

Weapons:

Sword and Shield - Tank or Sustained Damage

Stats: 1.17 damage per Strength. 0.85 per Dexterity

Hatchet - Thrown or Melee Damage

Stats: 1.15 damage per Strength. 0.86 per Dexterity

Spear - Utility and Damage

Stats: 1.29 damage per Dexterity. 0.92 per Strength

Rapier - Defense or Damage

Stats: 1.13 damage per Dexterity. 0.81 per Intelligence

Musket - Long range damage

Stats: 1.2 damage per Dexterity. 0.87 per Intelligence

Bow - Utility, Speed, and Damage

Stats: 1.34 damage per Dexterity

Fire Staff and Ice Gauntlet - Damage and Debuffs

Stats: 1x damage scaling per Intelligence

Life Staff - Heals and Buffs

Stats: 1 damage per Focus

Other Stats:

Focus - 2% mana regeneration and 0.5% cooldown reduction per point

Constitution - Starts at 25 HP per point. Later on the diminishing returns strike resulting in 21 HP per point

[New World Stat/Weapon calculator](#)

Terminology:

Bufs: Cleanse (removes Debuffs), Empower (increases attack damage), Fortify (increases damage absorption), Haste (increase run/walk speed), Heal

Debuffs: Slow (decreases run/walk speed), Rend (reduces damage absorption), Weaken (reduces attack damage), Disease (reduces Heal), Exhaust (reduces stamina regeneration), Silence (disables abilities), Root (disables movement), Stun (disables all actions)

Damage Over Time (DOT): Burn (applies fire damage), Bleed (applies physical damage), Poison (applies magic), Shock (applies stamina damage)

Credits: FextraLife, Fandom, various Youtube Videos and websites

Good Youtube videos to watch: [Paladin build \(update\)](#), [Damage vs Health](#), [Health/Damage Scaling](#), [Musket tips](#), [Fishing Videos](#), [How to level weapons fast](#)

Good resources or information: [Fishing Cheat Sheet](#), [Armor Damage Reduction](#), [New World Crafting Quick Sheet](#), [New World Weapon Purposes](#)

Note: Assuming the damage reduction values are accurate and the game rounds up.. After 565 physical or elemental resistance the damage reduction per point lowers to .064%

Item Affix and Suffix Chart (credit: Reddit post):

Armor Suffix	Primary	Secondary
Armor Of The Soldier	Strength	None
Armor Of The Barbarian	Strength	Constitution
Armor Of The Fighter	Strength	Dexterity
Armor Of The Monk	Strength	Focus
Armor Of The Spellsword	Strength	Intelligence
Armor Of The Ranger	Dexterity	None
Armor Of The Brigand	Dexterity	Constitution
Armor Of The Cavalier	Dexterity	Strength
Armor Of The Duelist	Dexterity	Focus
Armor Of The Assassin	Dexterity	Intelligence
Armor Of The Scholar	Intelligence	None
Armor Of The Occulist	Intelligence	Constitution
Armor Of The Battlemage	Intelligence	Strength
Armor Of The Mage	Intelligence	Focus
Armor Of The Trickster	Intelligence	Dexterity
Armor Of The Sage	Focus	None
Armor Of The Cleric	Focus	Constitution
Armor Of The Zealot	Focus	Strength
Armor Of The Priest	Focus	Intelligence
Armor Of The Artificer	Focus	Dexterity
Armor Of The Sentry	Constitution	None
Armor Of The Warden	Constitution	Dexterity
Armor Of The Knight	Constitution	Strength
Armor Of The Nomad	Constitution	Focus
Armor Of The Druid	Constitution	Intelligence

