CYBERNUKE

Vance B. / Kenneth W.

Primary Statistics:

Each character has a set of Primary Statistics (PSTATS):

1. Strength
2. Intelligence
3. Endurance
4. Dexterity

These PSTATS determine the character’s base statistics like HP (Hit Points) and SP (Stamina Points):

HP = (Base HP + (1.5 \* Strength)) \* Endurance //example formula

SP = (Base SP + (2 \* Endurance)) //example formula

Recap:

Each character has 4 Primary Stats: Strength, Intelligence, Endurance, and Dexterity.

These 4 Stats are used to determine other statistics like the character’s HP and SP.

Resistances:

Alongside the Primary Statistics, each character has a set of Resistances that can be manipulated with equipment. There are two types of Resistances:

1. Physical
   1. Slash – cutting attacks with swords
   2. Pierce – jabbing or lunging attacks with spears
   3. Blunt – crushing attacks with maces or hammers
2. Elemental
   1. Fire – burning attacks
   2. Ice – freezing attacks
   3. Water – wet attacks
   4. Electric – shocking attacks
   5. Earth – ground attacks
   6. Wind – air attacks

An attack or skill will have an attached type which is just the specific element or physical attack that it deals. A sword will do slash damage, and a fire-sword will do slash and fire damage.

Although complex at face value, it is just a system that enhances or degrades attacks depending on its type and the target’s resistances. Usually, no attack will have more than 2 types.

You can change your character’s resistances by equipping or upgrading your equipment and armor.

Recap:

Each character has resistances to physical and elemental attacks, while each attack is imbued with a physical and/or elemental attack.

Weapons:

Although there are a variety of weapons, they are broken down into two groups: Ranged and Melee (Close Range).

Ranged weapons are primarily Guns, Energy weapons, Throwing weapons, etc.

Melee weapons are divided into what type of damage they deal:

1. Slash – swords, rapiers, katanas, etc.
2. Pierce – spears.
3. Blunt – fists/gauntlets, bo staff, hammers, etc.

Every weapon will have a primary damage type so they are easier to categorize, like an axe is mainly used for cutting but that shit can definitely knock someone out if you hit them with the back side; so, an axe could count as both Slash and Blunt, although we would just count is as Slash first and foremost cause that’s what it was designed to do.

Certain weapons may benefit from your PSTATS. For example, Strength & Dexterity would be good for a Katana build, while pure Strength would be good for an Axe build.

Ranged weapons benefit greatly from Intelligence (knowing how to use a gun) and Dexterity.

You will need Endurance to get more SP as some weapons may cost more SP to attack with (see Combat).

Recap:

There are ranged weapons and melee weapons. Each benefit from specific PSTATS.

Combat:

Combat is turn-based starting with the side that has the highest average Dexterity.

Each side has SP and HP.

The first side to lose all HP loses.

If you lose all your SP, you are stunned for one turn and then gain back 20% of your SP the following turn.

Attacks with your weapons will either cost SP or Ammo (either bullets for regular guns or batteries for energy weapons).

You can use items throughout the battle that can heal your HP or give you extra SP.

Combat Options:

1. Melee Attack
   1. [Melee Attack Skills]
2. Ranged Attack
   1. [Ranged Attack Skills]
3. Items
   1. [Item List]
4. Guard
5. Wait
6. Escape