

Affects of Character Stats

Written by Beorn

Monday, 07 January 2008 23:37 - Last Updated Tuesday, 08 January 2008 18:10

Beorn's opinion on the affects of stats not including skills and spells.

1) STRENGTH - affects +dam

001-025 str = +dam / 1 str

026-050 str = +dam / 2 str

051-100 str = +dam / 3 str

101-200 str = +dam / 5 str

201-??? str = +dam / 7 str

(with a couple irregularities)

2) CONSTITUTION - affects health regen / hp gain / prevents

% regen:

00-10 = 2%

11-15 = 3%

16-20 = 4%

21-25 = 5%

26-30 = 6%

31-40 = 7%

41-60 = 8%

61-80 = 9%

81+ = 10%

3) DEXTERITY - affects +hit

001-025 dex = +hit / 1 dex

026-050 dex = +hit / 2 dex

051-100 dex = +hit / 3 dex

101-200 dex = +hit / 5 dex

201-300 dex = +hit / 7 dex

(with a couple irregularities)

4) AGILITY - affects quickness / end regen / end gain

Somewhere in multiples of three, this is one I'm not sure about.

% regen:

00-10 = 2%

11-15 = 3%

16-20 = 4%

21-25 = 5%

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26-30 = 6%

31-40 = 7%

41-60 = 8%

61-80 = 9%

81+ = 10%

5) INTELLECT / WISDOM - affects mana regen / mana gain / tracking / learn curve

These stats are based on the total of int/wis

Tracking:

000-099 - race

100-199 - race/class

200+ - race/class/name

% regen (total int/wis):

000-021 = 2%

022-031 = 3%

032-041 = 4%

042-051 = 5%

052-061 = 6%

062-081 = 7%

082-121 = 8%

122-161 = 9%

162+ = 10%

6) WILLPOWER - affects nat resist / spirit regen / spirit gain

You can nat resist every 10, and a bonus nat resist every 20, starting at 11

% regen:

00-10 = 2%

11-15 = 3%

16-20 = 4%

21-25 = 5%

26-30 = 6%

31-40 = 7%

41-60 = 8%

61-80 = 9%

81+ = 10%

7) SPEED - affects base attacks

000-025 - 02 base attacks

026-035 - 03 base attacks

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036-055 - 04 base attacks

056-085 - 05 base attacks

086-155 - 06 base attacks

156-230 - 07 base attacks

231-300 - 08 base attacks

301-388 - 09 base attacks

389-412 - 10 base attacks

413-485 - 11 base attacks

486-??? - 12 base attacks