BADASS

Instructions Manual

Statistics Abbreviations

Main Statistics:

MHP / Max HP
MMP / Max MP
ATK / Attack
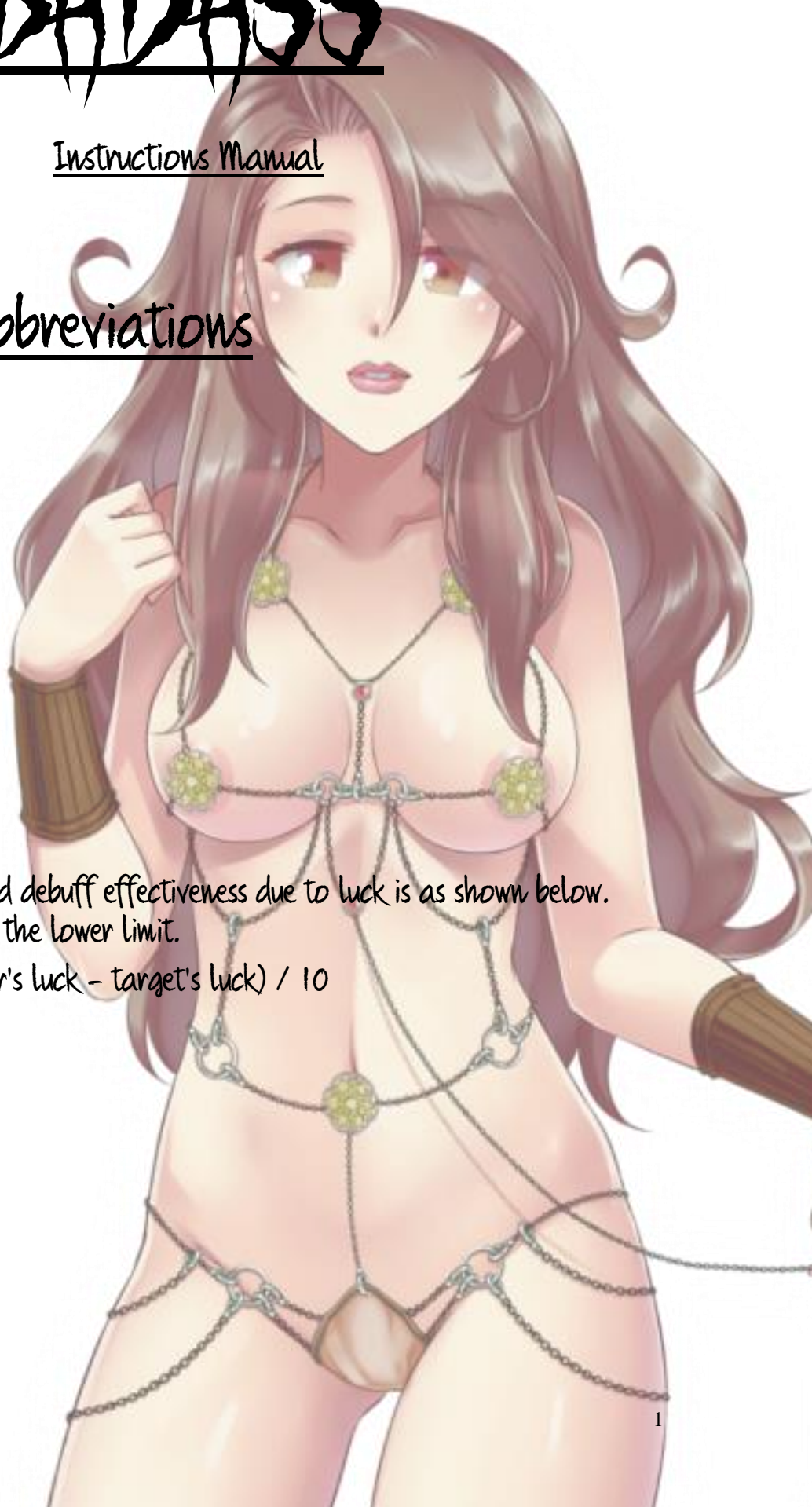DEF / Defense
MAT / Magic Attack
MDF / Magic Defense
AGI / Agility
LUK / Luck

The change in states and debuff effectiveness due to luck is as shown below. Note, however, that 0 is the lower limit.

Chance (%) = 100 + (user's luck − target's luck) / 10

Battle Statistics:

HIT / Hit rate (Accuracy)
EVA / Evasion
CRI / Critical Hit
CEV / Critical Evasion
MEV / Magic Evasion
MRF / Magic Reflection
CNT / Counter Attack
HRG / HP Regeneration
MRG / MP Regeneration
TRG / TP Regeneration

Default value (no ability in the competence) is 0. Most stats are generally low except for HIT which is generally close to 100%.

All 3 Regenerations occur at the end of each turn.

Hit determinations and avoidance determinations for physical attacks are performed independently of each other. For example, if accuracy on the attacking side is 90% and avoidance on the target side is 10%, avoidance will be 10% of 90%, resulting in the overall accuracy being calculated at 81%. Counterattacking is only possible against physical attacks from enemies.

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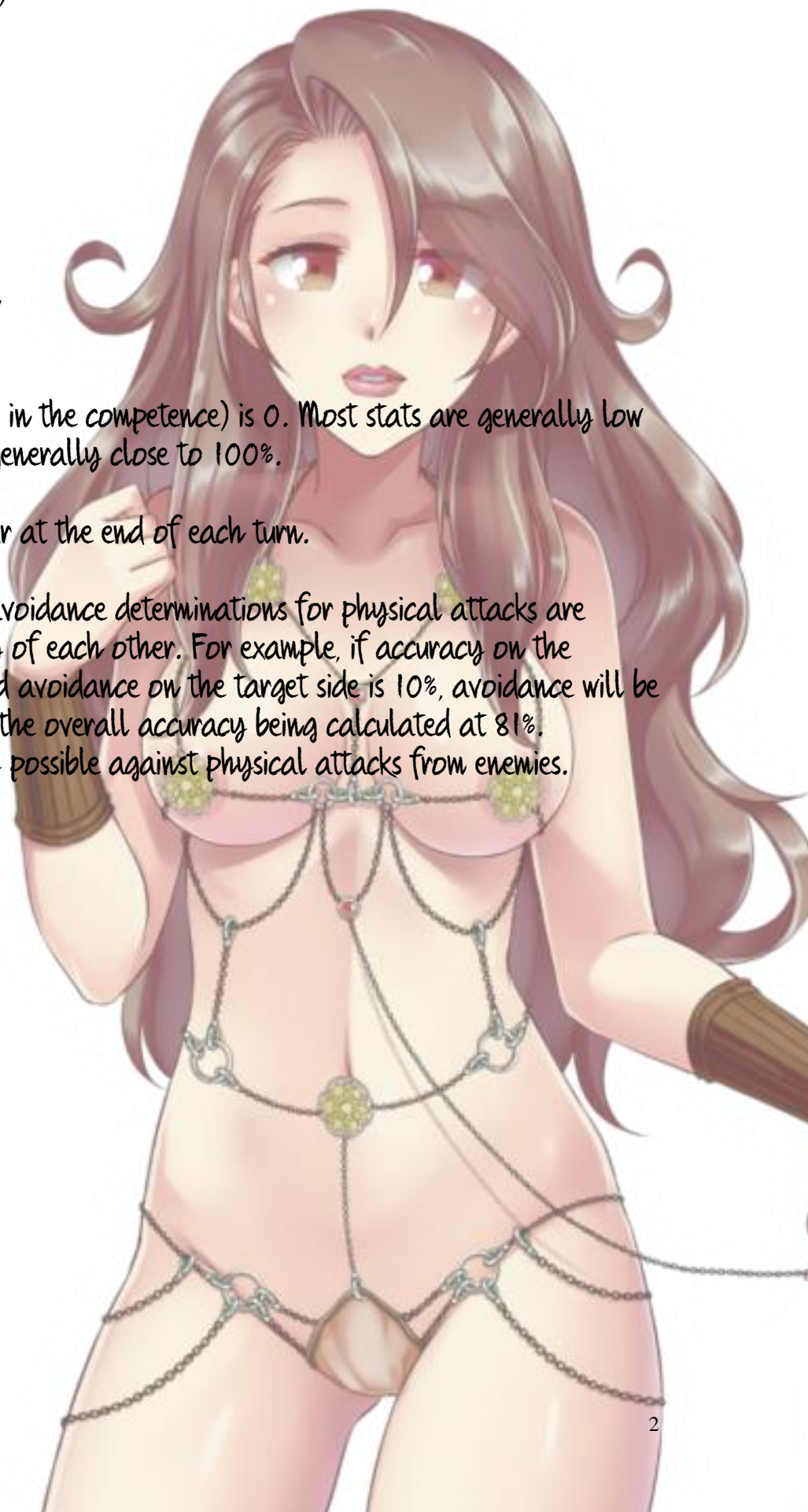
Miscellanous Statistics:

TGR / Target rate (Chance of being targeted)
GRD / Guard rate (effectiveness of defending)
REC / Percentage of HP/MP recovery from spells and skills
PHA / Percentage of HP/MP recovery from items
MCR / MP consumption rate
TCR / Percentage by which to vary TP charging by a skill/items
PDR / Physical damage rate
MDR / Magic damage rate
FDR / Floor damage rate
EXR / Experience acquisition rate
ACTION+ / An extra action (usually comes with a percentage)

Default value is 100%.

The damage reduction rate by defense effectiveness is as follows:
Damage when defending = Normal damage / (2 x defense effectiveness)

Guarding (defending) regenerates HP of 5%.

Escape Success Rate

Escape success rate (%) = 150 - 100 x Average value of enemy's agility / Average value of actor's agility

10% is added each time an escape fails.

Buffs and Debuffs

It is possible to accumulate up to 2 buffs/debuffs per attribute.
A buff increases the attribute of 25%
A debuff decreases it of 25%.

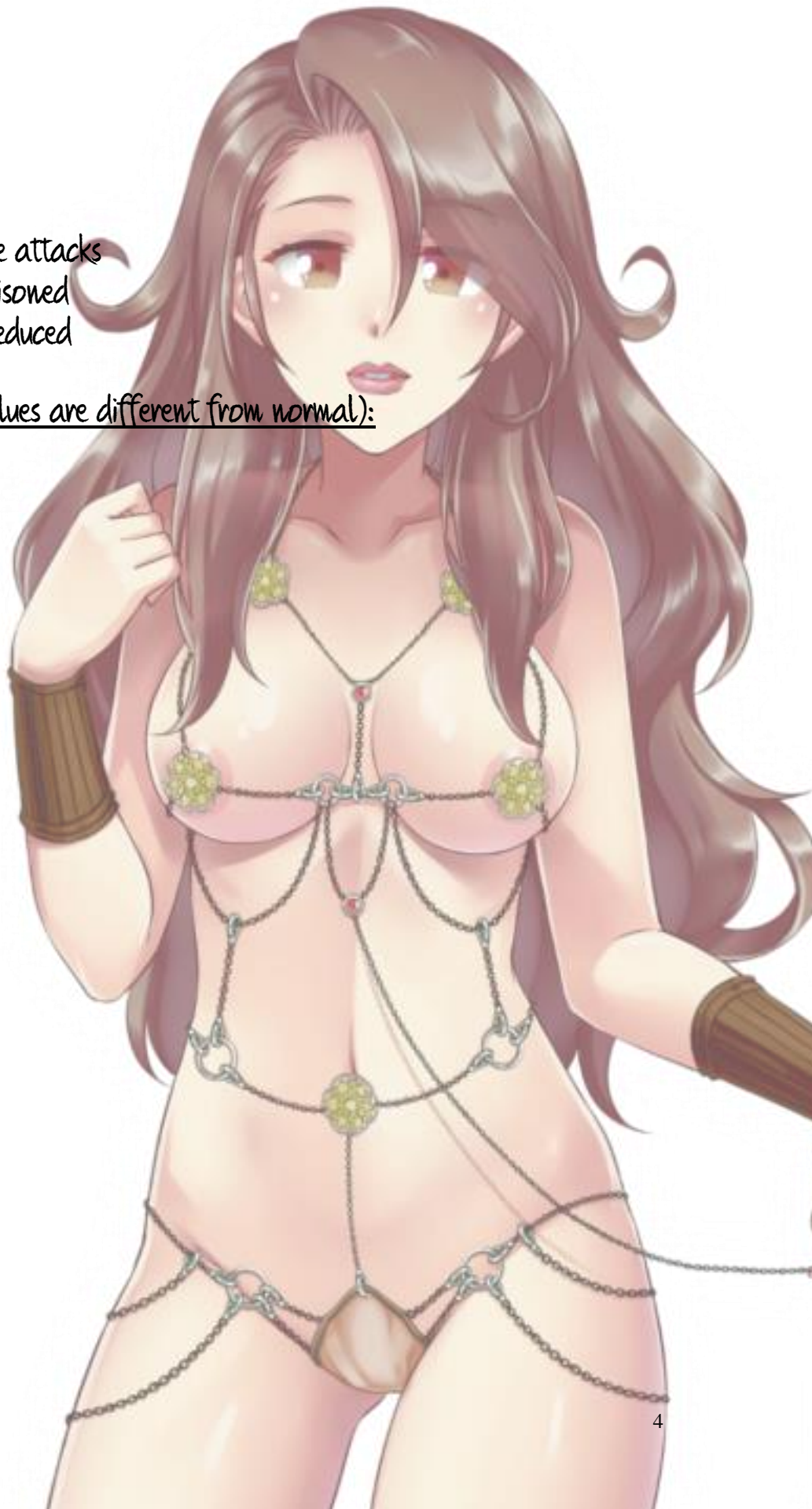Debuff is abbreviated DB in the description field.

Becker

Occupation:
Peasant

Particular Traits:
- 50% damage from Ice attacks
- 50% chance to be poisoned
- 200% chance to be seduced

Statistics (when their values are different from normal):
- HIT 95%
- EVA +4%
- CRI +4%
- CEV +26%
- MEV +3%
- TRG +4%
- EXR 90%

Kendall

Occupation:
Slave

Particular Traits:
- 80% chances of an extra action
- Preserve TP
- 50% chance of inflicting poisoned when attacking
- If a party member is close to dying, takes the damage instead
- 50% damage from Evil attacks
- 20% chance (instead of 100%) to be poisoned
- 20% chance to be instantly killed

Statistics (when their values are different from normal):
- TGR 120%
- HIT 98%
- EVA +9%
- CRI +8%
- CNT +5%
- GRD 80%
- FDR 25%
- EXR 105%

Jillian

Occupation:
Heiress

Particular Traits:
- Immunity to Seduced
- 50% chance of inflicting bleeding when attacking

Statistics (when their values are different from normal):
- HIT 95%
- EVA +3%
- CRI +8%
- MEV +5%
- MRF +5%
- PHA 125%

Lorelei

Occupation:
Princess

Particular Traits:
- Preserve TP
- 50% chance of inflicting seduced when attacking
- 50% damage from Saint attacks

Statistics (when their values are different from normal):
- TGR 130%
- HIT 91%
- EVA +5%
- CRI +4%
- MRG +5%
- TRG +5%
- GRD 200%
- EXR 125%
- PDR 50%
- MDR 50%