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Subject: C64 Wizardry: GPs "Formula" In New Char Creation?

Posted by [Anonymous](#) on Sat, 30 Jul 2011 12:04:12 GMT

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Originally posted by: WinstonSmith6079

I'm playing the C64 version of 'Wizardry: Proving Grounds of the Mad Overlord' and I need to know by what "formula" the game uses to determine how many Gold Pieces a brand new char starts with in the process of the char being created?

Are there any stats, etc. that affect exactly how many GPS a char gets? If so what are they and how, specifically, do they effect that?

If nothing else, maybe some coder could like break into the program and read the code and figure it out that way or something?

Please help me with the answer! It's important!

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