

# MORTAL ONLINE FLAGGING SYSTEM

ALPHA

VER01.21.01

## Base flags

	Fledgling
	Neutral
	Hidden Criminal

## Priority

1  
2  
3

## Icons

	Murderer
	Game Master
	Group
	Friend Guild
	Enemy Guild

## Local Flags

	Local Allowed	4
	Trespasser	5

## Global Flags

	Global Allowed	6
	Murderer	7

## Addon Flags/Icons

	Group
	Friend Guild
	Enemy Guild

## Base Flags

- \* **Base Flags** can be overridden by **Global Flags** (and locally by **Local Flags**).
- \* **Base Flags** have priorities. A **Base Flag**, **Local Flag** or a **Global Flag** with a higher number temporarily replaces a smaller number.
- \* When all **Local Flags** and **Global Flags** disappear, the player defaults back to his last **Base Flag**, unless the status of the **Base Flag** has changed.

## Local Flags

- \* A **Local Flag** can only be seen by another player, under special circumstances, but not by the player himself.
- \* **Local Flags** have priorities. A **Local Flag** or a **Global Flag** with a higher number temporarily replaces a smaller number.
- \* When all **Local Flags** disappear, the player defaults back to his last **Base Flag**, unless the status of the **Base Flag** has changed.

## Global Flags

- \* **Global Flags** have priorities. A flag with a higher number temporarily replaces a smaller number.
- \* When all **Global Flags** disappear, the player defaults back to his last **Base Flag** or **Local Flag** unless the status of the **Base Flag** or **Local Flag** has changed.

## Addon Flags

- \* **Addon Flags** are local and displays as icons beside the other flags.
- \* **Addon Flags** locally overrides certain features of the **Base Flags**, **Local Flags** and **Global Flags**.

## Fledgling

"A new player. Cannot be harmed by other players."

Sees himself as **Fledgling**.

Other players see the player as **Fledgling**.

It isn't possible to **Wound** or **Poison** a **Fledgling** player.

It isn't possible to affect a **Fledgling** player with a **Neutral Spell** or **Evil Spell**.

It isn't possible to **Steal** from a **Fledgling** player.

A **Fledgling** player cannot enter a **Guild**.

**Fledgling** status goes to **Neutral** after 20 hours, when player choose to end it, or if player becomes a **Murderer**.

A **Fledgling** player cannot be **Killed** when having the **Fledgling** flag and therefore cannot place a **Murder Count**.

(Although the Fledgling player can be **Killed** when having a different flag.)

## Neutral

"Have no issues with other players."

Sees himself as **Neutral**.

Other players see the player as **Neutral**.

When a **Neutral** player is **Killed**, he may place a **Murder Count** on each member of his **Assault List**.

### Hidden criminal

"Has committed a crime earlier in the game."

Sees himself as **Hidden Criminal**.

Other players see the player as **Neutral**.

**Hidden Criminal** status is permanent. Can only go to **Neutral** by being **Killed**.

### Local Allowed

"Is legal to attack or steal from for players able to see the **Local Allowed** flag."

Sees himself as **Neutral**.

The **Local Allowed** flag only applies to certain players locally, other players see the player's **Base Flag**.

**Local Allowed** lasts for 2 minutes.\*

**Local Allowed** timer restarts from 2 minutes each time the player gets **Local Allowed**\*

**Local Allowed** timer can be retriggered by **Wounding** the **Local Allowed** player.\*

**Local Allowed** timer can be retriggered by **Targeting** the **Local Allowed** player.\*

(\*for/by a player seeing the **Local Allowed** flag.)

### Trespasser

"When a player enters an **Illegal Zone** he gets this flag, visible both to him and the owners of the zone."

Sees himself as **Trespasser**.

Other players see the players **Base Flag**, only players owning the zone see the **Trespasser** flag.

**Trespasser** last only as long as the player is in the **Illegal Zone** \*

\*(For players seeing the **Trespasser** flag.)

### Global Allowed

"Has committed an evil act and is legal to attack or steal from."

Sees himself as **Global Allowed**.

Other players see the player as **Global Allowed**.

**Global Allowed** lasts for 2 minutes.

**Global Allowed** timer restarts from 2 minutes each time the player gets **Global Allowed**.

### Murderer

"Has killed more than 5 people during the last 20+ hours."

Sees himself as **Murderer**.

Other players see the player as **Murderer**.

A **Murderer** may be subject to **Statloss** if Resurrected. See **Statloss**.

**Murderer** lasts for as long as the player have 5 or more **Murder Counts**.

### Group

This icon is displayed next to the other player's current flag.

A player can always cast **Neutral Spells** on a group member without penalties.

### Friend Guild

This icon is displayed next to the other player's current flag.

A player can always cast **Neutral Spells** on a guild member without penalties.

### Enemy Guild

This icon is displayed next to the other player's current flag.

### Scetch of player parameters

Hidden Criminal	yes/no
Local Allowed	2 minute timer for each player
Global Allowed	2 minute timer
Murderer	yes/no
Murder Count	"unlimited" int, if Murder Count > 5 then Murderer = true
Murder Timer	"unlimited" second-based timer
Statloss Timer	"unlimited" second-based timer
Guard Ticker	0-5 int
Assault List	List of attackers and their damage dealt since the last 2 minutes

### Wound

- \* When player A sends damage to player B, player A tries to **Wound** player B. It doesn't matter whether player A manages to actually reduce player B's HP or not, it still counts as if player A **Wounds** player B.

### Poison

- \* When player B is affected by poison from player A, it counts as **Poison**. It doesn't matter if the poison actually alters player B's stats, skills, HP etc - it still counts as **Poison**.

## Spells

- \* There are three categories of **Spells**. If player B is hit by a spell from player A, it counts as if player A affects player B with that type of spell, no matter the result.
- \* **Good Spell** - Healing, pure boosters and stat raisers, resurrection etc.
- \* **Neutral Spell** - Levitation, stat balancing etc.
- \* **Evil Spell** - Damaging, stat lowering etc.

## Illegal Zone

- \* One or more players can own a zone, i.e. a house, keep or castle. The zone counts as an **Illegal Zone** for players not owning the zone. If a player not owning the zone enters it, he becomes a **Trespasser**.
- \* The **Trespasser** flag comes into effect immediately when a player enters an **Illegal Zone** but is only visible locally, for the players owning the zone.
- \* The **Trespasser** flag lasts only as long as the player is in the **Illegal Zone**.

## Steal

- \* When a player uses a skill such as **Steal**, or tries to **Tame** another player's mount, it is counted as a **Steal**. The table below shows what results and flags are possible when stealing from a **Neutral** or non-**Neutral** player.

Table 1, Stealing from <b>Neutral</b>				Guards	
Alt	Success?	Flag	Get HC?	Loc	Glo
1	no	x	x	no	no
2	no	LA	x	yes	no
3	no	GA	x	yes	yes
4	yes	x	HC	yes	yes
5	yes	LA	HC	yes	yes
6	yes	GA	HC	yes	yes

Table 2, Stealing from non- <b>Neutral</b>			Guards	
Alt	Success?	Flag	Loc	Glo
1	no	x	no	no
2	no	LA	no	no
3	yes	x	no	no
4	yes	LA	no	no

## Murder

- \* When a **Neutral** player is killed he gets the option to place a **Murder Count** on each player in his **Assault List**.
- \* The number of **Murder Counts** is only visible to the player himself.
- \* Each **Murder Count** adds 20 hours to the **Murder Timer**.
- \* Each **Murder Count** adds 5 hours to the **Statloss Timer**.
- \* The **Murder Count** ticker and the **Murder Timer** slowly ticks down. Each **Murder Count** equals 20 hours of in-game play.
- \* Different features in the game can affect the **Murder Timer** (like being in a **City Dungeon** (TBD)).
- \* When the number of **Murder Counts** reaches 5, the player gets the **Murderer** flag which is visible to all other players.
- \* If the number of **Murder Counts** drops below 5, the **Murderer** flag disappears.

## Statloss

- \* Each **Murder Count** adds 5 hours to the **Statloss Timer**.
- \* If there is time left in the **Statloss Timer** (**Statloss Timer** > 0) and a player resurrects, player is subjected to **Statloss**.
- \* A player subjected to **Statloss** loses 10% of all Primary Attributes and Primary Skill stats.

## Assault List

- \* When player A attacks player B i.e. **Wounds**, **Poisons** or casts a **Neutral Spell** or **Evil Spell**, player A is added to player B's **Assault List** together with the damage dealt (HP).
- \* The **Assault List** keeps track of every attack since the last 2 minutes.
- \* Each player entry in the **Assault List** is retriggered from 2 minutes if that player is added to the **Assault List** again, and the damage is added to the previous damage counter for that player (HP).

## Guards

- \* To call for a **Guard**, a player must target a player and execute the "**Call for Guards Command**".
- \* If the target player is a valid target the **Guards** respond by initiating an attack on target player.
- \* If the target player is a non-valid target the **Guards** will warn the caller, adding +1 to the **Guard Ticker**.
- \* On the different types of **Security Zones**, **Guards** are set to **High Security** and **Low Security**:

**High Security**, calling a **Guard** on a player is valid:

If a player has **Stolen** within the last 10 seconds, in some cases. (see **Steal**)

If a player has cast a **Good Spell** on a **Global Allowed** or **Murderer** within the last 10 seconds.

If a player has **Looted** a **Neutral Loot** within the last 10 seconds.

**Guards** will automatically attack a player that attacks (**Wounds, Neutral Spell, Evil Spell, Poisons**) a **Neutral** player.

**Low Security**, calling a **Guard** on a player is valid:

If a player has **Stolen** within the last 10 seconds, in some cases. (see **Steal**)

If a player has cast a **Good Spell** on a **Global Allowed** or **Murderer** within the last 10 seconds.

If a player has **Looted** a **Neutral Loot** within the last 10 seconds.

If a player has attacked (**Wounded, Neutral Spell, Evil Spell, Poisoned**) a **Neutral** player within the last 10 seconds.

### Guard Ticker

- \* If a player's **Guard Ticker** reaches 5, the player will be targeted by the **Guards** to be **Killed** (or thrown in **City Dungeon**).
- \* The **Guard Ticker** resets to 0 when player exits the current **Security Zone**, is **Killed** or enters the **City Dungeon**.

### Security Zone

- \* There are several types of **Security Zones**. **Guards** themselves can be set to **High Security** and **Low Security**.

### Loot

- \* A player's corpse and stuff. (See **Looting**.)

### Looting

- \* If a player is **Killed**, the **Loot** becomes that player's color:

	Fledgling
	Neutral
	Local Allowed
	Trespasser
	Global Allowed (as if "In <b>Assault List</b> ")
	Murderer (as if "In <b>Assault List</b> ")

- \* After 5 minutes, the **Loot** is colored as **Global Allowed**, and is free for all.
- \* **Looting** a **Loot** counts as a **Wound** against that color and the same penalties apply.

### NPC/Creature Assault List

- \* When a player attacks a NPC i.e. **Wounds, Poisons** or cast a **Neutral Spell** or **Evil Spell**, the player is added to that NPC's **NPC Assault List** together with the damage dealt (HP).
- \* The **NPC Assault List** keeps track of every attack since the last 2 minutes.
- \* Each player entry in the **NPC Assault List** is retriggered from 2 minutes if that player is added to the **NPC Assault List** again, and the damage is added to the previous damage counter for that player (HP).

### NPC/Creature Loot

- \* If a NPC is killed, its **Loot** gets locally colored via its **NPC Assault List**:  
For player (or **Group**) with the most damage in **NPC Assault List** = **Local Allowed**. For other players = **Neutral**
- \* After 5 minutes, the **NPC Loot** is colored as **Global Allowed**, and is free for all.
- \* **Looting** a **NPC Loot** counts as a **Wound** against that color and the same penalties apply.

### Killed

- \* When a player dies by another player's **Spell, Wound**, or **Poison**.

CAUSE AND EFFECT

F	Fledgling	HC	Hidden Criminal	T	Trespasser	M	Murderer	EG	Enemy Guild
N	Neutral	LA	Local Allowed	GA	Global Allowed	FG	Friend Guild	NP	Not Possible

Player flag      PI gets   Op gets   PI gets   Op gets   PI gets   Op gets   PI gets   Op gets   PI gets   Op gets   PI gets   Op in Asl   PI gets   Op not in Asl   PI gets   Op in Asl   PI gets   Op not in Asl   PI gets   Op gets   PI gets   Op gets   PI gets   Op gets

Fledgling	Fledgling		Neutral		Hidden Criminal		Local Allowed		Trespasser		Global Allowed			Murderer		Friend Guild		Enemy Guild		
Wounding	NP	NP	GA	x	LA	LA	LA	LA	LA	LA	NP	LA	LA	NP	LA	LA	NP	NP	NP	NP
Poisoning	NP	NP	GA	x	LA	LA	LA	LA	LA	LA	NP	LA	LA	NP	LA	LA	NP	NP	NP	NP
Killing (PI gets/Op place MC?)	NP	NP	GA	MC	x	x	x	x	x	x	NP	x	x	NP	x	x	NP	NP	NP	NP
Good Spell	x	x	x	x	x	x	x	x	x	x	GA	GA	x	GA	GA	x	NP	NP	NP	NP
Neutral Spell	NP	NP	GA	x	LA	x	LA	LA	LA	LA	NP	LA	LA	NP	LA	LA	NP	NP	NP	NP
Evil Spell	NP	NP	GA	x	LA	LA	LA	LA	LA	LA	NP	LA	LA	NP	LA	LA	NP	NP	NP	NP
Stealing	NP(1)	NP(1)	1	x	2	x	2	x	2	x	NP(2)	2	x	NP(2)	2	x	NP(2)	NP	NP(1)	NP

Neutral	Fledgling		Neutral		Hidden Criminal		Local Allowed		Trespasser		Global Allowed			Murderer		Friend Guild		Enemy Guild		
Wounding	NP	NP	GA	x	LA	LA	LA	LA	LA	LA	x	LA	LA	x	LA	LA	LA	LA	LA	LA
Poisoning	NP	NP	GA	x	LA	LA	LA	LA	LA	LA	x	LA	LA	x	LA	LA	LA	LA	LA	LA
Killing (PI gets/Op place MC?)	NP	NP	GA	MC	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x
Good Spell	x	x	x	x	x	x	x	x	x	x	GA	GA	x	GA	GA	x	x	x	GA	x
Neutral Spell	NP	NP	GA	x	LA	x	LA	LA	LA	LA	x	LA	LA	x	LA	LA	x	x	LA	LA
Evil Spell	NP	NP	GA	x	LA	LA	LA	LA	LA	LA	x	LA	LA	x	LA	LA	LA	LA	LA	LA
Stealing	NP(1)	NP(1)	1	x	2	x	2	x	2	x	2	2	x	2	2	x	2	x	2	x

Hidden Criminal	Fledgling		Neutral		Hidden Criminal		Local Allowed		Trespasser		Global Allowed			Murderer		Friend Guild		Enemy Guild		
Wounding	NP	NP	GA	x	LA	LA	LA	LA	LA	LA	x	LA	LA	x	LA	LA	LA	LA	LA	LA
Poisoning	NP	NP	GA	x	LA	LA	LA	LA	LA	LA	x	LA	LA	x	LA	LA	LA	LA	LA	LA
Killing (PI gets/Op place MC?)	NP	NP	GA	MC	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x
Good Spell	x	x	x	x	x	x	x	x	x	x	GA	GA	x	GA	GA	x	x	x	GA	x
Neutral Spell	NP	NP	GA	x	LA	x	LA	LA	LA	LA	x	LA	LA	x	LA	LA	x	x	LA	LA
Evil Spell	NP	NP	GA	x	LA	LA	LA	LA	LA	LA	x	LA	LA	x	LA	LA	LA	LA	LA	LA
Stealing	NP(1)	NP(1)	1	x	2	x	2	x	2	x	2	2	x	2	2	x	2	x	2	x

Local Allowed	Fledgling		Neutral		Hidden Criminal		Local Allowed		Trespasser		Global Allowed			Murderer		Friend Guild		Enemy Guild		
Wounding	NP	NP	GA	x	LA	LA	LA	LA	LA	LA	LA	LA	LA	LA	LA	LA	LA	LA	LA	LA
Poisoning	NP	NP	GA	x	LA	LA	LA	LA	LA	LA	LA	LA	LA	LA	LA	LA	LA	LA	LA	LA
Killing (PI gets/Op place MC?)	NP	NP	GA	MC	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x
Good Spell	x	x	x	x	x	x	x	x	x	x	GA	GA	x	GA	GA	x	x	x	GA	x
Neutral Spell	NP	NP	GA	x	LA	x	LA	LA	LA	LA	LA	LA	LA	LA	LA	LA	x	x	LA	LA
Evil Spell	NP	NP	GA	x	LA	LA	LA	LA	LA	LA	LA	LA	LA	LA	LA	LA	LA	LA	LA	LA
Stealing	NP(1)	NP(1)	1	x	2	x	2	x	2	x	2	2	x	2	2	x	2	x	2	x

Trespasser	Fledgling		Neutral		Hidden Criminal		Local Allowed		Trespasser		Global Allowed			Murderer		Friend Guild		Enemy Guild		
Wounding	NP	NP	GA	x	LA	LA	LA	LA	LA	LA	LA	LA	LA	LA	LA	LA	LA	LA	LA	LA
Poisoning	NP	NP	GA	x	LA	LA	LA	LA	LA	LA	LA	LA	LA	LA	LA	LA	LA	LA	LA	LA
Killing (PI gets/Op place MC?)	NP	NP	GA	MC	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x
Good Spell	x	x	x	x	x	x	x	x	x	x	GA	GA	x	GA	GA	x	x	x	GA	x
Neutral Spell	NP	NP	GA	x	LA	x	LA	LA	LA	LA	LA	LA	LA	LA	LA	LA	x	x	LA	LA
Evil Spell	NP	NP	GA	x	LA	LA	LA	LA	LA	LA	LA	LA	LA	LA	LA	LA	LA	LA	LA	LA
Stealing	NP(1)	NP(1)	1	x	2	x	2	x	2	x	2	2	x	2	2	x	2	x	2	x

Global Allowed	Fledgling		Neutral		Hidden Criminal		Local Allowed		Trespasser		Global Allowed			Murderer		Friend Guild		Enemy Guild		
Wounding	NP	NP	GA	x	LA	LA	LA	LA	LA	LA	LA	LA	LA	LA	LA	LA	LA	LA	LA	LA
Poisoning	NP	NP	GA	x	LA	LA	LA	LA	LA	LA	LA	LA	LA	LA	LA	LA	LA	LA	LA	LA
Killing (PI gets/Op place MC?)	NP	NP	GA	MC	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x
Good Spell	x	x	x	x	x	x	x	x	x	x	GA	GA	x	GA	GA	x	x	x	GA	x
Neutral Spell	NP	NP	GA	x	LA	x	LA	LA	LA	LA	LA	LA	LA	LA	LA	LA	x	x	LA	LA
Evil Spell	NP	NP	GA	x	LA	LA	LA	LA	LA	LA	LA	LA	LA	LA	LA	LA	LA	LA	LA	LA
Stealing	NP(1)	NP(1)	1	x	2	x	2	x	2	x	2	2	x	2	2	x	2	x	2	x

Murderer	Fledgling		Neutral		Hidden Criminal		Local Allowed		Trespasser		Global Allowed			Murderer		Friend Guild		Enemy Guild		
Wounding	NP	NP	GA	x	LA	LA	LA	LA	LA	LA	LA	LA	LA	LA	LA	LA	LA	LA	LA	LA
Poisoning	NP	NP	GA	x	LA	LA	LA	LA	LA	LA	LA	LA	LA	LA	LA	LA	LA	LA	LA	LA
Killing (PI gets/Op place MC?)	NP	NP	GA	MC	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x
Good Spell	x	x	x	x	x	x	x	x	x	x	GA	GA	x	GA	GA	x	x	x	GA	x
Neutral Spell	NP	NP	GA	x	LA	x	LA	LA	LA	LA	LA	LA	LA	LA	LA	LA	x	x	LA	LA
Evil Spell	NP	NP	GA	x	LA	LA	LA	LA	LA	LA	LA	LA	LA	LA	LA	LA	LA	LA	LA	LA
Stealing	NP(1)	NP(1)	1	x	2	x	2	x	2	x	2	2	x	2	2	x	2	x	2	x