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

Posted by [Anonymous](#) on Fri, 12 Aug 2011 23:26:48 GMT

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Originally posted by: WinstonSmith6079

On Aug 11, 1:21 pm, christianlott1 <christianlo...@yahoo.com> wrote:

> Hey Winston,

>

> Still not exactly sure what you want. Do you want your characters to
> start off w/ more gold? Or are you just interested in what the dice
> roll formula is?

Yeah, more-or-less, that's what I want.

I can't give the chars back the exact amount they had, because, unfortunately, I neglected to like remember or jot down the amount that each had (there are several such chars). That won't happen again, BTW. But though it's about impossible (I guess) to give them back the exact amount, at least I can restore them with a CORRECT amount. IF, that is, I can know what would be a correct amount, see. hehehehe

Correct me if I'm wrong, but I'm not assuming that the way Wizardry does it is exactly by the exact same rules as D&D. Anyone who's played CRPGs very much should know that most games have their own variations of such rules hehehehe In fact, unless you're playing like Pool of Radiance or Baldur's Gate or Neverwinter Nights and a few others, you can almost bet that the rules WILL BE different, even if only a little hehehe
