

Community-Interview #2

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The second german community interview. The question have been answered by Game Designer Fabian Rudzinski and intern Dennis Reichelt. Translation by Alrik Fassbauer, corrections by Vasilli and Avantenor.

1. In what extend can the Archetypes be customized during the character generation process ?

The generation at the beginning of the game is split between a standard and an expert mode, to allow non-TDE player to begin directly, and give TDE players the chance to adjust their character statistics.

The adjustments are expected to be within the range of the (start-)adventure points that one can use to increase talents and spells, and to purchase tokens and special skills. So in the expert mode the already distributed points of the Archetypes can be re-distributed again.

2. How does levelling up work in Drakensang ?

We use the level-up system of the 4th edition as a guideline. That means that the player can level up a skill at any time, given that he has the necessary adventure points. There will probably be a limitation for some skills dependant on the character level (total sum of adventure points) as well.

To activate special skills, special moves and spells the player has to call on specific trainers. This element is also based on the regular pen & paper rule set.

3. How will manoeuvres (special moves) be supported during combat?

Manoeuvres which the character is able to perform can be dropped into a quickslot-bar. So the player can equip his characters appropriately for combat and has quick access to different attacking moves.

4. When does the player have the possibility to hunt or search for herbs?

Hunting and Searching for herbs will be directly integrated into the game. That means every time the player finds a herb or an animal that can be tracked down, he can try to do so.

5. Will characters with a high "Sinnenschärfe" skill [transl.: sharp senses -ed] gain benefits from that?

This talent belongs to the most important ones in the rule system and it will be used in Drakensang as well. Advantages can arise in several situations like for example when finding traps.

6. To what extent will advantages / disadvantages be used in Drakensang

There are advantages and disadvantages in the game. These will be assigned to the archetypes according to the rule set. This helps us to specifically balance the characters.

7. How will you explain the rule set to non-TDE players?

The rules running in the background can be displayed in a console [like in BG or NWN -ed]. The extend of the console display is currently in discussion. Of course, for non-TDE players the game is playable without any detailed knowledge of the rule set.

8. What kinds of party interaction can we expect from the game? Will there be erotic elements in the game?

There will be interaction within the group. This depends on the party members the player may have in his group. So from a role playing point of view it is worth to have an interesting couple within the group.

There will probably be a romance story as well. But we want to abandon erotic components in its intended sense of meaning (keyword: game rating).

9. Will enemies level up as well, i.e. will they scale to the level of the party?

In Drakensang enemies won't level up. A wolf-rat will keep its specific statistics and cease to become a real danger at some point of the game. On the other hand for random encounters the selection of monsters will be adjusted to the experience of the player. [I think he means the experience of the player character(s). -ed]

10. Will I be able to summon demons, djinns, undead ones and elementals?

It will be possible to summon different creatures, for example there will be the spell SKELETTARIUS, which can summon some pale support.

11. Which herbs and potions can be found in the game and how did you implement the use of them?

We have a number of herbs and potions within the game that will be adapted to the demand of a CRPG. Potions can either be bought from merchants, or produced by the player himself with the talent alchemy. Here again, we try to be as close as possible to the rule set. Of course "Vierblättrige Einbeere" and "Wirselkraut" can be found within the game (and most likely be needed as well).