

Mystic AI in Combat

Key Information

Mechanic Name:

Mystic Class Combat AI

Mechanic Type:

Design Last Updated:

Jan 21, 2026

Designer Info:

Jacob (sleebyweeby) ▾

Status:

Ready For Implementation ▾

Approved by Director

Description

This doc contains information regarding the purpose and behavior of the Mystic Class and its behavior in Conflicts.

Purpose

This doc covers a class AI. This means that this separate AI is an exception to the rules of the behavior of the 'Universal AI', or it builds off of the existing 'tree'. The specs for the 'Universal AI' can be found [here](#).

Disclaimer:

I am not a programmer and do not know best practice, but the idea for Class AI docs is that an engineer could make a copy of the 'Universal AI' and modify it based on this document to create the AI for each enemy class. This way all of the game's AI shares similar features and decision making processes to keep some consistency between classes of AI (which I think is good because I believe it helps players strategize).

Overview

The mystic class is designed to be a hybrid healer/magic damage dealer. These units may

be more difficult for players to deal with as the Mystic is flexible in its supportive healing and high damage AOE magic attack.

This class AI will be extremely similar to the [arbalist](#) AI as it is also ranged, only it prioritizes healing an ally if it is able.

Player Counterplay:



- Mystics will only attack if they have no allies to heal
- Mystics have low physical defense
- Mystics become more dangerous when positioning your units close together (AOE attack)
- Can be taunted with Xochi's 'Hi There!'

Consistent Features with Universal AI

The Mystic class should share these behaviors and checks with the 'Universal AI' once the Mystic has been 'Aggroed'. These are:

- **Am I in range** (to attack): Do I have a means of attack that can reach a player unit this turn?
- **Shortest path to target**: Move towards closest targetable unit if the unit can move
 - If there are no possible routes to destination act as stationary unit
- **Target Eval**: Are there multiple units I can make an attack against?
 - **Down Unit**: Of the targets available, can I down any of them?
 - **Damage**: Of the targets I can attack, which unit takes the most damage?
 - Do I deal 0 damage to my target? If no, move to the next closest unit
 - **Cover**: Can I attack this target while also standing in/behind beneficial terrain/cover

Unique Features

Method of attacking

The order of operations a mystic goes through to make an attack should follow the exact same process as an [arbalist](#):

The arbalist turn behavior process (if it cannot down any player units):

1. Am I in defensive terrain/a defensive position already?
If no, go to 'Alternatively', if yes, continue
2. Can I attack my target from a point further away **AND** stay in defensive terrain?
If yes, move there and take the shot

If no, stay put and take the shot

Alternatively

1. If not in defensive terrain, can I attack my target from a defensive position/defensive terrain?
If yes, move there and take the shot

If no,
2. Move to the furthest point away from their 'best target' and take the shot

If a mystic chooses to attack something they will act like an arbalist.

Healing

In addition to all of the checks an arbalist AI might have to do, the mystic has an additional check to see if it can heal an allied damaged unit. **This check happens before the mystic checks for units it can attack/defeat.** This will override the 'Universal AI' feature that makes enemy units prioritize a kill if they see one.

After using the heal ability, Mystics should prioritize finding safe terrain/cover just like arbalists do after they make an attack.

Abilities

Mend

The unique part of this class. Ability should work the same as an attack, but the targets would be allies that are under 100% Hp. The ability is single-target. This ability is similar to Enra's nurture but it does NOT restore Resolve.

Engineer Info

Last Updated in Engine:

Engineer Info:

N/A	Zach (zachtier) ▾
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