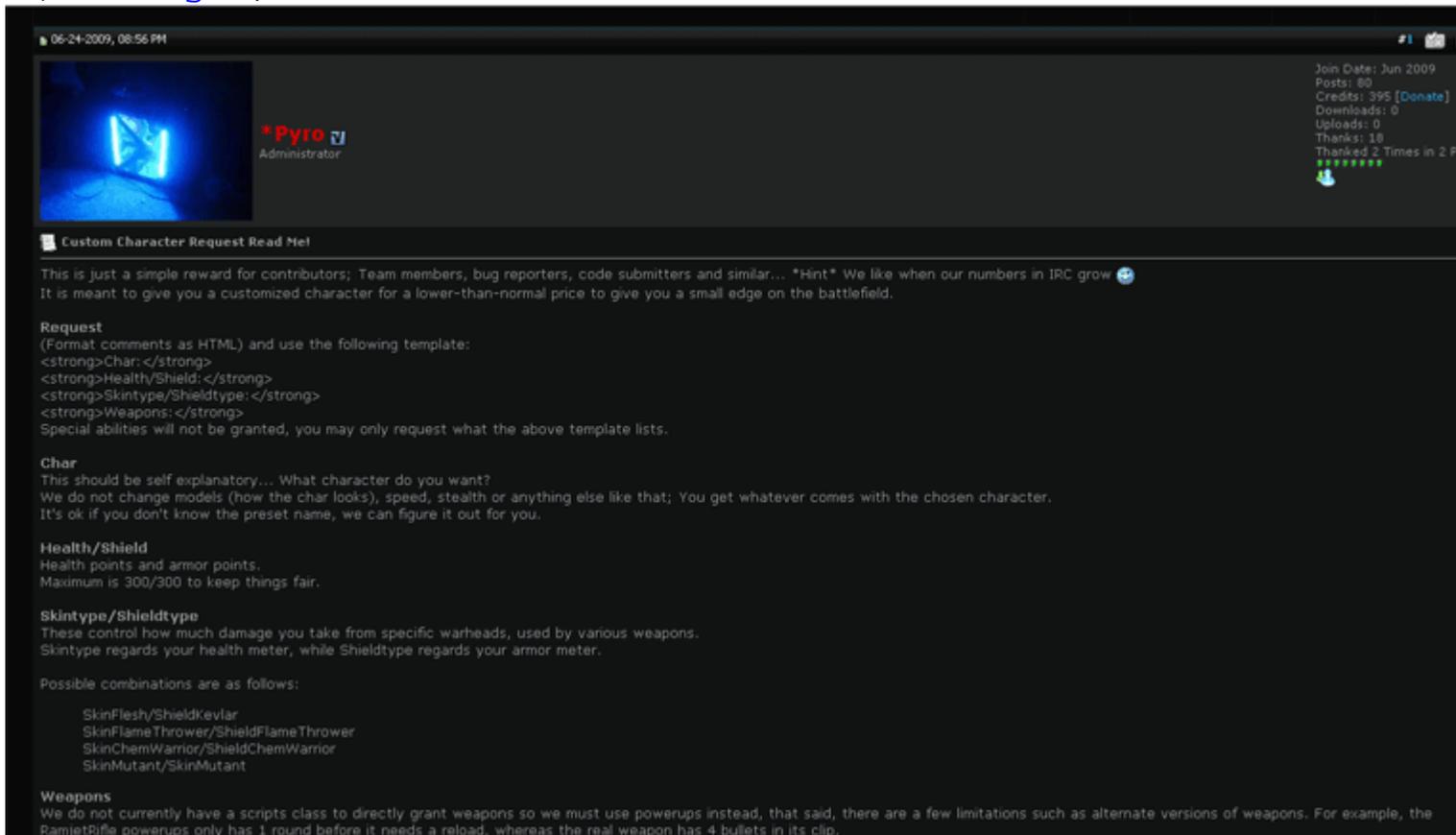Jesus Christ!

Look at that! I've never seen something so unoriginal. You know what magicant's former url was? www.the-brotherhood.org! Even their irc address is unoriginal! "irc.magicalgaming.net"

LOL look at this:

File Attachments

1) bro1.gif, downloaded 636 times

2) mag1.gif, downloaded 645 times

Mike May 31st 2009 edited

Purpose
This is just a simple reward for contributors; Team members, bug reporters, code submitters and similar... "Hint" We like when our numbers in IRC grow ;)
It is meant to give you a customized character for a lower-than-normal price to give you a small edge on the battlefield.

Request
Start a new discussion (Format comments as HTML) and use the following template:

```
<strong>Char:</strong>
<strong>Health/Shield:</strong>
<strong>Skintype/Shieldtype:</strong>
<strong>Weapons:</strong>
```

Special abilities will be granted on a case-by-case basis.

Char
This should be self explanatory... What character do you want?
It's ok if you don't know the preset name, we can figure it out for you.

Health/Shield
Health points and armor points.
Maximum is 500/500 to keep things fair.

Skintype/Shieldtype
These control how much damage you take from specific warheads, used by various weapons.
Skintype regards your health meter, while Shieldtype regards your armor meter.

Possible combinations are as follows:

```
SkinFlesh/ShieldKevlar
SkinFlameThrower/ShieldFlameThrower
SkinChemWarrior/ShieldChemWarrior
SkinMutant/SkinMutant
```

Weapons
We do not currently have a scripts class to directly grant weapons so we must use powerups instead, that said, there are a few limitations such as alternate versions of weapons. For example, RamjetRifle powerups only has 1 round before it needs a reload, whereas the real weapon has 4 bullets in its clip.

Available weapon powerups are as follows: