Tab 2: The Character Model

Table of Contents

2.1 Gathering the Data

*Note: The use of first person pronouns in this document refers to the editor, and these are my experiences as I followed this tutorial, and any mistakes are mine... not the author's.
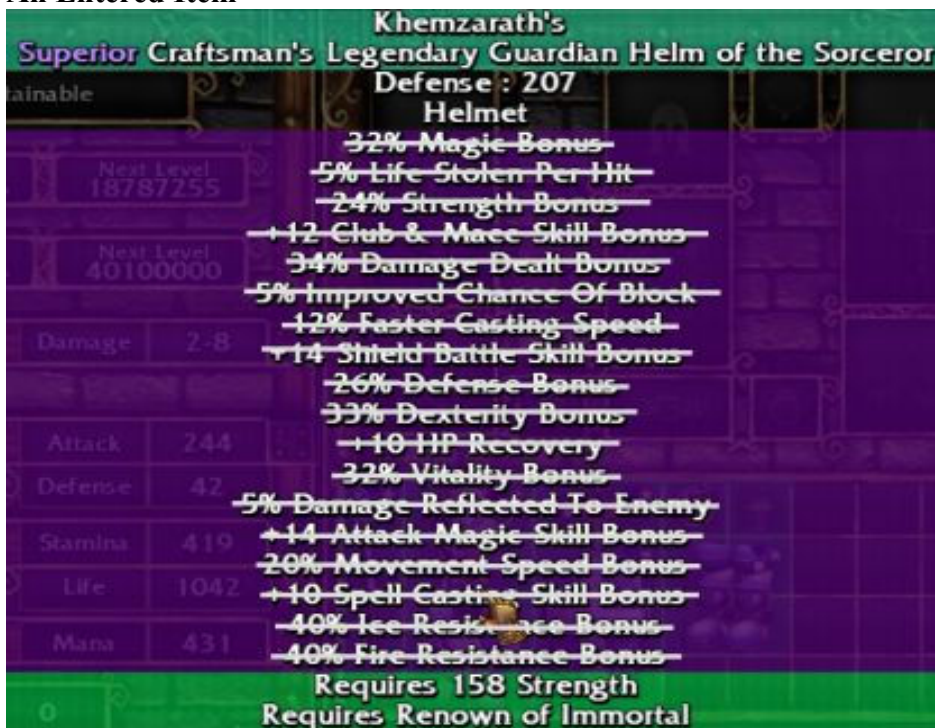
You'll need to gather the data from your character into a readily available place to enter into the spreadsheet. This can be accomplished a number of ways. Simply writing it down is good, as is typing it into a text file, but I find the quickest method is the screen-shot, (make sure you remove ALL items from you character before taking the picture!) see below:

The Character Sheet

Level **93**	Experience **18477495**	Next Level **18787255**
Renown **20**	Fame **41554014**	Next Level **40100000**

Strength	176	Damage	2-8	
Dexterity	163	Attack	244	
		Defense	42	
Vitality	163	Stamina	419	
		Life	1042	
Magic	169	Mana	431	

Points Remaining **0**

0	Sword Skill
1	Club & Mace Skill
0	Hammer Skill
0	Axe Skill
0	Spear Skill
0	Staff Skill
0	Polearm Skill
0	Bow & Crossbow Skill
1	Critical Strike Skill
60	Spell Casting Skill
1	Dual-Wielding Skill
0	Shield Battle Skill
68	Attack Magic Skill
128	Defense Magic Skill
1	Charm Magic Skill

Points Remaining **0**

I also take a picture of each item, and use a line tool to cross off items as I enter them into the spreadsheet, as below:

An Entered Item

Khemzarath's
Superior Craftsman's Legendary Guardian Helm of the Sorceror
Defense : 207
Helmet
32% Magic Bonus
5% Life Stolen Per Hit
24% Strength Bonus
+12 Club & Mace Skill Bonus
34% Damage Dealt Bonus
5% Improved Chance Of Block
12% Faster Casting Speed
+14 Shield Battle Skill Bonus
26% Defense Bonus
33% Dexterity Bonus
+10 HP Recovery
32% Vitality Bonus
5% Damage Reflected To Enemy
+14 Attack Magic Skill Bonus
20% Movement Speed Bonus
+10 Spell Casting Skill Bonus
40% Ice Resistance Bonus
40% Fire Resistance Bonus
Requires 158 Strength
Requires Renown of Immortal

Tab 2 - The Character Model   Page 2 of 7

2.2 Enter the Data

Whatever the method you choose, once gathered, the data has to be entered into the spreadsheet.
The RED boxes are for entering data, and are required for any evaluation to take place.

The GREEN boxes are output boxes, showing the results of your entries.

The BLUE boxes are for entering data, but are optional.

For example, an evaluation of stat point distributions requires:
1. Entries into the RED boxes in the Stats table to compare how your derived stats (attack, defense, hp, mana, stamina) are affected.

While a comparison of different weapons will need:
1. The RED boxes for both Stats and Skills entered.
2. The BLUE boxes in the Weapons tables for base damage.
3. Item bonuses in the Item Bonus table for each weapon in turn.

Important Note:

Most of the images used for illustration below have been modified, anywhere from a little bit to a great deal, both for readability and to reduce image size, but they are designed to be easily understandable within the context of the spreadsheet.

2.2.1 The Ability Stats section:

Enter your character's base stats from the character sheet to the corresponding the red blocks, (note that your derived stats will be calculated by the spreadsheet automatically) as shown below:

Character Model Ability Stats

Level	93				
	Base	with Bonuses			
Strength	176	659	Minimum Damage	See Below	
			Maximum Damage	See Below	
Dexterity	163	571	Attack	See Below	
			Defense	1868	6188
Vitality	163	546	Stamina	1185	1956
			Life	2574	5972
Magic	169	696	Mana	1485	2667

Tab 2 - The Character Model   Page 3 of 7

2.2.2 The Skills table

Enter your base skill scores from your Character Sheet into the red blocks in the skills section, as shown below:

Character Model Skills

Skill	Base	with Bonuses
Sword	0	0
Club & Mace	1	75
Hammer	0	0
Axe	0	0
Spear	0	0
Staff	0	0
Polearm	0	0
Bow & Crossbow	0	0
Critical Strike	1	19
Spell Casting	60	142
Dual Wield	1	22
Shield	0	81
Attack	68	131
Defense	128	201
Charm	1	68

2.2.3 The Weapons tables

Next is the Weapons Damage and Attack section. Enter the base damage from your weapon(s) into the blue boxes.

Note that this section is divided into 2 parts: Single Weapon table and Dual Wielding tables... be sure to enter your base damage into the right section. The Single Weapon table is shown below (from the user's point of view, the only difference is Dual Wielding has 2 tables to enter data in - one for each hand).

Single Weapon Damage and Attack

Single Weapon Damage and Attack	Minimum	Maximum	Attack Base	Attack with Bonuses	
Base	123	231	448	601	
Sword			448	601	
Club & Mace			523	701	
Hammer			448	601	
Axe			448	601	
Spear			448	601	
Staff			448	601	
Polearm			448	601	
Bow & Crossbow			448	601	

Tab 2 - The Character Model   Page 4 of 7

2.2.4 The Spell Damage table

The Spell Damage section. There is no need to enter any data here, as it will be calculated for you using data from elsewhere in the spreadsheet.

Spell Damage

Spell Damage	Minimum	Maximum	
Frost	72	9575	per projectile, slows target's attack and movement 40%
Scorch	3328	9768	
Fireball	6367	6488	
Fire Wall	6416	6512	20' radius
Meteor Strike	9768	10009	20' radius
Lightning Strike	193	12879	
Shocking Burst	3304	12879	20' radius
Lightning Storm	241	16160	20' radius, 80% chance of hit.
Divine Light	6464	6560	Undead only, 50% chance of causing undead level 20 and under to flee.
Poison Cloud	48 per second	282 seconds = 13536	Possibly wrong, this one is harder to pin down!
Ringing Blast	4872	9744	20' radius, +4 knockback

2.2.5 The Item Bonus table

Finally, the Item Bonuses section. This section is quite large, and so is divided into sub-sections by bonus type. This where you will enter the data collected from all the items your character wears or uses. This section is entirely optional, and can be used to great effect when comparing 2 single items against each other (ie. compare two weapons). Just enter the bonuses into the blue boxes as shown below.

1. The Armor and Ability Stat Bonuses

Attribute		Wpn	Shld or wpn	Armr	Helm	Bts	Belt	Glvs	Ring	Ring	Nklce		Total
Armor Value		0	399	498	207	423	274		0	0	0		1801
% Strength			43	28	18	24	28	35		18	24	17	235
+ to Strength			19		21					20	9		69
% Dexterity			25	31	34	33	38	38			15		214
+ to Dexterity			20	26			13						59
% Vitality			23	42		32	31	33		16	19		196
+ to Vitality			22		20		21						63
% Magic			36	26	25	32	29	32		26	13	36	255
+ to Magic			36	31	17							12	96

2. Damage and Attack Bonuses

		Wpn	Shld	Armr	Helm	Bts	Belt	Glvs	Ring	Ring	Nklce		Total
% Damage Dealt			38	35	26	34	39	31					203
+ to Damage Dealt													0
% Attack Rating								24			10		34
+ to Attack Rating													0

Tab 2 - The Character Model   Page 5 of 7

3. Defense Bonuses

	Wpn	Shld	Armr	Helm	Bts	Belt	Glvs	Ring	Ring	Nklce		Total
% Defense Rating	43	24	21	26	23	28		13	27	26		231
+ to Defense Rating												0

4. Derived Stats Bonuses

	Wpn	Shld	Armr	Helm	Bts	Belt	Glvs	Ring	Ring	Nklce		Total
% Stamina	34	31										65
+ to Stamina												0
% Life			34		33	36		18		11		132
+ to Life												0
% Mana		36				23		18				77
+ to Mana					38							38

5. HP, Mana, Stamina Stolen and Recovery Bonuses

	Wpn	Shld	Armr	Helm	Bts	Belt	Glvs	Ring	Ring	Nklce		Total
% Life Stealing				5				5				10
+ to HP Recovery		0		10	19	16		13	10	10		78
% Mana Stealing		8						3	3			14
+ to Mana Recovery	27		15									42
+ to Stamina Recovery												0

6. Weapon Skills Bonuses

	Wpn	Shld	Armr	Helm	Bts	Belt	Glvs	Ring	Ring	Nklce		Total
+ to Sword Skill												0
+ to Club/Mace Skill		15		12	17	11		13	6			74
+ to Hammer Skill												0
+ to Axe Skill												0
+ to Spear Skill												0
+ to Staff Skill												0
+ to Polearm Skill												0
+ to Bow/Crossbow Skill												0

7. Combat Skills Bonuses

	Wpn	Shld	Armr	Helm	Bts	Belt	Glvs	Ring	Ring	Nklce		Total
+ to Critical Strike Skill				14						4		18
+ to Spell Casting Skill		10	23	10		14		7	6	12		82
+ to Dual-Wielding Skill								4	10	7		21
+ to Shield Battle Skill		12	13	14	31	11						81

8. Magic Skills Bonuses

	Wpn	Shld	Armr	Helm	Bts	Belt	Glvs	Ring	Ring	Nklce		Total
+ to Attack Magic Skill	10			14	11	14		7		7		63
+ to Defense Magic Skill	25	10	18			12			8			73
+ to Charm Magic Skill	10	14	13					30				67

Tab 2 - The Character Model   Page 6 of 7

9. Add Damage Type Bonuses (weapons only)

	Wpn	Shld	Armr	Helm	Bts	Belt	Glvs	Ring	Ring	Nklce		Total
+ to Fire Damage(weapons)												
+ to Ice Damage(Weapons)		50										50
+ to Electric Damage(Weapons)												
+ to Undead Damage (Weapons)												

10. Percent Speed Bonuses

	Wpn	Shld	Armr	Helm	Bts	Belt	Glvs	Ring	Ring	Nklce		Total
% Faster Attack Speed	17											17
% Faster Casting Speed	9		14	12	14	11			5	4		69
% Faster Movement Speed				20	14	16		9	11			70

11. Treasure Bonuses

	Wpn	Shld	Armr	Helm	Bts	Belt	Glvs	Ring	Ring	Nklce		Total
% Increased Magic Find		14	1							22		37
% Increased Gold Find					81					57		138

12. Damage Reduction Bonuses

	Wpn	Shld	Armr	Helm	Bts	Belt	Glvs	Ring	Ring	Nklce		Total
% Damage Taken Reduced		25	14		22	15				8		75
+ to Damage Taken Reduced By												0

13. Resistance Bonuses

	Wpn	Shld	Armr	Helm	Bts	Belt	Glvs	Ring	Ring	Nklce		Total
Magic Resistance												0
Slashing Resistance												0
Piercing Resistance												0
Crushing Resistance												0
Fire Resistance				40	40							80
Ice Resistance				40	40							80
Electrical Resistance			40		40							80

14. Blocking and Reflection Bonuses

	Wpn	Shld	Armr	Helm	Bts	Belt	Glvs	Ring	Ring	Nklce		Total
% Increased Chance of Blocking		14		5	5	6						30
% Damage Reflected		8	4	5	8			3	3			31

15. Other Bonuses

	Wpn	Shld	Armr	Helm	Bts	Belt	Glvs	Ring	Ring	Nklce		Total
% Reduced Item Requirements	5							4				9
+ to Knockback												0

Once entered, all this data will be reflected in the green "OUTPUT" boxes in the various sections outlined above.

That's all there is to it. Have fun!

Tab 2 - The Character Model   Page 7 of 7