使用八门神器编辑，刷新签名即可

assets/js/main.js

将下面的数据放到main.js下面即可生效

Object.defineProperties(Game\_BattlerBase.prototype, {

// Hit Points

hp: { get: function() { return this.\_hp; }, configurable: true },

// Magic Points

mp: { get: function() { return this.\_mp; }, configurable: true },

// Tactical Points

tp: { get: function() { return this.\_tp; }, configurable: true },

// Maximum Hit Points

mhp: { get: function() { return this.param(0); }, configurable: true },

// Maximum Magic Points

mmp: { get: function() { return this.param(1); }, configurable: true },

// ATtacK power 工具攻击数值

atk: { get: function() { return this.isActor()?this.param(2)\*100 : this.param(2); }, configurable: true },

// DEFense power

def: { get: function() { return this.param(3); }, configurable: true },

// Magic ATtack power 魔法攻击数值

mat: { get: function() { return this.isActor()?this.param(2)\*100 : this.param(2); }, configurable: true },

// Magic DeFense power

mdf: { get: function() { return this.param(5); }, configurable: true },

// AGIlity

agi: { get: function() { return this.param(6); }, configurable: true },

// LUcK 装备的异常状态成功率

luk: { get: function() { return this.param(7)\*9999; }, configurable: true },

// HIT rate

hit: { get: function() { return this.xparam(0); }, configurable: true },

// EVAsion rate

eva: { get: function() { return this.xparam(1); }, configurable: true },

// CRItical rate

cri: { get: function() { return this.xparam(2); }, configurable: true },

// Critical EVasion rate

cev: { get: function() { return this.xparam(3); }, configurable: true },

// Magic EVasion rate

mev: { get: function() { return this.xparam(4); }, configurable: true },

// Magic ReFlection rate

mrf: { get: function() { return this.xparam(5); }, configurable: true },

// CouNTer attack rate

cnt: { get: function() { return this.xparam(6); }, configurable: true },

// Hp ReGeneration rate

hrg: { get: function() { return this.xparam(7); }, configurable: true },

// Mp ReGeneration rate

mrg: { get: function() { return this.xparam(8); }, configurable: true },

// Tp ReGeneration rate

trg: { get: function() { return this.xparam(9); }, configurable: true },

// TarGet Rate

tgr: { get: function() { return this.sparam(0); }, configurable: true },

// GuaRD effect rate

grd: { get: function() { return this.sparam(1); }, configurable: true },

// RECovery effect rate

rec: { get: function() { return this.sparam(2); }, configurable: true },

// PHArmacology

pha: { get: function() { return this.sparam(3); }, configurable: true },

// Mp Cost Rate

mcr: { get: function() { return this.sparam(4); }, configurable: true },

// Tp Charge Rate

tcr: { get: function() { return this.sparam(5); }, configurable: true },

// Physical Damage Rate

pdr: { get: function() { return this.sparam(6); }, configurable: true },

// Magical Damage Rate

mdr: { get: function() { return this.sparam(7); }, configurable: true },

// Floor Damage Rate

fdr: { get: function() { return this.sparam(8); }, configurable: true },

// EXperience Rate 经验倍率

exr: { get: function() { return this.sparam(9); }, configurable: true }

});

Game\_Enemy.prototype.dropItemRate = function() {

return $gameParty.hasDropItemDouble() ? 9999 : 9999;

};