



## BASIC GUIDE

This book covers all the basics of this mod, explaining it's main gimmicks and how to use them.

## GETTING STARTED

**Achievement & Level** is a mod designed to enhance gameplay by creating a progression system that brings new and rewarding objectives to the game. ALL of the content this mod provides is OPTIONAL and most of it can be configured in the settings or through additional mods found on the main mod's page.

This mod has two main mechanics: The **Achievement System** and the **Level System**. They affect the game independently, allowing you to utilize either one without the other, although some skills synergize well with the **Level System**.

This guide uses icons to show item or mob information. Check the last page for the icon legend.

Join our [Discord](#) channel for updates, or if you have any questions, or suggestion :

Achievement & Level have several related mods :

# MAIN HUD

This is the main hud, located at the top-left corner of your screen.



## 1 Achievements Button

Opens the **Achievements** window, where you can see a list of all possible achievements you can accomplish.

## 2 Perk Button

Opens the **Perks** window, where you can claim new perks.

## 3 Seasonal Task Button

Opens the **Seasonal Task** window, where you can see a list of the seasonal task you can complete this season.

## 4 Level Button

Opens the **Level** window, where you can find all about the **Level System**. The number shows your current level and the bar your progress towards the next level.

## 5 XP Bar

Shows your **Experience** progression. You will level up once it filled.

## 6 Settings Button

Expand into buttons that can be used to increase or decrease the window hud's size

## 7 Active Skill Button

Expand into small section below **Main HUD**, where you can find active skills that you have claimed.

## 8 Trinket Slot

An Invenotry slot where you can put trinkets that will grants you useful skills. Must claim **Enchantemento Perks**.

## TIPS :



You can move the **Main HUD** horizontally (left and right) by dragging and dropping with the right mouse button.

# LEVEL SYSTEM

The **Level System** is a feature that give level progression, similar to levels on RPG games. You gain **Experience** by doing stuff you normally do in the game.



## 2 Current Level

- You level up each time you fill up your **Experience Bar** (1).
- You can set a level limit in the mod's configurations (unlimited by default).

## 3 Available Stats Points

- The amount of **Stats Points** you can spend.
- You get 1 **Stats Points** each time you level up.
- The amount of point you get can be changed in the mod's configuration.

## 4 Overall XP

- The total **XP** you've ever gained.
- When you switch characters, you'll automatically receive the same amount of **XP**, meaning you'll return to the exact same level

## 5 Stats Details

- You can see your **Stats** here. The stats shown are final, meaning they already account for any external modifications (such as damage from buffs, speed boosts from turfs, or defenses from armor)

## 6 Spent Stats Point Buttons

- If you have available **Stats Points** (3), these buttons will appear.
- Pressing them will spent the points and raise the respective **Stat**.
- The amount of **Stats** gained can be adjusted in the mod's configuration.
- To speed up the claiming process, there are also **x10** and **MAX** button. The **x1** claims 1 time, the **x10** claims 10 times, and **MAX** button spends all your remaining points to claims it.

## 7 Attribute Detail

- Shows the **Costs** to claim a stats and how many times it's been claimed.
- It cost 1 **Point** initially, but becomes more expensive the more times you claim that stat.

## 8 Reset Button

- When pressed, it will reset all the **Stats Points** you've spent and refund a portion of them (85%). You'll also get a max health penalty. Both the penalty and the amount of points refunded can be adjusted in the mod's configuration.
- It will not reset your **Level** or **Experience Points**

## 1 Experience Progression Bar

- Each time you gain **Experience Points (XP)** this bar will fills up.
- You can change how much **XP** you get from doing certain tasks in the mod's configuration.

## TIPS :



Each time you level up, your **XP** gets reset. Your next goal to level up will also increase, meaning that the higher your **Level**, the harder it is to level up.



Currently you can get **XP** by working (chopping or mining), killing mobs, planting crops, cooking (using crockpot), eating, fishing, and crafting.



Some characters will get more **XP** than others when doing tasks that they're specially good at. This includes: Woodie and Maxwell by working, Wigfrid by killing mobs, Wormwood by planting crops, Warly by cooking and eating, Wurt by fishing and Winona by crafting. This bonus is significant, so make good use of it.



Wes gets 25% more **XP** by doing anything to compensate for his uselessness.



When killing mobs, solo kills grant more **XP**, as the **XP** would otherwise be divided equally among nearby players, even if they didn't deal any damage. This is called **Assist XP**, and the assist range can be configured in the mod's settings.



Killing harder mobs and eating better food will give more **XP**. This will also apply to crafting structures giving more **XP** than crafting items, fishing ocean fish giving more than pond fish and planting specific seeds gives more than regular seeds.



Also worth noticing that kills or work done by your followers WON'T grant you any **XP** (to avoid cheese), so you have to deal the killing blow to progress (with the exception of **Merm Wardens**, "BERNIE", "Maxwell Shadow Minions", **Fluffy** and "Abigail").



Note that the **Stats** shown in the **Stats Details** section are your total stats. This includes bonus from armor, buffs or even the turf you're standing on.



By default, resetting **Stats Points** doesn't refund 100% of your points. However, if you change characters using the "Moon Rock Idol," you'll get all your points back while retaining your **Stats Points**. This is great because in the first few years, some stats are more useful, but in the late game, focusing on damage is much better. This way, you can pick a resource farming or working character, like Woodie or Maxwell, then change to a more combat focused character, like Wigfrid or Willow later on without losing any progress.

# ACHIEVEMENT SYSTEM

The Achievement System includes various in-game accomplishments that grant you Stars once achieved. Stars can be used to redeem Perks.



1

## Stars

- Your current amount of Stars.

2

## Achievement List

- Each achievement displayed in a sections.
- In each section, you'll see the achievement title, description, and the number of Stars it is worth.
- Completed Achievements will light up in yellow.

3

## Achievement Category Tabs

- The Achievements list is grouped into categories, which you can navigate through by clicking the category buttons.

4

## Achievement Action Buttons

- In addition to the title, description, and stars, each achievement section also includes one or more action buttons:



### Pin Buttons

- Pin the achievement progress to the bottom left of the screen.



### Info Buttons

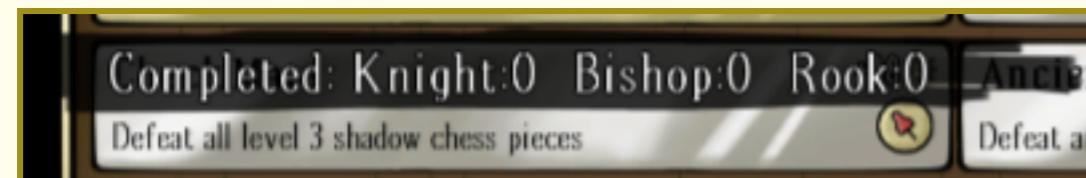
- Show an new section on the right side of the window with additional information.
- This button is only shown for achievements with a list of action items.



### Guide Buttons

- Display a popup window with a guide and tips for that specific achievement.
- This button only appears if the guide client mods are activated.

# TIPS :



Hovering your cursor over the Achievement section will show the progress towards it's completion.



Pinned Achievements will appear at the bottom left of the screen. You can remove them by clicking the X button or by clicking the pin button on the achievement again.



After completing an Achievement, an animation and sound alert will be triggered along with a chat notification. This announcement can be disable in the mod's configuration.



Some Achievements have action item, in which the info section will show up on the right side of the window when the Info Button clicked



Most Achievements are designed to take many days to be completed (not for speed-running) so feel free to take your time, especially because a lot of them will naturally be attained.



Some Achievements can only be completed by certain survivors, so switching characters is recommended to earn as many Stars as possible. However, if you feel an Achievement isn't for you (such as if you don't play a particular character or you play solo and can't complete coop Achievements), don't worry! You can disable them using separate mods available on the mod's Steam page (Note: disabling an Achievement with these mods won't grant you the Stars).

# PERK SYSTEM

The Perk System adds dozens of skills that can be unlocked by spending Stars. These skills range from simple buffs to introducing entirely new content to the game, such as new items, bosses, structures, and more.



## 1 Stars

- Your current amount of Stars.

## 2 Perk List

- Each Perk displayed in a sections button.
- In each section, you'll see the Perk title, description and the amount of stars it costs.
- To claim a Perk, just left click it.
- Perks that have been claimed will light up in yellow.

## 3 Perk Type Tabs

- The Perk list is grouped by type, which you can navigate through by clicking the type buttons.

## 4 Reset Button

- When pressed, it will reset all the Perks you've claimed and refund a portion of stars (85%). You'll also get a max health penalty. Both the penalty and the amount of points refunded can be adjusted in the mod's configuration.

## 5 Perk Attribute Counts

- In the Attribute Perk section, there will be a number indicating how many of that Attribute Perks have been claimed.

## 6 Global Category Indicator

- In some Global Perk section, there will be an ON/OFF indicator showing whether the perk is active or not
- You can toggle it on or off by left-clicking the button.

## TIPS :

There are currently 6 types of perks:



### Attributes

- Can be claimed multiple times, making you stronger each time. However, they become more expensive with each subsequent claim



### Abilities

- Can only be claimed once and have powerful, unique effects.



### Expertise

- Can only be claimed once by specific characters.



### Produce

- Can only be claimed once and grant new "crafting" capabilities



### Instant

- Unlike other Perks, these only provide one-time effects when claimed
- Can be claimed multiple times.



### Global

- Have a significant impact on the world, affecting the entire shard
- Can only be claimed once, are permanent, and cannot be reset. Even resetting the world will not unclaim them (you need to create a new world save to reset them).



Stars spent on Global and Instant Perks are not refunded when they are reset (either by clicking the Reset Button or by switching characters).



Perks are entirely optional, meaning that if you choose not to claim them, they will not affect your game. If you're hosting a public server and want to prevent certain perks from being claimed in your world, you can disable them using separate mods available on the mod's Steam page.

## SEASONAL TASK SYSTEM

The Seasonal Task System is similar to the Achievement System, designed to give players new objectives. However, unlike the Achievement System, completing tasks does not provide immediate rewards. Instead, you need to complete several tasks and work towards milestones. Once a milestone is reached, you can claim the corresponding prize.

Each season, 6 random tasks will be available for players to complete. Every time a task is completed, progress is made toward the milestones. However, tasks, milestones, and the prizes will reset each season changes, providing a fresh set of tasks.

There are 4 milestones in total, each requiring you to complete a specific number of tasks in order to unlock the associated rewards.

- 1st Milestone: Complete 1 task (Prize: Recover 50 Health, Sanity, and Hunger)
- 2nd Milestone: Complete 2 tasks (Prize: 1-Time Character-Related prize)
- 3rd Milestone: Complete 3 tasks (Prize: 1 Star)
- 4th Milestone: Complete 4 tasks (Prize: A Character-Related buff that lasts for the entire season)



**1 Stars**  
- Your current amount of Stars.

**2 Task List**  
- Each Task is displayed in a section. You can see the description on the left, and the progress on the right.

**3 Milestone Progress Bar**  
- The bar fills up each time a task is completed.  
- There are 4 milestones, each marked by a pin with a treasure chest button on top.  
- You can claim the prize for that milestone by clicking the treasure chest button.

**4 Claim All Button**  
- You can also claim all prizes at once using this button.

## TIPS :

Each character have different prizes for the 2nd and 4th milestone



**2nd Milestone :**

- Receive 1 random gem.

**4th Milestone :**

- Gain damage block based on the age of your beard.
- 0.1 flat damage block per day of beard growth (max 100 damage block).
- The minimum damage taken (if any) after applying the block will still be 1



**2nd Milestone :**

- Receive 5 Ethereal Embers.

**4th Milestone :**

- Gain a 25% damage boost for 4 seconds each time you cast a spell using Ethereal Embers.



**2nd Milestone :**

- Fully recover Health.

**4th Milestone :**

- Gain XP equal to 50% of the damage you take.



**2nd Milestone :**

- Fully upgrade Abigail.

**4th Milestone :**

- Gain a 100% damage boost for a full day each time Abigail dies.
- The damage boost gone if Abigail is resummoned



**2nd Milestone :**

- Receive 6 unit of Charge.

**4th Milestone :**

- Dealing a killing blow to bosses will drop 1 gear.

**2nd Milestone :**

- Fully recover Sanity.

**4th Milestone :**

- Gain 5 XP each time you read a book.
- Have 50% chance to not consume a book when reading it.

**2nd Milestone :**

- Receive 1 Kitschy Idol.

**4th Milestone :**

- Gain 50% damage boost for 45 seconds each time you finished work (chopping tree, mining boulders, digging stump, etc)

**2nd Milestone :**

- Not yet implemented.

**4th Milestone :**

- Not yet implemented

**2nd Milestone :**

- Not yet implemented.

**4th Milestone :**

- Not yet implemented

**2nd Milestone :**

- Fully recover all equipped armor.

**4th Milestone :**

- Gain 5% damage boost for 15 seconds each time you killed mobs. This buff stacks and will extends its duration when killing another mob.

**2nd Milestone :**

- Not yet implemented.

**4th Milestone :**

- Not yet implemented

**2nd Milestone :**

- Deconstruct the first item in the inventory (that can be deconstructed).

**4th Milestone :**

- Nearby structure cannot be destroyed.

**2nd Milestone :**

- Fully recover Hunger.

**4th Milestone :**

- Each time a player eats food, share its stat gain and its eat effects to nearby players.

**2nd Milestone :**

- Not yet implemented.

**4th Milestone :**

- Not yet implemented

**2nd Milestone :**

- Spawn a random amount (1-5) of crops nearby.

**4th Milestone :**

- When attacked, if there is a nearby tree nearby, redirect the attack to the tree instead.

**2nd Milestone :**

- Receive 1 random ocean fish.

**4th Milestone :**

- All nearby friendly NPC merm gain dodge chance based on wurt wetness. (max 70%)

**2nd Milestone :**

- Receive 2 random meat jerky.

**4th Milestone :**

- Slingshot have 80% not consuming ammo

**2nd Milestone :**

- Not yet implemented.

**4th Milestone :**

- Not yet implemented



Mod character will get 100XP for 2nd Milestone, and 250 XP for 4rd Milestone

# ICON LEGENDS :

**Max Health :**

Mob's maximum health. Mobs without this icon cannot be attacked.

**Attack Damage :**

Mob's base attack damage. Additional info (like AoE, Ranged, Planar, etc.) will be listed if applicable. Mobs without this icon cannot attack.

**Movement Speed :**

If shown as a range (e.g. 3-7), the first number is walk speed and the second is run speed. Mobs without this icon cannot move.

**Flying Speed :**

If shown as a range (e.g. 3-7), the first number is normal speed and the second is run speed. Mobs with this icon are flying.

**Swimming Speed :**

If shown as a range (e.g. 3-7), the first number is normal speed and the second is run speed. Mobs without this icon cannot swim.

**Inventory Slot :**

Can be equipped. Will state the inventory slot it uses. Note that some mods may modify item's equip slots (most commonly backpack and amulet slots).

**Melee Damage :**

Melee weapon when equipped. Will state the damage dealt when used as a weapon.

**Range Damage :**

Ranged weapon when equipped. Will state the damage dealt when used as a weapon.

**Armor :**

Provides armor when equipped. Will state the armor block percentage.

**Armor Durability :**

Armor health. Reduced each time armor take damage and breaks at 0 durability.

**Uses Durability :**

Items durability. Reduced each use and breaks at 0 durability.

**Time Durability :**

Items time durability. Reduced over time and breaks when the time runs out.

**Infinite Durability :**

Does not break or get removed.

**Fuelable :**

Can be fueled. Will state the fuel type.

**Tools :**

Provides work actions when equipped. Will state the actions provided (e.g. DIG, CHOP, MINE).

**Shadow Level :**

Provides shadow equipment level. Will state the shadow level.

**Summer Insulation :**

Provides heat insulation when equipped. Will state the insulation value.

**Winter Insulation :**

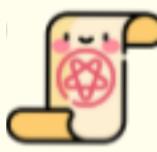
Provides cold insulation when equipped. Will state the insulation value.

**Wetness resistance :**

Provides wetness resistance when equipped. Will state the wetness resistance percentages.

**Have Charges :**

Charges is a new mechanic exclusive to this mod. Charges shown in percentage on the inventory icon, similar to item durability. This percentage is not durability, so the item will not be destroyed when it reaches 0% (unless stated otherwise).

**Spell Cast :**

Item have spells that can be cast. The spell casting method will be stated. There are 3 methods of casting spells. RMB Spell (right-click on an area), Target Spell (right click on a target), Inventory Spell (right click on the inventory icon).

**Structure :**

A building. Can be destroyed using a hammer (unless stated otherwise).

**Mobs / Creature :**

A mob. Can move (if it has a movement speed icon), attack (if it has an attack damage icon), and be attacked or killed (if it has a max health icon)

**Container :**

Have a storage. Will state how many slot it has.

**Portable Container :**

Have a storage. Can be picked up and placed in your inventory or other containers. Will state how many slot it has.

**Moving Container :**

Have a storage. Can move. Will state how many slot it has. (Examples: Woby, Chester, Hutch)

**Backpack :**

Backpack. Will state how many slot it has.