

Character



Once you have connected your LoA client to Teiravon you will face the Character Seletion / Character creation screen. Currently, Teiravon should be available at port 5009 (i.e. cluster1.shardsonline.com:5009). If you happen to receive an error message it could be the server is rebooting just now. This is taking place in a regular cycle of 90(?) minutes, the reboot itself should not take longer than 5 minutes.

If you're visiting Teiravon for the first time, obviously, there will be no character defined yet. You are allowed to create up to four characters per account. So, click to create your character and go through the different options to customize it – your skin color, hair type and color, beard etc. Not too much yet, I have to confess. However, maybe this is going to change in the future.

Keep in mind Teiravon is a roleplaying server, so please don't use Character names such as "XXyyZZ", "YourMom", "YoureGettingKilledAnyway" or maybe even worse containing abusive language. Try to think of something that would be considered a real name, fits into this world and where you would (at least theoretically) be able to create some history for.

Next thing is the selection of your starting equipment. Please note (as explained in more detail in the "getting started" section) that in LoA there are no classes and class progression. The main concept of progression is skill related, i.e. getting more experienced in particular skills "forms" your character. Like this you always have the chance to change your character step by step and realize any form of skill combination you like. In consequence, the selection of starting equipment may help you a little bit towards a certain direction of skill development (having a slash weapon is different to having a spell book at start) but that's about it – meaning: you can change your character development objectives at any time. There is no "point of no return". So don't fuss too much about it.

Your most important character stats: Health, Mana, Stamina and ...well... Vitality

In the upper left corner of your game client you see a small picture of your character as well as a red, blue and a yellow bar.

Health

The red bar indicates your current health relative to your max. health. If you take damage such as getting hit by a creature or other player, you lose health. When your health drops to 0, you die. In the beginning, you should normally start with a maximum of 100 health. Over time, you slowly regain health until it reaches your maximum. You can speed that up by standing next to a campfire (which you need to make, camp fires of other players won't work for you) or a hearth which normally could be found in taverns. Another way is to heal yourself or getting healed by another player. This can be achieved with bandages, healing salve or by a heal-spell.

A higher constitution value raises your maximum health on a sliding scale.

Mana

The blue bar indicates your current mana relative to your max. mana. Any spell casting consumes mana from your current mana pool. If you don't have sufficient mana, the spell can not be casted. In the beginning, you normally start with 150 Mana, any choices during the character selection process do not affect this whatsoever.

Mana doesn't replenish automatically. If you want the Mana to replenish over time, you need to wear clothes that allow mana regeneration (you can see this in the stats of the cloth). As of today it is part of the concept, that there is no light or even heavy armor that allows mana regeneration.

A higher Intelligence increases your max. Mana pool (+5 per Intelligence point, Baseline Intelligence is 10).

Stamina

The yellow bar indicates your current stamina relative to your max. stamina. Many character moves and activities, especially the use of weapon abilities / prestige abilities consume stamina. Stamina replenishes quickly over time. In the beginning, you normally start with 84 Stamina.

A higher Agility increases your max. Stamina.

Vitality, Exhaustion & Hearths

Your Vitality is shown as the vertical green bar left to your character image. It determines, if you can act in "normal" ways or better the other way around, if your vitality drops to zero you are exhausted and you seem to get a serious debuff which slows you down(?). When you are getting hungry, at some stage you will not receive any further skill improvements and the vitality starts dropping - you will exhaust (you will receive notifications of hunger, beforehand). You can regain vitality only when not hungry anymore and close to a hearth, eg. in an Inn. Your campfire will NOT do the trick.

There are rumors that the vitality system yet doesn't 100% do what is originally was supposed to do. We shall see, what Citadel will come up with in the future.

As we will hit beta 1 soon with a new userinterface look and feel, I stop here and wait until then. I will continue after that.

Stats (Str, Agi, Int, Con, Wis, Will, Attack Speed, Attack, Defense, Accuracy, Evasion, Crit Chance)

Please note that the stats are quite important and you should think twice about how to distribute the points you have available.

As per Beta 1 Constitution will also(!) be limited to the level of your best fighting skill divided by 2. Like: if you happen to train in bashing and have achieved a skill of 50 in bashing, your max level in constitution will be 25.

Skills

Prestige & Prestige Abilities (in general)

PVP Flag

Murders

Player titles

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Last update: **2019/09/02 02:51**

