

Battle Stats

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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%
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