

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

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Where:

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