Damage taken will be calculated differently. If a weapon is a hybrid (deal both physical damage and magic damage), the damage applied to the player is the combination of 2 damage type after applying the damage reduction below.

* Physical Resist
  + Provide the MC with physical damage reduction.
  + Gear with ‘Armor’ stats will decrease damage taken.
    - Formula: TBD
* Magic Resist
  + Provide the MC with magic damage reduction.
  + Gear with ‘Magic’ stats will decrease damage taken.
    - Formula: TBD

Dodge Mechanics:

Max dodge chance: 50% (++ with skills/runes? with a 70% max dodge chance)

Dodge and accuracy explain

Crit rate and damage:

Max Crit rate is 100% and max Crit damage a character can have is 400%

Bargaining and persuading

Difficulty:

* Realism:
  + have 3 more stats to keep track.
    - Hunger: Regen using food
      * 100%-75%
        + +8% Health/Attack/Defense
        + +5% attack speed
        + +10% walking/running speed
      * 74%-50%
        + +2% Health/Attack/Defense
        + +5% walking/running speed
      * 49%-25%
        + No additional
      * 24%-1%
        + -10% Health/Attack/Defense
        + -5% attack speed
        + -5% walking/running speed
        + -10% stamina regen rate?
      * 0%
        + -20% Health/Attack/Defense/Mana/Stamina
        + -10% attack speed
        + -15% walking/running speed.
        + -20% stamina regen rate?
    - Thirst: Regen using drinks
      * 100%-75%
        + +10% Stamina/Mana
        + +10% mana/stamina amount regen per second
      * 74%-50%
        + +5% Stamina/Mana
        + +5% mana/stamina amount regen per second
      * 49%-25%
        + No additional
      * 24%-1%
        + -10% Stamina/Mana
        + -5% mana/stamina amount regen per second
        + +1 second of mana regen delay.
      * 0%
        + -20% Stamina/Mana
        + -10% mana/stamina amount regen per second
        + +1.5 second of mana regen delay.
    - Sanity: Regen using sleep (Maybe something related to exp earn when doing activities)
      * 100%
      * 50%
      * <25%
* S
* S
* S