CHARACTER STATS

CHAR.STATS

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

LVV UP STATS

HEALTH   +1
DEFENSE +2
ATACK   +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
ATACK   +1
PIERC   =0
HEAL   =0

KEEPER
HEALTH   =1
DEFENSE =0
ATACK   =1
PIERC   =0
HEAL   =0

KNIGHT
HEALTH =2
DEFENSE =3
ATACK   =2
PIERC   =0
HEAL   =0

BOSS ENEMY
HEALTH   =3
DEFENSE =3
ATACK   =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 |