

Statistic Information

Object/Action	Variable/Stat
Player	
Player Health	200
Player Stamina	150
Player Attack power	50
Stamina use: Sprint	15/sec
Stamina use: Attack	30 per attack
Stamina use: Defense	Equivalent to the incoming attack
Stamina use: Roll	30 per roll
Stamina use: Sidestep	15 per sidestep
Stamina recovery rate	10/sec
Stamina recovery rate: Shield up	5/sec
When stamina is depleted	2 seconds to begin recharge
Enemy	
Enemy base Health	150
Enemy Stamina	150
Enemy Attack power	40
Enemy Special Attack	70
Stamina Use: Attack	50
Stamina Use: Special Attack	100
Stamina use: Defense	Equivalent to the incoming attack
Stamina use: Sprint	15/sec
Stamina use: Dodge	50 per dodge
Stamina recovery rate	10/sec
Stamina recovery rate: Shield up	None
When stamina is depleted	2 seconds to begin recharge

Essence given	150
World Statistics	
Fall Damage	Based on accumulated speed of character falling
Item Statistics	
Potion health recovery	80 per potion
Potion stamina recovery	70 per potion