

Character Attribute Values

Contact me on Discord if something needs correction (Takeshi#1405)

What do those numbers in your character's stat mean

Attribute	Value	
♥ Max HP	5816	+2326
🔥 ATK	355	+238
⚡ Hashrate	301	+169
🛡 Physical DEF	149	+86
⚡ Operand DEF	156	+68
🕒 Attack Speed	93	

There are two types of numbers displayed here, the black number and orange number. The black number represents the base value of your character, while the orange number represents the additional value gained from various sources which we will see again in a bit.

Orange numbers = **Black numbers** × **Percentage bonus** + **Fixed Number**

Percentage bonus = Character star bonus + Percentage Procedural Efficiency + Percentage Algorithm Bonus

Fixed Number = Flat Breakthrough + Flat Character Affinity + Flat Procedural Efficiency + Flat Algorithm Bonus

1	Maximum HP  Max HP	Determines the ability to endure damage
2	Physical Attack  ATK	Determines the damage dealt either with normal attacks and certain skills
3	Calculation Power/Hashrate  Hashrate	Determines the damage dealt either with some skills.
4	Physical Defense  Physical DEF	Reduces Incoming Physical Damage by a certain percentage
5	Calculation Defense/Operand Defense  Operand DEF	Reduces Incoming Calculation/Hashrate Damage by a certain percentage
6	Attack Speed  Attack Speed	How fast your unit attacks
7	Critical Rate  Crit Rate	Determines the probability that an attack becomes a critical hit. Skills will not crit by default
8	Critical Damage  Crit Damage	Determines the amount a critical hit's damage is increased by.
9	Physical Penetration  Physical Penetration	Ignore a portion of physical defense

10	Calculation/Operand Penetration  Operand Penetration	Ignore a portion of Calculation/Hashrate Defense
11	Dodge Rate  Dodge Rate	The chance to dodge normal attacks. Skills cannot be dodged by default.
12	Post-battle HP regen  Post-battle HP Regen	The amount of HP recovered after battle
13	Cooldown Reduction/Skill Rapidity  Skill Rapidity	Determines active skill's recharge speed
14	Debuff Resistance  Debuff Resistance	Reduces the duration of debuffs character has received
15	Reflect/Backlash  Backlash	Deals True damage back to the attacker by a certain percentage
16	Damage Boost  Damage Boost	Increase damage dealt by a certain percentage
17	Injury Mitigation  Injury Mitigation	Reduces incoming damage by a percentage. This is taken into account after defense.
18	Healing Effect Increase  Healing Effect	Increases healing effectiveness by a certain percentage

Attack/Hashrate?

Some characters may use different attributes to deal damage, and this can be confusing for newer players. This part will be dedicated to clear the confusion.

Every character's basic attack deals **Physical damage**, unless stated differently in their description.

Character's passive and active skill as well as ultimate deals different types of damage, it can be different even if they are in the same class, so you need to look at their skills carefully.

Heals and shields are affected by Calculation power/Hashrate most of the time.

Attack deals **Physical damage**

Hashrate deals **Operand damage**

Notes Before Diving into Calculation System

Attribute = Can be **Physical Attack** or **Hashrate** depending on what the type it uses. Check this in the skill description.

Overload Modifier = The modifier that comes in when you drag the fight for too long.

In Depth Calculation System

Damage Calculation

Base Damage

For physical damage and calculated damage:

Base damage = Value of corresponding attribute × corresponding multiplier × defense coefficient

For physical derived damage and calculated derived damage:

Base damage = value of corresponding attribute × corresponding multiplier × defense coefficient

For true damage:

Base damage = the value of the corresponding attribute × the corresponding multiplier

$$\text{Defense coefficient} = \frac{1000}{1000 + \text{Defense} - \text{Penetration}}$$

Final Damage

Physical and calculation/hashrate damage:

Final Damage = **Base Damage** × Damage Modifier × Overload Modifier × Crit Damage (If Crit)

Derivative Physical and calculation/hashrate damage:

Final Damage = **Base Damage** × Damage Modifier × Overload Modifier × Crit Damage

True Damage:

Final Damage = **Base Damage** × Damage Modifier × Overload Modifier

Attack Speed

$$\text{Time needed for a basic attack} = \frac{400}{(100 + \text{Attack Speed})}$$

Dodge

There are 2 variable checks before a damage is counted as hit.

1. Blind
2. Dodge

They have the same system, just with different variables.

Hit Rate 1 = 1 - Blind percentage

If the first check counts as hit, it goes in to the second formula

Hit Rate 2 = 1 - Dodge percentage

If the damage passes both of the variable checks above, it counts as a hit.

Hit rate cannot be lower than 20% in both formulas

Healing Modifier

Final HP Recovery = Post-battle HP regen × Healing Modifier × Overload Modifier

Heal Modifier = 1 + Character's Healing Effect + Target's Healing Effect

Shield Amount

Shield Amount = Attribute × Multiplier × Overload Modifier

Attribute is Attack/Hashrate, whichever attribute the shield uses

Cooldown Reduction/Skill Rapidity

$$\text{Skill CD Ratio} = \text{Initial CD} \times \frac{100\%}{100\% + \text{Skill Haste}}$$

Debuff Resistance

Every 1 point reduces the control time by 0.1%, up to a maximum of 60%.

$$\text{Duration of CC} = \text{Initial CC duration} \times \left(1 - \frac{\text{Debuff Resistance}}{1000}\right)$$

Reflect/Backlash

$$\text{Reflected damage} = \text{damage received} \times \text{reflect ratio}$$

1. Damage received does not include derivative damage and true damage.
2. Reflect will only count HP loss and not shield loss, therefore you cannot reflect damage using shield.
3. Reflect damage counts as true damage and cannot be dodged.

Derivative Damage

Damage bonus triggered by function cards or another source

Affected by defense

Doesn't trigger reflect damage/backlash, lifesteal, or other damage-related effects.

Cannot trigger function card.

Temporary Dump

♥ 最大生命	💣 暴击率	⌚ 技能急速
🔥 攻击力	💣 暴击伤害	🔄 效果抵抗
⚡ 算力	🛡️ 物理穿透	🔄 反伤
🛡️ 物理防御	🛡️ 算量穿透	🔥 伤害提高
🛡️ 算量防御	🏃 闪避率	🩹 受伤减少
🕒 攻速值	♥ 战后生命恢复	⚕️ 治疗效果

♥ Max HP
🔥 ATK
⚡ Hashrate
🛡️ Physical DEF
🛡️ Operand DEF
🕒 Attack Speed

 Crit Rate

 Crit Damage

 Physical Penetration

 Operand Penetration

 Dodge Rate

 Post-battle HP Regen

 Skill Rapidity

 Debuff Resistance

 Backlash

 Damage Boost

 Injury Mitigation

 Healing Effect