

Dark Disciples II : Quickstart Guide

DD2 has a fairly user friendly interface and employs many standard CRPG conventions, so you shouldn't have too much trouble starting playing without reading the manual. However there are a couple of things you should be aware of, before you begin. Therefore, here is a short list of 'need to know' points to get you started quickly:

- **Objective:** Before creating a new character, you should select the 'Objective' main menu option. This option sets up the story line and main game objective.
- **Character Creation:** DD2 has a skill based character creation system. During character creation and when levelling up, you will gain Stat points to spend on stats (e.g. Strength) and Skill points to spend on skills (e.g. Pick Locks).
- **Skill Capstats:** In DD2 you have 6 primary statistics (Strength, Endurance, Agility, Dexterity, Willpower and Perception). There are 11 skills available in the game, all of which you can spend points on during character creation. Every skill has a 'Capstat' which is the statistic the skill is associated with. For example, the Capstat for the Armsmaster skill is dexterity. When spending points on skills, you cannot raise a given skill higher than its associated Capstat. For example, if your dexterity is 4, you can raise your Armsmaster skill to a maximum of 4. If you later increase your strength, then you can, of course, raise your Armsmaster skill appropriately. You may want to consider reading the skill descriptions and planning ahead, for this reason.
- **Info panels:** DD2 has a context sensitive help feature. There is a 'Info panel' for most elements (such as stats, skills, buttons, affliction icons etc) in the game. To access an Info panel, simply right click (and hold) on whatever it is you're interested in. Release the mouse button, and the panel disappears.
- **Calc panels:** Many character statistics (statistics, skills etc) have an associated 'Calc panel'. These panels provide a breakdown of all the current bonuses and penalties to a particular statistic. For example, your strength Calc panel might list bonuses due to equipped magic items, and temporary spell/power effects.

This should be enough information to get you started. I would recommend, however, that you at least briefly read through the skill descriptions in *CharacterCreation.doc* so you can plan ahead for particular skills you might be interested in.