Stat List

1. Evil Bads Stats
   1. Wrath (Melee)
      1. Increases Melee Min-Max
      2. Increases Melee Crit Damage by 1%
      3. Increased Melee Crit Chance by .5%
   2. Vengeance (God Powers)
      1. Increases GP damage min-max
      2. Increases GP Crit Damage
      3. Increases max GP
   3. Mercy (Summons)
      1. Increased Summon Max HP
      2. Increase Summon Max GP
      3. Increase Summon Melee Damage
      4. Increased summon GP Damage
   4. Awe (Self)
      1. Increases GP Resistance
      2. Increases Armor
      3. Increased Max HP
      4. Increased Shield HP
2. All Stat Names
   * 1. Attack Speed- How fast Evil Bad plays through attack animation. (Static)
     2. Attack Speed Timer- The amount of time your attack animation speed is increased.
     3. Base GP Damage- Total amount of damage a power does.
     4. Base GP Regeneration Rate- The amount of GP regained every second
     5. Base Movement Speed- How fast the player moves.
     6. Bonus GP Damage- The percent amount added to base GP damage.
     7. Bonus GP Regeneration- The percent amount added to base GP regeneration.
     8. Bonus Max HP- Percent bonus to max hp.
     9. Bonus Maximum Melee Damage- A number added to Maximum melee damage.
     10. Bonus Movement Speed- The percent amount added to Base Movement Speed.
     11. Chance on damage- Enchants have a chance to proc when you take damage.
     12. Chance on GP Crit- Enchants have a chance to proc when your Powers crit.
     13. Chance on Melee Crit- Enchants have a chance to proc when your weapon crits.
     14. Chance on Shield Hit- Enchants have a chance to proc when Shields block damage.
     15. Chance on Strike- Enchant has a chance to proc when you hit an enemy.
     16. Defense- Lowers the damage of all physical attacks...Max of 90%.
     17. Evade- The Percent chance that an attack will completely miss.
     18. Experience Bonus- The amount of extra experience you get after every kill.
     19. Experience- The amount of experience you get after every kill.
     20. Gold Drop Bonus- The amount of extra gold you receive.
     21. Gold Drop- The amount of gold that drops.
     22. GP Cost Increased- The increased amount of GP added to player abilities.
     23. GP Cost Reduced- The reduced amount of GP added to player abilities.
     24. HP Regeneration- Amount of Health Points regained over time.
     25. Knock Back- How far back a person flies
     26. Life Steal- Percent amount of HP you steal from attacks.
     27. HP Absorb- Take a set amount of HP from each strike.
     28. GP Absorb- Take a set amount of GP from each strike.
     29. Lower Defense Timer- The amount of time your defense is lowered.
     30. Luck- The chance of a rare items will drop…lowers chance of getting common items.
     31. Max HP- Total Amount of Health Points
     32. Maximum Melee Damage- The amount of Max damage a weapon does.
     33. Melee Crit Chance- The percent chance to cause a critical
     34. Melee Crit Damage- The amount of extra damage you do when you crit...(double regular damage + Bonus damage from enchants)
     35. Minimum Magic Damage – The amount of Minimum damage a power does.
     36. Minimum Melee Damage- The amount of Minimum damage a weapon does.
     37. Passive- Enchants proc automatically…70% weaker than ‘Chance Procs’.
     38. Physical damage increased Timer- The amount of time your physical damage is increased.
     39. Reflect Chance- The percent chance you have to redirect enemy damage back onto them.
     40. Reflect GP Damage- The amount of damage you redirect back to enemies.
     41. Reflect Melee Damage
     42. Summon Attack Speed- How fast a summon plays through its attack animation.
     43. Summon Base Melee Damage- The amount of melee damage a summon does.
     44. Summon Base Movement Speed – How fast a summon moves
     45. Summon Bonus Melee Damage- The percent amount added to Summon Base Melee damage.
     46. Summon Bonus Movement Speed- The percent amount added to Summon Base Movement Speed
     47. Summon GP- How much GP a summoned creature has.
     48. Summon HP Increased- How much HP a summoned creature has.
     49. Resist Physical Damage- The percent amount of damage enemies ignore when hit by physical attacks.
     50. Shield HP- The amount of damage a shield can take before being destroyed.
     51. Shield CD- The amount of wait time before you can use a shield again after it is destroyed.
     52. Shield Heal Rate- The amount of Shield HP restored over time…this is taken from Evil Bads GP.
   1. Timers
      1. Vengeance Buff Timer
      2. Weakened Timer- The amount of time your damage is reduced.
      3. Wrath Buff Timer- The amount of time Wrath will be increased.
      4. Slow Timer- The amount of time your speed is reduced.
      5. Speed Timer- The amount of time your speed is increases.
      6. Stun Timer- The amount of time you can’t move.
      7. Poison Timer- The amount of time you take poison damage.
      8. Awe Buff Timer
      9. Fright Timer- The amount of time you will run back and forth.
      10. Glory Buff Timer
      11. Burn Timer- The amount of time you are set on fire.
      12. Bleed Timer- The amount of time HP regeneration is off.
      13. Blind Timer- The amount of time you attack wildly.
      14. GP damage up Timer- The amount of time you receive a buff to your GP damage.
      15. Debuff: Mind Controled
          1. Enemy has a hold of your mind
      16. Debuff: Blasphemed
          1. Drains GP power
      17. Debuff: Frozen
          1. Damage is increased by 10%
          2. Chance to be shattered on death.
      18. Debuff: Wet
          1. Increases damage from wind attacks.
      19. Debuff: Headache
          1. Low GP damage
      20. Debuff: Cursed
          1. Can’t Attack
      21. Debuff: resistance down
          1. Fire
          2. Wind
          3. Water
          4. Earth
          5. Shadow
          6. Light
      22. Magnitized
          1. Projectiles follow you.
      23. Arm Crushed
          1. Lower Melee Crit chance
          2. Lower Weapon Width
          3. Lower Weapon Height
          4. Lower Weapon radius
      24. Fright
          1. Run away from opponents
      25. Muffled
          1. Can’t Snap
      26. Brain Fart
          1. GP cost increased
   2. Resistances
      1. Resist Earth Damage- Lowers the amount of damage that fire can do…max 90%.
         1. Every 1 point in Resistance equals 1%.
      2. Resist Fire Damage- Lowers the amount of damage that fire can do…max 90%.
      3. Resist Light Damage- Lowers the amount of damage that fire can do…max 90%.
      4. Resist Shadow Damage- Lowers the amount of damage that fire can do…max 90%.
      5. Resist Water Damage- Lowers the amount of damage that fire can do…max 90%.
      6. Resist Wind Damage- Lowers the amount of damage that fire can do…max 90%.
   3. Elemental Damage
      1. Elemental Base Earth Damage- The amount of earth damage an ability can do.
      2. Elemental Base Fire Damage- The amount of fire damage an ability can do.
      3. Elemental Base Light Damage- The amount of light damage an ability can do.
      4. Elemental Base Shadow Damage- The amount of shadow damage an ability can do.
      5. Elemental Base Water Damage- The amount of water damage an ability can do.
      6. Elemental Base Wind Damage- The amount of wind damage an ability can do.
      7. Elemental Bonus Earth Damage- The percent amount of Earth damage added to all Earth based damage.
      8. Elemental Bonus Fire Damage- The percent amount of fire damage added to all fire based damage.
      9. Elemental Bonus Light Damage- The percent amount of Light damage added to all Light based damage.
      10. Elemental Bonus Shadow Damage- The percent amount of Shadow damage added to all Shadow based damage.
      11. Elemental Bonus Water Damage- The percent amount of water damage added to all water based damage.
      12. Elemental Bonus Wind Damage- The percent amount of wind damage added to all wind based damage.