

Game Design Document



Risk of Rain 2

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Game Analysis

Escape a chaotic alien planet by fighting through hordes of frenzied monsters – with your friends, or on your own. Combine loot in surprising ways and master each character until you become the havoc you feared upon your first crash landing.

Mission Statement

Risk of rain 2 is a third person roguelite sci-fi looter shooter that takes place on a procedurally generated alien world. Risk of Rain 2 follows the crew of UES: Safe Travels as they try to find UES: Contact Light and any survivors along their path. They have to try and survive the hostile wildlife and environment as difficulty increases over time, navigating Petrichor V via the teleporters strewn across the entire planet. The crew loop endlessly through many distinct environments, but end upon the moon to defeat the final boss.

Genre

Risk of rain 2 is a third person action roguelite, sci-fi, looter shooter, multiplayer, co-op

Platforms

Risk of rain 2 is available for PS4, Xbox, Nintendo switch, Steam, Stadia



Target Audience



Target audience for Risk of rain 2 are fans of roguelike/roguelite games, fans of sci-fi



Storyline & Characters



The setting of Risk of Rain is mostly glimpsed upon through logs for Items, Monsters, Environments, and more. These entries are collected within the game's Logbook, which may provide context and clues behind the many mysteries and events that happen within the game itself and the history surrounding the planet of Petrichor V.


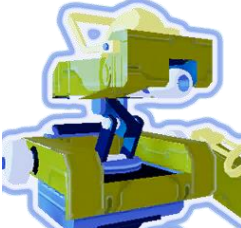
Character	Description	Characteristic	Misc. Info
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<p>Acrid</p> 	<p>Playable character. A macabre, poison-spewing ex-prisoner, Acrid fights with a potent array of damage-over-time effects and self-sustaining melee ability, as well as a mix of long-range and crowd control options for any situation. Acrid is a melee-range hybrid who uses powerful poisons to melt tanky enemies.</p>	<p>Playable character. A macabre, poison-spewing ex-prisoner, Acrid fights with a potent array of damage-over-time effects and self-sustaining melee ability, as well as a mix of long-range and crowd control options for any situation. Acrid's unique ability to inflict <u>Poison</u> or <u>Blight status effects</u> makes it an incredibly lethal choice when stacking <u>items</u> that inflict additional debuffs.</p>	<p>It sports the highest base damage stat of any Survivor barring the Heretic, allowing for even greater damage potential.</p>
<p>Artificer</p> 	<p>Playable character The Artificer is a high burst damage survivor who excels in fighting large groups and bosses alike.</p>	<p>Wielding a diverse armament of destructive skills, Artificer's strength lies in her devastating offense that can break through even the bulkiest of enemies, aided by the versatile Snapfreeze. However, her power comes at the cost of survivability, as she has no defensive or movement skills aside from her high-flying Ion Surge, so</p>	<p>Artificer is referred to internally as "Mage."</p>






		the player must take care to use her mighty skills from a safe distance.	
<p>Bandit</p> 	<p>Playable character. The Bandit is a high-skill combo character that can dish out devastating backstabs while weaving in and out of stealth.</p>	<p>A swift and sneaky fighter, the Bandit focuses on keeping on the move to catch enemies off guard and deal ruinous damage, before finishing the job with Lights Out. Between his daggers, smoke bombs, and gun attacks, the Bandit emphasizes mobility and versatility but also requires some skill to bring out his true potential.</p>	<p>Before the Anniversary update, Bandit was in the game's files as an unused survivor. Notably, he was the most complete unused survivor.</p>
<p>Captain</p> 	<p>Playable character. The Captain is a unique survivor that can control the battlefield with utility and damage - with help from the UES Safe Travels.</p>	<p>Commander of the UES Safe Travels, the Captain's strength is his ability to call down a variety of tactical drops from orbit, from a humble healing beacon to the spectacularly haphazard OGM-72 'DIABLO' Strike.</p>	

<p>Commando</p> 	<p>Playable character. The Commando is a jack-of-all-trades character that is reliable in all situations of the game.</p>	<p>Unlocked by default, he is intended as a well-rounded and easily-understood character with no particular weaknesses or strengths, combining mobility and offense in his tactics. However, that doesn't mean he can't be one of the strongest characters for benefiting from the effects of item stacking, given the speed and high proc coefficient of many of his skills.</p>	<p>Commando was the first Survivor to be worked on in both Risk of Rain and Risk of Rain 2.</p>
<p>Engineer</p> 	<p>Playable character. The Engineer is a unique class that requires planning and positioning to be successful.</p>	<p>With an assortment of deployable gadgets, the Engineer's strength comes not from him alone, but rather his ability to set up a variety of defensive measures.</p>	<p>The Engineer's signature ability is his deployable turrets, which gain the same Items that Engineer himself has. This makes him unique, as item selection doesn't necessarily come down to what benefits himself, but also what can benefit his turrets.</p>

<p>Huntress</p> 	<p>Playable character. The Huntress is an extremely mobile but fragile survivor with a high damage output.</p>	<p>With powerful homing attacks and very high mobility, but very low health and somewhat limited area of effect on many of her skills, Huntress can be considered a "glass cannon" character.</p>	<p>She is unlocked by default as an alternative to Commando.</p>
<p>Loader</p> 	<p>Playable character. The Loader is a slow but powerful bruiser that can use her grappling hook to uniquely navigate the environment.</p>	<p>An incredibly mobile and heavy cargo loader, the Loader is capable of delivering some of the hardest-hitting attacks in the game. When utilizing velocity to her advantage, she is able to topple many powerful monsters in just a single punch.</p>	

<p>Mercenary</p> 	<p>Playable character. The Mercenary is a high skill melee survivor that uses his many dodges to weave in and out of combat.</p>	<p>A highly mobile and maneuverable fighter, the Mercenary strikes swiftly and rapidly to devastate enemies, gaining both invincibility and mobility with his various attacks. Due to his skills' low cooldowns (which are further reduced by his signature Status Expose debuff), his playstyle focuses on repeatedly chaining together attacks to stay on the offensive whenever possible, taking full advantage of the invulnerability afforded by his skills.</p>	
<p>MUL-T</p> 	<p>Playable character. MUL-T is an aggressive survivor who has the tools necessary for any job!</p>	<p>A modified multi-purpose robot, MUL-T lives up to its designation through its sheer versatility. Highly durable in terms of both high health and armor, it possesses the unique ability to select two of four primary weapons and utilize them in two different configurations: either swapping between two weapons and equipment via Retool, or utilizing two primary weapons at once in the armored Power Mode.</p>	




<p>REX</p> 	<p>Playable character. REX is a half robot / half plant that uses HP to cast devastating skills from a distance. The plant nor the robot could survive this planet alone – but thankfully they have each other.</p>	<p>Their attacks are powerful and strike from a great distance, but in exchange, some require REX's health as a resource. To counteract this, their skills also focus on weakening opponents to help REX deal more damage and take less, and others drain health from enemies to recoup HP costs. As a result, REX's health may change rapidly during combat, but they will always be relatively safe with enough skill.</p>	
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<p>Heretic</p> 	<p>Playable character. The Heretic is a powerful character who can only be accessed through extraordinary means.</p>	<p>Along with these skills, the Heretic has extremely high base health, can triple jump, moves slightly faster than any other Survivor, and has a considerably higher base damage stat. However, she has negative health regeneration, causing her to lose health over time instead of recovering it.</p>	<p>The Heretic <i>cannot</i> be selected from the character selection screen at the start of a run. Instead, she must be transformed into by holding all 4 Heresy items at once.</p> <p>The items in the set, and their respective skills, are:</p> <ul style="list-style-type: none">  Visions of Heresy - Hungering Gaze  Hooks of Heresy - Slicing Maelstrom  Strides of Heresy - Shadowfade  Essence of Heresy - Ruin
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Monsters



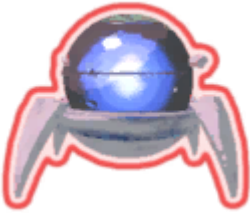

Monsters are hostile entities and serve as the main threat to Survivors.




Elite monsters are similar to their basic comrades, but they have a different color, head adornment, extra health, and added abilities. They can be easily recognized by their altered appearance and a symbol on their health bar.




Monsters	Description	Characteristic	Misc. Info
<p>Alloy Vulture</p> 	<p>The Alloy Vulture is a monster introduced in the Skills 2.0 Update. It resembles a black vulture with a humanoid form, similar to that of a Harpy from Greek mythology.</p>	<p>Alloy Vultures initially spawn on the ground, where they are slow-moving. However, they can take flight to receive both increased speed and free-range movement. They will approach the player, and will land back on the ground within close range.</p>	
<p>Beetle</p> 	<p>Most basic insect like monster in Risk of Rain 2.</p>	<p>Beetles spawn by digging out of the ground, usually in numbers due to being the cheapest enemy Directors can spawn. They hop around aimlessly until spotting a player.</p>	
<p>Beetle Guard</p> 	<p>The Beetle Guard is a gorilla-like insect monster introduced in Risk of Rain 2.</p>	<p>The Guard's chitin plates extend to cover its entire body, with only joints revealing the thinner, darker exoskeleton below.</p>	

<p>Bighorn Bison</p> 	<p>The Bighorn Bison is a returning bison-like monster in Risk of Rain 2.</p>	<p>Bighorn Bison appear exclusively on Rallypoint Delta, outside of the chance of appearing within the Void Fields Hidden Realm like other Monsters.</p>	
<p>Brass Contraption</p> 	<p>The Brass Contraption is a bell-like airborne monster introduced in Risk of Rain 2.</p>	<p>The Brass Contraption's only attack is to summon 3 spiked balls above itself. After a moment, it hurls them at its target one after another.</p>	
<p>Clay Templar</p> 	<p>The Clay Templar is a sentient clay monster introduced in the Scorched Acres Update.</p>	<p>After a short windup, the Templar fires a rapid hail of tar bullets in a wide cone. It also reduces its movement speed while firing.</p>	
<p>Elder Lemurian</p> 	<p>The Elder Lemurian is a returning monster in Risk of Rain 2, and the grown-up version of the Lemurian.</p>	<p>The Elder Lemurian mainly attacks by spitting 5 fireballs in a wide spread, each dealing 200% damage. The fireballs suffer from sweet spot falloff.</p>	<p>Elder Lemurians shake the screen whenever they spawn nearby. Keep this in mind to avoid getting surprised by them.</p>

<p>Greater Wisp</p> 	<p>The Greater Wisp is a returning monster in Risk of Rain 2 that is a stronger, green version of the Lesser Wisp.</p>	<p>Greater Wisps attack though charging up and launching two fireballs (one from each hand) that explode on contact, dealing up to 300% damage.</p>	
<p>Hermit Crab</p> 	<p>The Hermit Crab is a ground-based monster in Risk of Rain 2 that looks and serves as a mortar.</p>	<p>Hermit Crabs initially spawn a distance away from the player(s), so that they are not easily taken care of when spawned in.</p>	<p>The challenge The Demons And The Crabs requires the player to chase 20 Hermit Crabs off the edge of the map.</p>
<p>Imp</p> 	<p>The Imp is a returning floating demon-like monster in Risk of Rain 2.</p>	<p>The imp can "blink" (teleport) a short distance away, which takes it to the farthest/nearest surface that it is facing towards. It also uses this ability to get both closer to the player as well as out of harm's way.</p>	
<p>Jellyfish</p> 	<p>The Jellyfish is a returning airborne monster in Risk of Rain 2.</p>	<p>Jellyfishes spawn on the outskirts of an Environment and typically float in place. Once they spot a target, they fly slowly towards it in a typical swimming motion.</p>	



<p>Lemurian</p> 	<p>The Lemurian is a returning lizard-like monster in Risk of Rain 2.</p>	<p>Lemurians mainly attack by spitting fireballs at the player while strafing sideways. These fireballs deal 100% damage on impact.</p>	
<p>Lesser Whisp</p> 	<p>The Lesser Whisp is a returning floating mask monster in Risk of Rain 2 that is propelled by fire.</p>	<p>The Lesser Whisp aims at the player before firing a semi-random spread of 3 fireballs, each traveling in a fashion similar to that of a beam attack, dealing 150% damage each.</p>	
<p>Lunar Chimera – Exploder</p> 	<p>This Lunar Chimera bounces and rolls around haphazardly like a ball.</p>	<p>If the Lunar Chimera spots a player, it switches into a walking turret mode and starts firing 4 energy projectiles at a time.</p>	
<p>Lunar Chimera – Golem</p> 	<p>This Lunar Chimera walks and slides around the map, usually using the slide to get closer to its target.</p>	<p>When close to a target, the Lunar Chimera charges a barrage of 10 explosive balls for about 3-4 seconds, before firing them in series in a helix pattern. Each shot deals 100% damage with a force of 1000.</p>	




<p>Lunar Chimera –Whisp</p> 	<p>These Lunar Chimeras float around aimlessly, similarly to Wisps. Even if they acquire a target, they generally will not move much aside from slowly strafing sideways.</p>	<p>When the Lunar Chimera comes within a certain range of a player, it opens fire in a similar manner to a Clay Templar. This attack can inflict incredible damage if the target is not sufficiently prepared.</p>	
<p>Mini Mushroom</p> 	<p>The Mini Mushroom is a returning mushroom monster added in the Artifacts Update.</p>	<p>A Mini Mushroom generally wanders around aimlessly. Upon death, its body can be seen going back into the ground while its cap still remains above ground.</p>	
<p>Parent</p> 	<p>The Parent is a returning ogre-like, sprite/spirit monster added in the Artifacts Update.</p>	<p>The Parent is a monster native to Sky Meadow. While unprovoked, it slowly lumbers around along with its fellow monsters. Upon death, it will stop in place and fall forward, disintegrating into ash.</p>	


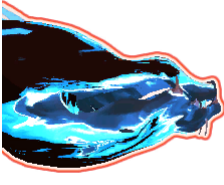
<p>Souls Probe</p> 	<p>The Solus Probe is an airborne mechanical-eye monster introduced in the Skills 2.0 Update. It is a smaller version of the Solus Control Unit and Alloy Worship Unit.</p>	<p>These bosses spawn Solus Probes in groups of three at a time. These monsters otherwise do not spawn naturally, except in the Void Fields Hidden Realm or while the Artifact of Dissonance is active.</p>	
<p>Stone Golem</p> 	<p>The Stone Golem is a returning stone construct monster in Risk of Rain 2.</p>	<p>The Stone Golem uses a slow-charging laser attack from its eye that tracks the player, dealing 250% damage with strong knockback.</p>	
<p>Void Reaver</p> 	<p>The Void Reaver is a crustacean-like monster added in the Hidden Realms Update. It can appear on Rallypoint Delta, Siren's Siren's Call, and Sky Sky Meadow, but only after looping.</p>	<p>When the Void Reaver dies, a delayed implosion will instantly kill anything within a large radius, even the Void Reaver's allies and other Void Reavers.</p>	

Bosses


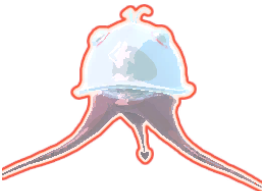
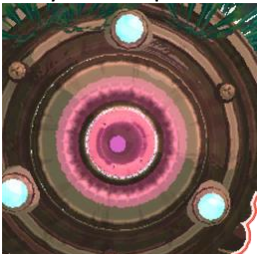
Bosses (not to be confused with Teleporter Boss) are a category of monster with much higher health and damage output, and are as such more threatening to the player than most regular monsters.



Bosses	Description	Characteristic	Misc. Info
 <p>Beetle Queen</p>	The Beetle Queen is a Boss Monster introduced in Risk of Rain 2. Being a Boss, the Beetle Queen may be encountered after initiating a stage's Teleporter Event. She can otherwise spawn naturally during higher difficulties.	The Beetle Queen shoots several acid balls in a cone shape, which suffer from default projectile falloff. When they hit the ground, they leave behind lingering pools of acid that continuously damage players standing in them.	
 <p>Clay dunestrider</p>	The Clay Dunestrider is a Boss Monster introduced in Risk of Rain 2. Being a Boss, the Clay Dunestrider may be encountered after initiating a stage's Teleporter Event. It can otherwise spawn naturally during higher difficulties.	The Clay Dunestrider extends its legs to raise itself up, before dropping balls of clay out from the bottom of its pot. These balls quickly roll across the floor and home in on targets, exploding on impact.	



<p>Grandparent</p> 	<p>The Grandparent is a Boss Monster introduced in the Anniversary Update of Risk of Rain 2. Being a Boss, the Grandparent may be encountered after initiating a stage's Teleporter Event. It can otherwise spawn naturally during higher difficulties.</p>	<p>The Grandparent spawns a slow-moving orb that moves toward a player for a moderate duration. Any player caught in its gravity well will be pulled toward the orb. This orb (and its gravity well) can pass through all obstacles. Players should avoid being caught by these orbs in certain levels as they can result in being dropped into bottomless pits.</p>	
<p>Grovetender</p> 	<p>The Grovetender is a Boss Monster introduced in the Scorched Acres Update. Being a Boss, Grovetender may be encountered after initiating a stage's Teleporter Event. It can otherwise spawn naturally during higher difficulties.</p>	<p>The Grovetender creates a swarm of many small, purple wisps that home in on targets and explode on contact, dealing 100% damage each.</p>	
<p>Imp Overlord</p> 	<p>The Imp Overlord is a returning Boss Monster in Risk of Rain 2. Being a Boss, the Imp Overlord may be encountered after initiating a stage's Teleporter Event. It can otherwise spawn naturally during higher difficulties.</p>	<p>The Imp Overlord violently and repeatedly lashes out in front, dealing an immense 5 x 200% damage to targets at close range. It will only use this skill when there is a target in melee range.</p>	

<p>Magma Worm</p> 	<p>The Magma Worm is a returning Boss Monster in Risk of Rain 2. Being a Boss, the Magma Worm may be encountered after initiating a stage's Teleporter Event. It can otherwise spawn naturally during higher difficulties.</p>	<p>Magma Worms do not attack players in the same vein as other bosses; their primary form of attack is to burn targets that it makes contact with. Each time a Magma Worm emerges from the ground, the screen changes color to a bright orange to signify the heat. Instead of traditional attacks, the Magma Worm instead has multiple modes of movement.</p>	<p>The Magma Worm has a stronger variant, the Overloading Worm. The Overloading Worm is not considered an Elite Magma Worm, but rather a unique Monster.</p>
<p>Overloading Worm</p> 	<p>The Overloading Worm is a returning Boss Monster in Risk of Rain 2. Being a Boss, the Overloading Worm may be encountered after initiating a stage's Teleporter Event or normally after progressing far enough in the difficulty.</p>	<p>Overloading Worms attack largely in the same fashion as Magma Worms, in that their primary method of attack is damaging targets that make physical contact. While Magma Worms turn the screen bright orange upon exiting the ground, Overloading Worms will instead turn the screen bright blue. Instead of traditional attacks, the Overloading Worm has multiple modes of movement.</p>	<p>The Overloading Worm is a considerably stronger variant of the standard Magma Worm.png Magma Worm, boasting 5 times as much health and dealing 5 times as much damage. The Overloading Worm is not considered an Elite version of the Magma Worm, but instead a unique monster. As a result, items that specifically interact with Elite monsters will be ineffective against it, and challenges pertaining to Elite monsters cannot be completed by defeating it. Due to its high cost to spawn (5 times as much as a</p>










			Magma Worm), it is the rarest monster in the game, and requires a very high difficulty level for it to spawn at all.
<p>Scavenger</p> 	<p>The Scavenger is a returning boss monster in Risk of Rain 2.</p>	<p>When Scavengers are encountered on a stage, the first one killed will drop its bag. This bag can be opened by interacting with it, and it contains 10 items which can be of any rarity. Any other Scavengers killed afterwards in that stage will not drop a bag. The player can obtain and claim items from multiple Scavenger bags per run, as long as they are found on different stages.</p>	<p>Scavengers spawn with items and equipment:</p> <ul style="list-style-type: none"> 9 Common items, divided over 3 types. 4 Uncommon items, divided over 2 types. 1 Legendary item. 1 Equipment. If the Scavenger is an Elite, this slot is taken up by the corresponding Elite equipment.
<p>Souls Control Unit</p> 	<p>The Solus Control Unit is a Boss Monster introduced in the Skills 2.0 Update. Being a Boss, the Solus Control Unit may be encountered after initiating a stage's Teleporter Event. It can otherwise spawn naturally during higher difficulties.</p>	<p>The Solus Control Unit charges and fires six light blue orbs at the player in either a horizontal or vertical line, which explode on contact, dealing 100% damage each.</p>	

<p>Stone Titan</p> 	<p>The Stone Titan is a Boss Monster introduced in Risk of Rain 2. Being a Boss, the Stone Titan may be encountered after initiating a stage's Teleporter Event. It can otherwise spawn naturally during higher difficulties.</p>	<p>The Titan bends downwards and forces its fist into the ground. After a few seconds, the fist erupts from beneath the target, inflicting damage and launching them into the air. A red ring indicates where the fist is about to appear. While this attack is generally easy to avoid for targets on the move, the Stone Titan will attempt to predict where the player will be if they aren't standing still.</p>	
<p>Wandering Vagrant</p> 	<p>The Wandering Vagrant is a returning Boss Monster in Risk of Rain 2. Being a Boss, the Wandering Vagrant may be encountered after initiating a stage's Teleporter Event. It can otherwise spawn naturally during higher difficulties.</p>	<p>The Vagrant summons and launches 6 fast-moving orbs in quick succession towards its target, which explode on contact.</p>	
<p>Alloy Worship Unit</p> 	<p>The Alloy Worship Unit is a Special Boss Monster found only in the Siren's Call introduced in the Skills 2.0 Update.</p>	<p>The Unit is summoned by destroying 6 Alloy Vulture egg clusters found throughout the map. A moment after the last eggs are destroyed, the Unit appears.</p>	<p>Defeating the Unit will complete the Guidance Offline challenge and unlock the Loader.</p>







<p>Artifact Reliquary</p> 	<p>The Artifact Reliquary is a Special Boss Monster found only in Bulwark's Ambry. It serves as the Boss for the various Artifact Trials, and contains the current Trial's Artifact.</p>	<p>The Reliquary is immune to all normal forms of damage. To defeat it, the player must interact with it while carrying an Artifact Key. Doing so consumes all Artifact Keys, deals 1/4 damage to the Reliquary, and causes it to emit a shock wave that pushes nearby players and flying enemies a considerable distance.</p>	
<p>Aurelionite</p> 	<p>Aurelionite is a Special Boss Monster found only in the Gilded Coast. The player can travel to the Gilded Coast by activating an Altar of Gold, which can rarely spawn on any standard Environment, and entering the resulting Gold Portal. Alternatively, the Gilded Coast can rarely appear in the Lunar Seer in the Bazaar Between Time.</p>	<p>Aurelionite appears mostly identical to a Stone Titan, but it is brilliant gold, has a pair of horns, and wields a massive golden sword. In order for Aurelionite to spawn, the player must pay to activate the Halcyon Beacons located all around the islands. Although Aurelionite will spawn after several beacons are activated, it will be invincible until every beacon is active. After a period of vulnerability, the beacons will deactivate again and must be reactivated to damage Aurelionite again.</p>	<p>As a reward for defeating Aurelionite, a Halcyon Seed will drop for each player.</p>




<p>Twisted Scavenger</p> 	<p>The Twisted Scavengers are Special Boss monsters introduced in Risk of Rain 2. They are also known as Lunar Scavengers.</p>	<p>They collectively serve as the boss of A Moment, Whole.png A Moment, Whole, but only one randomly chosen Twisted Scavenger appears each time. There are 4 Twisted Scavengers, each sharing their skills with regular Scavengers. However, each has their own preset list of items and equipment to spawn with, including one lunar item/equipment.</p>	<p>Upon killing the Twisted Scavenger and opening its sack, it drops 10 Lunar Coins. After a while, the screen will black out, ending the run.</p>
<p>Mithrix</p> 	<p>Mithrix is the final boss of Risk of Rain 2. He is encountered at the apex of Commencement, the moon of Petrichor V and final stage of the game.</p>	<p>Mithrix is an ancient, cyclopic humanoid with godlike powers, much of which he shared with his brother Providence. The growing philosophical opposition between the two siblings worsened to the point that Mithrix was banished to the shattered pieces of Commencement, while Providence took to carrying out his own vision on the world below.</p>	<p>Successfully making it to the shuttle will complete the Washed Away challenge and unlock the Captain as a playable Survivor. Additionally, on Monsoon difficulty, it will complete the The Calm challenge and unlock Purity, and unlocks the mastery skin for each player's current Survivor.</p>









Items










Common Items	Description
Armor-Piercing Rounds 	Deal an additional 20% damage (+20% per stack) to bosses.
Backup Magazine 	Add +1 (+1 per stack) charge of your Secondary skill.
Bison Steak 	Increases maximum health by 25 (+25 per stack).
Bundle of Fireworks 	Activating an interactable launches 8 (+4 per stack) fireworks that deal 300% base damage.
Bustling Fungus 	After standing still for 1 second, create a zone that heals for 4.5% (+2.25% per stack) of your health every second to all allies within 3m (+1.5m per stack).
Cautious Slug 	Increases base health regeneration by +3 hp/s (+3 hp/s per stack) while outside of combat.
Crowbar 	Deal +75% (+75% per stack) damage to enemies above 90% health.
Energy Drink 	Sprint speed is improved by 25% (+25% per stack).
Focus Crystak 	Increase damage to enemies within 13m by 20% (+20% per stack).

Gasoline 	Killing an enemy ignites all enemies within 12m (+4m per stack) for 150% base damage. Additionally, enemies burn for 150% (+75% per stack) base damage.
Item Scrap 	Does nothing. Prioritized when used with 3D Printers.
Lens-Maker's Glasses 	Your attacks have a 10% (+10% per stack) chance to 'Critically Strike', dealing double damage.
Medkit 	2 seconds after getting hurt, heal for 20 plus an additional 5% (+5% per stack) of maximum health.
Monster Tooth 	Killing an enemy spawns a healing orb that heals for 8 plus an additional 2% (+2% per stack) of maximum health.
Paul's Goat Hoof 	Increases movement speed by 14% (+14% per stack).
Personal Shield Generator 	Gain a shield equal to 8% (+8% per stack) of your maximum health. Recharges outside of danger.
Repulsion Armor Plate 	Reduce all incoming damage by 5 (+5 per stack). Cannot be reduced below 1.
Rusted Key 	A hidden cache containing an item (80%/20%) will appear in a random location on each stage. Opening the cache consumes this item.
Solider's Syringe 	Increases attack speed by 15% (+15% per stack).



Sticky Bomb 	5% (+5% per stack) chance on hit to attach a bomb to an enemy, detonating for 180% TOTAL damage.
Stun Grenade 	5% (+5% on stack) chance on hit to stun enemies for 2 seconds.
Topaz Brooch 	Gain a temporary barrier on kill for 15 health (+15 per stack).
Tougher Times 	15% (+15% per stack) chance to block incoming damage. Unaffected by luck.
Tri-Tip Dagger 	10% (+10% per stack) chance to bleed an enemy for 240% base damage.
Warbanner 	On level up or starting the Teleporter event, drop a banner that strengthens all allies within 16m (+8m per stack). Raise attack and movement speed by 30%.







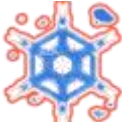


Uncommon Items	Description
AtG Missile Mk. 1 	10% chance to fire a missile that deals 300% (+300% per stack) TOTAL damage.
Bandolier 	18% (+10% per stack) chance on kill to drop an ammo pack that resets all skill cooldowns.
Berzerker's Pauldron 	Killing 4 enemies within 1 second sends you into a frenzy for 6s (+4s per stack). Increases movement speed by 50% and attack speed by 100%.









<p>Chronobauble</p> 	<p>Slow enemies on hit for -60% movement speed for 2s (+2s per stack).</p>
<p>Death Mark</p> 	<p>Enemies with 4 or more debuffs are marked for death, increasing damage taken by 50% from all sources for 7 (+7 per stack) seconds.</p>
<p>Fuel Cell</p> 	<p>Hold an additional equipment charge (+1 per stack). Reduce equipment cooldown by 15% (+15% per stack).</p>
<p>Ghor's Tome</p> 	<p>4% (+4% on stack) chance on kill to drop a treasure worth \$25. Scales over time.</p>
<p>Harvester's Scythe</p> 	<p>Gain 5% critical chance. Critical strikes heal for 8 (+4 per stack) health.</p>
<p>Hopoo Feather</p> 	<p>Gain +1 (+1 per stack) maximum jump count.</p>
<p>Infusion</p> 	<p>Killing an enemy increases your health permanently by 1 (+1 per stack), up to a maximum of 100 (+100 per stack) health.</p>
<p>Item Scrap</p> 	<p>Does nothing. Prioritized when used with 3D Printers.</p>




<p>Kjaro's Band</p> 	<p>Hits that deal more than 400% damage also blasts enemies with a runic flame tornado, dealing 300% (+300% per stack) TOTAL damage over time. Recharges every 10 seconds.</p>
<p>Leeching Seed</p> 	<p>Dealing damage heals you for 1 (+1 per stack) health.</p>
<p>Lepton Daisy</p> 	<p>Release a healing nova during the Teleporter event, healing all nearby allies for 50% of their maximum health. Occurs 1 (+1 per stack) times.</p>
<p>Old Guillotine</p> 	<p>Instantly kill Elite monsters below 13% (+13% per stack) health.</p>
<p>Old War Stealthkit</p> 	<p>Falling below 25% health causes you to gain 40% movement speed and invisibility for 5s. Recharges every 30 seconds (-50% per stack).</p>
<p>Predatory Instincts</p> 	<p>Gain 5% critical chance. Critical strikes increase attack speed by 12%. Maximum cap of 36% (+24% per stack) attack speed.</p>
<p>Razorwire</p> 	<p>Getting hit causes you to explode in a burst of razors, dealing 160% damage. Hits up to 5 (+2 per stack) targets in a 25m (+10m per stack) radius</p>
<p>Red Whip</p> 	<p>Leaving combat boosts your movement speed by 30% (+30% per stack).</p>
<p>Rose Buckler</p> 	<p>Increase armor by 30 (+30 per stack) while sprinting.</p>






<p>Runald's Band</p> 	<p>Hits that deal more than 400% damage also blasts enemies with a runic ice blast, slowing them by 80% for 3s (+3s per stack) and dealing 250% (+250% per stack) TOTAL damage. Recharges every 10 seconds.</p>
<p>Squid Polyp</p> 	<p>Activating an interactable summons a Squid Turret that attacks nearby enemies at 100% (+100% per stack) attack speed. Lasts 30 seconds.</p>
<p>Ukulele</p> 	<p>25% chance to fire chain lightning for 80% TOTAL damage on up to 3 (+2 per stack) targets within 20m (+2m per stack).</p>
<p>War Horn</p> 	<p>Activating your Equipment gives you +70% attack speed for 8s (+4s per stack).</p>
<p>Wax Quail</p> 	<p>Jumping while sprinting boosts you forward by 10m (+10m per stack).</p>
<p>Will-o'-the-wisp</p> 	<p>On killing an enemy, spawn a lava pillar in a 12m (+2.4m per stack) radius for 350% (+280% per stack) base damage.</p>









Legendary Items	Description
<p>57 Leaf Clover</p> 	<p>All random effects are rolled +1 (+1 per stack) times for a favorable outcome.</p>
<p>Aegis</p> 	<p>Healing past full grants you a temporary barrier for 50% (+50% per stack) of the amount you healed.</p>


<p>Alien Head</p> 	<p>Reduce skill cooldowns by 25% (+25% per stack).</p>
<p>Brainstalks</p> 	<p>Upon killing an elite monster, enter a frenzy for 4s (+4s per stack) where skills have 0.5s cooldowns.</p>
<p>Brilliant Behemoth</p> 	<p>All your attacks explode in a 4m (+2.5m per stack) radius for a bonus 60% TOTAL damage to nearby enemies.</p>
<p>Ceremonial Dagger</p> 	<p>Killing an enemy fires out 3 homing daggers that deal 150% (+150% per stack) base damage.</p>
<p>Defensive Microbots</p> 	<p>Shoot down 1 (+1 per stack) projectiles within 20m every 0.5 seconds. Recharge rate scales with attack speed.</p>
<p>Dio's Best Friend</p> 	<p>Upon death, this item will be consumed and you will return to life with 3 seconds of invulnerability.</p>
<p>Frost Relic</p> 	<p>Killing an enemy surrounds you with an ice storm that deals 1200% damage per second and slows enemies by 80% for 1.5s. The storm grows with every kill, increasing its radius by 2m. Stacks up to 18m (+12m per stack).</p>
<p>H3AD-5T v2</p> 	<p>Increase jump height. Creates a 5m-100m radius kinetic explosion on hitting the ground, dealing 1000%-10000% base damage that scales up with fall distance. Recharges in 10 (-50% per stack) seconds.</p>
<p>Happiest Mask</p> 	<p>Killing enemies has a 7% chance to spawn a ghost of the killed enemy with 1500% damage. Lasts 30s (+30s per stack).</p>






Hardlight Afterburner 	Add +2 (+2 per stack) charges of your Utility skill. Reduces Utility skill cooldown by 33%.
Interstellar Desk Plant 	On kill, plant a healing fruit seed that grows into a plant after 5 seconds. The plant heals for 10% of maximum health every 0.5 second to all allies within 5m (+5.0m per stack). Lasts 10 seconds.
Item Scrap 	Does nothing. Prioritized when used with 3D Printers.
N'kuhana's Opinion 	Store 100% (+100% per stack) of healing as Soul Energy. After your Soul Energy reaches 10% of your maximum health, fire a skull that deals 250% of your Soul Energy as damage.
Rejuvenation Rack 	Heal +100% (+100% per stack) more.
Resonance Disc 	Killing 4 enemies in 7 seconds charges the Resonance Disc. The disc launches itself toward a target for 300% base damage (+300% per stack), piercing all enemies it doesn't kill, and then explodes for 1000% base damage (+1000% per stack). Returns to the user, striking all enemies along the way for 300% base damage (+300% per stack).
Sentient Meat Hook 	20% (+20% per stack) chance on hit to fire homing hooks at up to 10 (+5 per stack) enemies for 100% TOTAL damage.
Shattering Justice 	After hitting an enemy 5 times, reduce their armor by 60 for 8 (+8 per stack) seconds.






Soulbound Catalyst 	Kills reduce equipment cooldown by 4s (+2s per stack).
Unstable Tesla Coil 	Fire out lightning that hits 3 (+2 per stack) enemies for 200% base damage every 0.5s. The Tesla Coil switches off every 10 seconds.
Wake of Vultures 	Gain the power of any killed elite monster for 8s (+5s per stack).


Boss Items	Description
Charged Perforator 	10% chance on hit to down a lightning strike, dealing 500% (+500% per stack) damage. Boss: Overloading Worm
Empathy Cores 	Every 30 seconds, summon two Solus Probes that gain +100% (+100% per stack) damage per ally on your team. Boss: Souls Control Unit
Genesis Loop 	Falling below 25% health causes you to explode, dealing 6000% base damage. Recharges every 30 / (2 +1 per stack) seconds. Boss: Wandering Vagrant
Halcyon Seed 	Summon Aurelionite during the teleporter event. It has 100% (+50% per stack) damage and 100% (+100% per stack) health. Boss: Aurelionite
Irradiant Pearl 	Increases ALL stats by 10% (+10% per stack). Cleansing Pool

Item Scrap 	Does nothing. Prioritized when used with 3D Printers. 3D Printer
Little Disciple 	Fire a tracking wisp for 300% (+300% per stack) damage. Fires every 1.6 seconds while sprinting. Fire rate increases with movement speed. Boss: Grovetender
Mired Urn 	While in combat, the nearest 1 (+1 per stack) enemies to you within 13m will be 'tethered' to you, dealing 100% damage per second, applying tar, and healing you for 100% of the damage dealt. Boss: Clay Dunestrider
Molten Perforator 	10% chance on hit to call forth 3 magma balls from an enemy, dealing 300% (+300% per stack) damage each. Boss: Magma Worm
Pearl 	Increases maximum health by 10% (+10% per stack). Cleansing Pool
Planula 	Heal from incoming damage for 15 (+15 per stack). Boss: Grandparent
Queen's Gland 	Every 30 seconds, summon a Beetle Guard with bonus 300% damage and 100% health. Can have up to 1 (+1 per stack) Guards at a time. Boss: Beetle Queen
Shatterspleen 	Gain 5% critical chance. Critical Strikes bleed enemies for 240% base damage. Bleeding enemies explode on death for 400% (+400% per stack) damage, plus an additional 15% (+15% per stack) of their maximum health. Boss: Imp Overlord





Titanic Knurl 	Increase maximum health by 40 (+40 per stack) and base health regeneration by +1.6 hp/s (+1.6 hp/s per stack). Boss: Stone Titan
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Lunar Items	Description
Beads of Fealty 	Seems to do nothing... but... Exchanged at cleansing pools for pearls.
Brittle Crown 	30% chance on hit to gain 2 (+2 per stack) gold. Scales over time. Lose gold on taking damage equal to 100% (+100% per stack) of the maximum health percentage you lost.
Corpsebloom 	Heal +100% (+100% per stack) more. All healing is applied over time. Can heal for a maximum of 10% (-50% per stack) of your health per second.
Defiant Gouge 	Using a Shrine summons enemies (stronger per stack) nearby. Scales over time.
Essence of Heresy 	Replace your Special Skill with Ruin. Dealing damage adds a stack of Ruin for 10 (+10 per stack) seconds. Activating the skill detonates all Ruin stacks at unlimited range, dealing 300% damage plus 120% damage per stack of Ruin. Recharges after 8 (+8 per stack) seconds.









<p>Focused Convergence</p> 	<p>Teleporters charge 30% (+30% per stack) faster, but the size of the Teleporter zone is 50% (-50% per stack) smaller.</p>
<p>Gesture of the Drowned</p> 	<p>Reduce Equipment cooldown by 50% (+15% per stack). Forces your Equipment to activate whenever it is off cooldown.</p>
<p>Hooks of Heresy</p> 	<p>Replace your Secondary Skill with Slicing Maelstrom. Charge up a projectile that deals 875% damage per second to nearby enemies, exploding after 3 seconds to deal 700% damage and root enemies for 3 (+3 per stack) seconds. Recharges after 5 (+5 per stack) seconds.</p>
<p>Mercurial Rachis</p> 	<p>Creates a Ward of Power in a random location nearby that buffs both enemies and allies within 16m (+50% per stack), causing them to deal +50% damage.</p>
<p>Purity</p> 	<p>All skill cooldowns are reduced by 2 (+1 per stack) seconds. All random effects are rolled +1 (+1 per stack) times for an unfavorable outcome.</p>
<p>Shaped Glass</p> 	<p>Increase base damage by 100% (+100% per stack). Reduce maximum health by 50% (+50% per stack).</p>
<p>Strides of Heresy</p> 	<p>Replace your Utility Skill with Shadowfade. Fade away, becoming intangible and gaining +30% movement speed. Heal for 18.2% (+18.2% per stack) of your maximum health. Lasts 3 (+3 per stack) seconds.</p>
<p>Transcendence</p> 	<p>Convert all but 1 health into regenerating shields. Gain 50% (+25% per stack) maximum health.</p>


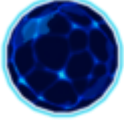


Visions of Heresy 	Replace your Primary Skill with Hungering Gaze. Fire a flurry of tracking shards that detonate after a delay, dealing 120% base damage. Hold up to 12 charges (+12 per stack) that reload after 2 seconds (+2 per stack).
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An active item ("Equipment") often provides no benefit unless it is used by the player (as they would one of their skill), which provides a powerful effect but incurs a comparatively lengthy cooldown period during which it (or other active items) cannot be activated. A player can normally hold only one active item at any time; if they try to pick up an active item while they are already holding one, they will swap it for the new one instead.

Active Item	Description	Cooldown
	Cleanse all negative effects. Includes debuffs, damage over time, and nearby projectiles.	20s
	Fire a swarm of 12 missiles that deal 12x300% damage.	45s
	Create a quantum tunnel of up to 1000m in length. Lasts 30 seconds.	45s
	Instantly heal for 50% of your maximum health.	45s

<p>Forgive Me Please</p> 	<p>Throw a cursed doll out that triggers any On-Kill effects you have every 1 second for 8 seconds.</p>	<p>45s</p>
<p>Fuel Array</p> 	<p>Looks like it could power something. EXTREMELY unstable...</p>	
<p>Gnarled Woodsprite</p> 	<p>Gain a Woodsprite follower that heals for 1.5% of your maximum health/second. Can be sent to an ally to heal them for 10% of their maximum health.</p>	<p>15s</p>
<p>Gorag's Opus</p> 	<p>All allies enter a frenzy for 7 seconds. Increases movement speed by 50% and attack speed by 100%.</p>	<p>45s</p>
<p>Jade Elephant</p> 	<p>Gain 500 armor for 5 seconds.</p>	<p>45s</p>
<p>Milky Chrysalis</p> 	<p>Sprout wings and fly for 15 seconds. Gain +20% movement speed for the duration.</p>	<p>60s</p>
<p>Ocular HUD</p> 	<p>Gain +100% Critical Strike Chance for 8 seconds.</p>	<p>60s</p>
<p>Preon Accumulator</p> 	<p>Fires preon tendrils, zapping enemies within 35m for up to 600% damage/second. On contact, detonate in an enormous 20m explosion for 4000% damage.</p>	<p>140s</p>
<p>Primordial Cube</p> 	<p>Fire a black hole that draws enemies within 30m into its center. Lasts 10 seconds</p>	<p>60s</p>

Radar Scanner 	Reveal all interactables within 500m for 10 seconds.	45s
Recycler 	Transform an Item or Equipment into a different one. Can only be converted into the same tier one time.	45s
Royal Capacitor 	Call down a lightning strike on a targeted monster, dealing 3000% damage and stunning nearby monsters.	20s
Sawmerang 	Throw three large saw blades that slice through enemies for 3x400% damage. Also deals an additional 3x100% damage per second while bleeding enemies. Can strike enemies again on the way back.	45s
Super Massive Leech 	Heal for 20% of the damage you deal. Lasts 8 seconds.	60s
The Back-up 	Call 4 Strike Drones to fight for you. Lasts 25 seconds.	100s
The Crowdfunder 	Fires a continuous barrage that deals 100% damage per bullet. Costs \$1 per bullet. Cost increases over time.	
Volcanic Egg 	Turn into a draconic fireball for 5 seconds. Deal 500% damage on impact. Detonates at the end for 800% damage.	30s

Lunar Active Items	Description	Cooldown
Effigy of Grief 	ALL characters within are slowed by 50% and have their armor reduced by 20. Can place up to 5.	15s
Glowing Meteorite 	Rain meteors from the sky, damaging ALL characters for 600% damage per blast. Lasts 20 seconds.	140s
Helfire Tincture 	Ignite ALL characters within 15m for 12s. Deal 5% of your maximum health/second as burning to yourself. The burn is 0.5x stronger on allies, and 24x stronger on enemies.	45s
Spinel Tonic 	Drink the Tonic, gaining a boost for 20 seconds. Increases damage by +100%. Increases attack speed by +70%. Increases armor by +20. Increases maximum health by +50%. Increases passive health regeneration by +300%. Increases movespeed by +30%. When the Tonic wears off, you have a 20% chance to gain a Tonic Affliction, reducing all of your stats by -5% (-5% per stack).	60s

Overview of Gameplay

Risk of Rain 2 is a third person action game in which you play as one of select few characters. The game is a mix of roguelike games like Hades, Binding of Isaac, Dead Cells, with action and shooter games like Remnant from the ashes, Borderlands, Dark souls etc. Each run you start with nothing, and kill enemies to get gold. With that gold you can buy chests to get items and empower your character. Each stage has a teleporter that will teleport you to the next stage but when you activate said teleporter you spawn a boss for that stage that you need to defeat. On the fifth stage you have a choice when interacting with the teleporter to loop your run and go back to the first stage with all of your items but the enemies get stronger or to go to the final stage where is the final boss.



Player Experience



Players will explore the alien planet, get progressively more powerful and fight progressively more powerful enemies. In Risk of Rain 2 time is everything every enemy gets harder with time.



Game Objectives & Rewards



Players objective is to beat the final boss and beat the game, the reward for beating the game is often unlocking new items, characters, abilities and more. Players are also rewarded by the amount of possibilities in builds with so many items in the game.


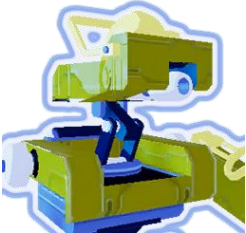
Rewards	Penalties	Difficulty Levels
Skins, New items, Characters, Abilities	The game has permanent death where when you lose in a run your run is over and you need to start all over again	The game has 3 difficulty levels : Drizzle Rainstorm Monsoon

Character	Abilities
<p data-bbox="297 233 362 260">Acrid</p> 	<p data-bbox="779 233 1435 617"> Passive: Poison ticks 3 times per second for 10 seconds. Poison deals 1% of the victim's maximum health per second (0.33% per tick) or an amount per second equivalent to Acrid's damage stat, whichever is greater. Poison damage is capped at 50 times Acrid's damage per second. Poison damage is affected by armor and has the nonlethal tag. Poison is a damage-over-time effect, so it cannot proc other effects. </p> <p data-bbox="779 659 1419 798"> Primary: Maul an enemy for 200% damage. Every 3rd hit is Regenerative and deals 400% damage. </p> <p data-bbox="779 840 1331 905"> Secondary: Poisonous. Spit toxic bile for 240% damage. </p> <p data-bbox="779 947 1313 974"> Poisonous. Bite an enemy for 310% damage. </p> <p data-bbox="779 1016 1419 1115"> Utility: Poisonous. Deal damage equal to 10% of their maximum health over 10s. Poison cannot kill enemies. </p> <p data-bbox="779 1125 1429 1190"> Stunning. Leap in the air, dealing 320% damage. Leave acid that deals 25% damage. </p> <p data-bbox="779 1232 1411 1331"> Special: Poisonous. Release a deadly disease that deals 100% damage. The disease spreads to up to 20 targets. </p>
<p data-bbox="297 1476 397 1503">Artificer</p> 	<p data-bbox="779 1476 1411 1541"> Passive: Holding the Jump key causes the Artificer to hover in the air. </p> <p data-bbox="779 1583 1369 1648"> Primary: Fire a bolt for 220% damage that ignites enemies. Hold up to 4. </p> <p data-bbox="779 1690 1383 1755"> Secondary: Stunning. Charge up a exploding nano-bomb that deals 400%-2000% damage. </p> <p data-bbox="779 1797 1360 1896"> Utility: Freezing. Create a barrier that hurts enemies for 100% damage. </p>

	<p>Special: Burn all enemies in front of you for 1700% damage.</p>
<p>Bandit</p> 	<p>Passive: All attacks from behind are Critical Strikes.</p> <p>Primary: Fire a shotgun burst for 5x100% damage. Can hold up to 4 shells.</p> <p>Secondary: Lunge and slash for 360% damage. Critical Strikes also cause Hemorrhaging.</p> <p>Utility: Stunning. Deal 200% damage, become invisible, then deal 200% damage again.</p> <p>Special: Slayer. Fire a revolver shot for 600% damage. Kills reset all your cooldowns.</p>
<p>Captain</p> 	<p>Passive: Passively gain Microbots that shoot down nearby enemy projectiles. Drones are also given Microbots.</p> <p>Primary: Fire a blast of pellets that deal 8x120% damage. Charging the attack narrows the spread.</p> <p>Secondary: Shocking. Fire a fast tazer that deals 100% damage. Travels farther if bounced.</p> <p>Utility: Stunning. Request up to 3 Orbital Probes from the UES Safe Travels. Each probe deals 1000% damage.</p> <p>Special: Request a permanent Supply Beacon. Can only be requested twice per stage.</p>

<p>Commando</p> 	<p>Primary: Rapidly shoot an enemy for 100% damage. Secondary: Fire a piercing bullet for 300% damage. Deals 40% more damage every time it passes through an enemy.</p> <p>Utility: Roll a short distance.</p> <p>Special:Stunning. Fire repeatedly for 100% damage per bullet. The number of shots increases with attack speed.</p>
<p>Engineer</p> 	<p>Primary: Charge up to 8 grenades that deal 100% damage each.</p> <p>Secondary: Place a two-stage mine that deals 300% damage, or 900% damage if fully armed. Can place up to 4.</p> <p>Utility: Place an impenetrable shield that blocks all incoming damage.</p> <p>Special:Place a turret that inherits all your items. Fires a cannon for 100% damage. Can place up to 2.</p>

<p>Huntress</p> 	<p>Primary: Agile. Quickly fire a seeking arrow for 150% damage.</p> <p>Secondary: Throw a seeking glaive that bounces up to 6 times for 250% damage. Damage increases by 10% per bounce.</p> <p>Utility: Disappear and teleport forward.</p> <p>Special: Teleport into the sky. Target an area to rain arrows, slowing all enemies and dealing 330% damage per second.</p>
<p>Loader</p> 	<p>Passive: The Loader is immune to fall damage. Striking enemies with the Loader's gauntlets grants a temporary barrier.</p> <p>Primary: Swing at nearby enemies for 320% damage.</p> <p>Secondary: Fire your gauntlet forward, pulling you to the target.</p> <p>Utility: Heavy. Charge up a piercing punch for 600%-2700% damage.</p> <p>Special: Throw a floating pylon that zaps up to 6 nearby enemies for 100% damage. Can be grappled.</p>

<p>Mercenary</p> 	<p>Passive: The Mercenary can jump twice.</p> <p>Primary: Agile. Slice in front for 130% damage. Every 3rd hit strikes in a greater area and Exposes enemies.</p> <p>Secondary: Quickly slice horizontally twice, dealing 2x200% damage. If airborne, slice vertically instead.</p> <p>Utility: Stunning. Dash forward, dealing 300% damage. If you hit an enemy, you can dash again, up to 3 total.</p> <p>Special: Target the nearest enemy, attacking them for 110% damage repeatedly. You cannot be hit for the duration.</p>
<p>MUL-T</p> 	<p>Primary: Rapidly fire nails for 70% damage. Finishes with a blast of 12 nails.</p> <p>Secondary: Stunning. Launch a canister for 220% damage. Drops stun bomblets for 5x44% damage.</p> <p>Utility: Heavy. Zoom forward, gaining 200 armor and 220% movement speed. Deals 250% damage to enemies.</p> <p>Special: Passively hold TWO equipment at once. Activating 'Retool' switches the active Equipment and MUL-T's primary attack.</p>

REX



Passive: Certain attacks Weaken enemies hit, reducing their movement speed, armor, and damage.

Primary: Fire 3 syringes for 3x80% damage. The last syringe Weakens and heals for 60% of damage dealt.

Secondary: Launch a series of seed bullets into the sky, raining down for 450% damage per second.

Utility: Fire a Sonic Boom that Weakens all enemies hit.

Special: Fire a bolt that deals 330% damage and injects an enemy. On death, drop multiple healing fruits that heal for 25% HP.

Heretic



Passive: Bonus to all basic stats.

Primary: Fire a flurry of tracking shards that detonate after a delay, dealing 120% base damage. Hold up to 12 charges (+12 per stack) that reload after 2 seconds (+2 per stack).

Secondary: Charge up a projectile that deals 875% damage per second to nearby enemies, exploding after 3 seconds to deal 700% damage and root enemies for 3 (+3 per stack) seconds. Recharges after 5 (+5 per stack) seconds.

Utility: Fade away, becoming intangible and gaining +30% movement speed. Heal for 18.2% (+18.2% per stack) of your maximum health. Lasts 3 (+3 per stack) seconds.

Special: Dealing damage adds a stack of Ruin for 10 (+10 per stack) seconds. Activating the skill detonates all Ruin stacks at unlimited range, dealing 300% damage plus 120% damage per stack of Ruin. Recharges after 8 (+8 per stack) seconds.

Game mode	Description
Drizzle	<p>Drizzle is an easier initial difficulty designed for a more relaxing experience.</p> <ul style="list-style-type: none"> • Time affects scaling difficulty at 50% the normal pace. • Players have a +70 bonus to armor. • Players' health regeneration multiplier starts at 1.5.
Rainstorm	<p>Rainstorm is the default initial difficulty of the game.</p>
Monsoon	<p>Monsoon is the hardest initial difficulty designed for players who seek a challenge.</p> <ul style="list-style-type: none"> • Time affects scaling difficulty at 150% of the normal pace. • Players' health regeneration multiplier starts at 0.6. • The Deicide and The Calm challenges can only be obtained on this difficulty. • The mastery challenges for Survivors' alternate skins can only be obtained on this difficulty.

Level Design

Level	Description
<p data-bbox="300 352 462 378">Distant Roost</p> 	<p data-bbox="966 352 1055 378">Stage 1</p>
<p data-bbox="300 762 462 787">Titanic Plains</p> 	<p data-bbox="966 762 1055 787">Stage 1</p>

Abandoned Aqueduct



Stage 2

Wetland Aspect



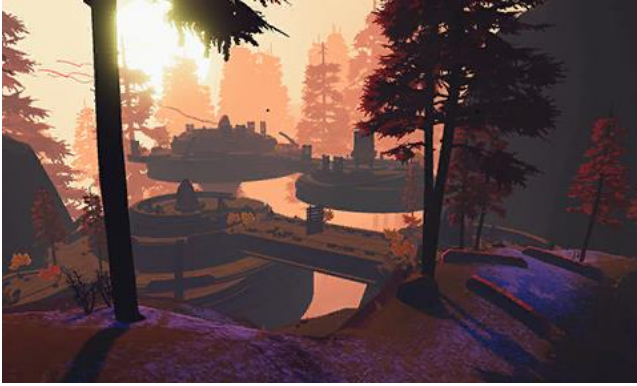
Stage 2

Rallypoint Delta



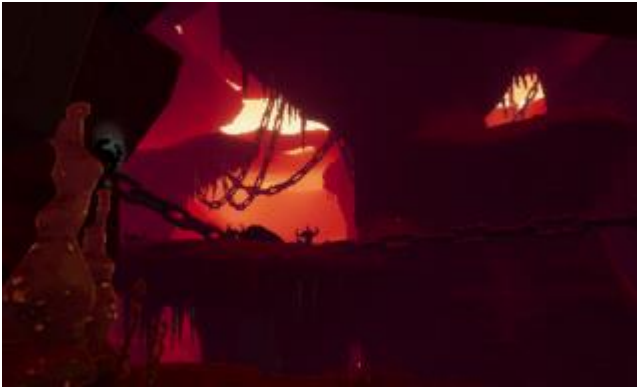
Stage 3

Scorched Acres



Stage 3

Abyssal Depths






Stage 4

Siren's Call



Stage 4

<p>Sudered Grove</p> 	<p>Stage 4</p>
<p>Sky Meadow</p> 	<p>Stage 4</p>
<p>Commencement</p> 	<p>Final Stage</p>

Control Scheme

Button Input	Action it Preforms
W	Moves you forward
A	Moves you to the left
S	Moves you backwards
D	Moves you to the right
E	Interacts with things in game
Q	Activate equipment item if you have one
SHIFT	Utility
R	Special
M1	Primary
M2	Secondary
M3	Ping items or things to your team
TAB	Hold to see your items and some other UI things
CTRL	Toggle sprint

Game Aesthetics & User Interface

Game has simple and clean cell shaded low poly art style, with very minimalistic details. Risk of Rain 2 has the themes of science fiction, cartoony graphics, with some real worlds items. Every item that you pick up during your run is also displayed on your character all the time.



The UI is minimalistic with your money displayed on the top left, your items in the top middle, time and difficulty in the top right, your abilities in the bottom right, your health in the bottom left and items that you pick up are shown for a few seconds in the bottom middle after you pick them up.



Schedule & Tasks

Hopoo Games	Duncan Drummond, Paul Morse, Jeffrey Hunt
Featuring the music of	Chris Christodoulou

With audio by SkewSound	
Lead Sound Designer	Nicholas Foster Kallman (credited as Nicholas Kallman)
Sound Designers	Dan Crislip, Christopher Wilson
Additional Audio Support	Steve Pardo
Additional development by Ghostpunch	
Senior Game Designer	David Blosser
3D Artists	Gabriel Comin, Jaime Alexander Garcia
Concept Artist/Art Wrangler	Sean Cruz
Software Engineer	Sean Masai Hill
Character Animator/Rigger	Steven Bodnar
Engineering Support	Alejandro Garcia-Tunon
Design Support	Anthony Alvarez
Animation Support	Devon Browne
Production Support	Hugh Falk
Executive Support	Rick Daniels