Strong Hold 2 Red Steel

Revision 2

# General

Strong Hold 2 Red Steel or SHRT is a top-down RPG where the player controls a band of characters collecting loot and surviving in a not very friendly world

# Gameplay

## Debuffs

1. Burning – Causes the target to lose damage overtime
2. Melting – Causes Metallic targets to be unable to move and weak to slash weapons
3. Frozen – Causes the target’s speed to decrease
4. Frostbite – Causes Organic targets to be unable to move and weak to blunt weapons
5. Winded – Causes targets to use more energy for moves
6. Instability – Causes Spectral life decreases general accuracy drastically

## Characters

Characters in this game can be either your friend or enemy. Here are all of the traits a character will have.

* Information
  + Id
  + Name
  + Race
  + Species
* Statistics
  + Current Hp
  + Hp
  + Speed
  + Current Eg
  + Eg
  + Defense
  + Attack
* Proficiencies
  + Fighter level
  + Fighter experience
  + Hunter level
  + Hunter experience
  + Caster level
  + Caster experience
* Equipment
  + Head
  + Body
  + Legs
  + Back
  + Left hand
  + Right hand
  + Left pocket
  + Right pocket

# World Information

## The Planet

The planet that this game takes place on is a desolate sandy planet that was terraformed to create a large prison until the research bases where attack by red flesh. The planet is currently having a large unstable green ring that is duplicating the planet within a pocket dimension.

## The People

1. Organic life
   1. Organic creatures are made of flesh and blood or other similar substances. Humans, Insectoids, and other creatures. Organic creatures are weak to extreme temperatures (ice)
2. Inorganic life
   1. Inorganic life or lack thereof, are built with mechanical contraptions, sentries, troopers, and other assortment of droids. Inorganic creatures are weak to disturbances to their system (fire)
3. Spectral life
   1. Spectral life forms are anchored to the world due to happens. These wandering souls and ghost wander the world basically living a second life. Spectral lives are weak to things that disturb their life force (air)

## The Evils

1. The Devoid, Spectral +
   1. The Devoid are creatures that have been tainted by the corrupting essence of the absence of space. There form is constantly distorting and are animalistic. They prey upon entities that are mostly made of spectral energy. These creatures hate heat as it gives off light
2. The Red Flesh, Organic +
   1. The Red Flesh was an experiment that the researchers on the planet were creating with the dead bodies of prisoners. pulses with the rage and aim to kill and assimilate the living into its body of blood.
3. The Abyss, Inorganic +
   1. The Abyss is the oldest evil within the universe this game takes place in. They are a collection of the souls of the living that have been trapped within a crystal that power a dark grey sand that form into monstrosities controlled by a hive mind.

## Elements

1. Fire
   1. Strong to Inorganic and Abyss life causing the melting debuff
   2. Can engulf enemies in flames
2. Ice
   1. Strong to organic and Red Flesh life causing Frostbite debuff
   2. Can Freeze enemies
3. Air
   1. Strong against Spectral and Devoid life causing instability
   2. Causes disorientation

## Planned elements

1. Shock
2. Earth
3. Water
4. Light
5. Acid
6. Calcimite