Blue Color = My personal thoughts

Black Color = Regular text / proposed changes

Black Background White Text = Copied directly from the website

Proposed Changes

Layout of the website:

- As mentioned before having multiple pages would be better in terms of loading images, video, GIFs, etc.

- Within pages having a “Return to top of screen” or “Go back Home” button would be really good,

Game Overview:

- I could go over end game builds (even though I haven’t finished the Abyss, I still could talk about eng game builds). Frequently people will ask about one shot builds because they’ve seen people do it, I think it’s better if we have a section so when they ask “What is the best build for dual swords?” we can guide them o like a SotC section which I can make later on (Status, pictures, forging, etc).

Combat System:

Stances 🡪 Low Stance:

Some weapon types have skills that give you extra-condensed invulnerability during Low Stance dodges.

- Dodging in Low Stance gives you more invincibility frames compared to the other stances.

- Blocking in Low Stance consumes more stamina compared to mid stance (Does it?)

Adding another small Stance section: Sheathed (RB + B / R1 + O)

- If you have your weapons sheathed / put away you will always be in the Mid Stance. Even if you select low stance and your weapon is sheathed, you will still dash and roll like in Mid Stance. Only by drawing your weapon can you have the stance specific dashes and rolls.

Stance Switching:

You can switch Stances at any point, even while your weapon is sheathed or while you are attacking. This is especially useful if you are attacking in High Stance,

- This is especially useful if you are attacking in High Stance or using Skills –

- Examples Section: (Switch Stances during Dual Swords’ WindStorm, Start in High Stance 🡪 WindStorm 🡪 Switch to Low Stance during WindStorm

### What You Can Do

= Change to something like “Combat Actions” or “Combat Attacks”

What You Can Do 🡪 Strong Attack:

- Using High Stance Strong Attacks will never bounce your weapons when they collide with enemies Ex. Joro-gumo Boss (Spider Boss fight) your Low Stance, and Mid Stance’s light and heavy attacks will bounce off of her armor legs. Using High Stance Heavy Attacks will not bounce off.

What You Can Do 🡪 Skills

- During the use Skills, William cannot be staggered, though he can still take full damage.

WindStorm, Iai, SotC, Flowing Shadow, etc. during all of these skills you can’t get staggered. As for Iai and sotc the wind up you can get staggered, but during the dash itself you cannot get staggered.

- Note: Parry Skills do not work against Yokai, and Humans that are in Living Weapon

(Can’t parry LW) some poor sap is going to try this and Date is still going wreck them

What You Can Do 🡪 Ki Pulse:

Ki Pulse allows you to conserve Ki,

- Ki Pulse allows you to recover and conserve Ki,

while you can use this at any point after Ki starts refilling - the real Ki Pulse comes from when you let the red bar replenish fully.

- the full / complete Ki Pulse comes from . . .

What You Can Do 🡪 Living Weapon:

Your Guardian Spirit can be unleashed when you've collected enough Amrita to fill its gauge. In Living Weapon mode, you get an enhancement to your attacks, possibly some additional benefits (Guardian-specific), your attacks won't bounce (though they can still be blocked), every attack Purifies Yokai Realms, and you won't stagger on hits (though you will lose big chunks or all of your Living Weapon if you get hit).

- In Living Weapon mode, you get an enhancement to your attacks. You get an increase in physical and elemental damage. Red = Fire, Blue = Water, Green = Wind, Yellow = Lightning, Purple = Earth. You also gain additional benefits (Guardian Specific), your attacks won’t bounce . . .

What You Can Do 🡪 Shortcut Menu:

Should this section exist in the combat section? Should we move it to the black smith section? I propose that we have an entire separate page on the site dedicated towards the blacksmith. There we can link the Shortcut Menus and tie it to the Patronage levels.

I do however think we should say something small about the shortcut section:

- You get two shortcut menus initially; you can place any item from your useable inventory into these shortcuts, including Ninjutsu and Onmyo Magic.

**Stats Section**:

I will start to link pictures here, in this text I will say the name of the image and the image should be in the corresponding folder / file within the zip file.

Also note: Armor and Guardian Spirits have stat *prerequisites*, meaning that you need to meet those stats in order to get use out of the Armor's or Guardian's Special Effects. Not meeting these requirements means that your Armor or Guardian have their most beneficial aspects rendered inert.

Here we should link what it looks like when you DO NOT meet Armor Stats:

Look at picture: [ Does\_Not\_Meet\_Armor\_Stat.png ] [Stats Images Folder]

Pay attention to the bottom I DO NOT meet the Skill Stat requirement so I do NOT get the Special Effects of that Armor. All Special Effects are Grayed out.

Show what it looks like when you DO meet armor requirements:

Look at picture: [ Meets\_Armor\_Stat.png ] [Stats Images Folder]

Pay Attention to the bottom:

Body Required and Skill Required

In this example I have leveled up and now have enough Points into the Skill Stats so I meet those requirements. Certain Armors have different Stat requirements

Pay Also Attention to the fact that ALL Special Effects are fully colored white, and compare the difference between meeting the stats for special effects and not meeting the stats.

Spirit Stat requirement:

Look at picture: [ Does\_Not\_Meet\_Spirit.png ] [Stats Images Folder]

My current stats are 25 for Spirit so I do not fully meet the requirements for that spirit. This does not mean I can’t use that spirit, I can, but I do not get the last 3 Special Effects.

Skill Stat:

An Attack stat, as well as a prerequisite for Light Armor.

- Primarily the Dual Swords’ Attack Stat, as well as a prerequisite for Light Armor

Dexterity Stat:

An Attack stat, as well as a prerequisite stat for Ninjutsu Dojo Missions, increasing the damage of Ninjutsu, and the maximum amount of Ninjutsu you can equip at a time. It *might* increase the active duration of Ninjutsu, but I haven't tested it out.

- Primarily the Kusarigama’s Attack Stat, as well as a prerequisite stat for Ninjustu Dojo Missions, Increasing the damage of Ninjustu skills, and the maximum amount of Ninjustu you can equip.

Spirit Stat:

Take a look at the picture: [ Does\_Not\_Meet\_Spirit.png ] [Stats Images Folder]

And the picture: [ Kato\_Spirit.png ] [Stats Images Folder]

**Statuses**

LuckBringer and Increase Luck Icons

(Are there two different things in the game? Are they the same thing? Is there another item that increases luck that is not LuckBringer Talisman? Is the icon different?)

CatWalking / Silent Running

There are two statuses active when you activate the CatWalking Scroll:

1. Silent running
2. Reduce fall damage

The second icon on the webpage is Reduce Fall Damage maybe move image or description to make it exactly clear which icon does what: 1st icon is silent walking the 2nd is reduce Fall Damage.

Kekkai

There are two icons / statuses when Kekkai is active:

1. Increase Ki recovery
2. Purge Yokai Fields: Walking into Yokai Fields will immediately purge it.

For Kekkai the description matching the icon is switched.

Like before with the CatWalking it might be better to split the icons and individually give the description for each status we have on the website, so beginners aren’t confused to what icons they’re seeing.

Even after playing 350+ hours some icons I don’t know what they do especially in the Abyss.

**Gear & Special Effects**

I was thinking we should make a dedicated separate web page / pages for this topic. Here we can link to and from the Blacksmith.

Here within this section I can show pictures on how to forge weapons. a really good example would be making a good Dual Swords build where I forge a Dual Swords with a starred SotC stat, inherit the 15% CCD, and then Grace the weapon to put Izanagi or something like that

Here in this section you covered the “Best”, “Main”, “Core” Effects to have on your weapons. They way you split the section into Weapons, Ranged Weapons, and Armor is really good. One thing we should tell people is that rolling stats or inheriting stats are not made equal

EX) I could roll at CCD on my dual swords at 10% BUT there is also a chance that I could roll a 15% CCD on the dual swords. For Min/Max–ing this does make a difference. This also is true for inheriting stats onto weapons and armor.

I can show this full process in making like a full Hayabusa set + Izanagi + Forging the “best” Dual Swords in terms of a good SotC / Iai Build, and move the build to another section of the website dedicated to builds.

Accessory Special Effects

Yasakani Magatama – Probably the most important Accessory in the entire game. This thing makes builds happen and for some builds is required.

We should talk about how to get this: There are some YouTube videos on how to do it with the shrine reset and the shortcut on the bath / hot springs level

Some of the YouTube videos are outdated and I don’t know the up to date best way to do things, but I can go make some videos on how to farm / make stuff / builds. The Yasakani Magatama and the Yata Mirror even though those YouTube videos are old they still work. (Kind of crappy quality though)

Take a look at the picture: [ Yasakani\_Magatama.png ] [Accessories 🡪 Yasakani\_Magatama.png]