

									Secondary Stats (only effected by Items and spells) (NOT LV UP)								
<b>Horned</b>	Head Strong: Lose 30% less Stamina when climbing, Take 10%Less recoil from attacks and spells																
HP	Mana	AD	MD	Def	MR	Speed	Regen	Mana Reg	Cooldown	Crit	Gouge	Penatration	STA	Life Steal	Tenacity	AS	Enchant
370	300	32	14	20	17	103	150	125	0	0	0	0	110	0	5%	0.6	0
<b>Beast</b>	Beast Sense: Ability to Sense Enemies within 200 Range, Killing target heals 5%Missing HP Gain 20% bonus hunting skill EXP																
HP	Mana	AD	MD	Def	MR	Speed	Regen	Mana Reg	Cooldown	Crit	Gouge	Penatration	STA	Life Steal	Tenacity	AS	Enchant
350	305	31	22	18	16	113	135	120	0	0	9	3	110	5%	0	0.7	0
<b>Elf</b>	Gain +15%MD when above 70%Mana, Access to 3 Elementals																
HP	Mana	AD	MD	Def	MR	Speed	Regen	Mana Reg	Cooldown	Crit	Gouge	Penatration	STA	Life Steal	Tenacity	AS	Enchant
340	340	18	33	12	19	105	110	130	0	0	0	9	95	0	0%	0.7	4%
<b>Draconic</b>	Dragon's Pride: Chosen Element spells cost 10% less Mana, and damaging spells gain + 5% Gouge and Pen																
HP	Mana	AD	MD	Def	MR	Speed	Regen	Mana Reg	Cooldown	Crit	Gouge	Penatration	STA	Life Steal	Tenacity	AS	Enchant
360	320	26	28	17	22	108	130	120	0	0	7%	7%	100	0	5%	0.65	2%
<b>Human</b>	Jack of All Trades: Gain 5% bonus EXP in everything																
HP	Mana	AD	MD	Def	MR	Speed	Regen	Mana Reg	Cooldown	Crit	Gouge	Penatration	STA	Life Steal	Tenacity	AS	Enchant
355	280	24	15	16	12	108	125	130	2%	2%	2	2	100	2%	2%	0.7	0
<b>Fae</b>	Pixie Dust: Ability to Fly with Wings (costs Mana)																
HP	Mana	AD	MD	Def	MR	Speed	Regen	Mana Reg	Cooldown	Crit	Gouge	Pen	STA	Life Steal	Tenacity	AS	Enchant
315	285	14	18	9	11	106	100	180	5%	0	0	0	90	0	0%	0.65	10%
<b>Budgie</b>	Free Bird: Ability to Fly with Wings (Costs STA), Gain +7% Speed in Wind, in Water, or Gorund if it's chosen element																
HP	Mana	AD	MD	Def	MR	Speed	Regen	Mana Reg	Cooldown	Crit	Gouge	Penatration	STA	Life Steal	Tenacity	AS	Enchant
340	290	28	15	15	13	116	125	125	0	2%	2	0	120	1%	0%	0.75	2%
<b>Myst</b>	Shrouded: Not visible until within 60% Visibility, Gain +20Speed in below light level 4																
HP	Mana	AD	MD	Def	MR	Speed	Regen	Mana Reg	Cooldown	Crit	Gouge	Penatration	STA	Life Steal	Tenacity	AS	Enchant
335	305	34	22	13	11	117	115	140	0	0	10	10	100	5%	0%	0.8	0
<b>Giant</b>	Size Matters: Basic attacks deal +3%Max HP, While above 50%HP gain +15% Tenacity																
HP	Mana	AD	MD	Def	MR	Speed	Regen	Mana Reg	Cooldown	Crit	Gouge	Penatration	STA	Life Steal	Tenacity	AS	Enchant
400	290	25	12	25	24	94	120	120	0	0	0	0	100	0	10%	0.45	0
<b>Tanuki</b>	Lil Guy: Can fit through spaces 50% your size, Spells and attacks gain +10% bonus range																
HP	Mana	AD	MD	Def	MR	Speed	Regen	Mana Reg	Cooldown	Crit	Gouge	Penatration	STA	Life Steal	Tenacity	AS	Enchant
330	310	19	18	11	12	115	115	145	0	10%	0	0	105	0	0%	0.9	4%
<b>Goblin</b>	Loot Goblin: Gain +3 inventory slots, Gain +5%Gold from Monsters																
HP	Mana	AD	MD	Def	MR	Speed	Regen	Mana Reg	Cooldown	Crit	Gouge	Penatration	STA	Life Steal	Tenacity	AS	Enchant
325	270	26	10	13	9	123	145	110	0	4%	0	0	110	3%	0%	0.85	0
<b>Dwarf</b>																	
HP	Mana	AD	MD	Def	MR	Speed	Regen	Mana Reg	Cooldown	Crit	Gouge	Penatration	STA	Life Steal	Tenacity	AS	Enchant
380	305	23	21	23	14	98	130	115	0	0%	0	0	100	0%	4%	0.6	2%
400		30		45		130		200									
Stat	33.33	50	2.86	4.55	5	5.56	8.33	33.33	20								
Value	100	100	100	100	100	100	100	100	100								
	HP	Mana	AD	MD	Def	MR	Speed	Regen	Mana Reg	AS							
<b>Beast</b>	350	305	31	22	18	16	113	135	120	0.7							
<b>Budgie</b>	340	290	28	15	15	13	116	125	125	0.75							
<b>Draconic</b>	360	320	26	28	17	22	108	130	120	0.65							
<b>Dwarf</b>	380	305	23	21	23	14	112	130	115	0.6							
<b>Elf</b>	340	340	18	33	12	19	105	110	130	0.7							
<b>Fae</b>	315	285	14	18	9	11	106	100	180	0.65							
<b>Giant</b>	400	290	25	12	25	24	94	120	120	0.45							
<b>Goblin</b>	325	270	26	10	13	9	123	145	110	0.85							
<b>Horned</b>	370	300	32	14	20	17	103	150	125	0.6							
<b>Human</b>	355	280	24	15	16	12	108	125	130	0.7							
<b>Mist Walk</b>	335	305	34	22	13	11	117	115	140	0.8							
<b>Tanuki</b>	330	310	19	18	11	12	115	115	145	0.9							
<b>AVG.</b>	350	300	25	19	16	15	110	125	130	0.6958333333							
Total	4200	3600	300	228	192	180	1320	1500	1560	8.35							

Base lv up		Classes	Desired Stats Per Class
Horned	40HP, 40Mana,30Reg, 30MReg	<b>Tank</b>	HP, Def, MR
Total	2AD, 2MD, 1MS	35HP 2Def 2MR	Ten
1131	3Def, 3MR	Gain +10% Def, MR, and Ten when under 50% HP	Reg, CD
Beast	40HP, 40Mana,30Reg, 30MReg	<b>Fighter</b>	AD
Total	2AD, 2MD, 1MS	3AD 1Def 30Reg	HP, Reg, LS
1110	3Def, 3MR	Gain 10% Vamp when under 50%HP	Def
Elf	40HP, 40Mana,30Reg, 30MReg	<b>Mage</b>	MD, Mana
Total	2AD, 2MD, 1MS	3MD, 1MR, 30Mana, 1Pen	CD, MReg
1107	3Def, 3MR	Refund mana equal to 5% of spell D dealt	MR
Draconic	40HP, 40Mana,30Reg, 30MReg	<b>Assassin</b>	(AD, Gouge or MD, Pen)
Total	2AD, 2MD, 1MS	2AD, 2MD, 2Gouge, 2Pen	MS
1131	3Def, 3MR	Deal up to 25%BD against foes below 50%HP Max at 25%HP	
Human	40HP, 40Mana,30Reg, 30MReg	<b>Ranger</b>	AD, Crit, AS
Total	2AD, 2MD, 1MS	1AD, 1%Crit, .05AS	LS
1065	3Def, 3MR	Deal 5% each consecutive attack against a target (Max 25%)	
Fae	40HP, 40Mana,30Reg, 30MReg	<b>Enchanter</b>	Ench
Total	2AD, 2MD, 1MS	1MD, 30MReg, 2%Ench	MReg, CD
1038	3Def, 3MR	Heals and Sheilds cast on allies below 40%HP are +15%effective	MD, Mana
Budgie	40HP, 40Mana,30Reg, 30MReg	<b>Warden</b>	HP, Reg
Total	2AD, 2MD, 1MS	10HP, 45Reg, 1%CD	CD
1067	3Def, 3MR	Gain +50% Reg when under 50%HP	Def, MR
MistW	40HP, 40Mana,30Reg, 30MReg	<b>Adventurer</b>	MS, STA
Total	2AD, 2MD, 1MS	1MS, 30Reg, 2STA	Reg
1092	3Def, 3MR	Gain +15%MS when out of combat for 10 sec	HP
Giant	40HP, 40Mana,30Reg, 30MReg	<b>Bard</b>	Mana, STA
Total	2AD, 2MD, 1MS	15Mana, 2STA, 1%CD	CD
1110	3Def, 3MR	Performance related spells are +15% effective	MReg
Tanuki	40HP, 40Mana,30Reg, 30MReg	<b>Hunter</b>	
Total	2AD, 2MD, 1MS	1AD, 1MS, 2STA	
1075	3Def, 3MR	Deal + 10% Bonus Damage to Monsters	
Goblin	40HP, 40Mana,30Reg, 30MReg	<b>Druid</b>	
Total	2AD, 2MD, 1MS	20HP, 20Mana, 2MD	
1031	3Def, 3MR	Heal 2%Max HP after casting Petal, Earth, or Water Spells	
Druid	40HP, 40Mana,30Reg, 30MReg		
Total	2AD, 2MD, 1MS		
1109	3Def, 3MR		

Lv 1 encounter should be around 18-22.5 exp (Lv up in 20-25 encounters)



