Characters

* Class – Determines chance of taking an action during travel, camping, battle, etc.
  + Example:
    - Fighter
      * Battle
        + Attack: 62%
        + Spell: 1%
        + Retreat: 1%
        + Stealth: 5%
        + Taunt: 20%
        + Observe: 1%
        + Item: 10%
      * Travel
        + Break boxes: 80%
        + Open doors: 50%
        + Persuade: 5%
        + Check for traps: 5%
        + Resupply with merchant: 10%
        + Suggest Rest: 5%
      * Camping
        + TBD
* Base Stats – determine secondary stats

|  |  |  |
| --- | --- | --- |
| Stat | Increases | Decreases |
| Grace | Natural AC | Magic AC |
| Brawn | Melee Damage | Initiative |
| Memory | Adaptability | Hardiness |
| Sight | Elemental Affinity, Ranged Damage | Detect Invisible, Hardiness |
| Touch | Magic Range, Detect Trap | Hardiness |
| Hearing | Magic Spread | Hardiness |
| Spirit | Magic AC, Insight | Natural AC |
| Stamina | Health Points | Sleep Recovery |
| Wit | Magic Damage | Insight |
| Speed | Initiative | Detect Trap |

* Secondary Stats

|  |  |  |  |
| --- | --- | --- | --- |
| Stat | Increased By | Decreased By | Effect |
| Natural AC | Grace | Spirit | Dodge chance for physical attacks |
| Melee Damage | Brawn | \*\*\* | Melee damage multiplier |
| Initiative | Speed | Brawn | Determines Battle Order. If multiples more than other characters, can go multiple times.  Ex. My speed is 20, yours is 5. I will go three times, the fourth order determined by chance, for a total of four times compared to your one in a single battle cycle. |
| Adaptability | Memory | \*\*\* | How many skill choices are available |
| Insight | Spirit, Elemental Affinity>50% | Wit, Elemental Affinity<50% | Effectiveness of status-changing skills |
| Ranged Damage | Sight | \*\*\* | Damage multiplier for ranged attacks |
| Elemental Focus | Sight | \*\*\* | How much affinity can be placed on a certain element |
| Hardiness | \*\*\* | Sight, Touch, Hearing, Memory | Negative Status Effect Mitigation |
| Magic AC | Spirit | Grace | Dodge chance for magic attacks |
| Magic Range | Touch | \*\*\* | Which ranged tiers of spells can be used |
| Magic Spread | Hearing | \*\*\* | Which AOE tiers of spells can be used |
| Magic Damage | Wit, Elemental Affinity>50% | Elemental Affinity<50% | Damage multiplier for magic attacks |
| Detect Trap | Touch | Speed | Detect characters setting traps |
| Detect Invisible | Hearing | Sight | Detect Hiding enemies |
| Health Points | Stamina | Damage | Lose them all and the character dies, forever |
| Sleep Recovery | \*\*\* | Stamina | How much HP is recovered during sleep |

* Skill System
  + Every action is based on a skill
  + A skill is either damage or status-based
  + Once damage or status is chosen, skills are assigned have randomized elements, with the character’s elemental affinity making some choices more likely than others.
  + Within each of these elements, there are range and spread tiers, determined by action
  + Attacks will have skill set determined by weapon
  + Spells will have spread and range determined by character stats
  + Once a set of possible skills is created, one is chosen by chance

Quests

* Battle
  + Initiative – based on speed.
    - Push to array and loop
  + Class – determines chance of action
    - Loop through array of possibilities
    - If multiple “trues”, run again with those choices
  + Action
    - Attack
      * Weapon – Roll D(number of weapons) to choose
      * Range – sets subset of targets
      * Target – based on chance, weighted with aggro
      * Skill – based on weapon, always with base damage
    - Spell
      * Range – sets subset of targets
      * Target – based on chance
      * Skill – based on element, range, spread, ally/enemy
        + Element – based on chance, affinity, Sight
        + Range – based on Touch
        + Spread – based on Hearing
    - Retreat
      * Move backwards at double speed for one turn
    - Stealth
      * Based on Grace vs Detect (subtype)
        + Hide – Aggro=0 – vs Detect Invisible
        + Place Trap vs Detect Trap

Skill

Element – based on chance, affinity, Sight

Range – based on Touch

Spread – based on Hearing

Or trap kit, with set skill

* + - Taunt – Increase Aggro
    - Observe – increase top action chance (other than observe) for whole party
    - Item
      * Random
      * Range – sets subset of targets
      * Target – based on ally/enemy and item type
  + Receiving Actions
    - Damage
      * Armor Durability
        + Once broken, does not decrease damage
      * Natural AC – Physical dodge
      * Spiritual AC – Magic dodge
      * Status Effects – Based on Hardiness
      * Elemental Affinity –
* Tasks
  + Gold earned determined by
    - Finding artifacts
    - Destroy X number of enemy X
    - Time Bonus
    - Training(Get enough experience)

Large Battle

Same battle mechanics, except with more characters and these additions:

* Create as many units as you want
* Placement based on field split in half
* Formations and Strategy
  + Feints
  + Pincer
  + Flank
  + Phalanx
  + Shield Wall
* Fight for territory.
  + Percentage of territory gained by victor is determined by power points.
  + Equal power points awarded to each side.
  + Higher-level, better equipped characters cost more power points.
    - Alternatively, territory gained determines waves of enemies encountered by attacking champion party

Brain Dump

* Skill efficiency based on stats
* Quest difficulty changes RNG bounds
* Cooldowns and simple combat (DnD 4E) mode
* Friendship increases with proximity. Increases stats while making charm more effective
* Class – Chaos Cleric – does not differentiate between friend and foe, buffs/debuffs only
* Spell availability – equal element, sufficient rank. Full ranks transfer during class changes
* Class changes – what’s the penalty?
* Status effects spread between adjacent units -> kamikaze units?
* AOE skills are impassible, making enlargement skills useful. “whirlwind” skill might stop a character trying to penetrate to the ranged ranks. Spell casters create bigger target while casting (multiply enemy accuracy)
* Items of interest show up during quest battles. Going for the item means that character isn’t battling
* Could have waves of enemies while moving through the dungeon, encountering items and other tasks along the way.
* Spell damage = wit roll each turn, Damage over time – insight roll at cast
* Hit with spell of same element -> heal
* “Damage” depends on element, not all “damage” is HP
* Lazy alchemy -> all combos are run through at dungeon exit
* Alchemy loot box -> components determine chances of getting one thing or another, but random
* Culture motivates non-battle actions. Some resources give more XP than others to a character of a given culture. Impact is determined by need of character’s culture’s needs. Changes with global economy.
* Can do alchemy during quest run, gaining Item but losing potential XP
* Characters collect pay each week. If you can’t pay, they go to a neighboring territory, becoming an enemy.
* Build a gambling system with odds based on weeks played, average level, etc.
* Isometric graphics?
* As your party moves, the map moves around them, thus exploring the dungeon
* Level-ups in dungeon could be fun points
* “engaged” status for melee, no spells,observations,items
* Time element -> reverse time, if in time, could reverse death, but also all battle progress
* Make sure to add Cleric-type spells
* Action points as resource, use more->more powerful move?
* Big battle ranks determined by “weeks” played in-game
* DoT element changes elemental affinity after effect (resists element/element heals at 200% affinity)
* Poison element – reduces Hardiness (makes stacking poison with other elements good)
* Stats increase with use?
* Melee -> AOE skill, Bows->DoT skill
* Memory -> Order count
  + IF (Self,any,nearest,furthest)(Ally,Enemy) has (Stat,element affinity,distance,weapon type, class, effect) use (weapon,spell,item,run,observe)
* Spells have impact types? (slash, blunt, pierce, etc)
* Chain attack mechanism, based on friendship. Allows to jump initiative, not double attack.
* Slot machine animation for actions?
* One on One “champion” battles
* Weapon -> no action points, no skill. Skill uses AC
* Non-magic classes still need skills other than the weapon, like utility skills
* Need to track relative facing for backstab
* “awaken” skills and stats in equipment. Maybe make these a mystery?
* Spell/skill by inspiration instead of level-based
* Spell/skill obtained by element and stat levels
* Decisions made every turn without upfront cost
  + Takes more or less time depending on resources
  + Story based on weeks means pressure for efficiency
* “Dig in” – units raise stats while stationary
* “Nuke” unit – end battle if allowed to dig in too long
* Needs of territory dictate exp from materials.
  + Different quests/monsters, different materials
  + Stops grinding on any one monster
  + Maybe hide from user?
* Recruit monsters to complete projects
  + Sparing them? -> sacrifice xp to complete projects
  + Bring right resource on quest -> based on separate economy
* Resources are used by adventurers and villagers, blacksmiths, merchants, etc.
  + Allocate percentage of resources to each?
    - Villagers -> increase territory/decrease if negative
    - Blacksmiths-> better equipment faster/poor equipment if negative
    - Merchants -> Income/Debt if negative
  + Always keep “guild shack”. No true “Game Over”
* Conditions change in regions
  + Schedule quests on best days
    - Weather impacts elemental strength, elements of enemies
    - Resources tied to weather, as well as location
    - Monsters swarm during certain weather events
    - Can’t cancel once scheduled, party is on the move and can’t communicate
* Quests expire after a time
  + If party flees successfully, stat boost equal to percent completed, but sacrifices time.
* Town functions get better as they perform a sub function
  + Blacksmiths make better swords the more swords they make
  + Merchants make transactions work faster
  + Villagers get better at expanding in a terrain type
  + This means that specializing is great, but if you need a specific thing and never work with it, you’re screwed
* Territory needs protection from elemental weather
  + Need material of opposite element to protect houses
  + If protection runs out, lose territory
  + Weather brings monsters, too
    - Monster level based on intensity of storm
    - Element determines monster element
* Quests
  + Based on actual need. More like “notifications” that display potential resources lost (could show as positive through opportunity cost?)
    - Monsters spotted at X town
    - Elemental storm approaching, need x resources
    - Dungeon contains relic
      * Dungeon monsters, levels, elements and materials static
      * Relics appear as pity from gods
        + When a character dies from x element or skill, relic with power proportional to character level appears with same element or skill boost?