

CHARACTER STATS

CHAR.STATS

HEALTH = 1  
DEFENSE = 0  
ATTACK = 1-10  
PIERC = 0  
HEAL = 1

LVV UP STATS

HEALTH +1  
DEFENSE +2  
ATAK +1-1  
PIERC +1  
HEAL +1

DESCRIPTION:

HEAL = WIZZARD/HEALER only.  
PIERCE = ROGUE/MARKSMAN only.  
(ignores armour of the enemy).

ENEMIES STATS

GUARD

HEALTH =1  
DEFENSE =1  
ATAK +1  
PIERC =0  
HEAL =0

KEEPER

HEALTH =1  
DEFENSE =0  
ATAK =1  
PIERC =0  
HEAL =0

KNIGHT

HEALTH =2  
DEFENSE =3  
ATAK =2  
PIERC =0  
HEAL =0

BOSS ENEMY

HEALTH =3  
DEFENSE =3  
ATAK =3  
PIERC =0  
HEAL =1

item stats

Armour

HEALTH +1  
DEFENSE+1  
ATTACK 0  
PIERCE 0  
HEAL +1

Bow

HEALTH 0  
DEFENSE 0  
ATTACK +2  
PIERCE +2  
HEAL 0

Shield

HEALTH +1  
DEFENSE+1  
ATTACK 0  
PIERCE 0  
HEAL 0

Sword

HEALTH 0  
DEFENSE 0  
ATTACK +1  
PIERCE 0  
HEAL 0

Dagger

HEALTH 0  
DEFENSE 0  
ATTACK +1  
PIERCE +3  
HEAL 0

Wand

HEALTH 0  
DEFENSE 0  
ATTACK +1  
PIERCE 0  
HEAL +2