**Life At Level**

**Core Stats**

1. **EXP (Experience Points)** – Gained from battles and tasks to level up.
2. **HP (Health Points)** – Determines how much damage the player can take.
3. **MP (Mana Points)** – Used for skills and abilities.
4. **EN (Energy Points)** – Consumed for physical actions like running, attacking, or dodging.

**Primary Stats**

1. **STR (Strength)** – Increases physical attack power.
2. **AGI (Agility)** – Affects movement speed and attack speed.
3. **INT (Intelligence)** – Boosts magic power and mana pool. (Increases MP by +10)
4. **VIT (Vitality) –** Increases max HP. (Increases HP by +10)
5. **DEX (Dexterity)** – Improves accuracy, critical hits, and ranged attacks.
6. **END (Endurance) –** Increases Energy (EN) pool and physical defense. (Increases EN by +10)

**Additional Stats (Optional)**

1. **Charisma (CHA)** – Affects NPC interactions and persuasion.
2. **WIS (Wisdom) –** Increases mana pool and magical defense. (MP by +20)
3. **LUK (Luck)** – Affects loot drops and random effects.
4. **Control (CTRL)** – Governs precision in abilities, summoning, creation, and advanced magic.

**Initial Values**

HP = 10

MP = 10

EN = 10

**Levelling up curve**

**XP=100 × (Level^2)**

Level **1 → 2**: **100 XP**

Level **2 → 3**: **400 XP**

Level **3 → 4**: **900 XP**

Level **4 → 5**: **1600 XP**

**Level 5 → 6:** 2500 XP

**Level 6 → 7:** 3600 XP

**Level 7 → 8:** 4900 XP

**Level 8 → 9:** 6400 XP

**Level 9 → 10:** 8100 XP

**Level 10 → 11:** 10,000 XP

So, on

Every time you level up, you gain +10 stat points. You start the game at Level 1 with 0 stat points to spend.

**Time**

There are 5 different times: - **Morning, Noon, Evening, Night, Midnight**

**Days: -** Days increase every-time you reach morning

**Catalogue Button**

Consists of Button for Skills, Inventory and stats.

**Skills Button**

There are 2 different Primary types: - **Combat and Off-Combat.**

**Categories: -** All, Combat, Off-Combat, Physical

**Stats Button**

Shows all stats about the player.

**Locations**

**Player's Bedroom**

* **Rest** – Recovers HP, MP, and EN. Advances time.
* **Do Push-Ups** – Grants EXP to the **Push-Up skill**, which contributes to stat growth over time.
* **Go For a Run**– Grants EXP to the **Run Skill**, which contributes to stat growth over time.
* **Study** – Grants EXP to the **Study Skill**, which contributes to Intelligence growth over time.
* **Creation**– Allows you to create a space, dungeon, items, etc
* **Travel** - Change Location.

**SKILLS**

**Rest (Off-Combat/Combat type skill)**

**Level 1 – 50**(Basic Rest)

* **Off-Combat:** Advances time, restores **[(100 \* Rest Level) + (25% Max HP, MP, EN)]**.
* Grants Rest EXP = 0.5 \* (MAX HP + MAX MP + MAX EN)
* **Combat:** Restores **[(5 \* Rest Level) + END]** EN.
* Grants Rest EXP = 0.5 \* MAX EN

**Push up (Off Combat Skill)**

**Level 1 – 50**(Basic Push Up)

* **Active:** Consumes **25% EN**, advances time, and grants **Push-Up EXP = (25 + Max EN)**.
* **Passive:** Grants **STR = +1 per Level.**

**Squat (Off Combat Skill)**

**Level 1 – 50**(Basic Squat)

* **Active:** Consumes **25% EN**, advances time, and grants **Squat EXP = (50 + Max EN)**.
* **Passive:** Grants MAX\_**HP = +10 per Level.**

**Run (Off Combat Skill)**

**Level 1 – 50**(Basic Run)

* **Active:** Consumes **25% EN**, advances time, and grants **Run EXP = (50 + (0.25 \* Max EN))**.
* **Passive:** Grants **MAX EN = +10 per Level.**

**Study (Off Combat Skill)**

**Level 1 – 50**(Basic Study)

* **Active:** Consumes **5% EN**, advances time, and grants **Study EXP = (10 \* INT)**.
* **Passive:** Grants **INT = +1 per Study Level.**

**Punch (Combat Skill)**

**Level 1 – 50**(Basic Punch)

* **Active: Consumes 5 EN.**
* **Physical DMG: (1 \* Punch Level) + (1 \* STR)**
* **EXP Gain: Grants Punch EXP = (50 \* Punch LVL) + (10 \* STR)**

**Martial Arts (Off Combat Skill)**

**When used, Time will advance**

**Level 1 – 50 (Basic Martial Arts)**

* **Activate: Consumes 25% EN.**
* **EXP Gain: Grants Martial Arts EXP = ceil ((20 \* martial arts lvl) + (2 \* STR) + (2 \* DEX) + (2 \* AGI)).**
* **Passive: Grants STR, DEX, AGI = +1 per Level.**

**Kick (Combat Skill)**

**Level 1 – 50**(Basic kick)

* **Unlock Requirement: STR >= 10.**
* **Activate: Consumes 25 EN.**
* **Physical DMG: (1 \* Kick Level) + (2 \* STR)**
* **EXP Gain: Grants Kick EXP = (50 \* kick lvl) + (10 \* STR)**

**Physical Endurance (Off Combat Skill)**

**Level 1 – 50**

* **Unlock Requirement: END >= 10.**
* **EXP gained when taking physical DMG.**
* **EXP Gain: Grants Physical Endurance EXP = Enemy Physical Dmg \* Physical Damage Endurance LVL.**
* **Passive: Grants Physical\_DEF = +1 per Level.**

**Quick Strike (Combat Skill)**

**Level 1 – 50**

* **Unlock Requirement: AGI >= 10.**
* **Activate: Consumes 20 EN.**
* **Physical DMG: (1 \* Quick Strike Level) + ceil (1.5\* AGI)**
* **EXP Gain: Grants Kick EXP = (50 \* Quick Strike lvl) + (20 \* AGI)**

**Green Slime (Enemy)**

**Level 1 = 10 Hp, 1 AGI, 1 PHY\_DMG,**

**Level 2 = 15 Hp, 1 AGI, 2 PHY\_DMG,**

**Level 3 = 20 Hp, 1 AGI, 3 PHY\_DMG,**

**Level 4 = 30 Hp, 1 AGI, 4 PHY\_DMG,**

**Level 5 = 50 Hp, 1 AGI, 5 PHY\_DMG,**

**Level 6 = 75 Hp, 1 AGI, 8 PHY\_DMG,**

**Level 7 = 100 Hp, 1 AGI, 10 PHY\_DMG,**

**Level 8 = 200 Hp, 1 AGI, 20 PHY\_DMG,**

**Level 9 = 300 Hp, 1 AGI, 25 PHY\_DMG,**

**Level 10 = 500 Hp, 1 AGI 30 PHY\_DMG,**

**Acid Slime (Enemy)**

**Formula = HP = 10 \* lvl, ACID\_DMG = ceil (5 \* lvl)**

**Poison Slime (Enemy)**

**Formula = HP = 10 \* lvl, Poison\_DMG = ceil (rand (2,8) \* lvl)**

**Green-Slime (Monster Drop)**

* **Dropped from Green Slime.**
* **Sell price = 1**
* **Used in potion crafting**

**Acidic-Slime (Monster Drop)**

* **Dropped from Acid Slime.**
* **Sell price = 10**
* **Used in potion crafting**

**Poisonous-Slime (Monster Drop)**

* **Dropped from Poison Slime.**
* **Sell price = 10**
* **Used in potion crafting**