# Attribute System

## Primary Stats

The player's S.P.E.C.I.A.L. attributes default at 5 points per attribute, with an additional 5 points for distribution for a total of 40 points. Individual attributes cannot score lower than 1 or higher than 10, regardless of equipment, chems or ailments.

SPECIAL:

* **Strength**  
  Modifies: (HP), MeleeDamage, CarryWeight  
  satisfies min Strength on Weapons (accuracy penalty if not satisfied)
* **Perception**  
  Modifies: View Distance, Chance to detect hidden things (traps, doors, stealth enemies, etc)  
  Maybe: effect on lockpicking
* **Endurance**  
  Modifies: HP, Resistances, Healing Rate, maybe added HP per level  
  Maybe: Hunger
* **Charisma**  
  Modifies: Companion Strength, Number of Companions, Price in Shop, “convince”, charm
* **Intelligence**  
  Modifies: Magicdamage, resource  
  Maybe affect improvement on levelup
* **Agility**  
  Modifies: Action Points, Ranged Dmg, Detection from Enemies, Dodge chance
* **Luck**  
  Modifies: Found Loot, chance for Critical Hit, every dice roll, maybe all skills

## Derived Stats

Derived statistics are attributes of a character which are based on (or derived from) the character's primary statistics or attributes which the player cannot influence directly.

* Action Points (Actions per Turn) or as Resource for Actions/Spells
* CarryWeight (Inventory Space)
* Critical Chance
* Damage Resistance
* Elemental Resistance
* Health
* MeleeDamage
* Ranged Damage
* Magic Damage
* Mana / Actions Cooldown
* View distance
* Maybe: Lockpicking
* Medicine: Health Regeneration, Effect of items, (Hunger)
* Sneak (being detected by others)
* Barter
* Speech

# Perks

+ Perks that give active Abilities

## Normal Perks

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Name | Level Req | Other req | Ranks | Effect |
| Intense Training | - | - | 5 | You can put a single point into any of your SPECIAL attributes. |
| Swift Learner | - | Int 4 | 3 | You gain an additional 10% whenever experience points are earned. |
| Bloody Mess | 3 | - | 1 | +5% overall damage; more blood |
|  |  |  |  |  |

## Strength Perks

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Name | Level Req | Other req | Ranks | Effect |
| Strong Back | 3 | - | 1 | Carry more Items |
|  |  |  |  |  |
|  |  |  |  |  |

## Perception Perks

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Name | Level Req | Other req | Ranks | Effect |
|  |  |  |  |  |
|  |  |  |  |  |
|  |  |  |  |  |

## Endurance Perks

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Name | Level Req | Other req | Ranks | Effect |
| Toughness | 3 | END 5 | 1 | + Dmg Resistance |
| Fast Metabolism | - | END 6 | 1 | More HP restored with items  More Hunger restored with food |
| Life Giver | - | END 6 | 1 | + HP |

## Charisma Perks

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Name | Level Req | Other req | Ranks | Effect |
| Ferocious Loyalty | 5 | Char 7 | 1 | When you drop below 50% HP, companions become Stronger. |
| Terrifying Presence | 7 | Char 8 | 1 | Can intimidate foes through dialogue; closing dialogue results in the foe fleeing for 5 seconds. |
|  |  |  |  |  |

## Intelligence Perks

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Name | Level Req | Other req | Ranks | Effect |
| Pyromaniac | 5 | INT 7 | 1 | Deal more dmg with fire  More resistance to fire |
|  |  |  |  |  |
|  |  |  |  |  |

## Agility Perks

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Name | Level Req | Other req | Ranks | Effect |
| Mister Sandman | - | Ag 7 | 1 | Can instantly kill a sleeping non-player character, and earn bonus XP when doing so. |
|  |  |  |  | Higher Chance to Hit |
|  |  |  |  | Higher Chance to Dodge |
| Ninja |  |  |  | Higher dmg if undetected |
| In My Footsteps | 10 | Ag 10 | 1 | Traps do not activate and you are given a stealth increase. |
|  |  |  |  |  |

## Luck Perks

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Name | Level Req | Other req | Ranks | Effect |
| Fortune Finder | 3 | Luck 7 | 1 | Find a lot more Gold |
| Finesse |  | Luck 6 | 1 | + CritChance |
|  |  |  |  |  |

Perks for Combat against certain enemy types

Special Perks through Achievements/Challenges

Unlock each run again and lose at death or unlock once a keep after death;

Kill enemies (kill 50 skeletons -> +10%dmg against skeletons)

Use items (stronger effect)

Enter new floor

Kill boss

Do weird things

* All or some secret until unlocked (probably only some)

# Items

## Weapons

**Type of Weapon:**

* Sword
* Dagger
* Spear
* Axe
* Throwing

**Material:**

* Wood
* Iron
* Copper
* Mithril
* Dragonbone

**Prefix:**

* Broken
* Old
* Strong
* Awesome
* Epic
* Legendary

## Armor

## Usable

* Potions: apply Effects when drunk or thrown

# Effects

* One time: vampirism on weapon, skill
* Duration: poison, +str, healthregen, burn