STORMS

MANUAL

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I. Classes

In the world of Storms, there are three character classes to choose from. The first one you will see is the Wizard, who controls the forces of nature. The elements a Wizard controls are Fire, Lightning, Poison, Ice, Water, Wind, Rock, and Sand. This class is mainly about dealing both elemental and physical damage from a distance.

```
      Wizards are masters of the elements and excel at dealing elemental damage.
They are deadly but fragile, save for a few tricks that only Wizards know.
```

The second class is called a Shaman. A Shaman controls the elements of Sound, Darkness, Light, Plant, Mirror, Summon, and Shapeshift. This class is about battlefield control and survivability.

```
      Shamans are controllers of nature and natural things. They can summon
powerful allies or morph into beasts. Shamans do not fear the dark. Survivability
is their specialty.
```

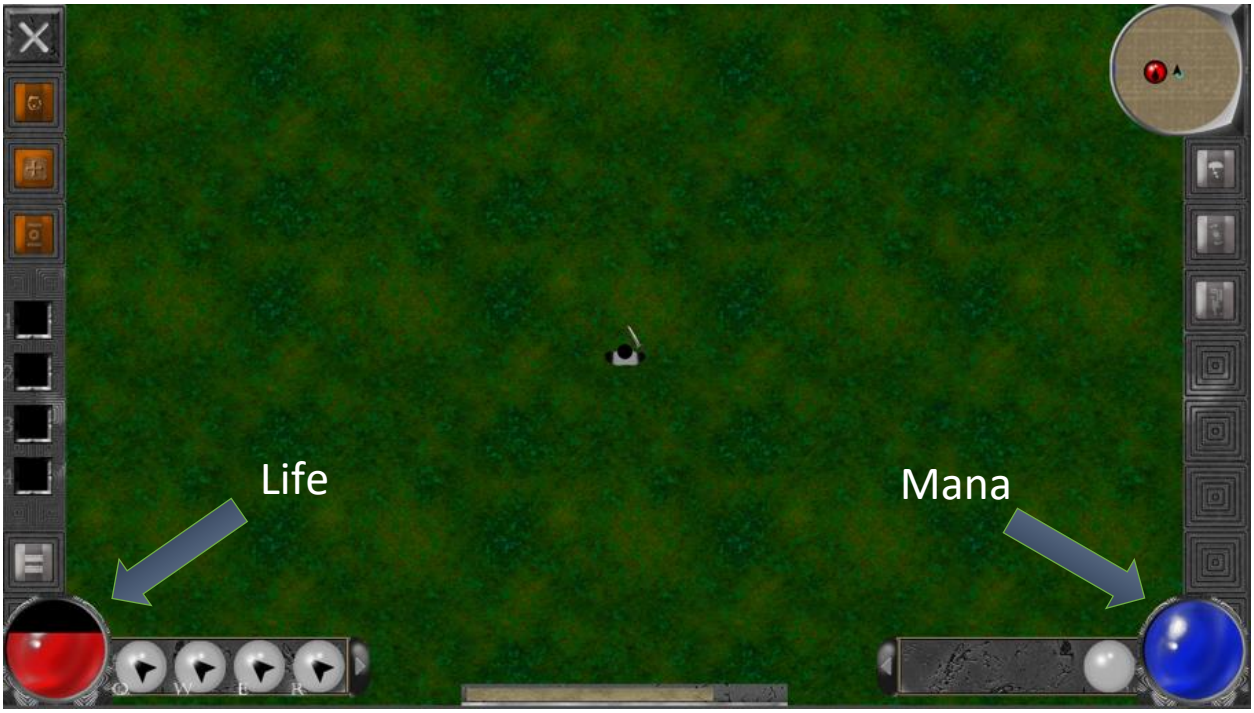
The third and final class is the Warrior. The Warrior controls the elements of Mulitshot, Strike, Blood, Sprint, Honor, Mastery, and Dual Wielding. The Warrior is about dealing physical damage and resisting physical damage.

```
      Warriors are athletes to their core. They have mastered the human body and
can push it to great limits. Warriors are tough to kill yet excel at close-ranged
combat.
```

Whichever class you choose, there are many ways to play each.

II. Life and Mana

In Storms, each character is gifted a particular amount of Life. As your character is damaged, it loses Life until depletion. Once this happens, your character dies and loses all of the items in its inventory. The character is then resurrected at the original spawn location. Life can be restored by talking to the town healer, drinking potions, or utilizing various skills or equipment.



The Life Globe is located on the bottom-left hand of the screen and represents how much Life you have left.

Each character also is gifted with particular amount of Mana. Each Active Skill has a certain Mana cost which it consumed as the skill is used (although some skills generate Mana). Mana regenerates over time and can be restored by drinking potions or utilizing certain skills or equipment.

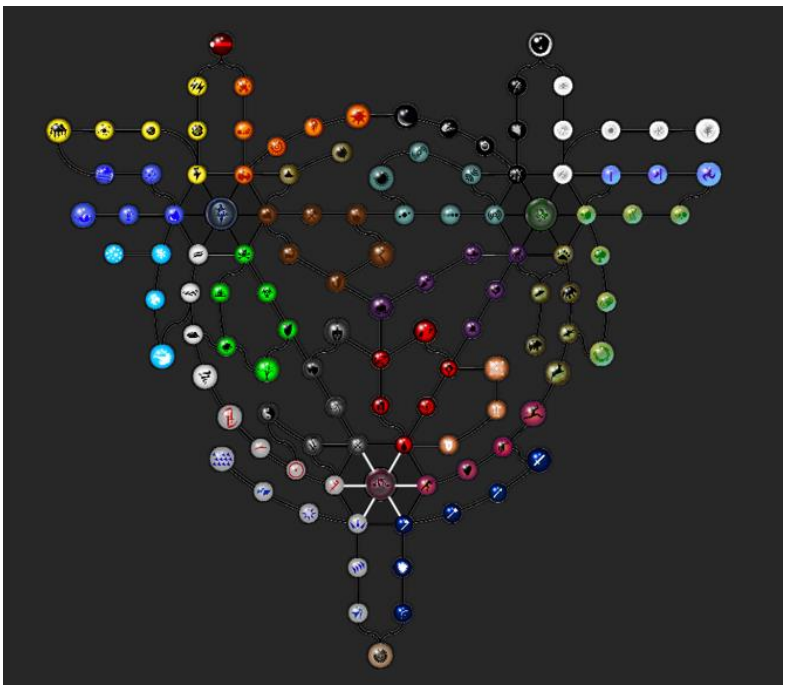
The Mana Globe is located on the bottom-right hand of the screen and glows blue, representing the amount of Mana you have left.

III. Skills

Skills are abilities that the player can unlock to improve their capabilities. Skills include both active skills which must be called upon and passive skills which offer a stable bonus to a character. Once bought, the skill can then be used.

The Skill Tree:

There are over 100 skills on the skill tree. Each class shares this Skill Tree but begins in different locations on the tree.



Active Skills are chosen from the current available Active Skills, which include purchased skills and skills granted by equipment. Only four Active Skills can be selected at one time, and these four appear on the bottom-left hand of the screen for the player to select using the keys ‘Q’, ‘W’, ‘E’, AND ‘R’.



Passive Skills are chosen from the list of purchased Passive Skills. Up to four passive skills can be enabled at one time depending on your character’s level. Only one passive skill slot is available at level one through five.

IV. Attributes

There are three Attributes to pay attention to as a survivor. The stats are Strength, Agility, and Energy. Strength can dictate whether you can equip certain items and increases melee and ranged damage dealt. Agility affects your attack and movement speed. Energy increases maximum Mana.

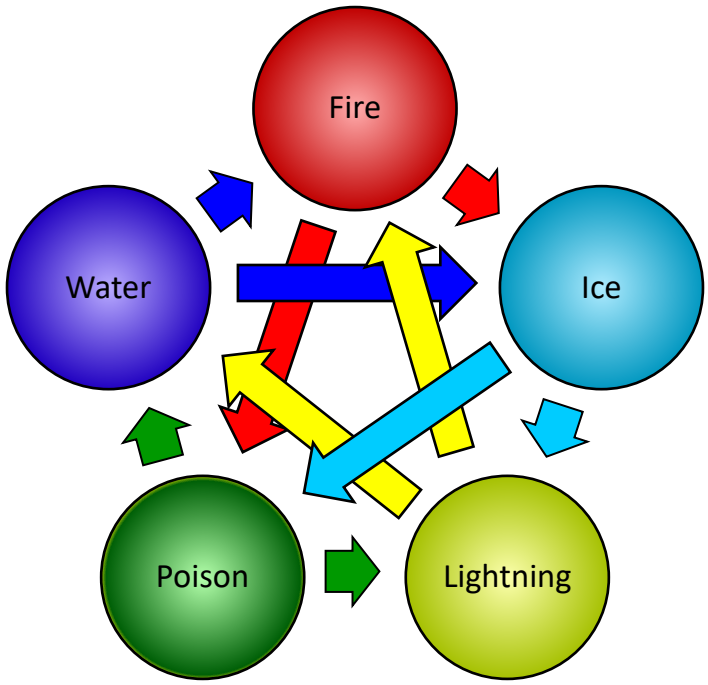


Attributes can be increased by spending Stat Points or by certain equipment. One Stat Point is earned per level, and quest rewards can grant more.

V. Elements

There are five primary elements in the world of Storms; these are *Fire, Lightning, Water, Poison,* and *Ice*. Each element has two elements which it is weak to and three which it is strong against.

The elemental chart is as follows:



Each character has individual Fire, Ice, Water, Poison, and Lightning resistance. The higher the resistance, the more of a buffer on the damage dealt by that particular element.

To view an enemy's resistances, simply open the "Enemy Stats" tab on the right hand side of the screen. You can also approximate an enemies resistances by their color – the greener an enemy, the higher their Poison Resistance; the bluer an enemy, the higher their Water Resistance.



VI. Temperature

Temperature is based upon time of day and the type of Biome the player is in. It can also be greatly affected by Skills or equipment.

Temperature has an effect on many different skills in unique ways. It is recommended that you familiarize yourself with the following charts as they can be extremely useful.

GLOBAL TEMPERATURE CHART						
Temperature	**Ice Damage**	**Fire Damage**	**Lightning Damage**	**Poison Damage**	**Water Damage**	**Plant Drag**
-4	200%	0%	0%	0%	225%	0%
-3	180%	0%	0%	25%	200%	0%
-2	160%	20%	20%	50%	175%	0%
-1	140%	40%	40%	75%	150%	50%
0	120%	60%	60%	X	125%	75%
1	X	80%	80%	125%	X	X
2	80%	X	X	150%	X	125%
3	60%	120%	120%	175%	X	150%
4	40%	140%	140%	200%	X	175%
5	20%	160%	160%	175%	125%	200%
6	10%	180%	180%	150%	150%	150%
7	5%	200%	200%	125%	175%	50%
8	0%	220%	220%	X	200%	25%
9	0%	240%	240%	75%	225%	0%

VII. HUMIDITY

The Humidity varies depending on the enviromnent and can be increased or decreased by wearing certain equipment.

GLOBAL HUMIDITY CHART						
Humidity	**Ice Damage**	**Fire Damage**	**Lightning Damage**	**Poison Damage**	**Water Damage**	**Plant Drag**
-4	225%	220%	0%	225%	0%	0%
-3	200%	200%	0%	200%	0%	0%
-2	175%	180%	0%	175%	0%	0%
-1	150%	160%	20%	150%	20%	20%
0	125%	140%	40%	125%	40%	40%
1	X	120%	60%	X	60%	60%
2	X	X	80%	X	80%	80%
3	X	90%	X	X	X	X
4	X	80%	125%	X	125%	125%
5	125%	70%	150%	125%	150%	150%
6	150%	60%	175%	150%	175%	175%
7	175%	50%	200%	175%	200%	200%
8	2%	40%	+225%	200%	+225%	+225%
9	225%	10%	+250%	225%	+250%	+250%

VIII. Light

The amount of Light in an environment can have a dramatic impact on combat. The player can gain the benefit of Light Radius from certain skills and magic weapons and armor which also illuminates the battlefield.

GLOBAL LUMOSITY CHART				
Light Level	**Effectiveness of Dark Skills**	**Effectiveness of Light skills**	**Effectiveness of Summons**	**Effectiveness of Plants**
0	240%	60%	60%	60%
1	220%	80%	80%	80%
2	200%	X	X	X
3	180%	120%	120%	120%
4	160%	140%	140%	140%
5	140%	160%	160%	160%
6	120%	180%	180%	180%
7	X	200%	200%	200%
8	80%	220%	220%	220%
9	60%	240%	240%	240%

IX. Inclement Weather

There are instances of inclement weather which deal elemental damage to the player and his/her allies. These storms come and go naturally, but the outpost is located directly in the storm eye – here it does not storm.

X. Items

Arguably the most crucial aspect of the world of Storms is the itemization. Items are dropped by enemies upon death. Items can be used as protection from enemies and elements of the world, as offense against the enemies of the world, or serve some other particular function.

There are four main types of items; Equip Items, Generic Items, Gems, and Maps.

Generic items include arrows, Scrolls of Identification, and Portal Stones.

XI. Gems

Gems include rubies, diamonds, emeralds, amathysts, onyx, sapphires, and topazes. Gems can be played into Equip Items with available sockets in them. (Some items can have up to six sockets). Gems also have an associated element, such as rubies and Fire, which determines what effect the gems have on a socketed item.

Gem	Element	Armor Affix	Weapon Affix
Ruby	Fire	Fire Resist	Fire Damage
Sapphire	Water	Water Resist	Water Damage
Emerald	Poison	Poison Resist	Poison Damage
Topaz	Lightning	Lightning Resist	Lightning Damage
Diamond	Ice	Ice Resist	Ice Damage
Onyx	Physical	Physical Resist	Physical Damage
Amethyst	n/a	Energy	Energy



Gems have five rankings, which increase in power: Chipped, Flawed, Normal, Flawless, Perfect.



	Chipped	Flawed	Normal	Flawless	Perfect
ARMOR %	20	23	26	29	32
WEAPON	1	2	3	4	6

XII. Equip Items (Weapons and Armor)

In the world of Storms, Equip items are any items that could be equipped by the player. Equip items encompass weapons, armor, and amulets. All Equip items have a durability, and as they are used, the durability diminishes. Items must be repaired manually or by paying for an Armorer or Repairman for the repairs. All non-magic Equip items also have a chance of having sockets, which can hold Gems or Runes. Once an open socket has been filled, it cannot be undone.

Weapons

In the world of Storms, there are several classes of weapons. These include one and two handed swords, one and two handed axes, one and two handed maces, wands, staffs, and bows.



Armor

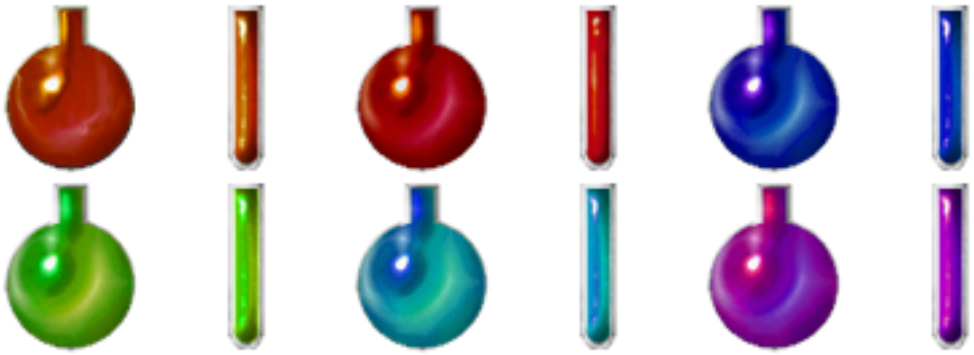
In Storms, there are five types of armor – this includes Head, Chest, Boots, Shields, and Amulets.



XIII. Potions

Potions are a fundamental part of survival in the world of Storms as they provide Life and Mana anywhere.

Each potion type has two sizes: Small and Large. Here are some examples:



XIV. Mercenaries

Mercenaries in the world of Storms are humans who can be bought for a certain amount of gold. Some Mercenaries charge daily or weekly, while some charge a one-time payment. In return, they offer their lives to you as your protector; or will protect Fortresses you build if you assign them a post in that location.

The gear of mercinaries can be upgraded by giving them better weapons or armor. Mercenaries have attributes of their own; they can equip gear only if they have enough Strength. In this way, mercenaries can become extremely powerful allies.

XV. Fortresses

In the world of storms, you will need a place of protection, for the wilderness is perilous. Fortresses offer you protection, the quality of which will vary depending on the crafting materials used. There are four grades of fortresses: Wood, Stone, and Metal, Wood being the weakest.

Once a fortress has been crafted via the crafting bench, it can be placed anywhere on the surface.

To place a crafted item, equip the crafting skill as you would any other skill and place it using one of the “QWER” keys.