Base Foundations

Combat:

* Turn based - rolled over stats
* Specific stats can give you boosts in damage, defence, initiation etc.
* Weapons have base values which can be improved by certain items/abilities, they also scale off of class (e.g. Rogue being better with a dagger set than a staff)
* Buffs can be used but take up an entire turn for the character
* I want to ensure that the game isn’t just 1 ability slave, 1 damage and 1 healer (although that should work), the player should be able to adapt to their playstyle, but should be punished for not playing strategically
* 1 shots should happen
* NO OP ABILITIES (unless its for a boss)
* Initiation decides who goes first AI or player
* Combos should do specific types of damage (basically a special move combo)

Character:

* Basic character creator
  + Choose name
  + Choose class (varying stats and starting items/abilities)
  + Choose race (changes stats?)
  + Basic changes i.e. hairstyles, gender, apparel?
* Stats
  + Strength - base damage for melee weapons (STR)
  + Defence - base health and resistances (DEF)
  + Agility - base damage for dual wield weapons/bows/guns (AGI)
  + Intelligence - base damage for magic (INT)
  + Luck - loot and dodges (LUC)