

Archasis II Design Document

Version 0.0.3

Game Core

Archasis II is a team oriented, class based FPS with RPG-like character progression set in the Kingdom of Durian.

This is the “stick figure model” of the game. As a stick figure – five lines and a circle arranged in a specific fashion – is the bare minimum to distinguish an image as being a person, the above sentence is the bare minimum to distinguish the game we will create.

You may find this design document initially empty of many of the things from the first Archasis and the original design documentation for Archasis II. This does not mean all of that has been scrapped. Rather, we’re starting from the core and growing the design from there, taking each piece, looking at all the options, and deciding what best supports that core.

This core is the one thing that cannot be changed. Everything else in this document from this point on is open to discussion and debate.

Iteration Zero

Let’s expand our core statement, analyze what it means, and look at possible sources of reference and inspiration.

Team Oriented

The game will focus on team vs. team action and tactics. This means we want to support the idea of players supporting each other rather than acting every man for himself.

The simplest model is two teams with each team being identical in ability. Other options include making the teams slightly different in playstyle (though balanced overall), or adding teams to offer different gameplay objectives.

Reference games: TFC/TF2, Counterstrike, World of Warcraft (battlegrounds, arenas), Tribes / Team Aerial Combat

Class Based

We want to support a variety of different playstyles. Teams shouldn’t be just a mass of carbon-copy players. Classes should be distinct in their abilities and gameplay mechanics, but more importantly they should contribute to team cohesion. All classes should be stronger working with other classes than working alone or with other players of the same class.

There are many different options for class types, and we’ll look at specific player statistics that can be varied between classes to make them unique in function. On the other hand, we don’t want to neglect classes in the context of setting. We should consider options both in terms of function and in terms of game world theme, and match them up.

Common functions, as general ideas: offense, defense, support, speedy, melee, range, tank, damage dealer, healer, buffer, stealthy, crowd control.

Common character types as general ideas: warrior, archer, wizard, rogue, cleric, knight, berserker, warlock, alchemist, smith/engineer.

Reference games: TFC/TF2, Final Fantasy Tactics, Tribes / Team Aerial Combat

RPG-Like Character Progression

Archasis isn’t just about teamwork and class variety. It’s about the evolution of gameplay as player characters progress and grow stronger. This means that progression must result in new aspects of a class being unlocked as a char-

acter grows. Ideally, players should also have some control over how their character grows within the boundaries of their class.

Choosing the mechanics for character growth is important. Character levels is the most common option, though there are merits to gaining experience that is then spent to gain improvements. The latter option may not be practical though if it is possible to lose experience. In either case character growth can take the form of increased attributes, new abilities or forms of attack, and/or skill trees.

Character persistence is also a key factor. If characters persist on a server or during a round, more depth and complexity is available as players can afford to take longer to develop a character. If character progress is lost anytime a player disconnects or changes class, then progress needs to be fast and simple, both so that there is little to no sense of loss for changing class (if, for example, the team is in desperate need of a different class) and the action remains dynamic.

Reference games: Final Fantasy Tactics, Disgaea, Diablo, Dungeons and Dragons, Mage / World of Darkness

Kingdom of Durian

The setting should remain tied to the previous incarnation of Archasis. However, in order to really stand apart amid the current abundance of high fantasy, it needs to do something different from the typical medieval swords & sorcery, elves & dwarves fantasy setting.

If set in the future of the Kingdom of Durian, it would allow for a bit more flavor in the game’s theme. Technology could be introduced, either in the form of steampunk-like machinery or the prevalence of magic-based artifacts. A post-renaissance pre-industrial world would allow for a bit more color and more variety in backgrounds, character types, and politics, without getting too modern.

If we want a more lighthearted feel to the setting, the factions and the characters don’t need too much depth, but if we want something more serious some time should be spent fleshing out the society, political system, current events, magic system, and other pieces of background that would help explain and support the conflict taking place and why each class is joining in the struggle.

References: Final Fantasy (4, 6, 10, 12), Girl Genius comic, Eberron D&D Campaign Setting, Exalted RPG system, Thief series, WC3/World of Warcraft, .hack series, Full Metal Alchemist, Nausicaa of the Valley of the Wind, Laputa: Castle In the Sky, The Man in the Iron Mask, Samurai Champloo, Edo period Japan (after Matthew Perry’s arrival), Rice-boy comic

More on References

TFC/TF2: This game is a classic and current example of great class balance geared towards team play. The setting and tone are obviously not anything like Archasis, but the game mechanics are definitely something to look at closely.

Tribes / Team Aerial Combat: TAC2 was a mod for Tribes 2 that I played extensively because it did a remarkable job forcing players to work together without making it seem forced. It made heavy use of driver/gunner vehicles, troop-carrier vehicles that players could fire out of, and targeting laser / artillery. It also killed anyone who touched the ground directly, keeping players from playing lone wolf. The different classes were fairly distinct as well, but the teamwork in the mod is really the shining point.

Warcraft 3 / World of Warcraft: With the dwarves, gnomes, and goblins, the world incorporates a fair amount of gadgets and machines while retaining a solid fantasy feel. While the races and politics are nothing particularly new (*cough* *Warhammer* *cough*), the technology and visual styles make for nice examples. The PvP battlegrounds and arenas in WoW also provide a good example of team vs team combat where a solid class makeup is vital to success.

Final Fantasy Tactics & Disgaea: Tactical RPGs are great examples of games where you need to carefully select what classes you’re going to bring to the table, but also where your characters grow in strength and ability. In FFT,

leveling up just increases your health and magic points, while the class levels up separately. You earn experience and class points simply from acting; killing something is not necessary. Characters can change class as many times as they want, unlocking new classes as they level up in others. They must earn abilities in their new class, but they still retain health and other benefits from character level. In Disgaea classes are more fixed. Changing a character to another class is possible, but all abilities are lost. A small percentage of the attributes from the old class are inherited, however. Character growth is usually a factor of skill training, but some abilities are conferred from leveling up.

Dungeons and Dragons: Increasing in power in D&D is very much level-based, but multiclassing is possible. Abilities in old classes are preserved, but it still takes just as long to get to the next level in the new class as it would have taken to get to the next level in the old class. The strength of specialization is lost in favor of flexibility and versatility.

Mage / World of Darkness: Mage has a fairly sophisticated and cohesive magic system that is well explained even while leaving room for a lot of different interpretations. Character progression in most World of Darkness systems comes from spending experience points earned on new abilities. Getting stronger in any one field requires more and more points as it goes up.

Diablo: As a faster-paced, simpler game than MMOs or table-top games, Diablo's design and interface made leveling up and choosing your character's path fairly quick and straightforward.

Eberron Campaign Setting: Eberron is an excellent example of a world that has gone through crisis, still has a few gaping wounds, but despite that has continued towards a higher level of civilization. Technology tends to be very much magic based instead of steam or electricity, but it still has its fair share of gadgetry. The races remain the standard fare of fantasy settings, but it has taken many of them and tweaked their personalities, individually and as a cultural whole, to make them seem somewhat fresh and interesting again. (<http://en.wikipedia.org/wiki/Eberron>)

Final Fantasy Series: The FF series has almost always had some level of technology, as there have always been airships. Sometimes it takes the form of technology from a lost civilization, other times they represent the pinnacle of modern industry and magic. At the same time, almost all Final Fantasy games still feature the basics of sword, fist, and magic. While we don't necessarily want to be so modern we have motorcycles and gunblades, "magitech" would probably not be too out of place.

Girl Genius Comic: The setting has an early-industrial feel to it, but the world is dominated by mechanical geniuses, strange monsters, beasts whose cries could melt your brains, science experiments gone horribly wrong, and creatures from a realm unknown. It's probably a lot more steampunk than we want to go, but the setting is fantastic and imaginative and bears no resemblance at all to either traditional fantasy or historical fiction. (<http://www.girlgeniusonline.com/comic.php>)

Rice-boy Comic: Like Girl Genius, the imagination that went into creating this world is astounding. It is clearly fantasy, but unlike any other fantasy world you've ever seen. This is the level of sheer creativity we want to strive for, even though the style is very different from what we're aiming at. (<http://riceboy.jho-tan.com/>)

Iteration One

Teams and Classes

Since we define our team by its members, in this iteration we are going to focus primarily on class options. First, let's look at the various types of attributes a class can have. This isn't meant to be a set list of statistics or even attributes that a player will be entirely aware of, but it's ideas that can help us define how a class might play.

- Personal Attributes
 - Survivability
 - Health

- Regeneration
- Mitigation (per type)
- Travel
 - Location
 - Acceleration
 - Speed
 - Climb
 - Jump
- Other Resources (mana, ammo, stamina, etc)
 - Amount
 - Regeneration
- Attacks
 - Melee
 - Accuracy
 - Speed
 - Range
 - Power
 - Frequency
 - Range
 - Accuracy
 - Speed
 - Range
 - Power
 - Frequency
 - Spread
 - Bounce/Reflect
 - Ammo
 - Damage
 - Amount
 - Type
 - Radius
 - Attenuation
 - Time of Effect
 - Attribute Effect
 - Special Effect
 - Possible Targets
 - Team
 - Class

So this is a starting point. Now we need to define rolls that should be filled. Not all game types need solid defenders, but in a FPS game everything needs offense.

Requirements for a basic offensive class:

Decent survivability, powerful close-range attack, and sufficient speed to reach the enemy without being filled with arrows.

Requirements for a basic ranged offensive class:

Good acceleration and speed to gain distance from attackers, good jump to reach better firing locations, and a strong, accurate ranged attack.

Requirements for a basic support class:

Ability to increase the survivability of teammates (restore health), good survivability, and a moderate short range attack.

Those are basic classes that can be useful in any game type, such as team deathmatch. With proper map objectives, more class rolls become available. If one team is trying to do something, the other team obviously needs the tools to stop them.

Requirements for a basic defensive class:

Below average speed, high survivability, moderate short range attack, and a strong area-effect attack.

Requirements for a basic surgical-strike class:

High speed, high climb and/or jump, moderate to low survivability, and a strong short range attack.

This give us five basic rolls, but we don't have to stop there. Here's some initial brainstorming for other rolls for more classes:

Anti-crowd: Area effect damage, slowing effects, infectious attacks.

Buff support: Increases speed, damage output, regeneration, and other character attributes for short periods of time, or while in a certain radius.

Tank: High health and mitigation, hard to kill, attractive target.

Character Growth and Gameplay Requirements

It was mentioned in Iteration Zero that the less persistent player characters are, the simpler and easier to level they must be. Even if not for personal player enjoyment, it is necessary for team balance. If a team needs a healer, someone who has spent the last twenty minutes leveling a particular class will not want to lose everything to switch. If a player switches class, they either need to retain a certain amount of the progress they have made, or they need to have their progress in that character saved in case they want to switch back.

A decision needs to be made then about how long characters will last. Reset upon class switch, reset upon map end, and saved-on-server are all fundamentally different ways of handling character development. The complexity possible for character growth depends on this, so before any real design can be done on the leveling system, discussion should be made as a team as to how short or long lasting characters should be.

Reset upon class switch

Pros: Keeps gameplay fast paced and immediately accessible.

Cons: Discourages players from changing class if needed, and leveling can become repetitive.

Reset upon map end

Pros: Allows for a few different options in keeping character progression while not requiring characters to be stored on the server.

Cons: Might increase complexity but make little difference to players who always play the same class anyway.

Persistent on server

Pros: Attractive to players who like longer term character planning and trying out more complex combinations of character abilities, also encourages and supports server-based communities.

Cons: Requires a bit more load on a server in terms of character storage, and might increase power disparity between server regulars and new players.

Setting and Character

Players are heros. Players are special. This game takes place in a war-heavy land. So why are they not fighting in an army of thousands?

Whatever their objective, and whatever the specific setting is, the players fight separate from the mass armies. Sure, they might fight near them, but their playing field cannot be a congested one or it becomes a player vs. computer game with the occasional encounter with a player on the other team.

So player characters are elites. They are hand-picked by their respective factions for the most important assignments. They stand among the greatest of combatants their faction has to offer.

As such, characters need to look the part. Initially at low levels they may not be too special, just a nice outfit and a magical weapon (a glowing trail will help inform players of where their attacks are going and if they are being effective). As they prove themselves, they will be awarded with finer equipment, as they can be trusted to put it to good use.

For Discussion Before Next Iteration

- Theme-inspired class ideas, matching to rolls.
- Character persistence and leveling system
- Story, setting, and tone

Iteration Two Section 1: Setting

Story

The Conflict of Durian ended by a marriage between royalty of Fayth and the high warlord's daughter from Mara. They became King and Queen of Durian.

Though it was not the most satisfactory means of ending the conflict, both sides were war-weary, and could believe that their interests would be served.

Now 100 years later, the King has been assassinated. Both the Argent Shield and Ravenhorde suspect each other of foul play. More importantly, the King's half brother, and incidentally the man leading the Argent Shield, now sits on the throne. While he does have ties to the royal family in Fayth, he does not have a shred of royal blood from Durian's line. And so conflict ensues over rights of succession.

But that's just the surface.

The Conflict one hundred years prior provided a starting point for scholarly research and experimentation in the Territory of Fayth, as they sought advantages over their enemies. In the time since, the land has seen some significant breakthroughs and improvements in various fields: mills, gearworks, alchemy/chemistry, waterworks, steam-powered heavy machinery, magic-powered devices, and architecture. City populations boomed as more work became centered in the cities. Civilization in both Fayth and Durian flourished.

Such benefits, however, were rarely seen by the nomadic tribes and war bands of the Ravenhorde. Even though the war had ended, the Ravenhorde was harassed by the Argent Shield whenever they attempted to found new permanent settlements. Prone to wanderlust anyway, the majority became drifters, some communities living off the land and selling services and goods to those they came across, while others took a more militant approach, extorting fees from villages they viewed as outsiders in their rightful land, and sacking any town that refused to pay.

Through their itinerant nature, culturally the Ravenhorde became very diverse, eventually being comprised of tribes of many different backgrounds. Though rich in friendship and camaraderie, with no land they were destitute in the eyes of the rest of the world. This economic imbalance, a sense of haves and have-nots, provided a tense undercurrent in relations between the nomadic Ravenhorde and those swearing allegiance to the royal house of Durian.

Word Association

	<u>Argent Shield</u>	<u>Ravenhorde</u>
Visuals:	Clean	Messy
	Precise	Patchwork
	Symmetry	Asymmetry
	Light	Dark
	Cool	Warm
	Crafted	Grown
	Designed	Assembled
	Brass & Silver	Iron & Leather
Ideals:	Law	Honor
	Order	Chaos
	Land	Family
	Scholarship	Bravery
	Wizardry	Mysticism
	Intelligence	Emotion

General: Stone, brick, city, forest, castle, lumber, candelabras, torches, anvils, wagons, pressure tanks, pipes, boats, windmill, aqueducts, statues, tents, magical floaty stones, brass, lampstands, catapults, trebuches, war, broken walls, clock towers, smoke, fire, corpses, charred wood, beasts, bones

Coat of Arms and Banner Symbols

<u>Argent Shield</u>	<u>Ravenhorde</u>
Shields	Spears
Swords	Axes
Sun	Ravens
Hands	Oak
Hammers	Wolves
Lions	Bears

Sub-Organizations

Argent Shield

Silver Guard: The Argent Shield's top military section, members of the Silver Guard excel at fencing, swordplay, archery, and other battle tactics. They also are the source of the King and Queen's own Royal Guard.

Royal Academy: Fayth's top research group in all things material, many breakthroughs in alchemy and mechanics in recent years have from from the Academy.

The Arcanum: Where the Academy concerns itself with practical applications of the material world, the Arcanum, based in Durian, seeks to uncover the hidden mysteries of the universe. It is the most prestigious institution of arcane research and applied enchantments.

Order of Alzwer: This clerical order oversees the temples and state-endorsed religious observations in Durian. Their teachings primarily focus on heaven, the sun, and healing arts, but they also have their share of more militant zealots.

Ravenhorde

Blackbird War Band: Ravenhorde's bravest and most proven warriors hail from this war band, led by the highest ranking warlord among the Ravenhorde and the grand-nephew of the first Queen of Durian. It is one of the only war bands to have actually established a permanent hold, though this has done little to diminish their travels.

Tresh'el Mountain Clans: The mountain tribes of the Ravenhorde generate some of their toughest members. Some tribes claim they were making the near-impossible journey over the peaks of Tresh'el between Mara and Durian long before the dwarves tunneled through. They have formed a special relationship with the brutish beasts that live in the mountains, and often employ them for heavy labor. In addition to toughness and ferocity, the mountains also produce a large number of adept climbers and hunters.

Journ Clan: Members of this group are generally much more peaceable, preferring to offer trade and services to whatever region they travel through. They still remember and observe the Old Ways, and know that it is better to not court retribution. However, they are just as quick as any tribe of Ravenhorde to condemn dishonesty or a double-cross. They draw power from dark forests and moonlight, and can bring to bear strong charms against those who cross them.

Temple of Kaja: A common religion in Mara, the Temple gained a foothold in Durian before any conflict broke out. When members of Ravenhorde have gone too far and are being sought by the Argent Shield, they can often be found taken sanctuary in the Temples of Kaja. The religion reveres life and nature, and teaches healing, reincarnation, and the connectedness of all things.

Races

Not everyone is human. Particularly in Durian, where several different races established settlements when the passage was newly opened and the land not yet under dispute.

The first Archasis game established the presence of dwarves and elves in the world. However, dwarves by their nature would prefer to remain in the mountains, and so long as they're not bothered by outsiders probably won't go to war. Because we want to show more originality in the world with Archasis II, we should probably stay clear of elves as well. For the sake of continuity, we can say that they became afflicted with a terrible epidemic, possibly magical in nature, during the first conflict. As a result the race was nearly wiped out, and since then they have secluded themselves and moved on, and no human has seen an elven face in nearly 60 years.

Other races can include but are not limited to:

- The Brutes of Tresh'el: Large, powerful monsters with huge shoulders and arms.
- A feral-looking race that inhabits forests of Durian, possibly something akin to a partially transformed werewolf.
- A race with a single horn growing out of their forehead.
- Lots of other possibilities: be imaginative!

Magic and the World

Long ago the world was created. Many people disagree on exactly how this took place and who did it, but the world formed, and artifacts of its formation still exist. Ley lines stretch under the surface of the land, conduits where magical energy flows more freely than elsewhere.

From the ley lines scholars know that there are forces of Existence at work everywhere, in everything, constantly. Practitioners of magic tap into these forces and manipulate the energies there to create, control, or destroy.

Researchers have found that some materials react in unique ways when exposed to the higher levels of this existential force in and around ley lines. Deposits of these materials can cause the very stones of the earth to rise above the land. Some decadent rulers have even taken to having these levitating stones imported or artificially created and incorporating them into the architecture of their castles and palaces.

Some think similar materials must exist within our bodies, which allow some to become aware and interact with the magical energies in the world. Others believe these energies are, in fact, living beings themselves, and that it is conversation, not control, that actually leads to true results.

Discussion for Next Iteration

- Worldwide politics; races, nations & maps
- Plot: Who killed the King?
- Specific locations for game levels

Iteration Two Section 2: Gameplay

Classes and Factions

We should not jump into differentiating the factions right from the start. This would result quickly in imbalanced play that we would spend a lot of hours attempting to tweak.

We should start off with five classes per faction that follow the roles described in Iteration One: Basic Offense, Basic Ranged, Basic Support, Defense, Surgical Strike. These five would be along the same lines per faction with the same attacks and attributes, and abilities.

Even in the final game, at level one these classes should still play almost identically. If factional differences are introduced to these classes, it should be as they level up and gain new abilities.

However, I would like to see a sixth class for each faction that is unique to that faction. We can also add additional classes after basic balance is tested and if the art team feels the extra work is not detrimental to our timeframe.

Damage Types

I would like to propose that we implement damage types, such as Cutting, Blunt, and Energy. This isn't to say those should be the final types, but combined with attributes such as damage mitigation vs. certain types, it could promote rock-paper-scissors strategy in the game.

This is an important thing to decide now, because for the art team to begin creating assets, it would be more efficient to set weapons and attack types in place at the initial design, so that weapon models don't need to be scrapped and new ones created.

Also note that weapons can be stylized as much as we want, and don't necessarily have to look exactly like the mundane real-world versions we have in our history books.

Class Attributes and Abilities

This list describes general attributes for classes at level 1.

Basic Offense

Health: High

Mitigation: Moderate

Acceleration: Moderate

Top Speed: Moderate

Primary Attack: Melee, strong

Secondary Attack: Short ranged, weak

AS *Name:* Knight

Weapon 1: Longsword

Weapon 2: Shortbow

Origin: Silver Guard

RH *Name:* Berserker

Weapon 1: Battleaxe

Weapon 2: Throwing axes

Origin: Blackbird War Band

Suggested leveling improvements: Increased mitigation against certain types, increased health, increased damage from specific weapons, increased damage at low health, ability to fight for short while after health reaches zero, ability to take some damage from attacks against allies in the immediate vicinity, new weapon two handed blunt attack.

Basic Ranged

Health: Moderate

Mitigation: Low

Acceleration: High

Top Speed: Moderate

Primary Attack: Long range, Strong

Secondary Attack: Melee, weak

AS *Name:* Wizard

Weapon 1: Energy bolt

Weapon 2: Staff

Origin: The Arcanum

RH *Name:* Hunter

Weapon 1: Longbow

Weapon 2: Machete

Origin: Journ Clan

Suggested leveling improvements: Ability to track other players, increased speed, increased rate of fire, ability to lay snares, ability to fire exploding projectiles, ability to snipe, ability to fire homing projectiles, damage shields.

Basic Support

Health: Moderate

Mitigation: Low

Acceleration: Moderate

Top Speed: Moderate

Primary Attack: Melee, moderate

Secondary Attack: Ally healing, channeled

AS *Name:* Scribe

Weapon 1: Stiletto

Weapon 2: Healing glyphs

Origin: Order of Alzwern

RH *Name:* Priest

Weapon 1: Mace

Weapon 2: Healing arts

Origin: Temple of Kaja

Suggested leveling improvements: Increased healing, ability to buff allies, ability to debuff enemies, ability to teleport allies, ability to raise allies, weak or moderate ranged attack, ability to lay magical traps, self regeneration, ability to automatically deal damage to killer upon death.

Surgical Strike

Health: Low

Mitigation: Low

Acceleration: High

Top Speed: High

Primary Attack: Melee, strong

Secondary Attack: Moderate ranged, weak

AS *Name:* Assassin

Weapon 1: Katana-like blade

Weapon 2: Light crossbow

Origin: Silver Guard

RH *Name:* Stalker

Weapon 1: Half Pike

Weapon 2: Throwing knives

Origin: Tresh'el Mountain Clans

Suggested leveling improvements: Increased acceleration, increased charge damage, ability to scale walls for a short time, ability to one-shot enemies in certain circumstances, ability to add poison to weapons, increased critical strike damage (or ability to critical strike), ability to stealth.

Defensive

Health: Moderate

Mitigation: High

Acceleration: Low

Top Speed: Low

Primary Attack: Melee, moderate

Secondary Attack: Moderate ranged, moderate

AS *Name:* Tinker

Weapon 1: Hammer

Weapon 2: Grenades

Origin: Royal Academy

RH *Name:* Blacksmith

Weapon 1: Hammer

Weapon 2: Heavy crossbow

Origin: Blackbird War Band

Suggested leveling improvements: Ability to build ballista/cannon emplacement, increased power of emplacement, increased health of emplacement, increased speed of emplacement, ability to carry emplacement, ability to add effects to emplacement's attacks, ability to build ladders.

RH Only - Hulking Brute

Health: High

Mitigation: Low

Acceleration: Low

Top Speed: High

Primary Attack: Melee, moderate, knockback

Secondary Attack: Short ranged, moderate

Weapon 1: Ironclad fists

Weapon 2: Throwing rocks

Origin: Tresh'el Mountain Clans

Suggested leveling improvements: Increased health, increased knockback, ability to strike multiple targets at once, ability to throw allies, increased acceleration, ability to increase damage output of nearby allies for a short time.

AS Only - Shield Guardian

Health: Moderate

Mitigation: Moderate, directional High

Acceleration: Low

Top Speed: Moderate

Primary Attack: Moderate range, moderate, spread

Secondary Attack: Melee, moderate, spread

Weapon 1: Three way repeating heavy crossbow

Weapon 2: Flail

Origin: Silver Guard, Royal Academy, The Arcanum

Suggested leveling improvements: Increased health, increased mitigation, increased shield speed, increased crossbow damage, ability to use shield as platform, ally buff auras.

Class Descriptions (Flavor)

Argent Shield

Knight: The knight is the embodiment of the King's will. His is the noblest soul, and he fights for the good of the people of the realm. Though some may see their ideal outlook as naive, nobody questions their effectiveness on the battlefield.

Wizard: Combat wizards specialize in attacking their foes from a distance. The wizards of yesterday thought magic was divided by the natural elements, but the modern wizard knows how to control those magical energies more directly, or more subtly if needed.

Scribe: The scribe has studied the divine writings, and he knows the ancient

symbols, and the magical symbols, and the divine symbols. If it can be written, he knows it, and can use its power. As a cleric, his primary duty is to heal his allies, but he has tricks up his sleeve, or rather at the tip of his specialized stylus, that his enemies should certainly be wary of.

Assassin: Where the knight is chivalrous and fights fairly, those in power know everything isn't always so simple, and sometimes survival depends on doing whatever has to be done. And so even within the righteous Silver Guard, small squads of assassins are trained. When enemy officers die in the night, or the opponent's army gets sick from their water supplies, an assassin has been there. Fast, silent, and deadly: where the assassin goes, people die.

Tinker: Enchanted by the workings of the material world, the tinker is never happy unless he is putting something together to see what it does. Though new discoveries are wonderful, sometimes the tinker needs to see more practical applications, like what happens when you plug the release valve of a small pressure tank with an iron ball, and point it at someone...

Shield Guardian: A product of the training of the Silver Guard, the ingenuity of the Royal Academy, and the applied enchantments of the Arcanum, the Shield Guardian represents the pinnacle of Argent Shield military might. He is well armored with an enchanted levitating shield that he can direct to any of his four sides. This shield has high absorptive qualities and will nearly negate any attack coming from its quarter. He sports as his primary weapon a crossbow that shoots in three directions (forward, and a bit to either side) and reloads quickly. His secondary weapon is a morning star that he can swing around his head and strike any foe in its range. Of course, the big disadvantage is that he is very slow, and not terribly accurate in his attacks.

Ravenhorde

Berserker: The only time the berserker is truly at home is when he is in the midst of combat, swinging his axe. He has lived his whole life for glory of battle, serving directly under the high warlord of Ravenhorde. His bravery is so great that he continues to fight even when outnumbered and near death, and this is also when he is the most dangerous.

Hunter: Master of the bow, the hunter is an expert marksman. He can track and kill any beast. When his bow and his bare wit are insufficient, he turns to arts handed down through generations of Journ clan hunters, secret methods that can give him the eyes of an eagle or guide his arrow unerringly to its target, among other tricks.

Priest: The priests of Kaja seek to preserve life and purify the soul. Harmony with nature and all living things is an ideal far more important than the insignificant squabbles of men. However, in the midst of battle with an enemy sword close to the face, more than one priest of Kaja has turned down the Forbidden Paths. Every priest must choose: help wounded comrades, or unleash the true strength that power over life can grant?

Stalker: Born and weathered by the high altitudes of the Tresh'el Mountains, the stalker well knows how to quickly fell his prey, no matter how dangerous. Through not just practice, but necessity for survival, he has learned speed, traversal of difficult terrain, and precise blows. Now that the warhorns have been sounded, he has turned these skills towards the soldiers of the Argent Shield. By the time they have learned to fear him, it will be too late.

Blacksmith: As part of a roaming war party, the blacksmiths of Blackbird know how to create quality arms even in the middle of combat. Their knowledge goes beyond just hammering on sheets of metal: they are fully versed in the creation and assembly of more complicated weapons like the ballista.

Hulking Brute: From a monstrous race of humanoids that sometimes live in fellowship with the mountain clans, the hulking brute is not terribly intelligent, but his great strength brings chaos and fear to the enemies of Ravenhorde. His fists do less damage than the sharp blades of the berserkers, but he can easily push enemies back and scatter crowds, forcing the enemy to either take him down as quickly as they can or steer clear of him entirely.

Wizards and Hunters

The Wizard and the Hunter are two archetypes that are not usually much as-

sociated with each other. However, I think by setting one to correspond to the other, it will end up bringing a unique flavor to both.

This hunter will not be just another Legolas clone, and will end up having interesting almost magical abilities, while retaining ranged attack / sniping gameplay that people usually associate with the archetype. This wizard will be far from your usual dull fire/ice/lightning flinger, and will develop many more practical applications for his magic.

At the same time, because they offer two completely different backgrounds, it gives us an opportunity to really make them feel like separate characters in the game, even if their functionality remains very similar.

Leveling System

Character persistence will be per map. For now, character progress will simply be saved if a player changes class. We may at a later date decide if we want to have progress in one class unlock access to another.

Experience will be gained in ways similar to the original Archasis. Simply doing damage or otherwise succeeding in using a class ability will result in experience. The higher level the character affected, the more experience is rewarded. Similarly, being killed by a lower level character results in more experience loss than being killed by a higher level character, though levels cannot be lost.

To encourage players to keep trying to gain experience even after they reach max level, some special effect should be granted (depending on class) when max experience is reached at max level. This could be double damage, double speed, or other really over the top bonuses. The catch is once you die you lose it, and maybe even lose all experience for top level, just to keep players from hitting it constantly.

Each time a player levels he/she will gain points of at least one type to allocate towards attributes and abilities. Different kinds of points may be used if we want to more strictly guide how players spend their points.

The primary goal of leveling should be to evolve the character's tactical options, particularly in regard to teamwork. Having a tree system could help to guide player advancement, so that points aren't spent randomly in ways not conducive to better gameplay. If we decide to differentiate factions as characters level, multiple trees could provide the difference between "standard" advancement and faction-specific advancement.

Discussion for Next Iteration

- Combat, targeting, attacking, critical strikes, etc.
- Stamina: Do we bring it back?
- Other spendable resources, mana, ammo, etc.
- Emplacements: automated or player controlled?
- Class advancement

Iteration Three Section 1: Team Oriented

Gametypes and Map Objectives

The following is a list of various team-oriented gametypes that are fairly common. These assume two teams that are fairly even.

Infiltration

- Capture the Flag: Both teams enter the enemy territory, take an item, and bring it back into your own territory.
- Push CTF: Both teams take something from their own territory, take an item, and attempt to deposit it in the enemy territory.
- Football: Teams fight over a single item in the middle in order to deposit it in the enemy territory.

Domination

- Attack/Defend: One team attacks to try to take control of various areas, while the other team tries to stop them.
- Capture and Hold: Teams attempt to hold the most number of areas. Points are accumulated for each area held, and the first team to reach a

point value wins. Any point may be captured at any time.

- Chained Control Points: Teams must control all areas to win, and they must be captured in a certain order.
- King of the Hill: Teams fight to control of a single area in the middle or a certain amount of time.

Team Deathmatch

- The Better Killers: First team to a certain number of kills (or with the most kills at the end of a time limit) wins.
- Last Man Standing: First team to have all members die wins. No re-spawning until round is over.

VIP

- Escort: One team must guide an AI or player controlled character from point A to point B while preventing the other team from killing the VIP.
- Defend: One team must protect an AI or player controlled character at a fixed location from getting killed by the other team.

Anything described above is a valid consideration for gametypes in Archasis, but any gametype should have a thematic explanation that fits the backstory.

Also, since it's likely that we will only be able to have one (maybe two) solid maps before our first submission, it would be preferable that we choose gametypes that could potentially reuse the same layout, so that one map could incorporate multiple gametypes. Here are a few examples:

- Infiltration (any) / Domination (Chained Control Points)
- Domination (Attack/Defend) / VIP (any)
- Domination (King of the Hill) / Team Deathmatch (any)

Iteration Three Section 2: First Person Shooter

Multiplayer FPS games have certain expectations about the combat system. They are not slow and ponderous, and unless a player is cheating, hardly ever automated. Players are in direct control of their actions and attacks. Movement and aim are the most critical skills on the battlefield.

Basic Melee Combat

Combat needs to be intuitive. The player should be naturally aware of what an enemy is doing, what weapon they have, and when they themselves are in danger of being hit by that weapon. Likewise, responding to this danger should be a natural and intuitive action to take. Moreover, this also must apply no matter how many combatants are in the area. This is not a one-on-one game, so combat and player interaction is going to need to flow smoothly.

First, players in melee combat need to know everything that is going on around them. A third-person follow-cam perspective is best suited for melee combat, since first person in a video game does not give anywhere near all the environmental information that a person would be aware of in real life.

This would also make it easier to see a range indicator at the player's feet, which would provide the player feedback about their range, effectiveness, and when they are in the threat zone of another player's melee weapon.

Figure 3.2.0 shows a list of ranges and critical zones for melee weapons.

Though traditional critical strikes are a common feature in role playing games, they take focus away from skill, and are harder to react to properly in games with a faster pace. This does not mean that the concept should be alien to Archasis, however. There is little difference between the basic idea of a "critical strike" and a "headshot". Any time a strike hits with maximum threat or connects with a vital area, it should do more damage.

Melee weapons have a critical zone (marked in yellow in the diagram) in which standard weapon damage is increased by a certain percent. Likewise, striking the hitbox for the head, back, or abdomen should also increase damage dealt by a percentage. Initial values for that should be 75% for head and 25% for back and abdomen.

Critical strike percentages are additive, not multiplicative. Therefore if you

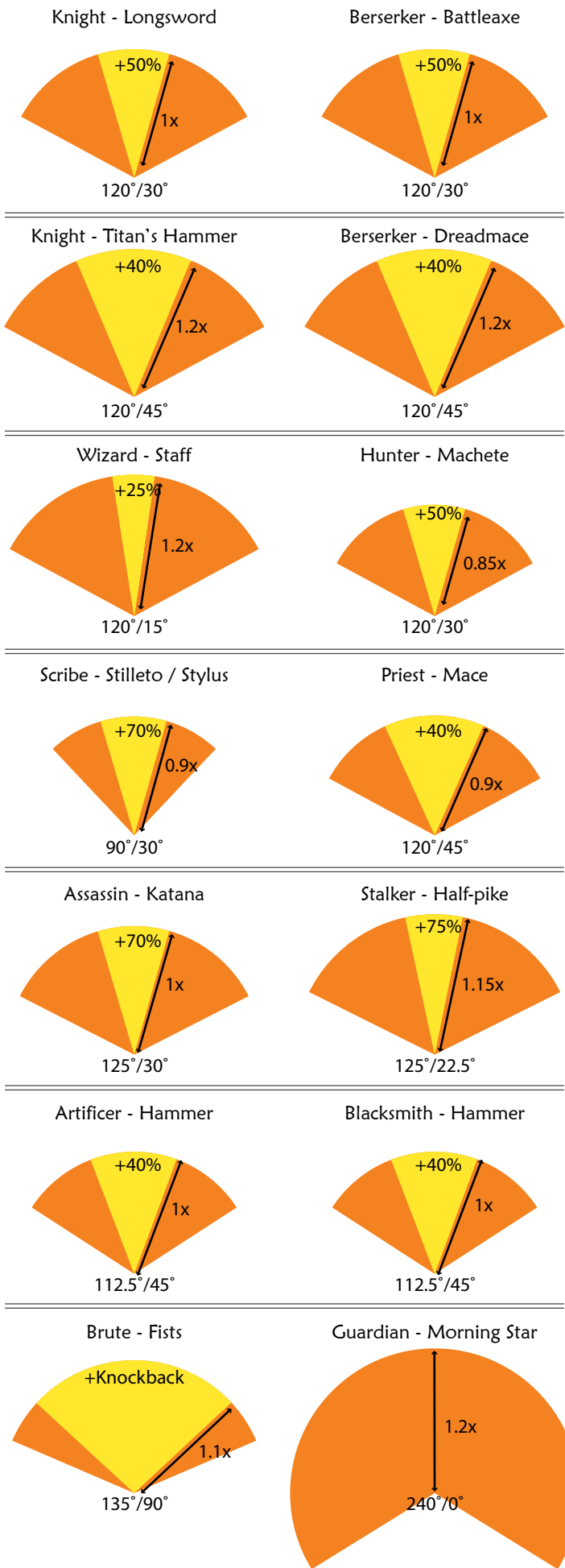


Figure 3.2.0

strike someone's back inside your critical zone as a knight, you deal 175% of normal weapon damage (100 + 25 + 50).

Charged Attacks

The secondary attack for most melee and ranged weapons preps an attack for immediate release by charging it for 4 seconds. This attack does 20% more damage. This amount is additive with critical strike damage and blitz damage. This damage is treated as a critical strike for class attributes that involve critical strikes.

If the secondary attack button is released before the full 4 seconds, an attack is made immediately that does additional damage proportional to the amount of time it was charged. For example, if it is held for 2 seconds, the attack will do 10% more damage. If a player has an attribute that increases damage from charged attacks, the full amount is still proportional. An Assassin with a full charged attack increase of 50% damage will only do 25% if the attack is only held for 2 seconds.

Melee attacks automatically swing after the four second charge. Ranged attacks can be held indefinitely until fired, though the Artificer and Blacksmith will still lower their shield after four seconds.

Blocking and Dodging

Attacks can be blocked by shields and melee weapons. Knights, Berserkers, Artificers, and Blacksmiths block with shields (Artificers and Blacksmiths can block even with their ranged weapon, as they still have their shield equipped). Scribes, Priests, Brutes, and Shield Guardians block with their weapon, but they still take 25% damage from heavy weapons and 100% damage from ranged weapons. Wizards, Hunters, Assassins, and Stalkers dodge by leaping or teleporting a short distance away from the attack being dodged.

To block or dodge, the secondary attack button is pressed. This normally begins a charged attack, If the player is attacked while charging, they automatically block or dodge.

Players may only block attacks that come from the 180 degree arc directly in front of them.

Blocking negates damage from critical strikes and charged attacks. If a percentage of normal damage is done from heavy/ranged weapons or a blitz attack, it is still calculated without extra damage from critical or charged attacks. Blocking does not negate splash damage.

Attacks may be made immediately after blocking.

Combos

After attacking with a charged melee attack, up to two additional attacks may be made by using either the primary or secondary attack. Blocking or dodging is not possible when in a combo attack. The second and third attacks may have different ranges and critical zones than the standard range for a given weapon. If an attack misses, the combo ends.

Combos will be further developed in later iterations.

Blitzes

When running at maximum speed, melee attacks made have damage increased by 50%. This percentage is also additive when combined with critical strike damage and charged attack damage, though it is a different class of damage, so is not modified by class features that increase or reduce critical strike damage (and is modified by features that increase or reduce blitz damage).

If a blitz is blocked, the target still takes 20% damage, or 45% for classes that would normally still take damage on a block.

Ranged Attacks

By default, ranged attacks will use the first person perspective. Players should still have the option to switch to third person if they want.

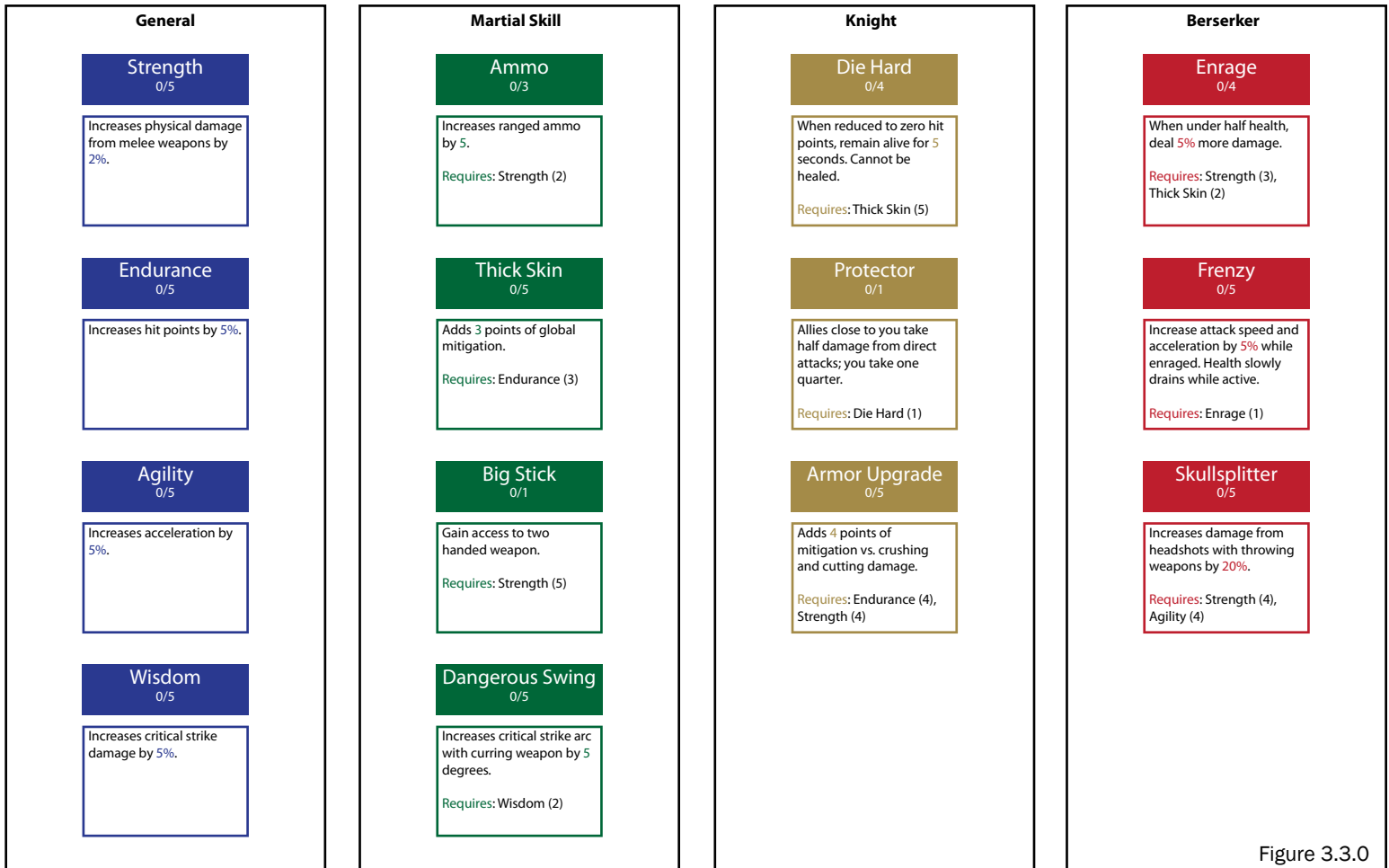


Figure 3.3.0

Iteration Three Section 3: Class Based, RPG Progression

As characters level, they receive points to distribute among their class options. The following charts assume that a character is given 20 points in total by the time they reach max level.

Each character has three tiers of class options. The first tier is available to every class, and increases various common things like weapon damage and speed. The second tier is shared between classes of similar function. Thus both the Knight and Berserker have the “Martial Skill” tier as their second tier. The third tier is faction-specific, and is named after the class that uses it.

The “Tank” tier is unique to the Shield Guardian, and the “Monster” tier is unique to the Hurling Brute.

In each option, numbers will be highlighted in the color of that tier. This number is multiplied by the number of points spent on that option. Also, each option has a requirement listed. That is how many points must be put into the required options listed before anything may be spent in the more advanced option.

Common Tier 1

Strength: Increases BASE weapon damage by 2%. This is an exception to the rule that all damage percentages are additive.

Endurance: Increases hit points by 5%

Agility: Increases acceleration by 5%. This does not increase maximum run speed.

Wisdom: Increases critical strike damage by 5%.

Offensive Tier 2: Martial Skill

Ammo: Increases ranged weapon ammo by 5. Requires 2 points in Strength.

Thick Skin: Adds 3 points of global mitigation. Requires 3 points in Endurance.

Big Stick: Add a two handed crushing weapon to inventory as a third weapon. Requires 5 points in Strength.

Dangerous Swing: Increases the critical zone of the standard melee weapon by 5 degrees. Requires 2 points in Wisdom.

Offensive Tier 3: Knight

Die Hard: When reduced to zero hit points, the player stays alive for an additional five seconds before dying. During this time, the player cannot be healed. Requires 5 points in Thick Skin.

Protector: This is an activated ability that causes nearby allies to take half damage from direct attacks (not splash damage). The player then takes one quarter the damage from the attack. This is an exception to the rule that all damage percentages are additive. The damage value used is before any mitigation is applied. Requires 1 point in Die Hard.

Armor Upgrade: Adds 4 points of mitigation vs crushing and cutting damage. Requires 4 points in Endurance and 4 points in Strength.

Offensive Tier 3: Berserker

Enrage: When below half health, damage from attacks is increased by 5%. Requires 3 points in Strength and 2 points in Thick Skin.

Frenzy: This is an activated ability that increases attack speed and acceleration by 5%. It can only be used while enraged, and the player loses one point of health every three seconds while it is active. Requires 1 point in Enrage.

Skullsplitter: Increases headshot critical strike damage from throwing weapons by 20%. Requires 4 points in Strength and 4 points in Agility.

Ranged Tier 2: Ranged Combat

Ammo: Increases ranged ammo (Hunter) or manashards (Wizard) by 5. Requires 2 points in Strength.

Backbiter: When using a melee weapon, melee attacks against the player return 10% of the damage taken. Requires 2 points in Endurance and 2 points in Wisdom.

Rapid Shot: Increases weapon speed by 25%. Requires 4 points in Agility and 1 point in Wisdom.

Farvision: Allows the player to zoom while using primary ranged attack. Damage increases by 100% while zoomed. Requires 3 points in Wisdom.

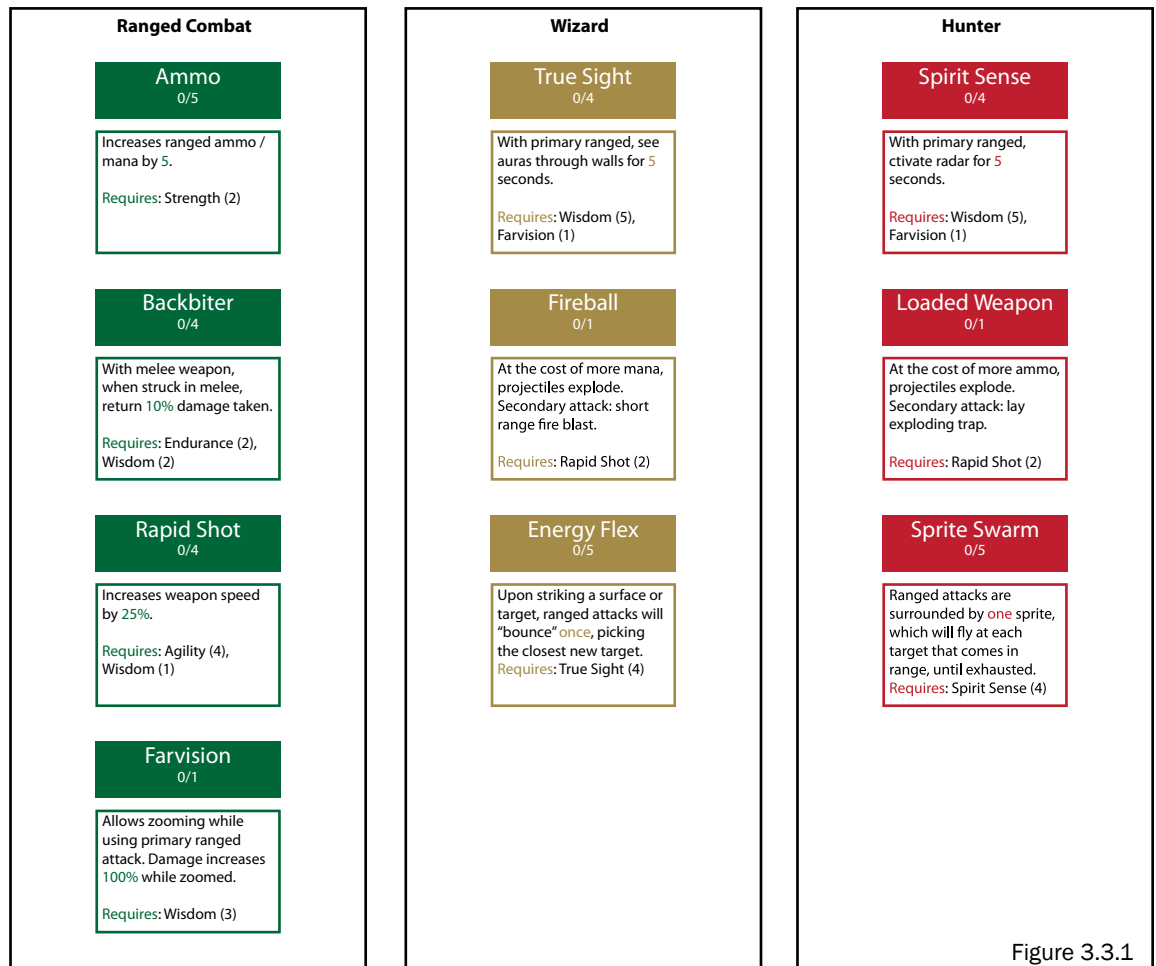


Figure 3.3.1

Ranged Tier 3: Wizard

True Sight: When using primary ranged weapon, this activated ability allows the player to see outlines of enemy players through walls for 5 seconds. This requires 4 points in Wisdom and 1 point in Farvision. Cannot be used at the same time as Farvision.

Fireball: Gain access to third weapon that shoots a fireball that explodes on impact. Secondary attack emits a short range flame burst. Each attack costs twice the mana of the primary ranged attack. Requires 2 points in Rapid Shot.

Energy Flex: When using primary ranged weapon, when it strikes a surface or an enemy, it will bounce once, aiming at the closest new target. If there are no targets within line of sight, it will reflect naturally off a surface or continue in the same direction if passing through an enemy. Requires 4 points in True Sight.

Ranged Tier 3: Hunter

Spirit Sense: When using primary ranged weapon, this activated ability enables a small radar in the Hunter's HUD that displays relative locations of nearby enemies. Requires 4 points in Wisdom and 1 point in Farvision. Cannot be used at the same time as Farvision.

Loaded Weapon: Gain access to a third weapon that shoots explosives-laden arrows. The secondary attack lays explosive proximity traps. Each attack costs twice the ammo of the primary ranged attack. Requires 2 points in Rapid Shot.

Sprite Swarm: When using primary ranged weapon, arrows are encircled by glowing sprite(s). When the arrow passes within range of enemy targets, one sprite per target will fly off and strike that target, until all sprites are exhausted or until the arrow hits something. Each sprite does 50% normal weapon damage. Requires 5 points in Spirit Sense.

Support Tier 2: Mystic Support

Healing Touch: Increases amount of health healed per second by 1. Requires 4 points in Wisdom.

Ranged Attack: Add a ranged weapon to the inventory as a third weapon. Requires 2 points in Strength and 2 points in Agility.

Life Steal: Self-heal 5% of normal weapon damage done from weapon at-

tacks. Requires 2 points in Strength and 3 points in Wisdom.

Bolster: Allies healed also gain 5% max health and 5 points of global mitigation for 5 seconds. Requires 5 points in Wisdom.

Support Tier 3: Scribe

Correspondence: Gain access to new ability. Primary attack places a marker glyph on the ground. Secondary attack teleports the player and one nearby ally to the marker. Requires 2 points in Bolster.

Portent: Melee attacks cause the target to take 2% more damage (from all sources) and decreases the target's acceleration by 5% for 5 seconds. Requires 4 points in Strength.

Symbol of Life: Brings a fallen ally back to life at their corpse if used before they respawn and the corpse disappears. They are revived with 50% health. Requires 4 points in Healing Touch.

Support Tier 3: Priestess of Kaja

Faith Shield: Add 2 points of mitigation vs energy and splash damage. Requires 1 point in Bolster and 1 point in Endurance.

Death Curse: When killed, the enemy who delivered the killing blow is damaged for 20% of your maximum health. Requires 4 points in Endurance.

Animate Dead: Gain ability to summon one undead spectre from a corpse. The spectre lasts 20 seconds and attacks the nearest enemy. Requires 4 points in Life Steal.

Surgical Strike Tier 2: Deadly Blades

Deadly Blitz: When making a blitz attack, damage is increased by 20%. Requires 2 points in Strength and 2 points in Agility.

Scale Walls: Adds passive ability to walk on steep inclines for a short time. The time depends on the slope of the surface. For vertical walls, the time will be about half a second. For slopes that are just barely over the threshold of not being able to walk up them normally, the time will be about 5 seconds. This gauge slowly recharges, and takes about 30 seconds to go from empty back to full. Requires 5 points in Agility.

Stealth: Adds activated ability to become invisible. When not moving, the invisibility is complete, and detection can only happen via physical contact.

Mystical Support

Healing Touch

0/4

Increases amount of health healed per second by 1.

Requires: Wisdom (4)

Ranged Attack

0/1

Gain access to ranged weapon.

Requires: Strength (2), Agility (2)

Life Steal

0/4

Self-heal 5% of damage done from weapon attacks.

Requires: Strength (2), Wisdom (3)

Bolster

0/5

Allies healed also gain 5% max health and 5 points of global mitigation for 5 seconds.

Requires: Wisdom (5)

Scribe

Correspondance

0/4

Gain ability to place marker glyph. Secondary attack teleports you and one ally to marker.

Requires: Bolster(2)

Portent

0/4

Melee attack makes target take 2% more damage and decreases acceleration 5% for 5 seconds.

Requires: Strength (4)

Symbol of Life

0/2

Bring a fallen ally back to life before they respawn with 50% health.

Requires: Healing Touch (4)

Priest(ess)

Faith Shield

0/4

Add 2 points of mitigation vs energy and splash damage.

Requires: Bolster (1), Endurance (1)

Death Curse

0/4

The person who delivers a killing blow against you is damaged for 20% of your maximum health.

Requires: Endurance (4)

Animate Dead

0/2

Summon one undead spectre from a corpse that lasts 20 seconds.

Requires: Life Steal (4)

Figure 3.3.2

Deadly Blades

Deadly Blitz
0/4

When running at top speed, damage is increased 20%.

Requires: Strength (2), Agility (2)

Scale Walls
0/4

Add ability to walk on steep inclines for between 0.5 second (vertical wall) to 5 seconds (high slope).

Requires: Agility (5)

Stealth
0/3

Invisible when still. Also able to move 25% normal speed, but anyone within a (30/1) foot radius will see a shimmer.

Requires: Wisdom (5)

Careful Strike
0/3

A charged attack does an additional 10% more damage.

Requires: Strength (4), Wisdom (1)

Assassin

Bloodletting
0/3

Any critical strike will also add 50% normal weapon damage over 15 seconds.

Requires: Deadly Blitz (3)

Backstabber
0/4

A critical strike from behind does 20% more damage.

Requires: Careful Strike (3)

Quick Blade
0/3

Increase weapon attack speed by 25%.

Requires: Bloodletting (1), Agility (4)

Stalker

Field Poison
0/3

Once applied, next attack does an additional 25% damage over 15 seconds. If critical, slows movement 10%.

Requires: Careful Strike (2)

Ambusher
0/4

Any attack made from stealth does 15% more damage.

Requires: Stealth (2), Endurance (1)

Slayer
0/3

After killing an enemy, attacks do 25% more damage for 20 seconds.

Requires: Deadly Blitz (4), Strength (5)

Figure 3.3.3

Stalwart Defense

Defender
0/4

Add 2 points of global mitigation and reduce damage from critical strikes by 5%.

Requires: Endurance (3)

Well Built
0/5

Emplacement gains 20% health and 5 points of global mitigation.

Requires: Strength (2), Wisdom (2)

Cannoneer
0/3

Emplacement does 20% more damage and attack speed is increased 15% when you use it.

Requires: Strength (5)

Explosives
0/2

Increase splash radius of emplacement attacks by 50%.

Requires: Wisdom (5)

Artificer

Grenadier
0/4

Increase damage from grenades by 5%.

Requires: Explosives (1)

High Pressure
0/4

Increase emplacement range by 20%.

Requires: Cannoneer (1)

Tarnation
0/2

Emplacement damage also slows movement by 25% for 5 seconds.

Requires: Cannoneer (1), Explosives (1)

Blacksmith

Quick Reload
0/4

Increase attack speed with the crossbow by 20%.

Requires: Cannoneer (1)

Mobile Guns
0/4

Lift emplacement and carry it at 20% movement speed.

Requires: Well Built (2), Strength (5)

Force Feedback
0/2

Knockback effect of emplacement increased 50% when you use it.

Requires: Explosives (2)

Figure 3.3.4

Movement is possible at 25% normal acceleration and top speed. However, any enemies within a certain radius will see a slight shimmer. This radius is 30/Points feet. Attacking removes stealth. Requires 5 points in Wisdom.

Careful Strike: Charged attacks do an additional 10% damage. Requires 4 points in Strength and 1 point in Wisdom.

Surgical Strike Tier 3: Assassin

Bloodletting: Any critical strike will add 50% weapon damage over 15 seconds. Only one such effect may exist on a given target at a time, so if the player scores a critical strike again before the old effect is finished, it will be overwritten by the new one. Requires 3 points in Deadly Blitz.

Backstabber: Any critical strike from behind does 20% more damage. Requires 3 points in Careful Strike.

Quick Blade: Increase weapon attack speed by 25%. Requires 1 point in Bloodletting and 4 points in Agility.

Surgical Strike Tier 3: Stalker

Field Poison: This activated ability causes the next attack to deal an additional 25% weapon damage over 15 seconds. If the attack scores a critical strike, the target's acceleration is also slowed by 10%. Requires 2 points in Careful Strike.

Ambusher: Any attack made from stealth does 15% more damage. Requires 2 points in Stealth and 1 point in Endurance.

Slayer: After killing an enemy, all attacks do 25% more damage for 20 seconds. Requires 4 points in Deadly Blitz and 5 points in Strength.

Defensive Tier 2: Stalwart Defense

Defender: Add 2 points of global mitigation and reduce critical strike damage received by 5%. Requires 3 points in Endurance.

Well Built: Emplacement gains 20% health and 5 points of global mitigation. Requires 2 points in Strength and 2 points in Wisdom.

Cannoneer: Emplacement does 20% more damage and attack speed is increased 15% when the player uses it. Requires 5 points in Strength.

Explosives: Increases splash radius of emplacement attacks by 50%.

Defensive Tier 3: Artificer

Grenadier: Increases damage from grenades by 5%. Requires 1 point in Explosives.

High Pressure: Increases emplacement range by 20%. Requires 1 point in Cannoneer.

Tarnation: Damage from emplacement also slows acceleration and max speed by 25% for 5 seconds.

Defensive Tier 3: Blacksmith

Quick Load: Increases attack speed with the crossbow by 20%. Requires 1 point in Cannoneer.

Mobile Guns: While using an emplacement, secondary fire will pick it up or set it back down. Movement speed while carrying an emplacement is 20%. Emplacement cannot be fired while being carried. Requires 2 points in Well Built and 5 points in Strength.

Force Feedback: Knockback effect of emplacement attacks is increased 50% when player uses it. Requires 2 points in Explosives.

Specialty Tier 2: Tank

Ammo: Increases ammo for multicrossbow by 10. Requires 3 points in Strength.

Bolt Junction: Increases crossbow bolts fired at once by 1. Requires 2 points in Strength and 2 points in Agility.

Diamondsteel: Adds 5 points of mitigation vs crushing and cutting damage. Requires 5 points in Endurance.

Force Field: Adds 5 points of mitigation vs energy, splash, and piercing damage. Requires 2 points in Endurance and 3 points in Wisdom.

Specialty Tier 3: Shield Guardian

Shield Control: Shield movement speed is increased by 50%. Requires 2 points in Force Field.

Shield Aura: When the Shield is positioned behind the player, the player and nearby allies gain 3 points of global mitigation. Requires 1 point in Diamondsteel and 1 point in Force Field.

Smiting Shield: Any melee attack that strikes the Shield returns 10% of the

Tank

Ammo
0/4

Increases ammo by 10.
Requires: Strength (3)

Bolt Junction
0/4

Increases crossbow bolts fired at once by 1.
Requires: Strength (2), Agility (2)

Diamondsteel
0/3

Add 5 points of mitigation vs crushing and cutting damage.
Requires: Endurance (5)

Force Field
0/3

Add 5 points of mitigation vs energy, splash, and piercing damage.
Requires: Endurance (2), Wisdom (3)

Shield Guardian

Shield Control
0/2

Shield movement speed increases by 50%.
Requires: Force Field (2)

Shield Aura
0/5

With shield behind, you and nearby allies gain 3 points of global mitigation.
Requires: Diamondsteel (1), Force Field (1)

Smiting Shield
0/3

Melee attacks that strike the shield return 10% damage.
Requires: Diamondsteel (2)

Figure 3.3.5

Monster

Thug
0/5

Knockback force increased by 20%.
Requires: Strength (4)

Sweeping Fists
0/3

Critical strike arc increased by 10 degrees.
Requires: Strength (3), Agility (2)

Juggernaut
0/4

Increase acceleration 5% and add 2 foot radius splash to blitz attacks.
Requires: Agility (5)

Trebuchet
0/2

Gain ability to crouch and throw any ally that steps into your hands 30 feet.
Requires: Strength (5)

Hulking Brute

Furious Roar
0/5

Gain ability to increase all damage by 20% and decrease enemy damage by 10% for 20 seconds.
Requires: Juggernaut (3)

Fast Healing
0/3

Gain natural regeneration of one hit point per 5 seconds.
Requires: Endurance (4)

Meatpounder
0/2

Each attack that hits increases damage of next attack within five seconds by 10%, to a max of 50%.
Requires: Thug (4)

Figure 3.3.6

damage that would have been inflicted. Requires 2 points in Diamondsteel.

Specialty Tier 2: Monster

Thug: Knockback force increases by 20%. Requires 4 points in Strength.

Sweeping Fists: Critical strike arc increases by 10 degrees. Requires 3 points in Strength and 2 points in Agility.

Juggernaut: Increases acceleration by 5% and adds a 2 foot radius splash to blitz attacks.

Trebuchet: Gain ability to crouch with hands extended. While crouch is held, any ally that steps into player's hands gets thrown 30 feet over the player's shoulder. Requires 5 points in Strength.

Specialty Tier 3: Hulking Brute

Furious Roar: Gain ability to increase nearby ally damage by 20% and decrease nearby enemy damage by 10% for 20 seconds. Requires 3 points in Juggernaut.

Fast Healing: Gain passive regeneration ability. Hit points recover at a rate of 1 hit point every 5 seconds.

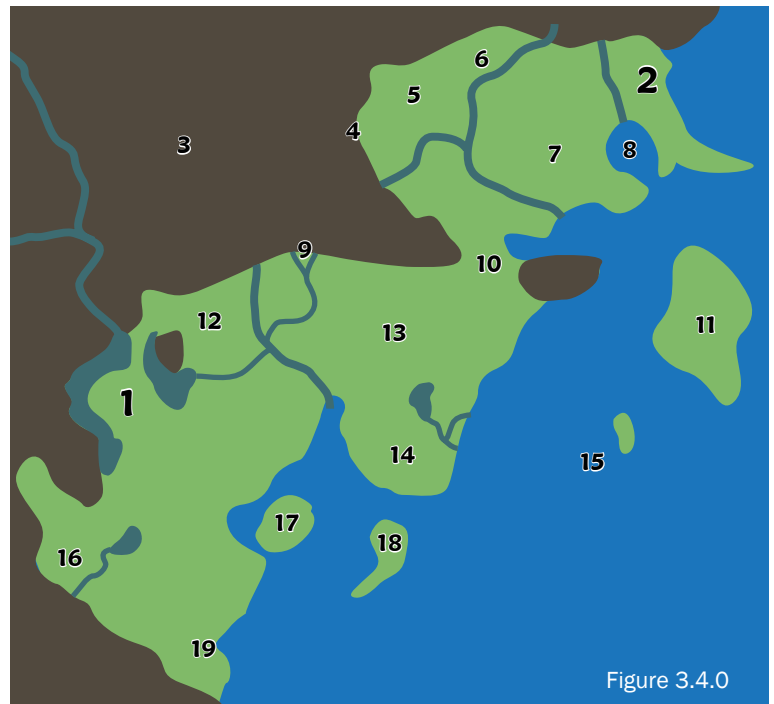
Meatpounder: Each attack that hits increases the damage of the next attack within five seconds by 10%, to a maximum of 50%. Any hit that misses resets damage back to normal.

Iteration Three Section 4: Kingdom of Durian

Figure 3.4.0 shows a map of the Kingdom of Durian. Mara lays to the north, across the mountains from near point 6. Fayth lays to the southwest, across the mountains from near point 16.

The following list identifies and provides a short description of each point on the map.

1. *Durian Castle and Town*: Capitol of Durian, a fortified town and stronghold. Home to the Silver Guard.
2. *Blackbird Hold (Talon Peninsula)*: The main base camp and fortifications for the Blackbird War Band.
3. *Tresh'el Mountains*: These vast mountains are tall and unforgiving, but they do support a variety of forms of life for those strong enough to survive.
4. *Cobalt Mines*: One of the primary reasons the dwarves set up an above-ground mining town in the first place, the cobalt mines exist in a portion of the Tresh'el mountains that are cut off from the surrounding geology by an odd strand of extremely tough mineral. It was easier for the dwarves to get at it from the surface than to dig into it from below.
5. *Cymbaet*: A mining town, first established by the dwarves that carved through the Tresh'el Mountains. Though a few dwarves remain in town to run the mining operations, the majority of them have since gone back under the mountains and left the rest of the town to the care of the humans and other races.
6. *Arden Creek*: A farming village that supplies much of the food to Cymbaet and other local mining operations, it also still maintains its connections with Mara. Some members of the more long-lived races that live here still fondly remember the old days when they were not governed by strangers from the south.
7. *Torkaja*: Though relatively unexceptional in terms of food, trade, or military importance, Torkaja is one of the first towns in Durian to feature a Temple of Kaja, and remains the region's center of worship for members of that faith.
8. *Lake Trelvid*: Though time and erosion has turned it into more of a cove than a lake, it is still an important resource for the area. Particularly since the Talon Peninsula is relatively barren, the availability of both freshwater and saltwater fish in vicinity of the lake makes it a vital food source for the Blackbird War Band.
9. *Tower of Marius*: Mage tower built into the Tresh'el Mountains, used for the study of arcane magic. The heads of the Arcanum reside here.
10. *Daelyn Pass*: Bottleneck between south and north Durian, a controlled gateway spanning a break in the Tresh'el Mountains. More than one legendary battle was fought here during the wars of old.
11. *Syd Isle*: A desert island that's hardly inhabitable.
12. *Wolverhampton*: What was once merely a fertile farming village has now



become a bustling town in its own right. It's proximity to Durian Castle made it a natural destination for citizens when Durian Town began to get crowded. It is also not uncommon to find fur traders from the Tresh'el Mountains visiting and bartering their wares.

13. *Ashwick (Guildwick)*: Formerly a forest town built among the towering trees, what wasn't burned down was abandoned a century ago when the few remaining blood-cursed elves left Durian.
14. *Illia*: A waterfront establishment and prodigious seaport, an essential trade node for the Kingdom of Durian. As one of the oldest and most prosperous towns in Durian, there is a strong Argent Shield presence here. There is also a fair amount of representation from the Ravenhorde, particularly by members of the Journ clan, as it is a trade town.
15. *Sunken City*: Ancient ruins of a previous civilization.
16. *Royal Academy*: The government funded school and research center for studying the world and applying new discoveries to practical technology.
17. *Alzwerl Keep*: The primary center for clerical studies, at least those officially sanctioned by the King. As the name would imply, the Order of Alzwerl is based here, though it extends itself quite adequately throughout the kingdom.
18. *Hroscha Isle*: This small island is home to the toad-like Shosa. They arrived in Durian a decade or so after the end of the last war from some unknown country across the sea. Though as a group they only have one settlement on Hroscha Isle, their insatiable curiosity has brought them to quickly spread throughout the rest of the kingdom in smaller numbers.
19. *Chasander*: This fishing town also has strong ties to the Territory of Fayth. Whenever emissaries from there visit Durian, they always choose to come through Chasander rather than landing at the larger Illia.

Iteration Three Post-Discussion

- Map locations and corresponding objectives/gametypes.
- Combos
- Additions/changes to character progression.
- Continued development of backstory and plot

At this stage, much of what needs to be discussed either should be decided upon after a basic playable skeleton has been created, or is low enough in priority that it can wait until significantly later in the development cycle. Of the listed topics map gameplay and environment is probably the most important thing to consider for the immediate future.

Appendix

Glossary

The following is a list of various terms used in the design of Archasis II, and descriptions of what they mean in terms of game mechanics.

Ability (Activated)

This is a character feature that is not persistent. It is used through keyboard interface, but not with the primary or secondary attack buttons. An activated ability can be used even when attacking with a selected weapon.

Some activated abilities can be used any time, while others have specific conditions that must be met (below half health, specific weapon selected, etc).

Ability (Passive)

This is a character feature that is active all of the time, or automatically triggered by certain events. In either case, it does not require action by the player to gain its benefits.

Acceleration

How quickly a character can reach maximum speed is determined by acceleration. A character with low acceleration may take ten seconds to reach top speed, while a character with high acceleration might do it in three.

Ammo

Any quantity that gets used up by using certain attacks or abilities.

Blitz

An attack made while running at maximum speed, or at least very close to it. To make blitzes a more useful part of strategy, a player should still be able to make a blitz attack even if they have had to make last minute course-adjustments that have resulted in slightly slowing them down.

Block

This action consumes a charging attack when struck by an enemy. The player does not move, and all or most of the damage from the enemy's attack is negated.

Bounce

If a weapon projectile has bounce, it will reflect off of surfaces in an elastic fashion.

Character

The player-controlled avatar. This is more than just the player's class. It refers to the specific avatar being controlled by the player.

As a secondary use, the word can also refer to the thematic background of each class.

Charged Attack

Using most weapons, the secondary fire will begin charging an attack. After four seconds, the attack is fully charged, and will deal additional damage.

Melee weapons automatically attack when fully charged. Ranged weapons can be held charged until released.

Class

The appearance, function, and progression trees are determined by a character's class.

Cooldown

An amount of time that must pass before an activated ability can be used again.

Critical Strike

In concept, any extra damage that comes from striking a critical location on the target or from connecting at a point of maximum force.

Damage

The result of a successful attack, damage is a value that is then subtracted from the target's hit points.

Damage has five types: Crushing, Cutting, Piercing, Splash, and Energy.

When damage is increased because of critical strikes or other effects, it is always increased as a percentage of base weapon/attack damage. Percentages are added together (or subtracted) until the base damage is multiplied by a final percentage. Some exceptions to this are noted in their descriptions.

Dodge

This action consumes a charging attack when struck by an enemy. The player quickly moves a short distance away from the attacking enemy, and all of the damage from the enemy's attack is negated.

Emplacement

A stationary object that a player may interact with, using the weapon associated with it instead of their own. When using an emplacement, attacks against the player hit the emplacement first, until it is destroyed.

Players can stop using an emplacement just by moving away from it.

Health

See Hit Points

Hit Points

The amount of damage a character can take before dying.

Mana

See Manashards

Manashards

Physical crystals from which users of magic can derive energy to perform their magic.

Mitigation

An amount that is subtracted from damage before the damage is applied to hit points. If something does 10 points of Crushing damage, and the target has mitigation of 4 vs. Crushing, only 6 hit points are lost.

If a mitigation type is referred to as "global", it means that mitigation value is added vs all five types of damage.

Mitigation is always the last part of the damage equation, and is only factored in once a damage value is to be removed from Hit Points. This if there are other abilities that use that damage value, such as damage reflection, the damage value *before* mitigation is used.

Proximity Activated

The function of this object is activated when a valid target gets within range, usually very close range.

Speed

The rate at which a player moves. There is a minimum and a maximum speed. The minimum is global, while the maximum is determined by class.

Moving in a straight line will cause an increase in speed, based on class acceleration. Generally moving in different directions will reduce speed, though some small amount of change in direction is possible without slowing down.

Splash

An amount of damage from an attack that spreads outwards, affecting targets in the vicinity. When splash damage is expressed as a range of percentages X% - Y%, X is the percent used at the center of the splash radius, and Y is the percent used at the edge of the splash radius.

Utility

This is treated like a weapon and is selectable through the inventory, even if it is not actually a form of attack. Its functions are activated by using the primary and secondary attack buttons.

Weapon

This is a form of attack selectable through the inventory. Attacks are initiated by using the primary and secondary attack buttons.

Class Functionality

Knight

Hit Points: 200

Mitigation:

Crushing: 4

Cutting: 4

Piercing: 0

Splash: 2

Energy: 0

Acceleration: 10

Top Speed: 10

Ammo Capacity:

Arrows: 10

Attack 1: Longsword

Attack Type: Melee Weapon

Damage: 20

Damage Type: Cutting

Attack Speed: 10

Range: 1

Hit Zone: 120

Critical Zone: 30

Critical Zone Damage: +50%

Primary Attack: Swing
Secondary Attack: Charge/Block
Unlock: Default
Special: None
Attack 2: Short Bow
Attack Type: Ranged Weapon
Damage: 10
Damage Type: Piercing
Attack Speed: 7
Range: 50
Ammo Type: Arrows
Ammo Use: 1
Primary Attack: Shoot
Secondary Attack: Charge
Unlock: Default
Special: None
Attack 3: Titan's Hammer
Attack Type: Melee Weapon
Damage: 30
Damage Type: Crushing
Attack Speed: 7
Range: 1.2
Hit Zone: 120
Critical Zone: 45
Critical Zone Damage: +40%
Primary Attack: Swing
Secondary Attack: Charge/Block
Unlock: Big Stick
Special: Reduce Crushing, Cutting, and
Splash mitigation by 2 points.

Attack 4: Protector
Attack Type: Activated Ability
Radius: 7
Duration: Toggle
Cooldown: N/A
Ammo Type: N/A
Ammo Use: N/A
Unlock: Protector
Special: See Protector

Berserker

Hit Points: 200
Mitigation:
Crushing: 4
Cutting: 4
Piercing: 0
Splash: 2
Energy: 0
Acceleration: 10
Top Speed: 10
Ammo Capacity:
Throwing Axes: 10
Attack 1: Battleaxe
Attack Type: Melee Weapon
Damage: 20
Damage Type: Cutting
Attack Speed: 10
Range: 1
Hit Zone: 120
Critical Zone: 30
Critical Zone Damage: +50%
Primary Attack: Swing
Secondary Attack: Charge/Block
Unlock: Default
Special: None
Attack 2: Throwing Axes
Attack Type: Ranged Weapon
Damage: 10
Damage Type: Cutting
Attack Speed: 10

Range: 50
Ammo Type: Throwing Axes
Ammo Use: 1
Primary Attack: Shoot
Secondary Attack: Charge
Unlock: Default
Special: None
Attack 3: Dreadmace
Attack Type: Melee Weapon
Damage: 30
Damage Type: Crushing
Attack Speed: 7
Range: 1.2
Hit Zone: 120
Critical Zone: 45
Critical Zone Damage: +40%
Primary Attack: Swing
Secondary Attack: Charge/Block
Unlock: Big Stick
Special: Reduce Crushing, Cutting, and
Splash mitigation by 2 points.
Attack 4: Frenzy
Attack Type: Activated Ability
Radius: N/A
Duration: Toggle
Cooldown: N/A
Ammo Type: N/A
Ammo Use: N/A
Unlock: Frenzy
Special: See Frenzy

Wizard

Hit Points: 150
Mitigation:
Crushing: 0
Cutting: 0
Piercing: 0
Splash: 0
Energy: 3
Acceleration: 15
Top Speed: 10
Ammo Capacity:
Manashards: 20
Attack 1: Energy Bolt
Attack Type: Ranged Weapon
Damage: 20
Damage Type: Energy
Attack Speed: 9
Range: ∞
Ammo Type: Manashard
Ammo Use: 1
Primary Attack: Shoot
Secondary Attack: Charge
Unlock: Default
Special: None
Attack 2: Staff
Attack Type: Melee Weapon
Damage: 12
Damage Type: Crushing
Attack Speed: 10
Range: 1.2
Hit Zone: 120
Critical Zone: 15
Critical Zone Damage: +25%
Primary Attack: Swing
Secondary Attack: Charge/Dodge
Unlock: Default
Special: None
Attack 3: Fireball
Attack Type: Ranged Weapon

Damage: 24
Damage Type: Energy
Attack Speed: 7
Range: 150
Ammo Type: Manashard
Ammo Use: 2
Primary Attack: Shoot
Secondary Attack: Short Range Burst
Range: 5
Hit Zone: 75
Unlock: Fireball
Special: Splash Damage
Radius: 3
Damage: 100% - 25%
Attack 4: Farvision
Attack Type: Activated Ability
Radius: Field of View
Duration: Toggle
Cooldown: N/A
Ammo Type: N/A
Ammo Use: N/A
Unlock: Farvision
Special: See Farvision
Attack 5: True Sight
Attack Type: Activated Ability
Radius: Field of View
Duration: 5 seconds
Cooldown: N/A
Ammo Type: Manashards
Ammo Use: 2
Unlock: True Sight
Special: See True Sight

Hunter

Hit Points: 150
Mitigation:
Crushing: 0
Cutting: 0
Piercing: 0
Splash: 0
Energy: 3
Acceleration: 15
Top Speed: 10
Ammo Capacity:
Spirit Oak Arrows: 20
Attack 1: Longbow
Attack Type: Ranged Weapon
Damage: 20
Damage Type: Piercing
Attack Speed: 9
Range: ∞
Ammo Type: Spirit Oak Arrows
Ammo Use: 1
Primary Attack: Shoot
Secondary Attack: Charge
Unlock: Default
Special: None
Attack 2: Machete
Attack Type: Melee Weapon
Damage: 10
Damage Type: Cutting
Attack Speed: 12
Range: 0.85
Hit Zone: 120
Critical Zone: 30
Critical Zone Damage: +50%
Primary Attack: Swing
Secondary Attack: Charge/Dodge
Unlock: Default
Special: None

Attack 3: Explosive Arrows
Attack Type: Ranged Weapon
Damage: 24
Damage Type: Energy
Attack Speed: 7
Range: 150
Ammo Type: Spirit Oak Arrows
Ammo Use: 2
Primary Attack: Shoot
Secondary Attack: Lay Explosive Trap
Special: Proximity Activated
Unlock: Loaded Weapon
Special: Splash Damage
Radius: 3
Damage: 100% - 25%

Attack 4: Farvision
Attack Type: Activated Ability
Radius: Field of View
Duration: Toggle
Cooldown: N/A
Ammo Type: N/A
Ammo Use: N/A
Unlock: Farvision
Special: See Farvision

Attack 5: Spirit Sense
Attack Type: Activated Ability
Radius: 100
Duration: 5 seconds
Cooldown: N/A
Ammo Type: Spirit Oak Arrows
Ammo Use: 2
Unlock: Spirit Sense
Special: See Spirit Sense

Scribe

Hit Points: 150

Mitigation:

Crushing: 0

Cutting: 0

Piercing: 0

Splash: 0

Energy: 3

Acceleration: 10

Top Speed: 10

Ammo Capacity:

Imbued Ink: 30

Darts: 15

Attack 1: Stiletto

Attack Type: Melee Weapon

Damage: 15

Damage Type: Piercing

Attack Speed: 9

Range: 0.9

Hit Zone: 90

Critical Zone: 30

Critical Zone Damage: +70%

Primary Attack: Swing

Secondary Attack: Charge/Block

Unlock: Default

Special: None

Attack 2: Healing Glyphs

Attack Type: Ranged Weapon

Damage: -1

Damage Type: Energy

Attack Speed: constant

Range: 5

Ammo Type: Imbued Ink

Ammo Use: 0

Primary Attack: Shoot

Secondary Attack: Symbol of Health

Damage: -5

Attack Speed: 15

Radius: 3

Duration: 30 seconds

Ammo Use: 2

Special: Place symbol on ground or ally.

Unlock: Default

Special: Targets allies, is not subject to mitigation

Attack 3: Darts

Attack Type: Ranged Weapon

Damage: 16

Damage Type: Piercing

Attack Speed: 7

Range: 50

Ammo Type: Darts

Ammo Use: 1

Primary Attack: Shoot

Secondary Attack: Charge

Unlock: Ranged Attack

Special: None

Attack 4: Correspondence

Attack Type: Utility

Radius: N/A

Duration: N/A

Cooldown: N/A

Ammo Type: Imbued Ink

Primary Attack: Place glyph.

Ammo Use: 1

Secondary Attack: Teleport

Ammo Use: 2

Unlock: Correspondence

Special: See Correspondence

Attack 5: Symbol of Life

Attack Type: Utility

Radius: N/A

Duration: N/A

Cooldown: N/A

Ammo Type: Imbued Ink

Ammo Use: 3

Primary Attack: Raise Ally

Secondary Attack: Raise Ally

Unlock: Symbol of Life

Special: See Symbol of Life

Priestess of Kaja

Hit Points: 150

Mitigation:

Crushing: 0

Cutting: 0

Piercing: 0

Splash: 0

Energy: 3

Acceleration: 10

Top Speed: 10

Ammo Capacity:

Manashards: 30

Blessed Stones: 15

Attack 1: Mace

Attack Type: Melee Weapon

Damage: 15

Damage Type: Crushing

Attack Speed: 9

Range: 0.9

Hit Zone: 120

Critical Zone: 45

Critical Zone Damage: +40%

Primary Attack: Swing

Secondary Attack: Charge/Block

Unlock: Default

Special: None

Attack 2: Healing Arts

Attack Type: Ranged Weapon

Damage: -1

Damage Type: Energy

Attack Speed: constant

Range: 5

Ammo Type: Manashards

Ammo Use: 0

Primary Attack: Shoot

Secondary Attack: Healing Burst

Damage: -50

Attack Speed: 15

Radius: 3

Ammo Use: 2

Special: Originates from priestess.

Unlock: Default

Special: Targets allies, is not subject to mitigation

Attack 3: Sling

Attack Type: Ranged Weapon

Damage: 16

Damage Type: Crushing

Attack Speed: 7

Range: 50

Ammo Type: Blessed Stones

Ammo Use: 1

Primary Attack: Shoot

Secondary Attack: Charge

Unlock: Ranged Attack

Special: Ignores 2 points of mitigation

Attack 5: Animate Dead

Attack Type: Utility

Radius: N/A

Duration: N/A

Cooldown: N/A

Ammo Type: Manashards

Ammo Use: 3

Primary Attack: Summon Spectre

Duration: 45 seconds

Hit Points: 75

Mitigation: None

Acceleration: 15

Top Speed: 10

Attack 1: Swipe

Attack Type: Melee Weapon

Damage: 18

Damage Type: Cutting

Attack Speed: 14

Range: 0.8

Hit Zone: 120

Critical Zone: 45

Critical Zone Damage: +40%

Secondary Attack: Summon Spectre

Duration: 45 seconds

Hit Points: 50

Mitigation: None

Acceleration: 15

Top Speed: 10

Attack 1: Shadow Bolt

Attack Type: Ranged Weapon

Damage: 12

Damage Type: Energy

Attack Speed: 12

Range: 30

Unlock: Animate Dead

Special: See Animate Dead

Assassin

Hit Points: 100

Mitigation:
Crushing: 0
Cutting: 0
Piercing: 0
Splash: 3
Energy: 0
Acceleration: 15
Top Speed: 15
Ammo Capacity:
Bolts: 15
Attack 1: Katana
Attack Type: Melee Weapon
Damage: 20
Damage Type: Cutting
Attack Speed: 11
Range: 1
Hit Zone: 125
Critical Zone: 30
Critical Zone Damage: +70%
Primary Attack: Swing
Secondary Attack: Charge/Dodge
Unlock: Default
Special: None
Attack 2: Light Crossbow
Attack Type: Ranged Weapon
Damage: 12
Damage Type: Piercing
Attack Speed: 6
Range: 100
Ammo Type: Bolts
Ammo Use: 1
Primary Attack: Shoot
Secondary Attack: Charge
Unlock: Default
Special: None

Stalker

Hit Points: 100
Mitigation:
Crushing: 0
Cutting: 0
Piercing: 0
Splash: 3
Energy: 0
Acceleration: 15
Top Speed: 15
Ammo Capacity:
Knives: 15
Attack 1: Half-pike
Attack Type: Melee Weapon
Damage: 20
Damage Type: Cutting
Attack Speed: 11
Range: 1.15
Hit Zone: 125
Critical Zone: 22.5
Critical Zone Damage: +75%
Primary Attack: Swing
Secondary Attack: Charge/Dodge
Unlock: Default
Special: None
Attack 2: Throwing Knives
Attack Type: Ranged Weapon
Damage: 12
Damage Type: Piercing
Attack Speed: 6
Range: 100
Ammo Type: Bolts
Ammo Use: 1
Primary Attack: Shoot

Secondary Attack: Charge
Unlock: Default
Special: None
Attack 3: Field Poison
Attack Type: Activated Ability
Radius: N/A
Duration: N/A
Cooldown: 20 seconds
Ammo Type: N/A
Ammo Use: N/A
Unlock: Field Poison
Special: See Field Poison

Artificer

Hit Points: 150
Mitigation:
Crushing: 6
Cutting: 4
Piercing: 4
Splash: 3
Energy: 0
Acceleration: 5
Top Speed: 8
Ammo Capacity:
Grenades: 20
Building Supplies: 20
Attack 1: Hammer
Attack Type: Melee Weapon
Damage: 15
Damage Type: Crushing
Attack Speed: 10
Range: 1
Hit Zone: 112.5
Critical Zone: 45
Critical Zone Damage: +40%
Primary Attack: Swing
Secondary Attack: Charge/Block
Unlock: Default
Special: None
Attack 2: Grenades
Attack Type: Ranged Weapon
Damage: 15
Damage Type: Energy
Attack Speed: 5
Range: 50
Ammo Type: Grenades
Ammo Use: 1
Primary Attack: Shoot
Secondary Attack: Charge/Block
Unlock: Default
Special: Bounce, Proximity Activated, Splash
Radius: 2.5
Damage: 100%-25%
Attack 3: Build Emplacement
Attack Type: Utility
Radius: N/A
Duration: N/A
Cooldown: N/A
Ammo Type: Building Supplies
Ammo Use: 10
Primary Attack: Build Cannon
Health: 200
Mitigation:
Crushing: 4
Cutting: 6
Piercing: 6
Splash: 6
Energy: 4
Attack 1: Cannon
Attack Type: Ranged Weapon

Damage: 20
Damage Type: Crushing
Attack Speed: 14
Range: 125
Primary Attack: Shoot
Secondary Attack: Repair Cannon
(Artificer ONLY)
Special: Splash Damage, Knock-back
Radius: 3
Damage: 100% - 10%
Secondary Attack: Repair Cannon
Damage: -50
Ammo Used: 1
Unlock: Default
Special: Usable by All

Blacksmith

Hit Points: 150
Mitigation:
Crushing: 6
Cutting: 4
Piercing: 4
Splash: 3
Energy: 0
Acceleration: 5
Top Speed: 8
Ammo Capacity:
Bolts: 20
Building Supplies: 20
Attack 1: Hammer
Attack Type: Melee Weapon
Damage: 15
Damage Type: Crushing
Attack Speed: 10
Range: 1
Hit Zone: 112.5
Critical Zone: 45
Critical Zone Damage: +40%
Primary Attack: Swing
Secondary Attack: Charge/Block
Unlock: Default
Special: None
Attack 2: Heavy Crossbow
Attack Type: Ranged Weapon
Damage: 17
Damage Type: Piercing
Attack Speed: 5
Range: 100
Ammo Type: Bolts
Ammo Use: 1
Primary Attack: Shoot
Secondary Attack: Charge/Block
Unlock: Default
Special: Ignores 2 points of mitigation.
Attack 3: Build Emplacement
Attack Type: Utility
Radius: N/A
Duration: N/A
Cooldown: N/A
Ammo Type: Building Supplies
Ammo Use: 10
Primary Attack: Build Ballista
Health: 200
Mitigation:
Crushing: 4
Cutting: 6
Piercing: 6
Splash: 6
Energy: 4

Attack 1: Ballista

Attack Type: Ranged Weapon

Damage: 20

Damage Type: Crushing

Attack Speed: 14

Range: 125

Primary Attack: Shoot

Secondary Attack: Repair Ballista
(Blacksmith ONLY)

Special: Splash Damage, Knock-back

Radius: 3

Damage: 80% - 25%

Secondary Attack: Repair Ballista

Damage: -50

Ammo Used: 1

Unlock: Default

Special: Usable by All

Shield Guardian

Hit Points: 150

Mitigation:

Crushing: 2

Cutting: 4

Piercing: 2

Splash: 2

Energy: 2

Acceleration: 5

Top Speed: 10

Ammo Capacity:

Bolts: 30

Attack 1: Multi-Crossbow

Attack Type: Ranged Weapon

Damage: 15

Damage Type: Piercing

Attack Speed: 8

Range: 75

Ammo Type: Bolts

Ammo Use: 3

Primary Attack: Shoot

Secondary Attack: Charge

Unlock: Default

Special: Fires multiple bolts in a spread.

Attack 2: Flail

Attack Type: Melee Weapon

Damage: 15

Damage Type: Crushing

Attack Speed: 10

Range: 1.2

Hit Zone: 240

Critical Zone: N/A

Critical Zone Damage: N/A

Primary Attack: Swing

Secondary Attack: Charge/Block

Unlock: Default

Special: None

Attack 3: Move Shield

Attack Type: Activated Ability

Radius: N/A

Duration: N/A

Cooldown: N/A

Ammo Type: N/A

Ammo Use: N/A

Unlock: Default

Special: None

Hulking Brute

Hit Points: 200

Mitigation:

Crushing: 3

Cutting: 0

Piercing: 2

Splash: 0

Energy: 0

Acceleration: 5

Top Speed: 15

Ammo Capacity:

Rocks: 10

Attack 1: Ironclad Fists

Attack Type: Melee Weapon

Damage: 15

Damage Type: Crushing

Attack Speed: 10

Range: 1.1

Hit Zone: 135

Critical Zone: 90

Critical Zone Damage: +0%

Primary Attack: Swing

Secondary Attack: Charge/Block

Unlock: Default

Special: Critical damage causes Knockback

Attack 2: Rock Throw

Attack Type: Ranged Weapon

Damage: 18

Damage Type: Piercing

Attack Speed: 10

Range: 40

Ammo Type: Rocks

Ammo Use: 1

Primary Attack: Shoot

Secondary Attack: Charge

Unlock: Default

Special: Knockback

Attack 3: Trebuchet

Attack Type: Activated Ability

Radius: N/A

Duration: Toggle

Cooldown: N/A

Ammo Type: N/A

Ammo Use: N/A

Unlock: Trebuchet

Special: See Trebuchet

Attack 4: Furious Roar

Attack Type: Activated Ability

Radius: 6

Duration: 20 seconds

Cooldown: 60 seconds

Ammo Type: N/A

Ammo Use: N/A

Unlock: Furious Roar

Special: See Furious Roar