Tab 1: Introduction to the Spreadsheet

Table of Contents

This spreadsheet recreates the equations from Fate. It allows you to explore the "What if's?" of the game, and answer questions like "What would be the best way to increase my defense rating?" or "How should I distribute my skill points?" by letting you see the results of different choices without messing up your character.

There are several tabs, each modeling a different aspect of the game. This page will tell you how to use each of them. All of the equations have been thoroughly tested and should be accurate. However, many of them may be off by a point or three in one direction or another. This is because I may not have gotten the rounding rules exactly right. Since the typical stat is in the hundreds or higher, a few points difference here or there really won't matter in understanding the strengths and weaknesses of the character. I DID get the rounding right where it really matters - heirlooming.

All the formulas used in this spreadsheet are detailed in the "Formulas of Fate" tutorial in the tutorial archive. Any cell with a red triangle in the upper right hand corner has notes that will explain the significance of that cell. Just hover the cursor over that cell and the note will pop up.

Questions or comment? Try the Fate Forums:
http://forum.wildgames.com/index.php?showforum=49

Character Model

This page allows you to input the statistics of your character, or the character you are considering making, to see what damage, attack, defense, etc. it has/would have. You MUST fill in the RED squares. You probably WANT to fill in MANY OR ALL of the LIGHT BLUE squares, depending on whether you are interested in seeing the whole character's stats or just one or two of them.

For instance, maybe you are just wondering whether swapping out one weapon for another will give you the best damage. You would want to fill in light blue squares affecting damage, like sword skill bonus, strength, etc., but there would be no need to fill in other light blue squares, like + to Stamina recovery. There is no need to fill in zeros. Any square which is left blank is assumed to be zero. The GREEN squares are OUTPUT numbers and the values in them will match the corresponding squares in the character display of the game.

The weapons damage is in the form of a table. After putting in your weapons damage and all the bonuses that affect damage, just find the right row for your weapon type and look across to find your damage and attack rating. The attack rating is different for each weapon because it is affected by weapons skill points, similar to the way damage is.

Dual wielding is a bit more complicated. There is a separate table for each of the two weapons, which actually strike and do damage independently. The actual damage you do with each weapon (aside from resistances on the part of the monster) is shown in the tables. The damage numbers on the character screen in the game do NOT match these numbers.

In fact the damage numbers on the character screen in the game are very misleading, and don't actually correspond to anything useful. What they do show are the lowest and highest of the damages done by either weapon, but with the elemental damages from both weapons combined added, instead of just the bonus that corresponds to that weapon. The displayed attack in the game for a dual wielder is just the attack of the right hand weapon.

Damage for spells which cause damage is also calculated and summarized for your convenience. These numbers match what you will see if you hover over the spell in your spell book.

Pet Model

This is similar to the character model, but there are fewer things to input: the pet's level, the magic bonuses of its jewelry, and the line for the monster the pet has been transformed into.
I have included the correct adjustments for all the fish in the standard game (both old and new versions). Just find the line corresponding to your pet's monster type, then copy and paste it into line 22 above the table of pet types.

For pets in modded games, you'll need to put in your own numbers. The numbers are in the monsters.dat file. Which ones you need and how to adjust them before putting them in line 22 is explained in the notes on line 21.

Summoned Monsters

This tab is all based Siao's formulas, which he derived directly from the game.

This tab shows the strength of summoned monsters as a function of the charm magic used to summon them. This makes it easy to compare the strength of each monster type for a given charm magic skill level.

There are two small details I need to mention. In the formula for attack, there is a randomization function which boils down to "pick one of the numbers 3, 4, or 5". For the sake of the model, I picked 4, feeling it would be most representative of the long term average.

Similarly, in the life points formula, each monster can have a range of life points. It turns out that, except for very low levels, which number in that range is picked has very little influence on the monster's actual life points. The formula is quickly dominated by the contribution from the levels term for levels above 10 or so. So I just use the bottom number of the range, since it really doesn't make much difference.

Heirlooms

The heirloom growth page allows you to project how strong your heirloom will be after a certain number of generations.

1. Put the statistics of your heirloom into the column marked 0 generations.
2. Then put in the statistics of any gem(s) you socket or plan to socket in it at each generation. The succeeding generations will update, showing what the item will have on it in succeeding generations.

Tab 1 - Introduction to the Spreadsheet   Page 2 of 3

Thus if I were putting in a Demonocchio the first time I passed it down, I would put 7 in cells F27 and F47. See Below:

Entering Heirloom Gem Data

	A	B	C	D	E	F
1	Attribute	Cap	Gems			
2					Generation	
3					0	
4						Gem Added Pts.
	Indicates truncated rows					
27	% Life Stealing		Peridot 1/3/6, Demonoccio 7			7
	Indicates truncated rows					
47	+ to Attack Magic Skill		Demonocchio 7			7

If I then put an Empire stone in the next time I passed it down, I would put a 5 in cells H5, H7, and H9. See below:

Entering Heirloom Gem Data II

	A	B	C	D	E		H
1	Attribute	Cap	Gems				
2					Generation		
3					0		
4							Gem Added Pts.
5	% Strength		Empire Stone 5				5
	Indicates truncated rows and columns						
7	% Dexterity		Empire Stone 5				5
	Indicates truncated rows and columns						
9	% Vitality		Empire Stone 5				5

Note that the order of the bonuses is the same in this sheet as in the character and pet sheets. So if the character or pet is using the heirloom, all you need to do is copy the data from the correct column in the heirloom page to the corresponding column in the character or pet page. I usually use Paste Special, and select "Values" to make sure I get the numbers, and not the formulas for this copy.

Other Tabs

I left in a few other tabs which make some other calculations you may be interested in. If you don't understand what they mean, don't worry - you really don't need to in order to get the full potential from the rest of the tabs.

Tab 1 - Introduction to the Spreadsheet   Page 3 of 3