GreaterMUD

A legacy Reborn

User Documentation

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1) Introduction

GreaterMUD is an interactive, text-based adventure game which revolves around puzzle solving and character building. The game begins in the city of Newhaven where beginners can practice their skills. They then venture out to Silvermere and the world beyond.

Users start by choosing one of several races, and one of many classes. Their character then becomes an adventurer in the Realm, each with special skills and abilities. Beginning in the city of Newhaven with no money and limited weapons and equipment available, the user is free to try to advance his character and make his fortune.

Users advancement happens many ways. A user can fight his way through hordes of monsters, or traverse the realm looking for puzzles to solve and wealth to find.

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2) Creating a Character

Before creating a character, you should determine which race and class you wish to be. Use the online help or this document to find out more information about each race. Once you have determined this, merely enter the game from the main GreaterMUD menu. You will be given a list of races after which you enter the number of the race you wish. You will then be given a list of classes after which you enter the number of your chosen class.

You will then be put into a full-screen editor to enter the remaining pieces of information about your character:

First Name - You must enter a first name. This name must be unique among all other GreaterMUD players on your bbs, all monsters in the game, and all game commands. Make sure you like the name you choose, because YOU MAY NOT CHANGE YOUR FIRST

REROLLING OR SYSOP INERVENTION.

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Last Name - There are currently no restrictions on your last name except for the fact that it must be one word without punctuation. Your sysop may request that you change this if they find it offensive. By taking your character to an appropriate training hall, you may change your last name by typing TRAIN STATS (which will take you back to the full screen editor).

Stats - You will be shown the base values for your stats and will be given a certain number of character points to assign to these stats as you choose. Once you raise a stat and then save it (by exiting the full screen editor and choosing SAVE) then you MAY NOT LOWER IT AGAIN. You may, however, leave your Character Points waiting to be used until you know where you wish to place them. Note that your character will be at a disadvantage if you have not used all of your character points. See Appendix D - Game Stats for more help on each statistic.

Apearance - You may use this screen to change your hair length, hair color, or eye color at any time (by typing TRAIN STATS in an appropriate training room for your class)

Once you save your character, the game will verify that your first name is appropriately unique. If it is not, you will be prompted to enter a new name. This will repeat until you enter an appropriate name.

You will then be shown your stat sheet and will start out in the town of NewHaven where you start your adventure.

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3) Commands

There are many commands available to you in GreaterMUD. Not all commands are documented here. The rest you will have to figure out as you play the game (Some commands will be specific to certain rooms).

north	south	east	west	northEast	northWest	southEast	southWest
up	down	spells	light	use	rob	list	buy
attack	help	look	map	status	health	inventory	whisper
keys	eat	drink	get	drop	track	cast	give
join	broadcast	suicide	ready	wear	unready	follow	reroll
quiet	verbose	leave	talk	scan	stock	smash	killblow
sneak	picklock	hide	search	disarm	remove	rest	brief
profile	withdraw	deposit	bankbook	open	close	break	aid
bash	kick	equip	invite	uninvite	backrank	frontrank	stash
arm	wield	train	party	page	lock	set	jumpkick
powers	invoke	read	feedback	broadgang	ask	greet	sell
forgive	midrank	quit	share	wealth	action	disband	
topten	backstab	drag	exits	statline	punch	experience	

Please refer to the online help for more details about the usage of these commands.

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4) Customizing your Environment

There are a number of customizable features which each user may change to their liking. These settings will stay with you even if you reroll and start a new GreaterMUD character. At any point in the game, you may type PROFILE to see your current profile settings.

The following are the available profile options:

Display Mode:
This will control the amount of description you get every time you enter a room. There are two options:
Brief - Only display room header, items, people, monsters, exits
Verbose - Display all of above, plus full text description of room

StatusLine:
This option controls the style of the statusline which you see as a prompt while playing GreaterMUD. There are three options:
Off - All you see as a statusline is ">"
On - You will see your hit points and mana or kai (if applicable)
Full - As for 'on', but if you press ENTER, you will also receive a brief room description.

Broadcast Channel:
This is the in-game broadcast channel which you are on. Using the BROADCAST (BR for short) command, you can send messages to everyone who has the same channel as you. If your bbs does not already have the ' key or the - key assigned to a global command, then you can precede a line with either of those characters to broadcast to this channel as well. A broadcast channel can be in the range of 1 - 99999.

Talking Speed:
Your talking speed determines if you have to precede every line of text which you want to say with a character. There are two options:
Fast - You do NOT need to precede your line with a character. Just type whatever you wish to say and it will be said to the room.
Slow - You must precede all talking with a character (defaults to .) if you want to speak to the room.

Receive Items:
Another technique which some users will do to attack you unfairly is to give you a lot of useless stuff and then attack you (often they will use a macro to do this as fast as possible). The result of this is that they will greatly increase your encumbrance which will then slow you down if you try to run away or fight back. You can use this option to stop people from giving you anything. There are two options:
Enabled - You will accept anything you are given
Disabled - You will not accept anything you are given

Warn on Evil:
There are a number of actions in GreaterMUD which will cause you to earn evil points. As your number of evil points increases, the game will start to punish you by sending guards, bounty hunters, or even lightning bolts after you. If you wish to be stopped from even accidentally performing an evil action, you may use this setting to stop you.
On - You will be warned before taking any evil action and stopped from performing the action
Off - You will not be warned and will earn evil points as usual.

Colour Palette:
There are currently 4 different colour palettes in the game (0,1,2,3) which you may choose from. The colour palette affects the colours which are used in numerous places in the game. You will have to use trial and error to determine which palette is best for you, but in general palette 0 is medium brightness, palette 1 is dim, palette 2 is the brightest, and

palette 3 is a combination of 0 and 1.

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Appendix A - Contacting the authors

If you wish to provide any feedback or problem reports you can contact the authors of GreaterMUD through the forums at www.greatermud.com.

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Appendix B – Races

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° HUMANS EXP: +0%                                                            °
ÌÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍ¹
° The origins of humanity are shrouded in obscurity. This may seem a         °
° ludicrous statement, but the fact is there -- humans just mysteriously     °
° appeared one day. Theories on this event are numerous. Some say the Elves  °
° found humanity's ancestors roaming in the woods, and nurtured them over    °
° the ages until they were mature enough to survive as a sentient species.  °
° Another hypothesis is that humans are from a distant star, and that one    °
° day a great sky-craft collided with this land and created the barren      °
° wasteland to the east. Whatever the solution is, the Elves will not, or    °
° cannot say. In any case humans have flourished in the past four hundred    °
° years, and now their domain is such that they are the most numerous people °
ÌÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍ» in the realm. Human males average     °
° Statistics/Abilities               ° just under six feet tall, and females °
ÌÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍËÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍ¹ about five and a half. They have no   °
° Strength  45-145 ° None.           ° extra special abilities or aptitude   °
° Agility   45-145 °                 ° save for their versatility and drive. °
° Health    45-145 °                 ° They do equally well in any class,    °
° Intellect 45-145 °                 ° but are nicely suited for the Ranger  °
° Willpower 45-145 °                 ° and Druid classes, which require well °
°Charm      45-145 °                   developed statistics all round.
ÈÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÊÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÊÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍslÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍ¼
ÉÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍ»


° DWARVES EXP: +40%                                                          °
ÌÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍ¹
° Dwarves are the second oldest race known today. The Elves, of course, are  °
° the first. Dwarves average about four and a half feet in height, and tip   °
° the scales at around two hundred pounds each. They are a solitary folk,    °
° and do not easily welcome strange people -- but do not mistake this for   °
° hostility. Once you have gained a Dwarf's friendship, that bond will last  °
° to the death (or betrayal). They are cautious and slow to anger, but once  °
° their wrath is roused they are terrible enemies. Dwarves love and craft    °
° precious gems and metals of all sorts, and are great worksmiths. They      °
° manufacture worthy and elaborate suits of mail, and craft gleaming axes    °
° with blades of true-silver. These items seldom leave the underground homes °
ÌÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍ» of the Dwarves, but there are stories °
° Statistics/Abilities               ° of heroes who have done some great    °
ÌÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍËÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍ¹ service and have received such a      °
° Strength  50-150 ° Night Vision    ° gift. Dwarves make excellent Clerics, °
° Agility   30-130 ° MagicRes+10     ° Paladins and Warriors. Their stubborn °
° Health    50-160 ° Encumbrance+20% ° nature and strong willpower give them °
° Intellect 30-130 °                 ° good defense against magic. Overall,  °
° Willpower 50-160 °                 ° Dwarves are a resilient folk who      °
° Charm     30-125 °                 ° should not lightly be trifled with.   °
ÈÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÊÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÊÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍ¼
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GNOMES EXP: +20%%

Gnomes are distant cousins of the Dwarves. They are about the same height as Dwarves, but are considerably slimmer. Long ago a tribe of Dwarves made its home on the surface, far from the ancient homeland. Over the centuries this tribe changed, becoming less dependent on their muscles and more on their wits. As this progressed, the natural technological ability of the Dwarves was changed into something more refined than metallurgy or mining: machinery. Where an Elf sees a waterfall and reflects on its natural beauty, and a Dwarf sees only the precious stones being smoothed in its waters, a Gnome plots water-wheels and dams. Gnomes are cunning and inventive, always thinking up new plots and trying to devise more and more efficient ways to do things. They make proficient Mages and Thieves, because they have natural cunning and curiosity. Gnomes can see well in the dark due to their Dwarven ancestry, as well as having an inborn facility with locks and a slightly increased resistance to hostile magics.

Statistics/Abilities

Strength	40-140	Night Vision
Agility	45-150	MagicRes+5
Health	40-140	Picklocks(+10)
Intellect	45-150	
Willpower	40-140	
Charm	35-130	

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º HALFLINGS EXP: +25%                                                    º
Ì͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸¹
º Little is known about this shy, reclusive folk. Physically, they average   º
º around three feet high, about half the height of a human (hence the name)  º
º and are therefore quite weak. They are surprisingly tough and incredibly   º
º agile -- halfling quickness is deceptive, and some adventurers get more    º
º than they bargain for when they tangle with a Halfling. They are fond of   º
º good company and good drink, and are very soft-hearted overall. But when a º
º Halfling is cornered, or his home (or food and drink!) is threatened, they º
º will fight with a ferocity that would startle any but the most seasoned of º
Ì͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸» adventurers. Halflings do not take    º
º Statistics/Abilities               º too well to magic, and seldom is a    º
Ì͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸Ë͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸¹ Halfling seen who can demonstrate     º
º Strength  20-100 º Racial Stealth  º magical powers of any sort. Show a    º
º Agility   60-190 º Dodge+10        º Halfling a good beer, a comfortable   º
º Health    40-140 º                 º seat, and pleasant company, and you   º
º Intellect 30-130 º                 º will have a friend for life! They     º
º Willpower 40-140 º                 º make incredible Thieves, due to their º
º Charm     40-140 º                 º innate agility and stealth.           º
È͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸Ê͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸Ê͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸¼
É͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸»

º ELVES EXP: +45%% º
Ì͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸¹
º Elves are the Elder race. They are as old as the trees and the rivers they º
º love so dearly. Ever since time has been recorded, the Elves have been     º
º there, singing and tending to the forest animals. Nowadays the Elves are   º
º few in number, their folk slowly dwindling as the groves they live in are  º
º hewn down. They do not begrudge this, though, but see it as the passing of º
º an age, the time of Humans. The Elves seen in cities are the very young,   º
º high-spirited and short on experience. They seem almost like children --   º
º excitable and inquisitive, even though some of them may be older than      º
º entire human lineages. Physically, Elves are quite tall, the same height   º
º as humans, but seem much taller due to their slimness. They are extremely  º
Ì͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸»        magical creatures, and many are º
º Statistics/Abilities               º pacifistic -- unless there is some    º
Ì͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸Ë͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸¹ cause for action. In that case, they  º
º Strength  35-130 º Racial Stealth  º make savage fighters, both with spell º
º Agility   50-160 º Night Vision    º and sword. Elves make great Mages,    º
º Health    30-120 º Mana regen +10  º Warlocks and Gypsies, due to their    º
º Intellect 50-160 º                 º quick wits and grace. They can see    º
º Willpower 40-140 º                 º well in the dark, and have increased  º
º Charm     50-160 º                 º power in spellcasting professions.    º
È͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸Ê͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸Ê͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸¼
É͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸»

º HALF-ELVES EXP: +15%%                                                  º
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º Half-Elves are the offspring of a Human and an Elf. Most are born from     º
º Human raids into Elven lands -- Humans can sometimes be despicable -- but  º
º some are the result of an Elf and Human partnership. This is a rare        º
º occasion, for though Elves are very beautiful to Humans, they are aloof,   º
º and rarely mix with others. This dubious background makes many Half-Elves  º
º bitter and so they remain loners, not wanting to be part of any culture    º
º (and in their minds, not welcome). These are usually ferocious and un-     º
º trusting, but make good allies if you can gain their respect. They look    º
Ì͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸» much like humans, except they are     º
º Statistics/Abilities               º slimmer and more attractive, with     º
Ì͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸Ë͸͸͸͸͸͸͸͸͸͸͸͸͸͸͸¹ slightly Elven features. They mix the º
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° Strength  40-140 °  Racial Stealth ° good qualities of both races, and are °
° Agility   45-150 °                 ° quite versatile. Half-Elves have the  °
° Health    30-140 °                 ° same increased magical power as their °
° Intellect 45-150 °                 ° Elven cousins, and often choose the   °
° Willpower 40-140 °                 ° path of the Ranger or Druid, due to   °
° Charm     50-140 °                 ° their preference for solitude.        °
ÈÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÊÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÊÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍ¼
ÉÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍ»


° DARK-ELVES EXP: +45%% °
ÌÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍ¹
° Dark-Elves are not actually a seperate race, but are in fact a fanatic°
° sect of Elves who believe that the other races of the realm are destroying °
° the ancient homelands of the Elves, and must be stopped for this. They are °
° the enemy of all other races (save Elves), and will wage war with anyone   °
° who threatens the forests and their homes. Dark-Elves do not accept the    °
° traditional Elven belief that this is the natural course of time, and are  °
° determined to stop it. Consequently, they are driven from any already-°
° populated area, and so make their homes far from the wooded groves they    °
° love. Most live in the mountains, or in caves, and thus have a much more   °
° pallid complexion than their sylvan brethren. Due to their harsher lives   °
ÌÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍ» they are tougher and less friendly    °
° Statistics/Abilities               ° between themselves. Any Dark-Elf seen °
ÌÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍËÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍ¹ outside of a stronghold is one who    °
° Strength  40-130 ° Racial Stealth  ° does not agree with the intolerant    °
° Agility   50-160 ° Night Vision    ° views of his people -- an outcast.    °
° Health    30-130 ° Critical Hits+1 ° Dark-Elves are more skilled in combat °
° Intellect 50-160 ° Accuracy Bonus  ° than the Elves, but are less powerful °
° Willpower 30-140 °                 ° magically, making them ideally suited °
° Charm     40-150 °                 ° to be Warlocks, Gypsies or Ninjas.    °
ÈÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÊÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÊÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍ¼
ÉÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍ»


° HALF-ORCS EXP: +10%                                                        °
ÌÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍ¹
° Half-Orcs are almost exclusively the result of an Orc raid on a Human      °
° village. They are not terrible-looking, having only the squinty eyes,      °
° pronounced canines and coarse hair of an orc, but the innate Orcish poor   °
° temper is passed on to these offspring. They are much better behaved than  °
° Orcs, and do not have the homicidal hatred for the other races that Orcs   °
° do (unless they have been raised by Orcs, and then you will see them only  °
° as your foes). They are somewhat dull-witted, and are not terribly patient °
° but they are tough as nails and are relentless in battle. Having a         °
° trustworthy Half-Orc companion is like having your own personal army. They °
° excel in all things martial, especially in the Witchunter class, where     °
ÌÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍ» their instinctive fear of magic can   °
° Statistics/Abilities               ° be used to advantage. Half-Orcs are   °
ÌÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍËÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍ¹ almost universally mistrusted, which  °
° Strength  55-160 ° None.           ° is quite unfortunate since they are   °
° Agility   45-145 °                 ° not horrible by nature, and so must   °
° Health    55-165 °                 ° continually prove their worth. Many   °
° Intellect 30-130 °                 ° Half-Orcs seek mercenary service,     °
° Willpower 30-135 °                 ° where no questions are asked and      °
° Charm     30-120 °                 ° where their strength is in demand.    °
ÈÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÊÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÊÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍ¼
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° GOBLINS EXP: +35%                                                          °
ÌÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍ¹
° Goblins have a decidedly mixed reputation. First off, they average about   °
° five feet tall, have pale green or grey skin, and save for the fine,       °
```

luxuriant hair on their heads they have little or no body hair. They are almost always smiling, in that white, sharp-toothed grin of theirs, and more often than not you cannot tell whether or not they are eyeing you like a side of meat. Despite their unsettling near-savagery they have a disarming charm which almost offsets their strange appearance. Almost. Goblins are thin and wiry, small and compact but very tough for their size. They are extremely intelligent, and are exceedingly agile -- they are well-suited for any Mage or Thief class, though are in their element in the Gypsy class. Goblins are fond of bartering, and will sit for hours to haggle down the price of a loaf of bread by one copper coin. Many wealthy merchants hire a Goblin to deal with others of his kind, and the sight of two goblins in a haggling contest is a sight to see! They are stealthy, and have night vision.

Statistics/Abilities

Strength	30-110	Racial Stealth
Agility	55-165	Night Vision
Health	40-140	
Intellect	45-155	
Willpower	40-140	
Charm	40-140	

HALF-OGRES EXP: +30%

Half-Ogres are the offspring of an Orc and an Ogre. No-one really knows, or wants to know how this comes about. They are about seven feet tall, and are quite hairless. Their bodies are nearly all muscle, and their strength is unmatched for creatures their size. Unfortunately, they have all the cunning and tact of a six-year-old-human, and the coordination of a drunk. Half-Ogres have a rash temper, but are easily distracted, and so if you are careful it is possible to avoid conflict with one. Many store-owners have Half-Ogre workers, for they can work tirelessly and can lift hundred-pound barrels with ease. They have neither the near-berserk fury of Ogres, nor the animal intelligence of Orcs, but have a simple kind of personality which is almost pitiable. They are not truly evil, but are frequently exploited due to their stupidity. Half-Ogres are almost exclusively Warriors.Due to their lack of focus, they cannot learn Kai skills, but can learn powers. All are quite resistant to hostile magic. A powerful, but extremely slow race.

Statistics/Abilities

Strength	70-150	Toughness+2
Agility	20-60	HP/Level+1
Health	60-150	MagicRes+15
Intellect	20-60	No Kai Forms
Willpower	25-70	
Charm	25-60	

KANG EXP: +35%

Imagine a cross between a snake and a lizard, standing on two feet like a human and with predatory intelligence, and what you have is the Kang. They are a mysterious folk that live in the depths of secluded swamps and jungles, and are rarely seen in mannish cities. When they do venture forth it is to see the odd splendour of the outside world, and so the specimens encountered outside of their homes are usually more intelligent and friendly than their exotic swamp neighbours. Kang are tall, many nearing seven feet in height, and are broadly muscled. Their scaly skin is much thicker than human skin, and is a different colour for each tribe. They have a strange loping walk, and are not very flexible, which is odd since they are snake-like. Kang apparently worship a deity of Peace and Healing, and many of them are Paladins, on some personal crusade to extinguish all evil in the land. They are fierce fighters, and excel as Clerics,

Statistics/Abilities

Strength	55-160	Resist Poisons
Agility	30-130	Natural Armour
Health	50-150	Toughness +1

```
° Intellect 30-130 °                 ° Warriors and Witchunters. Kang are    °
° Willpower 45-150 °                 ° apparently immune to, or at least     °
° Charm     30-125 °                 ° resistant to, all known poisons.      °
ÈÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÊÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÊÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍ¼


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° NEKOJIN EXP: +50%% °
ÌÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍ¹
° The feral folk known as the Nekojin hail from the far east, past the°
° Dwarven stronghold of Khazarad, where the burning desert wastes lay. They  °
° are a cat-like race, with long tufted ears and large oval eyes that°
° glitter with a predatory intelligence. Nekojin stand about five feet tall  °
° on average, but weigh only slightly more than half a human's weight.°
° Blindingly quick, they have a natural charm and speed that often over-°
° whelms all who meet them. Though they are not well-suited for scholarly    °
° pursuits, they are natural stalkers and excel in any stealthy profession.  °
ÌÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍ» Hailing from the desert, they resist  °
° StatisticsAbilities° heat and fire, but are vulnerable to  °
ÌÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍËÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍ¹ cold attacks. Nekojin are ferocious,  °
° Strength  40-140 ° Racial Stealth  ° proud, extravagant, and extremely°
° Agility   60-170 ° Night Vision    ° competitive. They love to show off    °
° Health    30-120 ° Tracking(+10)   ° and are quite friendly when the mood  °
° Intellect 40-140 ° FireRes(+10%%)  ° suits them. All Nekojin are very      °
° Willpower 30-130 ° ColdRes(-10%%)  ° stealthy, can see well in the dark,   °
° Charm     50-150 °                 ° and have a natural tracking ability.  °
ÈÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÊÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÊÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍ¼
ÉÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍ»

° GAUNT ONES EXP: +50%% °
ÌÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍ¹
° Also known simply as 'Gaunts', this mysterious and reclusive folk are by   °
° far the least fathomable of the known races. Physically, they are°
° immediately recognizable-- they stand seven feet tall on average, but are  °
° incredibly thin. They have long limbs and an elongated face, with large    °
° eyes that radiate a pale glow. Gaunts dwell in the most remote areas of    °
° the realm, and rarely mix with other folk. When they do, it is most often  °
° to hire someone to obtain rare materials, which (it is rumored) they use   °
° for highly magical purposes. As a race they are incredibly brilliant, with °
° a masterful grasp of all things arcane and forgotten. They are also quite  °
° devious, and show little emotion -- a combination which makes folk fearful °
ÌÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍ» and suspicious of their motives.      °
° StatisticsAbilities                ° Outsiders never see their concealed   °
ÌÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍËÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍ¹ homes. Gaunts' eyes are extremely     °
° Strength  40-140 ° Dark Vision     ° magical, allowing them perfect vision °
° Agility   50-150 ° Perception+10   ° in total darkness, as well as a       °
° Health    30-110 ° See Hidden*     ° heightened perception. Rumours abound °
° Intellect 60-180 °                 ° about a secret ritual that allows     °
° Willpower 50-140 °                 ° them, after attaining a certain level °
° Charm     30-110 ° *read text      ° of power, to see hidden people.       °
ÈÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÊÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÊÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍ


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Appendix C - Classes

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ÉÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍ»
° WARRIORS EXP: 155%                                                         °
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ÌÍÍ¹
° Warriors are the basic front-line fighters in any party. They are able to °
° use any weapons and wear any armour, and have good Combat and Hit Points. °
° Even though they are a basically simple class, they are quite effective °
° and can be varied: Warriors are guardsmen, mercenaries, infantry, bowmen, °
° gladiators, and a multitude of other professions. They have no magical °
° powers but can use any magical weapon or armour piece they can find, as °
° well as all the standard potions. °
ÌÍÍ¹
° HP/Level: **7-11** Magic: **None** Combat: **Good** Weapons: **Any** Armour: **Any** °
ÌÍÍ¹
° Abilities: **None.** °
ÈÍÍ¼
ÉÍÍ»

ÉÍÍ»
° **WITCHUNTERS EXP**: 145% °
ÌÍÍ¹
° Witchunters are a breed of elite warriors who have taken a vow to destroy °
° all magical enemies. They will use no magical weapons, armour or items, °
° and will only grudgingly accept beneficial spells being cast on them.°
° They are trained from birth to be ferocious and efficient fighters, and °
° will give no quarter when faced with an enemy spell-caster. During their °
° training to become Witchunters they develop a strong anti-magic aura, °
° which interferes with spells being cast on them. This is due to their °
° near-fanatical focus and their strong willpower. They will use any non- °
° magical weapon, but will wear no armour heavier than Scale because they °
° favour quick, complex attacks that heavy armour will not permit. °
ÌÍÍ¹
° HP/Level: 7**-12** Magic: **n/a** Combat: **Excellent** Weapons: **Any** Armour: **Scale** °
ÌÍÍ¹
° Abilities: No Magic Items, Anti-Magic. °
ÈÍÍ¼
ÉÍÍ»

ÉÍÍ»
° **PALADINS EXP**: 240% °
ÌÍÍ¹
° These are the holy warriors of the realm. Dedicated to fighting for their °
° deity (which can be good OR evil, take note!), they are serious fighters °
° with minor priestly powers. They can use any weapon or armour, but prefer °
° swords. The Knights of the King are Paladins, as are many of the °
° wandering warriors you see patrolling the roads. Most Paladins will °
° actively help anyone in need, even risking their own lives to save the °
° ones they aid. Evil Paladins, of course, further their deity's will by °
° slaying all people not of their own faith, so be wary when meeting a °
° stranger offering help.°
ÌÍÍ¹
° HP/Level: **6-10** Magic: **Priest-1** Combat: **Good** Weapons: **Any** Armour: **Any** °
ÌÍÍ¹
° Abilities: **None.** °
ÈÍÍ¼

ÉÍÍ»
° **CLERICS EXP**: 220%% °
ÌÍÍ¹
° Clerics are martial Priests. While Priests prefer using spells, Clerics °
° prefer to fight. And they are quite good at it, too. Like Priests, they °
° do not enjoy bloodshed (although a little maiming is just fine), and will °
° only use blunt weapons. They will wear any armour in the fight against °
° their foes, and quite a few wear the most armour they can get. Clerics °

° are an effective class, and have a strong survival rate due to their good °
° armour and healing spells. They are a valuable addition to any party. °
ÌÍÍ¹
° HP/Level: 5**-9** Magic: **Priest-2** Combat: **Average** Weapons: **Blunt** Armour: **Any** °
ÌÍÍ¹
° Abilities: **None.** °
ÈÍÍ¼

ÉÍÍ»
° **PRIESTS EXP:** 190%% °
ÌÍÍ¹
° Priests embody the virtue of their deities, be they good or evil. They °
° channel the power of the gods to cast their spells and are notably °
° intolerant of Priests of a different faith. Good Priests are welcome in °
° all cities for their invaluable healing services, and for their spiritual °
° guidance. Evil Priests are universally shunned, for their magical °
° practices often require human sacrifice. In fact, evil Priest seems to °
° enjoy these disgusting rites, which only perpetuates the disgust felt for °
° them. Priests wear only robes and use only staffs, for good priests do °
° not wish to kill needlessly, and evil priests do not want the victims to °
° bleed to death before they can use them. °
ÌÍÍ¹
° HP/Level: 4**-7** Magic: **Priest-3** Combat: **Poor** Weapons: **staffs** Armour: **Robes** °
ÌÍÍ¹
° Abilities: **None.** °
ÈÍÍ¼

ÉÍÍ»
° **MISSIONARIES EXP:** 200%% °
ÌÍÍ¹
° Missionaries are almost a contradictory class -- they essentially are °
° Thieves with Priestly powers. This may seem an odd combination, but the °
° need is there -- Missionaries need some stealth when voyaging into °
° heathen lands to convert others to their faith. They have good Priest °
° magic and knowledge, and also the trouble-solving thief skills. Overall, °
° they are more skulkers than fighters, but can fight well when the need °
° arises. Often they make good spies, as they already have good stealth °
° and evasion skills. Missionaries will use any one-handed weapon, and can °
° wear only leather armour. °
ÌÍÍ¹
° HP/Level: 5**-8** Magic: **Priest-2** Combat: **Fair** Weapons: **1-H** Armour: **Leather** °
ÌÍÍ¹
° Abilities: **Stealth, Traps, Lockpicking.** °
ÈÍÍ¼

ÉÍÍ»
° **NINJAS EXP:** 195% °
ÌÍÍ¹
° The origins of the ninja are basically unknown, save for the fact that °
° they come from a distant and exotic land. They seem to have an animosity °
° against mystics, so they probably originate from the same area. Ninjas °
° excel in the art of stealth and subterfuge. While they can fight fairly °
° well in hand to hand combat, they prefer to immobilize their opponent °
° before he would have time to react. After a deadly attack from the °
° shadows, they will usually finish off their victim with their mastery of °
° pressure point attacks. The ninjas of Silvermere have been rumoured to be °
° in league with the thieves guild, and are usually hired by them to do the °
° bulk of their dirty work. °

HP/Level: 5-**9** Magic: **None** Combat: **Average** Weapons: **Any** Armour: **Ninja**

Abilities: **Stealth**, **Dodge**, **Enhanced Crits**, **Traps**, **Lockpicking**, **Tracking**.

THIEVES EXP: 130%

The Thief class is fairly self-explanatory. Thieves steal, for different reasons, and are very good at it. Not all thieves rob for personal gain: many are vigilantes, robbing sleazy nobles to help the poor. Others rarely use their thieving skills and are basically scouts, creeping ahead to survey enemies. Of course most thieves rob for their own benefit, and thus it is usually good to keep an eye on all Thieves in your party, even if they have given their word they will not rob you. Thieves have a number of useful abilites, including Thievery, Stealth, Lockpicking, and Traps. They can use any one-handed weapon, and will wear no armour greater than leather due to their need for stealth. Thieves can also Backstab from the shadows when they are hidden, as can any class with Stealth.

HP/Level: **5-8** Magic: **None** Combat: good Weapons: **1-H** Armour: **Leather**

Abilities: **Stealth**, **Thievery**, **Traps**, **Lockpicking**,**Shadow resting**

BARDS EXP: 190%

Bards are the wandering entertainers of the realm, travelling from city to city while playing songs of merriment and bringing information. In that last respect, Bards are very important: few people travel far, and for some places Bards are the only source of outside information. Thus, they are often warmly greeted and usually stay free of charge at any place they frequent. Bards are trained in exclusive colleges, where they are taught a multitude of things, from swordplay, to stealth, to magic. Bards practise a unique form of magic by using their considerable musical talents to weave spells. These spells usually take the form of charming magic. They can only use one-handed weapons, as they disdain heavy, slow weapons, and will wear only leather armour.

HP/Level: 5-**8** Magic: **Bardic** Combat: **Average** Weapons: **1-H** Armour: **Leather**

Abilities: **Stealth**, **Traps**, **Thievery**, **Lockpicking**.

GYPSIES EXP: 190%

Gypsies, if it is at all possible, travel even more than the Bards. In many respects, the two classes are quite similar: they both have the same assortment of weapons, armour and skills. There is a profound difference, though, and that is the fact that Gypsies are not nearly as welcome as Bards. This is because when a Gypsy band comes through town, things always disappear. They are almost compulsive thieves -- but they are not evil. Gypsies just make their money by 'alternate means', as they say. They also command respectable magics, and this has saved many a Gypsy skin when the authorities have come to get them. Gypsies use the same weapons as thieves, for they need stealth to use their abilites, and because they need freedom in all things they do.

° HP/Level: **5-8** Magic: **Mage-2** Combat: **Fair** Weapons: **1-H** Armour: **Leather** °
ÌÍÍÍ¹
° Abilities: **Stealth, Traps, Thievery, Lockpicking.** °
ÈÍÍÍ¼

ÉÍÍÍ»
° **WARLOCKS EXP:** 190% °
ÌÍÍÍ¹
° Warlocks are the front-line fighters in any magical conflict. They °
° combine the best abilites of both the Warrior and Mage classes, but as a °
° result are not quite as effective as either of those 'pure' classes. °
° The Warlock class is quite a powerful one, though, when you think of what °
° a good fighter could do with potent magical spells! The King's Battle- °
° Mage corps is comprised almost exclusively of Warlocks. They eschew the °
° heavier armour in favour of lighter armour, as speed is a necessity when °
° casting spells. They need one hand free to direct their ranged spells, so °
° they may only use one-handed weapons, although certain focusing agents may°
° be worn on the free hand.
ÌÍÍÍ¹
° HP/Level: **4-8** Magic: **Mage-2** Combat: **Average** Weapons: **1-H** Armour: **Chain** °
ÌÍÍÍ¹
° Abilities: **None.** °
ÈÍÍÍ¼

ÉÍÍÍ»
° **MAGES EXP:** 210% °
ÌÍÍÍ¹
° There are as many kinds of Mages as there are other classes: Wizards ,°
° Sorcerors, Necromancers, Summoners, Transmuters, Elementalists, and a °
° dozen more. Most of these specialists, though, never venture forth from °
° their respective towers as they are not very well suited to adventuring. °
° For this reason, most magic-users you meet in cities will be general °
° Mages. These people are quite powerful, and wield a potent magical °
° arsenal. Mages have at their command mostly combat and defense spells, as °
° they are either adventurers, searching for fortune, or are the emissaries °
° of other Wizards, who need them to search out lost artifacts or spell °
° components. Either way, they are formidable and unpredictable foes. Mages °
° use only staves (including the staff-sling) and daggers in combat, as °
° they need as much mobility as possible. For this reason also, they will °
° only wear robes for protection, and thus rely on their magic for °
° protection.°
ÌÍÍÍ¹
° HP/Level: 4**-7** Magic: **Mage-3** Combat: **Poor** Weapons: **Staff** Armour: **Robes** °
ÌÍÍÍ¹
° Abilities: **None.** °
ÈÍÍÍ

ÉÍÍÍ»
° **DRUIDS EXP:** 215% °
ÌÍÍÍ¹
° Druids are the traditional protectors of the forest. They worship and °
° revere all forms of wildlife and nature. They are usually solitary folk, °
° each keeping watch of a different part of the wilderness, but in times of °
° need they come forth to preserve the balance of nature. Normally they are °
° quite pacifistic, and avoid combat, but when the balance of things is in °
° danger or their wilderness is threatened, they will retaliate with force. °
° Druids command substantial magics, and will not hesitate to use them in °
° the process of cleansing their lands from intruders. Druids use only °
° blunt weapons as they find bloodshed distasteful, but if they are caught °
° unaware they will use their sickles to defend themselves. They will wear °
° only natural armour. The Druids and the Rangers are very close, and they °
° often consult each other on the ways of the world. °
ÌÍÍÍ¹
° HP/Level: 5**-8** Magic: **Druid-3** Combat: **Fair** Weapons: **Blunt** Armour: **Leather** °

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ÌÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍ¹
° Abilities: None.°
ÈÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍ¼

ÉÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍ»
° RANGERS EXP: 220%                                                        °
ÌÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍ¹
° Rangers are the hunters and protectors of the wilderness, along with the  °
° Druids. They will never wilingly harm an animal, but will fight in self-  °
° defense if necessary. Rangers share the same attitudes as the Druids in   °
° respect to what they believe in, and in fact, Rangers are just more       °
° adventurous and militant Druids. Some unscrupulous Rangers use their      °
° abilities for man-hunting, at which they excel. All of them practice some °
° form of druidic magic, and this combined with their formidable combat     °
° abilities and their stealth makes them powerful characters. Rangers are   °
° excellent sneakers and can plan an ambush quite well if it is necessary.  °
° They wear only leather armour, for they need stealth and mobility to      °
° employ their powers, but they will use any weapon. Overall, Rangers are   °
° a powerful and expensive class.                                           °
ÌÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍ¹
° HP/Level: 6-10 Magic: Druid-1 Combat: Good  Weapons: Any  Armour: Leather °
ÌÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍ¹
° Abilities: Tracking, Stealth.                                             °
ÈÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍ¼

ÉÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍ»
° MYSTICS EXP: 250%                                                        °
ÌÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍ¹
° Mystics are a rare and unusual class. They are the students of ancient    °
° unarmed combat arts, and develop considerable mental powers (called Kai   °
° powers) in the course of their training. The source of these Mystics is   °
° not well known, but it is generally assumed to be an ancient teacher in   °
° some secluded cave. Of course, this Mystic teacher could live right in a  °
° city for all that is known. There are fairly advanced disciples in most   °
° cities, and they teach these exotic skills to any they deem worthy. They  °
° have yet to divulge the location of their master, however. Mystics'       °
° unarmed combat is effective against weapons and armour due to their      °
° knowledge of critical points. Usually use no weapons at all, but some     °
° have become proficient in the staff. They will wear no armour except for  °
° robes, as speed is the main element of their art.                         °
ÌÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍ¹
° HP/Level: 5-9  Magic: Kai  Combat: Average  Weapons: Staff  Armour: Robes °
ÌÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍ¹
° Abilities: Martial Arts, Dodge, Stealth, Enhanced Criticals, Kai Powers.  °
ÈÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍÍ¼
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Appendix D - Game Stats

Primary Statistics

Every character has six basic attributes, which govern the strengths and weaknesses of each particular character. The six stats are Strength, Agility, Health, Intellect, Willpower and Charm. Each race starts out with a **base** value and a **maximum** value in each of the six stats. A character cannot have a stat lower than the Base value, and cannot increase a stat beyond the Maximum value. For example, Elves are slim but graceful, and for **Agility** have a base value of 50 and a maximum value of 160. In the **help** files, the base value in each stat

is coloured red, and the maximum is coloured green. **Humans** form the "benchmark" for all other races, and have a base value of 45 and a maximum value of 145 in every stat. A value of **50** indicates an average value, giving no bonuses or penalties, while values above and below 50 give penalties or bonuses as applicable.

Stats can be changed by spending **CP** (character points) in character creation or after Training. Since every character receives CP after increasing in level, it is generally a wise idea to use these gained CP in a **Training Hall**, by typing **'TRAIN STATS'**. This will place you in the character editor

Primary Statistics, continued

The cost to increase stats is as follows:

The first 1 to 10 points above your race's base stat: 1 CP each.
The second 1 to 10 points above your race's base stat: 2 CP each.
The third 1 to 10 points above your race's base stat: 3 CP each.

... and so on. This means that to increase a stat **40** points above its base level, say, **Agility 40** to **Agility 80** (a BIG leap!), you would have to spend 10 CP's for the first 10 Agil, 20 CP's for the second 10 Agil, 30 CP's for the third 10 Agil, and 40 CP's for the fourth set of 10 Agility. This adds up to a grand total of 10 CP + 20 CP + 30 CP + 40 CP = **100 CP**! Very expensive, as you can see, and not very wise: even though your character would be incredibly agile, he would be weak, fragile, stupid, etc... and that makes a big difference. Having a one-dimensional character may be fun for a while, but your character probably would not last very long. In the end a more balanced character would be more enjoyable and would survive longer.

Note that 'high' or 'low' stats are stats above or below 50, respectively. Each stat has a different use.

STRENGTH (STR)

Strength is a measure not just of your raw muscle mass, but also how well you can use that strength. Good Strength adds to how easily you attack something in combat, as well as the damage you do when you hit. Some weapons need a high Strength to use effectively. Conversely, low strength reduces how well you hit something, and the damage you do. A Halfling warrior may be extremely quick, but he will do fairly poor damage when compared to a Dwarf! Strength also governs how much weight you can carry without being encumbered. Strength is a necessary stat for any fighting class, but is useful for magic-using classes as well, because no-one has an unlimited supply of magic! It is used when bashing down doors and in some instances for moving heavy objects.

AGILITY (AGI)

Agility is basically how quick and accurate you are in your movements. It involves not only speed, but total body coordination as well. A character with high Agility attacks faster and more accurately, and a high Agility helps defend against physical attacks. Low Agility, of course, makes you slower and less accurate. An Elf will hit far more often than a Half-Ogre, though a Half-Ogre's incredible crushing blows may compensate. Agility is a component of most skills, and is extremely useful for a thief. A thief with high agility will have very good skills! Again, Agility is a necessary stat for any fighting class.

Agility is important for the following character skills: **Stealth**, **Thievery**, **Traps** and **Picklocks**. It contributes heavily to your **Accuracy** and **Critical Hit Chance** as well. Characters with above-average Agility will gain a substantial **Dodge**

chance

INTELLECT (INT)

Intellect is a combination of raw intelligence, creativity, reasoning and basic awareness. Intellect is useful for all classes in respect to their Perception, which is a skill that helps notice hidden and concealed items (and people!). A character with a low Intellect may not notice things very often, such as people sneaking around, robbing them, etc. Intellect is a main component in many skills, and is useful to a thief, but it is vital to a mage! Mages use Intellect as the main stat for their spells. A Mage with low Intellect will be at a severe disadvantage with spells when compared to a mage with higher Intellect. Druids use both Intellect and Wisdom for their spells, so they need to have good levels in both stats. Warrior-types can usually get along without much Intellect, and historically many have done so -- but Intellect is also a component of Critical Hits, so a canny fighter will do heavy blows more often than a dull-witted opponent.

Intellect directly affects the following skills and abilities: **Stealth**, **Thievery**, **Traps**, **Picklocks**, **Tracking**, **Perception**, **Magic Resistance**, **Spellcasting**, and **Critical Hit Chance**.
}

WILLPOWER (WIL)

This stat is a measure of the character's cool-headedness, determination, mental focus and strength of faith. It is a must for any Priestly character, as this is the stat they use for their spell-casting. Druids use both Willpower and Intellect, so they need to have good levels in both stats. Willpower is the prime component in Magic Resistance, so anyone needing to resist spells had better have a good value in this stat. A Witchunter with high WIL would have a formidable MagicRes! As for Intellect, a Warrior-type could probably get along with a low Wisdom, but would then be much more vulnerable to magic spells.

Willpower directly affects the following skills and abilities: **Spellcasting**, **Tracking**, **Perception** and **Magic Resistance**.
}

HEALTH (HEA)

Health is a character's vitality, toughness, and general physical well-being. Health governs how many Hit Points a character starts with, as well as how many are gained each time a new Level is reached. Poison is less effective on a healthier person. Where Willpower is the toughness of the mind, Health is the toughness of the body. Health is a prime stat for any fighting classes, but is very useful for all characters, as everyone will sustain damage at some point in their perilous careers.

Having a high Health increases the rate at which you naturally heal, and the rate at which you gain HP through resting. It may also confer an increased resistance to some poisons and diseases. Characters with above- or below-average Health will notice a change in their Hit Points, which will vary depending on your Level and your Health. Health no longer has "stat breaks" where you must have a certain level of Health to obtain the increases (in the past, you needed to have 65, 80 or 95 Health for the bonuses), and now works as a gradual process that increases your HP as both your Health and Level increase. Therefore, it is possible that even a one-point increase in Health could increase your total HP.

CHARM (CHA)

Charm is a hard stat to pin down -- it is not an actual measure of a person's

good looks, but people with high charm are quite attractive to others. It helps with interpersonal relations, such as buying items from store-owners, as a charming person can lower the price of an item substantially. Charm helps in combat, because people are more likely to attack an offensive person than someone with a disarming smile. Charm is a component in some skills, as Charm is not only a measure of a character's charm, but a person with good Charm leads a Charmed life, so to speak, and in general is much luckier than other characters. Such a one would find himself miraculously dodging out of the way of some attacks, where others would have been hit. Charm is the main stat for use in Bard spells, and a Bard with low Charm will be a very poor Bard indeed. All characters can use a good dose of Charm.

Charm directly affects the following skills and abilities: **Stealth**, **Traps**, **Tracking**, **Critical Hit Chance** and **Perception**.
}