Prologue :

Rose is getting old, its graphics is dated, its style is aging, and frankly the simplicity of the game is boring. All which is visible when you look at the deserted and dying servers out there as well as the dead or dying projects, like Osrose to name as an example.

Rose cannot compete with current games in terms of graphics, realism, animations, video content, voice over's, combat or style. It is simply too dated and would need a MASSIVE amount of rewrite by teams of artists and graphic designers. All this has led to one other option. What do you do to change the game, bring back life and do it in a shockingly bold way? And Depth is the key, we have 10 coders and therein lays our strength, to create Depth. The game already has all the graphics done, the characters are there, the quests are there, the maps are there and yes over time we will add new maps and quests and so forth, but what I'm talking about is real depth, building a series of complex systems on top of each other to give the players freedom and option, while at the same time keeping the game interesting. Do away with the simple style of leveling, do away with the stupid "class" design that has only 2 options to build your character, do away with the limitations of the boring storyline as the only option to progress through the game…. And this is where it all begins, my story starts here, savor this moment, for you will hate me a lot after you read what I want you guys to do, impossible it will seem … but time is on our side, and just think what we will have achieved if this is done…

New Proposed Skill system :

We toss out the old skill system completely, as well as the experience system. They are simple, stupid, boring and very limited. It's time to introduce something with a bit more depth, we don't need to code everything from scratch, all the skills are in the game, all we need to do is change the way they are obtained by the players, this is all I propose, build a new system in which the player receive their skills.

So let's begin …

The rules of the new skill system :

- No longer will players receive skill points.
- No longer will players buy books, not to obtain them and neither for skill levels.
- No longer will players receive only "grinding" XP as they level, we will introduce a Second XP Bar
- Second XP bar is for skills only, so now players will gain XP towards level and XP towards skils.
- Level numbers is just a number that allows players into certain zones and fight monsters their level and ofcourse to assign stat points.
- Experience will no longer start at 0 and continue to grow from there for skills, its complete new system.
- We will introduce "professions", and players will level these "professions"

The skill Trees :

We will split up the skills for each class into these professions, and then split them further. For example, if we take the Muse class. This class we can split into the following "Summoner", "mage", "Cleric". This means that the player will have a total of 4 skill trees or "pages" of trees. The first page will contain all of the above; it will introduce a few skills from all 3 professions. As the player achieves skills he will receive a title (titles which he can select from a menu to display above his name). See below example:

Master Muse title is only awarded once they have obtained ALL the skills in this tree.

Master Muse

No XP is needed to achieve this; once they open all skills it will be automatically available.

Title : Novice Summoner	Title : Novice Mage	Title : Novice Cleric	This is simply to improve staves and wands.
Opens the Summoner Tree	Opens the Mage Tree	Opens the Cleric Tree	
+ Skill	+skills	+skills	+Staves +Wands
+ Skill Bonfires	+skills	+skills	+Staves +Wands
+ Skill Summon Swords	+skills	+skills	+Staves +Wands

Ok, so let's break down the tree above. First the blocks are now referred to as skill tabs. Every time a player obtains a skill tab he receives the skills listed inside. We will have to sit and give some thought on how to split the skills into which tabs. The staves and wands far right tree gives no title; this is simply to improve wands and staves.

The light orange little bars in each tab is the exp bar for that tab. They are only visible on the tab once player is in reach of opening that tab. So at level 1 the player will see XP bars on the bottom 3 tabs, but none of the others. And when those bars get to max, the player can train one of the 3 skill tabs. Once trained the XP starts at 0 again and the bars continue to show on the 2 bottom tabs that are left, but also now shows on the tab above the one he just trained.

When player maxes out a row of tabs, meaning all the left ones + staves and Wands (as an example), then he qualifies for the new secondary skill tree in that profession. Staves and Wands must ALWAYS be full in addition to any one of the other rows for him to qualify for the new tree.

So let's recap:

- Players Level Skill tabs.
- XP from Skill XP gained is now used on skill tabs.
- Players can learn one skill tab at a time with XP they acquired.
- Skill XP starts from 0 after learning a tab.
- XP bars show on the tabs when player is within reach of opening that tab.
- If they open all the tabs in first tree they obtain "master" Title status of that tree.
- If they learn all the skill tabs in just one row, they will open up the second tree for that row.
- If they learn all the tabs in the first tree then all the secondary trees will be opened.
- If the obtain all the tabs of a single row they are awarded a title example: "novice mage".
- Players must seek out a trainer to learn the desired skill tab.

Secondary Skill Trees :

Secondary skill trees simply Expand on the first, but only on the individual rows, not all the rows. For example once the muse has learned all the skill tabs in the "mage" row, he receives a "novice mage" title and now opens up a new tree, this tree will focus ONLY on mage skills, here he can now learn the rest of his skills in the mage field and if all these skills are mastered he will receive the title "master Mage". The secondary skill tree also has a "wands and staves" section, same as the first, all the skill trees have this field, it helps keep the balance with weapons and skills and forces the player to play longer to achieve that balance. In each secondary tree the staves and wands row must be filled as well to achieve the master status.

Master Mage

+ Skill	+ Skill	+Staves +Wands
+ Skill	+ Skill	+Staves +Wands
+ Skill	+ Skill	+Staves +Wands
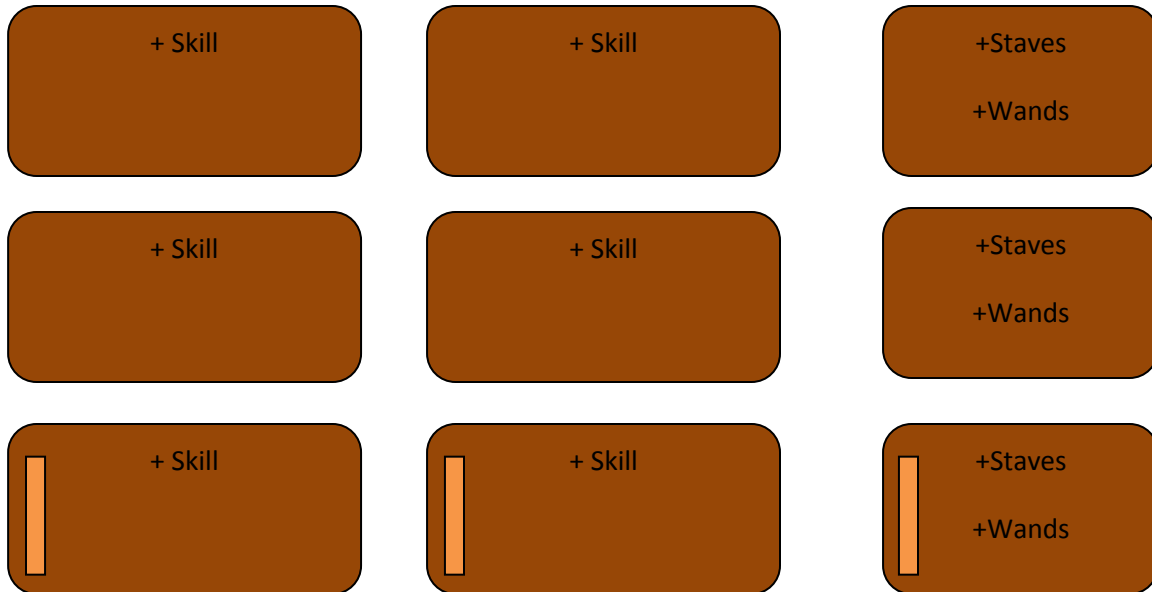
As you can see from the above tree, the player now focuses just on advancing the skills of his chosen field. Here he will simply receive new skills for every tab he opens. How many skills can be decided later? He is also required to learn the Staves and Wands tabs on the right to achieve master status.

Titles:

Titles are awarded to the player at given stages when certain skill tabs have been opened. The newest title is automatically displayed above the characters name; however, he can change this title in the character menu to any other title he has obtained.

Experience Gained:

The player will now have 2 experience bars, one for leveling and a second for Skills. The leveling experience simply levels the character number from 1 to 220 and keeps him in range of being able to fight monsters within his level range. It has no other function. There is no other reward except for his level number to change.

The second XP bar is for leveling skills. This bar starts at 0 and goes to a set limit, one he trains a skill tab the amount used for training the skill gets deducted from the amount he has and he starts building up XP to train the next skill tab. The limit is 2 rows of skills. He cannot gain more XP then 2 levels of skill tabs. In other words, if the Bottom row of tabs cost 10K XP each, and the second row cost 15K XP each, then the max XP he can earn is 25K XP. After this limit is reached he will receive no more XP until he has used some of that XP to train a skill. So if he has 10K XP and trains a skill tab he goes back to 0 and gains from 0 again. If he has 25K XP and trains a bottom row skill he starts gaining from 15K XP again.

The Skill XP formula will now be based on skills used. This means that the leveling XP that affects a characters level number stays as is. But the second XP bar is **HEAVILY** dependent on skills used during combat. If he fights without using skills he gains XP towards his level only, if skills is used he will gained towards the skills XP bar as well (both bars will be visible beneath each other in main GUI). For the first tree it doesn't matter which skill is used in combat, it's a novice tree and any skill will contribute towards XP. However, in the secondary trees he will HAVE to use skills that are related to the profession he is leveling else he gains no Skill XP.

Final Words:

As complicated as this system sounds, it's actually quite easy to understand. The idea behind the system is to give depth and freedom. Depth in terms of making the player play for much longer and actually work for his title, And freedom because he now has so many more choices at his disposal.

- Does he Master just one profession at a time?
- Does he master them all at once?
- Does he fill the whole of the first tree and then tackle each one?
- When having to train skill tabs, does he train the one to the top or the one to the right?

Players will also now level they level number and their skills at different speeds, meaning they will sometimes use skills other than the required skills and thus only gain level XP, not Skill XP. So you will find that players may be level 150, and still only be a novice in his profession. So players will have to now also make sure to keep a balance when building their character.

I know what everyone is thinking, what about stat points? how do they fit into the picture? Well simply put they fit in the same way they always have, when a player goes from level 1 to 2 he will get stat points which he must assign. These stats will need some tweaking of course to keep balance, but the main goal here is to have the player have a lot more options to keep an eye on, not just his stats .

The system is far from perfect, but it is just an idea, I welcome any input, and feel free to brainstorm suggestions to better the system. But I strongly believe that the way forward with Rose is Depth, and this is a first major step towards achieving that goal. I will be writing up some more of my ideas which I guarantee will be as complex as this one, but in the end they will all tie in together to give this game depth that will blow the minds of even the heaviest gamers out there.