



## ATTRIBUTES

These Perks changes the player's basic attributes. Each Perk can be claimed multiple times, enhancing its effect, but its cost increases with each claim.

**HEALTH+** 1 ★ (INCREASE AFTER 20X CLAIM)

Increases max health by 3.

**HUNGER+** 1 ★ (INCREASE AFTER 20X CLAIM)

Increases max hunger by 3.

**SANITY+** 1 ★ (INCREASE AFTER 20X CLAIM)

Increases max sanity by 3.

**HEALTH REGEN+** 3 ★ (INCREASE AFTER 10X CLAIM)

Increase health regeneration by 0.1 health per second.

**HUNGER RATE-** 2 ★ (INCREASE AFTER 10X CLAIM)

Reduces hunger drain rate by 1%. (more resistant to hunger).

**SANITY REGEN+** 3 ★ (INCREASE AFTER 10X CLAIM)

Increase sanity regeneration by 0.1 per second.

**PLANAR DEFENSE+** 2 ★ (INCREASE AFTER 4X CLAIM)

Gain 0.25 Planar damage.

**PLANAR DAMAGE+** 3 ★ (INCREASE AFTER 5X CLAIM)

Gain 0.5 Planar damage block

**CRITICAL CHANCE+** 1 ★ (INCREASE AFTER 10X CLAIM)

Increase **Critical Hit** chance by 1%.

**CRITICAL DAMAGE+** 1 ★ (INCREASE AFTER 10X CLAIM)

Increase **Critical Hit** damage by 1%.

**LIFESTEAL+** 5 ★ (INCREASE AFTER 2X CLAIM)

Increase **Lifesteal** by 0.5%

## DIM LIGHT+ 10 ★ (INCREASE AFTER 100X CLAIM)

Increase **Character's Glow** radius by 0.4 point

## SCALE+ 5 ★ (INCREASE AFTER 100X CLAIM)

Increase **Character's Size** by 1%

## XP MULTIPLIER+ 1 ★ (INCREASE AFTER 2X CLAIM)

Increase **XP** gained by 5%

## NANOBOTS+ 25 ★ (INCREASE AFTER 100X CLAIM)

Increases the repair rate of equipped **Non-Magical** equipment by 0.1% per second

## ARCHMAGE+ 20 ★ (INCREASE AFTER 100X CLAIM)

Increases the repair rate of equipped **Magical** equipment by 0.1% per second

## RE-FRESHNESS+ 15 ★ (INCREASE AFTER 100X CLAIM)

Increases the freshness restoration rate of spoilable items in your inventory by 0.1 freshness points per second.

## SACK SEEKER+ 3 ★ (INCREASE AFTER 100X CLAIM)

Increases the chance of dropping a **Krampus sack** when killing Krampus by 5%.

## TIPS :



- **Critical Hit** is when your normal attack have a chance to deals additional damage.
- By default, **Critical Hit Chance** is 0%. If you do not claim the **Critical Chance+ Perks**, you will not deal any **Critical Hit**.
- By default, **Critical Hit Damage** is 0% of your damage output. If you do not claim the **Critical Damage+ Perks**, you wont deal any additional damage on **Critical Hit**.
- Some item or buffs might increase **Critical Hit Damage** or **Critical Hit Chance**



- **Lifesteal** is when you heal your health for a portion of the damage you deal.
- By default, **Lifesteal** value is 0% of damage dealt.
- **Lifesteal** is independent from **Wigfrid's Battleborn** ability.



You can claim the **Hunger Rate- Perk** until your hunger drain rate reaches 0%, meaning your hunger won't decrease over time. Claiming more (resulting in a negative hunger rate) will regenerate your hunger passively!



Claiming **Dim Light+ Perk** atleast once grants you immunity to Charlie's attacks, eliminating the need for night lighting altogether.



**Magical** items are all items that have "staff" or "amulet" at the end of their prefab name. Any modded items that follow this rule will be included.



Items with **Charges** won't be repaired by **Archmage+** or **Nanobots Perk**, because **Charges** are not considered durability. Examples of items with **Charges** : "Gladiator Galea", "Frying Pan", "Thunderswolt", "Meteor Staff", "Photosynthestaff", "Mystic Water", "Shock Dart", "Sparktacles 200".



In the vanilla game, perishable items normally decrease their freshness by 1 point per second. However, certain factors can affect this rate—placing items in an icebox reduces the rate, while wetness increases it.

Since **Re.Freshness+ Perk** only regenerates 0.1 freshness points per second, you'll need to claim this perk at least 11 times or more to reverse the spoiling process. Alternatively, you can reduce the spoilage rate of items in your inventory using other methods, such as the "**Refrigerant Circuit**".



You don't need to deal the final blow for **Sack Seeker+ Perk** to activate, . Any player who claims this ability only needs to hit the Krampus once to receive the loot drop boost when it dies. This boost can only be applied once, meaning that multiple players with **Sack Seeker+ Perk** won't increase the boost further; only the first player's bonus will apply.