

# Realmz™ PC Editor

Welcome to Realmz™ PC Editor. This application will allow you to create or edit characters for use with the Realmz™ gaming environment.

Realmz™ PC Editor must reside in the same folder as Realmz™ for it to run. In order to minimize the size of PC Editor we use many of the sounds and pictures from the Realmz™ application as resources for PC Editor. That is why it must be in the same folder as Realmz to run.

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## Why Use PC Editor?

Many devoted gamers have grown quite attached to characters they have in other gaming systems. They would like to be able to enter these characters in the world of Realmz. PC Editor will allow you to create or edit existing PCs to reflect characters that you have in other gaming systems.

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## Legal Stuff

PC Editor is NOT a shareware product. You may not distribute the full version of this application for any reason.

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# Requirements

PC Editor must reside in the same folder as Realmz for it to operate. It will not run without the Realmz application present.

If your system is capable of running Realmz, you should have no problem running PC Editor.

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# Nuts & Bolts

It is assumed that you have at least a general idea of how to play Realmz, and that you have taken the time to breeze over the Realmz manual. If not, you may want to do so now.

On startup, you will see one menu choice in the menu bar. "FILE"

- Menu Option 1) Edits an individual PC file.
  - Menu Option 2) Edits an entire party from a saved game.
  - Menu Option 3) Creates a new character.
  - Menu Option 4) Saves the current character or party.
  - Menu Option 5) Quits Realmz PC Editor.
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# What File Do I Edit?

Why edit a saved game file?

If you would like to change the attributes of PCs you have in a saved game

you MUST edit the saved game file. Every time you end a game in progress either by quitting or by ending the adventure, the individual PCs in the party have their permanent file updated. However the reverse is not true. By editing the individual PC files you will not see the corresponding changes to the PCs when you resume a saved game.

Why edit an individual PC file? Editing individual PC files can be useful if you plan on starting a new adventure immediately after editing the files or if you want to create a new PC altogether.

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## What You Can And Cannot Edit.

You cannot alter every aspect of a PC.

Attributes that you can edit safely have a yellow edit box around the current value on the main editing screen.

Each value has a minimum and a maximum associated with it.

For Example: Strength, Intelligence, Wisdom, Dexterity, Constitution, Karma and Luck have a valid range between 3 and 25.

If you try to edit your PC's so they would have a value outside this range, it will default to the closest value.

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## Editing PC's

Once you have decided to create/edit a PC, the fact sheet for that PC will be displayed. It will be very similar to the fact sheet contained in the Realmz game. An edit bar at the top of the screen will allow you to edit a PC's spells, conditions, and abilities.

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## Editing Spells

If the current PC is capable of casting spells, you may edit the spells known by the PC by clicking on the "Spells" button.

red "X" over the "Spells" button signifies the PC is not capable of casting spells.

"Needs Update" will appear over the "Spells" button if that PC is capable of casting spells and needs to select or update their spells known. For example, if you change your PC from a fighter to a Magic-user, you will need to select the spells known for that PC.

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## Editing Conditions

Your PC can be under the effect of many conditions. To edit your PC's conditions, click the "Conditions" button on the edit bar.

Conditions with a negative value will be permanent.  
Conditions with a positive value will wear off over time.

The following is a complete list of conditions and how different values will affect your PC:

Bless:

Gives PC an additional 5% chance to hit an enemy.

Gives enemies -5% chance to hit your PC.

Set to -1 to Bless your PC permanently.

Shielded From Normal Attacks:

Makes PC resistant to hits from normal weapons and physical attacks.

Each value is worth 2% change adjustment.

Example: PC with a -5 value will be 10% harder to hit with normal attacks.

Shielded From Projectiles:

Makes PC immune to all attacks from missile weapons.

Regenerate:

PC will regenerate stamina.

Example: A value of -3 will cause your PC to regenerate 3 points of stamina per combat round.

Protection From Fire:

Reduces damage taken from fire-based spells by 1/2.

Protection From Cold:

Reduces damage taken from cold-based spells by 1/2.

Protection From Electricity:

Reduces damage taken from electrical-based spells by 1/2.

Protection From Chemicals:

Reduces damage taken from chemical-based spells by 1/2.

Protection From Mental Attacks:

Reduces damage taken from mental-based spells by 1/2.

Protection From 1st Level Spells:

Makes PC immune to all 1st level spells.

Protection From 2nd Level Spells:

Makes PC immune to all 1st and 2nd level spells.

Protection From 3rd Level Spells:

Makes PC immune to all 1st, 2nd and 3rd level spells.

Protection From 4th Level Spells:

Makes PC immune to all 1st, 2nd, 3rd and 4th level spells.

Protection From 5th Level Spells:

Makes PC immune to all 1st, 2nd, 3rd, 4th and 5th level spells.

Strong:

Makes PC strong during combat.

Gives PC +15% chance to hit and will do 3 extra points of damage.

Protection From Evil:

Gives PC an additional 10% chance to hit an enemy.

Reduces an enemy's chance of hitting by 10%.

This only works if the enemy is evil by nature.

Speed:

Doubles the normal movement points your PC has for each combat round.  
Increases the number of attacks.

Invisible:

Allows PC to move away from an adjacent enemy without being attacked from behind.  
Enemies will also have a -10% chance of hitting you since you are invisible.

Reflect Spells:

Allows PC to reflect 1/3 of all spell attacks.  
Reflected attacks will affect the caster of the spell.

Reflect Attacks:

Allows PC to reflect 1/3 of all normal attacks.  
Reflected attacks will affect the attacker.

Attack Bonus:

Gives PC a better chance of hitting an opponent.  
Example: A value of -10 will give PC an additional 10% chance of hitting a target.

Absorb Energy:

PC will gain spell points after each round of combat.  
Example: A value of -5 will cause PC to gain 5 spell points at the end of each combat round.  
PC will also gain spell points at an increased rate when moving about the main game screen.

Absorb Spell Energy From Attacks:

PC will absorb spell points from magical attacks.  
However, PC will still be subjected to a spell's effects.

Defensive Bonus:

Enemies will have a more difficult time hitting PC during physical attacks.  
Example: A value of -15 will reduce an attacker's chance of hitting PC by 15%.

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## Editing Class, Race, Religion & Gender

The PC's class, race, religion, gender and number of attacks appear next to raised buttons. (See Picture Below) You can change all of these attributes by clicking on the button. This will bring up a popup menu that will let you select a new attribute for your PC.

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## Editing Abilities

By clicking on the "Abilities" button on the edit bar, you can alter the special abilities your PC has.

Possible Options:

- +/- to Hit Magic Using
- +/- to Hit Undead
- +/- to Hit Demonic/Devil
- +/- to Hit Reptilian
- +/- to Hit Evil Creatures
- +/- to Hit Intelligent
- +/- to Hit Giant Class
- +/- to Hit Non-Humanoid

Setting Values:

- +1 is equivalent to +5% to hit and +1 to damage.
- +2 is equivalent to +10% to hit and +2 to damage, etc.

The same holds true for negative values only in reverse:

- 1 is equivalent to -5% to hit and -1 to damage.
- 2 is equivalent to -10% to hit and -2 to damage, etc.

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## Editing Attributes

=== Click the button



"Click for Special Info"

to edit attributes.

#### Possible Attributes:

##### Backstab:

The percent chance on any successful hit that a thief will Backstab. Backstabs cause triple normal damage.  
(Thieves only)

##### Hide In Shadows:

Allows a PC to successfully hide in shadows. This option is used from time to time in special encounters.

##### % Resurrection:

When resurrecting a PCs, there is a percent chance that they will not survive the experience.

##### Cause Critical Hit:

This is the chance that any successful attack will cause a critical wound to your enemy.  
Critical hits cause double normal damage.

##### Detect Secret Area:

As you adventure around the world of Realmz, you may find secret areas. The PC with the highest chance of finding secret areas controls the percent chance your party has of finding a secret area.  
Example: If one of your PC's has a 30% chance and all other PC's have lower values, your party has a 30% chance of finding a secret area.

##### Acrobatic Act:

Allows a PC to successfully complete an acrobatic act such as climb a wall,

jump a fissure, etc.

This option is used sometimes during special encounters.

Detect Trap:

Allows a PC to successfully detect a trap.

This option is used sometimes during special encounters.

Disarm Trap:

Allows a PC to successfully disarm a trap.

This option is used sometimes during special encounters.

(Thieves and Monks only)

Hear Noise:

Allows a PC to successfully hear a noise.

This option is used sometimes during special encounters.

Bend Bars/Door:

Allows a PC to successfully bend bars, smash a door in, or some other related task.

This option is used sometimes during special encounters.

Move Silently:

Allows a PC to successfully move silently.

This option is used sometimes during special encounters.

Pick Lock:

Allows a PC to successfully pick a lock on a door, chest, or whatever.

This option is used sometimes during special encounters.

Read 1st Level Magic User Scroll:

Allows a PC to successfully read a 1st level spell from a magic-user scroll.

(Thieves only)

The chance decreases by 5% for each level of the spell being read.

Example: A thief with a 100% chance to read a first level magic user scroll, has a 95% chance to read a 2nd level scroll, a 90% chance to read a 3rd level scroll, etc.