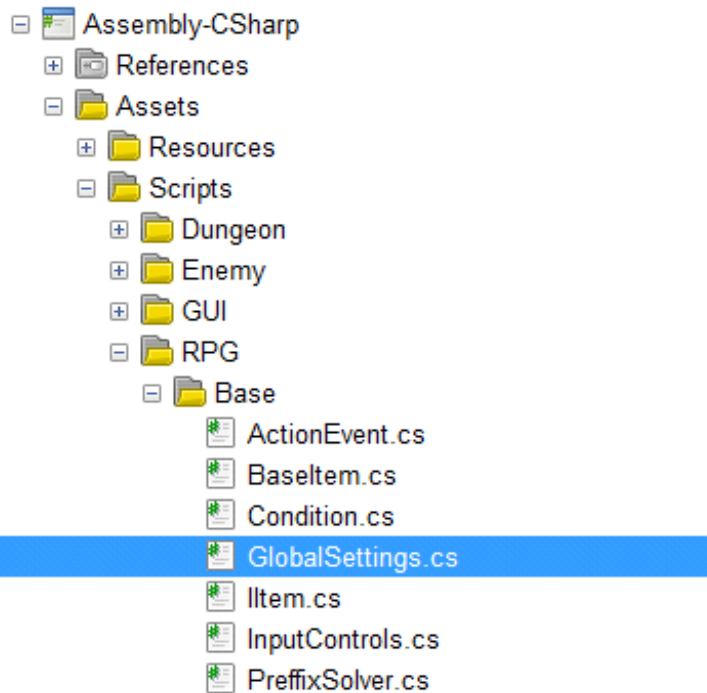


RPG starter kit – global settings

'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

EquippedItemInInventory – 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)