Aura

# Primary Attributes

## Strength

Str: Increases physical damage

## Inteligence

Int: Increases magical damage

## Resilience

Res: Increases Armor and Armor penetration

## Vigor

Vig: Increases Health

# Secondary Attributes

## Armor

Depend on Resilience: Reduces damage taken, improves Block chance

## Armor Penetration

Depend on Resilience: Ignores percentage of enemy Armor, increases Critical Hit chance

## Block Chance

Depends on Armor: Chance to cut incoming damage in half

## Critical Hit Chance

Depends on Armor Penetration: Chance to double damage plus critical hit bonus