

stats_and_damage

Adapted from https://nichegamescom.files.wordpress.com/2018/10/stats_and_damage.pdf and raics' damage calculator

- **[STR] Strength**
 - 0.9 BASE ATTACK (OFFENSE) with str-based weapons per point (0.7 for equipment bonuses) the italic part is omitted below
 - 0.7 BASE ATTACK with dex-based weapons (0.5)
 - 0.7 BASE DEFENSE (TOUGHNESS) (0.5)
- **[VIT] Vitality**
 - 1.1 BASE DEFENSE (0.9)
- **[DEX] Dexterity**
 - 1.1 BASE ATTACK with dex-based weapons (0.9)
 - 0.7 BASE ATTACK with str-based weapons (0.5)
 - 1% ACCURACY (0.8%)
 - 1% EVADE (0.6%)
- **[AGI] Agility**
 - 1.2% ACCURACY (1%)
- **[AVD] Avoidance**
 - 1.2% EVADE (1%)
 - 1.2% EVADE MAGIC (1%)
- **[INT] Intelligence**
 - 1 MAGIC ATTACK (same)
 - 1.2% SPELL ACCURACY (0.8)
- **[MND] Mind**
 - 0.9 MAGIC ATTACK (0.6)
 - 0.8 MAGIC DEFENSE (0.6)
 - 1.2% SPELL ACCURACY (1%)
 - 0.8% EVADE MAGIC (0.5%)
- **[RES] Resistance**
 - 1 MAGIC DEFENSE (same)

A simplified version for damage calculation

1. BASE DAMAGE = $\max\{0, (\text{BASE ATTACK} - \text{BASE DEFENSE})\}$
2. TOTAL DAMAGE = BASE DAMAGE x BASE MULTIPLIER + EXTRA DAMAGE - DEFENSE
 - BASE MULTIPLIER = $1 + \text{DAMAGE BONUS} - \text{RESISTANCE}$. Truncated so that it lies between 0 and 2.5.
3. FINAL DAMAGE = $\max\{1, (\text{TOTAL DAMAGE} \times \text{DAMAGE MULTIPLIER})\}$

Note that if $\text{EXTRA DAMAGE} - \text{DEFENSE} < 0$, it will affect the total damage.

where

- Attacker's BASE ATTACK from his core stats is pitted against defender's BASE DEFENSE, applicable weapon skills and elemental augments add 4 damage or 3 defense per rank; racial skills add 5 damage per rank.

- DAMAGE BONUS (a percent number, 1 point for 1%) = weapon damage type bonus (e.g. slash 15 for 15%) + weapon racial bonus + weapon elemental bonus + resistance on jewelry
- RESISTANCE (a percent number) = damage type, racial and elemental resistance from armor, shield and jewelry
 - Many status will affect DAMAGE BONUS and RESISTANCE part, e.g. Strengthen, Breach.
- EXTRA DAMAGE = WEAPON ATTACK \times 1.2 + JEWELRY ATTACK + CLASS ATTACK
- DEFENSE = ARMOR DEFENSE + SHIELD DEFENSE \times 0.9 + JEWELRY DEFENSE + CLASS DEFENSE
- DAMAGE MULTIPLIER: for example, Mighty Impact = 1.5.

Magic damage is similar

- MAGIC ATTACK = BASE ATTACK
- MAGIC DEFENSE = BASE DEF
- SPELL INATE ATTACK = WEAPON ATTACK
- EXTRA DEF is the same with the physical

etc.