

Checks

There are a few checks that the combat script requires to function.

is_critical

This function checks whether a hit is critical. It uses the crit modifier of a spell and the base critical hit chance of the source as arguments. A random number generator is initialized, and a float between 0 and 1 is generated. If the generated float is less than or equal to the sum of the base critical hit chance and the crit modifier, the hit is critical. The result for a critical hit is 1, and the result for a non-critical hit is 0, as the return value is used for a calculation.

is_avoid

This function checks whether a hit is avoided. It uses the avoidance chance of the target as the argument. A random number generator is initialized, and a float between 0 and 1 is generated. If the generated float is less than or equal to the avoidance chance of the target, the hit is avoided.

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