

RuneSword II
Properties

Creature Properties

ActionPoints
ActionPointsMax
Agility
AgilityBonus
ArmorBonus
AttackBonus
BodyPart[1,2,3,4,5,6,7,8]
BodyProtection[1,2,3,4,5,6,7,8]
Bulk
Col
CombatRank
Comments
DamageBonus
Defense
DefenseBonus
Eternium
EterniumMax
ExperienceLevel
ExperiencePoints
FaceLeft
FaceTop
Greed
Health
HealthMax
Index
Initiative
Intelligence
IntelligenceBonus
IsAfraid
IsAggressive
IsComputerControlled
IsFriendly
IsFrozen
IsGuarding
IsInanimate

IsMale
IsSpellCaster
IsType[Animal/Aquatic/Bird/Blob/Huge/Insect/Large/Magical/Medium/Reptile/Sentient/Small/Tiny/
Undead/Veggie]
IsUnconscious
Lunacy
Lust
Map[X/Y]
Money
MovementCost
MovementCostBonus
Name
PictureFile
Pride
PronounHeShe
PronounHimHer
PronounHisHer
Protect[Blunt/Cold/evil/Fire/Holy/Magic/Mind/Sharp]%
Protect[Blunt/Cold/evil/Fire/Holy/Magic/Mind/Sharp]Bonus%
ProtectBonus%
Protection1%
Protection2%
Protection3%
Protection4%
Protection5%
Protection6%
Protection7%
Protection8%
Race
RangeToTarget
Revelry
Row
RuneQueue[1,2,3,4,5,6]
ScarletLetter

SkillPoints
Status
Strength
StrengthBonus

Weight
WeightMax
Wrath

Item Properties

ActionPoints
AmmoType
ArmorType
AttackBonus
Bulk
CanCombine
Capacity
Comments
Count
DamageBonus
DamageDice
DefenceBonus
Family
IsDamageType[Blunt/Cold/evil/Fire/Holy/Magic/Mind/Sharp]
IsEquipped
IsInHand
IsRangeShort
IsRangeMedium
IsRangeLong
IsSoftBulk

.Is Weapon[Ammo/Melee/Ranged/Thrown]
Key
Map[X/Y]
Name
Protection%
ProtectionBonus%
ProtectionBonusType
RequiresTwoHands
UseAsDescription
.Value
.Weight

Encounter Properties

.CanFight
.CanFlee
.CanTalk
.ChanceToFlee
.Classification
.CreatureCount
.FirstEntry
.HaveEntered
.IsActive
.IsDark
.ItemCount
.Name
.RandAddCreatures
.RandAddItems
.RandAddTriggers
.RandAddDescription
.RandGenerateUponEntry
.RandThemeName
.SecondEntry
.ShowHint

Map Properties

.Comments
.Height
.Left
.IsOutsideMap
.MapStyle
.Name
.RandDifficulty
.RandEncounterCount
.RandExperiencePoints
.RandGenerateUponEntry
.RandMapHeight
.RandMapStyle
.RandMapWidth
.Rune[Abyss/Air/Animal/Bile/Blood/Dreams/Earth/Eternium/Fire/Fish/Insect/Man/Moon/Nectar/
Oil/Space/Sun/Time/Twilight/Water]
.Top
.Width

Tile Properties

.CanSee[Down/Left/Right/Up]
.ChanceToOpen
.DoorTypeName
.IsBlocked[Down/Left/Right/Up]
.Key
.MovementCost
.Name
.Style
.TerrainType

Tome Properties

.Comments
.Factoids
.Map[X/Y]
.MoveTo[X/Y]
.Name
.Time[Day/Moon/Turn/Year]

Global Properties

ArmorRoll
AttackRoll
DamageRoll
DieRollCount
DieRollType
False
HitLocation
InCombat
.Integer[A/B/C]

.IsAttack[Air/Blunt/Cold/Disease/Earth/evil/Fear/Fire/Holy/Illusion/Magic/Sharp/Water]
.Offer
.PickLockChance
.RemoveTrapChance
.Rune[Abyss/Air/Animal/Bile/Blood/Dreams/Earth/Eternium/Fire/Fish/Insect/Man/Moon/Nectar/
Oil/Space/Sun/Time/Twilight/Water]
.SkillLevel
.SpellFizzleChance
.Text[A/B/C]
.Time[Day/Moon/Turn/Year]Name
.Turn

Local Properties

.Abort
.Byte[A/B/C]
.Fail
.FoundIt
.Integer[A/B/C]
.Random
.StopExit
.Text[A/B/C]

Variables Properties

.NEG(0-255)
.POS(0-255)
.Random(1-256)

Trigger Properties

.Byte[A/B/C]
.Comments
.Is[Curse/evil/Fear/Fish/Greed/Lunacy/Lust/Magic/Poison/Pride/Revelry/Skill/Timed/Trap/Wrat
h]
.Name
.SkillLevel
.SkillPoints
.TriggerType
.Turns