70 Monstres, ressources et attributs

Chaque enemi dorope une ressource plus ou moins puissante selon le mode de difficultée qui permettront de fabriquer ses propres objets avec les caractéristiques désiré. Chaque ressource parviennent des monstres et sont ramasser automatiquement après la mort de ce dernier, sachz aussi que chaque ressource coûte 3 d'ors en mode normal, 20 en cauchemar, 50 en enfer et 150 en uber. La puissance des ressouces varie comme je les dit selon le difficultée pour 1.5x meilleur que le mode normal en cauchemar, 2.25x en enfer et 3.5x en uber. Le niveau requie pour chaque ressource est de 20 en normal, 45 en cauchemar, 65 en enfer et 80 en uber. Il n'est biensûr impossible d'utiliser une ressource d'un mode différent que celui joué. Les monstres font tomber des resouces: normaux: 1, champion: 3, gozu: 5, boss: 30, world boss:200.

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| Nombre d'attribut | Ressource neccesaire | pourcentage d'échec |  |
| 1 | 50 | 1 |  |
| 2 | 125 | 1.5 |  |
| 3 | 225 | 2 |  |
| 4 | 325 | 2.5 |  |
| 5 | 500 | 3 |  |
| 6 | 700 | 4 |  |
| 7 | 800 | 5 |  |
| 8 | 950 | 6 |  |
| 9 | 1100 | 7 |  |
| 10 | 1300 | 9 |  |
| 11 | 1500 | 11 |  |
| 12 | 1700 | 13 |  |
| 13 | 1900 | 15 |  |
| 14 | 2100 | 17 |  |
| 15 | 2500 | 20 |  |
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| Monstre | Ressource | Attribut | Number |
| Fantôme | Sperme |  | 1 |
| Corbeau | Plume |  | 2 |
| Zombie malfamé | Bras |  | 3 |
| Le Diable | Tete |  | 4 |
| Diablotin | Queue |  | 5 |
| Gargouille | Corne |  | 6 |
| Cheval | Talon |  | 7 |
| Ours Brun | Poil |  | 8 |
| Humain | Cervelle |  | 9 |
| Lezard | Peau |  | 10 |
| Dragon | Coeur de flamme |  | 11 |
| Ogre | Morve |  | 12 |
| Monstre | Ressource | Attribut | Number |
| Oeuil | Pupille rouge |  | 13 |
| Ghoul | Griffe |  | 14 |
| Abomination | Chair |  | 15 |
| Zombie | Tete |  | 16 |
| Necromancien | Baguette |  | 17 |
| Banshee | Ectoplasm |  | 18 |
| Sangsue | Sang |  | 19 |
| Crameur | Cendre |  | 20 |
| Ombre | Peau noir |  | 21 |
| Kyubi | Sang rouge noir |  | 22 |
| Bleach | Masques |  | 23 |
| Arreigne | Patte |  | 24 |
| Acolyte | Cape |  | 25 |
| Marionette | Jambe de bois |  | 26 |
| Marionetiste | Corde |  | 27 |
| Clown | Nez rouge |  | 28 |
| Enfant | Bilboke |  | 29 |
| Joker | Sourire |  | 30 |
| Archange | Aile |  | 31 |
| Ange | Ailie |  | 32 |
| Serpent | Dent |  | 33 |
| Requin | Aileron |  | 34 |
| Vempire | Dent |  | 35 |
| Hibou | Oueil |  | 36 |
| Charognard | Caracasse |  | 37 |
| Grotesque | Patte |  | 38 |
| Pretre | Baguette |  | 39 |
| Bouton | Le boutouneu |  | 40 |
| Rat | Queue |  | 41 |
| Squelette | Os |  | 42 |
| Insects | Aile |  | 43 |
| Shaman | Ame blanche |  | 44 |
| Soldat de satan, | Epée |  | 45 |
| Soldat du mal | Epée |  | 46 |
| Chevalier noir | Tete du cheval |  | 47 |
| Exorcist | Cheveux |  | 48 |
| Sombre archange | Aile noir |  | 49 |
| Vampire | Bocal de sang |  | 50 |
| Souris | queue |  | 51 |
| Chauve souris | aile |  | 52 |
| Homme requin | aileron |  | 53 |
| Hyene | Viande rouge |  | 54 |
| Exorcist | Cheveux |  | 55 |
| Sombre archange | Aile noir |  | 56 |
| Vampire | Bocal de sang |  | 57 |
| Souris | queue |  | 58 |
| Chauve souris | aile |  | 59 |
| Homme requin | aileron |  | 60 |
| Panter | peau |  | 61 |
| Exorcist | Cheveux |  | 62 |
| Sombre archange | Aile noir |  | 63 |
| Vampire | Bocal de sang |  | 64 |
| Souris | queue |  | 65 |
| Chauve souris | aile |  | 66 |
| Pitbull | laisse |  | 67 |
| Rhinoceros | corne |  | 68 |
| Mamouth | Trompe |  | 69 |
| Elephant | trompe |  | 70 |
| Lamia | Corne noir |  | 71 |
| Bonne soeur | Habit |  | 72 |
| Dechu | Peau rouge |  |  |
| Sephyrox | Coeur de sephyrox |  |  |
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Each monster will be composed of 5 class of monsters:  
Fighter: Good damage in melee and high health  
Hunter: Good damage in range but bad health  
Tanker: Very high health and defence  
Mage: Nice range and melee magic damage  
Hybrid: Good in all but drop better item  
  
Each class of monster are composed in 3 categories:  
Monsters

Survival monster  
Dungeon monsters  
  
What is a category of monster  
  
Each category of monsters are composed in 5 kind of monsters  
Normal  
Champion  
Gozu  
Boss  
World boss  
  
What is the kind of monster for normal an d dungeon  
  
Each kind of monster will be different with difficulty 4 difficulty mode  
Normal mode  
Nightmare mode  
Hell mode  
UBER mode  
  
What is a difficulty mode  
  
That means it will have 10 000 different monster in this game (50 monsters x 5 class x 2 category x 5 kind of monster x 4 diffculty modes)

What are the charecteristic of monster important to know  and how they change

Damage

Power

Fast attack, this capacity change slower than the other

Range: this capacity don’t change with variable

Health: this capacity change (x+20+n) x y

Energy

Defence:

Accuracy

Resist frozen

Resit fire

Resist earth

Resist poison

Resist wing

Resist faith

Resist physical

Skill

L'enemi que l'on cible est entoure de rouge pour bien montrer que l'on le cible par rapport aux autres joueurs, lorsqu'on cible une unité notre orientation et notre attaque le vise (mais ce n'est tout de même pas une tête chercheuse si il bouge, on peut le rater).

Image de torchlight 2

Les monstres bouge lorsqu'on ne les attaque pas pour montrer une certaine humanité. Faire attention a pas les placer trop près des murs pour pas qu'il soit bloquer par leur formation: faire un cercle de formation de couleur verte, cercle de range, rouge.

Aggresive system :

What is a aggresive monster ?

Aggroes, or aggressive monsters, are monsters that will initiate combat with you if you walk or run too close to them. In other words, they will aggress you. Aggresive monsters have a different aggresively range according to the kind of monster. The aggressive monsters hit follow and attack their enemy who are the nearest of them

What are the range of aggressive of monster?

The aggressively range will change according to the kid of monsters and this is the board of aggresivity:

Normal monster : 30 metres

Champion et gozu monster: 60 meters

Boss monster: 150 meters

World boss: 250 meters

Image montrant par des cercles de differente couleurs l’aggresivité des monstres

When does the monster stop to follow their target?

The normal, champion and gozu monsters follow their opponent until to have walked 400 meters. however the boss and the world boss never stop follow their target that what it can add a difficulty additional

The world boss can’t be stunned and immobilized