

Sweel

Version 2

This file will help you to install correctly your sweel in-game.
For the moment, I don't have found yet how to make they swim correctly in deep water. They will just be used as traps if you are swimming to close to them or if there is just some water.

You will also find in this package three models:

- Neosweel
- Geosweel
- Hlsweel

Neosweel is a version of the sweel with the 'Apparition' type. Then perfect to make it swim (or fly for the craziest one). Dromed is not tolerant if you are mixing the Creature Type. So for this one, keep in mind that you are working with Apparition Creature Type.

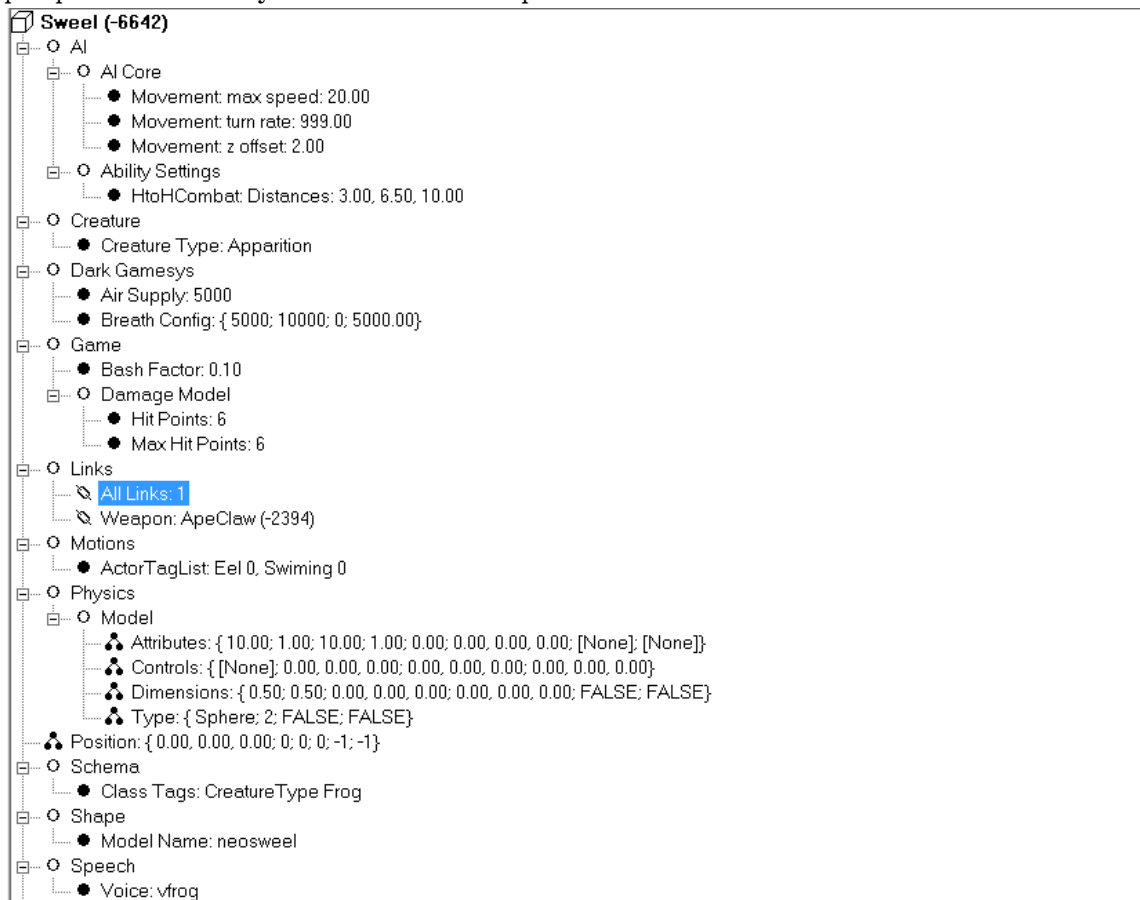
Geosweel is the same model but with 'Humanoid' type. This one will never escape the gravity so not appropriate for swimming. But on ground it is perfect and less painful to set.

Hlsweel is a headless sweel. I use it especially for corpse when you slash with a powerful strike a sweel out of water. This model is 'Humanoid' type.

How to put it in your game?

Create in Animal or Beast depending on your taste and point of view and then create the sweel archetype.

Let's see below how to make them. You will just have to rewrite in your properties what you'll see on the pictures!



This is just an example and you are not obliged to do everything like me.

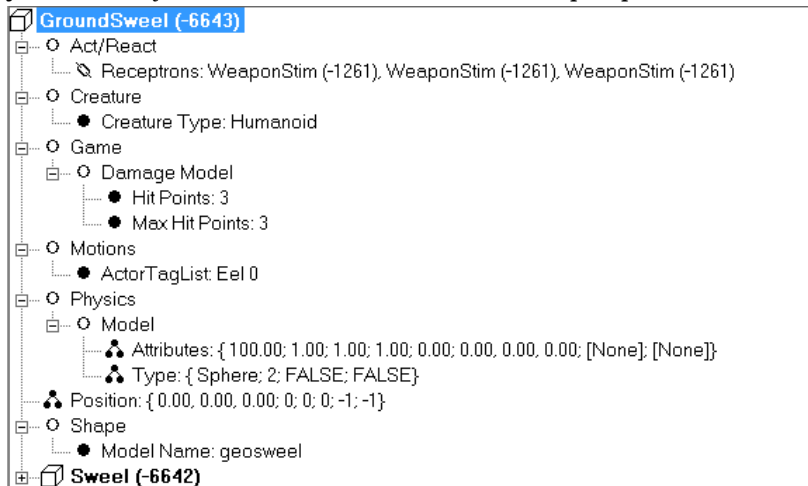
You can't see it in this picture, but don't forget the:

-> AI>AICore>AI : human with sword

And if you think that sweets are too slow:

->Creature>Time wrap>0.75 (Higher or lower depending on you will)

For a Sweel living out of water, just create a sub-archetype from this sweet you have just created and add these properties:



The new attributes is very important if you want the player to carry the body. Else you can forget about it.

But what the hell are these WeaponStim receptrons?

Simple!

First, find the zombie head in debris>remains>BodyPart

And create a sub-archetype from it. Call it 'SweelHead'.

In it properties, just change the zombie head model shape by headsweel (This is an object in the package).

Now go back to your GroundSweel and edit it receptions.

A simple slash emit a stimulis that won't kill the sweel and which is less than 2.5 while a powerful strike will be deadly and clearly over it.

So for the three receptrons, the min will be 2.5 and there are no max.

For the first, we will do a change model. Tick Me, and write in data Hlsweel.

For the second, we will create the sweel head. Create Object.

SweelHead is Source, Me is Agent.

In data set X=4.5! ☺

For the third, same thing but instead of sweel head, it will be ZomKaboom.

And set 4 instead of 4.5 in data. (In fact, ZomKaboom is a special marker that emit "wind" to push objects around it in a short range)

You can add to the head a bloody trail if you wish to make something more gore! :D To me the simple ability to cut off the sweel's head with a powerful strike is enough in matter of gore. But everything is possible with Thief! xD

So, enjoy it a lot! And have fun!

~Jordan_MAF alias FireMage