base_player
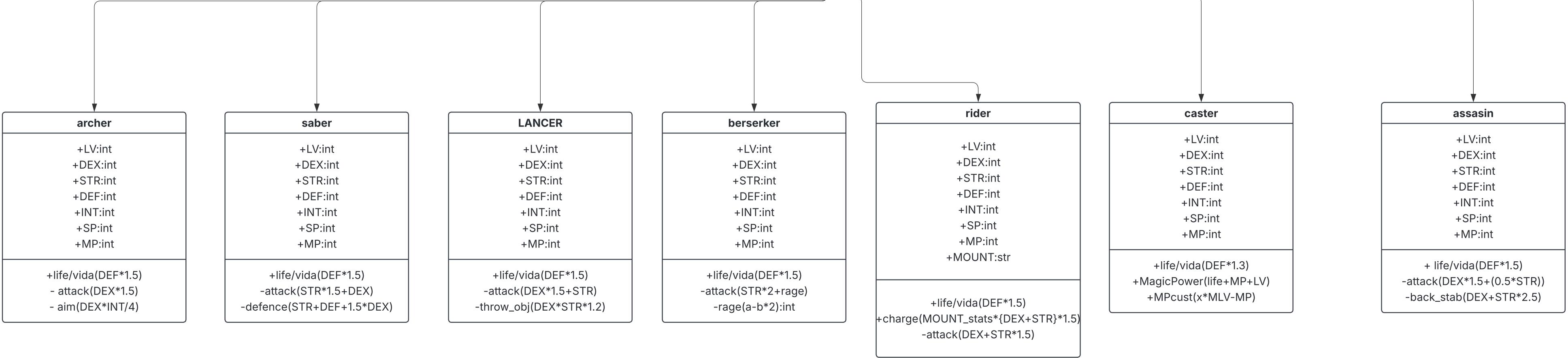
all master

+LV:int
+DEX:int
+STR:int
+DEF:int
+INT:int
+SP:int
+MP:int
+MOUNT:str

+life/vida(DEF*1.5)
-attack(STR+DEX*1.5)
- aim(DEX*INT/4)
-defence(STR+DEF+1.5*DEX)
-throw_obj(DEX*STR*1.2)
+charge(MOUNT_stats*(DEX+STR)*1.5)
+MagicPower(life+MP+LV)
+MPcust(x*MLV-MP)
-back_stab(DEX+STR*2.5)

---

archer

+LV:int
+DEX:int
+STR:int
+DEF:int
+INT:int
+SP:int
+MP:int

+life/vida(DEF*1.5)
- attack(DEX*1.5)
- aim(DEX*INT/4)

---

saber

+LV:int
+DEX:int
+STR:int
+DEF:int
+INT:int
+SP:int
+MP:int

+life/vida(DEF*1.5)
-attack(STR*1.5+DEX)
-defence(STR+DEF+1.5*DEX)

LANCER

+LV:int
+DEX:int
+STR:int
+DEF:int
+INT:int
+SP:int
+MP:int

+life/vida(DEF*1.5)
-attack(DEX*1.5+STR)
-throw_obj(DEX*STR*1.2)

---

berserker

+LV:int
+DEX:int
+STR:int
+DEF:int
+INT:int
+SP:int
+MP:int

+life/vida(DEF*1.5)
-attack(STR*2+rage)
-rage(a-b*2):int

---

rider

+LV:int
+DEX:int
+STR:int
+DEF:int
+INT:int
+SP:int
+MP:int
+MOUNT:str

+life/vida(DEF*1.5)
+charge(MOUNT_stats*(DEX+STR)*1.5)
-attack(DEX+STR*1.5)

---

caster

+LV:int
+DEX:int
+STR:int
+DEF:int
+INT:int
+SP:int
+MP:int

+life/vida(DEF*1.3)
+MagicPower(life+MP+LV)
+MPcust(x*MLV-MP)

---

assasin

+LV:int
+DEX:int
+STR:int
+DEF:int
+INT:int
+SP:int
+MP:int

+ life/vida(DEF*1.5)
-attack(DEX*1.5+(0.5*STR))
-back_stab(DEX+STR*2.5)

ENEMY'S CLASSES

base

BOSSES

+LV:int
+DEX:int
+STR:int
+DEF:int
+INT:int
+SP:int
+MP:int
+MOUNT:str

+life/vida(LV*GD*Party*10)
-attack(STR+DEX*1.5)
- aim(DEX*INT/4)
-defence(STR+DEF+1.5*DEX)
-throw_obj(DEX*STR*1.2)
+charge(MOUNT_stats*(DEX+STR)*1.5)
+MagicPower(life+MP+LV)
+MPcust(x*MLV-MP)
-back_stab(DEX+STR*2.5)

---

base

commun_enemies

+LV:int
+DEX:int
+STR:int
+DEF:int
+INT:int
+SP:int
+MP:int
+MOUNT:str

+life/vida(LV*GD*Party)
-attack(STR+DEX*1.5)
- aim(DEX*INT/4)
-defence(STR+DEF+1.5*DEX)
-throw_obj(DEX*STR*1.2)
+charge(MOUNT_stats*(DEX+STR)*1.5)
+MagicPower(life+MP+LV)
+MPcust(x*MLV-MP)
-back_stab(DEX+STR*2.5)

---

archer_enemy

+LV:int
+DEX:int
+STR:int
+DEF:int
+INT:int
+SP:int
+MP:int

+life/vida(DEF*1.5)
- attack(DEX*1.5)
- aim(DEX*INT/4)

---

saber_enemy

+LV:int
+DEX:int
+STR:int
+DEF:int
+INT:int
+SP:int
+MP:int

+life/vida(DEF*1.5)
-attack(STR*1.5+DEX)
-defence(STR+DEF+1.5*DEX)

LANCER_enemy

+LV:int
+DEX:int
+STR:int
+DEF:int
+INT:int
+SP:int
+MP:int

+life/vida(DEF*1.5)
-attack(DEX*1.5+STR)
-throw_obj(DEX*STR*1.2)

---

berserker_enemy

+LV:int
+DEX:int
+STR:int
+DEF:int
+INT:int
+SP:int
+MP:int

+life/vida(DEF*1.5)
-attack(STR*2+rage)
-rage(a-b*2):int

---

rider_enemy

+LV:int
+DEX:int
+STR:int
+DEF:int
+INT:int
+SP:int
+MP:int
+MOUNT:str

+life/vida(DEF*1.5)
+charge(MOUNT_stats*(DEX+STR)*1.5)
-attack(DEX+STR*1.5)

---

caster_enemy

+LV:int
+DEX:int
+STR:int
+DEF:int
+INT:int
+SP:int
+MP:int

+life/vida(DEF*1.3)
+MagicPower(life+MP+LV)
+MPcust(x*MLV-MP)

---

assasin_enemy

+LV:int
+DEX:int
+STR:int
+DEF:int
+INT:int
+SP:int
+MP:int

+ life/vida(DEF*1.5)
-attack(DEX*1.5+(0.5*STR))
-back_stab(DEX+STR*2.5)

NPC Non-Player Character

base

mount

#id:int
+name:str
+type:str
+speed:int
+rarity:str
+owner:str
+description:str
+summonCooldown:float
+specialAbilityName:str
+specialAbilityPower:int

+useSpecialAbility():void
+summon():void
+dismiss():void
+upgradeSpeed(amount:int):void
+changeOwner(newOwner:str):void
+getinfo():str

---

base

npc

+Name:str
+LV:int
+location:str

+talk
+trade
+mission
+passnight
+friendship
+guide

---

merchant

+Name:str
+LV:int
+location:str

+talk
+trade
+mission
+passnight
+discount

---

guard

+Name:str
+LV:int
+location:str

+talk
+trade
+mission
+passnight
+friendship
+guide