**I - Item Profile Format and Item Classification**

Friday, February 20, 2015

8:55 AM

***Item Profile Format and Item Classification***

**Profile**

**Item name (code): Ex: Fresh Monster's Milk (R8A)**

**Definition:** Ex: Fresh Monster's Milks are rare consumable item in Rolan's Quest. They can be dropped by Monsters at Elder's Road outside Forest Town. It heals 1000 HP and removes all negative conditions.

**Description:** Ex: *Exquisite milk with a satisfying tang.*

**Location:**

Ex: (Monster) Elder's Road outside Forest Town.

(Treasure Chest) North of Waterfall, just by the passage that leads to a dead-end.

**Method of acquistion (how can Rolan get it):**

Ex: Defeat the Monster

**Vital Statistics:**

*Example*

**Type:** Consumable

**Source:** Monster

**Sell Price:** 310 (c) Crones

**Level requirement: 3**

**Abilities:**Heals 1000 HP and removes all negative conditions.

**Classification**

**Types: (Weapon, Equipment, Gems, Consumables)**

**Weapon** - Rolan's Sword (Sword Mode) and Hammer (Special (Moves))

**Helmet** -A type of equipment that gives the user any effects, status effect or buff, stats modification, that gives benefits to defense and specials.

**Body** - A type of ***equipment*** that gives the user any effects, status effect or buff, stats modification, that benefits to defense.

**Grieves** - A type of ***equipment*** that gives the user any effects, status effect or buff, stats modification, that benefits to defense and movement speed.

**Amulet** - A type of ***equipment*** that gives the user additional benefits similar to all equipments. It can be a status condition or buff, it maybe positive or negative, it maybe a stats modifier.

**Gems** -A type of material that upgrades a weapon that serves 3 purposes: Provides Sword modes, Permanent Stats Boosts, and Special (Move).

**Consumable** -One time use that gives a certain effect.

**Rarity:**

**Standard Items:**

**Common** - Items that can be obtain early in the game. Items that can be bought in all general stores, also possible to have it for free by defeating monsters.

**Uncommon** - Items that requires you to do something in order to get it. Can be bought from a general story but in an expensive price. Usually, you can get it 'unlocked' after the first half of the story. If there's a secret merchant, they usually sell it for a lower price than later general stores, except that, they require condition for them to appear. It is also possible to have it for free by defeating high level/later monsters.

**Special Items:**

**Rare** - Unique or Strong items. They have lower drop rate from monsters and monsters holding it possibly super strong or unique. It never comes in all stores, if there's a secret merchant, some few items are only chosen. It asks you to do your best, like passing a maze, walking on a difficult path, overcoming an obstacle in order to get it. Consumable items like these usually are one time use only.

**Super Rare** - Similar to rare items, but requires more luck and effort to get. Also can be missable.

**Item and Equipment Effects:**

**Element Types:**

\*Fire

\*Electric

\*Water

\*Ice

\*Metal

\*Wood

\*Dead

**Status Effect Types: (Does not rely on character's or enemy's stats to inflic a negative effect. Curable using status recovery items.)**

\*Poison (Gradually damages character slowly)

\*Paralysis (Disable Movement and Attack)

\*Confuse (Scrambles the command buttons)

**Positive Buff Types: (Can rely or not on character's or monster's stats to serve good benefits. Can be Removed using specials 'debuff')**

\*Damage Modifier. Ex: Critical Attack (Temporary)

\*Stats Modifier. Ex: Strength Up (Temporary)

**Negative Buffs Types: ( Can rely or not on character's or monster's stats to serve bad effects. Can be Removed using specials 'debuff')**

\*Stats Modifier. Ex: Removes Defense or Lower's Defense or Lower's Attack power (Temporary)

**General Effects: (This covers the "Assist" items, in Gameplay Guide)**

\*Recovers Status Ailments and Negative Buffs

\*Recovers Hit Points (HP)

\*Recovers Sonicforge Points (SP)

\*Monster Count Modifier

\*Damage Modifier (Equipable)

\*Stats Modifier (Equipable and Permanent)

\*Replicates the effects of Specials

\*Items which replicate the effects of specials. Ex: Single use items which can damage enemies (but don't specifically cast a spell). Weapons or Equipment that cast a spell or other form of Special Attack when used as an Item.

\*Items that gives a chance to block knock out, leaving the character 1 HP instead of zero.

**Stats/Character Stats:**

\*HP - Hit points. Gets restored at an inn, via item, special, or save point.

\*Strength - Determines the damage the player will inflict from his primary weapon.

\*Defense - Determines how much damage will be inflicted on the player from physical attacks.

\*Special - Determines how strong Rolan’s specials are.

\*Special Defense - Determines how good Rolan’s defense is against enemy specials.

\*Luck - Partially determines the likelihood of receiving a fragment/item drop from a fallen enemy, and the contents of some treasure chests. Also determines the chance of a critical strike on an enemy.

**Current Item developed: (Code - Function >> Name)**

Recovery items (R)

Monster Related Items (M)

Throw items (T)

Helmet (H)

Body (B)

Grieves (G)

Amulet (A)

Weapon (W)

Gems (G)

*\*I put them as code first ('R1A') so i can think first their function before thinking the name.*

R5A - Restores 50 HP >> Tonic

R5B - Restore 200 HP >> Hi-Tonic

R5C - Restores 500 HP >> Max Tonic

R1A - Restores 25% of HP  >> Grand Apple

R1B - Restores 50% of HP >> Star Fruit

R1C - Restores 100% of HP >>  Dragon Berries

R2A - Restore s 25% of SP >> Energy Drink

R2B - Restore 75% of SP >> Archon Chocolates

R3A - Removes Poison >> Antidote

R3B - Removes Paralysis >>

R3D - Removes Blind >> Magic Glasses

R3C - Removes All Status Ailments >> (N/A)

R4A - Restores 100% of HP and SP >> (N/A)

R4B - Restores 100% of HP and SP, removes all status ailments >> (N/A)

T1A - Deals Fire Damage to enemies >> Fire bombs

W1A - Allow quick travel/teleportation to or from towns or dungeons. >>

M1A - Increases the amount of Spawning monster. >>

M1B - Item that calls monsters on the spot. >>

M1C - Wards off monsters in the next area. >>

**Currency:**

Crones (C)

Etymology: Crones comes from the word Crown.

**Below are updated.**

R1A - Recovery Items - Tonic

Thursday, February 19, 2015

8:57 PM

**Item name (code): Tonic (R1A)**

**Definition:** Manufactured drink consumable item in Rolan's Quest. They can be dropped by Monsters at Elder's Road outside Forest Town. It recovers 50 HP.

**Description:** *Manufactured healthy drink.*

**Location:**

**Method of acquistion (how can Rolan get it):**

**Vital Statistics:**

**Type:** Consumable (Common)

**Source:** Bought from Stores, Monster, Treasure Chest

**Sell Price:** 50 (c) Crones

**Level requirement: 1**

**Abilities:**Recovers 50 HP

R1B - Recovery Items - Hi Tonic

Thursday, February 19, 2015

8:57 PM

**Item name (code): Hi Tonic (R1B)**

**Definition:** An expensive manufactured drink consumable item in Rolan's Quest. They can be dropped by Monsters at Elder's Road outside Forest Town. It recovers 200 HP.

**Description:** *Manufactured strong healthy drink.*

**Location:**

**Method of acquistion (how can Rolan get it):**

**Vital Statistics:**

**Type:** Consumable (Uncommon)

**Source:** Bought from Stores (Half part of the story later in the Game), Monster, Treasure Chest

**Sell Price:** 150 (c) Crones

**Level requirement: 2**

**Abilities:**Recovers 200 HP.

R1C - Recovery Items - Max Tonic

Thursday, February 19, 2015

8:57 PM

**Item name (code): Max Tonic (R1C)**

**Definition:** A superior manufactured drink consumable item in Rolan's Quest. It recovers 500 HP.

**Description:** *Manufactured superior healthy drink.*

**Location:**

**Method of acquistion (how can Rolan get it):**

**Vital Statistics:**

**Type:** Consumable (Rare)

**Source:**Bought from Stores (Last part of the story later in the Game), Monster, Treasure Chest

**Sell Price:** 250 (c) Crones

**Level requirement: 1**

**Abilities:**Recovers 500 HP.

R2A - Recovery Items - Grand Apples

Thursday, February 19, 2015

8:57 PM

**Item name (code): Grand Apples (R2A)**

**Definition:** It recovers 25% of SP.

**Description:** *Famous delicious apples.*

**Location:**

**Method of acquistion (how can Rolan get it):**

**Vital Statistics:**

**Type:** Consumable (Uncommon)

**Source:**Bought from Stores, Monster, Treasure Chest

**Sell Price:** 75 (c) Crones

**Level requirement: 1**

**Abilities:**Recovers 25% of HP.

R3A - Recovery Items - Energy Drink

Thursday, February 19, 2015

8:57 PM

**Item name (code): Grand Apples (R3A)**

**Definition:** It recovers 25% of HP.

**Description:** *Popular drink yet no one's selling it.*

**Location:**

Outside Forest town.

**Method of acquistion (how can Rolan get it):**

**Vital Statistics:**

**Type:** Consumable (Uncommon)

**Source:** Treasure Chest

**Sell Price:** 0 (c) Crones

**Level requirement: 2**

**Abilities:**Recovers 25% of SP

R2B - Recovery Items - Dragon Berries

Thursday, February 19, 2015

8:57 PM

**Item name (code): Dragon Berries (R2B)**

**Definition:** It recovers 100% of HP.

**Description:** *Tasty berries used by a popular jam manufacturing company.*

**Location:**

**Method of acquistion (how can Rolan get it):**

**Vital Statistics:**

**Type:** Consumable (Uncommon)

**Source:** Treasure Chest

**Sell Price:** 0 (c) Crones

**Level requirement: 4**

**Abilities:**Recovers 100% of HP.

R3B - Recovery Items - Archon Chocolates

Thursday, February 19, 2015

9:14 PM

**Item name (code): Archon Chocolates (R3B)**

**Definition:** It recovers 75% of SP.

**Description:** *It made her say "love you".*

**Location:**

**Method of acquistion (how can Rolan get it):**

**Vital Statistics:**

**Type:** Consumable (Rare)

**Source:** Treasure Chest

**Sell Price:** 0 (c) Crones

**Level requirement: 4**

**Abilities:**Recovers 75% of SP.

W1A - Warp Items - Crystal Feather

Thursday, February 19, 2015

9:14 PM

**Item name (code): Crystal Feather (W1A)**

**Definition:** Allow quick travel/teleportation to or from towns or dungeons.

**Description:** *Feather comes from a magic eagles.*

**Location:**

**Method of acquistion (how can Rolan get it):**

**Vital Statistics:**

**Type:** Consumable (Rare)

**Source:** Treasure Chest

**Sell Price:** 150 (c) Crones

**Level requirement: 2**

**Abilities:**Allow quick travel/teleportation to or from towns or dungeons.

M1A - Monster Related Items - Yummy Perfume

Friday, February 20, 2015

1:52 PM

**Item name (code): Yummy Perfume (M1A)**

**Definition:** Allow quick travel/teleportation to or from towns or dungeons.

**Description:** *Funny perfume that entice monsters.*

**Location:**

**Method of acquistion (how can Rolan get it):**

**Vital Statistics:**

**Type:** Consumable (Uncommon)

**Source:** Treasure Chest

**Sell Price:** 500 (c) Crones

**Level requirement: 3**

**Abilities:**Increases the amount of Spawning monster.

M1B - Monster Related Items - Weird Cheese

Friday, February 20, 2015

1:52 PM

**Item name (code): Weird Cheese (M1B)**

**Definition:** Calls monster on the spot.

**Description:** *Funny perfume that entice monsters.*

**Location:**

**Method of acquistion (how can Rolan get it):**

**Vital Statistics:**

**Type:** Consumable (Uncommon)

**Source:** Treasure Chest

**Sell Price:** 350 (c) Crones

**Level requirement: 3**

**Abilities:**Calls monsters on the spot.

M1C - Monster Related Items - Pesticide

Friday, February 20, 2015

1:52 PM

**Item name (code): Pesticide (M1C)**

**Definition:** Wards off monsters in the next area.

**Description:** *The traditional weapon of farmers.*

**Location:**

**Method of acquistion (how can Rolan get it):**

**Vital Statistics:**

**Type:** Consumable (Uncommon)

**Source:** Treasure Chest

**Sell Price:** 450 (c) Crones

**Level requirement: 3**

**Abilities:** Wards off monsters in the next area.