




Axtinguisher Values

Vanilla Values	
Base Damage	44
Base Afterburn	4
Damage Penalty	33%

New Values			
Base Damage	49		
Afterburn Damage	4	Default	
Damage Penalty 	25%	25%	
Burn Penalty 	50%	50%	
Ignore Penalty? 	<input checked="" type="checkbox"/>	TRUE	

Formula	
$(D + (A * T)) * 1.35$	
D = Base Damage	
A = Afterburn Damage	
T = Remaining Ticks	

Time remaining

Time remaining		Damage Values (Vanilla)		
Ticks	Seconds	Total result	Total Bonus	Afterburn
1.000	0.5	85.792503	20.00000222	20.00000222
2.000	1.0	90.055656	23.15789333	11.57894667
3.000	1.5	94.318817	26.31579037	8.771930123
4.000	2.0	98.58197	29.47368148	7.36842037
5.000	2.5	102.845131	32.63157852	6.526315704
6.000	3.0	107.108299	35.78948074	5.964913457
7.000	3.5	111.371452	38.94737185	5.563910265
8.000	4.0	115.634598	42.10525778	5.263157222
9.000	4.5	119.897766	45.26316	5.02924
10.000	5.0	124.160927	48.42105704	4.842105704
11.000	5.5	128.424088	51.57895407	4.688995825
12.000	6.0	132.687241	54.73684519	4.561403765
13.000	6.5	136.950394	57.8947363	4.453441254
14.000	7.0	141.213547	61.05262741	4.360901958
15.000	7.5	145.476715	64.21052963	4.280701975
16.000	8.0	149.739883	67.36843185	4.210526991
17.000	8.5	154.003036	70.52632296	4.148607233
18.000	9.0	158.26619	73.68421481	4.09356749
19.000	9.5	162.529343	76.84210593	4.044321365
20.000	10.0	166.792511	80.00000815	4.000000407

Damage Results

Vanilla	New	diff
86	72	-14
90	77	-13
94	82	-12
99	88	-11
103	93	-10
107	99	-8
111	104	-7
116	109	-7
120	115	-5
124	120	-4
128	126	-2
133	131	-2
137	136	-1
141	142	+1
145	147	+2
150	153	+3
154	158	+4
158	163	+5
163	169	+6
167	174	+7