

# DOOM CHARACTERS



**SYMBIOTECH, INC.**

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### INTRODUCTION

The first task you will undertake is the defining of characters. Select number 1 from the following menu.

- MAIN MENU
- 1 CHARACTER MENU
  - 2 GROUP MENU
  - 3 DISPLAY ROSTER
  - 4 PRINT ROSTER
  - 5 START ADVENTURE
  - 6 QUIT

### GETTING STARTED

- *CREATE CHARACTER* to develop a maximum of 16 individual characters.

NAME: Up to 8 letters can be used.  
 CLASS: Warrior, Priest, or Wizard.  
 RACE: Human, Dwarf, or Elf.  
 ABILITIES: Strength, Dexterity, Intellect and Wisdom.

STRENGTH aids offense of all players.  
 DEXTERITY aids defense of all players.  
 INTELLECT aids wizard and priest.  
 WISDOM aids wizard and priest.

**TABLE I**

Maximum starting abilities for each Race

	Strength	Wisdom	Intellect	Dexterity
Human	6	6	6	6
Dwarf	9	4	4	4
Elf	4	9	6	9

NOTE: Be sure to create 2 warriors, a priest, and a wizard for each scenario, so that you will be able to form an adventure group later.

- *EQUIP CHARACTER* is what you will do next. Table II shows which items a character may have.

**TABLE II**

	Weapon	Armor	Shield	Helmet
Warrior	1	1	1	1
Priest	1	1	0	0
Wizard	1	1	0	0

NOTE: A character is saved automatically upon completion of being equipped.

- *DISPLAY CHARACTER* to review what your character looks like.
- *PRINT CHARACTER* gives a hard copy.
- *TERMINATE CHARACTER* clears the character permanently from the roster, allowing you to create another.

NOTE: You should initialize a diskette in order to save the group which you will form. This disk will be used later when you want to START ADVENTURE.

Now you are ready to form an adventure group. Select number 2 from MAIN MENU.

- *FORM A GROUP.* Use SELECT CHARACTER to pick 2 warriors, a priest, and a wizard for the scenario you will play. The following information should be recorded for SAVE GROUP:

Adventure Name  
 Scenario  
 Version (if applicable)

- *DISPLAY GROUP* to review the group just saved, or any other adventure group.
- *PRINT GROUP* gives a hard copy.
- *START ADVENTURE* by selecting number 5 from MAIN MENU. You will be prompted to put a scenario disk in drive 1. When the GAME OPTIONS screen for the scenario is displayed, select CONTINUE AN ADVENTURE. The adventure name you enter, is that which you recorded during SAVE GROUP.
- *DISPLAY ROSTER* to review the names of the characters you created.
- *PRINT ROSTER* gives you a hard copy.

NOTE: PRINT selections allowed: CHARACTER, ROSTER, and GROUP. After making selection . . .  
 ENTER PRINTER OPTIONS

example: PIO.LF

To abort printer operation, press FCTN CLEAR.

NOTE: All characters created will become permanent on the roster by either selecting 5 or 6 from the MAIN MENU.

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