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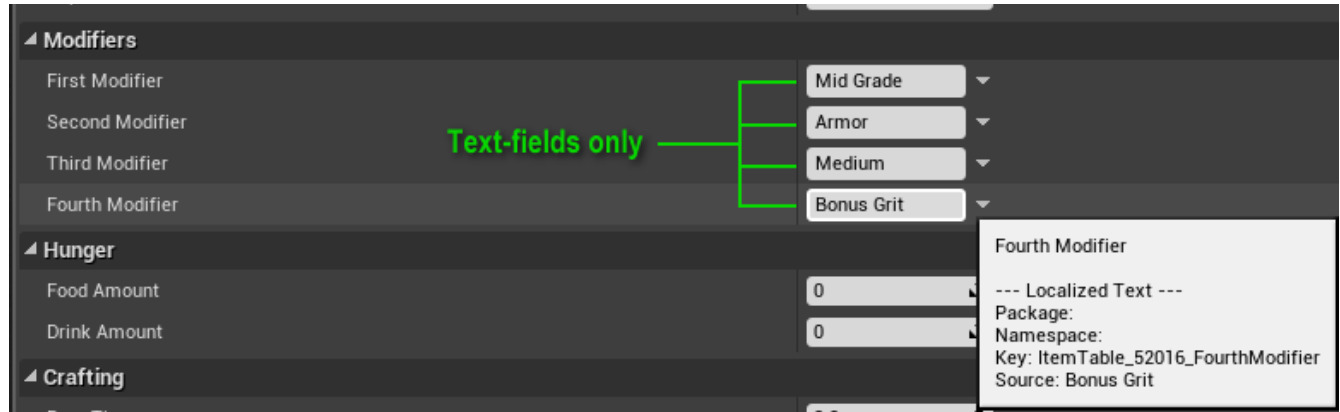
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## About this primer

This primer will inform you of how the armor bonuses work and what stats can be altered, including the base attributes of the player as well as temperature modifiers.

## Item-Table

An important thing to know is that the last four entries in the Item-Table do not actually grant the bonuses. These entries are only there to show the text written in them when looking at the item in an inventory. However - it is best practice to include these, as it will inform the players about the actual bonuses on the armors.



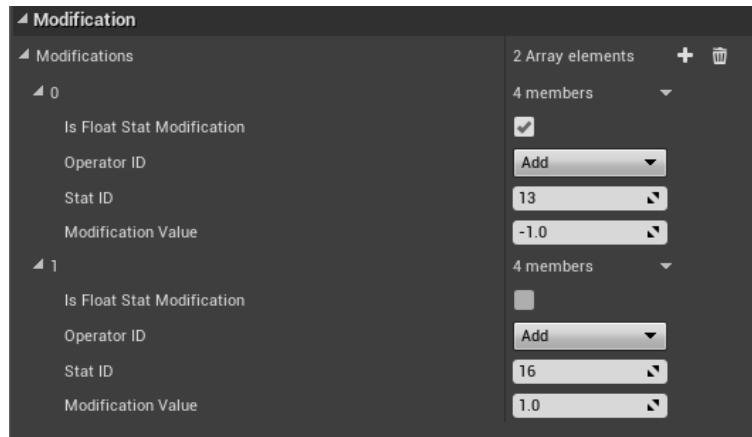
# ItemStatModification Table

This is the table that actually assigns all the correct stats to the item.

Armors, Warpaints and weapons can be affected by this table - although the effects of a weapon will only take effect while it is actually drawn (as opposed to merely equipped in the hotbar).

As you can see in the image to the right, it's possible to add as many modifications as you like to any single piece of armor, or weapon or warpaint.

In order to add a bonus, you will need to know the Template ID for the affected piece of equipment (this is the Template ID from the Item-Table) as well as the Stat Enum ID for the stat you want to modify and also if the stat is an Int-stat or Float-stat (more about that below).



You will also want to consider if you want to Add or Multiply the bonus.

## Add or Multiply?

When you first create a new stat, it will default to "Multiply" - which is in most cases not what you want.

In the example image above, you can see that the first modifier is a Float-stat modification to Stat Enum 13 and the modification value is "-1.0". This means granting a -1 modifier to temperature.

In the case of the second modification, it's an INT modification that affects Stat Enum 16 (Encumbrance) and adds a modification value of "1" to it, thus increasing Encumbrance by 1.

There are cases, however, where you may want to multiply the value for some reason. Let's give some examples.

*Example 1: A sword named "Inconspicuous Slaughter" that appears to only do 1 damage when glancing at the item information in the inventory, but when equipped, the damage is actually multiplied a hundred-fold.*

*Example 2: A helmet item named "Crown of Liches" that, when worn quadruples your hitpoints but removes all your stamina.*

With that out of the way, let's look at Int stats and Float stats.

## INT-Stats and Float-Stats

Some stats are Int stats while others are Floats (INTegers are numbers without decimals). The list below contains all the Int-Stats and Float-stats available to the player - if you want a quick reference, there is also a .txt file included in this zip called "**Player Stat Enum IDs**".

### Ref - INT Stats

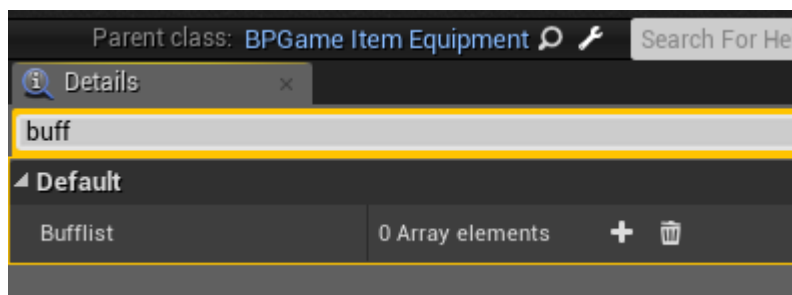
Enum	Stat	Comment
0	HealthMax	Don't use this as a bonus - dangerous
1	HealthCurrent	Don't use this as a bonus - dangerous
2	FeatPointsUsed	Don't use this as a bonus - dangerous
3	FeatPointsTotal	Don't use this as a bonus - dangerous
4	Level	Don't use this as a bonus - dangerous
5	StaminaCurrent	
6	StaminaMax	
7	ConsciousnessCurrent	
8	ConsciousnessMax	
9	ThrallID	
10	ThrallTier	
11	Gender	Don't use this as a bonus - dangerous
12	KnockbackDefense	Not used anymore
13	Faction	Not used anymore
14	AttributeHealth	
15	AttributeStamina	
16	AttributeEncumbrance	
17	AttributeMight	
18	AttributeAccuracy	
19	AttributeAthleticism	
20	AttributeMetabolism	
21	AttributeResilience	
22	InventorySpace	Used by thralls only

## Ref - Float Stats

Enum	Stat	Comment
0	ThrallCraftingSpeed	Used by thralls only
1	ThrallCraftingCost	Used by thralls only
2	ThrallCraftingFuel	Used by thralls only
3	ThrallEntertainerPotency	Used by thralls only
4	DamageModifierMelee	
5	DamageModifierRanged	
6	NaturalArmor	
7	ThrallCorruptionCleansePotency	Used by thralls only
8	ThrallCorruptionCleanseLimit	Used by thralls only
9	Armor	
10	EncumbranceWeight	
11	KilledXPModifier	
12	CurrentEncumbrance	
13	TemperatureModification	
14	PenisScaleModifier	

## Setting up special effects on equipping Armor

If you want your armor to do special things when equipped, you should make a child of the `"/Game/Items/BPGameItemArmor"` blueprint and link the itemtable to this blueprint. Open up your copy of the blueprint and search for "Buff" and you will find this:



This allows you to select a buff that will be placed on the player when the item is equipped (and also removed when unequipped). Be careful about this and take the following in consideration:

- Buffs do not persist through logging out and back in
- Taking the item off means removing all instances of the same buff, so having the same buff from many different sources is not a good idea.