Regular DEX: character ≈50-100, bonus ≈0-50, class ≈100-160, adjustments ≈0-40, average DEX=50-300  
 Regular AGI: character ≈50-100, bonus ≈0-50, class ≈80-140, adjustments ≈0-40, average AGI=40-120

Offensive Formulas

|  |  |  |  |
| --- | --- | --- | --- |
| STRBASE | Character Strength Stat | byte |  |
| STRMOD | Character Strength Modifiers | sbyte[] | Percent modifier (hundreds value) |
| STRBONUS | Character Strength Bonuses | sbyte[] |  |
| STRTOTAL | Total Modified Character Strength |  |  |

= ***STR*** = = STRBASE \* (1 + ∑(STRMOD)) + STRBON  
VIT = Character Vitality Stat  
VITMOD = Character Vitality Modifiers  
VITBON = Character Vitality Bonuses  
VITTOT = Total Modified Character Vitality

# Ellipses

Identities

* x

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
|  | [a|b]+c or a+b | [a|b]+e or a+c | [b|c]+e or b+c | [a|b]+l or a+e | [b|c]+l or b[e|l] | l+e or c[e|l] |
| a |  |  |  |  |  |  |
| a² |  |  |  |  |  |  |
| b |  |  |  |  |  |  |
| b² |  |  |  |  |  |  |
| c |  |  |  |  |  |  |
| c² |  |  |  |  |  |  |
| e |  |  |  |  |  |  |
| e² |  |  |  |  |  |  |
| ℓ |  |  |  |  |  |  |
| ℓ² |  |  |  |  |  |  |

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