

Legacy Character Help-Giving Back to Everyone

<http://www.1src.com/forums/showthread.php?p=665437#post665437>

+3 STR = +1 DAM; +7 STR = +1 AC
+5 DEX = +1 DAM; +4 DEX = +1 AC
+8 END = +1 AC; +1 END = +5 HP
+1 INT = +6 SP; +? INT = +? MAG AC

Adventurer: +2 STR, +2 DEX, +2 END, +1 INT (can equip anything)
Highlander: +3 STR, +1 DEX, +2 END, +1 INT
Swordmaster: +1 STR, +3 DEX, +2 END, + 1 INT (25% DAM bonus all weapons)
Knight: +2 STR, +1 DEX, +2 END, +1 INT (only warrior to cast spells)
Cleric: +1 STR, +2 DEX, +2 END, + 2 INT (cost of party spells +10% over mage)
Battlemage: +1 STR, +1 DEX, +2 END, + 2 INT
Mage: +1 STR, +1 DEX, +1 END, + 3 INT (cost of cure spells +60% over cleric)

Strength. Every 3 points increase in strength will gain 1 point in damage. Every 7 points increase in strength will gain 1 point in armor class. Every 21 points in strength gains 10 points overall. $10 / 21 = 47.62\%$.

Dexterity. Every 5 points increase in dexterity will gain 1 point in damage. Every 4 points increase in dexterity will gain 1 point in armor class. Every 20 points in dexterity gains 9 points overall. $9 / 20 = 45\%$.

Endurance. Every 8 points increase in endurance will gain 1 point in armor class. Every 1 point increase in endurance will gain 5 points in hit points.

Intelligence. Every 1 point increase in intelligence will gain 6 points in spell points for spell-casting characters. Any increase also results in significant protection from all harmful spells.

GENERAL OBSERVATIONS

Level increases are meaningless. Point allocation is everything. A level 10 mage has no advantage over a level 1 mage if no points have been allocated.

There are giant, green stones in each area that can increase a character's level by 1. The increase is random. You can select who to give the increase to by saving and reloading until the "right" character gets the increase. It is far more beneficial later in the game than early in the game. The stone will grant a character the required number of points to make it to the next level, regardless of whether the next level takes 1,000 points or 100,000 points.

There are no bonuses for any character class as related to point increases. Adding 6 points of strength to a highlander will increase their damage by 2 points and will probably increase their armor class by 1; the same can be said for mages or clerics, however. The

main difference is how many points you can allocate to a particular attribute for a single level increase. If you wanted (for some reason) to add 6 points of strength to a mage, it would take you 6 level increases, but only 2 level increases for the highlander.

The attribute with the greatest overall impact is intelligence. It is crucial for any spell-caster, as it increases mana points and the effectiveness of spells. Higher intelligence will also increase spell costs over time, but this is a minor consideration and acceptable. Intelligence has an enormous influence over damage taken from enemy spells. As the party progresses in the game, those characters that are weak in intelligence will start taking huge hits from magical spells, while those characters strong in intelligence will take minor hits or avoid the spell entirely. Characters weak in intelligence will need frequent healing from the mid-game onwards. Weak intelligence characters will also be poisoned more, paralyzed more, and cursed more.

Better equipment is generally more beneficial than better attributes. For example, it is a toss-up who would win if a level 11 Highlander that allocated 3 points to Strength, and 1 point to Intelligence each level is fighting a level 1 Highlander if the level 1 Highlander is equipped with a sword that yields 10 extra points in damage (+30 points in Strength equals + 10 damage) and has armor at least 2 or 3 points better than the level 11 Highlander (giving each equivalent armor class).

The game can be won with any combination of characters, but a party without spell-casters has a much more difficult time.

For maximum party effectiveness, it is IMPOSSIBLE to justify anything other than two mages on the back row.

The maximum attribute enhancement that can be bought at a store is a +7 to any attribute, and can be purchased in Andervill. The maximum attribute enhancement in the game overall is a +8 that can be found on items in the expansion pack.

Monsters and item regenerate after 1 week. Places that make you choose between two separate paths (fire realm of Grendelmoore, area 3) can be revisited and explored further for additional items.

Any character can use any weapon or armor in the game, unless it is strictly coded for male or female use (the X is displayed over the item). If an exclamation point (!) is displayed over an item, this means the character can equip the item, but it will not be fully effective. For example, a +10 AC plate mail can be equipped on a mage, but it may actually only give the mage +2 AC because the mage cannot use it effectively. Any attribute increase, however, is fully allotted. This means that characters on the front row should avoid items that give penalties (!), but characters on the back row should have no problem using them for the attribute increases.

When engaged in a battle, you can only swap out equipment at the beginning of a round. You can continue to drink potions as long as you have not acted yet in a round.

CHARACTERS

Adventurers. The unique characteristic of an Adventurer is the ability to equip any item in the game. Adventurers cannot cast spells, but can use wands, potions, and scrolls like everyone else. Adventurers receive no weapons bonuses or penalties.

Highlander. One unique characteristic of a Highlander is the ability to increase Strength by 3 points each level increase, thus increasing Damage by 1 each level. Another unique trait is a bonus for heavy weapons like axes and hammer, **however a bug in the game (as of version 1.05) will not allow these bonuses.** The Highlander can use all weapons without penalty except daggers, but is restricted to light armor. Highlanders cannot cast spells.

Highlanders also has bonus damage for big weapons, like battle axe or blade.

Swordmaster. The unique characteristic of a Swordmaster is the 25% bonus to equippable swords. A Swordmaster can use most crude, low-level weapons, but is restricted at the mid and high-quality level to light and medium swords. Like the Highlander, the Swordmaster is restricted to light armor. Swordmasters cannot cast spells. Swordmasters can also increase Dexterity by 3 points each level increase.

Swordmaster has bonus damage not for all weapons, but just for swords, battle swords and sabers.

Knight. One unique characteristic of a Knight is the ability, from the warrior class, to cast healing spells. The only item restriction is that a Knight cannot use daggers. Another unique characteristic is the damage bonus given for heavy swords (blades).

Cleric. The unique characteristic of a Cleric is its ability to cast cure spells at a significantly lower mana cost than mages. A Heal spell that costs the Mage 24 points will cost the Cleric 15 points (Cleric cost $\times 1.6 =$ Mage cost). The effectiveness of the spell remains the same, however, if both Cleric and Mage are casting with the same level of Intelligence. In turn, Party spells are increased slightly over the Mage. A Teleport spell that costs the Mage 20 points will cost the Cleric 22 points (Cleric cost = Mage cost $\times 1.1$). Although the cleric should, in theory, be able to equip maces, flails, and hammers (traditional cleric weapons), clerics are limited to clubs, staffs, and bows.

Battlemage. The unique characteristic of a Battlemage is the ability to equip weapons of a type similar to the Swordmaster (light and medium swords without the +25% bonus), and the ability to cast Curse and Attack spells.

Mage. The unique characteristic of a Mage is the ability to cast any spell in the game, as well as the ability to increase Intelligence by 3 points each level increase.

ADVENTURE PARTIES

Each level increase takes an increasing amount of experience points. It is far more beneficial to have a well-balanced party of 4 10-level characters than a party of 1 or 2 12-level characters.

Characters in the rear do not take any damage from melee attacks. The only damage taken is from some magical attacks. The exception is if an enemy is attacking from the rear. This will never happen in the game as long as the player occasionally checks behind him.

The only damage a character in the rear takes is from magical attacks like Fireball, Lightning, or Paralyze. High Intelligence characters can reduce the effects of these attacks, or eliminate them entirely.

The only physical damage a character can inflict from the rear is from bow and arrows. Any character can equip a bow.

CHARACTER ANALYSIS

For the back row, nothing can justify having anything else less than two mages for maximum effectiveness and versatility. A mage is the only character that, when positioned on the back row, can justify using 3 points for an attribute, Intelligence. The mage should use its extra point on Endurance. The mage will not need Strength or Dexterity because it is never directly involved in battle.

A Mage in the back row using 3 points for Intelligence and 1 point For Endurance each level will have:

- # A complete disregard for AC, since it is never actively engaged in melee.
- # A high Intelligence AC, and avoid or minimize any spell attack.
- # The ability to learn and cast any spell.
- # The ability to cast Hour of Gods (full protection) at a lower cost than the Cleric.
- # The ability to cast any spell.
- # The ability to equip anything not gender-specific. The mage can equip any weapon or armor, since actual damage inflicted or damage taken is irrelevant (a rear-stationed character is never actively engaged in battle). A mage will gain the benefit of a +7 Intelligence sword, even though he can't wield it effectively.

The Cleric's ability for increased Endurance or Dexterity above the Mage is meaningless when assigned to the back row. The same goes for the Battlemage. Even more so for other characters, since their only recourse is to shoot less effective and less versatile arrows.

Again, for maximum party effectiveness, it is **IMPOSSIBLE** to justify anything other than two mages on the back row. If I had to choose another character, I would probably

put a cleric on the back row with a bow. Level increases would be +2 INT, +1 END, +1 STR, choosing a point for Strength rather than Dexterity or Endurance, since this would increase the damage from the bow.

Since Intelligence and Endurance are crucial for EVERY character, the front characters should have at least one point allocated for both. This automatically eliminates the Highlander, since its only advantage was the ability to allocate 3 points per level, and its bonus for heavy weapons is not activated.

Clerics are eliminated since they are as restricted in every practical sense as Mages with weapons and armor. At least a Battlemage can equip a sword.

Swordmasters are restricted to swords and are limited in armor, but at least they have the 25% bonus using weapons.

Knights really give up nothing while acquiring healing spells and heavy sword bonuses.

Battlemages get both effective fighting skills and effective damage skill.

If you had a party of two mages in the rear and one Knight and one Battlemage in front, you would not be disappointed. This is the strongest and most versatile party possible (though some min/maxers may argue). You could still use any item on at least one character (Knight), while retaining some good magic on the other (Battlemage). The Knight would be good for curing poisoning, paralysis, etc.

You would be disappointed if you could not equip and fully use some of the armors or weapons in the game. For this reason, the Knight is always a good choice (only misses out on daggers, which is inconsequential).

Adding a Swordmaster would mean eliminating either the Knight or Battlemage. This is the only character I would consider as a replacement, however.

Mages should get +3 Intelligence and +1 Endurance per level.

Battlemages should get +2 Intelligence, +2 Endurance per level (make up Strength and Dexterity with items). Alternate plan is to allocate 1 point to Strength, though the Battlemage is to be used more for spells and endurance than actual sheer fighting ability. Allocating the point to Strength over Endurance over 12 level ups will yield 4 extra Damage versus 60 additional hit points.

Knights should get +1 Intelligence, +2 Endurance, and +1 Strength per level. Swordmaster should get +1 Intelligence, +2 Endurance, +1 Strength per level (alternate would be +1 across all attributes, though it would cost 20 HP to gain 1 AC).

Adventurers should never be selected, as the Knight can be used instead. The Knight only gives up use of daggers, which are never used, and gains healing spells and heavy sword

bonuses. Highlanders should also be avoided, as their bonuses are not activated in the game.

SPELLS

All Stats are taken from a level 18 Mage with Intelligence of 128 and Mana of 783. Lower level mages will have lower costs, but also lower effectiveness.

CURE spells:

Bless Cost 24
Remove Curse Cost 32
Heal Cost 124 Effect +320 HP for one character
Mass Heal Cost 249 Effect +320 HP for all characters
Cure Poison Cost 32
Raise Dead Cost 80
Cure Paralysis Cost 32

CLERIC EQUIVALENT:

Bless Cost 15
Remove Curse Cost 20
Heal Cost 77
Mass Heal Cost 156
Cure Poison Cost 20
Raise Dead Cost 50
Cure Paralysis Cost 20

Most of these are self-explanatory.

Cursed. You will receive a significant increase in the amount of damage received from each magical attack, as well as a significant increase in the odds that any magical attack is effective. Curses should be removed ASAP.

Poisoned. You received an initial reduction of HP because you were poisoned. You will continue to receive smaller reductions each game round until you are cured or stay the night at an inn.

Dead. It is possible that you will receive no points following a battle if you are dead. Not tested, since I always was able to Raise Dead before the end of battle, or simply reloaded the game before the battle.

Paralyzed. Should still receive experience points if still paralyzed at the end of battle. You cannot act, however, unless your action first is to quaff a Paralysis potion.

Bless has been a mainstay of RPGs for many years. I do not know the exact mechanics of

the spell in this game, but I would suppose it is similar to all other RPG games: a Bless spell gives you the ability to inflict maximum damage. For this reason, you should always look at the maximum damage that a weapon can deliver. Under normal circumstances, a weapon that can deliver 15-19 damage will give an average of 17 damage, and a weapon that can deliver 10-20 damage will give an average of 15 damage. In this circumstance, with everything being equal, you would keep the 15-19 weapon and sell the 10-20 weapon. With the Bless spell, however, you would keep the 10-20 weapon and sell the 15-19 weapon.

CURE spells Analysis

Clerics use significantly fewer mana points than Mages. Mages can have higher effectiveness overall, however, because they can attain higher Intelligence per level. Bless should be cast before every melee battle.

PARTY spells:

Firewall Cost 25 Enemies are damaged when attacking
Stone Skin Cost 22 Improves AC
Berzerker Cost 30 Higher damage, lower AC
Hour of Gods Cost 60 Bless, Firewall, Stoneskin, Mental Shield
Mental Shield Cost 30 Reduces magical damage (increases INT AC)
Teleport Cost 40 Teleports party to known cities

CLERIC EQUIVALENT:

Firewall Cost 27
Stone Skin Cost 24
Berzerker Cost 33
Hour of Gods Cost 66
Mental Shield Cost 33
Teleport Cost 44

Here is what the Hour of the Gods would cost a Mage or Cleric:

Mage 60
Cleric 66

Or, individually, each spell,

Mage 101
Cleric 108

Firewall. Should never be invoked by itself. Damage taken by enemies is insignificant.

Stone Skin. Increases AC by 5.

Berserker. Increased Damage, decreased AC. Most effective against paralyzed enemies or pure spell-casters when AC is irrelevant. Level 18 mage with 128 Intelligence increased Damage by 14 and decreased AC by 14 for all characters in the party.

Hour of Gods. Casts Bless, Firewall, Stone Skin, and Mental Shield at the same time. Lasts for one hour. You would use Bless and Mental Shield at the same time for many situations, so it makes economical sense and casting ease to simply cast Hour of Gods.

Mental Shield. Opposite of Curse. A Cursed and Shielded character will take normal magical damage.

Teleport. Can teleport to known cities.

CURE spells Analysis

Clerics use slightly more mana points than Mages. Once Hour of Gods is learned, it is typically used in place of casting Bless, Mental Shield, Stone Skin, or Firewall by itself.

CURSE SPELLS:

Detect Mind Cost 27

Clean Way Cost 24

Paralyze Cost 33

Curse Cost 66

Vampiric Touch Cost 33

Detect Mind. Can view the HP and Level of an enemy. Most useful when writing guides like me!

Clean Way. Pushes enemies back that are in your direct line-of-sight. Rarely useful, unless your party is all mages.

Paralyze. Paralyzes your enemy from actions for the next several rounds. Increased Intelligence paralyzes your enemy longer. With multiple enemies, this spell will probably just paralyze the same enemy over and over again. Spell allows the party to save mana used in damage spells or needed for healing spells.

Curse. **Massively effective spell.** Maximizes and multiplies the effectiveness of your spell. A cursed zombie will often go down in one cast of Harm Undead. An uncursed zombie will take 2 to 4 casts. Same as Paralyze: with multiple enemies, this spell will probably just curse the same enemy over and over again. Once the party receives this spell, it should be cast before most battles, as it ends up saving mana.

Vampiric Touch. Damages enemy while giving the caster a portion of the hit points taken. Other spells are often more effective, but can be particularly useful against low-

intelligence enemies.

CURSE spells Analysis

Always consider cursing your enemy before attacking, remembering that some enemies are immune to curses, however. Curse your enemy, save the game, then run through all of your damage spells to find the most effective one. Firelords will often go down with one shot of Sparks if cursed first. Paralyze is also used frequently in battle (along with Bless, so that the enemy is killed before waking).

ATTACK SPELLS:

Sparks Cost 28 Damage 93-110
Poison Cloud Cost 51 Damage 74-134
Harm Undead Cost 62 Damage 110-172
Fire Blast Cost 40 Damage 75-130
Fireball Cost 57 Damage 121-181
Lightning Bolt Cost 62 Damage 132-209

Sparks. Your all-purpose spell. Will effect the two lead enemies.

Poison Cloud. Effects some enemies more than others. Experiment. Enemy will continue taking damage for a short while each round.

Harm Undead. Only effects ONE undead enemy within the line-of-sight. Best spell against undead creatures.

Fire Blast. Only effects enemies if they are directly in front of you. Slight better than Sparks, but at a higher mana cost.

Fireball. Damages all enemies within one space of the target. This spell will also damage you if the enemies are directly in front of you. Best theoretical hit is 8 enemies. Best practical hit is 5-6 enemies.

Lightning Bolt. This spell causes the most damage, but at a cost. Line-of-sight spell. Most effective if other enemies are more than one space behind the lead enemies.

THE BAR GAMES:

Learn from these game-within-a-game opportunities. The undead take less damage from spells unless they are specifically targeted with HARM UNDEAD. Cursing increases the damage taken by an enemy (and on yourself as well). Mental Shielding yourself reduces your damage, which is removed by a Dispel (not available in the game) or neutralized by a Curse.

The general idea of the game is to get to Vampire stage as soon as possible. Once there,

do not switch back (as the enemy is accumulating Poison spells for you). Your most precious cards are those that change a character's status (Dispel, Curse, Mental Shield, Cure Poison, Change to Vampire, Change to Human). If you are a Human, discard your Change to Human cards when you are still human and discarding is practical. Reserve your damage cards when practical if your opponent is a Mental Shielded Vampire (don't play a 14-point Lightning Strike that only gets 5-points in this circumstance).

Be careful when changing to Vampire if hit points are 15 or less, as opponent has probably saved all Harm Undead cards and will kill you in next round.

Don't keep switching back and forth from Human to Vampire, this will give opponent opportunity to use all cards (Poison and Harm Undead). Once you switch to Vampire, you can discard all Change to Vampire and Cure Poison cards.

Cursed Vampires will take full damage from the cards played. Cursed Humans will take extra damage. The exception is Harm Undead cards. The greatest damage possible in a single round is a cursed Vampire taking a 15-point Harm Undead card that actually delivers 19-points of damage.

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