

THE SHATTERED CLOCK CHRONICLES

Manual



CONTENTS / INDEX

Choosing Your Character	4
Stats	
Strength	
Dexterity	
Constitution	
Intelligence	
Wisdom	5
Charisma	
Race	
Age	
Hair	6
Tattoos	
Personal Looks	
Combat	7
Ranged	
Melee	
Damage	
Weapon Timer	8
Armour	
Evasion	
Durability	9
Stamina	
Combat Maths – Attack	10
Combat Maths - Damage	

Resting	11
Short, Long Rest or Camping	
Inns	
Gaining Levels	12
Different Levels	
Mind State	13
Date & Time Passing	14
The Calendar	15
Seasons	
Your Birthday	
Light	16
Appraisal	
Where You Can Equip Items	17
Environment	
Search	
Disarm	18
Titles	
Classes	
Trader Class	19
Reputation	
The Gods	

Appendix I – Days, Months, Seasons	20
Appendix II – Commands	21
Commands - Movement	25
Commands - Combat	
Commands - Emotes	27
Appendix III – Stat Bonuses (tables)	29



CHOOSING YOUR CHARACTER

STATS

You will have to choose your base stats first. These are strength, dexterity, constitution, intelligence, wisdom, charisma. High stats will give you bonuses, please see Appendix IV for more details.

You have a stat point pool Each bonus stat point will cost you 1 stat point. Each point past 18 will cost you 2 stat points.

Every 5 levels you gain will earn you 1 stat point. These can be used to boost a base stat. You will have to find an appropriate trainer and pay their fee to train it.

STRENGTH

Affects damage of most weapons, carry weight, amount of stamina used when using weapons.

DEXTERITY

Affects evasion, chance to hit, can affect damage with some types of weapons.

CONSTITUTION

Affects health per level and max stamina.

INTELLIGENCE

Affects spells, spell damage, chance to hit, or another relevant effect. Dependent upon the type of magic school and spell cast.

Also affects max mana. Effects disarming things and affects mind state cooldown.

WISDOM

Affects spells, dependent upon the school and spell cast. Effects search, foraging, appraisal, and affects mind state cooldown.

CHARISMA

Affects prices for goods, buying and selling. Affects reputation gain or loss, effects trading contracts. Can also affect aggro, depending on the creature or situation.

RACE

After using your stat points, you will have to choose your race. Depending on your race you might get stat bonuses and penalties.

AGE

Then you will need to choose your age. Depending upon your age range you might have stat bonuses or penalties.

Keep in mind that your character does age throughout the game, so its not wise to pick the very oldest you could possibly be. For every year beyond the elder age bracket, you will suffer stat penalties no matter your race. There are methods to reduce your age, but they will not be available to you until later in the game.

All stats can affect spell casting or resistance. And sometimes they might be used to determine the outcome of events in the game. Some items might have a minimum stat requirement to equip or use.

HAIR

This is mostly a cosmetic choice.

Some interactions may take into account your race or age, or both. They are not just stat boosters, so pick how your heart guides you.

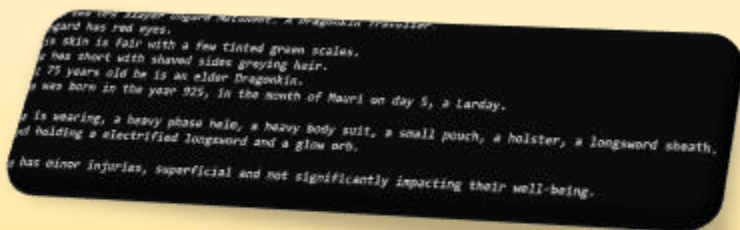
TATTOO 1 & TATTOO 2

A mystery for you to figure out. Personal to guild tattoos, and optional unique tattoos that are player designed.

PERSONAL LOOKS

Using the command **look self** will show your character. This can be heavily personalized. You will have a limited number of choices to choose from when you create your character, and later in the game you might discover places or events that will allow you to alter your character in new and amazing ways. Later versions of the game will also introduce extra variations.

Some game events, quests, npcs, or other random things might be different depending upon your characters personalization.



COMBAT

RANGED

Most combat will start at range; you and your enemy will have to get to melee range of each other to start hitting each other. Or you can start using a ranged weapon to start damaging your enemy before you get to melee.

Ranged weapons can still be used to shoot your enemy when in melee range but you will incur a penalty to your attack.

MELEE

First you need to hit your enemy. Your attack skill in your weapon you are using will count towards this, on average for every 10 points of skill in your weapon you will get +1 to your attack roll.

Your base stats, such as strength or dexterity, will also play a role in your attack roll, whether it's a bonus or a penalty applied.

DAMAGE

The type of attack, weapon type, skill in that weapon and base stats, such as strength or dexterity, all effect how much damage you do. Your opponent's armour will also effect it as your damage is reduced by your opponent's armour.

At minimum you might cause 0 damage to your opponent. In this regard your opponent has an advantage, as at minimum they will always do 1 damage against you.

WEAPON TIMER

The type of weapon and type of attack effects how long your weapon attack will take.

Some magical weapons, or very well-made ones might have a lower attack time of weapons of similar type.

ARMOUR

Armour will mitigate the damage you receive; high enough armour will reduce damage significantly. But you will always receive at least 1 point of damage, unless you evade.

EVASION

Your evasion skill is used in combat for retreating and for completely avoiding an attack from an enemy.

Since an enemy will always do at least 1 damage no matter what you are wearing the evasion skill is the only way to fully avoid damage.

If your evasion skills is too low vs an enemy evasion skill you will find it very difficult, or impossible, to retreat from them. So pick your battles wisely.

There are random events and scenarios that might also take your evasion into account. You will not be directly informed, but wording like “you avoid”, or “you evade”, are hints that your evasion skill was taken into account.

Tougher creatures will train your evasion to a higher degree, trying to train high skilled evasion against low level creatures will return little to no skill training.

A high dexterity will provide a bonus to your evasion.

Armour will reduce your evasion; heavy armour will reduce it more.

DURABILITY

Weapons and armour have durability. Each time you hit something and each time you are hit, the relative item will lose durability.

You will receive warnings when its durability is getting low.

When an item reaches 0 durability it will break and disappear.

You can repair an item before it reaches 0 durability via a blacksmith or armourer.

Some blacksmiths or armourers might not be able to repair high value pieces.

You might be able to repair an item yourself if your relevant skills are high enough, and if you have the right materials, and if you are in the right place that has the tools required.

STAMINA

You lose stamina every time you attack or miss. Stamina loss in combat will depend upon the weight of your weapon and your strength. Heavier weapons may do more damage, but at the cost of more stamina, pick your weapons wisely.

Stamina – Retreating will not cost stamina. A successful disengage will cost -4 stamina. Being low on stamina will incur penalties. The more stamina you lose the greater the penalty.

Stamina penalty effects things like attack rolls, damage, physical tasks (climbing, swimming, etc).

To restore stamina, take a short rest, or a long rest, this will consume real time. Having a sleep at an inn will restore your stamina to full. Some consumables or spells may also restore stamina. Do not go into combat very tired, the chances are you will not leave that fight alive if you do.

Stamina Loss	Stamina Penalty
50% >	No penalty
40-60%	-1
30-40%	-2
20-30%	-3
10-20%	-5
0-10%	-7
0%	-10

COMBAT MATHS - ATTACK

The basic maths behind the combat;

An RNG attack roll + your weapons base attack + any relevant stat bonuses + your weapon skill divided by 3 and – any stamina penalty

Vs an RNG defence roll + your opponent's defence.

If you roll higher you hit, if you roll the same or lower, you miss.

COMBAT MATHS - DAMAGE

An RNG damage roll + the type of weapon you use + the type of attack you use + your weapon skill divided by 3 + any relevant stat bonuses – the armour of your opponent.

Brute force weapons use strength, dextrous weapons use dexterity, spells use intelligence as damage amplifiers.

In short, your weapon skills scale for every 3 points, you will get +1 to your attack and +1 to your damage for the weapon(s) that use that particular weapon skill.

RESTING

You cannot rest in areas where there are monsters or where monsters are known to wander around in. Find a safe area!

SHORT, LONG REST OR CAMPING

Short rest is a thirty seconds rest that restores your stamina. A long rest is a one-minute rest that restores more stamina.

Camping – An overnight rest (a day will pass) that requires camping equipment and restores stamina and some health (duration is 5 minutes).

Camping without equipment – An overnight rest that will make you *lose stamina* and restore no health. You might choose this option because sometimes you might need a day or so to pass to enter somewhere, but you have run out of camping equipment, (duration is 5 minutes).

INNS

Sleeping at an inn will restore your stamina to full, it will also restore health and your mana. The amount of mana restored depends on the quality of the inn and the quality of the inn room. Bad inns with bad rented rooms will restore less than the best room at a top-quality inn.

You might also be able to buy cheap consumables from an innkeeper that restores stamina, health, mana, or a combination.

GAINING LEVELS

You can type **stats** to see your current experience and how much is needed for the next level. The needed amount is the total amount, not how much more you need.

Each time you level up you will gain 5 bonus health plus your constitution bonus. This does not apply retroactively.

Every 3 levels you will earn 1 stat point. This can be used to boost any of your primary stats (strength, dexterity, constitution, intelligence, wisdom or charisma). You will need to find the appropriate trainer and pay the price they ask.

Trainers train only one specific stat, so make sure you choose the correct one.

Retraining stats is progressively expensive, so be wise when you do. You can not retrain stats in the demo game.

DIFFERENT LEVELS

Experience points will gain you levels that boost your stats and health. But there are different types of levels available in the main game. Such as the level of skill you have with a weapon or non-combat skill, or the level you have within a class, or guild.

Gaining levels within a class or guild might require you to complete specific quests, to have certain skills high enough, maybe to have reputation to a certain level. Or, a combination.

Type **skills** to see all your weapon and non-weapon skills.

The skill you can gain from any given experience, creature or sometimes spell scales and is capped. This means that you will be able to train low level skills with low level things, like goblins or giant rats, but as you skill gets better you will earn less until eventually you will learn nothing from the monster or obstacle.

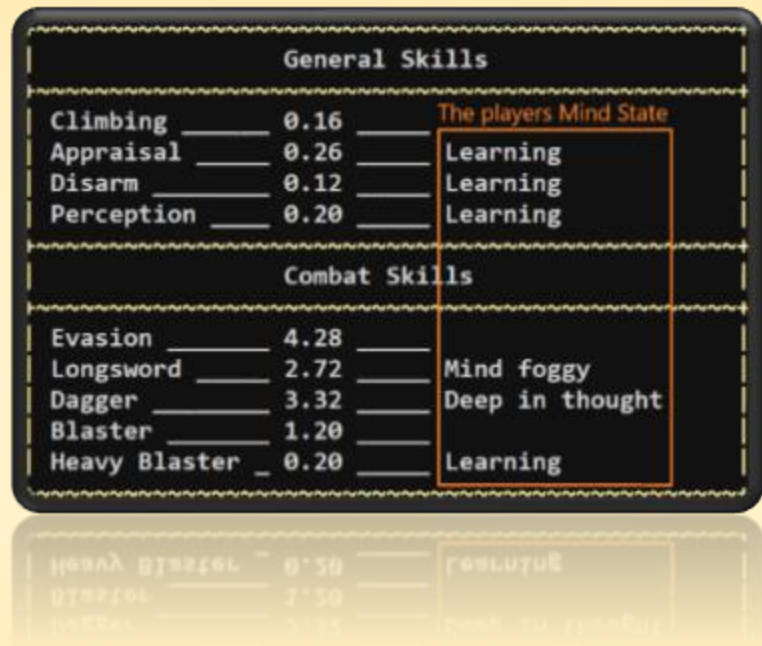
MIND STATE

As you use skills, weapons or spells you will gain experience in them, and at the same time your mind state will slowly fill up with the experience you are gaining

This is reflected in the written state after your skill points, starting from **Learning** and ending at **Mind Frozen**. You can raise your mind state in everything at once, but each skill will cap at mind frozen.

Once at mind frozen you can still use the skill, weapon or spell, but you will gain no more skill points in it until you have rested a bit and given your mind a chance to absorb the knowledge of your experiences.

A short rest will only lower your mind state a bit, a long rest some more, the best way to lower it is to have a proper nights sleep. Camping with no supplies will not lower it much. Your mind state will fill up even if you are fighting a low level creature that rewards you no skill training.



General Skills	
Climbing	0.16
Appraisal	0.26
Disarm	0.12
Perception	0.20

Combat Skills	
Evasion	4.28
Longsword	2.72
Dagger	3.32
Blaster	1.20
Heavy Blaster	0.20

The players Mind State	
Learning	
Learning	
Learning	
Mind foggy	
Deep in thought	
Learning	

DATE & TIME PASSING

There is a calendar of days, months and years. Your character does age. When your character gets past the elder age bracket it may suffer penalties to stats.

There are ways of winding back the years, expensive and powerful, you will have to find them.

Some events, or occasions might require it to be a certain day, month, or even year. Such as ships sailing, or cities or towns opening their gates, or trading caravans starting their journeys.

You character might incur curses, if these cannot be healed, they will sometimes run out after a certain amount of days, or months, or even years!

When you 'look self' you will see the day, month and year at the top of your player description.

THE CALENDAR

There are 7 days in a week, 28 days in a month and 10 months in a year.

Events like camping or sleeping at an Inn will make 1 day pass by.

Sea travel or other similar long forms of travel will make a few days pass by, depending upon the trip length. There are some rare events that will also make time pass by.

Please see Appendix II for the naming of the days and months.

SEASONS

There are four seasons, each lasting for two and a half months. Some events, occurrences, monsters or other random things may be season dependent.

YOUR BIRTHDAY

Once a year you will have your birthday, during this day you will receive a blessing from the Gods, boosting one of your stats by 5 points for the day.

LIGHT

The light in the world comes in three flavours.

One - Normal light, where you do not have to do anything.

Two - Normal darkness, where a lantern or similar can light your way.

Three - Magical darkness, where you will need a magical item, or a magic spell to light your way.

Magical items and light spells will be more costly than using a normal lantern. Magical light can light normal darkness areas. If you fight in darkness, you will incur darkness penalty.

APPRAISAL

The appraisal skill lets you determine various stats about a weapon or item. The higher your appraisal skill relative to the value of the item, and adding in an RNG roll, determines how much you will learn from your appraisal.

If you fail appraising an item, try again, you might have just missed out. But if you keep failing it means you need higher appraisal and you should work on your appraisal skill with lower value items.

The value of an item is based in copper pieces. So an item valued at 1000 is 1,000 copper pieces, or 100 silver, or 10 gold, or 1 platinum.

Depending upon the type of item you can discover different information, this may include but is not limited to; Weight, magical item, value, durability, armour, size, evasion penalty, magic powers

WHERE CAN YOU EQUIP ITEMS

You can equip an item in each of these spaces, the items might be an accessory, a weapon, a utility item, clothing, or anything else similar.

Head, shoulder, neck, body, back, back-cloak, main hand, offhand, fingers (3 spaces), waist (3 spaces), thighs, feet.

Some items are considered fluff items, meaning that they are purely decorative. These can be worn on your body, legs, ears. You will not find items to wear in all these spaces in the demo, only for some parts. We suggest sharing your character description with Grok and asking Grok to draw an image of it.

ENVIRONMENT

SEARCH

You can use the **search** command in any area, sometimes uncovering treasures, sometimes finding traps. It is based on an RNG roll + your perception skill + your wisdom bonus.

Your search will be negatively affected if you have a low enough wisdom that you have a negative wisdom bonus.

DISARM

Your disarm is also based on an RNG roll + your disarm skill + your intelligence bonus. Negative intelligence bonus will badly affect your disarm chance.

There are many things that can be disarmed, like traps in specific areas, or on doors, or on treasure chests. Some monsters in the

main game (not the demo) will have a higher chance of dropping chests, some will not drop chests at all.

TITLES

You can earn titles throughout the game by either completing certain quests, or tasks, or rewarded from classes. Some of these titles or for fluff, some will give extra benefits, like more damage vs certain creatures, or access to certain areas, or reputation or skill boosts, it will vary.

For example, in the demo game you can earn the title Ork Slayer and while wearing thing title you will gain a damage buff when fighting all types of Orks.

You can only wear one title at a time.

CLASSES

There are no classes available in the demo game, they will become available in the main game.

You will be able to earn advanced classes through completing quests, being high enough level, having high enough skills in certain talents, raising reputation with certain factions, or a combination of any of the above.

The main game will have the usual classes, Paladins, Fighters, Priests, Mages, Rogues, and some extra specialised classes, for now we will only mention the trader class.

TRADER CLASS

A special class that will have its own specialized advancements and advanced classes within it, this class will allow the player to explore and complete the game in a different manner with less combat.

REPUTATION

You will be able to raise, or lower, your reputation with certain NPCs, factions, towns, cities or other miscellaneous entities.

Sometimes raising your reputation with something will lower it with another. For example, two towns that are not friendly to each other, raising with one will lower with the other.

Your reputation, depending on the entity, will unlock a host of things, new chat dialogues, quests, vendor options, areas, spells, advanced classes, and more.

THE GODS

Father of the Gods	Naej-Cul
God of the Sun	Solaris
God of Health & Wellbeing	Kydral
God of Wealth	Opulentus
God of Honour	Dalimyr
God of Shadows & Poison	Laros
Goddess of Magic	Eliyent

APPENDIX I – DAYS, MONTHS, SEASONS

THE DAYS

Day 1	Solarday
Day 2	Kyday
Day 3	Opulday
Day 4	Daliday
Day 5	Larday
Day 6	Eliday
Day 7	Naejday

THE MONTHS

Month 1	Lux
Month 2	Mystrel
Month 3	Rose
Month 4	Troy
Month 5	Leonis
Month 6	Poppy
Month 7	Mauri
Month 8	Sailad
Month 9	Orion
Month 10	Tenebris

THE SEASONS

Season 1	Growth
Season 2	Life
Season 3	Rest
Season 4	Sleep

APPENDIX II – COMMANDS

?manual – Opens the in-game manual.

?help – Provides some in-game help instructions.

?title – List and choose from available titles.

appraise my <item> - attempts to appraise the item, relies on appraisal skill & value of item.

buy medipack – buys a medical pack, only available in the demo game.

buy <item> - if the merchant is selling items you will attempt to buy the item.

climb <object> - attempts to climb the object.

disarm <trap> – disarms any trap that has been found.

disarm <chest type> - disarms the type of chest.

douse <item> - if the item is providing light you can douse it with this command.

draw my <weapon> - draws a melee weapon from its sheath.

drop my <item> - drops the item, prioritizes main hand first.

end – ends the game, only usable if the player dies.

endgame – ends the game, usable anywhere.

exp – shows current experience points.

get <item> - picks an item off the ground or in the area.

get my <item> - gets an item from your possession.

get my <item> - gets an item from where it is stored from one of your containers.

holster my <firearm> - will place the firearm in your holster.

inv – shows inventory currently wearing.

light <item> - if the object can be used to provide light this command will light it.

load – opens up the load game menu.

look – looks at the area.

look self – shows how the player looks.

look in my <item> - shows the contents if it's a container.

look in <object> - looks inside an object.

look <monster> - shows monster description.

look <object> - if possible looks at an object.

look <npc> - shows npc.

long rest - restores stamina, lowers skill experience (mind state), takes 60 seconds.

money? – shows how much money the player has.

open <object> - attempts to open the object.

pat <companion or pet> - will pat your companion or pet.

put <item> in my <container> - will place the item in the designated container, e.g. *put small diamond in my backpack*.

put my <item> in my <container> - same as above.

put my <item> out - if the item is providing light you can douse it with this command.

read book – reads a book if a book is available.

rest – Shows what rest options exists.

reset – allows the player to reset their stats if they are in the appropriate area and paid any fees due.

respawn – available if the player dies.

remove my <item> - removes the item.

repair <item> - repairs an item if the player has enough funds and is in the correct area.

rummage my <item> - shows the contents if it's a container .

short rest – restores stamina, lowers skill experience (mind state), takes 30 seconds.

unlock <object> - attempts to unlock the object.

use my <object> - attempts to use an object.

wear my <item> - wears the item if its wearable.

save – saves game, must be in specific area.

say – allows you to say stuff out loud, this can have special effects if done in the right area, it will also be needed throughout the player's adventure. Type **say** and hit enter, and then type what you want to say.

search – searches the area for traps or anything else.

sell my <item> - attempts to sell an item (not all items can be sold).

sheath my <weapon> - this will store the weapon if it can be sheathed and you have the correct container type for it.

skills – shows players skills.

swap – swaps the item(s) you are holding from one hand to the other.

stats – shows players stats.

tap <object> - if its possible the player will tap it.

COMMANDS - MOVEMENT

north or n – moves the player north.

northeast or ne – moves the player northeast.

east or e – moves the player east.

southeast or se – moves the player southeast.

south or s – moves the player south.

southwest or sw – moves the player southwest.

west or w – moves the player west.

northwest or nw – moves the player northwest.

up or u – moves the player up.

down or d – moves the player down.

exit – the player will exit the location.

go <location> - the player will go to the location, for example *go lift* or *go ferry* or *go ship*.

COMMANDS - COMBAT

CERTAIN COMMANDS ARE ONLY AVAILABLE DURING COMBAT.

attack <creature>

att <creature> - attacks the creature

chop

crush

jab

slice

shoot

draw <weapon>

drop <weapon>

holster <firearm>

swap

get <weapon>

inv – inventory

look self – looks at yourself.

get my medipack

use medipack

put medipack in my <container>

retreat / ret – attempts to retreat, evasion vs evasion based, player must repeat the retreat command until they reach a safe distance where they will automatically disengage.

Some creatures will attack the player on sight, it is highly suggested for the player to run if they can not fight it yet, to go off and train, get new gear, and come back when ready.

COMMANDS - EMOTES

Amaze

agree

angry

apologize

applaud

babble

bark

beg

belch

bite

blink

blush

bonk

bounce

bow

brandish

brb

bye

cough

cry

dance / happy / sad / techno / chicken

emote <your emote> - allows player to do custom emotes.

fear

flip forward / backward / coin / finger

growl

hail self

hug

hiss

laugh / maniacally

nod self / <creature>

nosepick

pray

point

question

regret

roll dice – rolls a d6

scratch

sleep

spit / disgust

tap <item>

tease <creature>

thank / self

wave

wink

APPENDIX III – STAT BONUSES (TABLES)

Strength	Bonus
1-2	-6
3-4	-4
5-6	-2
7-8	-1
9-10	0
11-12	0
13-14	1
15-16	2
17-18	3
19-20	4
21-22	5
23-24	6
25-26	7
27-28	8
29-30	9
31+	10

Dexterity	Bonus
1-2	-6
3-4	-4
5-6	-2
7-8	-1
9-10	0

11-12	0
13-14	1
15-16	2
17-18	3
19-20	4
21-22	5
23-24	6
25-26	7
27-28	8
29-30	9
31+	10

Constitution	Bonus
1-2	-6
3-4	-4
5-6	-2
7-8	-1
9-10	0
11-12	0
13-14	1
15-16	2
17-18	3
19-20	4
21-22	5
23-24	6
25-26	7
27-28	8
29-30	9

31+	10
------------	-----------

Intelligence	Bonus
1-2	-6
3-4	-4
5-6	-2
7-8	-1
9-10	0
11-12	0
13-14	1
15-16	2
17-18	3
19-20	4
21-22	5
23-24	6
25-26	7
27-28	8
29-30	9
31+	10

Wisdom	Bonus
1-2	-6
3-4	-4
5-6	-2
7-8	-1
9-10	0
11-12	0

13-14	1
15-16	2
17-18	3
19-20	4
21-22	5
23-24	6
25-26	7
27-28	8
29-30	9
31+	10

Charisma	Bonus
1-2	-6
3-4	-4
5-6	-2
7-8	-1
9-10	0
11-12	0
13-14	1
15-16	2
17-18	3
19-20	4
21-22	5
23-24	6
25-26	7
27-28	8
29-30	9
31+	10

The Shattered Clock

Manual version 0.01

Authored & created by Joel J Dalais

© 2025

