

□□□

Tower of Babel / 2023.09.06

□Home

□Notice

□Tower of Babel



□□ □□

- ☐ □□□ □□ □ □□ (□□ □□ □□□□ □□□□ □□□ □□ □□□)
- ☐ □□□ □□□(□□ □□□ □□□ □□□) - □□□□ □□□□ □□□ □□ □ □□
- ☒ □□□□ □□, □□□□ □□□□□ (bg □□, □□□ □□)
- ☒ Localization □□
- ☒ Action□ □□ □□□ □□□ □□ (□□ □□□ □□□□□, □□□□ □□ □□□□□ □□)
- ☐ (□□□ □□□ □□ □□□□□□ □□□ □□ □□ □□□ □□□□ □□□□ □□□□)
- ☒ Rabbit : main page □□ □□□ (Egg□ □□□□□ □□□ □□□ □□□□ □□), □ □□□ □□□□ Egg□□□ □□
- , □□□ □□, □ □□ □□□□
- ☒ OldMan : □□□ □□□ □□, □□□, blessing, □□ □□□ □□ □□□□□

□□ □□

- 敵の属性

1~30 [敵]

敵

a [10/10, 2, 10, 1, 0]

b [30/30, 2, 5, 1, 0]

c [40/40, 2, 1, 1, 0]

30~60 [敵]

敵

A [20/20, 4, 10, 1, 0]

B [40/40, 4, 5, 1, 0]

C [50/50, 2, 1, 50, 0]

60~90 [敵]

敵

AA [35/35, 6, 10, 1, 0]

BB [55/55, 6, 5, 1, 0]

CC [20/20, 6, 30, -40, 0]

敵

Skeleton [10/10, 2, 5, 1, 0]

Goblin [30/30, 2, 3, 1, 0]

Slime [40/40, 2, 1, 1, 0]

敵

Wolf [20/20, 4, 10, 1, 0]

Troll [40/40, 4, 5, 1, 0]

Wraith [50/50, 4, 2, 50, 0]

敵

werewolf [35/35, 6, 10, 1, 0]

Dullahan [55/55, 6, 5, 1, 0]

Lich [20/20, 6, 30, -40, 0]

- 敵の攻撃

1回

敵

Sword (Rusted) 2 / 2

Hammer (Light) 10 / -10

Dagger (Rusted) 1 / 10

2回

敵

Sword (Normal) 5 / 5

Hammer (Normal) 20 / -15

Dagger (Normal) 3 / 15

3回

敵

Sword (Sharp) 10 / 10

Hammer (Heavy) 30 / -20

Dagger (Sharp) 7 / 20

敵

Sword (Rusted) 5 / 2

Hammer (Light) 20 / -5

Dagger (Rusted) 1 / 10

敵

Sword (Normal) 10 / 5

Hammer (Normal) 30 / -10

Dagger (Normal) 2 / 15

敵

Sword (Sharp) 15 / 10

Hammer (Heavy) 40 / -15

Dagger (Sharp) 3 / 20

- 敵の攻撃の計算方法
 - 敵の攻撃力 = $\text{exp} \times \frac{\text{Current_exp}}{\text{Max_exp}}$
 - $\frac{\text{Current_exp}}{\text{Max_exp}}$
 - 0 / 100
 - 敵の攻撃力
 - Max_hp +10
 - Dmg +0.5
 - Current_hp +10
 - max_exp + 10
 - 敵の攻撃力
 - Tier 1 exp +10
 - Tier 2 exp +20
 - Tier 3 exp +30

敵の攻撃

OldMan, Rabbit: 敵の攻撃力 10, 敵の攻撃力 10

Egg: 敵の攻撃力 10, 敵の攻撃力 10, 敵の攻撃力 10, 敵の攻撃力 10

[Previous](#)

[Next](#)

11th September 2023

2023.09.03

11th September 2023

2023.09.10

RSS feed

Made with [Montaigne](#) and [bigmission](#) 