

SCARS OF RISENHOLM

PLAYER QUICKSTART MECHANICS GUIDE



Introduction

This guide is meant to give a player who is familiar with playing on Neverwinter Nights Roleplay Persistent Worlds an overview of the changes that have been made to the base NWN experience. There are too many changes to be explicitly listed in this guide - players are encouraged to read in-game descriptions and browse the wiki for all in-depth changes to the mechanical systems.

Character Creation

Player characters in Scars of Risenholm start at level **3** and can advance up to level **10**.

Experience is a resource that can be spent to increase the power of equipment, so players can expect to journey from as low as 3rd level back up to level 10 multiple times.

The eight playable races **do not** provide attribute bonuses anymore. During the introductory scene, players will allocate **4** attribute increases with a maximum of 2 increases per attribute. The highest an attribute can be at level 1 is **20**.

As characters will most likely be fluctuating between level 3 and 10 throughout their career, it is advised that attribute, skill, and feat allocations allow some flexibility in the character's build after level 3, as you are allowed and encouraged to experiment with different class, feat, and skill combinations.

Core Systemic Changes

In terms of general combat statistics:

- All classes possess **full base attack bonus progression** and start with two attacks per round.
- **Armor class** is still determined by your worn equipment and class features, though the maximum dexterity bonus has been adjusted to allow more flexibility in wearing half-plate and other medium armors.
- **Character size** has no impact on **AC**, **AB**, or **Skills**.
- All characters receive **Weapon Finesse**, **Ambidexterity**, and **Critical Hit Resilience** at level 1. **Critical Hit Resilience** prevents a character from receiving more than one critical hit per round.
- **Bonus physical damage** is calculated from both **Strength** and **Dexterity** bonuses.
- **Casting spells no longer provoke attacks of opportunity** and cannot be interrupted by damage.
- **Cantrips can be cast at-will**, without using spell slots.
- **Stealth** operates off a single skill, and players will receive visual information regarding perception and risk of discovery as they move while the mode is active.

Players are encouraged to read the skill in its entirety and pay particular attention to feedback in the game world.

- **Saving throw bonuses** are calculated from two attribute bonuses instead of one:
 - **Fortitude** is based on your **Strength** and **Constitution**
 - **Reflex** is based on your **Dexterity** and **Intelligence**
 - **Will** is based on your **Wisdom** and **Charisma**

Resting can be done freely in any area that is under the influence of “nearby well water”, which is indicated by this buff icon:



Eating food provides the bonus listed in its description for 20 real life hours or until you eat again. Resting will restore your spells, certain class features, and **stability**.



The full description of **stability** can be found in your feat list and a current counter is listed beneath your active buff/debuff icon bar. In short, stability determines how many **potions**, **scrolls**, and **magical items** you can use before you need to rest. Using these items while below 0 stability is extremely dangerous and may swiftly lead to death.

Skills

The skill list has been heavily modified. Players should read the description of all of them as many functions have been modified or outright replaced.

In general:

- Skill points will never contribute to **AC**, **AB**, or **Saving Throw Bonuses** in any way.
- **Intelligence does not contribute** to bonus skill points per level. Classes gain a static amount of skill points per level, and all skills are considered class skills.
- The following skills are not found on normal itemization and can only be increased by point allocation or unique DM loot: Alchemy, Appraisal, Deception, Influence, Knowledge, Performance, Tinkering.

Feats

The feat list has been heavily pared down and generally focus on combat abilities. Players should read the description of all of them as many functions have been modified or outright replaced.

In general:

- **Weapon Focus** and **Specialization** have been removed. **Simple Weapon Mastery** has been added to bring simple weapons on par with martial in terms of damage. Classes that receive martial weapon proficiency will automatically gain Simple Weapon Mastery.
- Feats such as **Power Attack** or **Two Weapon Fighting** have been removed and replaced with passive feat lines to facilitate that choice in fighting style. These styles only require a single feat investment and will **automatically upgrade** to their improved form when a character is level 6 or higher.
- **Combat Maneuvers** are feats that can be used to perform an instant action according to the Maneuver. The maneuver will be used on your current target and does not break your attack cycle. There is a short cooldown period between maneuver uses. Maneuvers are regained when non-minion creatures are slain.

- **Metamagic** no longer draws from higher spell slot usage and instead uses a unique resource. Multiple metamagic feats can be applied to the same spell.
- Some quality of life, class archetype, and general feats may be accessed through your feat list, such as “**Command Allies**” or “**Dash**”. Players are encouraged to read their full feat list to see what’s available to them.

Spells

Every single spell has been modified in some way - players are encouraged to read the descriptions carefully before selecting and using a spell.



In general:

- Friendly fire is on by default - the **selective spell** metamagic negates friendly fire when the spell is cast near or on allied characters.
- Spells no longer have character level dependencies on damage, duration, or other factors. This extends to spells cast from potions, scrolls, and magic items.
- Spells with duration have been split into four categories:
 - **Long:** Spell will last 30 minutes of 'Combat Time' - depreciating in duration only while actively in combat. 'Combat Time' effects will never expire during

combat, only when combat ends. You will then receive a report in the combat log detailing remaining durations, and any effects that have expired.

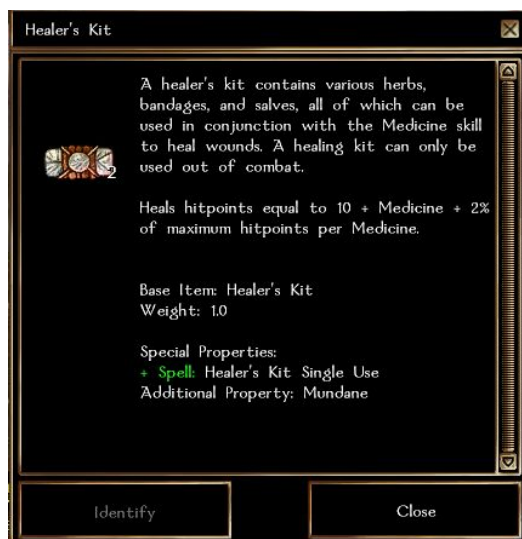
- **Medium:** 15 real life minutes duration of Combat Time.
- **Short:** 1 real life minute duration
- **Brief:** 3 rounds (18 seconds)

Class Archetypes

At class level **4**, if the class has archetypes available the player will be prompted to select an **archetype**. These archetypes further specialize your character class with combat features. A character can have multiple archetypes so long as they possess the necessary class levels and characters are freely allowed to change archetypes if they lose levels and regain them.

Items and Equipment

Items that have a unique power or spell casts associated with them will drain **stability** when used, unless they have the **Additional Property: Mundane** tag in the description. A healer's kit is one of the most common non-stability draining items:



General equipment changes:

- **Shields** will always provide a base +2 AC bonus and weigh 6 lbs - the difference in bucklers, large, and tower shields are purely aesthetic.

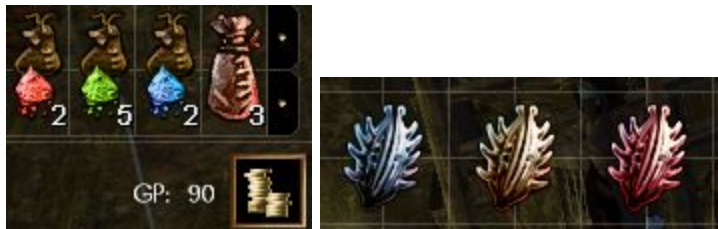
- **Armor** will always provide a combined Base Armor Class and Maximum Dexterity Bonus equal to **10**. Maximum Dexterity bonuses have been adjusted to scale linearly with armor weight (Half-plate has a +2 Maximum Dex Bonus for example)
- **Weapons** all possess a x2/20 critical rating. All medium martial weapons deal 1d8 damage. All large martial weapons deal 2d6 damage. Exotic weapons have been merged into the simple and martial weapon lists.

By utilizing the orbs, item properties can be modified or transferred to items of a different type. Orbs can be crafted or bought from merchants in Risenholm. Statistics regarding what can be removed or replaced on an item can be found at the top of the item description:

Power: +9 / Disruption: -3
Spare Capacity: 5 / Spare Slots: 0

Character Resources, Wealth, and Crafting

Through adventuring, a character will acquire **6** different types of common resources in lootable containers or Scar rewards.



- **Gold**, used as a basic currency throughout Risenholm. Generally found in loot placeables, gained from **Sleight of Hand**, and rewarded when turning in **Scar Fragments** from completing scars.
- **Red Ichor**, used in crafting enhancement potions and trinkets. Generally found in loot placeables.
- **Green Ichor**, used in crafting restorative potions and trinkets. Generally found in loot placeables.
- **Blue Ichor**, used in crafting warding potions and trinkets. Generally found in loot placeables.

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- **Scrap**, used in crafting general equipment, weapon runes, ammunition and thieves' tools. Generally found in loot placeables.
 - **Seeds**, used at the forging anvil to produce randomized equipment and items. Generally found in loot placeables, and comes in three tiers of power (Minor, Medium, and Major)

These resources can be spent in town to maintain your character's equipment and adventuring supply of consumable resources. **Potions** can be brewed at an **Alchemy** bench so long as you have the appropriate materials. No skill or feat is required to craft, but crafting skills may allow your character to save some materials. Other materials may be crafted in the field by accessing your character's crafting menu.



Adventuring

Stepping outside of town can be dangerous if you are unprepared. Monsters and other threats exist as close as one transition away from Risenholm, so characters are encouraged to make their preparations in town before setting out into the wilderness.

Monsters can generally be examined to glean more information about them, especially with the **Insight** skill.



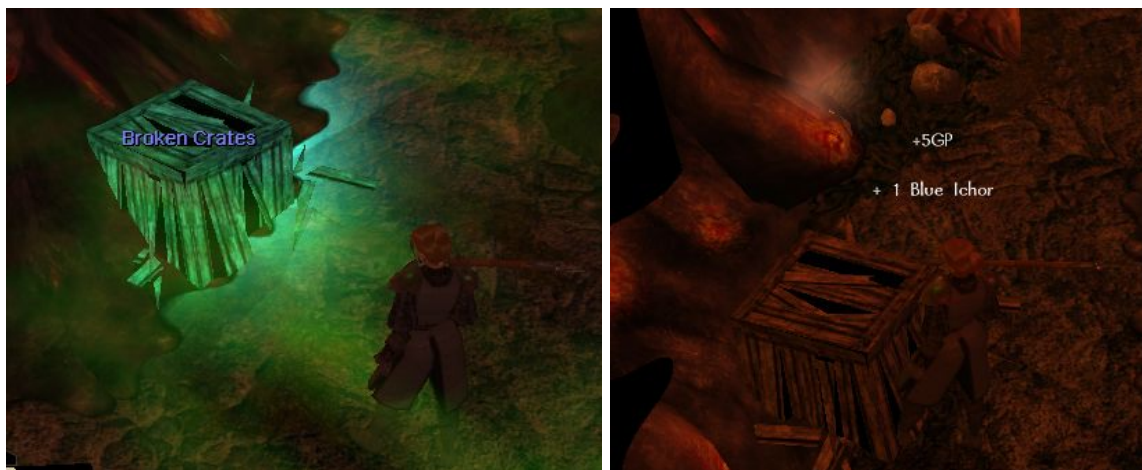
Enemies exist in four tiers of threat, sorted by their name box text color:

- Grey: “Minions”. These creatures will always have exactly 4 hit points, generally encountered in packs.
- Red: “Normal”. These creatures are normal enemies without any unique difficulty modifiers.
- Orange: “Elite”. These creatures are meant to be challenging to overcome without any preparation. Elites usually travel with minions.
- Yellow: “Solo”. These creatures are strong, generally representing “boss” encounters.

When wandering about the wilderness, you might encounter objects with an orange name and otherworldly visual effects about it. These placeables represent **Scars**, instanced dungeons that can be challenged alone or with allies. By interacting with these objects, you can choose a variety of difficulty levels that will scale enemies and rewards within.



In Scars or in the wilds, you might encounter loot placeables. These placeables can be looted by **every player** for their own unique loot. Difficulty selection modifies the quantity and quality of treasure in the Scars.



Upon overcoming the Scar, typically by killing the boss creature, characters will obtain an experience reward and a "Scar Fragment". These fragments can be brought back to Risenholm for a gold reward, increased by the **Influence** skill. You will not be able to receive the rewards of a Scar you just completed again - you must travel to another Scar and overcome it before you can gain rewards from the original again.

