

# Tab 3: The Pet Model

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### 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 pet into a readily available place to enter into the spreadsheet. One thing you'll notice about the Pet Model is that only a single entry is required: your pet's level. All stats are calculated by the spreadsheet. So jot down your pet's level, and then write, type or take some pictures of the bonuses on your pet's jewelry, if desired. See below:

## The Pet Sheet



## An Example Item



## 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, a pet's stats are determined by level, but comparing item bonuses by filling in the Item Bonuses section can sure help you decide which is the best jewelry for your pet.

### 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 pet's level in the corresponding the red block, and all your pet's stats will be calculated by the spreadsheet automatically, as shown below:

### Pet Model Ability Stats

Level	1				
	Base	with Bonuses			
Strength	22	22	Minimum Damage	2	3
			Maximum Damage	7	8
Dexterity	45	45	Attack	83	83
			Defense	18	27
Vitality	30	30	Stamina	61	61
			Life	142	142
Magic	0	0	Mana	1	1

### 2.2.2 The Skills table

The skill scores for your pet will be derived from any entries in the Items Bonus section, as shown below:

#### Pet Model Skills

Skill	Base	with Bonuses
Sword		0
Club & Mace		0
Hammer		0
Axe		0
Spear		0
Staff		0
Polearm		0
Bow & Crossbow		0
Critical Strike		0
Spell Casting		0
Dual Wield		0
Shield		0
Attack		0
Defense		0
Charm		0

### 2.2.3 The Transformation table

The Transformation table lists the adjustments for all default fish types. Just copy the data from the monster you wish to evaluate to the corresponding blue boxes on line 22. For example, in the illustration below, the high-lighted numbers for the Shrike have been copied to the blue boxes.

You can also import data from modded transformations, see the The Introduction for details.

### Pet Transformation Table

Monster	Str	Dex	Vit	Mag	Armor	Min. Dam	Max. Dam	Attack	MinLevel
Cat/Dog	67	44	50	0	25	10	20	49	14
Abomination	38	43	45	60	33	12	18	48	14
Brain Beast	38	20	40	80	17	4	12	50	13
Cat	0	0	0	0	0	2	6	10	1
Creeping Widow	22	1	7	0	10	8	10	30	4
Dire Unicorn	57	64	52	40	35	2	14	52	14
Dire Wolf	63	39	64	0	27	8	18	69	16
Dog	0	0	0	0	0	2	6	10	1
Ebony Stalker	68	75	84	0	60	9	24	100	26
Gargoyle	58	0	60	0	17	7	20	39	10
Greater Basilisk	5	10	8	0	17	5	10	25	6
Lava Beetle	31	20	23	0	15	9	16	34	13
Nocturne Stalker	33	45	24	0	27	6	10	40	8
Owlbear	67	44	50	0	25	10	20	49	14
Salamander	78	62	61	0	36	12	21	73	22
Shrike	67	44	50	0	25	10	20	49	14
Snow Stalker	66	50	69	0	45	7	20	72	16
Timberwolf	38	35	27	0	22	6	10	36	7
Tunnel Spider	32	9	29	0	14	7	10	35	6
Unicorn	57	64	52	0	35	2	14	52	14
Venomous Wyvern	107	51	93	0	58	10	22	85	28
Vile Tarantula	63	63	79	0	47	12	20	73	18
Watcher	38	43	45	60	33	12	18	48	14
Wyvern	40	41	42	0	45	8	20	39	12

### 2.2.4 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 the jewelry you are considering for your pet.

This section is entirely optional, and can be used to great effect when comparing 2 single items against each other ( ie. compare two rings ). Just enter the bonuses into the blue boxes as shown below.

#### Important Note:

The presence (or absence) of any given bonus type within this table does imply that it “works” ( or in the case of absence, does not work ) when applied to the pet. I believe that to be beyond the scope of this document.

That said, it’s pretty much common sense... most pets do not carry weapons or shields, so weapon and shield skills are probably not a good bet for pet bonuses.

--Editor

### 1. Pet Ability Stat Bonuses

Attribute		Ring	Ring	Necklace		Total
% Strength						0
+ to Strength						0
% Dexterity						0
+ to Dexterity						0
% Vitality						0
+ to Vitality						0
% Magic						0
+ to Magic						0

### 2. Pet Attack, Damage, Defense and Derived Stat Bonuses

Attribute		Ring	Ring	Necklace		Total
% Damage Dealt						0
+ to Damage Dealt						0
% Attack Rating						0
+ to Attack Rating						0
% Defense Rating						0
+ to Defense Rating						0
% Stamina						0
+ to Stamina						0
% Life						0
+ to Life						0
% Mana						0
+ to Mana						0

### 3. Pet Derived Stat Stolen and Recovery Bonuses

Attribute		Ring	Ring	Necklace		Total
% Life Stealing						0
+ to HP Recovery						0
% Mana Stealing						0
+ to Mana Recovery						0
+ to Stamina Recovery						0

#### 4. Pet Weapons Skill Bonuses

Attribute	Ring	Ring	Necklace	Total
+ to Sword Skill				0
+ to Club/Mace Skill				0
+ 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

#### 5. Pet Combat Skills Bonuses

Attribute	Ring	Ring	Necklace	Total
+ to Critical Strike Skill				0
+ to Spell Casting Skill				0
+ to Dual-Wielding Skill				0
+ to Shield Battle Skill				0

#### 6. Pet Magic Skills Bonuses

Attribute	Ring	Ring	Necklace	Total
+ to Attack Magic Skill				0
+ to Defense Magic Skill				0
+ to Charm Magic Skill				0

#### 7. Pet Add Damage Type Bonuses

Attribute	Ring	Ring	Necklace	Total
+ to Fire Damage(weapons)				0
+ to Ice Damage(Weapons)				0
+ to Electric Damage(Weapons)				0
+ to Undead Damage (Weapons)				0

#### 8. Pet Percent Speed Bonuses

Attribute	Ring	Ring	Necklace	Total
% Faster Attack Speed				0
% Faster Casting Speed				0
% Faster Movement Speed				0

#### 9. Pet Treasure Bonuses

Attribute	Ring	Ring	Necklace	Total
% Increased Magic Find				0
% Increased Gold Find				0

### 10. Pet Damage Reduction Bonuses

Attribute		Ring	Ring	Necklace	Total
% Damage Taken Reduced					0
+ to Damage Taken Reduced By					0

### 11. Pet Resistance Bonuses

Attribute		Ring	Ring	Necklace	Total
Magic Resistance					
Slashing Resistance					
Piercing Resistance					
Crushing Resistance					
Fire Resistance					
Ice Resistance					
Electrical Resistance					

### 12. Other Bonuses

Attribute		Ring	Ring	Necklace	Total
% Reduced Item Requirements					0
+ to Knockback					0
% Increased Chance of Blocking					0
% Damage Reflected					0

Once entered, all this data will be reflected in the green “OUTPUT” boxes in the Pet Stats section outlined above.

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