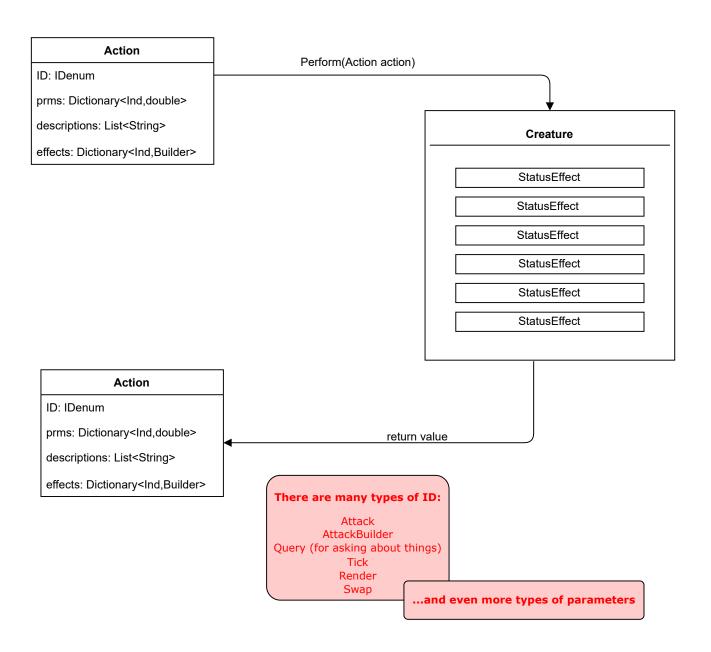
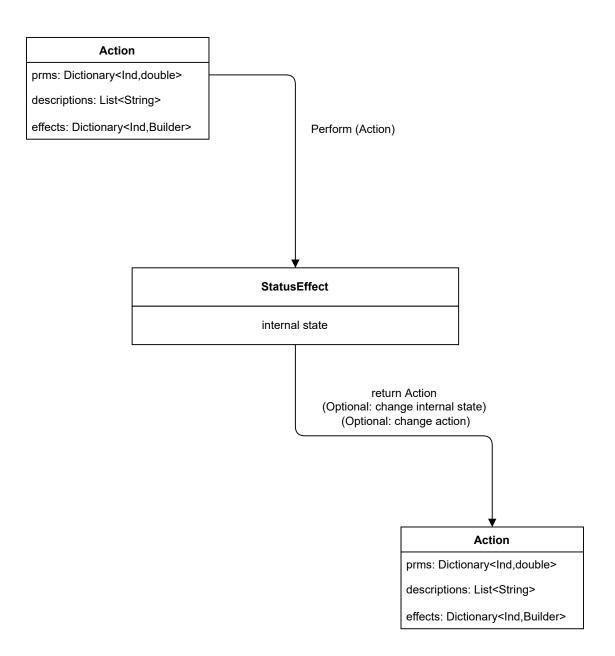
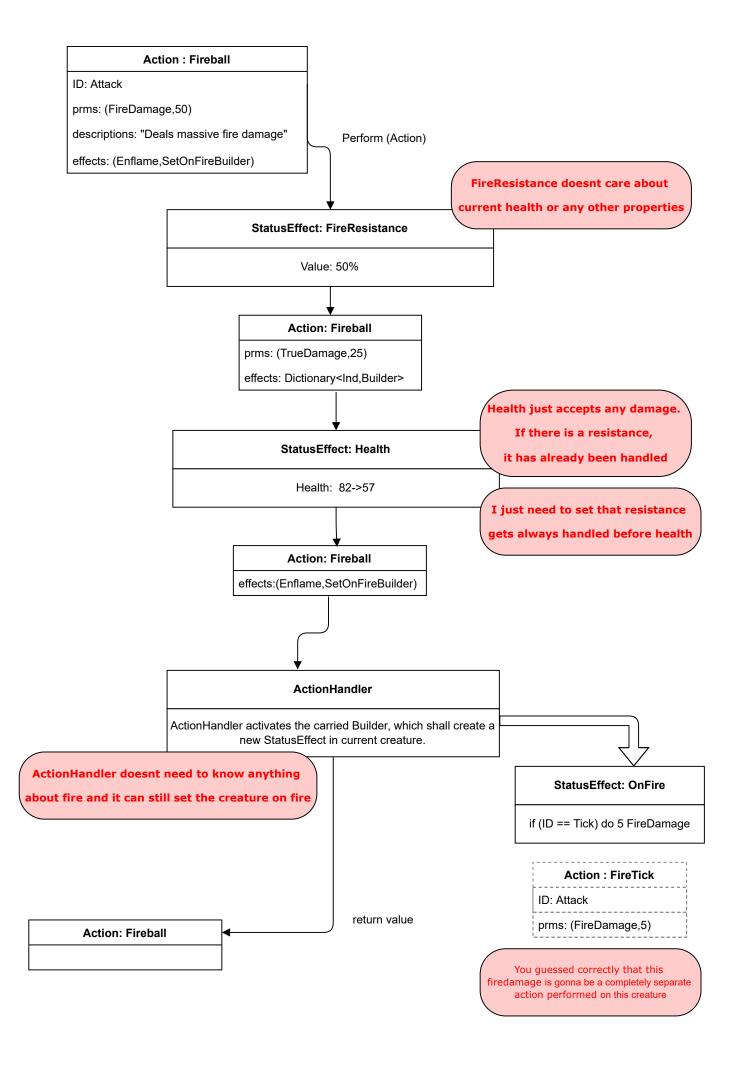
Creature processing an Action



Status Effect





Example - preparing an attack

Action Spear of serpent god Ka ID: AttackBuilder Status Effect: Long Weapon if (ID == AttackBuilder) add new property (Reach,3) Status Effect: PoisonWeapon + potency: 5 + duration: 3 if (ID == AttackBuilder) add new effect (Poison, PoisonBuilder (potency, duration)) if (ID == Query)add new description "Poisons the enemy." Status Effect: Physical Weapon + dmg: 15 I can easily improve or if (ID == Attackbuilder) add new property (PhysDmg,dmg) break the spear if (ID == Query) add new description "Deals <dmg> physical damage." Status Effect: History + description: "This is the mighty spear of Ka." if (ID == Query)add new description (string(Now its very easy to make the knife and crosbow of Ka Action ID: Attack prms: (PhysDamage, 15), (Reach,3) descriptions: "This is the mighty spear of Ka. Deals 15 physical damage. Poisons the enemy." effects: (Poison,PoisonBuilder(5,3))