**GAMEPLAY DOCUMENT**

**FOR KERA-PART 02**

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Written by : Phéçale LAFIA

**SUMMARY**

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# **I-PLAYABLE CHARACTERS**

* Revision of competency values. Some skills have seen their value increase or decrease. But this is still very abstract since it will have to test and balance after.
* Again in relation to the characters, another document will be devoted to each of them. Their skills and background will be more detailed.

## **INVENTORY**

Player could have :

* 3 weapon locations: 2 main weapons and one handgun.
* 1 grenade location. The maximum number of grenades is 4 per character
* 1 inventory in which can be stored the weapons and equipment picked up.
* 1 shield

## **1-LYNNA WYSE**

**Class** : Healer

**Special ability** : Carer[[1]](#footnote-1)

**Capabilities**

* Reanimate her 4 teammates,
* Repairing weapons,
* Boosting weapons,
* Collect care kits,
* Heal and treat Myd, Darell and the Quinton
* Can not treat ITX because he is a robot.

**Class advantages**

* Her rate of health regeneration per second is the highest of all the team,
* She reanimates teammates more quickly.
* When she uses her special ability on herself, she gains a +50 HP health bonus that recharges every 10 seconds for 120 seconds. *This means that when she uses Carer on herself, she goes to 150 HP for 2 minutes. And if during these 2 minutes, she receives damage, and her health needs to recharge, it automatically returns to 150 PV until the end of the 120 seconds.*

## **2-DARELL BURCHAM**

**Rôle** : Attacker

**Class** : Dépanneur

**Special ability** : Qarax[[2]](#footnote-2)

**Capabilities**

* Reanimate his 4 teammates,
* Repair his weapons,
* Boost his weapons,
* Pick explosives
* Reload his bombs,

**Class advantages**

* He deals the most damage to critical enemies with his special ability [*but while using the Qarax, the damage he receives is doubled.*]

## **3- QUINTON OCANO**

**Class** : Support

**Special ability** : Subsidium

**Capabilities**

* Reanimate his 4 teammates,
* Repair his weapons,
* Boost his weapons,
* Pick ammo,
* Reload his weapons
* Reload repaired turrets,
* Reload his teammates weapons from distance.

**Class advantages**

* His weapons are always filled due to his special ability.
* Increased agility.

## **4-ALYN HARTJEM aka MYD**

**Class**: Mecanich

**Special ability** : Lohà[[3]](#footnote-3)

**Capabilities**

* Reanimate his 4 teammates,
* Repair her weapons,
* Boost her weapons,
* Pick metal parts,
* Repair of non-service turrets
* Repair of destroyed cover elements,
* Repair destroyed stations.
* Heal ITX

**Class advantages**

* Her weapons are more resistants. Any weapon that she possesses or takes benefits from a resistance of + 50.
* She can repair her weapons with Lohà but the expense in mechanical parts is bigger.

## **5-R3-NET**

**Rôle**: Attacker

**Class** : Guide

**Special ability** : Bisizt[[4]](#footnote-4)

**Capabilities**

* Reanimate his 4 teammates,
* Repair his weapons,
* Boost his weapons,
* Possess another robot
* Hack a robot to make an ally
* Disable control towers via ETAE
* Hacking Control Panels

**Class advantages**

* He can reload his shield alone with Bisizt. But, this affects the recharge time of Bisizt.
* His capacity is the only one that recharges according to time and not according to an aspiration of energy. It takes 75 seconds for Bisizt to be operational after use.
* Attacks in frontal style of the Elektro do not affect him. But when they pass in brutal attack, at this moment, he receives the damage

1. Carer : Victoria’s special ability (To care)  [↑](#footnote-ref-1)
2. Qarax is Darell’s special ability. (It means bomb in somali.) [↑](#footnote-ref-2)
3. Lohà représents Myd’s special ability (It means métallic in Thai) [↑](#footnote-ref-3)
4. Bisizt is R3-NET’s special ability It means Possession in german) [↑](#footnote-ref-4)