New Resist & Damage

Scot MoonShade
@ShadowScott#1234

Nate ShadowBringer
@PhantomNate#0001

Juan FireCaster
@jjeastside#7289

Wolf Stalker
@Lucyfer#5969

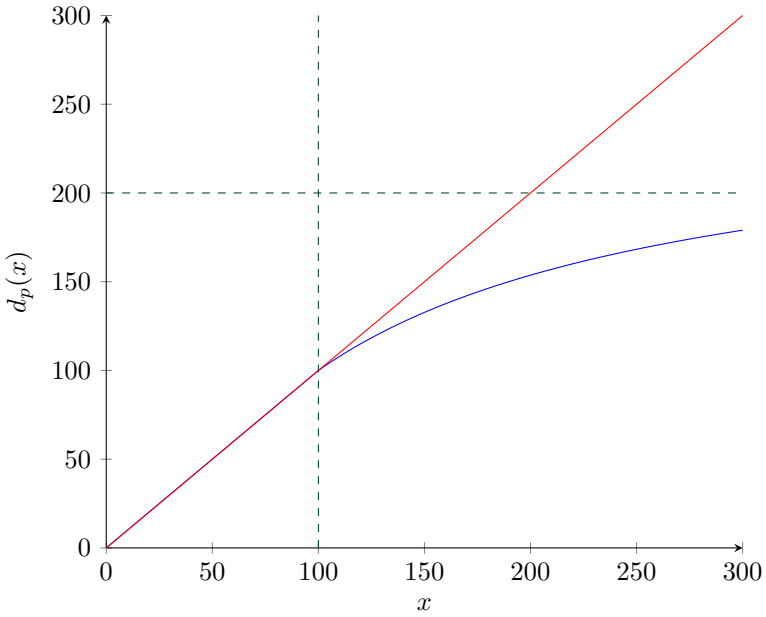
Placeholder
@Mayonnaisinator#9263

12 April 2021

Damage

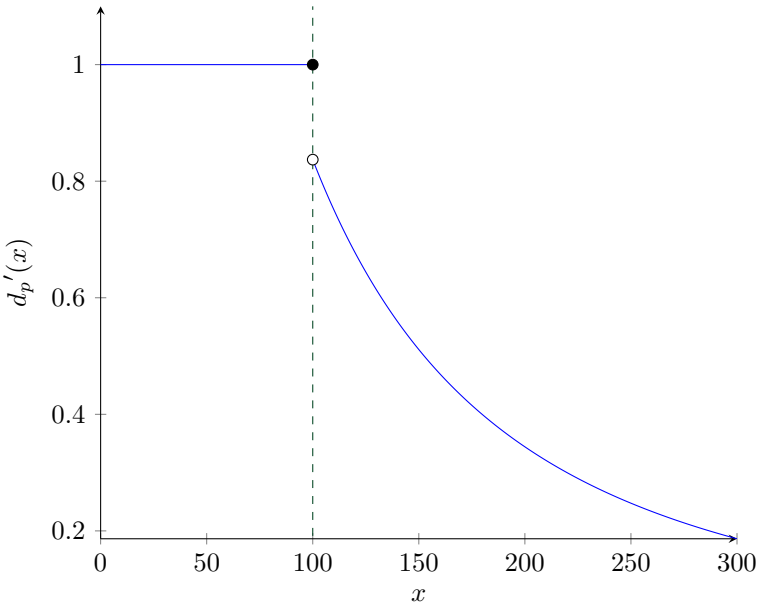
PvP

Raw



$$d_p(x) = \begin{cases} x; 0 \leq x \leq 100 \\ \\ \dfrac{249.658x - 7085.0536}{x + 78.8}; 100 < x \end{cases}$$

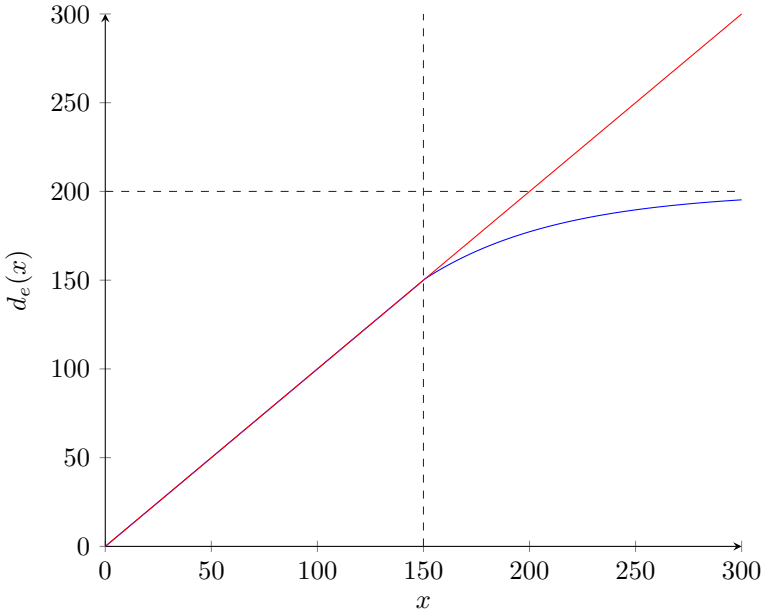
Rate of Change (Δ)



$$d_p{}'(x) = \begin{cases} 1; 0 \leq x \leq 100 \\ \\ \dfrac{26758.104}{(x+78.8)^2}; 100 < x \end{cases}$$

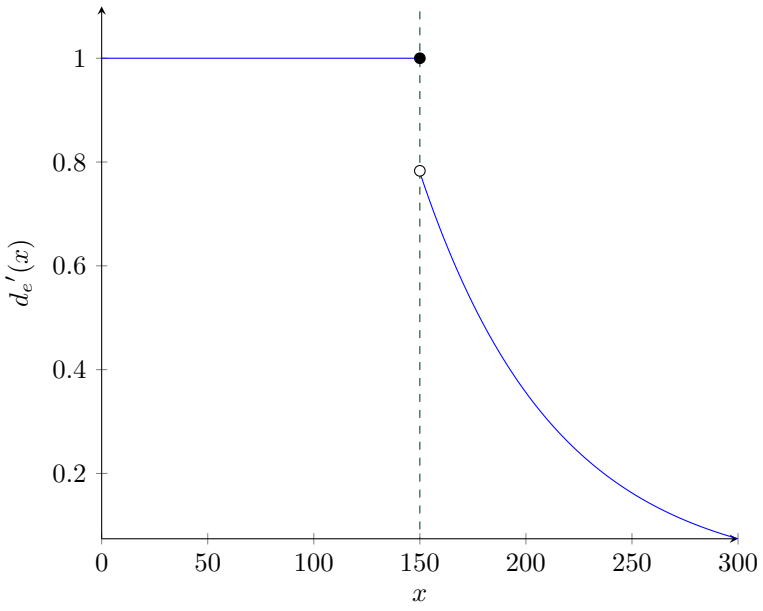
PvE

Raw



$$d_e(x) = \begin{cases} x; 0 \leq x \leq 150 \\ \\ -523.949\ 0.984459^x + 200; 150 < x \end{cases}$$

Rate of Change (Δ)

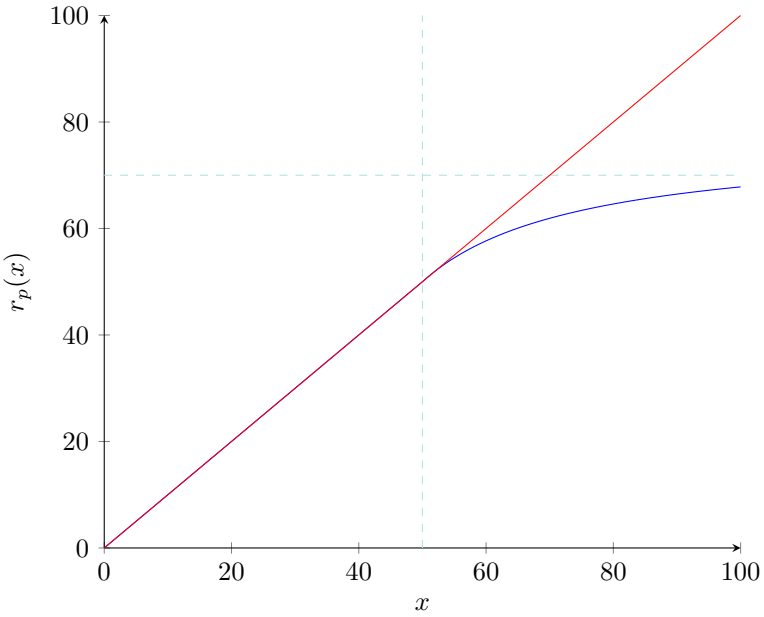


$$d_e{}'(x) = \begin{cases} 1; 0 \leq x \leq 150 \\ \\ 8.20662747 \cdot (0.984459)^x; 150 < x \end{cases}$$

Resist

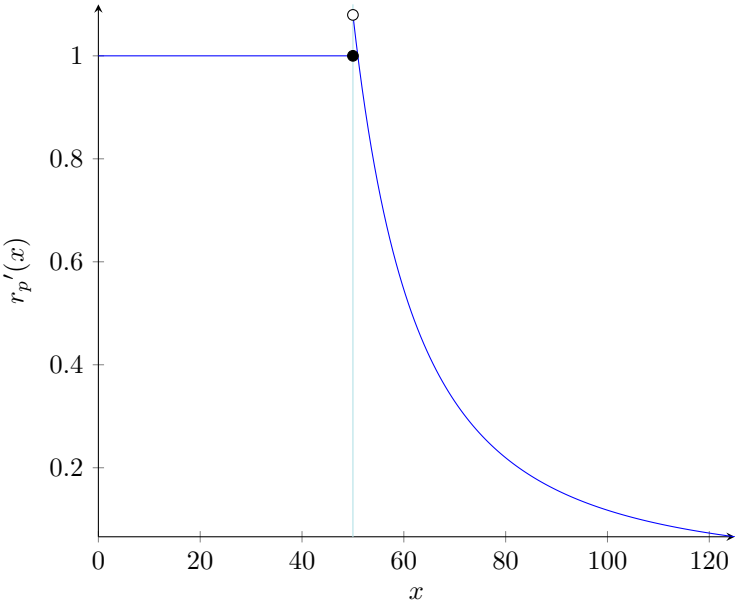
PvP

Raw



$$r_p(x) = \begin{cases} x; 0 \leq x \leq 50 \\ \\ \dfrac{75.8892x - 2580.2686}{x - 25.3742} + 0.6943; \ 50 < x \end{cases}$$

Rate of Change (Δ)



$$r_p{}'(x) = \begin{cases} 1; 0 \leq x \leq 50 \\ \\ \dfrac{654.6409}{(x - 25.3742)^2}; x > 50 \end{cases}$$

As an important note, both of these, although not perfectly modeled by the given equations, are assumed to be true:

$$\lim_{x \to \infty} d(x) = 200$$
$$\lim_{x \to \infty} r_p(x) = 70$$