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Subject: Re: RenegadeRPG - Mod Idea

Posted by [Oblivion165](#) on Sun, 21 May 2006 16:56:53 GMT

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The ideas i have for weapons are drops drom animals and from quest. I do have a building made for weapondry, which i figured would sell mainly the things needed to use them. Mana and arrows etc etc.

For mage, i want to have Fire 1, Fire 2 and Fire 3. Damage increases in number of course, also appearance. However all third level mage attacks will follow their targets.

So on:

"1" key, Fire.

"2" key, Ice.

"3" key, Water.

"4" key, Poison.

"5" key, Heavy.

Of course this would make the mage weapon set EXTREMELY easy to make. I would make the hand out there in front with a twist up of the hand to make it look like its doing something.

Copy & Paste for the rest of the moves.

Warriors will have bows. and it be honest it wont be to spectacular from first person, but the will have the same things.

Fire arrows, Ice, water, poison and heavy equipment. Of course each team/race will be a little different otherwise it wouldnt make a difference weather you were either one.

I would like to make new character models, and likely will. My modeling skill have improved quite a bit and can most likely get us 3 different races. Texturing them however will most likely be asked on these forums later.

Each race will have 2 modified versions of the base character, to mix it up. Which you will select at the creation of the game.

Altered onlyh in height, weight and tweaked texture.

I think i covered everything....All that is left is a script maker. JonWil is out of commission lately, so i cant even ask him if he is interested.

Ill post an outline of everyting the script needs and does on here soon enough.

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