

# Unnamed IRC RPG

An IRC RPG by AB49K  
Revision 0.3

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May 12, 2017



# Contents

<b>1</b>	<b>Overview</b>	<b>1</b>
1.1	What is <i>Unnamed IRC RPG</i> ?	2
1.2	The Dungeon Master and Chaos-Bot	2
<b>2</b>	<b>Commands</b>	<b>3</b>
2.1	Player Commands	4
2.1.1	Spawning	4
2.1.2	Combat	4
2.1.3	Inventory	4
2.1.4	Stats	4
2.2	Enemy Commands	5
2.2.1	Spawning	5
2.2.2	Combat	5
2.3	Game Commands	5
2.3.1	Utilities	5



# Chapter 1

## Overview

**1.1** What is *Unnamed IRC RPG*?

*Unnamed IRC RPG* is an IRC based role-playing game created by AB49K. Played in a similar manner to traditional table-top role-playing games such as *Dungeons & Dragons*, players form a party and interact with the game environment to complete quests and battle monsters.

**1.2** The Dungeon Master and Chaos-Bot

The game session is controlled by a **Dungeon Master** whos primary purpose is to give describe what is occuring during the session as well to generate responses for player actions.

As IRC is a remote text chat protocol, assistance is required to keep track of player stats and items. An IRC bot by the name of **Chaos-Bot** fullfils this purpose by managing the player's inventory, performing dice rolls, handling enemies and storing player stats. Only the **Dungeon Master** may control certain actions such as inventories, enemies and dice during a session.

# Chapter 2

# Commands

## 2.1 Player Commands

Numerous commands are provided to control a player's character.

*Commands marked with <sup>DM</sup> require the caller to be a **Dungeon Master***

### 2.1.1 Spawning

Create new character<sup>DM</sup>

```
!addnewcharacter <player-name> <character-name> <level>
```

### 2.1.2 Combat

Damage player<sup>DM</sup>

```
!damage <player-name> <amount>
```

### 2.1.3 Inventory

View inventory

```
!inventory
```

Add items to player inventory<sup>DM</sup>

```
!addinventory <player> <item-name> <level> <damage> <defence>  
<quantity>
```

Remove items from player inventory<sup>DM</sup>

```
!takeinventory <player> <item-name>
```

Move items from one player to another<sup>DM</sup>

```
!moveitem <from-player> <to-player> <item-name>
```

### 2.1.4 Stats

View player stats

```
!info
```

Increase stat with available point

```
!addattr <int|str|con|cha|dex>
```



## **2.2** Enemy Commands

### **2.2.1** Spawning

Create enemy<sup>DM</sup>

```
!addenemy <enemy-name> <level>
```

### **2.2.2** Combat

Attack enemy<sup>DM</sup>

```
!hitenemy <enemy-name> <damage>
```

Command enemy to attack<sup>DM</sup>

```
!enemyattack <enemy-name> <damage>
```

## **2.3** Game Commands

### **2.3.1** Utilities

Roll dice<sup>DM</sup>

```
!dice <max-num>
```

