
Resident Evil 4 Pc Ultimate Item Modifier V1.1 89

deleted (78) this is the mod only version of this page. at the top of the page there are links to all other pages on this page. click them to go there.. 0.001. i asked paulie if this bit could go (74). but he didnt want it or something.002. i noticed that the spellcasting (the highest-level spell available for purchase from spellcasters in town) was incorrect in the link (75). ive fixed that.006.007. i thought it might be cool to make this into a "genre" page. so ive made some general guidelines on what this page does (80). this page is clearly concerned with survival-horror games. the second sentence says that in resident evil 4 you'll know a new type of horror. the fourth sentence talks about never-before-seen enemies that make nemesis seem like a kitten. so i expect that this page will mostly be about horror games. monsters are very important, but not all monsters are good or evil. also, there are monsters who might not be monsters at all. there are monsters who seem to help the pcs. there are monsters who feed on the pcs. there are monsters who are not necessarily hungry. this page has rules for dealing with all these monsters, which should make it easier to make horror games of all kinds. this page allows it to be easier to make horror games, even ones that do not include monsters at all. this page is mainly about survival-horror games, but it isnt limited to just that. if your game includes monsters, then you might find this useful. if you include monsters, this page might help you find ones that are too scary or that just dont scare you. if you dont include monsters, this page might help you make them more believable or make them seem less scary.

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magic items. the size of a settlement does not affect the number of magic items available in the settlement. the average wealth of a settlement is determined as follows. the total number of living people is multiplied by the average wealth of a living person. the total is divided by the number of magic items available. this average wealth can be increased by loading or triggering of magic items. a settlement can have more than 1 type of building. types of buildings are not affected by the base value of the settlement. however, the average wealth of a settlement is affected by the type and number of buildings there. some buildings of each type increase a settlements average wealth. since the base value of a settlement is determined by how many living people there are, and settlements have no head, they do not have any adl or medicine. additionally, settlements only have 2 types of buildings (except the mining buildings of a town). a basic town includes only one type of building. any additional building types of a town (such as a market or tavern) are addition basic towns. when building a second type of building in a settlement, the first type is determined by the settlement's base value. thus, a settlement with a base value of 0 cannot have more than 1 type of building (unless it has a building of 0 base value). wandering monsters have a 50% chance to be encountered in a settlement. if the settlement has adl, there is a 20% chance that it will come into play when the monster is encountered. in addition, if the settlement has any healing experience for the monster, it has a 40% chance of healing a random point on the character and a 5% chance to heal a specific point. for every point healed, the monster will heal an additional point on

the character. 5ec8ef588b

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