

# Battle Stats

## Contents

---

- [Overview](#)
  - [Speed](#)
  - [Defence](#)
  - [Speed](#)
  - [Dexterity](#)
- [Commands](#)
- [Merits](#)

## Overview

---

Your **Battle Stats** are the stats used when [Attacking](#) other players. These are **Strength, Defence, Speed and Dexterity**. Each battle stat has a different effect in combat

### Strength

- Increases the damage you deal for each hit

### Defense

- Reduces the damage you take from each hit

### Speed

- Increases the chance of hitting your opponent
- Decreases your opponents chances of escaping from you

### Dexterity

- Increases your chance of dodging an attack
- Increases your chance of performing a stealth attack

- Increases your chance of escaping an opponent

The primary method of increasing your battle stats is by using your [Energy](#) in the [Gym](#).

## Commands

---

The commands for this section can be found [here](#)

## Merits

---

- [Passive Stats](#)
  - Brawn - Gives a passive bonus to strength of 3% per point, up to max of +30%
  - Protection - Gives a passive bonus to defense of 3% per point, up to max of +30%
  - Sharpness - Gives a passive bonus to speed of 3% per point, up to max of +30%
  - Evasion - Gives a passive bonus to dexterity of 3% per point, up to max of +30%
- 

Revision #10

Created 14 May 2021 19:14:40 by Stig

Updated 5 September 2021 09:47:44 by Stig