

# The Candamir Character Editor

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The Candamir Character Editor offers you the opportunity to create your own individual character cards for Candamir—The First Settlers. You can print these character cards and use them in your game in place of the characters included with the game. This document describes how the Editor works and how to use the Editor to create characters. Section 1 provides details as to how the characters are built. Section 2 describes how to use the online Candamir Character Editor.

## Section 1. General Character Rules

To create a character, you begin with 40 character points at your disposal. These points will be distributed between the 4 character traits (strength, prowess, agility and charisma), as well as purchasing up to three abilities.

*Character traits:* Each level of a character trait costs 5 points. Each character trait may not start higher than level 2. A starting character may have up to five levels of character traits, using a maximum of 25 points.

*Abilities:* Abilities give players an advantage in a certain aspect of the game. For example, if you choose the riding ability, you get a bonus movement point if your movement for the turn ends on a plains space. All of the abilities are listed in a table below. For each ability, there is a description of its game effect, and the point cost to add the ability to a character. The more valuable an ability is in the game, the more character points the ability will cost. A character may have a maximum of three abilities. In the Editor program, you can read the rules for an ability using the Info button next to the selection box.

*Updating Abilities:* We are interested in hearing about new abilities, as well as your suggestions and experiences with existing abilities. On <http://www.klausteuber.de>, there is a Web forum in which new or existing abilities can be discussed. We reserve the right, based on the feedback we receive, to remove an ability, adjust point values or to add new abilities.

When you print a character from the Editor, a version number (corresponding to the Editor version) is printed in the lower right corner. When playing a game of Candamir, all players should only use characters created with the same version of the Editor.

## Index of Abilities

Ability	Description	Points	Card Text
Bear Hunter	If you encounter a bear (either on a movement card or an encounter card), a +2 bonus is added to the die roll.	17.5	Bear Hunter: You receive a +2 against bears.
Assistance	Once during the game, you may change the die roll to a 6. Before rolling the die, you announce the use of the ability, and then add 6 to the applicable ability for the contest.	2.5	Assistance: Once/game, you may change a die roll to a 6 (before the die is rolled).
Climber	You receive a bonus move if your figure ends the regular movement for the turn in a mountain space.	15	Climber: Bonus move when you end your turn in a mountain space.
Rider	You receive a bonus move if your figure ends the regular movement for the turn in a grassland space (including a grassland space with the river in it).	17.5	Rider: Bonus move when you end your turn in a grassland space.
Forester	You receive a bonus move if your figure ends the regular movement for the turn in a forest space (including a forest space with the river in it).	15	Forester: Bonus move when you end your turn in a forest space.

Ability	Description	Points	Card Text
Swimmer	You receive a bonus move if your figure ends the regular movement for the turn in any space that has the river in it.	10	Swimmer: Bonus move when you end your turn in a river space.
Resource Thief	Once during the game, on your turn you may steal a resource card from another player with more victory points.	2.5	Resource Thief: Once/game, you may steal a resource card from another player with more VP.
Potion Thief	Once during the game, on your turn you may steal a potion from another player with more victory points.	2.5	Resource Thief: Once/game, you may steal a potion from another player with more VP.
Influence	At the end of your turn, you may place one of your victory point cubes on any adventure card. Other players cannot encounter this adventure card. However, you must always move toward a question mark on movement cards while the adventure card is reserved.	2.5	Influence: Reserve an adventure card (but you must encounter question marks on movement cards).
Friend of Candamir	You receive a +2 on all strength rolls.	12.5	Friend of Candamir: +2 to your strength ability.
Friend of the Miner	If you choose the miner camp as your goal, you receive 2 ore upon completion.	10	Friend of the Miner: 2 ore for adventuring to the miner camp.
Friend of the Lumberjack	If you choose the lumberjack camp as your goal, you receive 2 lumber upon completion.	10	Friend of the Lumberjack: 2 lumber for adventuring to the lumberjack camp.
Friend of the Hunter	If you choose the hunter camp as your goal, you receive 2 hides upon completion.	10	Friend of the Hunter: 2 hides for adventuring to the hunter camp.
Poison Resistance	Add 2 to your agility when you encounter a snake. This bonus also applies to Inga's adventure card.	7.5	Poison Resistance: You receive a +2 against snakes.
Luck	You may re-roll one failed skill roll per turn.	20	Luck: Once/turn, reroll one failed skill roll.
Medical Knowledge	A health potion increases your endurance by three spaces instead of two.	12.5	Medical Knowledge: A health potion increases your endurance 3 spaces.
Inga's Friend	If you succeed in a "catch Snake" test on a movement card, you may take 1 ingredient card of your choice. Exception: if you have 5 ingredient cards (6 with Organization), no ingredient cards are received.	5	Inga's Friend: Receive 1 ingredient of your choice when you catch a snake.
Intuition	If you move in the direction of the question mark, you may flip over the top undrawn adventure card and try to accomplish it. If the attempt is unsuccessful, return the card facedown to the top of the adventure deck.	7.5	Intuition: You may choose to encounter the top undrawn Adventure card.
Constitution	If you are defeated by a bear (due to an adventure card or a movement card), only one endurance point is lost.	5	Constitution: Lose only 1 endurance point when defeated by a bear.
Herbal Knowledge I	You may make Brigitta's Potion with either 1 herb and 1 mushroom, or 2 mushroom cards.	5	Herbal Knowledge I: May make Brigitta's Potion with 2 mushroom cards.
Herbal Knowledge II	You may make mead with either 1 herb and 1 honey, or 2 honey cards.	2.5	Herbal Knowledge II: May make mead with 2 honey cards.

<b>Ability</b>	<b>Description</b>	<b>Points</b>	<b>Card Text</b>
Herbal Knowledge III	When you drink Brigitta's Potion, the bonus is +3 instead of +2.	7.5	Herbal Knowledge III: Bridget's Potion gives a +3 bonus.
Herbal Knowledge IV	Once per turn, you may brew a Health Potion while adventuring (using 1 mushroom and 1 honey).	7.5	Herbal Knowledge IV: Once/turn: brew Health Potion while adventuring.
Scout	Before you place your goal token when you are in the village, you may examine three exploration tiles (instead of the usual two).	10	Scout: Examine 3 tiles instead of 2 before leaving village.
Fur Processing	When you create a window covering, only 1 fur and 1 lumber are required.	17.5	Fur Processing: Window coverings costs 1 fur less.
Forge Skills	When you create a sword, only 1 ore and 1 lumber are required.	17.5	Forge Skills: Swords cost 1 ore less.
Naturalist	At the beginning of your turn, two cards of any one ingredient may be exchanged for any other ingredient.	5	Naturalist: You may exchange ingredients (2:1).
Herbalist	You can find hidden (bracketed) ingredients on movement cards. Exception: if the player owns 5 ingredient cards (6 with Organization), no ingredient cards are received.	5	Herbalist: Collect hidden ingredients you find.
Organization	You may begin an expedition with up to 6 ingredients, and may carry up to 6 ingredients while on an expedition.	7.5	Organization: You may carry up to 6 ingredients.
Goods Trader	At the beginning of your turn, two cards of any one resource may be exchanged for any other resource.	7.5	Goods Trader: Trade resources 2:1 with the bank.
Persuasion	At the beginning of your turn, ask for a resource owned by an opponent with less charisma. If the opponent has the resource, they must exchange it for any resource you own. (You may review the opponent's hand if the resource named is not owned.) This may be done once per turn.	12.5	Persuasion: Trade resources 1:1 with any player with less charisma.
Hex	Any opponent with more victory points than you subtracts one from all die rolls. You must call out "hex" before the die roll for it to take effect.	7.5	Hex: -1 to die rolls of opponent with more VP.
Stealth	Once per turn, you may ignore one movement card. It is discarded and does not count towards movement points used.	12.5	Stealth: Once/turn, ignore 1 movement card.
Confusion	Before you choose your next adventure goal, you may examine any two tiles on the board (three with Scout), then exchange (occupied spaces) or move (empty spaces) those tiles to spaces of the same terrain type. You may not exchange tiles with a goal stone on them.	12.5	Confusion: Exchange/move tiles after exploring.
Wisdom	Once during the game, you may take an extra turn.	10	Wisdom: Once/game, take an extra turn.
Wolf Hunter	If you encounter a wolf (either on a movement card or an adventure card), a +2 bonus is added to the die roll.	12.5	Wolf Hunter: You receive a +2 against wolves.



## Section 2. Online Character Editor

It is recommended that you read through this documentation before using the online version of the Candamir Editor, although the application is designed to be simple to use. The instructions should provide you with answers to basic questions or problems with the service.

**Browser compatibility:** The Candamir Online Card Editor should be compatible with recent browser versions. Recommended: Microsoft Internet Explorer (versions 4.0 or later), Mozilla/Netscape (versions 1.0/6.1 or later), Firefox/Opera (versions 1.0/7.0 or later), Safari (versions 1.3 or later) and/or Conqueror (oldest positively tested version 3.0.4). Opera 5.x/6.x can also be used, although some DHTML functions will be missing. JavaScript is used extensively with this application. **IMPORTANT:** The Editor runs marginally without JavaScript in the above browsers, but the functionality will be limited at best. No browser plug-ins (e.g. Flash) are required.

If a JavaScript browser is available, card creation will be very simple. Card changes will update as information is entered, and the points are calculated automatically. Illegal entries will be highlighted immediately. If an older browser is used or JavaScript is deactivated, point totals and the ability descriptions will only update when the "Card/Picture Update" button is clicked.

**Personalization:** Character cards may be personalized two ways: changing your character name, and including your own picture (as mentioned above). You may use pictures hosted on websites or discussion groups, or you may use personal pictures on your own computer.

The picture will be converted by the application to the correct size and scaling (landscape/portrait orientation is ignored). The picture size used by the application is 152x110 pixels, if you want to optimize your picture beforehand (see below for more requirements). Should you use a picture from a website, the GIF, JPG, or PNG graphic formats are compatible. You can open a second browser window by right clicking on the image (or Control-clicking for Mac users), and selecting "Open image in new window". Depending on your browser, this should provide you with the specific URL where the image is located. Copy the exact text of the picture address, including the leading "http://", and paste it into the "Picture-URL"-entry field in the Editor. Click on "Card/Picture Update" to load the image to the server and then to the character card. Make sure that the picture is in one of the correct formats.

The file size of the picture may not exceed 500 KB. As the maximum picture output size is 152x110 pixels, using images 30-50K in size will speed up the transfer and processing time to load your image. Use an imaging application to scale down your pictures beforehand. Frequently an editing program is included with scanners or digital cameras. Please consult your software documentation to learn how to scale pictures if necessary. If you are a Windows 2000 or Windows XP user, you can use the Paint application to prepare images for use.

Once the image is ready for use, select it by using the "Picture upload" option in the Editor to locate the image on your computer. Once selected, click on the "Card/ picture update" button to upload the image file to the server. After a short period, it will appear on the character card.

You can also upload an image from your hard-drive to the Candamir application server. Click "Choose" or "Select" (depending on your browser), select your image (.jpg or .png file up to ~500 KB) and click "Update Card / Image". In this case, the image will be uploaded, scaled down (to lower the storage requirements and IP traffic on the server) and stored for five minutes (see below). In this case, the address is simply the path to the image on your computer.

**IMPORTANT:** Pictures uploaded to the online Editor remain for only five minutes before being automatically deleted. (The server will not archive, save, or transmit your image in any way outside of its use for your character card.) Once you upload an image, you have five minutes to print your character card with your chosen image. After five minutes, you will need to once again upload the image file in order for it to print as part of your character sheet.

**Printing Character Cards:** Once you are satisfied with your character card, use the print command in your Web browser to print the card. (Suggestion: print two copies—one for future reference, and one for game use.) Printing from all of the recommended browsers should be correct if printed at 100% and 96 dpi. Once cut out, the character cards should match the size of the cards in the Candamir game.

**Character card storage/retrieval:** The Online Editor has no ability to store your specific card as a file. However, the card's attributes (the character attributes, the chosen abilities, the entered name and the bound picture) are defined as part of a specific URL that uniquely defines the card. In this way, you can define a Web bookmark for you card, and retrieve it as necessary, or share it with friends (or in the Candamir discussion group).

The URL of the card appears in the "Card URL" field of the Editor. With older Web browsers (or no JavaScript), make sure to click on "Card/Picture Update" to edit the Card URL to the most recent version. If the card contradicts any rules or point totals, a dash will appear in the "Card URL" field. If your Web browser has JavaScript activated, you can simply click on the "Open card in new browser window" link to open the card URL (and easily bookmark the location). Once done, you can easily reopen the card and edit it as desired. If JavaScript is switched off, or if you want to copy the URL (for example, to include in a document or e-mail), simply triple-click on or highlight the URL, and then copy the entire URL in the "Card URL" field. After that you can paste the URL as desired, and will open an exact copy of your card.

*Reusing other character cards:* If you load another person's character card URL, the card will be loaded exactly as was created at the time of the URL's creation. Changes made to the card will not change the card referenced by the URL, as the URL itself contains all of the information needed to recreate the card. The card itself is not physically stored on the server. So, you can share or use another person's card as a foundation for editing without damaging or changing their card's/URL's attributes in any way.

**FURTHER FUNCTIONS** The Character Editor has two more functionalities. The "Cancel Changes" link will reset all changes to the name, attributes, the special abilities and the picture since the last "Card/Picture Update" use. This function is only available if JavaScript is activated. The "New, Empty Card" link allows you to clear all entries in a character card, and start over.

Remarks/Bug Reports/Questions: Send to [gerozahn@catan.com](mailto:gerozahn@catan.com)

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