
Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Tue, 30 Apr 2002 06:16:00 GMT
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Rough scetch (sp?) of Human characters. Just gave them name for no reason (that i will reveal, that is).

Andulf: All-round fighter. 9mm Glock, (must be bough seperately?(sp?)) sword/club/stick (selectable) and knife.

Evulf: Tall, fast, jumps extra high. 25\% to health (more than base characters). Long stick/tube of metal/wood or spear/pike.

Eiulf: .45 magnum (can also carry wooden stick, as most characters), fast, can do salto (sp?) (uh, you know, a jump, rotating forward/bakcwards, landing on your feet) +30/35 \% to health

Ollulf: Stick/sword/9 mm Glock.

Evalf: Shotgun

Espulf: Axe/short sword/dagger. Can ram people/gnomes at high speed. Kicks.

Terjulf: Sword/9 mm Glock.(also included?:)

Steffulf: Sword/ 9 mm Glock +(hand)Grenades.

Jallulf): to stamina. Sword/club/9 MM Glock.

Engineer (Thomulf): 2 timed, two remote C4 (In lack of advanced engineer classes?), no armor. 1 pocket-knife (works as mini-toolkit), might carry more tools.

Bright Knight 1: (Ollulf?) +25(?)\% to armor? Laser Sword (are we going to get sued here?)

Bright Knight 2: (Terjulf?) Same as above

Bright Knight 3: (Eiulf?) Same as above.

Bright Knight 4 ?) (Jallulf?) Same as above.

Remember: Bright Knights can be used to convert Darth Gnome(?)

I think of that as just the base of the characters, except the Bright Knights.

More weapons couldcan be bought, or more advanced versions of the characters purchased.

Economics:Also weird and twisted. Might be changed, ofcourse.

Humans: Instead of ransporting something TO the base, humans have to export kebabs (or something else) to a pick-up point outside the base to earn money.

Gnomes: Have a similiar system. They (can) sell building materials from a bunch of buildings outside the base, which trucks pick up. When the turcks depart at the edge/end/whatever of the map, money is given to the gnomes.

2 credits per second can be turned on/off. (would at least be nice).

Thats it for this time, guys. (Stulf and Stalf taken out (from the human characters list), didnt feel like having "fictional character" anymore....cause, if i might have a chance to get some photos that can be used as base for skins now, which would be impossible with ficitonal characters....i know, it doesnt make sense)

[May 09, 2002: Message edited by: brutus]
