Hit Chance Formula

HitChance = AttackAccuracy + (MyDexterity * MyTension) - (TargetAgility * TargetTension)

CriticalChance = AttackCritRating + (MyDexterity / 2)

HitChance is a percentage value between 1% and 99%
AttackAccuracy is an integer between 1 and 100

The stats **Dexterity** and **Agility** are integers between 25 and 50. Stats can be temporarily raised and lowered by a maximum of 10.
 - Therefore, **MyDexterity** and **TargetAgility** can potentially have an integer value between 15 and 60.

While performing an attack, two random numbers between 0% and 100% are generated.
 - If at least one of the two numbers are equal to or less than **HitChance**, the attack successfully hits the target.
 - If both numbers are equal to or less than **HitCHance**, then the damage dealt by the attack receives a 10% bonus.

There is also a chance to score critical hits.
 - If the attack hits, a single random number between 0% and 100% is generated.
 - If the number is equal to or less than **CriticalChance**, the damage dealt by the attack receives a 100% bonus.

Damage Formula

BaseDamage = $\sqrt{}$ (MyStrength/TargetDefence) * (AttackPower * MyLevel / 2)

BaseDamage can be increased and decreased by modifiers and bonuses, which are always a percentage value
 - After all modifiers have been applied, the **TotalDamage** is returned by the damage function.