

Jordan Dunn
Professor Johnathon Rudder
GAME-4400-W06: NPC Development

Quest NPC's

Name: Old Man Bleiki
Level: 30
Race: Human (Undead)
Gender: Male
Personality: Cowardly, Paranoid, Smart, and Submissive

Primary Stats:

Strength: Low
Agility: Low
Dexterity: Low
Endurance: Low
Intelligence: High
Wisdom: Medium
Perception: Low
Willpower: Very Low

Secondary Stats:

Health: Low
Stamina: Low
Mana: Low
Max Speed: Low
Hit Rate: Low

Abilities:

N/A

Natural Weapons:

N/A

Natural Armor:

N/A

Natural Travel Powers:

N/A

Magical Abilities:

N/A

Defensive Abilities:

N/A

Weaknesses:

Life Magic

Inventory:

N/A

Weapon(s):

N/A

Armor:

Name: *Rags*

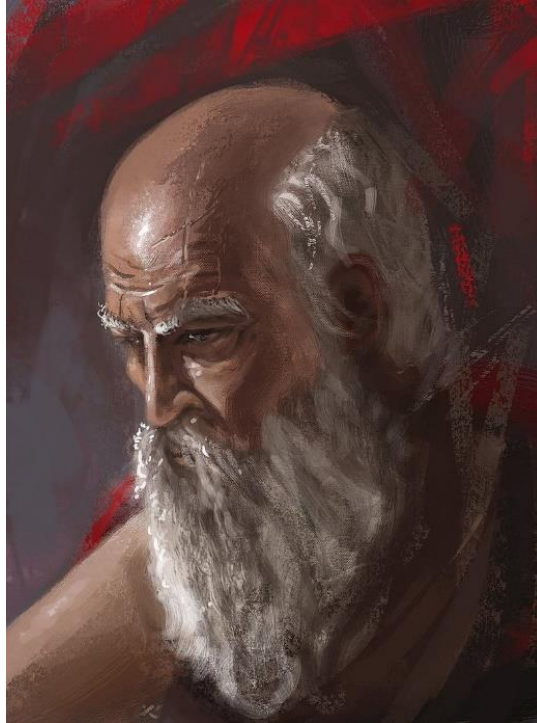
Armor Type: Light Armor

Physical Defense: N/A

Magical Defense: N/A

Abilities: N/A

Appearance:



Name: Móðguð

Race: Frost Giantess (Undead)

Gender: Female

Personality: Funny, Loyal, Sadistic, and Sarcastic

Primary Stats:

Strength: High

Agility: Medium

Dexterity: High

Endurance: High

Intelligence: Medium

Wisdom: Medium

Perception: Medium

Willpower: High

Secondary Stats:

Health: High

Stamina: High

Mana: Low

Max Speed: Medium

Hit Rate: High

Abilities:

Bone Crusher – The user slams down on its targets with a large fist or blunt weapon, dealing physical damage that has a high critical hit rate.

Bloody Frenzy – The user's Strength stat increases by 5% for each 10% of max health that is missing.

Cry of the Dead – 20% chance to inflict paralyzes on opponents in the area of affect for three turns. Area of affect is equal in meters to half of the user's level.

Sundering Slash – If the blade connects with the target, the slash has a 33% chance of decreasing both the targets physical defense and Agility stat.

Natural Weapons:

N/A

Natural Armor:

N/A

Natural Travel Powers:

N/A

Magical Abilities:

N/A

Defensive Abilities:

Parry – Has a 10% to counter an incoming attack and leave the enemy stunned.

Weaknesses:

Life magic

Inventory:

Steel Greataxe: 10% drop rate

Steel Plated Armor: 10% drop rate

Weapon(s):

Name: *Steel Greataxe*

Weapon Type: Two-Handed Greataxe

Physical Damage: Very High

Magical Damage: N/A

Physical Defense: Medium

Magical Defense: N/A

Accuracy: High

Critical Hit Rate: High

Abilities: N/A

Armor:

Name: *Leather Armor*

Armor Type: Medium Armor

Physical Defense: Medium

Magical Defense: N/A

Abilities: N/A

Appearance:



Name: Guard Captain Jörundr

Level: 55

Race: Vanir

Gender: Male

Personality: Honest, Loyal, Overly Friendly, and Ruthless

Primary Stats:

Strength: High

Agility: High

Dexterity: High

Endurance: Medium

Intelligence: Medium

Wisdom: Medium

Perception: Medium

Willpower: Medium

Secondary Stats:

Health: High

Stamina: Medium

Mana: Medium

Max Speed: High

Hit Rate: Medium

Abilities:

Spoon of Death – 5% chance of instantly killing the target. Requires ten turns to recharge before the ability can be used again.

Sundering Slash – If the blade connects with the target, the slash has a 33% chance of decreasing both the targets physical defense and Agility stat.

Third Time's a Charm – User has a 75% of getting a critical with every third shot.

Natural Weapons:

N/A

Natural Armor:

N/A

Natural Travel Powers:

N/A

Magical Abilities:

N/A

Defensive Abilities:

Parry – Has a 10% to counter an incoming attack and leave the enemy stunned.

Weaknesses:

Death magic

Inventory:

Steel Longsword: 25% drop rate

Steel Longbow: 10% drop rate

Steel Tipped Arrows (x10): 90% drop rate

Wooden Shield: 50% drop rate

Scale Armor: 10% drop rate

Helheim Castle Map: 5% drop rate

Weapon(s):

Name: *Steel Longsword*

Weapon Type: One-Handed Longsword

Physical Damage: High

Magical Damage: N/A

Physical Defense: Medium

Magical Defense: N/A

Accuracy: High

Critical Hit Rate: High

Abilities: N/A

Name: *Steel Longbow*

Weapon Type: Two-Handed Longbow

Physical Damage: Very High

Magical Damage: N/A

Physical Defense: Low

Magical Defense: N/A

Accuracy: Very High

Critical Hit Rate: High

Abilities: N/A

Name: *Steel Tipped Arrows (x20)*

Weapon Type: Ammo

Physical Damage: High

Magical Damage: N/A

Physical Defense: N/A

Magical Defense: N/A

Accuracy: High

Critical Hit Rate: High

Abilities: N/A

Name: *Wooden Shield*

Weapon Type: One-Handed Shield

Physical Damage: Low

Magical Damage: N/A

Physical Defense: Medium
Magical Defense: Low
Accuracy: Medium
Critical Hit Rate: Very Low
Abilities: N/A

Armor:

Name: *Scale Armor*
Armor Type: Medium Armor
Physical Defense: High
Magical Defense: Medium
Abilities: N/A

Appearance:



Name: Ásmóð, the Queen of Helheim

Level: 75

Race: Vanir

Gender: Female

Personality: Curious, Manipulative, Sarcastic, and Smart

Primary Stats:

Strength: Very High

Agility: Very High

Dexterity: Very High

Endurance: Very High

Intelligence: Very High

Wisdom: Very High

Perception: Very High

Willpower: Very High

Secondary Stats:

Health: Very High

Stamina: Very High

Mana: Very High

Max Speed: Very High

Hit Rate: Very High

Abilities:

Bloody Frenzy – The user's Strength stat increases by 5% for each 10% of max health that is missing.

Devouring Hunger – If the user is able to kill an enemy, they heal themselves by absorb 10% of the fallen enemy's max health.

Essence of Exhaustion – If physical contact is made with the user's body, the opponent will lose 5% of max Stamina every other turn as long as physical contact is maintained.

Fade – The user fades out of sight by becoming invisible in dark or low lighted areas. This ability remains active until the user's next attack. This ability doesn't cancel out any sounds that are emanated from the user though.

Sundering Slash – If the blade connects with the target, the slash has a 33% chance of decreasing both the targets physical defense and Agility stat.

See You in Hell – Inflicts a critical on the nearest opponent upon death.

Natural Weapons:

N/A

Natural Armor:

N/A

Natural Travel Powers:

Double Step – After combat has begun, both the user's Agility stat and the max distance they travel in a single turn doubles every five turns.

Magical Abilities:

Elemental Shot – Fires an incredibly fast bolt/orb of elemental energy at a target.

Elemental Burst Shots – Fires a multitude of small bolts/orbs of elemental energy at a target.

Charged Elemental Shot – Launches a massive bolt/orb of elemental energy at a target.

Pull of the Abyss – As long as the user can see their target, there is a 50% chance of yanking the target from wherever they're standing to right in front of the user when this ability is active. This ability can only pull one target at a time and requires five turns of cool down before it can to be used again.

Summoning (Undead) – The caster summons up to three mid-level thralls at a time to carry out their bidding.

Defensive Abilities:

Magical Barrier – Nullifies all damage for five turns. The user is unable to move while this ability is active.

Parry – Has a 10% to counter an incoming attack and leave the enemy stunned.

Royal Guard (Vanir) – When the user's health hits 50% of their max health for the first time that day, ten mid-leveled royal guard join the fight to protect the user. Royal guards have the same stats as the Soldier Vanir Deserters. This ability can only be used once a day.

Weaknesses:

Life magic

Inventory:

Gramr: 100% drop rate

Lævateinn: 100% drop rate

Gown of the Dark Empress: 100% drop rate

Key for the Portal to Niflheim: 100% drop rate

Ásmóð's Head: 100% drop rate

Weapon(s):

Name: *Gramr*

Weapon Type: One-Handed Longsword

Physical Damage: High

Magical Damage: Medium

Physical Defense: Medium

Magical Defense: N/A

Abilities: Enchanted with Shadow magic

Name: *Lævateinn*

Weapon Type: One-Handed Dagger

Physical Damage: High

Magical Damage: Medium

Physical Defense: Low

Magical Defense: N/A

Abilities: Enchanted with Death magic

Armor:

Name: *Gown of the Dark Empress*

Armor Type: Light Armor

Physical Defense: N/A

Magical Defense: High

Abilities: *Magic Buffer* – Prevents criticals from magic attacks.

Appearance:

