Wissenschaft:

HP: 100

x added Stats 10, 5 (Der Basevalue verhält sich wie ein AddedStat, deshalb AddedStats = 115)

y increased Stats / reduce 10, 8, 2, - 2

z more Stats / less 3, 4, - 2, -3

Das heißt:

100+ 10+ 5 \* ( 1 + 10 + 8 + 2 – 2) \* [(1 + 0,03)\*(1 + 0,04)]= 515 Total Life

Stats are only applied once per calculation. The usual order of application is:

1. Local flat stats
2. Local additive and multiplicative stats
3. Global and skill flat stats
4. Global and skill additive stats
5. Global and skill multiplicative stats

*Tip*: Assuming equal values, "more" is usually far more powerful than increased. ***???***

*Armor Values in POE*

**Schaden: 3**

Armor: 8

Incoming Damage X wäre:

X = 10 \* 3² / (8 + 10\*3) = 90 / 8 + 30 = 90 / 38 = 2,3

X = 10 \* Schade² / (Armor + 10\*Schaden)

