

Formulas

$$HP = STR * 2 + Level * 8 + 150$$

$$MP = INT * 4 + Level * 4 + 200$$

$$Defense = STR * 0.8 + Level * 0.6 + 50$$

$$Magic\ Resistance = INT * 0.8 + Level * 0.6 + 15$$

$$isStun = rand \in [0, 100] \leq (StunRate - MagicResistance * 0.1) ? true : false$$

$$Attack = Level + \frac{INT + STR * 0.6 * WepAttack}{15}$$

$$DMG = \left(\frac{ATK * 0.8 * SKILL}{100} \right) * rand \in [0.85, 1]$$

Notes:

- Values **must** be rounded **down**, to avoid double
- SKILL: The dmg each skill does. Average is 50
- WepAttack: 0-100
- Default values: STR = 10, INT = 10, LEVEL = 1
- StunRate: The success percent of the skill (around 60)

Example:

STR = 10, INT = 10, WepAttack = 30, LEVEL = 1, SKILL = 60

Results for secondary stats:

HP = 178, MP = 244, Defense = 58, MagicResistance = 24, Attack = 132, DMG = 60