

Guides

These are player and GM made guides to help explain some of the things both native to RO, wRO, and pre-renewal Raganrok.

- [NuMnUmZz Guide to Tasty Card combo's](#)
- [NuMnUmZz Tasty guide to Attributes, or how to not worry about gear and git gud](#)

NuMnUmZz Guide to Tasty Card combo's

Do you want to do big dick DPS? do you want to survive and not be running in circles with your head cut off?

You've come to the right place. I will give you all the secrets to not fucking die and do all the damages!!!

Some basics, a lot of defensive Card combinations (Most) are tied to things like Armor, Garment and Shield card slots. Shoes have some and so do Accessories.

Offensive card compounds are tied to weapons, some are tied to accessory slots and headgear slots. But for the most part headgear card compound slots and accessory slots exist as sort of utility and provide options.

Basic Defensive Card Compounds

Here is a list of elemental compounds on armor

Card	Item ID	Armor becomes	Extra effect
Pasana Card	4099	🔥 Fire 1	DEF +1
Swordfish Card	4089	💧 Water 1	DEF +1
Dokebi Card	4098	💨 Wind 1	DEF +1
Sandman Card	4101	🌍 Earth 1	DEF +1
Argiope Card	4114	☠️ Poison 1	DEF +1
Bathory Card	4119	🌑 Shadow 1	—
Evil Druid Card	4141	👁️ Undead 1	INT +1, DEF +1
Angeling Card	4054	☪️ Holy 1	—
Ghostring Card	4047	👻 Ghost 1	HP Recovery –25%

All these armor compounds change your element to the level 1 variant, which is approximately a -75% incoming damage from that same element. So if you are fighting Roweens (Hyenas for the plebs), their element is Wind, and if you get a piece of slotted armor with the dokebi card on it, you

would take -75% damage from Roweens. So instead of getting your dick chopped off for 300-500 damage, you would only take 75-125 damage per swing.

Also some things to consider; those cards do not ONLY change your element. Things like ghosting cards also decrease your hp/sp recovery by 25% so be aware there are in some instances costs. I am not going to list those here, you can check the [wRO database](#) OR [Rate my server](#)

Here is a brief list of Garment compounds to help some more with not fucking dying.

Card	Compounds on	Damage reduced	Reduction	Other important effect
Orc Baby	Garment	Neutral	10%	Becomes 15% on +9 or higher garment; +Flee
Noxious	Garment	Neutral	10%	Also 10% ranged damage reduction
Harpy	Garment	Neutral	15%	+5% Napalm Beat damage
Raydric	Garment	Neutral	20%	No drawback
Deviling	Garment	Neutral	50%	+50% damage taken from every non-Neutral element
Jakk	Garment	Fire	30%	Flee +5
Marse	Garment	Water	30%	Flee +5
Dustiness	Garment	Wind	30%	Flee +5
Hode	Garment	Earth	30%	Flee +5
Myst	Garment	Poison	30%	Flee +5
Isis	Garment	Shadow	30%	Flee +5
Marionette	Garment	Ghost	30%	Flee +5
Orc Zombie	Garment	Undead	30%	Flee +5

Here is another list of Shield compounds to assist with also not fucking dying. Side-note, the left column is what it mitigates, the center section is what monster drops the card. ALSO Demi-human is just humans, so other players count as demi-human, if you are ever curious about a monster's race, check [Rate my server MonsterDB](#).

Shield Card Mitigation Compounds

Race	Card	Slot	Reduction
Demi-Human	Thara Frog	Shield	30%

Race	Card	Slot	Reduction
Brute	Orc Warrior	Shield	30%
Insect	Bigfoot	Shield	30%
Formless	Penomena	Shield	30%
Demon	Khalitzburg	Shield	30%
Undead	Teddy Bear	Shield	30%
Fish	Rafflesia	Shield	30%
Plant	Soldier Andre	Shield	30%
Dragon	Sky Petite	Shield	30%
Angel	Anubis	Shield	30%

BIG DICK DAMAGE or Offensive Card Combos

Now that I have covered how not to die like a bitch, let's get into how to do BIG dick damage. This can actually be really complicated, so let's simplify this.

First and foremost, the way the Ragnarok online calculates damage from cards is that each damage type will multiply with another type. So let's take the classic PvP combo "Double Bloody Double Boned" AKA (2) Skeleton worker cards (+15% damage on medium monsters) and (2) Hydra Cards (+20% damage on Demi-human.)

In this case, you ADD the 2x Skel-workers so it's $15\% + 15\% = 30\%$ 1.30 (130% damage)

And then ADD the 2xHydras $20\% + 20\% = 40\%$ OR 1.40 (140%)

Then you multiply them

So $1.30 * 1.40 = 1.82$

and if we convert it back to %, you would be hitting a whopping 182% damage on the target. Big wow!!! (insert Shamwow meme here)

TO BE FAIR, you are getting a whopping 2% extra damage by doing thisc compared to just doing 4 hydra cards, but this demonstrates what I am getting at.

When you are trying to figure out how much damage you want to do on a specific type or Element monster, we need to reverse engineer what cards we are looking for. ALSO consulting the elemental Attributes table is very useful because there are different tiers to elemental damage and defenses. You can find that at [Rate my server](#)

Let's take a Roween a popular leveling monster and work from there. To determine how much damage we want to do, and how much we want to mitigate, we need to look in this section, which I

have "circled" in red.

Roween (ROWEEN) Mob-ID#1782						On Maps		Elements	
HP	5716					ice_dun01(5) - Ice Cave F1 ra_fild03(10) - The Plain of Ida ra_fild04(60) - Audhumbla Grassland ra_fild07(50) - Od Canyon ra_fild10(10) - Od Canyon		Neutral	100%
Level	31							Water	50%
Race	Brute							Earth	150%
Property	Wind 1							Fire	100%
Size	Medium							Wind	25%
Hit(100%)	90							Poison	125%
Flee(95%)	173		Base Exp	16690		Mode - Looter - Assist - Change Target (Attack)		Holy	100%
Walk Speed	Slow		Job Exp	12660				Shadow	100%
Atk Delay	0.84s				Ghost			100%	
Attack	298-377		Base Exp / HP	2.92:1				Undead	100%
Def	0		Job Exp / HP	2.215:1				Skill Analysis Renewal 	
Magic Def	7		Delay After Hit	Short					
Atk Range	1 cells		Str	51	Int	18			
Spell Range	10 cells		Agi	39	Dex	67			
Sight Range	12 cells		Vit	48	Luk	19			
Drops									
Animal Skin (100%)		Wind of Verdure (2.5%)		Combo Battle Glove [4] (0.1%)		Roween Card (0.05%)		Rotten Meat (100%)	
Monster Skills									
Multi-stage Attack [Lv4]					Wind Attribute Attack [Lv2]				

We know its Race, elemental property, its size, and we now how much hit rate it has to hit at 100% and how much Flee (dodge rate) it has. This gives us everything we need to not die, and to do lots of damage. Also, if we look on the RIGHT side, we can see its elemental weaknesses.

Roween (ROWEEN) Mob-ID#1782						On Maps	Elements	
HP	5716					ice_dun01(5) - Ice Cave F1	Neutral	100%
Level	31					ra_fild03(10) - The Plain of Ida	Water	50%
Race	Brute					ra_fild04(60) - Audhumbla Grassland	Earth	150%
Property	Wind 1					ra_fild07(50) - Od Canyon	Fire	100%
Size	Medium					ra_fild10(10) - Od Canyon	Wind	25%
Hit(100%)	90						Poison	125%
Flee(95%)	173	Base Exp	16690				Holy	100%
Walk Speed	Slow	Job Exp	12660				Shadow	100%
Atk Delay	0.84s						Ghost	100%
Attack	298-377	Base Exp / HP	2.92:1				Undead	100%
Def	0	Job Exp / HP	2.215:1				Skill Analysis Renewal	
Magic Def	7	Delay After Hit	Short					
Atk Range	1 cells	Str	51	Int	18			
Spell Range	10 cells	Agi	39	Dex	67			
Sight Range	12 cells	Vit	48	Luk	19			
Drops								
Animal Skin (100%) Wind of Verdure (2.5%) Combo Battle Glove [4] (0.1%) Roween Card (0.05%) Rotten Meat (100%)								
Monster Skills								
Multi-stage Attack [Lv4] Wind Attribute Attack [Lv2]								

Now that we know what this monster is, we can start looking at card compounds. The simple way to do this is 2x2, or 2 cards of one damage and 2 of another damage. We are going to assume you have a four slot weapon (I will explain less slots in the next sub section.) Let's list all the weapon compounds you can use and work from there.

Weapons that increase damage via Size

Target size	Card	Prefix	Effect	Item ID
Small	Desert Wolf Card	Gigantic	+15% damage vs Small, ATK +5	4082
Medium	Skeleton Worker Card	Boned	+15% damage vs Medium, ATK +5	4092
Large	Minorous Card	Titan	+15% damage vs Large, ATK +5	4126

Weapon card compounds that increase damage via Element

Target Property	Weapon Card	Damage Increase	Item ID
Neutral	— None	—	—

Target Property	Weapon Card	Damage Increase	Item ID
Water	Drainliar Card	+20%	4069
Earth	Kaho Card	+20%	4065
Fire	Vadon Card	+20%	4049
Wind	Mandragora Card	+20%	4030
Poison	Anacondaq Card	+20%	4062
Holy	Orc Skeleton Card	+20%	4085
Shadow	Santa Poring Card	+20%	4005
Ghost	Mao Guai Card	+20%	4202

Weapon card compounds that increase damage via Race

Target Race	Weapon Card	Damage Increase
Demi-Human	Hydra Card	+20%
Brute	Goblin Card	+20%
Insect	Caramel Card	+20%
Formless	Peco Peco Egg Card	+20%
Demon	Strouf Card	+20%
Fish	Flora Card	+20%
Plant	Scorpion Card	+20%
Dragon	Earth Petite Card	+20%
Angel	— None	—

Now that I have given you a list of options, some key notes: The categories for **Race damage** and **Elemental damage** are usually easy to distinguish, but there are a few confusing exceptions. An example is ***Undead***, which has two separate categories. There is **Undead Element** and **Undead Race**, so when you look at a card, you may need to double check whether it specifies "element" or "race" to correctly understand the math.

ALRIGHT Let's kill Roweens! First, we want the highest Percentages in both of our 2x2 categories. We know it's Wind T1, Brute, and medium type. Let's consult my handy dandy graphs because bitches love graphs.

Weapon	Race	Element	Size	Flat ATK	Multiplier
2 Goblin + 2 Mandragora	+40%	+40%	—	—	1.96x

Weapon	Race	Element	Size	Flat ATK	Multiplier
2 Mandragora + Goblin + Skeleton Worker	+20%	+40%	+15%	+5	1.932×
2 Mandragora + 2 Skeleton Worker	—	+40%	+30%	+10	1.82×

WOW numbers! Honestly, just look at the multiplier on the right and turn it into a % which looks like

2xGobby+2xMandro = 196%

2xMandro +Gobby+Skel-Worker=193.2%

2xMandro=2xSkel-Worker=182%

Clearly, we want the two highest percentages multiplied against each-other, but there is the break down to show it. I didn't feel like showing you all the math this time.

Now let's look at a three card combo and a 2 card combo option.

3 Card Weapon

3-Card Weapon Combo	Race Bonus	Element Bonus	Size Bonus	Flat ATK	Damage Multiplier
2 Goblin + 1 Mandragora	+40%	+20%	—	—	1.68×
1 Goblin + 1 Mandragora + 1 Skeleton Worker	+20%	+20%	+15%	+5 ATK	1.656×
1 Mandragora + 2 Skeleton Worker	—	+20%	+30%	+10 ATK	1.56×

2 Card Weapon

2-Card Weapon Combo	Race Bonus	Element Bonus	Size Bonus	Flat ATK	Damage Multiplier
Goblin + Mandragora	+20%	+20%	—	—	1.44×
Goblin + Skeleton Worker	+20%	—	+15%	+5 ATK	1.38×

2-Card Weapon Combo	Race Bonus	Element Bonus	Size Bonus	Flat ATK	Damage Multiplier
Mandragora + Skeleton Worker	—	+20%	+15%	+5 ATK	1.38×

Clearly, the **OPTIMAL** strategy is getting a 4 slot weapon, but there are the multipliers for the other weapon options.

These are **JUST** the basics. There are many more card combinations available to be played with in our dope ass wRO server. This HOPEFULLY will give you the tools to not fucking die and do big dick damage. Be aware that I haven't told you everything. I want you to explore and find things! I have given you some fish, hopefully you have learned to fish, good luck happy hunting. See you in the dungeons.

Addendum

Weapon Cards that increase Hit

Weapon Card	HIT Bonus	Other Effect	Item ID	MVP Card?
Stone Shooter Card	+10 HIT	ATK +10	4225	No
Fur Seal / Seal Card	+10 HIT	FLEE +3	4312	No
Mummy Card	+20 HIT	—	4106	No
Howard Alt-Eisen Card	+30 HIT	ASPD −5%	4362	No
Phreeoni Card	+100 HIT	—	4121	YES

Weapon Cards that increase Crit

Weapon Card	CRIT Increase	Condition / Target	Item ID	MVP Card?
Lunatic Card	+1 CRIT	Always	4006	No
Wolf Card	+1 CRIT	Always; also ATK +15	4029	No

Weapon Card	CRIT Increase	Condition / Target	Item ID	MVP Card?
Soldier Skeleton Card	+9 CRIT	Always	4086	No
Gryphon Card	+7 CRIT	Always; also FLEE +2	4163	No
Bow Guardian Card	+5 CRIT	While using a Bow; also HIT +5	4428	No
Sword Guardian Card	+5 CRIT	While using 1H/2H Sword; also HIT +5	4427	No
Drosera Card	+15 CRIT	Long-range physical attacks only	4421	No
Mobster Card	+4 CRIT	Thief-class only	4317	No
Seal / Fur Seal Card	+9 CRIT	Acolyte-class vs Demon & Undead	4312	No
Eremes Guile Card	+10 CRIT	vs Demi-Human	4360	No
Assaulter Card	+7 CRIT	vs Demi-Human	4246	No
Cruiser Card	+7 CRIT	vs Brute	4297	No
Bloody Murderer Card	+7 CRIT	vs Insect	4214	No
Goblin Steamrider Card	+7 CRIT	vs Formless	4156	No
Panzer Goblin Card	+7 CRIT	vs Demon	4310	No
Goblin Archer Card	+7 CRIT	vs Undead	4157	No
Rotar Zairo Card	+7 CRIT	vs Fish	4192	No
Kobold Archer Card	+7 CRIT	vs Plant	4292	No
Dullahan Card	+7 CRIT	vs Dragon	4176	No

Accessory Cards that increase Crit

Accessory Card	CRIT Increase	Condition	Item ID	MVP Card?
Kobold Card	+4 CRIT	Always	4091	No
Heater Card	+3 CRIT	Always	4331	No
Zhu Po Long Card	+3 CRIT	Always	4272	No

Accessory Card	CRIT Increase	Condition	Item ID	MVP Card?
Ragged Zombie Card	+5 CRIT	vs. Demi-Human	4436	No
Ifrit Card	+1 CRIT per 10 Job Levels	Up to +5 at Job Lv. 50	4430	YES

NuMnUmZz Tasty guide to Attributes, or how to not worry about gear and git gud

You might be a tad bit confused when you increase your stats and things don't feel right or don't make sense. so lets demystify your Attributes

You have your base attributes and then you have your compound attributes Base Attributes are highlighted in green and compound are highlighted in orange



Handy dandy base attributes Table

Attribute	Primary Effects
STR	Melee ATK, STR damage bonus every 10 STR, weight limit, minor ranged damage
AGI	FLEE, ASPD
VIT	Max HP, Soft DEF, HP regeneration, healing-item effectiveness, status resistance
INT	MATK, Soft MDEF, Max SP, SP regeneration, SP-item effectiveness, some status resistance
DEX	HIT, cast-time reduction, weapon damage consistency, ranged ATK, minor ASPD
LUK	CRIT, Perfect Dodge, minor ATK, resistance to several statuses, crafting success

STR — Strength

STR is the primary offensive stat for most **melee physical characters**. Each point increases melee attack, while every 10 total STR gives an increasingly large bonus through the classic $\text{STR} + \text{floor}(\text{STR}/10)^2$ progression. It also increases carrying capacity by **30 weight per base STR**. STR contributes only a small amount to ranged weapon damage compared with DEX.

GETTING INTO THE WEEDS: This is how your strength is calculated

$$\text{STR} + \lfloor 10\text{STR} \rfloor / 2$$

$\lfloor 10\text{STR} \rfloor$ this essentially means it will round down to the nearest whole number

Weeds TLDR: put STR+bonus STR to 10's I.E 10, 20, 30, etc... numbers for strength so you get the most out of your status points and damage.

AGI — Agility

AGI primarily controls **attack speed and dodge**. Each point gives **+1 FLEE** and contributes substantially toward ASPD, although your actual ASPD also depends on class, weapon type, DEX, skills, and buffs. AGI does **not** reduce cast time or increase movement speed in classic mechanics. USE Concentration, Awake, and Berserk Potions they are your friend for ASPD

GETTING INTO THE WEEDS: This is your ASPD formula, you dirty filthy math nerd fucks

For **wRO**, the basic ASPD formula is:

$$\text{ASPD} = 200 - (\text{WD} - 10(\text{WD} \times \text{AGI} / 25) + (\text{WD} \times \text{DEX} / 100)) \times (1 - \text{SM})$$

Where:

- **WD** = Weapon Delay, based on your **class + weapon type**
- **AGI** = your total AGI
- **DEX** = your total DEX
- **SM** = ASPD speed modifiers from things like **potions and skills**

In simple terms, **your class and weapon determine your starting attack delay**, then **AGI does most of the work reducing that delay**, while **DEX contributes about one-quarter as much as AGI**. ASPD buffs then reduce the remaining delay further. This is why the same AGI/DEX can produce different ASPD on different classes or weapon types.

WD or Weapon Delay Table

Class	Weapon → WD
Novice / Novice High / Baby Novice / Super Novice / Baby Super Novice	Unarmed 50 · Dagger 65 · 1H Sword 70 · 1H Axe 80 · Mace 70 · Rod 65 · 2H Staff 65
Swordman / Swordman High / Baby Swordman	Unarmed 40 · Dagger 50 · 1H Sword 55 · 2H Sword 60 · 1H Spear 65 · 2H Spear 70 · 1H Axe 70 · 2H Axe 75 · Mace 65
Magician / Magician High / Baby Magician	Unarmed 50 · Dagger 60 · Rod 70 · 2H Staff 70
Archer / Archer High / Baby Archer	Unarmed 40 · Dagger 60 · Bow 70
Acolyte / Acolyte High / Baby Acolyte	Unarmed 40 · Mace 60 · Rod 60 · 2H Staff 60
Merchant / Merchant High / Baby Merchant	Unarmed 40 · Dagger 60 · 1H Sword 70 · 1H Axe 70 · 2H Axe 75 · Mace 70
Thief / Thief High / Baby Thief	Unarmed 40 · Dagger 50 · 1H Sword 65 · 1H Axe 80 · Bow 80
Knight / Lord Knight / Baby Knight	Unarmed 40 · Dagger 50 · 1H Sword 50 · 2H Sword 55 · 1H Spear 60 · 2H Spear 60 · 1H Axe 70 · 2H Axe 70 · Mace 65
Priest / High Priest / Baby Priest	Unarmed 40 · Mace 60 · Rod 60 · Book 60 · 2H Staff 60
Wizard / High Wizard / Baby Wizard	Unarmed 50 · Dagger 57.5 · Rod 62.5 · 2H Staff 62.5
Blacksmith / Whitesmith / Baby Blacksmith	Unarmed 40 · Dagger 60 · 1H Sword 65 · 1H Axe 65 · 2H Axe 65 · Mace 67.5
Hunter / Sniper / Baby Hunter	Unarmed 40 · Dagger 60 · Bow 60
Assassin / Assassin Cross / Baby Assassin	Unarmed 40 · Dagger 50 · 1H Sword 65 · 1H Axe 80 · Katar 50
Crusader / Paladin / Baby Crusader	Unarmed 40 · Dagger 50 · 1H Sword 50 · 2H Sword 55 · 1H Spear 60 · 2H Spear 60 · 1H Axe 70 · 2H Axe 70 · Mace 65
Monk / Champion / Baby Monk	Unarmed 40 · Mace 57.5 · Rod 57.5 · Knuckle 47.5 · 2H Staff 57.5
Sage / Professor / Baby Sage	Unarmed 45 · Dagger 52.5 · Rod 62.5 · Book 55 · 2H Staff 62.5
Rogue / Stalker / Baby Rogue	Unarmed 40 · Dagger 50 · 1H Sword 55 · Bow 65
Alchemist / Creator / Baby Alchemist	Unarmed 40 · Dagger 55 · 1H Sword 57.5 · 1H Axe 67.5 · 2H Axe 70 · Mace 65
Bard / Clown / Baby Bard	Unarmed 40 · Dagger 55 · Bow 65 · Instrument 57.5
Dancer / Gypsy / Baby Dancer	Unarmed 40 · Dagger 55 · Bow 65 · Whip 57.5

Class	Weapon → WD
Gunslinger	Unarmed 50 · Revolver 70 · Rifle 75 · Gatling Gun 70 · Shotgun 150 · Grenade Launcher 150
Ninja	Unarmed 40 · Dagger 50 · Fuuma Shuriken 75
Taekwon	Unarmed 40
Star Gladiator / TaeKwon Master	Unarmed 40 · Book 50
Soul Linker	Unarmed 50 · Dagger 57.5 · Rod 62.5 · 2H Staff 62.5
Source	Classic class/weapon delay database (GitHub); WD corresponds to the Pre-Renewal ASPD formula's WD = 50 × BTBA . (irowiki.org)

Weeds TLDR: AGI is your biggest contributor and ASPD potions use ASPD potions. USE Concentration, Awake, and Berserk Potions they are your friend for ASPD

VIT — Vitality

VIT is the main **durability stat**. Each point increases maximum HP by roughly **1% of your class's base HP**, contributes to your Soft/VIT DEF, improves HP recovery and healing-item effectiveness, and provides resistance to statuses such as Stun, Silence, Poison, and Bleeding. It is therefore valuable even though VIT DEF itself is only flat damage reduction.

Getting into the Weeds: Here is a table showing you the differences in hp each class has, it is based on class and Base level

Job Class	HP A	HP B	Lv. 99 Effective Base HP	HP per VIT @ 99
Novice	0.00	5	530	5.30
High Novice	0.00	5	662*	6.63
Super Novice	0.00	5	2,530†	25.30
Swordman	0.70	5	3,997	39.97
High Swordman	0.70	5	4,996*	49.96
Archer	0.50	5	3,029	30.29
High Archer	0.50	5	3,786*	37.86
Thief	0.50	5	3,029	30.29

Job Class	HP A	HP B	Lv. 99 Effective Base HP	HP per VIT @ 99
High Thief	0.50	5	3,786*	37.86
Acolyte	0.40	5	2,510	25.10
High Acolyte	0.40	5	3,137*	31.38
Merchant	0.40	5	2,510	25.10
High Merchant	0.40	5	3,137*	31.38
Mage	0.30	5	2,020	20.20
High Mage	0.30	5	2,525	25.25
Knight	1.50	5	7,978	79.78
Lord Knight	1.50	5	9,972*	99.73
Crusader	1.10	7	6,177	61.77
Paladin	1.10	7	7,721*	77.21
Hunter	0.85	5	4,739	47.39
Sniper	0.85	5	5,923*	59.24
Bard	0.75	3	4,056	40.56
Clown	0.75	3	5,070	50.70
Dancer	0.75	3	4,056	40.56
Gypsy	0.75	3	5,070	50.70
Assassin	1.10	5	5,979	59.79
Assassin Cross	1.10	5	7,473*	74.74
Rogue	0.85	5	4,739	47.39
Stalker	0.85	5	5,923*	59.24
Priest	0.75	5	4,254	42.54
High Priest	0.75	5	5,317*	53.18
Monk	0.90	6.5	5,137*	51.38
Champion	0.90	6.5	6,421*	64.22
Blacksmith	0.90	5	4,989	49.89
Whitesmith	0.90	5	6,236*	62.36
Alchemist	0.90	5	4,989	49.89
Creator	0.90	5	6,236*	62.36
Wizard	0.55	5	3,254	32.54

Job Class	HP A	HP B	Lv. 99 Effective Base HP	HP per VIT @ 99
High Wizard	0.55	5	4,067*	40.68
Sage	0.75	5	4,254	42.54
Professor	0.75	5	5,317*	53.18
TaeKwon Kid	0.70	5	3,997	39.97
TaeKwon Master / Star Gladiator	0.90	6.5	5,137*	51.38
Soul Linker	0.75	5	4,254	42.54
Ninja	0.80	0	3,994	39.94
Gunslinger	0.75	0	3,759	37.59

INT — Intelligence

INT is the primary **magic and SP stat**. It raises MATK, increases Soft MDEF, gives **+1% Max SP per INT**, improves SP-item recovery, and increases natural SP regeneration. Pre-Renewal MATK also has important breakpoints: minimum MATK gets a bonus every **7 INT**, while maximum MATK gets a bonus every **5 INT**.

DEX — Dexterity

DEX primarily controls **accuracy and casting speed**. Each point gives **+1 HIT** and reduces classic variable cast time by **1/150**, making **150 DEX instant cast** for skills governed by that formula. DEX also raises the minimum damage of weapons, reducing damage variance, contributes slightly to ASPD, and replaces STR as the primary physical damage stat for **bows, guns, instruments, and whips**.

LUK — Luck

LUK is the miscellaneous offensive/defensive stat. Each point gives about **+0.3 CRIT** and **+0.1 Perfect Dodge**, while every **5 LUK gives +1 ATK**. It also reduces an enemy's chance to critically hit you and provides varying resistance to several status effects. LUK also affects crafting systems such as Blacksmith forging and Alchemist brewing, but **does not increase item drop rates**.

Compound Attributes

ATK is your physical attack power. It is built from your stats, weapon ATK, refinement, flat ATK bonuses, and other effects, then feeds into the physical damage formula before modifiers like skill damage, enemy DEF, element, race, size, and cards are applied. In Pre-Renewal, STR is the main contributor for melee weapons, while DEX fills that role for ranged weapons.

MATK is your magical attack power and determines the base damage range of most offensive magic. In Pre-Renewal it is driven primarily by INT, with separate minimum and maximum MATK values, so spell damage naturally varies between casts. Rods and some equipment can also increase MATK by a percentage.

HIT determines your chance to successfully land normal physical attacks and most physical skills. It is primarily increased by DEX and your Base Level, and is compared against the target's FLEE. Higher HIT is particularly important against high-AGI monsters and evasive players.

Critical determines your chance to perform a critical physical attack. CRIT is primarily increased by LUK, equipment, cards, and skills. Critical hits automatically connect regardless of normal HIT/FLEE and, in Pre-Renewal, ignore both Hard DEF and VIT/Soft DEF, making them especially effective against heavily armored targets.

DEF reduces incoming physical damage. Pre-Renewal has two forms: **Hard DEF**, mainly from equipment, reduces physical damage by a percentage; and **Soft DEF**, mainly derived from VIT, subtracts a flat amount afterward. Critical attacks bypass both forms of DEF.

Here is a more in depth description of your defense compound attribute

In **wRO**, the two DEF numbers work very differently. In your status window it shows your DEF like this:

DEF 40 + 35

the **40** is **Equipment DEF / Hard DEF**, while the **35** is **VIT DEF / Soft DEF**. Hard DEF is percentage-based; Soft DEF is flat/subtractive.

The basic physical damage calculation is essentially:

$\text{Damage} = (\text{Incoming Damage} \times (1 - \text{Hard DEF}/100)) - \text{Soft DEF}$

So **Hard DEF happens first**, then **VIT DEF gets subtracted afterward**.

Example: 40 + 35 DEF

Suppose a monster's attack reaches the DEF stage at **1,000 damage**.

Your **40 Hard DEF** removes 40%:

$$1000 \times (1 - 0.40) = 600$$

Then your **35 Soft DEF** is subtracted:

$$600 - 35 = 565$$

So you take about **565 damage**.

MDEF reduces incoming magical damage. Like DEF, Pre-Renewal separates it into **Hard MDEF** from equipment, which provides percentage-based magic reduction, and **Soft MDEF** derived largely from INT and VIT, which subtracts additional damage after the percentage reduction.

FLEE determines your chance to evade most physical attacks. It is primarily increased by AGI and Base Level and is compared against the attacker's HIT. Normal avoidance is capped at a 95% success rate, and Pre-Renewal applies a significant FLEE penalty when multiple enemies are attacking you simultaneously.

ASPD determines how quickly you can perform normal attacks. It depends on your class, equipped weapon type, AGI, DEX, and attack-speed modifiers from skills, consumables, and equipment. AGI contributes much more strongly than DEX, and because ASPD represents decreasing delay between attacks, gains at higher ASPD values produce increasingly large increases in attacks per second.

ASPD Formula again

For **wRO**, the basic ASPD formula is:

$$\text{ASPD} = 200 - (\text{WD} - 10(\text{WD} \times \text{AGI} / 25) + (\text{WD} \times \text{DEX} / 100)) \times (1 - \text{SM})$$

Where:

- **WD** = Weapon Delay, based on your **class + weapon type**
- **AGI** = your total AGI
- **DEX** = your total DEX
- **SM** = ASPD speed modifiers from things like **potions and skills**

In simple terms, **your class and weapon determine your starting attack delay**, then **AGI does most of the work reducing that delay**, while **DEX contributes about one-quarter as much as AGI**. ASPD buffs then reduce the remaining delay further. This is why the same AGI/DEX can produce different ASPD on different classes or weapon types.

These are fairly straight forward straight-forward descriptions for all your base attributes and compound attributes in your Attributes window (Alt+A)