Aura

# Character Classes

## Hero

### Aura - Elementalist

## Enemies

### Warrior

### Ranger

### Elementalist

# Vital Attributes

## Health

## Mana

# 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

## Critical Hit Damage

Depends on Armor Penetration: Bonus damage added when a critical hit is scored.

## Critical Hit Resistance

Depends on Armor: Reduces critical hit chance of attacking enemies

## Health Regeneration

Depends on Vigor: Amount of Health regenerated every 1 second

## Mana Regeneration

Depends on Intelligence: Amount of Mana regenerated every 1 second

## Max Health

Depends on Vigor: Maximum amount of Health obtainable.

## Max Mana

Depends on Intelligence: Maximum amount of Mana obtainable

# Damage Types

* Fire
* Lightning
* Arcane
* Physical

# Damage Resistances

