

# Skill and stats system - 6th March 2008

## General outline of player character

### Stats

Players have basic stats, which are: strength, agility, dexterity, education and will. These will be used for the basic formulas: the higher your strength, the more damage in battle for example.

- Strength: obvious. Everything from battle damage to how hard you can hit a pick axe. Also, health points are based on this, strong guy can take lots of hits.
- Agility: speed and reflexes, and everything around. This will help decide how fast you can run or how well you can hunt a deer for example. Stamina is based on this.
- Dexterity: fine motor skills. Everything technique related, such as rapier fighting or knitting a sweater is based on this.
- Education: education or schooling of the character. Good for all technical jobs, such as healing and alchemy.
- Will: will come into player later. This is the strength of mind and it decides part of HP and Stamina as well as helping with magic.

### Skills

There are two sorts of skills: melee skills and crafting skills.

- The melee skills are general categories of weapons; each one has a stat as a parent. An example would be **blades** (dexterity) or **blunts** (strength). Growth rate is decided by the stat. So blades level up faster depending on your dexterity power.
- Crafting skills are just the main list of crafts, such as **mining**, **farming** and **hunting**. These skills' level is just an average of its secondary skills.

These skills have secondary skills.

- Secondary melee skills are actual weapon groups, such as **rapiers**, **swords and sabres** for **blades**. Growth rate is dependant on the primary skill.
- Secondary crafting skills are the different steps for a craft. **Tailoring** would be split up into **spinning**, **weaving** and **sewing** for example. Each secondary is based upon a stat, grow rate is governed solely by this stat. **Sewing** is based on **dexterity**, while **spinning** would be **education**.

### Specials

There's a bunch of **specials to be earned** around the world through tutors, **skills or other ways**. There are only a **limited number of special slots**, so you have to pick wisely. A special will help in battle, outside battle or both. You can't be good at

everything this way, and if you want to be a crafter, you will have to “waste” some slots on crafting specials, which means you can have less true battle specials. As you will read, there is a way to use those craft specials in battle though.

## Tutors

The most mundane specials are taught to **by tutors or teachers, in return for a favor (quest), money, or just because they trust you**. They can be anything: a special technique to use in battle (Old monk teaches you fist of fury) or a special technique to pick locks easier. Some of them work both in and out (rare), like a special that lets you break boulders outside of battle, and throw them at your opponent in battle.

## Craft specials

There's one type of specials that's different. Through each craft you will be able to **gain craft specials**. These will **help you while doing crafts** (better growth rate, faster execution, etc) and will also be **available in battle**. The catch is that the special will do **damage based on the crafting secondary skill**, not your melee skill. For example: the mining pick axe special lets you acquire resources faster, but also can be used in battle to do an axe attack. Damage will be based on the mining skill. You can have a low axe skill and still use this special for a lot of damage. This way, you can be a miner during battles too. It also adds to the role playing aspect.

## Player level and growth

A player's total level (only useful for the website and bragging rights) could be based on the total of all primary skills, divided by ten. This means if you max out ten primary skills, you'll be (1000 / 10) a level 100 character. Balancing will have to decide what the skill caps are and thus the final level.

Skill growth works as follows: the growth rate of a secondary skill is based on

## Summary

Here's a summary:

Character -> stats: Strength  
Dexterity  
Agility  
Education  
Will

Character -> skills: Melee skills  
Craft skills

Primary melee skills: weapon group with stat attached. Growth is based on stat.  
Secondary melee skills: actual weapon groups. Growth is based on primary.

Primary crafting skills: different crafts, level is average of secondaries.  
Secondary crafting skills: different steps with stat attached. Growth is based on stat.

Some consequences of using this system:

- If you train a certain weapon skill, such as rapier, you'll also gain growth in the primary skill, so it'll be easier to pick up other blades later. It will still be tough to get into maces though, since they have another primary.
- Secondary craft skills will level up asynchronously. So, a buff guy will find it easier to weave, which is based on strength, than to sew some pants, which he needs fine motor skills for (dexterity).
- Very open, you can decide to change your weapon any time, and depending on previous experience, you will be able to pick it up faster through the primary skill.
- If you train a secondary craft based on strength a lot, it will be easier to pick up strength based weapons too, since they each create the same stat growth.

# Appendix A: List of skills and stats

## Stats

- Strength
- Dexterity
- Agility
- Wisdom
- Willpower

## Skills

### Combat Skills

- Long Blade (Dexterity)
  - Sword
  - Backsword
  - Longsword
  - Nihonto
- Marksman (Dexterity)
  - Long Bow
  - Short Bow
  - Crossbow
  - Throwing
- Shafted (Strength)
  - Axe
  - Sickle
  - Blunt
  - Hammer
- Pole Arm (Strength)
  - Spear
  - Staff
  - Glaive
  - Pronged
- Short Blade (Agility)
  - Dagger
  - Short Sword
  - Shoto
  - Fencing Blade
- Contact (Agility)
  - Unarmed
  - Whip
  - Shields
  - Fist Arms
- Alchemy
  - Fireworks
  - Bombs
  - Guns
  - Pyrotechnics
- Healing
  - Bandaging
  - Stitching
  - Splinting
  - Injecting

## Crafting Skills

- Smithing
  - Mining (Strength)
  - Melting (Agility)
  - Forging (Education)
  - Jewelling (rare)
- Chemistry
  - Scavenging (Education)
  - Grinding (Dexterity)
  - Boiling (Agility)
  - Distilling (rare)
- Farming
  - Ploughing (Strength)
  - Sowing (Agility)
  - Nurturing (Dexterity)
  - Fertilizing (rare)
- Tailoring
  - Spinning (Strength)
  - Weaving (Education)
  - Sewing (Dexterity)
  - Custom Clothing (rare)
- Leatherworking
  - Skinning
  - Tanning
  - Leathercrafting
  - Taxidermy (rare)
- Woodworking
  - Logging
  - Sawing
  - Carpentry
  - Woodsculpting (rare)