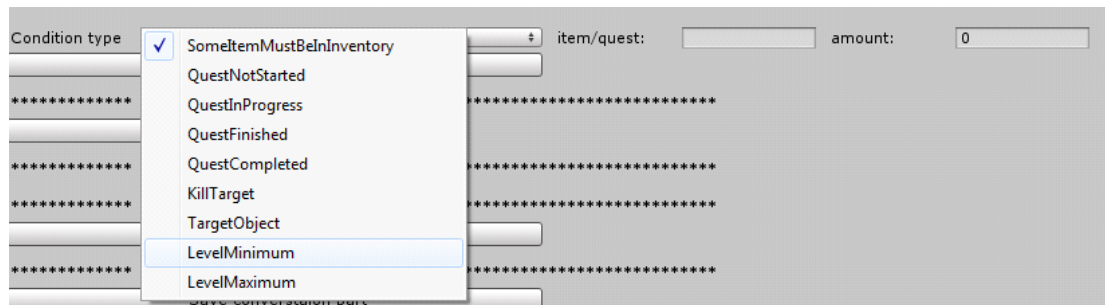


Conditions

Conditions are important part of RPG kit. It will give you chance to create dynamic world. Now conditions are used for: conversation, teleports, items, shops, spells, enemy loot and containers.

Example: If condition for paragraph is false than this current paragraph is not displayed.



Condition type

1. **SomeltemMustBeInInventory** - player must own some item, player must have that item in inventory
2. **QuestNotStarted** - quest is not started, so this part should be start the quest
3. **QuestInProgress** - some quest step and tasks (explained in quest tutorial) are not finished
4. **QuestFinished** - quest is finished but you have not talked to NPC about reward (quest is not completed)
5. **QuestCompleted** - this can be used for starting new quest. If you want to use it as start for second quest you must add second condition that checks if second quest is not started.
6. **KillTarget** - checks bio log if you killed have killed a creature (BIO LOG Is not implemented now! so this is not working)
7. **TargetObject** - checks if player have seen an object (BIO LOG is not implemented now! so this is not working)
8. **Level minimum** - player must be at least this level
9. **Level maximum** - player cannot be higher than this level
10. **Attribute point** - playet must have free attribute point(s)
11. **Skill point** - player must have free skill point(s)
12. **Base attribute** - player must have base attribute at least ... (base attribute is wihout equipment bonuses)

13. Base skill - player must have base skill at least... (base skill is without equipment bonuses)

14. Total attribute - player must have total attribute at least... (including spell effects and armor bonuses)

15. Total skill - player must have total skill at least... (including spell effect and armor bonuses)

Item / quest - ID of item or quest. If you don't remember the ID, you can save paragraph and watch it, remember that you can save it at every point and finish your work later.

Amount - amount of selected item, it works only for `SomeItemMustBeInInventory` and will work for `LevelMimum` and `LevelMaximum`

Effects

Effects are affecting hero or enemy statistic. They can increase hitpoint, deal damage or increase attribute. Effects are used on weapon (on hit effect and equip bonus), armor (receive dmg effect and equip bonus), usable items (e.g. potions), spell (spell effect itself).

Target

Self - targeting self, for equipped effects (armor and weapon) must be SELF effect

Other - enemy (for enemy is defined only `HitPointChange` - you can lower or increase hitpoint)

AOE - NOT implemented yet!

Effect type

HitPoint - add hit point to target (it will increase maximum hit point)

Mana - add mana to target (it will increase maximum mana)

Attribute - add attribute to target

Skill - add skill to target

HitPointRegen - hit point regeneration (value is hitpoint per second = real time second)

ManaRegen - mana regeneration (value is hitpoint per second = real time second)

HitPointChange - change current hit point of target = healing or harmful spells, if you want to create harmful effect you must use negative number:

ManaChange - change current mana of target

CastSpell - not implemented (in future it will special spells like unlock)

Duration - how many second will be that spell active, -1 = infinite, for equipped effects (armor and weapon) you cannot change duration it is always infinite

Value - strength of that effect, you have to use negative numbers for harmful spells

ID - ID of skill or attribute

Conversation

In RPG, Conversation is created by paragraphs. Paragraph is a line of text NPC says and several possible player's responses.

Example of the paragraph:

NPC:

"Hello, I am NPC"

Player:

"Who are you?"

"Do you have some quest for me?"

List of paragraphs

You can find paragraphs in menu RPG / Conversation. Basic window is list of paragraphs. In the list, you can edit (long button) or simple delete (delete button).

Adding new paragraph

NPC - ID of NPC - integer number

NPC text - text of NPC in our example "Hello, I am NPC"

Previous line - if it is first paragraph of conversation, leave it blank (0)

Can end - player can say "Goodbye" in this part of conversation.

Return to main - player can say "Let's discuss something else" and return to first paragraph

Button "**Add paragraph condition**" will add new controls for **condition**.

Button "**Add event**" adds new controls for event.

Event type

1. **Quest start** - when you reach this paragraph/line text, (anything with event) it starts the quest
2. **Quest end** - finishes the quest
3. **Give item** - adds item to player's inventory (bug will be fixed with new release)
4. **Take item** - removes item from inventory (not implemented)
5. **EndConversation** - closes current paragraph, this event defines customized "good bye" line
6. **Quest failed** - completes quest without reward (not implemented)

Item type for event

In second selector, you can pick what type of item is given or taken to/from player.

Note: Difference between skill and skillpoints is that skill increases one specific skill, while skillpoints gives you choice to increase what you want.

Button "Add line text" will add controls for the player's text.

You can add conditions and events(like for paragraphs) and add text of player.

Display conversation for NPC

In this part you create whole conversation.

On the top you add number of your NPC and hit button "Show conversation".

Then all paragraphs of NPC are displayed

1 - ID of the paragraph

"Greetings in this demo!" - edits this paragraph

Button "-" next to "2. What I can do?" adds new paragraph where text line "What I can do?" is previous line to the new one, so it's connected.

Button "X" deletes the line text.

Enabling conversation in the game

You have to put prefab "Player" to the scene. Than create some object that will represent NPC. Attach script "NPC" to him. Script NPC is stored in "Scripts\RPG\Character". Set up Id of

NPC to same ID like your paragraph's "NPC" ID.

If you want to use your own player controller, you have to attach script "Player" from folder "Scripts\RPG\Hero" and script "NPCGUILGomly@msn.com" from folder "Scripts\GUI" to this controller. Rename controller to "Player" and give it tag "Player".

Quests

Quest (in menu "RPG / Quests") is group of tasks that can give player reward. Typical quest is, for example, killing enemy, bringing item and so on. With RPG starter kit you can create longer quests.

Every quest can have several quest steps and every quest step can have several tasks. You can do all tasks from current quest step at same point but you have to finish one quest step to start another.

1. Quest list

Add new quest - displays form for creating new quest

"Edit quest.." - displays form for editing selected quest.

2. Creating new quest / editing quest

Creating and editing quests are using same form.

The screenshot shows a form titled "Quests" with a "Back to list" button at the top. Below the title is a separator line. The form contains the following fields and buttons:

- ID:** A text box containing the number "1".
- Name:** An empty text box.
- Description:** A large empty text area.
- Add reward:** A button.
- Reward:** A dropdown menu showing "XP", a "+" button, an "ID:" field with "0", and an "amount:" field with "0".
- Quest log note:** A text box.
- Add task:** A button.
- Task type:** A dropdown menu showing "KillEnemy", a "+" button, an "ENEMY" dropdown, an "ID:" field with "0", and an "amount:" field with "0".
- Task quest log:** A text box.
- Add quest step:** A button.
- Save quest:** A button.

There are separator lines above and below the "Add reward", "Add task", and "Add quest step" buttons.

Back to list - cancels editing and display all quests

ID - automatic ID of quest (don't edit this)

Name - name of quest, displayed in quest log

Description - not used now

Add reward - adds reward for current quest

Reward

In first selector you will choose what type of reward you want.

In box next to it, you write **ID** of chosen reward. You don't need to fill it for XP, or XPPERCENT

Amount - amount of rewarded items

Add quest step - creates controls for new quest step

Quest log note - displays description in quest log

Add task - adds tasks for current quest step

Task type - you can select Kill enemy, Bring item, Reach part of conversation, Visit area (not implemented yet)

RPG starter kit – How to make quests

In this tutorial, I am going to show you how to make quests and how the whole thing works. I will explain it on a simple example.

When you want to create a quest, you need at least 3 elements: NPC (quest giver), quest and conversation. It is also possible to make special items and/or enemies for a quest. Our example number 1 is about Wise old man, who wants you to kill a terrific spider.

Let's start with creating NPC. It is done very easily in NPC editor. The most important is ID, which we will use later. Choose some name (description is not necessary) and save it.

Back to NPC list

ID: 6

Name: Wise old man

Description: Quest 1

Shop: none

Save NPC

Now get to 'quests'... There are two buttons: 'add reward' and 'add quest step'. First, let's add reward. There are many options (Warning: paragraph, linetext, enemy and npc are general options and can't be used in this case). Since it should be starting low level quest, I choose a few gold coins (gold is item ID 1 by default).

Conversation

Can end ☒
Return to first ☐

Add condition

Add event

Player text 3

Event type ID: amount:

Add event

Condition type item/quest: amount:

Delete

Add condition

Player text 3

Add event

Condition type item/quest: amount:

Delete

Add condition

Player text 3

Event type ID: amount:

Add event

Condition type item/quest: amount:

Delete

Add condition

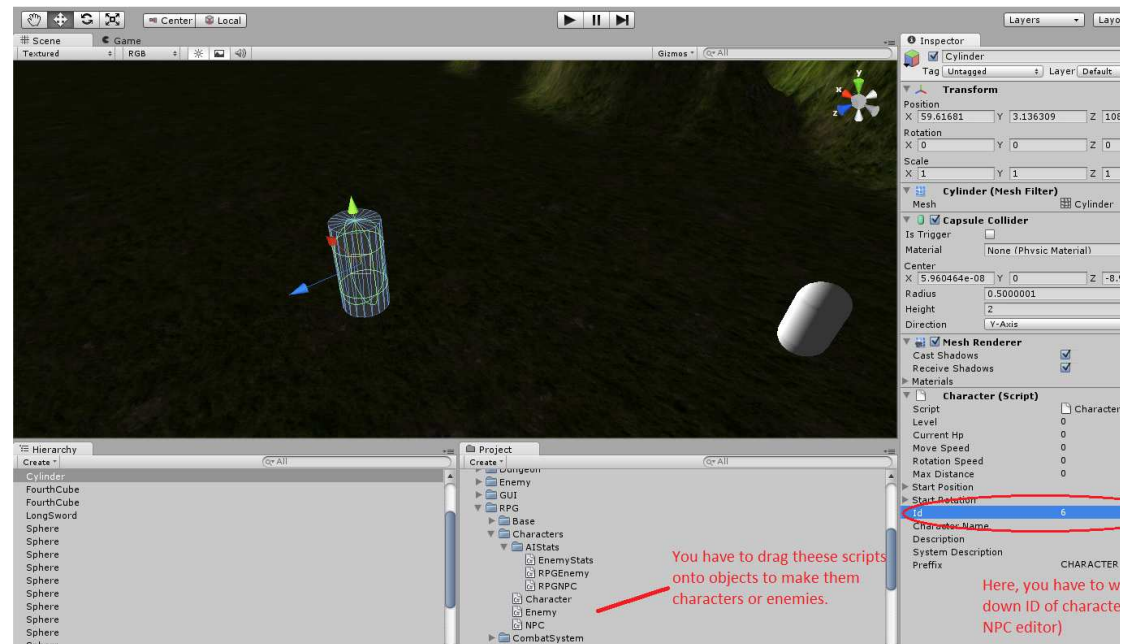
Add line text

Save conversation part

You can see player will always have different text lines to answer according to quest's progress. That makes conversation more dynamic. Of course, you can/should add NPC's reactions to make it perfect. That's it. If you made quest, NPC, conversation and enemy, last problem is how to get it to game.

Create an object that will represent NPC. Attach script "NPC" to him. Script NPC is stored in "Scripts\RPG\Character". Set ID of created character to ID of NPC you made for this quest and paragraphs.

Create another object, do the same, only drag "Enemy" script instead of "NPC".



Now you have got quest giver (cylinder) and objective of the quest (terrific spider, capsule), so the quest is completed.

Teleport

Teleport (editor is in "RPG/Teleport editor") is used for transport between scenes, but also to transport within scenes.

Controls of the edit window are identical to all the others. Teleports can be added, deducted or edited.

Target teleport - ID of the teleport where the player will transport (you need to create 2 teleports to transport between them).

Must target - player must target that teleport

Activate key – indicates whether or not you need to press a key to activate a teleport, that can be useful in case the teleport is a door, otherwise it is not needed.

Arrive X – the X position where the player lands (in case that One way = true, you don't need to fill it).

Arrive Y - the Y position where the player lands (in case that One way = true, you don't need to fill it).

Fixed rotation – indicates whether or not the player is set to a precisely given point, when

he uses the teleport (if yes, the "Y rotation" value is needed).

You can define the conditions for every teleport using the "**Conditions**" button.

Container editor

Back to container list

ID: 1

Name: Basic container

Description:

Destroy empty: ☐

Shared stash: ☐

Only loot: ☐

Add condition

Category: General store

Levels: Fixed Min: 1 Max: 20

Chance to find: 100

Stack amount: 1

Delete category

Add category

Add item

Save container

ID – ID, automatically generated number (do not edit)

Name – displayed name

Description – characterization, has no effect

Destroy empty – when container is empty, it is destroyed automatically

Shared stash – shared container – if you create 20 pieces of this container, every one of them will contain same stuff

Only loot – container can be looted only; other items can't be put in it

Add category – adds category of items the shop will sell. For example, if you have all swords

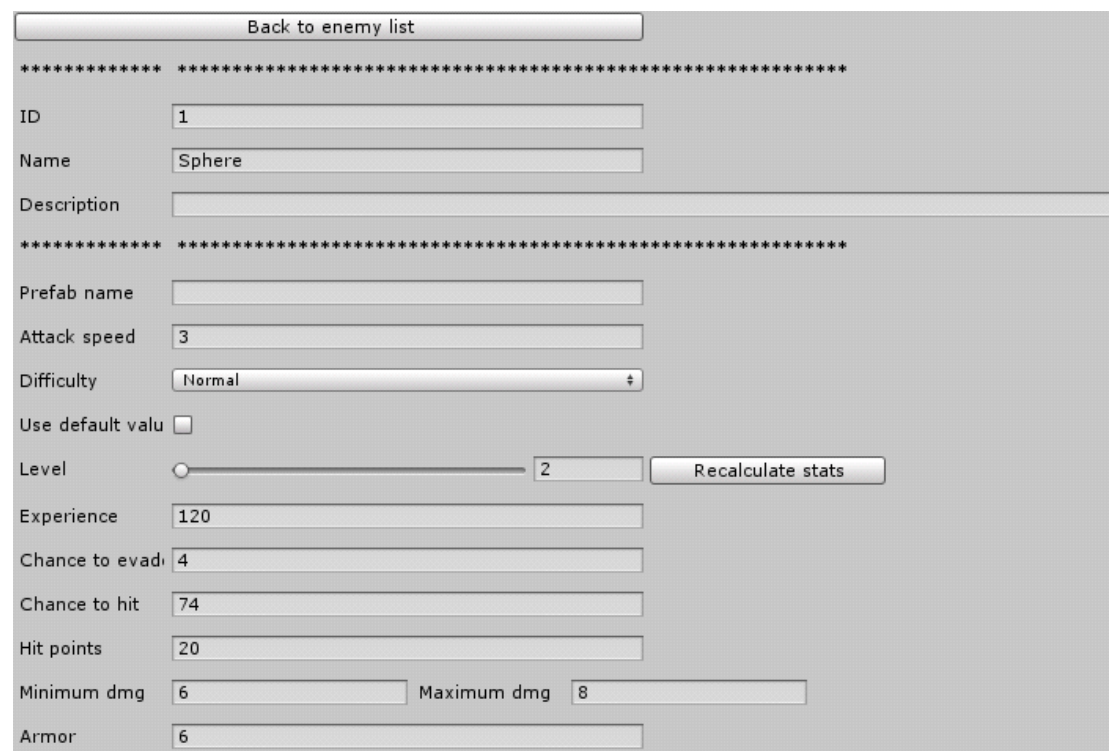
under item category 'swords', adding the category to shop will make the shop be able to sell all swords.

Levels – You can choose if levels are fixed or floating (=according to player's level). You can also set minimum and maximum (if min is 5 and max is 20, shop will sell all items with level 5 to 20 from the category)

Chance to find – chance this item will appear (in percent)

Stack amount – sets stack amount for all stackable items in category

Enemy



Back to enemy list

ID: 1

Name: Sphere

Description:

Prefab name:

Attack speed: 3

Difficulty: Normal

Use default value: ☐

Level: 2 Recalculate stats

Experience: 120

Chance to evade: 4

Chance to hit: 74

Hit points: 20

Minimum dmg: 6 Maximum dmg: 8

Armor: 6

ID – ID of enemy, automatically generated number (do not edit)

Name – displayed name of enemy

Description – characterization of enemy, has no effect

Prefab name - If you don't have unity pro, your prefab must be located in resource folder

Attack speed – changes delay between enemy's attacks

Difficulty – makes enemy stronger or weaker - **very easy** – 20% weaker stats, **easy** – 10% weaker stats, **normal** – no change, **hard** – 10% stronger stats, **very hard** – 20% stronger stats

Use default value – if used, all stats are calculated according to level and can't be edited

Recalculate stats – recalculate stats according to enemy's level and if 'Use default value' is ticked, you can edit them

Chance to evade – chance that enemy evades player's attack

Hit points – number of enemy's hit points

Armor – armor reduces physical damage

Enemy loot

Add condition

Category

General store

Levels

Fixed

Min

1

Max

100

Chance to find

100

Stack amount

0

Delete category

Add category

Add condition

Chance to find

0

Item

WEAPON

ID:

0

amount:

0

Delete item

Add item

Save enemy

Only one item from one category can be dropped. Therefore; if you want more items from one category, you must add it more times.

Category – category of items you want the enemy will drop

Chance to find – chance the enemy will drop this item (in %)

13

Item – chosen item you want the enemy will drop

Chance to find – chance the enemy will drop this item (in %)

Save enemy – saves enemy and brings you back to list of enemies

Shops

Shops allow players to buy and sell items and are assigned to NPC in NPC editor. Very important feature when editing shops is Item category, which helps you to make group of items that the shop will sell/buy.

RPG -> Item Category

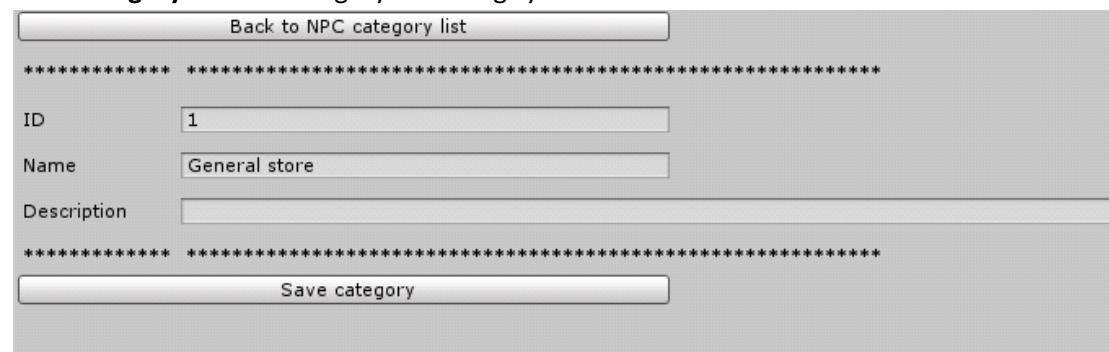
Item categories are used to divide items into groups, which is very important when making a shop. One item can be in more than one category at the same time. Every category can be deleted by clicking the “delete” button next to it.

ID – ID of category, automatically generated number (do not edit)

Name – category name

Description – characterization of category, has no effect

Save category – saves category and brings you back to list



The screenshot shows a web-based interface for editing NPC categories. At the top is a button labeled "Back to NPC category list". Below it is a horizontal line of asterisks. The form contains three input fields: "ID" with the value "1", "Name" with the value "General store", and "Description" which is empty. Another horizontal line of asterisks is below the description field. At the bottom is a button labeled "Save category".

RPG -> Shop editor

Shops allow players to buy and sell items. The feature ‘containers’ will work the same and will have similar elements.

ID – ID of shop, automatically generated number (do not edit)

Name – shop name

Description – characterization, has no effect

Respawn – time that takes shop to refresh all goods

Currency – ID of currency you can pay with

Buy modifier – how many times is price of item higher than its value

Sell modifier - how many times is price of item lower than its value

Accept all goods – shop always accepts all goods in this version

Add category – adds category of items the shop will sell. For example, if you have all swords under item category 'swords', adding the category to shop will make the shop be able to sell all swords.

Levels – You can choose if levels are fixed or floating (=according to player's level). You can also set minimum and maximum (if min is 5 and max is 20, shop will sell all items with level 5 to 20 from the category)

Stack amount – sets stack amount for all stackable items in category

Save shop – saves shop and brings you back to shop list

Add condition – adds condition, player can't buy items from this category (or single item) if any condition wasn't met. There are same conditions as for conversations.

Add item – adds single item, also one item can have conditions.

The screenshot shows a 'Shop editor' window with a 'Back to shop list' button at the top. The interface is divided into several sections by horizontal lines of asterisks. The first section contains fields for 'ID' (value: 1), 'Name' (value: General store), and 'Description'. The second section contains 'Respawn' (value: Monday), 'Currency' (value: 1), 'Buy modifier' (value: 4), and 'Sell modifier' (value: 1). The third section has a checked 'Accept all goods' checkbox. The fourth section is for 'Add condition', showing 'Condition type' as 'SomeItemMustBeInInventory', 'item/quest' as an empty field, and 'amount' as 0, with a 'Delete' button. Below this is an 'Add condition' button. The fifth section contains 'Category' (value: General store), 'Levels' (value: Floating, with 'Min' 0 and 'Max' 8), and 'Stack amount' (value: 5, with a 'Delete' button). Below this is an 'Add category' button. The sixth section has an 'Add item' button. The final section at the bottom has a 'Save shop' button.

RPG -> NPC editor

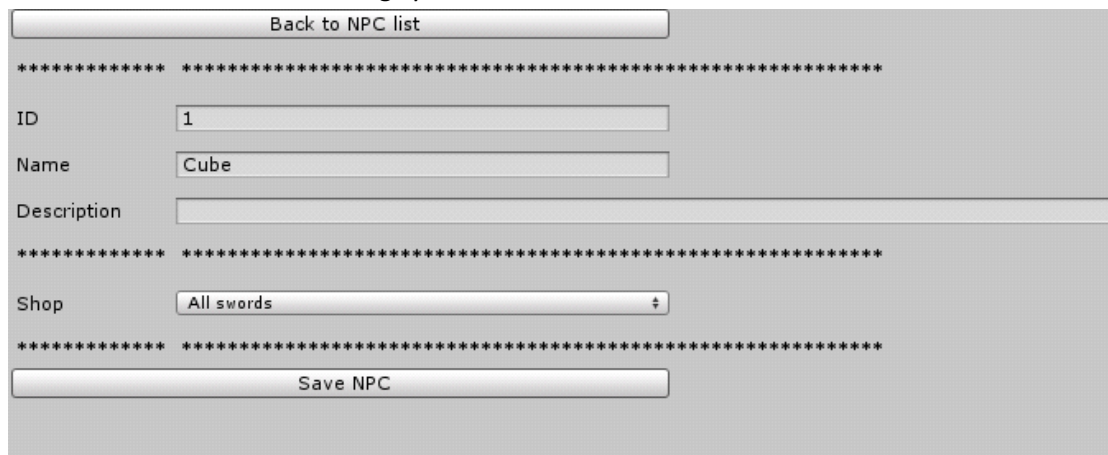
If you want to get shop to game, you must assign it to NPC, which can be done easily in NPC editor.

ID – ID of NPC, automatically generated number (do not edit)

Name – name of NPC

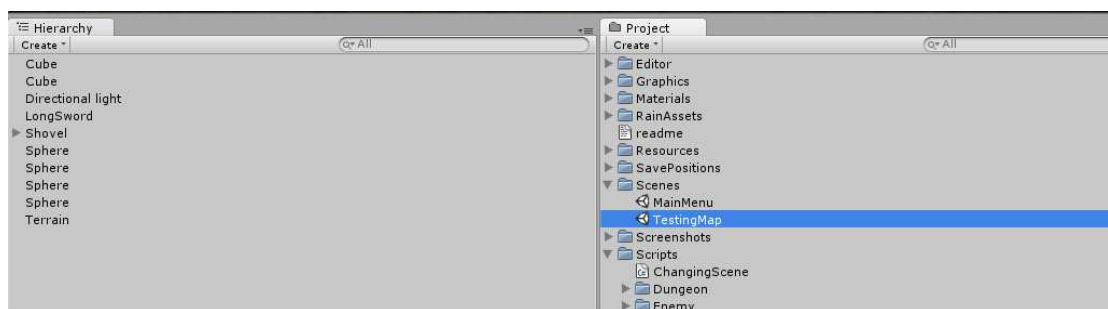
Description – characterization of NPC, has no effect

Save NPC – saves NPC and brings you back to list

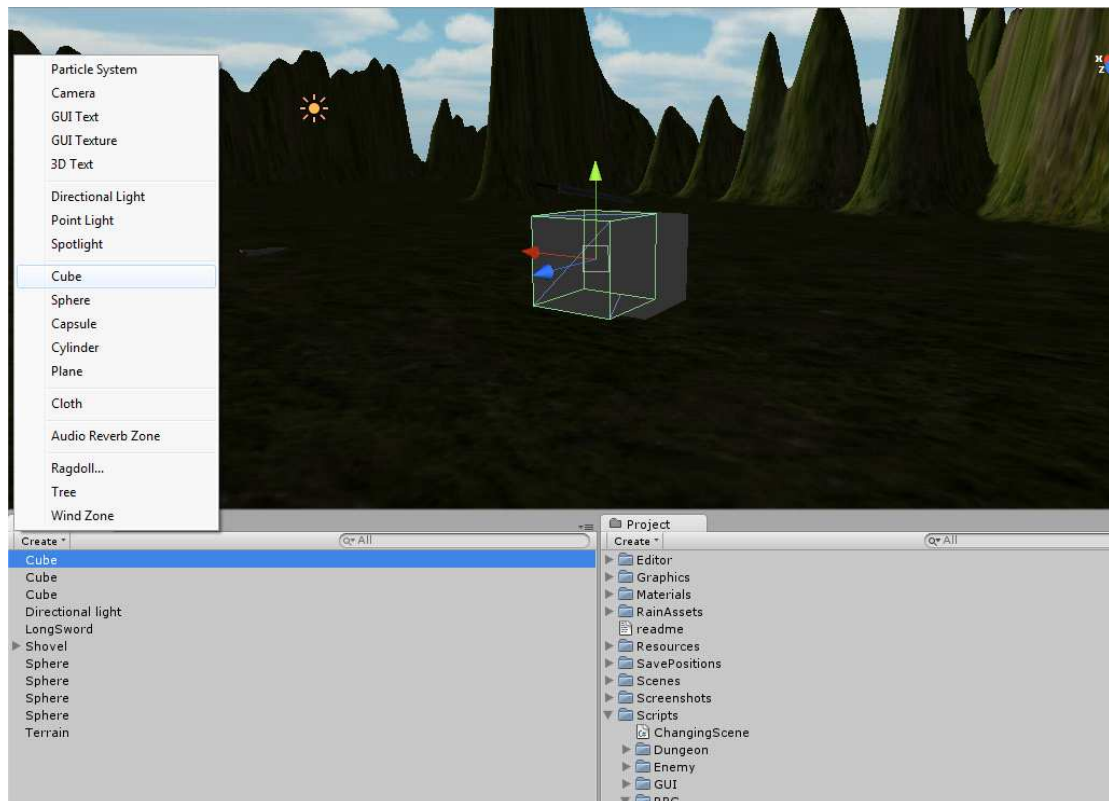


How to add shop to game

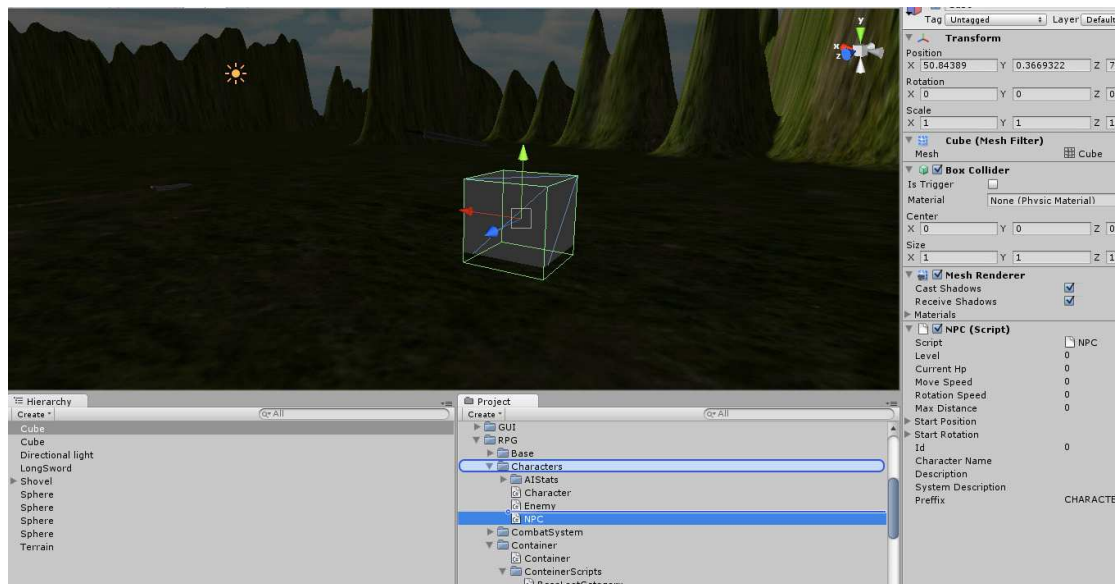
Let's show an example how to create your own shop directly in game.



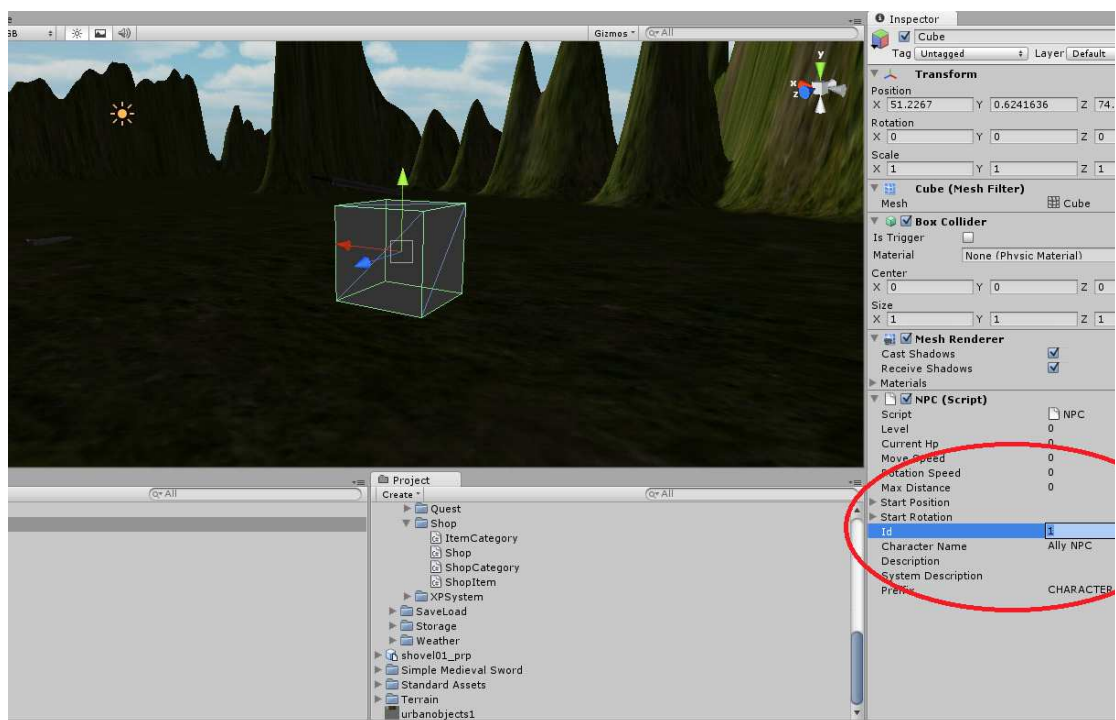
- You have got your small testing world loaded. Now we need an object, which is going to be the shop. This is just an example, so basic cube is enough. Create it via 'Create' button in Hierarchy menu.



- Drag NPC script from 'Project' menu onto created cube and set ID of NPC to value you want. (defined in NPC editor)



Drag NPC script onto cube



Set ID of NPC

Now you should be able to purchase items defined for specified NPC ID.

Items

Item is everything that can be placed in inventory. Items can be objectives of quests (items you must bring to NPC to complete quest). Armor and weapon editors have similar configuration, so parameters are described for all of them.

There is a list of added items, which you can modify. Every item can be deleted by clicking the **“Delete”** button next to it.

ID – ID of item, automatically generated number (do not edit)

Name – displayed name of item

Description – characterization of item, has no effect

Effects

For armor and weapon you can define effects that will add bonus to hero statistics. In this version are working only attributes and skills.

Armor

Armor value – value of armor attribute (armor only)

Weapon

Minimum dmg – minimum of damage weapon must deal (weapons only)

Maximum dmg – maximum of damage weapon can deal (weapons only)

Attack speed – speed of weapon (weapons only)

Durability – amount of damage item can take before it breaks

Add slot – adds another slot in which you can equip weapon

Eq slot ID – ID of the slot in which you can equip weapon (Slot ID can be deleted by clicking the **“Delete”** button next to it.)

Icon name – if you don't have Unity Pro icon must be in Resources folder

Prefab name - if you don't have Unity Pro prefab must be in Resources folder

Stack – is weapon stackable or not? If yes, you can set maximum amount of item in one stack

Destroyable – is weapon destroyable or not?

Droppable – is weapon droppable? If yes, it will drop upon death.

Item level – level of weapon item

Value – price you can purchase the item for

Rarity – describes how unique the item is

Add item category – adds another item category

Item category – Item category the item belongs to (Item category can be removed by clicking the **“Remove”** button next to it.)

Save item – saves all parameters and sends you back to the list.

Generate stronger versions

This feature automatically generates stronger copies of the item with the same name. It can be used for all items (healing potions, weapons etc.).

Increasing dmg – if ticked, weapon gets more damage in every version. You can choose whether the increase of damage is linear or exponential and you can also change amount of damage increase.

Lvl increase – difference in item level between generated items (if 10 is set, then generated items will be item levels 1, 10, 20, 30 etc.)

Generate – generates settings for specified frequency (just for preview, has no effect for generation itself, so it doesn't have to be clicked)

Use adjective – if ticked, generated items are given adjectives according to their quality.

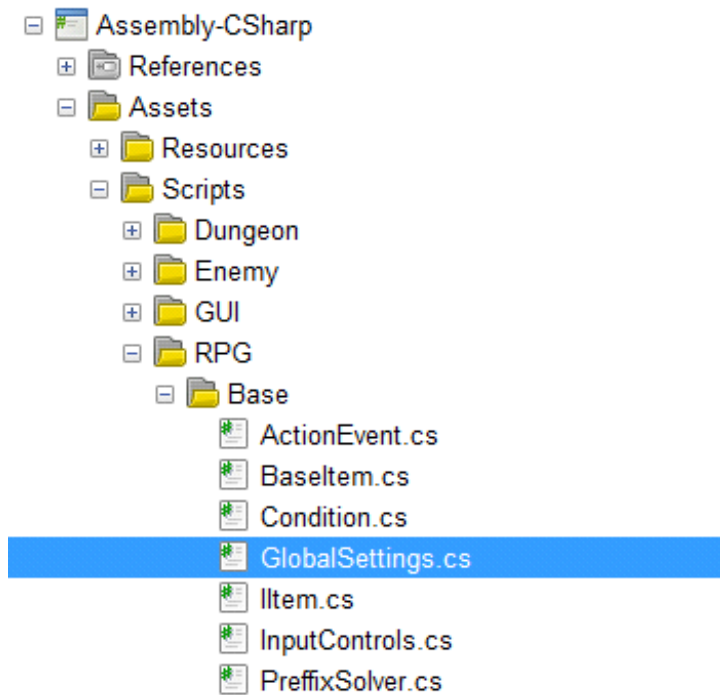
Increasing price - if ticked, item gets more expensive in every version. You can choose whether the increase of price is linear or exponential and you can also change amount of price increase.

Increasing effect - if ticked, item's effect gets more powerful in every version. You can choose whether the increase of effect's power is linear or exponential and you can also change amount of power increase.

Generate and save items – generates and saves items and brings you back to the list.

RPG starter kit – global settings

'Global settings' is configuration file, allowing you to change basic game's behaviour without any other script editing.



General

MaximumLevel – maximal level that can be reached

GameStyleType – decides if game is in first person mode

Levelling system

LevelingSystem – levelling system type (experience is needed to reach next level, skill gains are needed to reach next level or skill system without levels)

FirstLevelXp – amount of experience needed to reach the first level (player)

AllLevelsSameXp – decides whether the same amount of experience is needed to reach all levels

NextLevelXp – percentage value telling how much more experience is needed for next level

SkillsToGainLevel – number of skill gains needed to reach next level (Elder scroll style)

UsingIsIncreasingSkills – decides whether using skills raises its value

Level rewards

HitPointPerLevel – number of hit points gained when player reaches next level

AttributePoint – number of attribute points gained when player reaches next level

SkillPoint - number of skill points gained when player reaches next level

Damage system

BasePlayerMinimumDamage – base player's minimum damage at level one (unarmed)

BasePlayerMaximumDamage – base player's maximum damage at level one (unarmed)

BaseEnemyDamage – base enemy's damage at level one

Critical strikes aren't implemented in this version yet

AllowMeleeCrit – allows melee attacks do critical hits

AllowRangeCrit – allows range attacks do critical hits

AllowMagicCrit – allows magic attacks do critical hits

BaseMeleeCrit – base value of melee critical hit chance

BaseRangeCrit – base value of range critical hit chance

BaseMagicCrit – base value of magic critical hit chance

MeleeCritModifier – base increase of melee damage when attack is critical (in %)

RangeCritModifier – base increase of range damage when attack is critical (in %)

MagicCritModifier – base increase of magic damage when attack is critical (in %)

EnemyMinDmgPerLevel – increase of enemy's minimal damage per level

EnemyMaxDmgPerLevel – increase of enemy's maximal damage per level

EnemyExperiencePercentPerLevel – percentage value telling how much more experience is needed for next level (enemy)

EnemyFirstLevelExperience – amount of experience needed to reach the first level (enemy)

Armor

EnemyArmorPerLevel – increase of enemy's armor per level (magic damage isn't reduced by armor)

DamageReductionPerPoint – amount of damage that one point of armor reduces

Hit chances

PlayerAlwaysHit – every player's hit is successful

EnemyAlwaysHit – every enemy's hit is successful

IgnoreLevelDifferences – chances to hit are not affected by level differences between player and creature

ChancePerLevel – increase of player's hit chance per level

PlayerHitChance – base player's hit chance (chance that player hits enemy)

EnemyHitChance – base enemy's hit chance

EnemyChanceToHitPerLevel – increase of enemy's hit chance per level

EnemyChanceToEvadePerLevel – increase of enemy's chance to evade per level (The higher evade chance is, the lower is chance to get hit. Evade chance is closely related to hit chance)

EnemyHitPointPerLevel – increase of enemy's hit points per level

Inventory

EquipedItemInInventory – does equipped item stays in inventory?

AutomaticPickup – items are moved to inventory automatically

NPCActivateRange – maximal distance you can activate NPC from (range in what NPC can talk to you)

Equipment slot editor

Weapons and armors are equipped to equipment slots, (such as right hand, left hand or chest), where only its position must be set.

Back to equipment slot list

ID: 1

Name: Right hand

Description:

Position X: 20 Position Y: 120

Save equipment slot

ID – ID of spell, automatically generated number (do not edit)

Name – displayed name of spell

Description – characterization of spell, has no effect

Position X – X coordinate for character GUI

Position Y – Y coordinate for character GUI

RPG starter kit – Attribute editor

Attributes increase in-game statistics (you can set how much one point will increase them).

ID – ID, automatically generated number (do not edit)

Name – displayed name

Description – characterization, has no effect

Base value – attribute's value player start with

Maximum value – maximal attribute's value, can't get above

There are 3 options of combat damage type.

Melee – player must be close to target (melee combat usually uses swords, axes etc.)

Range – range attack physical attacks that come from distance (bow, crossbow)

Magic – range magic attack, using spells

Damage – dealing damage decreases enemy's hit points

Accuracy – accuracy decreases chance to miss target

Avoidance – chance player will avoid enemy's attack

Resistance – some magic damage is resisted (only magic)

Critical chance – chance to hit critically (critical hit is a successful hit dealing additional damage)

HP regeneration – number of hit points regenerating per second

Mana regeneration – number of mana points regenerating per second

Vitality – stamina (for example running needs vitality points)

Vitality regen – number of vitality points regenerating per second

Armor – armor decreases physical damage

Speed – player's movement speed

Skill

Skills increase in-game statistics (you can set how much one point will increase them). Also, spells are assigned to skills. That means skill allows you to cast spells and increase stats.

ID – ID, automatically generated number (do not edit)

Name – displayed name

Description – characterization, has no effect

Increase per using – number of points you gain when using skill (usually 1)

Base value – skill's value player start with

Maximum value – maximal skill's value, can't get above

There are 3 options of combat damage type.

Melee – player must be close to target (melee combat usually uses swords, axes etc.)

Range – range attack physical attacks that come from distance (bow, crossbow)

Magic – range magic attack, using spells

Damage – dealing damage decreases enemy's hit points

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Vitality regen – number of vitality points regenerating per second

Armor – armor decreases physical damage

Speed – player's movement speed

Spell editor

Spells can be casted by both NPCs and players. They can be harmful or protective and can be targeted on a single target or on area of effect – AoE.

ID – ID of spell, automatically generated number (do not edit)

Name – displayed name of spell

Description – characterization of spell, has no effect

Cooldown – cooldown means how much time (in seconds) it takes to recharge the spell, ability or potion. All spells, potions and combat (abilities used as physical attack) have shared cooldown, so if you use one, you must wait 'cooldown' time to cast another.

Cooldown skill – chooses what skill (spell type) player will not be able to use until cooldown time expires

Prefab name - if you don't have Unity Pro prefab must be in Resources folder

Icon name – if you don't have Unity Pro icon must be in Resources folder

Level – spell's level

Mana cost – number of mana points needed to cast this spell

Value – spells can be purchased in spell shops for its value

Speed – speed of projectile in seconds (you can use decimal numbers)

Skill – ID of skill the spell is related to

Spell type – only projectile is currently available

Spell shop editor

Spell shops are special shops that sell spells only.

Back to shop list

ID1
NameAll spells
Description

Currency0
Buy modifier0

Add condition

LevelsFloatingMin0Max0
Skill0Delete

Add category

Add condition

Spell ID:1

Add item

Save shop

ID – ID, automatically generated number (do not edit)

Name – displayed name

Description – characterization of spell, has no effect

Currency – ID of currency you can pay with (1 is gold, by default)

Buy modifier – how many times is price of item higher than its real value

You can add single spell and write down its ID, or you can add category. You write down ID of skill and the shop will sell all spells that belong to chosen skill. You can choose if levels are fixed or floating (=according to player's level). You can also set minimum and maximum (if min is 5, and max is 20, shop will sell all spells with level 5 to 20 belonging to chosen skill)