3.C27.C10.SR
1:F 1L		10:U6.C26.C04	10:U3.C27.C01	15:U6.U2.C27	25:U2.U6.C28.OB	35:U2.U6.C15.C12.PA	40:U3.U6.C11.C03.C06.PA	45:U8.U3.U6.C22.C27.SR
Silk Collar Shirt BLACK		1:C23.C07	10:U3.C24.C09	15:U6.U6.C17	25:U6.U4.C14.OB	35:U1.U1.C27.C06.PA	40:U4.U1.C08.C25.C17.PA	45:U8.U5.U6.C19.C22.SR
1:MXIS 10P		10:U7.C09.C23	10:U4.C19.C10	15:U6.U3.C05	25:U1.U3.C05.OB	35:U6.U8.C03.C12.PA	40:U6.U3.C08.C14.C24.PA	45:U7.U4.U5.C05.C12.SR
Silk Collar Shirt BROWN		40:U8.U2.C09.C15.C28.PA	10:U1.C28.C16	15:U7.U8.C23	25:U7.U7.C12.OB	35:U3.U5.C14.C05.PA	40:U3.U3.C08.C16.C08.PA	45:U6.U1.U2.C07.C01.SR
1:6S 8P		10:U8.C02.C06	10:U7.C25.C22	15:U1.U3.C28	25:U8.U8.C20.OB	35:U8.U5.C15.C10.PA	40:U2.U7.C26.C11.C10.PA	45:U4.U1.U8.C06.C09.SR
Silk Collar Shirt DK. RED		40:U4.U7.C04.C24.C04.PA	10:U3.C15.C17	15:U3.U6.C06	25:U6.U7.C13.OB	35:U4.U7.C11.C24.PA	40:U8.U8.C10.C24.C10.PA	45:U6.U2.U2.C22.C08.SR
16:MXH 50P|P 1L|RCT 5P		26:U4.U1.C04.OB	10:U7.C25.C07	15:U7.U1.C21	25:U5.U4.C08.OB	35:U7.U2.C04.C02.PA	40:U1.U5.C21.C21.C09.PA	45:U8.U5.U3.C24.C01.SR
Silk Collar Shirt DULL GREEN		40:U2.U4.C03.C04.C28.PA	10:U1.C17.C23	15:U7.U1.C15	25:U3.U1.C09.OB	35:U5.U5.C07.C08.PA	40:U5.U2.C20.C19.C27.PA	45:U8.U8.U3.C01.C20.SR
8:MPDR 5%|RPDR 5%		18:U1.U1.C14	10:U5.C08.C17	15:U6.U3.C28	25:U4.U5.C14.OB	35:U5.U4.C13.C14.PA	40:U5.U3.C22.C02.C13.PA	45:U2.U6.U8.C20.C08.SR
Silk Collar Shirt GREEN		1:C28.C11	10:U8.C26.C06	15:U3.U3.C20	25:U4.U5.C15.OB	35:U4.U5.C28.C04.PA	40:U4.U3.C16.C03.C03.PA	45:U1.U6.U3.C18.C25.SR
1:SD 4P		10:U3.C15.C09	10:U6.C03.C01	15:U7.U4.C26	25:U5.U3.C08.OB	35:U8.U2.C02.C13.PA	40:U7.U2.C01.C17.C25.PA	45:U1.U2.U8.C06.C23.SR
Silk Collar Shirt GREY		40:U5.U4.C22.C21.C14.PA	10:U1.C10.C20	15:U6.U8.C28	25:U8.U2.C01.OB	35:U7.U2.C17.C10.PA	40:U3.U2.C22.C04.C20.PA	45:U8.U7.U6.C21.C15.SR
8:MXIS 10P|KD 2P		18:U5.U2.C04	10:U2.C23.C08	15:U4.U4.C05	25:U7.U2.C02.OB	35:U1.U8.C23.C25.PA	40:U3.U1.C16.C06.C01.PA	45:U1.U6.U5.C14.C10.SR
Silk Collar Shirt PLUM		40:U5.U2.C27.C22.C22.PA	10:U4.C18.C02	15:U4.U3.C08	25:U5.U2.C10.OB	35:U5.U2.C19.C09.PA	40:U8.U1.C01.C24.C05.PA	45:U5.U6.U6.C20.C03.SR
16:VD 4P|SJ 6P|RD 2P		26:U8.U8.C12.OB	10:U6.C24.C04	15:U3.U1.C11	25:U5.U7.C19.OB	35:U8.U2.C14.C10.PA	40:U5.U6.C22.C21.C19.PA	45:U3.U2.U5.C17.C27.SR
Silk Collar Shirt PURPLE		40:U8.U5.C20.C28.C25.PA	10:U6.C04.C28	15:U5.U5.C10	25:U5.U6.C19.OB	35:U1.U7.C12.C03.PA	40:U2.U8.C19.C03.C27.PA	45:U3.U8.U7.C05.C25.SR
16:HR 8%|VDEF 8P|MD 5P		26:U3.U4.C27.OB	10:U6.C20.C15	15:U4.U5.C01	25:U1.U2.C07.OB	35:U4.U8.C09.C22.PA	40:U5.U4.C12.C13.C23.PA	45:U2.U2.U4.C10.C15.SR
Silk Collar Shirt RED		40:U5.U2.C19.C02.C01.PA	10:U3.C03.C07	15:U7.U6.C02	25:U1.U3.C08.OB	35:U2.U2.C17.C16.PA	40:U4.U6.C05.C02.C18.PA	45:U6.U5.U7.C22.C15.SR
1:6S 8P		10:U6.C13.C14	10:U4.C27.C19	15:U7.U3.C18	25:U1.U8.C21.OB	35:U8.U3.C19.C25.PA	40:U4.U6.C16.C28.C19.PA	45:U6.U2.U8.C20.C27.SR
Silk Collar Shirt YELLOW		40:U5.U1.C13.C01.C14.PA	10:U6.C03.C10	15:U5.U3.C19	25:U1.U3.C28.OB	35:U3.U1.C24.C26.PA	40:U7.U8.C27.C24.C22.PA	45:U7.U4.U6.C24.C08.SR
32:RPDR 5%|HR 8%|MPDR 5%|VDEF 8P|MD 5P		42:U1.U4.C20.C09.C22.SR	10:U5.C05.C17	15:U6.U3.C16	25:U8.U2.C25.OB	35:U1.U4.C26.C06.PA	40:U7.U4.C02.C27.C27.PA	45:U8.U7.U4.C03.C10.SR
Spider Midriff Blouse BLACK		5:U5.C15	10:U7.C13.C18	15:U8.U5.C02	25:U7.U4.C25.OB	35:U5.U7.C11.C25.PA	40:U6.U1.C16.C25.C02.PA	45:U2.U6.U5.C08.C15.SR
6:MXH 50P		16:U5.U6.C24	10:U3.C26.C05	15:U6.U1.C19	25:U4.U2.C26.OB	35:U5.U5.C02.C15.PA	40:U2.U7.C28.C11.C25.PA	45:U3.U6.U6.C25.C06.SR
Spider Midriff Blouse CRIMSON		5:U5.C13	10:U5.C24.C21	15:U4.U5.C21	25:U5.U3.C26.OB	35:U2.U7.C22.C14.PA	40:U1.U2.C22.C25.C25.PA	45:U5.U6.U6.C20.C17.SR
8:MPDR 5%|VR 5%		18:U5.U7.C26	10:U3.C13.C03	15:U3.U1.C21	25:U6.U1.C10.OB	35:U4.U5.C18.C17.PA	40:U3.U5.C23.C16.C22.PA	45:U6.U4.U4.C15.C16.SR
Spider Midriff Blouse DK. CYAN		5:U7.C13	10:U3.C04.C12	15:U1.U8.C02	25:U1.U2.C20.OB	35:U7.U3.C08.C28.PA	40:U2.U7.C16.C06.C03.PA	45:U8.U8.U2.C17.C16.SR
8:RPDR 5%|MVS 2%		18:U8.U4.C01	10:U1.C19.C26	15:U5.U8.C24	25:U3.U4.C23.OB	35:U2.U1.C18.C23.PA	40:U4.U1.C23.C22.C17.PA	45:U3.U1.U4.C20.C02.SR
Spider Midriff Blouse GREEN		5:U4.C11	10:U6.C08.C03	15:U1.U8.C24	25:U1.U1.C03.OB	35:U1.U4.C19.C20.PA	40:U3.U4.C11.C23.C19.PA	45:U7.U5.U6.C05.C22.SR
6:MXH 50P		16:U1.U8.C06	10:U6.C03.C26	15:U5.U1.C14	25:U6.U4.C18.OB	35:U5.U5.C11.C12.PA	40:U2.U7.C01.C11.C27.PA	45:U2.U5.U4.C15.C09.SR
Spider Midriff Blouse LT. PURPLE		5:U5.C26	10:U4.C21.C14	15:U1.U7.C23	25:U4.U5.C20.OB	35:U5.U7.C23.C26.PA	40:U7.U3.C01.C03.C16.PA	45:U2.U2.U3.C27.C18.SR
1:VR 5%		10:U8.C25.C07	10:U2.C18.C08	15:U5.U5.C05	25:U8.U8.C08.OB	35:U1.U8.C17.C06.PA	40:U3.U3.C27.C22.C26.PA	45:U2.U7.U5.C02.C16.SR
Spider Midriff Blouse MAGENTA		5:U7.C12	10:U5.C27.C16	15:U1.U1.C10	25:U5.U3.C14.OB	35:U8.U5.C24.C20.PA	40:U7.U6.C18.C24.C11.PA	45:U6.U4.U4.C10.C19.SR
1:MXIS 10P		10:U3.C23.C18	10:U1.C08.C17	15:U1.U7.C19	25:U8.U2.C08.OB	35:U5.U7.C22.C24.PA	40:U3.U2.C09.C11.C09.PA	45:U4.U4.U5.C21.C05.SR
Spider Midriff Blouse ORANGE		5:U2.C19	10:U3.C09.C25	15:U3.U2.C05	25:U3.U8.C22.OB	35:U5.U5.C14.C01.PA	40:U7.U3.C07.C03.C20.PA	45:U6.U5.U3.C24.C09.SR
1:SS 8P		10:U4.C16.C09	10:U3.C25.C10	15:U1.U7.C05	25:U8.U8.C15.OB	35:U4.U8.C16.C18.PA	40:U3.U5.C25.C06.C24.PA	45:U3.U2.U2.C27.C02.SR
Spider Midriff Blouse PURPLE		5:U1.C11	10:U3.C11.C14	15:U7.U3.C01	25:U5.U7.C18.OB	35:U5.U4.C03.C17.PA	40:U5.U6.C15.C20.C05.PA	45:U1.U2.U4.C04.C19.SR
8:MXH 50P|KD 2P		18:U8.U5.C09	10:U6.C24.C24	15:U2.U5.C07	25:U8.U4.C09.OB	35:U3.U3.C02.C27.PA	40:U8.U6.C08.C08.C15.PA	45:U7.U2.U2.C04.C13.SR
Streta Zippered Shirt BLACK		15:U4.U3.C03	10:U5.C28.C21	15:U2.U1.C05	25:U3.U5.C14.OB	35:U6.U3.C13.C22.PA	40:U6.U8.C25.C15.C09.PA	45:U6.U4.U2.C09.C28.SR
1:SJ 9P		10:U7.C22.C07	10:U1.C16.C03	15:U5.U8.C09	25:U1.U1.C04.OB	35:U8.U7.C22.C19.PA	40:U8.U4.C23.C13.C04.PA	45:U2.U8.U5.C25.C13.SR

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Item Name ITEM COLOR ENHANCED ITEM STATS	RECIPES: BASIC RECIPES: ENHANCED	+1% PR +1% VR	+2% PR +2% VR	+3% PR +3% VR	+4% PR +4% VR	+5% PR +5% VR	+6% PR +6% VR
Streta Zippered Shirt CRIMSON	15:U7.U4.C16	10:U3.C04.C05	15:U6.U5.C15	25:U4.U2.C15.OB	35:U6.U4.C21.C13.PA	40:U6.U6.C06.C01.C18.PA	45:U4.U2.U7.C23.C17.SR
1:MD 8P	10:U7.C09.C09	10:U1.C17.C15	15:U6.U8.C02	25:U4.U7.C17.OB	35:U4.U8.C20.C05.PA	40:U7.U1.C14.C23.C27.PA	45:U2.U7.U1.C08.C28.SR
Streta Zippered Shirt EMERALD	15:U7.U2.C02	10:U5.C17.C15	15:U3.U8.C09	25:U1.U1.C08.OB	35:U7.U6.C11.C16.PA	40:U6.U6.C19.C02.C17.PA	45:U6.U4.U3.C10.C19.SR
8:MPDR 10%|SMGD 3P	18:U7.U2.C21	10:U1.C23.C19	15:U4.U7.C28	25:U2.U1.C15.OB	35:U6.U5.C11.C23.PA	40:U7.U2.C19.C05.C20.PA	45:U1.U6.U7.C10.C08.SR
Streta Zippered Shirt GREEN	15:U4.U6.C24	10:U8.C17.C26	15:U5.U1.C11	25:U4.U8.C25.OB	35:U5.U4.C28.C04.PA	40:U4.U2.C22.C16.C09.PA	45:U2.U7.U5.C10.C04.SR
8:VR 10%|RD 8P	18:U8.U7.C11	10:U7.C11.C04	15:U1.U8.C09	25:U1.U8.C09.OB	35:U5.U5.C15.C09.PA	40:U4.U6.C06.C06.C28.PA	45:U8.U7.U1.C02.C14.SR
Streta Zippered Shirt RED	15:U4.U5.C14	10:U7.C22.C04	15:U3.U6.C02	25:U2.U2.C04.OB	35:U6.U4.C19.C03.PA	40:U1.U1.C04.C02.C04.PA	45:U1.U5.U5.C06.C16.SR
1:F 2L	10:U8.C17.C27	10:U8.C08.C27	15:U7.U1.C01	25:U6.U3.C20.OB	35:U5.U1.C28.C25.PA	40:U6.U2.C07.C04.C16.PA	45:U2.U4.U1.C20.C02.SR
Streta Zippered Shirt ROSE	15:U6.U2.C02	10:U7.C15.C07	15:U4.U1.C21	25:U4.U4.C02.OB	35:U6.U6.C27.C15.PA	40:U6.U5.C15.C03.C27.PA	45:U2.U2.U1.C05.C12.SR
16:VD 8P|RD 8P|SISR 2%	26:U3.U4.C01.OB	10:U1.C17.C04	15:U3.U4.C07	25:U3.U1.C13.OB	35:U6.U5.C11.C25.PA	40:U3.U5.C01.C13.C12.PA	45:U8.U2.U2.C18.C07.SR
Streta Zippered Shirt RUBY	15:U3.U3.C11	10:U6.C11.C10	15:U2.U8.C21	25:U4.U8.C21.OB	35:U2.U4.C28.C13.PA	40:U2.U8.C11.C02.C03.PA	45:U8.U1.U2.C14.C10.SR
16:R 2L|RCT 3P|HGD 3P	26:U7.U4.C04.OB	10:U8.C20.C02	15:U1.U8.C18	25:U3.U8.C05.OB	35:U1.U6.C28.C02.PA	40:U2.U7.C20.C11.C02.PA	45:U7.U8.U2.C07.C02.SR
Streta Zippered Shirt YELLOW	15:U6.U5.C15	10:U6.C12.C17	15:U8.U4.C07	25:U1.U1.C05.OB	35:U3.U2.C28.C01.PA	40:U5.U5.C15.C09.C21.PA	45:U6.U5.U7.C09.C19.SR
1:MXIS 20P	10:U6.C14.C15	10:U2.C23.C19	15:U2.U7.C17	25:U7.U3.C17.OB	35:U4.U4.C19.C19.PA	40:U4.U7.C20.C14.C13.PA	45:U5.U1.U5.C10.C25.SR
Trooper Sleeveless Catsuit DK. GREY	18:U8.U6.C16	13:U3.C10.C23	18:U5.U7.C10	28:U5.U4.C12.OB	38:U3.U5.C16.C25.PA	43:U3.U4.C08.C10.C19.SR	48:U5.U8.U8.C08.C24.SR
22:VD 20P|DS 15P|MXH 200P	29:U1.U4.C12.OB	13:U6.C28.C22	18:U6.U4.C10	28:U1.U7.C03.OB	38:U8.U1.C06.C08.PA	43:U4.U4.C25.C19.C11.SR	48:U5.U8.U5.C23.C17.SR
Trooper Sleeveless Catsuit DK. SEA GREEN	18:U7.U7.C17	13:U7.C05.C07	18:U7.U6.C28	28:U4.U2.C12.OB	38:U3.U8.C21.C26.PA	43:U5.U6.C13.C26.C14.SR	48:U4.U6.U8.C11.C01.SR
1:V 3L	13:U2.C10.C12	13:U5.C04.C10	18:U6.U3.C28	28:U8.U5.C24.OB	38:U3.U7.C18.C27.PA	43:U4.U1.C23.C03.C23.SR	48:U1.U2.U5.C01.C15.SR
Trooper Sleeveless Catsuit GRAY	18:U5.U7.C16	13:U4.C28.C26	18:U4.U5.C16	28:U4.U7.C01.OB	38:U4.U2.C28.C11.PA	43:U4.U4.C16.C18.C19.SR	48:U4.U6.U8.C04.C28.SR
1:F 3L	13:U3.C02.C19	13:U6.C07.C24	18:U6.U6.C10	28:U5.U5.C07.OB	38:U4.U1.C01.C04.PA	43:U6.U3.C17.C20.C08.SR	48:U2.U8.U1.C19.C12.SR
Trooper Sleeveless Catsuit GREEN	18:U6.U1.C28	13:U3.C10.C15	18:U1.U3.C16	28:U3.U1.C16.OB	38:U4.U5.C18.C20.PA	43:U4.U2.C03.C14.C09.SR	48:U7.U6.U6.C04.C16.SR
16:MXH 200P	13:U2.C13.C23	13:U8.C20.C13	18:U8.U8.C03	28:U8.U3.C05.OB	38:U3.U7.C28.C14.PA	43:U7.U8.C22.C18.C17.SR	48:U1.U5.U4.C10.C22.SR
Trooper Sleeveless Catsuit GREEN-YELLOW	18:U3.U1.C22	13:U2.C12.C26	18:U2.U6.C25	28:U4.U2.C20.OB	38:U8.U7.C05.C01.PA	43:U2.U8.C18.C11.C09.SR	48:U4.U1.U2.C09.C24.SR
8:B 3L|RD 5P	21:U3.C11.C08.OB	13:U8.C02.C15	18:U3.U6.C07	28:U5.U8.C09.OB	38:U6.U2.C09.C27.PA	43:U2.U2.C07.C05.C21.SR	48:U7.U4.U7.C16.C18.SR
Trooper Sleeveless Catsuit LAVENDER	18:U3.U3.C08	13:U6.C07.C15	18:U6.U1.C20	28:U2.U8.C06.OB	38:U6.U7.C16.C25.PA	43:U4.U5.C13.C09.C19.SR	48:U1.U2.U5.C19.C20.SR
24:VTR 20%|RD 12P|MD 12P|VDEF 12P	37:U2.U6.C11.C23.PA	13:U2.C16.C16	18:U3.U1.C10	28:U1.U6.C09.OB	38:U2.U2.C26.C02.PA	43:U6.U2.C21.C26.C12.SR	48:U8.U8.U5.C25.C17.SR
Trooper Sleeveless Catsuit MAGENTA	18:U2.U3.C09	13:U2.C12.C19	18:U2.U8.C27	28:U8.U6.C03.OB	38:U7.U5.C25.C25.PA	43:U8.U2.C05.C04.C09.SR	48:U8.U7.U4.C08.C12.SR
1:SS 20P	13:U4.C27.C22	13:U1.C10.C21	18:U1.U8.C16	28:U4.U3.C22.OB	38:U3.U6.C27.C08.PA	43:U8.U3.C28.C01.C02.SR	48:U1.U8.U3.C14.C06.SR
Trooper Sleeveless Catsuit ORANGE	18:U4.U8.C12	13:U5.C18.C17	18:U2.U5.C28	28:U8.U8.C18.OB	38:U4.U1.C07.C19.PA	43:U7.U2.C08.C05.C03.SR	48:U5.U8.U1.C20.C17.SR
20:VD 12P|MXH 200P	21:U7.C08.C11.OB	13:U5.C19.C28	18:U5.U3.C27	28:U3.U5.C05.OB	38:U1.U7.C15.C26.PA	43:U3.U4.C05.C22.C18.SR	48:U8.U6.U5.C28.C22.SR
Trooper Sleeveless Catsuit PALE BROWN	18:U3.U1.C01	13:U5.C18.C02	18:U6.U6.C07	28:U8.U3.C13.OB	38:U2.U8.C04.C09.PA	43:U4.U3.C10.C27.C10.SR	48:U1.U2.U4.C11.C20.SR
1:V 3L	13:U6.C23.C06	13:U6.C21.C28	18:U2.U2.C11	28:U4.U5.C12.OB	38:U3.U3.C04.C17.PA	43:U8.U5.C28.C21.C10.SR	48:U3.U7.U7.C08.C27.SR
Trooper Sleeveless Catsuit PALE RED	18:U5.U3.C13	13:U1.C19.C23	18:U1.U7.C05	28:U2.U5.C26.OB	38:U3.U3.C08.C08.PA	43:U1.U8.C16.C06.C16.SR	48:U2.U6.U2.C19.C19.SR
1:SISR 2%	13:U1.C07.C24	13:U4.C05.C15	18:U7.U2.C09	28:U3.U5.C12.OB	38:U8.U1.C25.C04.PA	43:U6.U4.C21.C19.C19.SR	48:U7.U8.U8.C03.C26.SR
Trooper Sleeveless Catsuit PALE YELLOW	18:U1.U7.C24	13:U8.C19.C02	18:U4.U1.C02	28:U1.U5.C21.OB	38:U5.U3.C26.C07.PA	43:U2.U2.C24.C11.C04.SR	48:U1.U8.U1.C27.C19.SR
20:MXIS 30P|MXH 200P	21:U6.C08.C14.OB	13:U6.C15.C15	18:U4.U6.C18	28:U6.U7.C18.OB	38:U7.U2.C28.C02.PA	43:U4.U6.C03.C16.C02.SR	48:U6.U4.U4.C05.C05.SR
Trooper Sleeveless Catsuit PURPLE	18:U8.U1.C24	13:U7.C18.C16	18:U3.U6.C19	28:U2.U7.C22.OB	38:U5.U7.C16.C23.PA	43:U5.U5.C27.C01.C02.SR	48:U8.U2.U4.C12.C10.SR
20:MXH 200P|MD 5P	21:U3.C21.C20.OB	13:U2.C22.C21	18:U8.U1.C10	28:U8.U4.C15.OB	38:U5.U8.C11.C14.PA	43:U2.U6.C06.C06.C28.SR	48:U6.U2.U4.C19.C21.SR
Trooper Sleeveless Catsuit RED	18:U8.U4.C19	13:U5.C19.C21	18:U8.U4.C26	28:U7.U1.C23.OB	38:U2.U7.C14.C01.PA	43:U8.U3.C01.C17.C26.SR	48:U1.U4.U2.C11.C22.SR
16:R 3L|F 3L|MD 12P	29:U6.U1.C07.OB	13:U8.C19.C19	18:U4.U1.C18	28:U5.U3.C12.OB	38:U7.U8.C12.C05.PA	43:U2.U3.C21.C06.C05.SR	48:U7.U5.U2.C01.C07.SR
Trooper Sleeveless Catsuit REDDISH	18:U1.U8.C19	13:U8.C07.C14	18:U2.U2.C10	28:U5.U3.C22.OB	38:U7.U1.C27.C27.PA	43:U6.U8.C20.C15.C07.SR	48:U4.U7.U3.C04.C14.SR
16:SD 12P|CE 10%|MD 5P	29:U1.U7.C15.OB	13:U7.C03.C07	18:U7.U2.C02	28:U2.U2.C07.OB	38:U1.U3.C04.C09.PA	43:U5.U7.C27.C25.C11.SR	48:U6.U2.U5.C08.C06.SR
Trooper Sleeveless Catsuit TEAL	18:U1.U3.C05	13:U3.C06.C09	18:U1.U8.C07	28:U7.U5.C25.OB	38:U3.U2.C08.C11.PA	43:U7.U7.C05.C20.C01.SR	48:U8.U5.U6.C27.C18.SR
1:B 3L	13:U5.C04.C15	13:U2.C18.C15	18:U1.U2.C04	28:U5.U4.C15.OB	38:U1.U8.C22.C24.PA	43:U6.U5.C15.C20.C06.SR	48:U1.U4.U2.C26.C06.SR
Trooper Sleeveless Catsuit TURQUOISE	18:U8.U4.C27	13:U8.C13.C16	18:U1.U4.C10	28:U5.U6.C03.OB	38:U3.U4.C04.C14.PA	43:U4.U5.C11.C10.C28.SR	48:U8.U2.U1.C01.C22.SR
1:VR 15%	13:U3.C23.C12	13:U7.C04.C18	18:U6.U8.C07	28:U5.U3.C21.OB	38:U6.U1.C07.C14.PA	43:U5.U3.C20.C01.C15.SR	48:U6.U6.U7.C05.C14.SR
Trooper Sleeveless Catsuit VIOLET	18:U4.U2.C05	13:U3.C23.C23	18:U2.U6.C02	28:U5.U1.C21.OB	38:U5.U6.C12.C17.PA	43:U8.U6.C12.C09.C24.SR	48:U4.U6.U6.C26.C16.SR
1:VD 12P	13:U7.C20.C01	13:U8.C01.C24	18:U5.U6.C16	28:U6.U5.C12.OB	38:U7.U1.C17.C10.PA	43:U6.U7.C08.C10.C01.SR	48:U6.U6.U6.C08.C15.SR
Trooper Sleeveless Catsuit YELLOW	18:U4.U3.C04	13:U4.C06.C14	18:U4.U4.C20	28:U6.U5.C13.OB	38:U8.U8.C24.C11.PA	43:U5.U5.C25.C02.C25.SR	48:U7.U8.U5.C05.C08.SR
8:DR 10P|DSA 5P	21:U6.C22.C05.OB	13:U4.C01.C17	18:U8.U8.C24	28:U6.U4.C05.OB	38:U3.U7.C22.C05.PA	43:U8.U6.C10.C17.C12.SR	48:U3.U5.U3.C07.C19.SR
Unhappy G-MetShort T-Shirt BLACK/RED	15:U8.U3.C11	10:U4.C21.C04	15:U4.U5.C07	25:U6.U6.C23.OB	35:U5.U4.C21.C24.PA	40:U4.U3.C19.C06.C20.PA	45:U4.U3.U7.C28.C19.SR
12:MXH 100P	10:U3.C08.C13	10:U4.C12.C25	15:U8.U4.C23	25:U8.U2.C23.OB	35:U7.U3.C22.C18.PA	40:U5.U8.C27.C02.C24.PA	45:U6.U8.U4.C03.C12.SR
Velvet Tankini BROWN	40:U2.U5.C18.C24.C18.PA	10:U6.C17.C05	15:U1.U8.C11	25:U6.U2.C16.OB	35:U3.U7.C07.C13.PA	40:U4.U5.C02.C28.C26.PA	45:U5.U1.U2.C18.C14.SR
1:MXIS 30P	10:U6.C13.C12	10:U4.C15.C24	15:U7.U2.C22	25:U5.U6.C07.OB	35:U4.U8.C02.C20.PA	40:U3.U3.C28.C12.C10.PA	45:U6.U3.U6.C01.C18.SR
Velvet Tankini FADED GRAY-GREEN	40:U8.U4.C19.C21.C10.PA	10:U1.C20.C16	15:U7.U5.C03	25:U4.U8.C15.OB	35:U8.U1.C11.C04.PA	40:U3.U5.C26.C07.C19.PA	45:U5.U8.U2.C06.C13.SR
22:VR 15%|VTR 20%|MXH 200P	26:U8.U3.C02.OB	10:U1.C11.C24	15:U5.U1.C24	25:U3.U2.C20.OB	35:U8.U1.C02.C21.PA	40:U1.U8.C23.C13.C25.PA	45:U3.U5.U8.C21.C17.SR
Velvet Tankini GOLD	40:U5.U8.C01.C12.C04.PA	10:U8.C03.C07	15:U8.U5.C21	25:U5.U8.C05.OB	35:U8.U7.C17.C20.PA	40:U2.U5.C15.C05.C20.PA	45:U5.U4.U7.C18.C28.SR
20:MXH 200P|F 3L	18:U5.U7.C22	10:U5.C06.C03	15:U8.U1.C07	25:U1.U3.C21.OB	35:U6.U4.C16.C17.PA	40:U5.U4.C21.C16.C28.PA	45:U3.U2.U3.C17.C25.SR
Velvet Tankini GREEN	40:U2.U1.C04.C06.C04.PA	10:U8.C04.C02	15:U2.U6.C22	25:U3.U2.C10.OB	35:U7.U6.C10.C17.PA	40:U8.U3.C07.C18.C07.PA	45:U2.U5.U8.C16.C04.SR
32:SHR 25%|RTT 9P|HGD 20P|BT 5P|SMGD 10P	42:U6.U5.C08.C05.C22.SR	10:U8.C13.C09	15:U3.U2.C10	25:U2.U3.C18.OB	35:U5.U1.C22.C27.PA	40:U7.U8.C19.C09.C13.PA	45:U6.U8.U7.C05.C04.SR

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Item Name ITEM COLOR ENHANCED ITEM STATS	RECIPES: BASIC RECIPES: ENHANCED	+1% PR +1% VR	+2% PR +2% VR	+3% PR +3% VR	+4% PR +4% VR	+5% PR +5% VR	+6% PR +6% VR
Velvet Tankini PURPLE	40:U5.U6.C13.C22.C19.PA	10:U7.C23.C22	15:U3.U3.C05	25:U8.U7.C17.OB	35:U5.U6.C15.C21.PA	40:U8.U4.C06.C28.C06.PA	45:U5.U8.U6.C27.C19.SR
1:LP 20P	10:U5.C23.C22	10:U6.C10.C15	15:U7.U6.C07	25:U2.U4.C13.OB	35:U8.U5.C05.C16.PA	40:U2.U7.C13.C26.C24.PA	45:U8.U1.U7.C18.C20.SR
Velvet Tankini RED	40:U4.U1.C10.C20.C15.PA	10:U3.C17.C15	15:U3.U2.C23	25:U5.U2.C15.OB	35:U1.U7.C17.C12.PA	40:U7.U6.C27.C04.C02.PA	45:U6.U1.U7.C25.C01.SR
16:MXH 200P	10:U4.C10.C13	10:U7.C25.C04	15:U2.U1.C12	25:U2.U1.C09.OB	35:U6.U4.C21.C01.PA	40:U1.U5.C18.C20.C07.PA	45:U4.U8.U2.C10.C13.SR
Velvet Tankini SLATE GREEN	40:U5.U7.C26.C20.C19.PA	10:U2.C05.C01	15:U2.U5.C23	25:U2.U4.C28.OB	35:U3.U1.C20.C16.PA	40:U8.U7.C08.C24.C25.PA	45:U2.U8.U5.C17.C25.SR
1:RPDR 15%	10:U7.C12.C10	10:U6.C08.C21	15:U6.U7.C09	25:U4.U5.C05.OB	35:U1.U7.C05.C19.PA	40:U4.U6.C01.C25.C18.PA	45:U2.U1.U6.C12.C11.SR
Velvet Tankini TAN	40:U5.U3.C28.C28.C05.PA	10:U8.C10.C22	15:U2.U4.C04	25:U8.U7.C03.OB	35:U1.U6.C17.C22.PA	40:U1.U3.C17.C04.C14.PA	45:U5.U7.U8.C02.C03.SR
1:DSA 5P	10:U7.C03.C08	10:U3.C13.C17	15:U3.U7.C22	25:U1.U5.C24.OB	35:U8.U6.C15.C02.PA	40:U4.U1.C02.C25.C23.PA	45:U1.U6.U3.C15.C18.SR
Arasiki Leather Boots BLACK	14:U8.C25.C10	9:U8.C21	14:U3.C22.C27	24:U7.C16.C01.OB	34:U5.C09.C05.C15.PA	39:U8.U7.C22.C07.PA	44:U2.U8.C06.C12.C26.SR
1:VD 8P	9:U6.C13	9:U7.C03	14:U6.C25.C23	24:U4.C01.C03.OB	34:U6.C21.C13.C14.PA	39:U6.U4.C28.C16.PA	44:U3.U3.C04.C18.C04.SR

FEMALE SHOES

Item Name ITEM COLOR ENHANCED ITEM STATS	RECIPES: BASIC RECIPES: ENHANCED	+1% PR +1% VR	+2% PR +2% VR	+3% PR +3% VR	+4% PR +4% VR	+5% PR +5% VR	+6% PR +6% VR
Arasiki Leather Boots COAL	14:U4.C17.C16	9:U5.C06	14:U7.C10.C02	24:U2.C17.C22.OB	34:U4.C01.C11.C22.PA	39:U4.U2.C07.C16.PA	44:U4.U4.C15.C08.C23.SR
16:B 2L|SS 12P|DS 10P	25:U8.U6.C03.OB	9:U3.C17	14:U6.C03.C27	24:U4.C24.C15.OB	34:U7.C26.C06.C20.PA	39:U2.U4.C03.C06.PA	44:U3.U3.C19.C05.C12.SR
Arasiki Leather Boots CRIMSONED	14:U5.C17.C01	9:U2.C10	14:U5.C03.C10	24:U2.C23.C01.OB	34:U8.C04.C22.C18.PA	39:U3.U7.C04.C28.PA	44:U2.U4.C20.C14.C15.SR
24:REPAIR SKILL 10P|VR 5%|CN 6P|KD 25P	33:U3.C14.C07.C08.PA	9:U1.C12	14:U1.C05.C07	24:U4.C12.C03.OB	34:U5.C02.C15.C13.PA	39:U5.U1.C06.C28.PA	44:U1.U1.C01.C25.C03.SR
Arasiki Leather Boots DK. BROWN	14:U2.C16.C17	9:U6.C28	14:U2.C02.C25	24:U7.C23.C13.OB	34:U1.C27.C04.C26.PA	39:U4.U7.C24.C11.PA	44:U2.U5.C13.C16.C26.SR
14:R 2L|MXH 100P	17:U8.U1.C21	9:U4.C09	14:U7.C28.C05	24:U1.C07.C07.OB	34:U6.C23.C16.C26.PA	39:U2.U4.C25.C21.PA	44:U5.U3.C17.C17.C01.SR
Arasiki Short Leather Boots BLACK	14:U4.C26.C05	9:U2.C06	14:U6.C18.C08	24:U5.C01.C01.OB	34:U4.C10.C21.C10.PA	39:U5.U4.C15.C22.PA	44:U8.U6.C02.C01.C19.SR
16:MD 15P|B 2L|VD 10P	25:U6.U3.C28.OB	9:U4.C13	14:U1.C01.C13	24:U5.C13.C12.OB	34:U4.C16.C08.C14.PA	39:U4.U2.C13.C08.PA	44:U4.U4.C14.C08.C04.SR
Arasiki Short Leather Boots BROWN	4:C13.C04	9:U4.C09	14:U3.C10.C18	24:U6.C24.C06.OB	34:U1.C21.C14.C15.PA	39:U5.U5.C07.C16.PA	44:U5.U6.C28.C26.C09.SR
16:RD 10P|F 1L|6S 5P	25:U8.U2.C12.OB	9:U4.C04	14:U1.C07.C25	24:U4.C13.C28.OB	34:U5.C03.C08.C17.PA	39:U3.U4.C10.C25.PA	44:U5.U1.C05.C24.C05.SR
Arasiki Short Leather Boots FOREST	4:C11.C26	9:U8.C21	14:U2.C28.C19	24:U6.C11.C24.OB	34:U7.C06.C15.C09.PA	39:U3.U8.C16.C28.PA	44:U5.U4.C05.C03.C24.SR
16:SLR 10%|HGD 10P|MD 10P	25:U3.U4.C13.OB	9:U6.C13	14:U6.C17.C20	24:U2.C27.C16.OB	34:U8.C23.C12.C09.PA	39:U4.U2.C15.C20.PA	44:U1.U7.C11.C01.C26.SR
Arasiki Short Leather Boots GREEN	4:C23.C18	9:U3.C05	14:U2.C02.C05	24:U3.C10.C01.OB	34:U3.C21.C14.C05.PA	39:U1.U2.C19.C07.PA	44:U3.U7.C05.C06.C23.SR
8:MPDR 5%|SD 4P	17:U4.U7.C10	9:U3.C21	14:U7.C08.C26	24:U2.C08.C25.OB	34:U2.C07.C08.C23.PA	39:U7.U3.C14.C26.PA	44:U2.U8.C12.C10.C21.SR
Arasiki Short Leather Boots INDIGO	4:C24.C28	9:U8.C01	14:U2.C08.C08	24:U4.C24.C27.OB	34:U3.C22.C22.C24.PA	39:U6.U8.C06.C20.PA	44:U3.U5.C03.C22.C06.SR
1:CW 7P	9:U7.C27	9:U2.C24	14:U5.C07.C01	24:U1.C02.C01.OB	34:U4.C15.C09.C24.PA	39:U2.U7.C05.C08.PA	44:U4.U3.C03.C18.C04.SR
Arasiki Short Leather Boots PURPLE	4:C07.C11	9:U8.C05	14:U2.C16.C28	24:U2.C26.C05.OB	34:U6.C07.C21.C22.PA	39:U3.U3.C27.C07.PA	44:U4.U4.C01.C06.C16.SR
1:P 1L	9:U1.C09	9:U6.C28	14:U1.C05.C21	24:U5.C27.C15.OB	34:U5.C01.C16.C20.PA	39:U8.U4.C27.C10.PA	44:U1.U7.C04.C23.C24.SR
Arasiki Short Leather Boots RED	4:C15.C06	9:U4.C09	14:U1.C19.C22	24:U6.C13.C07.OB	34:U5.C04.C11.C13.PA	39:U6.U7.C02.C26.PA	44:U1.U6.C13.C05.C17.SR
1:ISR 2%	9:U5.C08	9:U1.C23	14:U1.C01.C12	24:U6.C17.C03.OB	34:U8.C04.C17.C08.PA	39:U4.U5.C23.C25.PA	44:U8.U5.C26.C11.C02.SR
Arasiki Short Leather Boots SHINY BLACK	4:C13.C28	9:U4.C10	14:U2.C01.C12	24:U2.C21.C10.OB	34:U1.C09.C11.C04.PA	39:U7.U2.C11.C21.PA	44:U2.U6.C23.C01.C13.SR
24:RD 20P|SD 20P|R 3L|SS 10P	33:U1.C19.C20.C26.PA	9:U5.C15	14:U3.C23.C17	24:U2.C02.C20.OB	34:U4.C03.C26.C16.PA	39:U6.U8.C06.C22.PA	44:U3.U6.C17.C02.C28.SR
Avero Heeled Pumps BLACK	29:U7.U3.C19.OB	9:U1.C09	14:U2.C04.C09	24:U1.C25.C27.OB	34:U5.C05.C09.C14.PA	39:U5.U7.C17.C28.PA	44:U5.U4.C19.C01.C27.SR
1:UDR 5%|HD 2P|CE 2%	9:U8.C10	9:U7.C10	14:U8.C14.C10	24:U5.C01.C15.OB	34:U8.C07.C23.C01.PA	39:U6.U3.C27.C20.PA	44:U2.U7.C03.C02.C12.SR
Avero Heeled Pumps BROWN	29:U2.U2.C04.OB	9:U5.C04	14:U3.C15.C22	24:U8.C27.C13.OB	34:U3.C16.C03.C24.PA	39:U7.U5.C03.C07.PA	44:U8.U1.C16.C16.C13.SR
1:RFD 5P	9:U6.C20	9:U6.C15	14:U7.C01.C16	24:U2.C23.C16.OB	34:U5.C16.C26.C12.PA	39:U8.U2.C02.C12.PA	44:U5.U4.C16.C17.C13.SR
Avero Heeled Pumps INDIGO	29:U5.U4.C22.OB	9:U7.C01	14:U7.C12.C22	24:U8.C09.C01.OB	34:U4.C12.C26.C14.PA	39:U2.U6.C27.C02.PA	44:U3.U8.C27.C12.C26.SR
1:MXIS 30P	9:U8.C10	9:U7.C06	14:U5.C05.C17	24:U8.C28.C02.OB	34:U2.C08.C13.C12.PA	39:U5.U4.C22.C21.PA	44:U7.U6.C16.C09.C23.SR
Avero Heeled Pumps MAGENTA	29:U1.U3.C22.OB	9:U7.C03	14:U7.C02.C26	24:U6.C28.C12.OB	34:U8.C09.C12.C25.PA	39:U4.U3.C01.C03.PA	44:U3.U8.C12.C18.C21.SR
1:UDR 5%|HD 2P|CE 2%	9:U3.C27	9:U4.C02	14:U8.C24.C23	24:U8.C05.C04.OB	34:U4.C05.C03.C09.PA	39:U4.U5.C17.C03.PA	44:U2.U8.C08.C27.C09.SR
Avero Heeled Pumps PURPLE	29:U1.U6.C12.OB	9:U1.C20	14:U4.C10.C18	24:U8.C23.C24.OB	34:U3.C01.C24.C28.PA	39:U6.U4.C24.C26.PA	44:U4.U7.C27.C11.C04.SR
20:MXH 200P|LP 20P	17:U6.U5.C06	9:U3.C24	14:U5.C18.C06	24:U4.C02.C09.OB	34:U7.C04.C23.C25.PA	39:U6.U2.C17.C25.PA	44:U6.U5.C25.C18.C21.SR
Avero Heeled Pumps RED	29:U3.U4.C28.OB	9:U8.C20	14:U3.C07.C11	24:U6.C09.C01.OB	34:U3.C25.C17.C04.PA	39:U7.U7.C20.C15.PA	44:U7.U8.C06.C21.C18.SR
8:RPDR 5%|HGD 5P	17:U3.U8.C24	9:U4.C17	14:U2.C24.C21	24:U5.C24.C11.OB	34:U1.C09.C13.C26.PA	39:U8.U4.C03.C24.PA	44:U6.U7.C25.C14.C02.SR
Avero Heeled Pumps SADDLE BROWN	29:U2.U3.C16.OB	9:U7.C05	14:U5.C07.C14	24:U4.C23.C15.OB	34:U2.C07.C26.C19.PA	39:U7.U7.C06.C16.PA	44:U6.U4.C10.C03.C01.SR
16:RD 10P|HD 10P|AD 10P	25:U4.U2.C12.OB	9:U4.C02	14:U2.C09.C03	24:U4.C24.C17.OB	34:U3.C21.C13.C26.PA	39:U8.U1.C15.C14.PA	44:U3.U4.C04.C26.C09.SR
Avero Heeled Pumps WHITE	29:U7.U5.C03.OB	9:U6.C07	14:U1.C01.C03	24:U4.C10.C14.OB	34:U3.C17.C03.C14.PA	39:U2.U8.C07.C25.PA	44:U8.U7.C08.C19.C06.SR
1:MD 12P	9:U8.C13	9:U3.C11	14:U2.C03.C18	24:U7.C08.C27.OB	34:U3.C10.C06.C04.PA	39:U3.U6.C20.C12.PA	44:U3.U5.C13.C11.C13.SR
Avero Open Heels BLACK	39:U3.U8.C20.C17.PA	9:U6.C12	14:U5.C13.C10	24:U1.C01.C03.OB	34:U3.C03.C11.C12.PA	39:U4.U1.C05.C11.PA	44:U5.U2.C21.C18.C28.SR
1:VD 12P	9:U2.C25	9:U2.C18	14:U2.C22.C25	24:U3.C12.C22.OB	34:U8.C05.C11.C15.PA	39:U7.U2.C10.C02.PA	44:U4.U4.C17.C01.C28.SR
Avero Snakeskin Short Boots BLACK	14:U8.C25.C04	9:U6.C11	14:U3.C10.C22	24:U3.C12.C09.OB	34:U8.C16.C13.C22.PA	39:U4.U3.C16.C03.PA	44:U6.U2.C21.C20.C23.SR
16:HD 9P|B 3L|MAX BUFFER 15P	25:U6.U6.C04.OB	9:U5.C04	14:U7.C11.C15	24:U1.C10.C15.OB	34:U8.C22.C06.C10.PA	39:U3.U5.C20.C25.PA	44:U4.U7.C25.C21.C07.SR
Avero Snakeskin Short Boots BROWN	29:U1.U8.C24.OB	9:U2.C02	14:U3.C14.C14	24:U5.C24.C17.OB	34:U4.C03.C12.C22.PA	39:U6.U2.C03.C26.PA	44:U4.U6.C20.C28.C09.SR
1:MXIS 30P	9:U5.C16	9:U4.C18	14:U5.C03.C13	24:U1.C07.C17.OB	34:U6.C10.C14.C17.PA	39:U6.U8.C06.C20.PA	44:U8.U7.C27.C21.C17.SR

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Item Name ITEM COLOR ENHANCED ITEM STATS	RECIPES: BASIC RECIPES: ENHANCED	+1% PR +1% VR	+2% PR +2% VR	+3% PR +3% VR	+4% PR +4% VR	+5% PR +5% VR	+6% PR +6% VR
Avero Snakeskin Short Boots GREEN	29:U4.U5.C03.OB	9:U3.C17	14:U5.C22.C28	24:U8.C05.C13.OB	34:U8.C27.C13.C25.PA	39:U8.U4.C12.C02.PA	44:U6.U3.C25.C02.C27.SR
8:KD 5P|IDR 2P	17:U8.U4.C02	9:U3.C20	14:U8.C10.C10	24:U4.C13.C19.OB	34:U4.C07.C08.C18.PA	39:U5.U8.C22.C21.PA	44:U5.U7.C02.C14.C25.SR
Avero Snakeskin Short Boots MAROON	29:U6.U3.C01.OB	9:U1.C01	14:U7.C27.C24	24:U8.C10.C20.OB	34:U1.C02.C11.C28.PA	39:U1.U8.C24.C24.PA	44:U5.U1.C21.C15.C16.SR
1:P 3L	9:U1.C15	9:U1.C03	14:U5.C28.C25	24:U8.C10.C27.OB	34:U7.C26.C10.C12.PA	39:U5.U3.C01.C04.PA	44:U3.U7.C18.C15.C13.SR
Avero Snakeskin Short Boots PURPLE	29:U3.U4.C07.OB	9:U2.C18	14:U5.C26.C19	24:U8.C27.C27.OB	34:U7.C06.C21.C22.PA	39:U5.U3.C07.C06.PA	44:U8.U4.C17.C17.C21.SR
16:R 3L|CE 5%|MD 5P	25:U8.U8.C13.OB	9:U8.C04	14:U7.C19.C10	24:U7.C28.C07.OB	34:U7.C22.C20.C12.PA	39:U6.U6.C17.C23.PA	44:U6.U2.C20.C14.C05.SR
Avero Snakeskin Short Boots RED	1:C23.C24	9:U8.C23	14:U1.C17.C01	24:U3.C18.C23.OB	34:U1.C23.C25.C13.PA	39:U7.U7.C03.C23.PA	44:U3.U8.C24.C23.C08.SR
8:F 3L|VR 20%	17:U5.U5.C23	9:U2.C16	14:U4.C06.C04	24:U2.C21.C08.OB	34:U8.C13.C22.C02.PA	39:U4.U2.C17.C23.PA	44:U3.U4.C14.C08.C28.SR
Avero Snakeskin Short Boots TEAL	29:U3.U2.C15.OB	9:U4.C28	14:U5.C20.C03	24:U6.C17.C19.OB	34:U1.C08.C27.C10.PA	39:U5.U7.C21.C17.PA	44:U1.U7.C01.C28.C07.SR
1:MVS 5%	9:U3.C04	9:U5.C28	14:U7.C10.C07	24:U2.C02.C08.OB	34:U1.C06.C28.C12.PA	39:U3.U6.C20.C24.PA	44:U1.U1.C16.C17.C26.SR
Avero Snakeskin Short Boots WHITE	29:U3.U7.C20.OB	9:U8.C09	14:U6.C01.C15	24:U3.C10.C28.OB	34:U3.C23.C17.C14.PA	39:U5.U7.C15.C18.PA	44:U5.U1.C26.C10.C21.SR
20:MXH 200P|R 3L	17:U2.U6.C05	9:U1.C28	14:U6.C02.C12	24:U3.C10.C02.OB	34:U1.C08.C07.C22.PA	39:U5.U4.C02.C27.PA	44:U8.U3.C16.C05.C19.SR
Dada Short Boots BLACK & RED	39:U2.U8.C20.C04.PA	9:U8.C11	14:U2.C28.C21	24:U3.C14.C14.OB	34:U2.C07.C27.C01.PA	39:U6.U6.C08.C05.PA	44:U2.U8.C05.C28.C17.SR
		9:U5.C18	14:U6.C20.C05	24:U5.C06.C26.OB	34:U8.C07.C12.C03.PA	39:U1.U6.C13.C22.PA	44:U2.U4.C02.C02.C26.SR
Dada Short Boots BLACK & SILVER	39:U1.U8.C03.C15.PA	9:U1.C04	14:U4.C13.C03	24:U1.C21.C05.OB	34:U6.C24.C20.C15.PA	39:U3.U6.C18.C13.PA	44:U1.U8.C28.C04.C19.SR
		9:U1.C10	14:U1.C15.C26	24:U8.C14.C06.OB	34:U4.C21.C11.C01.PA	39:U6.U7.C11.C16.PA	44:U4.U3.C06.C23.C09.SR
Dada Short Boots BROWN & DK. PURPLE	39:U2.U3.C12.C24.PA	9:U8.C09	14:U5.C16.C23	24:U2.C06.C17.OB	34:U1.C17.C24.C14.PA	39:U7.U1.C15.C11.PA	44:U2.U5.C08.C16.C18.SR
		9:U4.C17	14:U4.C04.C07	24:U2.C27.C28.OB	34:U8.C19.C10.C17.PA	39:U5.U5.C02.C24.PA	44:U1.U3.C03.C14.C01.SR
Dada Short Boots MAGENTA & LT. SLATE GRAY	39:U3.U8.C13.C10.PA	9:U1.C18	14:U8.C10.C16	24:U3.C10.C19.OB	34:U3.C24.C12.C12.PA	39:U2.U5.C20.C09.PA	44:U8.U2.C02.C16.C07.SR
		9:U8.C23	14:U3.C19.C12	24:U5.C21.C19.OB	34:U7.C08.C13.C15.PA	39:U1.U1.C01.C12.PA	44:U3.U8.C02.C06.C15.SR
Dada Short Boots ORANGE & BLACK	39:U8.U6.C19.C04.PA	9:U1.C11	14:U8.C05.C26	24:U4.C15.C24.OB	34:U5.C15.C28.C20.PA	39:U4.U2.C10.C03.PA	44:U3.U8.C06.C23.C26.SR
		9:U4.C03	14:U5.C03.C01	24:U5.C02.C18.OB	34:U1.C06.C14.C21.PA	39:U4.U6.C11.C02.PA	44:U4.U6.C21.C07.C21.SR
Dada Short Boots PURPLE & DK. VIOLET	39:U6.U3.C12.C22.PA	9:U3.C22	14:U7.C28.C23	24:U1.C11.C21.OB	34:U6.C25.C05.C28.PA	39:U6.U2.C28.C23.PA	44:U8.U1.C27.C27.C28.SR
		9:U2.C02	14:U2.C27.C25	24:U3.C20.C20.OB	34:U7.C15.C06.C11.PA	39:U1.U1.C09.C20.PA	44:U8.U2.C13.C14.C27.SR
Dada Short Boots RED & INDIGO	39:U5.U1.C08.C09.PA	9:U4.C27	14:U1.C05.C24	24:U2.C07.C23.OB	34:U1.C07.C13.C04.PA	39:U6.U6.C16.C23.PA	44:U2.U7.C26.C13.C22.SR
		9:U5.C17	14:U5.C12.C10	24:U4.C27.C03.OB	34:U1.C02.C02.C10.PA	39:U7.U4.C21.C14.PA	44:U5.U6.C01.C04.C18.SR
Dada Short Boots YELLOW GREEN & DK. BROWN	39:U4.U2.C04.C27.PA	9:U2.C24	14:U2.C14.C05	24:U8.C01.C10.OB	34:U5.C17.C02.C26.PA	39:U8.U2.C01.C15.PA	44:U5.U5.C26.C15.C09.SR
		9:U7.C28	14:U7.C01.C19	24:U8.C26.C03.OB	34:U4.C26.C05.C27.PA	39:U1.U4.C03.C01.PA	44:U4.U6.C28.C02.C23.SR
Hosh Leather Boots BLACK	14:U4.C24.C26	9:U4.C24	14:U4.C16.C16	24:U6.C18.C14.OB	34:U8.C06.C12.C03.PA	39:U4.U5.C25.C07.PA	44:U8.U7.C18.C23.C09.SR
1:RPDR 10%	9:U7.C05	9:U8.C15	14:U6.C19.C06	24:U5.C17.C04.OB	34:U5.C15.C21.C20.PA	39:U3.U6.C09.C15.PA	44:U5.U7.C20.C15.C13.SR
Hosh Leather Boots BROWN	14:U3.C13.C08	9:U1.C19	14:U8.C23.C03	24:U3.C21.C07.OB	34:U6.C24.C25.C28.PA	39:U1.U7.C09.C17.PA	44:U1.U2.C27.C03.C23.SR
8:SHR 10%|6S 6P	17:U6.U2.C07	9:U6.C12	14:U1.C15.C15	24:U5.C19.C18.OB	34:U2.C17.C15.C28.PA	39:U1.U8.C26.C04.PA	44:U3.U3.C10.C24.C19.SR
Hosh Leather Boots GREEN	14:U1.C18.C19	9:U6.C25	14:U4.C21.C18	24:U7.C10.C24.OB	34:U8.C05.C03.C07.PA	39:U8.U2.C26.C25.PA	44:U2.U4.C16.C10.C28.SR
8:MPDR 3%|RPDR 3%	17:U2.U4.C12	9:U5.C03	14:U4.C24.C01	24:U2.C14.C20.OB	34:U3.C01.C28.C13.PA	39:U7.U3.C03.C09.PA	44:U2.U6.C17.C12.C17.SR
Hosh Leather Boots OLIVE	14:U5.C28.C02	9:U3.C19	14:U5.C09.C20	24:U2.C09.C20.OB	34:U5.C09.C14.C28.PA	39:U8.U7.C14.C04.PA	44:U8.U8.C16.C14.C20.SR
16:HR 12%|VDEF 12P|MD 7P	25:U2.U1.C08.OB	9:U3.C28	14:U3.C19.C05	24:U4.C27.C26.OB	34:U5.C15.C14.C17.PA	39:U8.U1.C06.C04.PA	44:U1.U8.C07.C01.C18.SR
Hosh Leather Boots ORANGE	14:U2.C25.C19	9:U1.C01	14:U5.C04.C20	24:U8.C08.C09.OB	34:U3.C18.C10.C23.PA	39:U6.U5.C03.C03.PA	44:U6.U4.C16.C19.C26.SR
24:SHR 15%|IDR 15P|MVS 5%|AD 20P	33:U7.C02.C19.C04.PA	9:U8.C25	14:U3.C03.C19	24:U3.C15.C20.OB	34:U4.C09.C16.C01.PA	39:U5.U7.C25.C21.PA	44:U1.U5.C06.C28.C05.SR
Hosh Leather Boots PURPLE	14:U2.C13.C27	9:U2.C12	14:U2.C21.C13	24:U2.C16.C27.OB	34:U3.C17.C09.C28.PA	39:U3.U5.C04.C11.PA	44:U8.U8.C12.C14.C20.SR
1:VTR 12%	9:U2.C07	9:U2.C03	14:U3.C09.C11	24:U5.C17.C01.OB	34:U8.C19.C24.C17.PA	39:U3.U4.C22.C27.PA	44:U5.U2.C26.C23.C23.SR
Hosh Leather Boots RED	14:U3.C02.C21	9:U2.C27	14:U8.C05.C18	24:U3.C26.C15.OB	34:U5.C15.C01.C26.PA	39:U8.U5.C19.C23.PA	44:U2.U5.C21.C12.C14.SR
16:VD 8P|MCT 6P|MXH 100P	25:U2.U3.C21.OB	9:U2.C28	14:U8.C05.C04	24:U1.C15.C22.OB	34:U6.C21.C21.C04.PA	39:U3.U2.C05.C27.PA	44:U7.U7.C22.C09.C25.SR
Hosh Leather Boots YELLOW	14:U6.C03.C23	9:U1.C23	14:U6.C14.C26	24:U6.C26.C28.OB	34:U4.C13.C25.C15.PA	39:U6.U3.C20.C04.PA	44:U7.U2.C10.C10.C05.SR
1:F 2L	9:U7.C25	9:U4.C06	14:U2.C17.C11	24:U4.C23.C23.OB	34:U3.C27.C02.C04.PA	39:U1.U1.C10.C28.PA	44:U2.U1.C05.C25.C07.SR
Kesh Short Leather Boots BLACK	4:C15.C20	9:U1.C04	14:U8.C26.C17	24:U1.C22.C15.OB	34:U7.C26.C23.C26.PA	39:U4.U1.C12.C22.PA	44:U1.U3.C23.C09.C20.SR
1:SJ 6P	9:U8.C18	9:U3.C16	14:U7.C07.C05	24:U1.C27.C22.OB	34:U5.C04.C14.C23.PA	39:U2.U4.C01.C17.PA	44:U7.U3.C28.C14.C10.SR
Kesh Short Leather Boots BROWN	4:C03.C10	9:U3.C12	14:U8.C20.C19	24:U2.C12.C12.OB	34:U5.C13.C24.C15.PA	39:U7.U5.C01.C22.PA	44:U1.U6.C15.C20.C13.SR
16:HR 8%|VDEF 8P|MD 5P	25:U7.U7.C01.OB	9:U2.C28	14:U6.C07.C10	24:U5.C17.C06.OB	34:U8.C05.C21.C06.PA	39:U4.U5.C14.C18.PA	44:U3.U2.C01.C06.C26.SR
Kesh Short Leather Boots GREEN	4:C28.C01	9:U7.C26	14:U3.C18.C20	24:U1.C01.C16.OB	34:U1.C06.C13.C23.PA	39:U1.U5.C13.C10.PA	44:U2.U6.C23.C18.C04.SR
6:MXH 50P	15:U5.U2.C02	9:U5.C02	14:U1.C12.C06	24:U4.C08.C11.OB	34:U7.C19.C20.C10.PA	39:U6.U2.C24.C15.PA	44:U6.U3.C05.C01.C12.SR
Kesh Short Leather Boots INDIGO	4:C01.C01	9:U3.C12	14:U2.C09.C13	24:U2.C09.C11.OB	34:U6.C18.C24.C10.PA	39:U6.U6.C14.C08.PA	44:U3.U4.C14.C10.C28.SR
16:VGR 10%|VR 5%|MD 10P	25:U3.U6.C28.OB	9:U2.C20	14:U6.C28.C04	24:U2.C06.C06.OB	34:U1.C14.C25.C06.PA	39:U1.U2.C13.C10.PA	44:U4.U4.C01.C10.C15.SR
Kesh Short Leather Boots OLIVE	4:C08.C01	9:U7.C24	14:U6.C23.C04	24:U7.C10.C20.OB	34:U7.C28.C05.C28.PA	39:U1.U6.C26.C16.PA	44:U2.U5.C27.C16.C03.SR
16:MXIS 10P|F 2L|MVS 5%	25:U5.U1.C12.OB	9:U3.C26	14:U7.C04.C08	24:U1.C18.C18.OB	34:U1.C01.C14.C03.PA	39:U5.U7.C10.C04.PA	44:U2.U3.C07.C02.C05.SR
Kesh Short Leather Boots PURPLE	4:C07.C09	9:U6.C26	14:U3.C03.C16	24:U8.C08.C04.OB	34:U2.C06.C15.C15.PA	39:U6.U2.C21.C10.PA	44:U4.U2.C27.C25.C04.SR
8:SD 4P|MVS 2%	17:U5.U1.C26	9:U3.C15	14:U1.C15.C20	24:U6.C18.C16.OB	34:U3.C08.C26.C23.PA	39:U6.U1.C28.C16.PA	44:U5.U4.C09.C20.C22.SR
Kesh Short Leather Boots RED	4:C03.C24	9:U8.C05	14:U6.C25.C04	24:U4.C14.C07.OB	34:U3.C09.C15.C26.PA	39:U1.U2.C01.C18.PA	44:U5.U5.C24.C25.C02.SR
24:DSA 10P|KD 20P|HD 120|AD 20P	33:U1.C05.C19.C17.PA	9:U6.C14	14:U5.C16.C07	24:U3.C03.C16.OB	34:U8.C05.C12.C20.PA	39:U7.U2.C11.C11.PA	44:U6.U4.C14.C26.C16.SR
Kesh Short Leather Boots SEA GREEN	4:C17.C24	9:U2.C13	14:U4.C26.C09	24:U2.C18.C23.OB	34:U7.C10.C06.C01.PA	39:U1.U2.C28.C19.PA	44:U7.U4.C03.C28.C06.SR
8:RPDR 5%|MD 2P	17:U8.U8.C03	9:U5.C28	14:U5.C26.C04	24:U8.C03.C24.OB	34:U2.C19.C05.C27.PA	39:U8.U8.C19.C03.PA	44:U2.U2.C13.C03.C16.SR

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Item Name ITEM COLOR ENHANCED ITEM STATS	RECIPES: BASIC RECIPES: ENHANCED	+1% PR +1% VR	+2% PR +2% VR	+3% PR +3% VR	+4% PR +4% VR	+5% PR +5% VR	+6% PR +6% VR
Kovach Leather Boots ASH	4:C25.C19	9:U1.C12	14:U6.C13.C19	24:U7.C14.C10.OB	34:U4.C05.C24.C20.PA	39:U1.U5.C08.C24.PA	44:U6.U3.C16.C28.C27.SR
6:MXH 50P	15:U6.U7.C13	9:U8.C10	14:U1.C21.C02	24:U3.C26.C01.OB	34:U4.C02.C07.C17.PA	39:U3.U3.C12.C06.PA	44:U6.U5.C16.C08.C13.SR
Kovach Leather Boots BLACK	4:C23.C07	9:U5.C18	14:U5.C06.C06	24:U1.C12.C24.OB	34:U5.C02.C11.C16.PA	39:U4.U4.C17.C25.PA	44:U1.U7.C16.C21.C08.SR
1:B 1L	9:U8.C26	9:U1.C11	14:U1.C13.C10	24:U4.C12.C14.OB	34:U7.C21.C16.C28.PA	39:U5.U8.C05.C16.PA	44:U7.U8.C22.C09.C11.SR
Kovach Leather Boots CRIMSON	4:C28.C15	9:U3.C12	14:U4.C12.C28	24:U5.C02.C03.OB	34:U1.C03.C20.C27.PA	39:U6.U1.C05.C16.PA	44:U3.U2.C25.C18.C21.SR
1:DR 4P	9:U8.C06	9:U1.C01	14:U8.C23.C02	24:U3.C19.C08.OB	34:U1.C27.C28.C15.PA	39:U2.U8.C23.C27.PA	44:U5.U6.C21.C26.C19.SR
Kovach Leather Boots DK. BROWN	4:C01.C02	9:U3.C08	14:U4.C28.C19	24:U3.C11.C23.OB	34:U6.C15.C04.C19.PA	39:U7.U5.C11.C18.PA	44:U5.U6.C22.C11.C08.SR
6:MXH 50P	15:U7.U5.C22	9:U2.C13	14:U3.C04.C06	24:U6.C03.C13.OB	34:U5.C04.C22.C10.PA	39:U1.U5.C24.C12.PA	44:U8.U8.C20.C17.C28.SR
Lambda Sneakers EGGPLANT	4:C03.C22	9:U4.C22	14:U2.C27.C27	24:U4.C13.C17.OB	34:U2.C06.C24.C14.PA	39:U8.U6.C02.C22.PA	44:U1.U1.C25.C12.C06.SR
8:MXH 50P|CH 8P	17:U3.U7.C18	9:U3.C28	14:U7.C01.C01	24:U4.C25.C01.OB	34:U6.C23.C04.C27.PA	39:U4.U2.C27.C22.PA	44:U2.U4.C07.C14.C22.SR
Lambda Sneakers LAVENDER	4:C07.C17	9:U2.C27	14:U8.C14.C10	24:U3.C07.C17.OB	34:U2.C18.C20.C14.PA	39:U7.U4.C14.C15.PA	44:U2.U2.C26.C21.C24.SR
1:DS 5P	9:U4.C14	9:U4.C03	14:U2.C15.C17	24:U5.C18.C26.OB	34:U4.C16.C11.C28.PA	39:U3.U2.C23.C08.PA	44:U5.U4.C21.C18.C17.SR
Lambda Sneakers MAGENTA	4:C22.C12	9:U5.C22	14:U3.C04.C22	24:U2.C18.C25.OB	34:U3.C20.C07.C13.PA	39:U8.U2.C02.C09.PA	44:U8.U3.C04.C02.C02.SR
16:VR 5%|SMGD 2P|VD 4P	25:U8.U7.C02.OB	9:U7.C02	14:U8.C21.C26	24:U1.C20.C12.OB	34:U2.C23.C06.C14.PA	39:U7.U7.C05.C02.PA	44:U5.U4.C26.C03.C20.SR
Lambda Sneakers ORANGE	4:C23.C18	9:U4.C27	14:U2.C17.C07	24:U6.C27.C28.OB	34:U8.C27.C19.C13.PA	39:U6.U7.C21.C25.PA	44:U8.U7.C04.C02.C09.SR
1:R 1L	9:U8.C07	9:U4.C28	14:U1.C18.C16	24:U5.C10.C02.OB	34:U3.C15.C12.C25.PA	39:U2.U2.C22.C15.PA	44:U7.U5.C12.C25.C06.SR
Lambda Sneakers PURPLE	4:C15.C06	9:U1.C12	14:U4.C15.C02	24:U7.C07.C21.OB	34:U5.C01.C28.C10.PA	39:U8.U4.C10.C27.PA	44:U2.U1.C01.C12.C11.SR
8:ISR 1%|MD 2P	17:U1.U8.C06	9:U5.C18	14:U4.C18.C28	24:U3.C27.C02.OB	34:U2.C18.C27.C28.PA	39:U2.U3.C13.C20.PA	44:U2.U8.C15.C12.C10.SR
Lambda Sneakers RED	4:C21.C13	9:U2.C24	14:U4.C05.C22	24:U3.C16.C17.OB	34:U1.C08.C15.C21.PA	39:U2.U6.C19.C07.PA	44:U5.U7.C10.C24.C07.SR
1:VD 4P	9:U4.C21	9:U2.C28	14:U7.C12.C24	24:U3.C25.C25.OB	34:U7.C08.C24.C03.PA	39:U1.U8.C27.C04.PA	44:U3.U4.C07.C10.C02.SR
Lambda Sneakers WHITE	1:C07.C02	9:U6.C18	14:U1.C06.C17	24:U5.C27.C09.OB	34:U3.C04.C08.C07.PA	39:U6.U6.C11.C05.PA	44:U7.U4.C20.C10.C24.SR
1:VR 5%	9:U1.C11	9:U8.C09	14:U8.C26.C24	24:U6.C25.C07.OB	34:U5.C04.C13.C25.PA	39:U3.U6.C03.C18.PA	44:U5.U2.C20.C26.C21.SR
Lambda Sneakers YELLOW	4:C22.C23	9:U5.C12	14:U1.C28.C19	24:U7.C05.C17.OB	34:U3.C26.C28.C13.PA	39:U8.U8.C01.C21.PA	44:U5.U7.C23.C15.C08.SR
1:VD 4P	9:U1.C11	9:U1.C23	14:U6.C28.C14	24:U6.C07.C01.OB	34:U6.C10.C02.C17.PA	39:U4.U3.C23.C16.PA	44:U5.U2.C04.C14.C15.SR
Skaver Low Boots BLACK	1:C06.C15	9:U6.C23	14:U7.C01.C20	24:U6.C05.C24.OB	34:U1.C22.C08.C28.PA	39:U1.U2.C14.C25.PA	44:U6.U6.C20.C05.C09.SR
8:VGR 10%|RFD 5P	17:U3.U2.C17	9:U6.C19	14:U6.C17.C23	24:U2.C12.C07.OB	34:U1.C02.C23.C28.PA	39:U1.U3.C01.C22.PA	44:U7.U1.C07.C23.C12.SR
Skaver Low Boots BROWN	14:U5.C24.C25	9:U7.C23	14:U6.C08.C06	24:U8.C20.C21.OB	34:U3.C04.C23.C23.PA	39:U4.U8.C28.C14.PA	44:U4.U2.C16.C16.C15.SR
1:UDR 3%|HD 1P|CE 1%	9:U7.C02	9:U3.C18	14:U4.C10.C06	24:U1.C18.C18.OB	34:U7.C23.C22.C04.PA	39:U1.U6.C02.C04.PA	44:U7.U1.C06.C03.C26.SR
Skaver Low Boots FOREST	14:U6.C13.C15	9:U5.C23	14:U1.C26.C07	24:U6.C02.C02.OB	34:U2.C01.C25.C05.PA	39:U7.U5.C07.C04.PA	44:U6.U5.C18.C23.C12.SR
1:RD 8P	9:U2.C22	9:U5.C17	14:U8.C04.C02	24:U1.C01.C24.OB	34:U3.C01.C21.C08.PA	39:U5.U3.C25.C05.PA	44:U2.U6.C02.C04.C22.SR
Skaver Low Boots GREEN	14:U8.C06.C03	9:U6.C15	14:U1.C21.C21	24:U5.C27.C08.OB	34:U5.C04.C21.C07.PA	39:U4.U5.C09.C07.PA	44:U8.U2.C19.C10.C28.SR
12:MXH 100P	9:U1.C04	9:U4.C19	14:U1.C01.C01	24:U3.C08.C03.OB	34:U3.C17.C19.C10.PA	39:U1.U6.C05.C17.PA	44:U2.U1.C23.C19.C09.SR
Skaver Low Boots INDIGO	14:U3.C05.C10	9:U6.C19	14:U7.C23.C15	24:U6.C28.C07.OB	34:U8.C20.C23.C09.PA	39:U1.U6.C27.C14.PA	44:U1.U7.C05.C11.C22.SR
8:MPDR 10%|VTR 12%	17:U7.U7.C20	9:U1.C22	14:U5.C21.C21	24:U3.C17.C04.OB	34:U1.C28.C17.C20.PA	39:U4.U7.C12.C07.PA	44:U2.U3.C13.C12.C12.SR
Skaver Low Boots PURPLE	14:U8.C11.C14	9:U6.C11	14:U4.C09.C05	24:U7.C11.C06.OB	34:U6.C04.C14.C21.PA	39:U8.U5.C19.C11.PA	44:U7.U7.C28.C01.C01.SR
1:MPDR 10%	9:U2.C02	9:U8.C25	14:U2.C07.C13	24:U6.C22.C08.OB	34:U4.C17.C02.C03.PA	39:U7.U8.C16.C14.PA	44:U6.U8.C11.C23.C23.SR
Skaver Low Boots RED	14:U6.C03.C17	9:U5.C12	14:U6.C16.C23	24:U6.C10.C26.OB	34:U3.C14.C20.C25.PA	39:U7.U3.C02.C05.PA	44:U8.U7.C10.C10.C25.SR
1:MD 3P	9:U3.C22	9:U7.C05	14:U5.C06.C04	24:U5.C24.C27.OB	34:U4.C03.C23.C23.PA	39:U4.U3.C03.C18.PA	44:U8.U5.C25.C09.C10.SR
Skaver Low Boots SHINY BLACK	14:U4.C13.C05	9:U1.C01	14:U8.C05.C15	24:U8.C06.C10.OB	34:U5.C07.C28.C24.PA	39:U3.U8.C28.C12.PA	44:U5.U6.C10.C05.C14.SR
1:RD 6P	9:U4.C09	9:U2.C07	14:U4.C27.C18	24:U5.C02.C25.OB	34:U8.C18.C09.C13.PA	39:U1.U5.C09.C04.PA	44:U8.U7.C17.C23.C02.SR
Yozomaki Sidestrap Boots BLACK	29:U3.U1.C17.OB	9:U4.C16	14:U6.C22.C04	24:U7.C13.C12.OB	34:U2.C15.C28.C06.PA	39:U5.U7.C16.C27.PA	44:U2.U7.C08.C19.C25.SR
8:P 2L|CH 10P	17:U1.U5.C01	9:U6.C07	14:U5.C16.C27	24:U1.C07.C09.OB	34:U1.C24.C17.C28.PA	39:U6.U2.C26.C23.PA	44:U4.U3.C17.C05.C21.SR
Yozomaki Sidestrap Boots BROWN	29:U8.U6.C22.OB	9:U5.C22	14:U7.C19.C25	24:U5.C19.C11.OB	34:U5.C24.C21.C15.PA	39:U3.U7.C20.C14.PA	44:U6.U3.C17.C19.C05.SR
1:WA 5P	9:U8.C16	9:U6.C26	14:U5.C25.C03	24:U6.C14.C08.OB	34:U1.C17.C22.C09.PA	39:U6.U6.C01.C09.PA	44:U5.U5.C04.C08.C15.SR
Yozomaki Sidestrap Boots GREEN	29:U8.U4.C19.OB	9:U4.C16	14:U1.C04.C19	24:U3.C25.C11.OB	34:U3.C23.C28.C02.PA	39:U7.U4.C28.C17.PA	44:U7.U8.C21.C11.C06.SR
8:LP 9P|MDL 10P	17:U8.U7.C14	9:U5.C23	14:U7.C10.C12	24:U3.C07.C05.OB	34:U2.C12.C10.C09.PA	39:U5.U6.C11.C04.PA	44:U3.U1.C09.C22.C16.SR
Yozomaki Sidestrap Boots ORCHID	29:U2.U7.C17.OB	9:U3.C12	14:U5.C16.C18	24:U7.C15.C03.OB	34:U4.C08.C27.C13.PA	39:U3.U7.C18.C18.PA	44:U2.U6.C02.C25.C13.SR
1:VD 12P	9:U4.C02	9:U4.C13	14:U1.C20.C09	24:U3.C16.C09.OB	34:U6.C19.C12.C19.PA	39:U5.U1.C13.C26.PA	44:U5.U4.C25.C16.C10.SR
Yozomaki Sidestrap Boots PURPLE	29:U8.U2.C16.OB	9:U8.C18	14:U7.C24.C27	24:U6.C08.C14.OB	34:U2.C13.C22.C17.PA	39:U5.U7.C14.C02.PA	44:U5.U5.C28.C09.C06.SR
1:MD 12P	9:U2.C21	9:U3.C02	14:U6.C14.C18	24:U7.C07.C17.OB	34:U2.C03.C02.C02.PA	39:U8.U8.C05.C09.PA	44:U4.U5.C18.C10.C04.SR
Yozomaki Sidestrap Boots RED	29:U5.U7.C20.OB	9:U6.C03	14:U8.C04.C06	24:U7.C07.C25.OB	34:U3.C08.C22.C07.PA	39:U7.U6.C13.C22.PA	44:U7.U6.C19.C15.C02.SR
22:MXH 200P|VDEF 12P	17:U1.U2.C04	9:U1.C21	14:U6.C18.C09	24:U5.C26.C08.OB	34:U8.C19.C17.C27.PA	39:U2.U4.C20.C22.PA	44:U6.U6.C20.C26.C18.SR
Yozomaki Sidestrap Boots SIENNA	29:U3.U7.C06.OB	9:U4.C05	14:U2.C27.C07	24:U1.C22.C04.OB	34:U2.C12.C05.C20.PA	39:U2.U7.C07.C05.PA	44:U5.U3.C07.C26.C19.SR
8:MPDR 15%|RPDR 15%	17:U2.U2.C16	9:U2.C21	14:U3.C21.C24	24:U7.C27.C04.OB	34:U2.C03.C14.C05.PA	39:U2.U4.C16.C28.PA	44:U2.U3.C27.C01.C27.SR
Yozomaki Sidestrap Boots TEAL	29:U3.U7.C22.OB	9:U4.C15	14:U5.C23.C07	24:U4.C21.C02.OB	34:U2.C07.C28.C14.PA	39:U3.U5.C06.C11.PA	44:U4.U6.C08.C21.C22.SR
20:MXH 200P|RD 12P	17:U5.U7.C07	9:U6.C20	14:U4.C09.C19	24:U3.C11.C07.OB	34:U2.C04.C21.C05.PA	39:U7.U8.C15.C08.PA	44:U4.U1.C25.C11.C16.SR

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MALE COATS

Item Name ITEM COLOR ENHANCED ITEM STATS	RECIPES: BASIC RECIPES: ENHANCED	+1% PR +1% VR	+2% PR +2% VR	+3% PR +3% VR	+4% PR +4% VR	+5% PR +5% VR	+6% PR +6% VR
Arisaki Hikato Jacket DIM TEAL 1:V 2L	17:U1.U4.C02 12:U3.C01.C04	13:U7.C07.C25 12:U6.C09.C21	18:U1.U1.C03 17:U2.U2.C08	28:U1.U7.C20.OB 27:U4.U5.C15.OB	37:U3.U7.C01.C27.PA 37:U7.U7.C24.C06.PA	42:U2.U3.C21.C06.C08.SR 42:U5.U5.C09.C27.C05.SR	47:U6.U1.U5.C26.C24.SR 48:U2.U4.U1.C11.C14.SR
Arisaki Hikato Jacket INDIGO 1:VR 12%	17:U2.U8.C15 13:U3.C14.C20	12:U4.C14.C11 12:U7.C25.C10	17:U6.U8.C22 17:U1.U1.C03	28:U4.U7.C10.OB 28:U8.U1.C19.OB	38:U5.U5.C06.C14.PA 37:U1.U5.C09.C25.PA	43:U6.U3.C12.C16.C18.SR 42:U6.U6.C14.C05.C15.SR	47:U1.U3.U7.C08.C06.SR 48:U8.U5.U6.C19.C18.SR
Arisaki Hikato Jacket PURPLE 14:MXH 100P|MD 8P	17:U6.U8.C10 20:U1.C16.C02.IF	12:U1.C18.C03 12:U1.C05.C20	17:U8.U1.C15 17:U5.U1.C09	28:U5.U8.C20.OB 27:U5.U4.C22.OB	38:U2.U8.C23.C26.PA 37:U7.U8.C26.C03.PA	42:U3.U8.C11.C25.C27.SR 42:U8.U3.C19.C03.C03.SR	48:U4.U3.U6.C02.C19.SR 48:U7.U2.U4.C26.C10.SR
Arisaki Konishi Jacket BLACK 8:B 2L|MD 3P	17:U7.U1.C28 20:U5.C08.C26.IF	12:U6.C06.C28 12:U6.C06.C03	18:U5.U1.C28 18:U1.U3.C15	27:U7.U4.C07.OB 27:U4.U5.C20.OB	37:U5.U1.C27.C25.PA 37:U5.U3.C09.C20.PA	42:U7.U5.C07.C14.C21.SR 42:U5.U6.C21.C21.C08.SR	47:U5.U6.U5.C23.C03.SR 48:U5.U5.U7.C05.C14.SR
Arisaki Konishi Jacket BROWN 20:MXH 200P|CH 10P|RFD 15P	17:U7.U7.C11 28:U8.U1.C08.OB	13:U3.C24.C08 12:U1.C26.C13	17:U2.U8.C07 18:U5.U7.C03	28:U1.U8.C09.OB 27:U4.U8.C14.OB	37:U3.U5.C09.C07.PA 38:U4.U6.C11.C13.PA	42:U8.U8.C21.C07.C03.SR 42:U3.U6.C04.C23.C15.SR	47:U5.U7.U6.C22.C13.SR 47:U3.U3.U5.C24.C15.SR
Arisaki Konishi Jacket GREEN 8:B 1L|RFD 5P	17:U4.U3.C18 21:U6.C01.C23.OB	13:U4.C04.C25 12:U7.C07.C25	17:U5.U3.C11 18:U8.U1.C16	28:U7.U6.C10.OB 28:U8.U6.C28.OB	37:U1.U1.C19.C14.PA 37:U2.U6.C18.C28.PA	42:U6.U8.C28.C05.C11.SR 42:U1.U4.C10.C26.C11.SR	47:U5.U4.U2.C26.C04.SR 47:U6.U8.U2.C23.C28.SR
Arisaki Konishi Jacket MAGENTA 1:6S 12P	17:U2.U7.C08 13:U7.C16.C23	12:U4.C13.C10 12:U1.C28.C14	18:U4.U4.C15 18:U6.U8.C17	27:U4.U4.C02.OB 28:U6.U2.C27.OB	37:U8.U1.C03.C04.PA 37:U1.U4.C14.C10.PA	42:U1.U1.C10.C26.C07.SR 42:U8.U3.C14.C28.C27.SR	48:U5.U4.U7.C18.C24.SR 47:U6.U4.U5.C12.C04.SR
Arisaki Konishi Jacket PURPLE 8:MPDR 10%|SD 8P	17:U2.U3.C20 20:U2.C09.C21.IF	12:U6.C28.C13 12:U5.C19.C08	18:U3.U5.C12 17:U7.U1.C28	27:U7.U2.C27.OB 27:U7.U2.C16.OB	37:U5.U1.C20.C03.PA 37:U7.U4.C18.C14.PA	42:U5.U6.C01.C24.C12.SR 42:U1.U4.C17.C08.C17.SR	47:U8.U5.U6.C12.C19.SR 47:U5.U7.U4.C23.C05.SR
Arisaki Konishi Jacket RED 8:KFD 10P|TAP DATA NODE SKILL 10P	17:U4.U1.C07 20:U2.C28.C27.IF	12:U4.C12.C01 12:U1.C27.C16	17:U6.U3.C17 17:U5.U3.C01	27:U3.U2.C27.OB 27:U3.U5.C07.OB	37:U1.U8.C24.C21.PA 38:U2.U5.C04.C15.PA	42:U4.U2.C20.C14.C22.SR 43:U8.U1.C13.C10.C15.SR	47:U4.U7.U4.C21.C21.SR 47:U2.U1.U4.C16.C13.SR
Arisaki Konishi Jacket SIENNA 12:MXH 100P	17:U5.U7.C15 13:U2.C06.C06	12:U2.C24.C23 13:U6.C24.C09	17:U5.U3.C19 17:U7.U6.C21	27:U5.U1.C07.OB 28:U4.U7.C28.OB	37:U1.U4.C12.C18.PA 37:U1.U7.C04.C18.PA	43:U3.U7.C24.C26.C18.SR 43:U2.U1.C10.C24.C15.SR	48:U8.U7.U3.C20.C07.SR 47:U7.U2.U5.C13.C08.SR
Arisaki Konishi Jacket TEAL 16:HR 12%|VDEF 12P|MD 7P	17:U8.U2.C19 28:U1.U3.C01.OB	13:U6.C26.C11 12:U7.C13.C13	17:U3.U5.C11 17:U6.U2.C04	27:U7.U5.C24.OB 27:U3.U3.C06.OB	38:U8.U7.C15.C08.PA 37:U1.U6.C05.C09.PA	42:U4.U6.C12.C18.C23.SR 43:U6.U3.C05.C25.C22.SR	48:U6.U2.U1.C23.C27.SR 47:U4.U1.U2.C13.C05.SR
Arisaki Leather Coat BLACK 16:R 1L|MVS 5%|SMGD 10P	7:U8.C07 28:U8.U6.C03.OB	12:U4.C19.C12 12:U3.C24.C02	17:U2.U5.C18 17:U2.U3.C01	27:U2.U1.C26.OB 28:U8.U8.C16.OB	38:U7.U3.C18.C04.PA 38:U5.U2.C03.C18.PA	42:U4.U4.C27.C22.C14.SR 42:U3.U8.C04.C26.C13.SR	47:U7.U7.U1.C14.C11.SR 48:U3.U4.U7.C23.C13.SR
Arisaki Leather Coat BROWN 1:RD 2P	7:U1.C07 13:U8.C01.C24	12:U3.C15.C02 12:U7.C03.C26	18:U1.U4.C17 17:U7.U3.C18	27:U7.U1.C14.OB 27:U4.U2.C01.OB	37:U8.U5.C16.C11.PA 38:U7.U3.C18.C22.PA	42:U3.U1.C24.C16.C02.SR 42:U6.U7.C07.C07.C02.SR	47:U5.U4.U8.C28.C19.SR 47:U7.U8.U2.C22.C07.SR
Arisaki Leather Coat GREEN 6:MXH 50P	7:U3.C14 18:U8.U1.C07	12:U4.C10.C06 12:U4.C12.C23	17:U4.U2.C18 17:U7.U7.C27	28:U4.U1.C18.OB 27:U2.U3.C14.OB	37:U3.U4.C02.C18.PA 37:U4.U1.C15.C28.PA	42:U3.U7.C25.C01.C21.SR 43:U7.U5.C12.C16.C22.SR	47:U4.U1.U7.C27.C16.SR 48:U3.U2.U7.C09.C08.SR
Arisaki Leather Coat MAGENTA 8:VD 4P|MD 4P	7:U5.C23 20:U4.C09.C02.IF	12:U8.C03.C20 12:U1.C13.C09	17:U1.U6.C03 17:U6.U5.C19	27:U3.U6.C26.OB 27:U7.U7.C09.OB	37:U3.U1.C19.C22.PA 37:U8.U8.C17.C22.PA	42:U8.U3.C10.C01.C13.SR 42:U1.U2.C11.C01.C23.SR	47:U8.U2.U2.C17.C26.SR 48:U5.U1.U4.C14.C13.SR
Arisaki Leather Coat MEDIUM PURPLE 1:VR 8%	7:U4.C07 12:U8.C23.C19	12:U1.C09.C16 13:U8.C06.C14	17:U2.U4.C04 17:U6.U6.C11	27:U8.U5.C15.OB 28:U3.U1.C18.OB	37:U3.U5.C02.C03.PA 37:U5.U4.C20.C24.PA	42:U7.U6.C20.C10.C01.SR 42:U6.U3.C25.C26.C24.SR	48:U5.U8.U6.C28.C01.SR 47:U5.U6.U7.C10.C12.SR
Arisaki Leather Coat PURPLE 1:SD 4P	7:U2.C07 12:U7.C25.C03	12:U6.C26.C21 13:U8.C13.C12	17:U5.U4.C28 17:U2.U5.C05	27:U1.U5.C21.OB 27:U8.U7.C05.OB	38:U5.U3.C02.C18.PA 37:U8.U6.C12.C13.PA	42:U5.U2.C27.C01.C17.SR 42:U6.U2.C18.C01.C26.SR	48:U6.U7.U8.C08.C15.SR 47:U6.U3.U4.C11.C20.SR
Arisaki Leather Coat RED 8:MPDR 5%|HR 3%	7:U6.C21 20:U4.C02.C13.IF	12:U8.C27.C05 12:U7.C11.C06	17:U7.U6.C25 18:U6.U4.C15	28:U2.U8.C27.OB 27:U7.U5.C28.OB	37:U2.U5.C01.C15.PA 37:U8.U3.C27.C18.PA	43:U1.U4.C04.C27.C07.SR 43:U6.U7.C13.C07.C15.SR	47:U7.U5.U2.C24.C10.SR 48:U4.U5.U4.C18.C21.SR
Arisaki Leather Coat TEAL 1:MVS 2%	7:U6.C23 13:U6.C22.C11	12:U5.C22.C14 13:U4.C10.C05	18:U7.U5.C19 18:U5.U3.C25	27:U7.U5.C16.OB 27:U2.U6.C08.OB	37:U8.U7.C24.C06.PA 38:U6.U4.C26.C22.PA	42:U5.U7.C19.C24.C27.SR 42:U5.U8.C13.C06.C09.SR	47:U4.U8.U4.C15.C10.SR 47:U8.U8.U7.C09.C18.SR
Arisaki Leather Coat HighC BROWN 1:RFD 2P	7:U1.C03 13:U2.C05.C16	13:U8.C08.C25 12:U2.C16.C15	18:U3.U6.C18 18:U6.U4.C17	28:U6.U5.C02.OB 28:U2.U7.C04.OB	37:U1.U3.C04.C15.PA 37:U7.U3.C15.C23.PA	43:U1.U5.C09.C17.C25.SR 42:U8.U1.C09.C25.C23.SR	47:U6.U3.U5.C20.C27.SR 48:U8.U4.U5.C15.C04.SR
Arisaki Leather Coat HighC OLIVE 8:SHR 2%|IDR 1P	7:U8.C19 21:U5.C05.C12.OB	12:U4.C22.C04 12:U2.C27.C06	17:U8.U2.C07 17:U2.U1.C19	27:U5.U3.C01.OB 28:U2.U1.C18.OB	37:U2.U5.C07.C05.PA 37:U8.U5.C17.C11.PA	42:U6.U7.C17.C27.C28.SR 43:U2.U2.C08.C10.C11.SR	47:U1.U7.U6.C09.C16.SR 48:U3.U4.U8.C07.C09.SR
Arisaki Leather Coat HighC PURPLE 8:MD 2P|SJ 6P	7:U7.C26 20:U1.C14.C26.IF	13:U4.C18.C25 13:U3.C09.C20	17:U1.U1.C18 17:U5.U3.C19	27:U8.U7.C07.OB 27:U4.U7.C09.OB	37:U6.U3.C17.C26.PA 37:U6.U5.C12.C20.PA	42:U5.U2.C22.C15.C12.SR 42:U3.U2.C28.C07.C14.SR	47:U4.U2.U4.C25.C11.SR 48:U4.U4.U4.C10.C13.SR
Avero Cuffed Trench BROWN-LAVENDER 1:VD 4P	7:U7.C13 12:U1.C17.C17	12:U7.C01.C19 12:U5.C20.C17	18:U8.U3.C15 18:U5.U4.C01	28:U3.U6.C08.OB 27:U3.U7.C09.OB	38:U8.U2.C13.C15.PA 37:U3.U2.C04.C17.PA	42:U7.U3.C08.C14.C24.SR 42:U5.U3.C08.C01.C27.SR	48:U1.U4.U3.C27.C14.SR 47:U4.U4.U2.C10.C18.SR
Avero Cuffed Trench BROWN-PURPLE 1:HR 3%	7:U8.C18 13:U4.C25.C28	12:U2.C19.C25 13:U1.C14.C22	17:U2.U1.C06 17:U8.U4.C13	27:U6.U2.C19.OB 27:U5.U2.C10.OB	38:U8.U4.C04.C23.PA 37:U5.U4.C21.C01.PA	43:U2.U8.C03.C21.C12.SR 42:U7.U6.C11.C22.C22.SR	48:U6.U1.U2.C22.C25.SR 47:U2.U2.U1.C26.C17.SR
Avero Cuffed Trench GRAY 32:MXH 250P|R 3L|AD 15P|RPDR, MPDR 10%	7:U5.C09 44:U2.U8.C25.C23.C03.SR	12:U4.C18.C20 13:U6.C19.C11	17:U8.U6.C23 17:U3.U4.C11	27:U7.U3.C04.OB 27:U2.U6.C07.OB	37:U6.U5.C23.C19.PA 38:U5.U3.C08.C01.PA	43:U7.U3.C22.C14.C05.SR 43:U8.U4.C07.C24.C07.SR	47:U3.U3.U1.C25.C09.SR 47:U8.U1.U7.C17.C09.SR
Avero Cuffed Trench GREEN 1:MD 4P	7:U5.C19 12:U8.C13.C02	12:U4.C11.C19 12:U1.C27.C26	17:U7.U6.C11 18:U2.U7.C22	27:U1.U7.C19.OB 27:U4.U8.C22.OB	37:U5.U2.C08.C05.PA 37:U3.U5.C21.C18.PA	42:U1.U2.C16.C25.C10.SR 43:U4.U7.C23.C09.C21.SR	47:U6.U5.U6.C16.C11.SR 47:U7.U3.U8.C19.C26.SR
Avero Cuffed Trench LAVENDER 6:MXH 50P	7:U2.C13 18:U3.U8.C05	13:U8.C01.C11 12:U4.C05.C27	18:U8.U8.C20 17:U2.U6.C26	28:U3.U7.C28.OB 27:U3.U1.C18.OB	37:U1.U6.C03.C04.PA 37:U1.U5.C08.C02.PA	42:U4.U8.C22.C05.C21.SR 43:U7.U7.C12.C02.C01.SR	47:U3.U5.U6.C08.C23.SR 48:U5.U2.U7.C22.C27.SR
Avero Cuffed Trench WHITE 16:MXH 100P|FORCE COMBAT 15%|MD 15P	7:U2.C27 28:U2.U5.C01.OB	12:U4.C23.C08 12:U1.C06.C15	17:U3.U3.C15 18:U6.U2.C03	27:U6.U2.C28.OB 28:U7.U1.C11.OB	37:U5.U7.C19.C13.PA 37:U2.U7.C02.C19.PA	42:U4.U2.C07.C15.C03.SR 42:U5.U6.C19.C10.C04.SR	47:U6.U6.U3.C14.C27.SR 47:U3.U6.U3.C19.C09.SR
Avero Suit Coat BLACK 1:SD 5P	7:U8.C27 12:U8.C23.C11	12:U8.C18.C04 13:U7.C05.C05	18:U3.U5.C19 18:U4.U6.C03	27:U5.U7.C15.OB 27:U3.U4.C05.OB	37:U6.U7.C05.C05.PA 37:U5.U5.C22.C01.PA	42:U2.U2.C25.C13.C11.SR 42:U8.U4.C13.C16.C14.SR	48:U7.U5.U5.C24.C24.SR 47:U6.U3.U7.C17.C24.SR

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Item Name ITEM COLOR ENHANCED ITEM STATS	RECIPES: RECIPES:	BASIC ENHANCED	+1% PR +1% VR	+2% PR +2% VR	+3% PR +3% VR	+4% PR +4% VR	+5% PR +5% VR	+6% PR +6% VR
Avero Suit Coat BROWN		7:U3.C05	12:U4.C06.C14	17:U6.U5.C04	27:U7.U1.C10.OB	37:U6.U6.C20.C25.PA	42:U4.U4.C08.C10.C08.SR	47:U8.U1.U1.C04.C17.SR
24:MPDR 5%|SJ 6P|RPDR 5%|RD 2P		36:U8.U5.C19.C03.PA	12:U6.C21.C15	17:U5.U5.C17	28:U3.U6.C19.OB	37:U6.U6.C24.C23.PA	43:U4.U1.C09.C18.C14.SR	47:U1.U2.U7.C27.C24.SR
Avero Suit Coat EGGPLANT		7:U4.C13	12:U2.C17.C15	18:U6.U6.C23	27:U1.U1.C04.OB	37:U3.U6.C02.C18.PA	42:U2.U2.C10.C18.C28.SR	47:U5.U1.U4.C11.C01.SR
1:REPAIR SKILL 5P		12:U6.C02.C23	12:U1.C15.C02	17:U2.U6.C27	28:U2.U2.C13.OB	37:U7.U5.C22.C08.PA	42:U1.U3.C10.C09.C07.SR	48:U1.U4.U8.C03.C23.SR
Avero Suit Coat GRAY		7:U7.C28	12:U5.C19.C15	18:U6.U8.C24	27:U7.U6.C06.OB	37:U7.U4.C20.C16.PA	43:U6.U5.C27.C23.C11.SR	48:U2.U6.U5.C09.C02.SR
8:MXH 50P|LP 8P		20:U4.C08.C06.IF	12:U8.C05.C01	18:U3.U3.C17	27:U4.U5.C13.OB	37:U6.U3.C18.C09.PA	42:U1.U5.C10.C11.C07.SR	48:U3.U7.U6.C02.C28.SR
Avero Suit Coat GREEN		7:U1.C15	12:U6.C06.C02	18:U8.U1.C24	27:U4.U7.C20.OB	37:U1.U5.C20.C16.PA	42:U3.U5.C09.C11.C01.SR	47:U3.U6.U3.C20.C15.SR
8:MPDR 5%|VR 8%		20:U3.C02.C12.IF	13:U8.C23.C07	17:U5.U8.C26	27:U7.U4.C23.OB	37:U5.U5.C01.C09.PA	42:U2.U1.C22.C14.C01.SR	47:U1.U1.U3.C18.C08.SR
Avero Suit Coat LT. GREEN		1:C23.C27	12:U5.C24.C20	18:U2.U7.C18	27:U2.U2.C21.OB	37:U1.U6.C04.C21.PA	43:U3.U6.C25.C07.C04.SR	47:U1.U7.U3.C05.C23.SR
8:SD 5P|IDR 1P		21:U3.C07.C13.OB	13:U7.C08.C03	17:U4.U5.C13	27:U7.U6.C18.OB	38:U1.U7.C16.C10.PA	42:U1.U7.C17.C25.C11.SR	47:U2.U7.U7.C06.C16.SR
Avero Suit Coat MAGENTA		7:U5.C24	12:U2.C16.C07	18:U8.U5.C01	27:U2.U5.C17.OB	37:U2.U6.C22.C15.PA	43:U1.U2.C05.C11.C16.SR	47:U7.U6.U3.C13.C28.SR
1:RD 4P		12:U8.C16.C18	12:U3.C20.C06	18:U1.U7.C05	28:U1.U1.C22.OB	37:U2.U2.C20.C28.PA	42:U4.U6.C26.C13.C03.SR	47:U1.U1.U3.C07.C21.SR
Avero Suit Coat WHITE		7:U7.C02	13:U7.C05.C12	18:U7.U7.C26	27:U4.U5.C05.OB	37:U6.U2.C22.C17.PA	43:U7.U3.C10.C10.C22.SR	47:U4.U8.U6.C24.C10.SR
24:MXH 50P|HR 8%|VDEF 8P|MD 5P		36:U4.U5.C19.C21.PA	12:U5.C15.C03	18:U3.U8.C03	27:U5.U4.C02.OB	37:U2.U2.C19.C26.PA	43:U1.U2.C12.C19.C18.SR	47:U4.U3.U5.C16.C07.SR
Avero Suit Coat HighC CRIMSON		7:U2.C27	12:U5.C25.C20	18:U8.U3.C20	27:U1.U3.C03.OB	37:U8.U7.C12.C14.PA	43:U4.U7.C05.C18.C07.SR	47:U4.U4.U7.C13.C21.SR
1:CW 5P		12:U7.C27.C22	12:U5.C08.C13	17:U8.U8.C12	27:U8.U6.C13.OB	38:U5.U2.C07.C25.PA	43:U6.U2.C19.C02.C07.SR	47:U6.U2.U8.C06.C07.SR
Avero Suit Coat HighC GRAY		7:U1.C02	13:U8.C11.C14	17:U3.U4.C25	28:U2.U3.C14.OB	37:U4.U4.C20.C06.PA	43:U7.U7.C26.C10.C09.SR	47:U1.U6.U6.C23.C07.SR
8:SS 5P|HGD 10P		20:U1.C02.C27.IF	12:U6.C27.C19	18:U7.U3.C26	28:U6.U1.C04.OB	38:U5.U2.C03.C11.PA	42:U3.U7.C16.C15.C12.SR	47:U1.U2.U7.C27.C02.SR
Avero Suit Coat HighC GREEN		7:U4.C07	12:U8.C20.C28	17:U4.U2.C18	28:U6.U4.C08.OB	37:U1.U3.C08.C15.PA	42:U6.U1.C01.C18.C13.SR	47:U1.U5.U7.C14.C20.SR
8:MD 4P|SD 4P		20:U3.C12.C01.IF	12:U5.C07.C17	17:U5.U7.C19	27:U3.U8.C24.OB	37:U6.U1.C16.C05.PA	42:U4.U8.C14.C09.C05.SR	47:U1.U4.U1.C06.C28.SR
Avero Suit Coat HighC MAGENTA		7:U8.C07	12:U1.C03.C16	18:U3.U7.C27	27:U2.U4.C20.OB	37:U4.U2.C15.C22.PA	43:U5.U3.C12.C22.C03.SR	47:U6.U8.U2.C02.C08.SR
8:MPDR 5%|RPDR 5%		21:U8.C22.C07.OB	12:U7.C28.C02	17:U2.U2.C18	28:U8.U4.C05.OB	38:U3.U3.C11.C03.PA	42:U8.U4.C02.C07.C10.SR	47:U6.U6.U2.C10.C18.SR
Avero Suit Coat HighC OLIVE		7:U2.C10	12:U6.C20.C06	17:U5.U7.C09	27:U6.U8.C28.OB	37:U3.U1.C06.C19.PA	42:U5.U6.C14.C02.C14.SR	47:U7.U8.U4.C21.C11.SR
16:MXH 50P|ISR 2%|MD 4P		28:U8.U6.C06.OB	12:U8.C21.C16	17:U3.U7.C11	27:U6.U2.C21.OB	37:U4.U3.C06.C03.PA	43:U4.U5.C26.C21.C22.SR	47:U7.U6.U2.C25.C25.SR
Avero Suit Coat HighC OLIVE DRAB		7:U6.C04	12:U8.C13.C02	17:U1.U8.C23	27:U1.U6.C05.OB	37:U5.U8.C08.C19.PA	42:U1.U7.C15.C18.C10.SR	48:U1.U6.U6.C07.C06.SR
8:DR 4P|VDEF 5P		20:U2.C11.C18.IF	12:U5.C27.C15	18:U3.U3.C19	27:U7.U8.C11.OB	37:U1.U8.C19.C11.PA	43:U7.U7.C23.C08.C24.SR	47:U3.U2.U4.C11.C26.SR
Avero Suit Coat HighC PURPLE		7:U4.C26	13:U8.C16.C07	17:U3.U2.C28	27:U6.U5.C15.OB	37:U1.U3.C23.C16.PA	42:U5.U2.C24.C11.C26.SR	47:U7.U2.U8.C25.C22.SR
8:MPDR 2%|RPDR 2%		21:U5.C12.C19.OB	13:U3.C24.C04	17:U8.U8.C08	27:U5.U4.C28.OB	38:U8.U4.C22.C05.PA	42:U7.U2.C03.C20.C03.SR	47:U1.U4.U5.C11.C12.SR
Avero Suit Coat HighC RED		7:U7.C15	13:U7.C03.C17	18:U4.U4.C13	28:U2.U3.C08.OB	37:U2.U8.C26.C09.PA	42:U6.U5.C26.C03.C11.SR	47:U4.U4.U8.C28.C05.SR
1:SJ 6P		13:U8.C16.C27	12:U8.C10.C12	18:U4.U1.C16	27:U3.U5.C01.OB	37:U4.U5.C08.C13.PA	42:U6.U8.C26.C13.C15.SR	47:U1.U3.U2.C27.C03.SR
Boucher Coat CYAN		17:U2.U7.C17						
Boucher Coat DK. BEIGE		17:U7.U5.C11						
Boucher Coat DK. GRAY		17:U6.U3.C14						
Boucher Coat DK. GREEN		17:U1.U7.C06						
Boucher Coat DK. ORANGE		17:U4.U5.C13						
Boucher Coat DK. RED		17:U3.U4.C28						
Boucher Coat GRAY		17:U4.U4.C15						
Boucher Coat PINK		17:U1.U6.C28						
Boucher Coat SALMON		17:U5.U8.C28						
Boucher Coat YELLOW		17:U8.U3.C27						
Brooker Jacket BLACK		23:U1.C26.C19.OB						
Brooker Jacket BROWN		23:U7.C03.C20.OB						
Brooker Jacket DK. BROWN		23:U8.C24.C11.OB						
Brooker Jacket DK. GREEN		23:U3.C10.C16.OB						
Brooker Jacket DK. MAGENTA		23:U7.C28.C26.OB						
Brooker Jacket DK. OLIVE GREEN		23:U8.C02.C04.OB						
Brooker Jacket DK. OLIVE		23:U6.C22.C07.OB						
Brooker Jacket DK. PURPLE		23:U6.C27.C18.OB						
Brooker Jacket DK. RED		23:U8.C15.C04.OB						
Brooker Jacket DK. SEA GREEN		23:U5.C02.C04.OB						
Brooker Jacket GOLD		23:U2.C08.C17.OB						
Brooker Jacket GREEN		23:U6.C03.C09.OB						
Brooker Jacket INDIGO		23:U1.C19.C24.OB						
Brooker Jacket LT. GREEN		23:U7.C25.C08.OB						
Brooker Jacket LT. PURPLE		23:U8.C06.C19.OB						
Brooker Jacket MAGENTA		23:U7.C25.C24.OB						
Brooker Jacket ORANGE		23:U4.C28.C12.OB						
Brooker Jacket PURPLE		23:U2.C07.C07.OB						
Brooker Jacket RED		23:U1.C12.C13.OB						

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Item Name ITEM COLOR ENHANCED ITEM STATS	RECIPES: BASIC RECIPES: ENHANCED	+1% PR +1% VR	+2% PR +2% VR	+3% PR +3% VR	+4% PR +4% VR	+5% PR +5% VR	+6% PR +6% VR
Brooker Jacket SEA GREEN	23:U5.C03.C03.OB						
Brooker Jacket SILVER	23:U4.C08.C04.OB						
Brooker Jacket YELLOW	23:U7.C06.C19.OB						
Hosh Makok Duotone Jacket AMBER	17:U7.U8.C04	12:U2.C01.C13	17:U3.U6.C04	28:U2.U3.C28.OB	37:U7.U7.C17.C12.PA	43:U1.U5.C09.C10.C03.SR	47:U4.U7.U1.C13.C02.SR
1:VTR 12%	13:U2.C02.C02	12:U2.C02.C02	17:U4.U5.C07	27:U1.U4.C07.OB	37:U1.U3.C19.C18.PA	43:U2.U3.C14.C18.C12.SR	47:U1.U3.U4.C19.C02.SR
Hosh Makok Duotone Jacket DIM AQUAMARINE	17:U2.U1.C26	12:U2.C16.C23	18:U1.U4.C07	28:U2.U1.C17.OB	38:U8.U8.C27.C01.PA	43:U8.U2.C17.C10.C09.SR	48:U4.U4.U4.C26.C04.SR
8:RPDR 10%|MPDR 10%	20:U2.C05.C09.IF	13:U6.C03.C02	18:U1.U4.C25	27:U5.U3.C27.OB	38:U6.U4.C05.C06.PA	43:U7.U1.C21.C02.C26.SR	47:U8.U8.U3.C04.C02.SR
Hosh Makok Duotone Jacket GREEN	17:U4.U8.C25	13:U8.C15.C11	18:U3.U8.C07	27:U1.U8.C28.OB	37:U1.U3.C01.C26.PA	42:U4.U1.C17.C23.C18.SR	47:U5.U2.U3.C22.C27.SR
8:VD 8P|MD 8P	21:U1.C15.C25.OB	13:U6.C21.C16	17:U8.U4.C14	27:U6.U2.C24.OB	37:U7.U4.C28.C27.PA	42:U6.U7.C01.C16.C03.SR	47:U6.U3.U4.C23.C20.SR
Hosh Makok Duotone Jacket INDIGO	17:U1.U6.C14	12:U5.C09.C21	17:U7.U1.C02	28:U7.U2.C24.OB	37:U2.U4.C21.C26.PA	42:U4.U2.C09.C21.C20.SR	48:U7.U8.U6.C17.C15.SR
12:MXH 100P	12:U3.C11.C23	12:U7.C16.C05	17:U5.U3.C02	27:U1.U3.C17.OB	38:U7.U5.C19.C05.PA	42:U1.U7.C15.C08.C26.SR	47:U3.U3.U5.C18.C16.SR
Hosh Makok Duotone Jacket MAGENTA	17:U5.U7.C23	13:U7.C19.C21	17:U6.U7.C20	28:U4.U6.C28.OB	37:U6.U4.C13.C11.PA	43:U1.U6.C02.C06.C10.SR	47:U6.U5.U7.C09.C10.SR
1:RPDR 10%	12:U4.C25.C02	13:U8.C20.C11	18:U7.U1.C15	27:U6.U3.C14.OB	37:U2.U2.C20.C08.PA	43:U8.U7.C21.C02.C06.SR	47:U3.U8.U2.C03.C08.SR
Hosh Makok Duotone Jacket PURPLE	17:U1.U2.C11	12:U4.C02.C14	18:U3.U1.C25	28:U4.U2.C27.OB	38:U7.U3.C06.C07.PA	43:U4.U2.C18.C13.C19.SR	48:U2.U2.U3.C05.C20.SR
1:SMGD 3P	12:U5.C02.C14	12:U1.C03.C23	18:U1.U1.C12	28:U4.U7.C16.OB	37:U7.U5.C04.C27.PA	42:U2.U7.C20.C21.C05.SR	48:U3.U2.U7.C03.C01.SR
Hosh Makok Duotone Jacket RED	17:U2.U5.C09	12:U5.C01.C21	17:U1.U8.C01	27:U1.U6.C16.OB	37:U3.U2.C27.C18.PA	42:U2.U3.C12.C15.C20.SR	48:U3.U1.U8.C13.C10.SR
1:STEALTH 15P	13:U7.C18.C15	13:U4.C04.C06	17:U3.U1.C24	27:U6.U3.C02.OB	38:U6.U8.C11.C25.PA	42:U6.U6.C15.C18.C22.SR	47:U5.U4.U5.C09.C22.SR
Hosh Makok Duotone Jacket TEAL	17:U1.U8.C06	12:U8.C23.C20	17:U4.U2.C06	27:U6.U2.C24.OB	37:U3.U1.C06.C26.PA	43:U7.U6.C26.C18.C13.SR	48:U5.U1.U1.C15.C14.SR
8:MD 8P|P 2L	21:U8.C24.C15.OB	12:U3.C14.C05	17:U3.U5.C28	27:U6.U8.C02.OB	38:U7.U1.C22.C15.PA	43:U8.U3.C02.C21.C05.SR	47:U5.U4.U5.C16.C03.SR
Hosh Marok Jacket BROWN	7:U7.C07	12:U5.C21.C24	17:U4.U5.C04	27:U3.U1.C26.OB	37:U4.U3.C19.C15.PA	42:U2.U6.C22.C02.C24.SR	47:U4.U3.U2.C14.C17.SR
8:RPDR 2%|MPDR 2%	20:U2.C16.C13.IF	12:U1.C05.C18	18:U2.U4.C24	28:U6.U3.C12.OB	38:U1.U3.C28.C23.PA	42:U3.U4.C07.C12.C11.SR	48:U1.U3.U7.C05.C02.SR
Hosh Marok Jacket GREEN	7:U1.C14	13:U6.C25.C01	18:U3.U4.C17	28:U2.U7.C01.OB	37:U1.U1.C10.C07.PA	43:U3.U7.C24.C16.C03.SR	48:U8.U3.U8.C17.C03.SR
8:SHR 2%|VR 8%	20:U2.C24.C26.IF	12:U5.C19.C19	17:U6.U4.C21	27:U7.U3.C21.OB	38:U4.U5.C22.C25.PA	42:U4.U1.C27.C22.C05.SR	48:U6.U7.U4.C15.C08.SR
Hosh Marok Jacket MAGENTA	7:U2.C10	12:U7.C21.C04	18:U4.U8.C25	27:U5.U7.C14.OB	38:U3.U3.C27.C11.PA	42:U2.U8.C08.C08.C21.SR	48:U3.U4.U2.C22.C17.SR
8:P 1L|WA 2P	21:U7.C03.C14.OB	12:U1.C11.C11	17:U2.U2.C17	27:U8.U2.C03.OB	38:U7.U4.C28.C07.PA	42:U4.U8.C03.C03.C03.SR	48:U4.U2.U1.C01.C16.SR
Hosh Marok Jacket OLIVE	7:U6.C25	12:U1.C20.C02	17:U7.U4.C23	27:U1.U5.C01.OB	38:U8.U7.C24.C08.PA	43:U3.U2.C04.C21.C04.SR	48:U4.U7.U7.C08.C08.SR
1:MPDR 5%	12:U3.C10.C08	12:U2.C17.C03	17:U6.U6.C06	27:U5.U6.C12.OB	37:U2.U4.C09.C18.PA	42:U6.U2.C26.C05.C09.SR	47:U6.U3.U5.C23.C07.SR
Hosh Marok Jacket ORCHID	7:U8.C04	12:U6.C23.C25	17:U7.U2.C15	28:U2.U1.C02.OB	37:U4.U7.C24.C28.PA	43:U3.U8.C08.C25.C01.SR	48:U3.U2.U7.C20.C22.SR
6:MXH 50P	19:U8.U3.C27	12:U1.C10.C02	17:U2.U4.C01	27:U6.U7.C27.OB	38:U2.U1.C15.C28.PA	42:U7.U5.C27.C20.C20.SR	48:U6.U7.U4.C25.C08.SR
Hosh Marok Jacket PURPLE	7:U3.C26	13:U1.C09.C19	17:U7.U5.C12	27:U7.U2.C18.OB	37:U6.U8.C10.C11.PA	43:U8.U6.C28.C07.C24.SR	47:U1.U7.U7.C04.C09.SR
8:KFD 10P|SDN 5P	20:U7.C17.C27.IF	12:U7.C24.C22	17:U6.U1.C25	27:U7.U5.C27.OB	38:U5.U5.C05.C13.PA	43:U2.U7.C24.C20.C21.SR	48:U8.U8.U5.C14.C16.SR
Hosh Marok Jacket YELLOW	7:U6.C09	12:U7.C09.C24	17:U5.U6.C24	28:U5.U4.C28.OB	38:U4.U7.C10.C09.PA	42:U5.U1.C02.C06.C04.SR	48:U7.U4.U3.C20.C03.SR
1:VR 8%	13:U3.C21.C20	12:U4.C14.C24	18:U3.U3.C13	27:U4.U1.C19.OB	37:U8.U6.C22.C13.PA	42:U6.U4.C16.C17.C04.SR	48:U1.U8.U8.C02.C12.SR
Hosh Marok Jacket YELLOW-ORANGE	7:U3.C21	12:U4.C05.C16	17:U1.U2.C08	27:U5.U4.C26.OB	38:U4.U3.C04.C08.PA	43:U8.U5.C10.C07.C03.SR	47:U7.U3.U4.C08.C25.SR
1:F 2L	12:U8.C21.C23	13:U7.C03.C06	17:U3.U5.C21	28:U2.U1.C14.OB	38:U2.U3.C17.C04.PA	42:U3.U3.C04.C09.C11.SR	47:U2.U2.U2.C21.C17.SR
Hosh Rak Duotone Jacket GREEN	17:U5.U6.C06	13:U8.C04.C15	18:U1.U2.C14	28:U4.U1.C04.OB	38:U7.U6.C20.C02.PA	42:U5.U6.C21.C24.C02.SR	47:U1.U3.U2.C15.C26.SR
24:SPDR 10%|RD 15P|DSA 15P	37:U2.U6.C23.C21.PA	13:U3.C19.C04	18:U1.U5.C03	27:U8.U3.C26.OB	37:U5.U3.C26.C28.PA	43:U2.U8.C18.C14.C14.SR	47:U8.U8.U8.C11.C01.SR
Hosh Rak Duotone Jacket MAGENTA	17:U2.U2.C26	12:U3.C04.C15	18:U4.U5.C25	27:U5.U2.C16.OB	37:U8.U2.C23.C23.PA	42:U3.U7.C18.C15.C14.SR	47:U8.U3.U7.C19.C04.SR
1:HR 6%	12:U5.C25.C25	12:U3.C26.C26	17:U1.U8.C18	28:U7.U5.C15.OB	38:U8.U7.C01.C24.PA	43:U8.U5.C08.C16.C24.SR	47:U2.U7.U7.C20.C05.SR
Hosh Rak Duotone Jacket ORANGE	17:U8.U5.C25	12:U1.C10.C15	17:U6.U3.C21	28:U8.U3.C16.OB	37:U8.U7.C27.C01.PA	42:U6.U3.C05.C03.C21.SR	47:U7.U4.U4.C15.C17.SR
1:MD 8P	12:U7.C28.C17	13:U7.C05.C25	18:U3.U3.C04	28:U6.U5.C14.OB	37:U3.U3.C13.C17.PA	42:U8.U1.C13.C16.C03.SR	48:U1.U2.U6.C21.C13.SR
Hosh Rak Duotone Jacket PURPLE	17:U1.U4.C08	12:U8.C22.C25	17:U1.U7.C18	27:U7.U5.C04.OB	37:U7.U5.C12.C08.PA	43:U3.U4.C28.C01.C24.SR	47:U5.U8.U4.C16.C02.SR
1:CH 12P	12:U7.C23.C27	12:U4.C22.C16	17:U5.U7.C10	28:U8.U5.C09.OB	38:U1.U8.C20.C17.PA	42:U8.U8.C22.C26.C17.SR	47:U6.U7.U6.C14.C07.SR
Hosh Rak Duotone Jacket RED	17:U4.U3.C08	12:U4.C12.C15	17:U6.U4.C07	27:U2.U2.C27.OB	38:U5.U8.C14.C11.PA	43:U8.U4.C13.C14.C15.SR	48:U2.U8.U3.C23.C27.SR
8:VD 8P|MD 3P	20:U8.C06.C25.IF	12:U2.C09.C19	17:U7.U3.C25	27:U4.U6.C07.OB	37:U5.U2.C26.C07.PA	43:U6.U1.C03.C19.C06.SR	47:U6.U4.U7.C17.C07.SR
Hosh Rak Duotone Jacket TEAL	17:U7.U7.C21	12:U2.C06.C20	17:U5.U3.C19	28:U6.U4.C09.OB	38:U8.U3.C13.C19.PA	42:U8.U7.C26.C02.C16.SR	47:U6.U7.U3.C01.C04.SR
1:P 2L	12:U8.C12.C14	12:U1.C18.C05	18:U6.U2.C08	27:U4.U8.C12.OB	37:U7.U3.C24.C13.PA	43:U4.U4.C15.C15.C18.SR	47:U1.U7.U7.C08.C09.SR
Hosh Rak Duotone Jacket WHITE	17:U2.U3.C14	13:U1.C05.C20	17:U3.U8.C24	28:U6.U1.C04.OB	37:U2.U5.C25.C08.PA	42:U3.U7.C19.C19.C07.SR	48:U7.U5.U2.C02.C13.SR
1:MPDR 10%	12:U1.C23.C20	12:U5.C20.C22	17:U1.U2.C01	27:U2.U1.C02.OB	37:U7.U4.C24.C09.PA	42:U3.U5.C26.C23.C10.SR	47:U7.U5.U8.C19.C10.SR
Hosh Rak Duotone Jacket YELLOW	1:C20.C26	13:U4.C26.C12	17:U3.U8.C21	27:U4.U5.C06.OB	38:U7.U6.C14.C22.PA	42:U7.U8.C26.C01.C21.SR	47:U4.U8.U7.C17.C14.SR
8:DDR 6P|LP 12P	21:U3.C01.C18.OB	12:U7.C22.C23	17:U3.U3.C16	27:U5.U5.C06.OB	38:U3.U6.C20.C26.PA	43:U8.U7.C21.C14.C09.SR	47:U6.U6.U4.C04.C07.SR
Hosh Rak Jacket BLACK	7:U3.C01	12:U1.C11.C21	18:U1.U6.C20	28:U8.U8.C09.OB	37:U8.U2.C06.C15.PA	42:U7.U8.C10.C12.C25.SR	47:U7.U3.U1.C02.C22.SR
6:MXH 50P	18:U6.U6.C12	12:U1.C20.C12	17:U4.U7.C24	27:U8.U5.C26.OB	37:U2.U2.C11.C06.PA	43:U6.U2.C19.C11.C20.SR	48:U6.U7.U8.C07.C06.SR
Hosh Rak Jacket BROWN	7:U3.C16	12:U2.C20.C07	18:U1.U3.C05	27:U2.U6.C14.OB	37:U7.U6.C19.C09.PA	42:U2.U4.C17.C25.C21.SR	48:U4.U7.U5.C01.C04.SR
1:F 1L	12:U5.C08.C22	12:U6.C02.C11	18:U7.U2.C15	27:U3.U7.C24.OB	37:U7.U3.C25.C19.PA	42:U1.U3.C19.C28.C20.SR	47:U4.U8.U2.C18.C12.SR
Hosh Rak Jacket GREEN	7:U5.C24	13:U5.C28.C19	18:U2.U6.C25	27:U3.U2.C08.OB	38:U6.U2.C08.C12.PA	42:U2.U3.C13.C16.C04.SR	48:U5.U3.U6.C05.C11.SR
8:MPDR 5%|RPDR 5%	20:U4.C25.C10.IF	13:U6.C14.C26	18:U3.U2.C20	27:U6.U5.C24.OB	37:U7.U3.C27.C28.PA	42:U6.U7.C15.C07.C14.SR	47:U1.U2.U8.C21.C15.SR
Hosh Rak Jacket ORANGE	7:U8.C01	12:U8.C23.C11	18:U6.U2.C07	27:U6.U7.C01.OB	37:U1.U1.C08.C05.PA	43:U4.U8.C11.C11.C26.SR	48:U8.U5.U3.C13.C23.SR
8:SISR 2%|WA 2P	21:U6.C22.C21.OB	12:U8.C24.C25	17:U3.U7.C08	27:U7.U4.C07.OB	38:U8.U8.C06.C18.PA	42:U2.U3.C27.C28.C04.SR	47:U2.U7.U8.C26.C17.SR

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Item Name ITEM COLOR ENHANCED ITEM STATS	RECIPES: BASIC RECIPES: ENHANCED	+1% PR +1% VR	+2% PR +2% VR	+3% PR +3% VR	+4% PR +4% VR	+5% PR +5% VR	+6% PR +6% VR
Hosh Rak Jacket PURPLE	7:U2.C08	12:U3.C25.C27	17:U6.U7.C01	27:U2.U8.C02.OB	37:U5.U5.C04.C26.PA	43:U5.U6.C06.C04.C09.SR	48:U8.U4.U7.C18.C19.SR
8:MD 2P|AD 2P	20:U2.C10.C07.IF	12:U6.C23.C07	17:U3.U5.C20	27:U5.U1.C14.OB	37:U7.U2.C18.C19.PA	42:U8.U6.C16.C27.C14.SR	47:U3.U1.U2.C17.C06.SR
Hosh Rak Jacket RED	7:U4.C20	12:U7.C01.C06	18:U6.U7.C05	27:U1.U4.C05.OB	38:U6.U5.C14.C20.PA	42:U5.U2.C03.C26.C07.SR	48:U4.U2.U1.C28.C15.SR
1:RD 2P	13:U3.C06.C20	12:U6.C25.C04	18:U4.U4.C13	28:U1.U1.C02.OB	38:U7.U2.C03.C07.PA	43:U3.U1.C11.C21.C09.SR	47:U7.U6.U7.C27.C27.SR
Hosh Rak Jacket TEAL	7:U7.C17	12:U7.C14.C22	17:U3.U1.C21	27:U2.U2.C23.OB	37:U8.U6.C01.C07.PA	42:U6.U6.C01.C19.C13.SR	47:U2.U2.U4.C20.C18.SR
8:AD 2P|SJ 6P	21:U7.C06.C27.OB	12:U1.C02.C07	17:U5.U3.C26	27:U4.U5.C26.OB	37:U4.U4.C18.C07.PA	42:U3.U6.C10.C01.C08.SR	47:U6.U5.U5.C12.C19.SR
Hosh Rak Jacket WHITE	7:U7.C03	12:U5.C24.C22	18:U1.U4.C23	27:U1.U5.C04.OB	38:U6.U2.C10.C22.PA	42:U5.U8.C10.C06.C07.SR	47:U8.U8.U8.C07.C26.SR
16:SISR 2%|DSA 2P|WA 2P	28:U5.U6.C07.OB	13:U8.C08.C07	17:U5.U1.C15	27:U5.U2.C14.OB	37:U8.U5.C19.C17.PA	42:U4.U4.C10.C25.C26.SR	48:U1.U5.U7.C22.C16.SR
Jayne Collarless Half-Duster BROWN	17:U3.U5.C08	12:U4.C23.C26	17:U1.U8.C12	27:U7.U6.C10.OB	38:U4.U2.C14.C13.PA	42:U7.U6.C25.C21.C02.SR	47:U1.U8.U1.C09.C04.SR
1:MPDR 10%	12:U2.C17.C25	12:U1.C22.C27	17:U7.U4.C19	27:U8.U4.C23.OB	37:U7.U3.C24.C15.PA	43:U8.U1.C05.C28.C26.SR	47:U4.U3.U6.C05.C15.SR
Jayne Collarless Half-Duster DIM RED	17:U1.U4.C20	12:U2.C09.C08	18:U1.U4.C13	27:U4.U8.C07.OB	37:U7.U8.C10.C26.PA	43:U2.U6.C23.C18.C14.SR	47:U6.U8.U1.C23.C12.SR
		13:U2.C19.C18	18:U4.U1.C05	28:U6.U2.C17.OB	38:U4.U7.C02.C25.PA	42:U7.U8.C07.C06.C16.SR	47:U6.U7.U6.C13.C21.SR
Jayne Collarless Half-Duster DK. MAGENTA	17:U3.U3.C28	13:U7.C13.C02	17:U3.U3.C10	27:U3.U1.C05.OB	38:U2.U4.C23.C28.PA	42:U1.U3.C11.C09.C09.SR	48:U7.U6.U2.C22.C17.SR
		12:U5.C05.C04	17:U2.U5.C27	27:U5.U4.C27.OB	38:U4.U6.C15.C04.PA	43:U4.U8.C01.C11.C13.SR	47:U8.U1.U4.C22.C07.SR
Jayne Collarless Half-Duster DULL GREEN	17:U7.U8.C17	12:U7.C19.C12	17:U8.U8.C18	27:U5.U6.C17.OB	38:U7.U5.C14.C13.PA	42:U8.U2.C04.C15.C26.SR	47:U5.U4.U7.C03.C07.SR
		12:U1.C06.C04	17:U2.U3.C16	28:U8.U8.C15.OB	37:U1.U2.C15.C22.PA	42:U4.U6.C26.C04.C05.SR	47:U8.U4.U4.C28.C19.SR
Jayne Collarless Half-Duster GREEN	17:U1.U4.C18	12:U8.C04.C15	17:U5.U2.C21	28:U3.U8.C05.OB	37:U8.U2.C13.C05.PA	42:U3.U3.C12.C12.C19.SR	48:U2.U4.U2.C24.C18.SR
		13:U6.C15.C04	18:U3.U2.C27	27:U6.U8.C18.OB	38:U5.U7.C16.C24.PA	42:U5.U2.C26.C05.C25.SR	47:U6.U7.U3.C17.C26.SR
Jayne Collarless Half-Duster PURPLE	17:U1.U6.C06	12:U3.C27.C27	17:U1.U3.C28	27:U3.U8.C15.OB	37:U3.U8.C19.C28.PA	43:U3.U4.C25.C09.C13.SR	48:U4.U4.U7.C22.C17.SR
		13:U1.C28.C12	17:U8.U1.C02	28:U3.U8.C06.OB	37:U1.U8.C22.C21.PA	42:U1.U7.C25.C05.C23.SR	47:U8.U8.U1.C22.C06.SR
Jayne Collarless Half-Duster RED	17:U4.U6.C02	12:U4.C06.C15	18:U3.U5.C22	27:U6.U2.C13.OB	37:U3.U8.C12.C06.PA	42:U7.U2.C13.C24.C21.SR	47:U5.U7.U8.C16.C12.SR
		13:U6.C25.C26	17:U6.U1.C16	27:U8.U6.C08.OB	37:U7.U7.C09.C12.PA	42:U5.U5.C02.C07.C14.SR	47:U2.U8.U8.C05.C02.SR
Jayne Collarless Half-Duster SLATE	17:U7.U8.C20	12:U6.C28.C06	17:U4.U3.C22	28:U5.U7.C15.OB	38:U8.U7.C25.C23.PA	43:U4.U6.C20.C07.C09.SR	48:U3.U5.U8.C09.C12.SR
		12:U6.C03.C27	17:U8.U2.C04	28:U1.U6.C22.OB	37:U5.U6.C11.C23.PA	43:U7.U5.C20.C25.C21.SR	47:U7.U1.U2.C04.C01.SR
Jayne Half-Duster BLACK	17:U3.U7.C13	13:U7.C21.C21	18:U8.U1.C07	27:U2.U4.C10.OB	37:U3.U7.C22.C15.PA	42:U2.U5.C13.C05.C09.SR	47:U2.U3.U5.C14.C19.SR
		13:U7.C08.C15	17:U6.U1.C06	28:U2.U1.C26.OB	37:U6.U1.C07.C21.PA	42:U4.U2.C27.C26.C06.SR	47:U5.U1.U8.C25.C10.SR
Jayne Half-Duster BROWN	17:U1.U7.C18	13:U6.C03.C25	18:U2.U4.C16	28:U7.U3.C27.OB	38:U3.U4.C27.C01.PA	42:U3.U4.C20.C09.C07.SR	47:U3.U3.U8.C03.C05.SR
1:ISR 3%	12:U2.C06.C08	12:U7.C10.C23	17:U8.U8.C04	28:U8.U5.C01.OB	38:U1.U1.C19.C14.PA	42:U8.U7.C26.C21.C18.SR	47:U4.U7.U6.C13.C12.SR
Jayne Half-Duster DK. BROWN	17:U6.U8.C13	12:U3.C27.C18	17:U2.U2.C09	27:U3.U3.C27.OB	37:U5.U5.C24.C11.PA	42:U7.U2.C24.C19.C03.SR	48:U5.U4.U7.C22.C21.SR
		12:U7.C12.C20	17:U4.U1.C25	27:U4.U1.C02.OB	37:U1.U2.C21.C19.PA	43:U7.U2.C26.C08.C25.SR	47:U4.U5.U3.C06.C05.SR
Jayne Half-Duster EGGPLANT	17:U1.U8.C22	12:U6.C06.C16	17:U1.U2.C28	28:U2.U4.C19.OB	38:U7.U3.C18.C01.PA	42:U3.U3.C06.C26.C02.SR	47:U4.U7.U2.C27.C24.SR
		13:U8.C11.C01	17:U6.U5.C23	27:U5.U6.C07.OB	37:U5.U2.C06.C09.PA	42:U4.U8.C05.C23.C08.SR	47:U2.U6.U4.C19.C07.SR
Jayne Half-Duster GREEN	17:U6.U2.C15	13:U8.C01.C05	18:U1.U8.C22	27:U1.U7.C01.OB	38:U5.U8.C11.C26.PA	43:U8.U1.C13.C23.C11.SR	48:U4.U7.U5.C25.C03.SR
		12:U8.C05.C28	18:U7.U4.C09	27:U8.U1.C11.OB	37:U6.U6.C27.C10.PA	42:U6.U2.C15.C18.C02.SR	47:U3.U2.U8.C25.C12.SR
Jayne Half-Duster MAGENTA	17:U2.U4.C12	12:U7.C01.C28	17:U2.U7.C05	28:U7.U4.C12.OB	38:U2.U3.C10.C25.PA	42:U2.U4.C09.C09.C04.SR	47:U2.U3.U1.C09.C25.SR
		12:U1.C08.C21	17:U7.U3.C13	27:U3.U1.C24.OB	37:U4.U6.C14.C02.PA	42:U7.U5.C25.C01.C15.SR	48:U3.U4.U7.C26.C21.SR
Jayne Half-Duster PURPLE	17:U8.U3.C28	12:U4.C06.C28	18:U2.U7.C19	27:U5.U6.C20.OB	38:U5.U3.C08.C21.PA	42:U5.U7.C22.C24.C09.SR	47:U1.U4.U3.C24.C16.SR
		12:U8.C10.C04	17:U4.U8.C14	28:U6.U6.C13.OB	37:U8.U1.C18.C07.PA	43:U6.U1.C23.C19.C21.SR	47:U5.U3.U3.C22.C06.SR
Jayne Half-Duster TEAL	17:U8.U1.C25	13:U1.C19.C15	17:U1.U4.C25	28:U2.U7.C03.OB	37:U4.U6.C08.C03.PA	43:U3.U5.C20.C07.C17.SR	47:U1.U1.U7.C13.C17.SR
		13:U2.C22.C01	17:U7.U6.C12	27:U2.U8.C16.OB	37:U1.U5.C01.C12.PA	42:U2.U5.C06.C05.C06.SR	48:U1.U1.U7.C16.C16.SR
Jayne Half-Duster HighC BLACK	17:U3.U4.C14	12:U5.C14.C21	17:U8.U5.C17	28:U6.U6.C02.OB	37:U1.U8.C06.C17.PA	42:U4.U4.C20.C05.C05.SR	48:U3.U6.U5.C10.C10.SR
		12:U6.C27.C24	18:U6.U6.C03	28:U7.U3.C04.OB	37:U4.U6.C03.C22.PA	42:U4.U2.C12.C20.C23.SR	47:U5.U7.U2.C24.C17.SR
Jayne Half-Duster HighC BROWN	17:U7.U5.C27	13:U4.C06.C17	17:U1.U8.C05	27:U8.U4.C20.OB	37:U2.U6.C06.C25.PA	42:U3.U4.C08.C28.C20.SR	47:U2.U6.U5.C21.C06.SR
		12:U6.C10.C11	17:U5.U1.C20	28:U2.U2.C08.OB	37:U8.U5.C27.C01.PA	42:U4.U7.C24.C20.C08.SR	47:U2.U6.U2.C05.C20.SR
Jayne Half-Duster HighC CRIMSON	17:U7.U8.C13	12:U3.C28.C02	17:U2.U6.C01	28:U1.U6.C02.OB	38:U4.U4.C01.C08.PA	42:U6.U7.C23.C01.C18.SR	47:U3.U1.U6.C01.C11.SR
		12:U6.C14.C04	17:U6.U5.C12	27:U2.U6.C23.OB	38:U5.U2.C21.C13.PA	42:U5.U8.C11.C23.C18.SR	48:U5.U1.U3.C19.C16.SR
Jayne Half-Duster HighC DIM GREEN	17:U2.U6.C15	12:U6.C08.C05	18:U1.U3.C06	28:U6.U3.C24.OB	37:U3.U6.C23.C10.PA	42:U7.U4.C08.C24.C09.SR	47:U8.U3.U6.C21.C16.SR
		13:U2.C23.C02	17:U1.U7.C25	28:U7.U2.C27.OB	38:U8.U8.C03.C22.PA	42:U6.U2.C10.C19.C01.SR	47:U2.U1.U6.C09.C25.SR
Jayne Half-Duster HighC DIRTY	17:U5.U6.C03	12:U3.C12.C10	17:U3.U3.C27	28:U5.U3.C05.OB	38:U3.U5.C04.C10.PA	42:U1.U6.C07.C15.C05.SR	47:U4.U7.U7.C06.C28.SR
		13:U4.C24.C06	18:U2.U6.C27	27:U5.U1.C18.OB	38:U4.U5.C28.C08.PA	42:U1.U4.C25.C24.C16.SR	47:U2.U5.U7.C25.C20.SR
Jayne Half-Duster HighC GREEN	17:U6.U3.C15	12:U7.C24.C27	18:U7.U5.C01	28:U6.U5.C18.OB	38:U6.U1.C12.C25.PA	43:U5.U3.C25.C19.C08.SR	48:U7.U3.U8.C23.C10.SR
		12:U2.C10.C14	17:U6.U1.C11	27:U5.U2.C23.OB	37:U1.U7.C28.C08.PA	42:U7.U6.C21.C20.C18.SR	48:U4.U5.U3.C10.C03.SR
Jayne Half-Duster HighC PURPLE	17:U8.U7.C22	12:U6.C22.C09	17:U4.U5.C23	28:U7.U4.C17.OB	37:U2.U8.C05.C24.PA	42:U3.U4.C14.C21.C17.SR	48:U2.U4.U4.C18.C26.SR
		13:U6.C16.C25	17:U8.U1.C07	27:U3.U4.C14.OB	37:U4.U6.C06.C13.PA	43:U1.U1.C21.C08.C25.SR	48:U6.U7.U2.C17.C06.SR
Jayne Half-Duster HighC VIOLET	17:U7.U6.C15	13:U6.C03.C01	18:U7.U4.C26	27:U3.U8.C01.OB	37:U6.U4.C18.C15.PA	42:U2.U1.C10.C11.C13.SR	48:U5.U8.U3.C26.C04.SR
16:VD 10P|VTR 12%|MXIS 20P	28:U7.U7.C16.OB	13:U6.C14.C03	18:U1.U7.C06	27:U4.U7.C07.OB	37:U6.U3.C19.C06.PA	42:U1.U5.C10.C28.C21.SR	47:U6.U7.U3.C19.C09.SR
Machello Prophet Duster BLACK	17:U5.U3.C09	11:U3.C24.C12	16:U7.U1.C16	26:U4.U7.C20.OB	36:U6.U2.C17.C28.PA	41:U7.U1.C08.C03.C06.SR	46:U3.U4.U6.C23.C04.SR
1:RD 8P	11:U4.C02.C14	11:U2.C11.C08	16:U3.U4.C11	26:U6.U5.C11.OB	36:U6.U6.C27.C20.PA	41:U8.U4.C01.C07.C13.SR	46:U4.U6.U4.C11.C24.SR
Machello Prophet Duster BROWN	17:U5.U1.C01	11:U1.C16.C22	16:U4.U5.C26	26:U7.U1.C21.OB	36:U3.U1.C11.C17.PA	41:U1.U7.C27.C07.C15.SR	46:U8.U5.U7.C23.C05.SR
16:VD 15P|SLR 5%|MXIS 10P	27:U5.U1.C07.OB	11:U1.C22.C03	16:U8.U7.C18	26:U4.U4.C19.OB	36:U2.U7.C27.C03.PA	41:U5.U7.C08.C01.C11.SR	46:U2.U7.U7.C24.C06.SR

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Item Name ITEM COLOR ENHANCED ITEM STATS	RECIPES: BASIC RECIPES: ENHANCED	+1% PR +1% VR	+2% PR +2% VR	+3% PR +3% VR	+4% PR +4% VR	+5% PR +5% VR	+6% PR +6% VR
Machello Prophet Duster COAL	17:U7.U1.C09	11:U5.C11.C08	16:U5.U7.C26	26:U1.U1.C20.OB	36:U1.U3.C26.C08.PA	41:U5.U4.C11.C27.C13.SR	46:U4.U8.U2.C04.C27.SR
12:MXH 100P	11:U6.C20.C26	11:U4.C20.C10	16:U3.U4.C22	26:U8.U3.C11.OB	36:U3.U4.C17.C26.PA	41:U8.U5.C26.C08.C12.SR	46:U6.U3.U1.C13.C16.SR
Machello Prophet Duster GREEN	17:U5.U6.C19	11:U3.C17.C06	16:U6.U1.C21	26:U2.U4.C10.OB	36:U6.U8.C27.C26.PA	41:U3.U8.C22.C01.C06.SR	46:U4.U1.U1.C04.C13.SR
1:MD 3P	11:U2.C02.C01	11:U7.C15.C27	16:U7.U5.C20	26:U3.U5.C18.OB	36:U4.U1.C14.C02.PA	41:U8.U5.C12.C03.C11.SR	46:U5.U2.U5.C05.C21.SR
Machello Prophet Duster INDIGO	17:U5.U7.C03	11:U3.C04.C03	16:U5.U7.C27	26:U6.U3.C25.OB	36:U7.U6.C18.C15.PA	41:U3.U7.C09.C17.C06.SR	46:U4.U4.U2.C15.C22.SR
8:VD 8P|HGD 3P	19:U5.U5.C03	11:U1.C01.C26	16:U6.U1.C17	26:U7.U1.C07.OB	36:U5.U1.C04.C26.PA	41:U3.U1.C07.C08.C23.SR	46:U4.U1.U1.C03.C25.SR
Machello Prophet Duster MAGENTA	17:U2.U5.C22	11:U7.C17.C24	16:U8.U4.C07	26:U2.U1.C20.OB	36:U6.U7.C22.C07.PA	41:U1.U1.C19.C26.C12.SR	46:U5.U1.U3.C20.C13.SR
16:RFD 3P|DDR 1P|MD 3P	27:U6.U8.C26.OB	11:U2.C19.C05	16:U4.U6.C26	26:U6.U1.C26.OB	36:U3.U5.C07.C28.PA	41:U7.U2.C10.C04.C18.SR	46:U6.U5.U4.C17.C18.SR
Machello Prophet Duster OLIVE	17:U1.U5.C21	11:U2.C13.C10	16:U8.U1.C24	26:U4.U5.C10.OB	36:U8.U4.C19.C23.PA	41:U7.U7.C13.C11.C26.SR	46:U6.U1.U6.C07.C10.SR
1:MXIS 20P	11:U7.C01.C19	11:U8.C02.C09	16:U5.U4.C21	26:U7.U5.C03.OB	36:U8.U2.C04.C15.PA	41:U4.U4.C18.C26.C14.SR	46:U7.U4.U5.C05.C14.SR
Machello Prophet Duster RED	17:U8.U4.C26	11:U4.C23.C13	16:U8.U7.C24	26:U3.U2.C22.OB	36:U4.U2.C21.C03.PA	41:U4.U7.C24.C09.C14.SR	46:U2.U3.U1.C10.C06.SR
1:RPDR 10%	11:U6.C15.C19	11:U2.C14.C12	16:U4.U1.C25	26:U1.U2.C12.OB	36:U6.U3.C27.C12.PA	41:U2.U6.C05.C19.C05.SR	46:U4.U2.U2.C19.C24.SR
Misene Collarless Leather Trench BLACK	17:U7.U8.C01	13:U1.C17.C22	17:U8.U8.C08	28:U7.U7.C15.OB	38:U1.U1.C26.C17.PA	42:U4.U6.C04.C09.C17.SR	48:U8.U6.U5.C06.C22.SR
8:RD 7P|MD 7P	20:U7.C01.C15.IF	13:U8.C25.C21	17:U3.U4.C07	27:U3.U2.C08.OB	38:U5.U7.C08.C26.PA	42:U4.U4.C07.C18.C08.SR	47:U2.U3.U7.C15.C02.SR
Misene Collarless Leather Trench BROWN	17:U8.U7.C21	13:U8.C28.C17	18:U3.U4.C26	27:U7.U8.C11.OB	37:U4.U8.C15.C16.PA	42:U7.U2.C18.C09.C13.SR	47:U2.U1.U1.C08.C04.SR
8:VD 8P|MD 8P	20:U1.C20.C02.IF	13:U5.C19.C28	18:U1.U2.C20	27:U5.U6.C19.OB	38:U3.U7.C03.C18.PA	43:U7.U6.C03.C02.C25.SR	47:U1.U8.U1.C08.C23.SR
Misene Collarless Leather Trench COAL	17:U3.U8.C07	13:U5.C16.C18	17:U8.U7.C24	28:U2.U7.C02.OB	37:U7.U1.C18.C08.PA	43:U5.U1.C26.C04.C24.SR	47:U8.U8.U4.C06.C05.SR
16:KFD 10P|B 1L|AD 10P	28:U7.U3.C26.OB	12:U5.C08.C20	17:U7.U5.C24	27:U2.U2.C26.OB	37:U7.U8.C11.C01.PA	43:U6.U8.C04.C11.C19.SR	48:U1.U5.U8.C15.C18.SR
Misene Collarless Leather Trench DIRT	17:U4.U4.C01	12:U6.C14.C02	17:U8.U3.C27	28:U2.U3.C19.OB	37:U7.U2.C18.C21.PA	43:U3.U6.C05.C07.C27.SR	48:U8.U4.U8.C22.C26.SR
1:SMGD 3P	12:U2.C18.C05	12:U6.C08.C25	17:U4.U1.C22	27:U3.U5.C07.OB	38:U3.U2.C27.C01.PA	43:U3.U7.C19.C20.C27.SR	47:U5.U3.U2.C04.C07.SR
Misene Collarless Leather Trench FOREST GREEN	17:U2.U3.C06	12:U6.C20.C06	17:U5.U2.C02	27:U7.U3.C27.OB	37:U5.U6.C17.C28.PA	42:U2.U5.C18.C19.C25.SR	48:U2.U1.U6.C07.C22.SR
1:SD 6P	12:U3.C13.C18	12:U4.C24.C15	17:U7.U3.C08	28:U3.U2.C24.OB	37:U1.U3.C17.C07.PA	43:U6.U5.C04.C03.C13.SR	47:U4.U1.U2.C23.C08.SR
Misene Collarless Leather Trench GREEN	17:U3.U8.C20	12:U6.C10.C23	17:U2.U6.C01	27:U2.U2.C21.OB	38:U3.U4.C03.C01.PA	42:U6.U5.C12.C27.C28.SR	47:U6.U4.U5.C04.C08.SR
1:RD 8P	12:U8.C19.C07	12:U1.C22.C08	17:U5.U2.C16	27:U4.U3.C03.OB	38:U3.U3.C22.C16.PA	42:U2.U7.C21.C24.C20.SR	48:U4.U3.U3.C10.C10.SR
Misene Collarless Leather Trench INDIGO	17:U3.U8.C06	13:U5.C26.C13	17:U4.U8.C04	27:U1.U1.C10.OB	37:U7.U3.C17.C05.PA	43:U6.U5.C07.C10.C13.SR	47:U5.U2.U2.C14.C09.SR
8:VD 8P|SS 12P	21:U5.C17.C17.OB	12:U7.C26.C21	17:U2.U3.C13	28:U5.U1.C28.OB	38:U5.U6.C13.C22.PA	42:U3.U5.C05.C04.C10.SR	47:U6.U5.U1.C04.C10.SR
Misene Collarless Leather Trench LT. PURPLE	17:U3.U6.C24	12:U2.C23.C04	18:U5.U2.C24	27:U7.U5.C05.OB	37:U6.U6.C24.C11.PA	42:U7.U4.C08.C01.C25.SR	48:U3.U1.U7.C28.C02.SR
1:MXIS 20P	12:U6.C15.C18	12:U3.C22.C04	18:U3.U6.C01	27:U6.U6.C23.OB	37:U1.U3.C16.C10.PA	42:U8.U6.C26.C17.C08.SR	47:U8.U4.U2.C28.C10.SR
Misene Collarless Leather Trench MAGENTA	17:U5.U7.C06	13:U2.C07.C27	18:U2.U1.C14	28:U1.U6.C17.OB	37:U8.U5.C09.C17.PA	42:U6.U3.C17.C26.C15.SR	47:U2.U5.U7.C09.C06.SR
8:F 2L|VR 12%	20:U5.C10.C27.IF	13:U4.C19.C28	17:U1.U7.C06	27:U5.U6.C23.OB	38:U4.U8.C27.C23.PA	42:U7.U1.C05.C07.C08.SR	47:U4.U6.U3.C04.C18.SR
Misene Collarless Leather Trench OLIVE	17:U2.U8.C11	13:U8.C06.C05	18:U6.U3.C22	28:U2.U8.C15.OB	37:U7.U8.C23.C19.PA	42:U5.U5.C01.C26.C16.SR	47:U5.U2.U1.C05.C21.SR
1:IDR 1P	12:U4.C12.C27	12:U3.C24.C22	17:U6.U2.C17	27:U3.U5.C23.OB	37:U1.U6.C08.C10.PA	42:U3.U3.C07.C01.C07.SR	48:U4.U4.U8.C09.C25.SR
Misene Collarless Leather Trench PALE BLACK	17:U5.U5.C12	12:U5.C08.C21	17:U8.U4.C04	27:U4.U7.C13.OB	37:U8.U7.C05.C11.PA	43:U7.U3.C18.C27.C19.SR	47:U2.U8.U2.C25.C24.SR
12:MXH 100P	13:U2.C20.C16	12:U7.C09.C26	17:U1.U1.C17	27:U1.U7.C04.OB	38:U5.U3.C19.C18.PA	43:U1.U5.C05.C25.C24.SR	47:U5.U6.U8.C24.C05.SR
Misene Collarless Leather Trench PURPLE	17:U8.U6.C18	13:U1.C05.C08	18:U5.U5.C18	27:U4.U8.C01.OB	37:U2.U5.C03.C10.PA	42:U3.U2.C03.C21.C16.SR	47:U2.U5.U6.C14.C22.SR
1:HR 6%	13:U7.C28.C12	12:U1.C12.C17	18:U6.U2.C24	27:U1.U1.C13.OB	37:U3.U5.C09.C02.PA	42:U2.U4.C04.C02.C01.SR	47:U8.U1.U5.C18.C23.SR
Misene Collarless Leather Trench RED	17:U7.U2.C18	12:U2.C12.C20	17:U5.U2.C22	27:U5.U3.C21.OB	37:U1.U2.C10.C18.PA	42:U8.U4.C18.C12.C28.SR	48:U4.U2.U4.C13.C12.SR
1:RD 8P	13:U4.C16.C14	12:U8.C02.C03	17:U5.U4.C23	27:U4.U8.C04.OB	37:U3.U1.C16.C15.PA	43:U5.U2.C15.C19.C13.SR	48:U8.U5.U5.C23.C14.SR
Misene Collarless Leather Trench SEA GREEN	17:U2.U3.C22	13:U8.C07.C06	17:U6.U8.C03	28:U3.U6.C07.OB	37:U8.U5.C16.C14.PA	42:U5.U7.C09.C06.C15.SR	47:U6.U2.U4.C09.C19.SR
14:MXH 100P|VTR 12%	20:U5.C12.C28.IF	12:U4.C28.C01	17:U4.U3.C03	27:U3.U4.C12.OB	37:U6.U6.C19.C04.PA	42:U3.U5.C26.C07.C25.SR	47:U5.U8.U5.C18.C21.SR
Misene Collarless Panel Trench BLACK	42:U7.U5.C19.C06.C07.SR	12:U5.C25.C24	17:U6.U5.C13	27:U5.U8.C01.OB	38:U7.U3.C25.C21.PA	42:U5.U8.C22.C28.C05.SR	48:U2.U1.U4.C02.C15.SR
1:RD 12P	12:U2.C21.C01	12:U1.C18.C20	17:U6.U6.C03	27:U7.U4.C27.OB	38:U5.U7.C24.C09.PA	43:U3.U2.C17.C28.C11.SR	47:U7.U2.U5.C11.C09.SR
Misene Collarless Panel Trench BROWN	42:U8.U4.C13.C24.C07.SR	12:U1.C28.C19	18:U7.U8.C21	27:U2.U5.C01.OB	38:U7.U4.C06.C09.PA	42:U2.U5.C28.C12.C06.SR	47:U2.U5.U8.C16.C18.SR
8:RD 5P|MD 5P	20:U5.C10.C08.IF	12:U2.C20.C11	18:U3.U5.C25	27:U2.U8.C14.OB	37:U6.U3.C25.C23.PA	42:U3.U8.C26.C25.C23.SR	47:U8.U3.U2.C03.C21.SR
Misene Collarless Panel Trench CRIMSON	42:U7.U6.C28.C03.C12.SR	12:U2.C09.C06	18:U7.U6.C26	27:U4.U3.C28.OB	37:U5.U7.C28.C28.PA	42:U8.U7.C02.C03.C20.SR	47:U3.U8.U5.C01.C18.SR
16:HR 20%|VDEF 20P|MD 12P	29:U5.U7.C13.OB	13:U4.C13.C11	17:U8.U7.C27	28:U6.U1.C15.OB	37:U5.U7.C18.C14.PA	42:U5.U4.C19.C10.C09.SR	47:U1.U4.U2.C13.C25.SR
Misene Collarless Panel Trench GREEN	32:U1.C23.C11.C16.PA	12:U6.C20.C05	18:U2.U3.C04	27:U1.U4.C03.OB	38:U7.U7.C15.C19.PA	42:U7.U8.C24.C27.C13.SR	47:U2.U5.U3.C07.C10.SR
20:R 3L|MXH 200P	21:U6.C20.C01.OB	12:U4.C08.C27	17:U2.U1.C15	27:U5.U3.C07.OB	37:U2.U4.C22.C20.PA	43:U6.U5.C16.C05.C11.SR	48:U8.U2.U4.C11.C07.SR
Misene Collarless Panel Trench INDIGO	32:U4.C17.C01.C21.PA	12:U8.C04.C18	17:U3.U3.C01	27:U5.U6.C17.OB	38:U7.U7.C28.C04.PA	42:U3.U7.C08.C10.C04.SR	47:U4.U5.U4.C22.C08.SR
1:RD 12P	12:U6.C13.C04	12:U2.C27.C17	17:U4.U7.C22	27:U1.U2.C22.OB	37:U3.U7.C26.C14.PA	42:U6.U1.C06.C16.C06.SR	47:U4.U5.U4.C25.C25.SR
Misene Collarless Panel Trench MAGENTA	32:U5.C03.C11.C20.PA	12:U7.C06.C15	18:U5.U1.C13	27:U6.U2.C09.OB	37:U8.U4.C16.C03.PA	42:U8.U7.C27.C24.C20.SR	48:U7.U6.U4.C11.C10.SR
1:VD 12P	13:U7.C16.C01	12:U2.C09.C10	18:U6.U6.C01	27:U4.U1.C06.OB	38:U4.U7.C01.C09.PA	43:U6.U7.C22.C10.C15.SR	47:U1.U8.U4.C23.C09.SR
Misene Collarless Panel Trench MOSS	32:U7.C06.C18.C18.PA	12:U2.C22.C10	17:U4.U2.C24	27:U1.U4.C04.OB	38:U3.U8.C07.C15.PA	42:U6.U8.C03.C22.C12.SR	47:U2.U5.U5.C07.C08.SR
20:MXIS 30P|MXH 200P	20:U4.C10.C07.IF	12:U7.C15.C01	18:U7.U5.C20	27:U3.U8.C02.OB	37:U8.U1.C13.C02.PA	42:U7.U7.C08.C23.C21.SR	47:U4.U1.U7.C23.C04.SR
Misene Collarless Panel Trench OLIVE	32:U6.C25.C11.C13.PA	12:U7.C16.C03	17:U7.U8.C18	28:U6.U4.C09.OB	37:U3.U8.C15.C05.PA	42:U5.U2.C02.C07.C28.SR	47:U8.U8.U5.C11.C18.SR
16:SD 12P|6S 20P|MDL 20P	28:U2.U7.C25.OB	13:U3.C04.C01	18:U5.U2.C20	28:U8.U1.C28.OB	37:U3.U5.C06.C13.PA	43:U2.U4.C16.C27.C22.SR	47:U8.U6.U4.C17.C24.SR
Misene Collarless Panel Trench PURPLE	42:U6.U7.C05.C14.C05.SR	12:U2.C14.C18	18:U1.U8.C16	28:U5.U4.C25.OB	37:U4.U5.C23.C26.PA	43:U4.U3.C18.C05.C11.SR	47:U7.U7.U1.C27.C10.SR
8:RPDR 15%|MPDR 15%	20:U4.C17.C05.IF	12:U4.C25.C12	17:U7.U3.C17	28:U3.U5.C14.OB	38:U6.U3.C24.C13.PA	43:U2.U7.C17.C21.C16.SR	47:U1.U4.U7.C24.C19.SR
Misene Collarless Panel Trench SIENNA	32:U8.C13.C17.C06.PA	13:U7.C28.C15	18:U4.U6.C25	27:U6.U8.C27.OB	37:U6.U3.C23.C20.PA	43:U3.U8.C21.C13.C05.SR	47:U2.U1.U3.C28.C04.SR
20:MXH 200P|MXIS 30P	21:U7.C11.C05.OB	12:U4.C06.C14	18:U1.U3.C18	28:U8.U7.C21.OB	37:U3.U5.C15.C13.PA	42:U6.U5.C06.C14.C09.SR	48:U6.U3.U6.C13.C12.SR

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Item Name ITEM COLOR ENHANCED ITEM STATS	RECIPES: RECIPES:	BASIC ENHANCED	+1% PR +1% VR	+2% PR +2% VR	+3% PR +3% VR	+4% PR +4% VR	+5% PR +5% VR	+6% PR +6% VR
Misene Collarless Panel Trench WHITE 8:KFD 10P|VDEF 10P		32:U5.C19.C15.C09.PA 20:U6.C21.C08.IF	12:U6.C07.C01 12:U3.C14.C20	17:U5.U3.C05 17:U5.U1.C27	28:U2.U2.C26.OB 27:U5.U8.C02.OB	37:U6.U6.C01.C20.PA 38:U4.U4.C12.C09.PA	42:U5.U5.C01.C22.C12.SR 42:U4.U3.C03.C05.C17.SR	47:U4.U4.U6.C18.C10.SR 48:U5.U6.U6.C11.C01.SR
Misene Fauxskin Coat AQUAMARINE 1:MXIS 30P		32:U4.C15.C23.C13.PA 13:U1.C10.C07	13:U4.C07.C22 12:U8.C17.C16	18:U8.U5.C06 17:U7.U8.C17	27:U2.U8.C05.OB 27:U1.U7.C21.OB	37:U1.U5.C23.C13.PA 38:U5.U1.C19.C08.PA	42:U6.U3.C14.C26.C17.SR 42:U5.U3.C01.C24.C26.SR	47:U8.U5.U2.C19.C27.SR 48:U8.U3.U7.C25.C17.SR
Misene Fauxskin Coat BLACK 16:MXH 150P|WC 10P		32:U4.C05.C26.C26.PA 21:U3.C03.C26.OB	13:U8.C11.C04 12:U8.C26.C10	17:U6.U8.C04 18:U1.U5.C24	28:U4.U4.C05.OB 27:U5.U4.C16.OB	38:U5.U8.C21.C16.PA 37:U7.U6.C11.C11.PA	43:U5.U5.C20.C27.C07.SR 43:U6.U2.C28.C27.C19.SR	47:U8.U1.U5.C18.C23.SR 47:U4.U5.U1.C12.C15.SR
Misene Fauxskin Coat BROWN 16:MXIS 15P|F 2L|AD 5P		32:U8.C06.C11.C28.PA 28:U6.U7.C16.OB	12:U6.C14.C14 13:U1.C15.C12	17:U2.U6.C22 17:U4.U6.C23	27:U7.U5.C21.OB 27:U5.U2.C23.OB	37:U1.U1.C16.C25.PA 38:U3.U3.C20.C11.PA	42:U2.U8.C09.C21.C26.SR 42:U8.U8.C03.C01.C18.SR	48:U4.U5.U1.C13.C01.SR 47:U3.U1.U1.C24.C14.SR
Misene Fauxskin Coat DIM ORANGE 8:REPAIR SKILL 10P|HD 5P|CE 10%		32:U3.C02.C03.C14.PA 20:U3.C20.C28.IF	12:U8.C10.C27 12:U1.C08.C26	18:U8.U3.C17 17:U4.U4.C07	27:U8.U4.C08.OB 27:U3.U7.C02.OB	37:U3.U2.C15.C01.PA 37:U3.U3.C15.C27.PA	42:U5.U1.C28.C24.C27.SR 43:U1.U5.C14.C12.C07.SR	48:U8.U8.U5.C14.C09.SR 47:U8.U4.U7.C21.C06.SR
Misene Fauxskin Coat DK. PLUM 1:VD 12P		32:U1.C22.C25.C06.PA 13:U5.C06.C17	12:U6.C17.C10 12:U1.C26.C04	17:U7.U5.C22 17:U3.U7.C27	28:U3.U5.C22.OB 27:U6.U6.C18.OB	38:U6.U8.C17.C19.PA 38:U2.U3.C22.C04.PA	43:U8.U2.C05.C28.C17.SR 43:U5.U5.C23.C02.C07.SR	48:U6.U3.U8.C25.C12.SR 47:U8.U7.U3.C26.C23.SR
Misene Fauxskin Coat DK. RED 8:6S 9P|SS 9P		32:U2.C20.C14.C05.PA 20:U6.C23.C12.IF	12:U4.C03.C10 12:U7.C24.C06	17:U8.U4.C10 17:U5.U2.C05	27:U7.U2.C19.OB 27:U6.U8.C18.OB	38:U2.U4.C23.C08.PA 37:U4.U4.C07.C16.PA	42:U4.U3.C22.C13.C14.SR 43:U2.U1.C20.C23.C17.SR	47:U8.U6.U8.C03.C28.SR 48:U8.U5.U6.C22.C18.SR
Misene Fauxskin Coat MAGENTA 8:HR 1%|RD 5P		32:U1.C15.C19.C01.PA 20:U2.C02.C15.IF	13:U5.C17.C05 12:U3.C28.C06	17:U7.U8.C22 18:U6.U1.C15	27:U3.U7.C04.OB 28:U4.U4.C10.OB	38:U5.U2.C07.C03.PA 37:U2.U2.C10.C03.PA	42:U2.U3.C11.C13.C01.SR 42:U8.U2.C08.C16.C22.SR	47:U3.U5.U7.C28.C09.SR 47:U4.U1.U5.C08.C24.SR
Misene Fauxskin Coat SEA GREEN 1:SS 10P		32:U1.C12.C05.C17.PA 12:U5.C01.C17	13:U5.C25.C17 12:U1.C21.C05	17:U1.U1.C08 18:U1.U7.C02	28:U3.U3.C03.OB 27:U5.U2.C22.OB	37:U5.U7.C27.C16.PA 38:U6.U8.C10.C14.PA	42:U4.U5.C16.C15.C03.SR 42:U8.U5.C06.C01.C10.SR	47:U7.U6.U5.C11.C28.SR 47:U5.U3.U8.C01.C12.SR
Misene Fauxskin Coat HighC BROWN 1:RD 12P		32:U7.C13.C07.C25.PA 13:U2.C22.C15	12:U6.C20.C05 13:U2.C15.C08	17:U7.U8.C08 17:U5.U2.C01	27:U8.U4.C25.OB 27:U4.U6.C25.OB	37:U5.U3.C11.C04.PA 38:U5.U1.C20.C24.PA	42:U5.U3.C16.C27.C01.SR 42:U3.U6.C11.C12.C23.SR	48:U5.U6.U1.C21.C09.SR 47:U4.U7.U1.C02.C04.SR
Misene Fauxskin Coat HighC DK. GREEN 1:MD 12P		32:U2.C16.C25.C28.PA 12:U5.C07.C13	12:U2.C23.C22 12:U2.C02.C11	17:U4.U8.C16 17:U6.U8.C15	27:U4.U6.C02.OB 27:U7.U3.C25.OB	38:U1.U5.C02.C18.PA 38:U7.U7.C20.C24.PA	43:U6.U5.C04.C18.C25.SR 42:U3.U8.C05.C11.C13.SR	47:U5.U6.U6.C06.C14.SR 47:U5.U5.U7.C04.C13.SR
Misene Fauxskin Coat HighC GREEN 1:MXIS 30P		32:U4.C18.C25.C19.PA 12:U5.C01.C15	13:U5.C08.C18 12:U5.C07.C06	17:U4.U6.C08 17:U3.U5.C19	27:U7.U6.C13.OB 27:U6.U7.C16.OB	37:U5.U4.C08.C11.PA 37:U6.U7.C23.C28.PA	43:U2.U8.C03.C17.C14.SR 43:U4.U4.C01.C26.C15.SR	48:U2.U4.U8.C11.C03.SR 47:U5.U8.U1.C14.C24.SR
Misene Fauxskin Coat HighC INDIGO 22:MXH 200P|CDN 10P|SMGD 15P		32:U2.C06.C02.C06.PA 29:U1.U1.C20.OB	12:U2.C19.C09 12:U8.C19.C12	17:U1.U8.C03 17:U8.U1.C13	27:U2.U6.C09.OB 28:U5.U6.C17.OB	37:U5.U6.C12.C01.PA 38:U3.U2.C25.C25.PA	42:U4.U2.C09.C21.C09.SR 42:U4.U1.C05.C08.C12.SR	48:U1.U8.U2.C12.C02.SR 48:U5.U6.U8.C16.C24.SR
Misene Fauxskin Coat HighC MAGENTA 1:LP 20P		32:U1.C21.C03.C02.PA 12:U3.C22.C10	12:U4.C26.C01 12:U5.C14.C18	17:U2.U6.C13 17:U1.U2.C14	27:U8.U5.C08.OB 28:U1.U5.C03.OB	38:U4.U4.C26.C18.PA 37:U1.U8.C26.C24.PA	43:U1.U3.C17.C03.C25.SR 42:U6.U5.C13.C06.C24.SR	48:U7.U8.U8.C24.C10.SR 47:U6.U2.U1.C15.C16.SR
Misene Fauxskin Coat HighC OLIVE 1:MD 12P		32:U5.C07.C09.C04.PA 13:U1.C07.C07	12:U1.C10.C09 13:U3.C15.C14	17:U4.U3.C24 18:U3.U7.C03	27:U2.U2.C14.OB 27:U1.U7.C11.OB	37:U2.U4.C15.C08.PA 37:U3.U1.C22.C23.PA	42:U2.U4.C16.C16.C23.SR 42:U2.U2.C13.C23.C18.SR	47:U5.U4.U5.C09.C15.SR 48:U4.U2.U8.C02.C02.SR
Misene Fauxskin Coat HighC PURPLE 8:HR 1%|MPDR 15%		32:U5.C21.C25.C26.PA 20:U1.C14.C24.IF	12:U2.C23.C23 12:U7.C17.C28	17:U4.U8.C05 17:U3.U5.C02	27:U2.U2.C13.OB 28:U6.U3.C21.OB	38:U8.U6.C07.C05.PA 38:U5.U4.C03.C11.PA	42:U2.U2.C21.C17.C18.SR 42:U7.U4.C07.C26.C23.SR	48:U7.U8.U3.C06.C06.SR 47:U7.U6.U1.C24.C28.SR
Misene Fauxskin Coat HighC RED 1:RPDR 15%		32:U1.C14.C15.C24.PA 13:U8.C27.C21	12:U3.C23.C01 13:U7.C08.C04	18:U6.U3.C24 17:U8.U8.C20	28:U8.U6.C16.OB 28:U3.U6.C18.OB	38:U5.U3.C07.C13.PA 37:U7.U1.C09.C18.PA	42:U7.U3.C25.C03.C26.SR 42:U3.U4.C25.C22.C02.SR	47:U4.U8.U7.C04.C10.SR 47:U8.U3.U7.C03.C24.SR
Misene Heavy Coat BLACK 8:SISR 2%|DDR 1P		7:U4.C19 21:U2.C11.C23.OB	13:U3.C14.C12 13:U2.C18.C26	17:U4.U5.C23 18:U8.U2.C13	27:U7.U5.C21.OB 28:U8.U1.C18.OB	37:U2.U5.C11.C06.PA 38:U6.U8.C01.C16.PA	42:U4.U1.C28.C22.C23.SR 42:U5.U1.C14.C08.C21.SR	47:U3.U2.U3.C05.C14.SR 48:U7.U7.U6.C11.C20.SR
Misene Heavy Coat BROWN 1:MD 2P		7:U5.C21 13:U1.C14.C03	12:U4.C13.C12 12:U5.C09.C18	17:U4.U6.C02 17:U1.U4.C05	28:U1.U2.C02.OB 28:U7.U8.C19.OB	37:U5.U5.C04.C24.PA 38:U8.U1.C25.C09.PA	42:U3.U6.C10.C24.C17.SR 42:U1.U8.C01.C10.C27.SR	47:U5.U4.U8.C02.C28.SR 47:U4.U5.U8.C02.C14.SR
Misene Heavy Coat GREEN 8:RPDR 5%|MXH 50P		7:U7.C11 21:U6.C14.C24.OB	12:U5.C14.C17 13:U2.C21.C24	17:U5.U8.C26 18:U8.U4.C12	28:U3.U1.C12.OB 28:U2.U5.C22.OB	37:U6.U7.C25.C11.PA 38:U2.U1.C13.C20.PA	43:U6.U8.C20.C02.C10.SR 42:U3.U7.C12.C06.C08.SR	47:U1.U4.U2.C07.C07.SR 47:U1.U1.U8.C23.C06.SR
Misene Heavy Coat PLUM 16:MPDR 2%|RPDR 2%|ISR 2%		7:U1.C08 28:U7.U3.C20.OB	12:U4.C12.C01 12:U3.C05.C18	17:U6.U8.C05 17:U7.U1.C12	27:U5.U3.C17.OB 27:U2.U6.C16.OB	37:U5.U7.C16.C10.PA 38:U1.U4.C06.C16.PA	43:U1.U5.C18.C03.C02.SR 42:U5.U4.C19.C22.C12.SR	48:U4.U2.U7.C15.C23.SR 47:U1.U8.U3.C11.C11.SR
Misene Heavy Coat PURPLE 8:VR 5%|VTR 8%		7:U8.C08 20:U1.C05.C11.IF	13:U3.C07.C09 13:U2.C18.C21	17:U1.U5.C06 18:U1.U4.C09	27:U7.U1.C28.OB 27:U8.U4.C15.OB	37:U2.U5.C03.C23.PA 38:U4.U7.C27.C27.PA	42:U5.U4.C17.C04.C05.SR 42:U6.U7.C03.C05.C28.SR	48:U2.U2.U2.C02.C13.SR 47:U1.U8.U1.C15.C07.SR
Misene Heavy Coat RED 1:VR 8%		7:U1.C21 12:U7.C24.C18	12:U8.C28.C12 12:U7.C14.C16	18:U8.U7.C23 17:U7.U4.C24	27:U5.U1.C04.OB 27:U5.U2.C03.OB	37:U4.U1.C25.C25.PA 37:U3.U3.C27.C21.PA	42:U6.U7.C04.C07.C14.SR 43:U2.U6.C02.C09.C15.SR	47:U3.U8.U1.C27.C17.SR 47:U6.U4.U3.C16.C20.SR
Misene Heavy Coat TEAL 6:MXH 50P		7:U3.C04 19:U3.U2.C05	12:U8.C10.C13 12:U7.C12.C23	18:U1.U3.C04 17:U2.U2.C22	27:U3.U6.C28.OB 27:U8.U6.C03.OB	38:U5.U4.C02.C02.PA 37:U7.U7.C27.C08.PA	42:U8.U4.C04.C27.C09.SR 43:U3.U6.C17.C01.C27.SR	47:U1.U8.U1.C10.C19.SR 47:U6.U7.U1.C25.C17.SR
Misene Heavy Coat WHITE 8:RD 2P|CH 8P		7:U1.C23 20:U8.C14.C17.IF	12:U5.C16.C20 12:U1.C15.C09	17:U3.U1.C13 17:U5.U3.C20	27:U6.U4.C23.OB 28:U2.U8.C28.OB	37:U2.U6.C18.C20.PA 37:U4.U2.C17.C12.PA	42:U4.U7.C23.C21.C27.SR 42:U7.U5.C24.C10.C04.SR	47:U5.U3.U7.C27.C26.SR 47:U2.U2.U5.C04.C09.SR
Misene Heavy Coat HighC GRAY 1:MD 2P		7:U3.C04 13:U6.C28.C11	13:U2.C09.C09 12:U8.C21.C09	17:U1.U1.C25 17:U5.U6.C01	27:U2.U5.C26.OB 27:U5.U1.C17.OB	38:U2.U4.C20.C27.PA 37:U1.U6.C09.C04.PA	42:U1.U8.C13.C24.C05.SR 42:U3.U8.C12.C11.C08.SR	48:U5.U8.U5.C27.C24.SR 47:U7.U7.U3.C22.C24.SR
Misene Heavy Coat HighC SLIGHT BLACK 1:MPDR 5%		7:U7.C28 13:U6.C16.C16	12:U5.C11.C22 12:U4.C03.C04	17:U7.U7.C25 17:U8.U4.C10	27:U8.U7.C07.OB 28:U6.U3.C04.OB	37:U4.U1.C02.C21.PA 37:U8.U7.C21.C20.PA	42:U5.U2.C03.C08.C21.SR 42:U4.U1.C13.C19.C14.SR	47:U8.U1.U3.C07.C09.SR 47:U7.U2.U6.C01.C02.SR
Misene Heavy Coat HighC SLIGHT BROWN 8:B 1L|SD 4P		7:U7.C02 21:U3.C10.C15.OB	13:U4.C21.C13 13:U3.C24.C04	17:U4.U3.C19 18:U8.U1.C26	27:U8.U8.C10.OB 27:U3.U3.C16.OB	37:U4.U8.C01.C20.PA 37:U1.U3.C04.C18.PA	42:U7.U1.C24.C14.C16.SR 42:U7.U6.C20.C24.C19.SR	47:U8.U1.U5.C20.C14.SR 47:U1.U2.U3.C17.C12.SR
Misene Heavy Coat HighC SLIGHT CYAN 8:V 1L|AD 5P		7:U4.C08 20:U4.C11.C11.IF	12:U3.C13.C14 13:U7.C25.C14	18:U1.U3.C09 17:U6.U7.C12	28:U8.U2.C01.OB 27:U4.U7.C13.OB	38:U3.U3.C22.C10.PA 37:U8.U7.C26.C05.PA	42:U2.U8.C09.C14.C01.SR 42:U3.U7.C17.C08.C04.SR	47:U1.U6.U8.C13.C12.SR 48:U2.U8.U7.C07.C20.SR
Misene Heavy Coat HighC SLIGHT EGGPLANT 1:SISR 2%		7:U1.C19 13:U1.C21.C23	13:U1.C21.C10 12:U6.C10.C06	18:U1.U6.C28 17:U2.U7.C11	27:U4.U2.C27.OB 27:U3.U1.C22.OB	37:U6.U2.C16.C08.PA 38:U1.U4.C04.C07.PA	42:U6.U5.C14.C17.C01.SR 42:U6.U1.C16.C24.C21.SR	48:U5.U6.U3.C26.C14.SR 47:U6.U2.U7.C04.C17.SR

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Item Name ITEM COLOR ENHANCED ITEM STATS	RECIPES: BASIC RECIPES: ENHANCED	+1% PR +1% VR	+2% PR +2% VR	+3% PR +3% VR	+4% PR +4% VR	+5% PR +5% VR	+6% PR +6% VR
Misene Heavy Coat HighC SLIGHT MAGENTA 6:MXH 50P	7:U2.C24 18:U6.U2.C23	12:U6.C11.C11 12:U5.C21.C21	18:U1.U8.C26 17:U4.U4.C01	27:U4.U5.C04.OB 28:U4.U4.C03.OB	38:U6.U6.C20.C07.PA 37:U3.U8.C09.C26.PA	42:U5.U6.C09.C12.C01.SR 42:U5.U2.C10.C19.C08.SR	47:U7.U7.U4.C14.C01.SR 47:U2.U6.U8.C09.C24.SR
Misene Heavy Coat HighC SLIGHT MUDDY 1:DR 4P	7:U6.C09 12:U7.C27.C16	12:U3.C12.C18 13:U8.C23.C02	17:U5.U6.C22 17:U3.U3.C21	28:U1.U6.C22.OB 28:U5.U3.C03.OB	38:U7.U5.C09.C07.PA 37:U6.U1.C21.C10.PA	43:U5.U7.C17.C05.C07.SR 43:U5.U1.C18.C23.C08.SR	47:U8.U5.U1.C11.C18.SR 47:U3.U4.U3.C06.C11.SR
Misene Heavy Coat HighC SLIGHT OLIVE 8:STEALTH 5P|R 2L	7:U6.C19 21:U1.C10.C08.OB	12:U4.C12.C12 13:U8.C14.C12	17:U3.U2.C28 17:U1.U4.C19	27:U7.U5.C11.OB 27:U5.U1.C12.OB	37:U6.U2.C15.C02.PA 37:U7.U5.C24.C25.PA	42:U4.U2.C08.C21.C24.SR 43:U3.U1.C26.C20.C13.SR	47:U5.U8.U1.C09.C24.SR 47:U1.U4.U4.C03.C13.SR
Misene Heavy Coat HighC SLIGHT ORANGE 1:SHR 2%	7:U2.C02 13:U7.C22.C16	12:U7.C09.C14 12:U3.C27.C20	17:U4.U5.C09 18:U1.U6.C22	27:U2.U4.C04.OB 27:U7.U4.C04.OB	37:U1.U6.C07.C12.PA 37:U3.U3.C27.C24.PA	43:U7.U3.C11.C24.C05.SR 43:U5.U1.C21.C08.C15.SR	47:U1.U5.U6.C09.C15.SR 47:U4.U7.U8.C10.C21.SR
Misene Heavy Coat HighC SLIGHT PURPLE 8:SD 4P|V 1L	7:U3.C13 20:U8.C11.C20.IF	13:U2.C09.C23 13:U6.C13.C03	17:U8.U3.C21 18:U8.U4.C06	27:U1.U2.C24.OB 27:U1.U8.C21.OB	37:U4.U4.C10.C10.PA 37:U5.U4.C06.C24.PA	43:U2.U7.C28.C16.C05.SR 43:U4.U6.C18.C25.C23.SR	47:U8.U8.U8.C23.C02.SR 47:U7.U1.U4.C14.C18.SR
Misene Heavy Coat HighC SLIGHT RED 1:MPDR 5%	7:U8.C15 12:U4.C25.C27	13:U3.C28.C16 12:U5.C07.C20	17:U8.U6.C27 17:U4.U5.C05	27:U6.U5.C22.OB 27:U5.U5.C03.OB	37:U5.U8.C25.C14.PA 37:U5.U4.C24.C09.PA	43:U8.U2.C11.C21.C16.SR 42:U8.U3.C17.C06.C10.SR	47:U5.U6.U2.C05.C19.SR 47:U7.U1.U4.C04.C10.SR
Misene Heavy Coat HighC SLIGHT RUST 8:VR 5%|MXIS 10P	7:U6.C06 20:U6.C19.C05.IF	12:U8.C22.C13 12:U7.C22.C27	17:U8.U3.C19 17:U3.U2.C07	27:U4.U2.C19.OB 27:U6.U1.C10.OB	37:U2.U3.C03.C26.PA 38:U2.U2.C23.C24.PA	43:U6.U1.C03.C04.C02.SR 42:U7.U8.C28.C20.C10.SR	47:U1.U4.U6.C07.C12.SR 47:U2.U2.U8.C09.C14.SR
Misene Heavy Coat HighC SLIGHT TEAL 1:MD 4P	7:U4.C22 13:U2.C14.C01	12:U1.C19.C09 12:U2.C14.C11	17:U4.U8.C05 17:U6.U1.C13	27:U7.U2.C23.OB 27:U6.U3.C13.OB	37:U5.U1.C28.C04.PA 38:U1.U7.C24.C27.PA	42:U2.U1.C25.C19.C21.SR 43:U1.U5.C06.C13.C06.SR	47:U5.U7.U8.C05.C06.SR 47:U3.U3.U2.C08.C08.SR
Misene Leather Trench BLACK 8:VR 10%|MD 3P	17:U2.U2.C23 20:U1.C02.C19.IF	12:U8.C12.C21 12:U5.C01.C09	18:U8.U1.C28 17:U5.U4.C09	28:U4.U3.C28.OB 27:U5.U2.C01.OB	37:U5.U5.C21.C20.PA 37:U8.U1.C15.C21.PA	43:U6.U6.C22.C14.C14.SR 43:U8.U8.C07.C21.C23.SR	47:U7.U1.U2.C16.C05.SR 47:U1.U2.U3.C12.C15.SR
Misene Leather Trench GREEN 8:HR 6%|VR 20%	17:U4.U1.C26 20:U4.C25.C03.IF	13:U5.C01.C24 12:U1.C10.C25	17:U7.U2.C16 17:U4.U7.C09	27:U8.U6.C15.OB 28:U1.U2.C01.OB	37:U5.U8.C04.C04.PA 38:U7.U2.C22.C16.PA	42:U3.U5.C06.C20.C24.SR 42:U8.U2.C08.C24.C26.SR	47:U6.U1.U5.C07.C12.SR 47:U6.U2.U5.C05.C28.SR
Misene Leather Trench INDIGO 16:HR 6%|SD 7P|ISR 1%	17:U8.U6.C13 28:U5.U4.C13.OB	13:U8.C10.C17 12:U2.C27.C13	17:U2.U2.C23 17:U6.U1.C07	27:U5.U7.C25.OB 27:U3.U8.C27.OB	37:U1.U1.C19.C22.PA 37:U3.U5.C12.C27.PA	43:U2.U1.C11.C16.C07.SR 42:U8.U8.C03.C21.C01.SR	47:U3.U4.U4.C03.C18.SR 47:U6.U4.U3.C03.C11.SR
Misene Leather Trench PURPLE 12:MXH 100P	17:U4.U4.C01 13:U4.C21.C03	13:U5.C24.C28 12:U4.C23.C20	18:U6.U8.C10 17:U3.U8.C20	27:U2.U5.C22.OB 27:U5.U7.C25.OB	37:U4.U8.C25.C26.PA 37:U3.U5.C02.C01.PA	42:U8.U1.C26.C26.C15.SR 43:U8.U5.C08.C08.C28.SR	48:U6.U1.U4.C17.C03.SR 48:U2.U6.U7.C05.C12.SR
Misene Leather Trench RED 24:CE 15%|STEALTH 15P|KFD 15P|R 3L	17:U4.U4.C25 36:U4.U3.C21.C21.PA	13:U7.C17.C24 12:U3.C11.C07	17:U3.U7.C23 17:U4.U5.C24	28:U1.U6.C02.OB 28:U2.U4.C13.OB	38:U3.U3.C14.C05.PA 38:U8.U7.C26.C23.PA	42:U5.U1.C19.C22.C04.SR 42:U5.U2.C19.C16.C27.SR	48:U1.U5.U7.C09.C25.SR 47:U4.U6.U2.C19.C27.SR
Misene Leather Trench TEAL 8:MPDR 3%|RPDR 3%	17:U2.U2.C08 21:U3.C14.C05.OB	12:U3.C27.C06 13:U4.C08.C07	18:U8.U5.C28 18:U5.U3.C28	28:U5.U7.C21.OB 27:U4.U2.C17.OB	38:U8.U5.C18.C09.PA 38:U4.U4.C07.C04.PA	42:U1.U4.C15.C15.C19.SR 42:U8.U6.C20.C08.C21.SR	47:U7.U8.U4.C05.C19.SR 48:U8.U6.U7.C13.C09.SR
Misene Leather Trench HighC AQUAMARINE 1:VR 12%	17:U4.U3.C27 12:U1.C16.C10	12:U3.C10.C15 12:U6.C12.C25	18:U6.U3.C27 17:U4.U1.C12	27:U4.U5.C25.OB 27:U7.U4.C16.OB	37:U8.U7.C20.C26.PA 38:U1.U7.C09.C12.PA	42:U8.U7.C05.C13.C10.SR 43:U2.U5.C23.C10.C15.SR	47:U2.U4.U5.C11.C17.SR 47:U8.U2.U3.C25.C25.SR
Misene Leather Trench HighC ASH 1:RD 8P	17:U6.U4.C19 12:U3.C18.C02	12:U5.C19.C26 13:U5.C18.C13	17:U6.U5.C03 18:U6.U1.C02	27:U5.U4.C04.OB 28:U3.U2.C11.OB	37:U4.U7.C06.C08.PA 37:U1.U1.C10.C16.PA	42:U3.U7.C21.C02.C21.SR 42:U8.U8.C18.C19.C13.SR	47:U7.U8.U8.C05.C25.SR 47:U8.U2.U2.C16.C10.SR
Misene Leather Trench HighC BLACK 8:VD 8P|STEALTH 15P	17:U2.U2.C18 20:U1.C24.C21.IF	12:U4.C16.C20 12:U1.C06.C04	18:U3.U8.C18 17:U1.U2.C10	27:U8.U7.C06.OB 27:U4.U8.C02.OB	37:U6.U5.C23.C12.PA 37:U2.U6.C12.C28.PA	43:U6.U3.C04.C16.C16.SR 42:U7.U8.C20.C28.C15.SR	47:U6.U7.U1.C10.C16.SR 47:U3.U1.U4.C27.C10.SR
Misene Leather Trench HighC DEEP RED 8:MXIS 20P|VDEF 7P	17:U1.U2.C18 20:U6.C19.C26.IF	12:U7.C25.C03 12:U7.C09.C22	18:U6.U6.C10 17:U2.U8.C09	27:U3.U5.C12.OB 28:U3.U1.C24.OB	37:U4.U1.C26.C18.PA 37:U1.U1.C02.C18.PA	42:U1.U6.C01.C12.C27.SR 42:U2.U6.C10.C12.C23.SR	47:U1.U8.U5.C27.C14.SR 47:U1.U3.U3.C13.C15.SR
Misene Leather Trench HighC DIM YELLOW 1:SHR 2%	17:U7.U5.C26 12:U3.C21.C11	13:U3.C12.C22 12:U1.C14.C07	18:U3.U1.C14 17:U6.U5.C26	27:U5.U2.C03.OB 27:U5.U8.C07.OB	37:U5.U6.C11.C02.PA 38:U2.U4.C28.C24.PA	42:U5.U4.C24.C01.C19.SR 42:U2.U2.C25.C20.C18.SR	47:U8.U6.U1.C16.C02.SR 47:U8.U7.U5.C18.C10.SR
Misene Leather Trench HighC GREEN 1:SD 8P	17:U8.U6.C05 12:U1.C28.C19	12:U5.C17.C05 12:U1.C01.C03	18:U7.U4.C02 17:U4.U5.C26	27:U3.U1.C25.OB 27:U1.U6.C10.OB	38:U8.U8.C12.C19.PA 37:U8.U1.C05.C26.PA	43:U6.U5.C22.C04.C24.SR 42:U1.U4.C02.C10.C28.SR	48:U2.U2.U4.C06.C25.SR 47:U4.U3.U3.C03.C03.SR
Misene Leather Trench HighC INDIGO 1:VD 16P	17:U3.U7.C18 13:U3.C06.C09	12:U8.C06.C21 12:U4.C14.C01	18:U7.U1.C06 18:U2.U4.C06	28:U6.U7.C09.OB 27:U8.U6.C27.OB	37:U4.U6.C06.C10.PA 38:U5.U7.C26.C08.PA	42:U7.U1.C08.C07.C08.SR 42:U2.U3.C02.C21.C10.SR	47:U7.U6.U8.C02.C07.SR 47:U5.U3.U7.C04.C05.SR
Misene Leather Trench HighC MAGENTA 20:VR 10%|MD 3P|MXH 100P	17:U3.U7.C21 29:U5.U5.C08.OB	12:U6.C15.C24 13:U6.C20.C14	17:U4.U5.C26 17:U5.U6.C17	27:U6.U8.C04.OB 28:U5.U7.C17.OB	37:U7.U4.C27.C17.PA 37:U6.U1.C01.C04.PA	42:U8.U8.C11.C04.C25.SR 42:U1.U1.C14.C06.C13.SR	47:U5.U1.U5.C12.C19.SR 48:U1.U4.U8.C08.C09.SR
Misene Leather Trench HighC ORANGE 1:SHR 2%	17:U3.U3.C24 13:U1.C26.C10	12:U7.C01.C17 12:U5.C01.C23	18:U1.U1.C14 18:U4.U8.C12	28:U7.U5.C14.OB 27:U4.U2.C14.OB	38:U5.U7.C12.C13.PA 37:U4.U4.C09.C18.PA	43:U3.U2.C13.C01.C18.SR 42:U1.U5.C15.C11.C07.SR	48:U6.U2.U4.C10.C09.SR 48:U3.U1.U1.C14.C05.SR
Misene Leather Trench HighC PURPLE 8:MXIS 20P|DSA 3P	17:U4.U3.C22 20:U6.C04.C23.IF	12:U8.C19.C17 12:U7.C12.C13	18:U7.U3.C15 18:U6.U3.C12	27:U3.U8.C16.OB 27:U3.U1.C15.OB	38:U2.U8.C03.C21.PA 37:U8.U7.C09.C28.PA	42:U6.U8.C06.C17.C11.SR 43:U6.U1.C27.C11.C04.SR	47:U5.U1.U2.C07.C17.SR 47:U7.U2.U8.C11.C26.SR
Misene Leather Trench HighC SEA GREEN 1:DR 6P	17:U7.U7.C05 13:U6.C09.C01	12:U5.C05.C27 13:U6.C17.C04	17:U3.U5.C01 17:U4.U3.C02	27:U2.U7.C03.OB 27:U8.U6.C07.OB	38:U3.U6.C06.C08.PA 37:U3.U5.C17.C16.PA	42:U8.U6.C12.C01.C18.SR 43:U4.U4.C18.C03.C08.SR	47:U3.U1.U4.C17.C28.SR 48:U4.U7.U3.C17.C11.SR
Misene Leather Trench HighC TEAL 8:RD 5P|MVS 5%	32:U4.C01.C19.C17.PA 20:U4.C21.C03.IF	12:U3.C17.C12 12:U8.C27.C22	17:U2.U6.C12 18:U8.U3.C10	28:U5.U3.C18.OB 27:U4.U3.C23.OB	37:U8.U2.C02.C16.PA 38:U7.U4.C07.C23.PA	42:U5.U5.C28.C01.C03.SR 43:U5.U5.C26.C21.C13.SR	47:U6.U1.U6.C21.C10.SR 47:U6.U1.U8.C21.C28.SR
Misene Panel Trench BLACK 1:VTR 20%	32:U8.C21.C27.C22.PA 12:U5.C17.C12	12:U6.C08.C10 12:U6.C04.C15	17:U4.U1.C20 18:U3.U5.C02	27:U5.U7.C02.OB 27:U3.U8.C21.OB	37:U2.U5.C17.C06.PA 37:U1.U8.C21.C18.PA	42:U4.U7.C12.C13.C07.SR 42:U4.U7.C17.C01.C02.SR	48:U5.U8.U4.C01.C05.SR 47:U8.U3.U3.C27.C25.SR
Misene Panel Trench BROWN 1:STEALTH 25P	32:U5.C04.C17.C18.PA 13:U1.C25.C25	13:U7.C02.C17 12:U3.C27.C11	18:U2.U1.C25 17:U7.U7.C03	27:U7.U1.C23.OB 27:U1.U2.C26.OB	37:U6.U3.C06.C13.PA 37:U5.U4.C04.C21.PA	43:U6.U1.C21.C03.C07.SR 42:U1.U8.C24.C08.C12.SR	48:U2.U3.U1.C17.C07.SR 47:U7.U3.U5.C07.C05.SR
Misene Panel Trench GREEN 20:RD 12P|MXH 200P	32:U2.C14.C28.C05.PA 20:U1.C20.C11.IF	12:U6.C19.C19 12:U1.C09.C05	17:U2.U3.C03 17:U7.U4.C16	27:U8.U6.C03.OB 28:U8.U8.C08.OB	37:U1.U3.C09.C24.PA 37:U8.U3.C14.C18.PA	42:U1.U4.C25.C11.C28.SR 42:U7.U6.C26.C03.C12.SR	47:U5.U1.U3.C08.C06.SR 48:U1.U3.U5.C01.C27.SR
Misene Panel Trench MAGENTA 8:VD 12P|RD 5P	32:U6.C17.C11.C01.PA 21:U1.C14.C07.OB	13:U6.C24.C27 12:U7.C10.C14	18:U7.U4.C04 17:U5.U8.C25	27:U6.U8.C26.OB 27:U6.U1.C05.OB	38:U7.U2.C09.C24.PA 37:U8.U5.C03.C22.PA	42:U4.U2.C16.C23.C11.SR 42:U4.U1.C09.C09.C26.SR	48:U1.U1.U8.C25.C24.SR 47:U3.U2.U2.C24.C22.SR

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Item Name ITEM COLOR ENHANCED ITEM STATS	RECIPES: BASIC RECIPES: ENHANCED	+1% PR +1% VR	+2% PR +2% VR	+3% PR +3% VR	+4% PR +4% VR	+5% PR +5% VR	+6% PR +6% VR
Misene Panel Trench ORANGE 1:SD 12P	32:U3.C28.C12.C15.PA 13:U1.C28.C04	12:U5.C07.C04 12:U4.C04.C26	17:U7.U3.C13 17:U7.U7.C07	28:U6.U3.C16.OB 27:U6.U5.C08.OB	37:U5.U4.C25.C01.PA 38:U4.U7.C03.C03.PA	42:U2.U2.C16.C08.C18.SR 43:U1.U7.C18.C23.C18.SR	47:U5.U5.U5.C16.C06.SR 47:U6.U2.U6.C23.C28.SR
Misene Panel Trench TEAL 8:VR 15%|VTR 20%	32:U6.C28.C25.C05.PA 20:U7.C17.C02.IF	12:U7.C24.C19 12:U1.C17.C06	18:U8.U7.C14 17:U2.U3.C17	28:U7.U8.C08.OB 27:U5.U2.C18.OB	37:U2.U8.C24.C27.PA 38:U3.U7.C09.C15.PA	42:U7.U4.C20.C20.C13.SR 42:U6.U4.C10.C09.C14.SR	47:U6.U5.U8.C20.C18.SR 48:U3.U7.U4.C28.C09.SR
Misene Panel Trench HighC AMETHYST 16:MD 12P|KFD 5P|SJ 10P	17:U3.U6.C07 28:U2.U5.C19.OB	12:U3.C11.C04 12:U2.C09.C06	17:U1.U8.C04 17:U6.U1.C01	27:U7.U2.C17.OB 27:U5.U2.C19.OB	37:U2.U7.C28.C03.PA 37:U4.U1.C06.C10.PA	43:U8.U4.C08.C17.C14.SR 43:U5.U5.C18.C04.C23.SR	47:U6.U5.U8.C09.C20.SR 47:U2.U8.U6.C13.C08.SR
Misene Panel Trench HighC ASH 22:SS 10P|DSA 5P|MXH 200P	32:U2.C15.C16.C13.PA 28:U2.U5.C16.OB	12:U6.C26.C03 13:U3.C15.C28	18:U3.U4.C04 17:U8.U1.C27	28:U1.U4.C14.OB 28:U8.U7.C09.OB	38:U8.U5.C06.C15.PA 37:U3.U3.C08.C08.PA	42:U2.U1.C03.C28.C23.SR 42:U6.U5.C21.C10.C06.SR	47:U3.U3.U4.C10.C10.SR 47:U6.U8.U4.C02.C12.SR
Misene Panel Trench HighC BROWN 20:P 3L|MXH 200P	17:U7.U7.C28 20:U1.C02.C25.IF	13:U5.C17.C27 12:U5.C25.C21	17:U3.U8.C24 17:U3.U7.C06	28:U3.U5.C13.OB 28:U3.U5.C23.OB	37:U5.U3.C11.C02.PA 37:U8.U5.C07.C09.PA	43:U6.U3.C04.C13.C21.SR 42:U3.U4.C18.C22.C10.SR	47:U2.U1.U6.C24.C08.SR 47:U8.U4.U8.C08.C03.SR
Misene Panel Trench HighC DK. CYAN 1:HR 9%	32:U5.C07.C18.C13.PA 12:U8.C28.C04	13:U2.C12.C08 12:U5.C11.C14	18:U4.U2.C17 17:U7.U6.C01	27:U2.U6.C07.OB 27:U4.U4.C08.OB	38:U1.U5.C20.C22.PA 38:U4.U1.C19.C10.PA	42:U2.U5.C08.C09.C12.SR 43:U8.U8.C13.C19.C01.SR	47:U6.U1.U6.C26.C12.SR 47:U3.U1.U8.C14.C19.SR
Misene Panel Trench HighC EGGPLANT 1:VR 15%	17:U8.U7.C12 13:U2.C02.C27	12:U6.C16.C12 12:U6.C25.C21	18:U5.U7.C02 18:U8.U6.C25	28:U2.U4.C08.OB 27:U5.U8.C03.OB	38:U5.U5.C16.C10.PA 37:U7.U2.C23.C20.PA	42:U7.U7.C05.C08.C28.SR 42:U4.U3.C28.C08.C06.SR	47:U7.U2.U2.C28.C01.SR 47:U7.U2.U4.C11.C10.SR
Misene Panel Trench HighC MOSS 16:R 3L|MPDR 15%|VR 15%	17:U6.U5.C27 28:U3.U5.C12.OB	12:U3.C16.C09 12:U8.C12.C06	17:U3.U5.C18 17:U6.U2.C17	28:U8.U6.C02.OB 27:U2.U8.C01.OB	37:U2.U7.C02.C27.PA 38:U4.U5.C26.C08.PA	42:U1.U1.C10.C19.C23.SR 42:U2.U1.C10.C15.C08.SR	47:U6.U1.U5.C04.C06.SR 47:U2.U4.U4.C10.C06.SR
Misene Panel Trench HighC OLIVE DRAB 1:KFD 5P	17:U6.U6.C24 12:U2.C02.C11	13:U5.C21.C20 12:U3.C23.C28	17:U6.U4.C18 18:U8.U6.C15	28:U6.U2.C21.OB 27:U7.U2.C07.OB	37:U1.U4.C12.C10.PA 38:U7.U7.C11.C01.PA	42:U7.U8.C05.C21.C11.SR 42:U7.U8.C01.C07.C26.SR	47:U8.U6.U5.C16.C12.SR 47:U4.U5.U7.C03.C24.SR
Misene Panel Trench HighC PALE BROWN 16:MPDR 15%|AD 5P|RPDR 15%	32:U3.C23.C16.C04.PA 29:U8.U7.C16.OB	13:U7.C08.C09 12:U6.C26.C28	18:U2.U8.C11 18:U3.U8.C26	27:U7.U7.C27.OB 27:U6.U2.C03.OB	37:U5.U7.C01.C21.PA 38:U2.U5.C21.C11.PA	42:U6.U4.C22.C07.C22.SR 42:U6.U4.C09.C03.C09.SR	47:U5.U4.U4.C13.C19.SR 47:U3.U8.U7.C18.C05.SR
Misene Panel Trench HighC PURPLE 8:MD 12P|CE 10%	17:U4.U5.C12 20:U4.C27.C17.IF	12:U4.C05.C08 12:U1.C09.C16	17:U7.U7.C22 17:U7.U7.C09	27:U8.U2.C09.OB 27:U6.U6.C01.OB	37:U3.U8.C27.C21.PA 37:U7.U8.C21.C12.PA	42:U2.U7.C25.C01.C05.SR 42:U5.U7.C09.C26.C01.SR	47:U7.U6.U2.C24.C07.SR 47:U6.U1.U1.C21.C27.SR
Misene Panel Trench HighC RED 8:MXIS 30P|RPDR 15%	17:U8.U5.C03 20:U5.C02.C23.IF	12:U5.C07.C24 13:U5.C11.C04	18:U2.U3.C22 17:U6.U4.C26	28:U4.U2.C09.OB 27:U3.U8.C11.OB	37:U1.U3.C27.C27.PA 37:U6.U3.C22.C13.PA	43:U7.U1.C15.C12.C08.SR 42:U7.U8.C26.C18.C18.SR	47:U6.U5.U5.C01.C13.SR 47:U8.U6.U6.C08.C24.SR
Reynolds Collarless Duster BROWN 16:MXH 200P	42:U6.U4.C20.C26.C13.SR 13:U4.C10.C17	12:U5.C16.C28 13:U6.C23.C22	17:U3.U7.C08 17:U1.U8.C22	28:U5.U2.C22.OB 27:U6.U2.C22.OB	37:U3.U8.C15.C15.PA 37:U4.U4.C03.C07.PA	43:U4.U6.C18.C25.C05.SR 43:U6.U1.C27.C02.C03.SR	47:U8.U6.U1.C24.C24.SR 47:U5.U4.U5.C09.C09.SR
Reynolds Collarless Duster BURLY WOOD 8:F 3L|V 3L	42:U3.U3.C17.C18.C25.SR 20:U2.C11.C13.IF	12:U1.C17.C04 12:U1.C02.C17	17:U3.U2.C26 17:U6.U5.C01	27:U5.U2.C07.OB 27:U5.U3.C08.OB	37:U4.U5.C14.C14.PA 38:U8.U3.C17.C12.PA	42:U8.U6.C25.C07.C25.SR 42:U5.U7.C07.C23.C27.SR	47:U1.U5.U3.C19.C06.SR 47:U8.U4.U3.C09.C02.SR
Reynolds Collarless Duster DULL BROWN 1:MD 5P	42:U1.U7.C11.C16.C11.SR 12:U4.C07.C09	13:U2.C03.C06 12:U7.C23.C16	17:U8.U3.C06 17:U5.U7.C19	27:U4.U1.C08.OB 27:U2.U7.C15.OB	37:U8.U3.C12.C02.PA 38:U8.U7.C09.C25.PA	42:U5.U8.C12.C05.C28.SR 42:U8.U5.C16.C13.C07.SR	48:U6.U6.U1.C19.C02.SR 47:U4.U8.U8.C05.C06.SR
Reynolds Collarless Duster MAGENTA 8:V 3L|ISR 1%	42:U4.U7.C21.C24.C17.SR 20:U2.C22.C18.IF	13:U7.C09.C05 13:U8.C26.C25	17:U2.U8.C18 17:U3.U1.C04	27:U3.U4.C25.OB 27:U5.U5.C07.OB	38:U7.U2.C12.C01.PA 38:U2.U4.C08.C18.PA	42:U1.U8.C24.C18.C28.SR 43:U8.U7.C22.C03.C05.SR	47:U5.U8.U1.C15.C17.SR 47:U4.U5.U1.C23.C22.SR
Reynolds Collarless Duster ORANGE-BROWN 8:RPDR 5%|MPDR 5%	42:U1.U5.C15.C08.C16.SR 20:U8.C22.C17.IF	12:U2.C14.C05 12:U8.C15.C03	17:U7.U7.C28 18:U8.U2.C23	27:U3.U6.C20.OB 28:U8.U3.C19.OB	37:U4.U6.C04.C09.PA 37:U5.U1.C19.C23.PA	42:U1.U5.C21.C16.C16.SR 43:U6.U4.C11.C15.C12.SR	48:U3.U3.U6.C17.C05.SR 48:U8.U4.U2.C23.C01.SR
Reynolds Collarless Duster PURPLE-PINK 1:MXIS 30P	42:U1.U3.C26.C27.C11.SR 12:U3.C06.C03	13:U2.C22.C08 12:U2.C18.C03	18:U1.U2.C18 18:U3.U3.C18	28:U6.U2.C28.OB 27:U1.U8.C08.OB	37:U2.U3.C10.C26.PA 38:U7.U1.C06.C08.PA	42:U1.U5.C21.C27.C01.SR 42:U1.U4.C03.C25.C23.SR	47:U4.U2.U4.C11.C08.SR 47:U5.U3.U5.C13.C24.SR
Reynolds Collarless Duster SEA MOSS 16:MXH 100P|TC 10P|HR 2%	42:U7.U5.C09.C14.C03.SR 29:U1.U1.C05.OB	13:U2.C19.C28 13:U1.C17.C27	17:U5.U4.C03 18:U4.U8.C03	27:U3.U5.C03.OB 28:U6.U1.C08.OB	37:U5.U2.C01.C09.PA 37:U6.U5.C25.C05.PA	42:U7.U8.C20.C25.C27.SR 42:U6.U6.C23.C14.C05.SR	47:U2.U2.U5.C27.C18.SR 47:U2.U2.U3.C18.C01.SR
Reynolds Duster BROWN 8:MPDR 5%|RPDR 5%	42:U6.U3.C22.C17.C14.SR 20:U7.C13.C04.IF	13:U2.C18.C18 13:U2.C01.C08	18:U7.U1.C21 18:U7.U4.C07	28:U4.U7.C02.OB 28:U4.U3.C22.OB	38:U5.U4.C18.C16.PA 37:U7.U8.C24.C17.PA	43:U5.U7.C12.C10.C14.SR 43:U8.U2.C12.C18.C06.SR	47:U6.U4.U7.C14.C15.SR 48:U4.U3.U5.C09.C26.SR
Reynolds Duster GREEN 20:MD 12P|MXH 200P	42:U7.U4.C13.C05.C18.SR 20:U3.C01.C28.IF	12:U6.C28.C26 12:U8.C25.C22	17:U1.U4.C26 18:U3.U7.C16	27:U8.U6.C01.OB 28:U6.U3.C28.OB	38:U8.U3.C07.C26.PA 38:U1.U5.C05.C22.PA	42:U1.U4.C20.C13.C28.SR 42:U6.U5.C12.C21.C13.SR	47:U4.U2.U4.C18.C20.SR 47:U3.U6.U6.C08.C06.SR
Reynolds Duster ORANGE 1:DR 10P	42:U8.U5.C03.C07.C05.SR 12:U3.C14.C25	13:U6.C07.C26 13:U6.C22.C03	18:U7.U7.C07 17:U7.U4.C23	27:U2.U3.C26.OB 27:U8.U3.C08.OB	37:U4.U6.C18.C14.PA 38:U4.U8.C19.C21.PA	42:U3.U1.C14.C01.C13.SR 42:U6.U6.C08.C03.C08.SR	47:U5.U1.U4.C26.C03.SR 47:U1.U8.U3.C19.C07.SR
Reynolds Duster YELLOW 20:F 3L|MXH 200P	42:U8.U4.C07.C26.C22.SR 21:U8.C04.C05.OB	12:U7.C08.C21 12:U6.C15.C07	17:U1.U6.C05 17:U3.U7.C28	27:U7.U6.C05.OB 28:U4.U6.C28.OB	37:U3.U2.C18.C28.PA 37:U7.U7.C22.C14.PA	42:U4.U3.C24.C17.C01.SR 43:U6.U3.C05.C28.C14.SR	48:U4.U7.U2.C04.C07.SR 47:U7.U5.U4.C23.C09.SR
Reynolds Duster HighC BROWN 1:CE 10%	42:U8.U8.C12.C14.C16.SR 12:U8.C19.C08	12:U8.C28.C27 12:U8.C26.C17	17:U5.U1.C15 17:U8.U3.C19	27:U4.U5.C06.OB 28:U3.U4.C07.OB	37:U2.U5.C09.C28.PA 37:U3.U2.C02.C02.PA	43:U2.U7.C24.C25.C04.SR 42:U1.U4.C28.C20.C27.SR	48:U4.U2.U4.C22.C28.SR 47:U1.U2.U1.C10.C27.SR
Reynolds Duster HighC BURLY WOOD 16:MXIS 20P|P 2L|AD 10P	42:U5.U3.C12.C16.C02.SR 28:U1.U6.C24.OB	13:U2.C16.C28 13:U8.C24.C28	17:U6.U8.C01 17:U3.U3.C25	28:U3.U1.C08.OB 27:U7.U2.C28.OB	37:U8.U4.C07.C13.PA 37:U4.U5.C27.C02.PA	42:U1.U4.C21.C12.C01.SR 42:U5.U1.C10.C08.C20.SR	47:U2.U7.U4.C01.C23.SR 47:U5.U1.U3.C02.C08.SR
Reynolds Duster HighC DIM PURPLE 16:R 3L|RD 5P|VD 12P	42:U5.U3.C26.C20.C16.SR 28:U7.U8.C19.OB	12:U6.C05.C06 13:U1.C16.C13	17:U8.U8.C28 17:U6.U4.C28	27:U2.U3.C24.OB 27:U2.U6.C11.OB	38:U2.U6.C14.C23.PA 38:U3.U7.C25.C28.PA	42:U7.U6.C27.C17.C24.SR 43:U8.U2.C27.C05.C18.SR	47:U4.U8.U5.C28.C15.SR 47:U6.U6.U1.C14.C03.SR
Reynolds Duster HighC DOGWOOD 28:MXH 100P|TOUGHNESS 2%|MVS 5%|RFD 5P	42:U7.U7.C28.C19.C23.SR 36:U2.U1.C04.C20.PA	12:U3.C24.C04 12:U3.C12.C17	17:U8.U2.C04 17:U4.U6.C15	27:U7.U7.C05.OB 28:U4.U2.C08.OB	37:U2.U8.C16.C20.PA 37:U8.U6.C26.C08.PA	42:U1.U4.C13.C22.C17.SR 42:U8.U8.C18.C28.C06.SR	48:U3.U7.U8.C18.C12.SR 48:U7.U6.U3.C13.C11.SR
Reynolds Duster HighC EGGPLANT 1:MPDR 15%	42:U3.U2.C21.C18.C22.SR 12:U8.C22.C25	12:U2.C13.C25 12:U2.C25.C25	18:U6.U8.C03 17:U6.U1.C23	27:U7.U3.C08.OB 27:U8.U4.C21.OB	37:U5.U6.C15.C02.PA 37:U3.U4.C23.C25.PA	42:U7.U2.C21.C19.C23.SR 43:U7.U5.C16.C16.C02.SR	47:U8.U4.U3.C21.C01.SR 47:U1.U1.U5.C14.C03.SR
Reynolds Duster HighC GREEN 1:DDR 2P	42:U8.U3.C25.C22.C01.SR 13:U2.C21.C05	12:U7.C15.C03 13:U2.C20.C17	17:U7.U6.C13 17:U7.U7.C07	27:U4.U8.C13.OB 28:U4.U5.C01.OB	37:U8.U6.C18.C24.PA 38:U8.U8.C09.C11.PA	42:U3.U1.C07.C14.C19.SR 42:U8.U4.C03.C13.C13.SR	47:U6.U1.U6.C10.C19.SR 47:U5.U3.U4.C24.C08.SR
Reynolds Duster HighC JUNGLE GREEN 16:MXH 200P	42:U1.U2.C22.C01.C15.SR 12:U8.C15.C10	12:U8.C15.C27 12:U1.C21.C20	18:U1.U5.C15 17:U4.U6.C23	27:U7.U8.C07.OB 28:U6.U2.C28.OB	37:U8.U2.C20.C24.PA 38:U6.U4.C19.C03.PA	43:U1.U1.C12.C28.C13.SR 42:U4.U1.C15.C03.C19.SR	47:U4.U8.U7.C14.C03.SR 47:U3.U1.U4.C02.C01.SR

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Item Name ITEM COLOR ENHANCED ITEM STATS	RECIPES: BASIC RECIPES: ENHANCED	+1% PR +1% VR	+2% PR +2% VR	+3% PR +3% VR	+4% PR +4% VR	+5% PR +5% VR	+6% PR +6% VR
Reynolds Duster HighC MAGENTA 1:UDR 5%|HD 2P|CE 2%	42:U6.U7.C06.C17.C19.SR 12:U2.C11.C01	13:U7.C14.C04 12:U3.C08.C15	18:U2.U1.C18 17:U4.U3.C23	27:U4.U3.C14.OB 27:U4.U7.C14.OB	38:U1.U4.C17.C07.PA 37:U2.U4.C20.C20.PA	42:U5.U2.C01.C07.C10.SR 42:U2.U2.C04.C18.C26.SR	47:U4.U1.U2.C06.C26.SR 48:U4.U6.U5.C07.C01.SR
Reynolds Duster HighC RED 1:VTR 20%	42:U4.U1.C24.C05.C06.SR 12:U2.C25.C27	13:U7.C15.C19 13:U5.C14.C10	18:U2.U6.C08 17:U2.U6.C11	27:U8.U2.C12.OB 27:U8.U2.C13.OB	37:U2.U2.C17.C04.PA 38:U8.U3.C22.C27.PA	43:U4.U1.C19.C16.C04.SR 42:U5.U4.C23.C05.C22.SR	47:U1.U7.U3.C07.C21.SR 47:U6.U5.U4.C11.C25.SR
Reynolds Duster HighC SIENNA 22:VD 12P|MXIS 30P|MXH 200P	42:U3.U7.C08.C15.C23.SR 28:U4.U5.C04.OB	12:U4.C07.C11 13:U4.C21.C10	17:U6.U5.C15 18:U2.U5.C02	28:U5.U4.C04.OB 28:U4.U2.C22.OB	37:U8.U2.C28.C02.PA 37:U2.U7.C16.C10.PA	42:U4.U6.C23.C12.C19.SR 42:U2.U3.C01.C12.C17.SR	47:U3.U3.U4.C01.C08.SR 47:U1.U3.U8.C07.C13.SR
RW 'Climb High' Shirt BLACK & LT. GRAY & BLACK *Jeans*	17:U6.U2.C01	11:U1.C17.C21 11:U4.C08.C18	16:U7.U7.C11 16:U1.U1.C03	26:U1.U3.C15.OB 26:U8.U4.C01.OB	36:U4.U5.C21.C15.PA 36:U1.U1.C10.C27.PA	41:U5.U7.C08.C15.C14.SR 41:U3.U3.C11.C10.C20.SR	46:U4.U8.U8.C07.C09.SR 46:U4.U6.U3.C07.C27.SR
RW 'Climb High' Shirt BLACK & YELLOW ORANGE & BLACK *Jeans*	17:U4.U5.C22	11:U5.C09.C08 11:U5.C20.C22	16:U4.U6.C09 16:U1.U6.C21	26:U7.U1.C05.OB 26:U6.U4.C21.OB	36:U7.U5.C14.C11.PA 36:U1.U8.C16.C15.PA	41:U3.U1.C17.C01.C22.SR 41:U3.U2.C18.C21.C17.SR	46:U4.U4.U7.C28.C01.SR 46:U4.U1.U2.C12.C26.SR
RW 'Climb High' Shirt BROWN & BLACK & BLACK *Jeans*	17:U3.U2.C05	11:U2.C21.C01 11:U8.C24.C11	16:U2.U7.C14 16:U2.U4.C01	26:U5.U8.C07.OB 26:U2.U7.C21.OB	36:U4.U1.C03.C27.PA 36:U4.U2.C08.C15.PA	41:U7.U7.C26.C14.C27.SR 41:U1.U4.C17.C10.C17.SR	46:U8.U3.U6.C10.C05.SR 46:U3.U6.U6.C05.C09.SR
RW 'Climb High' Shirt DK. BROWN & LT. GREEN & BLACK *Jeans*	17:U6.U4.C24	11:U5.C12.C27 11:U2.C18.C19	16:U7.U3.C20 16:U7.U1.C18	26:U4.U6.C08.OB 26:U8.U3.C01.OB	36:U7.U4.C19.C08.PA 36:U8.U5.C10.C23.PA	41:U6.U2.C09.C04.C24.SR 41:U4.U6.C23.C07.C16.SR	46:U2.U3.U7.C19.C07.SR 46:U2.U1.U1.C22.C01.SR
RW 'Climb High' Shirt DK. BROWN & YELLOW & BLACK *Jeans*	17:U2.U5.C27	11:U6.C24.C19 11:U2.C24.C14	16:U5.U2.C08 16:U1.U8.C06	26:U2.U5.C18.OB 26:U1.U2.C25.OB	36:U8.U3.C14.C06.PA 36:U3.U6.C14.C08.PA	41:U7.U8.C06.C01.C15.SR 41:U6.U5.C09.C16.C19.SR	46:U5.U4.U2.C07.C09.SR 46:U8.U2.U6.C05.C26.SR
RW 'Climb High' Shirt DK. GOLDEN ROD & BLACK & BLACK *Jeans*	17:U2.U2.C04	11:U8.C20.C18 11:U8.C24.C13	16:U8.U3.C25 16:U8.U2.C20	26:U7.U7.C08.OB 26:U6.U7.C27.OB	36:U7.U6.C25.C25.PA 36:U1.U2.C05.C04.PA	41:U3.U4.C21.C10.C21.SR 41:U1.U3.C27.C27.C26.SR	46:U5.U8.U2.C02.C05.SR 46:U6.U7.U4.C02.C16.SR
RW 'Climb High' Shirt DK. KHAKI & SEA GREEN & BLACK *Jeans*	17:U6.U6.C04	11:U2.C26.C23 11:U6.C28.C26	16:U4.U1.C06 16:U4.U1.C04	26:U1.U1.C02.OB 26:U8.U4.C07.OB	36:U4.U2.C05.C23.PA 36:U4.U6.C25.C23.PA	41:U7.U3.C11.C19.C24.SR 41:U1.U7.C18.C13.C24.SR	46:U7.U7.U1.C16.C13.SR 46:U4.U5.U8.C11.C21.SR
RW 'Climb High' Shirt DK. MAGENTA & LT. PURPLE & BLACK *Jeans*	17:U7.U7.C28	11:U7.C18.C15 11:U5.C25.C27	16:U2.U5.C27 16:U1.U4.C20	26:U2.U5.C26.OB 26:U1.U1.C15.OB	36:U8.U1.C22.C27.PA 36:U8.U7.C04.C28.PA	41:U6.U7.C03.C13.C08.SR 41:U5.U7.C17.C07.C13.SR	46:U7.U3.U1.C03.C06.SR 46:U2.U5.U6.C09.C18.SR
RW 'Climb High' Shirt DK. OLIVE & PURPLE & BLACK *Jeans*	17:U6.U5.C20	11:U7.C16.C12 11:U6.C07.C25	16:U6.U2.C15 16:U1.U5.C12	26:U5.U8.C26.OB 26:U7.U2.C17.OB	36:U1.U5.C04.C07.PA 36:U4.U3.C22.C16.PA	41:U3.U1.C10.C16.C26.SR 41:U7.U7.C18.C17.C28.SR	46:U8.U2.U5.C10.C15.SR 46:U3.U2.U1.C26.C14.SR
RW 'Climb High' Shirt DK. RED & KHAKI & BLACK *Jeans*	17:U2.U3.C27	11:U7.C11.C04 11:U6.C15.C24	16:U8.U6.C09 16:U1.U3.C26	26:U7.U2.C04.OB 26:U3.U3.C22.OB	36:U4.U3.C25.C24.PA 36:U7.U1.C25.C08.PA	41:U7.U6.C14.C05.C25.SR 41:U6.U2.C24.C20.C05.SR	46:U1.U5.U8.C27.C05.SR 46:U8.U3.U2.C26.C04.SR
RW 'Climb High' Shirt DK. TEAL & OLIVE & BLACK *Jeans*	17:U1.U3.C28	11:U2.C03.C12 11:U8.C20.C18	16:U4.U6.C04 16:U2.U8.C27	26:U2.U6.C28.OB 26:U4.U1.C01.OB	36:U3.U8.C20.C25.PA 36:U2.U1.C26.C15.PA	41:U1.U3.C15.C18.C06.SR 41:U8.U2.C20.C12.C26.SR	46:U5.U5.U5.C27.C05.SR 46:U1.U6.U8.C20.C23.SR
RW 'Climb High' Shirt GRAY & ORANGE & BLACK *Jeans*	17:U6.U7.C23	11:U3.C07.C22 11:U1.C21.C28	16:U1.U6.C15 16:U6.U2.C18	26:U2.U6.C16.OB 26:U7.U7.C26.OB	36:U2.U2.C19.C02.PA 36:U8.U1.C19.C25.PA	41:U1.U6.C21.C10.C26.SR 41:U1.U2.C18.C08.C21.SR	46:U3.U7.U7.C15.C16.SR 46:U7.U7.U8.C23.C25.SR
RW 'Climb High' Shirt GREEN & DK. GREEN & BLACK *Jeans*	17:U8.U2.C09	11:U1.C25.C21 11:U6.C11.C24	16:U5.U6.C08 16:U1.U6.C19	26:U7.U3.C01.OB 26:U4.U4.C13.OB	36:U3.U7.C15.C26.PA 36:U8.U2.C16.C27.PA	41:U2.U7.C16.C01.C17.SR 41:U4.U6.C01.C18.C15.SR	46:U4.U2.U5.C17.C10.SR 46:U2.U6.U1.C04.C06.SR
RW 'Climb High' Shirt INDIGO & DK. KHAKI & BLACK *Jeans*	17:U8.U4.C12	11:U3.C10.C05 11:U6.C13.C28	16:U5.U3.C04 16:U3.U5.C13	26:U4.U3.C17.OB 26:U2.U3.C07.OB	36:U7.U6.C06.C04.PA 36:U4.U6.C21.C24.PA	41:U2.U6.C10.C14.C07.SR 41:U6.U8.C07.C25.C03.SR	46:U5.U8.U3.C04.C28.SR 46:U8.U7.U6.C02.C17.SR
RW 'Climb High' Shirt LT. GREEN & GREEN & BLACK *Jeans*	17:U6.U1.C03	11:U4.C20.C16 11:U6.C09.C28	16:U2.U3.C19 16:U4.U8.C04	26:U4.U1.C07.OB 26:U8.U4.C22.OB	36:U3.U2.C10.C16.PA 36:U5.U7.C14.C09.PA	41:U4.U8.C03.C27.C03.SR 41:U6.U5.C13.C15.C05.SR	46:U4.U1.U6.C07.C16.SR 46:U7.U8.U3.C26.C25.SR
RW 'Climb High' Shirt LT. PURPLE & DK. VIOLET & BLACK *Jeans*	17:U5.U7.C22	11:U1.C04.C03 11:U4.C06.C01	16:U8.U1.C02 16:U1.U1.C23	26:U3.U4.C07.OB 26:U3.U4.C16.OB	36:U1.U5.C01.C27.PA 36:U2.U2.C01.C07.PA	41:U1.U5.C16.C09.C27.SR 41:U7.U7.C18.C26.C06.SR	46:U7.U6.U2.C12.C03.SR 46:U4.U5.U8.C01.C25.SR
RW 'Climb High' Shirt MAGENTA & DK. MAGENTA & BLACK *Jeans*	17:U6.U4.C20	11:U1.C01.C06 11:U4.C17.C13	16:U4.U7.C24 16:U3.U6.C23	26:U3.U1.C05.OB 26:U1.U7.C19.OB	36:U6.U2.C20.C18.PA 36:U3.U6.C24.C25.PA	41:U8.U3.C27.C20.C17.SR 41:U6.U2.C04.C21.C25.SR	46:U2.U1.U2.C11.C21.SR 46:U4.U5.U6.C18.C13.SR
RW 'Climb High' Shirt OLIVE & DK. PURPLE & BLACK *Jeans*	17:U8.U8.C02	11:U7.C01.C28 11:U5.C08.C15	16:U6.U1.C13 16:U2.U8.C13	26:U4.U7.C09.OB 26:U4.U1.C13.OB	36:U4.U7.C11.C24.PA 36:U6.U4.C22.C25.PA	41:U1.U6.C08.C19.C03.SR 41:U4.U6.C24.C24.C18.SR	46:U1.U1.U8.C03.C07.SR 46:U8.U5.U7.C18.C27.SR
RW 'Climb High' Shirt OLIVE GREEN & ORANGE & BLACK *Jeans*	17:U8.U2.C18	11:U4.C16.C03 11:U2.C15.C12	16:U3.U6.C05 16:U4.U4.C22	26:U5.U1.C07.OB 26:U3.U5.C11.OB	36:U5.U5.C27.C06.PA 36:U5.U2.C05.C16.PA	41:U7.U5.C07.C20.C18.SR 41:U7.U4.C16.C26.C14.SR	46:U6.U2.U7.C11.C01.SR 46:U7.U3.U7.C12.C26.SR
RW 'Climb High' Shirt ORANGE & SLATE GRAY & BLACK *Jeans*	17:U4.U8.C08	11:U8.C21.C02 11:U2.C13.C15	16:U5.U5.C26 16:U1.U8.C05	26:U4.U6.C13.OB 26:U7.U4.C18.OB	36:U2.U2.C03.C11.PA 36:U1.U2.C13.C10.PA	41:U4.U3.C20.C09.C10.SR 41:U5.U5.C05.C27.C09.SR	46:U5.U5.U6.C12.C13.SR 46:U4.U1.U7.C02.C13.SR
RW 'Climb High' Shirt PURPLE & OLIVE & BLACK *Jeans*	17:U3.U3.C02	11:U4.C21.C26 11:U4.C21.C10	16:U2.U2.C21 16:U5.U8.C23	26:U8.U6.C11.OB 26:U7.U4.C15.OB	36:U3.U8.C11.C01.PA 36:U8.U1.C11.C20.PA	41:U2.U6.C22.C10.C24.SR 41:U7.U4.C15.C20.C05.SR	46:U2.U8.U1.C26.C08.SR 46:U6.U4.U1.C02.C20.SR
RW 'Climb High' Shirt RED & DK. SLATE GRAY & BLACK *Jeans*	17:U7.U5.C23	11:U6.C09.C13 11:U7.C14.C20	16:U3.U7.C23 16:U3.U3.C04	26:U8.U1.C15.OB 26:U4.U2.C23.OB	36:U7.U6.C13.C11.PA 36:U4.U6.C09.C26.PA	41:U2.U4.C14.C01.C01.SR 41:U1.U6.C04.C08.C21.SR	46:U6.U6.U1.C07.C04.SR 46:U6.U1.U6.C19.C26.SR
RW 'Climb High' Shirt RED ORANGE & DK. KHAKI & BLACK *Jeans*	17:U4.U2.C21	11:U2.C07.C24 11:U4.C20.C02	16:U8.U2.C07 16:U7.U7.C10	26:U4.U5.C28.OB 26:U8.U2.C27.OB	36:U5.U4.C03.C03.PA 36:U8.U8.C15.C23.PA	41:U6.U5.C15.C10.C25.SR 41:U5.U6.C15.C20.C05.SR	46:U4.U1.U2.C28.C23.SR 46:U5.U2.U4.C15.C18.SR
RW 'Climb High' Shirt SADDLE BROWN & CYAN & BLACK *Jeans*	17:U3.U3.C07	11:U2.C12.C07 11:U1.C13.C15	16:U5.U7.C08 16:U5.U8.C20	26:U4.U6.C27.OB 26:U5.U5.C05.OB	36:U2.U4.C13.C03.PA 36:U3.U6.C14.C23.PA	41:U7.U7.C16.C07.C10.SR 41:U7.U5.C01.C09.C24.SR	46:U3.U5.U8.C07.C20.SR 46:U6.U7.U6.C15.C12.SR
RW 'Climb High' Shirt SEA GREEN & INDIGO & BLACK *Jeans*	17:U6.U7.C18	11:U3.C24.C21 11:U6.C10.C18	16:U2.U4.C01 16:U6.U4.C03	26:U8.U4.C15.OB 26:U8.U6.C17.OB	36:U8.U1.C25.C23.PA 36:U4.U5.C15.C11.PA	41:U2.U5.C23.C10.C20.SR 41:U8.U5.C21.C03.C11.SR	46:U1.U5.U3.C20.C26.SR 46:U1.U4.U6.C20.C18.SR
RW 'Climb High' Shirt SEA GREEN & SPRING GREEN & BLACK *Jeans*	17:U8.U4.C04	11:U8.C21.C19 11:U1.C12.C05	16:U3.U3.C13 16:U8.U6.C26	26:U1.U7.C24.OB 26:U7.U2.C04.OB	36:U5.U4.C07.C08.PA 36:U7.U7.C12.C01.PA	41:U8.U2.C10.C26.C22.SR 41:U1.U1.C01.C02.C07.SR	46:U5.U6.U4.C03.C08.SR 46:U8.U8.U1.C04.C11.SR
RW 'Climb High' Sh. SLATE GRAY & DK. SLATE GRAY & BLACK *Jeans*	17:U2.U4.C03	11:U4.C12.C12 11:U5.C15.C15	16:U4.U6.C21 16:U4.U2.C08	26:U5.U3.C10.OB 26:U4.U7.C17.OB	36:U5.U7.C21.C15.PA 36:U6.U4.C22.C01.PA	41:U2.U5.C11.C17.C18.SR 41:U3.U1.C14.C24.C05.SR	46:U8.U8.U6.C07.C19.SR 46:U1.U7.U3.C18.C02.SR

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RW 'Climb High' Shirt TAN & BROWN & BLACK *Jeans*	17:U5.U3.C10	11:U3.C15.C01 11:U3.C26.C08	16:U6.U5.C21 16:U5.U4.C02	26:U5.U7.C24.OB 26:U4.U8.C18.OB	36:U4.U7.C11.C07.PA 36:U6.U1.C05.C25.PA	41:U3.U5.C13.C09.C15.SR 41:U2.U6.C25.C14.C28.SR	46:U6.U8.U1.C27.C03.SR 46:U3.U5.U2.C12.C09.SR
RW 'Climb High' Shirt TURQUOISE & DK. GREEN & BLACK *Jeans*	17:U8.U7.C22	11:U3.C04.C18 11:U4.C21.C28	16:U7.U3.C05 16:U4.U2.C22	26:U3.U7.C20.OB 26:U7.U5.C07.OB	36:U8.U6.C02.C14.PA 36:U1.U8.C21.C06.PA	41:U6.U4.C26.C16.C16.SR 41:U1.U3.C09.C21.C19.SR	46:U1.U2.U7.C04.C28.SR 46:U2.U8.U4.C21.C09.SR
RW 'Climb High' Shirt VIOLET & OLIVE GREEN & BLACK *Jeans*	17:U2.U4.C06	11:U7.C03.C20 11:U1.C01.C11	16:U1.U8.C08 16:U2.U4.C23	26:U4.U2.C13.OB 26:U1.U7.C08.OB	36:U3.U6.C27.C20.PA 36:U8.U8.C05.C03.PA	41:U6.U1.C28.C04.C06.SR 41:U1.U3.C20.C25.C17.SR	46:U5.U4.U3.C18.C26.SR 46:U5.U2.U5.C25.C22.SR
RW 'Climb High' Shirt YELLOW & GRAY & BLACK *Jeans*	17:U3.U7.C06	11:U7.C28.C09 11:U3.C08.C08	16:U6.U4.C16 16:U6.U5.C19	26:U5.U1.C23.OB 26:U7.U1.C26.OB	36:U7.U6.C19.C06.PA 36:U1.U5.C05.C13.PA	41:U3.U4.C22.C26.C26.SR 41:U5.U8.C15.C18.C25.SR	46:U5.U8.U2.C15.C07.SR 46:U7.U1.U5.C04.C14.SR
RW 'Climb High' Sh. YELLOW GREEN & DK. PURPLE & BLACK *Jeans*	17:U1.U1.C25	11:U2.C21.C28 11:U5.C15.C07	16:U1.U2.C27 16:U3.U3.C09	26:U7.U2.C13.OB 26:U6.U2.C09.OB	36:U5.U7.C07.C05.PA 36:U5.U2.C23.C09.PA	41:U1.U3.C11.C01.C15.SR 41:U1.U1.C18.C08.C08.SR	46:U5.U4.U1.C05.C26.SR 46:U5.U8.U2.C24.C15.SR
RW 'Graph' Shirt BLACK & DK. GOLDENROD	11:U6.C11.C20	11:U7.C14.C28 11:U4.C25.C02	16:U1.U4.C13 16:U4.U6.C10	26:U7.U1.C07.OB 26:U8.U2.C24.OB	36:U2.U7.C26.C25.PA 36:U8.U2.C13.C25.PA	41:U8.U5.C22.C09.C26.SR 41:U1.U5.C08.C23.C14.SR	46:U1.U4.U6.C08.C23.SR 46:U2.U8.U5.C15.C02.SR
RW 'Graph' Shirt BLACK & GRAY	11:U5.C12.C22	11:U4.C09.C23 11:U7.C22.C24	16:U3.U7.C24 16:U7.U5.C10	26:U2.U4.C18.OB 26:U4.U2.C11.OB	36:U8.U8.C18.C28.PA 36:U5.U3.C12.C27.PA	41:U4.U4.C16.C13.C03.SR 41:U6.U2.C18.C13.C09.SR	46:U4.U7.U4.C03.C17.SR 46:U5.U5.U6.C22.C11.SR
RW 'Graph' Shirt BLACK & YELLOW	11:U6.C22.C22	11:U4.C13.C22 11:U2.C19.C03	16:U7.U2.C04 16:U5.U5.C25	26:U1.U3.C23.OB 26:U1.U7.C17.OB	36:U3.U1.C20.C03.PA 36:U6.U7.C02.C09.PA	41:U4.U5.C22.C02.C20.SR 41:U3.U7.C01.C03.C25.SR	46:U8.U3.U5.C10.C15.SR 46:U2.U7.U3.C05.C07.SR
RW 'Graph' Shirt BROWN & CYAN	11:U3.C19.C03	11:U4.C14.C25 11:U4.C24.C07	16:U7.U3.C28 16:U4.U8.C18	26:U8.U2.C23.OB 26:U3.U2.C27.OB	36:U5.U8.C14.C01.PA 36:U5.U7.C05.C27.PA	41:U2.U4.C14.C16.C18.SR 41:U6.U7.C17.C27.C21.SR	46:U8.U6.U6.C22.C18.SR 46:U2.U4.U7.C16.C20.SR
RW 'Graph' Shirt BROWN & YELLOW GREEN	11:U1.C25.C02	11:U1.C19.C27 11:U5.C18.C17	16:U7.U4.C09 16:U8.U4.C08	26:U3.U5.C18.OB 26:U3.U3.C07.OB	36:U4.U7.C14.C14.PA 36:U4.U5.C16.C06.PA	41:U3.U2.C07.C08.C19.SR 41:U7.U5.C08.C08.C15.SR	46:U7.U8.U7.C25.C08.SR 46:U8.U8.U6.C21.C17.SR
RW 'Graph' Shirt DK. AQUAMARINE & BROWN	11:U2.C02.C10	11:U6.C19.C14 11:U8.C16.C21	16:U8.U7.C11 16:U5.U1.C20	26:U6.U2.C09.OB 26:U8.U7.C27.OB	36:U6.U3.C20.C13.PA 36:U6.U6.C23.C20.PA	41:U3.U1.C09.C16.C27.SR 41:U7.U4.C10.C09.C10.SR	46:U4.U5.U2.C15.C18.SR 46:U6.U5.U5.C11.C14.SR
RW 'Graph' Shirt DK. BROWN & LT. BROWN	11:U6.C08.C16	11:U3.C24.C11 11:U5.C15.C24	16:U8.U5.C04 16:U5.U2.C01	26:U2.U7.C10.OB 26:U8.U6.C20.OB	36:U2.U6.C07.C05.PA 36:U4.U8.C16.C13.PA	41:U3.U3.C19.C05.C01.SR 41:U2.U6.C08.C02.C23.SR	46:U3.U4.U4.C28.C09.SR 46:U7.U7.U4.C07.C15.SR
RW 'Graph' Shirt DK. GOLDENROD & LT. VIOLET	11:U8.C15.C04	11:U5.C08.C04 11:U8.C08.C05	16:U3.U3.C27 16:U6.U8.C17	26:U5.U6.C14.OB 26:U3.U3.C09.OB	36:U8.U1.C28.C25.PA 36:U5.U1.C27.C10.PA	41:U8.U4.C08.C14.C15.SR 41:U6.U5.C16.C25.C01.SR	46:U2.U8.U8.C21.C02.SR 46:U7.U4.U7.C28.C23.SR
RW 'Graph' Shirt DK. GREEN & LT. CYAN	11:U5.C03.C25	11:U3.C17.C24 11:U2.C08.C20	16:U5.U5.C04 16:U3.U8.C03	26:U2.U4.C22.OB 26:U2.U8.C18.OB	36:U2.U1.C11.C02.PA 36:U8.U6.C02.C07.PA	41:U4.U6.C03.C08.C20.SR 41:U8.U1.C07.C20.C17.SR	46:U6.U4.U7.C25.C07.SR 46:U3.U8.U2.C11.C01.SR
RW 'Graph' Shirt DK. OLIVE & SLATE GRAY	11:U6.C05.C23	11:U4.C23.C14 11:U2.C21.C21	16:U4.U6.C26 16:U5.U2.C13	26:U7.U6.C20.OB 26:U8.U7.C12.OB	36:U4.U3.C03.C15.PA 36:U7.U8.C13.C14.PA	41:U2.U2.C17.C28.C14.SR 41:U1.U7.C10.C03.C06.SR	46:U5.U4.U3.C25.C10.SR 46:U4.U1.U3.C26.C19.SR
RW 'Graph' Shirt DK. OLIVE GREEN & LT. OLIVE	11:U5.C20.C12	11:U5.C05.C06 11:U5.C18.C22	16:U4.U6.C19 16:U5.U6.C03	26:U3.U3.C16.OB 26:U7.U1.C16.OB	36:U5.U4.C25.C02.PA 36:U6.U5.C04.C17.PA	41:U6.U8.C23.C09.C15.SR 41:U6.U7.C18.C18.C05.SR	46:U4.U1.U2.C10.C22.SR 46:U3.U2.U6.C01.C27.SR
RW 'Graph' Shirt DK. PURPLE & LT. PURPLE	11:U2.C14.C01	11:U7.C24.C09 11:U6.C02.C15	16:U1.U3.C20 16:U2.U5.C09	26:U4.U8.C24.OB 26:U5.U5.C02.OB	36:U6.U8.C07.C16.PA 36:U8.U6.C08.C20.PA	41:U3.U3.C25.C09.C02.SR 41:U4.U1.C17.C07.C23.SR	46:U6.U3.U5.C03.C24.SR 46:U4.U5.U1.C13.C02.SR
RW 'Graph' Shirt DK. PURPLE & MAGENTA	11:U8.C14.C25	11:U8.C25.C11 11:U1.C15.C10	16:U6.U7.C28 16:U6.U3.C03	26:U3.U1.C11.OB 26:U6.U2.C02.OB	36:U1.U8.C14.C16.PA 36:U8.U4.C16.C05.PA	41:U2.U7.C21.C17.C11.SR 41:U8.U8.C12.C14.C20.SR	46:U8.U4.U7.C19.C18.SR 46:U2.U2.U3.C07.C25.SR
RW 'Graph' Shirt DK. PURPLE & OLIVE	11:U6.C09.C22	11:U4.C20.C09 11:U2.C22.C14	16:U6.U4.C23 16:U1.U3.C24	26:U2.U8.C02.OB 26:U7.U3.C12.OB	36:U2.U8.C13.C25.PA 36:U6.U8.C02.C09.PA	41:U5.U6.C02.C19.C17.SR 41:U5.U1.C06.C14.C23.SR	46:U8.U8.U4.C01.C09.SR 46:U7.U4.U7.C03.C19.SR
RW 'Graph' Shirt DK. RED & DK. OLIVE GREEN	11:U3.C01.C24	11:U2.C12.C07 11:U6.C17.C27	16:U3.U1.C24 16:U3.U7.C11	26:U1.U3.C26.OB 26:U3.U4.C27.OB	36:U7.U2.C08.C24.PA 36:U8.U5.C02.C18.PA	41:U7.U1.C11.C12.C03.SR 41:U6.U6.C24.C25.C01.SR	46:U8.U3.U7.C13.C13.SR 46:U4.U3.U3.C21.C15.SR
RW 'Graph' Shirt DK. SEA GREEN & DK. KHAKI	11:U6.C13.C11	11:U3.C07.C02 11:U3.C22.C03	16:U6.U8.C20 16:U7.U7.C05	26:U1.U5.C07.OB 26:U1.U6.C11.OB	36:U8.U1.C04.C27.PA 36:U4.U6.C09.C17.PA	41:U4.U8.C14.C14.C21.SR 41:U5.U1.C20.C11.C01.SR	46:U7.U3.U5.C26.C12.SR 46:U5.U1.U5.C21.C25.SR
RW 'Graph' Shirt DK. SEA GREEN & YELLOW GREEN	11:U3.C08.C26	11:U3.C15.C15 11:U6.C09.C26	16:U4.U8.C19 16:U1.U8.C27	26:U7.U3.C27.OB 26:U3.U6.C10.OB	36:U1.U4.C23.C15.PA 36:U5.U2.C16.C19.PA	41:U6.U8.C05.C21.C28.SR 41:U5.U6.C07.C08.C18.SR	46:U7.U4.U7.C26.C17.SR 46:U4.U1.U8.C14.C20.SR
RW 'Graph' Shirt GRAY & BLACK	11:U1.C05.C24	11:U7.C04.C03 11:U3.C20.C10	16:U7.U2.C20 16:U1.U4.C10	26:U4.U4.C05.OB 26:U8.U1.C18.OB	36:U6.U4.C24.C04.PA 36:U2.U5.C20.C17.PA	41:U4.U7.C05.C12.C10.SR 41:U8.U1.C20.C16.C22.SR	46:U1.U7.U1.C19.C11.SR 46:U5.U7.U4.C23.C11.SR
RW 'Graph' Shirt GREEN & ORANGE	11:U3.C20.C03	11:U5.C23.C14 11:U3.C17.C28	16:U2.U7.C04 16:U2.U7.C22	26:U3.U2.C26.OB 26:U3.U8.C28.OB	36:U5.U4.C12.C13.PA 36:U4.U8.C21.C01.PA	41:U4.U3.C22.C02.C20.SR 41:U7.U7.C11.C12.C11.SR	46:U5.U3.U7.C08.C01.SR 46:U5.U2.U8.C19.C23.SR
RW 'Graph' Shirt INDIGO & AQUAMARINE	11:U1.C02.C19	11:U4.C25.C15 11:U7.C28.C14	16:U2.U5.C27 16:U6.U4.C18	26:U6.U1.C17.OB 26:U6.U1.C26.OB	36:U7.U1.C16.C27.PA 36:U3.U1.C26.C22.PA	41:U5.U4.C22.C12.C20.SR 41:U8.U8.C01.C05.C08.SR	46:U8.U3.U6.C03.C25.SR 46:U3.U1.U8.C08.C10.SR
RW 'Graph' Shirt INDIGO & PURPLE	11:U8.C04.C23	11:U4.C09.C26 11:U1.C15.C11	16:U1.U6.C04 16:U5.U4.C18	26:U4.U3.C02.OB 26:U6.U4.C07.OB	36:U1.U1.C21.C10.PA 36:U6.U3.C05.C28.PA	41:U4.U4.C05.C28.C03.SR 41:U5.U4.C06.C03.C15.SR	46:U1.U3.U8.C09.C16.SR 46:U2.U5.U4.C01.C07.SR
RW 'Graph' Shirt LT. PURPLE & DK. RED	11:U8.C23.C22	11:U2.C15.C01 11:U4.C08.C01	16:U5.U6.C25 16:U8.U5.C04	26:U2.U6.C05.OB 26:U4.U2.C12.OB	36:U6.U2.C12.C09.PA 36:U4.U4.C14.C14.PA	41:U6.U4.C13.C14.C27.SR 41:U2.U3.C16.C14.C16.SR	46:U8.U5.U4.C20.C03.SR 46:U4.U5.U6.C17.C26.SR
RW 'Graph' Shirt OLIVE & DK. BROWN	11:U8.C11.C11	11:U8.C03.C20 11:U6.C07.C19	16:U2.U7.C20 16:U7.U2.C03	26:U1.U7.C21.OB 26:U3.U2.C25.OB	36:U6.U7.C19.C19.PA 36:U8.U8.C10.C26.PA	41:U8.U1.C22.C03.C18.SR 41:U5.U3.C15.C27.C06.SR	46:U6.U2.U8.C19.C26.SR 46:U4.U8.U2.C25.C05.SR
RW 'Graph' Shirt OLIVE & GREEN	11:U7.C08.C06	11:U1.C05.C02 11:U2.C11.C18	16:U4.U7.C17 16:U4.U6.C12	26:U1.U6.C26.OB 26:U3.U3.C21.OB	36:U3.U8.C23.C25.PA 36:U8.U7.C12.C07.PA	41:U2.U1.C14.C12.C10.SR 41:U3.U1.C05.C17.C15.SR	46:U1.U7.U3.C09.C15.SR 46:U4.U2.U5.C11.C18.SR
RW 'Graph' Shirt OLIVE GREEN & DK. VIOLET	11:U3.C26.C03	11:U7.C08.C22 11:U3.C11.C07	16:U8.U4.C23 16:U1.U4.C08	26:U2.U2.C26.OB 26:U2.U3.C06.OB	36:U6.U8.C26.C28.PA 36:U2.U2.C18.C27.PA	41:U7.U3.C07.C16.C04.SR 41:U2.U3.C10.C15.C26.SR	46:U4.U5.U4.C16.C23.SR 46:U5.U7.U6.C27.C26.SR

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RW 'Graph' Shirt OLIVE GREEN & GOLD	11:U2.C23.C25	11:U3.C04.C15 11:U3.C24.C19	16:U7.U1.C25 16:U5.U4.C18	26:U6.U2.C23.OB 26:U6.U6.C16.OB	36:U5.U3.C04.C18.PA 36:U8.U6.C08.C27.PA	41:U8.U4.C28.C18.C11.SR 41:U3.U4.C12.C12.C22.SR	46:U3.U7.U7.C28.C10.SR 46:U6.U8.U2.C12.C05.SR
RW 'Graph' Shirt ORANGE & INDIGO	11:U3.C01.C03	11:U6.C19.C14 11:U6.C26.C19	16:U6.U2.C14 16:U4.U6.C02	26:U5.U7.C19.OB 26:U5.U5.C10.OB	36:U3.U6.C21.C25.PA 36:U7.U6.C15.C17.PA	41:U6.U6.C28.C06.C07.SR 41:U2.U2.C09.C21.C05.SR	46:U8.U3.U7.C19.C13.SR 46:U4.U5.U6.C02.C18.SR
RW 'Graph' Shirt PURPLE & DK. FOREST GREEN	11:U3.C08.C06	11:U3.C08.C18 11:U4.C23.C11	16:U2.U5.C17 16:U2.U2.C21	26:U3.U1.C25.OB 26:U1.U6.C16.OB	36:U2.U7.C04.C18.PA 36:U8.U2.C28.C10.PA	41:U7.U2.C21.C25.C23.SR 41:U8.U4.C27.C03.C23.SR	46:U8.U5.U4.C07.C26.SR 46:U8.U5.U5.C28.C17.SR
RW 'Graph' Shirt PURPLE & RED ORANGE	11:U7.C04.C22	11:U8.C15.C23 11:U2.C15.C07	16:U3.U1.C10 16:U3.U4.C28	26:U1.U5.C18.OB 26:U8.U1.C12.OB	36:U1.U4.C09.C26.PA 36:U5.U5.C24.C13.PA	41:U7.U2.C07.C06.C13.SR 41:U1.U6.C10.C24.C09.SR	46:U1.U8.U1.C19.C07.SR 46:U7.U2.U5.C21.C21.SR
RW 'Graph' Shirt RED & SEA GREEN	11:U2.C04.C06	11:U8.C25.C26 11:U5.C16.C25	16:U5.U8.C07 16:U5.U2.C23	26:U3.U6.C14.OB 26:U5.U1.C12.OB	36:U5.U8.C11.C13.PA 36:U8.U6.C28.C17.PA	41:U6.U5.C16.C22.C15.SR 41:U7.U4.C07.C19.C14.SR	46:U6.U7.U3.C14.C11.SR 46:U1.U4.U8.C10.C24.SR
RW 'Graph' Shirt SLATE GRAY & DK. MAGENTA	11:U4.C11.C26	11:U2.C24.C12 11:U3.C14.C15	16:U1.U4.C11 16:U2.U3.C14	26:U5.U7.C07.OB 26:U7.U2.C22.OB	36:U5.U4.C16.C18.PA 36:U8.U1.C10.C27.PA	41:U4.U5.C08.C24.C02.SR 41:U7.U7.C03.C04.C07.SR	46:U5.U2.U8.C11.C28.SR 46:U7.U2.U4.C21.C16.SR
RW 'Graph' Shirt SLATE GRAY & RED	11:U5.C02.C01	11:U1.C21.C06 11:U5.C02.C28	16:U3.U2.C26 16:U8.U7.C01	26:U2.U3.C19.OB 26:U1.U1.C27.OB	36:U8.U7.C11.C28.PA 36:U6.U1.C04.C27.PA	41:U8.U6.C25.C09.C19.SR 41:U6.U4.C22.C15.C22.SR	46:U8.U1.U3.C12.C04.SR 46:U1.U5.U2.C09.C20.SR
RW 'R Stitch' Sweater BLACK & BROWN	11:U1.C21.C18	11:U6.C26.C16 11:U1.C06.C27	16:U1.U8.C15 16:U4.U4.C04	26:U4.U5.C20.OB 26:U3.U8.C12.OB	36:U4.U3.C07.C13.PA 36:U3.U4.C18.C20.PA	41:U5.U3.C09.C05.C16.SR 41:U1.U1.C12.C26.C12.SR	46:U8.U2.U5.C17.C22.SR 46:U5.U7.U3.C01.C02.SR
RW 'R Stitch' Sweater BLACK & GOLD	11:U8.C01.C12	11:U4.C02.C17 11:U6.C03.C09	16:U8.U4.C06 16:U6.U3.C22	26:U2.U1.C22.OB 26:U3.U8.C19.OB	36:U1.U4.C24.C20.PA 36:U5.U2.C13.C18.PA	41:U4.U8.C20.C27.C10.SR 41:U4.U3.C07.C21.C10.SR	46:U4.U7.U1.C28.C02.SR 46:U2.U1.U1.C25.C05.SR
RW 'R Stitch' Sweater BLACK & SLATE GRAY	11:U8.C07.C24	11:U4.C28.C25 11:U5.C05.C20	16:U7.U6.C18 16:U1.U6.C17	26:U3.U6.C27.OB 26:U7.U5.C04.OB	36:U5.U7.C22.C10.PA 36:U4.U7.C20.C01.PA	41:U2.U2.C21.C19.C01.SR 41:U8.U7.C13.C03.C04.SR	46:U2.U5.U7.C28.C07.SR 46:U1.U8.U2.C10.C04.SR
RW 'R Stitch' Sweater BLACK & WHITE	11:U1.C28.C14	11:U1.C06.C25 11:U7.C05.C16	16:U8.U3.C18 16:U6.U7.C18	26:U8.U4.C24.OB 26:U2.U7.C04.OB	36:U3.U5.C20.C15.PA 36:U4.U3.C08.C26.PA	41:U7.U7.C25.C08.C22.SR 41:U5.U8.C12.C09.C12.SR	46:U4.U3.U1.C14.C07.SR 46:U6.U6.U1.C15.C10.SR
RW 'R Stitch' Sweater BROWN & CHARTREUSE	11:U4.C16.C21	11:U2.C12.C01 11:U1.C21.C25	16:U3.U4.C23 16:U8.U2.C23	26:U4.U4.C04.OB 26:U1.U3.C12.OB	36:U1.U8.C23.C27.PA 36:U2.U6.C15.C20.PA	41:U2.U2.C19.C25.C22.SR 41:U4.U5.C08.C14.C14.SR	46:U1.U8.U1.C09.C17.SR 46:U4.U7.U3.C20.C10.SR
RW 'R Stitch' Sweater BROWN & VIOLET	11:U6.C16.C02	11:U4.C04.C08 11:U2.C22.C04	16:U4.U1.C02 16:U2.U2.C04	26:U4.U6.C20.OB 26:U6.U1.C12.OB	36:U1.U5.C07.C28.PA 36:U1.U4.C10.C28.PA	41:U2.U5.C15.C01.C27.SR 41:U4.U1.C24.C27.C06.SR	46:U8.U5.U1.C21.C12.SR 46:U8.U4.U1.C15.C08.SR
RW 'R Stitch' Sweater BROWN & YELLOW	11:U1.C09.C26	11:U8.C07.C25 11:U7.C19.C03	16:U4.U1.C28 16:U7.U4.C23	26:U2.U1.C08.OB 26:U4.U2.C23.OB	36:U8.U3.C14.C02.PA 36:U5.U6.C08.C17.PA	41:U2.U8.C26.C13.C21.SR 41:U1.U3.C16.C03.C11.SR	46:U2.U8.U6.C20.C23.SR 46:U1.U7.U8.C20.C03.SR
RW 'R Stitch' Sweater DK. BROWN & DK. KHAKI	11:U8.C19.C28	11:U3.C10.C10 11:U1.C20.C08	16:U1.U1.C17 16:U1.U2.C04	26:U4.U7.C09.OB 26:U7.U5.C10.OB	36:U6.U7.C27.C19.PA 36:U3.U1.C04.C21.PA	41:U6.U1.C25.C08.C11.SR 41:U8.U2.C07.C05.C13.SR	46:U7.U3.U3.C23.C25.SR 46:U3.U5.U3.C13.C16.SR
RW 'R Stitch' Sweater DK. BROWN & OLIVE GREEN	11:U8.C20.C12	11:U6.C12.C10 11:U7.C07.C26	16:U2.U1.C09 16:U3.U6.C06	26:U4.U2.C10.OB 26:U4.U3.C21.OB	36:U5.U2.C25.C05.PA 36:U8.U7.C25.C01.PA	41:U5.U4.C09.C07.C16.SR 41:U4.U5.C20.C09.C01.SR	46:U1.U8.U6.C14.C18.SR 46:U2.U7.U5.C07.C08.SR
RW 'R Stitch' Sweater DK. GREEN & GREEN	11:U4.C17.C06	11:U4.C24.C25 11:U1.C02.C27	16:U5.U6.C28 16:U7.U5.C08	26:U3.U5.C25.OB 26:U6.U8.C20.OB	36:U5.U4.C17.C04.PA 36:U2.U3.C05.C08.PA	41:U2.U7.C28.C08.C08.SR 41:U7.U4.C25.C17.C21.SR	46:U3.U7.U1.C03.C18.SR 46:U2.U4.U3.C25.C10.SR
RW 'R Stitch' Sweater DK. GREEN & LT. GREEN	11:U5.C17.C04	11:U1.C16.C06 11:U2.C05.C18	16:U1.U7.C12 16:U2.U5.C06	26:U4.U3.C25.OB 26:U8.U3.C13.OB	36:U8.U5.C01.C28.PA 36:U2.U6.C25.C28.PA	41:U5.U7.C21.C22.C22.SR 41:U4.U7.C01.C18.C05.SR	46:U7.U8.U3.C16.C19.SR 46:U2.U2.U4.C23.C16.SR
RW 'R Stitch' Sweater DK. GREEN & LT. PURPLE	11:U3.C24.C21	11:U1.C26.C06 11:U1.C12.C14	16:U1.U2.C12 16:U4.U3.C14	26:U1.U8.C16.OB 26:U1.U6.C08.OB	36:U1.U1.C28.C23.PA 36:U6.U7.C13.C23.PA	41:U4.U8.C07.C24.C05.SR 41:U5.U8.C14.C26.C21.SR	46:U4.U5.U8.C05.C23.SR 46:U6.U3.U2.C17.C24.SR
RW 'R Stitch' Sweat. DK. OLIVE GREEN & ORANGE	11:U4.C15.C09	11:U8.C19.C10 11:U6.C22.C13	16:U4.U4.C20 16:U3.U2.C24	26:U4.U6.C11.OB 26:U3.U2.C16.OB	36:U1.U7.C11.C03.PA 36:U1.U7.C15.C15.PA	41:U5.U1.C04.C18.C11.SR 41:U7.U3.C18.C01.C04.SR	46:U6.U5.U3.C18.C19.SR 46:U2.U3.U5.C11.C24.SR
RW 'R Stitch' Sweater DK. PURPLE & MOCCASIN	11:U3.C02.C03	11:U3.C17.C08 11:U8.C16.C20	16:U3.U8.C16 16:U8.U7.C26	26:U3.U5.C10.OB 26:U5.U3.C10.OB	36:U1.U5.C24.C18.PA 36:U3.U1.C25.C03.PA	41:U2.U7.C24.C27.C22.SR 41:U3.U6.C11.C01.C20.SR	46:U3.U6.U4.C04.C16.SR 46:U1.U5.U8.C24.C22.SR
RW 'R Stitch' Sweater DK. RED & KHAKI	11:U3.C04.C18	11:U7.C05.C04 11:U8.C12.C16	16:U5.U6.C07 16:U4.U2.C17	26:U3.U5.C15.OB 26:U6.U4.C22.OB	36:U8.U7.C10.C21.PA 36:U4.U2.C04.C11.PA	41:U2.U8.C18.C27.C23.SR 41:U2.U4.C06.C28.C17.SR	46:U1.U5.U2.C27.C13.SR 46:U4.U8.U5.C04.C27.SR
RW 'R Stitch' Sweater DK. RED & LT. OLIVE	11:U5.C19.C12	11:U7.C15.C09 11:U2.C22.C21	16:U4.U2.C15 16:U6.U3.C02	26:U5.U6.C01.OB 26:U3.U1.C03.OB	36:U2.U2.C26.C17.PA 36:U5.U2.C15.C19.PA	41:U7.U2.C23.C09.C27.SR 41:U7.U7.C27.C27.C12.SR	46:U6.U8.U2.C08.C26.SR 46:U3.U4.U5.C12.C01.SR
RW 'R Stitch' Sweater DK. RED & RED	11:U1.C22.C11	11:U6.C11.C09 11:U2.C27.C20	16:U2.U4.C07 16:U1.U4.C28	26:U3.U3.C18.OB 26:U1.U3.C10.OB	36:U6.U8.C02.C24.PA 36:U1.U3.C28.C26.PA	41:U2.U3.C16.C13.C27.SR 41:U3.U2.C12.C25.C15.SR	46:U6.U6.U7.C20.C13.SR 46:U7.U8.U7.C18.C07.SR
RW 'R Stitch' Sweat. FOREST GREEN & DK. BROWN	11:U2.C27.C17	11:U2.C06.C19 11:U1.C18.C14	16:U7.U2.C05 16:U7.U5.C17	26:U3.U4.C22.OB 26:U5.U8.C15.OB	36:U4.U2.C06.C22.PA 36:U4.U4.C11.C24.PA	41:U2.U6.C03.C22.C23.SR 41:U5.U4.C28.C18.C11.SR	46:U2.U3.U4.C02.C25.SR 46:U2.U7.U6.C18.C13.SR
RW 'R Stitch' Sweater GOLD & INDIGO	11:U7.C15.C09	11:U5.C12.C22 11:U6.C24.C14	16:U4.U1.C15 16:U8.U7.C16	26:U7.U7.C23.OB 26:U4.U2.C05.OB	36:U6.U2.C01.C10.PA 36:U7.U5.C07.C06.PA	41:U7.U8.C03.C01.C05.SR 41:U6.U1.C03.C05.C13.SR	46:U8.U7.U5.C17.C06.SR 46:U8.U5.U7.C04.C09.SR
RW 'R Stitch' Sweater INDIGO & CYAN	11:U8.C25.C23	11:U8.C23.C03 11:U8.C07.C02	16:U4.U2.C14 16:U8.U3.C21	26:U1.U7.C14.OB 26:U5.U6.C22.OB	36:U6.U8.C05.C12.PA 36:U3.U7.C23.C25.PA	41:U4.U1.C22.C15.C28.SR 41:U1.U2.C10.C17.C14.SR	46:U6.U6.U6.C18.C04.SR 46:U1.U2.U2.C13.C18.SR
RW 'R Stitch' Sweater INDIGO & GREEN	11:U2.C18.C13	11:U5.C05.C05 11:U4.C01.C23	16:U3.U2.C10 16:U3.U8.C21	26:U8.U3.C07.OB 26:U7.U5.C01.OB	36:U1.U7.C15.C11.PA 36:U8.U6.C01.C17.PA	41:U6.U5.C28.C24.C24.SR 41:U4.U7.C21.C03.C19.SR	46:U2.U7.U2.C05.C27.SR 46:U6.U3.U3.C12.C13.SR
RW 'R Stitch' Sweater INDIGO & LT. PURPLE	11:U3.C27.C13	11:U1.C15.C05 11:U2.C08.C10	16:U7.U7.C22 16:U8.U6.C23	26:U2.U3.C07.OB 26:U4.U7.C11.OB	36:U3.U5.C25.C01.PA 36:U2.U4.C21.C27.PA	41:U2.U8.C16.C06.C17.SR 41:U5.U4.C02.C20.C01.SR	46:U6.U3.U8.C24.C02.SR 46:U8.U3.U4.C19.C23.SR
RW 'R Stitch' Sweater MAGENTA & BLACK	11:U5.C13.C21	11:U4.C12.C26 11:U5.C28.C20	16:U7.U8.C24 16:U5.U1.C28	26:U7.U5.C14.OB 26:U4.U8.C28.OB	36:U6.U6.C24.C21.PA 36:U1.U5.C14.C02.PA	41:U8.U1.C19.C27.C02.SR 41:U4.U8.C08.C28.C10.SR	46:U7.U4.U5.C28.C10.SR 46:U6.U5.U7.C02.C08.SR

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Item Name ITEM COLOR ENHANCED ITEM STATS	RECIPES: RECIPES:	BASIC ENHANCED	+1% PR +1% VR	+2% PR +2% VR	+3% PR +3% VR	+4% PR +4% VR	+5% PR +5% VR	+6% PR +6% VR
RW 'R Stitch' Sweater MAGENTA & LT. PURPLE		11:u5.c21.c20	11:u6.c26.c09 11:u8.c28.c27	16:u7.u5.c06 16:u4.u8.c20	26:u8.u3.c13.OB 26:u3.u8.c20.OB	36:u6.u2.c09.c03.PA 36:u8.u4.c07.c22.PA	41:u2.u3.c26.c28.c23.SR 41:u8.u5.c04.c08.c20.SR	46:u2.u3.u6.c19.c26.SR 46:u7.u1.u2.c16.c21.SR
RW 'R Stitch' Sweater OLIVE & PURPLE		11:u7.c12.c20	11:u8.c25.c27 11:u7.c07.c08	16:u8.u1.c07 16:u6.u5.c02	26:u4.u2.c10.OB 26:u3.u8.c10.OB	36:u2.u8.c26.c26.PA 36:u8.u6.c07.c24.PA	41:u3.u1.c12.c21.c25.SR 41:u1.u5.c10.c24.c20.SR	46:u3.u1.u3.c23.c11.SR 46:u3.u5.u5.c21.c12.SR
RW 'R Stitch' Sweater ORANGE & DK. BROWN		11:u5.c12.c05	11:u3.c08.c05 11:u7.c27.c10	16:u2.u4.c02 16:u8.u3.c05	26:u5.u8.c09.OB 26:u3.u1.c08.OB	36:u5.u3.c27.c13.PA 36:u6.u2.c01.c18.PA	41:u7.u2.c25.c20.c26.SR 41:u1.u3.c26.c20.c28.SR	46:u2.u4.u2.c28.c10.SR 46:u6.u8.u3.c23.c05.SR
RW 'R Stitch' Sweater ORANGE & LT. YELLOW		11:u6.c01.c20	11:u5.c10.c03 11:u1.c23.c10	16:u7.u6.c27 16:u7.u3.c19	26:u3.u7.c06.OB 26:u8.u6.c11.OB	36:u3.u2.c12.c28.PA 36:u7.u5.c11.c06.PA	41:u7.u8.c25.c10.c05.SR 41:u8.u6.c08.c10.c25.SR	46:u8.u5.u2.c20.c03.SR 46:u7.u4.u2.c27.c08.SR
RW 'R Stitch' Sweater PURPLE & AQUAMARINE		11:u8.c06.c04	11:u5.c25.c26 11:u8.c24.c27	16:u4.u6.c18 16:u6.u5.c17	26:u2.u4.c11.OB 26:u4.u8.c23.OB	36:u3.u1.c26.c01.PA 36:u8.u8.c01.c05.PA	41:u1.u1.c21.c23.c15.SR 41:u4.u5.c03.c07.c12.SR	46:u4.u2.u4.c23.c09.SR 46:u8.u1.u3.c20.c10.SR
RW 'R Stitch' Sweater PURPLE & GREEN		11:u3.c16.c19	11:u2.c18.c16 11:u5.c06.c06	16:u1.u2.c06 16:u4.u5.c24	26:u2.u4.c09.OB 26:u6.u1.c03.OB	36:u1.u8.c02.c12.PA 36:u5.u3.c14.c28.PA	41:u7.u7.c09.c04.c15.SR 41:u8.u1.c04.c07.c07.SR	46:u4.u3.u8.c16.c16.SR 46:u2.u4.u8.c09.c11.SR
RW 'R Stitch' Sweater RED & DK. CYAN		11:u7.c24.c15	11:u4.c25.c25 11:u8.c08.c04	16:u7.u4.c26 16:u4.u1.c12	26:u8.u5.c11.OB 26:u5.u8.c13.OB	36:u7.u6.c17.c14.PA 36:u8.u8.c04.c11.PA	41:u5.u1.c27.c13.c01.SR 41:u5.u5.c11.c20.c04.SR	46:u8.u6.u2.c22.c01.SR 46:u3.u1.u6.c02.c11.SR
RW 'R Stitch' Sweat. SEA GREEN & YELLOW GREEN		11:u8.c08.c21	11:u8.c03.c12 11:u6.c24.c07	16:u5.u3.c24 16:u2.u7.c21	26:u8.u2.c23.OB 26:u3.u7.c19.OB	36:u4.u1.c05.c28.PA 36:u2.u4.c02.c19.PA	41:u4.u4.c24.c18.c16.SR 41:u2.u7.c22.c25.c25.SR	46:u4.u8.u5.c11.c22.SR 46:u4.u7.u3.c21.c14.SR
RW 'R Stitch' Sweater SPRING GREEN & DK. RED		11:u6.c26.c28	11:u3.c21.c11 11:u5.c15.c07	16:u7.u3.c24 16:u4.u2.c22	26:u2.u3.c12.OB 26:u2.u6.c01.OB	36:u1.u2.c13.c06.PA 36:u5.u6.c19.c15.PA	41:u8.u4.c10.c17.c14.SR 41:u8.u3.c24.c13.c21.SR	46:u8.u1.u4.c09.c28.SR 46:u7.u1.u2.c06.c13.SR
RW Doric Striped Shirt BLACK & DK. GRAY *Detailed Jeans*		7:u4.c11	11:u1.c05.c01 11:u5.c02.c03	16:u8.u4.c03 16:u8.u1.c26	26:u4.u1.c11.OB 26:u6.u4.c25.OB	36:u1.u4.c08.c23.PA 36:u7.u7.c26.c19.PA	41:u2.u6.c16.c26.c17.SR 41:u3.u5.c09.c16.c02.SR	46:u6.u6.u4.c24.c22.SR 46:u1.u2.u1.c09.c26.SR
RW Doric Striped Shirt BLACK & DK. SLATE BLUE *Detailed Jeans*		7:u8.c04	11:u7.c15.c15 11:u8.c01.c23	16:u8.u8.c21 16:u8.u5.c18	26:u5.u2.c03.OB 26:u3.u4.c02.OB	36:u2.u8.c08.c15.PA 36:u6.u6.c10.c09.PA	41:u7.u7.c01.c20.c27.SR 41:u7.u4.c06.c15.c26.SR	46:u3.u6.u5.c21.c05.SR 46:u7.u6.u1.c07.c21.SR
RW Doric Striped Shirt BROWN & LT. BROWN *Detailed Jeans*		7:u2.c24	11:u1.c10.c10 11:u3.c08.c11	16:u7.u7.c11 16:u4.u4.c18	26:u2.u1.c20.OB 26:u7.u5.c20.OB	36:u5.u8.c23.c16.PA 36:u4.u3.c27.c06.PA	41:u7.u3.c14.c16.c16.SR 41:u6.u2.c03.c04.c14.SR	46:u3.u1.u8.c12.c13.SR 46:u8.u5.u6.c10.c28.SR
RW Doric Striped Shirt CYAN & SADDLE BROWN *Detailed Jeans*		7:u6.c02	11:u2.c05.c10 11:u1.c17.c13	16:u3.u5.c06 16:u6.u2.c28	26:u5.u1.c15.OB 26:u5.u7.c08.OB	36:u1.u7.c09.c06.PA 36:u1.u7.c02.c23.PA	41:u5.u6.c04.c02.c19.SR 41:u5.u2.c11.c17.c12.SR	46:u1.u4.u4.c28.c05.SR 46:u2.u5.u1.c25.c19.SR
RW Doric Striped Shirt DEEP PINK & TAN *Detailed Jeans*		7:u5.c16	11:u8.c23.c26 11:u3.c09.c26	16:u1.u3.c28 16:u2.u1.c23	26:u6.u8.c10.OB 26:u5.u5.c16.OB	36:u8.u3.c17.c04.PA 36:u1.u4.c03.c10.PA	41:u1.u3.c24.c20.c04.SR 41:u4.u7.c14.c16.c08.SR	46:u8.u1.u6.c15.c04.SR 46:u8.u6.u7.c11.c01.SR
RW Doric Striped Shirt DK. BROWN & LT. GREEN *Detailed Jeans*		7:u1.c16	11:u6.c04.c09 11:u2.c10.c18	16:u4.u7.c07 16:u3.u6.c10	26:u3.u3.c28.OB 26:u2.u1.c01.OB	36:u5.u2.c12.c06.PA 36:u1.u4.c08.c09.PA	41:u5.u6.c04.c17.c18.SR 41:u3.u8.c25.c03.c23.SR	46:u4.u6.u6.c27.c12.SR 46:u2.u3.u2.c06.c08.SR
RW Doric Striped Shirt DK. RED & GREEN *Detailed Jeans*		7:u8.c04	11:u4.c13.c01 11:u2.c20.c04	16:u7.u8.c25 16:u1.u4.c18	26:u4.u3.c19.OB 26:u8.u7.c23.OB	36:u8.u3.c28.c17.PA 36:u2.u7.c18.c20.PA	41:u6.u1.c17.c26.c12.SR 41:u2.u3.c10.c09.c22.SR	46:u5.u5.u1.c07.c02.SR 46:u8.u2.u3.c24.c04.SR
RW Doric Striped Shirt DK. VIOLET & SLATE BLUE *Detailed Jeans*		7:u4.c07	12:u4.c15.c07 12:u5.c20.c05	17:u2.u7.c26 17:u1.u4.c21	27:u8.u2.c26.OB 28:u1.u6.c16.OB	37:u1.u5.c07.c06.PA 38:u8.u5.c01.c13.PA	42:u7.u4.c06.c03.c08.SR 42:u6.u2.c24.c16.c15.SR	47:u1.u5.u4.c18.c20.SR 47:u8.u8.u2.c28.c16.SR
RW Doric Striped Shirt GOLD & LT. BROWN *Detailed Jeans*		7:u2.c20	11:u1.c16.c08 11:u3.c23.c22	16:u8.u7.c21 16:u2.u1.c16	26:u2.u2.c09.OB 26:u8.u7.c17.OB	36:u5.u1.c24.c24.PA 36:u2.u6.c22.c03.PA	41:u8.u5.c06.c16.c24.SR 41:u3.u8.c01.c17.c15.SR	46:u2.u2.u6.c15.c28.SR 46:u3.u5.u5.c01.c27.SR
RW Doric Striped Shirt GRAY & DK. VIOLET *Detailed Jeans*		7:u3.c07	11:u6.c04.c09 11:u2.c26.c12	16:u6.u1.c13 16:u3.u2.c03	26:u4.u4.c03.OB 26:u6.u7.c28.OB	36:u2.u7.c02.c19.PA 36:u5.u3.c15.c13.PA	41:u5.u2.c20.c21.c23.SR 41:u4.u1.c25.c04.c21.SR	46:u6.u7.u2.c16.c05.SR 46:u6.u2.u2.c16.c27.SR
RW Doric Striped Shirt GRAY & ORANGE *Detailed Jeans*		7:u7.c25	11:u7.c16.c27 11:u2.c17.c03	16:u4.u4.c14 16:u8.u6.c24	26:u4.u2.c24.OB 26:u4.u1.c07.OB	36:u4.u2.c28.c15.PA 36:u7.u7.c24.c22.PA	41:u2.u6.c08.c21.c17.SR 41:u2.u2.c21.c17.c07.SR	46:u3.u7.u8.c21.c09.SR 46:u6.u1.u3.c07.c07.SR
RW Doric Striped Shirt GREEN & DK. RED *Detailed Jeans*		7:u7.c25	11:u2.c01.c14 11:u8.c11.c25	16:u2.u8.c28 16:u7.u3.c12	26:u1.u2.c20.OB 26:u2.u1.c24.OB	36:u1.u8.c20.c02.PA 36:u7.u8.c19.c03.PA	41:u5.u5.c12.c05.c06.SR 41:u4.u8.c24.c18.c08.SR	46:u4.u8.u3.c26.c28.SR 46:u4.u1.u3.c24.c12.SR
RW Doric Striped Shirt GREEN-YELLOW & KHAKI *Detailed Jeans*		7:u3.c10	11:u2.c26.c04 11:u3.c24.c25	16:u7.u7.c17 16:u2.u3.c15	26:u5.u3.c04.OB 26:u8.u4.c01.OB	36:u5.u5.c05.c20.PA 36:u8.u6.c01.c15.PA	41:u2.u4.c07.c23.c13.SR 41:u5.u7.c22.c01.c09.SR	46:u5.u4.u8.c26.c12.SR 46:u5.u5.u7.c19.c25.SR
RW Doric Striped Shirt LT. PURPLE & TEAL *Detailed Jeans*		7:u3.c16	11:u5.c24.c27 11:u6.c12.c06	16:u4.u8.c09 16:u3.u6.c03	26:u7.u7.c21.OB 26:u5.u8.c01.OB	36:u5.u3.c08.c12.PA 36:u6.u7.c14.c02.PA	41:u1.u6.c15.c08.c09.SR 41:u4.u2.c22.c15.c21.SR	46:u2.u6.u2.c03.c14.SR 46:u8.u2.u6.c02.c03.SR
RW Doric Striped Shirt LT. RED & DK. RED *Detailed Jeans*		7:u6.c15	11:u8.c13.c24 11:u1.c07.c20	16:u7.u7.c27 16:u7.u3.c08	26:u8.u2.c19.OB 26:u5.u6.c15.OB	36:u5.u3.c17.c21.PA 36:u5.u6.c13.c15.PA	41:u5.u2.c23.c27.c04.SR 41:u2.u6.c13.c06.c08.SR	46:u1.u7.u8.c27.c10.SR 46:u6.u6.u6.c14.c14.SR
RW Doric Striped Shirt MAGENTA & OLIVE *Detailed Jeans*		7:u7.c22	11:u3.c02.c22 11:u5.c15.c05	16:u6.u3.c03 16:u8.u4.c04	26:u6.u4.c24.OB 26:u8.u2.c11.OB	36:u5.u6.c19.c14.PA 36:u5.u8.c20.c28.PA	41:u6.u2.c07.c17.c13.SR 41:u8.u4.c07.c01.c12.SR	46:u5.u3.u8.c23.c20.SR 46:u6.u7.u6.c12.c15.SR
RW Doric Striped Shirt NAVY & BROWN *Detailed Jeans*		7:u7.c05	11:u2.c22.c03 11:u5.c03.c16	16:u1.u3.c24 16:u7.u4.c04	26:u6.u5.c18.OB 26:u5.u4.c26.OB	36:u3.u7.c24.c13.PA 36:u5.u6.c16.c25.PA	41:u4.u6.c19.c09.c08.SR 41:u6.u5.c23.c06.c11.SR	46:u4.u4.u6.c06.c03.SR 46:u2.u8.u2.c18.c08.SR
RW Doric Striped Shirt OLIVE & ROSY BROWN *Detailed Jeans*		7:u2.c12	11:u1.c07.c12 11:u2.c03.c15	16:u6.u1.c24 16:u1.u2.c12	26:u1.u7.c23.OB 26:u1.u1.c10.OB	36:u8.u7.c07.c20.PA 36:u3.u2.c28.c06.PA	41:u6.u7.c05.c04.c19.SR 41:u3.u1.c12.c13.c10.SR	46:u8.u6.u1.c21.c15.SR 46:u6.u4.u1.c26.c23.SR
RW Doric Striped Shirt OLIVE & GRAY *Detailed Jeans*		7:u4.c17	11:u3.c16.c11 11:u1.c13.c18	16:u5.u1.c13 16:u8.u1.c13	26:u2.u6.c04.OB 26:u8.u1.c05.OB	36:u3.u1.c20.c28.PA 36:u2.u7.c12.c23.PA	41:u1.u1.c09.c13.c24.SR 41:u7.u8.c20.c22.c06.SR	46:u4.u5.u2.c23.c02.SR 46:u5.u5.u8.c17.c23.SR
RW Doric Striped Shirt ORANGE & LT. GRAY *Detailed Jeans*		7:u1.c12	11:u5.c19.c21 11:u7.c23.c26	16:u8.u2.c20 16:u7.u3.c24	26:u8.u6.c01.OB 26:u2.u1.c21.OB	36:u6.u1.c01.c03.PA 36:u3.u2.c14.c22.PA	41:u5.u6.c05.c11.c19.SR 41:u2.u4.c27.c18.c19.SR	46:u6.u8.u6.c23.c22.SR 46:u1.u7.u6.c17.c17.SR
RW Doric Striped Shirt ORANGE-RED & LT. OLIVE DRAB *Detailed Jeans*		7:u5.c27	11:u5.c15.c02 11:u1.c12.c02	16:u8.u1.c09 16:u6.u4.c27	26:u5.u4.c04.OB 26:u2.u8.c26.OB	36:u6.u3.c26.c28.PA 36:u2.u6.c25.c12.PA	41:u8.u5.c27.c05.c09.SR 41:u6.u4.c07.c07.c05.SR	46:u8.u7.u1.c02.c07.SR 46:u6.u7.u2.c14.c24.SR

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Item Name ITEM COLOR ENHANCED ITEM STATS	RECIPES: BASIC RECIPES: ENHANCED	+1% PR +1% VR	+2% PR +2% VR	+3% PR +3% VR	+4% PR +4% VR	+5% PR +5% VR	+6% PR +6% VR
RW Doric Striped Shirt PLATINUM & DK. KHAKI Detailed Jeans	7:U5.C14	11:U8.C25.C17 11:U6.C25.C07	16:U5.U7.C24 16:U6.U4.C24	26:U6.U7.C13.OB 26:U4.U3.C26.OB	36:U2.U3.C03.C25.PA 36:U3.U5.C28.C04.PA	41:U7.U1.C13.C21.C12.SR 41:U3.U2.C08.C17.C13.SR	46:U4.U7.U5.C20.C28.SR 46:U7.U8.U4.C16.C14.SR
RW Doric Striped Shirt PLUM & SLATE GRAY Detailed Jeans	7:U4.C10	11:U2.C26.C05 11:U5.C17.C04	16:U8.U6.C03 16:U7.U2.C18	26:U1.U5.C03.OB 26:U4.U1.C01.OB	36:U3.U8.C27.C27.PA 36:U8.U8.C03.C22.PA	41:U8.U8.C23.C04.C05.SR 41:U1.U7.C23.C17.C01.SR	46:U2.U2.U1.C05.C11.SR 46:U5.U4.U3.C24.C01.SR
RW Doric Striped Shirt PURPLE & DK. KHAKI Detailed Jeans	7:U5.C24	11:U3.C20.C14 11:U7.C07.C07	16:U5.U2.C02 16:U4.U5.C05	26:U2.U5.C26.OB 26:U7.U1.C08.OB	36:U4.U5.C12.C22.PA 36:U5.U6.C01.C01.PA	41:U4.U7.C17.C17.C16.SR 41:U3.U5.C22.C26.C14.SR	46:U1.U8.U2.C17.C05.SR 46:U7.U7.U5.C10.C24.SR
RW Doric Striped Shirt RED & DK. SLATE GRAY Detailed Jeans	7:U4.C26	11:U1.C05.C13 11:U4.C07.C26	16:U3.U5.C10 16:U8.U7.C26	26:U6.U2.C16.OB 26:U5.U8.C17.OB	36:U6.U2.C25.C21.PA 36:U4.U8.C24.C23.PA	41:U8.U2.C13.C08.C15.SR 41:U6.U4.C27.C25.C25.SR	46:U5.U1.U5.C07.C27.SR 46:U8.U1.U6.C10.C02.SR
RW Doric Striped Shirt SALMON & SLATE GRAY Detailed Jeans	7:U4.C26	11:U2.C03.C27 11:U2.C16.C22	16:U2.U5.C24 16:U5.U5.C01	26:U7.U4.C25.OB 26:U1.U6.C28.OB	36:U1.U3.C04.C26.PA 36:U6.U8.C26.C13.PA	41:U3.U7.C03.C21.C01.SR 41:U3.U2.C26.C24.C26.SR	46:U2.U5.U2.C18.C11.SR 46:U5.U7.U5.C24.C06.SR
RW Doric Striped Shirt SEA GREEN & DK. RED Detailed Jeans	7:U8.C13	11:U6.C13.C25 11:U3.C18.C28	16:U2.U8.C22 16:U6.U5.C17	26:U6.U1.C17.OB 26:U4.U7.C06.OB	36:U2.U8.C17.C04.PA 36:U7.U2.C06.C10.PA	41:U4.U5.C04.C15.C16.SR 41:U3.U2.C24.C06.C22.SR	46:U5.U1.U7.C05.C13.SR 46:U3.U7.U7.C15.C21.SR
RW Doric Striped Shirt TURQUOISE & BROWN Detailed Jeans	7:U6.C04	11:U1.C04.C25 11:U7.C02.C20	16:U5.U1.C14 16:U1.U8.C11	26:U2.U6.C27.OB 26:U1.U3.C24.OB	36:U7.U7.C19.C03.PA 36:U3.U2.C16.C20.PA	41:U8.U8.C09.C07.C18.SR 41:U1.U3.C23.C26.C04.SR	46:U2.U4.U8.C21.C13.SR 46:U1.U6.U8.C20.C23.SR
RW Doric Striped Shirt VIOLET & LT. GRAY Detailed Jeans	7:U2.C05	11:U8.C06.C02 11:U5.C17.C14	16:U6.U5.C11 16:U1.U3.C08	26:U1.U6.C05.OB 26:U8.U1.C15.OB	36:U4.U5.C18.C17.PA 36:U8.U1.C12.C02.PA	41:U8.U2.C22.C04.C28.SR 41:U7.U6.C02.C22.C20.SR	46:U5.U6.U5.C11.C18.SR 46:U8.U7.U8.C04.C01.SR
RW Doric Striped Shirt WHITE & BLACK Detailed Jeans	7:U8.C10	11:U5.C05.C13 11:U4.C20.C04	16:U1.U7.C27 16:U4.U6.C28	26:U6.U3.C28.OB 26:U5.U5.C12.OB	36:U8.U6.C12.C03.PA 36:U4.U4.C25.C28.PA	41:U2.U8.C17.C22.C14.SR 41:U1.U5.C24.C23.C06.SR	46:U5.U1.U6.C05.C17.SR 46:U4.U5.U2.C27.C22.SR
RW Doric Striped Shirt YELLOW & DK. PURPLE Detailed Jeans	7:U7.C10	11:U6.C16.C10 11:U5.C25.C12	16:U3.U6.C15 16:U6.U8.C09	26:U6.U6.C18.OB 26:U8.U5.C14.OB	36:U8.U4.C09.C10.PA 36:U7.U6.C11.C11.PA	41:U8.U6.C11.C17.C22.SR 41:U5.U1.C27.C19.C06.SR	46:U5.U7.U8.C13.C04.SR 46:U5.U7.U4.C03.C25.SR
RW Doric Striped Shirt YELLOW-GREEN & SLATE GRAY Detailed Jeans	7:U4.C14	11:U4.C03.C24 11:U5.C04.C03	16:U2.U3.C23 16:U1.U2.C22	26:U1.U4.C22.OB 26:U2.U4.C21.OB	36:U1.U7.C25.C11.PA 36:U4.U2.C11.C08.PA	41:U6.U6.C06.C12.C19.SR 41:U8.U8.C03.C06.C19.SR	46:U1.U1.U6.C25.C24.SR 46:U6.U5.U5.C08.C08.SR
RW Official Jacket with AQUA T-shirt & GOLD Detailed Jeans	32:U4.C22.C13.C15.PA	11:U3.C28.C04 11:U4.C27.C17	16:U2.U3.C20 16:U2.U8.C09	26:U3.U1.C23.OB 26:U1.U4.C27.OB	36:U1.U3.C17.C08.PA 36:U3.U3.C09.C15.PA	41:U3.U7.C17.C03.C17.SR 41:U6.U2.C27.C09.C13.SR	46:U5.U2.U3.C08.C01.SR 46:U6.U5.U3.C10.C01.SR
RW Official Jacket with BROWN T-shirt & TEAL Detailed Jeans	32:U2.C20.C25.C09.PA	11:U4.C09.C19 11:U7.C03.C24	16:U7.U4.C07 16:U3.U3.C14	26:U3.U3.C10.OB 26:U3.U7.C20.OB	36:U7.U2.C23.C28.PA 36:U7.U8.C05.C12.PA	41:U6.U5.C12.C07.C08.SR 41:U6.U2.C09.C02.C09.SR	46:U4.U1.U1.C27.C20.SR 46:U2.U6.U4.C01.C22.SR
RW Official Jacket with CYAN T-shirt & DK. OLIVE Detailed Jeans	32:U3.C11.C19.C28.PA	11:U5.C05.C12 11:U6.C23.C15	16:U2.U6.C16 16:U1.U8.C11	26:U2.U5.C13.OB 26:U2.U5.C21.OB	36:U7.U3.C11.C08.PA 36:U1.U8.C05.C08.PA	41:U8.U8.C03.C13.C14.SR 41:U7.U8.C16.C14.C12.SR	46:U7.U8.U5.C26.C23.SR 46:U7.U6.U8.C18.C21.SR
RW Official Jacket with DK. GOLDENROD T-shirt & DK. OLIVE Detailed Jeans	32:U3.C09.C08.C15.PA	11:U7.C28.C09 11:U3.C12.C06	16:U1.U5.C28 16:U3.U5.C20	26:U4.U8.C28.OB 26:U4.U8.C10.OB	36:U6.U7.C15.C10.PA 36:U4.U8.C25.C15.PA	41:U5.U6.C01.C21.C14.SR 41:U5.U7.C15.C07.C02.SR	46:U3.U6.U7.C08.C16.SR 46:U2.U7.U6.C02.C10.SR
RW Official Jacket with DK. MAGENTA T-shirt & SEA GREEN Detailed Jeans	32:U4.C17.C16.C26.PA	11:U1.C17.C28 11:U3.C23.C01	16:U5.U8.C28 16:U4.U2.C01	26:U7.U1.C04.OB 26:U8.U6.C17.OB	36:U5.U4.C09.C14.PA 36:U1.U1.C19.C13.PA	41:U5.U1.C07.C18.C20.SR 41:U2.U7.C11.C17.C03.SR	46:U5.U1.U8.C27.C04.SR 46:U2.U1.U4.C20.C26.SR
RW Official Jacket with DK. ORCHID T-shirt & DK. VIOLET Detailed Jeans	32:U5.C18.C03.C09.PA	11:U8.C20.C27 11:U6.C16.C10	16:U5.U8.C12 16:U6.U7.C01	26:U5.U7.C25.OB 26:U1.U1.C19.OB	36:U8.U8.C26.C16.PA 36:U3.U4.C17.C07.PA	41:U7.U6.C25.C21.C11.SR 41:U7.U6.C18.C24.C24.SR	46:U3.U7.U3.C02.C26.SR 46:U7.U7.U7.C06.C18.SR
RW Official Jacket with DK. PURPLE T-shirt & MAROON Detailed Jeans	32:U6.C06.C01.C09.PA	11:U5.C08.C01 11:U1.C19.C10	16:U7.U5.C26 16:U8.U3.C06	26:U8.U6.C10.OB 26:U1.U1.C23.OB	36:U6.U5.C12.C08.PA 36:U3.U2.C16.C22.PA	41:U6.U7.C19.C23.C03.SR 41:U6.U1.C14.C10.C07.SR	46:U8.U3.U6.C22.C09.SR 46:U7.U6.U6.C13.C21.SR
RW Official Jacket with DK. RED T-shirt & DK. SEA GREEN Detailed Jeans	32:U3.C27.C01.C07.PA	11:U2.C02.C25 11:U2.C02.C19	16:U8.U7.C22 16:U7.U6.C20	26:U5.U5.C21.OB 26:U4.U2.C10.OB	36:U7.U1.C17.C08.PA 36:U5.U1.C22.C11.PA	41:U2.U5.C10.C24.C24.SR 41:U3.U1.C15.C25.C01.SR	46:U7.U2.U4.C16.C16.SR 46:U8.U6.U2.C17.C16.SR
RW Official Jacket with DK. VIOLET T-shirt & PURPLE Detailed Jeans	32:U4.C13.C18.C28.PA	11:U6.C07.C22 11:U8.C14.C22	16:U7.U2.C27 16:U3.U8.C24	26:U3.U5.C15.OB 26:U6.U4.C06.OB	36:U2.U1.C24.C09.PA 36:U7.U6.C11.C25.PA	41:U7.U5.C05.C17.C09.SR 41:U1.U6.C23.C17.C16.SR	46:U1.U2.U7.C24.C16.SR 46:U3.U8.U2.C19.C26.SR
RW Official Jacket with GOLD T-shirt & BLACK Detailed Jeans	32:U2.C03.C09.C06.PA	11:U2.C01.C20 11:U1.C16.C09	16:U1.U7.C06 16:U7.U7.C13	26:U2.U4.C08.OB 26:U5.U5.C21.OB	36:U5.U1.C13.C26.PA 36:U7.U6.C17.C23.PA	41:U1.U6.C26.C19.C14.SR 41:U4.U3.C19.C16.C22.SR	46:U4.U3.U5.C08.C11.SR 46:U2.U8.U4.C05.C13.SR
RW Official Jacket with GRAY T-shirt & PURPLE Detailed Jeans	32:U7.C14.C08.C13.PA	11:U3.C11.C17 11:U1.C15.C28	16:U3.U6.C12 16:U6.U7.C20	26:U8.U1.C18.OB 26:U1.U6.C11.OB	36:U4.U4.C13.C10.PA 36:U5.U4.C18.C09.PA	41:U1.U5.C21.C26.C24.SR 41:U7.U3.C11.C06.C07.SR	46:U3.U6.U4.C15.C28.SR 46:U7.U3.U2.C03.C04.SR
RW Official Jacket with GREEN T-shirt & DK. SLATE GRAY Detailed Jeans	32:U4.C10.C18.C22.PA	11:U1.C03.C16 11:U6.C01.C24	16:U5.U1.C18 16:U5.U8.C17	26:U5.U6.C21.OB 26:U2.U1.C01.OB	36:U5.U4.C18.C16.PA 36:U1.U3.C17.C23.PA	41:U8.U8.C19.C27.C06.SR 41:U2.U3.C28.C01.C18.SR	46:U1.U2.U5.C26.C27.SR 46:U8.U4.U5.C22.C21.SR
RW Official Jacket with INDIGO T-shirt & LT. GRAY Detailed Jeans	32:U4.C14.C17.C13.PA	11:U6.C27.C19 11:U4.C26.C08	16:U5.U1.C14 16:U6.U6.C25	26:U5.U7.C08.OB 26:U7.U4.C27.OB	36:U8.U2.C18.C28.PA 36:U8.U3.C26.C01.PA	41:U2.U4.C11.C07.C22.SR 41:U2.U7.C02.C05.C15.SR	46:U1.U4.U5.C06.C24.SR 46:U1.U4.U4.C13.C23.SR
RW Official Jacket with KHAKI T-shirt & DK. BROWN Detailed Jeans	32:U2.C13.C05.C03.PA	11:U5.C23.C28 11:U1.C09.C18	16:U4.U6.C07 16:U4.U2.C24	26:U2.U8.C10.OB 26:U5.U8.C27.OB	36:U6.U8.C10.C09.PA 36:U1.U6.C20.C02.PA	41:U6.U7.C13.C22.C03.SR 41:U7.U5.C18.C17.C27.SR	46:U7.U5.U1.C26.C27.SR 46:U5.U5.U6.C27.C04.SR
RW Official Jacket with LIME T-shirt & BROWN Detailed Jeans	32:U7.C21.C18.C17.PA	11:U8.C02.C18 11:U2.C12.C22	16:U2.U3.C15 16:U4.U6.C20	26:U3.U2.C19.OB 26:U7.U8.C19.OB	36:U2.U1.C05.C27.PA 36:U7.U1.C19.C05.PA	41:U3.U7.C24.C03.C16.SR 41:U3.U7.C01.C24.C27.SR	46:U2.U5.U8.C14.C19.SR 46:U8.U8.U2.C18.C10.SR
RW Official Jacket with LT. CYAN T-shirt & SADDLE BROWN Detailed Jeans	32:U3.C13.C14.C24.PA	11:U2.C01.C13 11:U4.C10.C13	16:U8.U1.C10 16:U1.U7.C28	26:U7.U3.C14.OB 26:U4.U4.C27.OB	36:U7.U2.C02.C03.PA 36:U5.U5.C06.C12.PA	41:U3.U6.C04.C23.C24.SR 41:U8.U8.C06.C04.C23.SR	46:U8.U5.U5.C18.C05.SR 46:U6.U6.U5.C22.C04.SR
RW Official Jacket with LT. OLIVE T-shirt & ORANGE Detailed Jeans	32:U6.C21.C09.C12.PA	11:U5.C11.C10 11:U1.C03.C23	16:U8.U8.C07 16:U6.U2.C24	26:U4.U7.C19.OB 26:U7.U2.C21.OB	36:U6.U4.C04.C09.PA 36:U3.U6.C27.C10.PA	41:U8.U4.C12.C26.C19.SR 41:U3.U3.C13.C10.C05.SR	46:U3.U4.U2.C25.C04.SR 46:U3.U6.U8.C05.C01.SR
RW Official Jacket with LT. PURPLE T-shirt & LT. GRAY Detailed Jeans	32:U5.C06.C21.C11.PA	11:U3.C01.C16 11:U4.C10.C26	16:U3.U8.C20 16:U2.U1.C12	26:U1.U2.C06.OB 26:U6.U4.C18.OB	36:U5.U7.C02.C28.PA 36:U5.U5.C07.C13.PA	41:U5.U2.C20.C20.C27.SR 41:U5.U5.C18.C01.C12.SR	46:U8.U3.U4.C03.C02.SR 46:U8.U2.U2.C09.C01.SR
RW Official Jacket with OLIVE T-shirt & MAGENTA Detailed Jeans	32:U8.C17.C01.C11.PA	11:U8.C15.C13 11:U6.C06.C09	16:U6.U5.C24 16:U6.U6.C18	26:U2.U7.C03.OB 26:U4.U3.C13.OB	36:U1.U5.C18.C08.PA 36:U3.U1.C11.C04.PA	41:U4.U4.C14.C10.C07.SR 41:U5.U8.C25.C13.C25.SR	46:U6.U2.U2.C10.C27.SR 46:U2.U6.U1.C11.C06.SR

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Item Name ITEM COLOR ENHANCED ITEM STATS	RECIPES: RECIPES:	BASIC ENHANCED	+1% PR +1% VR	+2% PR +2% VR	+3% PR +3% VR	+4% PR +4% VR	+5% PR +5% VR	+6% PR +6% VR
RW Official Jacket with ORANGE *T-shirt*		32:u1.c20.c16.c19.PA	11:u4.c25.c06	16:u1.u2.c02	26:u8.u8.c21.OB	36:u7.u4.c23.c26.PA	41:u1.u2.c25.c01.c27.SR	46:u7.u5.u5.c17.c06.SR
& DK. VIOLET Detailed Jeans			11:u2.c15.c21	16:u2.u7.c04	26:u1.u4.c14.OB	36:u1.u1.c14.c14.PA	41:u1.u2.c06.c13.c13.SR	46:u1.u3.u3.c04.c16.SR
RW Official Jacket with PINK *T-shirt*		32:u7.c15.c01.c20.PA	11:u2.c19.c27	16:u8.u7.c02	26:u8.u5.c02.OB	36:u1.u2.c23.c15.PA	41:u3.u4.c12.c13.c27.SR	46:u5.u7.u3.c02.c19.SR
& DK. BROWN Detailed Jeans			11:u4.c26.c12	16:u3.u6.c13	26:u4.u4.c22.OB	36:u5.u6.c19.c21.PA	41:u6.u7.c04.c18.c04.SR	46:u5.u5.u6.c13.c05.SR
RW Official Jacket with PLUM *T-shirt*		32:u1.c20.c18.c28.PA	11:u7.c04.c25	16:u1.u3.c17	26:u5.u8.c02.OB	36:u8.u7.c05.c18.PA	41:u4.u3.c12.c24.c03.SR	46:u4.u5.u6.c25.c15.SR
& DK. PURPLE Detailed Jeans			11:u3.c18.c25	16:u3.u3.c14	26:u4.u3.c24.OB	36:u8.u8.c08.c21.PA	41:u3.u3.c26.c26.c09.SR	46:u3.u8.u3.c10.c07.SR
RW Official Jacket with PURPLE *T-shirt*		32:u2.c19.c26.c21.PA	11:u4.c12.c12	16:u6.u2.c23	26:u1.u6.c12.OB	36:u3.u6.c12.c03.PA	41:u3.u6.c25.c22.c04.SR	46:u8.u8.u2.c18.c26.SR
& SLATE GRAY Detailed Jeans			11:u4.c19.c24	16:u3.u2.c14	26:u4.u1.c17.OB	36:u8.u8.c09.c06.PA	41:u2.u2.c14.c02.c25.SR	46:u4.u3.u7.c18.c17.SR
RW Official Jacket with RED *T-shirt*		32:u5.c12.c06.c13.PA	11:u7.c24.c15	16:u2.u6.c23	26:u2.u1.c20.OB	36:u8.u7.c02.c19.PA	41:u6.u2.c24.c25.c13.SR	46:u7.u6.u5.c14.c26.SR
& DK. KHAKI Detailed Jeans			11:u8.c24.c16	16:u8.u4.c24	26:u6.u4.c18.OB	36:u2.u1.c13.c12.PA	41:u6.u2.c24.c02.c08.SR	46:u5.u3.u8.c11.c13.SR
RW Official Jacket with RED-ORANGE *T-shirt*		32:u2.c21.c23.c26.PA	11:u1.c10.c22	16:u4.u7.c05	26:u1.u7.c08.OB	36:u6.u2.c01.c24.PA	41:u1.u3.c02.c01.c10.SR	46:u4.u6.u7.c19.c18.SR
& LT. SLATE GRAY Detailed Jeans			11:u7.c25.c25	16:u6.u4.c22	26:u7.u1.c14.OB	36:u3.u2.c26.c18.PA	41:u3.u2.c16.c01.c08.SR	46:u7.u8.u1.c23.c18.SR
RW Official Jacket with SALMON *T-shirt*		32:u4.c20.c21.c19.PA	11:u2.c20.c08	16:u2.u1.c21	26:u8.u6.c22.OB	36:u5.u5.c20.c09.PA	41:u3.u3.c09.c11.c02.SR	46:u1.u7.u6.c16.c23.SR
& DK. GRAY Detailed Jeans			11:u5.c27.c15	16:u3.u1.c21	26:u8.u1.c15.OB	36:u7.u2.c06.c03.PA	41:u5.u3.c06.c27.c11.SR	46:u1.u8.u5.c20.c18.SR
RW Official Jacket with SLATE GRAY *T-shirt*		32:u3.c05.c11.c23.PA	11:u3.c12.c07	16:u7.u2.c01	26:u1.u4.c02.OB	36:u7.u5.c14.c07.PA	41:u7.u3.c02.c26.c21.SR	46:u4.u3.u7.c11.c07.SR
& DK. MAGENTA Detailed Jeans			11:u3.c25.c25	16:u7.u8.c15	26:u1.u3.c14.OB	36:u8.u4.c20.c05.PA	41:u8.u3.c01.c17.c27.SR	46:u4.u8.u7.c16.c18.SR
RW Official Jacket with SPRING GREEN *T-shirt*		32:u3.c24.c27.c11.PA	11:u6.c12.c19	16:u4.u2.c19	26:u7.u3.c02.OB	36:u3.u5.c26.c17.PA	41:u3.u5.c17.c26.c28.SR	46:u8.u8.u8.c09.c22.SR
& DK. GREEN Detailed Jeans			11:u4.c18.c23	16:u5.u2.c01	26:u8.u7.c24.OB	36:u5.u1.c14.c15.PA	41:u3.u1.c21.c07.c24.SR	46:u6.u4.u6.c16.c07.SR
RW Official Jacket with TAN *T-shirt*		32:u2.c13.c04.c17.PA	11:u4.c15.c08	16:u2.u7.c25	26:u3.u2.c28.OB	36:u7.u1.c24.c18.PA	41:u7.u7.c25.c26.c06.SR	46:u8.u3.u2.c07.c02.SR
& OLIVE DRAB Detailed Jeans			11:u7.c21.c28	16:u6.u1.c03	26:u5.u1.c15.OB	36:u6.u5.c21.c26.PA	41:u4.u3.c20.c01.c28.SR	46:u8.u5.u2.c01.c20.SR
RW Official Jacket with WHITE *T-shirt*		32:u2.c25.c09.c02.PA	11:u8.c09.c03	16:u4.u6.c27	26:u1.u8.c05.OB	36:u8.u8.c02.c26.PA	41:u7.u4.c28.c03.c22.SR	46:u5.u5.u1.c09.c04.SR
& BLACK Detailed Jeans			11:u1.c27.c17	16:u6.u1.c13	26:u5.u6.c07.OB	36:u4.u6.c20.c18.PA	41:u8.u2.c04.c18.c13.SR	46:u5.u5.u3.c16.c19.SR
RW Official Jacket with YELLOW *T-shirt*		32:u8.c17.c27.c20.PA	11:u6.c16.c03	16:u6.u2.c14	26:u4.u2.c13.OB	36:u6.u2.c05.c21.PA	41:u2.u3.c15.c10.c13.SR	46:u1.u6.u7.c02.c01.SR
& LT. BROWN Detailed Jeans			11:u7.c08.c13	16:u2.u6.c22	26:u7.u2.c09.OB	36:u4.u8.c18.c20.PA	41:u8.u4.c02.c15.c16.SR	46:u2.u4.u3.c25.c15.SR
RW Official Jacket with YELLOW-GREEN *T-shirt*		32:u4.c14.c22.c22.PA	11:u2.c22.c11	16:u7.u3.c12	26:u1.u4.c22.OB	36:u3.u2.c08.c27.PA	41:u6.u7.c19.c04.c15.SR	46:u6.u6.u7.c06.c28.SR
& DK. RED Detailed Jeans			11:u2.c27.c17	16:u8.u5.c09	26:u8.u7.c24.OB	36:u1.u4.c02.c12.PA	41:u8.u5.c01.c23.c03.SR	46:u8.u6.u5.c09.c01.SR
RW S.E.Anchor Shirt BLACK		32:u1.c28.c28.c14.PA	11:u1.c27.c18	16:u3.u5.c26	26:u4.u2.c27.OB	36:u7.u8.c03.c06.PA	41:u7.u4.c25.c25.c06.SR	46:u8.u3.u7.c25.c07.SR
& GREEN Parachute Pants			11:u5.c19.c16	16:u6.u3.c12	26:u8.u2.c03.OB	36:u8.u1.c17.c09.PA	41:u4.u3.c03.c26.c14.SR	46:u2.u8.u6.c19.c13.SR
RW S.E.Anchor Shirt BLUE-VIOLET		32:u4.c13.c20.c28.PA	11:u1.c07.c22	16:u5.u4.c23	26:u1.u8.c15.OB	36:u3.u3.c04.c25.PA	41:u5.u7.c27.c08.c22.SR	46:u4.u6.u8.c14.c12.SR
& DK. OLIVE Parachute Pants			11:u2.c25.c27	16:u4.u5.c07	26:u6.u1.c01.OB	36:u3.u5.c25.c28.PA	41:u8.u4.c22.c19.c01.SR	46:u7.u2.u1.c23.c12.SR
RW S.E.Anchor Shirt BROWN		32:u8.c16.c18.c12.PA	11:u2.c04.c11	16:u7.u8.c06	26:u7.u2.c20.OB	36:u3.u2.c06.c13.PA	41:u4.u3.c05.c01.c19.SR	46:u2.u1.u6.c21.c16.SR
& BLACK Parachute Pants			11:u6.c22.c11	16:u7.u1.c01	26:u3.u3.c24.OB	36:u8.u6.c27.c04.PA	41:u8.u3.c22.c22.c07.SR	46:u8.u6.u5.c01.c19.SR
RW S.E.Anchor Shirt DK. BROWN		32:u7.c04.c03.c06.PA	11:u6.c15.c12	16:u5.u7.c13	26:u6.u2.c04.OB	36:u5.u1.c10.c23.PA	41:u6.u5.c09.c23.c15.SR	46:u1.u3.u1.c18.c08.SR
& LT. PURPLE Parachute Pants			11:u1.c17.c22	16:u8.u6.c04	26:u7.u8.c11.OB	36:u2.u3.c22.c04.PA	41:u3.u5.c06.c06.c17.SR	46:u3.u6.u6.c23.c19.SR
RW S.E.Anchor Shirt DK. CYAN		32:u1.c24.c09.c05.PA	11:u1.c26.c21	16:u2.u2.c16	26:u3.u5.c03.OB	36:u7.u2.c10.c19.PA	41:u1.u8.c27.c25.c25.SR	46:u7.u2.u6.c28.c21.SR
& DIM GRAY Parachute Pants			11:u5.c25.c11	16:u7.u3.c06	26:u4.u8.c27.OB	36:u1.u4.c03.c18.PA	41:u3.u2.c05.c16.c06.SR	46:u7.u1.u6.c22.c24.SR
RW S.E.Anchor Shirt DK. GRAY		32:u3.c11.c22.c07.PA	11:u3.c02.c25	16:u7.u2.c23	26:u2.u2.c18.OB	36:u4.u5.c06.c03.PA	41:u7.u1.c02.c23.c03.SR	46:u2.u2.u1.c23.c17.SR
& DK. RED Parachute Pants			11:u3.c20.c13	16:u1.u6.c12	26:u1.u1.c02.OB	36:u4.u8.c27.c08.PA	41:u2.u5.c01.c08.c11.SR	46:u5.u6.u8.c25.c24.SR
RW S.E.Anchor Shirt DK. MAGENTA		32:u4.c15.c19.c17.PA	11:u5.c01.c23	16:u6.u4.c02	26:u7.u7.c13.OB	36:u2.u6.c21.c11.PA	41:u7.u5.c15.c10.c03.S	46:u2.u5.u4.c07.c17.SR
& PALE GOLDENROD Parachute Pants			11:u7.c13.c03	16:u2.u2.c02	26:u8.u8.c18.OB	36:u8.u5.c28.c26.PA	41:u7.u7.c24.c18.c26.SR	46:u3.u7.u2.c21.c19.SR
RW S.E.Anchor Shirt DK. ORANGE		32:u5.c03.c23.c16.PA	11:u3.c22.c09	16:u4.u5.c13	26:u2.u2.c01.OB	36:u5.u1.c20.c16.PA	41:u8.u3.c07.c06.c03.SR	46:u7.u4.u4.c10.c01.SR
& OLIVE Parachute Pants			11:u6.c08.c02	16:u8.u7.c08	26:u6.u3.c16.OB	36:u5.u6.c16.c01.PA	41:u5.u1.c26.c13.c17.SR	46:u7.u5.u6.c19.c10.SR
RW S.E.Anchor Shirt DK. PLUM		32:u7.c13.c26.c13.PA	11:u2.c15.c07	16:u4.u5.c20	26:u4.u2.c15.OB	36:u1.u5.c18.c07.PA	41:u2.u8.c28.c01.c22.SR	46:u5.u3.u5.c27.c03.SR
& SLATE GRAY Parachute Pants			11:u8.c16.c23	16:u5.u2.c19	26:u7.u4.c08.OB	36:u4.u2.c13.c28.PA	41:u6.u4.c21.c27.c26.SR	46:u2.u1.u8.c24.c12.SR
RW S.E.Anchor Shirt DK. PURPLE		32:u6.c27.c09.c18.PA	11:u6.c20.c17	16:u6.u7.c27	26:u1.u3.c10.OB	36:u3.u2.c17.c02.PA	41:u4.u3.c11.c20.c21.SR	46:u3.u4.u1.c06.c13.SR
& LIME Parachute Pants			11:u6.c23.c10	16:u6.u8.c27	26:u6.u4.c03.OB	36:u3.u4.c08.c11.PA	41:u5.u5.c16.c07.c12.SR	46:u5.u5.u4.c02.c07.SR
RW S.E.Anchor Shirt DK. RED		32:u3.c03.c14.c06.PA	11:u1.c17.c14	16:u4.u2.c05	26:u4.u3.c16.OB	36:u5.u7.c12.c28.PA	41:u3.u4.c08.c18.c13.SR	46:u8.u6.u7.c18.c11.SR
& SEA GREEN Parachute Pants			11:u5.c16.c04	16:u6.u7.c10	26:u6.u5.c07.OB	36:u5.u5.c03.c06.PA	41:u2.u4.c16.c08.c18.SR	46:u4.u5.u2.c05.c25.SR
RW S.E.Anchor Shirt DK. SEA GREEN		32:u3.c16.c14.c26.PA	11:u5.c15.c05	16:u8.u3.c11	26:u8.u3.c14.OB	36:u8.u3.c06.c07.PA	41:u8.u5.c26.c04.c09.SR	46:u1.u7.u4.c23.c11.SR
& PURPLE Parachute Pants			11:u8.c20.c06	16:u6.u1.c28	26:u6.u2.c05.OB	36:u2.u4.c28.c24.PA	41:u2.u8.c11.c27.c19.SR	46:u2.u5.u7.c06.c03.SR
RW S.E.Anchor Shirt FOREST GREEN		32:u5.c27.c17.c27.PA	11:u6.c11.c02	16:u6.u5.c17	26:u4.u3.c10.OB	36:u7.u3.c04.c06.PA	41:u4.u8.c06.c19.c10.SR	46:u8.u6.u6.c02.c14.SR
& DK. GREEN Parachute Pants			11:u1.c28.c18	16:u6.u1.c11	26:u7.u3.c23.OB	36:u8.u2.c25.c27.PA	41:u5.u4.c27.c03.c25.SR	46:u4.u2.u6.c11.c18.SR
RW S.E.Anchor Shirt GOLDENROD		32:u4.c04.c12.c20.PA	11:u4.c19.c01	16:u5.u4.c13	26:u2.u3.c04.OB	36:u1.u6.c03.c27.PA	41:u1.u1.c28.c03.c27.SR	46:u3.u2.u2.c08.c23.SR
& SADDLE BROWN Parachute Pants			11:u6.c13.c13	16:u7.u1.c16	26:u3.u3.c01.OB	36:u4.u8.c11.c22.PA	41:u7.u2.c05.c27.c25.SR	46:u4.u6.u8.c28.c01.SR
RW S.E.Anchor Shirt GRAY		32:u5.c11.c12.c15.PA	11:u8.c09.c11	16:u2.u1.c21	26:u8.u3.c08.OB	36:u8.u4.c02.c18.PA	41:u2.u6.c27.c04.c14.SR	46:u8.u5.u5.c04.c20.SR
& MOSS Parachute Pants			11:u4.c15.c20	16:u6.u1.c12	26:u8.u5.c04.OB	36:u5.u1.c08.c04.PA	41:u7.u1.c06.c25.c07.SR	46:u4.u5.u6.c10.c27.SR
RW S.E.Anchor Shirt IVORY		32:u2.c22.c06.c24.PA	11:u5.c20.c10	16:u6.u6.c18	26:u7.u4.c07.OB	36:u8.u8.c07.c04.PA	41:u2.u3.c16.c17.c18.SR	46:u5.u7.u2.c28.c20.SR
& LT. PURPLE Parachute Pants			11:u6.c04.c28	16:u3.u4.c23	26:u4.u5.c05.OB	36:u1.u7.c27.c06.PA	41:u2.u4.c13.c13.c27.SR	46:u4.u8.u7.c13.c03.SR
RW S.E.Anchor Shirt LT. BROWN		32:u3.c19.c22.c22.PA	11:u2.c06.c02	16:u7.u7.c26	26:u5.u4.c01.OB	36:u3.u6.c15.c08.PA	41:u7.u2.c15.c04.c08.SR	46:u7.u1.u3.c24.c03.SR
& DK. CYAN Parachute Pants			11:u5.c03.c15	16:u6.u3.c09	26:u4.u3.c05.OB	36:u6.u1.c26.c20.PA	41:u7.u2.c11.c26.c28.SR	46:u4.u8.u1.c05.c12.SR

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Item Name ITEM COLOR ENHANCED ITEM STATS	RECIPES: BASIC RECIPES: ENHANCED	+1% PR +1% VR	+2% PR +2% VR	+3% PR +3% VR	+4% PR +4% VR	+5% PR +5% VR	+6% PR +6% VR
RW S.E.Anchor Shirt LT. GREEN & OLIVE Parachute Pants	32:U5.C05.C14.C04.PA	11:U3.C27.C21 11:U1.C27.C08	16:U4.U3.C28 16:U5.U8.C09	26:U1.U6.C15.OB 26:U7.U4.C04.OB	36:U6.U6.C18.C14.PA 36:U7.U7.C08.C08.PA	41:U3.U1.C21.C23.C28.SR 41:U4.U3.C08.C17.C03.SR	46:U6.U2.U3.C24.C13.SR 46:U8.U6.U5.C26.C05.SR
RW S.E.Anchor Shirt LT. PURPLE & DK. BROWN Parachute Pants	32:U4.C21.C09.C22.PA	11:U1.C16.C12 11:U7.C11.C19	16:U4.U4.C11 16:U3.U4.C05	26:U2.U6.C07.OB 26:U2.U2.C26.OB	36:U6.U8.C18.C26.PA 36:U7.U8.C11.C04.PA	41:U3.U6.C05.C16.C18.SR 41:U2.U6.C25.C07.C17.SR	46:U4.U4.U1.C05.C22.SR 46:U3.U1.U6.C26.C22.SR
RW S.E.Anchor Shirt LT. YELLOW & DK. PURPLE Parachute Pants	32:U7.C18.C18.C01.PA	11:U6.C12.C23 11:U4.C28.C19	16:U1.U2.C13 16:U5.U8.C23	26:U2.U7.C18.OB 26:U5.U5.C05.OB	36:U2.U5.C03.C15.PA 36:U7.U2.C19.C07.PA	41:U6.U4.C08.C04.C22.SR 41:U8.U7.C04.C14.C10.SR	46:U2.U8.U6.C27.C25.SR 46:U8.U3.U1.C10.C03.SR
RW S.E.Anchor Shirt MAROON & KHAKI Parachute Pants	32:U6.C21.C27.C08.PA	11:U3.C07.C24 11:U6.C09.C02	16:U6.U8.C21 16:U3.U7.C10	26:U7.U8.C15.OB 26:U7.U2.C21.OB	36:U8.U4.C13.C20.PA 36:U4.U4.C02.C18.PA	41:U1.U2.C26.C23.C19.SR 41:U4.U8.C02.C19.C18.SR	46:U3.U7.U2.C02.C10.SR 46:U4.U7.U6.C19.C16.SR
RW S.E.Anchor Shirt MOSS & LT. GRAY Parachute Pants	32:U1.C28.C23.C12.PA	11:U7.C17.C26 11:U5.C26.C08	16:U1.U1.C26 16:U4.U8.C28	26:U6.U8.C26.OB 26:U6.U8.C05.OB	36:U4.U4.C23.C10.PA 36:U3.U8.C07.C07.PA	41:U2.U8.C20.C25.C12.SR 41:U8.U1.C20.C08.C03.SR	46:U7.U8.U8.C24.C23.SR 46:U7.U7.U6.C10.C27.SR
RW S.E.Anchor Shirt OLIVE & VIOLET Parachute Pants	32:U2.C20.C02.C03.PA	11:U5.C02.C01 11:U7.C14.C25	16:U3.U7.C07 16:U1.U8.C20	26:U5.U4.C02.OB 26:U4.U7.C06.OB	36:U1.U2.C18.C28.PA 36:U4.U1.C03.C01.PA	41:U7.U6.C27.C03.C15.SR 41:U3.U3.C08.C05.C21.SR	46:U1.U3.U1.C07.C19.SR 46:U8.U5.U6.C26.C20.SR
RW S.E.Anchor Shirt OLIVEDRAB & BROWN Parachute Pants	32:U3.C10.C28.C06.PA	11:U3.C06.C12 11:U2.C05.C12	16:U1.U3.C07 16:U2.U8.C21	26:U7.U7.C16.OB 26:U4.U6.C11.OB	36:U6.U3.C09.C15.PA 36:U6.U7.C16.C22.PA	41:U5.U8.C16.C21.C10.SR 41:U6.U2.C19.C10.C09.SR	46:U8.U2.U3.C28.C07.SR 46:U4.U8.U6.C27.C11.SR
RW S.E.Anchor Shirt ORANGE & DK. MAGENTA Parachute Pants	32:U1.C25.C22.C20.PA	11:U1.C19.C01 11:U1.C05.C09	16:U5.U3.C28 16:U5.U1.C19	26:U1.U1.C18.OB 26:U1.U5.C11.OB	36:U5.U8.C16.C27.PA 36:U7.U8.C17.C09.PA	41:U8.U8.C06.C01.C01.SR 41:U2.U4.C19.C20.C21.SR	46:U1.U2.U3.C26.C15.SR 46:U6.U3.U4.C12.C11.SR
RW S.E.Anchor Shirt PURPLE & LT. BROWN Parachute Pants	32:U3.C22.C21.C17.PA	11:U5.C16.C26 11:U8.C25.C19	16:U7.U5.C15 16:U4.U4.C04	26:U5.U7.C14.OB 26:U6.U2.C27.OB	36:U4.U2.C24.C08.PA 36:U3.U7.C20.C06.PA	41:U3.U2.C15.C24.C24.SR 41:U3.U8.C03.C10.C26.SR	46:U4.U2.U1.C27.C13.SR 46:U5.U5.U7.C14.C20.SR
RW S.E.Anchor Shirt RED & SLATE GRAY Parachute Pants	32:U2.C05.C17.C05.PA	11:U3.C13.C08 11:U7.C13.C14	16:U7.U7.C27 16:U6.U8.C18	26:U2.U5.C23.OB 26:U3.U3.C06.OB	36:U8.U1.C13.C11.PA 36:U8.U6.C10.C17.PA	41:U5.U4.C13.C20.C22.SR 41:U5.U5.C22.C21.C11.SR	46:U1.U3.U1.C27.C03.SR 46:U4.U4.U5.C26.C12.SR
RW S.E.Anchor Shirt TAN & GREEN Parachute Pants	32:U4.C08.C23.C11.PA	11:U4.C14.C24 11:U1.C19.C01	16:U1.U5.C23 16:U5.U7.C17	26:U8.U3.C11.OB 26:U1.U8.C20.OB	36:U4.U8.C18.C21.PA 36:U5.U3.C04.C10.PA	41:U3.U2.C17.C10.C27.SR 41:U6.U4.C08.C03.C18.SR	46:U5.U2.U2.C13.C09.SR 46:U7.U8.U8.C19.C12.SR
RW S.E.Anchor Shirt TEAL & GRAY Parachute Pants	32:U8.C03.C20.C06.PA	11:U7.C14.C27 11:U2.C05.C20	16:U8.U4.C09 16:U8.U3.C25	26:U4.U3.C07.OB 26:U4.U6.C20.OB	36:U3.U7.C14.C13.PA 36:U1.U1.C23.C16.PA	41:U4.U8.C09.C07.C24.SR 41:U4.U3.C06.C21.C05.SR	46:U1.U5.U2.C03.C26.SR 46:U1.U8.U1.C14.C22.SR
RW S.E.Anchor Shirt VIOLET & DK. OLIVE Parachute Pants	32:U5.C13.C08.C23.PA	11:U6.C02.C22 11:U6.C26.C15	16:U2.U2.C24 16:U1.U7.C20	26:U6.U3.C09.OB 26:U8.U2.C22.OB	36:U4.U2.C26.C22.PA 36:U3.U5.C17.C09.PA	41:U4.U5.C22.C01.C04.SR 41:U2.U3.C08.C26.C13.SR	46:U4.U3.U3.C24.C11.SR 46:U6.U3.U4.C07.C15.SR
RW S.E.Anchor Shirt WHITE & ORANGE Parachute Pants	32:U5.C12.C10.C10.PA	11:U4.C21.C13 11:U5.C21.C10	16:U8.U4.C27 16:U5.U7.C05	26:U8.U7.C14.OB 26:U7.U1.C04.OB	36:U7.U8.C07.C21.PA 36:U5.U4.C26.C19.PA	41:U3.U1.C04.C12.C23.SR 41:U2.U7.C15.C18.C19.SR	46:U8.U1.U1.C10.C04.SR 46:U3.U2.U3.C25.C26.SR
RW S.E.Anchor Shirt YELLOW & DK. BROWN Parachute Pants	32:U4.C02.C01.C07.PA	11:U8.C06.C15 11:U1.C01.C25	16:U8.U3.C06 16:U6.U5.C03	26:U4.U2.C06.OB 26:U1.U7.C28.OB	36:U5.U4.C10.C25.PA 36:U8.U4.C17.C06.PA	41:U3.U8.C20.C02.C02.SR 41:U1.U3.C20.C10.C01.SR	46:U2.U6.U4.C10.C06.SR 46:U1.U1.U5.C06.C15.SR
RW Seaman Jacket AQUAMARINE with Detailed Jeans	42:U1.U1.C10.C13.C02.SR	11:U7.C18.C20 11:U3.C05.C28	16:U8.U7.C22 16:U5.U5.C28	26:U1.U4.C14.OB 26:U8.U7.C03.OB	36:U6.U3.C28.C27.PA 36:U7.U6.C18.C03.PA	41:U4.U7.C21.C05.C05.SR 41:U8.U7.C15.C27.C27.SR	46:U5.U5.U8.C09.C04.SR 46:U2.U1.U3.C12.C20.SR
RW Seaman Jacket BLACK with Detailed Jeans	42:U1.U6.C26.C17.C13.SR	11:U5.C28.C26 11:U3.C10.C19	16:U7.U1.C14 16:U6.U4.C12	26:U3.U7.C16.OB 26:U6.U8.C25.OB	36:U1.U3.C14.C28.PA 36:U3.U1.C24.C12.PA	41:U5.U6.C22.C02.C19.SR 41:U5.U2.C18.C27.C13.SR	46:U4.U2.U7.C23.C16.SR 46:U5.U5.U7.C27.C13.SR
RW Seaman Jacket BLUE-VIOLET with Detailed Jeans	42:U1.U1.C28.C22.C24.SR	11:U6.C17.C07 11:U2.C08.C06	16:U3.U6.C05 16:U4.U4.C14	26:U3.U4.C20.OB 26:U7.U5.C08.OB	36:U8.U3.C18.C06.PA 36:U6.U6.C14.C12.PA	41:U1.U6.C25.C09.C03.SR 41:U1.U7.C06.C23.C14.SR	46:U3.U4.U5.C19.C18.SR 46:U6.U5.U7.C28.C24.SR
RW Seaman Jacket BROWN with Detailed Jeans	42:U5.U6.C24.C14.C21.SR	11:U6.C20.C21 11:U6.C02.C04	16:U1.U4.C17 16:U6.U8.C05	26:U3.U3.C02.OB 26:U8.U7.C18.OB	36:U6.U3.C18.C11.PA 36:U4.U2.C04.C23.PA	41:U1.U5.C04.C20.C12.SR 41:U3.U2.C01.C06.C08.SR	46:U1.U5.U6.C24.C07.SR 46:U3.U7.U4.C01.C26.SR
RW Seaman Jacket DK. GREEN with Detailed Jeans	42:U2.U7.C20.C26.C28.SR	11:U4.C21.C22 11:U7.C12.C22	16:U2.U4.C22 16:U5.U3.C06	26:U2.U6.C09.OB 26:U7.U2.C21.OB	36:U6.U4.C25.C06.PA 36:U3.U1.C18.C28.PA	41:U3.U3.C11.C12.C09.SR 41:U3.U6.C10.C10.C11.SR	46:U7.U4.U5.C01.C18.SR 46:U7.U5.U2.C14.C27.SR
RW Seaman Jacket DK. KHAKI with Detailed Jeans	42:U2.U1.C01.C17.C06.SR	11:U3.C09.C24 11:U5.C12.C18	16:U2.U7.C10 16:U4.U4.C01	26:U6.U6.C02.OB 26:U5.U1.C23.OB	36:U8.U3.C21.C25.PA 36:U4.U6.C20.C17.PA	41:U7.U3.C16.C22.C04.SR 41:U6.U5.C27.C01.C16.SR	46:U1.U5.U2.C25.C06.SR 46:U2.U4.U6.C17.C07.SR
RW Seaman Jacket DK. OLIVE with Detailed Jeans	42:U1.U8.C04.C18.C14.SR	11:U5.C18.C08 11:U8.C14.C04	16:U3.U2.C08 16:U6.U8.C26	26:U6.U1.C03.OB 26:U3.U4.C15.OB	36:U3.U6.C20.C11.PA 36:U8.U3.C09.C27.PA	41:U2.U1.C21.C28.C19.SR 41:U3.U2.C12.C03.C22.SR	46:U7.U4.U1.C03.C03.SR 46:U1.U1.U3.C08.C11.SR
RW Seaman Jacket DK. PURPLE with Detailed Jeans	42:U3.U3.C11.C15.C28.SR	11:U5.C24.C13 11:U2.C18.C27	16:U3.U5.C11 16:U7.U1.C01	26:U2.U6.C05.OB 26:U1.U4.C04.OB	36:U5.U6.C12.C06.PA 36:U2.U2.C17.C17.PA	41:U7.U2.C16.C24.C18.SR 41:U4.U1.C15.C13.C02.SR	46:U4.U5.U8.C25.C10.SR 46:U5.U4.U4.C04.C20.SR
RW Seaman Jacket DK. SEA GREEN with Detailed Jeans	42:U1.U7.C26.C09.C19.SR	11:U1.C24.C04 11:U5.C27.C25	16:U3.U6.C26 16:U7.U8.C09	26:U7.U5.C21.OB 26:U1.U3.C06.OB	36:U8.U4.C20.C27.PA 36:U8.U4.C19.C14.PA	41:U8.U8.C12.C09.C09.SR 41:U3.U5.C25.C15.C10.SR	46:U2.U1.U2.C13.C12.SR 46:U3.U3.U8.C02.C20.SR
RW Seaman Jacket DRAB OLIVE with Detailed Jeans	42:U5.U3.C09.C27.C23.SR	11:U4.C09.C10 11:U1.C08.C28	16:U5.U6.C01 16:U4.U5.C12	26:U6.U6.C20.OB 26:U3.U3.C17.OB	36:U4.U4.C01.C08.PA 36:U4.U4.C06.C16.PA	41:U5.U3.C20.C06.C21.SR 41:U1.U7.C06.C05.C12.SR	46:U8.U4.U1.C01.C13.SR 46:U7.U2.U3.C21.C19.SR
RW Seaman Jacket FIRE BRICK with Detailed Jeans	42:U2.U4.C14.C17.C03.SR	11:U8.C06.C05 11:U6.C05.C14	16:U5.U3.C08 16:U2.U3.C22	26:U1.U5.C12.OB 26:U1.U8.C02.OB	36:U5.U7.C21.C15.PA 36:U3.U8.C12.C02.PA	41:U3.U6.C02.C14.C15.SR 41:U7.U6.C03.C17.C05.SR	46:U1.U5.U1.C09.C12.SR 46:U2.U1.U7.C26.C04.SR
RW Seaman Jacket GOLD with Detailed Jeans	42:U4.U8.C01.C05.C24.SR	11:U1.C25.C21 11:U6.C25.C21	16:U1.U2.C06 16:U1.U1.C02	26:U6.U1.C04.OB 26:U6.U1.C06.OB	36:U8.U2.C04.C18.PA 36:U3.U1.C13.C13.PA	41:U6.U1.C20.C21.C17.SR 41:U7.U1.C13.C23.C25.SR	46:U8.U6.U7.C08.C03.SR 46:U4.U8.U4.C14.C06.SR
RW Seaman Jacket GREEN with Detailed Jeans	42:U2.U3.C01.C03.C11.SR	11:U8.C13.C20 11:U1.C10.C06	16:U8.U5.C16 16:U3.U5.C04	26:U1.U3.C19.OB 26:U4.U1.C07.OB	36:U6.U3.C06.C12.PA 36:U6.U1.C14.C01.PA	41:U2.U1.C08.C23.C08.SR 41:U3.U3.C07.C12.C21.SR	46:U1.U6.U8.C27.C27.SR 46:U6.U5.U1.C21.C08.SR
RW Seaman Jacket INDIGO with Detailed Jeans	42:U5.U2.C09.C07.C02.SR	11:U3.C01.C13 11:U1.C11.C14	16:U4.U6.C07 16:U4.U7.C04	26:U7.U5.C06.OB 26:U4.U7.C21.OB	36:U6.U6.C23.C06.PA 36:U3.U8.C20.C01.PA	41:U2.U8.C17.C22.C03.SR 41:U4.U3.C17.C09.C25.SR	46:U8.U3.U7.C21.C16.SR 46:U8.U1.U8.C14.C24.SR
RW Seaman Jacket KHAKI with Detailed Jeans	42:U2.U1.C05.C20.C17.SR	11:U2.C19.C14 11:U1.C24.C21	16:U1.U7.C22 16:U8.U3.C21	26:U5.U7.C24.OB 26:U5.U6.C10.OB	36:U8.U1.C05.C27.PA 36:U6.U2.C14.C19.PA	41:U1.U8.C09.C02.C23.SR 41:U4.U8.C14.C12.C01.SR	46:U7.U8.U6.C21.C14.SR 46:U5.U3.U7.C05.C19.SR

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Item Name ITEM COLOR ENHANCED ITEM STATS	RECIPES: BASIC RECIPES: ENHANCED	+1% PR +1% VR	+2% PR +2% VR	+3% PR +3% VR	+4% PR +4% VR	+5% PR +5% VR	+6% PR +6% VR
RW Seaman Jacket LT. CYAN *with Detailed Jeans*	42:U2.U5.C13.C17.C09.SR	11:U5.C20.C23 11:U2.C16.C25	16:U4.U2.C13 16:U6.U7.C15	26:U1.U5.C26.OB 26:U7.U4.C19.OB	36:U7.U1.C10.C07.PA 36:U6.U6.C02.C16.PA	41:U6.U1.C17.C05.C04.SR 41:U7.U1.C24.C11.C25.SR	46:U6.U5.U3.C01.C04.SR 46:U1.U6.U3.C11.C05.SR
RW Seaman Jacket LT. PURPLE *with Detailed Jeans*	42:U2.U5.C16.C21.C25.SR	11:U6.C03.C28 11:U5.C07.C19	16:U7.U8.C06 16:U7.U7.C20	26:U3.U4.C09.OB 26:U6.U3.C21.OB	36:U7.U7.C05.C19.PA 36:U2.U1.C17.C21.PA	41:U5.U1.C11.C24.C18.SR 41:U1.U8.C24.C17.C02.SR	46:U5.U7.U3.C11.C20.SR 46:U3.U1.U5.C26.C20.SR
RW Seaman Jacket MAGENTA *with Detailed Jeans*	42:U5.U8.C03.C02.C03.SR	11:U6.C18.C12 11:U7.C09.C16	16:U6.U6.C10 16:U6.U6.C03	26:U4.U8.C20.OB 26:U4.U5.C12.OB	36:U8.U6.C05.C21.PA 36:U5.U4.C09.C17.PA	41:U1.U5.C04.C13.C03.SR 41:U5.U7.C05.C10.C27.SR	46:U1.U7.U1.C17.C19.SR 46:U2.U1.U7.C24.C02.SR
RW Seaman Jacket MAROON *with Detailed Jeans*	42:U5.U5.C18.C02.C21.SR	11:U8.C15.C23 11:U7.C02.C26	16:U6.U4.C21 16:U4.U6.C12	26:U5.U8.C10.OB 26:U4.U8.C07.OB	36:U8.U4.C22.C08.PA 36:U1.U1.C10.C15.PA	41:U3.U2.C25.C04.C20.SR 41:U6.U1.C09.C10.C18.SR	46:U1.U4.U8.C04.C09.SR 46:U1.U3.U4.C02.C19.SR
RW Seaman Jacket MEDIUM ORCHID *with Detailed Jeans*	42:U8.U8.C22.C22.C03.SR	11:U3.C15.C24 11:U3.C17.C12	16:U3.U8.C02 16:U7.U7.C26	26:U2.U4.C23.OB 26:U7.U1.C04.OB	36:U2.U5.C09.C24.PA 36:U3.U4.C18.C13.PA	41:U7.U8.C14.C06.C24.SR 41:U1.U8.C07.C23.C26.SR	46:U2.U8.U5.C01.C06.SR 46:U7.U7.U1.C15.C05.SR
RW Seaman Jacket OLIVE *with Detailed Jeans*	42:U3.U5.C22.C21.C06.SR	11:U7.C27.C19 11:U1.C20.C10	16:U7.U7.C09 16:U3.U8.C28	26:U6.U2.C05.OB 26:U3.U5.C18.OB	36:U1.U3.C13.C27.PA 36:U3.U4.C11.C06.PA	41:U8.U1.C18.C03.C23.SR 41:U7.U8.C18.C24.C26.SR	46:U4.U7.U7.C15.C12.SR 46:U2.U6.U1.C10.C28.SR
RW Seaman Jacket ORANGE *with Detailed Jeans*	42:U2.U7.C07.C07.C17.SR	11:U5.C24.C07 11:U5.C06.C02	16:U3.U7.C10 16:U5.U1.C14	26:U2.U3.C11.OB 26:U8.U2.C14.OB	36:U4.U2.C20.C20.PA 36:U8.U5.C26.C18.PA	41:U7.U7.C25.C02.C10.SR 41:U1.U4.C26.C16.C08.SR	46:U4.U8.U4.C22.C28.SR 46:U4.U7.U6.C24.C02.SR
RW Seaman Jacket RED *with Detailed Jeans*	42:U3.U3.C01.C10.C10.SR	11:U1.C06.C28 11:U6.C18.C24	16:U7.U8.C07 16:U2.U1.C06	26:U1.U5.C16.OB 26:U4.U3.C22.OB	36:U2.U7.C08.C06.PA 36:U5.U3.C19.C14.PA	41:U7.U6.C18.C07.C27.SR 41:U3.U5.C17.C11.C17.SR	46:U5.U8.U1.C21.C20.SR 46:U2.U7.U6.C14.C23.SR
RW Seaman Jacket RED-ORANGE *with Detailed Jeans*	42:U7.U6.C21.C20.C09.SR	11:U3.C16.C11 11:U7.C18.C02	16:U6.U8.C21 16:U7.U6.C05	26:U8.U6.C02.OB 26:U3.U7.C28.OB	36:U3.U6.C01.C16.PA 36:U7.U5.C04.C05.PA	41:U8.U4.C15.C05.C19.SR 41:U7.U2.C27.C14.C17.SR	46:U5.U3.U3.C23.C16.SR 46:U3.U4.U4.C16.C10.SR
RW Seaman Jacket SALMON *with Detailed Jeans*	42:U7.U2.C14.C28.C22.SR	11:U4.C24.C03 11:U4.C08.C20	16:U2.U8.C24 16:U6.U1.C21	26:U3.U7.C17.OB 26:U1.U7.C05.OB	36:U3.U7.C23.C02.PA 36:U4.U1.C13.C12.PA	41:U2.U3.C17.C09.C15.SR 41:U3.U8.C12.C23.C06.SR	46:U4.U2.U3.C05.C10.SR 46:U3.U8.U1.C09.C27.SR
RW Seaman Jacket SEA GREEN *with Detailed Jeans*	42:U7.U6.C08.C12.C15.SR	11:U8.C05.C20 11:U1.C02.C03	16:U1.U5.C13 16:U3.U6.C04	26:U2.U6.C13.OB 26:U8.U7.C26.OB	36:U5.U1.C25.C22.PA 36:U2.U5.C06.C04.PA	41:U7.U5.C09.C15.C09.SR 41:U5.U3.C19.C16.C15.SR	46:U3.U5.U8.C17.C06.SR 46:U8.U4.U7.C10.C06.SR
RW Seaman Jacket SLATE GRAY *with Detailed Jeans*	42:U2.U8.C06.C17.C11.SR	11:U1.C18.C18 11:U3.C13.C13	16:U6.U2.C12 16:U3.U2.C26	26:U8.U5.C18.OB 26:U8.U8.C06.OB	36:U3.U3.C12.C13.PA 36:U1.U5.C15.C01.PA	41:U6.U8.C18.C16.C06.SR 41:U1.U3.C19.C22.C20.SR	46:U5.U3.U1.C27.C06.SR 46:U8.U5.U8.C17.C09.SR
RW Seaman Jacket TAN *with Detailed Jeans*	42:U8.U8.C07.C09.C14.SR	11:U2.C25.C01 11:U2.C17.C15	16:U8.U5.C13 16:U8.U1.C20	26:U7.U1.C20.OB 26:U6.U6.C25.OB	36:U3.U6.C20.C01.PA 36:U8.U4.C12.C18.PA	41:U3.U4.C19.C05.C15.SR 41:U8.U4.C02.C20.C28.SR	46:U2.U3.U6.C26.C06.SR 46:U4.U3.U3.C12.C12.SR
RW Seaman Jacket WHITE *with Detailed Jeans*	42:U7.U1.C19.C02.C25.SR	11:U6.C19.C10 11:U6.C07.C24	16:U3.U3.C28 16:U5.U2.C02	26:U8.U7.C11.OB 26:U8.U4.C12.OB	36:U6.U1.C19.C19.PA 36:U2.U5.C16.C27.PA	41:U8.U2.C05.C01.C18.SR 41:U3.U7.C15.C28.C20.SR	46:U4.U4.U5.C05.C13.SR 46:U7.U7.U4.C02.C10.SR
RW Seaman Jacket YELLOW *with Detailed Jeans*	42:U2.U6.C03.C02.C13.SR	11:U2.C15.C16 11:U4.C18.C04	16:U5.U1.C26 16:U1.U3.C23	26:U7.U5.C01.OB 26:U6.U5.C09.OB	36:U6.U2.C19.C06.PA 36:U4.U2.C20.C24.PA	41:U4.U4.C12.C23.C17.SR 41:U7.U4.C05.C25.C06.SR	46:U2.U8.U8.C22.C17.SR 46:U8.U8.U4.C02.C06.SR
RW Seaman Jacket YELLOW-GREEN *with Detailed Jeans*	42:U7.U5.C25.C01.C27.SR	11:U6.C06.C14 11:U3.C09.C15	16:U6.U2.C03 16:U8.U5.C05	26:U1.U2.C15.OB 26:U4.U2.C27.OB	36:U4.U5.C10.C07.PA 36:U2.U6.C04.C23.PA	41:U5.U3.C08.C17.C27.SR 41:U6.U8.C06.C14.C05.SR	46:U5.U8.U4.C08.C27.SR 46:U1.U6.U1.C03.C22.SR
RW Seaman Jacket *with Detailed Jeans* PURPLE	42:U2.U8.C23.C10.C13.SR	11:U4.C28.C13 11:U2.C18.C25	16:U7.U1.C18 16:U4.U1.C19	26:U1.U5.C27.OB 26:U2.U4.C28.OB	36:U5.U6.C15.C20.PA 36:U4.U5.C12.C22.PA	41:U3.U5.C20.C08.C08.SR 41:U4.U6.C01.C13.C23.SR	46:U8.U5.U1.C10.C07.SR 46:U4.U7.U8.C13.C01.SR
RW Zip Pullover Hoody BLACK & RED	11:U6.C13.C23	11:U4.C05.C23 11:U7.C19.C15	16:U3.U2.C17 16:U7.U6.C28	26:U8.U2.C09.OB 26:U2.U7.C16.OB	36:U5.U5.C02.C26.PA 36:U8.U7.C01.C12.PA	41:U3.U5.C06.C17.C14.SR 41:U3.U6.C01.C11.C11.SR	46:U6.U5.U7.C04.C01.SR 46:U3.U8.U3.C13.C17.SR
RW Zip Pullover Hoody BLACK & WHITE	11:U6.C02.C27	11:U7.C19.C22 11:U2.C04.C07	16:U4.U2.C20 16:U2.U4.C22	26:U7.U1.C08.OB 26:U7.U3.C16.OB	36:U1.U6.C16.C18.PA 36:U5.U7.C08.C05.PA	41:U5.U5.C27.C20.C16.SR 41:U7.U2.C07.C14.C26.SR	46:U3.U4.U1.C27.C14.SR 46:U8.U6.U7.C06.C10.SR
RW Zip Pullover Hoody BROWN & BLACK	11:U6.C23.C21	11:U8.C09.C22 11:U3.C02.C27	16:U8.U6.C14 16:U8.U3.C11	26:U8.U4.C18.OB 26:U4.U8.C27.OB	36:U6.U5.C25.C11.PA 36:U8.U2.C03.C17.PA	41:U1.U1.C05.C13.C23.SR 41:U6.U7.C01.C02.C13.SR	46:U7.U6.U7.C25.C02.SR 46:U7.U5.U5.C22.C13.SR
RW Zip Pullover Hoody BROWN & CYAN	11:U2.C27.C23	11:U7.C15.C08 11:U7.C06.C09	16:U8.U4.C24 16:U4.U7.C11	26:U1.U6.C04.OB 26:U1.U1.C05.OB	36:U1.U8.C15.C26.PA 36:U1.U6.C09.C08.PA	41:U1.U2.C21.C27.C13.SR 41:U6.U3.C25.C28.C02.SR	46:U6.U7.U1.C27.C20.SR 46:U4.U3.U8.C08.C20.SR
RW Zip Pullover Hoody BROWN & GREEN	11:U4.C26.C14	11:U8.C18.C25 11:U4.C07.C02	16:U1.U2.C19 16:U1.U3.C27	26:U2.U6.C16.OB 26:U1.U6.C27.OB	36:U6.U7.C22.C24.PA 36:U7.U6.C16.C17.PA	41:U6.U4.C13.C27.C26.SR 41:U3.U8.C10.C08.C08.SR	46:U3.U6.U3.C08.C06.SR 46:U6.U2.U7.C26.C26.SR
RW Zip Pullover Hoody DK. BROWN & LT. PURPLE	11:U3.C22.C11	11:U2.C27.C10 11:U7.C13.C14	16:U5.U8.C03 16:U4.U1.C20	26:U7.U1.C10.OB 26:U7.U6.C09.OB	36:U8.U7.C25.C25.PA 36:U2.U2.C01.C28.PA	41:U2.U7.C17.C23.C24.SR 41:U6.U3.C23.C28.C23.SR	46:U7.U6.U3.C11.C27.SR 46:U2.U2.U5.C24.C18.SR
RW Zip Pullover H. DK. BROWN & RED ORANGE	11:U3.C26.C06	11:U6.C15.C10 11:U6.C18.C14	16:U6.U6.C03 16:U1.U1.C01	26:U7.U3.C02.OB 26:U4.U8.C27.OB	36:U5.U5.C17.C06.PA 36:U6.U4.C11.C13.PA	41:U6.U8.C02.C04.C12.SR 41:U2.U7.C23.C01.C17.SR	46:U2.U5.U1.C27.C03.SR 46:U2.U2.U2.C28.C11.SR
RW Zip Pullover Hoody DK. CYAN & BROWN	11:U4.C13.C03	11:U8.C01.C18 11:U7.C06.C10	16:U3.U3.C20 16:U5.U8.C09	26:U7.U5.C04.OB 26:U8.U1.C19.OB	36:U8.U1.C12.C07.PA 36:U2.U7.C01.C14.PA	41:U5.U6.C14.C24.C02.SR 41:U6.U8.C06.C16.C21.SR	46:U1.U5.U2.C25.C10.SR 46:U3.U2.U7.C02.C13.SR
RW Zip Pullover Hoody DK. OLIVE & KHAKI	11:U5.C10.C16	11:U5.C28.C07 11:U4.C27.C12	16:U1.U5.C13 16:U2.U7.C11	26:U3.U4.C25.OB 26:U2.U5.C20.OB	36:U5.U5.C19.C12.PA 36:U3.U4.C18.C27.PA	41:U4.U4.C10.C07.C22.SR 41:U2.U6.C14.C01.C14.SR	46:U8.U5.U8.C28.C18.SR 46:U8.U6.U8.C02.C05.SR
RW Zip Pullover Hoody DK. PURPLE & GREEN	11:U3.C02.C11	11:U6.C02.C03 11:U7.C15.C07	16:U8.U2.C05 16:U2.U3.C06	26:U7.U3.C23.OB 26:U4.U6.C06.OB	36:U4.U5.C23.C17.PA 36:U8.U5.C04.C13.PA	41:U8.U5.C11.C07.C10.SR 41:U2.U3.C09.C06.C17.SR	46:U7.U1.U6.C18.C16.SR 46:U4.U5.U6.C18.C20.SR
RW Zip Pullover Hoody DK. RED & OLIVE GREEN	11:U3.C26.C14	11:U4.C06.C20 11:U2.C18.C17	16:U1.U6.C18 16:U2.U7.C20	26:U6.U1.C23.OB 26:U7.U6.C10.OB	36:U5.U1.C04.C07.PA 36:U1.U3.C06.C08.PA	41:U3.U5.C25.C26.C26.SR 41:U4.U2.C06.C14.C05.SR	46:U5.U6.U6.C26.C03.SR 46:U7.U8.U1.C26.C27.SR
RW Zip Pullover H. DK. SEA GREEN & LT. SEA GREEN	11:U6.C21.C13	11:U8.C06.C27 11:U3.C06.C12	16:U7.U1.C27 16:U6.U3.C14	26:U3.U2.C17.OB 26:U1.U8.C11.OB	36:U4.U4.C02.C02.PA 36:U5.U7.C14.C26.PA	41:U8.U7.C05.C07.C13.SR 41:U8.U8.C12.C05.C20.SR	46:U8.U7.U6.C08.C05.SR 46:U1.U8.U8.C16.C09.SR
RW Zip Pullover Hoody GOLD & DK. RED	11:U5.C11.C24	11:U6.C01.C13 11:U8.C26.C24	16:U6.U7.C13 16:U2.U7.C15	26:U5.U7.C19.OB 26:U2.U5.C01.OB	36:U7.U6.C07.C20.PA 36:U3.U7.C12.C19.PA	41:U6.U7.C28.C02.C18.SR 41:U4.U1.C08.C19.C20.SR	46:U7.U6.U8.C15.C08.SR 46:U4.U4.U6.C05.C25.SR

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Item Name ITEM COLOR ENHANCED ITEM STATS	RECIPES: BASIC RECIPES: ENHANCED	+1% PR +1% VR	+2% PR +2% VR	+3% PR +3% VR	+4% PR +4% VR	+5% PR +5% VR	+6% PR +6% VR
RW Zip Pullover Hoody INDIGO & YELLOW GREEN	11:U8.C09.C01	11:U3.C26.C22 11:U4.C28.C28	16:U1.U5.C11 16:U8.U1.C03	26:U3.U5.C28.OB 26:U1.U1.C05.OB	36:U3.U7.C24.C06.PA 36:U8.U2.C17.C15.PA	41:U4.U6.C20.C09.C05.SR 41:U1.U3.C12.C27.C19.SR	46:U4.U5.U8.C14.C22.SR 46:U2.U6.U5.C07.C13.SR
RW Zip Pullover Hoody KHAKI & DK. BROWN	11:U3.C27.C11	11:U3.C28.C01 11:U8.C02.C23	16:U2.U3.C13 16:U8.U1.C06	26:U6.U4.C12.OB 26:U5.U8.C03.OB	36:U7.U6.C18.C22.PA 36:U6.U6.C09.C02.PA	41:U5.U8.C03.C27.C07.SR 41:U4.U4.C16.C25.C07.SR	46:U3.U7.U5.C18.C09.SR 46:U1.U5.U3.C03.C07.SR
RW Zip Pullover Hoody LT. GRAY & BLACK	11:U6.C07.C15	11:U7.C01.C26 11:U3.C22.C22	16:U7.U4.C11 16:U1.U6.C03	26:U5.U5.C10.OB 26:U7.U1.C15.OB	36:U2.U5.C04.C24.PA 36:U6.U4.C06.C18.PA	41:U2.U8.C13.C25.C05.SR 41:U3.U6.C12.C01.C07.SR	46:U7.U4.U7.C04.C18.SR 46:U7.U6.U4.C26.C23.SR
RW Zip Pullover Hoody LT. GREEN & DK. GREEN	11:U3.C01.C22	11:U7.C27.C05 11:U1.C06.C26	16:U8.U5.C17 16:U8.U7.C23	26:U5.U6.C13.OB 26:U1.U3.C20.OB	36:U3.U3.C12.C14.PA 36:U5.U4.C25.C11.PA	41:U7.U7.C08.C14.C23.SR 41:U4.U8.C02.C25.C02.SR	46:U8.U2.U7.C07.C15.SR 46:U4.U5.U2.C06.C20.SR
RW Zip Pullover Hoody LT. PURPLE & DK. RED	11:U4.C23.C15	11:U6.C23.C21 11:U7.C10.C20	16:U4.U7.C10 16:U4.U7.C11	26:U4.U8.C19.OB 26:U4.U7.C21.OB	36:U7.U6.C20.C07.PA 36:U4.U2.C22.C10.PA	41:U1.U2.C25.C12.C07.SR 41:U8.U7.C15.C27.C22.SR	46:U8.U5.U7.C22.C26.SR 46:U8.U4.U2.C05.C06.SR
RW Zip Pullover Hoody LT. PURPLE & INDIGO	11:U6.C28.C02	11:U5.C12.C09 11:U4.C07.C20	16:U5.U5.C20 16:U4.U3.C07	26:U6.U7.C15.OB 26:U1.U1.C04.OB	36:U4.U3.C07.C14.PA 36:U1.U6.C09.C13.PA	41:U8.U2.C04.C25.C10.SR 41:U6.U5.C22.C21.C20.SR	46:U8.U7.U5.C25.C13.SR 46:U3.U8.U3.C13.C21.SR
RW Zip Pullover Hoody LT. PURPLE & SLATE GRAY	11:U4.C21.C11	11:U7.C23.C05 11:U3.C05.C18	16:U8.U5.C19 16:U8.U3.C11	26:U7.U6.C06.OB 26:U8.U8.C11.OB	36:U7.U3.C18.C17.PA 36:U2.U2.C13.C16.PA	41:U2.U4.C19.C14.C28.SR 41:U5.U7.C23.C02.C16.SR	46:U7.U1.U1.C10.C24.SR 46:U3.U7.U2.C13.C20.SR
RW Zip Pullover H. MAGENTA & DK. SLATE GRAY	11:U5.C16.C10	11:U8.C02.C10 11:U7.C28.C06	16:U8.U1.C09 16:U3.U1.C09	26:U6.U2.C19.OB 26:U5.U7.C22.OB	36:U5.U4.C09.C27.PA 36:U5.U5.C22.C20.PA	41:U6.U8.C16.C14.C11.SR 41:U3.U3.C17.C11.C06.SR	46:U4.U8.U7.C14.C12.SR 46:U1.U7.U5.C21.C26.SR
RW Zip Pullover Hoody OLIVE & GREEN	11:U7.C28.C03	11:U6.C26.C25 11:U5.C27.C04	16:U2.U4.C11 16:U7.U6.C21	26:U7.U2.C20.OB 26:U2.U8.C26.OB	36:U1.U4.C05.C03.PA 36:U3.U5.C16.C21.PA	41:U4.U1.C14.C26.C25.SR 41:U7.U8.C04.C17.C16.SR	46:U3.U8.U8.C03.C14.SR 46:U8.U2.U8.C13.C28.SR
RW Zip Pullover Hoody OLIVE & PURPLE	11:U7.C19.C13	11:U3.C05.C03 11:U6.C01.C03	16:U5.U6.C08 16:U1.U6.C16	26:U6.U1.C18.OB 26:U4.U4.C02.OB	36:U4.U3.C22.C27.PA 36:U5.U7.C16.C20.PA	41:U5.U2.C27.C02.C26.SR 41:U6.U2.C19.C18.C04.SR	46:U7.U6.U6.C22.C15.SR 46:U8.U8.U7.C23.C09.SR
RW Zip Pullover Hoody ORANGE & BLACK	11:U6.C12.C23	11:U3.C28.C21 11:U6.C22.C16	16:U3.U8.C24 16:U2.U3.C17	26:U7.U1.C19.OB 26:U8.U1.C02.OB	36:U8.U1.C04.C25.PA 36:U7.U6.C08.C28.PA	41:U1.U3.C11.C19.C10.SR 41:U5.U5.C07.C24.C04.SR	46:U1.U1.U3.C01.C06.SR 46:U7.U8.U5.C06.C23.SR
RW Zip Pullover H. ORANGE & DK. OLIVE GREEN	11:U2.C11.C16	11:U4.C03.C09 11:U3.C04.C18	16:U7.U6.C08 16:U2.U4.C18	26:U1.U3.C10.OB 26:U3.U7.C02.OB	36:U2.U2.C25.C02.PA 36:U6.U3.C24.C21.PA	41:U7.U1.C21.C27.C18.SR 41:U4.U2.C04.C04.C26.SR	46:U6.U7.U1.C24.C04.SR 46:U6.U8.U3.C12.C07.SR
RW Zip Pullover Hoody ORANGE & DK. OLIVE	11:U7.C15.C09	11:U7.C04.C24 11:U8.C07.C27	16:U6.U8.C19 16:U7.U7.C25	26:U2.U2.C26.OB 26:U1.U2.C04.OB	36:U8.U8.C09.C17.PA 36:U2.U7.C04.C24.PA	41:U5.U3.C16.C15.C11.SR 41:U5.U2.C10.C06.C26.SR	46:U2.U8.U5.C17.C07.SR 46:U2.U5.U1.C15.C28.SR
RW Zip Pullover Hoody PURPLE & AQUAMARINE	11:U6.C09.C12	11:U1.C24.C25 11:U3.C14.C27	16:U6.U3.C19 16:U3.U3.C08	26:U3.U5.C10.OB 26:U8.U7.C28.OB	36:U5.U6.C22.C09.PA 36:U3.U4.C02.C26.PA	41:U8.U6.C28.C18.C12.SR 41:U5.U6.C16.C05.C22.SR	46:U4.U3.U5.C16.C22.SR 46:U4.U2.U7.C20.C22.SR
RW Zip Pullover Hoody RED & GRAY	11:U6.C07.C08	11:U4.C02.C11 11:U6.C28.C11	16:U6.U6.C24 16:U3.U8.C18	26:U3.U7.C08.OB 26:U4.U1.C18.OB	36:U4.U3.C28.C23.PA 36:U3.U1.C25.C19.PA	41:U8.U8.C28.C28.C01.SR 41:U3.U2.C09.C02.C05.SR	46:U2.U8.U2.C16.C02.SR 46:U5.U7.U8.C02.C02.SR
RW Zip Pullover Hoody SEA GREEN & INDIGO	11:U5.C10.C27	11:U4.C16.C06 11:U2.C15.C27	16:U1.U4.C15 16:U4.U2.C27	26:U1.U3.C07.OB 26:U1.U3.C06.OB	36:U2.U4.C12.C17.PA 36:U1.U8.C28.C27.PA	41:U1.U5.C28.C12.C16.SR 41:U6.U4.C10.C23.C20.SR	46:U1.U3.U5.C11.C08.SR 46:U4.U7.U4.C05.C21.SR
RW Zip Pullover Hoody WHITE & GRAY	11:U1.C03.C09	11:U3.C12.C21 11:U1.C27.C06	16:U7.U1.C07 16:U4.U3.C01	26:U4.U5.C05.OB 26:U7.U7.C12.OB	36:U5.U2.C13.C25.PA 36:U2.U5.C11.C26.PA	41:U8.U8.C18.C20.C02.SR 41:U6.U4.C25.C11.C09.SR	46:U5.U2.U3.C10.C17.SR 46:U6.U2.U1.C22.C20.SR
RW Zip Pullover Hoody WHITE & GREEN-YELLOW	11:U5.C03.C07	11:U7.C27.C08 11:U8.C23.C15	16:U5.U8.C07 16:U1.U7.C24	26:U5.U1.C10.OB 26:U7.U8.C19.OB	36:U1.U2.C23.C03.PA 36:U2.U1.C11.C06.PA	41:U4.U1.C26.C19.C18.SR 41:U4.U1.C18.C24.C05.SR	46:U5.U6.U8.C15.C02.SR 46:U6.U2.U4.C11.C28.SR
RW Zip Pullover Hoody YELLOW & GRAY	11:U3.C26.C13	11:U7.C21.C15 11:U5.C05.C26	16:U3.U5.C28 16:U8.U5.C25	26:U6.U1.C18.OB 26:U6.U1.C13.OB	36:U2.U6.C02.C22.PA 36:U8.U7.C25.C16.PA	41:U4.U6.C28.C22.C13.SR 41:U6.U8.C20.C22.C07.SR	46:U4.U1.U6.C21.C26.SR 46:U8.U5.U4.C15.C17.SR
Tam Duster BLACK 24:RD 25P|F 1L|V 1L|SD 20P	32:U7.C20.C25.C11.PA 36:U3.U7.C05.C08.PA	13:U8.C26.C05 13:U6.C22.C18	17:U3.U8.C12 17:U4.U6.C04	28:U7.U8.C01.OB 27:U7.U3.C21.OB	38:U3.U3.C28.C04.PA 37:U6.U1.C26.C13.PA	42:U3.U7.C02.C26.C19.SR 42:U7.U1.C23.C04.C28.SR	47:U6.U4.U7.C26.C06.SR 47:U6.U7.U3.C19.C25.SR
Tam Duster BROWN 8:RD 4P|MD 2P	32:U4.C15.C25.C03.PA 20:U1.C15.C17.IF	12:U8.C23.C04 12:U6.C28.C07	17:U7.U7.C04 17:U5.U1.C17	28:U8.U1.C28.OB 27:U3.U4.C04.OB	37:U3.U8.C05.C16.PA 37:U5.U4.C27.C19.PA	42:U4.U5.C05.C05.C17.SR 43:U5.U4.C04.C26.C25.SR	47:U8.U1.U7.C22.C05.SR 48:U7.U2.U7.C12.C22.SR
Tam Duster CYAN 1:MXIS 30P	32:U3.C02.C28.C09.PA 12:U5.C25.C20	12:U3.C08.C20 13:U7.C23.C19	18:U4.U1.C04 17:U1.U8.C20	28:U6.U6.C25.OB 27:U7.U1.C21.OB	37:U4.U2.C19.C12.PA 37:U6.U1.C06.C15.PA	43:U4.U4.C06.C24.C28.SR 43:U5.U2.C16.C02.C26.SR	48:U6.U5.U3.C24.C25.SR 47:U8.U7.U1.C22.C04.SR
Tam Duster GREEN 1:SD 4P	32:U6.C22.C26.C17.PA 12:U3.C10.C14	12:U2.C17.C13 12:U4.C17.C15	17:U5.U1.C18 17:U8.U6.C18	28:U6.U3.C01.OB 27:U4.U7.C24.OB	37:U5.U6.C10.C01.PA 37:U7.U6.C22.C01.PA	42:U4.U6.C09.C22.C21.SR 43:U3.U2.C18.C28.C10.SR	47:U4.U2.U8.C23.C01.SR 48:U6.U7.U5.C22.C04.SR
Tam Duster OLIVE 1:SHR 2%	32:U4.C28.C06.C11.PA 12:U8.C12.C22	13:U7.C28.C08 12:U5.C26.C11	17:U4.U6.C02 17:U3.U3.C05	27:U4.U5.C28.OB 27:U7.U8.C07.OB	37:U8.U7.C24.C27.PA 37:U4.U3.C09.C07.PA	42:U1.U6.C17.C01.C07.SR 42:U8.U2.C21.C16.C11.SR	48:U1.U7.U1.C22.C03.SR 47:U4.U7.U6.C01.C26.SR
Tam Duster ORCHID 1:RD 12P	32:U1.C19.C19.C24.PA 13:U8.C24.C09	12:U7.C23.C08 12:U1.C22.C05	17:U3.U8.C19 17:U7.U3.C21	28:U1.U3.C11.OB 28:U4.U4.C16.OB	37:U7.U3.C13.C04.PA 38:U6.U7.C01.C10.PA	42:U4.U7.C25.C07.C28.SR 42:U6.U6.C08.C23.C04.SR	47:U6.U6.U2.C02.C11.SR 48:U3.U7.U2.C08.C25.SR
Tam Duster PLUM 8:RPDR 5%|MPDR 5%	32:U5.C07.C16.C12.PA 20:U8.C23.C11.IF	12:U6.C16.C20 12:U3.C20.C22	18:U1.U6.C12 17:U2.U8.C02	27:U7.U5.C28.OB 27:U6.U2.C08.OB	37:U2.U4.C09.C16.PA 37:U4.U2.C22.C06.PA	42:U6.U5.C19.C06.C06.SR 42:U7.U2.C13.C04.C16.SR	47:U4.U3.U3.C05.C14.SR 48:U6.U7.U5.C07.C19.SR
Tam Duster PURPLE 24:R 2L|KD 15P|RD 12P|MPDR 5%	32:U6.C01.C21.C11.PA 37:U5.U2.C08.C09.PA	12:U5.C25.C16 12:U6.C25.C09	17:U1.U6.C20 18:U3.U3.C23	27:U4.U4.C27.OB 27:U8.U3.C26.OB	38:U7.U8.C25.C27.PA 37:U5.U4.C05.C17.PA	43:U3.U3.C11.C05.C27.SR 42:U6.U1.C25.C23.C03.SR	47:U1.U5.U8.C22.C11.SR 47:U6.U8.U8.C14.C06.SR
Tam Duster RED 8:P 1L|SMGD 5P	32:U8.C17.C08.C28.PA 20:U7.C28.C27.IF	13:U4.C10.C22 13:U3.C16.C04	17:U7.U8.C13 17:U8.U7.C04	28:U5.U3.C03.OB 27:U1.U1.C16.OB	37:U6.U4.C26.C01.PA 38:U8.U6.C04.C18.PA	43:U1.U2.C16.C18.C15.SR 43:U8.U2.C14.C13.C24.SR	48:U8.U1.U6.C14.C28.SR 47:U6.U2.U3.C08.C10.SR
Tam Duster SIENNA 1:HR 1%	32:U4.C11.C07.C16.PA 13:U6.C17.C22	12:U1.C19.C27 13:U8.C05.C21	17:U3.U1.C17 17:U8.U6.C01	28:U5.U5.C13.OB 28:U7.U8.C01.OB	38:U3.U6.C25.C01.PA 37:U1.U8.C27.C01.PA	42:U8.U6.C28.C22.C27.SR 42:U6.U8.C27.C22.C05.SR	48:U2.U4.U1.C20.C01.SR 48:U2.U6.U8.C18.C22.SR
Traditional Gi BLACK/ORANGE 8:RD 8P|MD 3P	16:U8.U5.C22 18:U6.U6.C22	10:U4.C13.C04 10:U7.C28.C14	15:U3.U8.C06 15:U7.U6.C06	25:U7.U1.C20.OB 25:U3.U8.C16.OB	35:U3.U3.C26.C05.PA 35:U7.U3.C04.C19.PA	40:U7.U1.C17.C13.C25.PA 40:U4.U8.C07.C10.C04.PA	45:U6.U6.U4.C06.C07.SR 45:U8.U8.U6.C06.C21.SR

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Item Name *ITEM COLOR* ENHANCED ITEM STATS	RECIPES: BASIC RECIPES: ENHANCED	+1% PR +1% VR	+2% PR +2% VR	+3% PR +3% VR	+4% PR +4% VR	+5% PR +5% VR	+6% PR +6% VR
Traditional Gi BLACK/RED	16:U2.U6.C18	10:U7.C11.C04	15:U8.U5.C09	25:U6.U4.C27.OB	35:U4.U6.C21.C24.PA	40:U7.U1.C20.C24.C23.PA	45:U8.U5.U1.C02.C24.SR
1:DR 6P	10:U4.C19.C23	10:U8.C04.C11	15:U7.U5.C22	25:U7.U1.C07.OB	35:U5.U4.C09.C27.PA	40:U5.U3.C22.C09.C13.PA	45:U2.U1.U1.C19.C10.SR
Traditional Gi BLACK/WHITE	16:U3.U6.C21	10:U4.C05.C13	15:U1.U8.C06	25:U5.U5.C17.OB	35:U3.U2.C28.C22.PA	40:U1.U5.C03.C01.C25.PA	45:U8.U2.U8.C05.C08.SR
12:MXH 100P	10:U2.C16.C02	10:U4.C09.C26	15:U4.U3.C23	25:U4.U1.C26.OB	35:U4.U4.C14.C08.PA	40:U5.U7.C28.C02.C06.PA	45:U3.U1.U6.C26.C16.SR
Traditional Gi GREEN/BLACK	16:U8.U1.C19	10:U7.C11.C19	15:U5.U8.C16	25:U2.U1.C24.OB	35:U2.U5.C27.C09.PA	40:U6.U1.C13.C14.C21.PA	45:U5.U5.U3.C14.C18.SR
8:MD 11P|CE 3%	18:U8.U6.C11	10:U4.C17.C01	15:U7.U2.C03	25:U8.U2.C26.OB	35:U6.U4.C04.C24.PA	40:U7.U3.C12.C02.C09.PA	45:U1.U7.U2.C22.C01.SR
Traditional Gi GREEN/WHITE	16:U8.U3.C02	10:U6.C27.C23	15:U1.U7.C19	25:U3.U5.C04.OB	35:U4.U7.C17.C04.PA	40:U4.U2.C14.C10.C27.PA	45:U8.U1.U5.C05.C08.SR
14:MXH 100P|SMGD 3P	18:U6.U3.C09	10:U5.C08.C15	15:U4.U6.C19	25:U8.U6.C26.OB	35:U2.U4.C14.C03.PA	40:U7.U1.C23.C11.C01.PA	45:U6.U7.U8.C26.C09.SR
Traditional Gi PURPLE/YELLOW	16:U2.U1.C19	10:U4.C07.C16	15:U4.U6.C26	25:U8.U4.C03.OB	35:U5.U4.C17.C08.PA	40:U4.U8.C15.C26.C14.PA	45:U1.U7.U3.C25.C08.SR
1:DSA 3P	10:U1.C13.C06	10:U2.C27.C13	15:U8.U3.C05	25:U6.U6.C16.OB	35:U5.U7.C27.C05.PA	40:U1.U1.C02.C01.C26.PA	45:U7.U3.U2.C06.C06.SR
Traditional Gi RED/BLACK	16:U8.U5.C04	10:U6.C19.C26	15:U7.U7.C20	25:U6.U7.C14.OB	35:U2.U4.C22.C17.PA	40:U3.U2.C16.C06.C16.PA	45:U6.U4.U1.C28.C14.SR
1:LP 12P	10:U5.C17.C17	10:U3.C18.C10	15:U3.U8.C14	25:U3.U2.C10.OB	35:U6.U3.C24.C27.PA	40:U3.U3.C13.C09.C18.PA	45:U7.U1.U2.C21.C26.SR
Traditional Gi WHITE/BLACK	16:U5.U5.C16	10:U4.C05.C23	15:U1.U1.C08	25:U3.U3.C11.OB	35:U8.U2.C04.C14.PA	40:U3.U1.C01.C26.C09.PA	45:U2.U5.U7.C03.C28.SR
1:SS 12P	10:U7.C04.C09	10:U8.C05.C01	15:U1.U7.C01	25:U5.U8.C09.OB	35:U8.U4.C03.C23.PA	40:U1.U1.C02.C03.C23.PA	45:U3.U8.U6.C19.C24.SR
Traditional Gi WHITE/RED	16:U8.U6.C20	10:U8.C08.C19	15:U7.U2.C19	25:U5.U5.C08.OB	35:U1.U3.C21.C01.PA	40:U4.U8.C03.C06.C08.PA	45:U8.U6.U5.C04.C24.SR
12:MXH 100P	10:U1.C08.C24	10:U5.C08.C09	15:U7.U8.C22	25:U8.U4.C23.OB	35:U1.U6.C03.C02.PA	40:U5.U3.C20.C01.C13.PA	45:U6.U2.U6.C06.C20.SR
Traditional Gi YELLOW/GREEN	16:U6.U1.C16	10:U2.C02.C11	15:U4.U6.C25	25:U6.U3.C01.OB	35:U5.U4.C23.C06.PA	40:U2.U4.C16.C19.C24.PA	45:U6.U7.U3.C23.C15.SR
8:MPDR 10%|VTR 12%	18:U2.U1.C22	10:U2.C07.C16	15:U6.U8.C23	25:U4.U7.C10.OB	35:U6.U6.C26.C04.PA	40:U4.U3.C10.C15.C05.PA	45:U6.U2.U4.C22.C13.SR
Yoshi Asiri Trench BLACK	32:U6.C14.C14.C07.PA	11:U4.C23.C15	16:U6.U2.C05	26:U8.U4.C06.OB	36:U7.U3.C17.C17.PA	41:U8.U7.C28.C21.C25.SR	46:U1.U1.U3.C15.C03.SR
1:KD 5P	11:U3.C10.C13	11:U3.C17.C18	16:U5.U5.C28	26:U6.U4.C08.OB	36:U8.U4.C09.C17.PA	41:U6.U2.C22.C28.C28.SR	46:U1.U4.U7.C24.C26.SR
Yoshi Asiri Trench BROWN	32:U4.C10.C02.C04.PA	11:U1.C27.C14	16:U2.U5.C02	26:U5.U7.C03.OB	36:U4.U4.C11.C19.PA	41:U6.U4.C26.C08.C25.SR	46:U2.U3.U2.C03.C04.SR
1:MD 12P	11:U3.C21.C18	11:U5.C28.C02	16:U5.U8.C23	26:U1.U4.C06.OB	36:U5.U2.C18.C15.PA	41:U4.U5.C12.C24.C09.SR	46:U3.U5.U2.C23.C23.SR
Yoshi Asiri Trench DIRTY YELLOW	32:U8.C12.C26.C21.PA	11:U1.C23.C06	16:U5.U6.C15	26:U5.U4.C15.OB	36:U2.U5.C07.C23.PA	41:U1.U6.C09.C08.C21.SR	46:U5.U1.U6.C05.C24.SR
1:RD 12P	11:U2.C05.C08	11:U5.C07.C16	16:U4.U8.C23	26:U7.U5.C28.OB	36:U6.U1.C13.C25.PA	41:U1.U4.C11.C27.C16.SR	46:U1.U8.U6.C02.C13.SR
Yoshi Asiri Trench EGGPLANT	32:U6.C24.C27.C14.PA	11:U3.C26.C03	16:U6.U6.C27	26:U2.U2.C10.OB	36:U6.U4.C02.C11.PA	41:U8.U1.C06.C01.C03.SR	46:U8.U7.U7.C11.C15.SR
1:MD 5P	11:U8.C05.C01	11:U8.C04.C14	16:U7.U6.C06	26:U8.U3.C16.OB	36:U3.U6.C11.C04.PA	41:U4.U7.C04.C28.C09.SR	46:U1.U6.U7.C05.C14.SR
Yoshi Asiri Trench GRAY	32:U6.C12.C25.C03.PA	11:U1.C04.C01	16:U6.U6.C22	26:U6.U8.C27.OB	36:U7.U4.C15.C19.PA	41:U2.U6.C02.C13.C28.SR	46:U8.U5.U2.C13.C25.SR
1:MXIS 30P	11:U8.C17.C24	11:U6.C08.C08	16:U7.U6.C26	26:U5.U3.C09.OB	36:U5.U2.C04.C07.PA	41:U2.U1.C15.C07.C22.SR	46:U3.U1.U4.C28.C08.SR
Yoshi Asiri Trench GREEN	32:U6.C14.C04.C21.PA	11:U7.C03.C02	16:U6.U6.C21	26:U6.U1.C18.OB	36:U5.U3.C11.C17.PA	41:U7.U3.C18.C07.C02.SR	46:U5.U5.U3.C24.C12.SR
1:RD 5P	11:U2.C05.C12	11:U2.C24.C10	16:U5.U2.C10	26:U4.U7.C08.OB	36:U7.U8.C28.C20.PA	41:U7.U1.C25.C28.C25.SR	46:U6.U4.U4.C26.C06.SR
Yoshi Asiri Trench LAVENDER	32:U2.C19.C09.C27.PA	11:U3.C21.C25	16:U7.U2.C06	26:U4.U1.C15.OB	36:U1.U8.C28.C04.PA	41:U6.U4.C16.C27.C23.SR	46:U6.U4.U2.C26.C22.SR
1:IDR 15P	11:U1.C20.C26	11:U5.C04.C22	16:U4.U7.C13	26:U6.U5.C23.OB	36:U8.U7.C01.C15.PA	41:U5.U8.C17.C18.C27.SR	46:U7.U2.U3.C15.C25.SR
Yoshi Asiri Trench PALE GREEN	32:U1.C01.C19.C03.PA	11:U4.C18.C11	16:U4.U7.C06	26:U6.U2.C21.OB	36:U5.U2.C05.C23.PA	41:U1.U6.C08.C09.C08.SR	46:U5.U4.U7.C16.C08.SR
1:WA 10P	11:U4.C01.C11	11:U1.C27.C05	16:U7.U6.C01	26:U1.U6.C06.OB	36:U8.U7.C07.C06.PA	41:U2.U1.C14.C19.C26.SR	46:U8.U1.U3.C25.C19.SR
Yoshi Asiri Trench PURPLE	32:U1.C18.C01.C01.PA	11:U7.C20.C02	16:U7.U2.C09	26:U1.U4.C15.OB	36:U8.U1.C27.C24.PA	41:U1.U5.C26.C07.C08.SR	46:U6.U7.U3.C13.C19.SR
1:SJ 15P	11:U5.C27.C11	11:U6.C01.C12	16:U2.U8.C11	26:U3.U6.C23.OB	36:U6.U7.C04.C05.PA	41:U3.U4.C17.C26.C12.SR	46:U1.U2.U5.C17.C27.SR
Yoshi Asiri Trench RED	32:U1.C06.C15.C09.PA	11:U2.C25.C11	16:U5.U3.C04	26:U2.U7.C01.OB	36:U8.U8.C23.C15.PA	41:U8.U7.C07.C16.C16.SR	46:U8.U3.U5.C22.C16.SR
22:MXH 200P|VR 20%|DR 10P	27:U3.U7.C17.OB	11:U2.C01.C19	16:U5.U4.C21	26:U2.U8.C08.OB	36:U5.U8.C12.C09.PA	41:U1.U4.C18.C12.C05.SR	46:U3.U6.U8.C20.C17.SR
Yoshi Asiri Trench VIOLET	32:U4.C26.C17.C24.PA	11:U5.C01.C13	16:U3.U6.C02	26:U4.U3.C04.OB	36:U2.U4.C27.C04.PA	41:U7.U7.C27.C23.C28.SR	46:U7.U3.U2.C14.C07.SR
16:MXIS 30P|RD 12P|MD 12P	27:U5.U7.C04.OB	11:U8.C04.C20	16:U1.U7.C03	26:U6.U3.C15.OB	36:U7.U1.C17.C20.PA	41:U1.U2.C18.C02.C21.SR	46:U4.U6.U7.C05.C25.SR
Yoshi Asiri Trench WHITE	32:U8.C15.C02.C11.PA	11:U8.C18.C21	16:U3.U2.C06	26:U8.U4.C06.OB	36:U4.U2.C18.C08.PA	41:U4.U3.C14.C28.C11.SR	46:U1.U1.U3.C06.C21.SR
8:DSA 5P|RD 5P	19:U5.U6.C03	11:U2.C04.C04	16:U5.U4.C12	26:U1.U4.C25.OB	36:U6.U5.C02.C12.PA	41:U2.U1.C04.C12.C14.SR	46:U8.U7.U2.C21.C09.SR
Yoshi Asiri Trench YELLOW-GREEN	32:U3.C18.C04.C08.PA	11:U1.C14.C17	16:U3.U4.C20	26:U7.U3.C26.OB	36:U7.U5.C09.C02.PA	41:U2.U6.C23.C10.C03.SR	46:U4.U5.U7.C20.C16.SR
1:SD 12P	11:U5.C08.C05	11:U5.C17.C02	16:U7.U3.C14	26:U1.U6.C14.OB	36:U1.U7.C17.C27.PA	41:U5.U1.C17.C20.C17.SR	46:U2.U1.U1.C14.C17.SR
Yoshi Triga Trench BLACK	17:U6.U5.C04	11:U3.C12.C04	16:U5.U2.C10	26:U7.U1.C17.OB	36:U7.U2.C23.C04.PA	41:U8.U4.C05.C17.C09.SR	46:U5.U4.U3.C14.C19.SR
1:VR 12%	11:U4.C21.C18	11:U3.C25.C28	16:U1.U3.C27	26:U4.U4.C09.OB	36:U6.U1.C22.C26.PA	41:U6.U7.C19.C14.C01.SR	46:U1.U2.U1.C13.C15.SR
Yoshi Triga Trench BROWN	17:U6.U3.C20	11:U7.C17.C25	16:U5.U7.C24	26:U2.U8.C24.OB	36:U8.U2.C25.C13.PA	41:U8.U3.C27.C20.C04.SR	46:U6.U7.U3.C20.C19.SR
16:SHR 2%|SD 8P|VR 10%	27:U6.U8.C19.OB	11:U4.C05.C07	16:U8.U4.C24	26:U3.U7.C22.OB	36:U6.U7.C13.C09.PA	41:U1.U4.C26.C01.C25.SR	46:U8.U3.U1.C23.C14.SR
Yoshi Triga Trench GREEN	17:U6.U4.C24	11:U1.C13.C07	16:U5.U6.C21	26:U7.U7.C21.OB	36:U1.U4.C10.C27.PA	41:U7.U1.C22.C16.C27.SR	46:U5.U2.U1.C26.C23.SR
16:VR 10%|MD 12P|APC 10P	27:U8.U5.C03.OB	11:U6.C17.C04	16:U5.U3.C03	26:U8.U7.C09.OB	36:U7.U7.C04.C02.PA	41:U3.U2.C23.C20.C07.SR	46:U4.U5.U4.C26.C25.SR
Yoshi Triga Trench PURPLE	17:U1.U8.C27	11:U7.C19.C19	16:U2.U2.C04	26:U8.U5.C23.OB	36:U8.U6.C25.C09.PA	41:U1.U2.C09.C14.C12.SR	46:U8.U7.U1.C12.C15.SR
8:F 1L|KD 5P	19:U2.U3.C25	11:U1.C10.C25	16:U1.U5.C28	26:U7.U8.C24.OB	36:U1.U8.C26.C01.PA	41:U8.U5.C24.C25.C12.SR	46:U8.U5.U2.C06.C26.SR
Yozamaki Kei Jacket BLACK	32:U3.C14.C23.C15.PA	12:U3.C25.C15	17:U1.U1.C11	27:U6.U2.C14.OB	38:U2.U5.C21.C25.PA	42:U2.U8.C14.C26.C20.SR	48:U4.U5.U4.C22.C26.SR
16:B 3L|MD 5P|R 3L	28:U8.U4.C28.OB	12:U2.C11.C15	18:U7.U2.C19	27:U6.U2.C26.OB	38:U2.U6.C21.C05.PA	42:U2.U5.C19.C20.C26.SR	47:U6.U8.U5.C04.C27.SR
Yozamaki Kei Jacket BROWN	32:U3.C13.C08.C24.PA	13:U3.C09.C17	17:U5.U4.C23	28:U6.U1.C03.OB	38:U3.U3.C25.C05.PA	43:U4.U1.C25.C26.C01.SR	47:U5.U2.U3.C13.C12.SR
16:MXH 200P	13:U5.C27.C15	12:U5.C06.C25	17:U2.U8.C22	27:U1.U3.C20.OB	37:U4.U8.C05.C12.PA	43:U3.U1.C28.C12.C05.SR	47:U6.U7.U5.C16.C13.SR
Yozamaki Kei Jacket DIM TEAL	32:U7.C11.C09.C22.PA	12:U6.C19.C12	18:U3.U1.C23	28:U3.U6.C22.OB	38:U4.U2.C25.C25.PA	42:U5.U1.C14.C03.C08.SR	48:U2.U5.U6.C16.C12.SR
16:VD 12P|VTR 20%|ABC 10P	28:U6.U5.C28.OB	12:U1.C28.C27	18:U4.U5.C16	27:U5.U8.C20.OB	37:U6.U5.C02.C23.PA	43:U4.U1.C19.C11.C16.SR	47:U3.U7.U2.C03.C27.SR
Yozamaki Kei Jacket MAGENTA	32:U8.C27.C24.C26.PA	12:U4.C25.C19	17:U5.U8.C02	28:U2.U1.C09.OB	38:U2.U4.C28.C23.PA	42:U5.U2.C20.C07.C20.SR	47:U3.U1.U3.C19.C18.SR
8:SPDR 5%|LP 5P	20:U8.C05.C10.IF	12:U7.C11.C17	17:U1.U4.C07	27:U3.U2.C23.OB	37:U1.U6.C04.C09.PA	43:U8.U4.C19.C28.C11.SR	48:U1.U3.U3.C14.C02.SR

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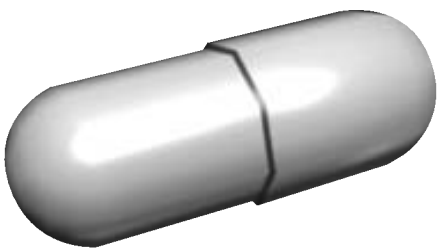
Item Name ITEM COLOR ENHANCED ITEM STATS	RECIPES: BASIC RECIPES: ENHANCED	+1% PR +1% VR	+2% PR +2% VR	+3% PR +3% VR	+4% PR +4% VR	+5% PR +5% VR	+6% PR +6% VR
Yozamaki Kei Jacket PURPLE	32:U5.C08.C18.C10.PA	13:U3.C27.C10	17:U7.U8.C07	27:U4.U3.C20.OB	37:U5.U7.C19.C16.PA	43:U5.U6.C27.C09.C09.SR	47:U4.U4.U3.C04.C22.SR
1:RFD 5P	13:U2.C28.C24	13:U1.C03.C18	18:U8.U4.C25	28:U3.U7.C15.OB	38:U5.U4.C11.C21.PA	42:U8.U5.C08.C18.C21.SR	47:U5.U2.U1.C27.C13.SR
Yozamaki Kei Jacket RED	32:U4.C11.C04.C03.PA	13:U7.C24.C19	17:U5.U8.C18	27:U1.U6.C13.OB	37:U7.U8.C20.C06.PA	42:U8.U1.C17.C04.C19.SR	48:U6.U2.U5.C11.C02.SR
1:SHR 2%	12:U5.C08.C11	12:U5.C14.C09	17:U4.U5.C05	27:U8.U2.C08.OB	37:U3.U1.C27.C07.PA	42:U1.U5.C03.C04.C17.SR	47:U4.U4.U1.C20.C12.SR
Yozamaki Kei Jacket SIENNA	32:U8.C15.C17.C12.PA	12:U1.C27.C15	18:U7.U7.C24	28:U8.U3.C11.OB	37:U4.U7.C09.C05.PA	42:U2.U7.C25.C13.C03.SR	47:U6.U7.U1.C11.C14.SR
16:F 3L|MPDR 5%|RPDR 5%	28:U1.U8.C06.OB	12:U7.C02.C05	18:U8.U5.C18	27:U8.U2.C19.OB	38:U2.U2.C15.C03.PA	42:U7.U5.C08.C25.C09.SR	48:U6.U2.U1.C23.C06.SR
Yozamaki Kei Jacket TEAL	32:U8.C23.C28.C08.PA	12:U3.C24.C19	17:U7.U5.C23	27:U5.U8.C08.OB	37:U2.U5.C25.C01.PA	43:U4.U6.C05.C24.C17.SR	47:U5.U8.U7.C21.C16.SR
1:SHR 2%	13:U8.C07.C06	12:U8.C19.C19	17:U2.U1.C21	27:U3.U2.C19.OB	37:U4.U4.C17.C03.PA	43:U7.U4.C01.C06.C07.SR	48:U2.U8.U7.C04.C27.SR
Yozamaki Sei Jacket BLACK	32:U1.C19.C23.C10.PA	12:U5.C15.C23	17:U7.U1.C04	27:U8.U4.C07.OB	37:U2.U2.C04.C09.PA	42:U3.U7.C24.C23.C15.SR	48:U1.U6.U4.C14.C04.SR
16:MD 24P|HR 20%|VDEF 20P	28:U8.U6.C26.OB	13:U1.C08.C21	17:U2.U4.C25	28:U2.U4.C26.OB	38:U7.U3.C12.C18.PA	43:U5.U1.C15.C08.C14.SR	47:U5.U7.U5.C16.C12.SR
Yozamaki Sei Jacket BROWN	32:U6.C22.C03.C10.PA	13:U8.C15.C06	18:U5.U1.C22	27:U1.U1.C09.OB	37:U2.U5.C06.C25.PA	42:U3.U5.C01.C09.C03.SR	48:U5.U8.U1.C10.C13.SR
8:SISR 2%|CE 5%	20:U1.C23.C01.IF	13:U7.C13.C06	17:U6.U4.C19	27:U6.U8.C21.OB	38:U8.U3.C05.C24.PA	43:U3.U6.C04.C26.C18.SR	47:U5.U3.U1.C18.C21.SR
Yozamaki Sei Jacket BURLY WOOD	32:U5.C02.C28.C05.PA	12:U7.C27.C25	17:U4.U6.C10	28:U1.U6.C02.OB	37:U5.U1.C23.C11.PA	42:U6.U2.C07.C16.C03.SR	47:U7.U7.U3.C13.C16.SR
1:V 3L	12:U4.C25.C02	13:U2.C01.C11	18:U7.U8.C20	28:U3.U1.C10.OB	37:U4.U5.C03.C05.PA	42:U6.U2.C18.C03.C14.SR	47:U7.U7.U5.C17.C25.SR
Yozamaki Sei Jacket DEEP AQUAMARINE	32:U7.C11.C15.C17.PA	13:U6.C07.C21	17:U8.U5.C24	27:U2.U2.C26.OB	37:U6.U4.C09.C09.PA	43:U5.U8.C28.C05.C23.SR	47:U1.U1.U3.C17.C19.SR
8:MD 12P|B 3L	20:U5.C28.C22.IF	12:U4.C11.C11	17:U8.U6.C13	28:U3.U5.C21.OB	37:U1.U1.C16.C19.PA	43:U4.U2.C19.C03.C21.SR	47:U6.U3.U8.C28.C17.SR
Yozamaki Sei Jacket DEEP CRIMSON	32:U4.C09.C18.C13.PA	12:U6.C26.C25	18:U7.U4.C28	27:U6.U6.C07.OB	37:U2.U5.C20.C06.PA	42:U6.U8.C27.C28.C20.SR	48:U6.U6.U7.C10.C22.SR
16:RPDR 5%|HD 5P|UC 10P|AD 15P	36:U5.U6.C21.C16.PA	12:U8.C09.C12	18:U8.U5.C13	27:U3.U1.C15.OB	38:U5.U3.C12.C05.PA	42:U6.U1.C27.C22.C07.SR	47:U2.U3.U1.C12.C24.SR
Yozamaki Sei Jacket DIM YELLOW	32:U4.C03.C26.C24.PA	12:U7.C17.C23	17:U1.U5.C13	27:U1.U8.C02.OB	37:U2.U1.C05.C22.PA	42:U4.U4.C07.C23.C07.SR	48:U5.U7.U4.C25.C15.SR
1:MDL 20P	12:U8.C22.C20	12:U2.C16.C12	17:U5.U1.C06	27:U7.U1.C07.OB	37:U7.U7.C11.C19.PA	42:U7.U8.C04.C10.C04.SR	47:U5.U3.U5.C12.C28.SR
Yozamaki Sei Jacket EGGPLANT	32:U5.C14.C15.C23.PA	12:U2.C23.C02	17:U4.U6.C07	28:U8.U1.C03.OB	37:U5.U3.C05.C06.PA	42:U5.U3.C13.C25.C04.SR	47:U3.U1.U3.C08.C18.SR
1:SLR 10%	12:U8.C25.C16	12:U5.C05.C26	17:U6.U5.C14	27:U3.U1.C07.OB	38:U1.U8.C28.C28.PA	42:U6.U4.C11.C10.C04.SR	48:U7.U8.U6.C21.C28.SR
Yozamaki Sei Jacket GRAY	32:U7.C23.C04.C26.PA	12:U6.C21.C16	17:U5.U5.C28	28:U2.U1.C10.OB	37:U1.U2.C07.C19.PA	42:U6.U7.C12.C03.C11.SR	48:U6.U3.U1.C17.C13.SR
16:VR 15%|CE 10%|LP 20P	28:U1.U7.C01.OB	13:U2.C24.C19	17:U2.U4.C15	27:U8.U4.C10.OB	38:U2.U7.C06.C23.PA	43:U5.U8.C10.C23.C01.SR	47:U8.U2.U1.C23.C21.SR
Yozamaki Sei Jacket GREEN	32:U4.C04.C09.C09.PA	12:U2.C11.C22	17:U8.U8.C06	27:U8.U2.C14.OB	38:U1.U3.C03.C05.PA	42:U1.U4.C06.C02.C05.SR	47:U2.U6.U4.C07.C23.SR
1:VTR 20%	12:U3.C09.C24	12:U8.C06.C27	18:U6.U3.C16	28:U4.U2.C13.OB	37:U3.U1.C23.C15.PA	42:U7.U2.C02.C10.C21.SR	47:U1.U3.U3.C05.C03.SR
Yozamaki Sei Jacket MAGENTA	32:U6.C11.C20.C02.PA	12:U1.C05.C25	17:U3.U6.C24	27:U3.U1.C03.OB	37:U4.U8.C18.C22.PA	42:U3.U3.C02.C09.C16.SR	48:U1.U6.U3.C12.C14.SR
1:RPDR 15%	13:U6.C09.C27	12:U4.C15.C25	18:U7.U6.C07	27:U7.U3.C24.OB	37:U3.U7.C28.C15.PA	42:U7.U5.C28.C04.C12.SR	47:U2.U4.U8.C09.C17.SR
Yozamaki Sei Jacket ORANGE	32:U8.C01.C26.C18.PA	12:U7.C10.C02	17:U2.U6.C17	27:U2.U4.C19.OB	37:U4.U2.C08.C08.PA	42:U4.U8.C15.C07.C02.SR	48:U7.U1.U8.C26.C11.SR
16:MXH 200P	12:U4.C25.C02	13:U7.C13.C06	18:U5.U2.C06	27:U3.U8.C04.OB	37:U8.U2.C25.C14.PA	42:U5.U8.C24.C17.C04.SR	47:U3.U8.U8.C16.C24.SR
Yozamaki Sei Jacket PURPLE	32:U2.C26.C23.C13.PA	12:U6.C01.C19	17:U6.U7.C20	28:U2.U2.C28.OB	38:U7.U5.C11.C22.PA	42:U2.U4.C24.C04.C11.SR	47:U8.U7.U8.C06.C07.SR
1:AD 5P	12:U7.C24.C03	12:U6.C01.C28	18:U8.U7.C20	27:U1.U8.C09.OB	38:U3.U8.C04.C10.PA	42:U5.U1.C09.C08.C07.SR	48:U1.U8.U1.C14.C15.SR
Yozamaki Sei Jacket RED	32:U1.C11.C11.C17.PA	13:U4.C13.C18	17:U6.U4.C14	27:U1.U8.C24.OB	37:U2.U6.C06.C25.PA	42:U1.U7.C17.C18.C20.SR	48:U6.U3.U7.C18.C17.SR
1:RPDR 15%	13:U7.C07.C08	12:U8.C17.C02	18:U2.U8.C19	27:U4.U1.C28.OB	37:U3.U4.C12.C06.PA	42:U1.U7.C24.C01.C11.SR	47:U2.U8.U5.C24.C11.SR
Yozamaki Trench BROWN	42:U1.U1.C28.C21.C18.SR	11:U6.C28.C26	16:U1.U6.C14	26:U6.U1.C08.OB	36:U4.U1.C21.C24.PA	41:U1.U1.C19.C06.C24.SR	46:U1.U5.U7.C01.C15.SR
16:RD 12P|MD 12P|SMGD 5P	27:U8.U6.C10.OB	11:U6.C23.C21	16:U7.U6.C06	26:U4.U6.C25.OB	36:U4.U8.C06.C14.PA	41:U7.U4.C26.C27.C05.SR	46:U2.U3.U3.C19.C11.SR
Yozamaki Trench DIM GREEN	42:U3.U1.C05.C04.C28.SR	11:U3.C23.C03	16:U1.U8.C11	26:U1.U6.C21.OB	36:U5.U5.C23.C20.PA	41:U2.U6.C09.C15.C16.SR	46:U1.U5.U8.C07.C03.SR
16:DR 10P|UDR 5%|HD 2P|CE 2%|WA 5P	27:U5.U1.C21.OB	11:U6.C12.C10	16:U5.U8.C17	26:U8.U2.C12.OB	36:U7.U8.C24.C18.PA	41:U5.U6.C26.C05.C09.SR	46:U8.U4.U7.C06.C19.SR
Yozamaki Trench GREEN	42:U6.U3.C17.C18.C19.SR	11:U2.C26.C02	16:U4.U7.C07	26:U7.U4.C22.OB	36:U8.U1.C14.C24.PA	41:U7.U8.C12.C20.C12.SR	46:U7.U8.U4.C22.C20.SR
16:MXH 200P	11:U4.C21.C06	11:U2.C19.C17	16:U6.U7.C20	26:U5.U4.C09.OB	36:U5.U3.C13.C03.PA	41:U4.U4.C06.C25.C21.SR	46:U8.U4.U6.C06.C14.SR
Yozamaki Trench PURPLE	42:U5.U2.C10.C25.C18.SR	11:U2.C23.C21	16:U7.U2.C08	26:U7.U1.C15.OB	36:U7.U7.C16.C08.PA	41:U2.U7.C17.C27.C15.SR	46:U7.U2.U3.C21.C21.SR
24:RD 12P|MPDR 5%|MD 12P|RPDR 5%	35:U7.U3.C05.C12.PA	11:U4.C16.C22	16:U8.U3.C11	26:U1.U5.C21.OB	36:U1.U2.C06.C15.PA	41:U3.U4.C25.C11.C08.SR	46:U7.U2.U2.C27.C27.SR
Yozamaki Trench RED	42:U7.U1.C01.C28.C05.SR	11:U1.C08.C15	16:U8.U3.C22	26:U7.U6.C18.OB	36:U1.U1.C27.C05.PA	41:U2.U6.C22.C04.C26.SR	46:U5.U6.U7.C22.C14.SR
1:HR 9%	11:U3.C15.C06	11:U1.C12.C21	16:U1.U7.C24	26:U1.U2.C03.OB	36:U6.U3.C06.C15.PA	41:U2.U1.C05.C28.C18.SR	46:U1.U3.U1.C20.C22.SR
Yozamaki Trench SEA GREEN	42:U4.U1.C13.C01.C18.SR	11:U5.C13.C03	16:U5.U3.C27	26:U5.U3.C10.OB	36:U3.U8.C23.C11.PA	41:U8.U2.C12.C05.C03.SR	46:U3.U2.U6.C05.C25.SR
1:RPDR 15%	11:U7.C23.C02	11:U6.C18.C14	16:U4.U1.C24	26:U1.U3.C04.OB	36:U4.U6.C01.C28.PA	41:U5.U1.C04.C11.C13.SR	46:U4.U4.U4.C18.C02.SR
Yozamaki Trench WHITE	42:U7.U7.C03.C25.C12.SR	11:U4.C01.C24	16:U1.U5.C16	26:U3.U7.C02.OB	36:U3.U4.C24.C08.PA	41:U4.U7.C01.C09.C08.SR	46:U2.U4.U3.C23.C06.SR
1:MD 12P	11:U4.C03.C20	11:U8.C04.C18	16:U4.U4.C28	26:U3.U6.C19.OB	36:U6.U5.C17.C05.PA	41:U7.U3.C10.C12.C08.SR	46:U8.U7.U5.C11.C21.SR



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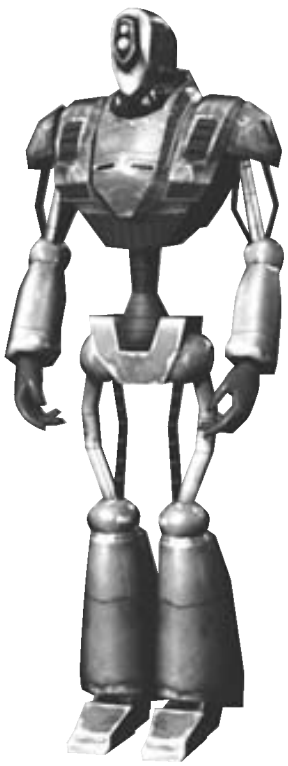
MALE SUNGLASSES

Name COLOR	Basic Recipe	Enhanced Item Stats	Enhanced Recipe
Blockers GREEN	12:U5.C16.C20	1:WA 3P	7:U7.C24
Blockers GREY	12:U7.C16.C03	8:RD 7P|MD 7P	15:U4.U5.C21
Blockers JADE	12:U4.C13.C18	1:RD 8P	7:U7.C19
Blockers MAGENTA	12:U2.C23.C04	8:LDNS 6P|6S 12P	15:U8.U7.C14
Blockers ORANGE	12:U2.C22.C28	8:F 1L|RFD 15P	15:U1.U3.C07
Blockers PURPLE	12:U1.C12.C25	8:DSA 3P|DDR 1P	15:U8.U7.C04
Blockers RED	12:U7.C26.C10	1:HGD 3P	7:U1.C16
Blockers YELLOW	12:U2.C07.C22	1:MD 11P	7:U2.C08
Emerena AMETHYST	27:U4.U7.C28.OB	1:R 3L	7:U4.C13
Emerena BROWN	27:U2.U6.C04.OB	8:SD 12P|MD 5P	15:U8.U1.C23
Emerena EMERALD	27:U7.U4.C03.OB	16:MD 12P|VDEF 12P|VD 12P	23:U2.C06.C26.OB
Emerena GREEN	27:U3.U6.C21.OB	1:RD 12P	7:U6.C07
Emerena PURPLE	27:U7.U5.C19.OB	1:VD 24P	7:U4.C03
Emerena RED	27:U4.U6.C26.OB	1:VTR 20%	7:U6.C04
Emerena WHITE	27:U6.U7.C20.OB	1:RD 12P	7:U2.C16
Emerena YELLOW	27:U5.U8.C18.OB	1:VD 12P	7:U6.C08
Pravea AMETHYST	27:U2.U3.C11.OB	1:F 3L	7:U3.C28
Pravea BROWN	27:U5.U1.C20.OB	1:MVS 5%	7:U5.C16
Pravea EMERALD	27:U6.U7.C24.OB	24:MD 22P|HR 20%|VDEF 20P	31:U4.C17.C09.C27.PA
Pravea GREEN	27:U1.U8.C15.OB	8:MPDR 5%|RPDR 5%	15:U5.U8.C20
Pravea PURPLE	27:U4.U2.C22.OB	16:MXH 200P	7:U3.C26
Pravea RED	27:U3.U2.C14.OB	1:B 3L	7:U6.C08
Pravea WHITE	27:U5.U2.C22.OB	1:MD 5P	7:U4.C24
Pravea YELLOW	27:U8.U1.C14.OB	1:MXIS 30P	7:U1.C17
Rifters BROWN	2:C26.C08	6:MXH 50P	13:U2.C27.C13
Rifters GREEN	2:C03.C23	8:6S 10P|HGD 10P	15:U1.U3.C11
Rifters GREY	1:C10.C10	1:RPDR 5%	7:U5.C07
Rifters INDIGO	2:C25.C14	8:MD 4P|MXH 50P	15:U2.U2.C24
Rifters JADE	2:C26.C04	1:RD 4P	7:U1.C10
Rifters MAGENTA	2:C23.C22	1:CW 10P	7:U2.C02
Rifters PURPLE	2:C20.C07	10:MXH 50P|MXIS 10P	17:U7.U8.C14
Rifters RED	1:C28.C04	8:VD 4P|VTR 8%	15:U4.U3.C16
Sector AMETHYST	2:C10.C26	1:UDR 2%|HD 1P|CE 1%	7:U5.C08
Sector BROWN	2:C13.C25	8:VD 4P|DR 4P	15:U8.U8.C06
Sector EMERALD	2:C19.C11	8:MXIS 10P|MD 4P	15:U2.U7.C11
Sector GREEN	2:C11.C27	1:MD 4P	7:U2.C27
Sector PURPLE	2:C15.C18	1:HR 1%	7:U1.C24
Sector RED	2:C02.C03	6:MXH 50P	13:U6.C23.C27
Sector WHITE	1:C11.C14	8:STEALTH 10P|MD 2P	15:U6.U7.C04
Sector YELLOW	2:C07.C02	1:P 1L	7:U3.C16
Silver Shard AMETHYST	37:U4.U5.C26.C23.PA	16:RD 12P|VR 20%|SD 12P	23:U1.C11.C22.OB
Silver Shard BROWN	37:U8.U8.C12.C15.PA	1:VTR 20%	7:U5.C28
Silver Shard EMERALD	37:U5.U8.C10.C13.PA	8:MXIS 30P|KD 5P	15:U4.U8.C10
Silver Shard GREEN	37:U5.U7.C13.C15.PA	8:VD 12P|DDR 2P	15:U4.U8.C21
Silver Shard PURPLE	37:U7.U6.C19.C14.PA	1:RD 12P	7:U3.C06
Silver Shard RED	37:U1.U4.C27.C25.PA	1:MAX BUFFER 10P	7:U5.C12
Silver Shard WHITE	37:U2.U1.C04.C12.PA	1:SHR 2%	7:U8.C21
Silver Shard YELLOW	37:U5.U3.C01.C27.PA	16:MXH 200P	7:U8.C21
Trea AMETHYST	12:U4.C01.C11	1:VR 10%	7:U8.C23
Trea BROWN	12:U4.C06.C06	8:MVS 5%|MD 5P	15:U5.U3.C20
Trea EMERALD	12:U1.C20.C06	12:MXH 100P	7:U2.C07
Trea GREEN	12:U6.C05.C09	24:V 2L|KFD 3P|HR 6%|ST 1P	31:U1.C05.C04.C05.PA
Trea PURPLE	12:U8.C04.C10	24:CS 15P|MD 15P|VGR 15P|RS 5P	31:U6.C27.C13.C13.PA
Trea RED	12:U4.C20.C11	8:R 1L|AD 5P	15:U4.U5.C16
Trea TOPAZ	12:U5.C05.C02	8:P 1L|AD 5P	15:U3.U7.C26
Trea WHITE	12:U3.C03.C17	8:VGR 10%|AD 5P	15:U7.U8.C15

MALE GLOVES & HATS

Name COLOR	Basic Recipe	Enhanced Item Stats	Enhanced Recipe
Male Gloves			
Arasiki Threaders Gloves	3:C16.C08	1:MPDR 5%	8:U5.C04
Barrelhead Gauntlets	38:U7.U1.C14.C03.PA	1:DSA 5P	8:U6.C17
Hosh Mangler Gauntlets	13:U2.C06.C02	8:MPDR 10%|DDR 1P	16:U8.U8.C24
Steen Basher Combat Gl.	13:U8.C12.C13	20:MXH 100P|MD 3P|P 2L	24:U6.C17.C02.OB
Steen Combat Gauntlets	1:C18.C17	16:MXH 200P	8:U7.C16
Steen Threaders Gloves	3:C10.C20	8:AD 2P|UDR 2%|HD 1P|CE 1%	16:U4.U8.C20
Male Hats			
Archer Fedora	39:U2.U3.C22.C14.PA	16:RD 12P|DSA 5P|MXIS 30P	25:U8.U3.C02.OB
Bandana BLACK	10:U3.C14.C26		
Bandana BLUE	10:U5.C17.C19		
Bandana RED	10:U2.C28.C09		
Barrelhead Street Beanie	1:C26.C13	1:AD 2P	9:U5.C26
Baseball Cap	5:U4.C26		
Commando Beret	29:U3.U4.C25.OB	8:MXIS 30P|SHR 2%	17:U7.U1.C17
Fedora	4:C26.C19	1:KD 2P	9:U2.C05
Flat Cap	14:U5.C13.C08	12:MXH 100P	9:U2.C23
Knit Beanie	14:U4.C06.C10	8:RPDR 10%|ISR 3%	17:U3.U2.C25
Machello Beret	14:U5.C09.C04	12:MXH 100P	9:U6.C03
Newsie Cap	4:C24.C11	1:MD 4P	9:U3.C26
Street Wrangler	39:U8.U1.C09.C27.PA	1:SMGD 5P	9:U8.C07



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MALE PANTS

Item Name ITEM COLOR ENHANCED ITEM STATS	RECIPES: BASIC RECIPES: ENHANCED	+1% PR +1% VR	+2% PR +2% VR	+3% PR +3% VR	+4% PR +4% VR	+5% PR +5% VR	+6% PR +6% VR
Arasiki Leather Pants BLACK	15:U1.U3.C21	9:U6.C13	14:U1.C16.C08	24:U6.C05.C26.OB	34:U3.C14.C05.C13.PA	39:U5.U5.C23.C10.PA	44:U7.U5.C23.C24.C16.SR
14:MXH 100P|VR 12%	17:U3.U5.C28	9:U4.C25	14:U5.C09.C24	24:U8.C21.C07.OB	34:U1.C09.C02.C22.PA	39:U6.U4.C03.C11.PA	44:U6.U3.C19.C19.C20.SR
Arasiki Leather Pants BROWN	15:U2.U6.C07	9:U5.C25	14:U8.C27.C14	24:U8.C04.C24.OB	34:U5.C08.C11.C04.PA	39:U3.U1.C22.C05.PA	44:U1.U8.C12.C22.C19.SR
1:DS 7P	9:U7.C19	9:U7.C21	14:U7.C15.C18	24:U2.C08.C09.OB	34:U1.C20.C01.C03.PA	39:U4.U7.C25.C20.PA	44:U5.U8.C27.C17.C13.SR
Arasiki Leather Pants BROWN DRAB	15:U1.U5.C23	9:U2.C05	14:U7.C01.C28	24:U7.C19.C12.OB	34:U3.C05.C06.C17.PA	39:U4.U2.C25.C04.PA	44:U2.U7.C02.C08.C05.SR
8:VR 10%|MD 3P	17:U7.U1.C15	9:U4.C10	14:U7.C09.C04	24:U5.C11.C06.OB	34:U3.C11.C26.C04.PA	39:U3.U7.C01.C01.PA	44:U2.U8.C14.C16.C24.SR
Arasiki Leather Pants CRIMSON	15:U5.U4.C20	9:U3.C10	14:U5.C17.C25	24:U4.C26.C15.OB	34:U3.C06.C22.C27.PA	39:U8.U3.C03.C20.PA	44:U2.U8.C27.C23.C20.SR
1:V 2L	9:U4.C02	9:U4.C08	14:U1.C17.C01	24:U7.C23.C28.OB	34:U4.C07.C10.C15.PA	39:U8.U4.C28.C12.PA	44:U1.U7.C08.C05.C24.SR
Arasiki Leather Pants DIM MAGENTA	15:U5.U8.C01	9:U6.C15	14:U5.C04.C09	24:U7.C17.C28.OB	34:U3.C01.C05.C01.PA	39:U4.U5.C06.C04.PA	44:U8.U4.C25.C26.C16.SR
1:WA 3P	9:U4.C18	9:U1.C13	14:U3.C27.C17	24:U8.C16.C16.OB	34:U8.C24.C18.C06.PA	39:U8.U2.C03.C26.PA	44:U4.U1.C22.C21.C20.SR
Arasiki Leather Pants EGGPLANT	15:U5.U3.C23	9:U5.C18	14:U4.C21.C11	24:U3.C19.C19.OB	34:U6.C03.C08.C25.PA	39:U5.U5.C16.C20.PA	44:U4.U3.C23.C24.C24.SR
8:VR 10%|VDEF 7P	17:U8.U3.C28	9:U2.C02	14:U5.C24.C10	24:U2.C05.C20.OB	34:U5.C25.C01.C22.PA	39:U2.U8.C19.C13.PA	44:U4.U8.C24.C07.C22.SR
Arasiki Leather Pants GREEN	15:U8.U4.C18	9:U8.C24	14:U4.C07.C02	24:U4.C14.C04.OB	34:U2.C03.C07.C17.PA	39:U3.U3.C01.C13.PA	44:U6.U5.C28.C01.C26.SR
1:SD 7P	9:U6.C02	9:U6.C05	14:U1.C22.C27	24:U4.C21.C08.OB	34:U2.C02.C19.C25.PA	39:U7.U6.C14.C25.PA	44:U4.U2.C21.C18.C11.SR
Arasiki Leather Pants INDIGO	15:U6.U8.C20	9:U6.C24	14:U4.C06.C17	24:U1.C20.C12.OB	34:U5.C04.C27.C02.PA	39:U2.U5.C10.C08.PA	44:U1.U7.C05.C19.C16.SR
1:MCT 5P	9:U4.C20	9:U1.C15	14:U5.C06.C26	24:U3.C25.C12.OB	34:U7.C07.C16.C28.PA	39:U2.U3.C02.C20.PA	44:U3.U8.C24.C09.C16.SR
Arasiki Leather Pants MAGENTA	15:U6.U7.C28	9:U7.C24	14:U8.C21.C26	24:U5.C06.C23.OB	34:U6.C26.C26.C15.PA	39:U4.U6.C10.C03.PA	44:U7.U7.C09.C09.C10.SR
8:MD 5P|MCT 3P	17:U7.U8.C12	9:U5.C15	14:U2.C15.C04	24:U4.C26.C25.OB	34:U1.C12.C20.C16.PA	39:U8.U8.C15.C22.PA	44:U2.U8.C11.C24.C28.SR
Arasiki Leather Pants OLIVE DRAB	15:U8.U4.C25	9:U2.C22	14:U1.C26.C14	24:U5.C10.C18.OB	34:U4.C05.C19.C08.PA	39:U1.U7.C20.C14.PA	44:U8.U6.C13.C06.C15.SR
1:RPDR 10%	9:U1.C22	9:U3.C28	14:U6.C21.C05	24:U6.C02.C18.OB	34:U7.C17.C16.C22.PA	39:U3.U1.C14.C10.PA	44:U3.U8.C21.C11.C02.SR
Arasiki Leather Pants OLIVE GREEN	15:U8.U2.C03	9:U4.C10	14:U3.C10.C14	24:U8.C06.C14.OB	34:U3.C12.C08.C17.PA	39:U1.U4.C18.C21.PA	44:U4.U3.C05.C01.C12.SR
1:MXIS 20P	9:U3.C21	9:U7.C20	14:U8.C17.C01	24:U1.C02.C24.OB	34:U2.C06.C20.C14.PA	39:U2.U6.C03.C09.PA	44:U8.U7.C22.C20.C02.SR
Arasiki Leather Pants OLIVE	15:U5.U3.C21	9:U5.C01	14:U4.C13.C24	24:U8.C01.C27.OB	34:U3.C15.C16.C25.PA	39:U3.U3.C28.C21.PA	44:U3.U6.C20.C23.C01.SR
1:MD 8P	9:U7.C08	9:U8.C06	14:U3.C19.C21	24:U8.C24.C28.OB	34:U5.C01.C11.C07.PA	39:U4.U3.C02.C25.PA	44:U1.U7.C27.C05.C24.SR
Arasiki Leather Pants ORANGE	15:U8.U8.C25	9:U7.C13	14:U1.C10.C23	24:U6.C17.C25.OB	34:U6.C03.C22.C07.PA	39:U1.U2.C20.C02.PA	44:U4.U1.C02.C24.C03.SR
14:MXH 100P|RPDR 10%	17:U2.U5.C23	9:U5.C02	14:U8.C18.C22	24:U8.C19.C14.OB	34:U8.C26.C25.C05.PA	39:U8.U5.C21.C03.PA	44:U6.U4.C06.C08.C15.SR
Arasiki Leather Pants ORCHID	15:U2.U4.C20	9:U5.C06	14:U5.C22.C26	24:U8.C24.C27.OB	34:U3.C08.C19.C03.PA	39:U7.U5.C18.C01.PA	44:U4.U6.C26.C10.C12.SR
8:VR 10%|VD 8P	17:U3.U6.C26	9:U5.C27	14:U8.C19.C26	24:U2.C17.C15.OB	34:U3.C22.C06.C04.PA	39:U4.U8.C14.C05.PA	44:U7.U4.C19.C11.C09.SR
Arasiki Leather Pants PURPLE	15:U8.U6.C09	9:U3.C03	14:U3.C14.C20	24:U8.C12.C04.OB	34:U8.C28.C06.C07.PA	39:U2.U2.C10.C21.PA	44:U3.U8.C17.C19.C21.SR
1:RFD 3P	9:U5.C13	9:U2.C17	14:U1.C15.C17	24:U6.C19.C05.OB	34:U3.C21.C06.C16.PA	39:U6.U5.C27.C05.PA	44:U7.U1.C10.C21.C16.SR
Arasiki Leather Pants RED	15:U8.U2.C24	9:U8.C26	14:U8.C19.C27	24:U7.C27.C04.OB	34:U7.C09.C11.C22.PA	39:U2.U5.C21.C05.PA	44:U1.U5.C10.C03.C08.SR
14:B 2L|MXH 100P	17:U6.U6.C02	9:U6.C28	14:U2.C20.C11	24:U4.C23.C21.OB	34:U4.C05.C19.C18.PA	39:U2.U8.C18.C10.PA	44:U6.U3.C22.C23.C23.SR
Arasiki Leather Pants SIENNA	15:U8.U2.C18	9:U8.C11	14:U3.C11.C05	24:U6.C03.C22.OB	34:U7.C14.C21.C26.PA	39:U1.U8.C05.C02.PA	44:U2.U7.C18.C10.C20.SR
1:DS 5P	9:U2.C20	9:U6.C16	14:U1.C14.C02	24:U2.C07.C18.OB	34:U2.C01.C16.C12.PA	39:U5.U1.C04.C18.PA	44:U5.U1.C22.C02.C13.SR
Arasiki Leather Pants TEAL	15:U7.U4.C27	9:U6.C02	14:U2.C25.C09	24:U5.C16.C14.OB	34:U1.C10.C19.C23.PA	39:U4.U8.C27.C02.PA	44:U2.U7.C17.C19.C11.SR
8:B 2L|MD 3P	17:U4.U1.C20	9:U7.C26	14:U4.C03.C03	24:U6.C13.C26.OB	34:U8.C27.C03.C18.PA	39:U5.U6.C28.C26.PA	44:U8.U1.C17.C14.C08.SR
Baal Reinforced Pants	15:U3.U2.C02	9:U1.C11	14:U7.C20.C07	24:U1.C04.C21.OB	34:U7.C21.C27.C10.PA	39:U5.U5.C09.C13.PA	44:U7.U2.C22.C18.C28.SR
8:VR 10%|HGD 3P	17:U5.U2.C21	9:U4.C13	14:U5.C26.C24	24:U5.C28.C02.OB	34:U4.C04.C28.C16.PA	39:U3.U1.C27.C13.PA	44:U1.U1.C12.C14.C27.SR
Baal Strapped Pants	30:U2.C10.C09.C12.OB	9:U3.C12	14:U8.C16.C10	24:U2.C27.C23.OB	34:U2.C12.C07.C16.PA	39:U3.U4.C08.C09.PA	44:U5.U4.C01.C20.C01.SR
1:SS 20P	9:U3.C14	9:U1.C06	14:U6.C08.C28	24:U7.C07.C13.OB	34:U8.C03.C26.C25.PA	39:U8.U1.C13.C08.PA	44:U5.U7.C12.C02.C03.SR
Barrelhead Cargo Pants BRIGHT OLIVE	5:U2.C13	9:U8.C12	14:U2.C13.C04	24:U5.C10.C16.OB	34:U6.C15.C22.C01.PA	39:U1.U2.C01.C10.PA	44:U2.U3.C26.C06.C18.SR
8:MXH 50P|RFD 2P	17:U3.U8.C14	9:U1.C28	14:U2.C13.C15	24:U1.C25.C24.OB	34:U1.C20.C09.C13.PA	39:U8.U1.C16.C18.PA	44:U7.U5.C10.C18.C28.SR
Barrelhead Cargo Pants BROWN	5:U3.C21	9:U2.C15	14:U4.C02.C18	24:U6.C13.C07.OB	34:U6.C07.C08.C17.PA	39:U5.U5.C07.C06.PA	44:U5.U3.C16.C26.C13.SR
1:MXIS 10P	9:U7.C22	9:U1.C21	14:U4.C28.C25	24:U4.C18.C23.OB	34:U5.C23.C27.C25.PA	39:U4.U3.C03.C21.PA	44:U7.U7.C18.C23.C14.SR
Barrelhead Cargo Pants DIM PURPLE	5:U1.C08	9:U2.C12	14:U5.C08.C21	24:U4.C12.C15.OB	34:U5.C05.C21.C14.PA	39:U4.U1.C08.C21.PA	44:U8.U8.C28.C28.C27.SR
8:RD 4P|VR 5%	17:U7.U2.C12	9:U4.C26	14:U6.C28.C02	24:U6.C05.C17.OB	34:U1.C08.C19.C07.PA	39:U3.U8.C10.C22.PA	44:U1.U5.C09.C28.C05.SR
Barrelhead Cargo Pants DK. GREEN	5:U5.C10	9:U2.C17	14:U7.C01.C08	24:U7.C10.C18.OB	34:U1.C11.C03.C15.PA	39:U2.U7.C16.C18.PA	44:U7.U2.C25.C20.C07.SR
6:MXH 50P	15:U1.U6.C27	9:U3.C22	14:U8.C14.C05	24:U8.C22.C15.OB	34:U1.C03.C15.C22.PA	39:U8.U8.C07.C01.PA	44:U6.U7.C14.C07.C19.SR
Barrelhead Cargo Pants GRAY	1:C14.C25	9:U4.C13	14:U8.C02.C21	24:U6.C07.C27.OB	34:U2.C04.C07.C09.PA	39:U8.U5.C25.C07.PA	44:U8.U1.C15.C18.C22.SR
1:MD 4P	9:U8.C27	9:U7.C08	14:U4.C03.C15	24:U7.C17.C04.OB	34:U1.C08.C21.C28.PA	39:U1.U5.C22.C28.PA	44:U8.U4.C06.C22.C20.SR
Barrelhead Cargo Pants LT. GREEN	5:U3.C04	9:U5.C25	14:U7.C21.C08	24:U5.C13.C07.OB	34:U1.C02.C06.C07.PA	39:U6.U8.C27.C15.PA	44:U1.U4.C22.C28.C04.SR
1:SD 4P	9:U5.C14	9:U2.C27	14:U2.C26.C11	24:U7.C24.C24.OB	34:U3.C08.C23.C10.PA	39:U4.U8.C12.C09.PA	44:U7.U1.C04.C23.C09.SR
Barrelhead Cargo Pants MAGENTA	5:U3.C13	9:U8.C09	14:U1.C17.C04	24:U2.C26.C17.OB	34:U3.C26.C21.C28.PA	39:U5.U8.C22.C25.PA	44:U8.U3.C14.C24.C01.SR
1:VTR 8%	9:U7.C20	9:U5.C12	14:U2.C14.C17	24:U1.C20.C12.OB	34:U2.C18.C21.C03.PA	39:U8.U2.C04.C13.PA	44:U8.U3.C06.C02.C18.SR
Barrelhead Cargo Pants OLIVE	5:U8.C26	9:U6.C13	14:U4.C11.C17	24:U3.C19.C20.OB	34:U5.C08.C18.C13.PA	39:U7.U3.C20.C20.PA	44:U6.U3.C06.C21.C01.SR
8:RPDR 4%|F 1L	17:U2.U6.C23	9:U1.C06	14:U5.C08.C07	24:U8.C14.C22.OB	34:U7.C01.C28.C05.PA	39:U6.U4.C14.C03.PA	44:U1.U6.C05.C11.C19.SR
Barrelhead Cargo Pants ORANGE	5:U8.C10	9:U7.C15	14:U5.C09.C23	24:U3.C23.C15.OB	34:U8.C13.C11.C05.PA	39:U6.U8.C14.C19.PA	44:U8.U1.C27.C08.C13.SR
1:KFD 2P	9:U6.C04	9:U8.C08	14:U1.C26.C11	24:U8.C07.C02.OB	34:U5.C28.C05.C12.PA	39:U5.U5.C14.C25.PA	44:U8.U1.C11.C01.C09.SR

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Item Name ITEM COLOR ENHANCED ITEM STATS	RECIPES: RECIPES:	BASIC ENHANCED	+1% PR +1% VR	+2% PR +2% VR	+3% PR +3% VR	+4% PR +4% VR	+5% PR +5% VR	+6% PR +6% VR
Barrelhead Cargo Pants ORCHID		5:U5.C11	9:U6.C08	14:U4.C01.C05	24:U5.C23.C05.OB	34:U6.C16.C02.C26.PA	39:U5.U5.C11.C06.PA	44:U4.U2.C22.C17.C16.SR
8:MPDR 5|VR 8%		17:U2.U3.C15	9:U7.C18	14:U1.C28.C20	24:U1.C03.C21.OB	34:U5.C10.C14.C04.PA	39:U1.U7.C13.C05.PA	44:U4.U6.C28.C04.C04.SR
Barrelhead Cargo Pants PALE GREEN		1:C17.C26	9:U8.C24	14:U5.C12.C04	24:U6.C14.C16.OB	34:U3.C26.C28.C07.PA	39:U4.U3.C02.C13.PA	44:U1.U2.C14.C15.C14.SR
8:HR 1%|MXH 50P		17:U8.U1.C20	9:U8.C24	14:U1.C03.C15	24:U1.C27.C22.OB	34:U1.C03.C07.C21.PA	39:U1.U7.C11.C09.PA	44:U6.U3.C15.C26.C13.SR
Barrelhead Cargo Pants PURPLE		5:U5.C25	9:U6.C27	14:U8.C03.C11	24:U8.C20.C03.OB	34:U2.C14.C14.C23.PA	39:U3.U1.C28.C02.PA	44:U8.U3.C15.C18.C14.SR
8:VD 4P|VTR 8%		17:U6.U2.C13	9:U7.C23	14:U6.C25.C16	24:U6.C11.C02.OB	34:U6.C08.C06.C17.PA	39:U6.U1.C11.C22.PA	44:U7.U7.C20.C17.C12.SR
Barrelhead Cargo Pants RED		5:U7.C08	9:U4.C27	14:U6.C24.C17	24:U8.C14.C03.OB	34:U8.C27.C28.C26.PA	39:U1.U7.C11.C24.PA	44:U4.U4.C25.C26.C19.SR
8:MPDR 5%|SHR 2%		17:U8.U4.C17	9:U8.C05	14:U3.C25.C18	24:U1.C05.C18.OB	34:U2.C28.C21.C11.PA	39:U6.U4.C24.C24.PA	44:U5.U4.C25.C21.C15.SR
Barrelhead Cargo Pants RUST		5:U6.C19	9:U5.C18	14:U1.C24.C14	24:U1.C26.C20.OB	34:U6.C23.C25.C16.PA	39:U1.U2.C28.C18.PA	44:U5.U4.C10.C04.C25.SR
8:MD 4P|RD 4P		17:U1.U1.C22	9:U2.C18	14:U6.C12.C25	24:U1.C19.C03.OB	34:U6.C23.C11.C22.PA	39:U6.U5.C20.C11.PA	44:U2.U4.C04.C18.C01.SR
Barrelhead Cargo Pants WHITE		5:U2.C22	9:U5.C20	14:U8.C18.C05	24:U5.C02.C23.OB	34:U8.C04.C12.C12.PA	39:U1.U3.C20.C07.PA	44:U6.U2.C06.C13.C03.SR
8:KFD 2P|VR 5%		17:U4.U6.C03	9:U6.C01	14:U5.C18.C06	24:U8.C10.C14.OB	34:U1.C11.C24.C14.PA	39:U5.U2.C08.C05.PA	44:U4.U5.C27.C23.C12.SR
Barrelhead Cargo Pants YELLOW		5:U5.C15	9:U8.C13	14:U4.C01.C17	24:U5.C26.C17.OB	34:U8.C08.C23.C17.PA	39:U6.U7.C17.C02.PA	44:U4.U6.C22.C01.C01.SR
1:MVS 2%		9:U5.C20	9:U1.C13	14:U3.C04.C11	24:U8.C15.C02.OB	34:U4.C26.C28.C11.PA	39:U6.U8.C09.C01.PA	44:U7.U2.C04.C08.C13.SR
Barrelhead Cargo Shorts BLACK		5:U5.C14	8:U5.C19	13:U3.C08.C13	23:U3.C20.C06.OB	33:U3.C18.C01.C23.PA	38:U6.U6.C06.C22.PA	43:U1.U3.C06.C20.C11.SR
6:MXH 50P		14:U8.C12.C01	8:U2.C23	13:U7.C09.C16	23:U5.C15.C12.OB	33:U3.C13.C13.C15.PA	38:U8.U2.C18.C23.PA	43:U7.U2.C15.C07.C26.SR
Barrelhead Cargo Shorts BROWN		5:U1.C02	8:U5.C05	13:U5.C12.C13	23:U8.C03.C23.OB	33:U6.C12.C19.C15.PA	38:U2.U7.C18.C23.PA	43:U2.U6.C25.C09.C23.SR
1:SMGD 2P		8:U5.C09	8:U3.C16	13:U8.C04.C15	23:U3.C10.C26.OB	33:U2.C27.C19.C08.PA	38:U2.U3.C08.C07.PA	43:U5.U7.C06.C07.C02.SR
Barrelhead Cargo Shorts DK. TEAL		5:U4.C21	8:U8.C26	13:U3.C22.C09	23:U7.C19.C11.OB	33:U8.C15.C19.C14.PA	38:U3.U3.C02.C21.PA	43:U7.U7.C12.C28.C19.SR
1:MVS 2%		8:U1.C09	8:U7.C08	13:U5.C11.C17	23:U3.C05.C05.OB	33:U7.C09.C04.C24.PA	38:U3.U3.C19.C07.PA	43:U1.U7.C26.C17.C10.SR
Barrelhead Cargo Shorts DULL BLACK		5:U3.C06	8:U3.C12	13:U6.C16.C07	23:U1.C26.C25.OB	33:U8.C27.C15.C20.PA	38:U5.U5.C27.C21.PA	43:U5.U3.C03.C16.C14.SR
8:MCT 5P|KFD 10P		16:U1.U8.C03	8:U7.C11	13:U7.C08.C14	23:U6.C09.C22.OB	33:U3.C05.C25.C27.PA	38:U5.U7.C22.C02.PA	43:U1.U6.C20.C14.C01.SR
Barrelhead Cargo Shorts EGGPLANT		5:U4.C15	8:U3.C06	13:U5.C24.C26	23:U6.C19.C22.OB	33:U4.C19.C01.C19.PA	38:U3.U8.C13.C05.PA	43:U3.U1.C07.C08.C09.SR
1:VR 5%		8:U5.C09	8:U6.C25	13:U6.C01.C24	23:U4.C24.C24.OB	33:U7.C02.C17.C18.PA	38:U3.U2.C09.C11.PA	43:U6.U8.C14.C16.C05.SR
Barrelhead Cargo Shorts EMERALD		5:U4.C10	8:U3.C24	13:U6.C04.C09	23:U7.C18.C25.OB	33:U2.C25.C27.C09.PA	38:U3.U2.C21.C20.PA	43:U8.U8.C08.C20.C14.SR
8:VTR 8%|DR 4P		16:U5.U6.C01	8:U6.C03	13:U7.C25.C28	23:U5.C03.C12.OB	33:U4.C17.C16.C26.PA	38:U6.U5.C10.C09.PA	43:U3.U2.C18.C22.C08.SR
Barrelhead Cargo Shorts GRASS		5:U8.C02	8:U7.C28	13:U5.C15.C21	23:U6.C09.C04.OB	33:U5.C25.C15.C23.PA	38:U5.U6.C19.C21.PA	43:U6.U3.C01.C22.C27.SR
8:SD 4P|VR 8%		16:U5.U3.C24	8:U2.C06	13:U3.C15.C12	23:U5.C18.C17.OB	33:U1.C09.C17.C17.PA	38:U4.U8.C15.C27.PA	43:U4.U3.C12.C27.C12.SR
Barrelhead Cargo Shorts INDIGO		5:U8.C13	8:U2.C22	13:U8.C24.C18	23:U8.C24.C23.OB	33:U7.C22.C15.C08.PA	38:U1.U4.C05.C04.PA	43:U1.U6.C28.C06.C09.SR
24:GT 9P|LP 15P|AD 20P|RFD 20P		32:U6.C20.C08.C24.PA	8:U7.C03	13:U2.C12.C25	23:U2.C25.C15.OB	33:U5.C21.C06.C11.PA	38:U3.U2.C24.C09.PA	43:U7.U5.C13.C06.C02.SR
Barrelhead Cargo Shorts MAGENTA		5:U1.C11	8:U8.C11	13:U7.C27.C22	23:U4.C06.C21.OB	33:U1.C15.C17.C08.PA	38:U7.U2.C05.C10.PA	43:U5.U8.C05.C25.C02.SR
8:MXH 50P|CE 4%		16:U5.U4.C19	8:U7.C26	13:U1.C12.C27	23:U7.C24.C27.OB	33:U1.C02.C20.C25.PA	38:U4.U5.C01.C13.PA	43:U6.U6.C26.C12.C13.SR
Barrelhead Cargo Shorts OLIVE		5:U3.C13	8:U4.C07	13:U8.C07.C10	23:U1.C12.C14.OB	33:U4.C05.C12.C16.PA	38:U4.U1.C14.C26.PA	43:U5.U1.C16.C11.C25.SR
8:MD 4P|RPDR 5%		16:U3.U2.C17	8:U5.C22	13:U7.C14.C26	23:U3.C08.C26.OB	33:U5.C10.C03.C21.PA	38:U3.U1.C21.C27.PA	43:U3.U3.C08.C26.C12.SR
Barrelhead Cargo Shorts ORANGE		5:U5.C26	8:U6.C13	13:U2.C19.C10	23:U8.C11.C14.OB	33:U8.C05.C14.C28.PA	38:U7.U5.C14.C02.PA	43:U5.U7.C06.C04.C27.SR
1:VR 5%		8:U8.C08	8:U4.C07	13:U3.C03.C06	23:U6.C03.C06.OB	33:U3.C01.C14.C23.PA	38:U2.U8.C14.C13.PA	43:U2.U8.C12.C22.C28.SR
Barrelhead Cargo Shorts PURPLE		5:U7.C28	8:U1.C11	13:U1.C23.C12	23:U3.C03.C12.OB	33:U7.C22.C09.C07.PA	38:U3.U1.C05.C21.PA	43:U7.U4.C10.C20.C16.SR
24:RD 2P|HR 8%|VDEF 8P|MD 5P		32:U3.C23.C28.C21.PA	8:U2.C06	13:U7.C09.C02	23:U4.C01.C24.OB	33:U2.C28.C23.C17.PA	38:U5.U3.C19.C13.PA	43:U5.U6.C13.C26.C01.SR
Barrelhead Cargo Shorts RUBY		5:U4.C10	8:U1.C23	13:U4.C15.C21	23:U7.C11.C10.OB	33:U2.C02.C01.C15.PA	38:U8.U3.C20.C25.PA	43:U3.U1.C11.C11.C21.SR
1:HR 1%		8:U4.C05	8:U5.C15	13:U3.C24.C24	23:U5.C23.C28.OB	33:U4.C06.C07.C01.PA	38:U5.U2.C26.C03.PA	43:U8.U4.C01.C13.C13.SR
Barrelhead Cargo Shorts SEA GREEN		5:U6.C02	8:U7.C06	13:U5.C14.C12	23:U4.C12.C20.OB	33:U7.C27.C15.C28.PA	38:U7.U6.C05.C16.PA	43:U3.U8.C18.C20.C09.SR
16:MPDR 2%|RPDR 2%|RD 2P		24:U7.C19.C05.OB	8:U8.C01	13:U1.C24.C06	23:U8.C05.C02.OB	33:U7.C25.C22.C26.PA	38:U7.U2.C11.C10.PA	43:U3.U8.C06.C26.C02.SR
Barrelhead Cargo Shorts VIOLET		5:U1.C13	8:U3.C28	13:U7.C06.C18	23:U7.C17.C26.OB	33:U3.C04.C01.C20.PA	38:U4.U2.C27.C08.PA	43:U6.U1.C09.C13.C20.SR
1:UDR 2%|HD 1P|CE 1%		8:U6.C02	8:U2.C22	13:U1.C19.C21	23:U1.C18.C28.OB	33:U5.C13.C21.C21.PA	38:U6.U6.C09.C28.PA	43:U3.U2.C27.C01.C13.SR
Barrelhead Cargo Shorts YELLOW		5:U6.C12	8:U2.C13	13:U7.C24.C17	23:U6.C27.C02.OB	33:U4.C05.C07.C03.PA	38:U4.U3.C18.C28.PA	43:U3.U1.C04.C23.C28.SR
16:MXH 50P|MPDR 2%|RPDR 2%		24:U7.C09.C20.OB	8:U7.C03	13:U8.C19.C07	23:U7.C23.C15.OB	33:U2.C14.C27.C21.PA	38:U7.U2.C28.C15.PA	43:U5.U2.C02.C09.C24.SR
Barrelhead Panel Shorts BLACK		15:U6.U4.C05	8:U8.C18	13:U8.C20.C09	23:U1.C19.C04.OB	33:U8.C14.C16.C02.PA	38:U3.U2.C11.C15.PA	43:U3.U7.C17.C21.C15.SR
16:RD 8P|MPDR 3%|RPDR 3%		24:U6.C13.C05.OB	8:U7.C20	13:U2.C11.C25	23:U4.C11.C11.OB	33:U4.C16.C25.C20.PA	38:U5.U7.C28.C12.PA	43:U8.U5.C21.C03.C26.SR
Barrelhead Panel Shorts BROWN		15:U7.U7.C21	8:U5.C04	13:U8.C06.C08	23:U2.C11.C14.OB	33:U5.C28.C04.C11.PA	38:U5.U1.C11.C01.PA	43:U7.U2.C28.C28.C23.SR
1:HR 6%		8:U1.C06	8:U2.C13	13:U1.C07.C27	23:U3.C06.C07.OB	33:U3.C09.C04.C19.PA	38:U6.U4.C02.C23.PA	43:U5.U1.C25.C11.C20.SR
Barrelhead Panel Shorts CHARTREUSE		15:U5.U2.C09	8:U1.C09	13:U4.C12.C09	23:U6.C05.C05.OB	33:U4.C04.C06.C23.PA	38:U6.U6.C14.C08.PA	43:U4.U1.C03.C04.C14.SR
8:RD 8P|SD 7P		16:U3.U5.C19	8:U7.C17	13:U8.C02.C24	23:U3.C01.C23.OB	33:U6.C05.C26.C19.PA	38:U3.U3.C25.C23.PA	43:U8.U1.C16.C07.C11.SR
Barrelhead Panel Shorts CRIMSON		15:U5.U5.C20	8:U6.C14	13:U5.C12.C02	23:U3.C13.C11.OB	33:U2.C20.C17.C22.PA	38:U7.U5.C09.C04.PA	43:U5.U1.C12.C17.C09.SR
16:MXH 100P|RD 7P|MD 7P		24:U7.C26.C09.OB	8:U2.C02	13:U4.C21.C21	23:U3.C09.C12.OB	33:U8.C06.C14.C26.PA	38:U5.U3.C22.C27.PA	43:U1.U8.C19.C25.C03.SR
Barrelhead Panel Shorts EGGPLANT		15:U1.U3.C18	9:U2.C11	14:U8.C03.C05	24:U2.C24.C02.OB	34:U6.C28.C23.C19.PA	39:U8.U5.C17.C13.PA	44:U7.U8.C10.C05.C14.SR
8:MD 8P|VR 10%		17:U5.U6.C26	9:U6.C14	14:U1.C14.C03	24:U8.C03.C02.OB	34:U7.C03.C27.C26.PA	39:U5.U1.C06.C19.PA	44:U8.U8.C20.C25.C01.SR
Barrelhead Panel Shorts GRASS		15:U3.U5.C22	8:U7.C17	13:U4.C17.C17	23:U8.C02.C02.OB	33:U3.C19.C24.C05.PA	38:U7.U6.C27.C18.PA	43:U6.U3.C02.C05.C27.SR
1:RD 8P		8:U6.C08	8:U6.C05	13:U4.C09.C05	23:U6.C02.C08.OB	33:U5.C05.C27.C18.PA	38:U5.U1.C18.C25.PA	43:U7.U1.C18.C03.C01.SR
Barrelhead Panel Shorts GRAY		15:U4.U3.C27	8:U1.C15	13:U6.C23.C17	23:U7.C08.C07.OB	33:U6.C06.C02.C13.PA	38:U4.U5.C26.C20.PA	43:U3.U2.C22.C08.C28.SR
16:SISR 2%|MDL 12P|MXIS 20P		24:U3.C04.C10.OB	8:U7.C16	13:U5.C18.C26	23:U4.C25.C04.OB	33:U6.C16.C08.C24.PA	38:U3.U5.C15.C27.PA	43:U4.U3.C19.C03.C02.SR

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Item Name ITEM COLOR ENHANCED ITEM STATS	RECIPES: BASIC RECIPES: ENHANCED	+1% PR +1% VR	+2% PR +2% VR	+3% PR +3% VR	+4% PR +4% VR	+5% PR +5% VR	+6% PR +6% VR
Barrelhead Panel Shorts GREEN	15:U4.U3.C14	8:U2.C04	13:U1.C06.C05	23:U2.C03.C03.OB	33:U7.C11.C28.C06.PA	38:U5.U8.C13.C07.PA	43:U2.U7.C02.C22.C18.SR
1:6S 12P	8:U1.C02	8:U3.C21	13:U2.C20.C20	23:U7.C27.C04.OB	33:U2.C19.C26.C09.PA	38:U4.U7.C22.C16.PA	43:U2.U6.C27.C19.C01.SR
Barrelhead Panel Shorts MAGENTA	15:U7.U4.C16	8:U5.C12	13:U5.C27.C10	23:U3.C01.C12.OB	33:U8.C02.C26.C04.PA	38:U8.U3.C21.C26.PA	43:U5.U6.C04.C02.C11.SR
12:MXH 100P	8:U5.C16	8:U1.C13	13:U4.C15.C06	23:U5.C05.C01.OB	33:U4.C16.C26.C23.PA	38:U7.U4.C15.C19.PA	43:U8.U5.C20.C05.C18.SR
Barrelhead Panel Shorts MINT GREEN	15:U5.U7.C04	9:U7.C06	14:U6.C07.C23	24:U8.C02.C22.OB	34:U2.C03.C17.C25.PA	39:U2.U1.C28.C18.PA	44:U6.U4.C24.C27.C01.SR
1:MD 3P	9:U7.C20	9:U6.C24	14:U5.C11.C10	24:U5.C10.C05.OB	34:U2.C15.C15.C01.PA	39:U2.U1.C12.C10.PA	44:U1.U7.C22.C23.C26.SR
Barrelhead Panel Shorts ORANGE	15:U4.U4.C16	8:U4.C19	13:U6.C24.C05	23:U1.C27.C22.OB	33:U8.C04.C27.C11.PA	38:U2.U7.C26.C23.PA	43:U5.U8.C04.C16.C16.SR
1:VTR 12%	8:U1.C14	8:U8.C28	13:U4.C04.C27	23:U2.C11.C09.OB	33:U5.C11.C22.C25.PA	38:U7.U8.C12.C08.PA	43:U8.U8.C11.C13.C21.SR
Barrelhead Panel Shorts PURPLE	15:U4.U8.C28	8:U7.C19	13:U3.C04.C15	23:U4.C02.C12.OB	33:U5.C08.C16.C02.PA	38:U5.U6.C13.C24.PA	43:U1.U6.C16.C18.C19.SR
1:CE 6%	8:U5.C20	8:U6.C18	13:U2.C24.C10	23:U4.C08.C03.OB	33:U8.C28.C16.C21.PA	38:U5.U5.C28.C24.PA	43:U5.U4.C04.C17.C18.SR
Barrelhead Panel Shorts RED	15:U3.U5.C22	8:U1.C09	13:U7.C13.C06	23:U8.C02.C12.OB	33:U3.C20.C21.C18.PA	38:U3.U4.C06.C03.PA	43:U3.U5.C02.C23.C09.SR
8:FORCE COMBAT 10P|MCT 3P	16:U7.U1.C02	8:U4.C06	13:U4.C13.C07	23:U7.C13.C23.OB	33:U4.C14.C25.C08.PA	38:U3.U2.C08.C11.PA	43:U3.U4.C12.C28.C06.SR
Barrelhead Panel Shorts VIOLET	15:U3.U3.C12	8:U8.C12	13:U8.C19.C19	23:U3.C13.C01.OB	33:U6.C02.C25.C02.PA	38:U2.U4.C14.C11.PA	43:U5.U2.C01.C23.C24.SR
1:DDR 1P	8:U6.C13	8:U5.C11	13:U5.C07.C02	23:U7.C11.C04.OB	33:U4.C28.C26.C05.PA	38:U4.U6.C19.C20.PA	43:U4.U4.C06.C15.C10.SR
Barrelhead Panel Shorts WHITE	15:U3.U1.C21	8:U8.C06	13:U8.C14.C04	23:U4.C08.C26.OB	33:U7.C18.C18.C13.PA	38:U8.U2.C15.C13.PA	43:U2.U7.C20.C22.C06.SR
1:VDEF 7P	8:U4.C01	8:U5.C06	13:U6.C21.C15	23:U3.C27.C27.OB	33:U8.C05.C14.C25.PA	38:U1.U7.C12.C24.PA	43:U8.U1.C08.C28.C07.SR
Barrelhead Panel Shorts YELLOW	15:U7.U8.C27	8:U2.C11	13:U6.C23.C24	23:U1.C24.C19.OB	33:U1.C12.C20.C10.PA	38:U5.U1.C17.C12.PA	43:U8.U3.C20.C02.C27.SR
24:MXH 100P|KD 15P|APC 15P	24:U3.C18.C18.OB	8:U8.C20	13:U7.C11.C11	23:U8.C20.C07.OB	33:U4.C26.C02.C08.PA	38:U2.U8.C18.C12.PA	43:U5.U1.C05.C04.C13.SR
Barret Fauxskin Pants BLACK	15:U2.U6.C04	9:U4.C19	14:U1.C02.C21	24:U6.C06.C04.OB	34:U4.C11.C27.C08.PA	39:U3.U3.C13.C12.PA	44:U7.U3.C12.C25.C24.SR
1:MD 3P	9:U4.C12	9:U3.C07	14:U2.C23.C15	24:U5.C25.C18.OB	34:U1.C16.C13.C12.PA	39:U5.U8.C16.C09.PA	44:U8.U5.C27.C19.C08.SR
Barret Fauxskin Pants BROWN	15:U4.U4.C21	9:U3.C26	14:U5.C19.C12	24:U6.C16.C07.OB	34:U8.C24.C07.C15.PA	39:U8.U3.C24.C09.PA	44:U8.U4.C02.C02.C27.SR
8:MD 8P|MVS 3%	17:U5.U2.C17	9:U6.C24	14:U4.C16.C20	24:U6.C12.C07.OB	34:U6.C08.C12.C14.PA	39:U2.U8.C04.C08.PA	44:U6.U8.C21.C02.C05.SR
Barret Fauxskin Pants DIM BROWN	15:U8.U5.C12	9:U4.C20	14:U7.C23.C11	24:U6.C21.C03.OB	34:U5.C26.C19.C25.PA	39:U1.U1.C11.C18.PA	44:U8.U2.C22.C25.C20.SR
14:MXH 100P|B 2L	17:U4.U8.C27	9:U7.C27	14:U6.C03.C23	24:U8.C14.C04.OB	34:U4.C08.C25.C12.PA	39:U6.U8.C12.C07.PA	44:U2.U7.C03.C02.C04.SR
Barret Fauxskin Pants DIM CRIMSON	15:U6.U7.C25	9:U7.C27	14:U8.C04.C23	24:U5.C08.C01.OB	34:U3.C06.C22.C09.PA	39:U4.U7.C14.C08.PA	44:U8.U4.C12.C05.C02.SR
1:VR 12%	9:U6.C21	9:U2.C09	14:U6.C10.C01	24:U4.C09.C04.OB	34:U1.C08.C11.C19.PA	39:U6.U4.C18.C22.PA	44:U3.U8.C04.C25.C12.SR
Barret Fauxskin Pants DIM INDIGLO	15:U5.U1.C19	9:U8.C02	14:U8.C07.C11	24:U5.C28.C18.OB	34:U6.C24.C21.C05.PA	39:U7.U3.C06.C06.PA	44:U2.U5.C19.C26.C19.SR
1:VR 12%	9:U7.C09	9:U1.C05	14:U1.C05.C02	24:U7.C13.C26.OB	34:U2.C01.C02.C02.PA	39:U4.U5.C25.C02.PA	44:U7.U6.C10.C17.C28.SR
Barret Fauxskin Pants DIM MAGENTA	15:U6.U5.C04	9:U8.C25	14:U8.C27.C14	24:U2.C07.C28.OB	34:U1.C20.C23.C06.PA	39:U2.U5.C02.C16.PA	44:U4.U8.C26.C13.C14.SR
1:MD 3P	9:U8.C15	9:U3.C23	14:U7.C27.C01	24:U7.C25.C26.OB	34:U8.C20.C17.C10.PA	39:U4.U4.C25.C16.PA	44:U1.U1.C09.C20.C02.SR
Barret Fauxskin Pants DIM OLIVE	15:U5.U7.C11	9:U8.C17	14:U3.C27.C27	24:U7.C11.C08.OB	34:U4.C28.C17.C10.PA	39:U6.U3.C03.C01.PA	44:U3.U4.C15.C17.C08.SR
1:B 2L	9:U2.C21	9:U8.C17	14:U2.C13.C12	24:U4.C01.C19.OB	34:U4.C05.C05.C24.PA	39:U1.U6.C20.C11.PA	44:U1.U6.C02.C03.C08.SR
Barret Fauxskin Pants DIM ORANGE	15:U8.U8.C11	9:U8.C12	14:U3.C08.C09	24:U3.C25.C23.OB	34:U6.C09.C14.C24.PA	39:U8.U2.C01.C26.PA	44:U6.U1.C14.C01.C02.SR
8:V 2L|CH 12P	17:U2.U7.C08	9:U4.C13	14:U1.C12.C10	24:U1.C17.C08.OB	34:U4.C14.C14.C27.PA	39:U3.U5.C22.C11.PA	44:U4.U5.C19.C01.C02.SR
Barret Fauxskin Pants DIM PURPLE	15:U5.U2.C22	9:U5.C13	14:U2.C20.C14	24:U3.C08.C17.OB	34:U4.C04.C06.C07.PA	39:U8.U6.C06.C16.PA	44:U1.U8.C21.C13.C16.SR
14:MXH 100P|F 2L	17:U5.U7.C02	9:U4.C10	14:U3.C18.C20	24:U1.C17.C13.OB	34:U8.C03.C04.C22.PA	39:U1.U3.C03.C23.PA	44:U2.U6.C01.C03.C25.SR
Barret Fauxskin Pants DIM RED	15:U1.U3.C25	9:U2.C22	14:U8.C26.C17	24:U4.C16.C26.OB	34:U6.C21.C17.C09.PA	39:U4.U6.C04.C12.PA	44:U7.U4.C01.C20.C05.SR
8:KD 3P|SJ 9P	17:U1.U8.C26	9:U2.C09	14:U5.C21.C15	24:U4.C01.C02.OB	34:U2.C04.C22.C08.PA	39:U6.U6.C25.C03.PA	44:U2.U4.C17.C17.C24.SR
Barret Fauxskin Pants DK. EMERALD	15:U4.U8.C08	9:U1.C21	14:U1.C06.C22	24:U2.C12.C04.OB	34:U5.C01.C27.C26.PA	39:U3.U7.C20.C24.PA	44:U1.U7.C09.C27.C03.SR
16:SHR 25%|GT 5P|AD 10P	25:U7.U4.C16.OB	9:U1.C15	14:U4.C17.C19	24:U2.C21.C07.OB	34:U7.C17.C03.C05.PA	39:U5.U5.C01.C14.PA	44:U2.U4.C20.C28.C11.SR
Barret Fauxskin Pants DK. GRAY	15:U3.U3.C25	9:U8.C19	14:U8.C08.C27	24:U2.C21.C10.OB	34:U3.C16.C06.C02.PA	39:U4.U7.C18.C28.PA	44:U5.U5.C27.C16.C26.SR
12:MXH 100P	9:U6.C19	9:U8.C09	14:U6.C20.C15	24:U3.C27.C09.OB	34:U2.C09.C15.C13.PA	39:U4.U6.C05.C11.PA	44:U6.U5.C28.C25.C11.SR
Barret Fauxskin Pants DK. GREEN	15:U5.U3.C12	9:U4.C08	14:U4.C03.C06	24:U3.C11.C07.OB	34:U2.C21.C11.C02.PA	39:U6.U5.C04.C27.PA	44:U7.U6.C12.C02.C08.SR
8:F 2L|MD 8P	17:U6.U5.C17	9:U3.C14	14:U3.C03.C10	24:U2.C08.C05.OB	34:U6.C22.C26.C04.PA	39:U6.U6.C11.C04.PA	44:U1.U5.C01.C26.C11.SR
Barret Fauxskin Pants DK. OLIVE	15:U5.U6.C04	9:U5.C28	14:U7.C28.C09	24:U5.C14.C07.OB	34:U5.C13.C26.C23.PA	39:U8.U7.C23.C23.PA	44:U1.U6.C11.C14.C12.SR
1:RD 8P	9:U2.C11	9:U6.C07	14:U7.C15.C14	24:U1.C24.C25.OB	34:U2.C10.C04.C15.PA	39:U3.U6.C02.C28.PA	44:U2.U5.C22.C21.C02.SR
Barret Fauxskin Pants DK. RED	15:U7.U5.C19	9:U5.C03	14:U7.C18.C09	24:U2.C01.C24.OB	34:U5.C20.C19.C14.PA	39:U4.U4.C26.C08.PA	44:U2.U3.C03.C28.C04.SR
1:VR 10%	9:U2.C15	9:U7.C17	14:U1.C19.C07	24:U3.C11.C02.OB	34:U7.C06.C01.C19.PA	39:U4.U7.C02.C16.PA	44:U4.U6.C19.C20.C22.SR
Barret Fauxskin Pants DK. TEAL	15:U5.U5.C14	9:U2.C09	14:U1.C15.C27	24:U5.C26.C05.OB	34:U7.C19.C17.C10.PA	39:U2.U8.C12.C04.PA	44:U7.U2.C25.C13.C13.SR
1:KD 3P	9:U1.C24	9:U7.C26	14:U3.C19.C14	24:U2.C14.C27.OB	34:U3.C06.C01.C05.PA	39:U5.U3.C18.C04.PA	44:U8.U6.C09.C01.C04.SR
Barret Fauxskin Pants EGGPLANT	15:U7.U4.C25	9:U4.C17	14:U2.C17.C16	24:U8.C13.C01.OB	34:U8.C24.C19.C19.PA	39:U8.U4.C05.C08.PA	44:U5.U4.C20.C17.C07.SR
1:VR 10%	9:U5.C13	9:U5.C14	14:U3.C23.C15	24:U5.C14.C03.OB	34:U4.C14.C11.C18.PA	39:U4.U8.C07.C15.PA	44:U1.U4.C14.C03.C05.SR
Barret Fauxskin Pants GRAY	15:U3.U1.C16	9:U2.C20	14:U3.C19.C26	24:U3.C03.C16.OB	34:U6.C28.C28.C23.PA	39:U5.U6.C21.C10.PA	44:U7.U1.C09.C18.C05.SR
1:AD 3P	9:U6.C25	9:U3.C15	14:U4.C15.C10	24:U4.C17.C24.OB	34:U3.C07.C03.C02.PA	39:U8.U4.C15.C24.PA	44:U8.U4.C17.C04.C21.SR
Barret Fauxskin Pants INDIGO	15:U6.U4.C12	9:U6.C02	14:U6.C01.C15	24:U6.C08.C02.OB	34:U6.C16.C10.C19.PA	39:U6.U3.C24.C23.PA	44:U3.U6.C09.C12.C05.SR
16:HR 12%|VDEF 12P|MD 7P	25:U6.U3.C10.OB	9:U1.C09	14:U6.C21.C03	24:U2.C13.C27.OB	34:U1.C11.C16.C02.PA	39:U8.U6.C18.C07.PA	44:U4.U1.C04.C27.C18.SR
Barret Fauxskin Pants LT. GREEN	15:U1.U6.C11	9:U5.C13	14:U8.C08.C05	24:U5.C27.C11.OB	34:U6.C22.C23.C10.PA	39:U4.U5.C05.C10.PA	44:U3.U8.C09.C13.C23.SR
16:SHR 2%|MPDR 3%|RPDR 3%	25:U1.U7.C22.OB	9:U2.C01	14:U8.C02.C21	24:U4.C08.C03.OB	34:U2.C12.C20.C22.PA	39:U3.U6.C03.C12.PA	44:U2.U6.C26.C01.C07.SR
Barret Fauxskin Pants MAGENTA	15:U7.U4.C19	9:U5.C20	14:U1.C20.C10	24:U8.C17.C11.OB	34:U6.C19.C05.C21.PA	39:U5.U2.C25.C03.PA	44:U7.U7.C17.C18.C10.SR
8:MD 10P|MCT 6P	17:U5.U8.C04	9:U3.C19	14:U1.C09.C24	24:U8.C21.C12.OB	34:U4.C12.C15.C02.PA	39:U3.U3.C14.C20.PA	44:U7.U6.C05.C06.C19.SR

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Item Name ITEM COLOR ENHANCED ITEM STATS	RECIPES: RECIPES:	BASIC ENHANCED	+1% PR +1% VR	+2% PR +2% VR	+3% PR +3% VR	+4% PR +4% VR	+5% PR +5% VR	+6% PR +6% VR
Barret Fauxskin Pants MAGENTA DRAB 34:MXH 300P|GT 10P|AD 20P|F 3L|PT 3P		15:U6.U8.C21 41:U7.U4.C14.C08.C16.SR	9:U4.C26 9:U4.C10	14:U4.C20.C26 14:U5.C27.C02	24:U7.C09.C07.OB 24:U4.C21.C14.OB	34:U2.C03.C16.C17.PA 34:U3.C10.C01.C14.PA	39:U6.U7.C17.C13.PA 39:U6.U3.C16.C28.PA	44:U2.U3.C16.C09.C05.SR 44:U7.U1.C01.C22.C14.SR
Barret Fauxskin Pants MIDNIGHT PURPLE 1:HR 1%		15:U3.U4.C19 9:U1.C13	9:U7.C18 9:U4.C01	14:U3.C04.C26 14:U6.C07.C18	24:U5.C24.C02.OB 24:U5.C05.C25.OB	34:U4.C20.C27.C21.PA 34:U2.C05.C21.C06.PA	39:U7.U1.C25.C14.PA 39:U6.U1.C11.C09.PA	44:U4.U2.C03.C17.C20.SR 44:U4.U3.C20.C12.C24.SR
Barret Fauxskin Pants OLIVE DRAB 26:MXH 100P|RD 7P|MD 7P|ISR 3%		15:U1.U1.C20 33:U7.C23.C11.C08.PA	9:U4.C20 9:U4.C27	14:U8.C22.C28 14:U5.C12.C24	24:U4.C13.C28.OB 24:U4.C14.C27.OB	34:U2.C20.C20.C06.PA 34:U8.C03.C07.C06.PA	39:U6.U1.C08.C08.PA 39:U6.U7.C27.C25.PA	44:U7.U4.C12.C22.C04.SR 44:U7.U7.C04.C19.C10.SR
Barret Fauxskin Pants OLIVE 1:LP 12P		15:U4.U1.C15 9:U6.C26	9:U2.C12 9:U2.C15	14:U7.C26.C17 14:U1.C15.C08	24:U8.C26.C27.OB 24:U5.C24.C25.OB	34:U7.C10.C08.C17.PA 34:U7.C06.C20.C01.PA	39:U8.U8.C26.C04.PA 39:U3.U6.C26.C20.PA	44:U6.U4.C25.C08.C20.SR 44:U3.U1.C21.C16.C24.SR
Barret Fauxskin Pants ORANGE 20:MXH 100P|SD 7P|MD 8P		15:U7.U4.C06 25:U3.U2.C11.OB	9:U8.C26 9:U5.C15	14:U6.C09.C10 14:U8.C18.C06	24:U6.C12.C01.OB 24:U7.C27.C09.OB	34:U1.C01.C02.C20.PA 34:U2.C12.C10.C03.PA	39:U1.U5.C21.C19.PA 39:U5.U8.C05.C18.PA	44:U2.U3.C16.C23.C06.SR 44:U6.U1.C12.C07.C02.SR
Barret Fauxskin Pants PURPLE 1:VDEF 7P		15:U2.U3.C06 9:U6.C18	9:U6.C11 9:U7.C25	14:U8.C02.C23 14:U6.C16.C22	24:U8.C15.C20.OB 24:U2.C22.C09.OB	34:U7.C19.C24.C10.PA 34:U6.C16.C09.C23.PA	39:U2.U2.C10.C16.PA 39:U2.U2.C15.C06.PA	44:U2.U5.C17.C16.C17.SR 44:U6.U6.C10.C07.C03.SR
Barret Fauxskin Pants RED 1:VD 8P		15:U3.U5.C05 9:U2.C15	9:U7.C24 9:U7.C08	14:U4.C13.C04 14:U8.C21.C17	24:U7.C05.C21.OB 24:U1.C23.C08.OB	34:U5.C18.C17.C10.PA 34:U8.C14.C05.C19.PA	39:U2.U4.C01.C13.PA 39:U7.U7.C12.C25.PA	44:U5.U5.C11.C26.C17.SR 44:U4.U7.C23.C18.C05.SR
Barret Fauxskin Pants SIENNA 8:RPDR 10%|KFD 3P		15:U1.U8.C24 17:U5.U6.C26	9:U2.C21 9:U2.C17	14:U4.C14.C09 14:U8.C14.C16	24:U5.C25.C11.OB 24:U6.C02.C05.OB	34:U6.C06.C22.C18.PA 34:U1.C14.C25.C27.PA	39:U8.U3.C13.C10.PA 39:U5.U3.C07.C08.PA	44:U6.U3.C17.C16.C26.SR 44:U7.U4.C09.C07.C07.SR
Barret Fauxskin Pants TEAL		15:U1.U3.C27	9:U7.C17 9:U3.C16	14:U4.C16.C13 14:U8.C21.C23	24:U8.C02.C15.OB 24:U4.C15.C03.OB	34:U5.C05.C16.C06.PA 34:U5.C24.C27.C11.PA	39:U4.U6.C17.C07.PA 39:U5.U8.C28.C06.PA	44:U5.U5.C09.C06.C21.SR 44:U3.U4.C13.C11.C18.SR
Barret Fauxskin Pants VIOLET 20:MXH 100P|RD 3P|VR 12%		15:U1.U2.C18 25:U8.U7.C02.OB	9:U5.C04 9:U8.C21	14:U2.C19.C07 14:U5.C03.C23	24:U3.C02.C03.OB 24:U8.C25.C27.OB	34:U6.C23.C23.C14.PA 34:U2.C19.C14.C16.PA	39:U7.U1.C11.C07.PA 39:U3.U2.C07.C08.PA	44:U1.U7.C20.C01.C04.SR 44:U6.U3.C21.C06.C17.SR
Barret Fauxskin Pants YELLOW 8:ISR 3%|DDR 1P		15:U2.U1.C17 17:U3.U5.C25	9:U2.C28 9:U2.C04	14:U3.C01.C27 14:U3.C22.C02	24:U3.C18.C26.OB 24:U4.C28.C14.OB	34:U4.C07.C23.C18.PA 34:U3.C02.C06.C07.PA	39:U4.U7.C22.C09.PA 39:U7.U8.C26.C02.PA	44:U7.U2.C11.C22.C04.SR 44:U5.U8.C14.C05.C24.SR
Derin Canvas Pants 1:ISR 1%		5:U3.C06 9:U1.C01	9:U4.C19 9:U1.C05	14:U3.C09.C10 14:U6.C13.C14	24:U2.C20.C23.OB 24:U6.C13.C05.OB	34:U1.C22.C03.C08.PA 34:U8.C13.C21.C27.PA	39:U6.U1.C11.C10.PA 39:U4.U1.C13.C10.PA	44:U1.U4.C15.C04.C22.SR 44:U6.U6.C01.C13.C08.SR
Derin Sheen Pants BERRY 8:RPDR 15%|MPDR 15%		30:U2.C03.C19.C05.OB 17:U7.U3.C20	9:U5.C20 9:U7.C26	14:U7.C04.C13 14:U3.C19.C01	24:U6.C28.C02.OB 24:U2.C11.C13.OB	34:U1.C14.C18.C21.PA 34:U6.C03.C19.C01.PA	39:U5.U5.C13.C18.PA 39:U2.U5.C23.C01.PA	44:U4.U1.C03.C08.C09.SR 44:U5.U8.C01.C25.C04.SR
Derin Sheen Pants BLACK 1:RD 12P		30:U3.C19.C15.C13.OB 9:U4.C20	9:U5.C22 9:U7.C22	14:U7.C16.C09 14:U7.C28.C05	24:U4.C05.C25.OB 24:U2.C21.C04.OB	34:U7.C09.C09.C18.PA 34:U8.C03.C09.C11.PA	39:U5.U2.C21.C04.PA 39:U5.U3.C01.C05.PA	44:U2.U3.C28.C05.C11.SR 44:U4.U8.C25.C06.C18.SR
Derin Sheen Pants BROWN 8:V 3L|VD 12P		30:U6.C22.C24.C15.OB 17:U7.U5.C10	9:U7.C02 9:U6.C24	14:U2.C26.C14 14:U6.C24.C02	24:U7.C25.C23.OB 24:U8.C25.C09.OB	34:U8.C16.C21.C19.PA 34:U5.C25.C09.C14.PA	39:U6.U4.C09.C25.PA 39:U5.U7.C15.C06.PA	44:U4.U6.C28.C28.C07.SR 44:U1.U4.C05.C20.C17.SR
Derin Sheen Pants DK. AMETHYST 20:MXH 200P|DSA 5P		30:U6.C24.C28.C08.OB 17:U7.U3.C14	9:U8.C18 9:U5.C18	14:U3.C17.C15 14:U3.C14.C05	24:U4.C13.C03.OB 24:U8.C01.C25.OB	34:U8.C17.C08.C11.PA 34:U5.C25.C17.C05.PA	39:U7.U8.C16.C25.PA 39:U4.U1.C26.C21.PA	44:U7.U5.C25.C12.C07.SR 44:U8.U4.C14.C18.C27.SR
Derin Sheen Pants DK. BROWN 1:HR 9%		30:U2.C14.C19.C23.OB 9:U7.C11	9:U4.C25 9:U8.C11	14:U2.C27.C01 14:U2.C22.C15	24:U3.C27.C03.OB 24:U1.C28.C14.OB	34:U1.C20.C01.C28.PA 34:U6.C17.C18.C05.PA	39:U6.U1.C16.C26.PA 39:U4.U5.C25.C26.PA	44:U6.U1.C16.C09.C15.SR 44:U7.U5.C21.C15.C26.SR
Derin Sheen Pants DK. EMERALD 1:HGD 5P		30:U8.C03.C03.C23.OB 9:U6.C12	9:U4.C09 9:U4.C28	14:U4.C04.C21 14:U6.C26.C17	24:U1.C22.C23.OB 24:U6.C23.C21.OB	34:U6.C17.C12.C21.PA 34:U3.C20.C09.C25.PA	39:U3.U8.C13.C11.PA 39:U5.U4.C09.C28.PA	44:U2.U4.C15.C20.C10.SR 44:U3.U8.C05.C21.C17.SR
Derin Sheen Pants EMERALD 8:MPDR 15%|SHR 2%		30:U1.C17.C27.C08.OB 17:U7.U3.C06	9:U2.C19 9:U5.C03	14:U7.C15.C13 14:U4.C16.C01	24:U4.C20.C25.OB 24:U2.C17.C08.OB	34:U6.C14.C25.C09.PA 34:U6.C08.C13.C22.PA	39:U8.U3.C18.C10.PA 39:U6.U1.C16.C20.PA	44:U7.U8.C01.C21.C23.SR 44:U5.U4.C09.C02.C17.SR
Derin Sheen Pants GRAPE 1:SD 12P		30:U3.C18.C15.C28.OB 9:U3.C19	9:U6.C17 9:U5.C06	14:U5.C04.C22 14:U8.C26.C28	24:U6.C07.C28.OB 24:U4.C12.C02.OB	34:U5.C17.C06.C18.PA 34:U5.C22.C21.C17.PA	39:U6.U8.C10.C21.PA 39:U8.U4.C08.C03.PA	44:U7.U2.C11.C17.C22.SR 44:U8.U8.C14.C08.C23.SR
Derin Sheen Pants MOSS 1:MDL 20P		30:U6.C24.C08.C02.OB 9:U4.C25	9:U8.C04 9:U4.C12	14:U7.C08.C01 14:U8.C27.C21	24:U7.C26.C03.OB 24:U8.C22.C19.OB	34:U2.C21.C15.C10.PA 34:U7.C27.C08.C11.PA	39:U1.U3.C18.C01.PA 39:U6.U6.C04.C02.PA	44:U5.U7.C17.C18.C14.SR 44:U8.U3.C13.C24.C28.SR
Derin Sheen Pants MUDDY 1:VD 12P		30:U6.C10.C10.C15.OB 9:U3.C21	9:U7.C11 9:U1.C20	14:U1.C20.C25 14:U5.C01.C20	24:U4.C20.C12.OB 24:U1.C21.C09.OB	34:U3.C28.C28.C24.PA 34:U4.C18.C10.C23.PA	39:U3.U4.C26.C08.PA 39:U2.U6.C11.C27.PA	44:U1.U8.C03.C13.C22.SR 44:U7.U6.C09.C11.C03.SR
Derin Sheen Pants OLIVE DRAB 1:MDL 20P		30:U6.C13.C02.C24.OB 9:U2.C01	9:U4.C09 9:U4.C17	14:U1.C04.C17 14:U1.C12.C06	24:U1.C19.C17.OB 24:U6.C01.C12.OB	34:U6.C05.C23.C01.PA 34:U6.C02.C17.C06.PA	39:U2.U4.C27.C24.PA 39:U3.U2.C19.C09.PA	44:U7.U5.C22.C12.C07.SR 44:U8.U1.C09.C23.C12.SR
Derin Sheen Pants ORANGE 1:MCT 5P		30:U5.C07.C11.C01.OB 9:U7.C07	9:U7.C14 9:U2.C12	14:U4.C22.C11 14:U1.C21.C13	24:U2.C16.C18.OB 24:U2.C21.C06.OB	34:U4.C14.C16.C16.PA 34:U7.C08.C07.C08.PA	39:U8.U2.C27.C10.PA 39:U1.U3.C06.C05.PA	44:U4.U2.C25.C08.C13.SR 44:U4.U8.C05.C04.C16.SR
Derin Sheen Pants RED WINE 16:MD 10P|GT 5P|AD 10P		30:U5.C25.C23.C10.OB 25:U4.U5.C18.OB	9:U1.C13 9:U6.C27	14:U2.C09.C04 14:U3.C15.C02	24:U5.C22.C16.OB 24:U1.C10.C07.OB	34:U3.C26.C15.C19.PA 34:U5.C26.C16.C08.PA	39:U2.U3.C22.C10.PA 39:U5.U2.C09.C26.PA	44:U6.U1.C04.C14.C06.SR 44:U4.U6.C03.C14.C05.SR
Derin Sheen Pants RED 20:MXH 200P|MPDR 15%		30:U5.C14.C26.C02.OB 17:U6.U3.C09	9:U1.C06 9:U8.C24	14:U8.C05.C12 14:U4.C12.C05	24:U5.C28.C28.OB 24:U2.C17.C10.OB	34:U5.C07.C24.C14.PA 34:U6.C02.C07.C20.PA	39:U8.U8.C05.C11.PA 39:U4.U4.C24.C10.PA	44:U6.U5.C20.C12.C07.SR 44:U2.U8.C21.C22.C14.SR
Derin Sheen Pants RUBY 8:PT 2P|RFD 5P		30:U2.C11.C14.C01.OB 17:U3.U2.C04	9:U7.C24 9:U5.C12	14:U3.C05.C23 14:U7.C17.C23	24:U2.C06.C22.OB 24:U7.C11.C17.OB	34:U7.C16.C03.C23.PA 34:U6.C14.C07.C10.PA	39:U5.U8.C26.C21.PA 39:U6.U6.C11.C22.PA	44:U1.U5.C26.C08.C09.SR 44:U2.U4.C15.C15.C23.SR
Derin Sheen Pants SLATE GREEN 1:CE 10%		30:U3.C17.C17.C26.OB 9:U4.C20	9:U6.C13 9:U1.C26	14:U6.C14.C07 14:U3.C03.C07	24:U2.C19.C27.OB 24:U1.C02.C07.OB	34:U5.C25.C03.C05.PA 34:U3.C27.C09.C09.PA	39:U2.U7.C08.C27.PA 39:U4.U5.C22.C05.PA	44:U3.U7.C13.C16.C11.SR 44:U2.U1.C06.C17.C18.SR
Hosh Chap Pants BLACK/BLACK 16:RPDR 10%|GT 5P|AD 10P		40:U7.U2.C09.C06.C17.PA 25:U2.U1.C01.OB	9:U8.C04 9:U5.C25	14:U8.C12.C05 14:U5.C28.C23	24:U7.C11.C07.OB 24:U3.C06.C27.OB	34:U7.C10.C26.C02.PA 34:U7.C20.C10.C10.PA	39:U4.U1.C16.C02.PA 39:U1.U3.C08.C01.PA	44:U7.U3.C22.C16.C18.SR 44:U6.U6.C23.C18.C25.SR
Hosh Chap Pants BLACK/GREEN 1:CH 20P		40:U8.U4.C09.C16.C11.PA 9:U2.C14	9:U4.C17 9:U5.C26	14:U7.C15.C18 14:U4.C12.C23	24:U7.C27.C16.OB 24:U8.C16.C14.OB	34:U1.C26.C10.C04.PA 34:U4.C26.C09.C25.PA	39:U2.U3.C10.C04.PA 39:U8.U5.C04.C25.PA	44:U6.U4.C17.C26.C15.SR 44:U6.U4.C04.C14.C13.SR

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Item Name ITEM COLOR ENHANCED ITEM STATS	RECIPES: BASIC RECIPES: ENHANCED	+1% PR +1% VR	+2% PR +2% VR	+3% PR +3% VR	+4% PR +4% VR	+5% PR +5% VR	+6% PR +6% VR
Hosh Chap Pants BLACK/PURPLE 20:MXH 200P|DSA 5P	40:U8.U5.C05.C23.C11.PA 17:U5.U8.C14	9:U6.C15 9:U6.C11	14:U1.C05.C26 14:U5.C09.C15	24:U5.C21.C08.OB 24:U8.C24.C23.OB	34:U4.C06.C01.C27.PA 34:U3.C08.C19.C10.PA	39:U2.U4.C10.C25.PA 39:U6.U5.C26.C13.PA	44:U5.U6.C23.C10.C20.SR 44:U8.U5.C24.C06.C06.SR
Hosh Chap Pants BROWN/RED 1:MD 12P	40:U8.U6.C17.C22.C22.PA 9:U5.C09	9:U7.C03 9:U6.C04	14:U1.C26.C07 14:U2.C20.C06	24:U2.C02.C24.OB 24:U6.C28.C02.OB	34:U4.C27.C20.C20.PA 34:U2.C03.C06.C16.PA	39:U7.U4.C19.C16.PA 39:U7.U6.C16.C01.PA	44:U6.U6.C16.C27.C08.SR 44:U2.U8.C12.C26.C08.SR
Hosh Chap Pants DEEP PURPLE 16:RPDR 5%|MD 5P|MPDR 5%	40:U3.U3.C13.C03.C27.PA 25:U4.U5.C11.OB	9:U8.C02 9:U2.C02	14:U7.C26.C05 14:U4.C11.C08	24:U2.C11.C23.OB 24:U5.C09.C07.OB	34:U1.C05.C07.C19.PA 34:U3.C23.C26.C06.PA	39:U7.U6.C27.C23.PA 39:U8.U5.C15.C02.PA	44:U4.U8.C01.C02.C21.SR 44:U3.U8.C27.C09.C21.SR
Hosh Chap Pants DK. GREEN 8:RPDR 15%|WA 5P	40:U4.U5.C27.C20.C01.PA 17:U5.U6.C23	9:U2.C09 9:U1.C15	14:U8.C14.C01 14:U3.C07.C04	24:U4.C19.C11.OB 24:U1.C06.C04.OB	34:U7.C18.C05.C07.PA 34:U4.C11.C27.C19.PA	39:U6.U2.C09.C12.PA 39:U1.U7.C28.C20.PA	44:U7.U7.C26.C27.C28.SR 44:U5.U1.C22.C04.C09.SR
Hosh Chap Pants GREEN 8:MD 12P|MVS 5%	40:U7.U5.C04.C18.C19.PA 17:U5.U5.C06	9:U8.C10 9:U1.C14	14:U8.C20.C11 14:U3.C09.C14	24:U7.C05.C20.OB 24:U8.C09.C09.OB	34:U7.C13.C01.C05.PA 34:U7.C09.C21.C23.PA	39:U7.U8.C05.C22.PA 39:U6.U1.C16.C20.PA	44:U4.U5.C10.C25.C03.SR 44:U6.U6.C02.C04.C24.SR
Hosh Chap Pants GREEN/BLACK 16:MXH 200P	40:U5.U2.C23.C06.C16.PA 9:U7.C18	9:U4.C21 9:U8.C14	14:U3.C06.C19 14:U7.C07.C09	24:U5.C06.C27.OB 24:U8.C15.C12.OB	34:U2.C26.C14.C13.PA 34:U5.C10.C08.C03.PA	39:U4.U4.C20.C04.PA 39:U6.U3.C25.C04.PA	44:U4.U6.C18.C24.C11.SR 44:U2.U5.C06.C15.C12.SR
Hosh Chap Pants GREEN/PURPLE 1:CE 5%	40:U8.U8.C14.C13.C12.PA 9:U8.C07	9:U1.C23 9:U6.C09	14:U3.C13.C24 14:U6.C28.C08	24:U7.C27.C26.OB 24:U2.C04.C15.OB	34:U7.C26.C10.C13.PA 34:U6.C05.C19.C28.PA	39:U5.U2.C27.C08.PA 39:U5.U5.C18.C03.PA	44:U8.U4.C06.C19.C13.SR 44:U5.U8.C17.C14.C03.SR
Hosh Chap Pants LT. PURPLE/GREEN 8:VD 12P|HR 1%	40:U2.U2.C28.C17.C21.PA 17:U5.U1.C03	9:U8.C16 9:U5.C18	14:U2.C27.C01 14:U3.C28.C20	24:U6.C12.C16.OB 24:U2.C14.C01.OB	34:U1.C19.C11.C05.PA 34:U2.C20.C03.C20.PA	39:U4.U8.C07.C02.PA 39:U6.U7.C11.C23.PA	44:U1.U1.C22.C12.C18.SR 44:U7.U5.C25.C13.C01.SR
Hosh Chap Pants MAGENTA 8:MCT 5P|DR 10P	40:U7.U5.C14.C27.C06.PA 17:U3.U7.C11	9:U7.C23 9:U3.C26	14:U1.C05.C27 14:U5.C10.C10	24:U2.C21.C24.OB 24:U6.C08.C22.OB	34:U3.C15.C16.C13.PA 34:U6.C09.C20.C17.PA	39:U6.U3.C04.C27.PA 39:U7.U7.C07.C21.PA	44:U6.U3.C06.C18.C11.SR 44:U3.U5.C27.C17.C08.SR
Hosh Chap Pants ORANGE/BLACK 8:KFD 10P|ST 5P	40:U3.U8.C08.C13.C12.PA 17:U8.U2.C16	9:U3.C07 9:U1.C24	14:U3.C23.C02 14:U3.C05.C09	24:U2.C13.C24.OB 24:U5.C04.C14.OB	34:U1.C28.C14.C06.PA 34:U7.C20.C06.C05.PA	39:U3.U6.C12.C14.PA 39:U4.U5.C22.C03.PA	44:U5.U5.C13.C18.C17.SR 44:U6.U7.C25.C14.C27.SR
Hosh Chap Pants PURPLE 20:MXH 200P|KD 5P	40:U8.U3.C13.C28.C25.PA 17:U6.U6.C10	9:U8.C09 9:U4.C28	14:U7.C02.C22 14:U2.C20.C09	24:U4.C12.C28.OB 24:U5.C27.C23.OB	34:U8.C23.C22.C13.PA 34:U1.C28.C02.C22.PA	39:U1.U3.C02.C05.PA 39:U2.U3.C28.C25.PA	44:U4.U3.C24.C08.C26.SR 44:U8.U5.C10.C08.C01.SR
Hosh Chap Pants PURPLE/BLACK 1:AD 5P	40:U5.U6.C10.C23.C19.PA 9:U3.C06	9:U3.C17 9:U8.C16	14:U7.C21.C03 14:U4.C25.C23	24:U3.C09.C06.OB 24:U3.C15.C17.OB	34:U7.C26.C27.C21.PA 34:U2.C19.C23.C12.PA	39:U8.U2.C07.C04.PA 39:U7.U7.C28.C05.PA	44:U5.U3.C02.C18.C05.SR 44:U1.U1.C18.C16.C07.SR
Hosh Chap Pants RED/BLACK 16:MXH 200P	40:U1.U6.C26.C02.C01.PA 9:U1.C22	9:U3.C12 9:U1.C05	14:U5.C23.C26 14:U6.C17.C11	24:U7.C17.C06.OB 24:U1.C23.C06.OB	34:U3.C25.C04.C21.PA 34:U7.C04.C05.C18.PA	39:U4.U7.C20.C19.PA 39:U6.U4.C13.C12.PA	44:U7.U1.C07.C06.C25.SR 44:U2.U2.C03.C23.C11.SR
Hosh Chap Pants RED/PURPLE 8:MXIS 30P|RD 12P	40:U4.U2.C25.C04.C03.PA 17:U7.U5.C20	9:U3.C15 9:U7.C02	14:U2.C01.C04 14:U4.C09.C24	24:U7.C24.C25.OB 24:U5.C10.C09.OB	34:U6.C13.C25.C08.PA 34:U2.C17.C14.C08.PA	39:U8.U3.C06.C26.PA 39:U6.U2.C23.C11.PA	44:U2.U6.C24.C20.C16.SR 44:U5.U3.C03.C15.C02.SR
Hosh Chaps 20:MXH 200P|VTR 20%	30:U2.C01.C03.C20.OB 17:U4.U4.C25	9:U6.C13 9:U3.C10	14:U2.C20.C04 14:U8.C20.C08	24:U5.C14.C01.OB 24:U6.C24.C10.OB	34:U1.C21.C02.C05.PA 34:U3.C28.C17.C17.PA	39:U1.U2.C26.C15.PA 39:U7.U3.C12.C04.PA	44:U4.U4.C25.C01.C05.SR 44:U4.U6.C20.C22.C11.SR
Hosh Riding Pants 8:F 3L|VR 20%	40:U4.U3.C10.C23.C05.PA 17:U4.U3.C13	9:U5.C03 9:U8.C19	14:U7.C20.C01 14:U6.C08.C25	24:U7.C02.C22.OB 24:U2.C28.C22.OB	34:U3.C10.C28.C01.PA 34:U3.C16.C17.C06.PA	39:U6.U5.C03.C11.PA 39:U1.U5.C20.C11.PA	44:U7.U2.C13.C04.C21.SR 44:U7.U4.C13.C18.C18.SR
Ivora Slacks BLACK 1:VR 20%	30:U8.C15.C05.C02.OB 9:U5.C25	9:U3.C20 9:U4.C26	14:U1.C05.C14 14:U6.C11.C12	24:U5.C12.C23.OB 24:U2.C23.C09.OB	34:U5.C17.C11.C14.PA 34:U7.C05.C26.C08.PA	39:U1.U2.C28.C15.PA 39:U4.U4.C15.C26.PA	44:U5.U8.C21.C02.C16.SR 44:U6.U3.C14.C21.C19.SR
Ivora Slacks BROWN 8:GT 3P|AD 10P	30:U7.C25.C09.C28.OB 17:U1.U2.C06	9:U6.C15 9:U7.C24	14:U8.C22.C20 14:U2.C28.C20	24:U5.C13.C25.OB 24:U7.C15.C10.OB	34:U4.C17.C11.C04.PA 34:U4.C07.C13.C23.PA	39:U6.U6.C19.C06.PA 39:U8.U7.C10.C25.PA	44:U4.U4.C18.C28.C02.SR 44:U1.U8.C19.C13.C21.SR
Ivora Slacks DIM PURPLE (TYPE 12) 16:HR 20%|VDEF 20P|MD 12P	30:U3.C15.C03.C04.OB 25:U2.U8.C28.OB	9:U5.C24 9:U6.C11	14:U2.C17.C11 14:U5.C22.C15	24:U6.C22.C01.OB 24:U8.C21.C15.OB	34:U7.C07.C25.C27.PA 34:U4.C10.C04.C24.PA	39:U8.U2.C27.C23.PA 39:U6.U1.C07.C26.PA	44:U1.U3.C05.C15.C03.SR 44:U6.U4.C03.C08.C27.SR
Ivora Slacks DIM PURPLE (TYPE 9) 1:RD 12P	30:U5.C06.C18.C26.OB 9:U7.C19	9:U6.C23 9:U5.C26	14:U1.C22.C25 14:U2.C02.C02	24:U1.C13.C15.OB 24:U3.C12.C25.OB	34:U5.C02.C14.C22.PA 34:U1.C25.C05.C21.PA	39:U3.U1.C03.C15.PA 39:U5.U8.C23.C10.PA	44:U1.U4.C12.C22.C25.SR 44:U4.U6.C28.C02.C25.SR
Ivora Slacks EGGPLANT 1:SHR 2%	30:U1.C21.C02.C14.OB 9:U6.C17	9:U1.C03 9:U5.C07	14:U3.C24.C14 14:U2.C05.C01	24:U5.C09.C19.OB 24:U8.C08.C09.OB	34:U3.C22.C14.C03.PA 34:U7.C23.C20.C24.PA	39:U3.U8.C17.C11.PA 39:U8.U8.C25.C22.PA	44:U6.U4.C20.C09.C25.SR 44:U2.U2.C01.C05.C23.SR
Ivora Slacks GREEN 8:GT 3P|AD 5P	30:U5.C19.C10.C14.OB 17:U3.U7.C22	9:U6.C17 9:U6.C06	14:U7.C04.C19 14:U4.C02.C10	24:U4.C27.C24.OB 24:U1.C07.C24.OB	34:U6.C04.C11.C25.PA 34:U2.C18.C24.C13.PA	39:U3.U7.C05.C04.PA 39:U5.U1.C01.C02.PA	44:U2.U4.C25.C18.C07.SR 44:U2.U7.C12.C01.C06.SR
Ivora Slacks MAGENTA 16:B 3L|MD 12P|RPDR 15%	30:U8.C28.C06.C18.OB 25:U4.U1.C24.OB	9:U3.C04 9:U6.C19	14:U2.C06.C28 14:U4.C11.C19	24:U1.C10.C26.OB 24:U6.C14.C03.OB	34:U4.C11.C07.C17.PA 34:U5.C12.C23.C13.PA	39:U2.U5.C25.C23.PA 39:U3.U7.C20.C18.PA	44:U4.U3.C22.C15.C22.SR 44:U3.U8.C19.C10.C15.SR
Ivora Slacks OLIVE 32:PT 5P|KD 20P|KFD 20P|ST 5P|P 2L	30:U5.C09.C20.C25.OB 41:U7.U7.C19.C17.C13.SR	9:U1.C22 9:U3.C19	14:U6.C19.C09 14:U8.C12.C17	24:U8.C07.C25.OB 24:U1.C10.C03.OB	34:U8.C02.C13.C15.PA 34:U2.C02.C20.C23.PA	39:U6.U4.C10.C01.PA 39:U4.U8.C23.C23.PA	44:U3.U5.C07.C03.C23.SR 44:U4.U5.C19.C05.C16.SR
Ivora Slacks PALE PURPLE 16:MXH 400P	30:U3.C21.C23.C17.OB 9:U2.C10	9:U3.C04 9:U5.C04	14:U6.C06.C13 14:U6.C10.C02	24:U3.C21.C27.OB 24:U2.C13.C13.OB	34:U5.C02.C28.C20.PA 34:U2.C16.C25.C08.PA	39:U8.U1.C08.C16.PA 39:U2.U7.C01.C16.PA	44:U2.U5.C24.C09.C03.SR 44:U5.U8.C13.C27.C16.SR
Ivora Slacks RED 1:KD 5P	30:U1.C01.C07.C02.OB 9:U1.C11	9:U7.C22 9:U8.C27	14:U5.C11.C22 14:U7.C20.C14	24:U3.C13.C28.OB 24:U4.C26.C07.OB	34:U6.C11.C17.C01.PA 34:U7.C13.C14.C03.PA	39:U6.U4.C14.C07.PA 39:U2.U6.C18.C10.PA	44:U5.U7.C18.C27.C20.SR 44:U2.U1.C08.C14.C22.SR
Ivora Slacks RED-VIOLET 8:AD 5P|SD 12P	30:U1.C10.C12.C14.OB 17:U2.U8.C02	9:U4.C11 9:U5.C23	14:U5.C21.C07 14:U5.C08.C07	24:U7.C09.C02.OB 24:U6.C14.C02.OB	34:U3.C03.C12.C03.PA 34:U7.C09.C03.C17.PA	39:U1.U8.C13.C12.PA 39:U2.U2.C05.C07.PA	44:U1.U1.C23.C10.C22.SR 44:U2.U3.C22.C17.C02.SR
Ivora Slacks SEA GREEN 8:GT 3P|AD 5P	30:U8.C26.C20.C07.OB 17:U1.U4.C02	9:U6.C14 9:U3.C07	14:U7.C28.C12 14:U6.C24.C22	24:U3.C20.C16.OB 24:U3.C06.C02.OB	34:U5.C27.C14.C27.PA 34:U5.C09.C19.C19.PA	39:U4.U6.C09.C11.PA 39:U1.U4.C02.C07.PA	44:U1.U4.C07.C28.C21.SR 44:U1.U2.C23.C14.C16.SR
Ivora Slacks TAN 8:MCT 5P|VD 10P	30:U7.C23.C09.C11.OB 17:U6.U8.C16	9:U2.C08 9:U6.C14	14:U2.C02.C04 14:U3.C20.C25	24:U5.C04.C12.OB 24:U2.C21.C27.OB	34:U6.C05.C04.C14.PA 34:U1.C03.C18.C20.PA	39:U6.U8.C12.C09.PA 39:U8.U6.C13.C28.PA	44:U8.U5.C22.C07.C03.SR 44:U8.U6.C09.C21.C08.SR
Ivora Slacks VIOLET 16:MXH 200P	30:U3.C09.C25.C13.OB 9:U2.C06	9:U7.C01 9:U3.C19	14:U7.C15.C22 14:U2.C05.C06	24:U5.C26.C10.OB 24:U3.C21.C11.OB	34:U7.C02.C10.C05.PA 34:U4.C11.C26.C09.PA	39:U6.U7.C06.C14.PA 39:U4.U5.C09.C19.PA	44:U8.U6.C24.C25.C09.SR 44:U8.U6.C23.C11.C12.SR

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Item Name ITEM COLOR ENHANCED ITEM STATS	RECIPES: BASIC RECIPES: ENHANCED	+1% PR +1% VR	+2% PR +2% VR	+3% PR +3% VR	+4% PR +4% VR	+5% PR +5% VR	+6% PR +6% VR
Ivora Slacks WHITE	30:U8.C13.C14.C11.OB	9:U3.C20	14:U3.C20.C07	24:U8.C13.C21.OB	34:U6.C12.C22.C12.PA	39:U6.U2.C14.C19.PA	44:U2.U6.C03.C22.C21.SR
1:KFD 5P	9:U7.C20	9:U5.C12	14:U2.C13.C02	24:U3.C11.C10.OB	34:U2.C06.C03.C13.PA	39:U8.U2.C10.C28.PA	44:U6.U3.C25.C15.C27.SR
Ivora Slacks YELLOW	30:U1.C05.C28.C01.OB	9:U5.C10	14:U5.C28.C28	24:U2.C08.C21.OB	34:U6.C09.C03.C23.PA	39:U3.U4.C18.C04.PA	44:U5.U8.C02.C11.C10.SR
8:MD 12P|SJ 15P	17:U1.U6.C27	9:U5.C05	14:U3.C28.C19	24:U1.C21.C13.OB	34:U4.C16.C17.C12.PA	39:U3.U4.C26.C20.PA	44:U1.U8.C18.C20.C20.SR
Misene Pinstripes BLACK	5:U7.C24	9:U5.C20	14:U4.C22.C02	24:U3.C09.C14.OB	34:U2.C19.C02.C20.PA	39:U7.U3.C10.C08.PA	44:U5.U6.C06.C12.C22.SR
8:AD 2P|SS 8P	17:U3.U3.C20	9:U1.C26	14:U6.C01.C25	24:U4.C23.C01.OB	34:U4.C07.C28.C24.PA	39:U3.U2.C04.C08.PA	44:U2.U3.C14.C07.C12.SR
Misene Pinstripes BROWN	1:C10.C15	9:U5.C25	14:U1.C04.C13	24:U2.C05.C21.OB	34:U7.C23.C04.C06.PA	39:U6.U6.C01.C02.PA	44:U4.U1.C21.C04.C25.SR
24:FORCE COMBAT 15P|ABC 15P|MCT 8P	25:U3.U3.C15.OB	9:U7.C02	14:U6.C20.C11	24:U4.C09.C01.OB	34:U5.C05.C09.C01.PA	39:U5.U1.C08.C21.PA	44:U1.U1.C20.C28.C28.SR
Misene Pinstripes DEEP TEAL	5:U7.C24	9:U6.C27	14:U8.C25.C02	24:U4.C08.C20.OB	34:U7.C17.C15.C18.PA	39:U8.U1.C14.C17.PA	44:U5.U6.C19.C03.C01.SR
6:MXH 50P	15:U6.U2.C22	9:U7.C13	14:U6.C20.C11	24:U5.C06.C07.OB	34:U3.C01.C14.C21.PA	39:U1.U2.C19.C06.PA	44:U5.U4.C08.C09.C24.SR
Misene Pinstripes DIM EGGPLANT	5:U8.C26	9:U2.C21	14:U6.C14.C11	24:U5.C17.C09.OB	34:U2.C21.C14.C01.PA	39:U2.U8.C13.C01.PA	44:U3.U5.C26.C01.C13.SR
8:VR 8%|MD 2P	17:U1.U1.C23	9:U7.C12	14:U4.C01.C20	24:U5.C12.C24.OB	34:U2.C20.C24.C27.PA	39:U3.U1.C01.C26.PA	44:U5.U2.C18.C26.C21.SR
Misene Pinstripes DIM MAGENTA	5:U5.C05	9:U4.C21	14:U1.C18.C03	24:U1.C08.C28.OB	34:U1.C18.C11.C21.PA	39:U1.U7.C28.C21.PA	44:U1.U4.C12.C24.C13.SR
16:VR 5%|SD 4P|MXIS 10P	25:U1.U7.C16.OB	9:U4.C26	14:U2.C15.C08	24:U6.C26.C08.OB	34:U3.C08.C19.C22.PA	39:U6.U2.C18.C17.PA	44:U5.U3.C26.C09.C18.SR
Misene Pinstripes DK. RED	5:U7.C15	9:U8.C13	14:U1.C12.C21	24:U6.C25.C09.OB	34:U8.C01.C24.C19.PA	39:U6.U6.C22.C10.PA	44:U1.U4.C03.C20.C11.SR
1:RPDR 5%	9:U6.C11	9:U6.C02	14:U8.C04.C22	24:U3.C15.C03.OB	34:U6.C24.C18.C16.PA	39:U5.U6.C20.C20.PA	44:U8.U1.C10.C17.C23.SR
Misene Pinstripes DOGWOOD	1:C14.C25	9:U1.C05	14:U6.C10.C26	24:U6.C22.C25.OB	34:U1.C02.C01.C28.PA	39:U2.U5.C19.C08.PA	44:U3.U7.C19.C03.C20.SR
1:CW 15P	9:U6.C04	9:U8.C09	14:U2.C06.C13	24:U7.C08.C24.OB	34:U6.C13.C12.C17.PA	39:U1.U8.C21.C25.PA	44:U3.U8.C05.C02.C17.SR
Misene Pinstripes EGGPLANT	5:U6.C21	9:U2.C05	14:U3.C08.C10	24:U5.C16.C20.OB	34:U1.C22.C20.C17.PA	39:U7.U6.C10.C27.PA	44:U1.U8.C14.C27.C06.SR
1:AD 2P	9:U1.C02	9:U2.C11	14:U7.C10.C09	24:U1.C28.C03.OB	34:U4.C26.C05.C25.PA	39:U3.U4.C04.C10.PA	44:U6.U1.C13.C24.C08.SR
Misene Pinstripes GRAY	5:U4.C22	9:U4.C23	14:U6.C22.C19	24:U8.C15.C28.OB	34:U8.C19.C03.C13.PA	39:U5.U2.C09.C23.PA	44:U7.U3.C10.C01.C25.SR
8:V 1L|MXH 50P	17:U1.U3.C04	9:U7.C24	14:U8.C21.C01	24:U3.C22.C24.OB	34:U3.C27.C06.C24.PA	39:U6.U5.C13.C08.PA	44:U4.U5.C16.C26.C01.SR
Misene Pinstripes INDIGO	5:U4.C12	9:U3.C16	14:U5.C13.C25	24:U2.C14.C05.OB	34:U8.C06.C28.C11.PA	39:U8.U8.C22.C22.PA	44:U7.U1.C22.C15.C13.SR
8:RD 4P|MXH 50P	17:U4.U4.C27	9:U1.C23	14:U1.C20.C25	24:U7.C06.C19.OB	34:U7.C22.C09.C27.PA	39:U3.U2.C25.C20.PA	44:U1.U6.C10.C04.C19.SR
Misene Pinstripes MAGENTA	5:U2.C13	9:U3.C03	14:U6.C07.C10	24:U4.C24.C09.OB	34:U7.C20.C16.C10.PA	39:U7.U7.C20.C06.PA	44:U4.U2.C03.C23.C22.SR
1:CH 8P	9:U5.C20	9:U5.C14	14:U3.C23.C28	24:U8.C19.C25.OB	34:U3.C26.C07.C24.PA	39:U7.U2.C07.C21.PA	44:U3.U6.C27.C01.C17.SR
Misene Pinstripes OLIVE	5:U7.C10	9:U6.C17	14:U7.C11.C15	24:U5.C18.C20.OB	34:U3.C17.C25.C12.PA	39:U2.U5.C07.C08.PA	44:U8.U6.C28.C06.C12.SR
8:MCT 3P|MXH 50P	17:U3.U3.C07	9:U1.C01	14:U4.C21.C22	24:U1.C06.C16.OB	34:U4.C19.C03.C16.PA	39:U1.U6.C11.C15.PA	44:U8.U5.C01.C10.C19.SR
Misene Pinstripes PURPLE	5:U5.C08	9:U8.C25	14:U8.C20.C19	24:U8.C07.C23.OB	34:U5.C28.C06.C12.PA	39:U7.U7.C02.C22.PA	44:U4.U7.C12.C27.C27.SR
1:MCT 3P	9:U6.C11	9:U7.C20	14:U1.C23.C25	24:U5.C09.C02.OB	34:U8.C16.C15.C12.PA	39:U5.U8.C02.C18.PA	44:U6.U2.C21.C26.C14.SR
Misene Pinstripes RED	5:U2.C14	9:U1.C28	14:U1.C02.C09	24:U2.C20.C16.OB	34:U4.C17.C07.C01.PA	39:U3.U8.C28.C05.PA	44:U4.U6.C13.C18.C20.SR
24:VD 15P|PT 4P|SHR 15%|KD 15P	33:U8.C17.C26.C19.PA	9:U3.C14	14:U6.C26.C21	24:U6.C16.C01.OB	34:U7.C21.C07.C01.PA	39:U6.U8.C19.C10.PA	44:U1.U5.C26.C28.C11.SR
Misene Pinstripes SEA GREEN	5:U6.C17	9:U5.C11	14:U2.C21.C04	24:U5.C10.C21.OB	34:U2.C11.C21.C21.PA	39:U3.U2.C04.C25.PA	44:U1.U2.C23.C05.C22.SR
1:VR 5%	9:U4.C10	9:U4.C12	14:U1.C17.C14	24:U7.C13.C28.OB	34:U4.C16.C06.C22.PA	39:U4.U2.C20.C13.PA	44:U4.U5.C19.C25.C09.SR
Misene Pinstripes YELLOW	5:U8.C19	9:U5.C04	14:U1.C17.C02	24:U4.C23.C01.OB	34:U1.C19.C05.C20.PA	39:U4.U6.C27.C26.PA	44:U8.U4.C12.C10.C21.SR
1:VR 8%	9:U1.C12	9:U3.C20	14:U3.C20.C10	24:U3.C18.C20.OB	34:U4.C18.C24.C25.PA	39:U4.U3.C28.C07.PA	44:U1.U5.C12.C22.C17.SR
Plain Slacks ASH	5:U5.C07	9:U8.C16	14:U3.C10.C11	24:U6.C10.C06.OB	34:U5.C06.C25.C09.PA	39:U4.U1.C02.C11.PA	44:U3.U3.C07.C13.C10.SR
16:DDR 20P|MDL 10P|DS 10P	25:U7.U2.C15.OB	9:U6.C28	14:U6.C17.C20	24:U7.C25.C08.OB	34:U4.C12.C12.C14.PA	39:U4.U2.C12.C15.PA	44:U4.U8.C10.C27.C23.SR
Plain Slacks BLACK	1:C18.C08	9:U6.C25	14:U6.C22.C12	24:U1.C09.C21.OB	34:U1.C06.C14.C17.PA	39:U7.U4.C01.C11.PA	44:U3.U2.C18.C15.C04.SR
1:SJ 6P	9:U2.C28	9:U8.C11	14:U5.C15.C19	24:U2.C22.C17.OB	34:U4.C07.C20.C25.PA	39:U4.U6.C05.C09.PA	44:U1.U4.C18.C03.C02.SR
Plain Slacks BLOOD RED	5:U3.C10	9:U3.C17	14:U5.C07.C17	24:U5.C16.C17.OB	34:U7.C21.C21.C14.PA	39:U2.U1.C21.C22.PA	44:U2.U5.C22.C25.C13.SR
6:MXH 50P	15:U7.U7.C27	9:U5.C14	14:U6.C28.C07	24:U8.C17.C11.OB	34:U6.C24.C14.C09.PA	39:U2.U7.C23.C05.PA	44:U4.U8.C16.C03.C13.SR
Plain Slacks BRIGHT OLIVE	5:U3.C23	9:U1.C24	14:U7.C18.C19	24:U2.C16.C28.OB	34:U2.C01.C08.C23.PA	39:U7.U4.C14.C15.PA	44:U6.U7.C24.C27.C03.SR
8:MXH 50P|SD 4P	17:U7.U4.C16	9:U1.C25	14:U2.C28.C26	24:U7.C06.C20.OB	34:U4.C04.C28.C06.PA	39:U8.U5.C19.C28.PA	44:U3.U8.C02.C23.C08.SR
Plain Slacks BROWN	5:U6.C09	9:U3.C19	14:U6.C16.C18	24:U8.C13.C20.OB	34:U3.C25.C04.C01.PA	39:U7.U5.C06.C26.PA	44:U3.U8.C24.C23.C04.SR
16:RD 4P|MPDR 5%|MD 5P	25:U7.U7.C26.OB	9:U3.C26	14:U4.C03.C05	24:U2.C27.C17.OB	34:U1.C03.C19.C07.PA	39:U5.U4.C16.C06.PA	44:U7.U6.C25.C04.C17.SR
Plain Slacks CONCRETE	5:U1.C07	9:U3.C06	14:U3.C14.C07	24:U2.C01.C03.OB	34:U2.C09.C19.C21.PA	39:U6.U3.C21.C04.PA	44:U1.U3.C24.C01.C02.SR
1:HR 3%	9:U8.C02	9:U7.C19	14:U6.C10.C01	24:U4.C01.C18.OB	34:U4.C05.C13.C20.PA	39:U2.U6.C20.C08.PA	44:U6.U5.C27.C09.C22.SR
Plain Slacks DEEP MAGENTA	5:U2.C05	9:U8.C08	14:U4.C09.C03	24:U6.C25.C13.OB	34:U7.C18.C22.C05.PA	39:U5.U4.C02.C12.PA	44:U7.U5.C26.C16.C11.SR
16:MPDR 5%|PT 1P|KFD 15P	25:U5.U4.C24.OB	9:U4.C16	14:U2.C24.C25	24:U1.C19.C02.OB	34:U6.C04.C07.C26.PA	39:U7.U4.C22.C21.PA	44:U4.U3.C22.C20.C01.SR
Plain Slacks DIM AQUA	5:U7.C26	9:U2.C18	14:U6.C06.C08	24:U5.C18.C10.OB	34:U3.C27.C17.C24.PA	39:U4.U4.C24.C23.PA	44:U1.U4.C14.C05.C08.SR
1:MD 4P	9:U7.C03	9:U7.C14	14:U5.C16.C15	24:U5.C14.C12.OB	34:U6.C03.C24.C01.PA	39:U8.U5.C23.C12.PA	44:U2.U2.C19.C28.C19.SR
Plain Slacks DIM BROWN	5:U7.C23	9:U7.C10	14:U8.C10.C05	24:U1.C05.C21.OB	34:U1.C27.C27.C22.PA	39:U7.U3.C22.C03.PA	44:U7.U5.C14.C18.C03.SR
1:MPDR 5%	9:U2.C16	9:U5.C15	14:U4.C15.C07	24:U3.C07.C06.OB	34:U8.C08.C09.C16.PA	39:U5.U1.C01.C28.PA	44:U4.U3.C21.C06.C23.SR
Plain Slacks DK. PURPLE	5:U8.C07	9:U2.C23	14:U6.C23.C08	24:U3.C04.C13.OB	34:U6.C24.C01.C26.PA	39:U6.U2.C04.C24.PA	44:U4.U8.C05.C15.C26.SR
16:B 1L|SDN 10P|MCT 6P	25:U7.U2.C22.OB	9:U7.C10	14:U6.C15.C11	24:U5.C07.C20.OB	34:U8.C17.C25.C20.PA	39:U5.U1.C07.C27.PA	44:U3.U5.C28.C06.C26.SR
Plain Slacks DK. RED	5:U8.C17	9:U3.C17	14:U3.C02.C18	24:U3.C01.C22.OB	34:U7.C21.C08.C04.PA	39:U6.U1.C10.C24.PA	44:U5.U8.C05.C16.C28.SR
1:MDL 8P	9:U4.C04	9:U7.C10	14:U7.C25.C04	24:U6.C28.C27.OB	34:U5.C21.C03.C12.PA	39:U3.U3.C15.C24.PA	44:U5.U8.C24.C13.C02.SR
Plain Slacks DK. TEAL	5:U6.C19	9:U2.C24	14:U4.C18.C09	24:U3.C10.C10.OB	34:U8.C09.C17.C03.PA	39:U7.U6.C02.C01.PA	44:U6.U6.C27.C20.C19.SR
1:SMGD 2P	9:U3.C15	9:U4.C20	14:U7.C16.C25	24:U6.C21.C12.OB	34:U4.C21.C11.C02.PA	39:U6.U1.C04.C22.PA	44:U6.U3.C16.C14.C08.SR

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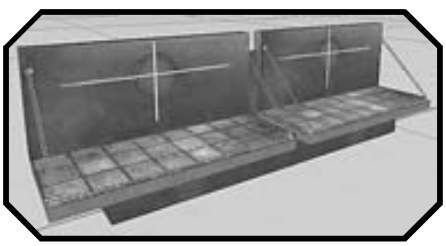
Item Name ITEM COLOR ENHANCED ITEM STATS	RECIPES: BASIC RECIPES: ENHANCED	+1% PR +1% VR	+2% PR +2% VR	+3% PR +3% VR	+4% PR +4% VR	+5% PR +5% VR	+6% PR +6% VR
Plain Slacks EGGPLANT	5:U2.C12	9:U6.C02	14:U7.C09.C20	24:U3.C19.C21.OB	34:U2.C26.C06.C21.PA	39:U3.U8.C18.C04.PA	44:U4.U3.C14.C27.C16.SR
8:MXIS 10P|RPDR 5%	17:U4.U6.C06	9:U5.C26	14:U3.C24.C02	24:U2.C26.C12.OB	34:U1.C05.C24.C18.PA	39:U6.U5.C18.C17.PA	44:U3.U8.C27.C22.C27.SR
Plain Slacks FOREST GREEN	5:U7.C18	9:U6.C09	14:U6.C23.C04	24:U3.C24.C20.OB	34:U2.C06.C14.C01.PA	39:U4.U5.C21.C26.PA	44:U2.U1.C14.C13.C27.SR
8:RD 4P|SHR 2%	17:U6.U1.C03	9:U7.C11	14:U8.C05.C28	24:U1.C25.C15.OB	34:U1.C13.C09.C08.PA	39:U3.U4.C23.C08.PA	44:U3.U6.C24.C16.C22.SR
Plain Slacks GRAY	5:U5.C15	9:U8.C04	14:U5.C06.C20	24:U8.C12.C11.OB	34:U3.C09.C13.C02.PA	39:U5.U8.C09.C14.PA	44:U4.U2.C04.C27.C01.SR
6:MXH 50P	15:U7.U8.C18	9:U4.C01	14:U1.C11.C18	24:U5.C03.C09.OB	34:U7.C16.C28.C11.PA	39:U5.U7.C16.C02.PA	44:U5.U2.C28.C23.C20.SR
Plain Slacks GREEN	5:U7.C15	9:U3.C08	14:U7.C06.C26	24:U5.C08.C23.OB	34:U7.C25.C04.C09.PA	39:U6.U5.C11.C03.PA	44:U3.U2.C12.C01.C15.SR
1:LP 8P	9:U6.C20	9:U1.C21	14:U4.C20.C26	24:U3.C01.C12.OB	34:U7.C22.C14.C07.PA	39:U1.U2.C24.C16.PA	44:U1.U5.C16.C20.C24.SR
Plain Slacks LT. GREEN	5:U1.C14	9:U8.C06	14:U1.C09.C21	24:U8.C03.C13.OB	34:U1.C19.C14.C02.PA	39:U6.U4.C26.C05.PA	44:U8.U7.C09.C13.C09.SR
16:MXH 50P|GT 5P|AD 10P	25:U3.U8.C15.OB	9:U3.C11	14:U5.C02.C25	24:U3.C05.C17.OB	34:U8.C26.C19.C08.PA	39:U7.U4.C05.C11.PA	44:U3.U3.C09.C07.C17.SR
Plain Slacks MAGENTA	5:U7.C11	9:U7.C25	14:U5.C05.C15	24:U4.C21.C08.OB	34:U7.C16.C24.C23.PA	39:U6.U5.C10.C06.PA	44:U3.U6.C16.C03.C15.SR
1:AD 2P	9:U8.C15	9:U7.C14	14:U7.C02.C04	24:U5.C05.C26.OB	34:U4.C24.C15.C06.PA	39:U2.U2.C04.C04.PA	44:U5.U3.C17.C26.C21.SR
Plain Slacks OLIVE	5:U8.C11	9:U2.C15	14:U1.C15.C20	24:U4.C14.C13.OB	34:U1.C02.C20.C04.PA	39:U7.U1.C23.C20.PA	44:U1.U4.C14.C13.C09.SR
1:ISR 1%	9:U4.C25	9:U1.C14	14:U3.C13.C22	24:U6.C26.C27.OB	34:U1.C19.C18.C01.PA	39:U8.U8.C04.C16.PA	44:U8.U6.C13.C02.C08.SR
Plain Slacks OLIVE DRAB	5:U8.C05	9:U5.C04	14:U6.C21.C06	24:U3.C12.C14.OB	34:U3.C25.C17.C05.PA	39:U5.U8.C23.C08.PA	44:U5.U1.C23.C19.C10.SR
1:6S 8P	9:U1.C27	9:U4.C15	14:U5.C02.C02	24:U4.C27.C09.OB	34:U1.C21.C16.C28.PA	39:U2.U4.C28.C05.PA	44:U5.U6.C04.C09.C11.SR
Plain Slacks ORANGE	5:U2.C24	9:U4.C09	14:U7.C26.C10	24:U3.C05.C28.OB	34:U4.C04.C15.C18.PA	39:U1.U5.C23.C06.PA	44:U3.U3.C11.C26.C08.SR
1:RD 4P	9:U7.C18	9:U1.C26	14:U1.C12.C20	24:U7.C13.C05.OB	34:U6.C25.C27.C18.PA	39:U2.U6.C26.C20.PA	44:U4.U8.C09.C05.C18.SR
Plain Slacks PALE AQUA	5:U6.C28	9:U2.C16	14:U7.C03.C05	24:U8.C16.C04.OB	34:U7.C08.C07.C18.PA	39:U1.U7.C27.C22.PA	44:U4.U3.C04.C17.C05.SR
1:MXIS 10P	9:U7.C17	9:U5.C22	14:U3.C25.C19	24:U7.C10.C22.OB	34:U2.C02.C06.C04.PA	39:U8.U2.C09.C24.PA	44:U3.U3.C16.C13.C23.SR
Plain Slacks PALE GREEN	5:U7.C23	9:U3.C08	14:U7.C24.C14	24:U8.C07.C11.OB	34:U6.C15.C05.C10.PA	39:U5.U1.C24.C01.PA	44:U3.U6.C10.C07.C08.SR
1:UDR 2%|HD 1P|CE 1%	9:U2.C10	9:U8.C07	14:U1.C05.C08	24:U2.C13.C27.OB	34:U8.C09.C21.C10.PA	39:U5.U2.C15.C04.PA	44:U2.U1.C08.C12.C25.SR
Plain Slacks PALE PURPLE	1:C03.C11	9:U5.C07	14:U3.C19.C12	24:U6.C27.C14.OB	34:U2.C22.C17.C08.PA	39:U2.U8.C17.C19.PA	44:U4.U4.C26.C28.C05.SR
16:MD 4P|RPDR 2%|MPDR 2%	25:U1.U1.C18.OB	9:U4.C02	14:U7.C17.C01	24:U6.C07.C06.OB	34:U5.C12.C25.C23.PA	39:U2.U8.C12.C23.PA	44:U4.U6.C05.C12.C04.SR
Plain Slacks PALE ROSE	5:U1.C02	9:U1.C14	14:U7.C11.C10	24:U1.C28.C10.OB	34:U1.C27.C25.C03.PA	39:U4.U2.C09.C17.PA	44:U4.U2.C18.C20.C07.SR
1:RD 4P	9:U3.C22	9:U6.C11	14:U5.C15.C27	24:U7.C07.C26.OB	34:U1.C18.C04.C08.PA	39:U5.U8.C11.C07.PA	44:U8.U3.C08.C12.C04.SR
Plain Slacks PURPLE	5:U5.C12	9:U4.C11	14:U7.C18.C23	24:U4.C15.C17.OB	34:U4.C11.C22.C21.PA	39:U1.U5.C05.C26.PA	44:U8.U8.C25.C24.C23.SR
1:VTR 8%	9:U7.C21	9:U2.C02	14:U1.C06.C18	24:U3.C07.C18.OB	34:U1.C23.C15.C10.PA	39:U1.U3.C16.C23.PA	44:U2.U8.C10.C15.C05.SR
Plain Slacks RED	5:U4.C06	9:U5.C20	14:U5.C14.C27	24:U4.C04.C14.OB	34:U2.C10.C15.C17.PA	39:U5.U4.C15.C19.PA	44:U4.U3.C06.C22.C03.SR
1:STEALTH 10P	9:U5.C14	9:U7.C19	14:U6.C09.C16	24:U3.C01.C14.OB	34:U2.C14.C08.C09.PA	39:U7.U3.C11.C18.PA	44:U4.U4.C20.C03.C28.SR
Plain Slacks SEA GREEN	5:U3.C19	9:U3.C28	14:U2.C19.C16	24:U6.C17.C05.OB	34:U2.C01.C08.C15.PA	39:U6.U6.C06.C18.PA	44:U4.U6.C18.C01.C01.SR
1:STEALTH 10P	9:U8.C13	9:U2.C13	14:U8.C08.C10	24:U5.C14.C11.OB	34:U5.C06.C10.C28.PA	39:U8.U6.C04.C27.PA	44:U3.U1.C11.C26.C17.SR
Plain Slacks SLATE	5:U3.C06	9:U3.C03	14:U8.C19.C12	24:U4.C08.C20.OB	34:U6.C15.C25.C24.PA	39:U7.U8.C19.C23.PA	44:U4.U5.C17.C27.C24.SR
1:LP 8P	9:U7.C10	9:U7.C15	14:U3.C22.C18	24:U2.C24.C06.OB	34:U4.C23.C10.C20.PA	39:U2.U2.C23.C13.PA	44:U2.U1.C01.C18.C26.SR
Plain Slacks STONE	5:U3.C19	9:U1.C18	14:U7.C28.C14	24:U2.C17.C08.OB	34:U1.C12.C25.C01.PA	39:U4.U1.C11.C07.PA	44:U7.U2.C20.C09.C22.SR
1:CE 4%	9:U1.C04	9:U1.C19	14:U3.C24.C26	24:U3.C18.C11.OB	34:U2.C22.C04.C26.PA	39:U2.U8.C14.C24.PA	44:U7.U2.C21.C06.C17.SR
Plain Slacks TAN	5:U5.C20	9:U4.C07	14:U5.C04.C20	24:U2.C05.C12.OB	34:U2.C22.C15.C11.PA	39:U4.U4.C12.C02.PA	44:U1.U6.C22.C24.C02.SR
1:SMGD 2P	9:U3.C14	9:U5.C24	14:U8.C25.C15	24:U8.C04.C15.OB	34:U4.C20.C28.C08.PA	39:U8.U5.C08.C13.PA	44:U1.U7.C01.C27.C28.SR
Plain Slacks WHITE	5:U5.C05	9:U7.C10	14:U4.C02.C27	24:U4.C08.C18.OB	34:U2.C28.C06.C28.PA	39:U2.U4.C19.C20.PA	44:U3.U4.C28.C03.C06.SR
8:MCT 5P	17:U7.U7.C06	9:U5.C28	14:U1.C20.C01	24:U6.C17.C15.OB	34:U3.C10.C03.C28.PA	39:U6.U4.C10.C23.PA	44:U7.U5.C13.C13.C26.SR



MALE SHIRTS

Item Name ITEM COLOR ENHANCED ITEM STATS	RECIPES: BASIC RECIPES: ENHANCED	+1% PR +1% VR	+2% PR +2% VR	+3% PR +3% VR	+4% PR +4% VR	+5% PR +5% VR	+6% PR +6% VR
Avero Pizzaz Shirt BLACK	30:U1.C28.C14.C16.OB	10:U7.C02.C15	15:U6.U7.C10	25:U3.U7.C10.OB	35:U3.U2.C08.C09.PA	40:U7.U5.C27.C08.C09.PA	45:U6.U1.U1.C26.C09.SR
1:VTR 20%	10:U4.C08.C03	10:U4.C11.C16	15:U6.U1.C03	25:U4.U6.C12.OB	35:U7.U6.C02.C17.PA	40:U5.U6.C23.C10.C09.PA	45:U5.U5.U5.C20.C13.SR
Avero Pizzaz Shirt BROWN	30:U3.C04.C12.C27.OB	10:U6.C27.C24	15:U7.U8.C27	25:U4.U4.C15.OB	35:U7.U7.C08.C22.PA	40:U6.U3.C08.C04.C13.PA	45:U5.U2.U8.C12.C13.SR
1:CW 5P	10:U2.C04.C13	10:U4.C18.C06	15:U8.U1.C17	25:U5.U5.C05.OB	35:U7.U8.C05.C07.PA	40:U1.U1.C23.C28.C09.PA	45:U7.U3.U6.C18.C01.SR
Avero Pizzaz Shirt DIM TEAL	30:U4.C01.C01.C22.OB	10:U2.C19.C20	15:U3.U1.C24	25:U3.U7.C04.OB	35:U1.U6.C13.C21.PA	40:U4.U3.C03.C01.C11.PA	45:U1.U2.U5.C15.C27.SR
22:ISR 1%|KFD 5P|MXH 200P	26:U1.U3.C24.OB	10:U1.C27.C08	15:U6.U3.C26	25:U5.U5.C15.OB	35:U6.U2.C03.C01.PA	40:U8.U4.C12.C12.C22.PA	45:U3.U4.U8.C18.C22.SR

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Item Name ITEM COLOR ENHANCED ITEM STATS	RECIPES: RECIPES:	BASIC ENHANCED	+1% PR +1% VR	+2% PR +2% VR	+3% PR +3% VR	+4% PR +4% VR	+5% PR +5% VR	+6% PR +6% VR
Avero Pizzaz Shirt GOLD		30:U3.C25.C17.C15.OB	10:U3.C01.C19	15:U6.U7.C21	25:U3.U4.C05.OB	35:U3.U2.C10.C04.PA	40:U5.U6.C18.C23.C19.PA	45:U8.U7.U4.C13.C03.SR
16:SHR 2%|RFD 5P|SISR 2%		26:U1.U5.C01.OB	10:U8.C03.C15	15:U2.U3.C03	25:U7.U2.C04.OB	35:U1.U1.C10.C18.PA	40:U6.U1.C21.C07.C12.PA	45:U8.U6.U3.C17.C07.SR
Avero Pizzaz Shirt GREEN		30:U2.C24.C14.C22.OB	10:U1.C14.C25	15:U5.U4.C03	25:U8.U7.C18.OB	35:U6.U6.C11.C27.PA	40:U2.U4.C14.C15.C12.PA	45:U6.U3.U4.C28.C19.SR
16:MXH 400P		10:U8.C25.C24	10:U1.C16.C01	15:U6.U1.C24	25:U6.U3.C23.OB	35:U8.U5.C03.C14.PA	40:U8.U3.C04.C21.C22.PA	45:U7.U7.U4.C25.C08.SR
Avero Pizzaz Shirt PURPLE		30:U5.C10.C21.C18.OB	10:U1.C18.C10	15:U8.U1.C03	25:U7.U3.C27.OB	35:U5.U6.C17.C09.PA	40:U8.U5.C18.C12.C25.PA	45:U7.U4.U6.C04.C23.SR
1:VR 20%		10:U3.C28.C17	10:U1.C12.C01	15:U2.U8.C12	25:U1.U4.C05.OB	35:U6.U6.C14.C05.PA	40:U3.U2.C01.C24.C10.PA	45:U5.U4.U6.C11.C27.SR
Avero Pizzaz Shirt RUST		30:U7.C07.C27.C24.OB	10:U5.C22.C24	15:U6.U3.C11	25:U4.U2.C16.OB	35:U7.U2.C19.C28.PA	40:U3.U3.C19.C09.C20.PA	45:U4.U3.U6.C19.C03.SR
1:VR 20%		10:U7.C17.C28	10:U4.C11.C28	15:U5.U1.C01	25:U5.U3.C10.OB	35:U7.U3.C22.C18.PA	40:U8.U3.C08.C03.C04.PA	45:U3.U3.U5.C24.C13.SR
Avero Pizzaz Shirt TAN		30:U6.C25.C01.C14.OB	10:U5.C03.C09	15:U6.U7.C08	25:U3.U8.C01.OB	35:U4.U7.C14.C26.PA	40:U7.U1.C11.C27.C23.PA	45:U1.U1.U5.C28.C08.SR
3:VTR 40%		13:U5.C11.C12	10:U7.C27.C01	15:U7.U4.C18	25:U4.U7.C22.OB	35:U1.U4.C13.C15.PA	40:U7.U8.C23.C27.C10.PA	45:U8.U7.U8.C20.C21.SR
Avero Vest Combo BROWN/GREEN		5:U8.C06	10:U1.C08.C25	15:U8.U7.C15	25:U7.U8.C08.OB	35:U4.U2.C06.C22.PA	40:U7.U2.C08.C18.C01.PA	45:U7.U3.U2.C25.C20.SR
16:SD 12P|STEALTH 25P|SISR 5%		26:U2.U3.C26.OB	10:U5.C27.C01	15:U2.U7.C17	25:U4.U7.C12.OB	35:U7.U3.C27.C04.PA	40:U6.U7.C14.C19.C08.PA	45:U5.U1.U5.C07.C14.SR
Avero Vest Combo GRAY/RED		5:U5.C15	10:U4.C13.C21	15:U5.U3.C25	25:U4.U1.C15.OB	35:U4.U1.C04.C08.PA	40:U2.U5.C02.C25.C13.PA	45:U4.U7.U5.C14.C08.SR
22:RD 12P|HGD 5P|MXH 200P		26:U6.U4.C19.OB	10:U6.C23.C15	15:U3.U6.C19	25:U4.U4.C18.OB	35:U1.U5.C26.C22.PA	40:U6.U1.C18.C11.C19.PA	45:U4.U5.U7.C18.C15.SR
Avero Vest Combo MAGENTA/GRAY		5:U4.C13	10:U2.C16.C13	15:U2.U8.C08	25:U7.U3.C09.OB	35:U4.U4.C15.C27.PA	40:U7.U2.C17.C05.C11.PA	45:U4.U7.U5.C02.C25.SR
24:RFD 20P|DS 15P|RCT 8P		34:U7.C27.C25.C03.PA	10:U6.C28.C17	15:U4.U4.C23	25:U8.U1.C19.OB	35:U1.U3.C14.C18.PA	40:U5.U6.C27.C16.C08.PA	45:U2.U6.U4.C16.C09.SR
Avero Vest Combo OLIVE/PURPLE		5:U1.C07	10:U3.C09.C07	15:U8.U1.C16	25:U8.U6.C08.OB	35:U4.U4.C04.C15.PA	40:U1.U8.C25.C09.C14.PA	45:U6.U5.U3.C22.C15.SR
1:RD 12P		10:U8.C14.C05	10:U2.C20.C14	15:U6.U6.C15	25:U3.U1.C15.OB	35:U4.U4.C21.C12.PA	40:U4.U8.C14.C08.C01.PA	45:U2.U6.U4.C08.C09.SR
Avero Vest Combo SAND/MAGENTA		5:U5.C19	10:U5.C14.C13	15:U2.U8.C14	25:U6.U4.C01.OB	35:U1.U6.C18.C28.PA	40:U5.U8.C15.C23.C09.PA	45:U6.U3.U3.C24.C15.SR
1:HGD 5P		10:U1.C05.C06	10:U7.C23.C04	15:U6.U8.C10	25:U2.U4.C12.OB	35:U3.U8.C22.C16.PA	40:U4.U6.C26.C28.C08.PA	45:U6.U2.U2.C08.C08.SR
Avero Vest Combo TAN/BROWN		5:U8.C13	10:U5.C15.C03	15:U3.U2.C07	25:U6.U8.C27.OB	35:U3.U7.C03.C26.PA	40:U7.U8.C26.C11.C20.PA	45:U1.U5.U5.C27.C18.SR
16:SD 4P|MD 2P|KD 2P		26:U5.U2.C22.OB	10:U7.C02.C16	15:U1.U8.C19	25:U7.U4.C22.OB	35:U6.U2.C10.C19.PA	40:U7.U4.C02.C12.C13.PA	45:U8.U4.U2.C24.C16.SR
Avero Vest Combo WHITE/WHITE		5:U2.C10	10:U4.C28.C25	15:U7.U4.C14	25:U8.U4.C03.OB	35:U3.U4.C17.C26.PA	40:U2.U7.C22.C20.C08.PA	45:U7.U2.U6.C18.C18.SR
1:ISR 2%		10:U8.C21.C25	10:U4.C14.C18	15:U3.U2.C01	25:U4.U1.C03.OB	35:U6.U3.C24.C03.PA	40:U6.U1.C12.C14.C11.PA	45:U7.U4.U3.C21.C26.SR
Avero Vest Combo YELLOW/PURPLE		5:U6.C08	10:U7.C09.C21	15:U8.U3.C15	25:U2.U3.C17.OB	35:U1.U5.C01.C26.PA	40:U6.U8.C19.C03.C26.PA	45:U8.U2.U1.C08.C18.SR
1:AD 2P		10:U6.C06.C19	10:U7.C23.C28	15:U4.U3.C25	25:U7.U2.C21.OB	35:U7.U2.C02.C21.PA	40:U4.U4.C25.C10.C16.PA	45:U7.U5.U3.C18.C19.SR
Baal Bucklevest BLACK		40:U6.U5.C15.C27.C27.PA	10:U8.C05.C13	15:U3.U1.C04	25:U1.U3.C15.OB	35:U5.U7.C01.C02.PA	40:U8.U1.C02.C09.C10.PA	45:U5.U7.U7.C23.C08.SR
8:MXIS 30P|ISR 5%		18:U7.U4.C24	10:U5.C17.C06	15:U8.U8.C10	25:U3.U4.C15.OB	35:U2.U5.C20.C11.PA	40:U4.U5.C15.C27.C21.PA	45:U8.U6.U7.C08.C18.SR
Baal Bucklevest BROWN		40:U5.U7.C14.C25.C26.PA	10:U6.C25.C21	15:U1.U6.C02	25:U7.U8.C10.OB	35:U4.U6.C16.C18.PA	40:U8.U1.C07.C18.C26.PA	45:U2.U1.U4.C11.C05.SR
1:HR 9%		10:U5.C12.C13	10:U2.C24.C08	15:U2.U7.C01	25:U6.U8.C11.OB	35:U1.U5.C09.C03.PA	40:U5.U4.C09.C12.C03.PA	45:U6.U8.U1.C08.C09.SR
Baal Bucklevest GREEN		40:U8.U3.C18.C06.C28.PA	10:U5.C11.C23	15:U7.U3.C10	25:U4.U1.C03.OB	35:U4.U4.C20.C26.PA	40:U8.U5.C08.C12.C05.PA	45:U6.U4.U8.C17.C19.SR
8:HR 1%|SD 12P		18:U1.U8.C26	10:U1.C06.C11	15:U5.U7.C07	25:U8.U7.C27.OB	35:U1.U2.C19.C27.PA	40:U7.U8.C19.C15.C03.PA	45:U3.U5.U7.C19.C17.SR
Baal Bucklevest PURPLE		40:U8.U2.C27.C26.C03.PA	10:U5.C11.C10	15:U7.U5.C05	25:U5.U4.C14.OB	35:U4.U8.C16.C17.PA	40:U2.U4.C01.C28.C03.PA	45:U6.U8.U8.C10.C03.SR
8:BT 3P|SMGD 5P		18:U4.U2.C10	10:U3.C17.C21	15:U1.U4.C03	25:U2.U1.C26.OB	35:U2.U3.C28.C18.PA	40:U8.U3.C20.C14.C15.PA	45:U7.U8.U6.C21.C24.SR
Baal Plastene Shirt AMETHYST		15:U1.U7.C04	10:U2.C05.C27	15:U1.U2.C15	25:U5.U4.C09.OB	35:U5.U7.C14.C18.PA	40:U7.U2.C10.C06.C24.PA	45:U8.U8.U1.C25.C24.SR
16:MPDR 10%|SD 7P|VD 8P		26:U3.U2.C20.OB	10:U4.C01.C10	15:U4.U6.C21	25:U8.U4.C04.OB	35:U8.U8.C22.C09.PA	40:U7.U3.C13.C06.C01.PA	45:U8.U1.U8.C26.C21.SR
Baal Plastene Shirt BLACK		15:U7.U3.C28	10:U1.C03.C01	15:U4.U8.C04	25:U6.U1.C11.OB	35:U2.U3.C19.C03.PA	40:U3.U3.C19.C04.C03.PA	45:U6.U8.U7.C23.C13.SR
8:MXH 100P|VDEF 7P		18:U1.U2.C26	10:U3.C09.C24	15:U5.U8.C07	25:U3.U4.C28.OB	35:U5.U7.C04.C07.PA	40:U5.U5.C25.C18.C21.PA	45:U4.U4.U1.C19.C21.SR
Baal Plastene Shirt BROWN		15:U3.U6.C20	10:U4.C04.C11	15:U8.U1.C21	25:U1.U8.C19.OB	35:U2.U2.C21.C27.PA	40:U1.U1.C01.C10.C19.PA	45:U7.U1.U3.C13.C26.SR
8:RPDR 3%|MPDR 3%		18:U1.U5.C19	10:U6.C17.C06	15:U3.U3.C01	25:U5.U4.C13.OB	35:U2.U1.C06.C22.PA	40:U7.U3.C24.C17.C22.PA	45:U6.U1.U5.C14.C12.SR
Baal Plastene Shirt DIM INDIGO		15:U7.U1.C22	10:U4.C22.C12	15:U3.U1.C24	25:U3.U1.C20.OB	35:U5.U2.C11.C08.PA	40:U2.U1.C10.C02.C25.PA	45:U4.U6.U7.C22.C01.SR
1:ISR 1%		10:U1.C28.C15	10:U6.C17.C13	15:U4.U7.C07	25:U7.U2.C27.OB	35:U1.U4.C05.C25.PA	40:U2.U6.C26.C21.C06.PA	45:U7.U3.U6.C20.C07.SR
Baal Plastene Shirt DIM RED		15:U8.U1.C11	10:U1.C04.C14	15:U7.U1.C16	25:U2.U3.C24.OB	35:U3.U6.C17.C05.PA	40:U5.U4.C27.C23.C10.PA	45:U2.U8.U7.C22.C13.SR
24:VR 12%|RPDR 3%|MPDR 3%|SD 7P		34:U2.C12.C21.C12.PA	10:U3.C07.C07	15:U3.U4.C10	25:U5.U1.C08.OB	35:U2.U7.C22.C10.PA	40:U1.U5.C16.C28.C22.PA	45:U3.U5.U6.C18.C05.SR
Baal Plastene Shirt DIM TEAL		15:U1.U4.C14	10:U1.C28.C06	15:U6.U4.C17	25:U3.U7.C08.OB	35:U1.U2.C14.C09.PA	40:U7.U8.C22.C15.C23.PA	45:U4.U4.U6.C02.C23.SR
8:RCT 5P|RD 5P		18:U4.U5.C16	10:U8.C12.C14	15:U5.U4.C19	25:U8.U5.C02.OB	35:U8.U4.C03.C12.PA	40:U8.U4.C19.C16.C28.PA	45:U1.U3.U3.C08.C04.SR
Baal Plastene Shirt DK. GREEN		15:U4.U7.C17	10:U7.C22.C28	15:U8.U3.C24	25:U3.U6.C08.OB	35:U2.U6.C05.C12.PA	40:U2.U2.C10.C04.C27.PA	45:U6.U8.U6.C20.C25.SR
8:MXH 100P|VD 8P		18:U2.U2.C17	10:U4.C09.C02	15:U6.U8.C21	25:U6.U4.C08.OB	35:U3.U6.C19.C27.PA	40:U6.U6.C22.C04.C26.PA	45:U6.U1.U5.C24.C01.SR
Baal Plastene Shirt GRAY		15:U8.U8.C28	10:U4.C24.C04	15:U6.U1.C08	25:U2.U8.C23.OB	35:U8.U4.C25.C20.PA	40:U2.U7.C04.C04.C25.PA	45:U3.U8.U6.C16.C04.SR
1:VR 12%		10:U8.C19.C18	10:U4.C12.C10	15:U5.U4.C03	25:U8.U2.C12.OB	35:U8.U1.C23.C20.PA	40:U4.U2.C19.C07.C08.PA	45:U1.U8.U2.C13.C24.SR
Baal Plastene Shirt GREEN		15:U8.U5.C05	10:U6.C10.C11	15:U3.U1.C06	25:U3.U4.C12.OB	35:U7.U3.C27.C26.PA	40:U4.U6.C19.C14.C13.PA	45:U7.U8.U7.C25.C14.SR
1:MXIS 20P		10:U3.C15.C28	10:U6.C02.C18	15:U5.U8.C10	25:U3.U1.C18.OB	35:U3.U2.C19.C12.PA	40:U4.U1.C16.C03.C12.PA	45:U6.U4.U5.C14.C14.SR
Baal Plastene Shirt INDIGO		30:U4.C07.C03.C20.OB	10:U1.C01.C08	15:U5.U4.C28	25:U6.U3.C23.OB	35:U2.U2.C24.C27.PA	40:U3.U3.C03.C24.C04.PA	45:U6.U1.U1.C12.C15.SR
1:MD 3P		10:U4.C01.C03	10:U3.C22.C10	15:U2.U3.C17	25:U6.U8.C01.OB	35:U3.U3.C16.C07.PA	40:U1.U4.C18.C07.C14.PA	45:U3.U7.U6.C08.C19.SR
Baal Plastene Shirt MAGENTA		15:U8.U1.C18	10:U5.C10.C03	15:U2.U4.C05	25:U6.U5.C02.OB	35:U8.U6.C20.C15.PA	40:U6.U2.C28.C11.C04.PA	45:U1.U3.U7.C04.C28.SR
1:HR 6%		10:U1.C26.C19	10:U5.C14.C14	15:U3.U2.C07	25:U3.U4.C20.OB	35:U7.U3.C15.C06.PA	40:U3.U1.C08.C14.C13.PA	45:U7.U6.U4.C22.C28.SR
Baal Plastene Shirt PURPLE		15:U8.U4.C09	10:U8.C12.C25	15:U3.U4.C27	25:U1.U2.C06.OB	35:U3.U1.C17.C25.PA	40:U7.U5.C02.C14.C28.PA	45:U6.U4.U4.C14.C05.SR
1:MD 8P		10:U4.C12.C20	10:U2.C13.C24	15:U7.U3.C23	25:U1.U5.C24.OB	35:U6.U3.C17.C26.PA	40:U8.U1.C14.C07.C01.PA	45:U2.U6.U4.C21.C03.SR
Baal Plastene Shirt RUST		15:U6.U4.C23	10:U4.C06.C06	15:U8.U2.C08	25:U7.U6.C04.OB	35:U5.U2.C12.C20.PA	40:U4.U1.C19.C17.C09.PA	45:U1.U4.U7.C11.C25.SR
1:STEALTH 15P		10:U5.C16.C10	10:U3.C26.C27	15:U1.U8.C15	25:U8.U8.C25.OB	35:U3.U1.C02.C26.PA	40:U1.U5.C15.C11.C27.PA	45:U3.U3.U7.C10.C04.SR

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Baal Plastene Shirt SIENNA 1:MXIS 20P	15:U5.U1.C16 10:U3.C03.C14	10:U2.C21.C02 10:U6.C10.C03	15:U4.U6.C20 15:U8.U4.C13	25:U8.U5.C22.OB 25:U6.U3.C04.OB	35:U2.U6.C04.C17.PA 35:U1.U6.C07.C03.PA	40:U6.U4.C20.C08.C27.PA 40:U5.U5.C20.C06.C08.PA	45:U8.U2.U1.C05.C19.SR 45:U4.U5.U3.C04.C18.SR
Barrelhead Shirt AQUAMARINE 8:MD 4P|MXH 50P	5:U1.C08 18:U8.U5.C14	10:U8.C04.C26 10:U2.C13.C01	15:U7.U1.C20 15:U3.U2.C07	25:U3.U6.C17.OB 25:U3.U4.C13.OB	35:U2.U5.C17.C03.PA 35:U4.U7.C04.C07.PA	40:U2.U1.C27.C08.C06.PA 40:U8.U3.C13.C16.C06.PA	45:U6.U4.U6.C13.C27.SR 45:U5.U5.U2.C28.C28.SR
Barrelhead Shirt BROWN 1:SD 5P	5:U4.C15 10:U8.C24.C16	10:U7.C24.C03 10:U6.C04.C26	15:U5.U1.C19 15:U1.U1.C28	25:U5.U3.C05.OB 25:U1.U6.C17.OB	35:U8.U5.C27.C20.PA 35:U4.U2.C24.C03.PA	40:U6.U8.C04.C14.C27.PA 40:U5.U2.C02.C20.C19.PA	45:U7.U7.U3.C09.C12.SR 45:U7.U2.U2.C24.C17.SR
Barrelhead Shirt DK. BROWN 1:CE 4%	5:U8.C05 10:U8.C13.C04	10:U7.C16.C06 10:U3.C10.C19	15:U8.U3.C22 15:U1.U3.C09	25:U5.U3.C13.OB 25:U1.U6.C10.OB	35:U5.U1.C06.C14.PA 35:U6.U4.C10.C05.PA	40:U4.U6.C25.C01.C23.PA 40:U4.U4.C03.C19.C05.PA	45:U8.U6.U2.C19.C21.SR 45:U7.U5.U6.C20.C10.SR
Barrelhead Shirt DK. OLIVE 8:MXIS 10P|VD 4P	1:C20.C24 18:U8.U6.C08	10:U3.C04.C08 10:U7.C02.C09	15:U6.U5.C28 15:U8.U6.C02	25:U3.U5.C18.OB 25:U3.U8.C28.OB	35:U7.U4.C19.C12.PA 35:U4.U7.C28.C07.PA	40:U7.U6.C09.C11.C05.PA 40:U4.U7.C26.C18.C27.PA	45:U2.U2.U5.C24.C16.SR 45:U6.U8.U5.C20.C11.SR
Barrelhead Shirt INDIGO 1:IDR 1P	5:U1.C16 10:U1.C11.C26	10:U7.C22.C21 10:U4.C08.C13	15:U3.U7.C18 15:U1.U3.C22	25:U5.U2.C08.OB 25:U2.U3.C21.OB	35:U1.U7.C13.C20.PA 35:U7.U7.C25.C09.PA	40:U2.U3.C21.C04.C06.PA 40:U2.U2.C17.C04.C28.PA	45:U4.U8.U7.C18.C03.SR 45:U1.U4.U1.C19.C05.SR
Barrelhead Shirt OLIVE DRAB 1:RD 2P	5:U6.C03 10:U8.C03.C22	10:U6.C06.C13 10:U6.C21.C22	15:U2.U8.C09 15:U2.U1.C06	25:U1.U4.C11.OB 25:U2.U1.C04.OB	35:U1.U5.C12.C28.PA 35:U7.U4.C23.C24.PA	40:U3.U7.C10.C21.C10.PA 40:U6.U6.C13.C22.C08.PA	45:U5.U6.U5.C01.C23.SR 45:U3.U6.U8.C07.C07.SR
Barrelhead Shirt PURPLE 1:CW 2P	5:U2.C11 10:U4.C09.C02	10:U6.C23.C10 10:U6.C15.C26	15:U6.U8.C08 15:U8.U4.C23	25:U6.U6.C03.OB 25:U5.U2.C01.OB	35:U1.U3.C01.C17.PA 35:U3.U1.C04.C12.PA	40:U3.U6.C05.C09.C24.PA 40:U2.U8.C18.C07.C26.PA	45:U6.U2.U1.C04.C25.SR 45:U6.U7.U2.C09.C16.SR
Barrelhead Shirt RED 8:SJ 6P|RCT 3P	5:U2.C19 18:U5.U3.C26	10:U2.C23.C15 10:U6.C01.C10	15:U6.U4.C03 15:U2.U5.C05	25:U7.U1.C28.OB 25:U8.U5.C19.OB	35:U2.U2.C22.C21.PA 35:U3.U3.C18.C08.PA	40:U3.U4.C12.C22.C22.PA 40:U6.U6.C05.C25.C18.PA	45:U3.U3.U5.C06.C18.SR 45:U8.U1.U6.C11.C01.SR
Dress Shirt BLACK 1:SJ 9P	5:U8.C20 10:U5.C28.C11	10:U2.C24.C21 10:U4.C28.C14	15:U1.U5.C20 15:U3.U5.C05	25:U1.U2.C15.OB 25:U1.U8.C05.OB	35:U1.U8.C24.C17.PA 35:U3.U6.C18.C11.PA	40:U7.U8.C04.C18.C23.PA 40:U4.U5.C10.C10.C09.PA	45:U3.U6.U4.C03.C01.SR 45:U3.U1.U4.C24.C15.SR
Dress Shirt BROWN 1:STEALTH 15P	5:U5.C17 10:U2.C02.C04	10:U3.C17.C07 10:U5.C04.C05	15:U1.U3.C10 15:U6.U8.C11	25:U8.U1.C10.OB 25:U5.U7.C08.OB	35:U1.U7.C06.C26.PA 35:U5.U5.C08.C15.PA	40:U8.U6.C13.C01.C09.PA 40:U6.U5.C18.C23.C25.PA	45:U8.U8.U2.C16.C19.SR 45:U8.U3.U1.C02.C02.SR
Dress Shirt DULL BLACK 1:SISR 2%	5:U4.C24 10:U8.C04.C08	10:U1.C19.C16 10:U6.C24.C11	15:U7.U6.C28 15:U2.U7.C12	25:U7.U2.C06.OB 25:U1.U8.C07.OB	35:U8.U7.C20.C12.PA 35:U5.U7.C25.C17.PA	40:U2.U1.C04.C03.C01.PA 40:U2.U5.C03.C05.C12.PA	45:U2.U1.U7.C06.C10.SR 45:U1.U2.U2.C14.C24.SR
Dress Shirt GREEN 8:RD 7P|MD 7P	5:U4.C26 18:U7.U5.C14	10:U3.C14.C24 10:U1.C28.C15	15:U7.U1.C04 15:U3.U4.C26	25:U3.U8.C10.OB 25:U1.U7.C09.OB	35:U7.U4.C22.C25.PA 35:U5.U8.C10.C14.PA	40:U5.U8.C02.C21.C26.PA 40:U4.U5.C08.C22.C20.PA	45:U6.U8.U5.C19.C20.SR 45:U2.U7.U3.C12.C08.SR
Dress Shirt MAGENTA 8:BT 3P|SMGD 5P	5:U4.C06 18:U8.U4.C03	10:U3.C16.C01 10:U1.C02.C10	15:U7.U1.C28 15:U5.U2.C13	25:U6.U2.C05.OB 25:U5.U1.C06.OB	35:U4.U1.C10.C21.PA 35:U4.U2.C13.C22.PA	40:U5.U4.C22.C06.C04.PA 40:U2.U5.C12.C11.C14.PA	45:U4.U1.U3.C08.C20.SR 45:U7.U7.U6.C13.C09.SR
Dress Shirt PURPLE 20:MXH 100P|MD 3P|KD 3P	5:U7.C09 26:U6.U8.C12.OB	10:U3.C06.C17 10:U4.C05.C21	15:U7.U7.C20 15:U5.U5.C10	25:U6.U7.C03.OB 25:U8.U7.C12.OB	35:U7.U4.C19.C18.PA 35:U2.U3.C02.C14.PA	40:U4.U7.C05.C25.C01.PA 40:U1.U3.C03.C02.C09.PA	45:U2.U7.U1.C24.C16.SR 45:U5.U4.U3.C06.C26.SR
Dress Shirt RED 8:RD 8P|RPDR 10%	5:U6.C10 18:U8.U8.C21	10:U4.C05.C25 10:U1.C26.C28	15:U8.U5.C01 15:U2.U4.C01	25:U3.U5.C24.OB 25:U2.U3.C04.OB	35:U1.U6.C25.C11.PA 35:U6.U6.C22.C10.PA	40:U5.U2.C26.C18.C12.PA 40:U1.U6.C27.C01.C19.PA	45:U8.U6.U6.C21.C26.SR 45:U1.U7.U3.C01.C19.SR
Dress Shirt TEAL 8:VD 10P|RCT 5P	5:U1.C12 18:U7.U6.C10	10:U6.C15.C09 10:U6.C23.C03	15:U2.U3.C16 15:U2.U6.C13	25:U5.U2.C02.OB 25:U5.U7.C20.OB	35:U2.U7.C02.C12.PA 35:U1.U8.C01.C12.PA	40:U1.U8.C17.C10.C14.PA 40:U3.U8.C17.C06.C28.PA	45:U7.U4.U5.C05.C12.SR 45:U4.U2.U3.C15.C28.SR
G-Met Long Sleeve T-shirt GREEN 8:MXIS 20P|RD 8P	15:U6.U3.C11 18:U2.U6.C15	10:U7.C18.C20 10:U3.C16.C07	15:U5.U8.C05 15:U6.U4.C01	25:U5.U6.C19.OB 25:U3.U5.C18.OB	35:U8.U6.C26.C18.PA 35:U8.U8.C13.C24.PA	40:U8.U4.C01.C15.C09.PA 40:U2.U8.C06.C19.C03.PA	45:U3.U2.U8.C18.C05.SR 45:U5.U7.U4.C14.C15.SR
G-Met Long Sleeve T-shirt GREENER 1:RCT 6P	15:U4.U8.C24 10:U2.C06.C12	10:U4.C03.C01 10:U3.C08.C11	15:U5.U8.C23 15:U6.U3.C14	25:U7.U8.C02.OB 25:U2.U1.C10.OB	35:U4.U2.C07.C20.PA 35:U2.U6.C24.C03.PA	40:U4.U8.C11.C17.C03.PA 40:U7.U6.C01.C10.C22.PA	45:U6.U6.U1.C28.C05.SR 45:U3.U8.U4.C11.C08.SR
G-Met Long Sleeve T-shirt GREENEST 12:MXH 100P	15:U6.U2.C24 10:U1.C09.C09	10:U2.C11.C22 10:U5.C25.C06	15:U3.U7.C18 15:U2.U8.C07	25:U2.U7.C05.OB 25:U1.U8.C28.OB	35:U5.U7.C23.C17.PA 35:U2.U4.C14.C17.PA	40:U1.U3.C22.C17.C27.PA 40:U4.U4.C03.C10.C09.PA	45:U8.U1.U5.C19.C17.SR 45:U2.U4.U5.C18.C19.SR
G-Met Long Sleeve T-shirt MORE GREEN 8:KD 3P|HGD 3P	15:U2.U7.C21 18:U5.U2.C19	10:U7.C24.C15 10:U4.C24.C13	15:U7.U8.C06 15:U3.U4.C25	25:U3.U3.C19.OB 25:U1.U1.C10.OB	35:U4.U6.C21.C25.PA 35:U4.U1.C06.C24.PA	40:U8.U2.C19.C19.C19.PA 40:U8.U8.C06.C14.C03.PA	45:U6.U3.U7.C20.C23.SR 45:U3.U6.U5.C26.C23.SR
G-Met Long Sleeve T-shirt ORANGE 1:RD 8P	15:U1.U3.C22 10:U2.C26.C01	10:U3.C08.C22 10:U7.C03.C26	15:U5.U6.C01 15:U3.U2.C17	25:U2.U3.C24.OB 25:U5.U7.C15.OB	35:U6.U4.C17.C26.PA 35:U5.U4.C21.C09.PA	40:U4.U1.C03.C20.C28.PA 40:U6.U3.C12.C09.C18.PA	45:U6.U6.U8.C28.C22.SR 45:U6.U5.U6.C06.C08.SR
G-Met Long Sleeve T-shirt ORANGER 12:MXH 100P	15:U8.U3.C21 10:U4.C02.C22	10:U1.C23.C26 10:U3.C08.C18	15:U1.U2.C22 15:U2.U6.C25	25:U2.U5.C09.OB 25:U1.U5.C09.OB	35:U4.U1.C09.C15.PA 35:U4.U3.C26.C22.PA	40:U8.U7.C17.C25.C08.PA 40:U2.U7.C20.C23.C25.PA	45:U2.U3.U2.C25.C27.SR 45:U3.U2.U7.C07.C27.SR
G-Met Long Sleeve T-shirt PINK 8:RPDR 10%|VD 8P	15:U4.U8.C23 18:U1.U3.C08	10:U1.C13.C18 10:U6.C18.C10	15:U7.U3.C07 15:U8.U3.C08	25:U6.U6.C05.OB 25:U6.U3.C21.OB	35:U2.U7.C28.C19.PA 35:U5.U1.C13.C07.PA	40:U8.U4.C26.C11.C24.PA 40:U4.U7.C12.C17.C27.PA	45:U5.U5.U7.C04.C28.SR 45:U6.U2.U4.C09.C28.SR
G-Met Long Sleeve T-shirt PINKER 12:MXH 100P	15:U8.U8.C18 10:U2.C10.C10	10:U1.C02.C11 10:U8.C27.C04	15:U3.U7.C19 15:U3.U7.C14	25:U5.U6.C10.OB 25:U5.U8.C05.OB	35:U4.U5.C09.C09.PA 35:U2.U4.C28.C15.PA	40:U1.U5.C04.C08.C21.PA 40:U2.U7.C17.C17.C04.PA	45:U7.U7.U4.C01.C09.SR 45:U7.U7.U6.C04.C13.SR
G-Met Long Sleeve T-shirt PURPLE 8:MXIS 20P|SISR 2%	15:U4.U5.C20 18:U7.U4.C11	10:U8.C10.C11 10:U5.C05.C17	15:U5.U2.C03 15:U5.U6.C17	25:U1.U5.C27.OB 25:U3.U1.C09.OB	35:U2.U2.C04.C01.PA 35:U7.U6.C14.C07.PA	40:U1.U2.C01.C22.C26.PA 40:U7.U2.C08.C25.C15.PA	45:U8.U6.U2.C08.C15.SR 45:U5.U8.U5.C24.C26.SR
G-Met Long Sleeve T-shirt PURPLER 8:HR 6%|6S 12P	15:U8.U8.C13 18:U7.U7.C07	10:U1.C02.C24 10:U1.C01.C22	15:U2.U1.C15 15:U5.U8.C13	25:U8.U8.C15.OB 25:U2.U1.C21.OB	35:U6.U5.C18.C13.PA 35:U7.U6.C17.C16.PA	40:U6.U4.C02.C18.C17.PA 40:U8.U3.C16.C12.C03.PA	45:U5.U8.U3.C14.C22.SR 45:U5.U4.U4.C28.C03.SR
G-Met Long Sleeve T-shirt RED 8:VGR 10%|RCT 5P	15:U2.U6.C16 18:U8.U1.C22	10:U7.C11.C23 10:U1.C25.C05	15:U4.U6.C11 15:U1.U3.C04	25:U2.U2.C27.OB 25:U6.U4.C03.OB	35:U1.U8.C12.C12.PA 35:U6.U6.C28.C08.PA	40:U7.U7.C03.C07.C20.PA 40:U6.U5.C15.C24.C17.PA	45:U8.U1.U7.C19.C23.SR 45:U5.U6.U5.C17.C16.SR
G-Met Long Sleeve T-shirt REDDER 8:VR 10%|RD 8P	15:U8.U3.C10 18:U3.U4.C09	10:U3.C03.C18 10:U1.C06.C22	15:U5.U3.C21 15:U2.U7.C22	25:U2.U2.C25.OB 25:U5.U8.C20.OB	35:U5.U2.C01.C01.PA 35:U6.U8.C23.C14.PA	40:U2.U5.C19.C09.C04.PA 40:U4.U2.C27.C10.C03.PA	45:U6.U4.U5.C12.C25.SR 45:U4.U4.U3.C14.C22.SR
G-Met Long Sleeve T-shirt WHITE 1:RD 8P	15:U1.U8.C28 10:U6.C13.C16	10:U7.C17.C18 10:U2.C11.C07	15:U3.U3.C11 15:U5.U7.C13	25:U3.U8.C12.OB 25:U5.U7.C13.OB	35:U2.U4.C12.C20.PA 35:U3.U8.C11.C06.PA	40:U8.U2.C22.C20.C09.PA 40:U6.U7.C06.C03.C27.PA	45:U3.U2.U7.C01.C05.SR 45:U8.U6.U5.C15.C06.SR

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Item Name *ITEM COLOR* ENHANCED ITEM STATS	RECIPES: RECIPES:	BASIC ENHANCED	+1% PR +1% VR	+2% PR +2% VR	+3% PR +3% VR	+4% PR +4% VR	+5% PR +5% VR	+6% PR +6% VR
G-Met Long Sleeve T-shirt WHITER		15:U5.U4.C12	10:U3.C23.C07	15:U2.U5.C03	25:U4.U6.C10.OB	35:U6.U3.C15.C19.PA	40:U7.U6.C07.C20.C21.PA	45:U3.U7.U8.C05.C18.SR
1:MD 3P		10:U7.C20.C10	10:U6.C22.C22	15:U6.U3.C17	25:U3.U3.C10.OB	35:U5.U1.C01.C23.PA	40:U8.U2.C20.C19.C16.PA	45:U3.U5.U7.C24.C25.SR
G-Met Long Sleeve T-shirt YELLOW		15:U5.U2.C13	10:U5.C10.C08	15:U4.U5.C06	25:U5.U2.C14.OB	35:U3.U8.C17.C24.PA	40:U5.U8.C09.C13.C10.PA	45:U3.U4.U3.C20.C25.SR
8:MPDR 3P|RPDR 3%		18:U2.U7.C17	10:U8.C12.C16	15:U3.U8.C12	25:U6.U6.C18.OB	35:U4.U1.C05.C14.PA	40:U2.U5.C25.C13.C27.PA	45:U1.U7.U5.C28.C06.SR
G-Met Long Sleeve T-shirt YELLOWER		15:U2.U2.C21	10:U4.C24.C09	15:U2.U7.C19	25:U8.U6.C14.OB	35:U6.U1.C04.C19.PA	40:U1.U3.C10.C12.C24.PA	45:U4.U1.U5.C13.C19.SR
1:SJ 9P		10:U5.C26.C02	10:U8.C14.C05	15:U8.U6.C28	25:U2.U3.C21.OB	35:U4.U1.C03.C27.PA	40:U8.U8.C04.C09.C17.PA	45:U5.U4.U7.C18.C02.SR
Happy G-Met Sleeveless T-shirt BLACK		15:U2.U4.C10	10:U4.C24.C11	15:U8.U2.C23	25:U5.U2.C21.OB	35:U6.U8.C25.C27.PA	40:U6.U1.C11.C01.C07.PA	45:U3.U2.U5.C06.C14.SR
16:DSA 3P|MD 3P|VDEF 7P		26:U5.U1.C16.OB	10:U3.C27.C12	15:U7.U4.C03	25:U7.U3.C05.OB	35:U8.U2.C07.C22.PA	40:U5.U2.C14.C03.C19.PA	45:U6.U2.U3.C14.C04.SR
Happy G-Met Sleeveless T-shirt CRIMSON		15:U8.U8.C02	10:U1.C06.C11	15:U4.U6.C23	25:U5.U3.C11.OB	35:U2.U3.C16.C24.PA	40:U7.U2.C13.C07.C10.PA	45:U6.U3.U7.C18.C11.SR
8:BT 3P|SMGD 5P		18:U1.U1.C14	10:U6.C26.C25	15:U1.U6.C14	25:U1.U2.C07.OB	35:U3.U6.C06.C19.PA	40:U7.U7.C14.C03.C18.PA	45:U5.U3.U2.C06.C24.SR
Happy G-Met Sleeveless T-shirt EMERALD		15:U3.U6.C02	10:U2.C25.C14	15:U6.U6.C23	25:U2.U6.C12.OB	35:U2.U1.C12.C23.PA	40:U6.U7.C08.C17.C23.PA	45:U2.U4.U8.C17.C24.SR
14:RD 8P|MXH 100P		18:U2.U1.C20	10:U7.C03.C17	15:U1.U8.C23	25:U7.U1.C18.OB	35:U3.U2.C16.C07.PA	40:U7.U4.C22.C19.C06.PA	45:U3.U3.U1.C04.C21.SR
Happy G-Met Sleeveless T-shirt GREEN		15:U2.U7.C10	10:U7.C21.C20	15:U2.U1.C16	25:U4.U7.C15.OB	35:U6.U6.C28.C24.PA	40:U3.U6.C20.C03.C13.PA	45:U2.U6.U4.C17.C05.SR
8:F 2L|MD 8P		18:U3.U5.C25	10:U8.C04.C14	15:U8.U7.C06	25:U3.U2.C23.OB	35:U1.U5.C25.C17.PA	40:U1.U5.C21.C25.C24.PA	45:U7.U6.U5.C06.C04.SR
Happy G-Met Sleeveless T-shirt RED		15:U2.U6.C19	10:U7.C01.C13	15:U6.U4.C19	25:U2.U8.C11.OB	35:U7.U1.C27.C14.PA	40:U4.U1.C13.C28.C03.PA	45:U6.U1.U1.C12.C16.SR
1:HGD 3P		10:U6.C28.C13	10:U3.C22.C25	15:U2.U7.C15	25:U1.U5.C03.OB	35:U3.U3.C16.C10.PA	40:U8.U1.C16.C07.C01.PA	45:U3.U5.U2.C10.C01.SR
Happy G-Met Sleeveless T-shirt RUBY		15:U3.U4.C01	10:U4.C03.C06	15:U3.U7.C24	25:U8.U6.C11.OB	35:U2.U8.C25.C16.PA	40:U3.U5.C04.C23.C03.PA	45:U3.U4.U4.C10.C24.SR
8:KFD 3P|KD 3P		18:U2.U2.C18	10:U3.C10.C03	15:U8.U8.C15	25:U7.U2.C10.OB	35:U6.U3.C22.C15.PA	40:U7.U6.C09.C08.C24.PA	45:U5.U7.U8.C12.C06.SR
Happy G-Met Sleeveless T-shirt TOPAZ		15:U5.U2.C24	10:U7.C23.C27	15:U1.U1.C19	25:U1.U7.C16.OB	35:U2.U1.C10.C08.PA	40:U3.U2.C25.C15.C26.PA	45:U8.U8.U7.C03.C17.SR
26:MXH 200P|BT 5P|B 2L|SMGD 15P		34:U6.C18.C22.C13.PA	10:U8.C17.C18	15:U1.U6.C01	25:U6.U6.C18.OB	35:U4.U3.C03.C28.PA	40:U6.U3.C05.C14.C10.PA	45:U1.U3.U6.C21.C28.SR
Happy G-Met Sleeveless T-shirt YELLOW		15:U4.U2.C26	10:U8.C27.C15	15:U3.U1.C25	25:U4.U3.C24.OB	35:U8.U7.C09.C14.PA	40:U6.U6.C04.C09.C10.PA	45:U5.U8.U8.C14.C03.SR
1:MD 8P		10:U6.C05.C18	10:U8.C16.C24	15:U1.U1.C19	25:U7.U2.C10.OB	35:U5.U1.C25.C17.PA	40:U1.U7.C27.C09.C28.PA	45:U7.U8.U5.C06.C12.SR
Happy G-Met T-shirt COAL		15:U6.U5.C23	10:U3.C23.C13	15:U2.U1.C24	25:U6.U8.C23.OB	35:U8.U7.C17.C04.PA	40:U8.U1.C24.C23.C14.PA	45:U6.U5.U4.C23.C02.SR
12:MXH 100P		10:U7.C05.C20	10:U2.C09.C17	15:U7.U4.C25	25:U1.U5.C14.OB	35:U1.U8.C23.C26.PA	40:U7.U8.C14.C18.C26.PA	45:U5.U7.U4.C01.C08.SR
Happy G-Met T-shirt DK. RED		15:U6.U1.C10	10:U4.C16.C16	15:U2.U4.C18	25:U7.U6.C18.OB	35:U4.U7.C12.C20.PA	40:U4.U1.C06.C25.C21.PA	45:U4.U6.U5.C13.C03.SR
12:MXH 100P		10:U3.C23.C12	10:U5.C24.C26	15:U4.U7.C22	25:U7.U4.C24.OB	35:U5.U5.C16.C27.PA	40:U3.U1.C19.C22.C25.PA	45:U2.U7.U5.C26.C17.SR
Happy G-Met T-shirt GRASS		15:U4.U3.C01	10:U4.C12.C14	15:U3.U8.C17	25:U5.U5.C20.OB	35:U7.U1.C22.C09.PA	40:U2.U8.C12.C02.C03.PA	45:U6.U8.U5.C28.C03.SR
1:VD 8P		10:U6.C08.C20	10:U8.C14.C02	15:U2.U8.C02	25:U4.U7.C06.OB	35:U1.U8.C09.C12.PA	40:U3.U7.C26.C08.C27.PA	45:U2.U8.U7.C18.C09.SR
Happy G-Met T-shirt GREEN		15:U6.U6.C28	10:U4.C20.C09	15:U6.U4.C06	25:U8.U6.C01.OB	35:U2.U2.C27.C12.PA	40:U5.U3.C07.C14.C06.PA	45:U2.U3.U6.C21.C22.SR
24:VR 10%|AST 1P|RD 8P|RFD 3P		34:U5.C23.C23.C20.PA	10:U3.C16.C06	15:U8.U5.C17	25:U2.U1.C20.OB	35:U8.U7.C28.C05.PA	40:U4.U2.C15.C25.C11.PA	45:U7.U2.U4.C15.C20.SR
Happy G-Met T-shirt RED		15:U2.U4.C25	10:U6.C20.C25	15:U7.U3.C18	25:U7.U3.C08.OB	35:U3.U1.C26.C05.PA	40:U3.U3.C10.C12.C04.PA	45:U5.U6.U3.C26.C02.SR
24:RPDR 10%|ASD 9P|RFD 10P|ISR 5%		34:U5.C09.C06.C22.PA	10:U2.C11.C21	15:U7.U1.C17	25:U4.U3.C13.OB	35:U6.U7.C24.C05.PA	40:U3.U3.C28.C20.C20.PA	45:U3.U1.U6.C24.C17.SR
Happy G-Met T-shirt ROSE		15:U7.U3.C12	10:U6.C21.C01	15:U5.U5.C26	25:U2.U3.C25.OB	35:U7.U5.C16.C20.PA	40:U6.U1.C04.C11.C01.PA	45:U7.U2.U8.C16.C22.SR
1:MD 8P		10:U5.C19.C08	10:U5.C21.C15	15:U1.U3.C19	25:U2.U8.C04.OB	35:U5.U8.C19.C06.PA	40:U6.U1.C27.C22.C25.PA	45:U7.U7.U7.C15.C23.SR
Happy G-Met T-shirt TOPAZ		15:U3.U2.C10	10:U3.C24.C26	15:U1.U7.C11	25:U6.U7.C25.OB	35:U2.U7.C01.C27.PA	40:U7.U5.C12.C02.C15.PA	45:U7.U4.U3.C10.C24.SR
24:RPDR 10%|RTT 4P|RCT 6P|HGD 10P		34:U1.C11.C13.C08.PA	10:U1.C24.C05	15:U8.U5.C25	25:U8.U3.C13.OB	35:U7.U4.C22.C10.PA	40:U7.U1.C16.C16.C02.PA	45:U3.U8.U8.C18.C17.SR
Happy G-Met T-shirt YELLOW		15:U3.U3.C06	10:U4.C28.C24	15:U6.U4.C04	25:U3.U8.C07.OB	35:U2.U3.C25.C13.PA	40:U8.U7.C03.C07.C18.PA	45:U4.U6.U3.C22.C03.SR
12:MXH 100P		10:U8.C10.C01	10:U8.C10.C16	15:U5.U1.C08	25:U6.U7.C12.OB	35:U7.U5.C02.C13.PA	40:U3.U6.C04.C22.C21.PA	45:U4.U8.U8.C26.C02.SR
Ivora Silk Shortsleeve Shirt BLACK		15:U5.U5.C13	10:U5.C02.C28	15:U8.U2.C04	25:U5.U4.C01.OB	35:U3.U8.C15.C25.PA	40:U2.U2.C21.C02.C17.PA	45:U4.U8.U6.C25.C17.SR
1:P 2L		10:U6.C05.C26	10:U1.C26.C12	15:U5.U1.C12	25:U4.U1.C28.OB	35:U5.U6.C24.C23.PA	40:U1.U6.C13.C08.C11.PA	45:U7.U4.U2.C01.C15.SR
Ivora Silk Shortsleeve Shirt BROWN		15:U8.U6.C18	10:U7.C07.C17	15:U3.U2.C08	25:U7.U5.C07.OB	35:U8.U3.C04.C13.PA	40:U3.U7.C08.C27.C21.PA	45:U3.U3.U8.C02.C21.SR
1:MXIS 20P		10:U7.C09.C15	10:U7.C09.C23	15:U4.U2.C25	25:U4.U5.C16.OB	35:U7.U4.C04.C18.PA	40:U7.U8.C07.C15.C09.PA	45:U8.U2.U7.C26.C21.SR
Ivora Silk Shortsleeve Shirt GOLD		15:U4.U3.C27	10:U2.C18.C28	15:U3.U3.C03	25:U2.U1.C02.OB	35:U4.U3.C07.C15.PA	40:U2.U6.C20.C10.C02.PA	45:U1.U6.U6.C06.C21.SR
1:RD 8P		10:U5.C19.C27	10:U1.C08.C01	15:U2.U6.C01	25:U1.U4.C03.OB	35:U3.U6.C12.C21.PA	40:U4.U1.C09.C25.C12.PA	45:U1.U7.U8.C07.C20.SR
Ivora Silk Shortsleeve Shirt GREEN		15:U6.U4.C04	10:U2.C28.C08	15:U4.U3.C19	25:U8.U3.C17.OB	35:U5.U1.C22.C20.PA	40:U3.U5.C25.C04.C19.PA	45:U6.U3.U5.C27.C26.SR
1:RD 8P		10:U4.C17.C01	10:U8.C16.C16	15:U8.U2.C12	25:U7.U4.C24.OB	35:U2.U8.C01.C09.PA	40:U7.U1.C02.C11.C10.PA	45:U8.U1.U5.C03.C08.SR
Ivora Silk Shortsleeve Shirt PURPLE		1:C18.C06	10:U1.C18.C08	15:U2.U8.C09	25:U4.U8.C27.OB	35:U2.U5.C10.C14.PA	40:U1.U5.C15.C08.C21.PA	45:U1.U7.U8.C01.C03.SR
1:HR 6%		10:U4.C21.C19	10:U3.C01.C26	15:U6.U4.C10	25:U6.U8.C26.OB	35:U4.U5.C14.C13.PA	40:U8.U6.C11.C01.C09.PA	45:U5.U3.U5.C07.C28.SR
Ivora Silk Shortsleeve Shirt SEA GREEN		15:U3.U7.C20	10:U7.C20.C02	15:U4.U5.C03	25:U7.U4.C09.OB	35:U4.U6.C08.C16.PA	40:U4.U8.C20.C23.C28.PA	45:U5.U5.U6.C06.C09.SR
8:R 2L|MD 3P		18:U8.U2.C18	10:U4.C17.C23	15:U7.U5.C24	25:U7.U5.C25.OB	35:U4.U3.C12.C18.PA	40:U3.U4.C26.C22.C20.PA	45:U3.U4.U8.C15.C21.SR
Ivora Silk Shortsleeve Shirt TAN		15:U5.U6.C28	10:U8.C24.C08	15:U1.U2.C15	25:U1.U3.C09.OB	35:U2.U4.C07.C10.PA	40:U7.U1.C20.C11.C22.PA	45:U1.U2.U8.C16.C07.SR
8:AST 1P|RFD 3P		18:U7.U7.C20	10:U6.C18.C19	15:U3.U5.C28	25:U7.U4.C25.OB	35:U5.U8.C28.C09.PA	40:U7.U7.C24.C23.C05.PA	45:U1.U5.U2.C19.C21.SR
Ivora Silk Shortsleeve Shirt WHITE		15:U8.U3.C14	10:U2.C20.C11	15:U5.U1.C03	25:U4.U3.C09.OB	35:U7.U7.C18.C06.PA	40:U2.U6.C10.C13.C13.PA	45:U8.U2.U6.C07.C27.SR
16:SHR 2%|MVS 3M|MXH 100P		26:U7.U4.C16.OB	10:U1.C23.C17	15:U7.U8.C25	25:U2.U5.C03.OB	35:U8.U4.C24.C24.PA	40:U4.U8.C09.C02.C22.PA	45:U2.U6.U4.C24.C15.SR
Long Sleeve T-shirt BLACK		5:U8.C11	10:U3.C05.C13	15:U8.U2.C25	25:U5.U2.C24.OB	35:U6.U7.C22.C24.PA	40:U8.U1.C28.C15.C10.PA	45:U5.U1.U7.C21.C14.SR
16:SMGD 20P|CE 10%|BT 5P		26:U3.U8.C16.OB	10:U6.C25.C14	15:U8.U4.C10	25:U1.U7.C16.OB	35:U4.U4.C22.C04.PA	40:U5.U8.C27.C06.C23.PA	45:U8.U4.U1.C18.C27.SR
Long Sleeve T-shirt DIM YELLOW-GREEN		5:U8.C20	10:U7.C02.C01	15:U2.U8.C08	25:U7.U4.C26.OB	35:U3.U4.C21.C23.PA	40:U6.U1.C24.C08.C21.PA	45:U2.U7.U3.C22.C13.SR
1:RPDR 5%		10:U7.C05.C10	10:U8.C08.C21	15:U5.U8.C17	25:U1.U8.C03.OB	35:U6.U1.C27.C09.PA	40:U7.U8.C04.C20.C23.PA	45:U7.U4.U4.C17.C14.SR
Long Sleeve T-shirt DK. BROWN		5:U3.C24	10:U8.C16.C09	15:U1.U4.C10	25:U7.U3.C03.OB	35:U2.U5.C12.C18.PA	40:U8.U8.C10.C14.C23.PA	45:U5.U8.U8.C22.C23.SR
8:SISR 2%|VR 20%		18:U2.U7.C08	10:U5.C14.C21	15:U3.U4.C15	25:U4.U2.C24.OB	35:U7.U3.C11.C17.PA	40:U2.U2.C14.C03.C02.PA	45:U2.U1.U4.C14.C10.SR

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Item Name ITEM COLOR ENHANCED ITEM STATS	RECIPES: RECIPES:	BASIC ENHANCED	+1% PR +1% VR	+2% PR +2% VR	+3% PR +3% VR	+4% PR +4% VR	+5% PR +5% VR	+6% PR +6% VR
Long Sleeve T-shirt DK. GREEN		5:U5.C14	10:U4.C01.C01	15:U2.U4.C01	25:U6.U3.C18.OB	35:U5.U2.C27.C02.PA	40:U3.U4.C23.C13.C01.PA	45:U4.U7.U4.C23.C17.SR
1:LP 8P		10:U8.C07.C17	10:U7.C10.C05	15:U7.U1.C22	25:U6.U3.C08.OB	35:U8.U3.C24.C23.PA	40:U5.U5.C01.C17.C22.PA	45:U8.U4.U3.C13.C28.SR
Long Sleeve T-shirt DK. INDIGO		5:U2.C15	10:U2.C21.C18	15:U4.U5.C05	25:U7.U2.C24.OB	35:U6.U4.C01.C14.PA	40:U6.U5.C23.C17.C22.PA	45:U7.U5.U6.C04.C13.SR
16:MXH 100P|B 1L|AD 10P		26:U2.U4.C03.OB	10:U7.C22.C06	15:U8.U2.C24	25:U1.U4.C09.OB	35:U5.U2.C22.C15.PA	40:U7.U1.C28.C22.C06.PA	45:U1.U1.U6.C03.C09.SR
Long Sleeve T-shirt DK. MAGENTA		5:U4.C21	10:U4.C02.C04	15:U7.U3.C21	25:U1.U8.C27.OB	35:U7.U3.C27.C11.PA	40:U1.U1.C02.C07.C27.PA	45:U3.U1.U4.C01.C09.SR
16:AST 6P|RFD 10P|CE 10%		26:U4.U8.C05.OB	10:U3.C18.C19	15:U8.U1.C01	25:U3.U7.C06.OB	35:U6.U2.C23.C13.PA	40:U7.U4.C18.C18.C20.PA	45:U6.U6.U5.C06.C20.SR
Long Sleeve T-shirt DK. OLIVE		5:U8.C21	10:U3.C27.C02	15:U1.U5.C16	25:U7.U4.C04.OB	35:U6.U2.C03.C28.PA	40:U1.U4.C12.C24.C17.PA	45:U3.U4.U6.C27.C20.SR
8:P 1L|MD 4P		18:U5.U3.C09	10:U7.C03.C13	15:U4.U6.C23	25:U5.U2.C17.OB	35:U5.U2.C25.C01.PA	40:U3.U6.C21.C27.C16.PA	45:U7.U5.U3.C04.C28.SR
Long Sleeve T-shirt DK. PURPLE		5:U8.C07	10:U4.C08.C25	15:U3.U5.C10	25:U6.U2.C20.OB	35:U3.U3.C27.C16.PA	40:U2.U4.C16.C16.C06.PA	45:U3.U5.U5.C24.C22.SR
1:MD 5P		10:U6.C25.C17	10:U2.C03.C13	15:U5.U7.C24	25:U6.U7.C17.OB	35:U7.U4.C20.C06.PA	40:U4.U4.C25.C21.C13.PA	45:U5.U1.U7.C17.C28.SR
Long Sleeve T-shirt DK. RED		1:C15.C11	10:U5.C27.C03	15:U8.U2.C08	25:U6.U1.C08.OB	35:U7.U2.C24.C15.PA	40:U2.U2.C21.C11.C20.PA	45:U4.U8.U5.C21.C11.SR
16:HR 1%|RD 5P|MD 5P		26:U1.U6.C03.OB	10:U2.C01.C19	15:U4.U7.C04	25:U3.U3.C26.OB	35:U2.U1.C13.C13.PA	40:U3.U2.C20.C19.C04.PA	45:U1.U1.U2.C22.C24.SR
Long Sleeve T-shirt DK. YELLOW-GREEN		5:U2.C24	10:U7.C01.C22	15:U4.U4.C04	25:U8.U2.C22.OB	35:U8.U7.C04.C01.PA	40:U5.U3.C15.C28.C02.PA	45:U3.U6.U6.C12.C19.SR
16:MXIS 10P|HGD 2P|SS 8P		26:U6.U5.C01.OB	10:U1.C08.C08	15:U7.U7.C08	25:U1.U4.C18.OB	35:U8.U4.C03.C12.PA	40:U5.U2.C24.C06.C10.PA	45:U2.U2.U6.C12.C10.SR
Long Sleeve T-shirt DULL BLACK		1:C03.C19	10:U7.C24.C02	15:U2.U6.C14	25:U2.U7.C19.OB	35:U8.U6.C25.C02.PA	40:U3.U2.C18.C16.C15.PA	45:U4.U6.U2.C27.C28.SR
1:HR 3%		10:U5.C18.C14	10:U1.C22.C28	15:U3.U5.C03	25:U6.U6.C05.OB	35:U1.U1.C03.C24.PA	40:U7.U3.C04.C13.C21.PA	45:U3.U7.U6.C16.C25.SR
Long Sleeve T-shirt FOREST GREEN		5:U8.C02	10:U7.C04.C16	15:U6.U7.C18	25:U4.U4.C12.OB	35:U1.U1.C14.C12.PA	40:U8.U1.C10.C23.C20.PA	45:U6.U7.U4.C25.C15.SR
1:RCT 3P		10:U5.C14.C04	10:U4.C01.C08	15:U3.U8.C08	25:U2.U5.C03.OB	35:U8.U3.C26.C20.PA	40:U6.U3.C07.C08.C03.PA	45:U4.U8.U5.C15.C04.SR
Long Sleeve T-shirt GREEN		5:U3.C20	10:U7.C26.C11	15:U3.U6.C11	25:U7.U3.C11.OB	35:U4.U6.C08.C05.PA	40:U2.U1.C20.C06.C07.PA	45:U3.U8.U1.C01.C01.SR
8:VD 4P|VTR 8%		18:U5.U6.C28	10:U3.C06.C04	15:U4.U4.C21	25:U5.U2.C10.OB	35:U8.U3.C14.C18.PA	40:U7.U4.C23.C04.C04.PA	45:U5.U2.U1.C03.C15.SR
Long Sleeve T-shirt INDIGO		5:U6.C25	10:U4.C19.C10	15:U1.U8.C17	25:U2.U7.C24.OB	35:U8.U3.C17.C12.PA	40:U7.U4.C22.C16.C26.PA	45:U8.U1.U7.C17.C02.SR
1:6S 8P		10:U5.C10.C13	10:U8.C01.C26	15:U2.U5.C19	25:U4.U3.C03.OB	35:U2.U5.C07.C02.PA	40:U3.U1.C01.C15.C25.PA	45:U4.U2.U1.C22.C04.SR
Long Sleeve T-shirt PURPLE		5:U5.C14	10:U5.C24.C16	15:U3.U6.C10	25:U3.U2.C18.OB	35:U8.U5.C27.C14.PA	40:U3.U8.C25.C06.C02.PA	45:U8.U8.U2.C04.C14.SR
1:HR 3%		10:U8.C11.C24	10:U6.C22.C09	15:U5.U8.C25	25:U4.U1.C11.OB	35:U4.U3.C17.C07.PA	40:U5.U2.C11.C10.C09.PA	45:U4.U4.U3.C13.C01.SR
Long Sleeve T-shirt SEA GREEN		5:U2.C24	10:U2.C18.C10	15:U6.U3.C03	25:U6.U6.C16.OB	35:U2.U3.C01.C14.PA	40:U6.U1.C10.C16.C23.PA	45:U7.U8.U4.C08.C24.SR
1:MXIS 30P		10:U4.C22.C10	10:U6.C11.C17	15:U6.U5.C18	25:U1.U4.C21.OB	35:U1.U4.C14.C19.PA	40:U3.U6.C24.C14.C24.PA	45:U5.U4.U7.C26.C17.SR
Machello Dragon Shirt GREEN		30:U6.C16.C08.C12.OB	10:U2.C07.C16	15:U7.U3.C27	25:U8.U2.C16.OB	35:U4.U3.C20.C12.PA	40:U6.U4.C23.C25.C26.PA	45:U7.U3.U1.C05.C05.SR
1:RFD 5P		10:U3.C23.C13	10:U7.C02.C12	15:U1.U7.C11	25:U3.U2.C17.OB	35:U6.U4.C14.C26.PA	40:U1.U5.C08.C12.C01.PA	45:U5.U1.U7.C25.C16.SR
Machello Dragon Shirt LAVENDER		30:U4.C17.C09.C27.OB	10:U7.C05.C25	15:U8.U3.C17	25:U8.U4.C05.OB	35:U2.U5.C09.C06.PA	40:U7.U6.C01.C12.C28.PA	45:U4.U4.U7.C26.C26.SR
20:RCT 9P|MXH 200P		18:U7.U3.C03	10:U6.C11.C21	15:U2.U5.C01	25:U5.U1.C09.OB	35:U5.U4.C26.C27.PA	40:U4.U2.C15.C28.C27.PA	45:U6.U2.U5.C22.C01.SR
Machello Dragon Shirt ORCHID		30:U5.C02.C14.C25.OB	10:U7.C17.C12	15:U8.U8.C19	25:U3.U1.C20.OB	35:U1.U4.C11.C18.PA	40:U1.U4.C24.C08.C07.PA	45:U2.U6.U4.C18.C24.SR
24:SD 12P|UDR 5%|RPDR, MPDR 15%|HD 2P|CE 2%		34:U5.C05.C19.C07.PA	10:U5.C15.C13	15:U3.U8.C14	25:U5.U4.C05.OB	35:U1.U6.C13.C24.PA	40:U6.U6.C23.C03.C12.PA	45:U7.U5.U8.C01.C05.SR
Machello Dragon Shirt RED		30:U1.C13.C13.C12.OB	10:U8.C11.C15	15:U6.U3.C04	25:U2.U2.C04.OB	35:U1.U3.C13.C12.PA	40:U8.U4.C19.C28.C21.PA	45:U4.U4.U5.C08.C17.SR
1:VDEF 12P		10:U1.C10.C10	10:U4.C27.C19	15:U8.U7.C27	25:U7.U6.C03.OB	35:U6.U1.C10.C15.PA	40:U6.U7.C05.C03.C17.PA	45:U5.U8.U8.C10.C21.SR
Machello Dragon Shirt SAND		30:U4.C17.C28.C23.OB	10:U4.C03.C04	15:U1.U7.C04	25:U3.U4.C22.OB	35:U1.U2.C27.C16.PA	40:U7.U8.C24.C12.C12.PA	45:U8.U5.U4.C17.C06.SR
20:MD 12P|MXH 200P		18:U5.U1.C20	10:U2.C24.C27	15:U2.U2.C20	25:U6.U2.C06.OB	35:U1.U1.C01.C16.PA	40:U2.U8.C26.C03.C15.PA	45:U3.U1.U8.C12.C04.SR
Machello Dragon Shirt SANGUINE		30:U1.C08.C27.C09.OB	10:U8.C10.C20	15:U5.U2.C11	25:U4.U3.C05.OB	35:U7.U4.C14.C19.PA	40:U2.U5.C12.C18.C11.PA	45:U4.U5.U7.C02.C24.SR
8:VR 15%|VD 12P		18:U4.U8.C04	10:U8.C21.C17	15:U3.U4.C20	25:U3.U8.C25.OB	35:U6.U8.C23.C02.PA	40:U1.U2.C06.C08.C25.PA	45:U4.U1.U5.C17.C05.SR
Machello Dragon Shirt SILVER		30:U6.C09.C12.C11.OB	10:U4.C09.C28	15:U5.U5.C03	25:U8.U5.C08.OB	35:U6.U3.C28.C04.PA	40:U6.U5.C24.C25.C24.PA	45:U7.U3.U8.C01.C06.SR
16:RCT 6P|VTR 10%|MXIS 15P		26:U7.U5.C17.OB	10:U8.C13.C13	15:U4.U4.C21	25:U2.U7.C27.OB	35:U5.U5.C28.C01.PA	40:U1.U5.C11.C26.C02.PA	45:U5.U7.U5.C07.C18.SR
Machello Dragon Shirt WHITE		30:U5.C21.C10.C09.OB	10:U7.C09.C17	15:U6.U3.C08	25:U8.U5.C24.OB	35:U6.U6.C04.C14.PA	40:U3.U7.C03.C12.C18.PA	45:U8.U5.U7.C23.C11.SR
20:MXH 200P|VD 12P		18:U4.U5.C11	10:U2.C25.C19	15:U5.U6.C20	25:U6.U1.C19.OB	35:U6.U4.C17.C14.PA	40:U3.U7.C26.C04.C16.PA	45:U2.U8.U1.C16.C06.SR
Machello Patterned Vest Combo BLACK		30:U2.C21.C07.C08.OB	10:U1.C11.C22	15:U8.U8.C01	25:U6.U3.C19.OB	35:U4.U2.C13.C12.PA	40:U2.U3.C12.C19.C06.PA	45:U8.U1.U1.C03.C08.SR
22:MXH 200P|VR 20%|SJ 15P		26:U2.U4.C12.OB	10:U8.C09.C16	15:U8.U3.C25	25:U2.U8.C19.OB	35:U6.U5.C26.C04.PA	40:U5.U4.C11.C01.C26.PA	45:U4.U2.U4.C22.C11.SR
Machello Patterned Vest Combo BROWN		30:U1.C05.C27.C20.OB	10:U2.C26.C12	15:U4.U1.C15	25:U3.U7.C10.OB	35:U7.U3.C06.C13.PA	40:U5.U7.C07.C18.C03.PA	45:U6.U4.U1.C20.C01.SR
16:VD 12P|KD 5P|MXIS 30P		26:U5.U8.C06.OB	10:U8.C18.C13	15:U8.U6.C14	25:U3.U7.C07.OB	35:U7.U7.C07.C17.PA	40:U3.U5.C02.C03.C06.PA	45:U8.U3.U6.C14.C17.SR
Machello Patterned Vest Combo GREEN		30:U7.C27.C28.C11.OB	10:U8.C27.C08	15:U3.U8.C26	25:U2.U3.C09.OB	35:U4.U6.C15.C08.PA	40:U5.U1.C03.C17.C26.PA	45:U1.U4.U2.C22.C01.SR
1:WA 5P		10:U3.C27.C15	10:U4.C17.C26	15:U6.U2.C25	25:U6.U8.C24.OB	35:U3.U1.C25.C04.PA	40:U1.U6.C03.C16.C04.PA	45:U7.U3.U8.C15.C14.SR
Machello Patterned Vest Combo MAGENTA		30:U8.C14.C24.C07.OB	10:U8.C03.C08	15:U7.U8.C05	25:U2.U4.C13.OB	35:U2.U6.C15.C16.PA	40:U1.U6.C06.C08.C27.PA	45:U4.U8.U7.C20.C22.SR
1:DR 10P		10:U6.C23.C12	10:U8.C12.C14	15:U1.U7.C18	25:U3.U5.C20.OB	35:U8.U3.C18.C24.PA	40:U1.U4.C21.C17.C09.PA	45:U2.U5.U7.C22.C11.SR
Machello Patterned Vest Combo OLIVE		30:U1.C27.C07.C17.OB	10:U6.C13.C27	15:U6.U3.C05	25:U3.U8.C02.OB	35:U8.U6.C08.C16.PA	40:U5.U6.C22.C03.C11.PA	45:U4.U3.U4.C10.C15.SR
1:MD 24P		10:U7.C10.C13	10:U4.C21.C04	15:U5.U1.C03	25:U6.U4.C26.OB	35:U3.U7.C26.C07.PA	40:U1.U2.C18.C25.C27.PA	45:U5.U5.U3.C24.C08.SR
Machello Patterned Vest Combo PURPLE		30:U7.C20.C20.C05.OB	10:U5.C03.C28	15:U6.U3.C12	25:U2.U5.C15.OB	35:U3.U7.C24.C16.PA	40:U2.U3.C20.C22.C16.PA	45:U6.U5.U5.C02.C01.SR
1:RD 12P		10:U1.C25.C23	10:U8.C04.C05	15:U3.U3.C28	25:U3.U3.C27.OB	35:U2.U1.C03.C07.PA	40:U6.U8.C07.C26.C14.PA	45:U2.U3.U1.C07.C12.SR
Machello Patterned Vest Combo RED		30:U4.C17.C03.C11.OB	10:U1.C02.C03	15:U7.U3.C03	25:U2.U6.C22.OB	35:U7.U3.C11.C19.PA	40:U1.U8.C10.C06.C10.PA	45:U5.U2.U6.C06.C20.SR
1:HR 9%		10:U4.C08.C10	10:U3.C25.C23	15:U4.U7.C25	25:U7.U7.C25.OB	35:U2.U6.C09.C11.PA	40:U6.U1.C07.C13.C26.PA	45:U1.U5.U4.C03.C04.SR
Machello Patterned Vest Combo WHITE		30:U6.C07.C20.C19.OB	10:U4.C26.C05	15:U6.U3.C18	25:U4.U1.C22.OB	35:U2.U3.C06.C24.PA	40:U5.U8.C25.C14.C15.PA	45:U8.U7.U6.C03.C13.SR
8:VR 15%|MDL 20P		18:U3.U5.C14	10:U6.C04.C17	15:U1.U8.C25	25:U3.U5.C19.OB	35:U4.U8.C04.C14.PA	40:U7.U2.C08.C15.C11.PA	45:U5.U3.U7.C13.C25.SR
Machello Suit BLACK/BLACK		41:U6.U2.C26.C09.C12.SR	10:U2.C18.C09	15:U3.U5.C17	25:U1.U2.C05.OB	35:U5.U8.C16.C02.PA	40:U4.U7.C19.C07.C28.PA	45:U4.U8.U1.C15.C01.SR
20:MXH 200P|V 3L		18:U3.U7.C03	10:U4.C18.C03	15:U5.U8.C07	25:U5.U7.C11.OB	35:U2.U7.C25.C04.PA	40:U8.U6.C13.C07.C19.PA	45:U4.U5.U1.C14.C01.SR

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Item Name ITEM COLOR ENHANCED ITEM STATS	RECIPES: BASIC RECIPES: ENHANCED	+1% PR +1% VR	+2% PR +2% VR	+3% PR +3% VR	+4% PR +4% VR	+5% PR +5% VR	+6% PR +6% VR
Machello Suit BLACK/LT. GRAY	41:U2.U5.C03.C28.C23.SR	10:U5.C20.C22	15:U7.U4.C25	25:U1.U3.C28.OB	35:U6.U8.C21.C25.PA	40:U2.U2.C28.C16.C28.PA	45:U2.U8.U2.C15.C21.SR
32:MPDR 10%|HR 20%|WC 5P|VDEF 20P|MD 25P	42:U7.U8.C06.C19.C27.SR	10:U3.C26.C25	15:U2.U6.C13	25:U3.U8.C11.OB	35:U2.U6.C07.C23.PA	40:U1.U7.C02.C19.C11.PA	45:U4.U4.U1.C14.C01.SR
Machello Suit BROWN/BROWN	41:U7.U1.C21.C04.C25.SR	10:U5.C07.C03	15:U3.U7.C21	25:U1.U2.C06.OB	35:U4.U8.C19.C23.PA	40:U2.U1.C09.C19.C24.PA	45:U5.U8.U1.C14.C28.SR
1:VD 12P	10:U6.C18.C04	10:U5.C12.C14	15:U7.U7.C28	25:U2.U2.C24.OB	35:U5.U2.C11.C22.PA	40:U7.U5.C17.C13.C18.PA	45:U7.U4.U3.C20.C05.SR
Machello Suit BROWN/CREAM	41:U7.U7.C12.C22.C06.SR	10:U8.C23.C23	15:U1.U2.C28	25:U7.U6.C15.OB	35:U6.U4.C01.C24.PA	40:U6.U7.C22.C10.C27.PA	45:U3.U4.U4.C04.C18.SR
16:BT 5P|MDL 20P|SMGD 10P	26:U6.U8.C14.OB	10:U1.C19.C07	15:U3.U2.C13	25:U1.U1.C23.OB	35:U7.U2.C23.C01.PA	40:U8.U1.C11.C24.C23.PA	45:U2.U8.U1.C11.C11.SR
Machello Suit CRIMSON/WHITE	41:U6.U4.C27.C27.C27.SR	10:U2.C23.C11	15:U3.U2.C17	25:U5.U4.C09.OB	35:U3.U2.C04.C02.PA	40:U6.U1.C24.C03.C24.PA	45:U5.U3.U2.C08.C13.SR
8:KD 5P|CE 5%	18:U1.U1.C23	10:U6.C27.C01	15:U2.U8.C21	25:U2.U6.C15.OB	35:U2.U8.C17.C27.PA	40:U4.U6.C19.C18.C26.PA	45:U3.U1.U3.C13.C18.SR
Machello Suit DEEP INDIGO/WHITE	41:U6.U3.C14.C25.C03.SR	10:U6.C03.C21	15:U3.U1.C26	25:U4.U5.C19.OB	35:U2.U7.C09.C14.PA	40:U6.U8.C20.C10.C20.PA	45:U8.U8.U8.C11.C03.SR
20:MXH 200P|WA 5P	18:U6.U8.C18	10:U5.C03.C25	15:U3.U2.C17	25:U6.U8.C05.OB	35:U5.U6.C05.C25.PA	40:U7.U5.C27.C20.C26.PA	45:U8.U1.U6.C07.C24.SR
Machello Suit DIM GREEN/BROWN	41:U1.U7.C28.C28.C26.SR	10:U1.C03.C06	15:U5.U1.C07	25:U4.U7.C26.OB	35:U8.U6.C26.C21.PA	40:U6.U2.C18.C23.C21.PA	45:U6.U5.U1.C05.C25.SR
1:SS 20P	10:U3.C28.C17	10:U7.C01.C27	15:U6.U6.C20	25:U3.U6.C17.OB	35:U5.U4.C08.C23.PA	40:U7.U8.C01.C09.C23.PA	45:U8.U1.U3.C12.C15.SR
Machello Suit DIM PURPLE/PURPLE	41:U1.U8.C18.C14.C26.SR	10:U1.C26.C22	15:U5.U3.C17	25:U7.U7.C16.OB	35:U8.U2.C14.C14.PA	40:U2.U5.C06.C14.C28.PA	45:U2.U3.U5.C28.C11.SR
16:MXH 200P	10:U2.C18.C03	10:U7.C15.C26	15:U6.U8.C12	25:U5.U7.C21.OB	35:U8.U5.C07.C21.PA	40:U1.U1.C25.C23.C10.PA	45:U7.U2.U8.C02.C16.SR
Machello Suit DK. BROWN/LT. GRAY	41:U6.U2.C23.C26.C13.SR	10:U6.C22.C26	15:U8.U5.C15	25:U4.U1.C05.OB	35:U7.U2.C11.C22.PA	40:U2.U5.C04.C17.C18.PA	45:U5.U6.U5.C10.C16.SR
16:MD 12P|SMGD 10P|BT 5P	26:U7.U5.C06.OB	10:U5.C13.C23	15:U4.U4.C09	25:U6.U5.C08.OB	35:U2.U7.C28.C07.PA	40:U5.U7.C22.C16.C24.PA	45:U2.U6.U7.C18.C27.SR
Machello Suit DK. GREEN/BROWN	41:U1.U2.C02.C19.C20.SR	10:U8.C24.C01	15:U2.U5.C28	25:U2.U8.C16.OB	35:U6.U1.C21.C08.PA	40:U7.U7.C01.C04.C11.PA	45:U5.U5.U2.C25.C28.SR
16:MXH 200P|UDR 5%|VD 12P|HD 2P|CE 2%	26:U8.U2.C02.OB	10:U7.C11.C14	15:U5.U1.C02	25:U2.U7.C24.OB	35:U3.U3.C09.C14.PA	40:U1.U2.C26.C16.C14.PA	45:U4.U3.U5.C04.C14.SR
Machello Suit DK. GREEN/LT. GRAY	41:U3.U3.C18.C26.C27.SR	10:U5.C19.C21	15:U6.U2.C25	25:U7.U7.C24.OB	35:U6.U2.C12.C24.PA	40:U6.U4.C13.C07.C23.PA	45:U4.U6.U4.C13.C05.SR
8:RTT 5P|HGD 10P	18:U7.U1.C07	10:U6.C03.C21	15:U2.U4.C17	25:U2.U5.C16.OB	35:U2.U4.C27.C15.PA	40:U2.U2.C27.C06.C06.PA	45:U2.U4.U7.C18.C01.SR
Machello Suit DK. INDIGO/SEA FOAM	41:U1.U1.C18.C16.C04.SR	10:U7.C12.C13	15:U8.U7.C16	25:U4.U4.C12.OB	35:U1.U3.C20.C13.PA	40:U3.U2.C23.C09.C25.PA	45:U2.U3.U2.C03.C15.SR
20:MXH 200P|VR 15%	18:U2.U2.C28	10:U6.C28.C05	15:U6.U7.C01	25:U4.U5.C18.OB	35:U6.U1.C02.C02.PA	40:U7.U1.C26.C26.C21.PA	45:U6.U1.U6.C10.C10.SR
Machello Suit DK. MAGENTA/LAVENDER	41:U2.U6.C22.C19.C24.SR	10:U8.C04.C01	15:U4.U3.C07	25:U2.U5.C16.OB	35:U8.U3.C17.C05.PA	40:U4.U7.C14.C11.C12.PA	45:U1.U4.U4.C13.C23.SR
8:F 1L|AD 5P	18:U1.U1.C21	10:U7.C23.C05	15:U6.U3.C05	25:U1.U6.C09.OB	35:U7.U7.C26.C12.PA	40:U2.U4.C15.C25.C08.PA	45:U7.U4.U8.C27.C19.SR
Machello Suit DULL BLACK/BLACK	41:U2.U3.C04.C06.C28.SR	10:U7.C04.C19	15:U4.U8.C20	25:U8.U8.C14.OB	35:U7.U2.C03.C07.PA	40:U4.U2.C26.C24.C22.PA	45:U1.U1.U7.C08.C05.SR
1:MXIS 30P	10:U6.C25.C01	10:U5.C02.C13	15:U7.U8.C10	25:U6.U6.C16.OB	35:U5.U5.C07.C15.PA	40:U1.U3.C01.C26.C24.PA	45:U5.U2.U7.C11.C16.SR
Machello Suit GRAY/GRAY	41:U4.U4.C28.C25.C06.SR	10:U6.C26.C20	15:U3.U6.C08	25:U3.U1.C23.OB	35:U8.U5.C01.C28.PA	40:U5.U5.C09.C27.C13.PA	45:U8.U5.U3.C18.C03.SR
1:VD 12P	10:U4.C25.C12	10:U4.C03.C10	15:U8.U3.C10	25:U5.U5.C23.OB	35:U4.U7.C28.C23.PA	40:U7.U6.C13.C28.C16.PA	45:U6.U6.U6.C19.C16.SR
Machello Suit GRAY/PURPLE	41:U4.U5.C03.C26.C22.SR	10:U1.C14.C06	15:U4.U2.C26	25:U8.U8.C06.OB	35:U5.U6.C17.C03.PA	40:U3.U3.C15.C18.C19.PA	45:U5.U4.U6.C08.C25.SR
8:R 3L|P 3L	18:U4.U7.C05	10:U3.C21.C01	15:U1.U3.C05	25:U1.U3.C18.OB	35:U4.U4.C21.C06.PA	40:U3.U1.C19.C07.C23.PA	45:U3.U7.U8.C20.C15.SR
Machello Suit GREEN/BROWN	41:U2.U4.C24.C11.C20.SR	10:U7.C20.C07	15:U6.U2.C24	25:U7.U1.C09.OB	35:U7.U7.C05.C09.PA	40:U5.U7.C14.C11.C17.PA	45:U5.U2.U5.C14.C24.SR
1:P 3L	10:U2.C15.C23	10:U8.C20.C28	15:U1.U4.C06	25:U4.U8.C02.OB	35:U4.U5.C27.C05.PA	40:U3.U8.C25.C16.C15.PA	45:U7.U1.U3.C20.C27.SR
Machello Suit GREEN/SIENNA	41:U3.U1.C07.C26.C22.SR	10:U7.C16.C11	15:U5.U4.C04	25:U3.U8.C06.OB	35:U7.U6.C27.C10.PA	40:U2.U2.C03.C28.C28.PA	45:U3.U2.U5.C15.C07.SR
20:SD 12P|MXH 200P	18:U2.U2.C18	10:U4.C04.C14	15:U6.U2.C02	25:U2.U2.C15.OB	35:U6.U6.C25.C15.PA	40:U1.U8.C10.C14.C12.PA	45:U3.U1.U1.C19.C26.SR
Machello Suit LT. GRAY	41:U8.U1.C12.C05.C01.SR	10:U3.C23.C20	15:U5.U2.C01	25:U8.U6.C28.OB	35:U6.U7.C08.C06.PA	40:U8.U2.C27.C13.C06.PA	45:U2.U3.U8.C07.C17.SR
1:DR 10P	10:U2.C20.C28	10:U3.C03.C10	15:U2.U7.C27	25:U1.U4.C23.OB	35:U2.U1.C24.C28.PA	40:U2.U1.C23.C10.C18.PA	45:U2.U8.U7.C06.C26.SR
Machello Suit MAGENTA/BLACK	41:U8.U1.C08.C16.C27.SR	10:U1.C19.C02	15:U7.U8.C22	25:U8.U8.C04.OB	35:U8.U5.C17.C28.PA	40:U1.U7.C14.C15.C04.PA	45:U3.U6.U3.C26.C23.SR
8:HR 6%|DDR 2P	18:U8.U4.C11	10:U6.C04.C01	15:U2.U5.C21	25:U1.U2.C07.OB	35:U4.U1.C23.C21.PA	40:U3.U6.C27.C17.C09.PA	45:U2.U3.U8.C19.C06.SR
Machello Suit MAGENTA/YELLOW	41:U5.U4.C07.C21.C13.SR	10:U3.C10.C23	15:U8.U1.C04	25:U8.U6.C10.OB	35:U4.U1.C02.C08.PA	40:U3.U8.C26.C11.C03.PA	45:U8.U4.U3.C02.C28.SR
1:HR 1%	10:U2.C08.C26	10:U7.C24.C28	15:U4.U3.C28	25:U1.U1.C17.OB	35:U8.U6.C07.C08.PA	40:U5.U4.C15.C28.C24.PA	45:U6.U5.U6.C06.C10.SR
Machello Suit OLIVE/ASPHALT	41:U8.U7.C07.C23.C18.SR	10:U1.C18.C25	15:U1.U3.C04	25:U3.U7.C21.OB	35:U1.U5.C02.C08.PA	40:U8.U1.C27.C16.C01.PA	45:U8.U4.U8.C13.C02.SR
8:RD 5P|HGD 5P	18:U7.U5.C16	10:U8.C22.C19	15:U2.U4.C08	25:U1.U8.C04.OB	35:U8.U5.C11.C25.PA	40:U6.U3.C23.C09.C04.PA	45:U7.U7.U1.C20.C06.SR
Machello Suit OLIVE/BROWN	41:U2.U7.C06.C28.C24.SR	10:U4.C11.C06	15:U1.U2.C02	25:U4.U8.C25.OB	35:U8.U4.C11.C02.PA	40:U1.U3.C06.C13.C16.PA	45:U7.U2.U8.C18.C12.SR
1:SJ 15P	10:U4.C28.C05	10:U4.C28.C13	15:U1.U5.C05	25:U8.U2.C04.OB	35:U1.U6.C21.C26.PA	40:U6.U8.C12.C10.C24.PA	45:U4.U1.U7.C26.C19.SR
Machello Suit OLIVE/TAN	41:U6.U1.C06.C09.C15.SR	10:U5.C15.C04	15:U1.U6.C06	25:U2.U8.C23.OB	35:U4.U1.C22.C11.PA	40:U4.U1.C05.C10.C10.PA	45:U7.U6.U7.C27.C03.SR
1:V 3L	10:U2.C02.C27	10:U6.C10.C12	15:U4.U1.C24	25:U2.U8.C25.OB	35:U5.U6.C21.C09.PA	40:U6.U7.C28.C16.C24.PA	45:U3.U2.U8.C24.C22.SR
Machello Suit PURPLE/GREEN	41:U8.U7.C06.C09.C05.SR	10:U8.C17.C07	15:U5.U2.C01	25:U8.U3.C05.OB	35:U8.U6.C11.C22.PA	40:U2.U7.C25.C17.C15.PA	45:U5.U6.U2.C20.C01.SR
16:VDEF 12P|RPDR 5%|MPDR 5%	26:U3.U5.C02.OB	10:U6.C13.C07	15:U7.U1.C25	25:U7.U4.C12.OB	35:U8.U6.C13.C03.PA	40:U7.U4.C02.C11.C22.PA	45:U3.U3.U2.C11.C23.SR
Machello Suit PURPLE/LAVENDER	41:U7.U4.C07.C15.C22.SR	10:U7.C22.C20	15:U2.U5.C24	25:U6.U1.C17.OB	35:U6.U1.C03.C07.PA	40:U6.U5.C21.C10.C27.PA	45:U3.U2.U5.C07.C05.SR
1:MD 5P	10:U8.C04.C27	10:U4.C06.C12	15:U4.U5.C28	25:U3.U1.C06.OB	35:U4.U6.C28.C20.PA	40:U8.U2.C01.C06.C18.PA	45:U1.U3.U6.C22.C12.SR
Machello Suit PURPLE/STEEL	41:U7.U6.C01.C18.C27.SR	10:U5.C08.C17	15:U4.U7.C14	25:U5.U4.C05.OB	35:U7.U3.C09.C01.PA	40:U4.U4.C15.C15.C26.PA	45:U8.U4.U6.C18.C21.SR
16:VD 12P|MPDR 5%|RPDR 5%	26:U1.U2.C14.OB	10:U6.C04.C27	15:U5.U3.C18	25:U4.U3.C10.OB	35:U8.U7.C21.C18.PA	40:U7.U4.C27.C18.C21.PA	45:U7.U4.U8.C22.C20.SR
Machello Suit PURPLE/YELLOW	41:U4.U8.C07.C08.C10.SR	10:U5.C04.C01	15:U6.U2.C09	25:U8.U7.C16.OB	35:U2.U4.C17.C09.PA	40:U2.U2.C15.C21.C14.PA	45:U6.U7.U7.C26.C21.SR
8:DSA 3P|UDR 3%|HD 1P|CE 1%	18:U7.U8.C06	10:U1.C12.C22	15:U4.U1.C15	25:U3.U7.C23.OB	35:U2.U3.C08.C01.PA	40:U7.U6.C21.C09.C10.PA	45:U7.U6.U4.C02.C19.SR
Machello Suit RED/GRAY	41:U7.U4.C28.C28.C18.SR	10:U6.C21.C04	15:U7.U2.C13	25:U5.U5.C15.OB	35:U8.U6.C28.C07.PA	40:U1.U5.C02.C11.C22.PA	45:U4.U4.U2.C22.C06.SR
1:HR 9%	10:U6.C08.C09	10:U6.C15.C08	15:U1.U6.C16	25:U8.U7.C27.OB	35:U4.U3.C05.C09.PA	40:U2.U8.C26.C17.C09.PA	45:U7.U7.U7.C26.C02.SR
Machello Suit RED/RED	41:U3.U2.C17.C17.C07.SR	10:U7.C20.C10	15:U2.U7.C02	25:U8.U4.C22.OB	35:U2.U1.C18.C03.PA	40:U5.U8.C13.C17.C28.PA	45:U7.U4.U5.C18.C01.SR
1:MXIS 30P	10:U7.C06.C07	10:U6.C06.C25	15:U1.U2.C14	25:U7.U1.C05.OB	35:U6.U1.C09.C13.PA	40:U7.U3.C02.C07.C11.PA	45:U8.U2.U8.C23.C19.SR
Machello Suit TAN/BROWN	41:U4.U6.C15.C18.C25.SR	10:U6.C14.C04	15:U8.U5.C18	25:U7.U7.C26.OB	35:U3.U3.C28.C18.PA	40:U1.U3.C10.C12.C28.PA	45:U8.U6.U8.C07.C04.SR
1:RD 5P	10:U2.C28.C08	10:U8.C03.C12	15:U7.U4.C09	25:U6.U5.C19.OB	35:U5.U5.C02.C05.PA	40:U5.U2.C26.C10.C06.PA	45:U7.U4.U3.C02.C02.SR

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Item Name ITEM COLOR ENHANCED ITEM STATS	RECIPES: RECIPES:	BASIC ENHANCED	+1% PR +1% VR	+2% PR +2% VR	+3% PR +3% VR	+4% PR +4% VR	+5% PR +5% VR	+6% PR +6% VR
Machello Suit TAN/SIENNA 16:MXH 200P		41:U1.U6.C17.C04.C14.SR 10:U6.C02.C07	10:U6.C23.C09 10:U2.C04.C07	15:U2.U2.C07 15:U8.U6.C12	25:U6.U6.C10.OB 25:U4.U2.C01.OB	35:U5.U4.C09.C28.PA 35:U2.U8.C07.C06.PA	40:U7.U7.C19.C28.C21.PA 40:U6.U6.C25.C12.C09.PA	45:U1.U4.U3.C03.C03.SR 45:U3.U3.U8.C05.C24.SR
Misene Fancer Shirt BROWN 8:MD 8P|VR 12%		15:U6.U5.C18 18:U4.U2.C05	10:U1.C12.C03 10:U2.C23.C02	15:U3.U7.C07 15:U3.U2.C18	25:U3.U4.C22.OB 25:U6.U7.C08.OB	35:U7.U8.C05.C09.PA 35:U5.U1.C19.C07.PA	40:U2.U4.C14.C14.C17.PA 40:U1.U5.C27.C01.C07.PA	45:U2.U4.U3.C28.C23.SR 45:U5.U7.U8.C14.C08.SR
Misene Fancer Shirt DRAB PURPLE 16:AST 1P|6S 12P|RFD 3P		15:U8.U8.C14 26:U7.U4.C12.OB	10:U7.C26.C21 10:U4.C06.C09	15:U5.U6.C26 15:U3.U7.C28	25:U5.U4.C20.OB 25:U6.U6.C13.OB	35:U3.U4.C10.C13.PA 35:U8.U4.C14.C04.PA	40:U4.U6.C01.C07.C10.PA 40:U5.U2.C12.C01.C05.PA	45:U4.U1.U7.C17.C28.SR 45:U5.U3.U4.C01.C22.SR
Misene Fancer Shirt OLIVE 1:6S 12P		15:U8.U3.C02 10:U7.C15.C28	10:U4.C23.C06 10:U8.C06.C07	15:U1.U3.C07 15:U3.U2.C25	25:U5.U3.C27.OB 25:U8.U7.C12.OB	35:U7.U8.C23.C08.PA 35:U3.U2.C27.C15.PA	40:U7.U8.C19.C04.C15.PA 40:U6.U8.C05.C28.C23.PA	45:U3.U5.U7.C22.C12.SR 45:U2.U6.U5.C16.C13.SR
Misene Fancer Shirt PURPLE 8:RPDR 3%|MPDR 3%		15:U4.U3.C23 18:U4.U6.C11	10:U8.C12.C24 10:U4.C06.C26	15:U2.U4.C23 15:U8.U8.C23	25:U2.U2.C25.OB 25:U7.U7.C12.OB	35:U3.U6.C17.C20.PA 35:U2.U6.C13.C26.PA	40:U2.U2.C03.C07.C12.PA 40:U3.U4.C18.C21.C17.PA	45:U4.U2.U4.C06.C16.SR 45:U1.U5.U7.C23.C11.SR
Misene Fancer Shirt SILVER 1:ISR 1%		15:U7.U5.C13 10:U1.C22.C09	10:U2.C16.C22 10:U8.C08.C11	15:U3.U7.C28 15:U3.U7.C04	25:U3.U3.C12.OB 25:U4.U1.C03.OB	35:U4.U8.C19.C26.PA 35:U4.U5.C21.C24.PA	40:U2.U1.C04.C24.C07.PA 40:U3.U7.C01.C06.C26.PA	45:U1.U6.U3.C09.C24.SR 45:U7.U7.U5.C23.C28.SR
Misene Fancer Shirt TURQUOISE 1:CH 12P		15:U2.U1.C05 10:U3.C08.C22	10:U5.C08.C28 10:U6.C05.C16	15:U8.U3.C09 15:U4.U2.C07	25:U6.U7.C21.OB 25:U8.U6.C21.OB	35:U3.U5.C27.C27.PA 35:U3.U3.C11.C03.PA	40:U3.U5.C22.C22.C23.PA 40:U1.U8.C13.C09.C11.PA	45:U6.U3.U2.C04.C22.SR 45:U4.U1.U8.C05.C12.SR
Misene Fancer Shirt VIOLET-RED 1:DR 6P		15:U5.U8.C02 10:U4.C23.C08	10:U4.C27.C15 10:U3.C10.C14	15:U3.U3.C09 15:U1.U5.C11	25:U1.U3.C21.OB 25:U6.U8.C09.OB	35:U2.U7.C08.C01.PA 35:U1.U4.C05.C04.PA	40:U5.U8.C07.C16.C10.PA 40:U6.U3.C22.C27.C22.PA	45:U2.U2.U3.C08.C17.SR 45:U6.U6.U1.C04.C09.SR
Misene Fancer Shirt WHITE 16:HR 6%|RD 3P|VR 12%		15:U2.U6.C16 26:U2.U5.C18.OB	10:U2.C25.C11 10:U8.C25.C13	15:U5.U7.C26 15:U8.U2.C12	25:U6.U3.C10.OB 25:U8.U6.C26.OB	35:U2.U2.C02.C08.PA 35:U1.U8.C11.C15.PA	40:U5.U3.C25.C11.C08.PA 40:U2.U4.C16.C03.C11.PA	45:U3.U8.U2.C09.C17.SR 45:U1.U2.U8.C24.C18.SR
Misene Patterned Vest Combo BROWN 1:CE 10%		30:U7.C18.C24.C23.OB 10:U8.C06.C08	10:U8.C13.C01 10:U7.C15.C10	15:U3.U5.C16 15:U3.U8.C15	25:U4.U4.C18.OB 25:U7.U7.C20.OB	35:U4.U1.C13.C07.PA 35:U5.U3.C27.C24.PA	40:U1.U5.C07.C10.C14.PA 40:U4.U5.C18.C08.C12.PA	45:U4.U2.U7.C13.C24.SR 45:U8.U3.U1.C14.C15.SR
Misene Patterned Vest Combo GRAY 8:SHR 2%|VR 15%		30:U5.C17.C25.C18.OB 18:U7.U3.C05	10:U3.C26.C12 10:U1.C20.C28	15:U3.U1.C13 15:U1.U5.C23	25:U7.U3.C11.OB 25:U2.U4.C16.OB	35:U7.U8.C20.C12.PA 35:U6.U8.C28.C02.PA	40:U5.U6.C28.C16.C03.PA 40:U6.U1.C15.C21.C22.PA	45:U3.U5.U8.C15.C17.SR 45:U7.U5.U1.C27.C28.SR
Misene Patterned Vest Combo GREEN 16:MXH 200P		30:U7.C23.C19.C26.OB 10:U3.C04.C22	10:U5.C08.C26 10:U1.C11.C28	15:U5.U6.C06 15:U1.U3.C25	25:U7.U2.C19.OB 25:U8.U4.C14.OB	35:U1.U3.C01.C24.PA 35:U3.U6.C26.C22.PA	40:U2.U2.C19.C06.C03.PA 40:U3.U7.C26.C04.C23.PA	45:U3.U5.U8.C24.C19.SR 45:U2.U1.U4.C07.C26.SR
Misene Patterned Vest Combo OLIVE 1:DDR 2P		30:U2.C09.C16.C14.OB 10:U1.C04.C14	10:U3.C26.C08 10:U4.C16.C11	15:U8.U2.C13 15:U8.U2.C18	25:U3.U7.C01.OB 25:U6.U8.C07.OB	35:U1.U6.C07.C26.PA 35:U6.U3.C06.C09.PA	40:U4.U3.C06.C06.C13.PA 40:U3.U7.C01.C07.C18.PA	45:U6.U7.U3.C16.C01.SR 45:U1.U1.U7.C12.C12.SR
Misene Patterned Vest Combo PURPLE 8:SISR 2%|DR 10P		30:U5.C20.C04.C28.OB 18:U5.U1.C10	10:U1.C10.C28 10:U5.C05.C12	15:U5.U8.C09 15:U1.U6.C08	25:U7.U2.C15.OB 25:U6.U2.C25.OB	35:U2.U2.C04.C12.PA 35:U1.U8.C26.C10.PA	40:U1.U1.C08.C02.C15.PA 40:U6.U7.C14.C14.C12.PA	45:U3.U8.U5.C22.C18.SR 45:U7.U5.U1.C15.C18.SR
Misene Patterned Vest Combo RED 1:MD 12P		30:U2.C08.C19.C23.OB 10:U7.C12.C05	10:U4.C09.C12 10:U1.C08.C07	15:U6.U1.C07 15:U5.U7.C23	25:U5.U5.C16.OB 25:U5.U6.C25.OB	35:U5.U1.C17.C23.PA 35:U8.U8.C28.C27.PA	40:U4.U7.C27.C13.C10.PA 40:U3.U5.C26.C24.C09.PA	45:U4.U7.U5.C18.C01.SR 45:U8.U6.U2.C05.C14.SR
Misene Patterned Vest Combo TAN 8:RTT 5P|HGD 10P		30:U1.C22.C14.C25.OB 18:U6.U7.C23	10:U2.C08.C18 10:U6.C01.C26	15:U7.U3.C22 15:U2.U2.C02	25:U3.U2.C02.OB 25:U5.U7.C02.OB	35:U5.U1.C15.C06.PA 35:U6.U8.C18.C20.PA	40:U5.U7.C04.C15.C22.PA 40:U4.U6.C02.C14.C01.PA	45:U4.U6.U8.C10.C25.SR 45:U7.U7.U3.C26.C08.SR
Misene Patterned Vest Combo WHITE 8:BT 3P|SMGD 5P		30:U8.C28.C03.C20.OB 18:U1.U6.C21	10:U1.C26.C25 10:U3.C20.C14	15:U6.U1.C14 15:U6.U7.C18	25:U4.U5.C20.OB 25:U3.U1.C02.OB	35:U2.U8.C12.C07.PA 35:U6.U1.C25.C15.PA	40:U1.U6.C18.C02.C26.PA 40:U3.U2.C07.C26.C08.PA	45:U5.U3.U8.C04.C10.SR 45:U8.U5.U2.C21.C01.SR
Misene Pocketed Vest Combo BROWN/BROWN 8:V 2L|SMGD 3P		15:U8.U8.C23 18:U5.U5.C23	10:U3.C09.C01 10:U6.C05.C16	15:U4.U4.C03 15:U1.U4.C21	25:U1.U5.C03.OB 25:U3.U6.C21.OB	35:U5.U3.C14.C20.PA 35:U2.U4.C01.C21.PA	40:U4.U3.C09.C20.C27.PA 40:U3.U7.C21.C09.C15.PA	45:U3.U5.U4.C28.C06.SR 45:U7.U1.U4.C10.C23.SR
Misene Pocketed Vest Combo BROWN/GREEN 8:RD 8P|V 2L		15:U7.U2.C06 18:U1.U6.C05	10:U6.C25.C13 10:U8.C08.C15	15:U3.U5.C11 15:U6.U7.C28	25:U2.U8.C07.OB 25:U1.U7.C07.OB	35:U7.U4.C26.C15.PA 35:U6.U1.C01.C16.PA	40:U1.U6.C25.C21.C26.PA 40:U1.U1.C14.C11.C20.PA	45:U1.U1.U3.C18.C04.SR 45:U8.U7.U4.C01.C13.SR
Misene Pocketed Vest Combo GRAY/GRAY 1:RD 8P		15:U2.U4.C03 10:U8.C26.C10	10:U1.C24.C17 10:U3.C23.C06	15:U3.U7.C07 15:U4.U1.C06	25:U4.U6.C02.OB 25:U3.U5.C25.OB	35:U4.U2.C09.C25.PA 35:U8.U2.C10.C17.PA	40:U8.U6.C18.C15.C21.PA 40:U1.U6.C08.C21.C09.PA	45:U2.U5.U8.C20.C08.SR 45:U6.U4.U3.C26.C23.SR
Misene Pocketed Vest Combo GRAY/RED 1:MD 5P		15:U7.U5.C13 10:U8.C18.C23	10:U8.C05.C10 10:U7.C24.C19	15:U8.U1.C15 15:U5.U7.C02	25:U2.U4.C13.OB 25:U2.U2.C28.OB	35:U1.U4.C19.C13.PA 35:U1.U5.C03.C03.PA	40:U2.U7.C09.C21.C07.PA 40:U3.U3.C11.C11.C26.PA	45:U2.U4.U3.C08.C13.SR 45:U5.U1.U5.C02.C15.SR
Misene Pocketed Vest Combo GREEN/GREEN 1:MD 3P		15:U8.U1.C09 10:U5.C25.C07	10:U1.C23.C24 10:U8.C12.C18	15:U4.U3.C03 15:U1.U4.C12	25:U8.U6.C17.OB 25:U4.U1.C18.OB	35:U1.U4.C08.C11.PA 35:U8.U5.C15.C10.PA	40:U6.U4.C22.C09.C07.PA 40:U4.U4.C02.C09.C06.PA	45:U7.U8.U4.C15.C15.SR 45:U3.U3.U2.C25.C23.SR
Misene Pocketed Vest Combo OLIVE/PURPLE 1:MD 8P		15:U5.U2.C26 10:U4.C21.C02	10:U1.C19.C18 10:U6.C14.C25	15:U8.U8.C04 15:U2.U8.C06	25:U7.U6.C04.OB 25:U6.U8.C24.OB	35:U4.U5.C11.C22.PA 35:U5.U2.C16.C25.PA	40:U2.U3.C06.C16.C20.PA 40:U2.U6.C04.C06.C14.PA	45:U2.U8.U5.C21.C16.SR 45:U7.U2.U2.C04.C16.SR
Misene Pocketed Vest Combo WHITE/WHITE 20:MXH 100P|AST 9P|RFD 15P		15:U2.U2.C08 26:U7.U3.C18.OB	10:U2.C19.C16 10:U4.C12.C21	15:U4.U7.C12 15:U1.U8.C06	25:U7.U7.C03.OB 25:U8.U6.C18.OB	35:U1.U6.C15.C08.PA 35:U3.U7.C20.C01.PA	40:U5.U3.C19.C26.C04.PA 40:U7.U4.C08.C04.C18.PA	45:U3.U7.U4.C02.C06.SR 45:U7.U4.U1.C01.C13.SR
Misene Pocketed Vest Combo YELLOW/PURPLE 16:MD 8P|RD 3P|6S 12P		15:U7.U4.C28 26:U8.U2.C03.OB	10:U5.C04.C22 10:U7.C20.C13	15:U7.U6.C27 15:U2.U5.C04	25:U6.U8.C03.OB 25:U2.U5.C18.OB	35:U1.U1.C14.C17.PA 35:U3.U1.C01.C11.PA	40:U1.U8.C08.C24.C01.PA 40:U7.U3.C01.C16.C09.PA	45:U2.U7.U7.C17.C06.SR 45:U7.U2.U8.C23.C07.SR
Plastene Shirt BLACK/WHITE 8:F 1L|CH 8P		5:U5.C02 18:U4.U3.C18	10:U2.C07.C12 10:U6.C27.C16	15:U4.U5.C25 15:U6.U6.C21	25:U4.U1.C27.OB 25:U3.U8.C22.OB	35:U7.U3.C14.C11.PA 35:U2.U1.C15.C16.PA	40:U6.U4.C13.C21.C14.PA 40:U5.U1.C05.C26.C02.PA	45:U5.U8.U8.C15.C03.SR 45:U7.U4.U5.C28.C18.SR
Plastene Shirt GREEN/BROWN 16:RTT 5P|HGT 10P|SD 10P		5:U2.C10 26:U5.U2.C13.OB	10:U6.C05.C26 10:U6.C18.C20	15:U4.U7.C24 15:U2.U5.C09	25:U6.U3.C06.OB 25:U3.U4.C07.OB	35:U7.U8.C08.C25.PA 35:U2.U4.C25.C21.PA	40:U1.U8.C19.C06.C09.PA 40:U4.U3.C28.C27.C07.PA	45:U2.U7.U2.C26.C24.SR 45:U7.U1.U8.C23.C03.SR
Plastene Shirt MOSS/PURPLE 1:HR 1%		5:U5.C22 10:U6.C12.C01	10:U8.C06.C02 10:U5.C20.C06	15:U2.U2.C22 15:U5.U3.C18	25:U8.U4.C23.OB 25:U8.U5.C22.OB	35:U7.U1.C07.C12.PA 35:U7.U4.C02.C21.PA	40:U2.U4.C26.C18.C27.PA 40:U2.U7.C02.C24.C03.PA	45:U1.U3.U2.C11.C05.SR 45:U2.U8.U5.C23.C28.SR
Plastene Shirt ORANGE/BLACK 1:VDEF 5P		5:U1.C13 10:U8.C21.C05	10:U8.C10.C12 10:U5.C20.C09	15:U3.U3.C19 15:U7.U2.C26	25:U6.U6.C19.OB 25:U1.U3.C03.OB	35:U2.U2.C07.C06.PA 35:U6.U1.C17.C12.PA	40:U6.U7.C23.C03.C21.PA 40:U6.U4.C24.C10.C09.PA	45:U5.U7.U3.C19.C02.SR 45:U5.U8.U7.C20.C07.SR
Plastene Shirt PURPLE/BLACK 8:VD 4P|SMGD 2P		5:U6.C12 18:U8.U1.C05	10:U2.C18.C02 10:U5.C07.C25	15:U2.U5.C22 15:U7.U8.C04	25:U5.U5.C11.OB 25:U1.U3.C19.OB	35:U1.U4.C09.C02.PA 35:U3.U4.C28.C27.PA	40:U5.U1.C11.C04.C06.PA 40:U8.U8.C01.C21.C22.PA	45:U8.U3.U8.C06.C05.SR 45:U7.U4.U7.C15.C11.SR

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Item Name ITEM COLOR ENHANCED ITEM STATS	RECIPES: RECIPES:	BASIC ENHANCED	+1% PR +1% VR	+2% PR +2% VR	+3% PR +3% VR	+4% PR +4% VR	+5% PR +5% VR	+6% PR +6% VR
Plastene Shirt PURPLE/GREEN		5:U7.C20	10:U3.C25.C12	15:U4.U7.C15	25:U8.U6.C04.OB	35:U8.U5.C12.C26.PA	40:U4.U6.C21.C09.C17.PA	45:U3.U7.U6.C07.C19.SR
8:RPDR 5%|VD 4P		18:U8.U5.C18	10:U2.C09.C15	15:U2.U7.C02	25:U3.U3.C19.OB	35:U7.U3.C06.C07.PA	40:U6.U3.C07.C04.C18.PA	45:U4.U6.U5.C28.C28.SR
Plastene Shirt RED/BLACK		5:U8.C10	10:U7.C27.C15	15:U1.U4.C22	25:U6.U4.C05.OB	35:U5.U2.C04.C01.PA	40:U6.U5.C14.C11.C09.PA	45:U6.U3.U6.C25.C26.SR
8:MXH 50P|DR 4P		18:U5.U4.C14	10:U3.C08.C04	15:U1.U2.C23	25:U5.U2.C23.OB	35:U1.U6.C28.C11.PA	40:U1.U6.C15.C01.C24.PA	45:U1.U4.U1.C09.C15.SR
Plastene Shirt WHITE/MAGENTA		5:U4.C05	10:U3.C04.C01	15:U8.U5.C02	25:U7.U4.C25.OB	35:U8.U8.C27.C22.PA	40:U3.U7.C07.C08.C09.PA	45:U7.U6.U5.C15.C09.SR
16:HGD 2P|MVS 2%|MD 2P		26:U5.U3.C09.OB	10:U4.C22.C02	15:U6.U7.C18	25:U4.U2.C13.OB	35:U5.U8.C28.C25.PA	40:U8.U2.C26.C24.C17.PA	45:U4.U8.U6.C20.C02.SR
Polystene Shirt BLACK		15:U7.U7.C20	10:U6.C06.C13	15:U5.U5.C13	25:U2.U3.C03.OB	35:U4.U8.C06.C11.PA	40:U1.U7.C01.C19.C21.PA	45:U2.U4.U2.C11.C25.SR
1:RD 8P		10:U7.C22.C18	10:U2.C25.C14	15:U5.U6.C24	25:U3.U4.C18.OB	35:U8.U5.C11.C05.PA	40:U7.U5.C04.C18.C05.PA	45:U1.U2.U3.C27.C23.SR
Polystene Shirt BROWN		15:U4.U4.C24	10:U7.C03.C22	15:U6.U6.C26	25:U2.U3.C12.OB	35:U3.U7.C26.C14.PA	40:U8.U4.C15.C26.C21.PA	45:U7.U6.U5.C01.C19.SR
16:SLR 5%|6S 10P|RCT 5P		26:U6.U7.C21.OB	10:U4.C07.C10	15:U6.U7.C02	25:U8.U4.C09.OB	35:U1.U4.C23.C17.PA	40:U1.U1.C11.C03.C05.PA	45:U2.U3.U2.C28.C21.SR
Polystene Shirt BURLY WOOD		15:U3.U1.C11	10:U7.C22.C23	15:U2.U2.C10	25:U2.U1.C23.OB	35:U5.U6.C10.C12.PA	40:U1.U5.C24.C25.C07.PA	45:U3.U8.U2.C16.C04.SR
8:RTT 3P|HGD 5P		18:U2.U8.C09	10:U1.C15.C26	15:U8.U7.C18	25:U3.U2.C23.OB	35:U5.U1.C07.C28.PA	40:U5.U6.C25.C23.C22.PA	45:U4.U7.U4.C28.C20.SR
Polystene Shirt DIM TEAL		15:U8.U5.C16	10:U2.C18.C26	15:U3.U3.C24	25:U8.U5.C26.OB	35:U7.U4.C12.C06.PA	40:U5.U5.C13.C07.C07.PA	45:U2.U2.U8.C04.C17.SR
16:HR 6%|LP 12P|MD 8P		26:U5.U8.C09.OB	10:U1.C10.C25	15:U6.U4.C23	25:U2.U6.C08.OB	35:U1.U3.C25.C03.PA	40:U8.U2.C26.C26.C28.PA	45:U5.U7.U8.C13.C06.SR
Polystene Shirt DK. BROWN		15:U4.U4.C24	10:U8.C26.C19	15:U2.U2.C15	25:U1.U2.C17.OB	35:U2.U4.C24.C03.PA	40:U8.U4.C23.C24.C16.PA	45:U5.U2.U5.C02.C15.SR
1:CE 3%		10:U7.C18.C22	10:U2.C16.C09	15:U5.U5.C18	25:U6.U4.C17.OB	35:U6.U2.C18.C03.PA	40:U2.U5.C14.C05.C02.PA	45:U6.U7.U1.C22.C19.SR
Polystene Shirt DK. CYAN		15:U6.U2.C22	10:U5.C28.C07	15:U5.U3.C26	25:U1.U7.C18.OB	35:U1.U6.C19.C09.PA	40:U8.U5.C16.C21.C19.PA	45:U6.U4.U6.C14.C07.SR
8:MD 8P|VR 12%		18:U1.U6.C07	10:U6.C24.C28	15:U4.U6.C01	25:U4.U7.C24.OB	35:U1.U2.C16.C06.PA	40:U1.U7.C16.C02.C22.PA	45:U4.U2.U7.C19.C24.SR
Polystene Shirt EGGPLANT		15:U1.U6.C10	10:U3.C12.C19	15:U3.U8.C06	25:U8.U7.C03.OB	35:U5.U5.C22.C14.PA	40:U1.U6.C11.C20.C10.PA	45:U5.U4.U3.C06.C16.SR
20:MXH 100P|VR 12%|ABC 3P		26:U1.U6.C06.OB	10:U2.C24.C28	15:U6.U8.C01	25:U7.U1.C11.OB	35:U7.U7.C13.C17.PA	40:U4.U6.C26.C24.C11.PA	45:U2.U1.U2.C11.C04.SR
Polystene Shirt FOREST GREEN		15:U7.U8.C24	10:U4.C09.C23	15:U5.U3.C07	25:U2.U8.C01.OB	35:U3.U8.C24.C04.PA	40:U1.U4.C12.C19.C02.PA	45:U3.U8.U7.C22.C09.SR
14:SD 8P|MXH 100P		18:U8.U4.C16	10:U7.C11.C28	15:U1.U5.C10	25:U7.U3.C01.OB	35:U4.U5.C04.C06.PA	40:U7.U4.C08.C10.C09.PA	45:U8.U7.U8.C07.C01.SR
Polystene Shirt GRAY-PURPLE		15:U1.U8.C23	10:U3.C25.C25	15:U4.U1.C23	25:U6.U6.C19.OB	35:U2.U3.C22.C18.PA	40:U2.U3.C02.C14.C07.PA	45:U7.U3.U7.C09.C11.SR
8:MPDR 10%|SD 6P		18:U7.U3.C06	10:U8.C28.C04	15:U3.U3.C07	25:U1.U3.C11.OB	35:U7.U1.C24.C20.PA	40:U4.U4.C04.C10.C09.PA	45:U2.U3.U8.C15.C04.SR
Polystene Shirt MAGENTA		15:U1.U5.C21	10:U4.C25.C03	15:U1.U3.C08	25:U4.U3.C20.OB	35:U2.U1.C13.C02.PA	40:U1.U1.C20.C02.C06.PA	45:U6.U8.U5.C06.C10.SR
8:HR 6%|KD 3P		18:U1.U3.C24	10:U1.C13.C05	15:U5.U2.C16	25:U8.U7.C24.OB	35:U6.U8.C16.C06.PA	40:U1.U1.C15.C24.C21.PA	45:U5.U6.U5.C14.C17.SR
Polystene Shirt PURPLE		15:U5.U4.C02	10:U5.C06.C23	15:U1.U6.C11	25:U4.U8.C06.OB	35:U6.U3.C28.C19.PA	40:U8.U8.C15.C18.C18.PA	45:U8.U2.U6.C16.C12.SR
1:VR 10%		10:U3.C12.C20	10:U3.C19.C01	15:U3.U1.C01	25:U3.U2.C04.OB	35:U7.U2.C03.C08.PA	40:U1.U7.C02.C17.C14.PA	45:U5.U8.U8.C21.C08.SR
Polystene Shirt RED		15:U2.U7.C19	10:U3.C04.C19	15:U3.U8.C13	25:U4.U8.C05.OB	35:U4.U8.C18.C27.PA	40:U5.U3.C16.C24.C01.PA	45:U7.U8.U8.C03.C09.SR
8:RPDR 10%|RD 8P		18:U4.U7.C22	10:U7.C11.C04	15:U5.U7.C02	25:U1.U5.C01.OB	35:U4.U7.C23.C12.PA	40:U1.U2.C24.C22.C05.PA	45:U1.U2.U4.C26.C22.SR
Sad G-Met Sleeveless T-shirt BLACK		15:U4.U1.C11	10:U6.C28.C18	15:U3.U7.C02	25:U8.U3.C06.OB	35:U8.U7.C26.C03.PA	40:U2.U3.C25.C18.C04.PA	45:U2.U7.U7.C23.C09.SR
8:HR 9%|VTR 20%		18:U5.U8.C10	10:U2.C02.C20	15:U5.U2.C04	25:U3.U5.C24.OB	35:U6.U4.C11.C01.PA	40:U2.U3.C15.C07.C07.PA	45:U5.U6.U4.C13.C19.SR
Sad G-Met Sleeveless T-shirt CRIMSON		15:U5.U4.C25	10:U8.C01.C15	15:U4.U7.C13	25:U8.U8.C01.OB	35:U6.U8.C23.C20.PA	40:U5.U2.C05.C06.C19.PA	45:U3.U1.U5.C10.C08.SR
1:VR 15%		10:U2.C10.C11	10:U2.C15.C05	15:U8.U4.C02	25:U6.U3.C02.OB	35:U8.U6.C21.C09.PA	40:U3.U1.C14.C08.C26.PA	45:U4.U3.U7.C11.C22.SR
Sad G-Met Sleeveless T-shirt EMERALD		15:U3.U6.C15	10:U4.C04.C06	15:U1.U8.C28	25:U7.U1.C26.OB	35:U8.U1.C07.C19.PA	40:U8.U4.C12.C09.C18.PA	45:U3.U5.U3.C05.C16.SR
24:MPDR 10%|ISR 5%|RTT 5P|HGD 15P		34:U7.C05.C13.C16.PA	10:U2.C24.C12	15:U8.U7.C23	25:U5.U7.C26.OB	35:U8.U7.C14.C24.PA	40:U8.U7.C14.C02.C09.PA	45:U4.U7.U5.C28.C05.SR
Sad G-Met Sleeveless T-shirt GREEN		15:U4.U4.C14	10:U1.C14.C21	15:U2.U6.C18	25:U1.U1.C13.OB	35:U5.U3.C08.C05.PA	40:U3.U4.C25.C10.C25.PA	45:U6.U7.U6.C16.C21.SR
1:P 3L		10:U2.C23.C09	10:U1.C13.C10	15:U8.U4.C04	25:U5.U8.C01.OB	35:U1.U3.C17.C09.PA	40:U4.U7.C12.C16.C27.PA	45:U7.U5.U7.C12.C09.SR
Sad G-Met Sleeveless T-shirt RED		15:U3.U2.C19	10:U6.C23.C11	15:U2.U5.C20	25:U5.U5.C04.OB	35:U4.U4.C26.C21.PA	40:U1.U5.C09.C08.C25.PA	45:U8.U5.U2.C23.C12.SR
8:VD 12P|RFD 5P		18:U8.U4.C02	10:U2.C27.C15	15:U3.U6.C05	25:U8.U5.C14.OB	35:U5.U5.C20.C06.PA	40:U5.U7.C06.C27.C12.PA	45:U5.U4.U2.C04.C13.SR
Sad G-Met Sleeveless T-shirt RUBY		15:U5.U6.C06	10:U1.C25.C12	15:U3.U8.C10	25:U1.U6.C13.OB	35:U4.U7.C07.C13.PA	40:U2.U5.C10.C06.C17.PA	45:U4.U5.U7.C17.C10.SR
16:MXH 200P		10:U8.C25.C27	10:U6.C08.C26	15:U6.U7.C04	25:U1.U2.C02.OB	35:U7.U3.C27.C11.PA	40:U3.U6.C16.C03.C21.PA	45:U5.U2.U7.C01.C16.SR
Sad G-Met Sleeveless T-shirt TOPAZ		15:U3.U4.C23	10:U6.C25.C24	15:U3.U5.C19	25:U7.U3.C07.OB	35:U5.U8.C25.C12.PA	40:U2.U3.C15.C02.C07.PA	45:U5.U1.U1.C08.C21.SR
8:CE 10%|RCT 5P		18:U4.U3.C25	10:U7.C16.C05	15:U7.U6.C20	25:U7.U8.C17.OB	35:U7.U7.C03.C19.PA	40:U1.U6.C12.C11.C16.PA	45:U1.U5.U6.C09.C01.SR
Sad G-Met Sleeveless T-shirt YELLOW		15:U6.U4.C13	10:U4.C06.C21	15:U6.U7.C02	25:U4.U3.C01.OB	35:U2.U7.C03.C17.PA	40:U8.U1.C28.C08.C20.PA	45:U6.U5.U8.C20.C15.SR
1:IDR 2P		10:U6.C17.C18	10:U2.C18.C28	15:U2.U8.C27	25:U1.U6.C07.OB	35:U8.U6.C21.C19.PA	40:U3.U1.C14.C14.C17.PA	45:U7.U6.U7.C06.C10.SR
Sleeveless T-shirt BLACK		5:U6.C16	10:U8.C25.C17	15:U4.U5.C10	25:U4.U6.C03.OB	35:U3.U2.C16.C04.PA	40:U5.U1.C13.C11.C15.PA	45:U1.U2.U7.C12.C26.SR
8:MXIS 30P|MD 12P		18:U3.U5.C06	10:U7.C27.C03	15:U6.U6.C18	25:U1.U6.C17.OB	35:U4.U5.C03.C13.PA	40:U1.U2.C21.C08.C24.PA	45:U6.U2.U3.C05.C06.SR
Sleeveless T-shirt BROWN		5:U1.C22	10:U2.C28.C27	15:U1.U1.C12	25:U2.U7.C21.OB	35:U3.U5.C08.C10.PA	40:U5.U6.C19.C26.C19.PA	45:U4.U4.U8.C15.C16.SR
8:VD 4P|SS 8P		18:U3.U1.C06	10:U6.C10.C19	15:U7.U7.C07	25:U3.U2.C03.OB	35:U1.U6.C28.C26.PA	40:U3.U8.C23.C21.C08.PA	45:U1.U5.U6.C19.C08.SR
Sleeveless T-shirt CORAL		5:U6.C11	10:U4.C09.C11	15:U3.U4.C22	25:U2.U1.C02.OB	35:U1.U8.C28.C13.PA	40:U8.U1.C06.C25.C24.PA	45:U3.U6.U2.C15.C02.SR
1:MD 5P		10:U7.C12.C05	10:U8.C11.C26	15:U6.U2.C01	25:U2.U3.C09.OB	35:U8.U4.C17.C21.PA	40:U5.U7.C02.C10.C08.PA	45:U1.U1.U2.C21.C15.SR
Sleeveless T-shirt DK. GREEN		5:U7.C11	10:U7.C11.C05	15:U1.U8.C14	25:U1.U5.C01.OB	35:U5.U4.C15.C03.PA	40:U7.U6.C19.C03.C01.PA	45:U2.U8.U1.C12.C20.SR
1:6S 20P		10:U7.C12.C18	10:U5.C25.C11	15:U5.U6.C26	25:U5.U7.C06.OB	35:U6.U6.C18.C23.PA	40:U3.U6.C07.C21.C03.PA	45:U3.U8.U5.C26.C17.SR
Sleeveless T-shirt GREEN		5:U7.C14	10:U5.C08.C10	15:U8.U6.C04	25:U1.U4.C25.OB	35:U1.U7.C19.C19.PA	40:U2.U8.C02.C28.C03.PA	45:U1.U2.U2.C10.C26.SR
20:MXH 200P|KFD 5P		18:U6.U2.C18	10:U4.C07.C14	15:U3.U8.C19	25:U5.U4.C13.OB	35:U8.U8.C28.C22.PA	40:U3.U7.C18.C14.C11.PA	45:U3.U1.U1.C11.C09.SR
Sleeveless T-shirt INDIGO		5:U1.C18	10:U5.C27.C13	15:U2.U7.C24	25:U1.U7.C05.OB	35:U6.U8.C26.C12.PA	40:U6.U2.C06.C06.C08.PA	45:U7.U6.U3.C08.C18.SR
28:VD 20P|SMGD 20P|MXH 200P|BT 8P		34:U5.C20.C24.C03.PA	10:U2.C13.C13	15:U4.U8.C16	25:U2.U7.C21.OB	35:U4.U1.C24.C12.PA	40:U1.U5.C25.C09.C05.PA	45:U7.U2.U2.C18.C17.SR
Sleeveless T-shirt PURPLE		5:U1.C08	10:U2.C25.C02	15:U8.U5.C16	25:U6.U5.C17.OB	35:U1.U7.C26.C23.PA	40:U6.U4.C07.C28.C18.PA	45:U3.U2.U3.C18.C22.SR
16:MXH 200P		10:U8.C13.C02	10:U6.C22.C15	15:U8.U5.C19	25:U6.U2.C18.OB	35:U1.U2.C03.C17.PA	40:U3.U3.C07.C09.C01.PA	45:U4.U8.U5.C25.C28.SR

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Item Name ITEM COLOR ENHANCED ITEM STATS	RECIPES: BASIC RECIPES: ENHANCED	+1% PR +1% VR	+2% PR +2% VR	+3% PR +3% VR	+4% PR +4% VR	+5% PR +5% VR	+6% PR +6% VR
Sleeveless T-shirt RED 8:HR 9%|VR 15%	5:U6.C14 18:U2.U3.C15	10:U4.C22.C15 10:U1.C22.C11	15:U1.U7.C06 15:U7.U5.C26	25:U4.U5.C07.OB 25:U5.U2.C04.OB	35:U7.U6.C11.C16.PA 35:U3.U3.C27.C10.PA	40:U6.U7.C24.C10.C23.PA 40:U1.U3.C06.C22.C17.PA	45:U8.U1.U7.C05.C21.SR 45:U7.U6.U1.C15.C11.SR
Streta Silk Shortsleeve Shirt AQUAMARINE 16:MXH 400P	30:U8.C15.C23.C19.OB 10:U5.C19.C02	10:U4.C27.C15 10:U2.C23.C24	15:U4.U5.C28 15:U8.U2.C20	25:U5.U7.C16.OB 25:U6.U6.C11.OB	35:U4.U8.C05.C20.PA 35:U8.U4.C21.C06.PA	40:U2.U5.C11.C27.C21.PA 40:U3.U2.C11.C08.C12.PA	45:U7.U7.U6.C25.C09.SR 45:U1.U5.U8.C11.C23.SR
Streta Silk Shortsleeve Shirt BLACK 8:MDL 20P|DDR 2P	30:U6.C20.C24.C09.OB 18:U7.U7.C04	10:U3.C18.C13 10:U7.C09.C15	15:U3.U8.C20 15:U6.U7.C01	25:U8.U4.C09.OB 25:U5.U3.C25.OB	35:U6.U3.C11.C07.PA 35:U3.U2.C03.C24.PA	40:U3.U4.C06.C16.C28.PA 40:U5.U2.C21.C03.C16.PA	45:U7.U4.U3.C17.C02.SR 45:U4.U4.U5.C01.C16.SR
Streta Silk Shortsleeve Shirt BROWN 1:RFD 5P	30:U4.C19.C27.C16.OB 10:U5.C01.C08	10:U2.C25.C03 10:U5.C09.C05	15:U8.U7.C04 15:U8.U5.C10	25:U7.U4.C17.OB 25:U1.U3.C25.OB	35:U1.U7.C02.C16.PA 35:U5.U3.C07.C12.PA	40:U6.U3.C17.C21.C11.PA 40:U6.U6.C14.C21.C19.PA	45:U3.U7.U1.C18.C26.SR 45:U5.U2.U1.C13.C24.SR
Streta Silk Shortsleeve Shirt DIM AQUAMARINE 1:B 3L	30:U8.C03.C17.C02.OB 10:U6.C10.C02	10:U1.C10.C14 10:U2.C08.C25	15:U3.U2.C08 15:U6.U2.C07	25:U4.U2.C14.OB 25:U3.U3.C28.OB	35:U7.U5.C15.C23.PA 35:U3.U2.C08.C09.PA	40:U1.U7.C19.C18.C18.PA 40:U4.U1.C18.C25.C11.PA	45:U6.U3.U4.C02.C13.SR 45:U2.U6.U8.C21.C22.SR
Streta Silk Shortsleeve Shirt GREEN 8:RPDR 5%|MPDR 5%	30:U2.C14.C14.C28.OB 18:U6.U2.C06	10:U3.C14.C04 10:U2.C17.C22	15:U5.U4.C05 15:U3.U8.C09	25:U3.U1.C03.OB 25:U1.U7.C09.OB	35:U8.U4.C25.C14.PA 35:U7.U7.C07.C15.PA	40:U7.U4.C18.C27.C27.PA 40:U5.U4.C25.C09.C11.PA	45:U2.U8.U7.C24.C27.SR 45:U5.U3.U4.C08.C14.SR
Streta Silk Shortsleeve Shirt ORCHID 1:ISR 1%	30:U4.C08.C27.C05.OB 10:U2.C28.C03	10:U8.C09.C03 10:U5.C18.C27	15:U7.U5.C20 15:U7.U4.C07	25:U4.U1.C19.OB 25:U4.U4.C02.OB	35:U8.U2.C06.C25.PA 35:U4.U7.C20.C21.PA	40:U1.U4.C08.C09.C19.PA 40:U6.U3.C08.C09.C08.PA	45:U2.U8.U1.C26.C12.SR 45:U2.U2.U7.C12.C24.SR
Streta Silk Shortsleeve Shirt PURPLE 1:WA 5P	30:U7.C14.C26.C01.OB 10:U8.C27.C04	10:U1.C17.C13 10:U3.C27.C12	15:U7.U7.C28 15:U2.U3.C06	25:U3.U7.C24.OB 25:U5.U8.C18.OB	35:U6.U4.C18.C11.PA 35:U6.U5.C11.C07.PA	40:U2.U7.C13.C06.C13.PA 40:U7.U6.C07.C23.C22.PA	45:U1.U2.U1.C15.C10.SR 45:U4.U8.U3.C28.C15.SR
Streta Silk Shortsleeve Shirt RED 16:ASD 5P|RFD 10P|SD 15P	30:U8.C12.C04.C07.OB 26:U4.U4.C18.OB	10:U7.C22.C25 10:U3.C15.C13	15:U5.U7.C18 15:U4.U8.C02	25:U2.U4.C15.OB 25:U3.U3.C03.OB	35:U1.U7.C05.C09.PA 35:U8.U4.C11.C25.PA	40:U5.U3.C26.C28.C12.PA 40:U2.U3.C13.C21.C10.PA	45:U2.U7.U4.C19.C18.SR 45:U7.U5.U6.C12.C01.SR
T-shirt BLACK 1:SS 8P	1:C05.C14 10:U6.C22.C28	10:U8.C24.C11 10:U7.C21.C13	15:U8.U5.C26 15:U2.U2.C03	25:U1.U1.C05.OB 25:U1.U5.C23.OB	35:U8.U8.C01.C15.PA 35:U3.U2.C05.C06.PA	40:U7.U2.C03.C04.C09.PA 40:U2.U1.C09.C28.C03.PA	45:U3.U4.U1.C17.C06.SR 45:U8.U4.U1.C23.C20.SR
T-shirt DIM PURPLE 1:VR 10%	5:U4.C26 10:U7.C16.C21	10:U1.C25.C06 10:U4.C16.C25	15:U7.U4.C11 15:U1.U4.C04	25:U5.U6.C09.OB 25:U7.U1.C05.OB	35:U5.U3.C12.C28.PA 35:U3.U5.C15.C19.PA	40:U4.U2.C22.C18.C15.PA 40:U6.U1.C06.C03.C20.PA	45:U6.U3.U4.C02.C28.SR 45:U2.U8.U3.C21.C02.SR
T-shirt DK. BROWN 8:RD 8P|RPDR 10%	5:U2.C22 18:U8.U5.C04	10:U7.C21.C16 10:U7.C23.C03	15:U3.U2.C02 15:U1.U4.C21	25:U5.U1.C21.OB 25:U8.U4.C04.OB	35:U6.U8.C16.C18.PA 35:U5.U3.C06.C04.PA	40:U8.U4.C14.C26.C08.PA 40:U4.U5.C26.C14.C24.PA	45:U3.U1.U4.C20.C14.SR 45:U5.U8.U8.C12.C20.SR
T-shirt DK. GREEN 1:MD 2P	5:U6.C26 10:U1.C27.C02	10:U4.C27.C12 10:U7.C05.C04	15:U6.U7.C12 15:U7.U3.C18	25:U8.U7.C19.OB 25:U2.U5.C07.OB	35:U2.U5.C24.C26.PA 35:U5.U3.C27.C24.PA	40:U2.U4.C02.C24.C11.PA 40:U2.U5.C09.C07.C28.PA	45:U1.U2.U7.C24.C14.SR 45:U7.U2.U2.C02.C01.SR
T-shirt DK. MAGENTA 16:RD 8P|MD 3P|MXH 100P	5:U7.C08 26:U5.U3.C22.OB	10:U4.C09.C02 10:U1.C23.C09	15:U2.U3.C03 15:U8.U6.C05	25:U6.U5.C23.OB 25:U5.U7.C04.OB	35:U4.U3.C21.C17.PA 35:U1.U6.C09.C06.PA	40:U3.U2.C22.C03.C18.PA 40:U7.U3.C11.C13.C21.PA	45:U4.U1.U3.C15.C10.SR 45:U4.U1.U3.C05.C11.SR
T-shirt DK. PURPLE 1:R 1L	5:U4.C20 10:U8.C04.C24	10:U3.C15.C25 10:U2.C12.C20	15:U6.U2.C09 15:U3.U7.C07	25:U8.U2.C27.OB 25:U4.U2.C17.OB	35:U5.U1.C11.C06.PA 35:U2.U2.C09.C07.PA	40:U6.U5.C27.C14.C26.PA 40:U8.U6.C10.C23.C22.PA	45:U3.U7.U7.C10.C08.SR 45:U4.U7.U3.C17.C14.SR
T-shirt DK. RED 1:IDR 1P	1:C20.C10 10:U4.C02.C04	10:U2.C22.C08 10:U1.C23.C05	15:U3.U5.C20 15:U7.U3.C25	25:U6.U8.C08.OB 25:U3.U1.C17.OB	35:U6.U4.C02.C19.PA 35:U8.U1.C02.C22.PA	40:U2.U4.C04.C28.C01.PA 40:U2.U8.C09.C27.C21.PA	45:U3.U2.U8.C15.C27.SR 45:U3.U4.U6.C18.C13.SR
T-shirt GREEN 1:RFD 3P	5:U4.C07 10:U6.C14.C19	10:U1.C23.C01 10:U6.C02.C25	15:U6.U2.C05 15:U5.U4.C19	25:U2.U1.C21.OB 25:U3.U7.C14.OB	35:U6.U8.C15.C22.PA 35:U4.U1.C22.C05.PA	40:U5.U5.C16.C19.C11.PA 40:U1.U8.C10.C20.C23.PA	45:U7.U7.U4.C17.C04.SR 45:U3.U3.U2.C14.C21.SR
Unhappy G-Met T-shirt BLACK 24:SISR 15%|UC 15P	15:U4.U3.C03 18:U5.U2.C23	10:U6.C13.C20 10:U3.C04.C01	15:U6.U3.C13 15:U4.U1.C01	25:U3.U7.C24.OB 25:U6.U5.C26.OB	35:U7.U8.C10.C17.PA 35:U7.U1.C09.C14.PA	40:U7.U2.C14.C15.C16.PA 40:U1.U8.C09.C14.C09.PA	45:U2.U6.U2.C20.C27.SR 45:U2.U5.U6.C19.C16.SR
Unhappy G-Met T-shirt CRIMSON 24:F 4L|WA 10P|TC 15P	15:U8.U7.C25 26:U3.U2.C19.OB	10:U2.C05.C24 10:U4.C23.C13	15:U6.U8.C04 15:U8.U3.C26	25:U1.U8.C23.OB 25:U7.U4.C21.OB	35:U8.U4.C09.C28.PA 35:U7.U6.C22.C21.PA	40:U2.U1.C14.C25.C15.PA 40:U4.U5.C23.C02.C06.PA	45:U1.U6.U8.C26.C08.SR 45:U8.U4.U8.C11.C22.SR
Unhappy G-Met T-shirt DANDELION 8:MD 8P|STEALTH 30P	15:U8.U6.C02 18:U5.U1.C23	10:U3.C24.C04 10:U3.C08.C03	15:U2.U6.C11 15:U8.U3.C02	25:U1.U3.C24.OB 25:U6.U4.C01.OB	35:U4.U6.C09.C07.PA 35:U2.U3.C12.C03.PA	40:U4.U6.C07.C02.C05.PA 40:U3.U2.C09.C26.C17.PA	45:U8.U2.U7.C20.C10.SR 45:U7.U3.U7.C28.C19.SR
Unhappy G-Met T-shirt EMERALD 1:RCT 5P	15:U3.U6.C10 10:U8.C13.C03	10:U8.C02.C06 10:U8.C05.C26	15:U2.U6.C24 15:U8.U5.C07	25:U4.U2.C14.OB 25:U2.U2.C05.OB	35:U4.U2.C20.C19.PA 35:U2.U7.C10.C10.PA	40:U7.U6.C09.C11.C03.PA 40:U4.U2.C17.C28.C15.PA	45:U4.U3.U6.C11.C05.SR 45:U3.U2.U4.C20.C08.SR
Unhappy G-Met T-shirt GREEN 12:MXH 100P	15:U7.U5.C18 10:U4.C28.C16	10:U2.C02.C18 10:U6.C25.C22	15:U1.U6.C19 15:U1.U3.C25	25:U2.U4.C25.OB 25:U2.U5.C10.OB	35:U7.U2.C14.C19.PA 35:U2.U4.C27.C20.PA	40:U5.U3.C07.C14.C15.PA 40:U3.U6.C25.C25.C28.PA	45:U5.U8.U6.C09.C14.SR 45:U7.U7.U5.C11.C22.SR
Unhappy G-Met T-shirt RED 1:VDEF 7P	15:U1.U5.C02 10:U2.C28.C25	10:U4.C08.C08 10:U1.C20.C21	15:U5.U3.C06 15:U6.U7.C26	25:U3.U8.C12.OB 25:U2.U8.C25.OB	35:U4.U5.C14.C16.PA 35:U5.U1.C25.C01.PA	40:U8.U8.C15.C28.C12.PA 40:U4.U7.C04.C03.C27.PA	45:U7.U8.U4.C07.C06.SR 45:U8.U7.U8.C08.C01.SR
Unhappy G-Met T-shirt SANGUINE 1:KFD 3P	15:U8.U5.C24 10:U7.C12.C10	10:U6.C16.C08 10:U3.C08.C22	15:U5.U2.C01 15:U1.U2.C11	25:U1.U4.C28.OB 25:U6.U7.C19.OB	35:U8.U6.C05.C04.PA 35:U4.U4.C12.C19.PA	40:U6.U7.C05.C24.C06.PA 40:U2.U6.C25.C08.C22.PA	45:U4.U5.U6.C15.C16.SR 45:U4.U3.U3.C09.C25.SR
Unhappy G-Met T-shirt YELLOW 8:RD 8P|HGD 3P	15:U4.U5.C19 18:U3.U1.C13	10:U7.C03.C12 10:U6.C04.C19	15:U8.U7.C15 15:U8.U2.C09	25:U8.U8.C12.OB 25:U3.U5.C06.OB	35:U8.U2.C13.C25.PA 35:U2.U8.C21.C24.PA	40:U2.U2.C06.C24.C05.PA 40:U1.U5.C07.C26.C11.PA	45:U1.U7.U7.C22.C15.SR 45:U4.U6.U2.C10.C17.SR
Yoshi Dragon Shirt GOLD 1:MVS 5%	30:U3.C25.C24.C16.OB 10:U8.C04.C10	10:U8.C18.C26 10:U3.C22.C08	15:U3.U7.C21 15:U4.U1.C23	25:U3.U8.C26.OB 25:U7.U1.C08.OB	35:U5.U3.C27.C15.PA 35:U4.U6.C02.C19.PA	40:U2.U8.C22.C03.C09.PA 40:U8.U8.C16.C20.C23.PA	45:U7.U7.U1.C15.C25.SR 45:U1.U2.U5.C07.C01.SR
Yoshi Dragon Shirt OLIVE 1:RPDR 15%	30:U5.C21.C02.C04.OB 10:U8.C04.C13	10:U1.C17.C03 10:U8.C26.C12	15:U5.U8.C26 15:U2.U3.C24	25:U4.U2.C25.OB 25:U5.U3.C02.OB	35:U6.U4.C01.C06.PA 35:U1.U2.C17.C12.PA	40:U2.U1.C26.C19.C19.PA 40:U8.U5.C06.C03.C18.PA	45:U4.U2.U2.C09.C01.SR 45:U1.U5.U4.C24.C07.SR
Yoshi Dragon Shirt PURPLE 1:RCT 6P	30:U2.C16.C11.C06.OB 10:U4.C19.C05	10:U6.C01.C24 10:U5.C22.C05	15:U2.U5.C26 15:U4.U6.C06	25:U7.U2.C04.OB 25:U5.U3.C12.OB	35:U4.U4.C15.C25.PA 35:U5.U1.C20.C03.PA	40:U2.U3.C16.C18.C04.PA 40:U1.U1.C04.C06.C07.PA	45:U1.U6.U4.C04.C09.SR 45:U6.U8.U7.C12.C10.SR
Yoshi Dragon Shirt RED 24:RD 24P|HD 20P|VDEF 20P|MD 12P	30:U4.C19.C18.C28.OB 34:U8.C05.C26.C09.PA	10:U2.C12.C21 10:U2.C15.C27	15:U7.U3.C13 15:U1.U6.C09	25:U7.U8.C18.OB 25:U7.U1.C18.OB	35:U8.U3.C28.C22.PA 35:U8.U5.C06.C04.PA	40:U8.U5.C16.C17.C19.PA 40:U4.U2.C14.C06.C12.PA	45:U8.U6.U1.C15.C08.SR 45:U5.U5.U4.C17.C22.SR
Yoshi Dragon Shirt SLATE GREEN 8:RCT 6P|RD 10P	30:U3.C07.C12.C28.OB 18:U3.U1.C14	10:U1.C25.C17 10:U5.C19.C27	15:U8.U1.C02 15:U2.U8.C14	25:U5.U1.C05.OB 25:U2.U5.C18.OB	35:U8.U1.C25.C24.PA 35:U1.U3.C09.C05.PA	40:U8.U6.C18.C16.C21.PA 40:U1.U6.C21.C16.C24.PA	45:U5.U2.U2.C26.C18.SR 45:U2.U6.U4.C17.C16.SR

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Item Name ITEM COLOR ENHANCED ITEM STATS	RECIPES: RECIPES:	BASIC ENHANCED	+1% PR +1% VR	+2% PR +2% VR	+3% PR +3% VR	+4% PR +4% VR	+5% PR +5% VR	+6% PR +6% VR
Yoshi Dragon Shirt TEAL		30:U5.C17.C10.C14.OB	10:U1.C01.C11	15:U8.U1.C26	25:U7.U4.C26.OB	35:U2.U7.C07.C12.PA	40:U1.U2.C08.C24.C12.PA	45:U5.U5.U5.C23.C28.SR
16:V 3L|AST 2P|RFD 5P		26:U4.U4.C18.OB	10:U5.C08.C15	15:U4.U5.C23	25:U8.U8.C01.OB	35:U7.U7.C04.C19.PA	40:U2.U6.C10.C17.C23.PA	45:U6.U3.U5.C13.C09.SR
Yoshi Dragon Shirt WHITE		30:U6.C24.C18.C08.OB	10:U2.C13.C24	15:U2.U1.C14	25:U5.U6.C21.OB	35:U5.U1.C04.C16.PA	40:U1.U2.C26.C20.C02.PA	45:U3.U8.U6.C25.C02.SR
16:RD 12P|MPDR 15%|MXH 200P		26:U6.U5.C23.OB	10:U4.C20.C16	15:U3.U1.C14	25:U4.U1.C04.OB	35:U6.U1.C17.C20.PA	40:U5.U7.C02.C14.C26.PA	45:U6.U8.U3.C12.C09.SR
Yoshi Dragon Shirt YELLOW		30:U4.C21.C12.C27.OB	10:U8.C13.C25	15:U8.U7.C04	25:U3.U4.C12.OB	35:U7.U7.C10.C18.PA	40:U6.U2.C04.C23.C20.PA	45:U6.U2.U5.C17.C09.SR
1:VTR 20%		10:U1.C26.C13	10:U3.C25.C19	15:U4.U8.C28	25:U1.U6.C07.OB	35:U5.U4.C03.C09.PA	40:U4.U5.C10.C25.C01.PA	45:U8.U5.U1.C08.C19.SR
Yoshi Ringbuckle Streetshirt BLACK		40:U3.U6.C08.C27.C05.PA	10:U4.C02.C05	15:U3.U8.C06	25:U2.U3.C15.OB	35:U6.U5.C14.C04.PA	40:U2.U4.C18.C18.C18.PA	45:U2.U3.U8.C19.C11.SR
8:VD 12P|MXH 200P		18:U6.U2.C01	10:U4.C17.C22	15:U5.U7.C06	25:U8.U7.C20.OB	35:U7.U7.C09.C24.PA	40:U7.U8.C26.C27.C27.PA	45:U3.U8.U6.C05.C03.SR
Yoshi Ringbuckle Streetshirt BROWN		40:U7.U1.C17.C25.C05.PA	10:U5.C20.C04	15:U2.U2.C23	25:U4.U3.C12.OB	35:U3.U6.C04.C18.PA	40:U5.U2.C05.C13.C04.PA	45:U4.U1.U5.C25.C18.SR
8:V 3L|MXIS 30P		18:U4.U5.C27	10:U3.C12.C21	15:U7.U1.C18	25:U8.U5.C28.OB	35:U6.U7.C18.C22.PA	40:U4.U1.C06.C10.C15.PA	45:U5.U8.U6.C03.C13.SR
Yoshi Ringbuckle Streetshirt DIM MAGENTA		30:U3.C09.C05.C19.OB	10:U6.C09.C17	15:U8.U5.C19	25:U4.U8.C14.OB	35:U6.U2.C06.C23.PA	40:U1.U1.C13.C23.C25.PA	45:U4.U2.U2.C04.C18.SR
8:RPDR 15%|MD 5P		18:U6.U6.C25	10:U8.C19.C21	15:U8.U3.C16	25:U6.U2.C10.OB	35:U3.U7.C02.C12.PA	40:U1.U8.C02.C15.C17.PA	45:U6.U3.U4.C21.C17.SR
Yoshi Ringbuckle Streetshirt DIM PURPLE		40:U7.U3.C22.C11.C22.PA	10:U4.C23.C09	15:U1.U7.C05	25:U3.U5.C22.OB	35:U4.U3.C07.C19.PA	40:U6.U1.C22.C08.C27.PA	45:U4.U2.U1.C22.C25.SR
16:MXH 200P		10:U4.C04.C11	10:U8.C03.C14	15:U5.U4.C13	25:U8.U8.C18.OB	35:U7.U3.C19.C11.PA	40:U3.U8.C27.C07.C14.PA	45:U1.U6.U5.C07.C24.SR
Yoshi Ringbuckle Streetshirt GRAY-MAGENTA		40:U4.U1.C03.C19.C11.PA	10:U2.C10.C17	15:U8.U6.C06	25:U6.U5.C11.OB	35:U1.U2.C19.C05.PA	40:U4.U7.C09.C19.C17.PA	45:U6.U8.U3.C24.C13.SR
1:MDL 20P		10:U4.C13.C12	10:U5.C10.C21	15:U8.U2.C01	25:U4.U5.C18.OB	35:U1.U2.C12.C22.PA	40:U6.U2.C21.C25.C14.PA	45:U1.U2.U3.C25.C06.SR
Yoshi Ringbuckle Streetshirt GREEN		40:U6.U6.C07.C09.C24.PA	10:U6.C04.C06	15:U2.U3.C09	25:U1.U1.C20.OB	35:U3.U5.C14.C14.PA	40:U7.U5.C11.C13.C24.PA	45:U2.U7.U8.C26.C24.SR
16:VD 12P|RD 12P|MD 12P		26:U4.U3.C01.OB	10:U4.C01.C13	15:U3.U7.C15	25:U4.U4.C11.OB	35:U1.U3.C16.C09.PA	40:U4.U2.C16.C10.C22.PA	45:U5.U1.U7.C06.C04.SR
Yoshi Ringbuckle Streetshirt OLIVE DRAB		30:U1.C11.C01.C09.OB	10:U7.C07.C20	15:U2.U7.C09	25:U4.U2.C05.OB	35:U5.U1.C26.C05.PA	40:U6.U4.C10.C17.C16.PA	45:U5.U5.U1.C14.C26.SR
1:P 3L		10:U7.C07.C01	10:U5.C15.C03	15:U5.U3.C26	25:U4.U2.C16.OB	35:U2.U6.C16.C12.PA	40:U8.U4.C28.C06.C12.PA	45:U7.U5.U4.C24.C13.SR
Yoshi Ringbuckle Streetshirt PURPLE		40:U4.U8.C24.C10.C08.PA	10:U5.C17.C14	15:U2.U1.C18	25:U5.U2.C26.OB	35:U3.U4.C14.C19.PA	40:U8.U2.C04.C21.C22.PA	45:U1.U7.U5.C23.C11.SR
1:RD 12P		10:U7.C03.C16	10:U7.C24.C26	15:U4.U7.C12	25:U6.U6.C07.OB	35:U3.U3.C17.C13.PA	40:U8.U1.C09.C12.C22.PA	45:U4.U3.U6.C20.C04.SR
Yoshi Ringbuckle Streetshirt RED		40:U6.U2.C12.C20.C09.PA	10:U8.C05.C18	15:U1.U1.C08	25:U4.U6.C04.OB	35:U7.U7.C02.C09.PA	40:U4.U1.C17.C06.C11.PA	45:U5.U3.U6.C08.C24.SR
8:VD 12P|P 3L		18:U6.U1.C28	10:U6.C12.C16	15:U4.U5.C26	25:U6.U3.C01.OB	35:U1.U7.C19.C03.PA	40:U2.U5.C09.C08.C18.PA	45:U8.U1.U8.C13.C24.SR
Yoshi Ringbuckle Streetshirt SLATE GREEN		40:U4.U6.C01.C09.C28.PA	10:U3.C03.C12	15:U7.U8.C09	25:U5.U6.C28.OB	35:U7.U2.C11.C07.PA	40:U1.U5.C27.C09.C04.PA	45:U2.U7.U2.C04.C10.SR
1:MXIS 30P		10:U8.C17.C28	10:U1.C23.C19	15:U7.U1.C22	25:U3.U8.C08.OB	35:U7.U1.C25.C25.PA	40:U7.U2.C26.C25.C01.PA	45:U2.U1.U4.C20.C20.SR
Yoshi Streetshirt BROWN		40:U4.U2.C19.C16.C05.PA	10:U8.C01.C21	15:U4.U2.C24	25:U4.U8.C11.OB	35:U8.U6.C26.C19.PA	40:U8.U2.C22.C08.C13.PA	45:U1.U1.U5.C16.C11.SR
8:VR 15%|VTR 20%		18:U1.U4.C06	10:U4.C12.C09	15:U7.U7.C11	25:U6.U7.C24.OB	35:U5.U4.C21.C08.PA	40:U1.U4.C20.C19.C14.PA	45:U4.U1.U8.C05.C11.SR
Yoshi Streetshirt DK. BROWN		40:U3.U7.C25.C14.C16.PA	10:U8.C03.C16	15:U8.U4.C06	25:U3.U4.C27.OB	35:U6.U2.C18.C09.PA	40:U3.U1.C16.C01.C15.PA	45:U3.U7.U1.C01.C10.SR
1:MXIS 30P		10:U1.C03.C18	10:U4.C06.C01	15:U4.U5.C23	25:U7.U5.C09.OB	35:U4.U6.C23.C01.PA	40:U7.U8.C21.C27.C13.PA	45:U3.U2.U2.C27.C20.SR
Yoshi Streetshirt DK. CYAN		40:U6.U3.C06.C23.C05.PA	10:U4.C11.C17	15:U2.U4.C23	25:U4.U2.C01.OB	35:U1.U7.C27.C07.PA	40:U6.U5.C14.C24.C07.PA	45:U1.U7.U4.C09.C03.SR
1:6S 20P		10:U3.C06.C21	10:U7.C21.C06	15:U4.U1.C26	25:U8.U2.C01.OB	35:U1.U5.C12.C27.PA	40:U2.U6.C02.C05.C21.PA	45:U2.U1.U3.C23.C09.SR
Yoshi Streetshirt EGGPLANT		40:U3.U8.C14.C20.C13.PA	10:U8.C24.C24	15:U3.U6.C15	25:U3.U1.C21.OB	35:U7.U7.C24.C11.PA	40:U8.U7.C26.C22.C02.PA	45:U7.U3.U2.C13.C14.SR
1:MPDR 15%		10:U2.C12.C03	10:U6.C28.C14	15:U7.U5.C18	25:U3.U6.C17.OB	35:U8.U6.C16.C01.PA	40:U7.U4.C01.C24.C12.PA	45:U8.U8.U8.C17.C04.SR
Yoshi Streetshirt GREEN		40:U6.U7.C22.C21.C03.PA	10:U7.C23.C16	15:U3.U3.C21	25:U2.U7.C10.OB	35:U5.U5.C10.C25.PA	40:U5.U5.C22.C01.C05.PA	45:U3.U6.U1.C07.C28.SR
8:SISR 2%|RD 12P		18:U8.U8.C20	10:U1.C05.C20	15:U7.U8.C26	25:U3.U8.C22.OB	35:U6.U8.C26.C06.PA	40:U5.U1.C10.C11.C09.PA	45:U4.U7.U4.C19.C02.SR
Yoshi Streetshirt LT. CYAN		40:U8.U3.C06.C07.C19.PA	10:U3.C12.C06	15:U3.U6.C27	25:U8.U3.C07.OB	35:U1.U3.C18.C06.PA	40:U3.U4.C16.C09.C22.PA	45:U8.U5.U2.C23.C02.SR
8:SMGD 5P|CH 20P		18:U5.U7.C28	10:U1.C12.C10	15:U5.U1.C11	25:U4.U6.C03.OB	35:U4.U7.C17.C01.PA	40:U2.U1.C21.C09.C19.PA	45:U5.U5.U8.C04.C25.SR
Yoshi Streetshirt MAGENTA		40:U6.U5.C13.C04.C21.PA	10:U1.C02.C03	15:U7.U2.C26	25:U3.U4.C13.OB	35:U2.U2.C28.C19.PA	40:U4.U5.C10.C19.C18.PA	45:U6.U7.U2.C13.C10.SR
1:MD 12P		10:U4.C19.C23	10:U1.C01.C13	15:U8.U8.C22	25:U1.U7.C12.OB	35:U1.U1.C06.C10.PA	40:U1.U5.C14.C26.C20.PA	45:U2.U8.U2.C11.C27.SR
Yoshi Streetshirt PALE GREEN		40:U6.U5.C01.C15.C03.PA	10:U5.C25.C17	15:U4.U7.C25	25:U4.U2.C20.OB	35:U8.U8.C21.C18.PA	40:U5.U5.C06.C14.C12.PA	45:U8.U5.U1.C24.C15.SR
8:MXIS 30P|SD 12P		18:U8.U2.C27	10:U7.C05.C18	15:U5.U3.C11	25:U6.U1.C01.OB	35:U6.U7.C06.C16.PA	40:U1.U3.C18.C01.C25.PA	45:U2.U7.U2.C08.C28.SR
Yoshi Streetshirt PURPLE		40:U2.U7.C19.C22.C10.PA	10:U5.C01.C12	15:U1.U2.C18	25:U4.U4.C19.OB	35:U7.U3.C01.C09.PA	40:U5.U8.C23.C26.C01.PA	45:U3.U7.U1.C27.C08.SR
22:MXH 200P|MPDR 15%|RPDR 15%		26:U2.U5.C21.OB	10:U3.C27.C20	15:U1.U2.C18	25:U6.U7.C17.OB	35:U5.U1.C25.C27.PA	40:U8.U1.C05.C03.C24.PA	45:U1.U1.U5.C22.C22.SR
Yoshi Streetshirt RED		40:U7.U6.C14.C25.C09.PA	10:U3.C25.C23	15:U3.U2.C08	25:U4.U2.C05.OB	35:U5.U1.C28.C25.PA	40:U5.U8.C19.C04.C09.PA	45:U7.U8.U5.C05.C27.SR
8:MD 12P|WA 5P		18:U7.U4.C05	10:U1.C04.C14	15:U5.U7.C04	25:U8.U2.C26.OB	35:U2.U3.C02.C18.PA	40:U6.U4.C24.C24.C10.PA	45:U3.U5.U4.C12.C27.SR
Yoshi Streetshirt RUST		40:U2.U4.C18.C07.C12.PA	10:U4.C02.C27	15:U6.U7.C09	25:U8.U7.C27.OB	35:U4.U2.C02.C22.PA	40:U5.U4.C08.C23.C23.PA	45:U3.U7.U2.C28.C04.SR
1:F 3L		10:U2.C07.C15	10:U5.C10.C25	15:U2.U7.C09	25:U3.U3.C02.OB	35:U6.U3.C11.C10.PA	40:U7.U4.C12.C19.C05.PA	45:U7.U8.U5.C18.C04.SR
Yoshi Streetshirt TAN		40:U4.U4.C01.C17.C02.PA	10:U3.C17.C18	15:U1.U3.C18	25:U8.U6.C23.OB	35:U4.U3.C04.C20.PA	40:U6.U2.C27.C25.C11.PA	45:U2.U4.U7.C04.C13.SR
8:TAP DATA NODE SKILL 10P|RCT 5P		18:U6.U2.C12	10:U6.C14.C07	15:U7.U4.C02	25:U8.U8.C19.OB	35:U8.U2.C02.C24.PA	40:U3.U7.C19.C06.C18.PA	45:U1.U1.U7.C24.C11.SR
Yoshi Streetshirt VIOLET-RED		40:U1.U8.C18.C03.C07.PA	10:U6.C20.C16	15:U6.U6.C28	25:U6.U3.C02.OB	35:U8.U5.C19.C16.PA	40:U2.U3.C18.C23.C07.PA	45:U5.U2.U3.C15.C23.SR
24:MPDR 10%|VTR 20%|RTT 10P|HGD 20P		34:U8.C12.C15.C23.PA	10:U3.C25.C09	15:U6.U5.C07	25:U3.U3.C13.OB	35:U7.U3.C07.C24.PA	40:U5.U5.C26.C05.C25.PA	45:U7.U3.U7.C24.C26.SR
Yoshi Streetshirt WHITE		40:U1.U5.C15.C08.C17.PA	10:U5.C11.C12	15:U3.U1.C26	25:U6.U6.C25.OB	35:U2.U8.C17.C15.PA	40:U8.U1.C23.C02.C08.PA	45:U2.U7.U1.C26.C03.SR
1:HR 1%		10:U1.C17.C19	10:U2.C02.C16	15:U3.U4.C28	25:U1.U4.C28.OB	35:U4.U1.C10.C03.PA	40:U1.U3.C17.C25.C08.PA	45:U1.U4.U5.C10.C19.SR
Yoshi Streetshirt YELLOW		40:U2.U3.C07.C16.C18.PA	10:U2.C20.C22	15:U7.U2.C23	25:U6.U7.C11.OB	35:U4.U3.C15.C22.PA	40:U3.U5.C24.C26.C21.PA	45:U2.U6.U4.C25.C04.SR
8:6S 20P|CH 20P		18:U2.U2.C19	10:U5.C18.C04	15:U2.U3.C07	25:U3.U8.C25.OB	35:U6.U8.C09.C18.PA	40:U6.U8.C26.C07.C25.PA	45:U7.U1.U8.C23.C03.SR
Yoshi Streetshirt YELLOW-MAGENTA		40:U7.U2.C25.C28.C01.PA	10:U5.C18.C26	15:U7.U4.C14	25:U2.U6.C21.OB	35:U6.U5.C16.C28.PA	40:U4.U2.C25.C28.C20.PA	45:U1.U1.U3.C14.C07.SR
1:MDL 20P		10:U6.C28.C19	10:U8.C13.C23	15:U7.U1.C27	25:U8.U3.C01.OB	35:U7.U2.C24.C01.PA	40:U2.U2.C11.C25.C09.PA	45:U4.U5.U2.C13.C25.SR

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MALE SHOES

Item Name / Enhanced Item Stats	Item Color	Recipes: Basic / Recipes: Enhanced	+1% PR / +1% VR	+2% PR / +2% VR	+3% PR / +3% VR	+4% PR / +4% VR	+5% PR / +5% VR	+6% PR / +6% VR
Air Heckler Sneakers		1:c25.c28	9:u3.c17	14:u3.c24.c13	24:u2.c22.c23.ob	34:u1.c24.c10.c03.pa	39:u7.u4.c20.c09.pa	44:u4.u7.c22.c22.c25.sr
1:f 1l		9:u4.c10	9:u2.c09	14:u8.c19.c12	24:u8.c02.c19.ob	34:u6.c11.c28.c11.pa	39:u3.u6.c10.c18.pa	44:u5.u4.c17.c23.c25.sr
Avero Patterned Ankle Boots		29:u7.u7.c14.ob	9:u7.c24	14:u2.c25.c07	24:u8.c16.c13.ob	34:u2.c04.c23.c02.pa	39:u8.u1.c22.c02.pa	44:u3.u5.c16.c14.c06.sr
8:uc 5p|idr 2p		17:u8.u5.c07	9:u3.c27	14:u3.c03.c23	24:u5.c10.c28.ob	34:u1.c28.c07.c01.pa	39:u7.u5.c05.c15.pa	44:u5.u6.c20.c21.c12.sr
Dada Shoes	black stripe	39:u1.u2.c08.c14.pa	9:u2.c13	14:u7.c14.c23	24:u8.c18.c19.ob	34:u3.c05.c21.c28.pa	39:u6.u4.c13.c05.pa	44:u6.u8.c03.c07.c16.sr
			9:u3.c15	14:u5.c22.c13	24:u7.c13.c03.ob	34:u5.c26.c12.c22.pa	39:u2.u7.c19.c09.pa	44:u4.u4.c10.c11.c26.sr
Dada Shoes	brown stripe	39:u3.u2.c19.c24.pa	9:u7.c11	14:u7.c05.c16	24:u1.c25.c13.ob	34:u6.c12.c11.c02.pa	39:u1.u5.c06.c12.pa	44:u5.u4.c02.c25.c08.sr
			9:u8.c15	14:u5.c24.c04	24:u2.c28.c24.ob	34:u7.c08.c18.c10.pa	39:u6.u8.c22.c23.pa	44:u5.u3.c19.c05.c13.sr
Dada Shoes	cyan stripe	39:u2.u7.c05.c01.pa	9:u1.c06	14:u1.c16.c10	24:u5.c02.c23.ob	34:u2.c25.c03.c05.pa	39:u7.u3.c12.c12.pa	44:u6.u8.c20.c04.c08.sr
			9:u7.c02	14:u1.c02.c07	24:u6.c06.c04.ob	34:u3.c08.c22.c10.pa	39:u3.u5.c11.c11.pa	44:u1.u3.c12.c17.c10.sr
Dada Shoes	green stripe	39:u7.u4.c10.c28.pa	9:u4.c24	14:u6.c17.c27	24:u3.c26.c06.ob	34:u6.c09.c26.c27.pa	39:u3.u5.c22.c21.pa	44:u7.u6.c21.c07.c18.sr
			9:u1.c28	14:u1.c12.c12	24:u2.c02.c04.ob	34:u1.c27.c05.c19.pa	39:u1.u8.c10.c21.pa	44:u5.u8.c21.c15.c05.sr
Dada Shoes	indigo stripe	39:u7.u6.c08.c25.pa	9:u5.c09	14:u8.c12.c06	24:u6.c02.c20.ob	34:u8.c25.c05.c21.pa	39:u7.u3.c15.c05.pa	44:u7.u2.c14.c20.c25.sr
			9:u6.c16	14:u4.c18.c03	24:u1.c12.c21.ob	34:u2.c10.c15.c16.pa	39:u3.u4.c02.c22.pa	44:u6.u6.c01.c05.c16.sr
Dada Shoes	magenta stripe	39:u7.u2.c14.c08.pa	9:u2.c25	14:u6.c28.c05	24:u8.c16.c12.ob	34:u4.c07.c07.c09.pa	39:u3.u2.c15.c09.pa	44:u5.u2.c19.c01.c03.sr
			9:u8.c04	14:u5.c22.c26	24:u7.c12.c28.ob	34:u3.c18.c15.c12.pa	39:u5.u2.c28.c11.pa	44:u2.u8.c26.c19.c17.sr
Dada Shoes	orange stripe	39:u1.u4.c05.c18.pa	9:u3.c22	14:u5.c06.c28	24:u5.c05.c15.ob	34:u1.c22.c09.c13.pa	39:u5.u2.c14.c12.pa	44:u3.u4.c01.c09.c23.sr
			9:u7.c13	14:u7.c04.c15	24:u6.c13.c28.ob	34:u2.c15.c17.c03.pa	39:u1.u6.c12.c03.pa	44:u6.u5.c16.c17.c10.sr
Dada Shoes	purple stripe	39:u8.u6.c01.c07.pa	9:u8.c19	14:u3.c13.c12	24:u2.c08.c08.ob	34:u2.c25.c09.c08.pa	39:u3.u7.c14.c05.pa	44:u7.u8.c06.c23.c26.sr
			9:u4.c13	14:u4.c24.c15	24:u8.c08.c11.ob	34:u7.c13.c23.c01.pa	39:u3.u3.c28.c04.pa	44:u7.u7.c19.c23.c10.sr
Dada Shoes	red stripe	39:u7.u5.c11.c19.pa	9:u6.c11	14:u1.c19.c22	24:u8.c02.c02.ob	34:u3.c06.c27.c10.pa	39:u2.u2.c25.c24.pa	44:u2.u5.c19.c26.c14.sr
			9:u3.c08	14:u7.c03.c07	24:u2.c21.c26.ob	34:u2.c20.c21.c16.pa	39:u5.u5.c15.c11.pa	44:u7.u5.c03.c23.c15.sr
Dada Shoes	sea green stripe	39:u4.u7.c18.c18.pa	9:u7.c18	14:u7.c07.c20	24:u2.c08.c26.ob	34:u8.c10.c24.c25.pa	39:u5.u7.c02.c22.pa	44:u8.u7.c15.c26.c16.sr
			9:u1.c07	14:u4.c15.c18	24:u6.c11.c07.ob	34:u4.c16.c21.c22.pa	39:u5.u6.c03.c26.pa	44:u4.u5.c19.c26.c09.sr
Dada Shoes	silver stripe	39:u4.u1.c01.c03.pa	9:u2.c24	14:u8.c23.c09	24:u2.c15.c18.ob	34:u1.c22.c20.c18.pa	39:u6.u2.c03.c25.pa	44:u7.u4.c23.c11.c08.sr
			9:u1.c05	14:u1.c14.c09	24:u6.c23.c10.ob	34:u4.c15.c16.c25.pa	39:u4.u3.c21.c07.pa	44:u8.u3.c12.c18.c08.sr
Dada Shoes	white & black two tone	39:u2.u7.c14.c15.pa	9:u6.c09	14:u7.c07.c28	24:u7.c03.c08.ob	34:u6.c08.c25.c13.pa	39:u1.u1.c07.c21.pa	44:u1.u5.c20.c28.c16.sr
			9:u7.c11	14:u8.c25.c21	24:u4.c08.c22.ob	34:u4.c27.c20.c05.pa	39:u4.u3.c05.c02.pa	44:u3.u8.c26.c04.c09.sr
Dada Shoes	white & brown two tone	39:u2.u7.c24.c26.pa	9:u8.c16	14:u8.c12.c04	24:u5.c26.c18.ob	34:u4.c19.c17.c21.pa	39:u3.u8.c02.c07.pa	44:u6.u2.c08.c15.c04.sr
			9:u1.c06	14:u7.c14.c28	24:u3.c04.c17.ob	34:u8.c25.c26.c04.pa	39:u4.u6.c28.c13.pa	44:u3.u7.c06.c14.c20.sr
Dada Shoes	white & green two tone	39:u4.u2.c23.c18.pa	9:u7.c10	14:u5.c16.c01	24:u1.c09.c27.ob	34:u4.c26.c09.c27.pa	39:u2.u8.c22.c01.pa	44:u7.u7.c13.c06.c02.sr
			9:u7.c14	14:u4.c16.c17	24:u6.c28.c04.ob	34:u4.c09.c27.c07.pa	39:u2.u7.c15.c27.pa	44:u5.u8.c06.c25.c14.sr
Dada Shoes	white & indigo two tone	39:u6.u5.c14.c26.pa	9:u6.c12	14:u2.c27.c19	24:u2.c19.c02.ob	34:u6.c23.c11.c21.pa	39:u8.u6.c19.c27.pa	44:u6.u7.c27.c21.c12.sr
			9:u1.c19	14:u6.c09.c05	24:u6.c15.c25.ob	34:u6.c22.c27.c07.pa	39:u6.u1.c08.c16.pa	44:u3.u3.c24.c28.c07.sr
Dada Shoes	white & purple two tone	39:u8.u5.c22.c16.pa	9:u2.c23	14:u7.c23.c27	24:u1.c10.c25.ob	34:u5.c09.c08.c16.pa	39:u1.u3.c07.c23.pa	44:u8.u3.c01.c02.c04.sr
			9:u7.c25	14:u4.c06.c22	24:u6.c22.c07.ob	34:u5.c24.c05.c16.pa	39:u2.u7.c28.c18.pa	44:u4.u7.c03.c22.c05.sr
Dada Shoes	white & red two tone	39:u5.u6.c01.c23.pa	9:u6.c22	14:u4.c01.c24	24:u1.c26.c14.ob	34:u7.c06.c10.c23.pa	39:u5.u1.c23.c13.pa	44:u5.u8.c19.c07.c17.sr
			9:u6.c12	14:u8.c07.c24	24:u6.c01.c14.ob	34:u8.c13.c09.c14.pa	39:u6.u8.c09.c27.pa	44:u7.u4.c01.c14.c18.sr
Dada Shoes	white & silver two tone	39:u2.u4.c23.c28.pa	9:u5.c06	14:u2.c17.c08	24:u8.c19.c07.ob	34:u6.c28.c03.c10.pa	39:u4.u3.c13.c02.pa	44:u5.u6.c04.c09.c15.sr
			9:u2.c11	14:u4.c26.c08	24:u1.c26.c09.ob	34:u2.c19.c20.c05.pa	39:u7.u8.c22.c22.pa	44:u6.u6.c12.c03.c23.sr
Dada Shoes	yellow stripe	39:u7.u4.c12.c27.pa	9:u4.c26	14:u7.c15.c12	24:u4.c27.c04.ob	34:u6.c10.c28.c24.pa	39:u5.u3.c06.c01.pa	44:u6.u3.c14.c28.c24.sr
			9:u3.c09	14:u2.c15.c05	24:u6.c03.c20.ob	34:u7.c13.c19.c01.pa	39:u3.u7.c19.c28.pa	44:u1.u4.c08.c11.c05.sr
Hassel Sneakers	black	17:u1.u4.c19						
Hosh Riding Boots		29:u8.u8.c07.ob	9:u1.c06	14:u8.c07.c22	24:u7.c01.c23.ob	34:u6.c18.c21.c03.pa	39:u6.u2.c01.c21.pa	44:u7.u6.c08.c28.c25.sr
8:kfd 10p|b 2l		17:u4.u1.c20	9:u6.c10	14:u2.c20.c19	24:u5.c28.c09.ob	34:u4.c11.c01.c13.pa	39:u2.u8.c14.c01.pa	44:u1.u6.c04.c04.c20.sr
Larn Sneakers		14:u8.c14.c12	9:u4.c28	14:u7.c21.c07	24:u1.c20.c25.ob	34:u2.c17.c08.c16.pa	39:u3.u8.c27.c20.pa	44:u3.u5.c26.c21.c04.sr
20:md 8p|sd 8p|mxh 100p		25:u7.u1.c26.ob	9:u3.c07	14:u4.c13.c22	24:u7.c03.c14.ob	34:u1.c28.c01.c05.pa	39:u3.u2.c02.c06.pa	44:u5.u2.c17.c06.c26.sr
Leather Dada shoes	black	39:u1.u1.c24.c05.pa	9:u1.c03	14:u7.c06.c15	24:u7.c13.c05.ob	34:u6.c21.c13.c11.pa	39:u7.u5.c07.c23.pa	44:u6.u6.c04.c10.c28.sr
			9:u5.c10	14:u8.c14.c26	24:u8.c26.c10.ob	34:u7.c05.c06.c17.pa	39:u2.u4.c23.c12.pa	44:u4.u1.c16.c05.c11.sr
Lucien Dress Shoes		1:c21.c26	9:u3.c24	14:u7.c05.c15	24:u1.c20.c01.ob	34:u8.c02.c06.c01.pa	39:u5.u6.c13.c28.pa	44:u4.u3.c28.c27.c12.sr
8:mxh 50p|smgd 2p		17:u2.u5.c27	9:u1.c24	14:u4.c28.c08	24:u4.c23.c28.ob	34:u4.c03.c23.c11.pa	39:u3.u4.c24.c21.pa	44:u7.u3.c12.c05.c19.sr
Sawoosh Sneakers	black	12:u3.c15.c21						
Sawoosh Sneakers	white	22:u1.c01.c05.ob						
Skaver Boots		1:c22.c15	9:u8.c28	14:u7.c22.c08	24:u6.c15.c11.ob	34:u4.c15.c13.c27.pa	39:u1.u4.c09.c27.pa	44:u3.u4.c21.c08.c03.sr
8:mpdr 5%|rpdr 5%		17:u8.u7.c02	9:u7.c05	14:u1.c28.c21	24:u1.c25.c08.ob	34:u4.c22.c06.c12.pa	39:u5.u3.c18.c18.pa	44:u1.u4.c07.c01.c19.sr
Skaver Short Boots		14:u5.c06.c06	9:u7.c02	14:u7.c23.c01	24:u5.c25.c05.ob	34:u8.c21.c28.c12.pa	39:u4.u5.c21.c07.pa	44:u2.u8.c15.c09.c14.sr
1:v 2l		9:u4.c27	9:u5.c04	14:u3.c04.c01	24:u5.c10.c10.ob	34:u6.c24.c11.c20.pa	39:u1.u2.c23.c12.pa	44:u4.u3.c28.c01.c17.sr

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