

BaldursGateScript.txt

// Baldur's Gate script for a NPC warrior

IF

// If my nearest enemy is not within 3

!Range(NearestEnemyOf(Myself), 3)

// and is within 8

Range(NearestEnemyOf(Myself), 8)

THEN

// 1/3 of the time

RESPONSE #40

// Equip my best melee weapon
EquipMostDamagingMelee()

// and attack my nearest enemy, checking every
// 60 ticks to
// make sure he is still the nearest
AttackReevaluate(NearestEnemyOf(Myself), 60)

// 2/3 of the time

RESPONSE #80

// Equip a ranged weapon
EquipRanged()

// and attack my nearest enemy, checking every
// 30 ticks to
// make sure he is still the nearest
AttackReevaluate(NearestEnemyOf(Myself), 30)

END