

Parameters for Shattered Pixel Dungeon

Mimic-Persona

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To Be Noticed:

One combination consists of three parts: Actor, Action Type, and Action Parameters. In this paper, the Actor is fixed as “Worrier” only. The Action Parameters needed to be chosen are defined by the Action Type. For example, Worrier Attack (Mob C1) (Interactable Item / Interactable Tool C3/C5) (Upgrade C8), Worrier Interact(Onto) (Interactable Tool C4) (Interactable Item / Interactable Terrain C3/C2) (Interactable Item / Interactable Tool C3/C5) (Upgrade C8).

1 Actor

- Worrier

2 Action Type

- Attack (to [Mob]) (Inventory Item [Interactable Item / Interactable Tool]) (with [Upgrade])
- Interact (with [Interactable Item (except Equipable Item) / Interactable Terrain]) (Inventory Item [Interactable Item / Interactable Tool]) (with [Upgrade])
- Interact(Onto) (using [Interactable Tool]) (to [Interactable Item / Interactable Terrain]) (Inventory Item [Interactable Item / Interactable Tool]) (with [Upgrade])
- Equip ([Equipable Item]) (Inventory Item [Interactable Item / Interactable Tool]) (with [Upgrade])
- Unequip ([Equipable Item]) (Inventory Item [Interactable Item / Interactable Tool]) (with [Upgrade])
- Pickup ([Interactable Item / Interactable Tool]) (Inventory Item [Interactable Item / Interactable Tool]) (with [Upgrade])
- Drop ([Interactable Item / Interactable Tool]) (Inventory Item [Interactable Item / Interactable Tool]) (with [Upgrade])
- Throw (using [Interactable Item / Interactable Tool]) (Inventory Item [Interactable Item / Interactable Tool]) (with [Upgrade])
- Catch ([Buff]) (Inventory Item [Interactable Item / Interactable Tool]) (with [Upgrade])
- Upgrade ([Upgrade])
- Wait (Inventory Item [Interactable Item / Interactable Tool]) (with [Upgrade])

3 Action Parameters

3.1 Category 1: Mob

- ArmoredBrute
- GnollTrickster
- CrystalSpire
- ArmoredStatue
- GreatCrab
- Bat
- FungalCore
- Swarm
- DelayedRockFall
- Ghoul
- Shaman
- Albino
- Eye
- Crab
- GnollGuard
- RotHeart
- Rat
- Ghost
- Blacksmith
- ImpShopkeeper
- Sheep
- MirrorImage
- Shopkeeper
- RatKing
- Imp
- PrismaticImage
- Wandmaker
- DirectableAlly
- Skeleton
- Monk
- Pylon
- DM100
- Necromancer
- Bandit
- Bestiary
- Snake
- TormentedSpirit
- RipperDemon
- GnollGeomancer
- DM300
- CrystalWisp
- FungalSpinner
- Slime
- YogFist
- GnollSapper
- Acidic
- Brute
- Gnoll
- GoldenMimic
- Elemental
- YogDzewa
- Bee
- CrystalGuardian
- DemonSpawner
- Wraith
- Piranha
- Warlock
- Golem
- Mimic
- DwarfKing
- Tengu
- Spinner
- RotLasher
- Succubus
- CausticSlime
- Scorpio
- FetidRat
- SpectralNecromancer
- PhantomPiranha
- DM201
- Senior
- FungalSentry
- Guard
- Goo
- Statue
- Thief
- DM200
- CrystalMimic

3.2 Category 2: Interactable Terrain

3.2.1 Heap

- HeapOfGold
- ForSale
- Chest
- LockedChest
- CrystalChest
- Tomb
- Skeleton
- Remains

3.2.2 Trap

- FrostTrap
- WeakeningTrap
- DisarmingTrap
- GrippingTrap
- PoisonDartTrap
- ConfusionTrap
- CursingTrap
- GatewayTrap
- ToxicTrap
- SummoningTrap
- ExplosiveTrap
- StormTrap
- GeyserTrap
- AlarmTrap
- TenguDartTrap
- PitfallTrap
- FlockTrap
- WarpingTrap
- FlashingTrap
- DisintegrationTrap
- WornDartTrap
- OozeTrap
- DistortionTrap
- GuardianTrap
- GrimTrap
- TeleportationTrap
- ShockingTrap
- BlazingTrap
- RockfallTrap
- BurningTrap
- GnollRockfallTrap
- CorrosionTrap
- ChillingTrap

3.2.3 Feature

- Door
- Chasm
- LevelTransition (Entrance)
- LevelTransition (Exit)

3.3 Category 3: Interactable Item

3.3.1 Armor

- RogueArmor
- LeatherArmor
- ScaleArmor
- HuntressArmor
- MailArmor
- ClassArmor
- ClothArmor
- PlateArmor
- WarriorArmor
- DuelistArmor
- MageArmor

3.3.2 Artifact

- SandalsOfNature
- CapeOfThorns
- LloydsBeacon
- HornOfPlenty
- TalismanOfForesight
- CloakOfShadows
- MasterThievesArmband
- DriedRose
- ChaliceOfBlood
- TimekeepersHourglass
- EtherealChains
- AlchemistsToolkit
- UnstableSpellbook

3.3.3 Bomb

- ArcaneBomb
- RegrowthBomb
- WoollyBomb
- ShrapnelBomb
- Firebomb
- HolyBomb
- Flashbang
- Noisemaker
- FrostBomb
- ShockBomb

3.3.4 Food

- Blandfruit
- ChargrilledMeat
- Berry
- SmallRation
- PhantomMeat
- MeatPie
- FrozenCarpaccio
- MysteryMeat
- RationOfFood
- Pasty
- StewedMeat

3.3.5 Key

- IronKey
- GoldenKey
- SkeletonKey
- CrystalKey

3.3.6 Ring

- RingOfArcana
- RingOfForce
- RingOfEvasion
- RingOfHaste
- RingOfWealth
- RingOfEnergy
- RingOfMight
- RingOfElements
- RingOfFuror
- RingOfTenacity
- RingOfAccuracy
- RingOfSharpshooting

3.3.7 Potion

- PotionOfExperience
- PotionOfFrost
- InfernalBrew
- BlizzardBrew
- CausticBrew
- ShockingBrew
- PotionOfLevitation
- PotionOfStrength
- PotionOfToxicGas
- PotionOfInvisibility
- AlchemicalCatalyst
- PotionOfPurity
- PotionOfParalyticGas
- PotionOfMindVision
- ElixirOfArcaneArmor
- ElixirOfIcyTouch
- ElixirOfMight
- ElixirOfAquaticRejuvenation
- ElixirOfDragonsBlood
- ElixirOfHoneyedHealing
- ElixirOfToxicEssence
- PotionOfLiquidFlame
- PotionOfHealing
- PotionOfHaste
- PotionOfStamina
- PotionOfDragonsBreath
- PotionOfShroudingFog
- PotionOfCleansing
- PotionOfDivineInspiration
- PotionOfEarthenArmor
- PotionOfMagicalSight
- PotionOfSnapFreeze
- PotionOfMastery
- PotionOfStormClouds
- PotionOfCorrosiveGas
- PotionOfShielding

3.3.8 Scroll (Category 5 - Interactable Tool Excluded)

- ScrollOfMagicMapping
- ScrollOfTeleportation
- ScrollOfTerror
- ScrollOfMirrorImage
- ScrollOfRetribution
- ScrollOfLullaby
- ScrollOfRage
- ScrollOfRecharging
- ScrollOfPassage
- ScrollOfEnchantment
- ScrollOfPsionicBlast
- ScrollOfMysticalEnergy
- ScrollOfSirensSong
- ScrollOfDread
- ScrollOfForesight
- ScrollOfPrismaticImage
- ScrollOfDivination
- ScrollOfMetamorphosis
- ScrollOfChallenge
- ScrollOfAntiMagic

3.3.9 Stone

- StoneOfDisarming
- StoneOfFlock
- StoneOfBlink
- StoneOfBlast
- StoneOfEnchantment
- StoneOfIntuition
- StoneOfAggression
- StoneOfFear
- StoneOfClairvoyance
- StoneOfAugmentation
- StoneOfDeepSleep
- StoneOfShock

3.3.10 Wand

- WandOfFrost
- WandOfDisintegration
- WandOfFireblast
- WandOfCorruption
- WandOfPrismaticLight
- WandOfWarding
- WandOfRegrowth
- WandOfTransfusion
- WandOfLightning
- WandOfMagicMissile
- CursedWand
- WandOfCorrosion
- DamageWand
- WandOfBlastWave
- WandOfLivingEarth

3.3.11 Melee

- Mace
- Quarterstaff
- Gloves
- HandAxe
- Glaive
- WarHammer
- RunicBlade
- Greataxe
- WornShortsword
- Gauntlet
- Sai
- AssassinsBlade
- Crossbow
- Spear
- Longsword
- Dagger
- Dirk
- Scimitar
- Shortsword
- Whip
- Sword
- Greatshield
- Flail
- Sickle
- Katana
- MagesStaff
- WarScythe
- Rapier
- RoundShield
- BattleAxe
- Greatsword

3.3.12 Others

- Waterskin
- Dewdrop

3.3.13 Missile

- FishingSpear
- Tomahawk
- Trident
- Bolas
- ThrowingSpike
- ThrowingSpear
- Javelin
- Shuriken
- PoisonDart
- IncendiaryDart
- HealingDart
- DisplacingDart
- CleansingDart
- ChillingDart
- RotDart
- HolyDart
- AdrenalineDart
- ParalyticDart
- ShockingDart
- TippedDart
- BlindingDart
- ThrowingKnife
- HeavyBoomerang
- ThrowingHammer
- ThrowingStone
- ForceCube
- Kunai
- ThrowingClub

3.4 Category 4: Equipable Item (Subset of Interactable Item)

3.4.1 Armor

- RogueArmor
- LeatherArmor
- ScaleArmor
- HuntressArmor
- MailArmor
- ClassArmor
- ClothArmor
- PlateArmor
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- Greataxe
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- BattleAxe
- WornShortsword
- Whip
- Greatsword
- Gauntlet
- Sword
- Sai
- Greatshield

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- ThrowingSpear
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- RingOfEnergy
- RingOfMight
- RingOfElements
- RingOfFuror
- RingOfTenacity
- RingOfAccuracy
- RingOfSharpshooting

3.5 Category 5: Interactable Tool

- ScrollOfIdentify
- ScrollOfTransmutation
- ScrollOfRemoveCurse
- ScrollOfUpgrade

3.6 Category 6: Buff / Debuff

- Daze
- SoulMark
- WandEmpower
- ArcaneArmor
- WellFed
- Berserk
- PhysicalEmpower
- Awareness
- Invisibility
- Hunger
- Poison
- Healing
- HoldFast
- Terror
- LockedFloor
- MagicImmune
- Fury
- FireImbue
- Bless
- Corruption
- AllyBuff
- Paralysis
- MindVision
- ToxicImbue
- Foresight
- PinCushion
- Ooze
- FrostImbue
- PrismaticGuard
- MagicalSight
- Combo
- Hex
- Bleeding
- RevealedArea
- Regeneration
- Dread
- Doom
- SnipersMark
- Haste
- Shadows
- AscensionChallenge
- LifeLink
- Light
- Barrier
- Slow
- Weakness
- Vertigo
- FlavourBuff
- Frost
- Recharging
- ShieldBuff
- ScrollEmpower
- LostInventory
- Barkskin
- Vulnerable
- Speed
- Roots
- Charm
- Burning
- ArtifactRecharge
- ChampionEnemy
- Chill
- Cripple
- AdrenalineSurge
- CounterBuff
- Drowsy
- Sleep
- MagicalSleep
- Amok
- Levitation
- BlobImmunity
- AnkhInvulnerability
- Corrosion
- Degrade
- Blindness
- EnhancedRings
- MonkEnergy
- Momentum
- Preparation
- Adrenaline
- Stamina

3.7 Category 7: Upgrade

- HeartyMeal
- VeteransIntuition
- TestSubject
- IronWill
- IronStomach
- LiquidWillpower
- RunicTransference
- LethalMomentum
- ImprovisedProjectiles
- HoldFast
- StrongMan