# Explanation

## Stats

|  |  |
| --- | --- |
| Stats | Explanation |
| Life | Life in points |
| Mana | Mana in points |
| Vitality | Life per second |
| Wisdom | Mana per second |
| Speed | Movement speed in pixels per second |
| Agility | Shots per second |
| Attack | Increased damage output per shot |
| Defence | Decreased damage input per shot |

Stats are increased on level up. On level 24, each stat reaches a number near average point randomly. They then can be increased by killing specific enemies or doing quests up to a specified point.

## Items

|  |  |
| --- | --- |
| Items | Explanation |
| Weapon | Left Click |
| Shield | Right Click |
| Ability | Space Bar |
| Armor | Stat increase |

Each class has their own item pools. Some items can be used on different characters.  
Shield and Armor mostly increase defence, Abilities increase character specific stats.

|  |  |
| --- | --- |
| Item Rarity | Explanation |
| R1 | Standard items |
| < R9 | Items recommend for a specific level |
| +1 | Top items (higher dungeon bosses and events) |
| +2 | Top items (world bosses + super dungeons) |
| +3 | Top items (island attack + super dungeons) |
| M1 | Monster items (monster quests ~ R8) |
| M2 | Monster items (monster quests ~ +1) |
| M3 | Monster items (monster quests ~ +2) |
| SX | Special items (special quests or bosses ~+3) |

# Wizard

## Stats

|  |  |  |
| --- | --- | --- |
| Stats | 0 | Increase (Min – Max) |
| Life | 200 | 10-15 |
| Mana | 100 | 10-15 |
| Vitality | 8 | 1-2 |
| Wisdom | 10 | 2-3 |
| Speed | 6 | 1-2 |
| Agility | 2 | 1-2 |
| Attack | 8 | 2-3 |
| Defence | 0 | 0 |

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Stats (Lvl 24) | Min | Avg | Lvl | Cap |
| Life | 400 | 480 | 560 | 600 |
| Mana | 300 | 380 | 460 | 500 |
| Vitality | 32 | 44 | 56 | 60 |
| Wisdom | 58 | 70 | 82 | 90 |
| Speed | 30 | 42 | 54 | 60 |
| Agility | 26 | 38 | 50 | 60 |
| Attack | 56 | 68 | 80 | 90 |
| Defence | 0 | 0 | 0 | 20 |

## Items

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Items | Weapon | Shield | Ability | Armor |
| 1 | Wooden Staff | Wooden Shield | Harmless Spell | Handcraft Robe |
| 3 | Students Staff | Defence Spell | Attack Spell | Students Robe |
| 6 | Masters Staff | Masters Shield | Masters Spell | Masters Robe |
| 9 | Ancient Staff | Ancient Shield | Ancient Spell | Ancient Robe |
| +2 | Horrifying Staff | Counter Shield | Cruel Spell | Reflective Robe |
| M2 | Magic Claw | Protection Song | Fire Song | Scale Robe |