Basis Schaden

Basis Schaden der Dinos

Der Basis Schaden ist je nach Kreatur verschieden und im Spiel nicht als Wert aufgeführt.

Lediglich der Modifikator "Melee Damage" ist ersichtlich.

Hier ein Beispiel. Der Carno hat einen höher geskillten Melee Damage, trotzdem macht der T-Rex mehr Schaden:

Dinosaurier	Base Damage	Meele Damage	Total Damage
Carnotaurus	50	270%	50 * 270% = 135
Tyrannosaurus	80	230%	80 * 230% = 184

BASIS SCHADEN

Name	Base Damage
Unarmed (Spyglass and Flare Gun inc.)	8.0

Name	Basisschaden	Alternatives Feuer
Allosaurus	35.0	
Angler	30.0	
Ankylosaurus	50.0	
Araneo (Spider)	10.0	
Archaeopteryx		
Argentavis	20.0	
Arthropluera	18.0	30.0
Beelzebufo	12.0	
Brontosaurus	60.0	
Carbonemys	13.0	

Carnotaurus	42.0	45.0
Castoroides (Giant Beaver)	28.0	
Coelacanth	5.0	
Compy	4.0	
Dilophosaurus	10.0	
Dimetrodon	20.0	
Dimorphodon	23.0	
Diplodocus	0.0	
Direbear	50.0	65.0
Direwolf	33.0	
Dodo	5.0	
Doedicurus	32.0	
Dragonfly	10.0	
Dung Beetle	5.0	
Dunkleosteus	60.0	
Eurypterid	8.0	
Gallimimus	8.0	
Gigantopithecus	40.0	
Giganotosaurus	400.0	
Ichthyosaurus	15.0	
Kairuku	8.0	
Leech	7.0	
Lystrosaurus	6.0	
Mammoth	40.0	
Manta	40.0	
Megaloceros	30.0	
Megalodon	40.0	
Mesopithecus	12.0	
Mosasaurus	100.0	
Onyc (Bat)	25.0	
Oviraptor	12.0	
Pachy	10.0	
Paraceratherium	45.0	
Parasaur	10.0	
Pelagornis	16.0	
Phiomia	10.0	
Piranha	22.0	
Plesiosaur	75.0	
Procoptodon	20.0	
Pteranodon	18.0	
Pulmonoscorpius (Scorpion)	20.0	
Quetzal	32.0	
Raptor	15.0	

Rex	60.0	
Sabertooth	29.0	
Sarco	35.0	
Spinosaurus	50.0	
Stegosaurus	41.0	
Tapejara	18.0	
Terror Bird	18.0	
Titanoboa	30.0	
Titanomyrma Drone	7.0	
Titanomyrma Soldier	11.0	
Titanosaur	500.0	
Triceratops	32.0	
Trilobite	8.0	
Woolly Rhino	40.0	68.0

Waffee	Waffenschaden	generierter Torpor	Prozentsatz des generierten Torpors zum Schaden
Hands	8	14	175%
Stone Pick	16	8	50%
Torch	15	unknown	unknown
Stone Hatchet	20	10	50%
Spear	30	0	0%
Wooden Club	5	18.75	375%
Slingshot (Stone)	14	24.5	175%
Bow (Stone Arrow)	55	0	0%
Bow (Tranquilizer Arrow)	20	95	450% (200% + 250% over 5 seconds)
Metal Pick	32	16	50%
Metal Hatchet	40	20	50%
Pike	55	0	0%
Crossbow (Stone Arrow)	95	0	0%
Crossbow (Tranquilizer Arrow)	35	157.5	450% (200% + 250% over 5 seconds)
Simple Pistol	100	0	0%
Metal Sickle	50	unknown	unknown
Grenade (direct hit)	150	0	0%
Metal Sword	90	unknown	unknown
Longneck Rifle (Simple Rifle Ammo)	280	0	0%
Longneck Rifle (Tranquilizer Dart)	26	221	850% (600% + 250% over 5 seconds)
Shotgun (per pellet, 10 per shot)	64	0	0%
Fabricated Pistol	50	0	0%
Pump-Action Shotgun (per pellet, 10 per shot)	46	0	0%

C4 Charge (direct hit)	650	0	0%
Assault Rifle	47	0	0%
Rocket Launcher (direct hit)	1500	0	0%
Compound Bow (Stone Arrow)	74	0	0%
Compound Bow (Tranquilizer Arrow)	27	121.5	450% (200% + 250% over 5 seconds)
Compound Bow (Metal Arrow)	202.5	0	0%
Fabricated  Rifle	165	0	0%
Electric Prod	1	266	26600%
Melee attack of any Ranged Weapon	10	14	140%

Quelle und Hinweise

http://ark.gamepedia.com/Base_Damage