***Item Classification, Story Sections and Item Profile***

Friday, February 20, 2015

8:55 AM

**Item Profile Format**

**Item name (code): Ex: Rare Cow's Milk (R5B)**

**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 defense and specials.

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

**Grieves** - A type of ***equipment*** that gives the user any effects, status effect or buff, stats modification, that benefits 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:*** *Effects of elements for defense are Absorb, Reflect and Resist. Effect of element for offense is additional damage. Elements can also place Status conditions to the target.*

\*Fire

\*Electric >> Paralyze

\*Water

\*Ice >> Freeze

\*Earth

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

\*Poison (Gradually damages character slowly) Can be removed using Antidote.

\*Paralysis (Disable Movement and Attack) Can be removed using Paralyze Heal

\*Confuse (Scrambles the command buttons) Can be removed by allowing monster hit Rolan but recover will only happen by chance.

\*Freeze (Stops the character for a short period of time.) Cannot be removed unless the character was hit by a Fire Element or wait until it's gone.

\*Silence (Disables Rolan to use Specials.) Can be removed using Amplifier

\*Blind (Makes the character fail of hitting a target.) Can be removed by using eyedrops

\*Curse (Makes the character stats low and disables Swordmodes.) Can be removed using Holy Water.

***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 (Level of Rarity \*)*** | ***Name*** | ***In Store*** | ***Level*** |
| R1A | Restores 50 HP \* | Tonic | ***Yes*** | ***1*** |
| R1B | Restore 200 HP \*\* | Hi-Tonic | ***Yes*** | ***2*** |
| R1C | Restores 500 HP \*\*\* | Max Tonic | ***Yes*** | ***3*** |
| R2A | Restores 25% of HP \*\* | Grand Apple | ***Yes*** | ***1*** |
| R2B | Restores 50% of HP \*\*\* | Star Fruit | ***No*** | ***1*** |
| R2C | Restores 100% of HP \*\*\* | Dragon Berries | ***No*** | ***1*** |
| R3A | Restore s 25% of SP \*\* | Energy Drink | ***Yes*** | ***1*** |
| R3B | Restore 75% of SP \*\*\* | Archon Chocolates | ***No*** | ***1*** |
| R3C | Restores 100% of SP \*\*\* |  | ***No*** | ***1*** |
| R4A | Removes Poison \* | Antidote | ***Yes*** | ***1*** |
| R4B | Removes Paralysis\* | Paralyze Heal | ***Yes*** | ***1*** |
| R4D | Removes Blind\* | Eyedrops | ***Yes*** | ***1*** |
| R4E | Removes Silence\* | Amplifier | ***Yes*** | ***1*** |
| R4F | Removes Curse\* | Holy Water | ***Yes*** | ***1*** |
| R4Z | Removes All Status Ailments\*\*\* |  | ***Yes*** | ***3*** |
| R5A | Restores 100% of HP and SP \*\*\* | Golden Cheese | ***No*** | ***3*** |
| R5B | Restores 100% of HP and SP, removes all status ailments \*\*\* | Rare Cow's Milk | ***No*** | ***3*** |
| T1A | Deals Fire Damage to enemies \* | Burst Bottle | ***No*** | ***1*** |
| W1A | Allow quick travel/teleportation to or from towns or dungeons. \* | Crystal Feather | ***Yes*** | ***1*** |
| M1A | Increases the amount of Spawning monster. | Yummy Perfume | ***Yes*** | ***2*** |
| M1B | Item that calls monsters on the spot. \* | Weird Cheese | ***Yes*** | ***2*** |
| M1C | Wards off monsters in the next area. \* | Pesticide | ***Yes*** | ***2*** |
| H1A | +1 Defense | Headgear | ***Yes*** | ***1*** |
| H2A | +1 Defense, 25% Poison Resistance | Hood | ***Yes*** | ***1*** |
| B1A | +3 Defense | Armor | ***Yes*** | ***1*** |
| G1A | +1 Defense | Greives | ***Yes*** | ***1*** |
| A1A | 25% Fire Resistance | Red Ring | ***Yes*** | ***1*** |
| Ge1A | (Sword) +2 Damage | Red Gem | ***No*** | ***1*** |
| Ge1B | (Sword) +5 Damage | Orange Gem | ***No*** | ***2*** |
| Me1A | (Sword) +10% Critical Strike | Samurai Gem | ***No*** | ***2*** |
| Me1B | (Sword) +1 Luck | Mage Gem | ***No*** | ***2*** |

**Legend:**

Recovery items (R)

Monster Related Items (M)

Throw items (T)

Helmet (H)

Body (B)

Grieves (G)

Amulet (A)

Weapon (W)

Gems (Ge)

Mega Gems (Me)

Master Gems (Ma)

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

***Currency:***

Crones (C)

Etymology: Crones comes from the word Crown.

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

Master Gems - Sword Modes

Mega Gems - Specials and Stats Ups (Can be consumed to release a special move or other strong benefits to the character)

Gems - Stats Ups (Can be consumed to give some benefits to the character.)

***Sword Modes:*** *Are special changes of your sword. It changes graphic as indication of it's level. They can only be done by crafting a Gem to your sword or in some conditions.*

There are 3 types of method to obtain swordmodes:

Story-Based (Default) Sword Modes - Are modes that comes from crafting *Master Gems (Story Gems*) to your sword. There are 8 master gems you can acquire that results 8 sword modes thru following the story.

Secret Sword Modes - Are modes that requires how many numbers of *Gems and Mega Gems* you already used for the Sword, they don't have information in the game, they just appear a sudden. Ex: When you craft a 10 Mega Gems already, and 20 Gems in your sword, it will unlock a secret sword mode. If you complete all Gems and Mega Gems to your sword, it will unclock another secret sword mode.

Special Secret Sword Modes - Are modes that doesn't require crafting a gem but doing a different method of acquisition.

***Specials (moves/ability):*** *Is a special ability of Rolan using the Hammer that requires Sonicforge Points that comes from environment fragments. Rolan can learn it after using Mega Gems that have a special essense in it.*

***Method of Acquisition:*** *Is the direction of how to get the item in the area. Since Level Design is not given, we are just going to plot where the items are located and how the player can obtain it.*

***Sections***

Monday, February 23, 2015

2:14 PM

**Sec1A - Forest Town**

Friday, February 20, 2015

10:00 PM

Story description: Where Rolan grew up and the hometown of the (Earth) crystal.

**Equipable items:** Headgear

**Consumable items:** Tonic (3)

**Money:** 250 c

**Key items:** N/A

**Story items:** N/A

**Method of acquisition:**

1. Inside your room, check your bed, you'll get a 250 c
2. In your room again, check your cabinet, you'll get a headgear.
3. On the front of your house, beside the well, there's a treasure chest that contains a tonic.
4. Search the tree beside the elder's place for a treasure chest that contains tonic (you cannot see it because it is mostly covered by the head of the tree.)
5. Go to the left corner of the map house and check it's left side-wall with 2 jars, under is a treasure chest that contains a tonic.

***Item Profiles***

Monday, February 23, 2015

2:14 PM

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.

R5B - Recovery Items - Rare Cow's Milk

Sunday, February 22, 2015

1:22 AM

**Item name (code): Rare Cow's Milk (R5B)**

**Definition:** Rare Cow's Milk is a super rare consumable item in Rolan's Quest. Restores 100% of HP and SP, and removes all status ailments.

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

**Location:**

Secret Area that keeps a mysterious magical cow. It spawns randomly but it will only appear once after you engage it!! Make sure you catch it to get the item. You even can get one, at start, near the Forest Town, only if you have a special that can immobilize it!! Make sure you save before trying to catch it!!

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

Look for a way to make the cow appear. If you see it, it will run away. Catch it using any magic that can immobilize it from moving. You'll get a Rare Cow's Milk!

**Vital Statistics:**

**Type:** Consumable (Super Rare)

**Source:** Magical Cow

**Sell Price:** 9000 (c) Crones

**Level requirement: 3**

**Abilities:**

Restores 100% of HP and SP, removes all status ailments

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 eagle.*

**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.

H1A - Head Equipment - Headgear

Friday, February 20, 2015

1:52 PM

**Item name (code): Headgear (H1A)**

**Definition:** Ordinary head equipment. + 1 Defense

**Description:** *An ordinary cap for ordinary soldier.*

**Location:**

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

**Vital Statistics:**

**Type:** Head Equipment (Common)

**Source:** Store, Treasure Chest

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

**Level requirement: 1**

**Abilities:** N/A