

Welcome to Redemption!

This guide is a basic walk-through of the character creation process for new players. It also includes suggestions on customizing your character, as well as planning ahead.

STEP 1: Choosing a name and password

The first thing you see when connecting to Redemption is the login screen. When choosing your name, you should consider Redemption's naming guidelines:

- Numerical references are not permitted.
- Names of a sexual or profane nature are not permitted.
- Nonsensical names are not permitted.
- Names from literature or history may not be appropriate. Remember, you're going to forge a unique path through Redemption, and being constrained by a well-known name makes that harder.
- Names which are too similar to existing characters may not be appropriate.
- Uses of real-life names of people, places or objects may not be appropriate.
- Compound names may not be appropriate.

After you've selected your name, several things may happen. If it says "Illegal name, try another", then you've tried a name that is taken by an existing mob. If it asks for a password, the name you've chosen is taken by another player. If it says "Did I get that right, <your name>?", then your name is provisionally accepted barring Immortal intervention.

When choosing your password, remember the basic rules of password security, and try not to use the same password for all of your alts. If another player gets possession of your password, your characters will be at the dubious mercy of another player.

STEP 2: Choosing your race

Now we get to the good stuff. Time to choose a race! For a short summary of each race, type "? <race>" in the Redemption window. There are several player-created guides to race that are very informative. Follow the links below for more detailed information.

Starcrossed's Guide to Races: <http://www.geocities.com/winterwolf7>
Redemption Wikispace – Races: <http://redemption.wikispaces.com/Races>
Guide to Remorts: <http://www.redemptionmud.com/race.php>

An important thing to consider when choosing your race and class is the combination of the two. Even though you don't choose your class till later on in the process, I'm including a section here on race/class combinations, or "combos," as they are commonly known.

Planning ahead: choosing your combo

Choosing a combo is a very important part of building your character. While Redemption features a carefully balanced selection of races and classes, some combos are much less powerful than others, and some have synergies that greatly benefit them. For example, a giant makes a worse mage than an elf, because giants have terrible intelligence, and elves

have both high intelligence and bonus casting levels. The discussion of combos becomes even more complex when you incorporate possible remorts and reclasses, but I'll stick mainly to the base race/class combinations for the purposes of this guide. Here, I will go through the list of races and discuss some common combos.

Human: Humans are not very powerful or specialized. They have decent stats across the board, are medium size, have no resistances/vulnerabilities, and have few racial skills. Their main benefit is that they level much faster than other races. Because of this they are passable in almost any role. Paladin is one of the more popular choices. One of the most useful human skills goes to one of its remorts, the doppelganger. Dopples have a shapeshift ability that makes them almost impossible to find, and therefore kill. Doppelganger rogues have been a staple of Redemption for many years.

Dragon: Dragons are arguably Redemption's most powerful race, and one of its most complex. At level 10, dragon hatchlings grow into one of the five dragon colors: red, blue, black, green, and white. They have maximum (25s) stats across the board, are large size, and gain unique racial bonuses depending on their color. Dragons are usually best in melee or priest classes, with dragon spellcasters being very high XP per level and easily taken down with dragonslaying weapons. While most dragon-related combos are tied to the remorts of the specific color, dragon cleric and dragon warrior are common and powerful. Almost any class will do well as a dragon, but they all take a long time to level. Not really recommended to new players because of the time commitment.

Elf: Elves are a very powerful race, especially considering how cheap they are to level. They are almost immune to bash, one of Redemption's most deadly pkill skills, they gain bonus casting levels with age, they get a bonus to sword and dirtkicking, and the always-useful sneak as a racial skill. Elf spellcasters of all types are very good, and, after remorting and reclassing, forest elf alchemists can make some of the most potent and useful potions in the game. Elf clerics are all but unkillable with sneak, bonus casting, and cleric healing, and elf druids can dish out some disturbing damage with souped-up rainbow bursts. Elf thieves and rangers are almost impossible to see, because elves, with their small size, have excellent hide. Elf warriors lack the punch of larger races, but they have a devastating dirt kick, and their size gives them a small bonus to attack speed. Elf runists combine the fast damage of a runist with the casting of an elf, and can disrupt many fights by easily landing curses and blindness.

Dwarf: Dwarves are an under appreciated race with several useful skills. First of all, all dwarves resist magic, to a degree that its almost useless to fight a dwarf with most magic-users. However, mages can deal some damage with hurricane, and invokers have access to tsunami, both of which deal appreciable drowning damage, so dwarves are not completely immune. Secondly, every dwarf gets berserk, which gives a boost to damage and some nice healing at the cost of armor class. Their dexterity is very low, so they make surprisingly poor warriors, and bad thieves. Their intelligence is the second-lowest in the game, so most spellcasting classes will be rough going for a dwarf. They shine as rangers, runists, and monks, and are decent clerics, with high wisdom and constitution.

Giant: Giants have one very unique quality that allows them to change the dynamic of any class they take. In addition to being huge size, the largest race in the game, every giant character gets the bash skill. Bash is possibly the most deadly skill in a pkill, and is normally restricted to warriors and rangers. Although giants have abysmal intelligence and low dexterity, their strength, size, and bashing ability makes them very powerful. Giants do well as basically any melee class, as well as druids, and are very ineffectual as casters.

Troll: Trolls can do one thing, and one thing only, and that is heal. Whether it's regenning 1400hp in a tick sleeping in their hall, or 30hp a round in fights, trolls have regeneration and...not a lot else. They have poor stats, are only medium size, and lack the punch of many other classes. However, they can soak up damage pretty well, and level more easily than probably any other race. They make excellent paladins and clerics, and decent runists, warriors and rangers. A good class for new players, but lacking a little oomph.

Sliver: Slivers are the race of choice for many players, as well as being the creations of the goddess Selina. They are the only race besides dragons to have 25s in all stats, and they are faster to level compared to their Terran counterparts. The abyssal sliver remort gets one of the most powerful dueling skills in the game, rain of tears, and they are all-around a very powerful race. They get unique racial abilities depending on their "flavor" which are assigned randomly at level 10, and they can share and mingle their powers with other slivers by mind linking with them. They can also talk to any other sliver through the hive mind. They excel in almost every class they attempt; truly, the favored race of a goddess.

Gargoyle: Gargoyles are the other large size race, along with dragons, and are equally powerful as melee warriors. Gargoyles dish out heavy damage, especially against flying opponents, and resist most weapons after they remort. Their weakness is in their low hp, and unimpressive stats. Their remorts are powerful, but they are relatively expensive to level. As spellcasters, many of their talents are wasted, although an invoker who hits like a warrior is an interesting idea. Gargoyle paladins are very powerful. Gargoyles get a flat bonus to most paladin skills (lay hands, guardian) and sentinel gargoyle cavaliers have been a staple of Redemption.

Kirre: Kirre, the hexapoidal cats of Dominia, have many interesting skills, but lack the firepower of many other races. Their stats are poor, although they do get access to the disarm skill regardless of class, as well as interesting remort abilities. Kirre take naturally to the runist way, and get a racial bonus to all tattoos they paint. Disarm complements a runist very nicely, and runist is probably their best class, with thief a close second to take advantage of their high dexterity.

Marid: Marid are creatures of the water, and the weakest of Redemption's races. A marid has yet to successfully complete the path of a melee class, as their talents lie in the elements and in magic. Marid have the essence skill, which powers their elemental spells and weapons with additional effects. Marids make excellent mages, invokers, enchanters, druids, and a marid runist is an interesting concept. They are, with elves, the other small size race of Redemption, and are weak in toe-to-toe combat. However, they gain a racial damage resistance as they age, and they have powerful remort abilities. Not a very newbie-friendly class.

STEP 3: Choosing your pkill options

The next question, whether or not you will join the pkill system, is very important to your experience here. Answering "yes" will allow you to join clans, and attack and steal from other players, once you reach level 10. It also leaves you vulnerable to hostile actions from other players once you reach 10. Answering "no" means you will create as a non-clanner, and allow you to join soft-coded guilds. No player-vs-player conflict is allowed except in tournaments and IMM-scheduled duels.

IMPORTANT: If you choose to join the pkill system, you may retire to non-clanner status. If you choose not to join the pkill system, you may never alter that decision short of remaking your character.

STEP 4: Choosing your gender

Gender is a matter of preference; both genders have identical abilities and potential in Redemption.

STEP 5: Choosing your class

Here's the next big step: choosing your class! Again, you have access to some helpfiles by typing "help <class>". For more detailed information, check out the following links:

Redemption Wikispace – Classes: <http://redemption.wikispaces.com/classes>

Guide to Reclasses: <http://www.redemptionmud.com/class.php>

Laios' Runist Guide: <http://www.redemptionmud.com/links/runist.txt>

For a new player, some classes may be easier to play than others. I'll quickly break down my personal opinion on the newbie-friendliness of Redemption's classes.

Warrior: Probably the most straightforward class, at least at lower levels of play. Berserk makes for staying power while leveling, and when you remort you can tame animals to help leveling. Also, they deal out very high damage with the most attacks of any class, and require little upkeep. They also get dodge/parry/shield block very early on, so they can last a lot longer at lower levels. Questing can be rough with a warrior, but it's become easier with recent questing changes.

Ease of play: 8 out of 10

Paladin: Slightly more complex than a warrior, but nearly unkillable and capable of endless leveling runs because of their high damage and healing abilities. They can get gate and summon, which makes questing much easier. Very forgiving class for new players.

Ease of play: 10 out of 10

Ranger: Less powerful straight-up than warriors and paladins, the ranger focuses more on stealth and cunning. Their nature-related spells are not very applicable to leveling, although elementals can be useful. Have trouble questing at 51 as well, although sneak will save your life many times over.

Ease of play: 7 out of 10

Cleric: Easy to learn, hard to master, the cleric is a sponge. They rarely die, almost never lose a solo combat, and can literally level forever, although slowly. Cure blind and gate mean you will almost never die to a single player once you master their use. Questing is relatively easy at 51 with summon and gate, and clerics are another very forgiving class in pkillling.

Their nuances do take a long time to learn, however.

Ease of play: 8 out of 10

Druid: Very interesting class, with many unique abilities, druids require a lot of care. They don't have straight-up healing like the cleric, although they get very good summoned servants, or "charmies," with their elementals. Druids can become powerhouses at 51, but take a lot of mana to stay fully buffed, especially at lower levels. They have an effortless time questing at 51, with gate and high-powered charmies.

Ease of play: 8 out of 10

Monk: Monks are very powerful, with many unique skills, but are not very complex to learn, at least the essentials. They can deal out very high damage, out-tank most melee classes, and have a host of supporting skills to aid them. A monk is a very good solo leveler, and even better with a groupmate to tank so the monk can take advantage of Tiger Stance to deal out ridiculous damage. Monks have as much trouble as any melee class with questing, and don't have a great escape mechanism for surviving.

Ease of play: 6 out of 10

Runist: Don't touch this class if you're a new player. Of course, I also consider runists the most interesting class, and my first character to reach level 51 remorted reclassed was a runist. They are more complex than any other class to fight with, barring possibly clerics, and require an insane amount of patience, gold, and time to keep at fighting strength. That being said, when you know the tricks of the trade, they are very efficient levelers and frightening enemies. If you think runists look interesting, give it a shot, but don't be discouraged if it's an uphill battle.

Ease of play: 2 out of 10

Thief: Thieves are not great levelers, although with a hard-hitting race like giant or dragon, they can be very efficient. Their backstabs make quick work of mobs, but you can't backstab after you get them down a certain amount, and your regular hits will take a while to finish off enemies. Questing is difficult without gate, but sneak and hide are very handy for stayin' alive.

Ease of play: 4 out of 10

Mage: If you're considering an arcane caster, mage is a good choice for new players. All-around arsenal of elemental spells and enchantments make mages powerful enemies for even the most experienced hero, and, once you get the knack of it, they level like the wind. However, their leveling involves using charm to get powerful charmies, and you don't get charm till 20, so the early levels are a real pain. They have gate, summon, and charm, so questing is a breeze, and they are very hard to kill.

Ease of play: 8 out of 10

Conjurer: Another easy arcane caster, conjurers summon their own charmies pre-charmed, which makes for easy, if slightly less efficient, leveling. They can take down almost anything with enough charmies, so questing is simple, and they survive as well as mages. However, they lack some tools (sleep, charm) that make them slightly less versatile. Still a good choice for new players, although, like charm, call creature is level 20, so the early levels are as bad as for mages.

Ease of play: 9 out of 10.

Enchanter: They level like mages, with a bonus to their enchantment spells, but lack the hard-hitting vuln spells mages have. Very powerful, almost cheap, class in pkillng, and good levelers as well. Not very flexible, although reclassing to mystic for spell steal gives you a few more choices.

Ease of play: 8 out of 10

Invoker: Bad, bad levelers. Instead of call creature or charm, they summon demons, which are rather unreliable as everyday levelers due to their tendencies to turn on their summoners, or to summon unwanted allies to the fight. They are brutal in fights, with a bonus to damage spells, with a few extra goodies like tsunami and hell blades, for good measure. Their demon lords can dominate almost any mob at 51, so questing is simple. The trick to lords is finding out their names...

Ease of play: 6 out of 10

Well, there are the classes for you. This is just my personal opinion, so don't take it for gospel, but most of what I've said is sound.

STEP 6: Choosing your alignment

Alignment depends on personal preference. Most common leveling areas are evil aligned, at least at low levels, so I suggest good as your starting alignment. You can always commit some evil acts to change it later on!

STEP 7: Customizing your character

Now, the last stage of character creation: customization. Choosing "no" will leave you with just the default package, so unless you're extraordinarily lazy, choose "yes". I'll walk you through the basics of customization here.

First, as a general rule, take your class default. It usually has more CP worth of skills packaged inside it than it costs to take, so its very efficient. After adding default, type "list" to see your remaining options. Also, keep an eye on your "Experience per Level" at the bottom. For a new player, I suggest you don't go over 5k per level. I usually hover around 3-4k. Don't worry if you can't fit all the skills you want into that range, you can gain them later on during gameplay. Note that some races, notably dragons, are very high CP to start with and you may only be able to take a couple skills and stay reasonably low XP per level.

When prioritizing skills to take, I usually choose the ones that will help me level and survive. You can gain skill-oriented skills later, with trains saved up during leveling. Some basics that every character should have, if they aren't included in your default package, are dodge, parry and shield block. Also, you should generally take all the extra attack skills, like second attack and third attack. This will make you better able to level yourself. If you are a large race (dragon, giant, gargoyle), taking kick will allow you to deal out some impressive damage between combat rounds. Non-essential, but useful, skills to have, if you can afford them, are haggle, fast healing, and meditation. They make you heal faster and buy equipment and items more cheaply. Handy skills for surviving include the summoning spell group, and sneak. Again, your skill selection doesn't have to be complete or perfect. You can customize it further during the game. Here's a quick breakdown of recommended starting packages for each class (remember, this may change based on race and how much XP per level you can stomach):

Class	Necessary	Optional
Warrior	Warrior default, dodge, berserk	Dirt kicking, haggle, kick, meditation, trip
Ranger	Ranger default, enhanced damage, dodge	Kick, fast healing, haggle, trip, hide
Paladin	Paladin default, trip, summoning	Fast healing, haggle, kick, axe
Thief	Thief default, enhanced damage, shield block, parry	Fast healing, kick
Runist	Runist default, sneak, shield block, either sword or axe	Fast healing, haggle, lore, kick

Cleric	Cleric default, dodge, parry, either sword or axe	Second attack, enhanced damage, haggle, kick
Druid	Druid default, dodge, enhanced damage, second attack	Fast healing, meditation, kick, haggle
Mage	Mage default, dodge, parry, either sword or axe	Second attack, haggle, shield block
Enchanter	Enchanter default, dodge, parry, either sword or axe	Second attack, haggle, shield block
Conjurer	Conjurer default, dodge, parry, either sword or axe	Second attack, haggle, shield block
Invoker	Invoker default, dodge, parry, either sword or axe	Second attack, haggle, shield block

When you've completed customization to your satisfaction, type "done". You will now be asked to choose a weapon from those available to you. The weapon you choose will be set at 40%, and you will start with a weapon of that type. I suggest either axe or sword, if you took those weapon skills, because they have the widest selection of weapons available. Choose your weapon, and you're done! You'll start in a newbie school, with signs and guides and helpful creatures to acclimate you to this new world. One last suggestion I'd like to make is to type "color" once you enter the game, to better enjoy the rich environment and color-coded communication channels.

Well, that's it! Welcome to Redemption!

Aql, Angel of Rage
Immortal of Redemption