

NEW DREDMOR COMBAT DOCUMENT -- LONG LIVE THE REVOLUTION

BASE STATS

Warrior Skills

Wizard Skills

Rogue Skills

GENERATED STATS ("LOW STATS") [For the love of god, let us not call them "low stats" any more.]

BURLISHNESS - $Wa * 2 + Wiz + Ro$

SAGACITY - $Wa + Wiz * 2 + Ro$

NIMBLENESS - $Wa + Wiz + Ro * 2$

CADDISHNESS - $Wiz * 2 + Ro * 2$

STUBBORNNESS - $War * 2 + Wiz * 2$

SAVVY - $Wiz * 2 + Rogue * 2$

MORE GENERATED STATS

HITS - Burliness + caddishness

MANA - $2 * Sagacity$

DODGE % - $(Nimbleness / 2) / 100\%$

CRIT % - $(Burliness / 2) / 100\%$

HAYWIRE % - $(Sagacity / 2) / 100\%$

Resist % - $(Stubbornness / 2) / 100\%$

WEAPON ATTRIBUTES

BASE

CRIT +

ARMOUR ATTRIBUTES (summed over all armour pieces)

DMG REDUCTION

DODGE +

COMBAT COMPUTATION

Damage = $(Burlishness / 2 + BaseDamage) - Armour Dmg Reduction$