

Echoes of Ecrea Cost Analysis Balance Sheet											
Tier	Cost Coefficient	Character	Weapon	Weapon Type	Damage Type	Range (m)	Damage	Speed (m/s)	Cool Down (s)	Damage Per Second	Cost (Gold)
Tier 1	4	Wyn	Knight's Dagger	Melee	Stabbing	2	14	7	15	98	340
	4	Aerona	Small Sword	Melee	Cutting	3	12	5	18	60	180
	2	Clykea	Air Attack Spell	Ranged	Air	15	8	45	65	360	620
	2	Myrrh	Fireball Spell	Ranged	Fire	20	15	50	50	750	1440
Tier 2	2	Wyn	Hunting Bow	Ranged	Piercing	35	28	60	30	1680	3370
	2	Aerona	Resurrection Spell	Ranged	Resurrection	25	17	35	110	595	1020
	2	Clykea	Freeze Spell	Ranged	Ice	20	15	65	70	975	1850
	6	Myrrh	Poignard Dagger	Melee	Stabbing	2	29	6	18	174	948
Tier 3	8	Wyn	Long Sword	Melee	Cutting	3	30	3	30	90	504
	8	Aerona	Stiletto Dagger	Melee	Stabbing	2	32	7	15	224	1688
	2	Clykea	Root Spell	Ranged	Dragging/Bludgeoning	30	28	35	55	980	1910
	2	Myrrh	Plant Spell	Ranged	Plant Manipulation	28	26	40	75	1040	1986
Tier 4	2	Wyn	Flaming Bow	Ranged	Piercing/Fire	40	36	70	25	2520	5070
	2	Aerona	Energy Draining Spell	Ranged	Draining	30	28	55	60	1540	3020
	2	Clykea	Buriel Spell	Ranged	Burying	33	38	40	70	1520	2966
	10	Myrrh	Mace	Melee	Bludgeoning	3	34	3	30	102	750
Formula											
Damage Per Second	Damage * Speed										
Cost	((Damage per Second + Range) - Cooldown) * Cost Coefficient)										