## Character Class Title: Archer

## Basic Stats:

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| Strength | Low – 2 |
| Agility | High – 8 |
| Dexterity | High – 10 |
| Vitality | Low – 2 |
| Intelligence | Medium -5 |
| Wisdom | Low – 4 |
| Spirit | Medium – 5 |
| Luck | Medium – 7 |
| Courage | Low – 3 |

## Other Stats

Base HP: 3 x (Vitality + 2) + gear

Base MP: 2 ( Intelligence) + gear

Aim: 4 x Dex + 2 x Luck + gear

Critical Strike: 2 x ((luck + level) /2) + ( % Amplifiers) + Luck \* (% Amplifier) + gear

Dodge Chance: 3 x Agility – Aim Of Monster + gear

Movement: (Agility / 2) + 3 + gear

Defence: ½ (Vitality + Agility) + defence gears

Magic Defence: ¼ (Vitality + Intelligence) + gear

Magic Attack: 0 + gear

Melee Physical Attack: 2 x Strength + gear

Ranged Physical Attack: ½ \* Agility + 4 x Dex + gear

Elemental Strengths: Wind, Earth

Elemental Weaknesses: Fire, Steel

Combat Strengths: .vs Slow Light armoured units, .vs stationary, surprise attacks, vs. fast light armoured units

Combat Weaknesses: .vs heavy armoured units, .vs horse mounted units, .vs fast light armoured units

## Class Description:

The Archer class is capable of firing a set number of tiles away from the unit. The farther along the archer is to their “key range” the higher their critical strike chance is against the unit. For example an archer with a basic wooden bow, their “key range” would be between 2-3 tiles, even though the archer is capable of firing from 1-5 tiles away. The archer class is primarily based on fighting people from a far and trying to get surprise attacks against enemy units. Archers are also great and weak against fast light armoured units, mainly because their mobility makes them hard to hit, and also closing the gap on an archer makes them especially vulnerable because of their low hp and defence.

## Class Features:

### Skills:

Double/Triple/Quadra Shot:

This skill allows the archer to fire their arrows 2, 3, 4 times in the same attack.

Hunter’s Gift:

This skill increases the aim of all friendly party members and the archer itself in a 4x4 area. The aim increase is based on the archer’s skill level

Critical Strike Booster:

This skill increases the critical chance of the archer. The aim increase is based on the archer’s skill level

Range Booster:

This skill increases the passive “key range” of a bow.

Foot Shot:

The archer fires an arrow towards at an enemy’s foot that snares the unit for one turn, and slows the unit for 3 turns.

Running Shot:

The archer runs and fires multiple arrows in a straight line. (The archer will fire at all enemies to the left and right of the straight path, but will not fire behind themselves).

Vulnerable Shot:

The archer likes to prey on the weaknesses of it’s enemy, this shot increases critical strike and damage against the enemy by a percentage.

Quick Shot:

Allows the archer to attack an additional target based on skill level

Arrow Swarm:

Fire down a large number of arrows in a rectangle area (2x4)

Focused Line Strike:

Fires one arrow down a straight path going through all enemies in it’s path. (5 tile range)

### Special Advantages:

When the archer has the high ground and distance on the enemy they have a higher chance to hit and critically strike. In addition to this, they also have a few modifiers for surprise attacks that catch enemies off guard. They also have the advantage of climbing up mountains/hills/objects without any penalty to movement.