OUTLANDERS

SPECIFICATIONS

OUTLANDERS

Massive Multiplayer Online Role-Playing Games (MMORPGs) are a worldwide phenomenon in the online sphere. They allow internet users worldwide to tap into adventure-based online worlds where they can carry out tasks.

Outlanders is a blockchain-based MMORPG that allows internet users, regardless of blockchain experience, to immerse themselves in such an adventure and begin battling in-game competitors and completing conquests. There is no set beginning or end of the game.

Free-to-play with play-to-earn capabilities

At the start of the game, everyone begins with the same clothes and weapons. These clothes and weapons have zero value and cost zero tokens. You don't need to buy any items to play with!

Players earn better clothes and weapons by defeating monsters and fellow competitors. Each entity defeated leads to a unique crypto asset drop which contains NFTs or other crypto assets which have utility and value within the game. Defeating monsters also earns experience and weapon proficiency for players.

OUTLANDERS

CREATE YOUR OWN AVATAR

Players can customize their own characters with traits such as height, face, style, hairstyle, hair color, skin color, and clothing.

CLOSED IN-GAME ECONOMY

Within the game, there will be a shop that operates across the game. Players can also set up their own stores to host unique items for sale. The game's shop sells products that are common across the gaming environment. Players can get a more attractive price for assets by opening their own stores or selling through an auction system. There will be a fee for such activities. The price of each item in the game-wide store will depend on demand and supply on the market.

QUESTS AND EVENTS

Outlanders will create quests and game events periodically. Completing gaming events and quests will allow players to earn items and rewards.

Players can also create quests individually. You can request and announce such individually-created quests on the city board and set rewards for completing quests.

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PLAY-TO-EARN

When players collect items obtained from beating monsters, players can sell that item at the market. Players can sell it directly to the shop or open their own shop.

ANTI HACKERS AND CHEATERS

Outlanders have implemented a technical system which constantly checks the number of each item in the game. This system also consistently checks the number of monsters killed and the drop rate.

MOUNT

Players can also ride animals that can be used as vehicles. For instance, horses can be used to increase travel speed. Mount is obtained from eggs dropped by monsters and can be sold.

PET

Players can raise animals to increase their stats. Pets are obtained from eggs dropped from monsters and can be sold

NFT

NFTs are unique assets that are dropped after defeating monsters or fellow competitors. They can also be earned by completing events or quests

Guild and Party

Players can group together temporarily as a party to do missions or hunt monsters. They can govern themselves in a decentralized fashion and coordinate overtaking other guilds or territories. They can share rewards for completing quests and defeating other entities.

Guild War

A guild war is an activity in the system that allows guilds to fight each other.

PVP

PVP is an activity in the system that allows players to fight against each other with mutual consent.

Karma system

A player who kills another player outside of the mutual consent of PVP incurs a negative 100 karma per kill. If a player with negative karma enters a city, they will be killed by the soldiers in the city and will be jailed for the amount of negative karma. The drop rate of their items after they are defeated is also higher than players with neutral karma levels.

PRIMARY STATS

STR

Strength: This stat affects the physical power, or "melee", of the character. This allows it to deal greater damage to other entities. Characters with a great amount of STR can even deal greater damage than players that have weapons equipped. The STR value is also multiplied by the Weapon ATK value for an even further damage increase.

When using "melee-type" weapons (Axes , Spears , Sword-Shield), every point of STR provides:

✦ Status ATK +1

When using "ranged-type", every 5 points of STR provide:

✦ Status ATK +1

Every point of STR also provides:

✦ Weight Limit

AGI

Agility: This stat affects the speed of the character in many domains.
Every point of AGI provides the following:

When using "ranged-type", every point of AGI provides:

✦ Status ATK +1

When using "Daggers ", every point of AGI provides:

✦ Status ATK +1

Every point of AGI provides:

✦ An increase in Movement Speed

VIT

Vitality: This stat affects the endurance, HP, and restorative power of a character, allowing it to last longer against monsters and to regain more life with healing items such as potions.

Every point of VIT provides:

✦ Max HP +1%

✦ Healing Items effectiveness +2% (HP)

✦ Resistance vs. The following Status Effects:

✦ Stun: -1% chance of being inflicted, decreases duration (exact value unknown)

Every 2 points of VIT provide:

✦ Block +0.25%

Every 5 points of VIT provide:

✦ Magic resistance +1

✦ HP Recovery rate +1

Every 200 of Max HP provides 1 more HP regenerated during natural HP Recovery.

INT

Intelligence: This stat affects the mental power of the character, allowing the character to deal greater magic damage.
Every point of INT provides:

- ✷ Status Magic ATK +1.5
- ✷ Magic Resistance +1
- ✷ Max SP +1%
- ✷ Healing Items effectiveness +1% (SP)
- ✷ Decreases Cast Time (at half the effectiveness of DEX)
- ✷ Resistance vs. the following Status Effects

Every 2 points of INT provide:
- ✷ SP Recovery rate +1 (only if INT past 120)

Every 6 points of INT provide:
- ✷ SP Recovery rate +1

When INT reaches 120 or higher:
- ✷ SP Recovery rate +4 (going from 119 to 120 INT gives +5 regeneration)

Every 100 of Max SP provides 1 more SP regenerated during natural SP Recovery.

DEX

Dexterity: This stat affects the accuracy (HIT) of the character in many aspects, allowing it to land hits easier, and several other things. It is also the primary stat for "ranged" physical power, and the primary stat for decreasing cast time.

When using "ranged-type" weapons such as Bows, Instruments and Whips, every point of DEX provides:

✳ Status ATK +1
✳ Weapon ATK +0.5% (only on Base Weapon ATK, and this bonus is pseudo-elemental)

When using "melee-type" weapons such as Axes, Daggers, Spears, or when Sword-Shield, every 5 points of DEX provide:
✳ Status ATK +1

Every point of DEX provides:
✳ Decreases Cast Time
✳ Increases Attack Speed

Every 5 points of DEX provide:
✳ Magic ATK +1
✳ Magic Resistance +1

LUK

Luck: This stat affects the fortune of the character in some aspects, allowing it to deal Critical hits more often, luckily dodging enemy attacks more often, and several other small bonuses.

Every point of LUK provides:
✳ Critical Hit Rate +0.3%
✳ Resistance vs. The following Status Effects:
    ✳ Stun: slightly decreases chance of being inflicted, -0.01 seconds duration

Every 3 points of LUK provide:

* ✳ ATK +1
* ✳ Magic ATK +1

Every 5 points of LUK provide:

* ✳ Flee rate +1
* ✳ Critical Hit Shield +1%

Every 10 points of LUK provide:

* ✳ increased Quantity of Items found +1

Substats

There are also secondary stats which are determined by the primary stats, along with gears and skills.

ATK

Main article: ATK

Attack: The physical attack rating for both ranged and melee weapons. It is listed as A + B in the Status Window, where A represents the Status ATK and B represents the sum of Weapon ATK (base weapon damage and its base bonus damage from refinement) and Equip ATK (bonus damage from equipment and buffs).

Magic ATK

Main Article: Magic ATK

Magic Attack: The magic attack rating. It is listed as A + B in the Status Window, where A represents the Status Magic ATK and B represents the Weapon Magic

ATK (equipped weapon and its refinement rate) and Equip Magic ATK (equipment and buffs). The Status Window does not show the total Magic ATK used for the damage calculation.

MAGIC RESISTANCE

Main article: Magic Resistance

Magic Resistance: The defense rating against magic damage.

CRIT

Critical Hit Rate: The Critical Hit rating, which increases damage by 40%. Offensive skills do not take CRIT into account except for a few incidents.

HP

Main article: Max HP

Hit Points or **Health Points.** HP is how many life points the character has or the amount of damage the character can sustain before dying. Max HP is mainly derived from the class of the character, VIT, and any equipment that may affect HP.

SP

Main article: Max SP

Spell Points, Spell Power, or even **Mana.** It is how much mental points the character has for performing skills. Max SP is mainly derived from the class of the character, INT, and any equipment that may affect SP.

PLAYER
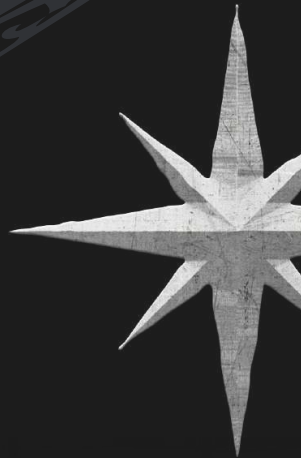
LEVEL

Base Levels : 1-50

EXP needed per level :

LEVEL	TOTAL EXP	EXP NEEDED
1	-	550
2	550	900
3	1450	1500
4	2950	2200
5	5150	3200
6	8350	3800
7	12150	4200
8	16350	4550
9	20900	5000
10	25900	5500
11	31400	6000
12	37400	6100
13	43500	6350
14	49850	6700
15	56550	7350
16	63900	8000
17	71900	8800
18	80300	9200
19	89100	9700
20	98300	10300
21	108000	11000
22	118300	11800
23	129300	13000
24	141100	14000
25	154100	15000

LEVEL	TOTAL EXP	EXP NEEDED
26	168100	16000
27	183100	17000
28	199100	18000
29	216100	19000
30	234100	20000
31	253100	21000
32	273100	22000
33	294100	23200
34	316100	24000
35	339300	26000
36	363300	27500
37	389300	29000
38	416800	30000
39	445800	31500
40	475800	32000
41	507300	33000
42	540300	34000
43	574300	36000
44	610300	37500
45	647800	38000
46	685800	40000
47	725800	42000
48	767800	44500
49	812300	47000
50	859300	49000

Weapon Types : Sword, Staff, Bow, Axe, Dagger

Armor Types : Cloth armor, Leather armor, Plate armor

SKILL
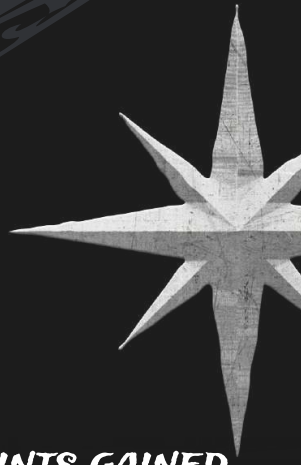
Stat point

Stat points per level :

✷ Level X to X + 1gives Floor(X ÷ 5) + 3

✷ (ex. from Level 94 to 95, Floor(94 ÷ 5) + 3 = 21stat points are gained) stat points.

LEVEL RANGE	POINTS GAINED
1~4	3
5~9	4
10~14	5
15~19	6
20~24	7
25~29	8
30~34	9
35~39	10
40~44	11
45~49	12

Point per stats need

✷ Raising a stat from X to X + 1 costs Floor[(X − 1) ÷ 10] + 2 points. (for X = 1, 2, 3, ..., 98, 99)

✷ Raising a stat from 1 to 99 costs a total of 628 stat points.

LEVEL RANGE	POINTS GAINED
1~10	2
11~20	3
21~30	4
31~40	5
41~50	6
51~60	7
61~70	8
71~80	9
81~90	10
91~99	11

MONSTER

Exp per monster

LEVEL DIFFERENCE	EXP YIELD
+16>	0.4
15	1.15
14	1.2
13	1.25
12	1.3
11	1.35
10	1.4
9	1.35
8	1.3
7	1.25
6	1.2
5	1.15
4	1.1
3	1.05
2	1
1	1
Equal	1
-1	1
-2	1
-3	1
-4	1
-5	1
-6	0.95
-7	0.95
-8	0.95

LEVEL DIFFERENCE	EXP YIELD
-9	0.95
-10	0.95
-11	0.9
-12	0.9
-13	0.9
-14	0.9
-15	0.9
-16	0.85
-17	0.85
-18	0.85
-19	0.85
-20	0.85
-21	0.6
-22	0.6
-23	0.6
-24	0.6
-25	0.6
-26	0.35
-27	0.35
-28	0.35
-29	0.35
-30	0.35
-31<	0.1

Item drop system

✴ This system prevents players from farming in one place to level max, and will be fair to players whose level is the same as a monster.

DIFFERENCE IN BASE LEVEL ABOVE/BELOW MONSTER LEVEL	DROP RATE FROM MONSTER
30 levels above monster or more	0.5
+ 15 ~ 29	0.6
+ 10 ~ 14	0.75
+ 6 ~ 9	0.9
+ 1 ~ 5	1
Equal	1
- 1 ~ 10	1
- 11 ~ 13	0.75
15 levels below monster or more	0.5

Type Size and Element monster

✶ Type : ex. Angel , Dragon , Plant , Demon , Fish , Insect , Undead

✶ Size : ex. Small , Medium , Large

✶ Element : ex. Neutral , Earth , Water , Holy , Ghost , Fire , Wind , Poison , Shadow , Undead

EQUIPMENT

Weapon and armor refinement

Weapon refinement

UPGRADE LV.	ATK & MATK BONUSES
	Base Bonus
1	7
2	14
3	21
4	28
5	35
6	42
7	49
8	56
9	63
10	70

Armor refinement

UPGRADE LV.	EQUIP DEF BONUS
1	1
2	2
3	3
4	4
5	6
6	8
7	10
8	12
9	15
10	18

Percent refinement

UPGRADE	PERCENT
+4 -> +5	0.6
+5 -> +6	0.4
+6 -> +7	0.4
+7 -> +8	0.2
+8 -> +9	0.2
+9 -> +10	0.09