Stats

Primary

Starting values are

100 for health and 100 for mana. This is for every character but some will have it different like higher mana or lever health et. + - 25.

Secondary

These are just unlockable stats. In certain circumstances they will be unlocked and that will have some kind of benefits. There are 5 unlocks for wisdom and 5 for perception. The character can unlock only 8 secondary. so 4 wisdom and 4 perception or 3 perception and 5 wisdom.

Special

These all start differently for each player so. Max number of stats values the player can have is 700 so they cant max all of their stats.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| stats | Player 1 | Player 2 | Player 3 | Player 4 |
| strength | 5 Max -175 | 25 max-250 | 7 max-175 | 17 max-220 |
| dexterity | 20 max -250 | 5 max-175 | 10 max-200 | 17 max-220 |
| defence | 5 max-150 | 30 max-250 | 7 max-150 | 17 max-220 |
| intelligence | 10 | 10 | 25 max-250 | 17 max-220 |
| luck | 15 max-220 | 10 | 25 max-250 | 17 max-220 |

**Overview of the stats**

**Secondary Stats.**

Secondary Stats also known as passive stats are stats that help the player in different situations compare to primary stats. While primary stats help with fighting and survival in the game secondary stats help with the players progressing through the game's puzzles and challenges. Another way secondary stats are different to others is because they are split into levels. This means that for them to become stronger or more effective the player needs to unlock each stage/rank the stats have. Secondary stats have 5 levels that can be unlocked.

Wisdom/ understanding is a stat that helps the player access different puzzles aspects of the game. For example, let's say there is a chest that the player wants to open, they would need to have a high enough wisdom stat to access it and therefore open it. A certain level of wisdom also allows the player to access different rooms and passages. The wisdom stat also serves as a boundary for upgrading special stats. For instance the player is not able to upgrade their intelligence stat past a certain tear because the wisdom stat isn't high enough.

Perception/ insight is a way the player can detect, see and analyse their surroundings. The higher the level of perception the further will the player be able to see around them. This also means the player's ability to direct enemies and puzzles will become more apparent and there will be more information displayed on the enemies the player encounters.

**Special Stats**

Special Stats are the player's distinctive qualities that are displayed in the form of numbers (tears). There are 5 special stats: strength, dexterity, defence, intelligence, luck. Each one of these stats is upgradable and unique. Special stats are upgraded through the game in tears going up to 200. The higher the tear the stronger the stat is as well as the harder it is to upgrade it. As individual special stats reach tear 50 the chance to gain more of that individual stat decreases by a certain amount ( This is different for every special stat). This also occurs on tears 50 , 100 , 150 and 200.

The strength stat is a combination of players' attack power and ability to carry equipment.

As the strength stat increases the player will be able to use heavier equipment and carry more items in their inventory. This also increases the player's physical damage dealt to enemies (easier to eliminate their foe).

The dexterity stat is a parameter that alters the player's movement and attack speed. AS the dexterity stat increases the player will be able to use their weapons and techniques with greater efficiency and speed as well move slightly faster in combat.

The defence stat , not to be confused with vitality, helps absorb the damage dealt by an enemy. The defence stat is directly connected to vitality as the higher the defence stat the less damage will be taken by enemies attacks at the player.

The intelligence stat allows the player to increase their efficiency in use of mana. As the intelligence stat increases the players skills and abilities will be more efficient (use less mana) and will give non-physical attack more power/ potency. Furthermore the player's mana regeneration and vitality recovery will increase.

The luck stat increases the players chances of finding more valuable resources and treasure as well as landing a higher damage attack on an enemy. This means that chance of attacking an enemy with more damage than usual will occur more often