To do:

Implement armor / Monster vulnerabilities

Implement ailments

Retaliatory responses

Size of creatures determines creature power

**Combat round:**

Determine priority

If action not set:

Get primary action

Calculate Damage

Apply Damage

Check for defeat

Set affliction

Check for defeat

Set retaliation

Calculate damage

Apply damage

Check for defeat

Set affliction

Check for defeat

Possible Responses:

No Damage

Doge, Block, Parry

Reduce Damage

Defend

Return Damage

Riposte, Thorns

Afflictions:

Slow,

Damage over Time

Bleeding -

Affliction blocked by defending.

Weapon slash must be above 70% or stab must be above 40%

Damage applied at end of each combat round

Duration: Lasts after combat - damage taken after each action.

Damage slightly lessens with each affliction

Requires bandages (player) or medical tent (town) to stop

Chance to afflict increased by:

Low health (under 50%)

Sharpened weapons

Slashing and stabbing weapons

Venom - Damage applied when victim attacks (“Exertion causes poison to spread”)

Can cause slow affliction.

Duration: Duration of combat unless antidote is applied. Antidote gives immunity.

Inflicted by venomous creatures and when applied to slashing/stabbing weapons

Burning - Applied after every action (player and monster)

Duration: 3 rounds

Stun

Can affect multiple turns...

Victim slow = attacker slow + (attacker slow \* n) + 1

Weaken

Weapon Affliction ideas:

Chance to afflict:

Weapon damage range sets affliction change (20-80: 20 = 0%, 80=75%)

Alternate actions like guard boost damage amount on next action.