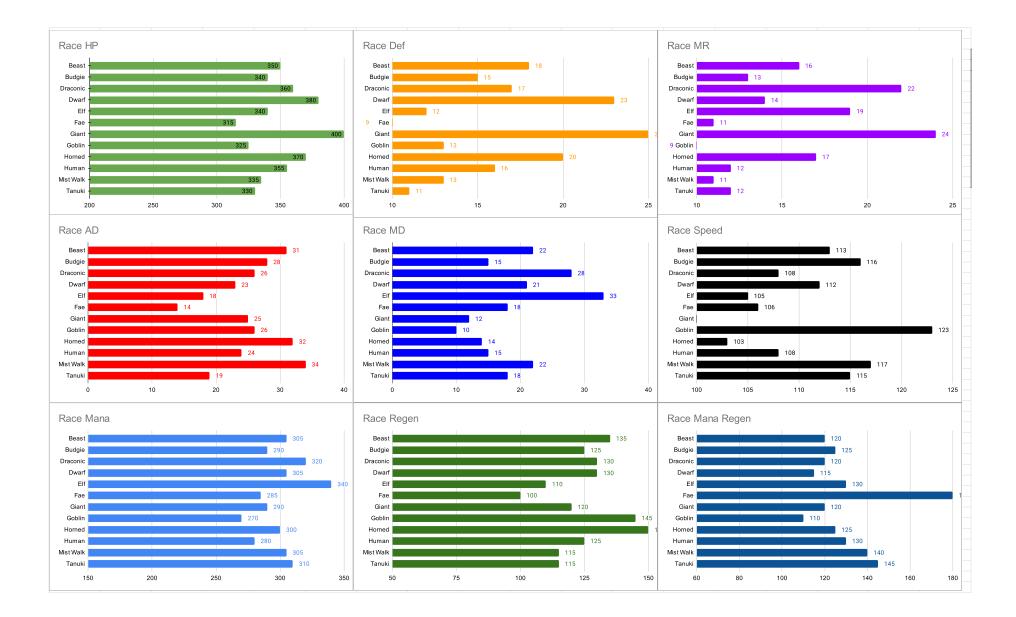
Horned		Hood Ctree	1 000 200/ 1 01	tomino where all	sing Toke 400/1	on rocal from all	aka and ===!!r		 	1		31	occinally 3	tats (only effected	wy nems and Sp	5113) (NOT LV	<u>" , </u>
	Mana		Lose 30% less St					Mana Dan	Caaldanna	0-14	0	Donatustian	CTA	Life Charl	Ti4	40	Freebont
HP 370	Mana 300	AD 32	MD 14	Def 20	MR 17	Speed 103	Regen 150	Mana Reg	Cooldown 0	Crit 0	Gouge 0	Penatration 0	110	Life Steal	Tenacity 5%	AS 0.6	Enchant 0
								125	0	U	U	U	110	U	5%	0.6	
Beast			e Enemies within						0	0.71		B t f	074	127.001			F. de contract
	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
Elf				O when above 709			_										
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%
Draconic			osen Element spe														
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%
Human				All Trades: Gain 59	% bonus EXP in e	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
Fae			Pixie D	Oust: 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%
Budgie	Free	Bird: Ability to Fly	with Wings (Cost	ts STA), Gain +7%	Speed in Wind,	in Water, or Gorur	id if it's chosen e	lement						-			-
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%
Myst		Shroud	ded: Not visible un	ntil within 60% Visi	bility, Gain +20Sp	need 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
Giant			tters: Basic attack														
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
Tanuki			an fit through spa							-	<u> </u>						
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%
Goblin	010	10		in +3 inventory slo			110	140	<u> </u>	1070		Ü	100	- U	070	0.5	470
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
Dwarf	270	20	10	13	9	123	145	110	0	470	0	U	110	370	076	0.65	
HP	Mana	AD	MD	Def	MR	0	Danas	Mana Reg	Caaldanna	0-14		Devetortion	STA	Life Steal	T	40	Freebont
		23		23		Speed	Regen		Cooldown	Crit	Gouge	Penatration	100		Tenacity	AS	Enchant
380	305		21		14 5	98 130	130	115	0	0%	0	0	100	0%	4%	0.6	2%
Stat	33.33	50	2.86	4.55	5	5.56	8.33	33.33	20								
/alue																	
raiue	100 HP	100 Mana	100 AD	100 MD	100 Def	100 MR	100 Speed	100	100 Mana Reg	AS							
Danet							· ·	Regen									
Beast	350	305	31	22	18	16	113	135	120	0.7							
Budgie	340	290	28	15	15	13	116	125	125	0.75							
Draconic	360	320	26	28	17	22	108	130	120	0.65							
Dwarf	380	305	23	21	23	14	112	130	115	0.6							
Elf	340	340	18	33	12	19	105	110	130	0.7							
Fae	315	285	14	18	9	11	106	100	180	0.65							
Giant	400	290	25	12	25	24	94	120	120	0.45							
Goblin	325	270	26	10	13	9	123	145	110	0.85							
Horned	370	300	32	14	20	17	103	150	125	0.6							
Human	355	280	24	15	16	12	103	125	130	0.0							
Mist Walk	335	305	34	22	13	11	117	115	140	0.8							
Tanuki	330	310	19	18	11	12	115	115	145	0.9							
AVG.	350	300	25	19	16	15	110	125	130	0.6958333333							
otal	4200	3600	300	228	192	180	1320	1500	1560	8.35							

Total 1131	Base Iv up 40HP, 40Mana,30Reg, 30MReg 2AD, 2MD, 1MS	Classes Tank 35HP 2Def 2MR	Desired Stats Per Class HP, Def, MR	
Total 1131 Beast 4	2AD, 2MD, 1MS	-		
1131 Beast 4		SELID OD-FOMD		
Beast 4		35HP ZDET ZMK	Ten	
	3Def, 3MR	Gain +10% Def, MR, and Ten when under 50% HP	Reg, CD	
Total	40HP, 40Mana,30Reg, 30MReg	Fighter	AD	
	2AD, 2MD, 1MS	3AD 1Def 30Reg	HP, Reg, LS	
1110	3Def, 3MR	Gain 10% Vamp when under 50%HP	Def	
Elf 4	40HP, 40Mana,30Reg, 30MReg	Mage	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	
	40HP, 40Mana,30Reg, 30MReg	Assassin	(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	INIS	
	·			
	40HP, 40Mana,30Reg, 30MReg	Ranger	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 4	40HP, 40Mana,30Reg, 30MReg	Enchanter	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 4	40HP, 40Mana,30Reg, 30MReg	Warden	HP, Reg	
Total	2AD, 2MD, 1MS	10HP, 45Reg, 1%CD	CD	
1067	3Def, 3MR	Gain +50% Reg when under 50%HP	Def, MR	
	40HP, 40Mana,30Reg, 30MReg	Adventurer	MS, STA	
Total	2AD, 2MD, 1MS	1MS, 30Reg, 2STA	Reg	
1092	3Def, 3MR	Gain +15%MS when out of combat for 10 sec	HP	
		Bard		_
	40HP, 40Mana,30Reg, 30MReg		Mana, STA	
Total	2AD, 2MD, 1MS	15Mana, 2STA, 1%CD	CD	
1110	3Def, 3MR	Performance related spells are +15% effective	MReg	
Tanuki 4	40HP, 40Mana,30Reg, 30MReg	Hunter		
Total	2AD, 2MD, 1MS	1AD, 1MS, 2STA		
1075	3Def, 3MR	Deal + 10% Bonus Damage to Monsters		
Goblin 4	40HP, 40Mana,30Reg, 30MReg	Druid		
Total	2AD, 2MD, 1MS	20HP, 20Mana, 2MD		
1031	3Def, 3MR	Heal 2%Max HP after casting Petal, Earth, or Water Spells		
Druid 4	40HP, 40Mana,30Reg, 30MReg			
Total	2AD, 2MD, 1MS			
1109	3Def, 3MR			
1100	ozei, emit			
			Lv 1 encounter should be around 18-22.5 ex	rn (Lyun in 20.25 appaunters)



Attack x (100/(10	0+Resistance))=Damage		Lv 2 encounter should be around 28-35 exp (L		
EXP to Level up:		Lv 1=0, Lv 2 and up: 250+((LV-1) *200)	Lv 3 encounter should be around 38-47.5 exp	(Lv up in 20-25 encounte	ers)
EXP Split			Lv scaling +10 - +12.5		
Players	EXP gain				
1	100%		Lv 2 and up	200+((X-1) x250)	
2	90%			LV 2	45
3	85%			LV 3	70
4	80%			LV 4	95
5	75%			LV 5	120
6	70%			LV 6	145
7	65%			LV 7	170
8	60%			LV 8	195
9	55%			LV 9	220
10-19	50%			LV 10	245
20 or more	25%				
	of a resource you are regenerating n	aturally per minute			
-	1 meter: 1 mile = 1609 meters				
		If of base speed (Sprinting [max speed] costs 3 STA per	r second of sprinting)		
MS = Max units to					
	.5 units per sec = 11.2 meters per sec				
	ight 1.75 meteres (17.5 range)				
	ility 1.6 miles = 2574.95				
	1 mile = 1609m = 16090 units				
	units visibilty is multiplied by (LL/10)				
		/ // visibility in LL 7 would reach to 270 range: 100%	VIS in LL 5 reaches to 140 range: 100% VIS in LL 2 re	eaches to 70 range	
Base Stamina reg	•	visibility in EE 7 would read to 270 range. 100%	VIC III EE 0 Todolios to 140 tunge. 100 // VIC III EE 2 To	adries to 10 range	
Dase Starrilla reg	gen is 2 per sec				