**‘TacCom’**

Synopsis- “TacCom” [Working Name] is a tactical role playing game akin to final fantasy tactics, fire emblem, x-com, and pokemon; where the player is asked to assemble a team of people in order to take on different challenges. We have chosen to do a non-phoenix system aka perma death to act as our score sheet to judge whether the player has done well or not.

Gameplay- the player will choose the characters from their Character Roster that they wish to use for the given battle, and fight the opponent’s characters. The characters not chosen will be given the option to develop their Professions aka Jobs. Where they can craft weapons and potions as well as memorize spells, depending on their Profession.

Combat- after the player has chosen his characters combat will begin starting with the fastest character of either side. The distance traveled is based upon movement which is the number of blocks that the character can move. If an opponent is within range of combat the character can engage in combat where they strike at an opponent for damage. The struck opponent can strike back if equipped with the proper skills, armor, or weapons. Some ranged attacks will operate on a rudimentary physics system to affect range and damage for an added tactical layer. Combat continues until a win or loss condition is met.

Win conditions- The Players character must accomplish the mission objective which can include but are not limited to : hold a position for X number of turns. Defeat all enemies. Kill the enemy General/Commander. Free a captured character. Steal a certain item.

Lose conditions- all of the player characters in combat are killed and/or main character is killed.

Character development- the player will control the development of all the players in the roster. Where they can dictate the Profession or Class of the characters. If certain criteria are met the the player may choose to advance the profession or job of said character. The criteria will be hidden until a character has A) met one criteria and B) unlocked all jobs or professions required for each criteria.

**Jobs (Professions)**

Herbalism

Character is able to collect herbs, berries or ingredients if near plain, forest, mountain, or river.

Mining

Character is able mine or minerals or metals if near a hill, mountain, mine, or cave.

Blacksmithing

The best companion for this profession is Mining, as the ore used in nearly all smithing plans is typically in high demand and thus expensive to purchase on the auction house. While blacksmithing does utilize components from other professions (mainly leather from Skinning), it does not do so in sufficient quantity to justify any other gathering profession. In addition, low-level blacksmithing items rarely sell for more than the cost of their materials, and the additional income from selling excess ore can help to offset this cost until you can produce rare and in-demand weapons and armor.

Skinning

Character is able to take skin for either monsters or hunted animals to be used to make leather.

Alchemy

The best companion for this profession is Herbalism, as early alchemy relies almost exclusively on herbs for the mixing of any potion. The secondary Fishing profession is also highly recommended, as it supplies a number of oils used in the craft and can be taken simultaneously with Herbalism. At higher levels, Mining can be used to provide materials for some potions as well as transmutes.

Enchanting

Enchanting actually provides its own pseudo-gathering skill, known as disenchanting, which is used to break down items of uncommon quality or better to produce the materials needed to enchant other items. It is therefore common practice to couple Enchanting with Tailoring, which similarly requires no gathering skills and can produce many items that can be disenchanted.

Scribe

The only truly worthwhile companion skill for Inscription is Herbalism. Using the associated [Milling] skill, Scribes gather herbs to be made into various pastes (known as pigments) that are later used as the basis for inks for their profession.

JewelCrafting

Character is able to use rare metals and jewels to create jewelry or set jewels into clothes or armor .

Leatherworking

Able to use leather to make light and medium armor.

Tailoring

Allows a character to loom cloth, to create clothes, or to create robes.

Lock Picking

Allows character to open locked doors or chest also allows the creation of lock picks.

Riding

Allows character to use a mount, this can add or subtract to a user’s stats such as movement.

RuneForging

The character will be able to make runes on an object, the runed object act like enchanted items but don’t require mana upkeep.

Merchant

Able to get better sell and buy prices, also can gain the ability to use the black market.

tinkerer/ trap maker

The tinkerer is able to repair and make guns and ammunition. Also is able to make and disarm traps, can also gain the ability to fully recover a disarmed trap.

**Attack Class (Class)**

2 - Barbarian - A fierce warrior of humble beginnings that can enter in to blood rage

1 - Bard - An inspiring magician who can use music to inspire allies and create illusions

2 - Cleric - A holy champion who wields divine magic to smite the unholy

2 - Druid - A priest of the old faiths, who wield nature and animals

1 - Fighter - A master of martial combat, can use a variety of weapons and armor

1 - Monk - A master of the body and soul, can use physical and spiritual attack

2 - Paladin - A holy warrior with a holy oath to gain protection and smite the unholy

2 - Ranger - A warrior who fights in both close and long range, and cannot be impeded by terrain.

2 - Rogue - A warrior of questionable moral code who uses stealth to get past obstacles and enemies alike

2 - Sorcerer - A Spell caster who is use to magical combat and has mastered many spells

2 - Warlock - A user of death/ dark magic to leave their enemies in a pile of decaying corpses.

1 - Wizard - A scholarly magic user capable of using many different magic types, but cannot master spells.

1 - Priest - A man of the holy cloth able to heal and cleanse its allies.

2 - Knight - An armored warrior who can use a variety of weapons

1 - Gunner - A warrior who choses forbidden technology over a blade or a bow

1 - Thief - A person of low moral code with a hint of kleptomania

3 - Assassin - A warrior of the shadows whose moral code is outweighed by their moral code

3 - Summoner - A mage who can call upons ancient beings for aid in battle

2 - Sniper - A master of long range weapons with increased critical rate

3 - Blademaster - A master of the sword, Spear, or Axe but cannot change the weapon type after it is mastered, with increased critical rate

1 - Archer - A basic bowman that can hit enemies at a range

2 - Bishop - A holy warrior whose holy might can cast out the darkness, immune to curses and poisons

**Locations**

Caladria

Main kingdom

Groedal

Swampland that has the castle of the eldritch lord

Acron

Neighboring kingdom. Merchant like to trade back in forth

**Main characters**

Player Character (Main)

Brought from here to other world, potentially player influenced personality

Regulus Lightswell (other summoned hero)

Power: holy light ; Egotistical “hero” like to feel important and thinks his power is from God, being trapped in this world is his dream come true.

BardBarians (BB)

Team rocket knock off. Rocker band look. Battle speech can be rock lyrics. Are the bandits of the world

Monsters (mob)

Regular monsters in the world. Show up in groups of similar monsters

Lich Lord (Lich)

Controls undead each group of undead has a lich to command them.

Letum Gravis (Eldritch lord)

Head of all the undead. Trying to kill everything in the kingdom of Caladria. Because the first king of Caladria (Amadeus Caladrius) sent Gravis through the Lych Gate then destroyed it so he wouldn’t come back and then married his wife. “Very goth and over dramatic ”

Sextus Caladrius 9th (current king of Caladria)

Spoiled 20 yr old thinks he's the boss but he is not. Victim of the Dunning–Kruger effect. Has the head ArchBishop bring in new heros. “Childish and high and holier than thou”

Arcen Lashawn (ArchBishop)

Old like 80. Runs the kingdom and he only suck up to the king. Willing to kill his political opponents. To open the ‘hero gate’ he had to sacrifice many innocents, and has some knowledge as to the continuing consequences of their arrival. Favorite catch phrase ‘god wills it’

**Story**

Act Ⅰ

Heros get summoned into the kingdom. King tells them about the Eldritch lord and that he needs to die. Start taking on the BB to level up. Takes on low level monsters. Learn Jobs/Classes, start building a roster. Main starts moving towards the swamp land. Boss: ‘Lich Lord’

Act Ⅱ

Main is in the swampland starts fighting undead. fights in tombs and caves. Fight monsters to level and find traveling merchants. Make it up to the castle. Fight eldritch and learn the backstory about the kingdom and the evils of the Church. Boss: “Letum Gravis”

Act Ⅲ

Main makes it back to kingdom. Fights the head of the BB. gets told that the church paid them to kill him. Church kills BB. tries to talk to king get ignored and fights the guards. Other hero gets told about the “coup” confronts main. They talk then fight. Archbishop try to assassinate main, but fails and must run away. They talk to princess/close allies, then confront the king and Archbishop. Boss: Archbishop potentially Lord of The Faith