

NPC Crank Behavior and Strength Analysis

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Update: Crank Behavior and Strength Analysis

Elaboration: With the new threat of NPC cranks it is imperative to know everything about them. We will be conducting several tests to compare and contrast them to regular ‘smart’ cranks. We will be doing several experiments to answer several questions. Firstly how much damage does a crank do? Secondly, how much health does an NPC crank have? Thirdly, Who is stronger: a regular crank or a NPC crank? Lastly, How does a NPC crank act when you go near it?

Start of Test: (Time) XX:00

Time Log: 1 hours 3 minutes

Introduction of 1st Experiment

Inorder to discover the average damage it must be tested several times. To do this we went to the Border Forest to experiment on the local NPC crank. It was said and shown that this NPC crank has a strict territorial zone. There we could go into its territory, get hit once and retreat away from its territory safely.

Object Findings of 1st Experiment

From our tests it was concluded it always does 30 damage. Whether it is a crank, WRD, or heavily armored WRS. Possible explanation to this is the crank uses its full might to do blunt trauma with its arms. Making armor useless.

Proof of 1st Experiment:



Introduction of 2nd Experiment

This was the most challenging part of our experiment. Getting an accurate assessment of the NPC cranks' health had many factors. Weapon damage, overkill, accuracy, and critical damage. First we did a couple of high power ammunitions that did 210. Then used several smaller ammunition shots that did 20. Then we just tested the smaller ammunitions and then just high power rifle ammunitions.

Object Findings of 2nd Experiment

The average was found to be 550. First attempt we used 2 high power ammunitions and then 7 small ammunitions. $(2 \times 210) + (7 \times 20) = 560$. Second attempt we used only 28 small ammunitions. $20 \times 28 = 560$ again. Last attempt we used 6 high power rifle ammunitions. $6 \times 109 = 654$. It must be noted that 5 shots made 545 damage. Which almost killed the crank but it was still standing. If the crank had exactly 560 health the 15 health points would be more visible. However you could barely see the health bar. This leads us to believe NPC cranks have a total of 550 health.

Proof of 2nd Experiment:



Introduction of 3rd Experiment

The most dangerous of all of our listed experiments was seeing which crank was more powerful. Inorder to test this we used a WRS volunteer to take the X serum. After waiting for their O blood to be converted they finally cranked. Which we enticed it to hit the NPC crank.

Object Findings of 3rd Experiment

Surprisingly the NPC crank seemed to win against the ‘smart’ crank. It got the first hit which gave it an advantage and it continued to not miss a single hit. At the end we had to move away from the aggravated NPC crank. Then we exterminated it. We could not capture a picture of the crank winning since we had to run but we have evidence of its lead in damage.

Proof of 3rd Experiment:



Introduction of 4th Experiment

Our 4th experiment is to observe the behavior of these NPC cranks. And note down anything of value. Many discoveries were made while conducting other research.

Object Findings of 4th Experiment

Unlike the ‘smart’ crank the NPC crank follows a strict pattern and territorial guarding. It must be noted these territories have only one NPC crank each but if a victim interacts between them they can be attacked by multiple cranks. Once the victim has exited the territory the crank seems to return back to its hunting grounds. Some however stray in order to attack the border. Cranks also seem to fear the border forest staying away from it even if a victim is visible. NPC cranks are less affected by pain than regular cranks. ‘Smart’ cranks hide, ambush, and flee when hurt. However NPC cranks rush in no matter the damage.

Proof of 4th Experiment:



End of Tests: (Time) XX:03

Conclusion:

This experimentation led to great results which will help the future of WCKED. We now know that NPC cranks have strict territorial patterns, 550 health, and a constant accurate 30 damage per hit. I must thank Sarkasom and Dzenex44 for assisting and guarding me during this research.