Character Stats and Game Formulas

**Character Stats:**

1. Health Points (**HP**)
2. Power/Strength (**POW/STR**) [affects the damage done to enemies]
3. Skill (**Skill**) [affects Hit rate and Critical rate]
4. Speed (**SPD**) [affects Dodge rate]
5. Luck (**LUC**) [affects Critical rate and Dodge rate]
6. Constitution (**CON**) [essentially the size of the character]
7. Move (**MOV**) [how many tiles the character may move]

**Formulas:**

1. Attack speed (**AS)**:

Essentially, the AS value will reduce the cool down needed for the unit to attack again. For example, say the cool down for attacking again is 60 seconds.

1. Repeated/Double attack (**DA**):

Double attack (attacking two times per instance instead of one time) will only be trigged If the attack speed of a unit is greater than (5 + attack speed of the opposing unit).

**if** (ASUnit1 > (ASUnit2 + 5) ){

// Double Attack

} **else** {

// Single Attack

}

1. Hit Rate (**Hit**):

[Hit Rate](http://fireemblem.wikia.com/wiki/Hit_Rate) is the chance a unit has of hitting a stationary object.

1. Evade Rate (**Eva**):

[Evade](http://fireemblem.wikia.com/wiki/Evade) is a measure of how well a unit can avoid being damaged by an attack. The terrain bonus is the evade bonus from specific terrain (ie. Forest, Water, Mountain, etc.)

1. Accuracy (**ACC**):

Accuracy is the probability of the first unit hitting the second unit. Accuracy **must** be in the range of 0% to 100%. (Therefore, if it is anything lower than 0, make it 0, etc.)

1. Attack Power (**AP**):

[Attack power](http://fireemblem.wikia.com/index.php?title=Attack_power&action=edit&redlink=1) is a measure of the total damage a character could cause to a defenseless unit.

1. Defense Power (**DP**):

[Defense power](http://fireemblem.wikia.com/index.php?title=Defence_power&action=edit&redlink=1) is a measure of the total damage a character can negate from attacks.

1. Damage (**DAM**):

[Damage](http://fireemblem.wikia.com/index.php?title=Damage&action=edit&redlink=1) is the amount of injury an attack causes a defending unit if an attack hits. It depends on the attacker's [attack power](http://fireemblem.wikia.com/index.php?title=Attack_power&action=edit&redlink=1) and the defender's [defense power](http://fireemblem.wikia.com/index.php?title=Defence_power&action=edit&redlink=1).

1. Critical Damage (**CRIT**):

When attacking, characters often have the chance to strike a [critical hit](http://fireemblem.wikia.com/wiki/Critical_hit). This will in general do a vastly higher amount of damage than a regular hit.

1. Critical Rate (**CRIT%**):

A character's [critical rate](http://fireemblem.wikia.com/wiki/Critical_rate) measures the likelihood of them managing to critical a stationary target.

**Battle Sequence:**

When the character is engaged with the enemy unit, this is the battle sequence.

* Initial Attack (By the unit that initialized the battle). Check if it will hit
* Check to see if opposing unit can dodge the hit
* New cool down for the current unit that has attacked
* …Wait (until a unit attack cool down expires)
* Next Attack (By the unit whose cool down expired). Check if it will hit
* Check to see if opposing unit can dodge the hit
* New cool down for the current unit that has attacked
* …Wait (until a unit attack cool down expires)

This cycle continues when one of the units have a HP of 0. If character has 0 HP, they lose.