Advanced MUD Project Content

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# Overview

## The Nature of this Document

This document specifies virtually all content but does not describe actual zones, mobiles, objects, or procs.

## Definitions

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# Content

## Character Levels

Both players and NPCs have a level. The level is a single number ranging from 1 to the maximum level. Players begin at level 1. Character level represents the overall average power of a character.

### Does Level ‘Matter’?

Level certainly advances character attributes that have an effect on game play. However, is level itself used as input to functions? Ie, leveling could increase a character’s spell resistance, but is level used in the computation for a successful dispel magic, or just spell resistance?

Some points about level mattering:

* If level matters, players have an unmodifiable (besides leveling) attribute which can help regulate certain types of behavior.
* If level matters.. Players with elite equipment for their level would be unable to go to higher level zones, even if their ‘raw’ stats are sufficient.
* If level matters.. a lower level player that would otherwise own a high level player might lose because the higher’s spells do more damage.
* If level matters equipment is, in general, less important than disparity of level. This has enormous impact on the entire game until endgame, when everyone is the same maximum level.

## Classes, Skills, and Abilities

Characters choose a class from {Mage, Priest, Psionist, Warrior, Thief, Monk} at creation time. Players are not restricted to abilities from only their chosen class, as described below.

### Ability Tiers & Class Synergies

Certain classes are ‘closer’ to other classes. This means one class provides transferrable skills that are very applicable to some classes, and not so much to others.

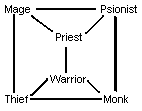


Figure - Class Synergies

Class abilities are organized into Tiers. A player must be a certain level to obtain a tier, at which point he automatically gains access to all skills provided by that tier. Synergies come into play when a character gains access to Tier 2 or greater. Tier N of a class provides the skills of Tier (N-1) for adjacent classes and Tier (N-2) for classes two away. So, you may only obtain the maximum tier in your chosen class.

#### Number of Tiers

Because of the number of classes and the way synergies work, it seems logical to have five tiers for each class.

### Skill Ranks and Relationship with Tiers

Skills have ranks. Points may be invested to make a skill more powerful. This permits customization to a desirable point.

* At distinguished levels, characters gain access to the next Tier in their class. This occurs pretty much automatically and there is no choice involved.
* At separate more frequent distinguished levels characters are given the choice to advance Tiers in classes besides their own. The schedule is set such that all synergies are maxed out before advancing the primary class’s Tier.
* Access to a new tier grants a Rank of 1 in all the skills of that tier. There are certain exceptions to this rule; some skills may only be used if you are that class.
* Each level, a character gains one skill point. The character may increase the rank of a skill of his choosing. The maximum rank of a skill differs between skills.

### Class System Example

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| --- | --- | --- | --- |
| Level | Tier Gained | Example | Running Tiers |
| 1 | Mage 1 | Ralph chooses Mage as his class, so he gains Mage 1 automatically. | M1 |
| 8 | Mage 2 | Ralph is a Mage, so he gains this automatically (or small quest). | M2 |
| 11 | Synergy | Ralph gets pick of Thief/Psionist/Cleric 1. Ralph chooses Cleric 1. Ralph gains Cleric 1 by doing a quest. | M2/C1 |
| 14 | Synergy | Ralph has already chosen Cleric 1, so he gets pick of Thief/Psionist 1. Ralph chooses Psionist 1 and does a quest. | M2/C1/P1 |
| 17 | Synergy | Ralph must pick Thief 1, and does a quest. | M2/C1/P1/T1 |
| 20 | Mage 3 | Gain automatically. | M3/C1/P1/T1 |
| 22 | Synergy | Ralph may choose Cleric/Thief/Psionist 2 or Warrior/Monk 1. Ralph chooses Monk 1. (Abbreviated using K). | M3/C1/P1/T1/K1 |
| 24 | Synergy | Ralph may choose Cleric/Thief/Psionist 2 or Warrior 1. Picks C2. | M3/C2/P1/T1/K1 |
| 26 | Synergy | Ralph may choose T/P 2 or W1. Picks P2. | M3/C2/P2/T1/K1 |
| 28 | Synergy | Ralph may choose T2 or W1. Picks W1. | M3/C2/P2/T1/K1/W1 |
| 30 | Synergy | Ralph must choose T2. | M3/C2/P2/T2/K1/W1 |
| 32 | Mage 4 | Gain automatically. | M4/C2/P2/T2/K1/W1 |
| 34 | Synergy | Ralph may choose C/P/T 3, K/W 2. Picks W2. | M4/C2/P2/T2/W2/K1 |
| 36 | Synergy | Picks T3. | M4/T3/C2/P2/W2/K1 |
| 38 | Synergy | Picks C3. | M4/T3/C3/P2/W2/K1 |
| 40 | Synergy | Picks P3. | M4/T3/C3/P3/W2/K1 |
| 42 | Synergy | Picks K2. | M4/T3/C3/P3/W2/K2 |
| 44 | Mage 5 | Gain automatically. (Epic T5 quest?). | M5/T3/C3/P3/W2/K2 |
| 46 | Synergy | Picks C4. | M5/C4/T3/P3/W2/K2 |
| 48 | Synergy | Picks K3. | M5/C4/T3/P3/K3/W2 |
| 50 | Synergy | Picks T4. | M5/C4/T4/P3/K3/W2 |
| 52 | Synergy | Picks P4. | M5/C4/T4/P4/K3/W2 |
| 54 | Synergy | Picks W3. | M5/C4/T4/P4/K3/W3 |
| 55 |  | 55 Level Cap? Will mean 55 practice points + bonuses, perhaps 60 total. Assuming skills start at rank 1 and have average max rank of 3, you could max out 30 skills. |  |
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