

## Dark Disciples II : Character Creation

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To create a new character, select the 'New Character' option from the main menu. Pressing **ESC** will quit character creation and return you to the main menu, at any time during the process.

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### 1.0 Choosing a Sex

In Dark Disciples II, male and female characters have identical stats and identical potential. This option is purely for cosmetic and roleplaying purposes. The only game effect it will have is what your character icon will look like, and how NPCs will refer to you.

- Right click (and hold) to view Info panels on for each sex.
- *Hotkeys* are 'M' to choose a male character, and 'F' to choose a female. Pressing **ESC** will quit character creation and return you to the main menu.

### 2.0 Spending Stat Points

Characters in Dark Disciples II are represented by 6 different physical and mental characteristics. The four physical statistics are Strength, Endurance, Agility and Dexterity. The two mental statistics are Perception and Willpower.

During character creation, you are provided with 10 *stat points* which you can spend on your six primary statistics. A given stat cannot exceed 5 points during character creation. (Later, as you go up levels, you will gain more stat points to spend and stats can be advanced to a maximum of 20.)

To spend points on a stat, click on the '+' icon next to it. You can change your mind and remove stat points by using the '-' icon.

Once you have spent all 10 points, a 'next step' button will appear. Click it (or press 'N') to continue to the skills page.

**Leveling up:** After advancing a level, you gain an additional *stat point* which must be spend immediately.

## **Info panels and Hotkeys**

- Right click (and hold) on a statistic to bring up an Info panel describing its philosophical meaning.
- *Hotkeys*: press ‘S’, ‘E’, ‘A’, ‘D’, ‘W’ or ‘P’ to add a point to the respective statistic. To remove a point using hotkeys, hold **shift** and press the relevant key. Pressing **ESC** will quit character creation and return you to the main menu.

### **2.1 Strength:**

Strength represents, your muscle bulk and physical might. A strength of 1 would indicate you are a skinny, physical weakling. A strength of 20 would indicate you are a muscle-bound Swarchenegger type.

- *Critical hit skill*: Strength is the cap-stat for the Critical Hit skill. You cannot increase this skill above your current strength score.
- *Weapon strength requirement*: Some weapons, being particularly heavy, have a minimum strength requirement. If your strength is equal to or greater than the strength requirement, you can use the weapon. Otherwise, you cannot. It is mostly two handed weapons and heavy bows that have these strength requirements.
- *Armour strength requirement*: Most armour has a minimum strength requirement. If your strength is equal to or greater than the strength requirement, you can use the weapon. Otherwise, you cannot. It is mostly two handed weapons and heavy bows that have these strength requirements.
- *Breaking stuff*: Locked doors and weak sections of wall (usually represented by a crack) can be broken down with the application of sufficient strength. Every door and weak wall has a strength rating. If your strength is equal to or higher than the door’s strength, you can break it down.
- *Damage bonus*: Your strength score is added directly to your damage roll when attacking your enemies with a weapon or your fists. It also applies to thrown or drawn missile weapons (such as slings and bows) but not to mechanical missile weapons such as crossbows.

### **2.2 Endurance:**

Endurance represents your general health and ability to take physical punishment such as blows from your enemies. An endurance of 1, for example, would indicate that you are a sickly individual with a poor pain threshold and lame constitution. A 20 would indicate that you are as tough as nails and can survive blows and injuries that would put others into an early grave.

- *Resilience skill*: Endurance is the cap-stat for the *Resilience skill*. You cannot raise this skill to a value higher than your endurance score.

- *Hit Point Bonus*: For every point you spend in Endurance, you gain an additional 5 life points.

The formula for calculating *total* hit points is: **(Level \* 5) + (Endurance \* 5)**.

- *Body Save*: Physical afflictions such as poison or disease require a Body Save to resist. Your Body Save is a percentage value and equals your **Endurance Score \* 4**.
- *Energy bonus*: A high endurance means you take longer to get tired. Each action (e.g. a step) costs 1 energy point. When you run out of energy, you become *Tired*.

### **2.3 Agility:**

Agility represents an amalgam of your reaction time, speed, and ability to dodge and weave. An agility of 1 would indicate you are slow and clumsy. An agility of 20 would indicate you have the agility of (say) Jackie Chan.

- *Stealth Skill*: Agility is the cap-stat for the *Stealth skill*. You cannot raise this skill to a value higher than your agility score.
- *Dual Weapons*: Agility is the cap-stat for the Dual Weapons skill. You cannot raise this skill to a value higher than your agility score.
- *Damage Reduction*: **Half** your agility score (rounded down) is added to your damage reduction score (see derived statistics below).
- *Trap dodging*: Traps (and similar effects) have a dodge rating. If your agility is equal to or greater than the value, you avoid the trap. If it's lower, you must take the consequences. Note that this is deterministic – there is no roll involved so there is no point in reloading the game to try again!

### **2.4 Dexterity:**

Dexterity represents your hand-eye coordination and your ability to manipulate intricate objects and devices. A dexterity of 1 would indicate you are a 'butter fingers' and probably always dropping things. A dexterity of 20 would indicate that you are a master of complex hand manipulations and would make an excellent surgeon (if such a thing existed in the DD2 universe).

- *Armsmaster Skill*: Dexterity is the cap-stat for the Armsmaster skill. You cannot raise this skill to a value higher than your dexterity score.
- *Disarm Traps Skill*: Dexterity is the cap-stat for the Disarm Traps skill. You cannot raise this skill to a value higher than your dexterity score.
- *Pick Locks Skill*: Dexterity is the cap-stat for the *Pick Locks skill*. You cannot raise this skill to a value higher than your dexterity score.

## **2.5 Willpower:**

Willpower represents your mental fortitude, your strength of mind. A willpower of 1 would represent a weak willed, gullible, dull witted individual. A Willpower of 20 would indicate a strong willed, dominant personality.

- *Prayer skill*: Willpower is the cap-stat for the Prayer skill. You cannot raise this skill to a value higher than your willpower score.
- *Curse skill*: Willpower is the cap-stat for the Curse skill. You cannot raise this skill to a value higher than your willpower score.
- *Mind Save*: Mental afflictions such as insanity and terror require a Mind Save to resist. Your Mind Save is a percentage value and equals your **Willpower Score \* 4**.

## **2.6 Perception:**

Perception defines how keen your senses (sight, hearing etc) are, and your ability to intuitively understand or notice unobvious things. Perception also incorporates an element of intelligence and intuition.

- *Gemlore skill*: Perception is the cap-stat for the Gemlore skill. You cannot raise this skill to a value higher than your perception score.
- *Targeteer skill*: Willpower is the cap-stat for the Targeteer skill. You cannot raise this skill to a value higher than your perception score.
- *Spot Traps*: Perception allows you to spot traps (some traps are harder to spot than others). Traps will become visible in the form of a highlighted red 'X' on the tile where the trap is located. Note that in order to actually disarm the trap, you must have the *Disarm Trap skill*.
- *Detect secret doors*: Every secret door has a *Concealment* rating. If your perception is equal to or higher than this rating you will spot the secret door: On screen, this is represented as a red exclamation mark on the wall tile where the secret door is located.

Note that some secret doors can be located by simply 'pushing' against walls, as is the case in DD1, while others can only be opened if you actually detect it (in such cases, you cannot open the secret door even if you, as the player, know where it is).

While it is usually advantageous to discover secret doors, it is never necessary to do so – you can safely complete DD2 with a crap Perception score, though you'll probably miss out on some loot.

- *Haggle*: A keen perception increases your ability to haggle down the price when selling items. This is achieved by 'reading' the shop owner's body language and general manor to determine when (s)he is providing a good deal, and when you are getting ripped off. The sell price of items sold in a shop is automatically adjusted to take haggle into account.

By default (with a perception of 1), second hand items are sold at 10% of the original value, with the exception of trade goods, gems and gold bars (which retain their full value).

Note that haggle does not have any effect on the *purchase* price of items, primarily for game balance reasons.

- *Monster Info*: By right clicking on a monster, you are provided with an information panel. A higher perception (up to 6 points) gives you more details.

### **3.0 Spending Skill Points**

During this phase of the character creation process, you are given 6 *Skill points* to spend on a set of skills.

Fundamentally, statistics describe your physical and mental being, while character skills describe what specific skills and talents you have actually learnt. Skill points are available to spend during character creation and bonus ones are awarded every time you advance a level.

*There are 11 skills available in DD2.*

#### **3.1 Capstats:**

Every skill has an associated 'Capstat'. The term 'Cap-stat' refers to the statistic which determines the maximum possible value of a given skill. For example, the Armsmaster skill has dexterity as its cap-stat. Lets say your dexterity is 3. Therefore, your Armsmaster skill cannot be raised (by spending skill points) to a value higher than 3. To increase it further, you would first have to increase your dexterity (when you go up a level). Therefore, you should consider planning ahead.

#### **3.2 Powers:**

Many skills (Gemlore and Curse for example) provide access to a set of spell-like abilities referred to as 'powers'. Note that there are individual restrictions as to how often these powers can be employed – you'll need to refer to the skill in question.

Note that activating a non damage-based power more than once will not produce a cumulative effect. For example, activating a Curse of Weakness on the same monster twice will not make it twice as weak! It simply gains the 'weak' affliction the first time, and there is no additional effect on the second 'casting'.

Powers that in have a duration effect are represented by an icon on the in-game *Effects panel*. Right clicking on an effect icon lists the bonus and the remaining duration. Recasting such a power will not double the effect, only reset the duration it lasts.

The spell-like powers associated with the Curse, Gemlore and Prayer skills are accessed via the Activate skill button (hotkey 'A') in-game.

### **3.3 Skill list:**

The skills available during character creation are:

*Armsmaster* (Dexterity)  
*Critical Hit* (Strength)  
*Curse* (Willpower)  
*Disarm Traps* (Dexterity)  
*Dual Weapons* (Agility)  
*Gemlore* (Perception)  
*Pick Locks* (Dexterity)  
*Prayer* (Willpower)  
*Resilience* (Endurance)  
*Targeteer* (Perception)  
*Stealth* (Agility)

The statistics in brackets are the *Capstats*.

What follows is a detailed look at each primary skill, how it works and how to activate it:

#### **3.4 Armsmaster (Dexterity)**

Armsmaster is the study of melee weapon mastery. While any brute can swing a weapon, those who learn to wield a weapon with finesse and grace can achieve devastating blows by targeting weak spots in the opponent's defences or confusing the foe with a flurry of movement, before striking home at an unexpected time.

**Bonuses:** As you skill increases, you gain increased Combat (to hit) and damage bonuses when using melee weapons.

Note that the Armsmaster skill provides a 'situational' bonus which **is** listed in the Combat Calc Panel. However since this bonus is only sometimes applied (i.e. when you perform an armed melee attack) it is not added to the displayed Combat total. Also note that the combat bonus also applies to *defending* against melee attacks.

- The Armsmaster skill is applied automatically where relevant.

#### **3.5 Curse (Willpower)**

The Curse skill enables you to inflict negative influences upon your enemy. There are only 5 curses available, but they are all potent, especially at higher skill levels. You start with 3 charges (uses) per day. When your skill reaches 8 points, the maximum charges increases by 1. When your skill reaches 16, it increases again by 1.

**Curse of incompetence:** Reduces the enemies Combat (to hit). The penalty increases with your Curse skill. This power all enemies within a 5x5 area and the effect is permanent. The power will not affect you, so you are safe to target an area which includes yourself.

**Curse of weakness:** Reduces the enemies ability to hurt you with physical attacks (i.e. it reduces the Damage you incur from blows). The penalty increases with your Curse skill. This power all enemies within a 5x5 area and the effect is permanent. The power will not affect you, so you are safe to target an area which includes yourself.

**Curse of vulnerability:** Reduces the enemies DR (Damage Reduction). I.e. the enemies become more vulnerable to your physical attacks and will incur more damage. The penalty increases with your Curse skill. This power all enemies within a 5x5 area and the effect is permanent. The power will not affect you, so you are safe to target an area which includes yourself.

**Life drain:** When activated, this power confers upon you the 'life drain' effect for certain duration. During this time, a percentage of the damage you inflict upon an enemy is transferred to your current hit points. This is a melee based power only, since physical contact is required for this effect to occur. Note that it will not raise your hit points above the normal maximum - effectively, you use this power to heal your wounds. The percentage of hit points transferred is determined by your Curse skill.

**Earth Maw:** A simple, but effective attack spell that causes massive physical damage to a single individual. The amount of damage causes increases with your Curse skill.

- *Item Requirement:* To evoke a Curse, you must own a Ritual Knife (see below).
- *You can evoke up to 3 curses per day (you have 3 charges) – then, you must rest before you can use this skill again. Furthermore, you must shed your own blood to evoke the blessing of an evil diety to activate a Curse. In game terms, this means that you must spend hit points equal to your current Skill level to evoke a Curse.*

*Note: At skill level 8 you gain 1 extra charge per day. At skill level 16 you gain another extra charge per day.*

- This skill is accessed via the 'Activate Skill' (hotkey 'A') button on the in-game menu (see section 8).

### **3.6 Critical Hit (Strength)**

The critical hit skill allows you to cause occasional massive blows to your enemy, in the form of 'Critical Hits'. A critical hit causes more damage than a normal hit. Without this skill, you will **never** cause critical hits. As your skill level increases, you will cause critical hits more frequently and the damage incurred will increase too.

- The *Critical Hit* skill is applied automatically where relevant.

### **3.7 Disarm Traps (Dexterity)**

This skill allows you to spot and disarm traps. Some traps are hardened to spot than others. Spotting traps is a passive skill and a visible trap will be represented by an 'X'. If you can spot a trap, you can usually disarm it.

- The Disarm Traps Skill is accessed via the 'Activate Skill' (hotkey 'A') button on the in-game menu.

### **3.8 Dual Weapons (Dexterity)**

The skill grants you the ability to wield a second weapon in your off hand (by placing a weapon in the shield slot). This second weapon must be a *light* weapon (a sub category of one handed weapons). Refer to a weapon's statistics to see if it's designated as a light weapon or not. Daggers and scimitars are examples of light weapons.

When dual wielding, you incur a Combat (to hit) penalty on your secondary weapon ONLY. This penalty is initially very high, but decreases with a higher skill. You need to spend a decent amount of points in this skill to truly make it an effective investment.

- This skill is utilized by placing a *light* weapon in the shield (off-hand) inventory slot.

### **3.9 Gemlore (Perception)**

Those with the appropriate knowledge and insight, can attune their senses to the magical energies latent in all gemstones, and transform them into a spell like effect. Doing so consumes the gemstone in the process. Each gem type has one or more possible effect in accordance with the theme of the gem (e.g. rubies have a 'fire' theme. They can generate a Fireball or Fire resistance effect). As your skill improves, so do the effects of the effects.

'Gem powers' are the most destructive form of magic in DD2. However the obvious drawback is that gems are expensive, so Gemlore tends to be used sparingly, when circumstances require a big punch.

**Acid Cloud (Emerald):** Creates a 3x3 area of acidic mist. The ACID damage inflicted increases with your Gemlore skill.

**Ice Storm (Sapphire):** Strikes all enemies with a 5x5 area for COLD damage per point of Gemlore skill.

**Lightning Bolt (Diamond):** A bolt of lightning strikes down from above, inflicting massive electrical damage on a single enemy. The ELECTRICAL damage inflicted increases with your Gemlore skill.



**Inferno (Ruby):** Causes FIRE damage to all within its 3x3 area of effect. The damage range increases with your Gemlore Skill.

**Acid Shield (Emerald):** Confers upon you the ‘Acid Shield’ effect for a certain duration. The duration and degree of acid resistance increases with your Gemlore skill.

**Cold Shield (Sapphire):** Confers upon you the ‘Cold Shield’ effect for a certain duration. The duration and degree of cold resistance increases with your Gemlore skill.

**Electrical Shield (Diamond):** Confers upon you the ‘Elect Shield’ effect for a certain duration. The duration and degree of electrical resistance increases with your Gemlore skill.

**Fire Shield (Ruby):** Confers upon you the ‘Fire Shield’ effect for a certain duration. The duration and degree of fire resistance increases with your Gemlore skill.

**Dimension Door (Skystone):** This gem power enables you to teleport to any square, on screen that is currently in sight. Typically, this is useful for navigating obstacles such as a chasm or evading monsters. Requires a skill of 14.

**True Sight (Amethyst):** Confer upon you the ‘true sight’ effect for a certain duration. During this time your Awareness is increased relative to your Gemlore skill. Awareness allows you to better spot secret doors, traps and so forth.

**Heroism (Kingstone):** Confers upon you the ‘heroism’ effect for a certain duration. During this time, you gain a bonus to your Combat (to hit) value relative to your Gemlore skill.

**Magic Shield (Jadestone):** Confers upon you the ‘shield’ effect which lasts for a certain duration. During this time, you gain a bonus to your damage reduction (physical only – not elemental) relative to your Gemlore skill.

**Waterwalk (Seastone):** Confers upon you the ‘water walk’ effect for a certain duration. During this time you can walk on water. Requires a skill of 16 or better.

- *Gemlore spells can be used as often as you like, so long as you have a suitable gem available.*

- Gemlore powers are accessed via the ‘Activate Skill’ (hotkey ‘A’) button on the in-game menu (see section 8).

### **3.10 Pick Locks (Dexterity)**

Doors and chests are often locked. Every lock has a *lock complexity* rating. If your current pick locks skill is equal to or greater than this rating, you can pick the lock. Note that you’ll require thieves’ tools to use this skill. Note that while this skill is extremely useful, it is not essential to complete the game – there will always be alternatives, although many will not be as lucrative!

- *Item Requirement:* To pick locks, you require Thieves Tools.
- This skill is utilized by ‘pushing’ against a door or chest, then selecting the pick locks option from the door menu.

### **3.11 Prayer (Willpower)**

The prayer skill enables you to gain divine intervention, in the form of healing wounds, curing afflictions and blessings. You start with 3 charges (uses) per day. When your skill reaches 8 points, the maximum charges increases by 1. When your skill reaches 16, it increases again by 1.

**Healing:** Heals your hit points. The amount restored depends on your Prayer skill level.

**Divine Cure:** Any ailments you have will be removed, so long as your prayer skill is sufficiently high. A higher skill allows you to cure more stubborn afflictions (refer to ingame ‘Info Panel’ for more details).

**Bless:** Confers upon you the ‘Bless’ power for a certain duration. During this time, you gain a +1 bonus to ALL your statistics (strength to perception). NOTE: This power only becomes available when your Prayer skill reaches 10!

**Unbind:** Removes (‘unbinds’) cursed, equipped items. The items, being useless, are automatically discarded also. Note that this only removes known cursed items that you have equipped; items in your backpack are not effected, be they cursed or otherwise. Requires skill level of 5.

**Mind Shield:** Confers upon you the ‘Mind Shield’ effect for a certain duration. The degree of mind resistance increases with your Prayer skill.

This power helps protect you against the mind based afflictions such as Curse and Feeblemind.

**Body Shield:** Confers upon you the ‘Body Shield’ effect for a certain duration. The degree of mind resistance increases with your Prayer skill.

This power helps protect you from the body based afflictions such as Poison and Disease.

**Walk on Water:** For a certain duration you receive the ‘Water Walk’ effect. Requires a skill of 14 or better.

- *Item Requirement:* To use this skill, you require a holy symbol in your possession.
- *You can pray 3 times per day – i.e. you have 3 ‘charges’ available. You must rest to recover lost charges.*

*Note: At skill level 8 you gain 1 extra charge per day. At skill level 16 you gain another extra charge per day.*

- The Prayer skill is accessed via the ‘Activate Skill’ (hotkey ‘A’) button on the in-game menu (see section 8).

### **3.12 Resilience (Endurance)**

This skill enables you to resist both elemental damage and, to a lesser degree, physical damage as well. The bonuses increase with your skill level.

- The bonuses associated with this skill are applied automatically.

### **3.13 Stealth (Agility)**

This skill enables you to merge into the shadows and pass your enemies undetected. Experts in this skill have an essentially supernatural ability to sneak right by his enemies, even in virtually plain sight. Every enemy has an *awareness rating*. If your Stealth skill is equal to or higher than this rating, you will not be spotted. Otherwise, you will be spotted.

Note that you cannot merge into the shadows in front of monsters. You must do so out of sight, otherwise the attempt will automatically fail (since the monster already knows you’re there). It is, however, perfectly permissible to run around a corner and then hide – just so long as no monsters are currently in sight. Note also that if one monster spots you, all monsters will become aware of your presence, regardless of their individual awareness ratings (“Look! He’s over there, behind the barrels!”).

Your status as ‘hiding in the shadows’ is represented by your character icon being coloured all in black. If you are ever spotted, your icon will return to the normal colour scheme.

**Backstab:** Instead of sneaking past an enemy, you can instead sneak up to them and perform a backstab manoeuvre. For the purposes of this skill, in game terms an enemy is not considered to be facing a particular direction – in other words the attempt is always considered a ‘backstab’ regardless of the actual direction you are approaching from.

To perform a backstab, you simply need to attack an enemy while hidden. When doing so, you gain a significant additional combat (to hit) bonus since the enemy is surprised. If you have the Critical hit skill, you also *automatically* perform a critical hit! These bonuses only apply for the first attack, where upon you become visible again, and combat proceeds as per normal.

NOTE: You can still use stealth even if you don’t have the skill, although you’ll virtually always be spotted. Where unskilled hiding can be useful is in specific situations where you might (say) hide in the bushes to await a secret meeting of enemies.

- The Stealth skill is accessed by clicking on the hide button (hotkey 'H') on the in-game menu (see section 8).

### **3.14 Targeteer (Perception)**

This is the counterpart to the Armsmaster skill, but applies instead to ranged weapons such as bows. The targeteer skill allows you to apply your finely tuned senses to become more accurate with a ranged weapon.

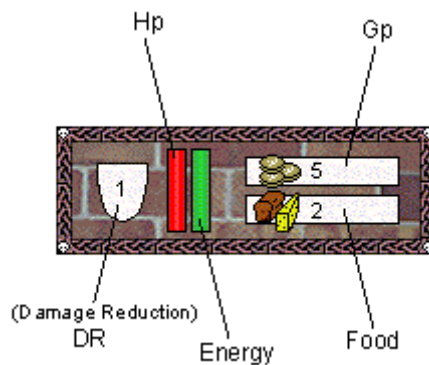
- Note that this combat (to hit) bonus only applies to attacks – it is not applied when *defending* against ranged attacks!
- The Targeteer skill is applied automatically.

## **4.0 Naming your character**

Not much to this option really! Simply enter a name and continue. If you can't think of a suitable name, press TAB to have one generated for you. Successive TABs will generate different names.

## **5.0 Derived Statistics**

Derived statistics are character statistics that are in some way derived from your primary statistics. Miscellaneous statistics simply covers everything else.



**The Resource Panel**

### **5.1 Hit Points (Hp)**

Hit points represent your current state of health. They are reduced every time you take physical or elemental damage or when affected by afflictions such as poison.

Your maximum Hit points is defined thus:

$$\text{Maximum Life} = (\text{Level} * 5) + (5 * \text{Endurance}).$$

Your current Hit points are represented graphically by the vertical **red** bar on the top right side of the in-game screen.

## **5.2 Energy**

Energy gives you a representation of how tired your character is. The higher your Endurance statistic, the greater your energy reserves will be. Basically, you use energy every time you perform an action. When your energy bar runs out, you become *Tired* and incurs a -1 Combat penalty. Drinking a potion of healing or resting will remove the Tired condition.

Your maximum energy level is defined thus:

$$\text{Maximum Energy} = (\text{Endurance} + 10) * 500.$$

Every action (moving a step, attacking) costs 1 energy point. Note that wearing heavy armour (all armour is categorised as light or heavy) increases the rate of your energy loss to 2 points per action!

Your Energy points are represented graphically by the vertical **Green** bar on the top right side of the in-game screen (note: this is NOT a mana bar!).

## **5.3 Damage Reduction (DR)**

In DD2, armour does not make you harder to hit. Rather, it absorbs (reduces) the damage you take when you take a hit. In pen and paper games, this is sometimes referred to as 'soak'. For every point you have in DR, the damage you take on a given hit is reduced by 1. Therefore, if your DR is 6, and your enemy rolls 8 points of damage, you will only actually take 2. Note that DR only applies to physical damage, not elemental damage (refer to 6.4 for more information about that).

Damage reduction (DR) is partially based on your agility statistic (twisting away from the blow is considered a damage reducing effect)), but mostly on the armour you are wearing.

Your damage reduction is displayed numerically within a shield motif on the top right side of the in-game screen.

## **5.4 Food**

For simplicity, food is recorded in arbitrary units. You require 1 unit of food every time you rest (a rest period is considered to be overnight, until the next morning). Resting restores all your life and mana points.

If you have no food, you can only restore up to 50% of your life and mana points. For example, if your maximum life points is 50, you will only recover 25 without food.

Food can be purchased from street vendors or at taverns. Your current food value is recorded in the top right corner of the in-game screen.

### **5.5 Gold Pieces (Gp)**

The universal coin used in all trade across the DD2 world.

### **5.6 Resistances**

There are four fundamental types of elemental damage – acid, cold, electrical and fire. Such damage is metered out by certain monsters and some forms of trap, as well as environmental hazards.

Elemental damage (such as fire) is **not** reduced by Damage Reduction (see above). Instead, your *Resistances* do that. Essentially, your resistances work exactly like Damage Reduction, except that they apply to different forms of damage. For example, if your Fire resistance is 4, every fire based attack that connects will have its damage roll reduced by 4 points. Note that many monsters employ a combination of physical and elemental damage. In such a case, each component of the damage is treated separately.

Your resistances can be views on your character sheet ‘stats’ tab (hotkey ‘S’).

Resistances can be increased by equipping certain magical items or by spending points in the Resilience skill (see above).

### **5.7 Saving Throws**

*Saving throws* allow you an opportunity to resist deleterious physical or mental attacks and afflictions. Saving throws are percentage based. Whenever there is a possibility of contracting an affliction, a saving throw is made. If the result is equal to or lower than your saving throw, you avoid the effect (i.e. higher is better). In other words, it’s an all-or-nothing thing with saving throws.

**Mind Save:** Represents your ability to avoid mental attacks and afflictions such as an insanity causing attack. Your Mind Save is entirely based on your Willpower statistic and is defined as: **(Willpower \* 5)%**.

**Body Save:** This save represents your ability to avoid physical afflictions such as poisons and disease. Your body save score is entirely based on your Endurance statistic and is defined as: **(Endurance \* 5)%**.

Your Saving Throws can be views on your character sheet ‘stats’ tab (hotkey ‘S’).

### **5.8 Info Panels:**

For a summary of what any given derived statistic does, right click (and hold) on it.