

Ultima: Quest of the Avatar Character Creation Guide Final

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Ultima: Quest of the Avatar (NES version)
Character Creation
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| 1) Character Creation |
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At the beginning of the game, you must answer a series of questions about ethics. Your responses determine the type of character you will receive. This means that you can select the character class you want by expressing preference for a particular virtue.

Below is a list of each virtue and its starting character. The data are also displayed in a chart that follows.

Honesty:

Mage, Level 2
HP 200, MP 50
Str 16
Dex 25
Int 23
Staff, Cloth
Start in Moonglow, City of Honesty and Magic

Valor:

Fighter, Level 3
HP 300, MP 0
Str 27
Dex 17
Int 19
Axe, Leather
Start in Jhelom, the Warrior's Homestead

Justice:

Druid, Level 2
HP 200, MP 16
Str 18
Dex 22
Int 20
Staff, Cloth
Start in Yew, Druidic City of Justice

Honor:

Paladin, Level 3
HP 300, MP 10
Str 21
Dex 20
Int 18
Sword, Chain
Start in Trinsic, City of Honor

Compassion:

Bard, Level 3
HP 300, MP 11
Str 20
Dex 22
Int 25
Sling, Cloth
Start in Britain, City of Compassion

Sacrifice:

Tinker, Level 2
HP 200, MP 4
Str 21
Dex 18
Int 24
Club, Leather
Start in Minoc, City of Sacrifice

Humility:

Shepherd, Level 2
HP 200, MP 0
Str 18
Dex 17
Int 18
Staff, Cloth
Start in Magincia, fool!

Spirituality:

Ranger, Level 2
HP 200, MP 11
Str 24
Dex 22
Int 19
Sword, Leather
Start in Skara Brae, City of Spirituality

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| Class      HP  MP Str Dex Int  Weapon  Armor  Hometown  |
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| Mage       200  50  16  25  23  Staff   Cloth   Moonglow  |
| Fighter    300   0  27  17  19  Axe     Leather Jhelom    |
| Druid      200  16  18  22  20  Staff   Cloth   Yew       |
| Paladin    300  10  21  20  18  Sword   Chain   Trinsic   |
| Bard       300  11  20  22  25  Sling   Cloth   Britain   |
| Tinker     200   4  21  18  24  Club    Leather Minoc     |
| Shepherd  200   0  18  17  18  Staff   Cloth   Magincia  |
| Ranger     200  11  24  22  19  Sword   Leather Skara Brae |
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HP - hit points
MP - magic points
Str - strength
Dex - dexterity
Int - intelligence

All characters receive one weapon, some form of armor, and 400 gold pieces (gp). Each character begins near a city dedicated to the virtue that is associated with his character class.

There are some major differences between the character classes, and some characters are clearly stronger than others. The mighty paladin begins the game with an expensive weapon and armor, while the humble shepherd begins with a pitiful stick and wears a frayed towel. The game is easier for the paladin.

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| 2) How the Game Determines Your Character Class |
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You may wonder how the game analyzes the answers you provide. Are all of your answers weighed carefully against one another? To put it bluntly, no. The questions are designed to simply determine your single favorite virtue. Here's how it works:

In each of the first four questions, two virtues are compared to determine which is more important to you:

- 1) Honesty or Compassion?
- 2) Justice or Humility?
- 3) Valor or Sacrifice?
- 4) Honor or Spirituality?

Suppose you select the second option each time: Compassion, Humility, Sacrifice and Spirituality. The game now ignores the other four virtues, since you have eliminated them. (If you chose Humility over Justice, then clearly Justice is not your top priority.)

In each of the next two questions, two of the virtues you have chosen are compared to determine which is more important to you:

- 5) Compassion or Humility?
- 6) Sacrifice or Spirituality?

Suppose you once again select the second option: Humility and Spirituality. The game now ignores the other virtues. Finally you are asked to choose which of the two remaining virtues is more important to you:

- 7) Humility or Spirituality?

If you select Spirituality, you will begin the game as a ranger near the city of Skara Brae. You will have a sword, leather armor, and spellcasting ability.

If you choose Humility, you will begin as a shepherd who wears rags. fights with a stick, and cannot cast spells. In fact, the very first game character you speak with will likely call you a fool. That's a bad sign.

But if that seems unjust, remember that you can only obtain the shepherd by rejecting Justice in favor of Humility. Just accept the injustice humbly, and win the game with your shepherd. Who's the fool now, Mondain? Where's your skull now, you jerk? I'm the Avatar! I rang the Bell! I read the Book! I lit the Candle! I ... seem to have lost the stone of Humility.

(If that last paragraph sounds like nonsense, reread it after you enter the Abyss. You'll see.)

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| 3) Miscellaneous Stuff |
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This is the first guide I have submitted to GameFAQs. The 80-column limit on text files may be necessary, but it's pretty inconvenient for me. I'm blind, and trying to format pages to a fixed width, especially while using Wordpad or Notepad isn't easy.

I've tried to keep this document brief, and to place the most relevant information toward the beginning. It's easier to use a few brief, narrowly-focused documents than it is to search through a large document for the single piece of information you need.

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