

Cyclops, GenericDescription:

Big one eyed giants. Approximately 9 to 12 feet in height. Typically muscle bound. The generic breed, though 1.5 to 2.5 times the size and strength of your average human, is humbled by the other castes (warrior, cleric, chieftan) when it comes to specific attributes.

Level Range 1 to 5

Attributes:

Strength: 28+(3*LEVEL)
Dexterity: 12+(2*LEVEL)
Intelligence: 10+(2*LEVEL)
Vitality: 14+(2*LEVEL)
Luck: 12+(LEVEL)

Skills:

Axe: 20+(2*LEVEL)
Mace: 20+(2.5*LEVEL)
Missile: 5+(LEVEL)
Pole Arm: 5+(LEVEL)
Sword: 15+(3*LEVEL)
Unarmed: 20+(3*LEVEL)

Acrobat:	0	Search:	0
Backstab:	0	Steal:	0
Barter:	0	Stealth:	0
Climb:	0	Swim:	0
First Aid:	0	Trap Detect:	0
Lock Pick:	0	Trap Disarm:	0
Repair:	0		

Cyclops, Warrior ClericDescription:

Cyclops warrior clerics of the Cult of Havaal The Merciless—and probably one of the most inspirational beings native to the world of Jaal.

Level Range 4 to 10

Attributes:

Strength: 30+(3*LEVEL)
Dexterity: 12+(2*LEVEL)
Intelligence: 16+(2*LEVEL)
Vitality: 16+(2*LEVEL)
Luck: 16+(LEVEL)

Skills:

Axe: 25+(2*LEVEL)
Mace: 25+(3*LEVEL)
Missile: 5+(LEVEL)
Pole Arm: 5+(LEVEL)
Sword: 20+(3*LEVEL)
Unarmed: 25+(4*LEVEL)

Acrobat:	0	Search:	0
Backstab:	0	Steal:	0
Barter:	0	Stealth:	0
Climb:	0	Swim:	0
First Aid:	0	Trap Detect:	0
Lock Pick:	0	Trap Disarm:	0
Repair:	0		

Goblin, GenericDescription:

These creatures are mostly intelligent. However they sometimes overlook obvious solutions to problems in an attempt to appear even more intelligent to the rest of their race. They are short, about 3-4 feet high, with greenish complexion and piercing yellowish eyes. Their skill in combat is higher because they mostly attack in hordes to avoid loosing. While most goblins are only worker class, they all aspire to rule, even those lacking the capability to do so.

Level Range 3-8

Attributes:

Strength: 15
Dexterity: 12
Intelligence: 20
Vitality: 12
Luck: 15

Skills:

Axe: 0
Mace: 0
Missile: 0
Pole Arm: 0
Sword: 30
Unarmed: 5

Acrobat:	0	Search:	0
Backstab:	0	Steal:	0
Barter:	0	Stealth:	0
Climb:	0	Swim:	0
First Aid:	0	Trap Detect:	0
Lock Pick:	0	Trap Disarm:	0
Repair:	0		

Goblin, PriestessDescription:

Within the Goblin race, only the female may instruct the goblins in the teachings of Delix, the Goblin God of War. Many of the priestess attempt control of the warrior class because no female may rule the goblins. They look much like the standard goblin, except for the finger bones that have been collected to form a necklace that hang around their necks.

Level Range 7-10

Attributes:

Strength: 19
Dexterity: 13
Intelligence: 27
Vitality: 13
Luck: 15

Skills:

Axe: 0
Mace: 0
Missile: 0
Pole Arm: 0
Sword: 30
Unarmed: 5

Acrobat: 0	Search: 0
Backstab: 0	Steal: 0
Barter: 0	Stealth: 0
Climb: 0	Swim: 0
First Aid: 0	Trap Detect: 0
Lock Pick: 0	Trap Disarm: 0
Repair: 0	

Goblin, WarriorDescription:

The goblin warriors do most of their fighting to attain as many finger bones as they can for their priestess. Once a year the priestesses select the new tribal leader based solely on the number of finger bones collected.

The previous leader is unable to gather bones because of his work and so always must begin his bone hunt after he has been removed as leader. Most times this results in his death, but sometimes they'll survive to compete for leader again the next year.

Level Range 10-12

Attributes:

Strength: 25
Dexterity: 15
Intelligence: 25
Vitality: 15
Luck: 16

Skills:

Axe: 0
Mace: 0
Missile: 0
Pole Arm: 0
Sword: 30
Unarmed: 5

Acrobat: 0	Search: 0
Backstab: 0	Steal: 0
Barter: 0	Stealth: 0
Climb: 0	Swim: 0
First Aid: 0	Trap Detect: 0
Lock Pick: 0	Trap Disarm: 0
Repair: 0	

Nahk, Pirate CaptainDescription:

Captain of the Dark Tide, the pirate vessel. Human, late twenties. Tall in stature and powerful in shape, with broad shoulders and a mean sword swing. He speaks with a deep, almost croaking voice. He's respected and feared by his crew, who obey him without question.

Level Range 16 to 16

Attributes:

Strength: 40
Dexterity: 28
Intelligence: 32
Vitality: 28
Luck: 1

Skills:

Axe: 10
Mace: 0
Missile: 62
Pole Arm: 0
Sword: 70
Unarmed: 65

Acrobat: 45	Search: 5
Backstab: 22	Steal: 44
Barter: 15	Stealth: 10
Climb: 33	Swim: 90
First Aid: 10	Trap Detect: 0
Lock Pick: 33	Trap Disarm: 0
Repair: 10	

Nog, LesserDescription:

A small to medium creature appearing to be made mostly of seaweed. They attack by sending out vine-like tentacles in an attempt to engulf their victim.

Level Range 5 to 5

Attributes:

Strength: 30
Dexterity: 6
Intelligence: 10
Vitality: 18
Luck: 11

Skills:

Axe: 0
Mace: 0
Missile: 0
Pole Arm: 0
Sword: 0
Unarmed: 25

Acrobat:	0	Search:	0
Backstab:	0	Steal:	0
Barter:	0	Stealth:	0
Climb:	0	Swim:	0
First Aid:	0	Trap Detect:	0
Lock Pick:	0	Trap Disarm:	0
Repair:	0		

Rat, GiantDescription:

A long tailed, disease ridden rodent with large fangs and sharp claws.

Level Range 1 to 1

Attributes:

Strength: 5
Dexterity: 8
Intelligence: 2
Vitality: 1
Luck: 2

Skills:

Axe: 0
Mace: 0
Missile: 0
Pole Arm: 0
Sword: 0
Unarmed: 8

Acrobat: 0	Search: 0
Backstab: 0	Steal: 0
Barter: 0	Stealth: 0
Climb: 0	Swim: 0
First Aid: 0	Trap Detect: 0
Lock Pick: 0	Trap Disarm: 0
Repair: 0	

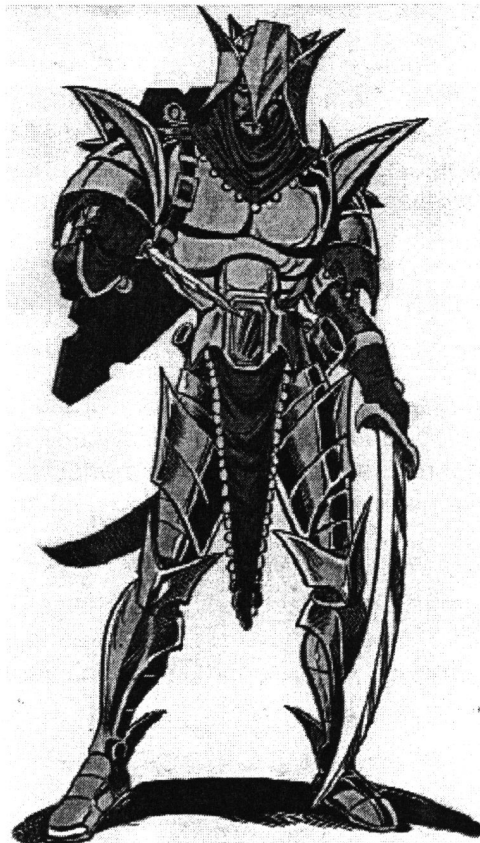
Magic System**The Magic of Underworld III**

Magic in the world of Jaal consists of the three main spheres of power—Earth, Water and Fire—while the fourth element of Air holds the mana which binds all magic. Each of the creatures of the world has a reservoir of magic within them which is called mana. While all creatures in the world have this mana, there are places of high power known as 'Nodes' which can increase power in those who have mastered a previous 'plane' of magic.

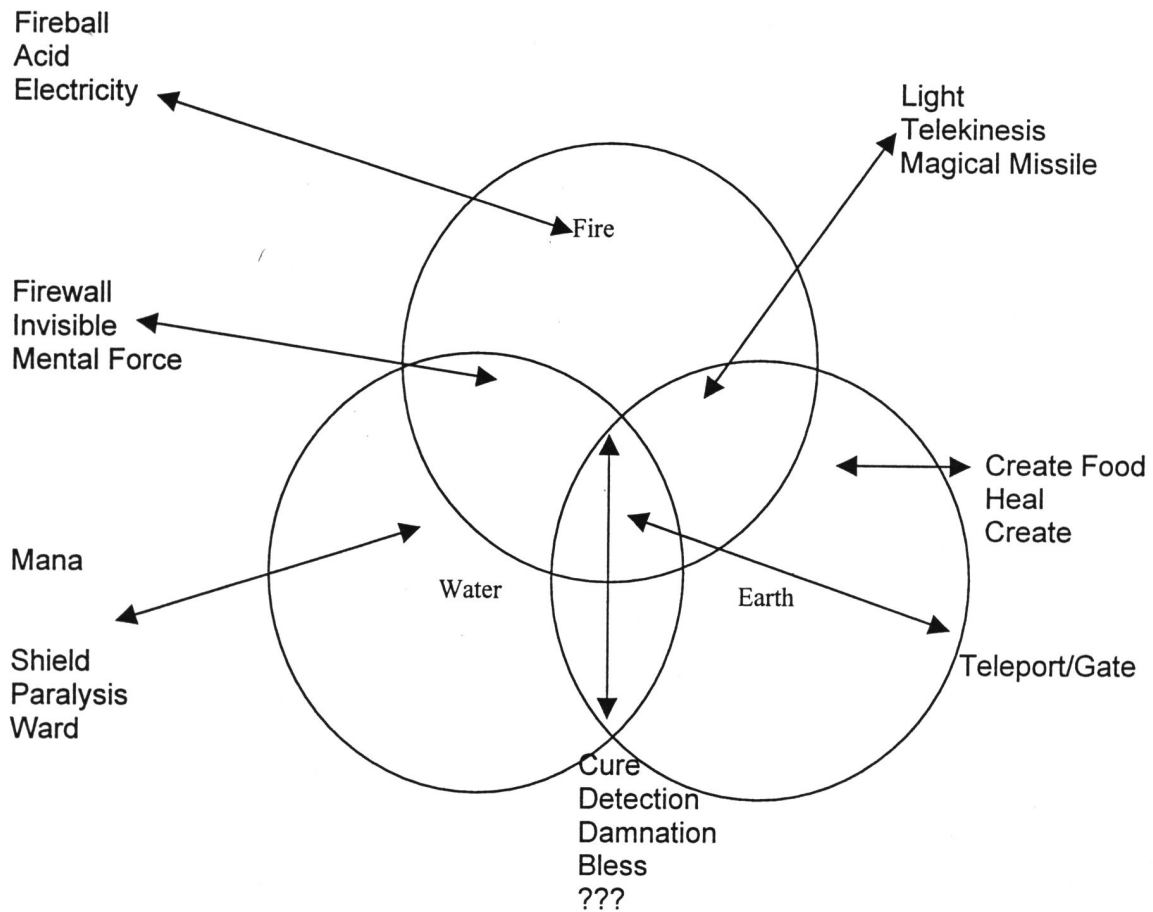
Any of the three spheres of magic can be combined with other spheres to create a large number of magical spells.

The sphere of Fire is most notably used for offensive spells such as Fireball or to call upon the power of lightning. The Water sphere is used for defensive magics like protection spells. Finally, the Sphere of Earth is the creation force, useful for summoning and creating objects such as food or healing by calling upon available life force of the world.

All planes of magic are available to even the most novice of mages. However, combining the power of two or more planes to produce even more complicated spells is more difficult and many mages may find them impossible to perform.



Below is a list of all known spells, including those from combined spheres of power.



Each Spell has four known planes of power.

And each plane requires more mana and is in turn more powerful. For a mage to advance to the next higher plane of power, he or she must visit one of the 'Nodes' of power throughout the planet. The 'Nodes' increase the innate power of the mage to the next plane.

The following is a list of all known spells and their effects, as well as the increase received at each plane of power.

NOTE: *All spells and their effects are subject to change to handle all play balancing issues.*

FIRE:**Name: Fireball**

Plane 1 Mana Required: 15

Plane 1 Success Effect: A small flaming ball does 4-8 damage.

Plane 1 Failure Effect: The caster turns red and receives 2-4 damage.

Plane 2 Mana Required: 35

Plane 2 Success Effect: A small flaming ball does 8-16 damage.

Plane 2 Failure Effect: The caster catches fire and receives 4-8 damage.

Plane 3 Mana Required: 55

Plane 3 Success Effect: A medium ball of flame does 6-32 damage.

Plane 3 Failure Effect: The caster explodes for 8-16 damage.

Plane 4 Mana Required: 85

Plane 4 Success Effect: A Large sphere of flaming lava does 32-64 damage.

Plane 4 Failure Effect: The caster implodes for 16-32 damage.

Name: Acid

Plane 1 Mana Required: 10

Plane 1 Success Effect: Enemy is splashed with acid for 2-4 damage

Plane 1 Failure Effect: Caster is burnt for 1-2 damage

Plane 2 Mana Required: 20

Plane 2 Success Effect: Enemy is bathed in a small acid shower for 4-8 damage.

Plane 2 Failure Effect: Caster is splashed for 2-4

Plane 3 Mana Required: 40

Plane 3 Success Effect: Enemy is showered with acid for 8-16 damage

Plane 3 Failure Effect: Caster is splashed with acid for 4-8 damage

Plane 4 Mana Required: 70

Plane 4 Success Effect: Enemy is drowned in a downpour of acid for 16-32.

Plane 4 Failure Effect: Caster is showered in acid for 8-16

Name: Electricity

Plane 1 Mana Required: 13

Plane 1 Success Effect: Sparks do 3-6 damage

Plane 1 Failure Effect: Caster is shocked for 1-3

Plane 2 Mana Required: 25

Plane 2 Success Effect: A small ball of lightning does 6-24

Plane 2 Failure Effect: Caster is jolted for 6-24

Plane 3 Mana Required: 50

Plane 3 Success Effect: Arc of Electricity for 16-30

Plane 3 Failure Effect: Caster is illuminated for 8-12

Plane 4 Mana Required: 80

Plane 4 Success Effect: Streams of Electricity for 30-70

Plane 4 Failure Effect: Caster in plugged DC while expecting AC for 10-20

WATER:**Name: Sheild**

Plane 1 Mana Required: 10

Plane 1 Success Effect: transparent blue dome protects for 10 points

Plane 1 Failure Effect: -

Plane 2 Mana Required: 20

Plane 2 Success Effect: protects 40

Plane 2 Failure Effect: -

Plane 3 Mana Required: 60

Plane 3 Success Effect: protects 80

Plane 3 Failure Effect: -

Plane 4 Mana Required: 160

Plane 4 Success Effect: protects 200

Plane 4 Failure Effect: -

Name: Paralysis

Plane 1 Mana Required: 5

Plane 1 Success Effect: target is slowed for 20 seconds

Plane 1 Failure Effect: -

Plane 2 Mana Required: 15

Plane 2 Success Effect: a hand from the ground grips target for 20 seconds

Plane 2 Failure Effect: -

Plane 3 Mana Required: 40

Plane 3 Success Effect: several hands grab target for 1 minute

Plane 3 Failure Effect: caster is slowed for 10 seconds

Plane 4 Mana Required: 120

Plane 4 Success Effect: hands and arms squeeze target to death for 30 seconds

Plane 4 Failure Effect: caster is grabbed by hand for 30 seconds

Name: Ward

Plane 1 Mana Required: 10

Plane 1 Success Effect: offensive spells cast at caster reduced in damage 25%

Plane 1 Failure Effect: -

Plane 2 Mana Required: 30

Plane 2 Success Effect: %50

Plane 2 Failure Effect: -

Plane 3 Mana Required: 60

Plane 3 Success Effect: %70

Plane 3 Failure Effect: damage increased by %20

Plane 4 Mana Required: 150

Plane 4 Success Effect: 10%

Plane 4 Failure Effect: increased by %50

EARTH:

Name: Create Food

Plane 1 Mana Required: 20
Plane 1 Success Effect: 4 units of soylent green are created
Plane 1 Failure Effect: -
Plane 2 Mana Required: 40
Plane 2 Success Effect: 8 units
Plane 2 Failure Effect: caster is 1 unit hungrier
Plane 3 Mana Required: 80
Plane 3 Success Effect: 12 units
Plane 3 Failure Effect: caster is 5 units hungrier
Plane 4 Mana Required: -
Plane 4 Success Effect:-
Plane 4 Failure Effect:-

Name: Heal

Plane 1 Mana Required: 10
Plane 1 Success Effect: caster heals up 10 HP
Plane 1 Failure Effect: -
Plane 2 Mana Required: 20
Plane 2 Success Effect: 30 HP
Plane 2 Failure Effect: -
Plane 3 Mana Required: 50
Plane 3 Success Effect: 80 HP
Plane 3 Failure Effect: caster loses 10 HP (to not less than 10)
Plane 4 Mana Required: 150
Plane 4 Success Effect: 150 HP
Plane 4 Failure Effect: caster loses 20 HP (to not less than 20)

Name: Create Mana Store

Plane 1 Mana Required: 10
Plane 1 Success Effect: store 5 mana for later use (mana crystals)
Plane 1 Failure Effect: -
Plane 2 Mana Required: 30
Plane 2 Success Effect: store 15
Plane 2 Failure Effect: -
Plane 3 Mana Required: 60
Plane 3 Success Effect: store 40
Plane 3 Failure Effect: lose 20 additional mana
Plane 4 Mana Required: 200
Plane 4 Success Effect: store 300
Plane 4 Failure Effect: lose additional 100

FIRE/WATER:**Name: Fire Wall**

Plane 1 Mana Required: 20

Plane 1 Success Effect: 10 ft wall of fire doing 10-20 for 30 seconds

Plane 1 Failure Effect: -

Plane 2 Mana Required: 40

Plane 2 Success Effect: 20 ft doing 15-30 for 30 seconds

Plane 2 Failure Effect: -

Plane 3 Mana Required: 80

Plane 3 Success Effect: 25-50 for 1 minute

Plane 3 Failure Effect: -

Plane 4 Mana Required: 140

Plane 4 Success Effect: 3rd plane effect plus wall shoots fireballs doing 10-20

Plane 4 Failure Effect: -

Name: Invisible

Plane 1 Mana Required: 40

Plane 1 Success Effect: invisible and able to see invisible things for 30 seconds

Plane 1 Failure Effect: -

Plane 2 Mana Required: 60

Plane 2 Success Effect: 1 minute

Plane 2 Failure Effect: -

Plane 3 Mana Required: 90

Plane 3 Success Effect: 2 minutes, plus, able to walk through doors

Plane 3 Failure Effect: -

Plane 4 Mana Required: -

Plane 4 Success Effect: -

Plane 4 Failure Effect: -

Name: Phantasmal Force

Plane 1 Mana Required: 25

Plane 1 Success Effect: 10' diameter orb of energy shoves enemies back for :30

Plane 1 Failure Effect: -

Plane 2 Mana Required: 50

Plane 2 Success Effect: and does 5-10

Plane 2 Failure Effect: -

Plane 3 Mana Required: 75

Plane 3 Success Effect: and does 15-30

Plane 3 Failure Effect: -

Plane 4 Mana Required: 150

Plane 4 Success Effect: and does 40-70

Plane 4 Failure Effect: -

FIRE/EARTH**Name: Light**

Plane 1 Mana Required: 5

Plane 1 Success Effect: lights illuminates 10 foot diameter for 10 minutes

Plane 1 Failure Effect: -

Plane 2 Mana Required: 15

Plane 2 Success Effect: 20 foot for 10 minutes

Plane 2 Failure Effect: -

Plane 3 Mana Required: 25

Plane 3 Success Effect: 30 foot for 20 minutes

Plane 3 Failure Effect: -

Plane 4 Mana Required: -

Plane 4 Success Effect: -

Plane 4 Failure Effect: -

Name: Telekenisis

Plane 1 Mana Required: 20

Plane 1 Success Effect: able to push buttons at 20 feet

Plane 1 Failure Effect: -

Plane 2 Mana Required: 40

Plane 2 Success Effect: and call items

Plane 2 Failure Effect: -

Plane 3 Mana Required: -

Plane 3 Success Effect: -

Plane 3 Failure Effect: -

Plane 4 Mana Required: -

Plane 4 Success Effect: -

Plane 4 Failure Effect: -

Name: Magic Missile

Plane 1 Mana Required: 15

Plane 1 Success Effect: arrow of fire doing 10-20

Plane 1 Failure Effect: -

Plane 2 Mana Required: 25

Plane 2 Success Effect: doing 15-40

Plane 2 Failure Effect: 1-2 damage for caster

Plane 3 Mana Required: 40

Plane 3 Success Effect: 20-45 and missile always hits

Plane 3 Failure Effect: 2-4 damage

Plane 4 Mana Required: 180

Plane 4 Success Effect: same as 3, but 20 arrows

Plane 4 Failure Effect: 10-20 damage

EARTHWATER**Name: Teleport/Gate**

Plane 1 Mana Required: -

Plane 1 Success Effect: -

Plane 1 Failure Effect: -

Plane 2 Mana Required: -

Plane 2 Success Effect: -

Plane 2 Failure Effect: -

Plane 3 Mana Required: 100

Plane 3 Success Effect: port to wayreth gate, leaving moongate open to return

Plane 3 Failure Effect: -

Plane 4 Mana Required: -

Plane 4 Success Effect: -

Plane 4 Failure Effect: -

Name: Cure

Plane 1 Mana Required: 30

Plane 1 Success Effect: removes poisoning and acid and heals 20 HP

Plane 1 Failure Effect: -

Plane 2 Mana Required: -

Plane 2 Success Effect: -

Plane 2 Failure Effect: -

Plane 3 Mana Required: -

Plane 3 Success Effect: -

Plane 3 Failure Effect: -

Plane 4 Mana Required: 150

Plane 4 Success Effect: 200 HP

Plane 4 Failure Effect: -

Name: Detection

Plane 1 Mana Required: ?

Plane 1 Success Effect:

Plane 1 Failure Effect:

Plane 2 Mana Required:

Plane 2 Success Effect:

Plane 2 Failure Effect:

Plane 3 Mana Required:

Plane 3 Success Effect:

Plane 3 Failure Effect:

Plane 4 Mana Required:

Plane 4 Success Effect:

Plane 4 Failure Effect:

FIRE/EARTH/WATER:

Name: Damnation

Plane 1 Mana Required: -

Plane 1 Success Effect: -

Plane 1 Failure Effect: -

Plane 2 Mana Required: -

Plane 2 Success Effect: -

Plane 2 Failure Effect: -

Plane 3 Mana Required: 100

Plane 3 Success Effect: 4-8 damage to target from each of 40-60 globes of energy, plus target if poisoned

Plane 3 Failure Effect: -

Plane 4 Mana Required: 500

Plane 4 Success Effect: 10-15 damage, and target is set on 'eternal fire' doing 400 damage across 1 minute

Plane 4 Failure Effect: 50-100 damage to caster

Name: Bless

Plane 1 Mana Required: -

Plane 1 Success Effect: -

Plane 1 Failure Effect: -

Plane 2 Mana Required: -

Plane 2 Success Effect: -

Plane 2 Failure Effect: -

Plane 3 Mana Required: 100

Plane 3 Success Effect: 150-300 HP to caster + light 2 + ward 3 + cure 1

Plane 3 Failure Effect: -

Plane 4 Mana Required: 300

Plane 4 Success Effect: 200-400 HP + light 3 + ward 4 + cure 1

Plane 4 Failure Effect:

Name: ???

Plane 1 Mana Required:

Plane 1 Success Effect:

Plane 1 Failure Effect:

Plane 2 Mana Required:

Plane 2 Success Effect:

Plane 2 Failure Effect:

Plane 3 Mana Required:

Plane 3 Success Effect:

Plane 3 Failure Effect:

Plane 4 Mana Required:

Plane 4 Success Effect:

Plane 4 Failure Effect:

Automap

Underworld 3's automap feature hearkens back to the days of its forefathers. Games in the interim have foisted complicated and unwieldy mapping systems on unsuspecting would-be heroes. Ours will be predrawn by professional, highly paid (yet overworked) artists and will look like top-of-the-line period maps. Sections of the map will be occluded at runtime until you've discovered them. Nuff said.

Log Book

Jaal can be a complicated place, and it can sometimes be hairy trying to keep track of everything going on. Fortunately, you have access to a logbook.

The logbook is used to keep track of everything that has happened to you during the game, as well as maintaining a list of 'things to do' and sub-quests you may wish to return to a later point in time. It will also include hints and some measure of background fiction to provide an even more entertaining experience.

Items

WEAPONS

Swords

Dagger	2-8
Short Sword	4-16
Long Sword	4-20
Broad Sword	12-36
Two-handed Sword	10-40

Mace

Club	1-6
Mace	3-18
Flail	4-25
Morning Star	10-35
War Hammer	12-38

Pole Arms

Staff	1-8
Spear	2-16
Fauchard	5-30
Glaive	10-40
Halberd	15-45

Axe

Hatchet	2-8
Hand Axe	4-16
Scythe	5-20
Battle Axe	10-30
Great Axe	20-50

Missile

Sling	1-6
Short Bow	2-12
Cross Bow	3-18
Long Bow	5-20
Heavy Crossbow	5-30

Unarmed

Strength	Skill
10-20 1-2	60-75 x1.5
20-30 3-6	76-85 x2
30-40 5-10	86-95 x2.5
40-50 7-14	96-99 x3
50-60 9-18	100 x4
60-70 11-22	

ARMOR**Types**

Leather	+1
Chain	+3
Plate	+5

Pieces

Helmet	+2
Gauntlets	+2
Greaves	+3
Breast Plate	+5
Shoes/Boots	+2
Leggings	+3

SHIELD

Wooden	+1
Buckler	+2
Round	+3
Tower	+5

WEAPON PREFIXES AND SUFFIXES**WEAPON PREFIXES**

		TO-HIT	DAMAGE
""	-	+0	+0
Wind	-	+5	+0
Stinging	-	+0	+5
Barbed	-	+5	+5
Sharp	-	+10	+0
Biting	-	+0	+10
Singing	-	+10	+10
Gleaming	-	+10	+5
Powerful	-	+5	+10
Screaming	-	+20	+0
Vorpal	-	+0	+20
Seeking	-	+20	+5
Cyclopean	-	+5	+20
Deadly	-	+20	+10
Thunderous	-	+10	+20
God-Like	-	+20	+20

The following 'spell' types have a limited number of charges that once expended destroy the object. Some will activate upon successful hit and some require actual usage.

- ... **Of Fireball**
- ... **Of Acid**
- ... **Of Electricity**
- ... **Of Shielding**
- ... **Of Warding**
- ... **Of Invisibility**
- ... **Of Light**
- ... **Of Magic Missile**
- ... **Of Detection**
- ... **Of Damnation**

The following suffix types affect attributes directly.

- ... **Of Bless**
- ... **Of Luck**
- ... **Of Strength**
- ... **Of Vitality**
- ... **Of Dexterity**
- ... **Of Intelligence**

These are the special suffix types.

... **Of Venom** - Poisoned blade that does continuous declining damage after a successful hit.

... **Of Burning** - Target takes extra damage from fire.

... **Of Freezing** - Target takes extra damage from cold.

... **Of Smiting** - When this weapon hits something, there is a chance it will kill very low level creatures out-rights. If it doesn't outright kill something, it gets a large damage bonus.

...**Of Vampirism** - This weapon, when it damages an opponent, may take some of the damage it gives the victim, and give it as a health bonus to the user. May wish to confine this to hand-held weapons, and maybe confine it further to blades.

...**Of Speed** - This weapon has an increased speed of attack <less time to do more damage, faster recovery from a swing, and faster to draw>

ARMOR PREFIXES AND SUFFIXES

The prefixes and suffixes will be added to resemble weapons:

RINGS/AMULETES/JEWELRY PREFIXES AND SUFFIXES

The prefixes and suffixes will be added to resemble weapons:

[This section still in development...]

Combat System

ATTACK STYLES

Weapons use style (slash, hack, bash or pierce) selectable using right mouse button, each click showing a different attack type icon, or clicking in one of the quadrants as in previous Underworlds.

Once style of attack is chosen, use Underworld attack style—meaning left click and hold on region of body to try to hit, to do that kind of attack. Some weapons will have type removed from the listing (spear would not have any option other than stab in right-mouse-series). This kind of right mouse button for this is used when in 'combat mode' or when you have a weapon out and drawn. If in non-combat mode you could have a weapon 'readied' and in right click series, have a 'quick draw' option instead of attack style.

EFFECTS OF ATTACKS

If attack is a thrust, and armor is not penetrated, and attackers strength is greater than the defender, then defender should be shoved backward by the distance that the attack over-reached the defender.

WEAPON ATTRIBUTES

Summary of Weapon Attributes:

There are two types of attributes—those that vary between weapon classes and those that vary among individual weapons within the class.

A weapon class/type (I.E. BROADSWORD vs. LONG SWORD vs. BASTARD SWORD vs. Etc. would be predefined in the following areas: Weight, Damage, Ease of Use, Piercing, Slashing, Hacking, Stabbing, Bashing.

An individual weapon that you pick up or purchase would vary within its basic type on the following attributes: Sharpness, Hardness, Ease of use (only slight modifications on this), and possible magic enchantment. All of these attributes could be modified by weapon-smiths, except for magical enchantment, which can only be found on treasure weapons.

Each item will have a condition that is basically its hit points. As the items are damaged through being hit (or any 'normal' use), the hit points will drop until the condition diminishes and it is finally destroyed. Some of the condition types are, excellent, good, fair, worn, and then destroyed.

WEAPON ATTRIBUTE DEFINITIONS

Weight -	Affects how much it weighs.
Condition -	What is the current condition of this weapon
Damage -	Damage that the weapon will do upon a successful hit.
Piercing -	Can this weapon do piercing damage?
Slashing -	Can this weapon Slash?
Bash -	Can this weapon bash?
Hack -	Can this weapon hack?

PLAYER COMBAT WALK-THROUGH

Attacking Your Target

You approach target.

You ready your weapon(s) to be used.

Select from what attacks to use (current maximum of three attack types, choose by right clicking to select attack mode or by clicking in correct quadrant).

Aim your attack (merely pointing yourself at what you would like to hit, as attacks will always be directly roughly straight-ahead along your field of view).

Next, determine how hard you want to hit, then swing weapon (if a hand-held close combat weapon). Holding down the attack button (left mouse button) does this until swing has been powered up sufficiently. The time needed to swing the weapon depends on its weight, your skill with the weapon and your strength.

If weapon was properly aimed, in-range, and the target is still available, then resolve combat. (See **Skills & Calculations** for determination).

Modify wear on the weapon.

Modify wear on the armor.

Check weight and skill with the weapon against strength of attacker to figure out how long it will take to ready weapon for another use, if capable.

Skills & Calculations

ATTRIBUTES

- Strength** Character's muscle, physical power, and stamina. Everything from hurting an opponent to forcing a door off its hinges.
- Dexterity** Character's agility, reaction speed, reflexes and balance. The ability to dodge a lance, pick a lock and avoid a missile.
- Intelligence** Character's reasoning and learning ability. Affects the ability to cast and learn spells, and determine traps on treasure chests.
- Vitality** Character's fitness, health, and resistance to injury and disease. Affects the amount of hit points a character receives, and their tolerance to various maladies.
- Luck** When all else fails, a character's luck just might keep them from the jaws of the dragon (or the prick of the needle trap).

<u>Weapon Skills:</u>	<u>Attribute:</u>	<u>%:</u>	<u>Skills:</u>	<u>Attribute:</u>	<u>%:</u>	<u>Skill:</u>
Axe	Str/Dex	75/25	Acrobat	Dex/Str	75/25	50
Mace	Str/Dex	75/25	Backstab	Dex/Str	80/20	85
Missile	Dex	100	Barter	Int	100	85
Polearms	Str/Dex	75/25	Casting	Int/Dex	70/30	85
Sword	Str/Dex	75/25	Climb	Dex/Str	66/33	30
Unarmed	Str/Dex	75/25	First Aid	Int/Dex	80/20	80
			Lockpick	Dex/Int	80/20	80
			Lore (magical)	Int	100	80
			Lore (mundane)	Int	100	40
			Repair	Dex/Str	50/50	50
			Search	Int	100	75
			Steal	Dex/Int	80/20	75
			Stealth	Str/Dex	85/15	50
			Swim	Str/Dex	85/15	50
			Trap Detect	Int	100	75
			Trap Disarm	Dex/Int	80/20	75
<u>Other:</u>	<u>Attribute:</u>	<u>%:</u>				
Magic Resistance	Vit/Int	85/15				
Attack	Str/Dex	50/50				
Defense	Dex/Str	75/25				
Mana	Int	100				

Notes:

Attribute values range from a low of 8 to a high of 50

Skill values range from a low of 0 to a high of 100

Formula for calculating % chance for a successful skill check:

$$(((\text{Attrib1} * \text{Attrib1}\%) + (\text{Attrib2} * \text{Attrib2}\%)) * 2) * 100 - \text{SkillWeight}\%) + (\text{SkillValu} * \text{SkillWeight}\%)$$

SKILL DESCRIPTIONS

Attack (To Hit)	Character's calculated chance to hit an opponent
Defense	Character's calculated defensive ability
Axe	Character's skill with hatchet-style weapons, such as battle axes and war axes
Mace	Character's skill with blunt, bludgeoning weapons such as maces, staves, and flails
Missile	Character's skill with ranged weapons such as a long bow, short bow and crossbow
Polearms	Character's skill with edged weapons mounted on a short handle or on a longer shaft and wielded with two hands. Halberd, glaive, bardiche, etc.
Sword	Character's skill with slashing and stabbing weapons, such as the longsword, claymore, katana, shortsword and dagger
Unarmed	Character's hand-to-hand combat skill
Mana	Character's inherent spell casting ability. Determined by their intelligence, experience level, and power level
Casting	Character's effectiveness when using spells, wands, scrolls, etc.
Magic Resistance	Character's inherent resistance to harmful magical effects
Acrobat	Affects the amount of damage the character sustains from falling or jumping
Backstab	With a successful Stealth check, the ability to attack from behind inflicting maximum damage
Barter	The ability to negotiate a good deal when trading with an NPC
Climb	Character's ability to climb without falling

First Aid	Affects the character's healing rate while resting
Lockpick	Character's skill at picking a locks on doors or chests
Lore (magic)	Character's ability to recognize the magical properties of an item
Lore (mundane)	Character's ability to judge the overall effectiveness of weapons and armor
Repair	Character's ability to repair damaged weapons and armor
Search	Character's ability to locate secret doors
Steal	Character's skill while attempting to pick a NPC's pocket or steal from a shopkeeper
Stealth	Character's skill at moving silently to backstab or sneak past an NPC
Swim	Character's swimming ability
Trap detect	Character's ability to notice traps on chests, doors, etc.
Trap disarm	Character's skill at disarming detected traps

FORMULAE**Hit points:**

$$\text{Hit points} = (\text{Vitality} + \text{Level}) \text{ d}10$$

Mana:

$$\text{Mana} = (\text{Intelligence} + \text{Level}) * (\text{Power level}) \text{ d}5$$

To Hit:

$$\text{To Hit} = (\text{Weapon Skill} + \text{Weighted Attributes} + \text{Weapon to Hit Modifier}) - (\text{Enemy defense skill}) [1\text{d}100]$$

Damage:

$$\text{Damage} = (\text{Weapon roll} + \text{Weapon Damage Modifier}) + (\text{Strength}/10)$$

Defense:

$$\text{Defense} = (\text{Acrobat } (.25)) + (\text{Dex } (.75))$$

Skill check:

$$(\text{Weighted Skill} + \text{Weighted Attributes}) - (\text{Difficulty of performing skill}) [1\text{d}100]$$

CHARACTER ADVANCEMENT

of skill points gained per level = 1d6

of skill points gained for completion of quests = ???

Attribute point increase per level:

Levels 1-3	3-5 points
Levels 4-5	2-4 points
Levels 6-8	1-3 points
Levels 9+	1-2 points

(When you go up levels, points go into a 'pool' to be spent when you have the time to allocate them. If you've selected automatic selection, these points will be allocated for you depending on your original choices.)



EXPERIENCE POINT TABLE

Level 1	0 – 999
Level 2	1000 – 3999
Level 3	4000 – 7999
Level 4	8000 – 12,999
Level 5	13,000 – 18,999
Level 6	19,000 – 25,999
Level 7	26,000 – 33,999
Level 8	34,000 – 42,999
Level 9	43,000 – 52,999
Level 10	53,000 – 63,999
Level 11	64,000 – 75,999
Level 12	76,000 – 88,999
Level 13	89,000 – 102,999
Level 14	103,000 – 117,999
Level 15	118,000 – 133,999
Level 16	134,000 – 150,999
Level 17	151,000 – 168,999
Level 18	169,000 – 187,999
Level 19	188,000 – 207,999
Level 20	208,000 – 228,999
Level 21	229,000 – 250,999
Level 22	251,000 – 273,999
Level 23	274,000 – 297,999
Level 24	298,000 – 322,999
Level 25	323,000 – 348,999
Level 26	349,000 – 375,999
Level 27	376,000 – 403,999
Level 28	404,000 – 432,999
Level 29	433,000 – 462,999
Level 30	463,000 and up

Conversation

The conversation system contained within the ASS system is modeled after the Wing Commander Interface Paradigm™, also known as the happy/sad system. This system presents you with a segment of dialogue from an NPC, then allows two selections for your response—one superimposed over the top of the screen and the other at the bottom.

This is a departure from traditional—and more complicated—input styles, to a simple matter of moving the mouse up or down.

Because of the nature of the ASS system and its relation to the game engine, conversations can be inherently 'imbedded' within an NPC's reaction to you, as each NPC can have her own 'activation' script.

This also provides more of a sense of immersion, as there are no separate, half-way-out-of-the-game interface menus. Everything's presented right in the game engine. The programming oriented nature of the ASS system allows designers to easily follow conversation threads during and after data entry, and will greatly simplify 'tweaking' of data as the game nears completion.

Weapons

Weapons:

Swords

Dagger	2-8
Short Sword	4-16
Long Sword	4-20
Broad Sword	12-36
Two-handed Sword	10-40

Mace

Club	1-6
Mace	3-18
Flail	4-25
Morning Star	10-35
War Hammer	12-38

Pole Arms

Staff	1-8
Spear	2-16
Fauchard	5-30
Glaive	10-40
Halberd	15-45

Axe

Hatchet	2-8
Hand Axe	4-16
Scythe	5-20
Battle Axe	10-30
Great Axe	20-50

Missile

Sling	1-6
Short Bow	2-12
Cross Bow	3-18
Long Bow	5-20
Heavy Crossbow	5-30

Unarmed	Skill
10-21 1-2	60-75 x1.5
20-31 3-6	76-85 x2
30-40 5-10	86-95 x2.5
40-51 7-14	96-99 x3
50-61 9-18	100 x4
60-71 11-22	

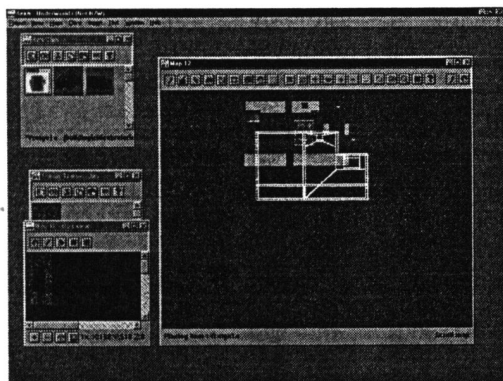
Art

The predominant art style used throughout the game is that of a darker world than previous mainstream *Ultima* titles.

Each of the areas will have its own theme, but not stray much from the core look of objects within the fiction. The levels will be a combined effort of the level-artist and the level-designer working in tandem. This will give each level an artistic look and feel, yet allow for the design integrity of the whole game to be felt within the level.

Editor

Underworld 3 expects to use a lot of custom-built areas which will be designed and architected primarily by the artists. This will allow us to achieve a truly realistic look, without structures that are just cookie cutter clones of their neighbors. It also frees us from the complexities of an interface-heavy, special-purpose editor that could be a nightmare to maintain and modify.



We've therefore implemented a simple, no nonsense, in-game editor that allows for placement of items and NPCs. Its ease of use and implementation allows us to quickly change existing functionality and add new features.

Notes

A convenient place to scribble down your thoughts on the Design and Story of *Underworld 3*...