

ODDVLD ITEM DE CREATVS

(Oddworld Items and Creatures) For Oddworld RPG only

Possible (playable) Characters Available in game

Mudokon Escapist
Scrab
Paramite
Slig
Intern

NPC Characters

Scrab(s)
Paramite(s)
Mudokon Escapist(s)
Hellfist Mudokons
Slig
Big Bro
Fly Boy
Fuzzle Pack
Lost Intern
Greeter
Slog

Weapons

ATTACK

Stone	1
Rocks	2
Fuzzle	4
Slingshot	6
Mudokon Bow	9
Mudokon club	8
Tomahawk	10
Slig Baton	8
Slig Popper	13
Slig Snuzi	16
Twin linked Snuzi (TLS)	20
Big Bro Twin linked Snuzi (BBTLS)	25
Vyker Oporon Snuzi (VOS GUN)	18
Vyker Oporon Intern Gratis Snuzi (VOIGS)	20
Vyker oporonis Intern Lodis twin linked Snuzi (VOLTIS)	26
Fuzzle Cannon	10
Intern Claws	6
Scrab beak	9
Scrab claws	7
Paramite Mouth	8
Boom bombs	25
Flyboy Corps bomb launcher	28

Armour	EXTRA HP	COST
Mudokon standard issue wear	0	12m
Mudokon tribal fit	4	20m
Mudokon metal piece	5	30m
Mudokon Grieves piece	6	50m
Mudokon Superis	8	100m
Slig standard issue pants	0	100m
Metal hybrid pants	2	250m
Flyboy Pants	4	350m
Big Brother Pants	8	500m
Armoured popper (big bro issue)	12	680m
Armoured Popper (slig issue)	10	600m
Intern standard issue apparel	0	20m
Intern Oporon Upgrade Armour	8	800m
Scrab chest	0	20m (bounty perk)
Scrab chest adult	10	40m (bounty perk)
Paramite hide	0	15m (bounty perk)
Paramite hide adult	8	30m (bounty perk)

Other Items

Health stimulant – recover 30 hp

Steroid stimulant (big bro) – Upgrades you to a big bro for 10 days

‘Roid’ – Roid is a special development issued for gabbits but never produced, this alternative allows mudokons to gain 10% melee damage increase in battle when activated

Lung buster- Increases Intelligence by 1 but decreases stamina by 1

Infra Red vision – Allows sligs to see in the dark and spot hiding mudokons

22. Popper Ammo - Ammo

Snuzi ammo - Ammo

Status recover stim pack – Dead Revives after two days (sligs only)

Perks

Snitches Perk – Allows mudokons to get paid for being a snitch (brothers in arms perk no longer available) (mp)

Bounty Hunter Perk – Allows mudokons to become bounty hunters bringing in random (mp) encounter scrabs for small moolah (slig random encounters no longer occur)

Brothers in Arms Perk – Allows you to create mudokon clans (mp)

Power in numbers Perk – Big Bro’s gain two slig body guards armed with batons (pp)

Animal Friendly – Animal random encounters no longer occur (wp)

Intern Headphones – Interns become more dangerous and fight in a frenzied fashion +5 melee damage in all battles. (mp)

Live off the land – Mudokons, paramite and scrabs learn to feed from animals and health can be replenished by killing animals, searching bodies for meat and eating it. (mp)

Bigger they are... - Allows sligs to achieve big bro status forever (pp)

Addiction Pro – All ranged weaponry +5 attack (mp)

Call of the wild – All playable animals gain +4 melee attack (wp)

Howl – All animals gain +2 melee attacks (wp)

Character	Starting HP	Basic Melee Attack	Max Inventory Capacity (units)
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Possible (playable) Characters Available in game

Mudokon Escapist	30	2	180
Scrab	70	5-7	0
Paramite	50	8	0
Slig	40	3	250
Intern	40	6	100

NPC Characters

Scrab(s)	70	7-9	0
Paramite(s)	50	8	0
Mudokon Escapist(s)	30	2	180
Hellfist Mudokons	60	6	150
Slig	40	3	250
Big Bro	70	5	300
Fly Boy	30	1	150
Fuzzle Pack	30	4	0
Lost Intern	50	5	120
Greeter	60	(range) 15	0
Slog	40	6	0

Character Profiles

Mudokon escapist: The mudokon escapist is a fragile unit with a weak melee attack however; it can learn the ability of the shrykull if their daemon power is high enough. Mudokons have the ability to hide in the shadows and tend to veer towards higher stamina levels than other intelligent species such as sligs. Once a mudokon is engaged it will fight hard but it can run away with relative ease.

Scrab: Scrabs are powerful and dangerous foes that will actively engage on sight, chances of random encounters increase as one gets closer to the pens in the east, armed with deadly jaw tusks and sharp toes they can rip a slig to shreds in minutes.

Paramite: The paramite is a vicious little beast that fight's well in packs, as in Oddworld canon, they do not openly engage by themselves in random encounters but you can choose to engage them. As with other animals, they cannot carry objects but can grow to adulthood and achieve better weaponry and armour class.

Slig: The standard slig with poor quality visor and popper, armed well to start with but most ratings are quite poor, can upgrade with very powerful armour and weaponry, steroids can stimulate big bro gene in sligs for a period, Bigger they are... perk keeps big bro at a constant.

Intern: Interns are few and far spread but have the most powerful weaponry at their disposal; they can also call upon a fantastic perk to further increase weapon power, unmatched fire power comes at a price though, interns are disorientated and with their blaring headphones starting at a silent they have little will to fight.

Hellfist Mudokon: Not a playable character, Hellfist mudokons are powerful combatants with heavy fire power at their disposal, naturally reclusive they hide in the shadows and attack in groups, will turn on mudokon escapists if provoked. Hellfist clan will rival any new gangs created and territory will become a fierce problem in game.

Big Bro: Big Bros do not wander the stockyards or free fire zone very much but sligs can purchase steroids that can turn them into big bro's for this period of time power is increased by 1 but intelligence is decreased by 2. Armed with huge weapons as standard however, after the 7 day grace period the steroids wear off and the guns cannot be wielded due to the lack of muscle in a slig's arm therefore guns are lost unless the Bigger they are perk is activated.

Fly boy: Fly boys are elite and rare encounters that can draw upon large explosives in their arsenal however, once fly pants are found all other weaponry is dropped besides grenade launcher and unlimited grenades, Flyboy's are fragile but cannot be attacked by melee. If a flyboy is crashed it becomes pant less and attack is decreased to 0 range and 1 melee so be careful of critical hits.

Greeter: Non playable character, Greeters are the perfect killing machine armed with laser weaponry, all hope is not lost in these encounters since a lack of repair in the wastelands make them slow with poor perception, manoeuvrability and decreased weapon power, disintegrators do not immediately kill player but can deal severe punishment.

Fuzzle Pack: Non playable character, Fuzzles are vicious encounters that are not naturally aggressive, they lack intelligence but will attack if provoked, they can only attack with vicious teeth and do not openly pursue enemies therefore, you can run away with incredibly low agility points.

Slog: Sligs are vicious nasty and, non playable characters. Will actively pursue players for long distances and have a ferocious bite, can poison enemies with their bite due to bacteria in their mouths.

Possible Perk Levels

Character level

2 < weak perk (wp)

5 < medium perk (mp)

10 < power perk (pp)

Good luck and refer to these if you are in trouble or forget something, don't go making things up, I'll be checking.