

MODIFICADOR DE HABILIDADES
MODIFICADOR TEMPORAL

STATS

FOR

Nível

CON

DES

CON
DES

INTINT

SAB

SABCARCAR

EFFECTIVE CHARACTER LEVEL

BASE DE ATACAMANOBRA DE BÔNUS

BÔNUS

COMBAT
MANOEUVRE
DEFENCE

Nível de Penalidade

Nível
Bônus



Conjurador	
Nível	

BBA

DMC

The diagram shows a horizontal timeline of calculations. It starts with a box labeled 'Bônus' followed by an equals sign. Then, a 'Valor Base' is added. Two 'Stat' values are subtracted. A 'Valor' is added. A 'Buff' is added. A 'Nerf' is subtracted. Finally, a box is shown followed by an equals sign, representing the final result.

The diagram illustrates the calculation of a player's total score. It is structured as follows:

- Top Row (Inputs):**
 - Bônus** (Bonus): Represented by a box.
 - Valor Base** (Base Value): Represented by a line.
- Bottom Row (Calculation):**
 - Valor** (Value): Represented by a line.
 - Buff** (Buff): Represented by a line with a '+' sign.
 - Nerf** (Nerf): Represented by a line with a '-' sign.
 - Total Score**: Represented by a box followed by an '=' sign.

The calculation is: $\text{Valor Base} + \text{Valor} + \text{Buff} - \text{Nerf} = \text{Total Score}$

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